

# EUREKA3D initiative

**EUREKA3D (2023-2024)**

**EUREKA3D-XR (2025-2026)**

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PHOTOCORPORIUM

21 January 2026

3D-4CH Winter School

Royal Museum of Art and History  
Brussels

Image: courtesy of EUREKA3D/Museo della Carta di Pescia

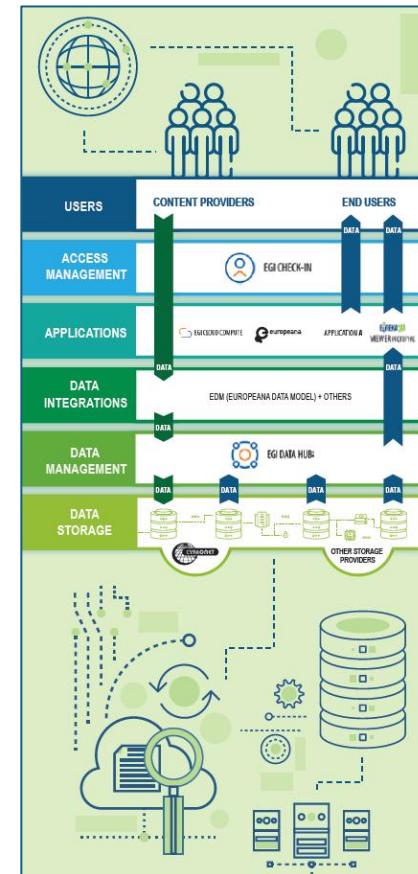


# EUreka3D and EUreka3D-XR

EUreka3D (2023-2024)

EUreka3D-XR (2025-2026)

Two projects co-funded by the EU under the Digital Europe Programme, as supporting actions for the common European data space for cultural heritage



Co-funded by the European Union

## PARTNERS

PHOTOCONSORTIUM



Cyprus University of Technology



BIBRACTE



europeana



esi



Website: [www.eureka3d.eu](http://www.eureka3d.eu)  
@eureka\_3d @eureka3d\_

Media Partner  
DIGITAL CULTURE  
[www.digitalmeetsculture.net](http://www.digitalmeetsculture.net)



Cover image: The First Gold Nugget Bay, 1892. Museo Nacional de Arte de Colombia. 3D digitized by GemaC. Generalitat de Catalunya



**EUREKA3D-XR**

EUREKA3D-XR is the continuation project of EUREKA3D to develop innovative re-use scenarios and tools that enable the creation of extended reality (XR) applications in Cultural Heritage.

Follow the project on [www.eureka3d-xr.eu](http://www.eureka3d-xr.eu)

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in EUREKA3D-XR

o eureka3d\_xr

U EUREKA\_3DXR

COMMON EUROPEAN DATA SPACE FOR CULTURAL HERITAGE

# Main challenges faced by CHIs and addressed by EUreka3D and EUreka3D-XR

## From **DIGITAL TWIN** to **MEMORY TWIN**

3D representation of CH should complement geometric features with the history of objects, monuments and sites, to preserve memory, value and identity

## **STORAGE & MANAGEMENT**

Hosting and sharing data, metadata and paradata in a safe **EU** digital environment is a priority for European CHIs, particularly for small institutions, to grant data access and sustainability

## **FOSTER REUSE**

Innovative ways and tools are necessary to support use and reuse of 3D collections, delivering compelling stories, attracting the interest of visitors, contributing to the research

## **CAPACITY BUILDING**

CHIs need to improve their skills about new technologies, opportunities and challenges connected to them, and to experiment the use of advanced tools for XR, AR, VR

