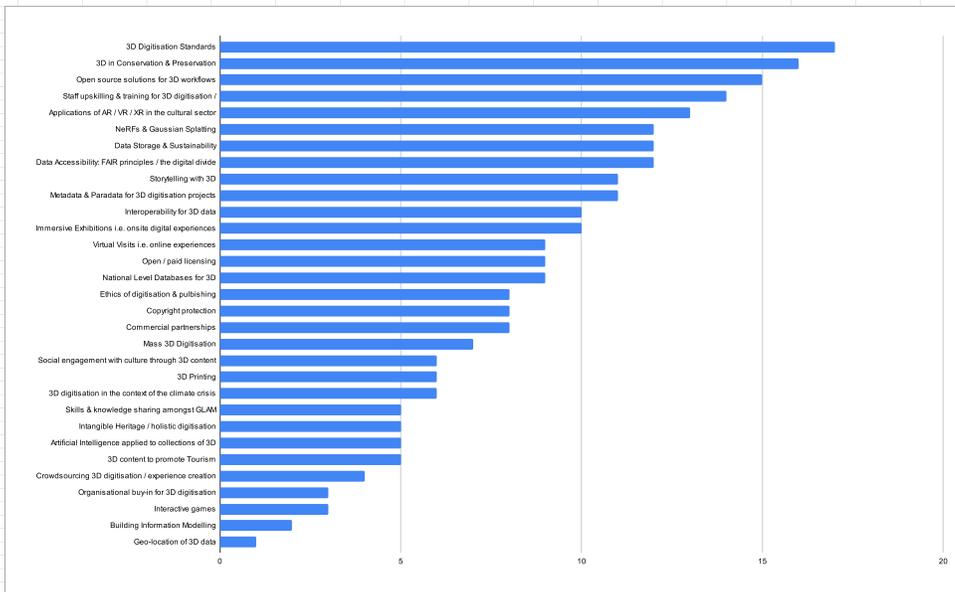
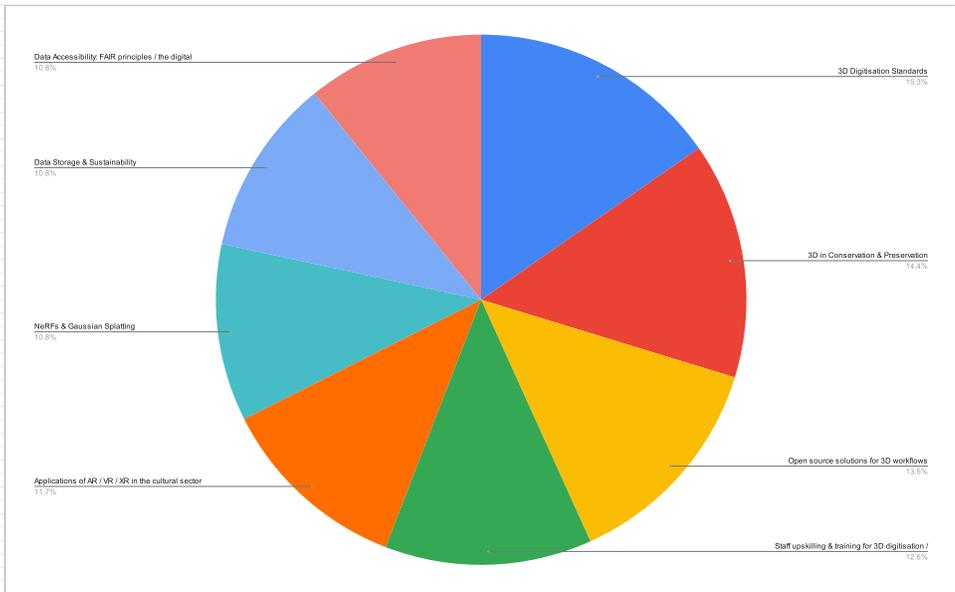


Timestamp	Are you attending Rijksmuseum's 2and3D 2024 Conference?	What topics related to 3D digitalisation are you most interested in talking about with your peers during 2and3D 2024?	If you are not attending the conference, what do you think people should be talking about?	Lastly (and optional) is there anything that you'd like to see happen inside or outside of the cultural heritage sector that you think would increase the effective use of 3D and spatial content?		
