

Digital Scholarship at UTM Library

Friday October 15, 2021

Chris Young

University of Toronto Mississauga Library



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Schedule

Overview

- About, Team, Focus

Showcase

- Partnerships, Projects, Services, Skills, Spaces

The Pitfalls of Seeing the World in 3D

- The Question, The Research, The Process

Questions



Overview

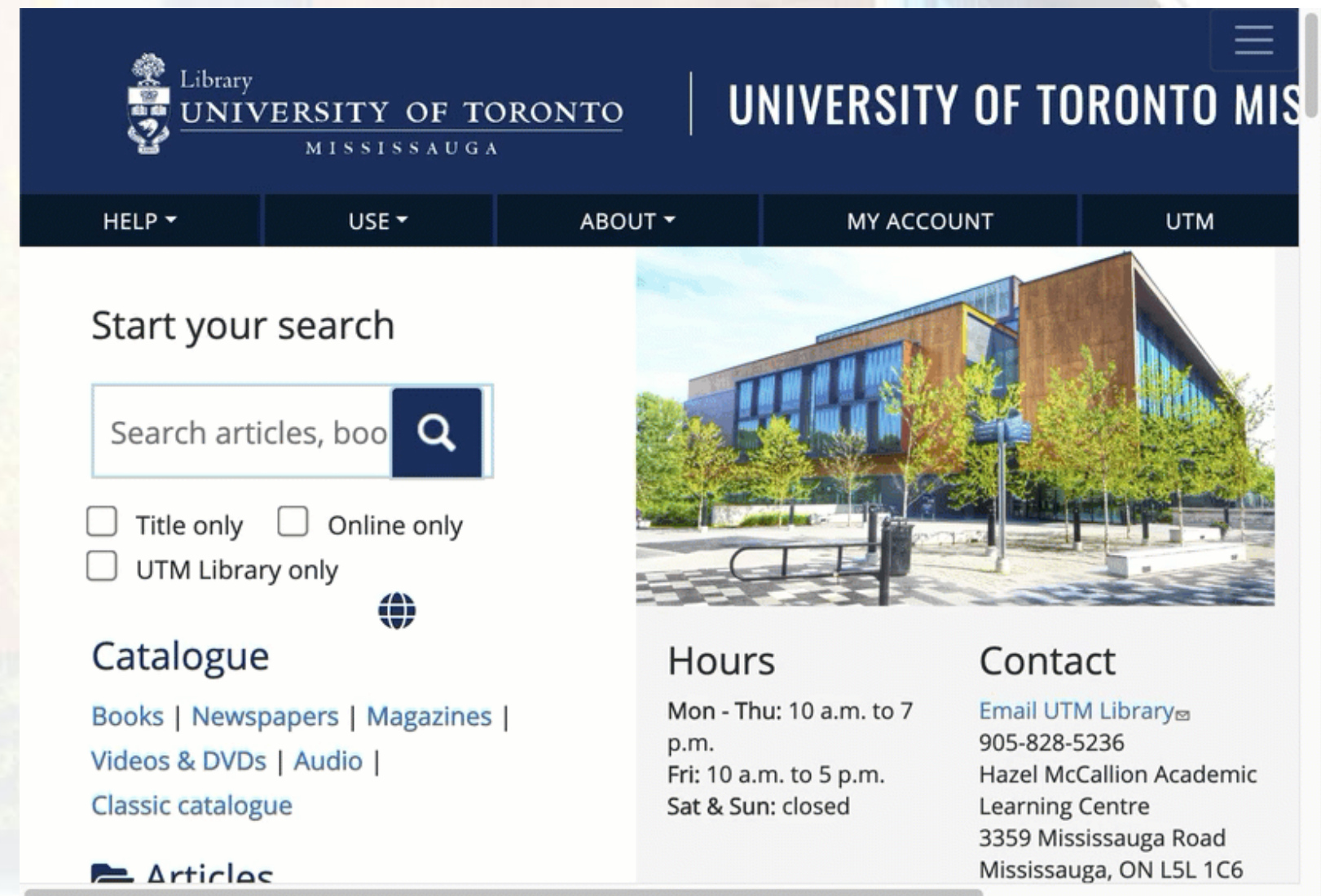
Who we are and what we do



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About

The mandate of the UTM Library's Digital Scholarship Unit is to develop and **maintain digital projects** for the Library by creating and using digital methods, theories, and tools to **support curricula and research** at the University of Toronto Mississauga.



