

DISCUSSION NOTES

Please write clearly so that others can read what you have written!

Use only this side of the paper. Use more paper if you need it.

PLEASE USE BLACK INK - these notes may be photocopied.

If you are using the digital version of this template, once completed, please send to wmcon17@gmail.com

Digital copy can be found in <http://goo.gl/BuPk45>

DISCUSSION TOPIC:

3D Objects

BREAKOUT 8
SPACE: Main

TIME: 11:15

PARTICIPANTS: ~~B~~ Michał Buczyński

Douglas Scott
natanya

Eduardo Testart

CONVENOR:
Douglas

KEY POINTS:

- Creating 3D object files
- Copyright issues* (Freedom of Panorama, Fairuse, technical file format)
- Technical issues
 - ↳ can commons take shape/object files
 - ↳ interactive presentation form (hard to do but important)
 - ↳ ~~to~~ A system is being worked on now (Brain Wolf)
 - ↳ Tech in its infancy

USE on Wiki projects like Wikipedia

- Documentation^① vs art creation^②
- ① documenting places, gives a more full understanding of the object (statue, building, mechanical part, place, ect).
- ② Illustrate history of a building/place over time (example) or objects:

CONCLUSIONS/RECOMMENDATIONS/ACTIONS (IF ANY):

- maybe a space on commons to discuss and grow the concept
- ".stl" ~~is~~ format is being used & worked on ~~to~~ for deployment on Wiki projects
- Need to develop an interactive presentation form for projects In Wikipedia. (Thingy Verse)
like ↵