27/05/2024 08:00:27	No, maybe next time...	NeRFs & Gaussian Splatting, Data Storage & Sustainability, Immersive Exhibitions (i.e. onsite digital experiences), 3D Digitalisation Standards, National Level Databases for 3D, Commercial partnerships, Copyright protection, Virtual Visits (i.e. onsite digital experiences), 3D in Conservation & Preservation, Licensing (open / paid), Data Accessibility (FAIR principles / the digital divide)	NeRFs & Gaussian Splatting, Data Storage & Sustainability, Immersive Exhibitions (i.e. onsite digital experiences), 3D Digitalisation Standards, National Level Databases for 3D, Commercial partnerships, Copyright protection, Virtual Visits (i.e. onsite digital experiences), 3D in Conservation & Preservation, Licensing (open / paid), Data Accessibility (FAIR principles / the digital divide)	NeRFs & Gaussian Splatting, Data Storage & Sustainability, Immersive Exhibitions (i.e. onsite digital experiences), 3D Digitalisation Standards, National Level Databases for 3D, Commercial partnerships, Copyright protection, Virtual Visits (i.e. onsite digital experiences), 3D in Conservation & Preservation, Licensing (open / paid), Data Accessibility (FAIR principles / the digital divide)		NeRFs & Gaussian Splatting
27/05/2024 10:03:30	No, maybe next time...	Interoperability for 3D data, 3D Digitalisation Standards, Metadata & Paradata for 3D digitalisation projects, Open source solutions for 3D workflows, Preservation of 3D objects	Data Accessibility (FAIR principles / the digital divide), Intangible Heritage / holistic digitalisation, Applications of AR / VR / XR in the cultural sector, 3D in Conservation & Preservation, Open source solutions for 3D workflows, Licensing (open / paid)			Data Storage & Sustainability
27/05/2024 10:08:15	No, maybe next time...	Open source solutions for 3D workflows, Licensing (open / paid), Crowdsourcing (3D / interactive games), Immersive Exhibitions (i.e. onsite digital experiences), Storytelling with 3D, Ethics of digitalisation & publishing, Copyright protection, Metadata & Paradata for 3D digitalisation projects, 3D digitalisation in the context of the climate crisis, NeRFs & Gaussian Splatting, Interoperability for 3D data	Open source solutions for 3D workflows, Licensing (open / paid), Crowdsourcing (3D / interactive games), Immersive Exhibitions (i.e. onsite digital experiences), Storytelling with 3D, Ethics of digitalisation & publishing, Copyright protection, Metadata & Paradata for 3D digitalisation projects, 3D digitalisation in the context of the climate crisis, NeRFs & Gaussian Splatting, Interoperability for 3D data			Immersive Exhibitions (i.e. onsite digital experiences)
27/05/2024 13:45:48	No, maybe next time...	Copyright protection, 3D in Conservation & Preservation	Copyright protection, 3D in Conservation & Preservation			3D Digitalisation Standards
27/05/2024 13:57:45	No, maybe next time...	Data Storage & Sustainability, Mass 3D Digitalisation, Licensing (open / paid), Commercial partnerships	Data Storage & Sustainability, Mass 3D Digitalisation, Licensing (open / paid), Commercial partnerships			National Level Databases for 3D
27/05/2024 14:03:37	Yes, See you there!	3D Digitalisation Standards, 3D in Conservation & Preservation, NeRFs & Gaussian Splatting, Interoperability for 3D data, Staff upskilling & training for 3D digitalisation, experience creation, Data Storage & Sustainability	3D Digitalisation Standards, 3D in Conservation & Preservation, NeRFs & Gaussian Splatting, Interoperability for 3D data, Staff upskilling & training for 3D digitalisation, experience creation, Data Storage & Sustainability	Nil for 3D, Model viewers that support large models/textures that are highly performant served over the web.		Commercial partnerships
27/05/2024 15:07:57	No, maybe next time...	Staff upskilling & training for 3D (digitalisation, experience creation), Data Accessibility (FAIR principles / the digital divide), Copyright protection, 3D in Conservation & Preservation, Metadata & Paradata for 3D digitalisation projects, Data Storage & Sustainability, 3D Digitalisation Standards, Crowdsourcing (3D / interactive games), Immersive Exhibitions (i.e. onsite digital experiences), Commercial partnerships, 3D Printing, Storytelling with 3D, Licensing (open / paid), Ethics of digitalisation & publishing	Staff upskilling & training for 3D (digitalisation, experience creation), Data Accessibility (FAIR principles / the digital divide), Copyright protection, 3D in Conservation & Preservation, Metadata & Paradata for 3D digitalisation projects, Data Storage & Sustainability, 3D Digitalisation Standards, Crowdsourcing (3D / interactive games), Immersive Exhibitions (i.e. onsite digital experiences), Commercial partnerships, 3D Printing, Storytelling with 3D, Licensing (open / paid), Ethics of digitalisation & publishing	Development of consistent best practices for quality standards		Copyright protection