Source: <https://library.utm.utoronto.ca/>

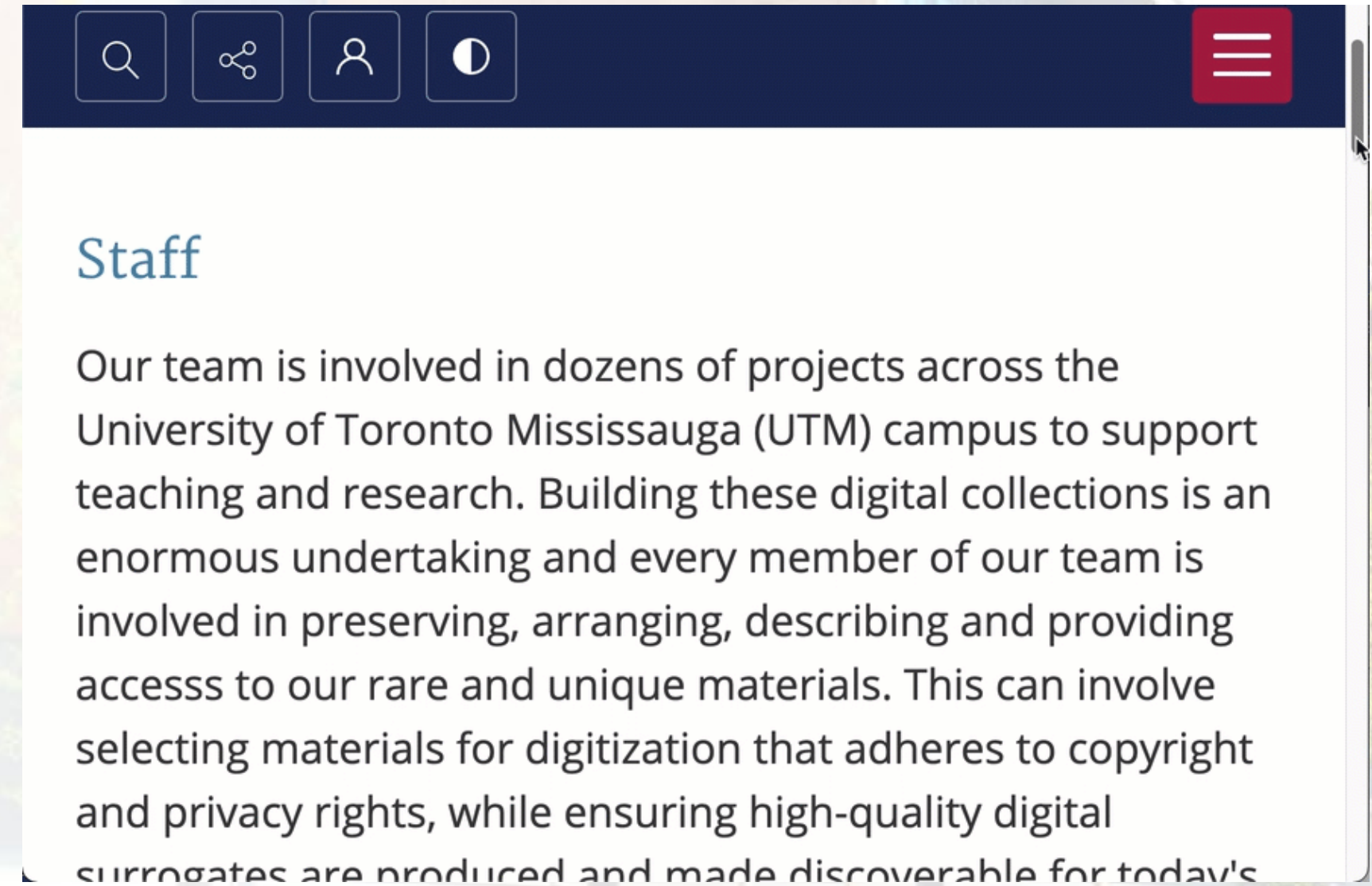
Team

Mary Beth Atkinson-Lu,
Digital Scholarship Technician

Nelly Cancilla, Digital
Scholarship & Liaison Librarian

Tomoko Shida, Archivist

Chris Young, Librarian &
