

# Design Considerations for Digital Image Libraries

**Professor Anthony Maeder**

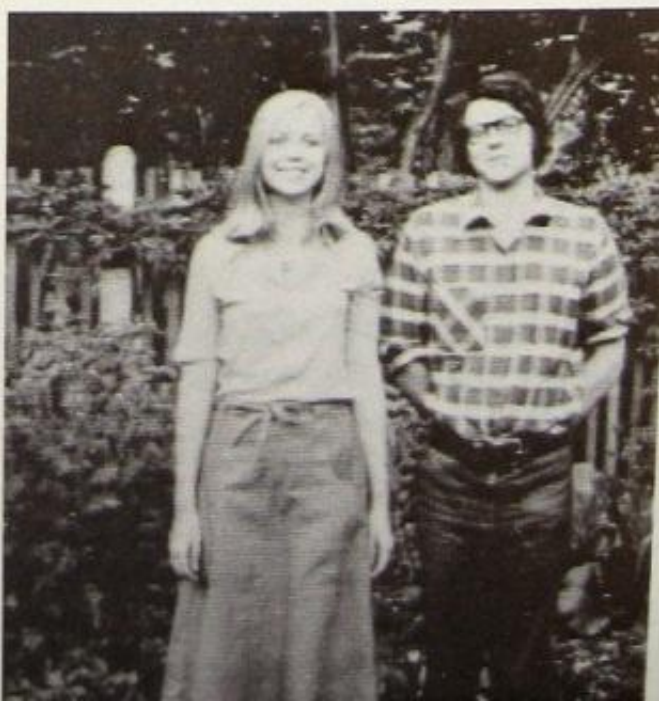
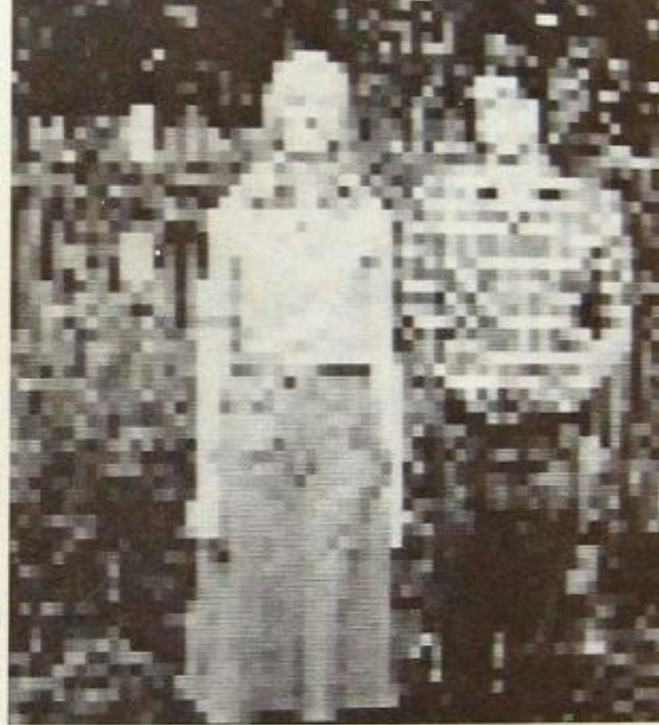