# The answers of EUreka3D to support creation and sharing of high-quality 3D cultural collections

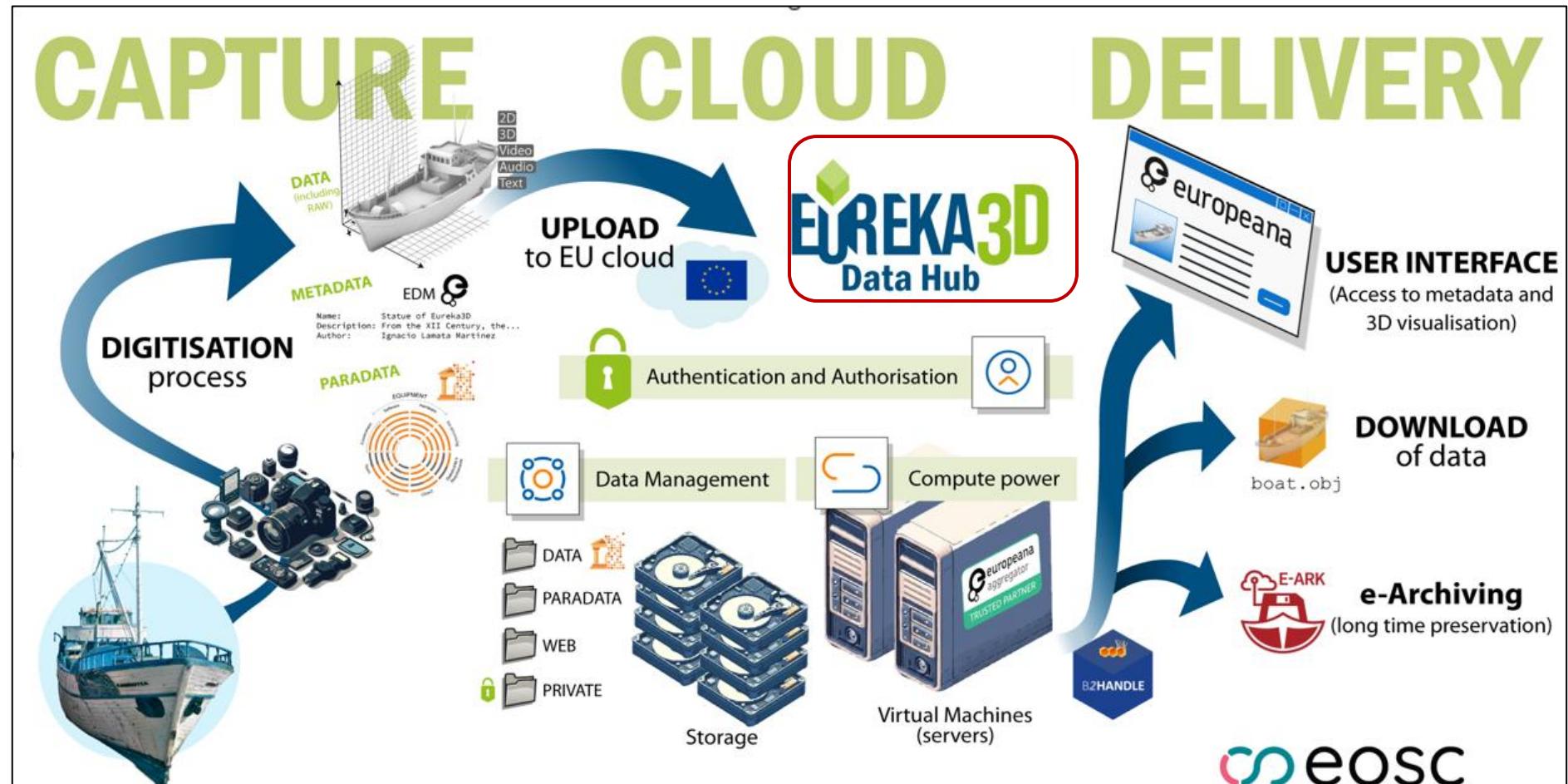
## 3 PILLARS:

1. **Quality** matters for data, metadata and paradata. The VIGIE Study on quality in 3D digitisation of tangible cultural heritage is the asset made available by the EU, openly available for all!
2. The **digital infrastructure** should use European cloud resources. The EUreka3D Data Hub is European based, and is protected by the same European **federated Authentication and Authorisation service** adopted by EOSC and ECCCH
3. There is an urgent demand of **competence**. The EUreka3D competence centre is used by a wide network of CHIs, in synergy with other initiatives.

EUreka3D was demonstrated at TwinIT I in May 2024, EUreka3D-XR will be demonstrated at TwinIT II in May 2026.

