



DARIAH-PL:

Towards advanced e-infrastructure for the Digital Arts and Humanities

Session: From Space to the Ocean Bed



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TNC'22 Conference, Triest --- Thu, 16 June 2022, 14:00-14:30, Room A



European
Funds
Smart Growth



Republic
of Poland

European Union
European Regional
Development Fund



DARIAH ERIC – A network to enhance and support digitally enabled research and teaching across the Arts and Humanities.



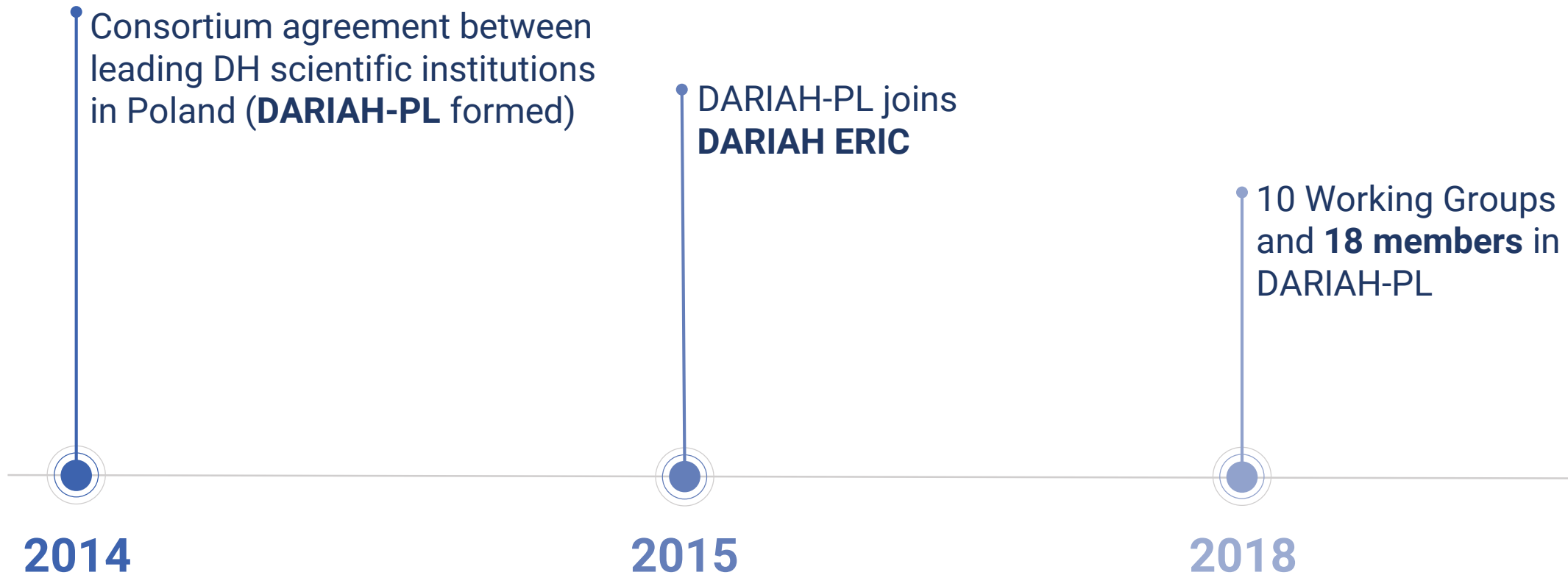
DARIAH-PL – Polish consortium of 18 institutions to introduce to the European network DARIAH ERIC, deepen cooperation and build infrastructure



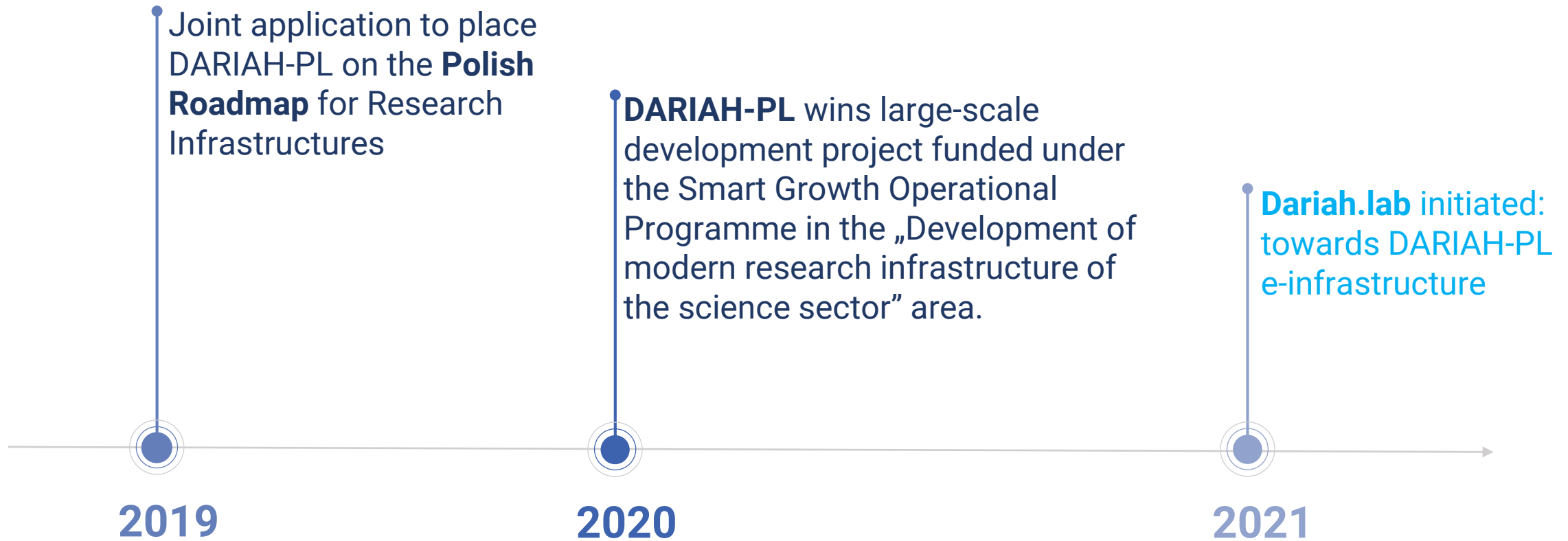
Dariah.lab – DARIAH-PL is Polish national large-scale development and infrastructure project started in 2021...