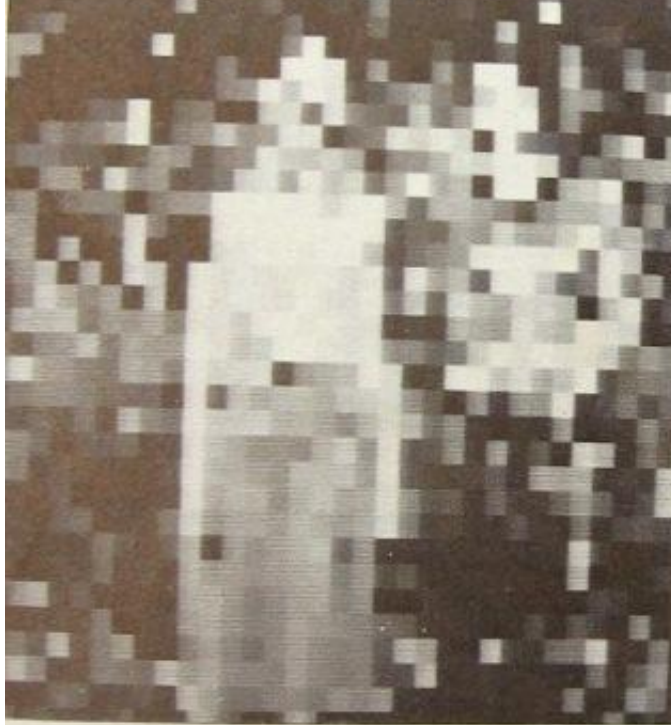
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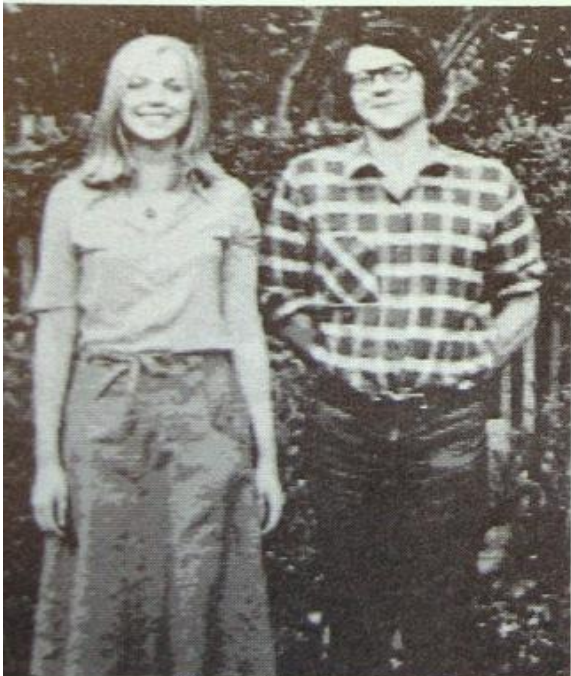
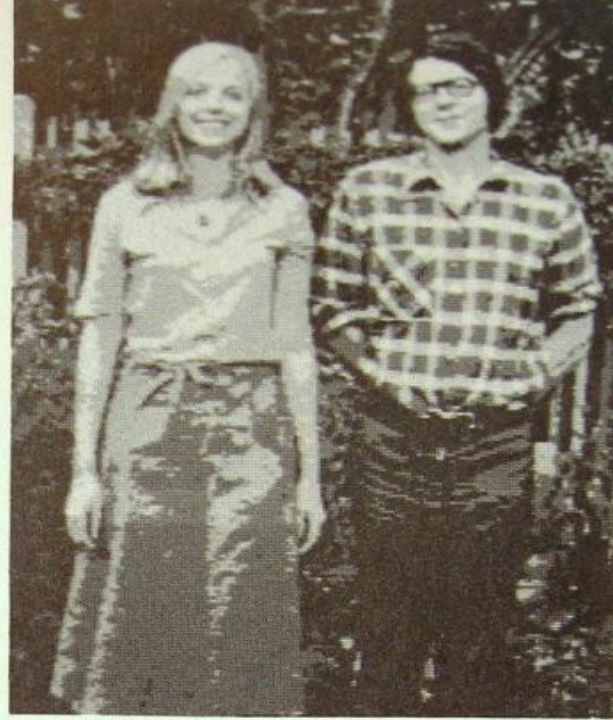
# Outline

