Talk 5

Bringing Together the Digital with Holocaust Research, Teaching, and Conservation

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Digital Humanities projects at USHMM increasing since 2008

- GIS; DH Associate Fellows; AR/VR applications
- Demanded new cross-programs approach
- Led to consideration of other potential growth opportunities

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3D Scanning seems especially fruitful since promotes:

- Material-culture research projects
  - Close examination of objects' characteristics, properties, manufacture, types and potential sources of material
  - Access to multiple holdings/examples and fragile artefacts for analysis and comparison
- Teaching and Exhibitions
  - Greater interactivity by general public
  - Opportunities to integrate collections into virtual and augmented reality and other technologies
  - Object-based museum education outside physical museum

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- Conservation
  - New documentation methodology providing visual information previously unavailable with other techniques
  - Ability to highlight vulnerabilities not readily visible using other techniques
  - Additional analysis for formulating conservation plans
  - Visual access when artefact is too fragile for direct use

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Critical criteria

	Research	Teaching/Exhibitions	Conservation
High Resolution	✔		✔
Full depiction	✔	✔	✔
Interactivity	✔	✔	✔
Accuracy	✔		✔
Multi-spectrum	✔		✔
Safe handling			✔
Ease of application		✔	
Collaboration	✔		✔

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Opted for scan-once approach

- Reduces stress on and risk of damage to objects
- Optimizes staff time
- Shares financial resources

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Difficult finding something that fits everyone's need

- Learning curve and ease of use
- Ability to scan complex object shapes and surface characteristics with reasonable throughput
- Ability to use and disseminate information, internally and externally
- Baseline equipment cost: $500 - $250,000
  - Training, maintenance, and upgrade costs: Unknown
- Most important: Learning each others' and technologies' terminology