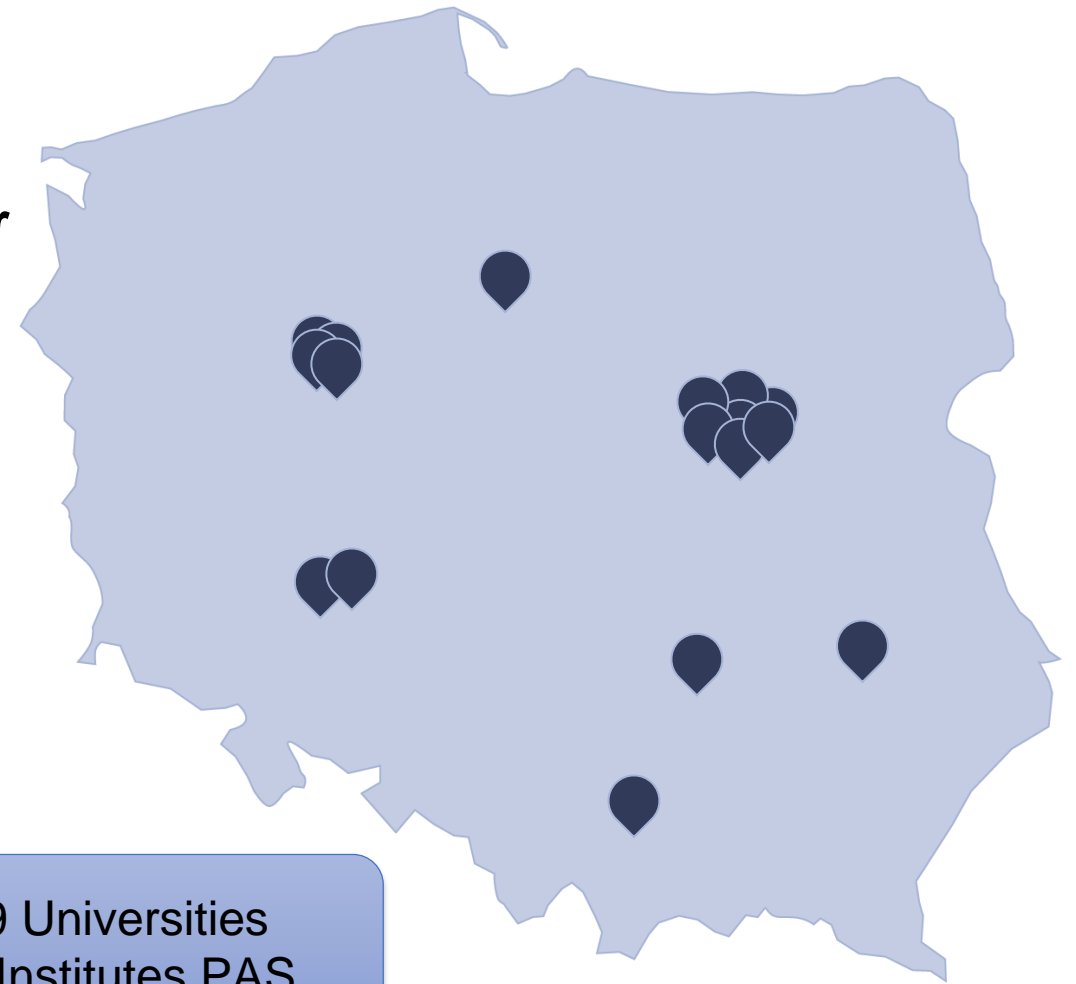
Key milestones for DARIAH-PL



Key milestones for DARIAH-PL



1. University of Warsaw
2. Academy of Fine Arts in Warsaw
3. Institute of Literary Research PAS
4. **Poznań Supercomputing and Networking Center**
5. Institute of History PAS
6. Institute of Polish Language PAS
7. Institute of Computer Science PAS
8. Institute of Slavic Studies PAS
9. Institute of Arts PAS
10. Wrocław University of Science and Technology
11. Adam Mickiewicz University
12. Jagiellonian University in Kraków
13. Maria Curie-Skłodowska University
14. Nicolaus Copernicus University in Toruń
15. University of Wrocław
16. Poznań University of Technology

