



LIGHT OF LIFE

L'épanouissement de l'être au moyen de l'art et du sport

VIRTUAL GALLERY

I. CONTEXT AND JUSTIFICATION

Since 2019, the whole world has been marked by a difficult health situation. The Corona Virus disease that has been rampant has caused many deaths. The methods used to combat this pandemic, commonly known as barrier measures, have had harmful consequences in most socio-economic areas. The arts have not been left out. Museums, theatres and art galleries have been forced to close down. This has hurt artists in general and Christian artists in particular, who have been unable to express their creativity and make a living from their art by making Jesus known through their works of art.

In view of the above, the 2L association realised that it would be a good idea to set up a virtual art gallery.

A virtual art gallery is, as its name suggests, a virtual space where artists' works of art can be exhibited. The aim is to enable Christian artists to continue to work by exhibiting their creations despite the consequences of the COVID crisis. It is simply a question of enabling Internet users to travel while allowing artists to work without exposing them to illness.

These terms of reference explain the rationale behind this project and the stages involved in its implementation.

II. OBJECTIVES

II.1. Overall objective

The virtual gallery aims to raise the profile of Christian artists who do not have the opportunity to exhibit their works of art.

II.2. Specific objectives

In detail, the aim is to

- Set up the virtual or digital gallery
- Mobilise artists
- Digitise the works of art and publish them
- Publicise the platform

III. TARGETS

The priority targets are artists living in Cameroon and working in the following fields:

- Painting
- Sculpture
- Photography





IV. METHODOLOGY

This will involve :

1. setting up a virtual platform (IT development);
2. Contacting artists wishing to exhibit their work;
3. digitising the works of art (photography and image processing);
4. exhibition;
5. monitoring the gallery.

V. EXPECTED RESULTS

- The digital platform is developed;
- The artists are mobilised;
- The works of art are digitised and processed;
- The works of art are exhibited.

VI. RESOURCES

This activity will require human, material and financial resources.

VI.1. Human resources

- A computer specialist or programmer to design the website.
- Staff to monitor the gallery: exhibition of works, internet visibility, etc.
- a team of photographers specialising in digitisation and photo processing
- computer graphics
- Artists
- Legal advice

VI.2. Material resources

- A computer
- Quality internet connection
- Photographic equipment

VII. DURATION

1 year including design and operation.

VIII. BUDGET

Expenditure relating to the project

Description	Quantity	Unit cost	Total cost
Website design & Website hosting (3 years)	package	1 500 000	1 500 000
Personal support /month	5x12	20 000 (per person)	1 200 000
Communication	12 months	25 000	300 000
Total	3 000 000 FCFA		



INDICATORS

success indicators of virtual gallery

- effective operation of virtual gallery
- work of artist from diverse communities are exhibited in this gallery
- the gallery is visited