

#IIIFweek online via Zoom because of Covid ...

*The sessions have been recorded, so it should be available online with the slides soon*



International  
Image  
Interoperability  
Framework

**June 5<sup>th</sup>, 2020 – 6 pm CET** Fun with IIIF

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IIIF has many scholarly uses, but there is also fun and frivolity in it :)

<http://puzzle.mikeapps.me>

=> puzzles derived from images made available via IIIF

=> drag & drop

<https://labs.cogapp.com/transcriptinator/>

=> **crowdsourcing**: identify words not recognized by OCR

=> Javascript

<https://chrome.google.com/webstore/detail/david-rumsey-map-collecti/fnheacjohhlddiffbmafmpoblbfkgmde?hl=en>

& <https://chrome.google.com/webstore/detail/parker-collection-new-tab/fccmhedphcaccddkcmoifbgijfanabjp?hl=en>

=> David Rumsey **map collection viewer plugin**

=> based up on the (no longer available) plugin MapTab

<https://www.youtube.com/watch?v=aeMNCZiID6E>

=> **IIIF gallery** : looks like you are in a real gallery with info by the image

=> OpenSeadragon (open-source, web-based viewer for high-resolution zoomable images in JavaScript)

<https://www.jigsawexplorer.com/>

=> open an image and turn it into an **jigsaw puzzle** (bottom of the page “create a custom puzzle”)

<http://opencctvdragon.cogapp.com/>

<https://blog.cogapp.com/opencctvdragon-realtime-digital-surveillance-for-fun-41abc7fe9dc4>

=> **OpenCCTVdragon**: up to 9 participants (9 available slots) can browse a collection of zoomable images

=> OpenSeadragon and websockets

[http://blalbrit.github.io/iiif\\_make\\_words.html](http://blalbrit.github.io/iiif_make_words.html)

=> **medieval make-a-word**

=> created 4 years ago = html5 (+ Javascript) page loading letters from illuminated manuscripts for you to write something, you can then screenshot to share it on social media

<https://www.jack-reed.com/old-map-room/>

=> **old map room**, inspired by a TV ad for Samsung TV showing static pieces of art on the TV ; here it is the same principle but an AppleTV app with IIIF content

=> finds random backgrounds, slow zoom and span ; displays the title of the map

<https://antlitz.ninja/>

=> **exquisite corpse**: selects randomly three paintings (eyes, nose, mouth) : you can move, zoom, mirror the bits to create a face

=> you can export your creations to use as profile photos on social media

=> credit info at the end

<https://labs.cogapp.com/tc/>

=> **3D trade cards explorer** from 19<sup>th</sup> century

=> you can see the front and back of the cards

=> three.js

<http://www.appliediiif.org.uk/live/fractalshome.htm>

=> **zoomable fractals** into incredible details (up to 1 billion pixels !)

<https://cogapplabs.github.io/esper/>

=> Esper machine: inspired from Blade runner: **voice control to explore an image**

=> OpenSeadragon, Chrome speech-to-text API

<https://twitter.com/illtud/status/839573639066497027>

=> **WW1 monumental photo wall**: several hundred images that can be explored through this huge touch screen

=> OpenSeadragon collection mode, big screen & small PC!

<https://slowlooking.cogapp.com/>

=> **slow looking**, from left to right / top to bottom at a slow pace

=> OpenSeadragon

<http://ghp.wellcomecollection.org/annotation-viewer/quilt/>

=> **story quilt** from the Wellcome museum: you can see information for each embroidery, zoom, rotate

=> OpenSeadragon, React, Redux, W3C annotations

<https://cover.boutique/>

=> **cover boutique**: PWA to create unique phone cases ; choose images (you can overlay two), play with hue, saturation, etc. and download your image to print it at 100%: cut it out and put it in a transparent case

=> Javascript, jsPDF

<https://www.youtube.com/watch?v=-od9S8kn5b8&feature=youtu.be&t=172>

<https://www.youtube.com/watch?v=se9zQEE7c>

=> **art forest**: tree generator and we take the patterns from the images you've chosen to grab; you can change the pacing and behavior of the trees

=> P5js, Manifesto.js, D3, socket.io

<https://ncsu-libraries.github.io/annona/>

=> different ways to **display images and annotations**

=> OpenSeadragon, Vue

<https://cogapp.github.io/iiinfinite/>

=> **IIInfinite zoom**, zooming into the pixel => then query to find another image where the color of the pixel will be dominant (double click on pixel and zoom out)

=> OpenSeadragon, crude image analysis!

<https://www.youtube.com/watch?v=-od9S8kn5b8&feature=youtu.be&t=325>

=> **super collager**, a tool for making art, it is both a **cutting mat and an artboard** ! Click on an image, select the parts you like = clips the bits ; then on the artboard you create your collage with what you selected

=> Manifesto.js, D3, Socket.io

<https://storiies.cogapp.com>

=> **storiies**: high res images and annotation ; "create your story" = upload your image (or specify a IIIF image) then zoom and add an annotation => preview to see the story

Links to share your story (or modify it)

Example : <https://storiies.cogapp.com/viewer/6d17w/Andys-Subterranea>

=> OpenSeadragon, Javascript, AWS Lambda

<https://experiments.getty.edu/ac-art-generator>

=> **art generator for the game Animal crossing**: you can select artworks from open access collections, it generate a QR code which you can add to your game. I can crop the image I've chosen

=> Custom Javascript, Animal Crossing Pattern tool (EC pattern tool = open source)

<https://twitter.com/daviskellyk/status/870392057029836800>

=> **Mirador for frivolous purposes...** here Gainsborough's portraits talk cross-country!