

Eureka3D Final Conference Authenticity and 3D Standardization

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InsideBruegel.net

Google Art Project

Bruegel: Tower of Babel

Equipment used for documentation of the technical examinations

Kunsthistorisches Museum Vienna

Visible light (VIS) and infrared photography (IRP)

• Camera: Linhof Techno

EUREKA3D

- Lens: Schneider Kreuznach Apo-Digitar 5.6/120 mm N-48°
- Digital back: Leaf Credo 60 WS
- Filter for IRP: B+W 093 IR 830
- Illumination: Briese; four striplights 140 x 50 cm (2 left / 2 right), 3200 ws each
- Capturing parameters VIS: ISO 100, f16, 1/60s
- · Capturing parameters IRP: ISO 100, f11, 1/60s
- Documentation area (VIS and IRP): 18 x 13.5 cm each, with an overlap of c. 30%.
- Camera movement: mounted on a motorized, computer-controlled X, Y, Z positioning system (customdesigned in collaboration with the Technical University Vienna).

Infrared reflectography (IRR)

- Camera: Opus Instruments, Osiris infrared camera
- Detector: InGaAs array, spectral response 900-1700 nm
- Lens: 6-element Rodagon f/5.6, 150 mm
- Documentation area: 400 x 400 mm of paint surface (4096 x 4096 pixels)
- Camera movement: 300 mm vertical and horizontal = 25% overlap
- Working distance: 900 mm camera front to painting
- · Focusing scale: approx. 48 mm
- Lens number: f/8
- Illumination: Profoto D4, two lamps, distance from each head to camera body approx. 600 mm

X-Radiography (XR)

- X-ray tube: Isovolt 160/T, Seifert & Co
- Film: Agfa Structurix D4 30 x 40 cm
- Distance between X-ray source and film: 110 cm
- Digitized with 300 dpi (Children's Games, The Return of the Herd, The Birdnester, Christ carrying the Cross, Peasant Dance, The Gloomy Day, Hunters in the Snow), or 600 dpi (The Suicide of Saul, The Battle between Carnival and Lent, The Tower of Babel, Peasant Wedding, The Conversion of Saul, The Adoration of the Magi in the Snow, Haymaking).





Google Art Project

Why does it matter?

- A digitization is a static capture of a dynamic object at a certain moment in time.
- A still image of a painting is a 2D projection of a 3D object.
- Equipment, practices, actual setting, software processing all impact the final result.
- For scientific assessments, knowing the exact digitization circumstances is paramount.



Radial Chart proposed in the VIGIE Study methodology for the assessment of the complexity for a digitisation project.



- Paradata, Metadata and Data for 3D acquisition in cultural heritage
 - (8 April and 17 May 2024)
 - https://eureka3d.eu/webinar-paradata/







Artificial Intelligence

los angeles at noon







Verifiable provenance information from creation to end-user perception

Traditional metadata

- Metadata is **embedded** in images at the **moment of capture**.
- Contains information such as location, time, camera model and settings, etc.
- Common formats include EXIF, IPTC, XMP, ...





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EIREKA3

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- Common formats include EXIF, IPTC, XMP, ...
- However, this information is often **not retained** after transcoding.
- **Manipulation** of this metadata is **trivial** and often **unnoticeable**.
- The **associated content** might have **changed** as well. Leading to **inconsistencies**.









• If present, **traditional metadata** can provide valuable information about the **authenticity of the media file**.



But...

- Requires careful consideration because the metadata easily be manipulated, and the associated content might have changed.
 - Closed environment
 - Reliable source
 - ...



How to improve?

- Two improvements to traditional metadata are needed:
 - Securing metadata, allowing identification of modifications.
 - Documenting not only creation but the entire provenance, a persistent chain of information documenting the creation details, as well as all changes made to a digital file since it's creation.

Securing metadata & provenance

• By using **cryptographic hashes**, the relation between the metadata and the associated content can be **verified.**





• **Tampering** can be identified, since it will break the integrity of the file, however metadata **can still be removed**.





Securing metadata & provenance

• We aim for a future where **secure provenance information** is the **default**, and media **lacking** it is considered **untrustworthy**.





Tackling disinformation

Reactive approach

Modification / deep fake detection

Proactive approach

- Secure provenance signaling
- Collaborative approach
 - Community feedback

To succeed, interoperability will be pivotal.







"The scope of JPEG Trust is to provide a framework for establishing trust in media. This framework includes aspects of authenticity, provenance and integrity through secure and reliable annotation of the media assets throughout their life cycle."

EXERAND Subjective nature of Trust(worthiness)



Trustworthiness is context dependent!

"JPEG Trust does NOT explicitly define trustworthiness but rather provides a framework and tools for individuals, organizations, and governing institutions to establish trust in accordance with the conditions they specify."







Trust Indicators











≪ Authentic ✓ Date \checkmark Location

GREKA3D JPEG Trust Part 1: Core Foundation









Annotating provenance













Extracting and evaluating trust indicators





JPEG

Future of archiving

Holography

AI based compression

JPEG JPEG Pleno

DNA storage



Transforming heritage: formats, authenticity and preservation Webinar Series 2024

Webinar 1: 26 September, 4-5pm CET Digital Media Authenticity

Webinar 2: 24 October, 5.30-6.30pm CET A new dimension for the Audiovisual Heritage: a EUreka3D initiative

Webinar 3: 15 November, 3-4pm CET An overview of recent and emerging JPEG formats for digital archival and long-term preservation 26 September 24 October 15 November 2024



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https://eureka3d.eu/transforming-heritage2024/