- ❖ Issues in constructing digitized photographic collections
- ❖ Design criteria based on image characteristics and usage
- ❖ Modelling information content using importance maps
- ❖ Apply modelling to Morija Museum and Archives example

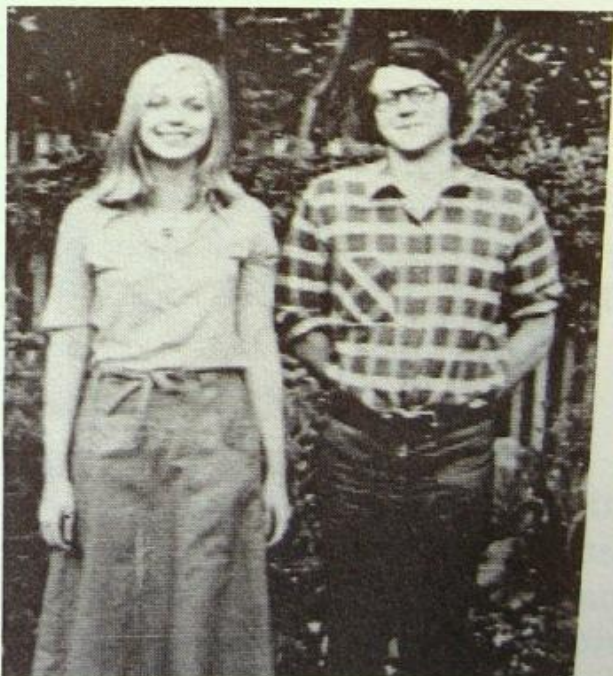




(b)



(d)



# Issues

- ❖ Emphasis on “fixed choice” for physical image properties
- ❖ Variety of usage and viewer situations and purposes
- ❖ Control of access efficiency and scalability (eg mobile)

# Resolving Issues

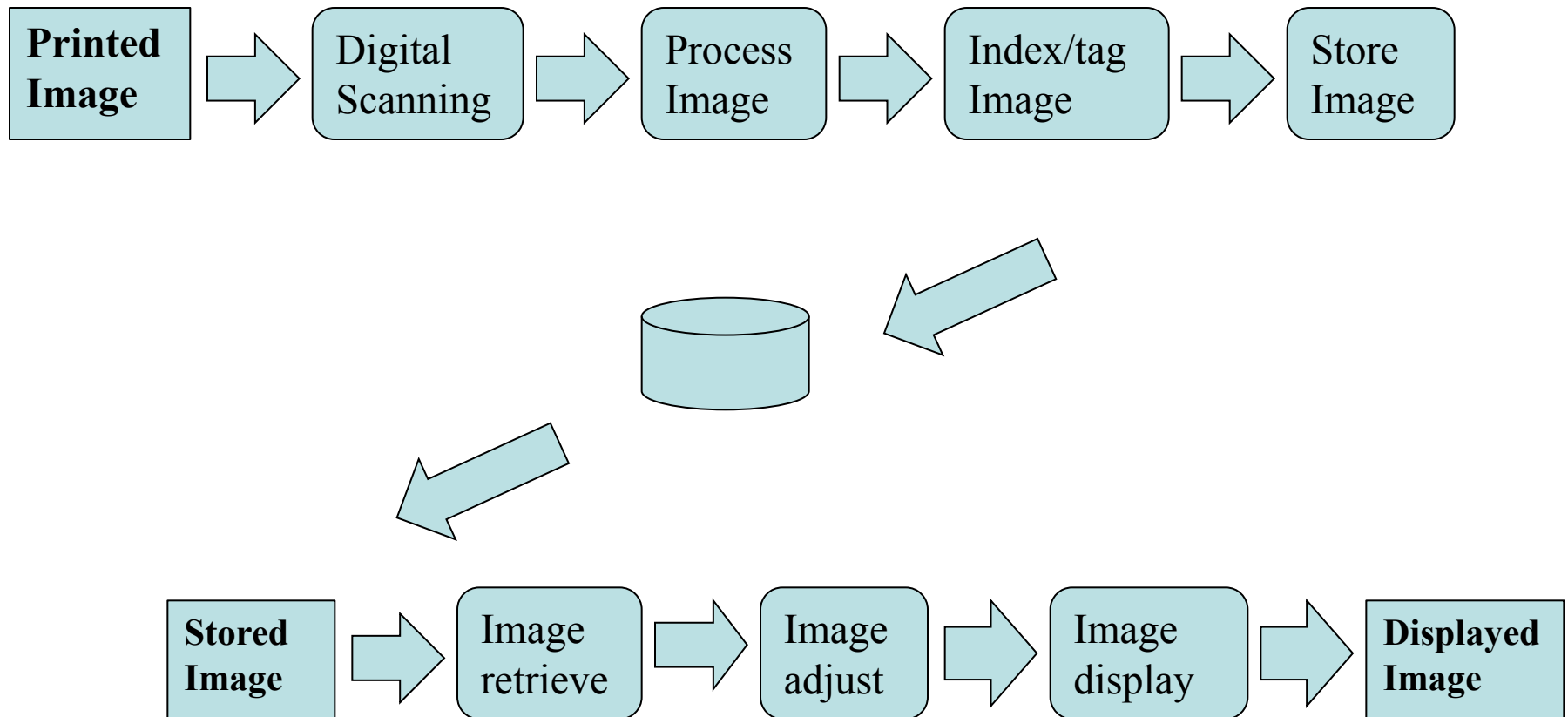
- ❖ Vary image physical properties according to content
- ❖ Tune library implementation to suit usage/viewer needs
- ❖ Provide hierarchy of library content representation







