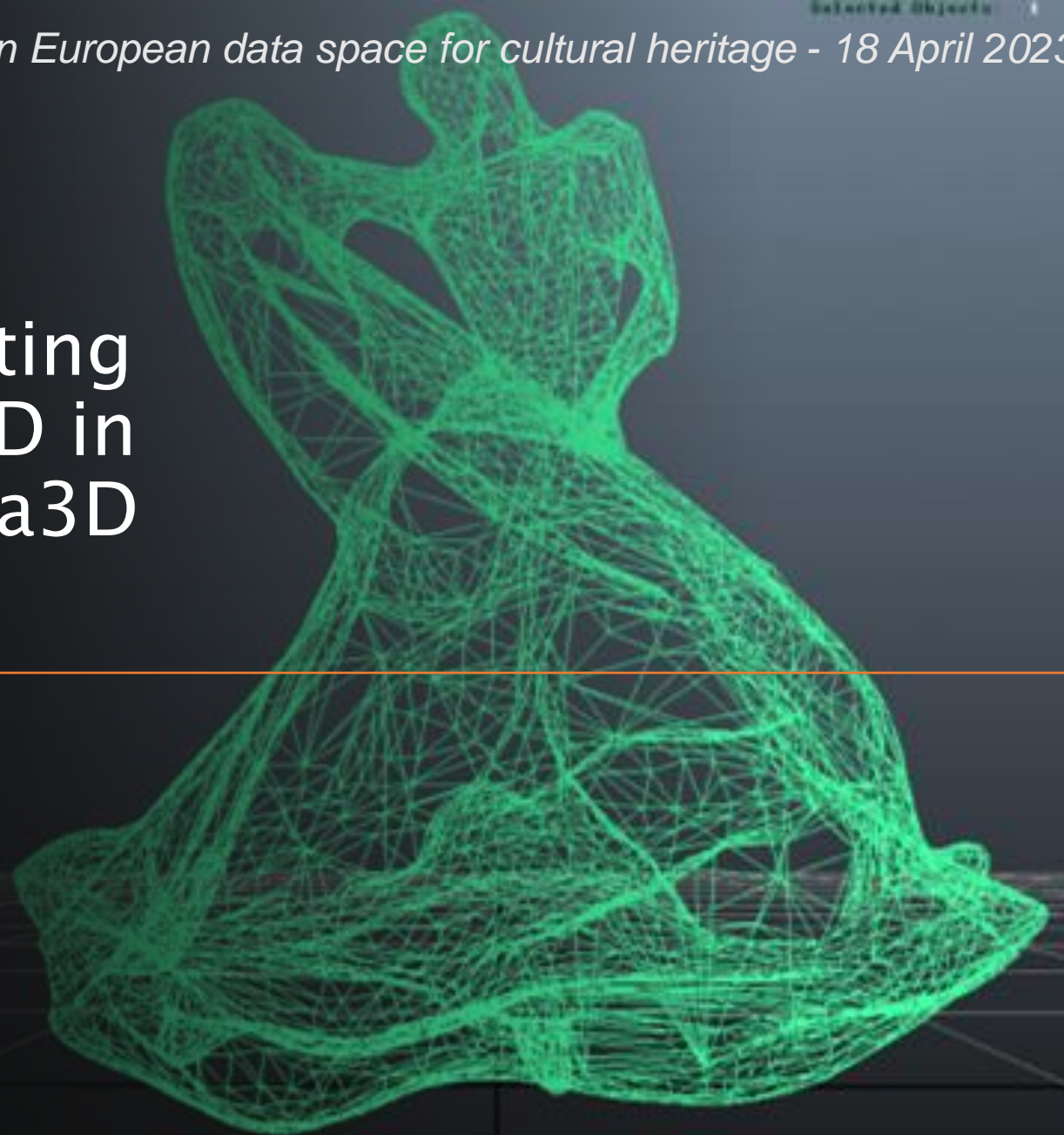


e-infrastructures supporting the implementation of 3D in the context of the EUreka3D project

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Challenges for Cultural Heritage Institutions

The EC Recommendation demands CHIs for a **bigger effort in 3D digitization**, focusing on quantity but not giving clear parameters on quality. Also:

- **Not all CHIs have in-house expertise**, skills, nor capacity for identifying a quality service and for recognizing high quality 3D digitization that is compliant to the VIGIE study recommendations
- **Not all CHIs have access to proprietary infrastructures** that allow to host, manipulate and visualize high quality, large scale, 3D models → **need to buy e-infrastructure services**
 - Service provided by whom? Data from European CHIs should better stay in Europe
 - Long-term cost of service? Investment sustainability?
- **Variety of content and variety and complexity of information** makes 3D digitization and its online sharing (also in Europeana and with EDM) challenging



More 3D content!
 - All sites at risk
 - 50% of other heritage

Quality of 3D models!
 Metadata and paradata!
 Formats, standards,
 methodologies!



Virtual Machines!
 Storage capacity!
 Preservation!
 Interoperability!

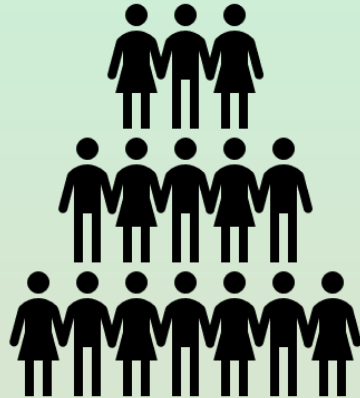
HELP!



Content tiers!
 Metadata tiers!
 Europeana Data Model!
 Open access!
 Data Space!



Digital skills!
 Knowledge!
 Workflows!



Eureka3D project 01/01/2023 – 31/12/2024

Strand 2 project of the Data Space to support the digital transformation of the cultural heritage sector.

The project aims to offer a **capacity building and knowledge programme**, next to **services and resources** developed in a piloting action based on smart technical infrastructures and tools, also registered on the European Open Science Cloud (EOSC). The data hub and the e-services should allow cultural heritage institutions to **safely authenticate** and **use storage and computing resources in Europe** to manage their 3D assets. Aggregation of new collections and Europeana editorials and communication complement the work of the project.

Website: <https://eureka3d.eu>

Blog: <https://www.digitalmeetsculture.net/projects/eureka3d-blog/>

Core activities in 24 Months

e-infrastructure services development:

- Access to computing and storage resources managed in Europe
- Methods on authorization and authentication with different levels of interaction with users and with Europeana services
- Publication of services on EOSC

Capacity building action on:

- Implementing digitization of objects ex-novo and assessing quality of existing 3D collections against the VIGIE Study recommendations
- Providing holistic documentation of the 3D objects
- Impact assessment of high-quality 3D digitization workflows on CHIs
- Integrating data, metadata and paradata in EDM
- Events in presence and online for the community at large (next event in **Rome, 6th June 2023**)

Thanks for your attention

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