

**THE POST****College/Service:** Research IT / Humanities**Post:** Research IT 3D Modeller**Reference No:** P67871**Grade:** F**Reporting To:** Research IT Manager

The above fixed-term post is available in the College of Humanities from 1<sup>st</sup> September 2019 on a fixed-term basis until 28<sup>th</sup> February 2021.

**Job Description****Project Description**

*Immersive Renaissance* is an exciting new two-year research project led by Professor Fabrizio Nevola and funded by the Getty Foundation and the University of Exeter that will deliver a step change in how art and architectural history as a discipline can engage with the changing contexts of artworks and urban environments through the use of spatial digital technologies. The project aim is to bring together into one collaborative research space the three broadly defined spatial technologies of GPS, GIS and 3D/AR, to develop an interoperable system enabling researchers to move seamlessly between urban, local and building scale analysis and interpretation of art, architecture and urban design history. The city of Florence provides the project's canvas, and our distinctive approach opens new interpretative possibilities for the multitude of Florentine artworks dispersed in museum and gallery collections worldwide. Through a series of case examples, we will test and develop new research methodologies and techniques in digital art history, applied to key sites and buildings.

**Main purpose of the job:**

To provide specialist technical support for the *Immersive Renaissance* project, as part of Digital Humanities related research activities of the College. More specifically to generate 3D models of artefacts and sites from the data gathered by the research team, but also including application development, bid-writing advice, and advocacy of the Digital Humanities within the research community at Exeter. You will also contribute to the wider DH community nationally and globally, and to track new developments in the Digital Humanities field, with a view to deploying relevant technologies at Exeter, as skills allow.

Development work within the College is currently focused around a few key technologies (Django, Wordpress, Omeka – moving to Omeka-S, eXist+TEI) in conjunction with University-supported platforms such as TerminalFour's Site Manager, running on Linux-based virtual server clusters. The post holder will also be expected to investigate and recommend adoption of appropriate complementary or successor technologies, in discussion with colleagues, and in line with the College's sustainable digital development plans.

**Main duties and accountabilities:**

- To build and publish 3D models of a selected number of early modern buildings and streetscapes;
- To develop strategies for integrating the 3D models in historical GIS;

- To present digital visualisations in a web environment directed at a non-academic audience;
- Integration of research data and models into the resultant platform, including informing the choice of this platform;
- To provide high-level support for project staff working within Digital Humanities (DH), or using digital techniques for data gathering, analysis or dissemination for traditional humanities research;
- To plan technical aspects of the project, including the specification and scheduling of resources to ensure effective completion of outputs, and for applications and proposals;
- To work alongside academic members of the College, encouraging and assisting them to apply digital methods to their own research;
- To work directly on grant-funded research project, completing technical deliverables and documenting work with appropriate timesheets;
- To lead on the promotion of specific digital techniques to enhance and publicise research within the College and its partners, including contributing to regular Digital Humanities workshops and symposia;
- To maintain a wide network of contacts in the Digital Humanities community nationally and globally;
- To actively investigate and deploy appropriate new technologies that can be applied to the research of the College;
- To plan and develop new and innovative resources according to a sustainable development model, using Open Source and Open Access principles;
- In conjunction with Open Access and Research Data Management staff, to advise on the sustainability and proper archiving of research data and outputs, through liaison with local and national data repositories;
- To lead aspects of team development and training of interns, colleagues and postgraduates, particularly in DH methodologies;
- To engage with a new programme of undergraduate and postgraduate modules in Digital Humanities theory and practice, where appropriate.

This job description summarises the main duties and accountabilities of the post and is not comprehensive: the post-holder may be required to undertake other duties of similar level and responsibility.

### **Person Specification**

<b>Competency</b>	<b>Essential</b>	<b>Desirable</b>
Attainments/Qualifications	Educated to degree level, or having equivalent experience, in Digital Humanities, a relevant Humanities or Arts discipline, Computer Science, or Information Science.	Postgraduate qualification in Digital Humanities, Information Science, Computer Graphics or other related discipline.
Skills and Understanding	<p>Demonstrable experience in creating 3D graphical models in conjunction with research evidence;</p> <p>In-depth knowledge of at least one 3D modelling package (e.g. Blender, AutoCAD, etc.);</p> <p>Demonstrable understanding of metadata and semantic web technologies (RDF, OWL, SPARQL),</p> <p>Understanding of data formats for 3D data, including management of data for interoperability and long-term preservation;</p> <p>Knowledge of the use of GIS, geolocation and digital mapping;</p> <p>Understanding of the use of 3D data in a modern VR/AR context;</p>	<p>Proven skills in planning and resourcing technical aspects of research projects;</p> <p>Expertise in any of the following technologies, or equivalents: Python, R, WordPress plugin development, Omeka-S plugin development, eXist (or other XML software using XQuery and XSLT);</p> <p>Proven skills in user-experience, interaction and/or graphic design;</p> <p>Knowledge of mobile app development for Android and Apple iOS platforms.</p> <p>Basic understanding of the research grant application process for key funders (AHRC, ERC, Leverhulme Trust, BA, Wellcome Trust, etc.);</p>

	<p>Proven broad knowledge of technologies and methods appropriate to Humanities research;</p> <p>Evidence of extensive, in-depth critical knowledge of DH tools and methods, especially for 3D modelling, but also (e.g.) for data visualisation, digitisation practice, topic modelling and/or knowledge representation;</p>	Evidence of understanding of DH theory and practice;
Prior Experience	<p>Demonstrable experience of working in a Digital Humanities research context;</p> <p>Evidence of effective working with software developers and experience of data mining / manipulation in a humanities context;</p> <p>Demonstrable experience of working collaboratively within open access or open source projects.</p>	<p>Proven track record of collaboration on significant Digital Humanities projects;</p> <p>Experience of working within teams using agile methodologies e.g. Scrum;</p> <p>Experience of usability-focused development and testing environments.</p>
Behavioural Characteristics	<p>Self-guided learner;</p> <p>Self-motivated and able to use initiative;</p> <p>Ability to build productive working relationships with support staff peers, academic staff and researchers, across the organisation and the DH wider community;</p> <p>Ability to work alongside academic colleagues and understand their requirements and needs;</p> <p>Capacity for lateral thought and initiative to overcome obstructions to problem solving;</p> <p>Excellent attention to detail and pursuit of accuracy in working practices;</p> <p>Team player, with ability to work dynamically, effectively and successfully within team structures;</p> <p>Enthusiasm for new innovations and willingness to lead on their adoption within Humanities research;</p> <p>Willingness to contribute to open source projects in the wider DH field.</p>	
Circumstances		

**Informal Enquiries**

Before submitting an application you may wish to discuss the post further by contacting Gary Stringer, the Digital Humanities Manager, telephone (+44 1392 72 4279) or email [G.B.Stringer@exeter.ac.uk](mailto:G.B.Stringer@exeter.ac.uk) or Fabrizio Nevola, Professor of Art History and Visual Culture, email [F.Nevola@exeter.ac.uk](mailto:F.Nevola@exeter.ac.uk), quoting the job reference in the subject.

**Terms & Conditions**

Our Terms and Conditions of Employment can be viewed [here](#).

**Further Information**

Please see our [website](#) for further information on working at the University of Exeter.