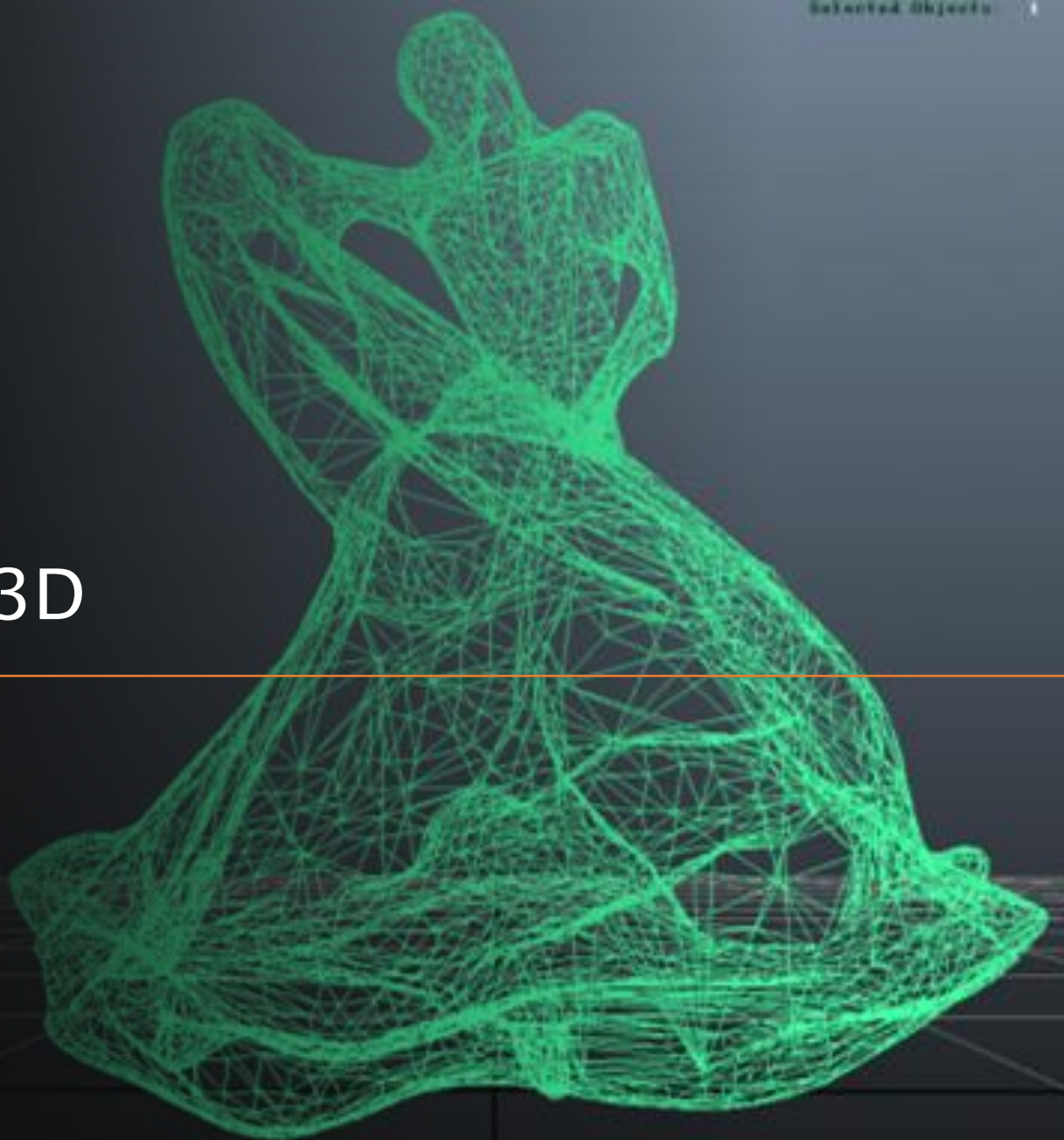


# EUreka3D European Union's REKconstructed content in 3D

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Antonella Fresa  
PHOTOCONSORTIUM