Coordinator



Source: <https://collections.utm.utoronto.ca/staff>



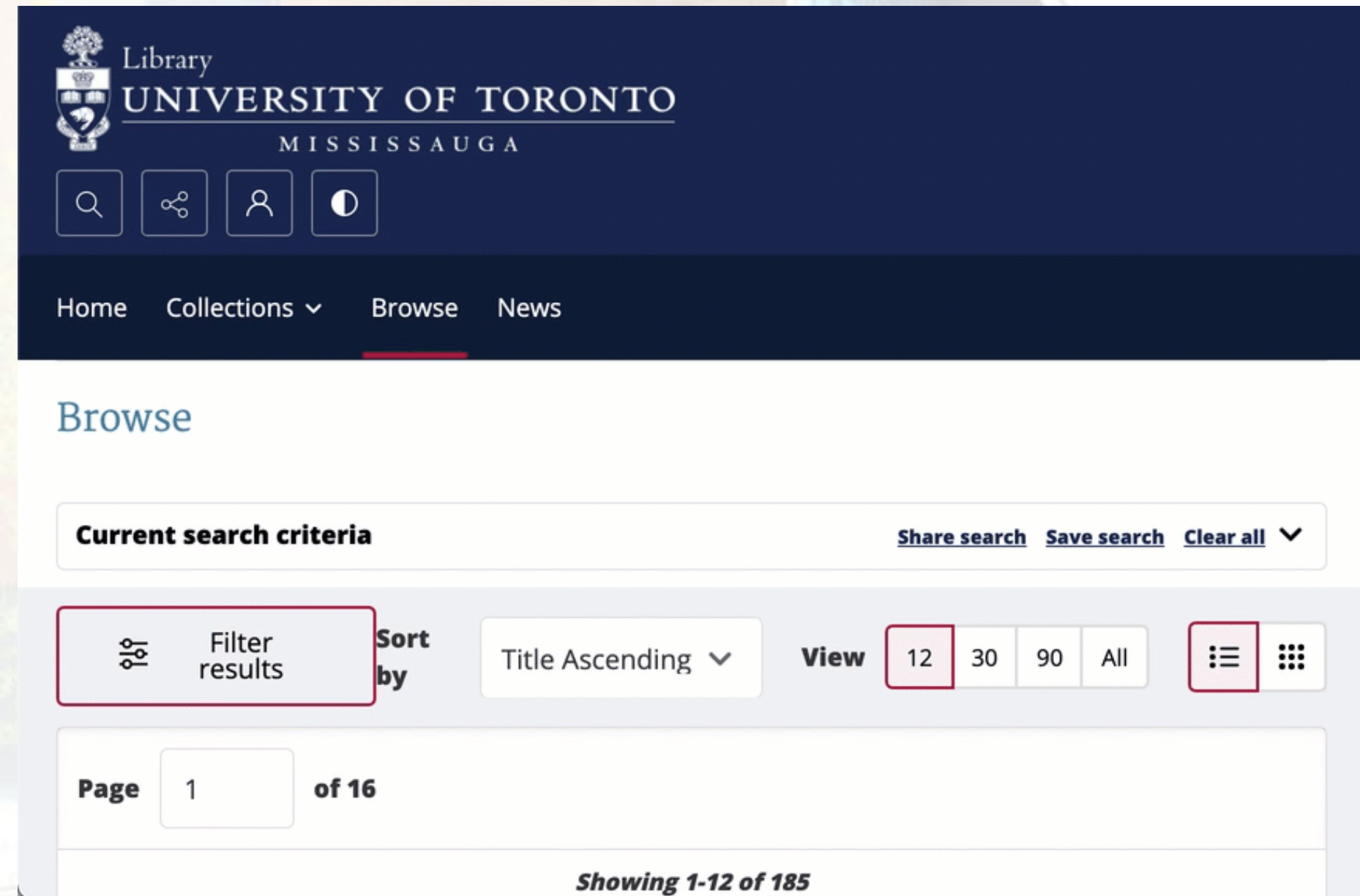
Focus

The current UTM landscape:

- Partnerships
- Projects
- Services
- Skills
- Spaces

Mixed in with technologies...