27/05/2024 17:57:57	Yes, See you there!	NeRFs & Gaussian Splatting, 3D in Conservation & Preservation, Interoperability for 3D data, Metadata & Paradata for 3D digitalisation projects, Color/Reflectance/PSYBRID interoperability for consistent rendering across platforms	NeRFs & Gaussian Splatting, 3D in Conservation & Preservation, Interoperability for 3D data, Metadata & Paradata for 3D digitalisation projects, Color/Reflectance/PSYBRID interoperability for consistent rendering across platforms	Standardization		Virtual Visits (i.e. online experiences)
28/05/2024 09:29:06	Yes, See you there!	Virtual Visits (i.e. online experiences), Applications of AR / VR / XR in the cultural sector, 3D digitalisation in the context of the climate crisis, Staff upskilling & training for 3D (digitalisation, experience creation), Data Storage & Sustainability, Building Information Modelling, Artificial Intelligence applied to collections of 3D data, Intangible Heritage / holistic digitalisation, Interoperability for 3D data, Data Accessibility (FAIR principles / the digital divide), National Level Databases for 3D, Open source solutions for 3D workflows, NeRFs & Gaussian Splatting, Ethics of digitalisation & publishing, Storytelling with 3D, 3D Digitalisation Standards, Social engagement with culture through 3D content	Virtual Visits (i.e. online experiences), Applications of AR / VR / XR in the cultural sector, 3D digitalisation in the context of the climate crisis, Staff upskilling & training for 3D (digitalisation, experience creation), Data Storage & Sustainability, Building Information Modelling, Artificial Intelligence applied to collections of 3D data, Intangible Heritage / holistic digitalisation, Interoperability for 3D data, Data Accessibility (FAIR principles / the digital divide), National Level Databases for 3D, Open source solutions for 3D workflows, NeRFs & Gaussian Splatting, Ethics of digitalisation & publishing, Storytelling with 3D, 3D Digitalisation Standards, Social engagement with culture through 3D content	wider collaboration rather than competition to support improved quality, in value assets, rather than the rush to generate a critical mass.		3D in Conservation & Preservation
28/05/2024 11:24:57	No, maybe next time...	Virtual Visits (i.e. online experiences), 3D in Conservation & Preservation, Building Information Modelling, Licensing (open / paid), Data Storage & Sustainability, National Level Databases for 3D, Mass 3D Digitalisation, Applications of AR / VR / XR in the cultural sector	3D in Conservation & Preservation, Staff upskilling & training for 3D (digitalisation, experience creation), Applications of AR / VR / XR in the cultural sector, Commercial partnerships, Data Storage & Sustainability, A universal viewer to display 3D models. Currently the platforms for displaying 3D models is very limited which is problematic if your institution has gone through all the work to image the rare items but cannot share their models on their websites. Open source is fine but that requires hiring or working with someone with Linux skills has its own challenges especially if you come from a smaller institution			Licensing (open / paid)
28/05/2024 11:42:01	Yes, See you there!	Open source solutions for 3D workflows, Licensing (open / paid), Copyright protection, 3D digitalisation in the context of the climate crisis, Data Accessibility (FAIR principles / the digital divide), National Level Databases for 3D	Open source solutions for 3D workflows, Licensing (open / paid), Copyright protection, 3D digitalisation in the context of the climate crisis, Data Accessibility (FAIR principles / the digital divide), National Level Databases for 3D	Open access		Data Accessibility (FAIR principles / the digital divide)
28/05/2024 11:46:23	No, maybe next time...	3D Digitalisation Standards, Skills & knowledge sharing amongst GLAM professionals, Social engagement with culture through 3D content	3D Digitalisation Standards, Skills & knowledge sharing amongst GLAM professionals, Social engagement with culture through 3D content	Support Open Education Resources		Interoperability for 3D data