# Digital Image Library Design



# DIL Management - Usage Stages

- ❖ **Input/Scan:** spatial resolution, greyscale/colour gamut
- ❖ **Processing:** noise, blur, contrast, crop, warp
- ❖ **Storage:** compression, purpose, content, multiple
- ❖ **Display/Print:** map to screen/page size and characteristics



# DIL Data - Perceptual Factors

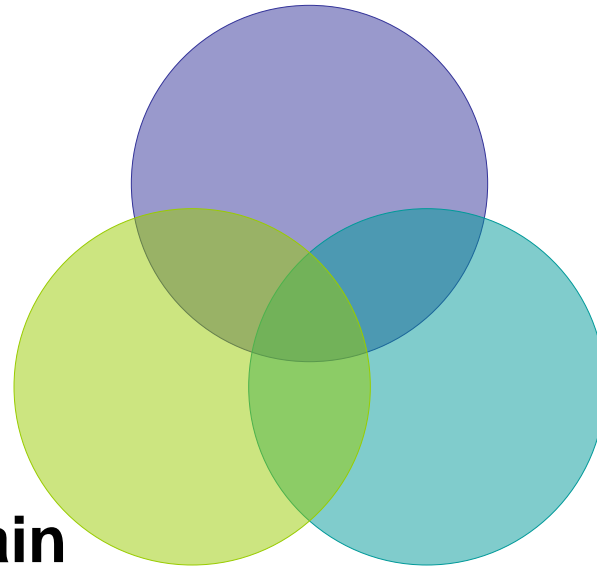
- ❖ **Spatial:** pixel density, spacing, aspect ratio, shape, size
- ❖ **Intensity:** pixel brightness, contrast, colour values, gamut
- ❖ **Quality:** visual appearance, sharpness, clarity, aliasing
- ❖ **Information:** visual content density, localization, spread





