InterPARES 2 Project
International Research on Permanent Authentic Records in Electronic Systems

Characterization of Case Study
Validated

Case Study 09-1:
Digital Moving Images:
Altair4 di Roma. A Multimedia Archaeological Project:
The House of Julius Polybius

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Relevance of the Case Study to InterPARES 2

The purpose of this case study is to follow single digital productions through the stages of pre-production, production, and post-production. The case study will compare productions created by a commercial filmmaker, a public filmmaker, an independent producer, and a public broadcaster. Using the results of the comparison, the case study will seek to identify digital entities, study their content, and model relationships among them in order to work out requirements for authenticity and preservation. The relevance of the case study is therefore to enable InterPARES to meet its goals in relation to the study of artistic activities that are conducted using experiential, interactive and dynamic computer technology.

Information about the Creator

The creator in this case is a small private company (independent producer). The creator is located in Rome, Italy, and is subject to the laws of Italy and the European Union. The creator enters into agreements with contracting parties. Funding for the activities of the creator is received from successful contracts.

The mandate of the creator is to, "to use the multimedia technology as a new and organic tool for communication characterized by a melding of different disciplines and methodologies." The underlying philosophy is, "promoting and popularizing artistic and cultural heritage." Therefore, the mission of the creator is:

- "Research and development
- Create broadcast productions
- Create websites and information aids
- Create 3-D archaeological reconstructions"

Functions of the creator include administration, production, and research. In terms of governance, the creator maintains permanent staff that works within departments on the various multimedia projects. The three founding members work as directors and coordinators within the company. The productions are constrained by relevant laws, especially copyright. The productions are also constrained by relevant norms, which change depending upon the nature of the contracting party. Depending upon this party, the constraints may have a large impact upon the process and output of production. The creator has received many awards for the quality of its productions.

Information about the Administration / Management Function

The creator's administrative activities are likely related to managing contracts, productions, and personnel. Most records are retained by the creator. No formal records management or archives program exists. Records are informally dealt with by a secretary. Legal requirements and constraints, and norms, are similar for the administrative function as for the entire work of the creator. Technological requirements and constraints are not applicable as related to the administrative function.

Information about the Digital Entity Being Studied

The digital entity for the purpose of the study is the multimedia virtual reconstruction of an archaeological site at Pompeii, the House of Julius Polybius.

The contracting party was the University of Tokyo, who desired the reconstruction for educational purposes. "Documents produced include text, image, e-mail, database, vectorial, audio and sound files". Copyright and contract law apply to the entity, in addition to any other relevant Italian, Japanese, or European Union legislation. Relevant norms include those related to archaeology.

In terms of preservation, 90% of the digital entities created as by-products or products of the creation process are saved in a final global backup. Daily back-ups of work are made, to CDROM or DVDROM. No other preservation strategies are used. Strict naming and version control conventions are used in order to locate materials for later use. In terms of technology, five dual-processor workstations were mainly used, assisted in the most demanding phases of creation by four additional dual-processors. Media types included: Vectorial files: Created with 3D Studio Max, **.**MAX and .3DS files; Pictorial textures: Created with Adobe Photoshop, .PSD, .TGA, .TIF, .BMP and .GIF files; Tree Storm software was used to reconstruct the garden. The final form of the reconstruction of the House of Julius Polybius is a film.