# EUreka3D Data Hub offers safe storage, management and preservation of 3D cultural contents

- Storage and computing
- Federated AAI
- PIDs
- 3D viewer
- Interoperability with Europeana



# Promoting quality of 3D digitisation

The Eureka3D online course is accessible on the *Europeana Learning Platform*

The Eureka3D Guidelines are available for free download from the Eureka3D website

Multilingual versions of the guidelines are under publication in FR, IT, EL, ES/CAT, NL

## 3D Digitisation Guidelines: Steps to success

A guide and a course based on the EU VIGIE Study on quality in 3D digitisation of tangible cultural heritage

DOWNLOAD  
GUIDELINES



JOIN THE  
ONLINE COURSE



**EUREKA3D** XR

European Union's REKonstructed content  
in 3D to produce XR experiences



Co-funded by  
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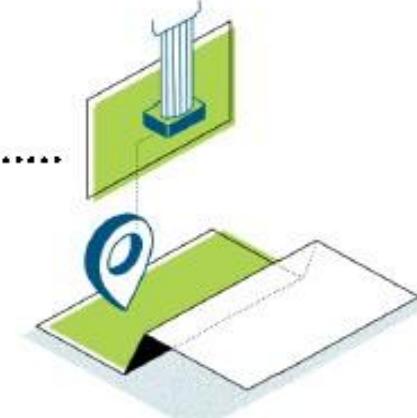
The Lambousa Fishing Trawler. EU ERA and UNESCO Chairs on Digital Cultural Heritage - Cyprus  
The University of Technology. With the support and cooperation of the Municipality of Limassol

# EUreka3D-XR: innovative tools for CHIs and creators

- To enable use and reuse of digital cultural content including 3D
- To create outputs that enhance the cultural dimension of visitor's experience
- To access collections, sites, urban transformations within innovative settings

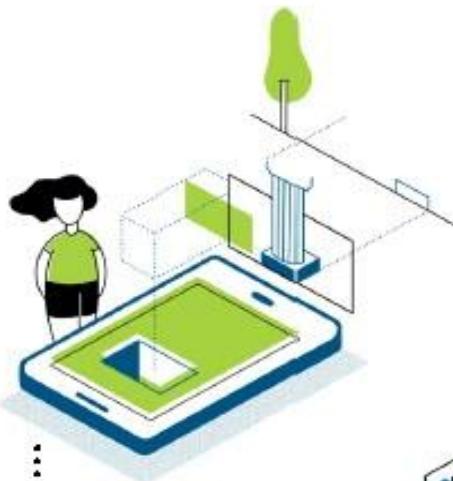
## AR TOUR BUILDER

Online tool for creating custom AR tours, retrieving 3D objects from Cultural Heritage repositories and associating them with locations on a map.



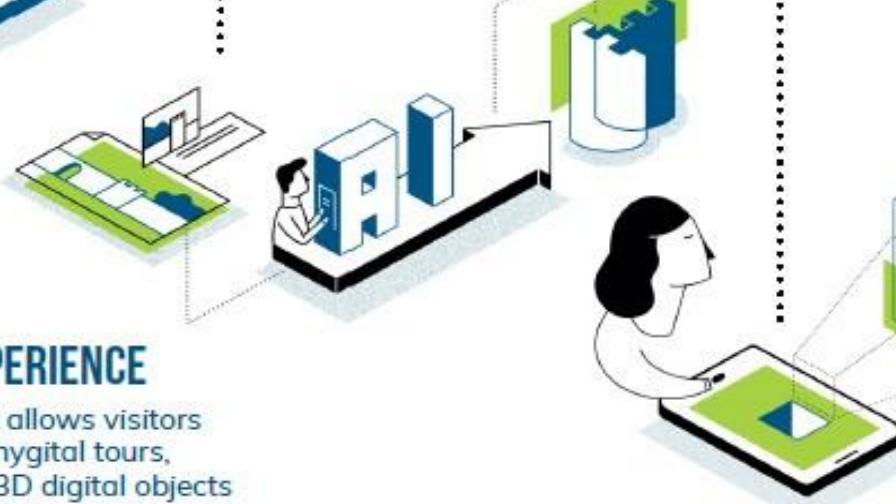
## AR TOUR EXPERIENCE

Mobile app that allows visitors to experience phygital tours, superimposing 3D digital objects onto the physical world.



## AI 3D BUILDER

3D Modelling software pipeline that reconstruct cultural heritage sites using AI technologies, digital photo and archival documents.



## 3D XR STUDIO

Web tool for creating XR/AR experiences using a range of predefined layouts for UX and UI.



## AVATAR BUILDER

AI-based tool to create the digital representation of human characters that interact with visitors of cultural heritage sites.



