

EUreka3D-XR first public workshop successfully took place in Museo della Grafica



EUreka3D-XR ? European Union's REKonstructed content in 3D to produce XR experiences 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.

The event counted more than 60 participants, both online and on site, who had the chance to get to know the three use cases of the project after a welcome message by Alessandro Tosi, Director of Museo della Grafica and a presentation of the scope of Project coordinator Antonella Fresa.

The XR challenges at Bibracte

Extended reality and narratives are dealt in many different ways, esp.:

- ✓ Guided tours of the site, including excavations in progress
- ✓ A site museum showcasing the results of the excavations and replacing them in a European context

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.

Find the presentations [here<<<](#).



Why 3D digitisation at Archives? – Memory Twins

Archive is primarily a space for preservation and custody

– it is also a space for **discovery, knowledge, experimentation, and creation**

– 3D digitisation, allows the representation of volumetric elements to provide a faithful representation for **analysis, research, and entertainment**

– Archives as a resource of knowledge related to our heritage. The main resource to create **Memory Twins**.

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