## **Documenting heritage in 3D**

by the people and for the people

Karina Rodriguez Echavarria, University of Brighton

21 November, Creative CH workshop VAST 2012

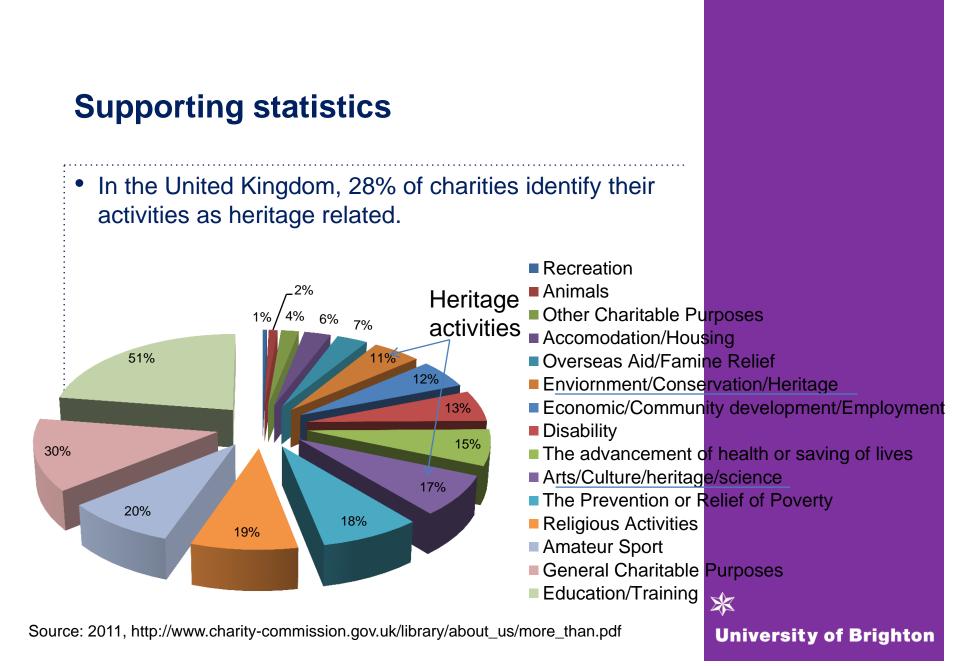




## Introduction

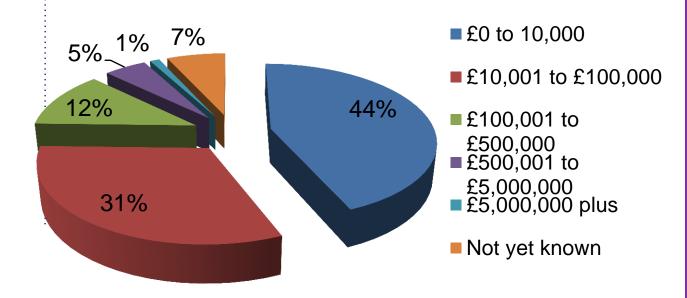
- Not all European tangible heritage is located within museums or curated by professionals.
- Large amount of our tangible heritage lives amongt us.
- This heritage is overseen by a large number of small non-profit heritage organisations.





## **Supporting statistics**

- 75% of charities of a total of 161,649 have an annual income of less than £100,000 (~€120,000).
- Implications on technological investment.



Source: 2011, http://www.charity-commission.gov.uk/About\_us/About\_charities/factfigures.aspx

## **Hypothesis**

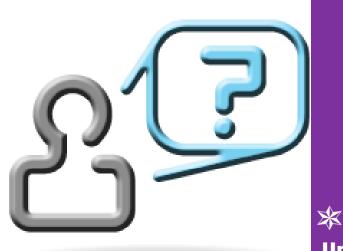
- Involving the public might be a suitable mechanism in order to allow small organisations to build 3D collections to digitise the cultural heritage they oversee.
- Based on:
  - Volunteerism is already a key component.
  - In the UK, 450,000 volunteers in the area of the historic environment.<sup>1</sup>





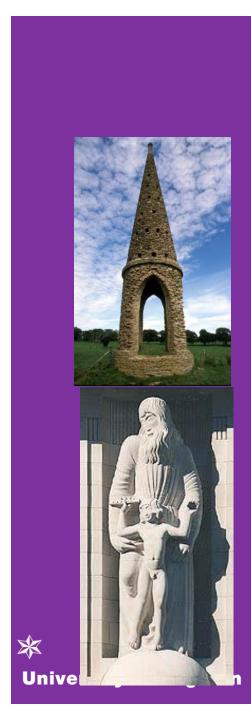
## The experiment

- 1. Engagement with the Public Monuments and Sculptures Association in the UK.
- 2. Sample of heritage objects.
- **3.** Engagement with the wider public using the 3D-COFORM technology.
- 4. Evaluation



## The organisation: PMSA

- Aims to heighten appreciation of Britain's public sculpture and to contribute to its preservation.
- Board of trustees, limited staff and relies on the voluntary work of its members.
- Core activity is to oversee survey of objects including statues, monumental works, war memorials, sculpture, clocks towers and fountains.



## **PMSA sample of objects**

- 36 objects for codevelopment of a 3D digital collection.
- 8 areas across the city.
- Area 5 km<sup>2</sup> in the city centre.
- No more than 10 objects per area.



### **Geographical distribution**



## **Public engagement trials**

- Several trials have taken place using lessons learnt.
- Focused on the following areas:
  - 1. Co-development process.
  - 2. Mechanisms for the public's involvement.
  - 3. Using 3D technology.



## Mechanisms for the public's involvement: Two level strategy

- Involvement of the wider public on specific and straightforward tasks.
  This required either:
  - a. Selecting the simpler tasks of the co-development process (e.g. taking photographs)
  - b. Simplifying other tasks.



