

The Lifecycle of 3D Data in Cultural Heritage

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WEBINAR SERIES
22 and 30 April 2026
14.30 - 16h CEST



EUREKA3D^{XR} European Union's REconstructed content
in 3D to produce XR experiences

Co-funded by
the European Union

Aimed at cultural heritage professionals, Eureka3D-XR inaugurates a new webinar series, as the project gets closer to its conclusion in July: The Lifestyle of 3D Data in Cultural Heritage webinar serie will bring together the key results of both Eureka3D and Eureka3D-XR projects to present them in a clear, practical, encompassing and accessible way.

This series will offer a complete overview of how 3D data can be created, managed and reused sustainably, connecting technical, policy and practical perspectives, drawing on real tools, workflows and infrastructures developed within the projects, and aligning them with Europeana policies and the common European data space for cultural heritage.

The serie will be split in two focused sessions, where participants will explore the full journey of 3D data in cultural guided by professionals of the sector with first hand experience in the field.

[Registrations are open!](#)

Programme

SESSION 1 ? Wednesday 22 April 2026 14.30-16h CEST

Plan, collect, process and preserve

- 14.30h Introduction, by Antonella Fresa (Eureka3D-XR project coordinator)
- 14.40h Creating 3D data: plan, collect, process, by Marinos Ioannides (Digital Heritage Research Lab at Cyprus University of Technology)
- 15.10h Preservation and management of 3D data, by Ignacio Lamata Martínez (EGI Foundation)
- 15.40h Interactive session
- 15.50h Wrap-up and accessible resources
- 16h End of the session

DAY 2 ? Thursday 30 April 2026 14.30-16h CEST

Sharing and reusing 3D data

- 14.30h Introduction, by Antonella Fresa (Eureka3D-XR project coordinator)
- 14.40h Publishing 3D data, by Valentina Bachi (Photoconsortium, Eureka3D-XR project manager)
- 15h 3D, Copyright and the public domain, by Ariadna Matas (Europeana Foundation)

- 15.20h Q&A
- 15.30h Reuse of 3D in practice: XR scenarios (Axelle Vanmaele, meemoo)
- 15.50h Wrap-up and accessible resources
- 16h End of the session



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