28/05/2024 18:57:20	No, maybe next time...	Open source solutions for 3D workflows, Interoperability for 3D data, Staff upskilling & training for 3D (digitalisation, experience creation), 3D Digitalisation Standards, Metadata & Paradata for 3D digitalisation projects, Storytelling with 3D, 3D in Conservation & Preservation	Open source solutions for 3D workflows, Interoperability for 3D data, Staff upskilling & training for 3D (digitalisation, experience creation), 3D Digitalisation Standards, Metadata & Paradata for 3D digitalisation projects, Storytelling with 3D, 3D in Conservation & Preservation			3D Digitalisation Standards
28/05/2024 19:00:14	Yes, See you there!	3D in Conservation & Preservation, Data Storage & Sustainability, Staff upskilling & training for 3D digitalisation / experience creation, Applications of AR / VR / XR in the cultural sector	3D in Conservation & Preservation, Data Storage & Sustainability, Staff upskilling & training for 3D digitalisation / experience creation, Applications of AR / VR / XR in the cultural sector	(in the UK) a large increase on public sector funding of the cultural heritage sector		Metadata & Paradata for 3D digitalisation projects
29/05/2024 06:27:43	No, maybe next time...	Applications of AR / VR / XR in the cultural sector, Skills & knowledge sharing amongst GLAM professionals, Open source solutions for 3D workflows, Immersive Exhibitions (i.e. onsite digital experiences), Artificial Intelligence applied to collections of 3D data, 3D Digitalisation Standards, 3D digitalisation in the context of the climate crisis, Social engagement with culture through 3D content, Data Accessibility, FAIR principles / the digital divide, Storytelling with 3D, Virtual Visits (i.e. online experiences), Staff upskilling & training for 3D digitalisation / experience creation	Applications of AR / VR / XR in the cultural sector, Skills & knowledge sharing amongst GLAM professionals, Open source solutions for 3D workflows, Immersive Exhibitions (i.e. onsite digital experiences), Artificial Intelligence applied to collections of 3D data, 3D Digitalisation Standards, 3D digitalisation in the context of the climate crisis, Social engagement with culture through 3D content, Data Accessibility, FAIR principles / the digital divide, Storytelling with 3D, Virtual Visits (i.e. online experiences), Staff upskilling & training for 3D digitalisation / experience creation			Open source solutions for 3D workflows
29/05/2024 14:29:54	No, maybe next time...	Mass 3D Digitalisation, National Level Databases for 3D, NeRFs & Gaussian Splatting, Organisational buy-in for 3D digitalisation, 3D Digitalisation Standards, Metadata & Paradata for 3D digitalisation projects	Mass 3D Digitalisation, National Level Databases for 3D, NeRFs & Gaussian Splatting, Organisational buy-in for 3D digitalisation, 3D Digitalisation Standards, Metadata & Paradata for 3D digitalisation projects	- Holistic digital strategies - Upskilling/reskilling		Preservation of 3D objects
29/05/2024 20:10:18	No, maybe next time...	Intangible Heritage / holistic digitalisation, Social engagement with culture through 3D content, Copyright protection, Interoperability for 3D data, Interactive games, Data Storage & Sustainability, 3D content to promote Tourism	Intangible Heritage / holistic digitalisation, Social engagement with culture through 3D content, Copyright protection, Interoperability for 3D data, Interactive games, Data Storage & Sustainability, 3D content to promote Tourism			Data Accessibility (FAIR principles / the digital divide)
29/05/2024 20:55:05	No, maybe next time...	3D Digitalisation Standards, Metadata & Paradata for 3D digitalisation projects, 3D in Conservation & Preservation, Storytelling with 3D, Immersive Exhibitions (i.e. onsite digital experiences), Data Storage & Sustainability, Data Accessibility, FAIR principles / the digital divide, National Level Databases for 3D	3D Digitalisation Standards, Metadata & Paradata for 3D digitalisation projects, 3D in Conservation & Preservation, Storytelling with 3D, Immersive Exhibitions (i.e. onsite digital experiences), Data Storage & Sustainability, Data Accessibility, FAIR principles / the digital divide, National Level Databases for 3D			Intangible Heritage / holistic digitalisation