And lots and lots of consultation



Source: <https://collections.utm.utoronto.ca/>

Showcase

Some highlights of our work

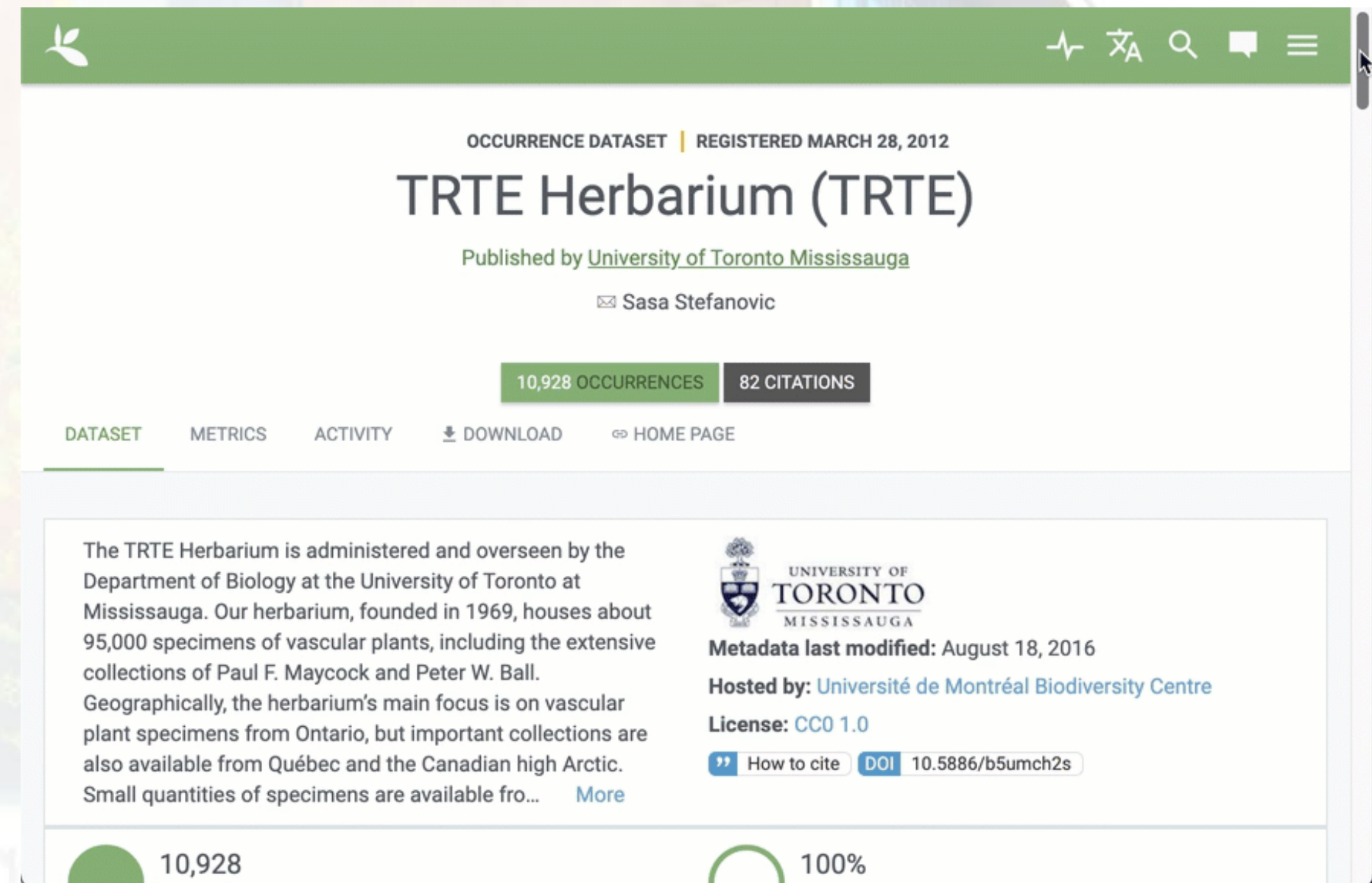


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Partnership – Biology Department

Free and open access to biodiversity data.

- 95,000+ samples over 100+ years, 10,000+ scanned
- Valuable baseline for climate change studies
- Follow Darwin Core standards
- Harvested from Quartex to Canadensys & GBIF for international discoverability



Source: [TRTE in GBIF](#)



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Project – Visualizing the Americas

Collaboration with faculty using collections, Quartex, and digitization.

- US imperialism told through the consumption of the banana
- Unique site connected to Collections Quartex site
- Includes essays, videos, timeline and other features to mobilize knowledge



Source: [Visualizing the Americas](#)



