

Visible- Interoperable digital library for
European archaeology

vicomtech
visual interaction
communication
technologies

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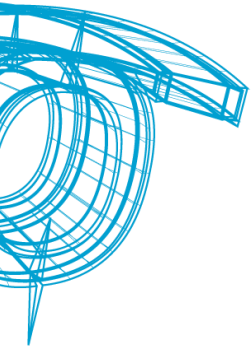
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Details of the project

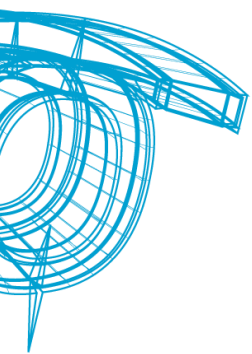
* Theme 2: Digital libraries

- ❑ This theme supports the digital libraries initiative, aiming to improve the **accessibility, use and preservation** of Europe's rich and diverse **cultural and scientific heritage** in the **online environment**. It further supports experiments with open access to scientific information and explore new paradigms for accessing and using this information
- ❑ Objective 2.2. Enhancing/aggregating content in Europeana
 - The aim is to enhance the content base by **aggregating cultural heritage content** and making it available through Europeana and/or enhancing the searchability of cultural content already available through Europeana. The content must be of interest to a **broad public** and not just a limited set of specialists.
 - Instrument: Best Practice Network



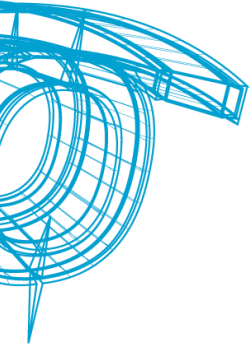
Objectives of the project

- ★ Create a large repository of multimedia information related to archaeology and to make it available through the EDL to both experts and to the large public
 - ❑ Aggregate a **very large EU-wide repository** of existing digital information
 - ❑ Promote specific **3D digitization** of key archaeological findings
 - ❑ Ensure a number of **added-value services**
- ★ Extend the European Library Application Profile (TEL-AP) to include information relative to 3D representations (accuracy of the reconstruction, processing tools used) as well as geographical information of archaeological artefact



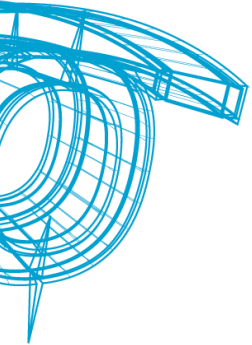
Working areas

- * Make **use of high-end 3D scanning technologies** available as well as through state-of-the-art software technologies, which can be used to create 3D models from dense sets of colour digital images of real artefacts
- * **Added-value services** beneficial in a variety of scenarios ranging from applications specifically designed for domain experts as well as for common people.
 - Access** data through the EDL
 - Direct **manipulations** of 3D models of precious artefacts (e.g. fragment of vase)
 - Create **simulations** showing the effects of restoration techniques, as well as to validate theories.
- * Access to spatial processing capabilities as a valuable help to experts, providing **spatial analysis** through interoperable protocols over a vast set of geo-reference resources on archaeology



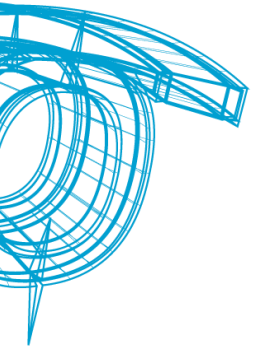
Expected impact

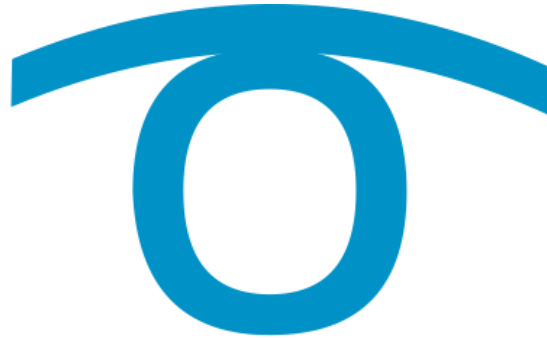
- * The availability of 3D models of archaeological artefact is considered a fundamental tool to experts in the field of **conservation** and it allows definition of **theories, scientific simulations and is essential for archiving processes**
- * The availability of a digital library on archaeology including high quality 3D models can bring also substantial benefits in other contexts as it can be an excellent counter-measure to **fight looting and theft of archaeological findings**



Possible consortium

- ★ Content providers
 - Archaeological sites
 - Creative industries
 - Curators
 - Universities and Research Centres
- ★ ICT partners
 - SME
 - Universities and Research Centres





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MUCHAS GRACIAS POR SU ATENCIÓN

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