29/05/2024 22:11:00	No, maybe next time...	Open source solutions for 3D workflows, Data Accessibility, FAIR principles / the digital divide, 3D Printing, Skills & knowledge sharing amongst GLAM professionals, Applications of AR / VR / XR in the cultural sector, Social engagement with culture through 3D content, Staff upskilling & training for 3D digitalisation / experience creation, 3D in Conservation & Preservation, Copyright protection, 3D Digitalisation Standards	Open source solutions for 3D workflows, Data Accessibility, FAIR principles / the digital divide, 3D Printing, Skills & knowledge sharing amongst GLAM professionals, Applications of AR / VR / XR in the cultural sector, Social engagement with culture through 3D content, Staff upskilling & training for 3D digitalisation / experience creation, 3D in Conservation & Preservation, Copyright protection, 3D Digitalisation Standards			Applications of AR / VR / XR in the cultural sector
29/05/2024 23:42:45	No, maybe next time...	Data Accessibility, FAIR principles / the digital divide, 3D Digitalisation Standards, Open / paid licensing, Copyright protection, Organisational buy-in for 3D digitalisation, Commercial partnerships	Data Accessibility, FAIR principles / the digital divide, 3D Digitalisation Standards, Open / paid licensing, Copyright protection, Organisational buy-in for 3D digitalisation, Commercial partnerships			3D in Conservation & Preservation
29/05/2024 23:44:31	No, maybe next time...	Artificial Intelligence applied to collections of 3D data	Artificial Intelligence applied to collections of 3D data			Open source solutions for 3D workflows
30/05/2024 08:08:41	No, maybe next time...	Social engagement with culture through 3D content, Staff upskilling & training for 3D digitalisation / experience creation, Mass 3D Digitalisation, Applications of AR / VR / XR in the cultural sector, 3D in Conservation & Preservation, 3D Digitalisation Standards, National Level Databases for 3D, Virtual Visits (i.e. online experiences), Open source solutions for 3D workflows, 3D content to promote Tourism, 3D Printing	Social engagement with culture through 3D content, Staff upskilling & training for 3D digitalisation / experience creation, Mass 3D Digitalisation, Applications of AR / VR / XR in the cultural sector, 3D in Conservation & Preservation, 3D Digitalisation Standards, National Level Databases for 3D, Virtual Visits (i.e. online experiences), Open source solutions for 3D workflows, 3D content to promote Tourism, 3D Printing			Licensing (open / paid)
30/05/2024 08:17:11	No, maybe next time...	Metadata & Paradata for 3D digitalisation projects, National Level Databases for 3D, Mass 3D Digitalisation, Artificial Intelligence applied to collections of 3D data, NeRFs & Gaussian Splatting, 3D in Conservation & Preservation	Metadata & Paradata for 3D digitalisation projects, National Level Databases for 3D, Mass 3D Digitalisation, Artificial Intelligence applied to collections of 3D data, NeRFs & Gaussian Splatting, 3D in Conservation & Preservation	AI camera pose estimation for photogrammetry (where is it?), Cultural Heritage Metaverse - The playable hill		Crowdsourcing (3D / interactive games)
30/05/2024 08:20:28	No, maybe next time...	Skills & knowledge sharing amongst GLAM professionals, Staff upskilling & training for 3D digitalisation / experience creation, Ethics of digitalisation & publishing, Intangible Heritage / holistic digitalisation, Commercial partnerships, 3D Printing, Data Storage & Sustainability, Interoperability for 3D data, Open source solutions for 3D workflows, Data Accessibility, FAIR principles / the digital divide	Skills & knowledge sharing amongst GLAM professionals, Staff upskilling & training for 3D digitalisation / experience creation, Ethics of digitalisation & publishing, Intangible Heritage / holistic digitalisation, Commercial partnerships, 3D Printing, Data Storage & Sustainability, Interoperability for 3D data, Open source solutions for 3D workflows, Data Accessibility, FAIR principles / the digital divide			Immersive Exhibitions (i.e. onsite digital experiences)
30/05/2024 08:20:54	No, maybe next time...	Storytelling with 3D, 3D content to promote Tourism, Virtual Visits (i.e. online experiences), Applications of AR / VR / XR in the cultural sector, Immersive Exhibitions (i.e. onsite digital experiences)	Storytelling with 3D, 3D content to promote Tourism, Virtual Visits (i.e. online experiences), Applications of AR / VR / XR in the cultural sector, Immersive Exhibitions (i.e. onsite digital experiences)			Storytelling with 3D