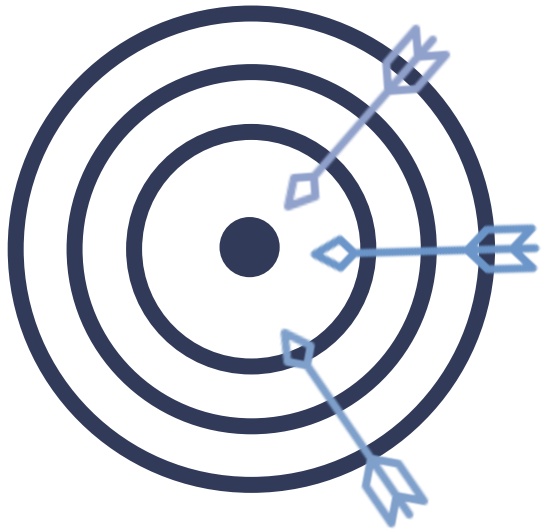


9 Universities
7 Institutes PAS

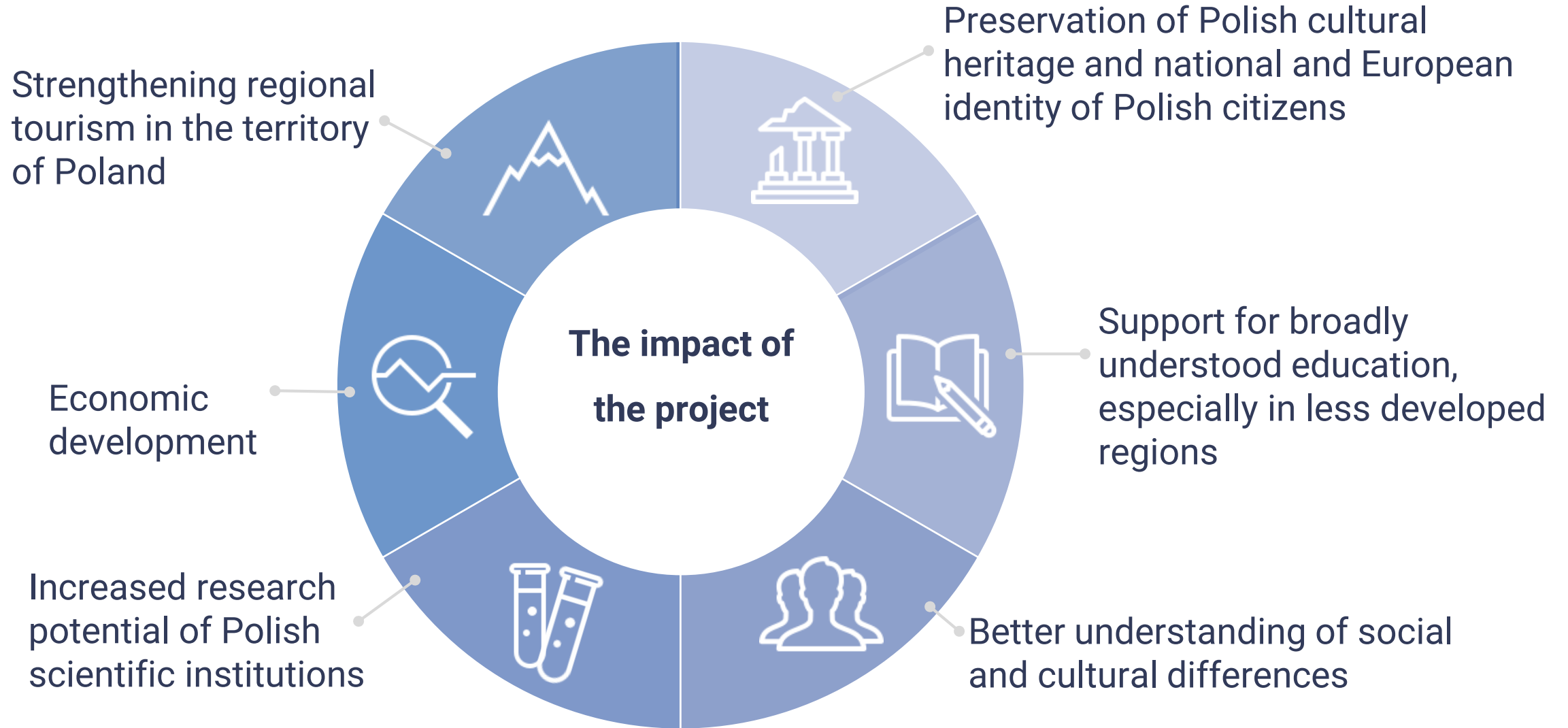
The aim of the project is to **build Dariah.lab infrastructure:**

Laboratory equipment, software tools, integrated digital resources from various fields of art and humanities research

Facts:



- Timeframe: 1 Jan **2021** – 31 Dec **2023**
- Partners: **16**
- Locations: **7** in Poland
- Total budget: **28M€** (21,7M€ EU contribution)
- Strong economic focus – the infrastructure has to **find its use in the commercial sector**
- Access for research & academic communities and projects, organizations, SMEs, companies



Geoarcheology

Supports non-invasive analysis and documentation of land, landscape or monuments.

