IIIF At the Getty: Vision & Tactics

Stefano Cossu, Software Architect, J. P. Getty Trust
IIIF is:
- A set of standards to deliver and share audiovisual media over the WWW
- A community of professionals who develop these standards and related software tools, new ideas, and collaboration

IIIF is not:
- A software product

Shortest Intro to IIIF Ever

https://media.getty.edu/iiif/manifest/6631f6e3-04c3-430e-a1d6-127cf34c1756
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IIIF Beyond the Visuals

- Logistical advantage
- Designed for sharing
- Can be adopted by institutions of any size
- Advantage increases with collections’ volume & complexity

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IIIF and Linked Open Data

- Getty has been investing in LOD for a long time
- IIIF is conceptually LOD
- IIIF as a visual support for LOD
- Separation of concerns:
  - IIIF optimized for presentation
  - LOD for semantic discovery
Getty Digital (GDi) Mission

GDi occupies a “Central IT” role within Getty:

- Consolidates IT knowledge
- Centralizes services formerly maintained by individual programs
- Supports Getty’s role as a scholarly knowledge hub and authority
IIIF Role in GDi Mission

IIIF provides (or will provide):

- A standard access point to search, view, and compare Getty audio-visual media collections
- A single destination for all media production processes
- A modular framework to efficiently build and reuse tools for scholarly research, learning, and recreation alike

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The Getty IIIF Investment

- Initially promoted for specific purposes
- Formally endowed institution-wide scope by Sr. management
- Getty joined the IIIF Consortium as a full member in 2016

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Adoption Challenges

- "So, IIIF will fix my archives, right?"
- Managing project requests and priorities
- Growing complexity and volume
- Concerns about rights management
- Old habits creeping in
- Tighten quality control
A Problem of Indefinite Scale
Research & Design

A scientific approach to the problem:

- Black Boxes & Hack Boxes
- Review everything, discard, discard, discard, discard, discard
- Benchmark all combinations of top selections
- Consider non-performance factors
- Pick the winner and implement it
- Share benchmarks publicly

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Implementation

1.5 FTE, 1 year (phase 1)

Most resource-consuming tasks:

- Building ETL pipelines
- Metadata mapping
- Designing auto-scaling architecture (AWS)
Why It Works: I/O Performance Challenges
Why It Works: Scaling Challenges
Why It Works: Rapid Delivery

Animal Crossing Art Generator

Add art to your game using the Animal Crossing Art Generator

With this tool you can fill your island with art and transform your home into a world-class art gallery. Create your own custom patterns featuring artwork from famous art collections around the...
Why It Works: Reusing Architecture

- IIIF Images + Manifests
- Web Page Layouts & Media
- Ephemeral Interactive Apps
- External Presentation APIs
Next Steps

- Auth (restricted + public access)
- More and more datasets
- Use manifests for complex and user-generated structures
- More monitoring infrastructure
- Annotation server

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Thank you.

Stefano Cossu
scossu@getty.edu