# Human Visual Perception

## 1 Sensations in Eyes



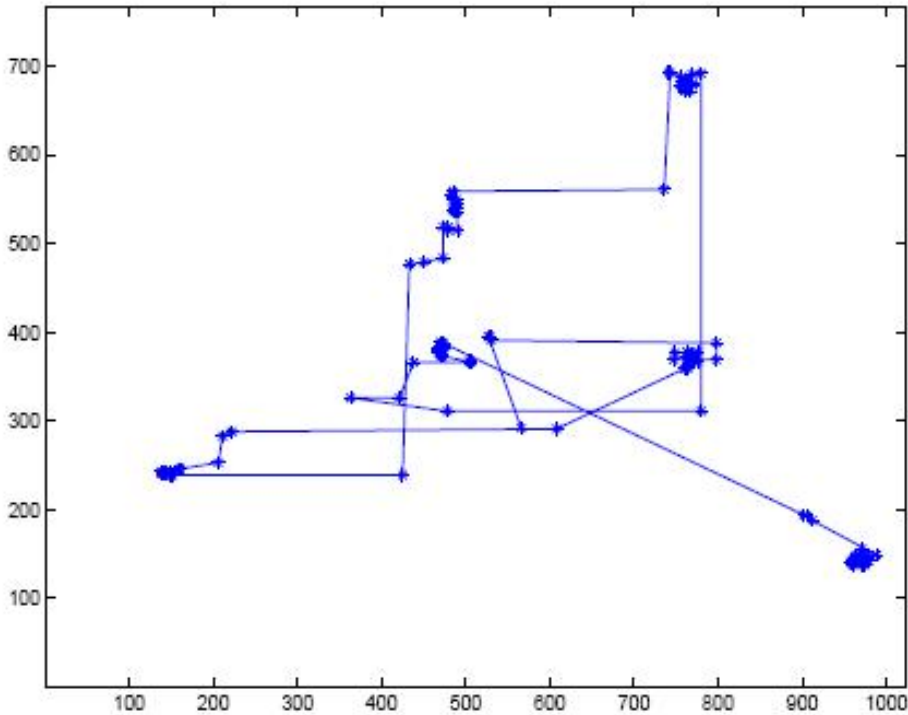
**2 Processing in Brain**

**3 Models in Mind**

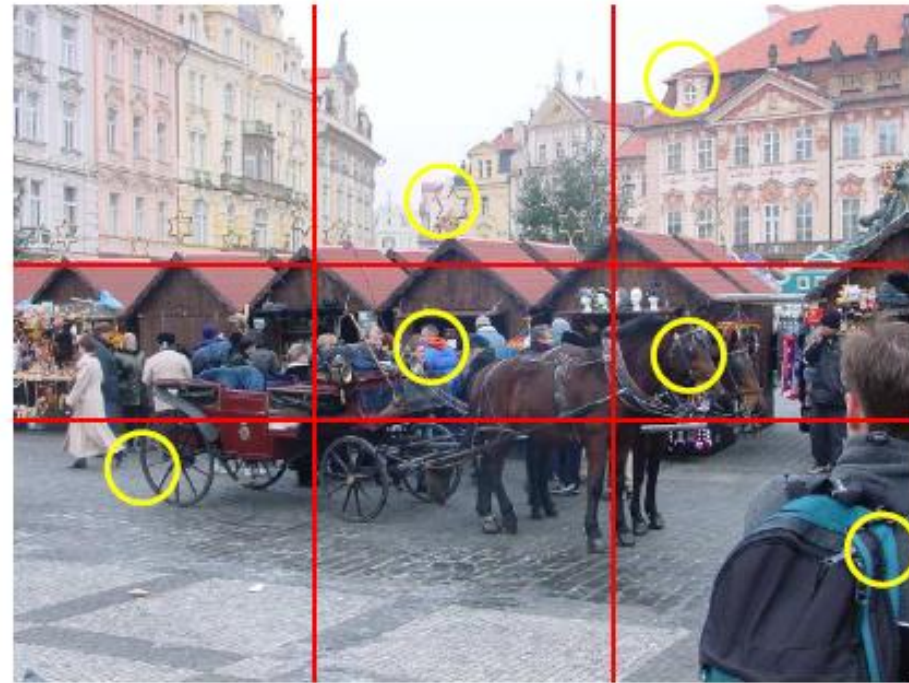




# Eye tracking



(a)



(b)

Successive eye positions and saccades.      Positions of fixation of gaze.

