
PURE3D: An Infrastructure for the Publication & Preservation of 3D Scholarship

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Résumé

Despite the long tradition of 3D (re)construction in cultural heritage – be it computer graphic (re)construction or digitisation, and the development of several best practice charters and guidelines, 3D scholarship still lacks a framework that will allow its sustainable publication and preservation, and at the same time its (re)use as a research tool. Building on the concept of 3D Scholarly Editions currently being developed in the context of the PURE3D project, which develops a research infrastructure for 3D scholarship, this presentation will discuss the theoretical and methodological premises that need to be considered when developing a framework for 3D, as well as the challenges that the creation of a 3D infrastructures can pose.

Mots-Clés: 3D, infrastructure, 3D Scholarly Editions, Web 3D, digital storytelling

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