



## D7.3 DATA MANAGEMENT PLAN



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<b>Abstract</b>	This deliverable summarises first the type of data which the project intends to release, namely, publications, software, professionally-shot content and derivatives. It provides more detailed information about the professionally-shot content, the most important deliverable. It outlines the access strategy for each type of deliverable, which is standard open access for the publications and partly open access for the software, while a specific access strategy (including appropriate curation) is required for the content. It discusses technical details of hosting, cost, transfer, security, etc. The plan will be updated in the reports dealing with the capture of material and dissemination.
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### **1. Abstract**

This deliverable summarises first the type of data which the project intends to release, namely, publications, software, professionally-shot content and derivatives. It provides more detailed information about the professionally-shot content, the most important deliverable. It outlines the access strategy for each type of deliverable, which is standard open access for the publications and partly open access for the software, while a specific access strategy (including appropriate curation) is required for the content. It discusses technical details of hosting, cost, transfer, security, etc. The plan will be updated in the reports dealing with the capture of material and dissemination.

### **2. Data summary**

According to the Description of the Action (DoA), HDR4EU plans to generate several types of data where granting access is relevant: *Publications*, *Professionally-shot*



*content*, *Results* coming from processing this content, and *Software*. Let us discuss briefly each of them.

HDR4EU is an Innovation Action. As such, the number of *Publications* resulting from the project and their importance is not expected to be very significant with respect to HDR4EU.

As part of the WP2 *Professionally-shot content* will be generated. HDR4EU envisages to undertake two technical shootings and a production shooting. The technical shootings are aimed at generating challenging content to be processed by partners. The production shooting, to take place at a final stage of the project, intends to generate content which can be used for final evaluation, and especially to showcase the results of the project. This is the most important data where granting access is relevant. Currently, it is difficult to obtain professionally shot, high quality (HDR related) content without copyright, which limits a lot its flexible use in many ways. The project intends to make available the content acquired so that it can be used by other researchers and institutions, and our results could be validated against those of third parties.

The project will discuss to grant access to the *Results* coming from processing content, in order to disseminate and promote project outcomes.

Finally, the likely new developments of basic libraries of **WebGLStudio**<sup>1</sup>, a 3D Web graphics *software* framework of GTI-UPF, will also be made accessible. Software developed by the industry partners will not be released to the public.

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<sup>1</sup> <http://www.webglstudio.org>