[Antonella.fresa@photoconsortium.net](mailto:Antonella.fresa@photoconsortium.net)  
[info@photoconsortium.net](mailto:info@photoconsortium.net)



# Challenges for Cultural Heritage Institutions

The EC Recommendation demands CHIs for a **bigger effort in 3D digitization**, focusing on quantity. However, clear parameters on quality are not fully explicitated. Furthermore:

- **Not all CHIs have in-house expertise**, skills, capacity for identifying a quality service and for recognizing high quality 3D digitization (e.g compliant to the VIGIE study recommendations)
- **Not all CHIs have access to 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

# EUreka3D project 01/01/2023 – 31/12/2024

EUreka3D is a strand 2 Data Space project to support digital transformation of the cultural heritage sector.

**Capacity building programme, e-services and computing and storage resources** are at the basis of a **data hub** piloting action that involves e-infrastructure providers and cultural heritage institutions (CHIs).

Aggregation of new collections in Europeana, communication and impact assessment 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 service development:

- Access to **European computing and storage resources**
- Methods on **authorization and authentication** with different levels of interaction with users
- Publication of services on the **European Open Science Cloud (EOSC)**

## Capacity building action on:

- Implementing digitization of objects ex-novo and assessing quality of existing 3D collections against the VIGIE 2020/654 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

# Technical progress at month 6

- Cloud resources are allocated (hardware and storage)
- Identity management system is configured for different user roles
- User requirements analysis is progressing
- Technical integration with Europeana and in the Data Space has started

# Networking and dissemination at month 6

*3D in cultural heritage*, the first capacity building event of the project was successfully delivered on 6/6/2023 in Rome, hosted at the Istituto Svizzero (ca. 50 participants in presence and overall ca. 120 participants connected).

Three online seminars are planned in Autumn 2023, in collaboration with the **International Council of Archives (ICA)**.

Support to content providers in accessing and understanding the requirements of the **VIGIE Study 2020/654** is provided and work is ongoing for digitization and metadata preparation.

The project is on track with excellent collaboration among partners. The **EUreka3D stakeholders' network** is growing. The impact of the project is being tracked. Website, posts on the blog, editorials on Europeana, participation on 3<sup>rd</sup> party events support the project's **communication**.

# Eureka3D online presence

The screenshot shows the Eureka3D website homepage. At the top, there is a navigation menu with links for Home, About us, Capacity building, Resources, Editorialia, Project reports, and Blog. The main header features the Eureka3D logo and the text "European Union's REConstructed content in 3D". Below this, a large blue banner contains the project title. A central text block describes the project as being funded by the Digital Europe Programme of the European Union to support the digital transformation of the cultural heritage sector. A "News from Project's Blog" section is visible on the left, listing various articles. On the right, there is a section for "Events from the Project" featuring the "Eureka3D at EGI 2023 Conference" held from June 19th to 23rd in Poznan, Poland. Below that, a "3D Objects from Europeana" section displays a grid of 3D digital models of various artifacts.

[www.eureka3d.eu](http://www.eureka3d.eu)

[info@photoconsortium.net](mailto:info@photoconsortium.net)

The screenshot shows the project page for Eureka3D on the DigitalMeetsCulture website. The page is dated Thursday, 22 June 2023. It features a header with the Eureka3D logo and the text "European Union's REConstructed content in 3D". A "Login Status" section is present on the left. The main content area is titled "PRESENTATION OF THE PROJECT" and includes a 3D model of a house. The text describes the project's goal of addressing the need for digital transformation in the cultural heritage sector. A "RELEVANT NEWS FROM Digitalmeetsculture" section lists several events, including a workshop on May 22nd and a conference in Athens on June 9th. A "3D in Cultural Heritage Event in Rome was a success" section highlights the project's participation in the DHCH 2023 initiative. The right sidebar contains contact information for the Photoconsortium, project coordinators, and consortium partners like CRDI, Bibracte, Museo di Carta, and Europeana. Social media icons for Instagram, Twitter, and LinkedIn are also visible on the right side of the page.

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



Thanks for your attention

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