第75回(令和5年12月) 文章入力スピード認定試験(英語)問題

One of the most important qualities in art is its ability to evolve, including the ways it is created and displayed. Museums are pairing works of art with sounds, smells and other feelings in exciting new fairs. They can be enjoyed by sighted people and those with blindness or low vision.

When a painting or sculpture is created, the process is dynamic, with the artist breathing in the workshop smells, listening to street sounds, and feeling the materials that go into the work. By the time a piece enters a museum, it becomes an object to be seen and not touched. The orthodox notion that museum learnings should be entirely visual is being upended by sensory art shows. They mix the senses of touch, smell, hearing, and sometimes even taste.

One way to make sensory art is by adding new display elements to existing pieces. For the sound scape event, one gallery invited composers and sound artists to write music to accompanying artworks. While viewing the famed canvas drawing by a very famous painter, art lovers listened to musical works by a prize winner composer. One hot disk jockey created pulsating music through electrons to reflect the drawing technique and light patterns of coastal scenes. Sound has power to trigger emotions and memories, and the show inspired art viewing from a new outlook.

A new place to enjoy sensory art in museum is called a sensorium. One sensorium displays, featuring some works from the same museum, took matters to another level. The senses of hearing, smell, touch, and taste were stimulated during the viewings of four abstract paintings. Another inspiring work was a waist high device that viewers placed their both hands in. Waves of ultrasound simulated puffs of air, creating the sensation of rainfall beneath their fingers. Handmade chocolates were offered to viewers of a famous painting, with ingredients meant to evoke the mood and ambiance of the painting. The critical response to the exhibition was mixed, with purists contending that masterpieces should stand on their own,

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and others welcoming the fresh approach.

Entirely new works of art that transcend individual senses are also being produced. A center of multisensory art in a northern country features innovative works such as stereoscopic objects based on photographs. In addition, workshops are held to discuss new frontiers in Another space pushing the envelope is a digital art museum in Tokyo, which has four hundred projectors and five hundred twenty computers. displays, featuring vibrant colors, can be touched with activated panels, and more, can be changed as you walk through them, making the experience very unique and personal. A turn on the multi jumping universe trampoline creates planets and black holes around you. Children enjoy, in any event, contributing to the exhibition by having their drawings digitally scanned and added to a sketch aquarium. While enjoying tea at a tea house in the museum, you can marvel at visual effects projected into your cups.

When it comes to a complete sensory experience, there is nothing quite like a museum of food and drink. You do not just experience displays. You can touch, smell, and eat them. In a cosmopolitan city, a museum focuses on the importance of food in our lives and cultures. It contains a smell synth that lets you mix nineteen scents, including popcorn, cinnamon, and nail polish remover, and then smell your creation. For the exhibition of an Asian style restaurant, a chef prepared edible samples. On top of that, the museum had an industrial fortune cookie machine on hand. To make the experience more immersive, visitors wrote fortunes which were inserted into the snacks.

Another positive aspect of multisensory art is its ability to make art inclusive for the estimated two hundred ninety million people with low vision or blindness. For the multisensory museum project at the world class institution, clay, nails, and other materials were used to make a 4,010 touchable replica of an African sculpture. Scents similar to the original

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objects were added, and electronics inside the replica buzzed when it was 4,159 touched. A material book was made for another sculpture. It let the 4,229 handler feel the types of materials that went into the piece, with 4,296 feathers, wood, and porcupine quills providing a scintillating tactile 4,367 experience.

Going a step further, installations are being created specifically for those with low vision. A famous artist inserts screws at different heights onto boards, resulting in touchable portraits. Three-dimensional photo works makes stereoscopic representations of globally famous paintings, with the touch activated sensors triggering audio descriptions. Thanks to these efforts, the art world thrives on overcoming limitations and stretching our experiences. Multisensory art has the power to add new dimensions to museum visitors, regardless of the age or visual acuity.

Museums are making great progress in turning their permanent 5,020 exhibitions into inclusive spaces for people who love art but have visual 5,094 impairments. Headsets with audio commentary facilitate self-guided tours, 5,169 as well as tactile maps of museum layouts and braille explanations of 5,239 specific pieces. In a cosmopolitan city, description tours led by the 5,310 staff are increasingly available at famous museums. 5,364

Even more enthralled are what they called touch tours that allow 5,430 visitors, wearing silk gloves, to feel original art or cast replicas. 5,506 museums of worldwide fame are among the institutions that have led touch 5, 579 Workings with museums are groups like art beyond sight which 5,648 specialize in making exhibitions more accessible even to low sighted 5,717 visitors. Now you could understand the museums are not only buildings or 5,791 places in which objects of historical, scientific, artistic, or cultural 5,864 interests are stored and exhibited. 5,899

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