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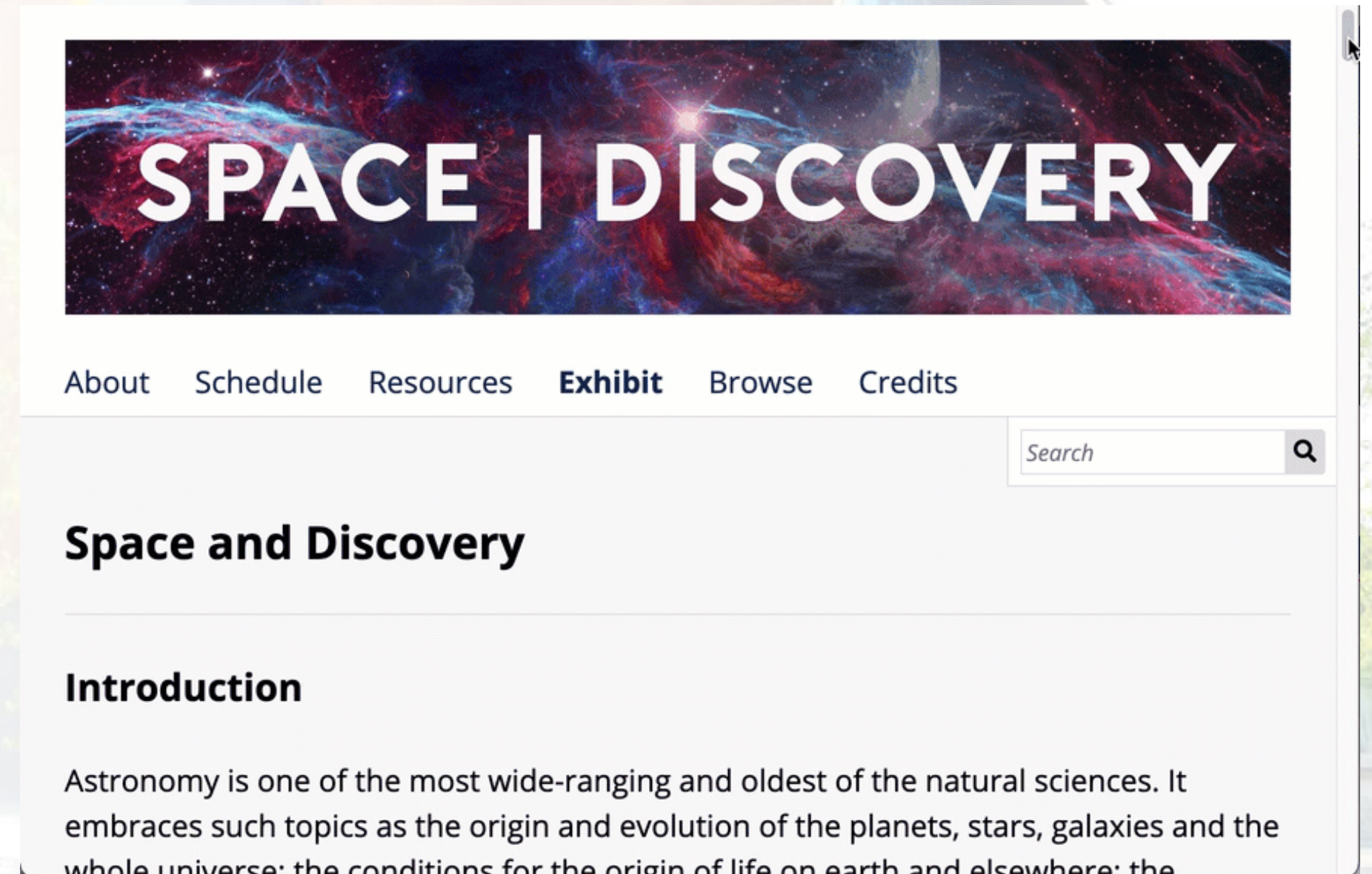
Services – Omeka S + Mukurtu

Technologies and tools for use in research and curriculum

- CMS for curation and digital storytelling
- Courses, knowledge mobilization

Use Cases

- Historical Studies, Italian Studies, Visual Studies



Source: [Space & Discovery exhibit](#)

