



DARIAH-PL:

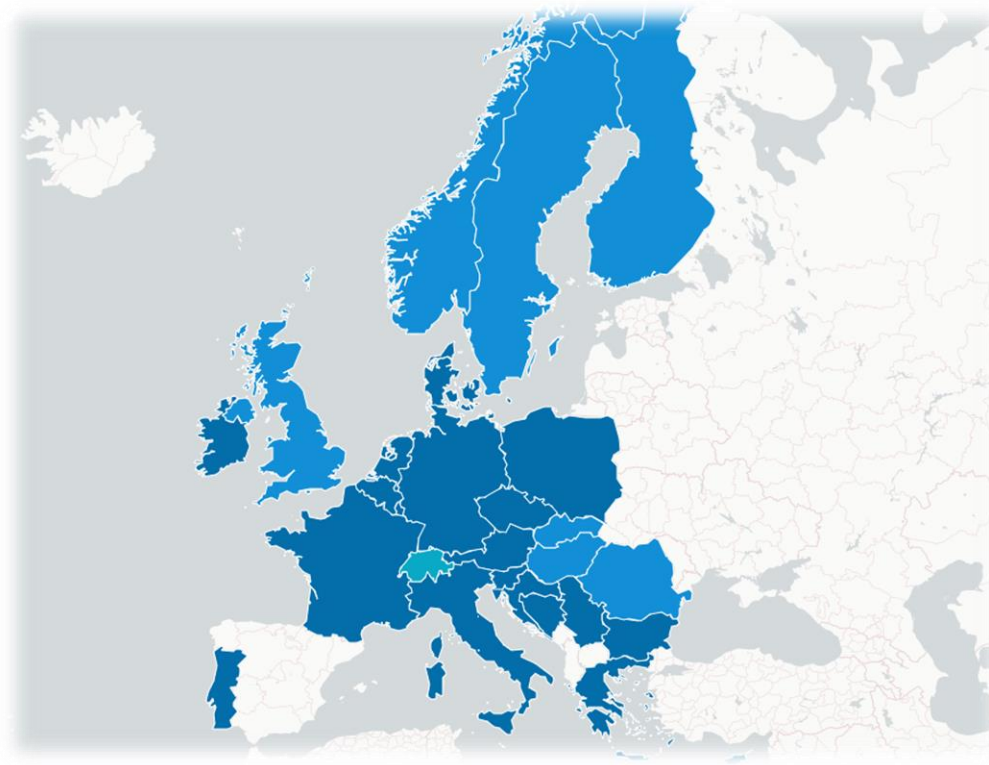
Dariah.lab: towards Polish e-infrastructure for the Arts and humanities

Session: Digital Humanities – digital technology and its applications



Authors: Maciej Głowiak - presenter, Cezary Mazurek, Tomasz Parkoła, Ewa Kuśmierek, Dominik Purchała

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



Source: dariah.eu

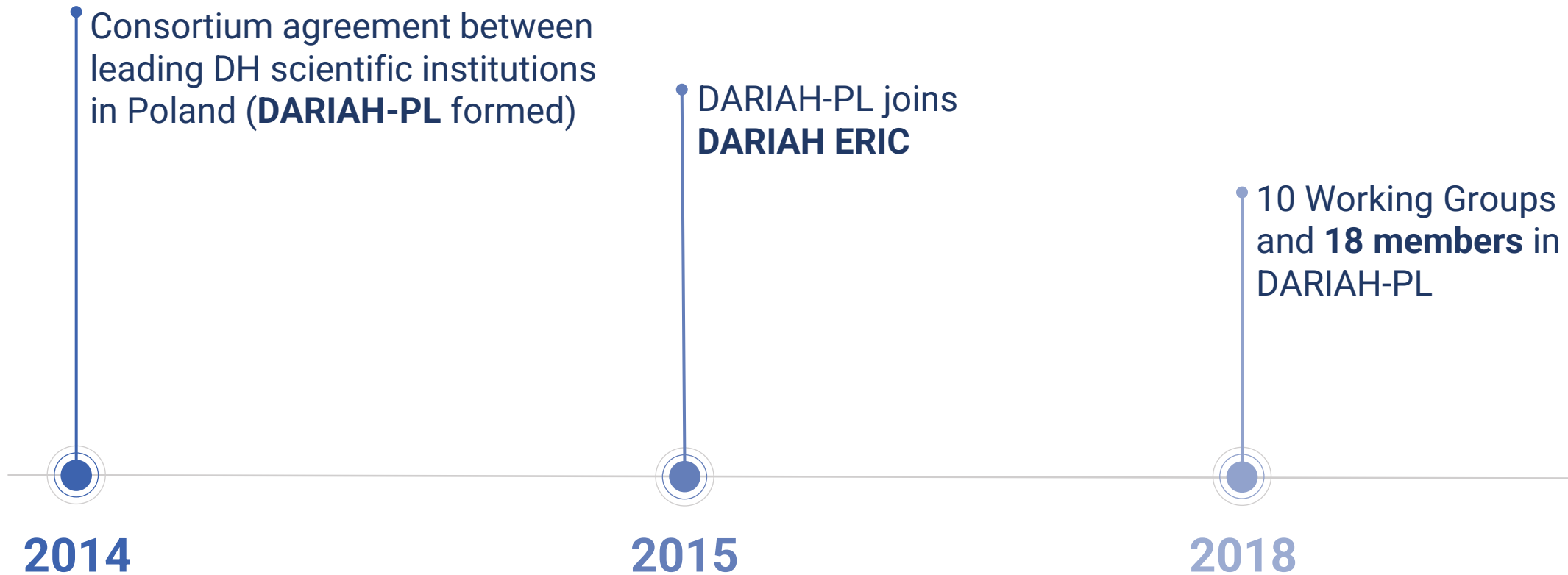
DARIAH-PL – Polish consortium of 18 institutions to introduce to the European network DARIAH ERIC, deepen cooperation and build infrastructure