30/05/2024 08:56:31	No, maybe next time...	Interoperability for 3D data, Immersive Exhibitions (i.e. onsite digital experiences), Data Storage & Sustainability, 3D Printing, Applications of AR / VR / XR in the cultural sector, Open source solutions for 3D workflows, Storytelling with 3D, Staff upskilling & training for 3D digitalisation / experience creation, National Level Databases for 3D, NeRFs & Gaussian Splatting, Metadata & Paradata for 3D digitalisation projects, Mass 3D Digitalisation, Intangible Heritage / holistic digitalisation, 3D content to promote Tourism, Crowdsourcing 3D digitalisation / experience creation	Interoperability for 3D data, Immersive Exhibitions (i.e. onsite digital experiences), Data Storage & Sustainability, 3D Printing, Applications of AR / VR / XR in the cultural sector, Open source solutions for 3D workflows, Storytelling with 3D, Staff upskilling & training for 3D digitalisation / experience creation, National Level Databases for 3D, NeRFs & Gaussian Splatting, Metadata & Paradata for 3D digitalisation projects, Mass 3D Digitalisation, Intangible Heritage / holistic digitalisation, 3D content to promote Tourism, Crowdsourcing 3D digitalisation / experience creation	Great work and so nice to see so many great people involved in this field of work. We really hope to be able		Ethics of digitalisation & publishing
30/05/2024 09:43:42	No, maybe next time...	Open / paid licensing, Ethics of digitalisation & publishing, 3D in Conservation & Preservation	Open / paid licensing, Ethics of digitalisation & publishing, 3D in Conservation & Preservation			Copyright protection
30/05/2024 12:21:35	No, maybe next time...	Virtual Visits (i.e. online experiences), Staff upskilling & training for 3D digitalisation / experience creation, Open source solutions for 3D workflows, Storytelling with 3D, 3D in Conservation & Preservation	Virtual Visits (i.e. online experiences), Staff upskilling & training for 3D digitalisation / experience creation, Open source solutions for 3D workflows, Storytelling with 3D, 3D in Conservation & Preservation			Metadata & Paradata for 3D digitalisation projects
30/05/2024 14:44:25	No, maybe next time...	3D Digitalisation Standards, Immersive Exhibitions (i.e. onsite digital experiences), Open source solutions for 3D workflows	3D Digitalisation Standards, Immersive Exhibitions (i.e. onsite digital experiences), Open source solutions for 3D workflows			3D digitalisation in the context of the climate crisis
30/05/2024 16:30:43	No, maybe next time...	Commercial partnerships, Applications of AR / VR / XR in the cultural sector, Immersive Exhibitions (i.e. onsite digital experiences), NeRFs & Gaussian Splatting	Commercial partnerships, Applications of AR / VR / XR in the cultural sector, Immersive Exhibitions (i.e. onsite digital experiences), NeRFs & Gaussian Splatting			NeRFs & Gaussian Splatting
30/05/2024 16:31:58	No, maybe next time...	Immersive Exhibitions (i.e. onsite digital experiences), Data Accessibility, FAIR principles / the digital divide, Ethics of digitalisation & publishing, Storytelling with 3D, NeRFs & Gaussian Splatting, Open / paid licensing, Commercial partnerships, Artificial Intelligence applied to collections of 3D data, Interactive games, Crowdsourcing 3D digitalisation / experience creation, Open source solutions for 3D workflows, Applications of AR / VR / XR in the cultural sector	Immersive Exhibitions (i.e. onsite digital experiences), Data Accessibility, FAIR principles / the digital divide, Ethics of digitalisation & publishing, Storytelling with 3D, NeRFs & Gaussian Splatting, Open / paid licensing, Commercial partnerships, Artificial Intelligence applied to collections of 3D data, Interactive games, Crowdsourcing 3D digitalisation / experience creation, Open source solutions for 3D workflows, Applications of AR / VR / XR in the cultural sector			Interoperability for 3D data
31/05/2024 02:17:35	No, maybe next time...	Organisational buy-in for 3D digitalisation, Staff upskilling & training for 3D digitalisation / experience creation, NeRFs & Gaussian Splatting, Data Accessibility, FAIR principles / the digital divide, Applications of AR / VR / XR in the cultural sector, Interoperability for 3D data, Metadata & Paradata for 3D digitalisation projects, Ethics of digitalisation & publishing, Geo-location of 3D data, Open source solutions for 3D workflows	Organisational buy-in for 3D digitalisation, Staff upskilling & training for 3D digitalisation / experience creation, NeRFs & Gaussian Splatting, Data Accessibility, FAIR principles / the digital divide, Applications of AR / VR / XR in the cultural sector, Interoperability for 3D data, Metadata & Paradata for 3D digitalisation projects, Ethics of digitalisation & publishing, Geo-location of 3D data, Open source solutions for 3D workflows			Copyright protection