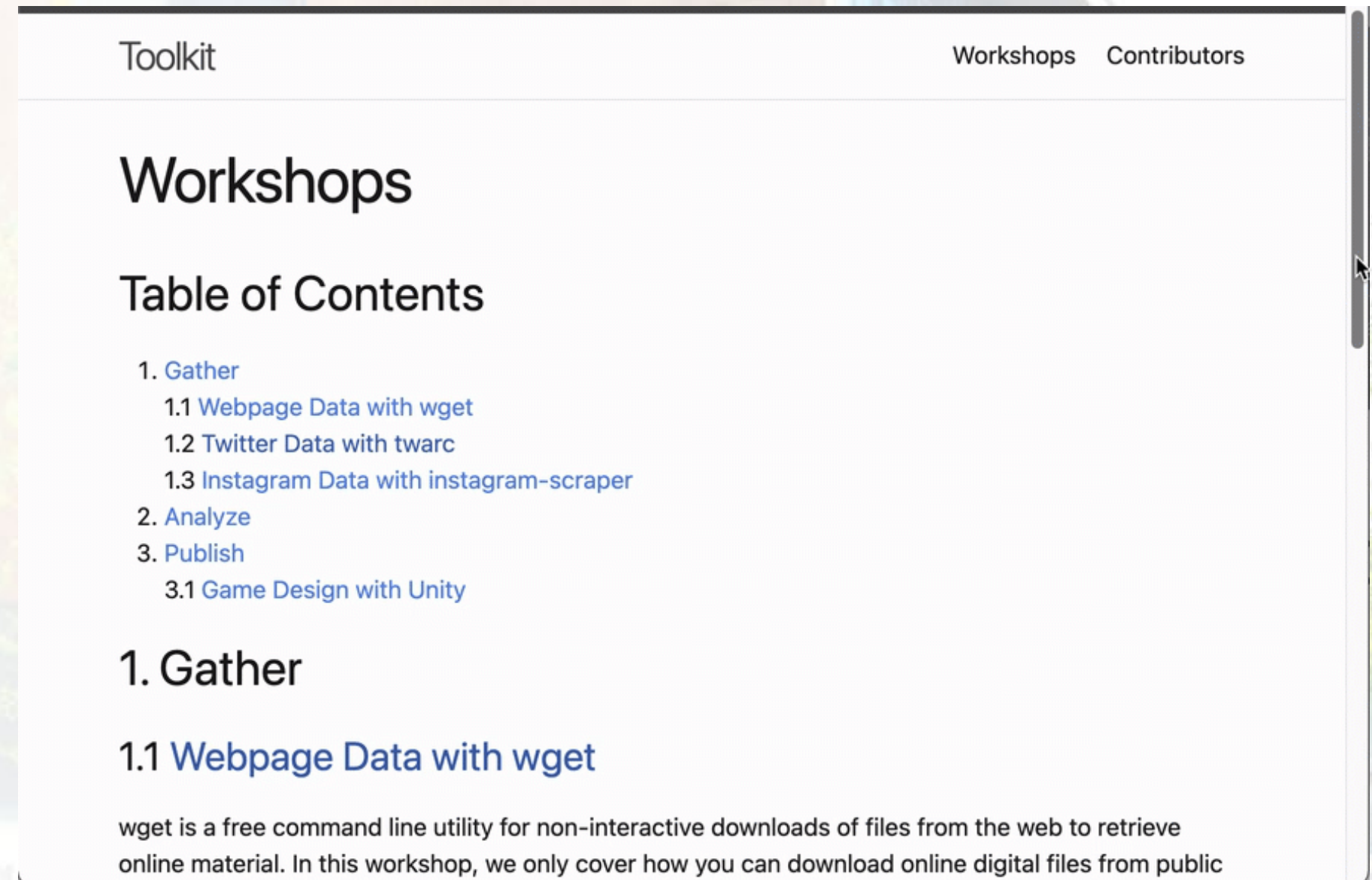


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Skills – Workshops

Workshops on how to gather, analyze, and publish (GAP) research using tools & methods

- Use combination of open source + proprietary tools
- Current focus on gathering web and social media data
- Emphasis on technical and ethical challenges around data collection



The screenshot shows the 'UTM Library Toolkit' website. At the top, there are navigation links for 'Toolkit', 'Workshops', and 'Contributors'. The 'Workshops' section is active, displaying a 'Table of Contents' with the following items:

- 1. [Gather](#)
 - 1.1 [Webpage Data with wget](#)
 - 1.2 [Twitter Data with twarc](#)
 - 1.3 [Instagram Data with instagram-scraper](#)
- 2. [Analyze](#)
- 3. [Publish](#)
 - 3.1 [Game Design with Unity](#)

Below the table of contents, the '1. Gather' section is expanded, showing '1.1 [Webpage Data with wget](#)'. The text below this link reads: 'wget is a free command line utility for non-interactive downloads of files from the web to retrieve online material. In this workshop, we only cover how you can download online digital files from public'.