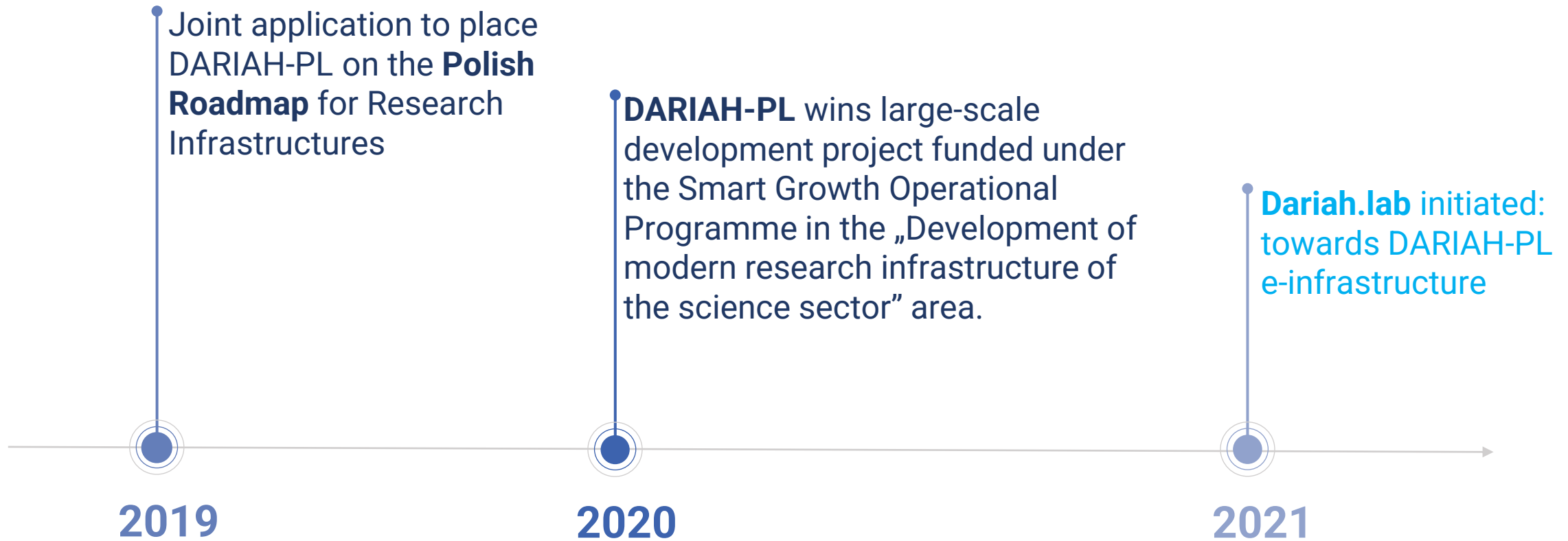
Dariah.lab – „DARIAH-PL” is Polish national large-scale development and infrastructure project started in 2021...



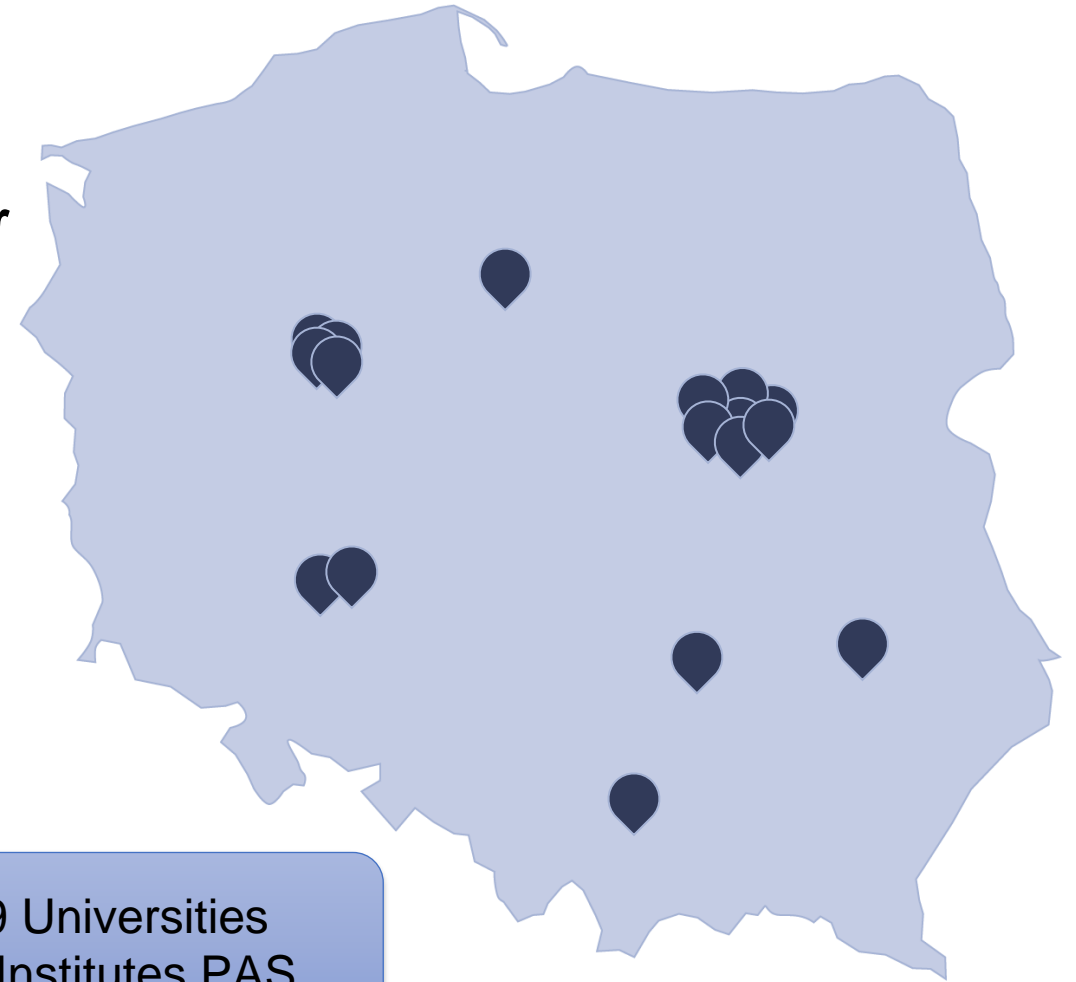
Key milestones for DARIAH-PL



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

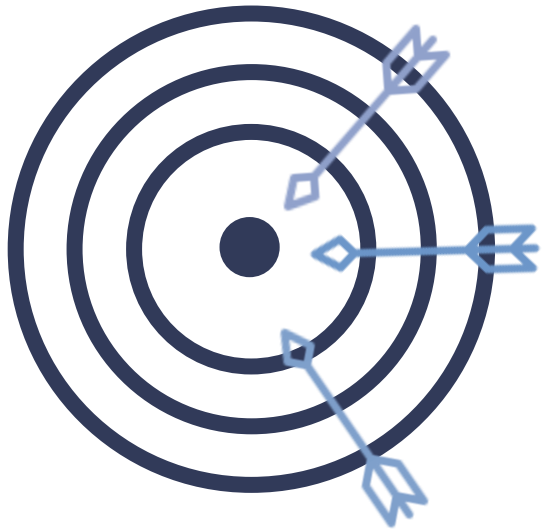


9 Universities
7 Institutes PAS

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:

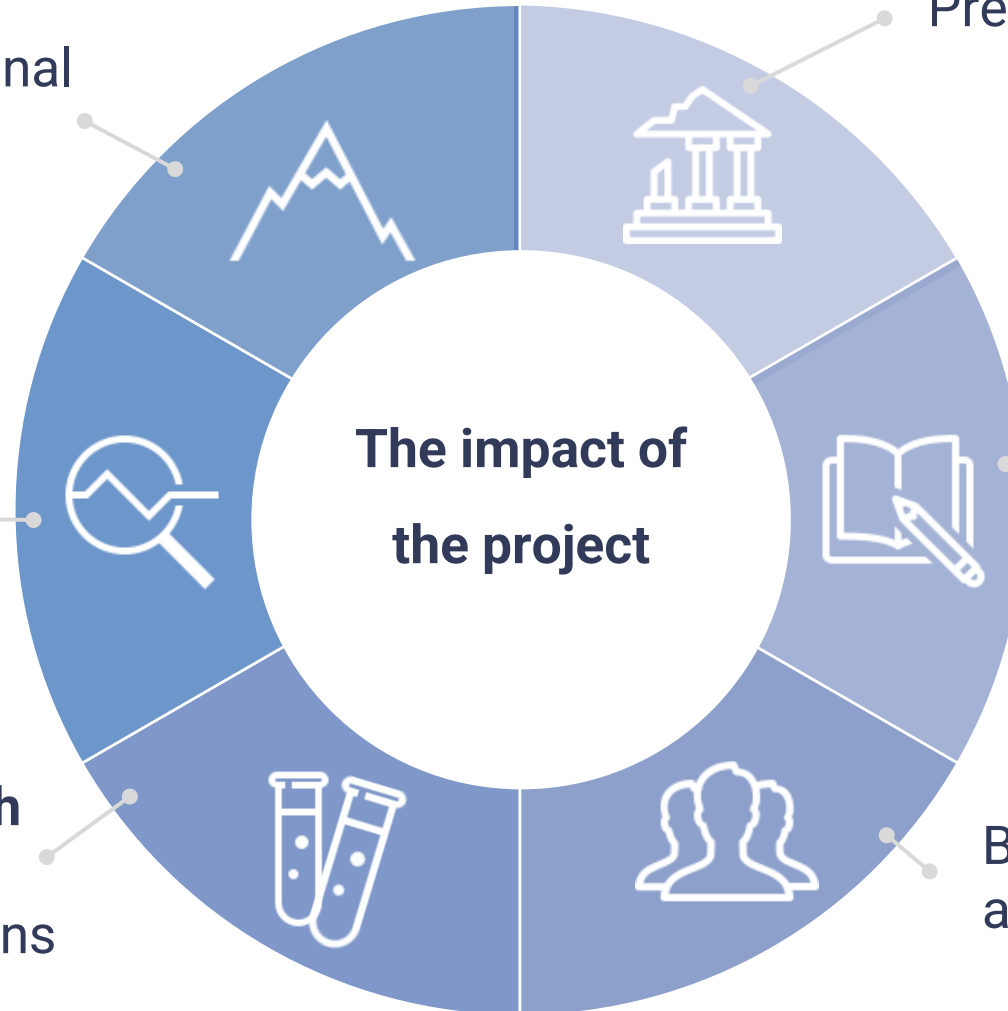


- Timeframe: 1 Jan **2021** – 31 Dec **2023**
- Partners: **16**
- Locations: **7** in Poland
- Total budget: **28M€** (21,7M€ EU contribution)
- Strong economic focus – the infrastructure has to **find its use in the commercial sector**
- Access for research & academic communities and projects, organizations,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

Strengthening regional
**tourism and virtual
tourism**

**Economic
development**

**Increased research
potential** of Polish
scientific institutions

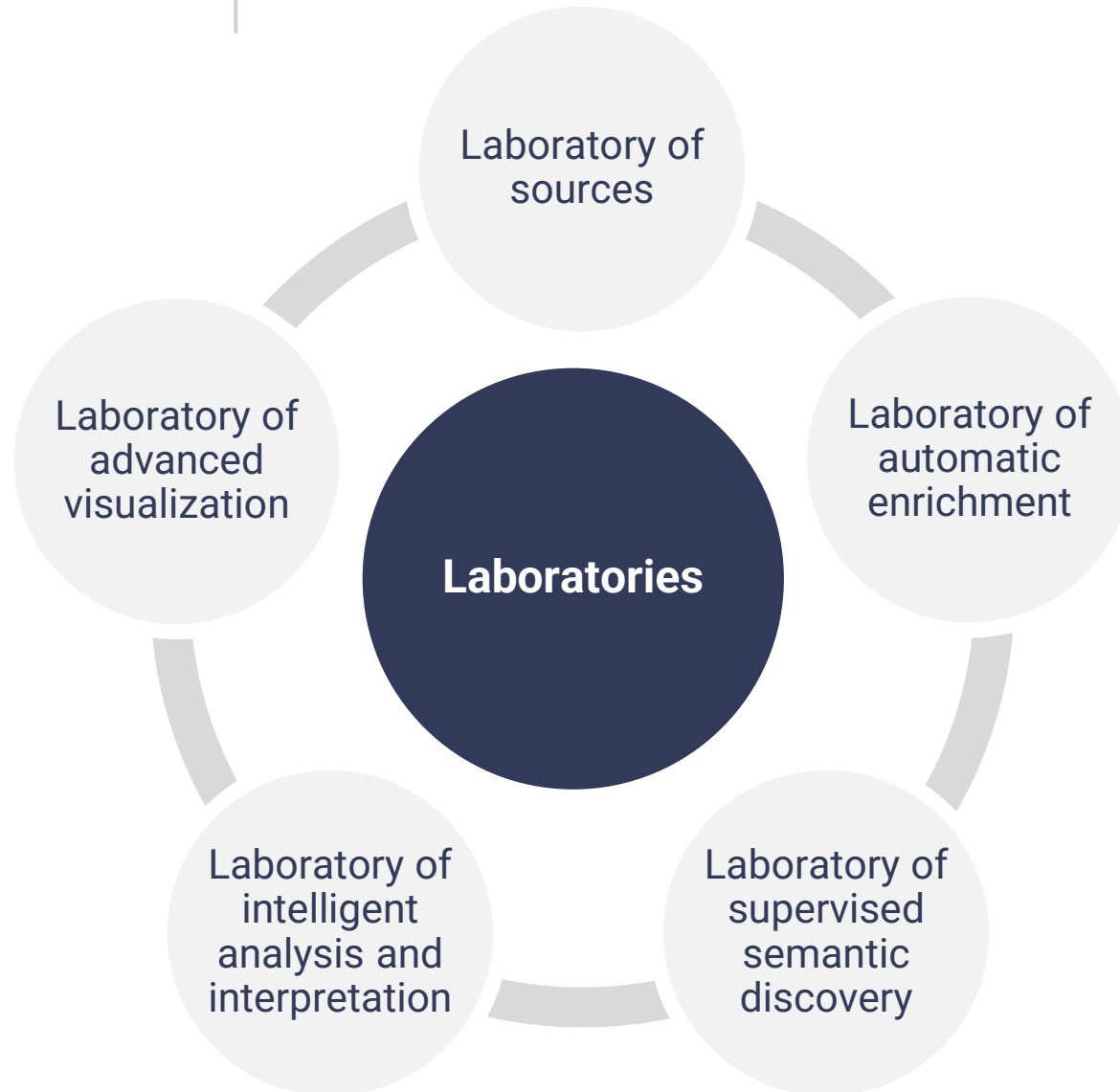


Preservation of **cultural heritage**

Support for broadly
understood **education**,
especially in less developed
regions