Timestamp	Are you attending Rijksmuseum's 2and3D Conference?	What topics related to 3D digitisation are you most interested in talking about with your peers during 2and3D 2024? If you are not attending the conference, what do you think people should be talking about?	Lastly (and optional) is there anything that you'd like to see happen inside or outside of the cultural heritage sector that you think would increase the effective use of 3D and spatial content?	
				<ul style="list-style-type: none"> Copyright protection 3D Digitisation Standards Data Accessibility: FAIR principles / the digital divide 3D Digitisation Standards Open / paid licensing Copyright protection Organisational buy-in for 3D digitisation Commercial partnerships Artificial Intelligence applied to collections of 3D data Social engagement with culture through 3D content Staff upskilling & training for 3D digitisation / experience creation Mass 3D Digitisation Applications of AR / VR / XR in the cultural sector 3D in Conservation & Preservation 3D Digitisation Standards National Level Databases for 3D Virtual Visits i.e. online experiences Open source solutions for 3D workflows 3D content to promote Tourism 3D Printing Metadata & Paradata for 3D digitisation projects National Level Databases for 3D Mass 3D Digitisation Artificial Intelligence applied to collections of 3D data NeRFs & Gaussian Splatting 3D in Conservation & Preservation Skills & knowledge sharing amongst GLAM professionals Staff upskilling & training for 3D digitisation / experience creation Ethics of digitisation & publishing Intangible Heritage / holistic digitisation Commercial partnerships 3D Printing Data Storage & Sustainability Interoperability for 3D data Open source solutions for 3D workflows Data Accessibility: FAIR principles / the digital divide Storytelling with 3D 3D content to promote Tourism Virtual Visits i.e. online experiences Applications of AR / VR / XR in the cultural sector Immersive Exhibitions i.e. onsite digital experiences Interoperability for 3D data Immersive Exhibitions i.e. onsite digital experiences Data Storage & Sustainability 3D Printing Applications of AR / VR / XR in the cultural sector Open source solutions for 3D workflows Storytelling with 3D Staff upskilling & training for 3D digitisation / experience creation National Level Databases for 3D NeRFs & Gaussian Splatting Metadata & Paradata for 3D digitisation projects Mass 3D Digitisation Intangible Heritage / holistic digitisation 3D content to promote Tourism Crowdsourcing 3D digitisation / experience creation Open / paid licensing Ethics of digitisation & publishing 3D in Conservation & Preservation Virtual Visits i.e. online experiences Staff upskilling & training for 3D digitisation / experience creation Open source solutions for 3D workflows Storytelling with 3D 3D in Conservation & Preservation 3D Digitisation Standards Immersive Exhibitions i.e. onsite digital experiences Open source solutions for 3D workflows Commercial partnerships Applications of AR / VR / XR in the cultural sector Immersive Exhibitions i.e. onsite digital experiences NeRFs & Gaussian Splatting Immersive Exhibitions i.e. onsite digital experiences Data Accessibility: FAIR principles / the digital divide Ethics of digitisation & publishing Storytelling with 3D NeRFs & Gaussian Splatting Open / paid licensing Commercial partnerships Artificial Intelligence applied to collections of 3D data Interactive games Crowdsourcing 3D digitisation / experience creation Open source solutions for 3D workflows Applications of AR / VR / XR in the cultural sector Organisational buy-in for 3D digitisation Staff upskilling & training for 3D digitisation / experience creation NeRFs & Gaussian Splatting Data Accessibility: FAIR principles / the digital divide Applications of AR / VR / XR in the cultural sector Interoperability for 3D data Metadata & Paradata for 3D digitisation projects Ethics of digitisation & publishing Geo-location of 3D data Open source solutions for 3D workflows 3D Digitisation Standards 3D digitisation in the context of the climate crisis NeRFs & Gaussian Splatting Virtual Visits i.e. online experiences 3D Printing Virtual Visits i.e. online experiences 3D content to promote Tourism 3D Digitisation Standards Metadata & Paradata for 3D digitisation projects 3D Digitisation Standards Skills & knowledge sharing amongst GLAM professionals Mass 3D Digitisation Ethics of digitisation & publishing Staff upskilling & training for 3D digitisation / experience creation Storytelling with 3D