Source: [UTM Library Toolkit](#)



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Spaces – Digitization Studio

Library as a center for collaborative partnerships

- Archives & Special Collections
- Post-Custodial projects with community
- Collaboration with campus collections, data, and faculty
- Training in standards and process to share labour and knowledge with partners



Source: [Digitization Studio, UTML](#)



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Pitfalls of the Seeing the World in 3D

The Question, The Research, The Current Process

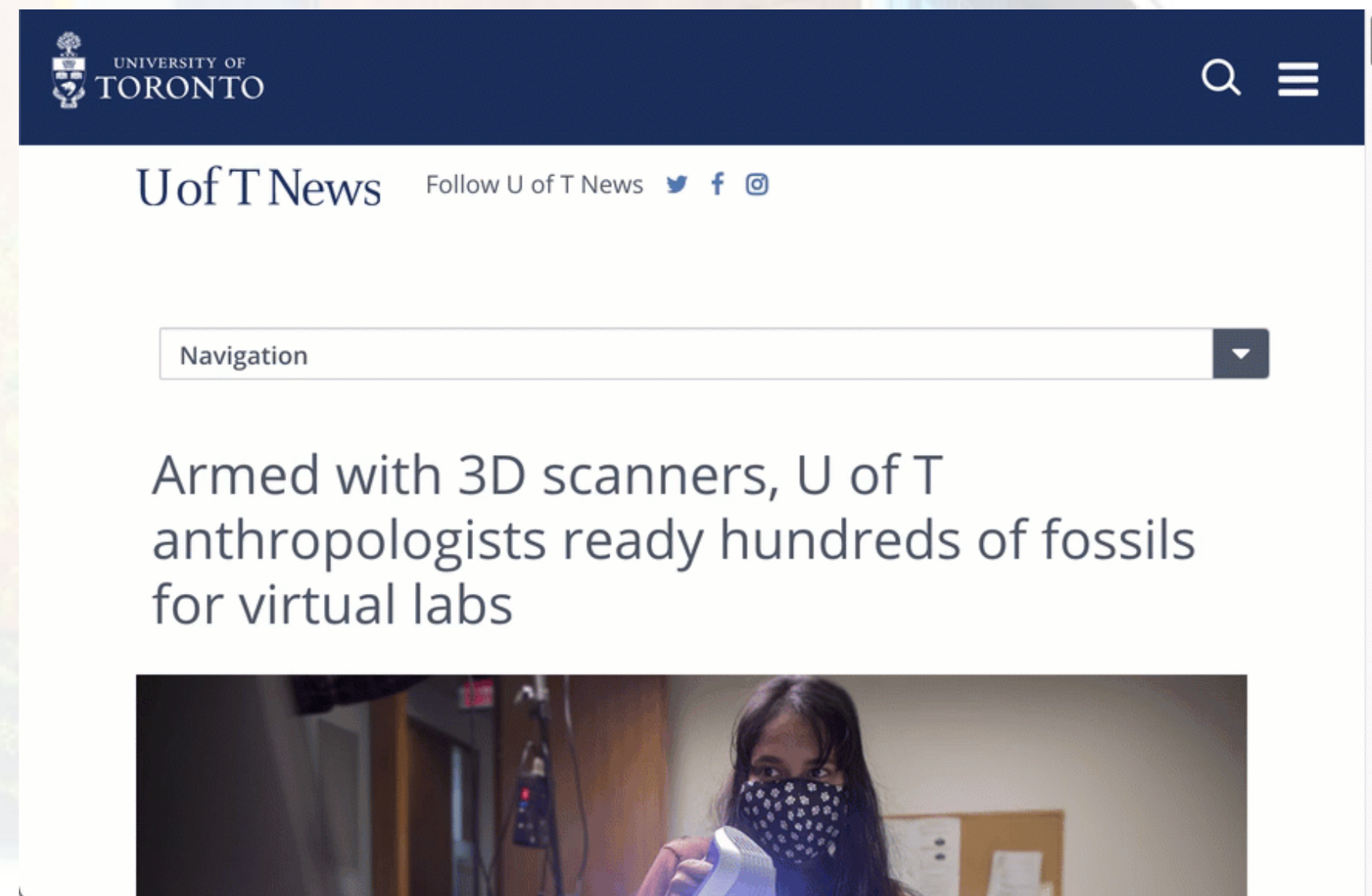


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The Question

How do we make our 3D assets available without using a commercial platform like SketchFab?

- Subscription model
- Privacy considerations
- User authentication
- Maybe a central repository platform?