Better understanding of social
and cultural differences

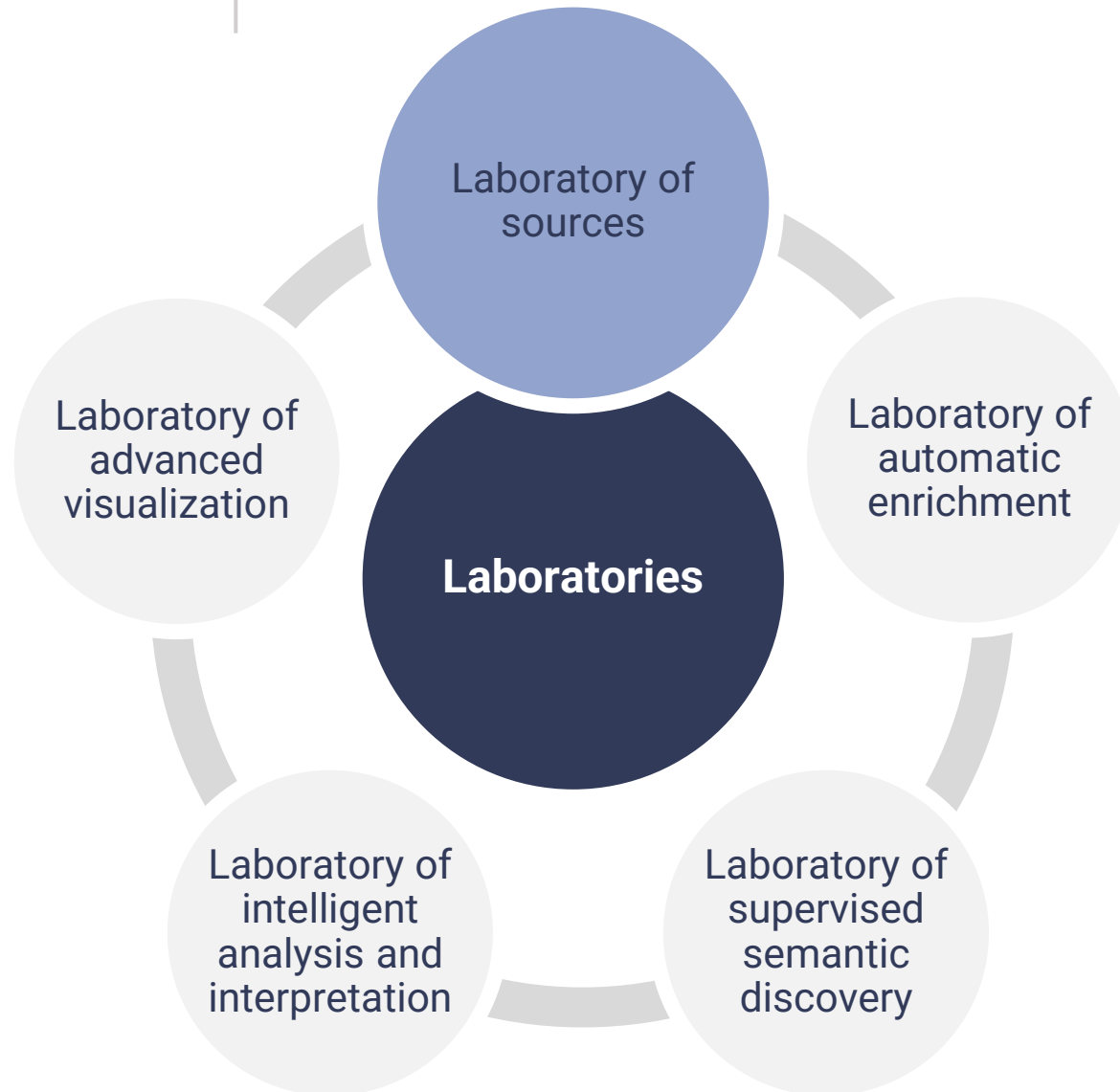
...but also entertainment, creative industry, gaming



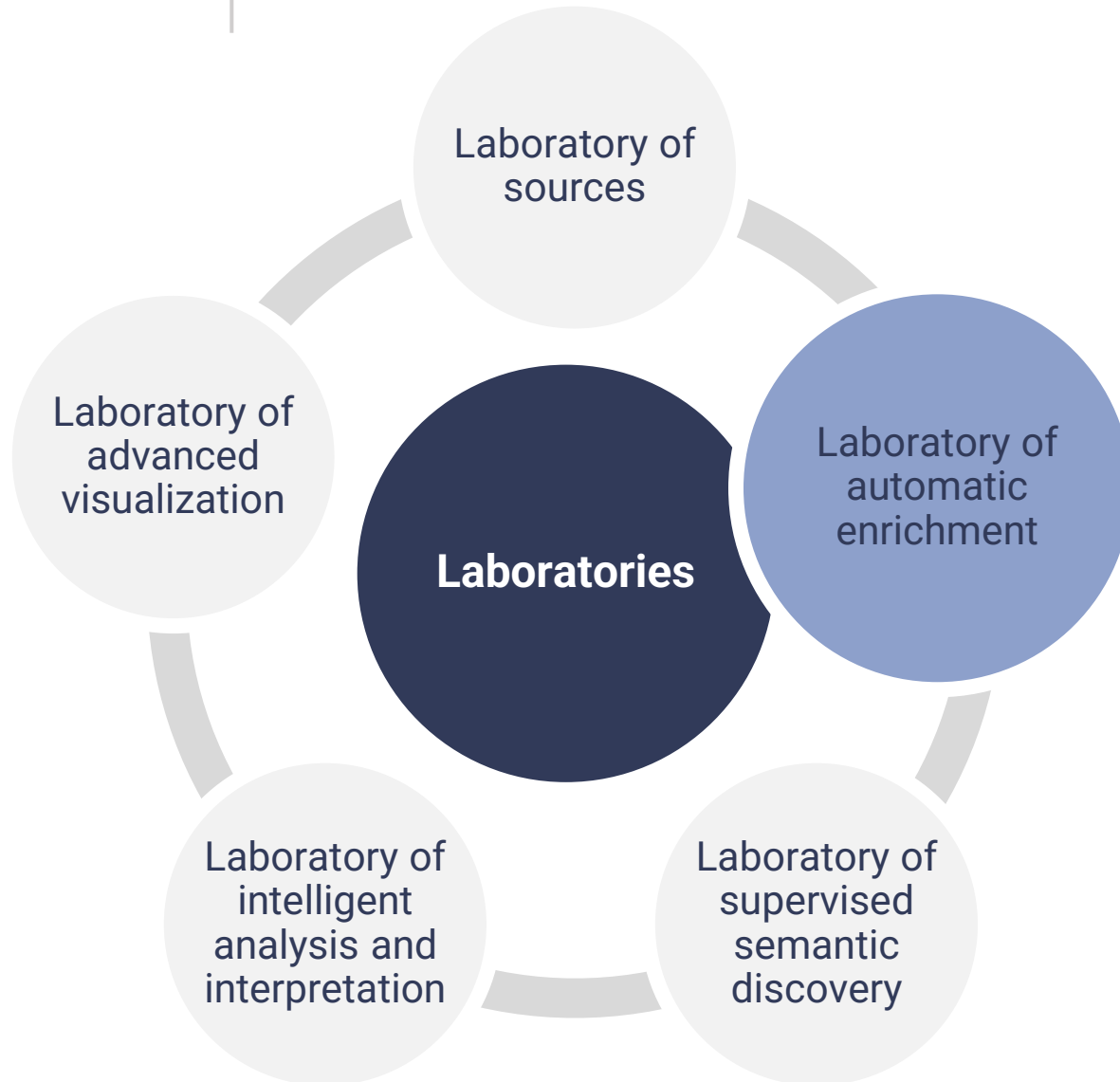
5 distributed and related laboratories:

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**.

