This volume is a compilation of 30 (of more than 1000) conference papers from the EVA (formerly called Electronic Imaging and the Visual Arts) Conferences, 2000–2003. Where possible, the authors updated their papers for publication. The editors provide an introduction and overview, conclusions and future trends, and a helpful list of abbreviations and glossary. They group the papers into seven topical sections: Strategic Developments; Co-operative Projects; Recreating and Preserving the Past; Digital Archiving; Design, Retrieval and Protection; Special Needs; Interactive Realities and Future Possibilities.

The authors offer a wide range of international cutting edge developments in information and communication technologies applicable to cultural resources and aimed at non-technical professionals and managers who are applying or considering new technologies for projects. The international contributions range from Austria, Canada, Czech Republic, France, Germany, Great Britain, Greece, Israel, Italy, Latvia, Netherlands, Russia, Switzerland, and the United States.

Among the most intriguing papers are those working with three-dimensional technology: J Taylor et al. describe and depict Canada’s 3-D technology to digitally represent non-transportable cultural objects (Egyptian tomb walls, building façades, outdoor sculpture); the German–Japanese co-operative project virtually reconstructs two destroyed buildings; Krebs and Brück depict three historic German and Jewish religious buildings; Swiss and Cambodian projects produce photo-realistic 3-D models using analytical and digital photogrammetry; and archaeological 3-D recreations create facsimiles of the Tomb of Seti I.

The section on digital archiving covers the theory and practice in Switzerland with a helpful chart on the expected longevity of various media from Egyptian stone tablets to CDs; Wolfgang Mueller describes the use of a content management system in a corporate archive. Design, Retrieval and Protection includes papers on a reusable content management and editing tool to create web exhibitions; the development of HITITE (Heritage Illustrated Thesaurus), an online thesaurus of monument terms
illustrated with images; two papers on copyright and protection of intellectual property; and five papers on online access for the disabled, including non-speaking people.

Interactive realities and future possibilities include virtual reality art projects, pressure and vision-based social interfaces that track museum visitors and activate exhibits, multimedia PDAs for museum visitors, virtual reality scenarios using haptic devices with which museum visitors can touch and feel virtual objects.

The papers are well written and offer exciting possibilities for expanding the use of digital technologies to enhance accessibility to cultural objects. Even though they are three to six years old, the essays are fresh and inspiring. This monograph is highly recommended for academic libraries and museums looking to expand their online presence in dynamic ways.

Librarians on librarianship


Edited collections are often difficult to review, but usually interesting and informative to read. This work is no exception. Firstly, what is the topic — old-fashioned librarianship rather than information or knowledge management? Somehow, the term ‘librarianship’ seems to bring to mind a profession whose focus is on serving people rather than on manipulating data, and this humanity-centred philosophy underpins the personal and personalised contributions by the individual librarians. For example, the first paper (by Ismail Abdullahi), entitled ‘From oral tradition to electronic: accessing and disseminating information’, is not yet another technological exhortation, but brings in the Cherokee story of the race between Rabbit and Turtle in addition to words of wisdom from his own African grandfather. Mary Chelton (in ‘Serving young adults in libraries’) admitted that: ‘being a “good girl” from Catholic schools I did not know how to do anything but please nuns and nun