Source: [U of T News 3D scanning at UTM](#)



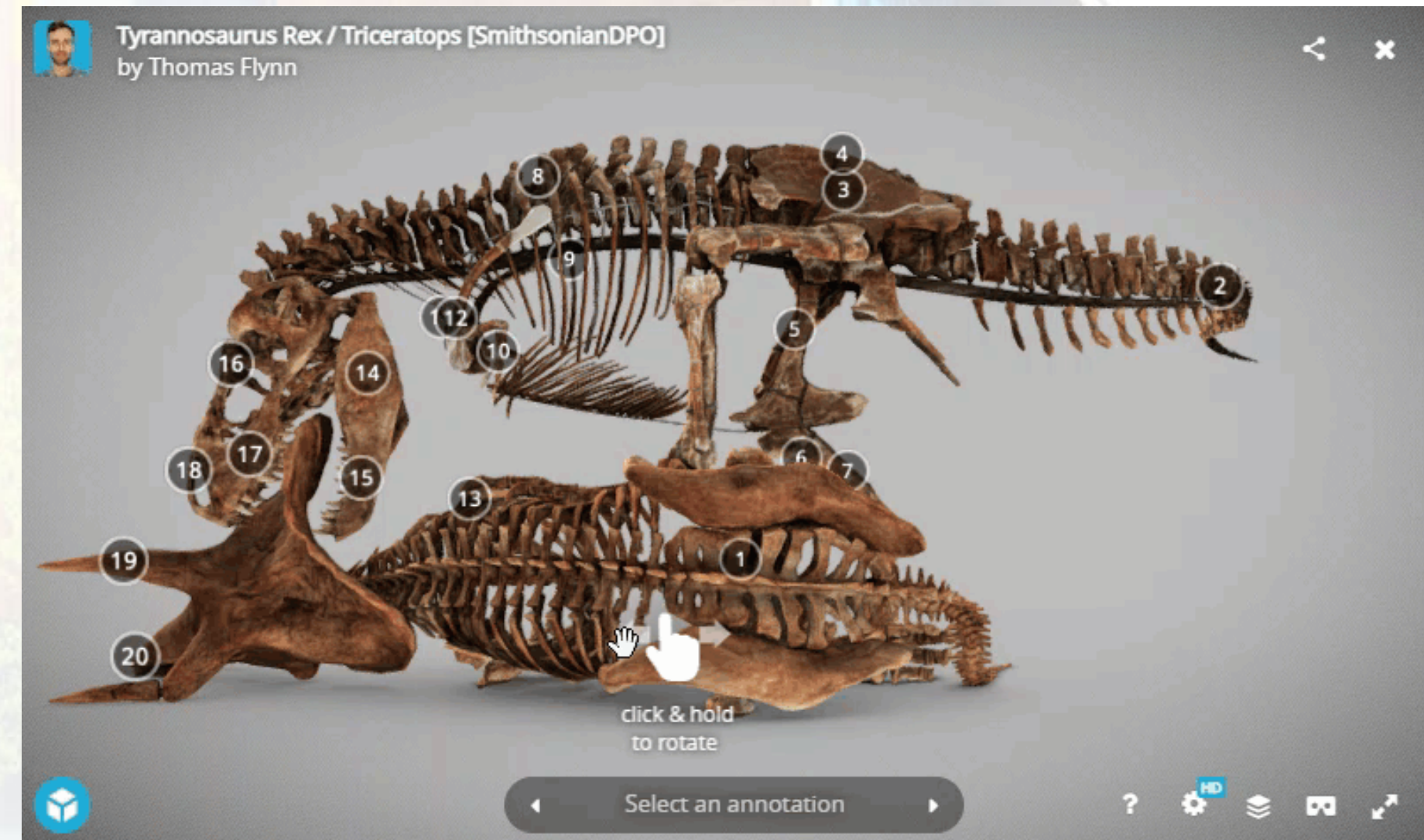
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The Research

Almost everyone uses SketchFab...

But there are other options

- [Supermedium's A-Frame](#)
- [Smithsonian's Voyager](#)
- [Visual Comp Lab's 3DHop](#)
- [Islandora Solution Pack for 3D](#)
- Other in-house projects



Source: [Smithsonian Magazine](#)



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The Process

Assuming you have prebuilt your 3D files ...

- Deploy 3DHop to your server
- Install NEXUS package on computer
- Convert .ply file and texture image to .nxs
- Setup viewer page with HTML, JavaScript + CSS
- Embed in [Mukurtu](#) website



Source: [Capsella Samagher example at 3DHop](#)



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Questions

Special thanks to the librarians, staff, and students who work on the projects above:
Chris Alfonso, Mary Atkinson, Nelly Cancilla, Mike Serafin, Tomoko Shida, Brianna
Tucker



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