- **Mobile laboratories**

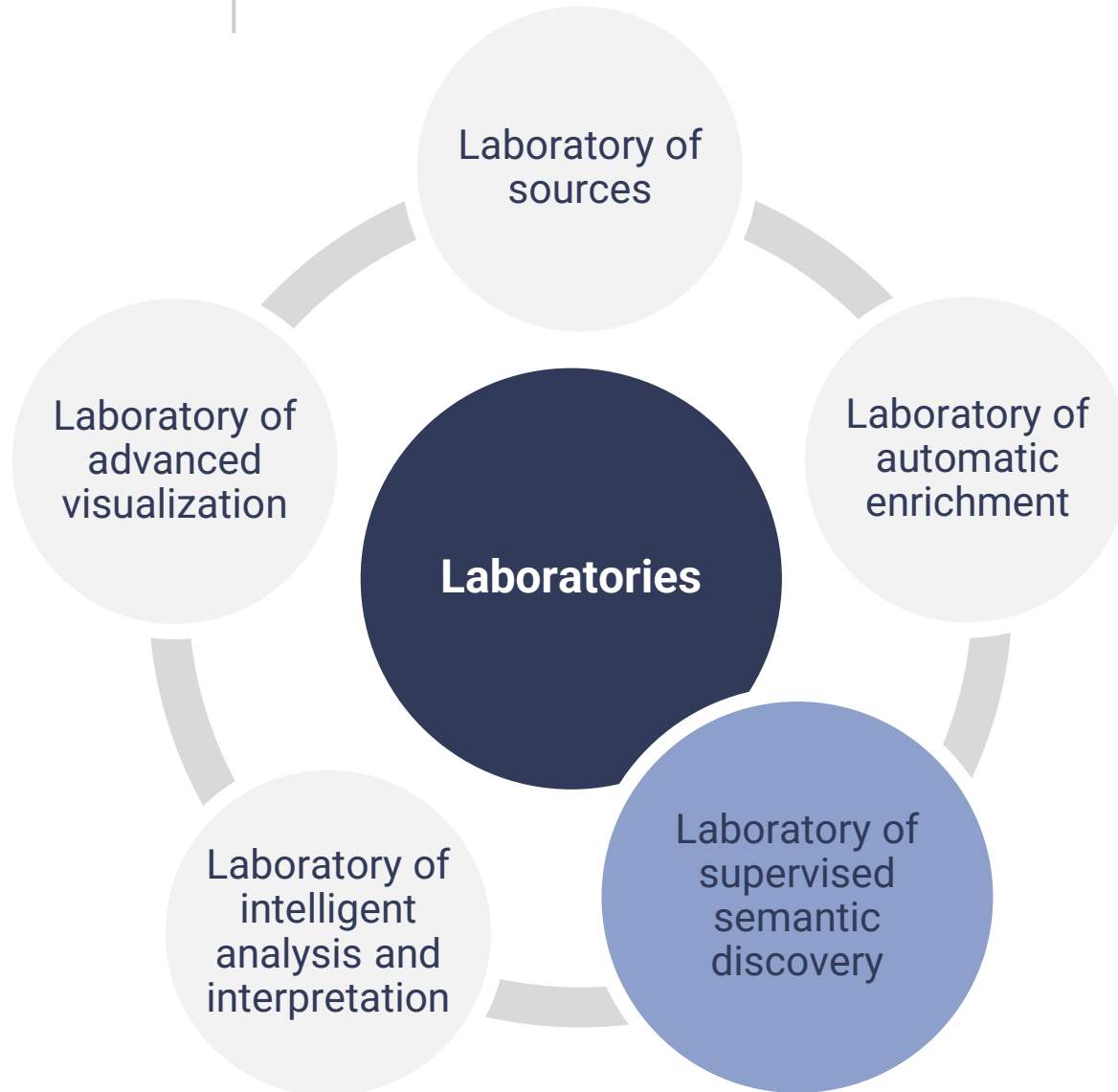


- **Digitization** of various types of content:
 - Documents, scores, paintings, notes
 - Video
 - Audio
 - Motion & gesture
 - 3D objects
 - Terrain
- **Services** for PIDs, object repositories, high-volume data streaming as well as multimodal corpuses



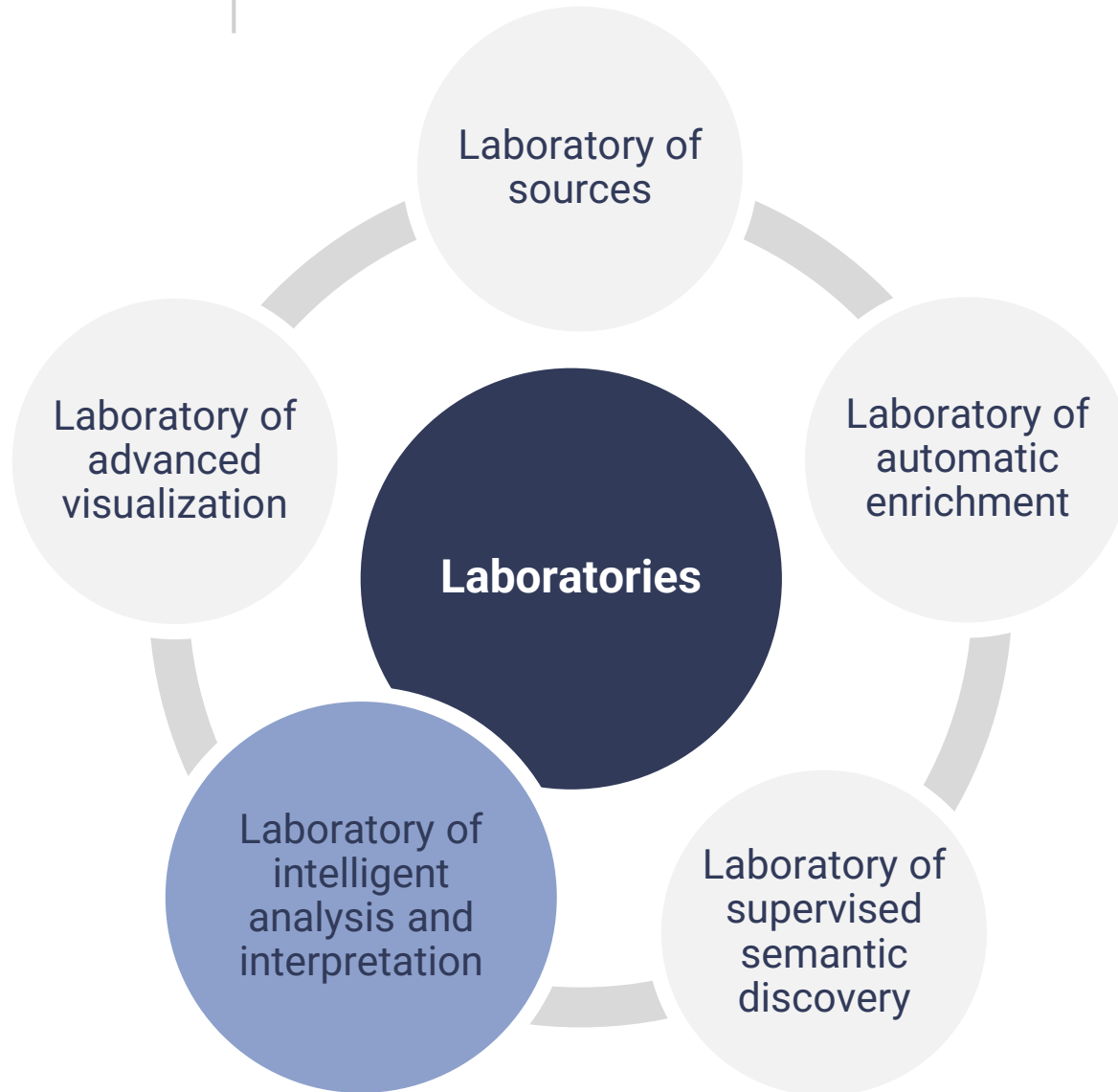
Software/services for:

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



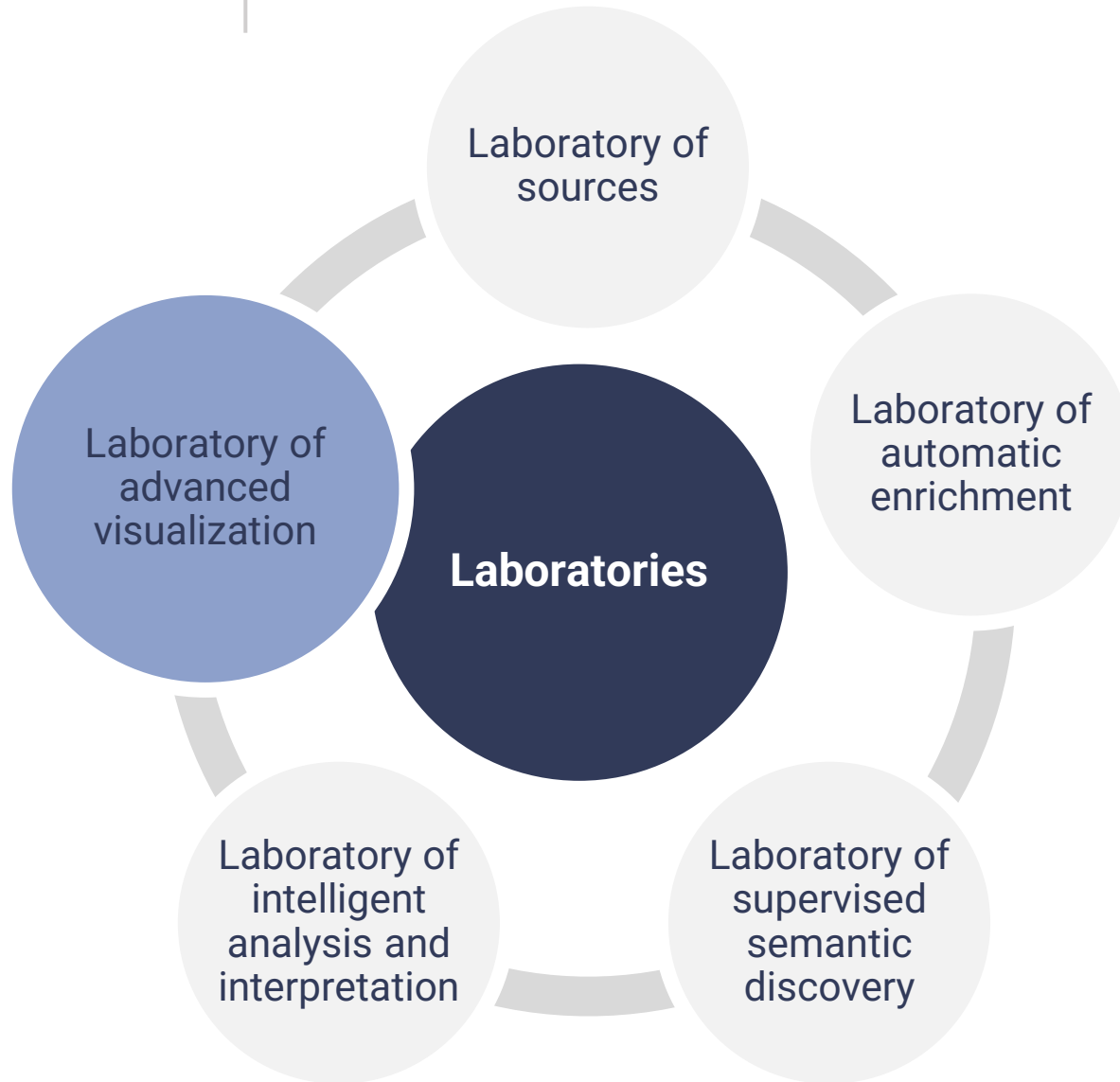
Software/services for:

- 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
 - LED walls, projectors
- Virtual galleries and 3D gaming engines (e.g. Unity, Unreal),
- Physical visualisation (e.g. 3D printers)
- Geospatial visualization

- Scenario-based
- A set of interconnected services
- Complex infrastructure with a common single interface