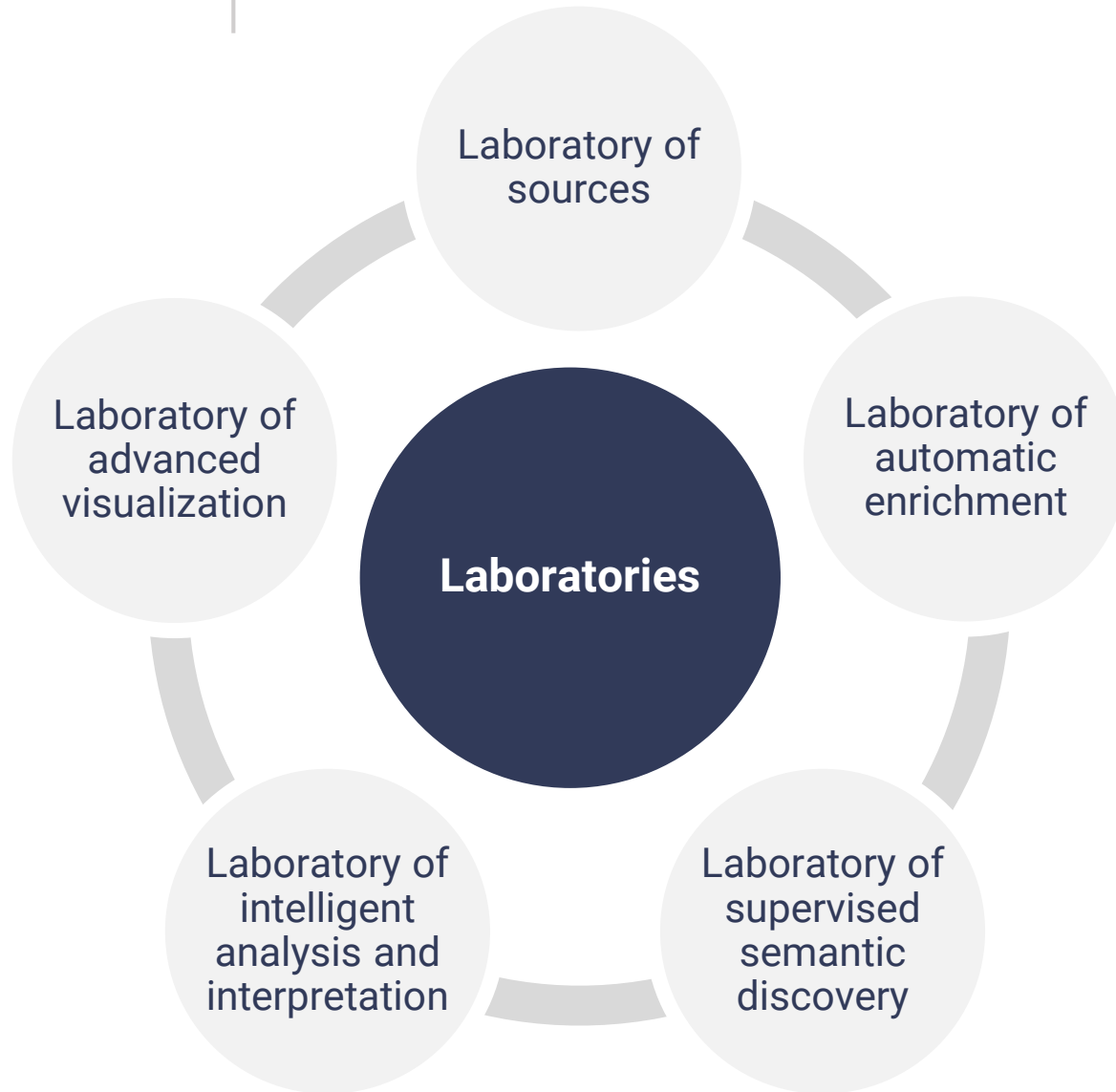


Cultural heritage

Supports access to and analysis of information about national culture in all its dimensions, i.e. source texts, their annotated critical editions, information about objects and forms of culture, etc.

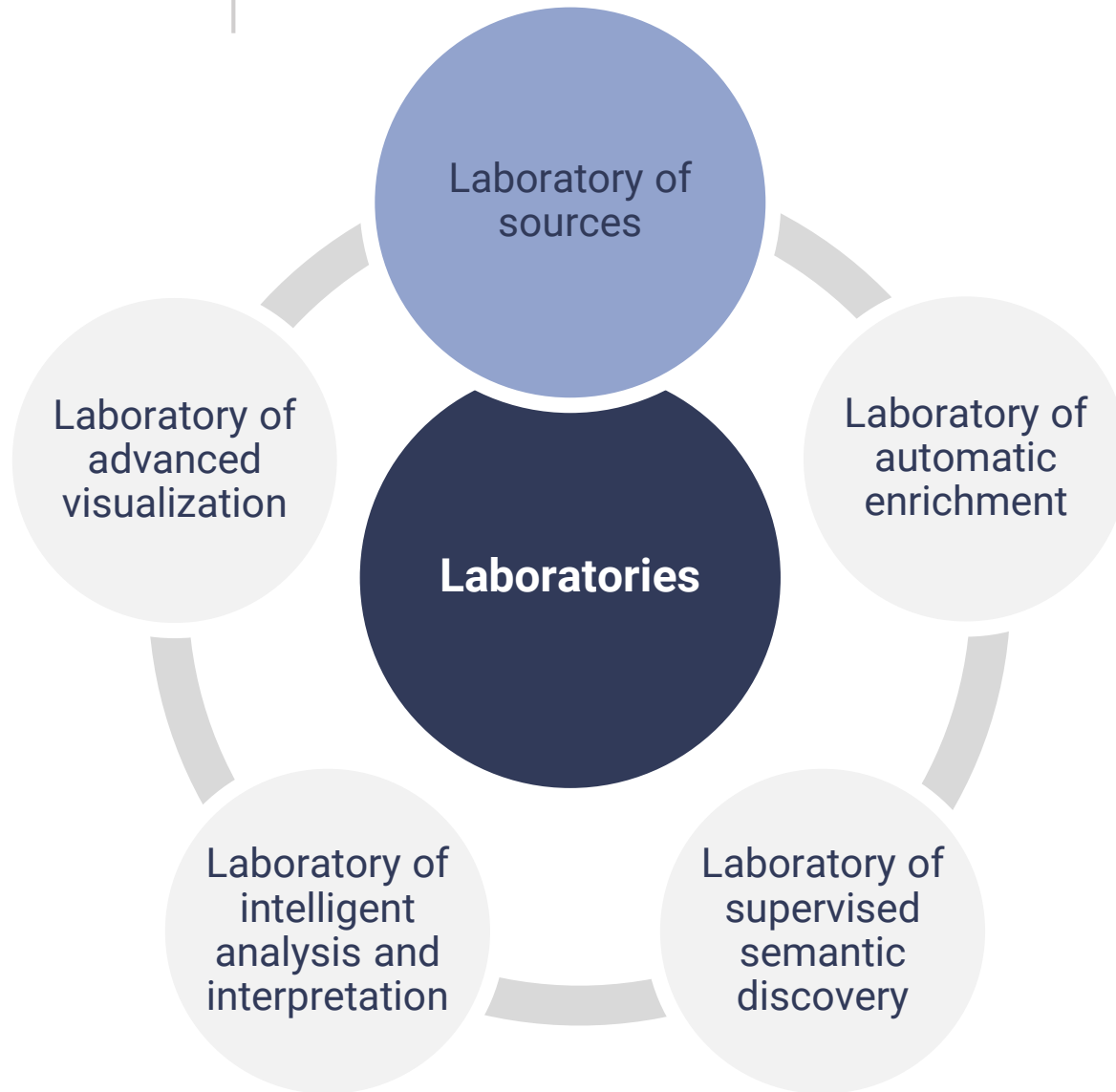
Musicology

Supports research on traditional music and research on the perception of musical phenomena (human cognitive sphere).

