



# 3D Data: A few questions and a bit of a rant...

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# What is 3D data?



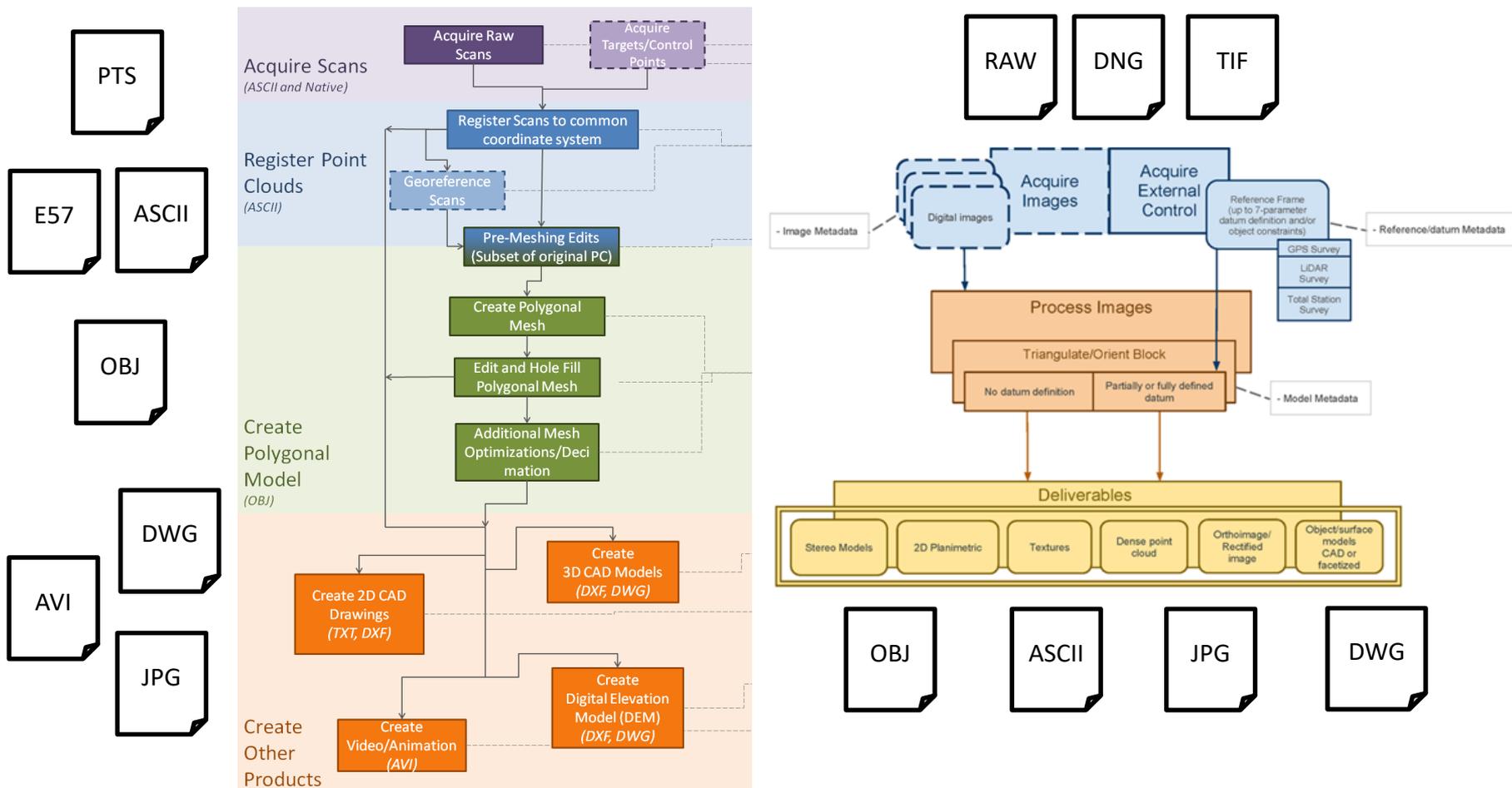
Is 3D data just models?



Nope...

