EUreka3D-XR supports 'Twin It! Part II' campaign



EUreka3D initiative, supporting the common European data space for cultural heritage, is fully on board with the new **Twin it! Part II campaign** organized by the Europeana Foundation and the European Commission.

The campaign, building on the successes achieved in 2024, aims to further support EU Member States in their 3D digitisation and preservation efforts ? now with **a sharper focus on how the digitised assets will be used**, to unlock the power of 3D digitisation by driving meaningful reuse across sectors, expanding the reach and impact of cultural data, and boosting innovation and competitiveness across the cultural heritage ecosystem.

As openly accesible resources available to all CH professionals, EUreka3D developed tools, training and documentation, in particular:

- the EUreka3D Data Hub, a EU-based platform for safe storage, management and sharing of 3D assets,]
- the Step to Success digitization guidelines, derived from the EU VIGIE Study 2020/654.]
- the self-paced course on Europeana Training Platform "3D digitisation: prepare for success", to help anyone on their 3D digitisation journey, specifically aimed at Cultural Heritage professionals who are considering, or in the middle of, digitising their cultural heritage collections using three dimensional models.]

Additionally, the most recent developments of the project in the realm of XR tools will be soon available for the entire CH community, offering for reuse 5 tools for XR creation and 3 demonstration scenarios in France, Spain and Cyprus.

EUreka3D-XR project is co-financed by the Digital Europe Programme of the European Union.