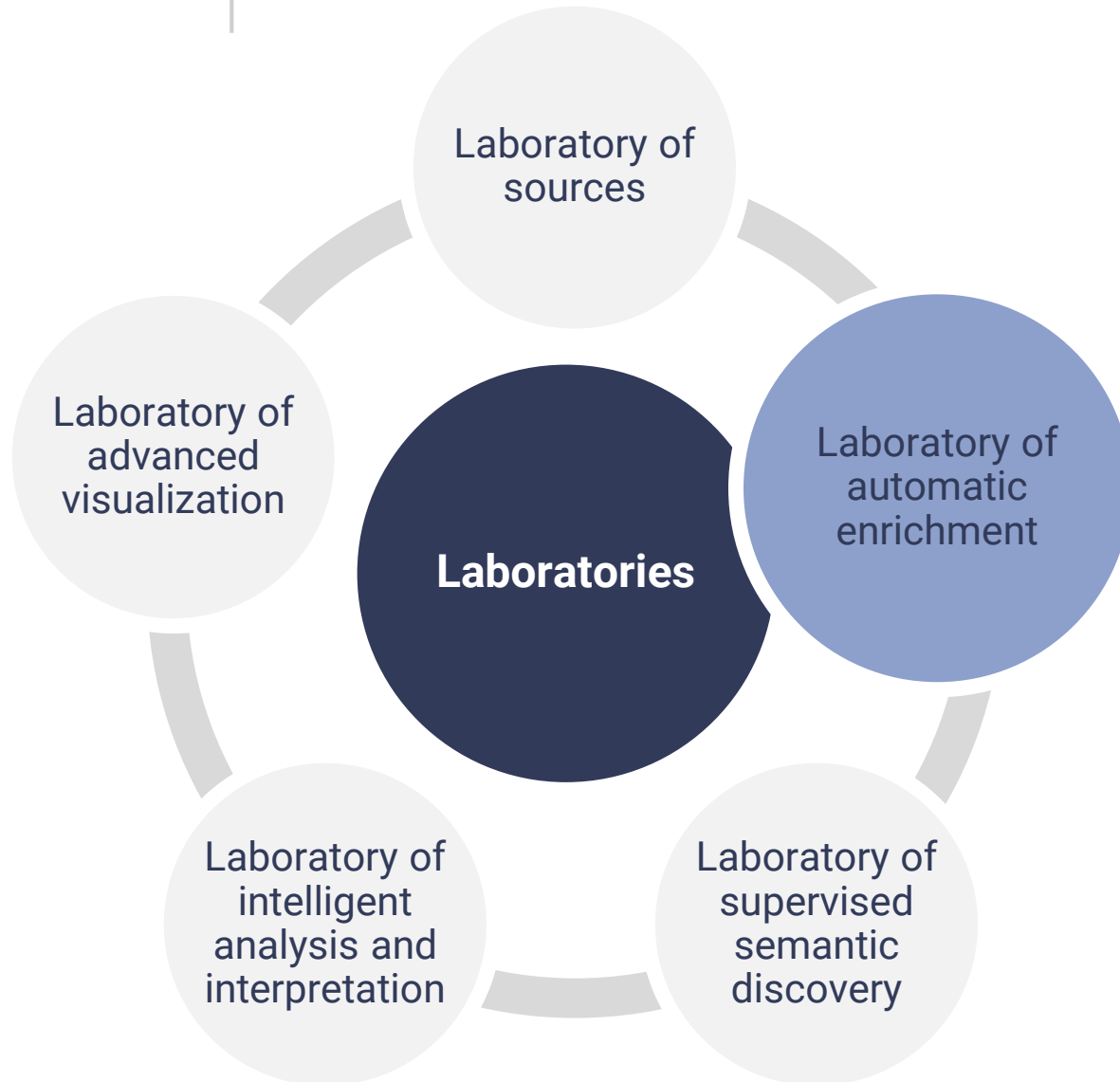


The infrastructure is composed of
5 distributed research laboratories:

1. Laboratory of **sources**
2. Laboratory of **automatic enrichment**,
3. Laboratory of **supervised semantic discovery**,
4. Laboratory of intelligent **analysis and interpretation**,
5. Laboratory of advanced **visualization**.

