



Digital Strategies for Heritage (DISH) 2013

2 & 3 December 2013, De Doelen Rotterdam

Chefs' Table session

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Title: How to raise quality and sustainability of digital heritage

Introduction

Although digital heritage offers a wide range of opportunities and advantages to museums and cultural heritage institutions, still the uptake of digital technologies is quite low. We are convinced that improving the quality and sustainability of digital heritage is a key factor for wider use and better integration of digital heritage. To implement this, the European Network of Excellence V-MusT starts a Competence Centre that offers a wide range of services for the museum and cultural heritage domain, ranging from conception over funding to implementation and maintenance. This Competence Centre relies on a wide range of expert companies and research centres that provide the best skills in creative industries for digital heritage.

Discussion

See also <http://piratepad.nl/dish2013-T01S03> and <http://piratepad.nl/dish2013-T01S04>

You should create applications for 15 years:

a computer needs to be replaced in 3 years (which means my laptop is ancient, since it's from 2009)

Life cycle of software is ten years, but webtechnology has a longer life cycle

Reusability: structure your data in a way that it can be reused in many ways

Quality is also fitness for use.

Again we skip all the slides and go straight to the nice 3D-images

The question with 3D-reconstruction is always: how much is invented, how much is a result of research?

So if you pass the object on, you need more information => research data, provenance and metadata

"Certain things are certain and certain things are uncertain."

The same documentation is used for pre-rendered images and for real time systems

The same techniques are used as in Hollywood, but when it's cultural heritage we need documentation

The 3D-models are structured in a way that makes it possible to make "bigger" (more detailed) reconstructions in the future.

If you deliver on quality, than you don't need to lock your customer in => open source code and documentation

Documentation has a cost, but cultural heritage institutions don't want to pay for it.

Q: How do you make sure that someone who reuses it, resuses it with all the metadata?

A: We need something like repository; that would stimulate people to make documentation and others can reuse it.

We need to find ways to peer-review 3D-models

PDF will probably be used for a long time. But updating a 3D-pdf is impossible. So we need to find software with metadata that visualizes everything.