

Eureka3D-XR: a new project to play with XR scenarios in cultural heritage

Eureka3D-XR ? European Union's REKconstructed content in 3D to produce XR experiences

Eureka3D-XR is the continuation project of Eureka3D, funded by the Digital Europe Programme of the European Union, to develop innovative re-use scenarios and tools that enable the creation of extended reality (XR) applications, through expanding the features and services already developed and tested in the Eureka3D project.

Eureka3D-XR kickoff event will take place on 26-27 February 2025 at Museo della Grafica, Pisa (Italy).

The main research area of the new action in Eureka3D-XR is focused on transforming cultural contents such 2D, 3D, video, texts, maps, stories into **compelling narratives and extended reality scenarios**, and to deliver said scenarios to the common European data space for cultural heritage, to enrich the corpus of open access digital cultural contents online and to inspire others in experimenting new technologies.

Tools

Eureka3D-XR will deliver **5 open source digital tools** that include online services and mobile apps to support innovative reuse and more compelling engagement with cultural 3D resources in various settings, collaboratively, with sustainable costs and efforts, leveraging XR and other advanced technologies applied to heritage collections. Eureka3D-XR will also **promote the re-use of digitalised cultural heritage** in different domains such as education, tourism research and preservation.

Use-cases and XR scenarios

To showcase the use and benefit of the tools, Eureka3D-XR will handle **three showcase scenarios**, which will be available in the Data Space as contents and documentation:

- The virtual visualisation of the middle-ages walls of the city of Girona
- The XR narrative of excavations in process in the Bibracte archaeological site
- The creation of a new life of Saint Neophytos Englystra in Cyprus in the virtual space



Eureka3D-XR scenarios

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Capacity Building and Knowledge sharing

A programme of Eureka3D-XR capacity building activities will support the CH sector in the exploration and exploitation of new valorisation opportunities offered by 3D/XR technologies and of the specific solutions developed for this purpose in the Eureka3D-XR project. Eureka3D-XR will create awareness around the possibilities of these new instruments, and offer training and guidance on how they can be used to unlock the full potential of 3D digital CH. Eureka3D-XR will also support and inform users

about the availability of the high-quality content that is published by the providers, what can be re-used respecting IP licenses, where and how they can find it and about how they can interact with XR contents and tools developed in this project for that purpose. The EUreka3D-XR project will build upon seminars, documents, workshops and demonstrations already developed by the previous EUreka3D project, adding new initiatives focused specifically on creation and valuing of XR tools, scenarios and experiences.