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





Georadar 3D (Raptor) in action, Warsaw

Geology, archeology

- Georadars
- Spectrometers
- Geological mapping, photogrammetry

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



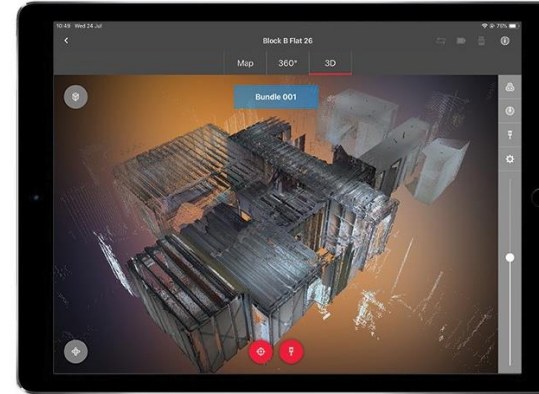
Arts, historical photography

- 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



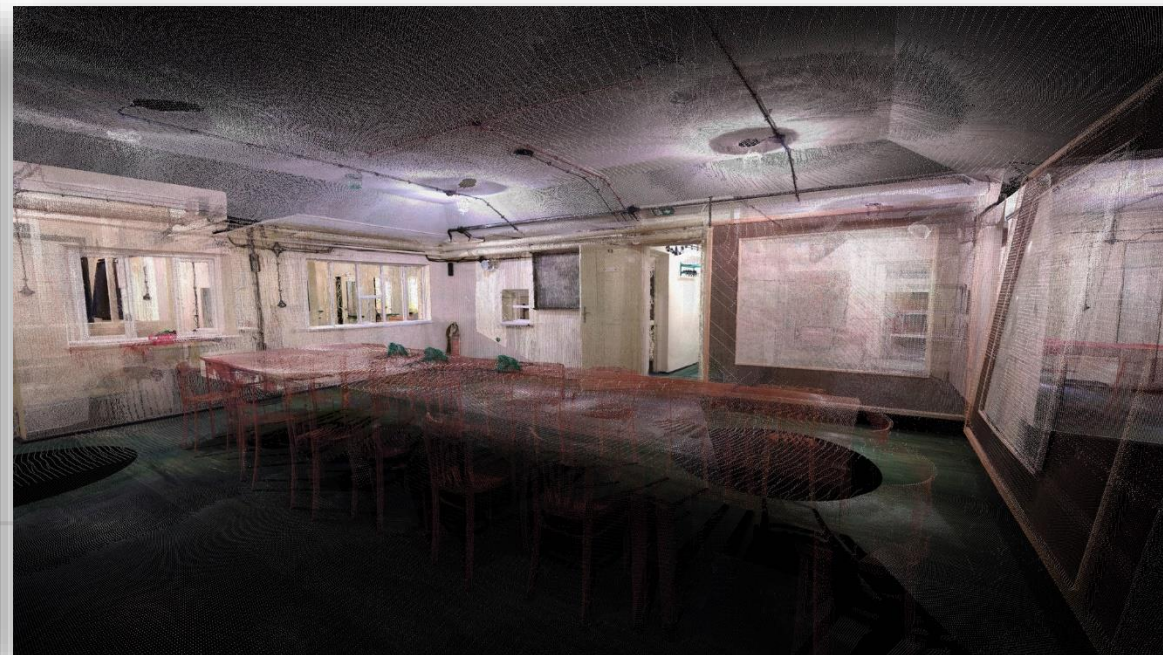
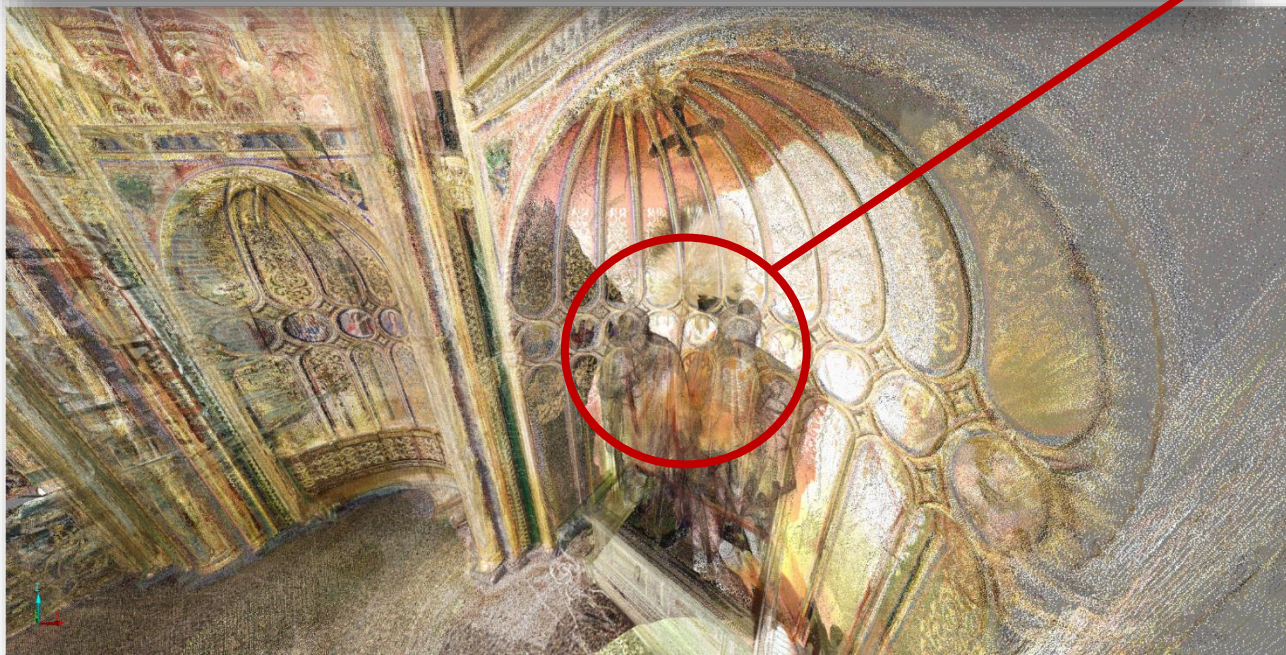
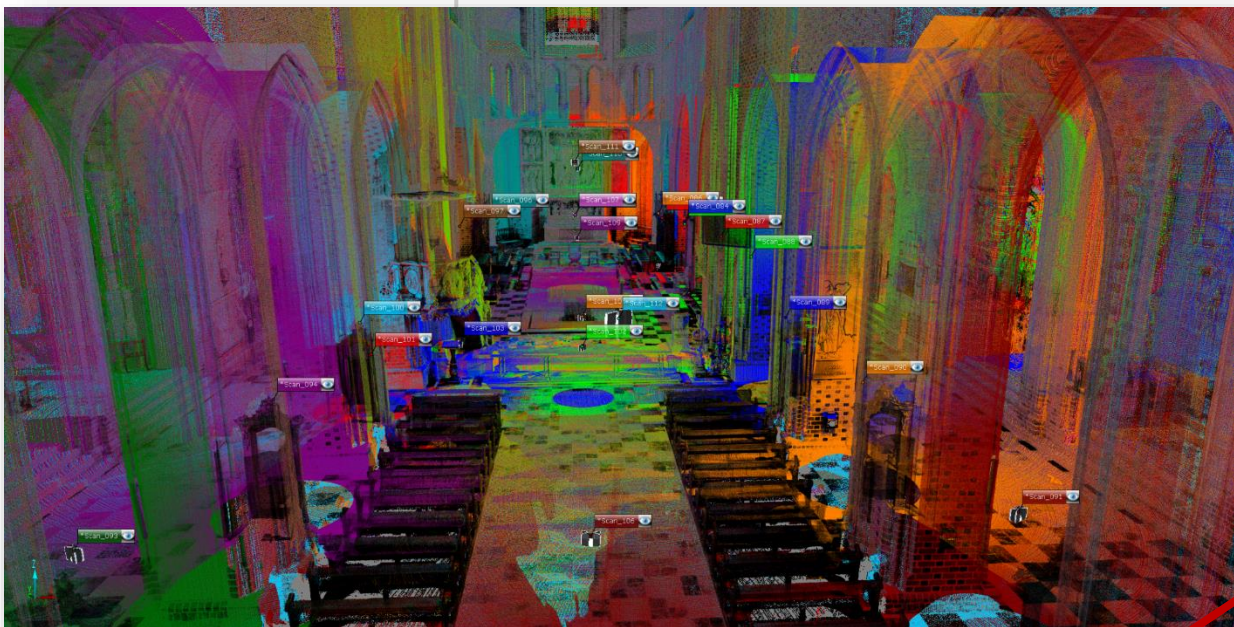
Photo: Olga Ormańczyk, PSNC



