Introduction

EVA '95

Now in its sixth year, EVA's development has reflected the rapid developments in technology and its application in the Visual Arts field. In particular, we are seeing considerable evidence of its diffusion of leading practice as exemplified, for example, in the paper by Holly Witchey. Moreover the geographical spread is also continuing to widen as shown in the paper by Charles Watson on some Brazilian developments.

The EVA event originated in the VASARI project, supported by the European Commission. It is therefore fitting that a paper on the new VASARI ultra-high resolution scanner at the Uffizi is the subject of the opening paper of EVA London '95 conference. The paper is by B. Brunelli and others from the Uffizi, and A. Abrardo and his colleagues from the University of Florence. Transatlantic collaboration between the Victoria & Albert and the Corning Museum of Glass is reported in "The Story of Glass" by Watson, Whitehouse and Yemen.

The low cost Artbase described in A Digital Art Image Database Using Borland Paradox (A. Kouria) has been developed by a team from the Democritus University of Thrace for the presentation, processing, archiving and retrieval of art works. In The Image Project at the San Diego Museum of Art (H.R. Witchey) a system covering 200 of the most important works in the museum is discussed. The Potential of the Electronic Image Within a Commercial Picture Library (H. Bridgeman and C. Rogers) is about developments at the Bridgeman Art Library where 20,000 scanned images are stored and a CD-ROM catalogue is available with a second in preparation.

The Flying Dutchman: An Interactive Journey into Maritime History (S. de Meer) is a description of a CD-I system where the ghost of the Flying Dutchman is the guide. The Brazilian Contemporary Art Project (C. Watson and C. Monteiro) records the work of Brazilian artists on a CD-ROM. In the paper Museum of Cycladic Art and IT Applications (K. Birtacha and N. Dessipris) applications of technology in a museum are described including collections management, visitor information point, a CD-ROM project and a high speed telecoms system.

Putting European Cartoons in Front of a World Audience (J. Davies and D.E. Booth) describes a cartoon collection which is available on the Internet. Virtually the 19C: The Digital Archives of Regency Brighton (N. Tyson) describes a low budget multimedia project about a regency house in the centre of Brighton. A very large project – the Alinari Archive: an Interactive Example of an Historical Archive Entering Into the
Future is discussed by A. de Polo. Founded in 1852, it houses some four million images. Alinari is digitising some 1.5 million of its historical images.

3D Measurement and Modelling in Cultural Applications (G. Stanke) is a survey of 3D work in museums and is followed by Virtual Reconstruction of Cultural Objects (A. Iwainsky and J. Schulze). A second paper reports work with the Pergamon Altar in Berlin. A third paper in this field – MUSY: Multimedia Planning and Design System (M. Pocher and J. Sieck) continues the subject of 3D modelling combined with photos or video but with reference to the business, residential and recreational fields. In The International Artline Project and Axis National Artists Register for England (Y. Deane) it is hoped that the ISDN or ATM system high speed networks may be used to access a multimedia database. Copyright is a major problem. Making Irish Art History Accessible Remotely (P. McEvansoneya) describes another system having copyright problems.


Portable Digital Assistance for Museum Visitors: the VAMP Project (A. Geschke and A. Fischer) describes a portable device which a visitor carries to provide assistance about items in a collection. It may be used to record bar codes describing items of particular interest. Information Technology as the Servant of Art (D.R. Clark) is about a smart card device designed for assisting visitors. In A System Approach to the Management of Photographs and Other Information Sources Within the Conservation Field (B. Lagerqvist and J. Rosvall) documentation about a Viking ship is used as an example of conservation procedures.

Metaphors We Design By: Language, the Visual Arts and Electronic Document Design (J. Wilson) and A. Needle in the Haystack? Accessing Intellectual Content in a Digital World (N. Desmarais) are concepts from information science as their titles suggest and so of particular interest to readers of IS&U.

The Getty AHIP Imaging Initiative: a Status Report (J. Trant) is a review of the help provided and the results obtained by the organisation; property rights is now receiving special attention.

Still Picture Interchange (J. Barda) is concerned with coding and Standards with particular reference to image compression, to ease the interchange process. The paper Preserving and Maintaining Electronic Resources in the Visual Arts for the next Century (S. Ross) is a wide-ranging review of this topic with numerous references. The
Hidden Dangers of Electronic Publishing (P.F. Doering) is another paper of particular interest to IS&U readers. It covers dangers to reputation, dangers to intellectual property, and dangers to organisational integrity. A paper describing The JASON Project: a video broadband system (P. Philips) was scheduled for the meeting but not delivered.

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Meeting Chairman