\*

**University of Brighton** 

<u>Video</u>

# Mechanisms for the public's involvement: Two level strategy

2. Involvement of a smaller number of volunteers or amateurs on tasks which require a higher level of skills and commitment.



 Invitation and promotional material distributed by press and web based social media sites

## Putting our heritage in the picture

ORGANISERS of a unique heritage project are inviting residents to get involved.

Staff at the University of Brighton are inviting members of the public to take photographs of sculptures and monuments in the city to record Brighton and Hove's heritage.

The pictures will contribute to a library of computer 3D models which will allow viewers anywhere in the world to inspect objects from every angle.

Both professional and amateur photographers are being asked to take part by following some simple steps.

Project manager Hilary Williams said: "The contribution of the public will be an invaluable part of this project and a critical element in the research process as we ultimately hope to demonstrate to the cultural heritage sector the benefits of involving the public as well as using the latest technologies.'

The project is part of an EU-funded research programme called 3D-COFORM, which aims to make 3D technology an affordable and practical option for the cultural heritage sector. The project is the first of its kind in the world.

The deadline for contributions is July 17. If the project is successful it will be rolled out across Sussex and potentially the rest of the country.

Visit www.sharevourheritage.org.



#### Sharing your heritage

Published 8 June 2011

The University of Brighton is inviting members of the public to take photographs of sculptures and monuments in the city as part of a unique project to record Brighton and Hove's heritage

The pictures will contribute to a library of computer 3D models which will allow viewers anywhere in the world to inspect objects from every angle.

The project is part of an EC-funded research programme called 3D-COFORM (www.3d-coform.eu) which aims to make 3D technology an affordable and practical option for the cultural heritage sector. The project is the first of its kind is

June 14, 2011

×





• Social network sites, such as Facebook.



• Presence at local events across the city.

International Student Fair

### Open Heritage Days 2011





×

- Incentives or prizes with a value of €250 from local organisations.
- Organisations are very enthusiastic to contribute.





- Website (<u>www.shareyourheritage.org</u>) enables people to participate.
- Lists the objects, their information and presents resulting 3D models.



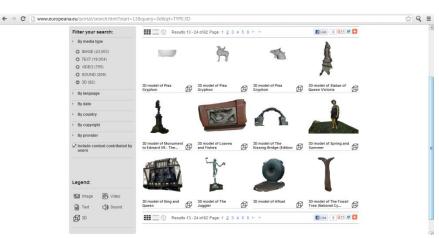
### **Content outcome**

- Outcome of using these mechanisms from July to October 2011:
  - Photographs with 70% coverage.
  - Produce 3D models of 18 objects (50% coverage).
  - Few committed more time to learn to build the 3D models.



### **Public access**

- It was considered very important to make the content available to the public:
  - Enriched the PMSA website with information in 3D
  - Make available the information through the Europeana portal.





## **Lessons learnt**

- To enable non-profit organisations to co-develop 3D collections with the involvement of the wider public, it is necessary to consider:
  - Project management
  - Motivational issues
  - Economic issues
  - Technology support

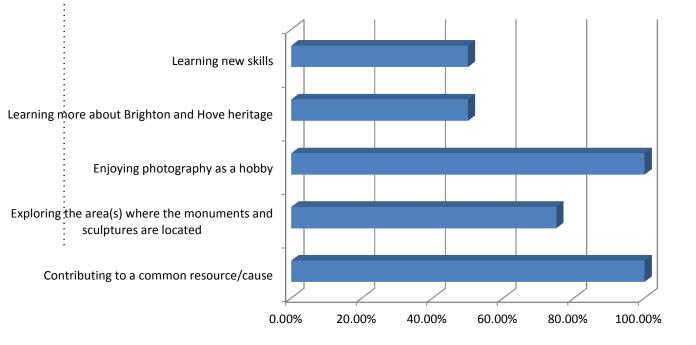
## **Project management considerations**

This type of project is usually long term, with a time span of years.

- A preparation period is required. This leads to a high initial overhead.
- Then time is required to advertise the project.
- Involvement of the public in tasks takes further time.

- Select the crowd most suitable to the project objectives.
- More people might participate if objectives are not so rigid.
- People require constant motivation. This could be achieved by different mechanisms.

 Contributors mentioned both personal motivations as well as contributing to a common cause as strong drivers.



- Committed contributors spent an average of 3 hours taking photographs and up to 3 hours in processing them.
- Selected the objects to photograph either because they were particularly interested or for practical reasons.

- Loosely associated groups might be harder to motivate.
- Associated groups might be easier to:
  - Contact
  - Motivate, and
  - Have interests that are closely aligned
- But there are potentially fewer of them.

## **Economic considerations**

- This type of project might only be viable for a large number of objects over a long period of time.
- This will minimize and distribute the commitment both from volunteers and the organisations.
- Nevertheless, an initial budget will be required to set up the project.

## **Technological considerations**

- Organisations will require support with setting up an infrastructure for the 3D collection.
- Different models:
  - Existing partnerships with universities.
  - Yearly fees to access a common infrastructure and expertise.

## **Evaluation conclusions**

- Involving the public for 3D object acquisition can work, but is appropriate for ...
  - larger numbers of objects
  - Objects that are accessible (not always museum collections)
  - Widely dispersed objects
- It could take some time to complete
- This takes advantage of the strength of the crowd ...
  - Its geographical spread
  - Potentially large numbers

## Thank you

## **Questions?**



This project was conducted by the 3D-COFORM project funded by the European Community's Seventh Framework Programme (FP7/2007-2013) under grant agreement n° 231809; 2008-2012

**University of Brighton** 

\*