# Image Content “Importance”

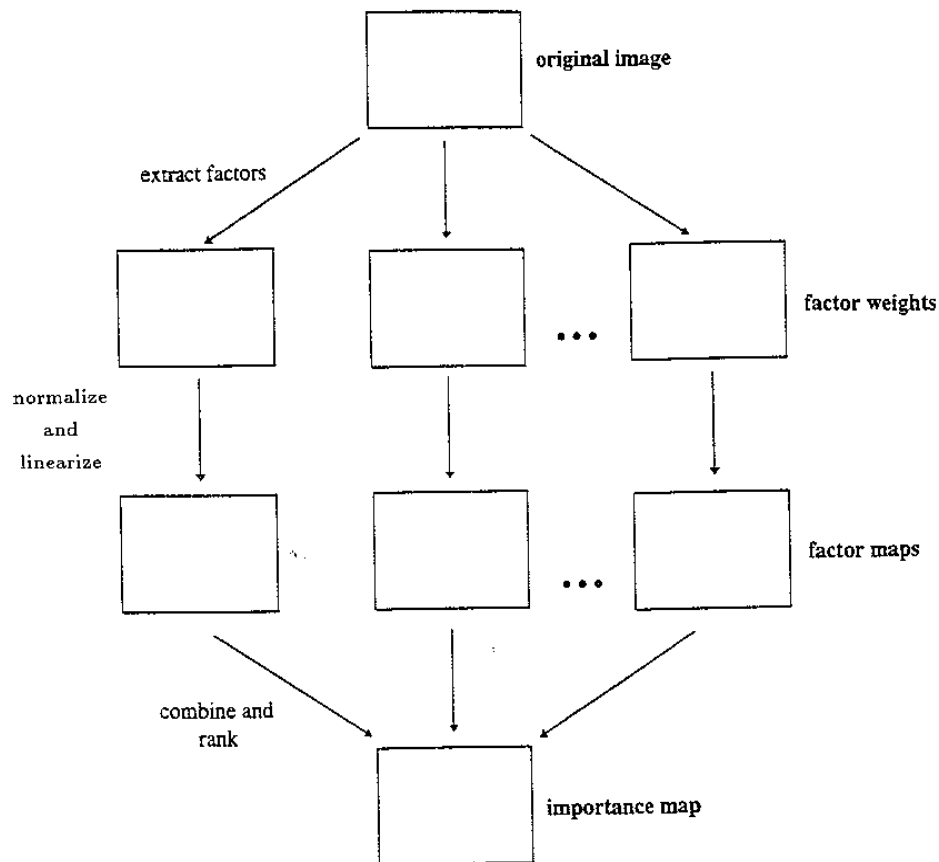
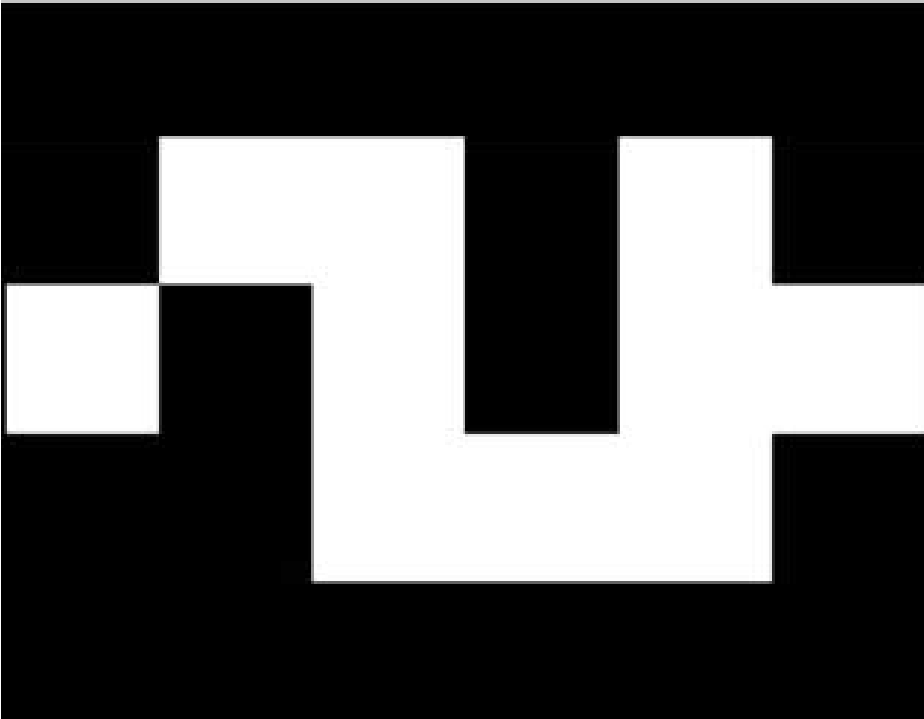


Fig. 2. Constructing an importance map.

# Importance Mapping



(a)

