
DIORAMA PRESENTATION METHODS

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Abstract

Diorama is the building of aesthetic scenes with functional purposes that take from the plastic techniques of sculpting, drawing and designing a field to carry out its reporting mission on a scientific topic as in natural circuits to dissect the brain or body functions or has aesthetic or decorative purposes such as scenes in cinemas or children's playing and the pleasure of participating in playing and creating amazement. Therefore, the researcher presented the research problem by asking the following question: What are the various methods of presentation in diorama? How do they affect the reception and response mechanisms, and how did diorama in nearby fields be used as a means of demonstration for medical, engineering, arts, urban construction and educational curricula? Then the researcher presented the conceptual framework, which is made up of two studies, the First Topic, Diorama, the Difference in Presentation and Themes, and the Second Topic, Diorama and the Multiplicity of Materials. The researcher presented in the conceptual framework the multiplicity and different methods of presentation and the investment of raw materials and the different fields of knowledge that entered diorama into its fields, which presented proposals and solutions in some cases for comprehension, understanding and abstract topics that cannot be seen, so they worked to represent them. In the third chapter, the researcher conducted three applied samples of different topics, methods of presentation, and goals (marshes, volcano, and beehives), as for in the fourth chapter, the researcher reached the results and conclusions, including the diversity of presentation methods in diorama according to the topic, purpose and the aesthetic and functional goals it carries through visual excitement transforming the art of diorama by representing it in different ways to perceive the transformation and reveal the aesthetics of the desert environment, mountains and forests, and to present various environments, then the researcher presented recommendations and suggestions, and then references and sources.

Keywords

Diorama, Presentation, Natural History, Museum, Iraq.

Introduction

Diorama is concerned with the representation of objects, assets and environments in a variety of different visual methods, using materials such as straw, wood, wires, environmental waste and leftover cartoons, and investing this in different techniques and methods of implementation and employing them in the models and dioramas in their variation from architectural to aesthetic diorama to historical, educational, excitement and interaction with scenes.

Using materials and techniques in implementing different roles and with various objectives, including aesthetic or educational, and presentation methods in diorama presuppose a shift in vision, perception and understanding of the subject visually, with the aim of communicating with the recipient, so that the act allows the transmission of information and its delivery to the mind in an effective visual speech.

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Diorama is the construction of an aesthetic and functional event characterized by excitement and concerned with presenting a historical time period or an imaginary position, and engineering and environmental constructions in different and varied ways of display.

Results

1. Diorama is the construction of an aesthetic and functional scene that is characterized by visual excitement and is concerned with presenting a historical time period, a landscape, an imaginary situation, and engineering and environmental constructions.
2. Diorama collects techniques and creatively melts them, and in this way the diorama is formed in its diversity and innovation in employment and experimentation.
3. Diorama depends on the manufacture of three-dimensional models and various scenes and it is interested in studying the details of things to be presented to the viewer.
4. Diorama art provides an aesthetically pleasing visual document, whose purpose is to convey scenes in different spatial environments, and diorama is thus a wandering portable theatre and it is usually wrapped.
5. Diorama discusses the environment and represents it with different materials and techniques, and thus to remedy the transformation and reveal its aesthetics, as in diorama that represent cities, environments such as desert, forests, and marshes.

Recommendations

1. Using diorama in educational curricula because of its effect on interaction and creating an environment of fun and playing.
2. Employing diorama to develop the mind of students in schools which gives their imagination an act of innovation and creativity.
3. Benefiting from diorama in tourism projects, making models of the diverse environments of Iraq, archaeological areas, and religious shrines, and holding exhibitions thereof abroad as an attractive element for tourists.

Suggestions

The researcher proposes to conduct the following studies:

1. Methods of using diorama in educational curricula.
2. Using diorama in documenting the different environments of Iraq.

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