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,



Photo sources: PSNC





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

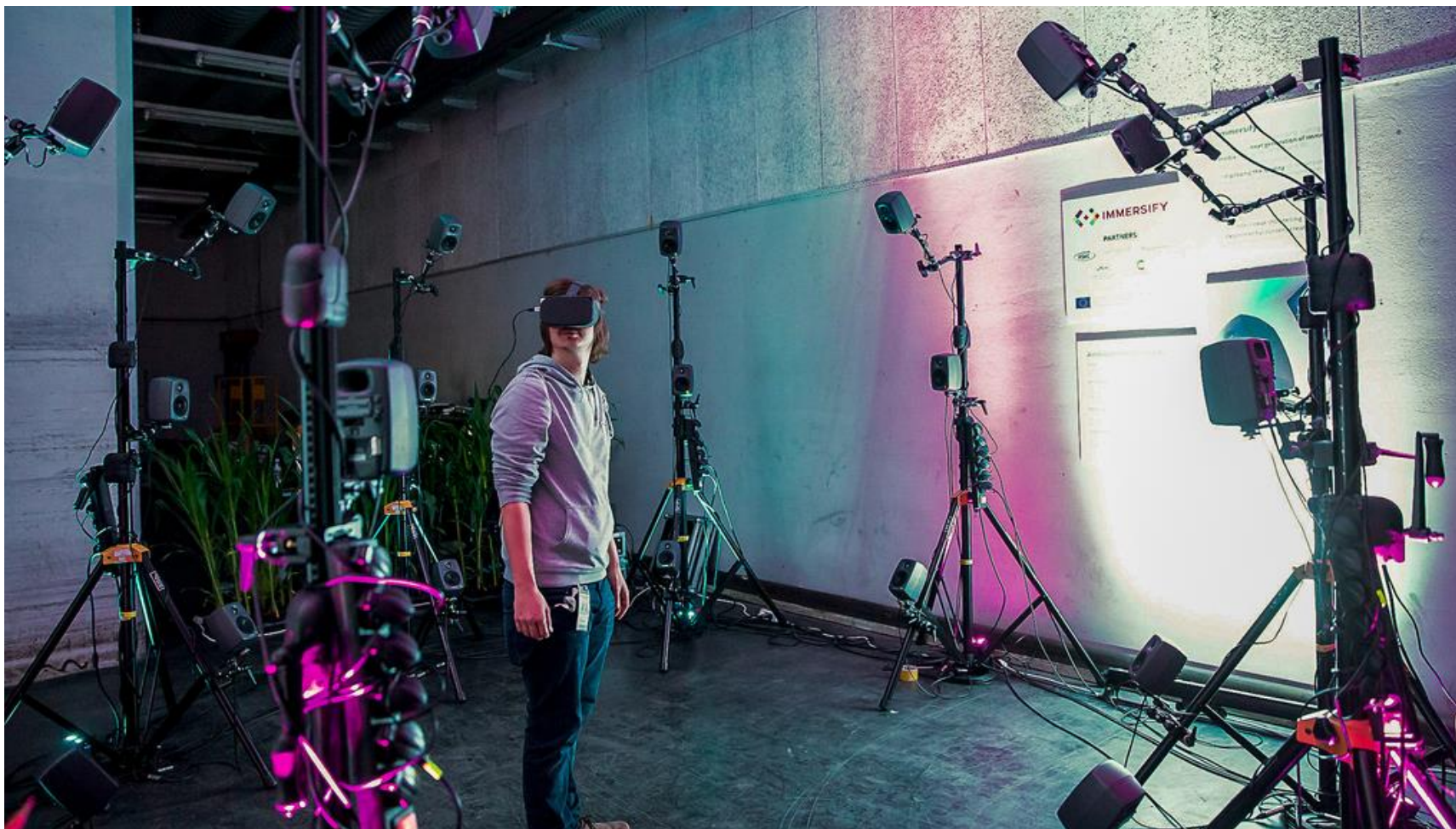
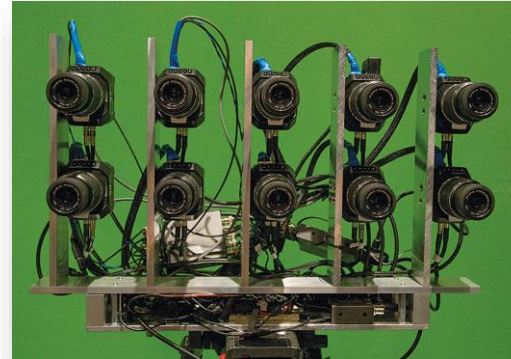


Photo sources: PSNC



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/



Photo sources: PSNC

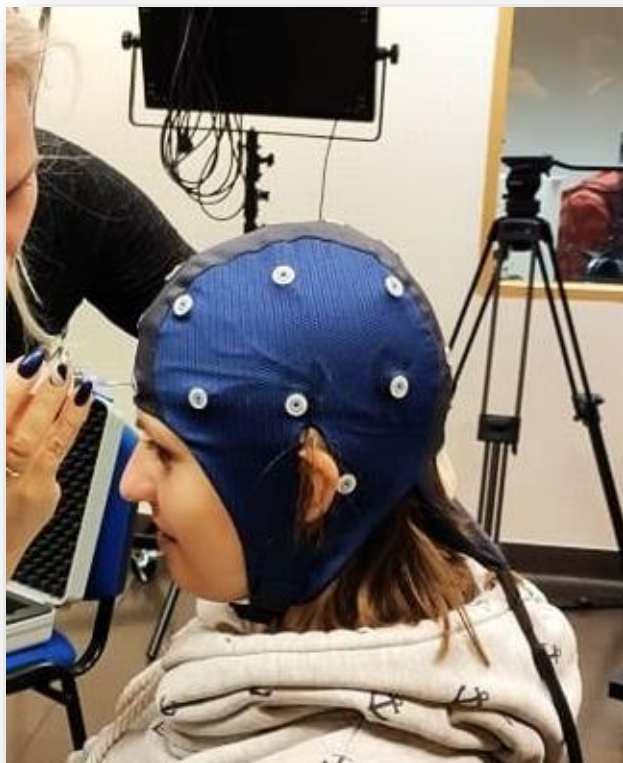


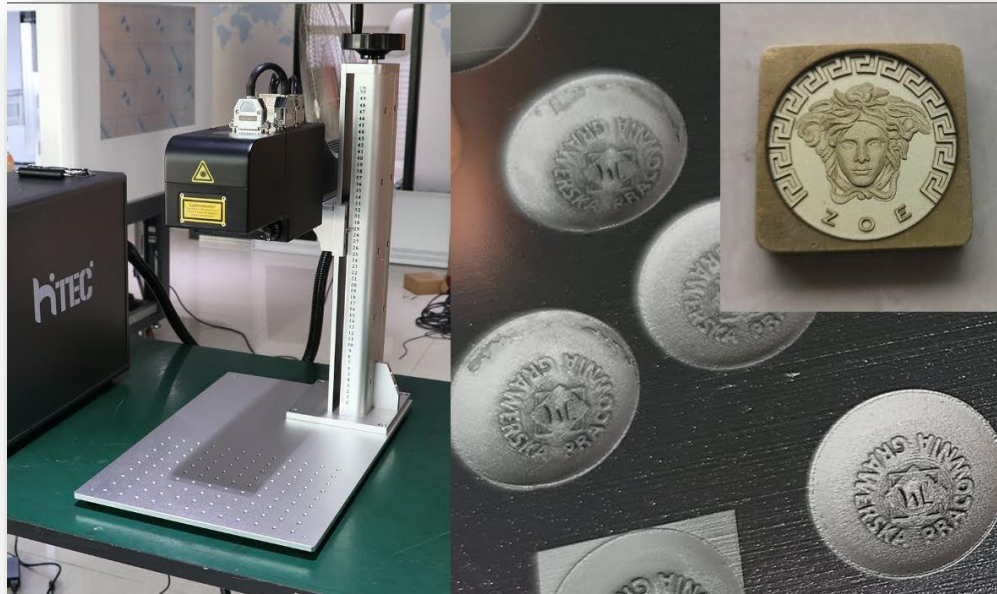
Photo sources: Adam Mickiewicz Univ., PSNC



Culture, Arts, Archeology

- Displays: 8K LED HDR walls, TVs,
- High resolution projector (mapping)
- Virtual galleries (renders, point cloud, paintings, VR)

Photo sources: PSNC



Culture, Arts, Archeology

- Physical visualisation: 3D printers, laser

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

!Dariah.lab

Thank you!

e-mail: info@lab.dariah.pl

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