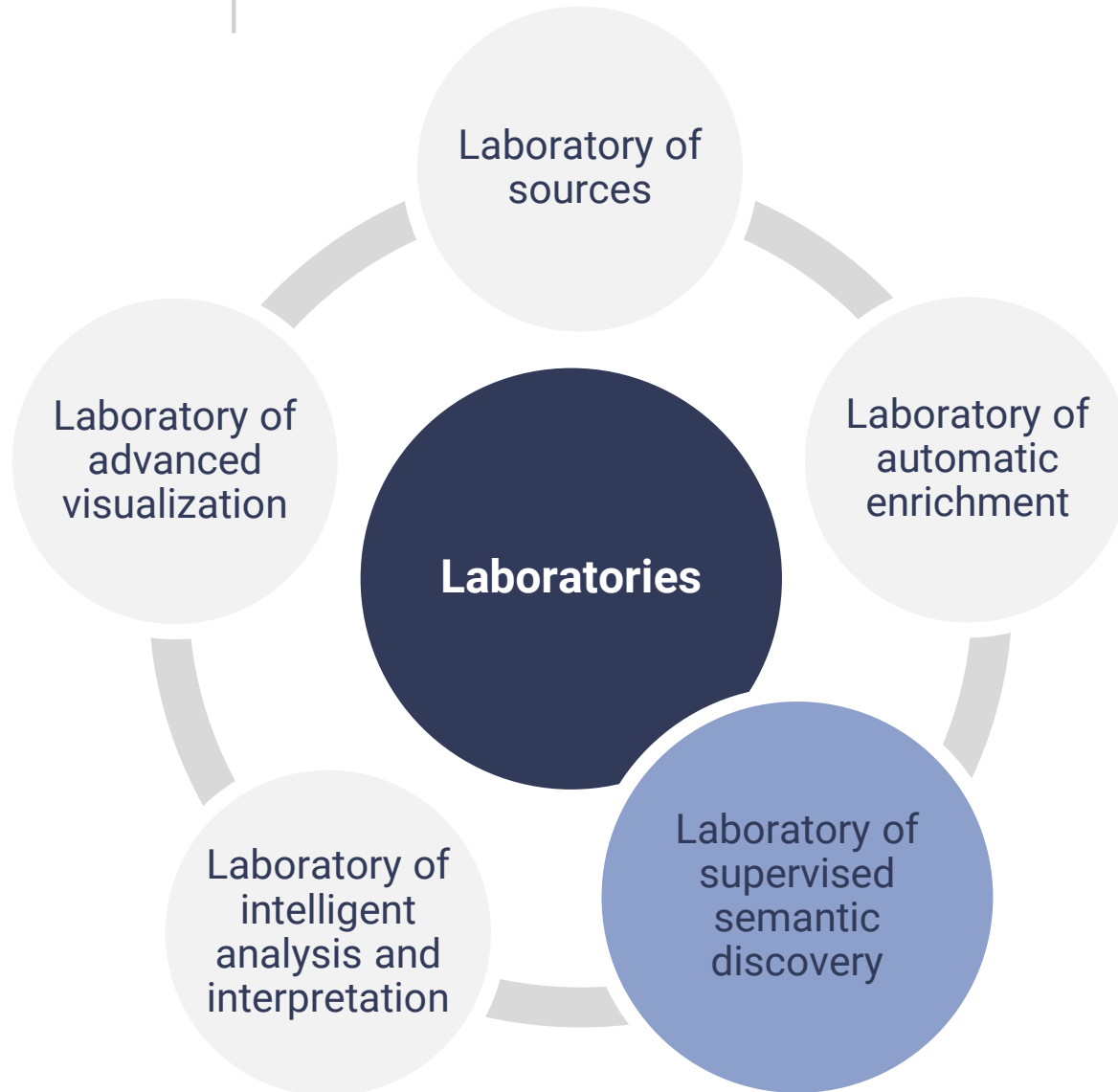


- Equipment to advance archeology, geology, musicology, ethnology, art and cultural heritage research
- Software/services for PIDs, SaaS (data) repositories, high-volume data streaming as well as multimodal corpuses



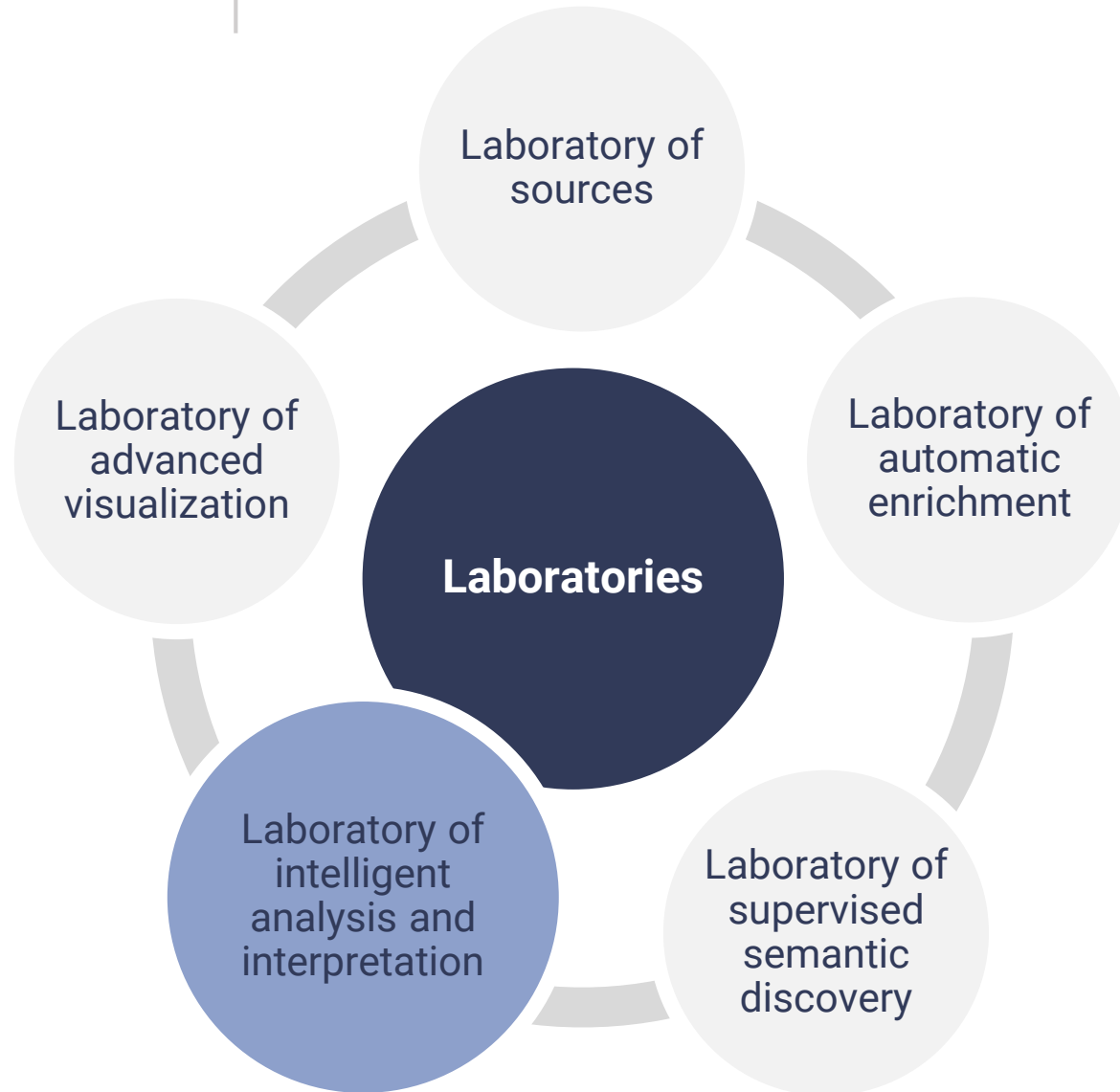
Software/services for:

- Text, voice and music recognition,
- Automated data classification,
- Transcription, transliteration, translation and annotation.