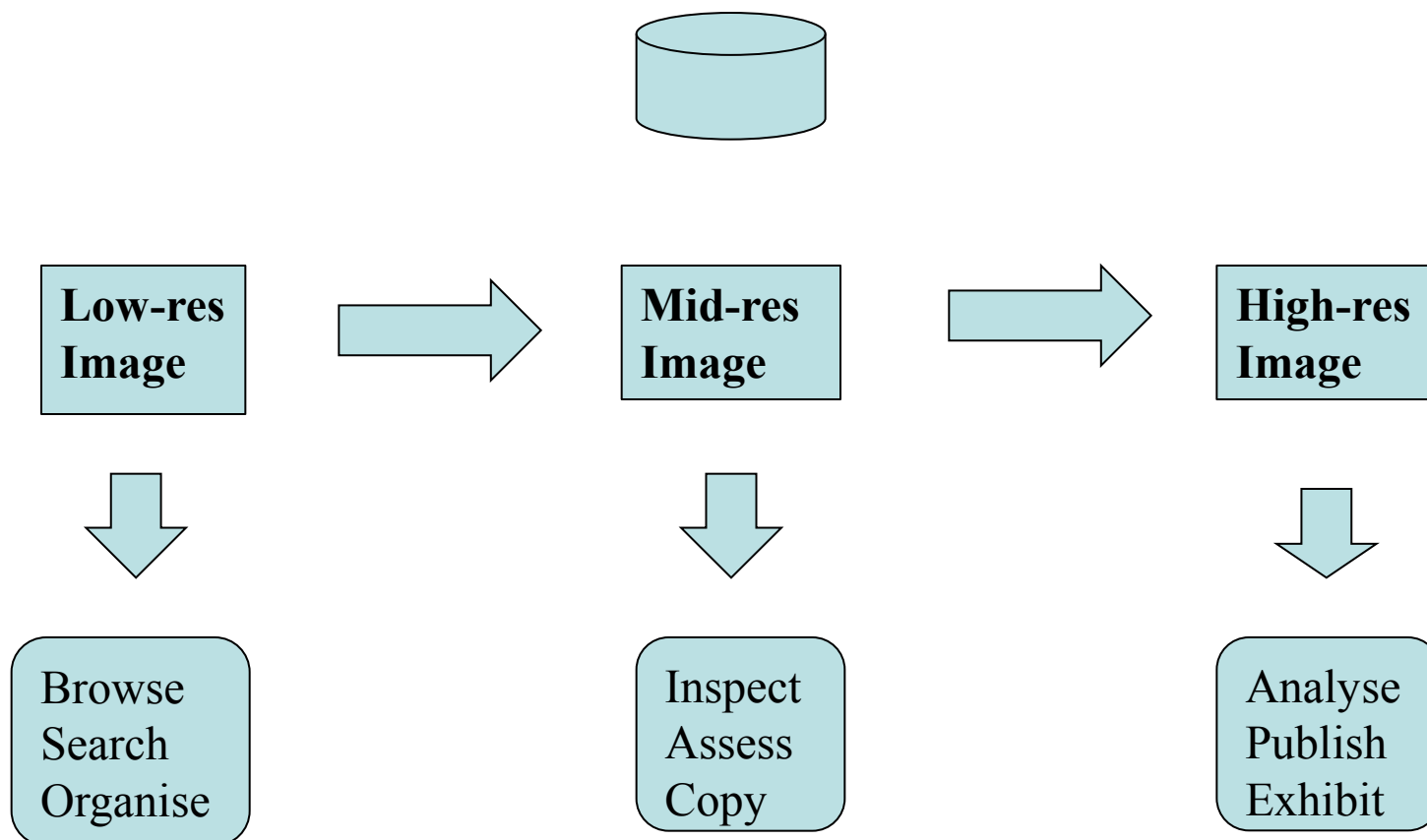
Locations of high importance.



(b)

Positions of fixation of gaze.

# DIL Hierarchy – Image Versions



# Morija Mission



# Morija Museum and Archives



# MMA User Group Needs

- **Citizens and Tourists:** curiosity and browsing
- **School Students:** education and awareness
- **Scholars and Researchers:** content analysis
- **Sponsors and Agencies:** aggregation and publicity

# MMA Collections

- ❖ **Missionary history:** buildings, people, scenery
- ❖ **Sotho culture:** clothing, household, hunting
- ❖ **Geological items:** dinosaur bones, fossils, samples
- ❖ **Other materials:** maps, drawings, rock paintings





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# Example: Missionary History

- ❖ Prints range from 3x4 inch to 6x8 inch monochrome
- ❖ Digitize on flatbed scanner 400dpi x 8bpp (4-5MB raw)
- ❖ Reduce in software to 200dpi and 100dpi JPEG versions





# Example: Missionary History

- ❖ Store with text and tags in Microsoft Access database
- ❖ Browsing software “eMuse” to retrieve thumbnails first
- ❖ Screen quality versions obtained by clickthrough
- ❖ Reproduction quality versions held for access on request

# Conclusion

- ❖ The project is still in an “investigation” phase
- ❖ The design principles have been useful for decisions
- ❖ Applicability needs to be tested on some other cases





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# Contact Information

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