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Open source solutions for 3D workflows	15
Staff upskilling & training for 3D digitisation / experience creation	14
Applications of AR / VR / XR in the cultural sector	13
NeRFs & Gaussian Splatting	12
Data Storage & Sustainability	12
Data Accessibility: FAIR principles / the digital divide	12
Storytelling with 3D	11
Metadata & Paradata for 3D digitisation projects	11
Interoperability for 3D data	10
Immersive Exhibitions i.e. onsite digital experiences	10
Virtual Visits i.e. online experiences	9
Open / paid licensing	9
National Level Databases for 3D	9
Ethics of digitisation & publishing	8
Copyright protection	8
Commercial partnerships	8
Mass 3D Digitisation	7
Social engagement with culture through 3D content	6
3D Printing	6
3D digitisation in the context of the climate crisis	6
Skills & knowledge sharing amongst GLAM professionals	5
Intangible Heritage / holistic digitisation	5
Artificial Intelligence applied to collections of 3D data	5
3D content to promote Tourism	5
Crowdsourcing 3D digitisation / experience creation	4
Organisational buy-in for 3D digitisation	3
Interactive games	3
Building Information Modelling	2
Geo-location of 3D data	1



A universal viewer to display 3D models. Currently the platforms for displaying 3D models is very limited which is problematic if your institution has gone through all the work to image the rare items but cannot share their models on their websites. Open Source is fine but that requires hiring or working with someone with Linux skills has its own challenges especially if you come from a smaller institution	via survey
Color/Reflectance/PBR/SVBRDF interoperability for consistent rendering across platforms	via survey
Preservation of 3D objects	via survey
IIIF for 3D. Model viewers that support large models/textures that are highly performant served over the web.	via survey
Development of consistent best practices for quality standards	via survey
wider collaboration rather than competition to support improved quality, hi value assets, rather than the rush to generate a critical mass.	via survey
Support Open Education Resources	via survey
(in the UK) a large increase on public sector funding of the cultural heritage sector	via survey
AI camera pose estimation for photogrammetry (where is it?), Cultural Heritage Metaverse - The playable historical Digital Twin of the world	via survey
Great work and so nice to see so many great people involved in this field of work. We really hope to be able to add something to this in the long run :)	via survey
What is very important to me is a viewer that can be implemented in our image bank (Picture Park) And so that I can also recreate a lighting situation through a background. In which I can also use masks for gloss and roughness like in sketchfab.	Image Muse
I'd argue that open-source tools and platforms for using 3D assets remain a key area of concern for cultural heritage organisations. I know IIIF is looking to implement 3D visualisations into the framework and that's certainly encouraging, but there's so much happening in the 3D space that warrant exploration. Making 3D accessible and sustainable for the heritage sector to invest and develop is a significant hurdle for integrating and maintaining asset creation and use.	Image Muse
While there are so many challenges with 3D I believe standards around file formats, interchange and delivery are the greatest challenge. A number of related technologies need to come together to define best practice in this extremely proprietary field. The good news is that the industry and user communities have recognized this. Thankfully, efforts to standardize the core technologies that define a 3D asset are moving forward. Work on OpenUSD, MaterialX, OpenColorIO and OpenPBR is progressing and will ultimately make 3D more accessible across every device and operating system. As a community we have so much to contribute to the development of best practice. I'm intrigued with the conversations around iiif and OpenUSD communities.	Image Muse