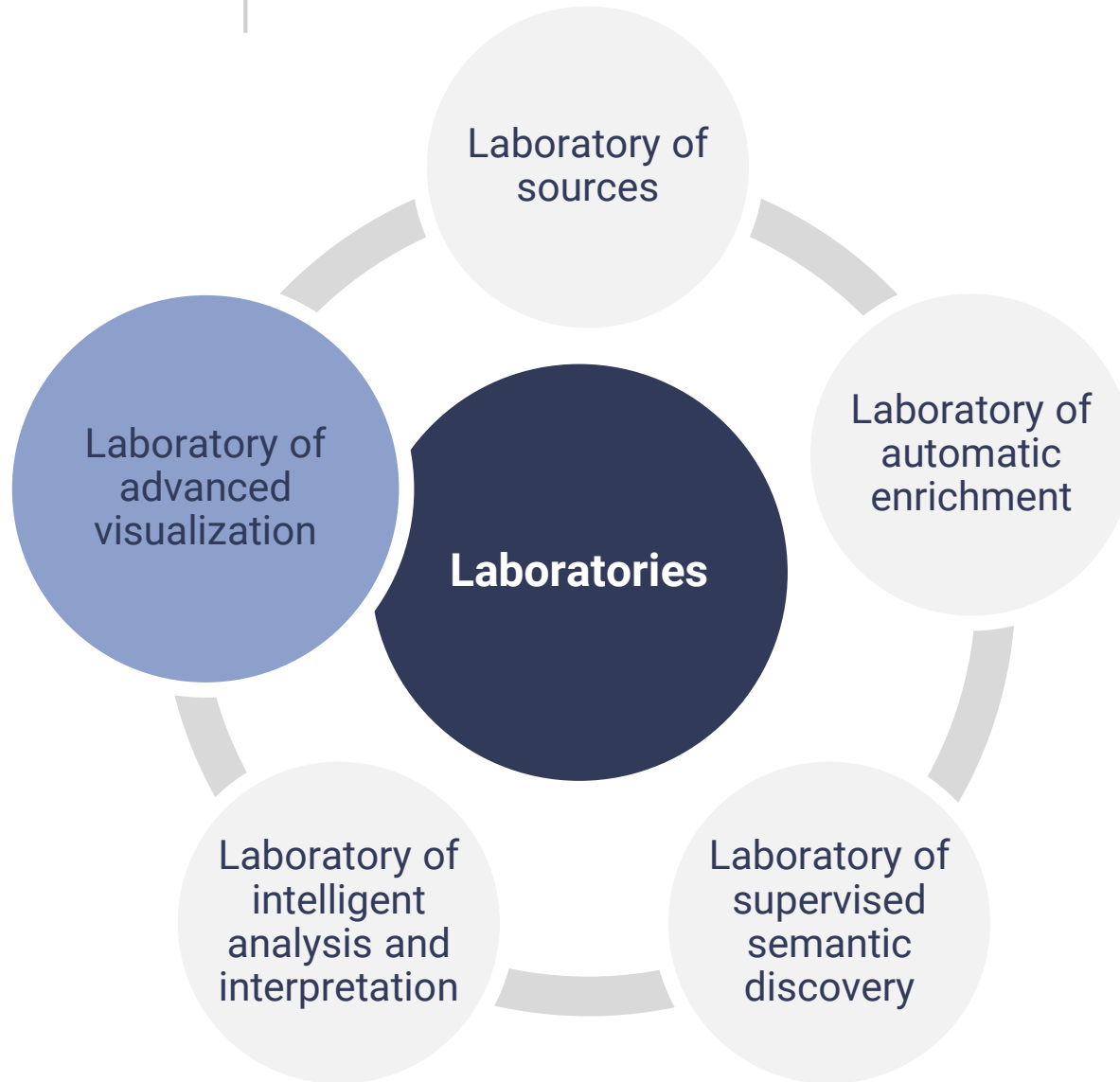
Software/services for:

- Data aggregation and consolidation,
- Dictionaries and thesauruses,
- Data mapping



Software/services for:

- Interactive data analytics
- Music, speech and gesture perception



Equipment and software/services for:

- Large-format and 3D visualisation with 3D gaming engines support (e.g. 4K projectors, Unity, Unreal),
- Geospatial visualisation and physical visualisation (e.g. 3D printers).

- Scenario-based analysis
- Complex infrastructure with a common single interface
- A set of interconnected services
- Mobile laboratories
- Digitization of various types of content:
 - Documents, scores, paintings, notes
 - Video (8K+, 360°, 3D, plenoptics)
 - Audio (multichannel, ambisonics)
 - Motion capture
 - 3D scanning
 - Georadars
- Processing and enrichment data with additional layers and metadata



Just a few examples of the infrastructure components from
The Laboratory of sources





Geology, archeology

- Georadars
- Spectrometers
- Geological mapping, photogrammetry
- European Centre for Geological Education (Univ. of Warsaw, Chęciny)



Photo sources: Univ. of Warsaw



Cultural heritage digitization

- A0+ format scanners
- Digital cameras - photography up to 150MPix, 100x140cm
- Negatives
- Infra-Red photography (e.g. pigment and blemish analysis of historical artefacts)
- 3D photography
- FADGI support

