

3D Assets Management

Uffizi Project 3D Assets Process

- PhotoOrganizer.py
 - <https://github.com/LibraryOfCongress/bagger>
 - doha_workshop_2012_bagger_en.pdf
 - Guidi_Data_Structuring.pdf
 - Guidi_3D_Digitizing_a_whole_museum.pdf
 - 3D-ICONS Guidelines .pdf
 - 3D-ICONS Case Studies.pdf
 - HathTrust Research Center data model
 - Example "data paper"
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Questions/Issues

- How do you imagine any of this will any of this be reused?
 - Hypothetical use cases (Jamie)
 1. Textual analysis: renders
 2. Aggregate: coding, analysis
 3. Algorithms
 4. Virtual museum
- Can raw files be saved as TIFF in process? (from Nikon NEF)
 - better for archival processing, higher quality, non-proprietary
 - need these in addition to jpg
- Using Reality Capture - photogrammetry software (?). Opaque .dat files.
- Notes.txt in several directories in sample - better to have more descriptive names:
 - 307_Models_notes.txt
 - 307_Processing_notes.txt
- Metadata
 - csv with column headings is better than images of labels and plain text
 - image labels and plain text are better than proprietary binaries
 - basing this on 3D-ICONS fields if possible
- Include some kind of **README** file or **descriptive paper** for each bag to describe how all the parts were used to create object
- What is difference between comments in python script at top with directories created and PDF description of directories created?