# What is 3D data?

## Result of different workflows and methodologies:

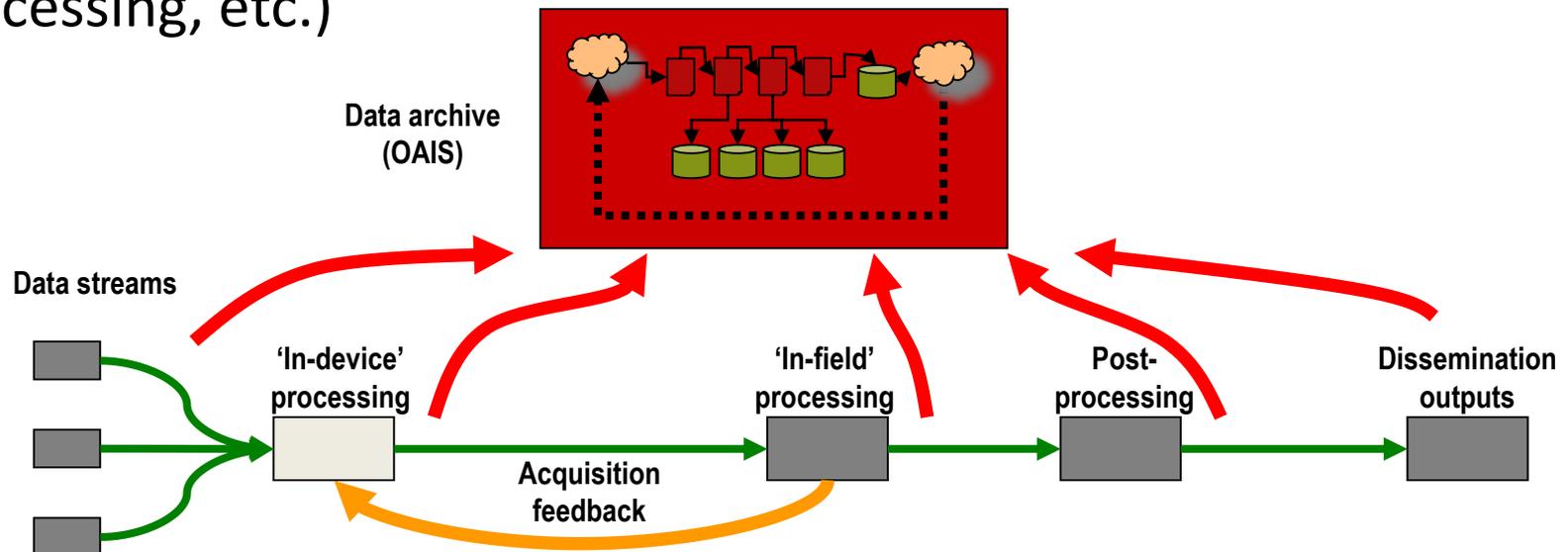


# Workflow / Pipeline Archiving

This all needs archiving too...

...need to assess:

- Which files to archive. *Raw data? Processed? Final models?*
- What format to archive them in?
- What documentation/metadata is needed (hardware, software, processing, etc.)



## Current Approach

### Currently what is going into the archive?

Depends on the project but the minimum is...

#### Files

- The end project 'deliverables'
- The 'raw data' – most reuse value

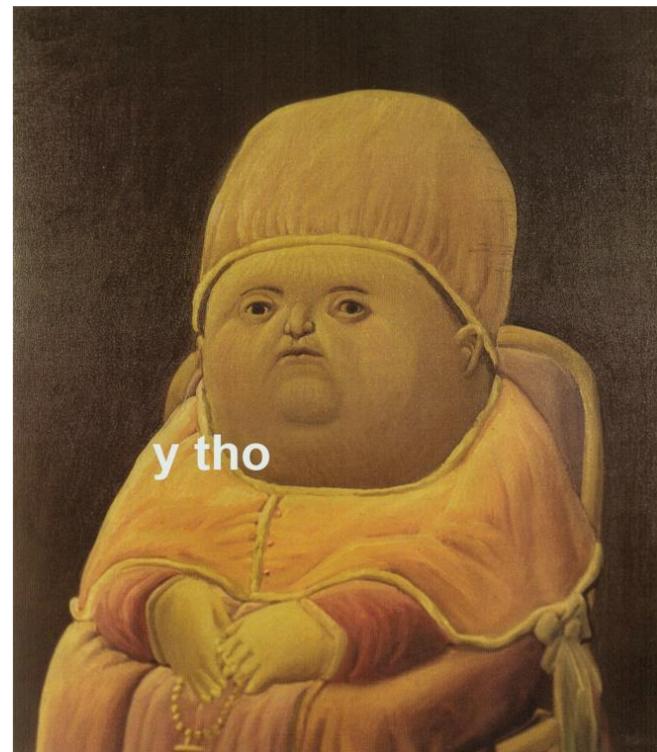
Metadata: key to understanding the model

- on each stage/set of data
- on the process(ing)

## Why?

### But there are (perception?) issues:

- What is the 'raw data'? Reluctance to deposit additional data
- Preference for familiar formats...are these less/more accessible?
- Cost – 1 model becomes X amount of data
- Time consuming: file migration and metadata creation



Need to justify what we're archiving

## Data reuse is key: highlight value

- Reuse should inform data selection, documentation, and archiving...
- ...without excluding possibilities
- Define 'raw data' across techniques
- Adopt formats that the community want to use
- Aid metadata creation and access: automate and embed
- Aid access: data can be large. Bulk downloads or browse?