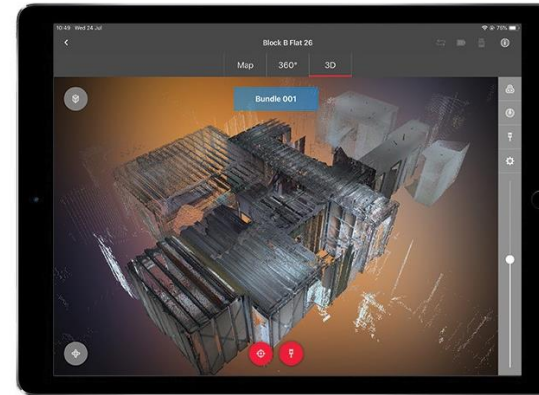
Photo sources: fujifilm-x.com, www.nationalphoto.co.jp, photography.phaseone.com, www.acc.com.pl, www.canon.pl



Arts, historical photography

- Analog photography laboratory and studio
- Photo cameras (e.g. Chamonix 20x24")
- Darkroom with enlargers (up to 8x10")
- Support for nobles photography techniques (wet collodion, albumen, cyanotype)

Photo sources: www.chamonixviewcamera.com, Heiland, kaiser-fototechnik.de, svedovsky.com, linhof.com, PSNC



Cultural heritage, archeology

- LIDAR and structured light scanners
- Tripod-mounted and hand scanners
- Software for cleaning and processing 3D point clouds
- Drones for aerial scanning and photos
- Multispectral cameras for drones
- Aerial photogrammetry

Photo sources: www.einscan.com, leica-geosystems.com, www.dji.com



Culture (theatres, operas, events), ethnology

- Multiple 12K cameras for fine quality recordings
- Postprocessing including HDR
- Multiple 8K@60p live cameras with live video streaming + mixing



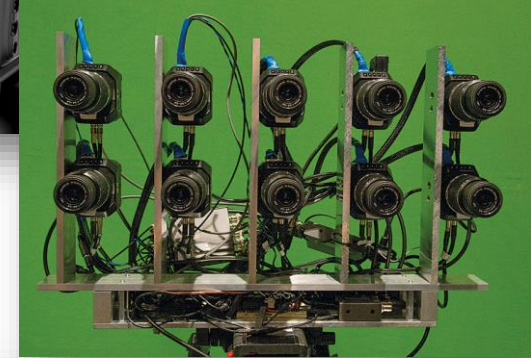
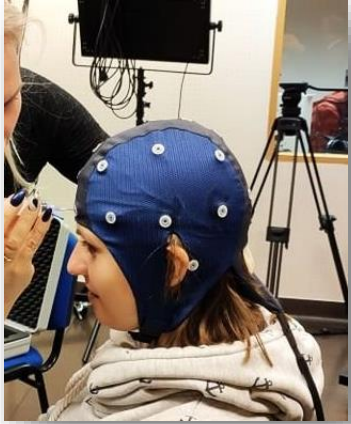
Photo sources: www.blackmagicdesign.com, www.ioindustries.com, blog.frame.io,



Culture (concerts), musicology, ethnology, linguistics

- Fine quality recordings and playback
- Multichannel sound, ambisonics
- Various physical setups of multiple audio sources
- Low-latency audio streaming (incl. LOLA)

Photo sources: PSNC, Adam Mickiewicz Univ. core-sound.com

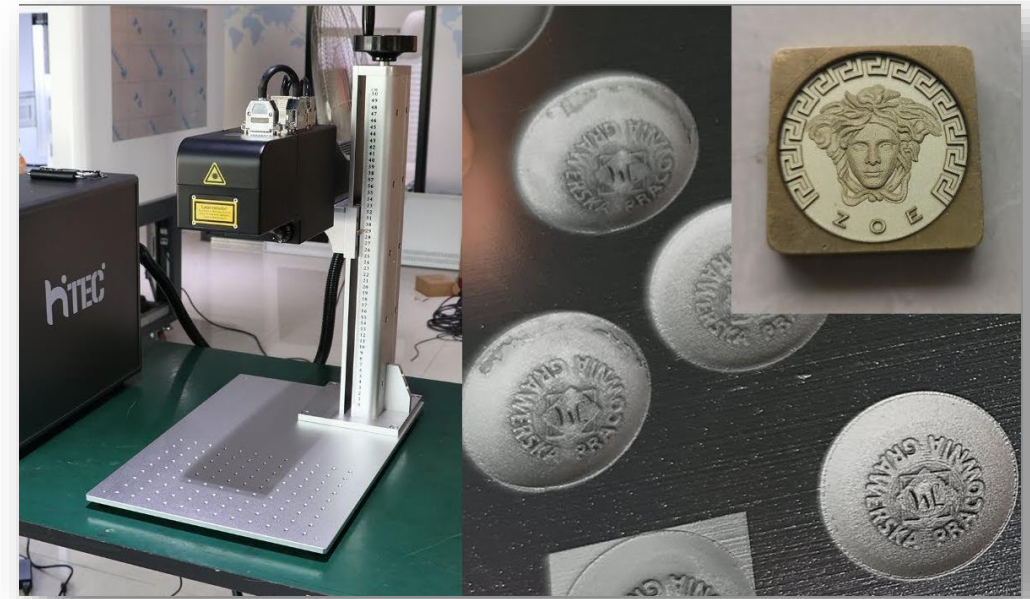


Culture, archeology, architecture, linguistics, ethnology

- Special formats: VR/360° video (up to 30K)
- Stereoscopy
- Plenoptics, and camera arrays for research, 6DoF
- Motion capture
- Sensors (biosensors, haptic, etc.)



Photo sources: vive.com, www.kandaovr.com, Fraunhofer IIS, www.cam-fi.com/, Adam Mickiewicz Univ., PSNC



Culture, Arts, Archeology

- Displays: 8K LED HDR walls, TVs
- Physical visualisation: 3D printers, laser
- Virtual galleries (renders, point cloud, paintings, VR)



Photo sources: www.etcentric.org, www.creatbot.com, 3dgence.com, www.hiteccnc.com

 Dariah.lab

Thank you!

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www: <https://lab.dariah.pl/>