# Three XR scenarios of use

The five EUreka3D-XR tools are used in three demonstration scenarios that serve as proofs of concept, case studies and inspirations for other CHIs to try the tools and create their XR storytelling.

First prototype is released and demonstrated at the Girona event on 29 January 2026.

## GIRONA (CAT)

The virtual visualisation of the middle-ages walls of the city of Girona.



## BIBRACTE (FR)

The AR narrative of the hidden side of the Bibracte archaeological site.



## PAPHOS (CY)

The creation of a new life of Saint Neophytos Englystra in Cyprus in the virtual space.



# Demonstration Event & Workshop

**29 January 2026, in Girona and online**

**UPCOMING**



**XR**  
European Union's REKonstructed content  
in 3D to produce XR experiences

**09:30 - 13:00 CET**

**Hybrid session**

***Demonstration Event of EUreka3D-XR tools and pilots***

**14:00 - 16:00 CET**

**On-site workshop**

***Archives in 3D. From Records to Objects***



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the European Union

**REGISTER: <https://eureka3d.eu/demonstration-event-workshop/>**

# EUreka3D and EUreka3D-XR support the data space

EUreka3D initiative supports the common European data space for cultural heritage led by Europeana Foundation:

- **EUreka3D Data Hub** is an integrated service in the data space (OAI-PMH interface, embedded 3D viewer, based on EDM and its recent extension)
- **EUreka3D-XR tools** interoperate with the data space to access 3D digital content and produce XR experiences
- **EUreka3D-XR scenarios** promote the data space demonstrating concrete innovative XR applications
- EUreka3D and EUreka3D-XR provide **new contents in the data space**, including a rich corpus of open access digital cultural contents and editorials
- EUreka3D and EUreka3D-XR deliver a programme of **capacity building** events and activities to share knowledge and build competence on cultural heritage digitisation

# Find us: webpresence, resources and news



EUreka3D is a project funded by the Digital Europe Programme of the European Union, to support the digital transformation of the cultural heritage sector, by offering capacity building, training and new services to Cultural Heritage Institutions, facing the challenge of advancing in the digitization effort, especially in 3D digitization, access, storage and sharing. It is followed by the continuation project EUreka3D-XR to develop innovative re-use scenarios and tools that enable the creation of extended reality (XR) applications.



WEBSITE: <https://eureka3d.eu/>

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

Friday, 16 January 2026

WEBSITE HIGH QUALITY 3D DIGITIZATION (Vigie Study 2020/654) EUROPEANA

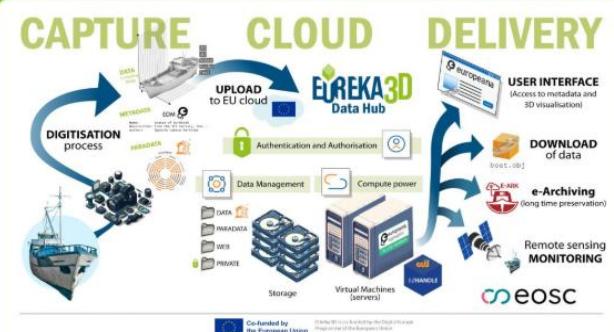
**BLOG HOME** **CAPACITY BUILDING**

Login Status  
Username: valentina.bachi  
Password:

**DIGITAL CULTURE**

Relevant news & events:

  
22nd January 2026, online  
**Webinar on the state of 3D Digitisation in Cultural Heritage**

  
Digitisation process → Capture → Cloud → Delivery  
Cloud: EUREKA3D Data Hub, Authentication and Authorisation, Data Management, Compute power, Storage, Virtual Machines servers  
Delivery: User Interface (Access to metadata and 3D visualisation), DOWNLOAD of data, e-Archiving (long time preservation), Remote sensing MONITORING, eosc

**EUREKA3D-XR**  
EUreka3D-XR – European Union's REKonstructed content in 3D to produce XR experiences (2025-2026) is the continuation project following EUreka3D (2023-2024), funded by the Digital Europe Programme of the European Union, to develop innovative re-use scenarios and tools that enable the creation... [Continue reading →](#)

15 January (Brussels and online)  
**EUreka3D featured at Public Domain Day in**

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**COORDINATING PARTNER**  


**PARTNERS**  


# Digital Cultural Heritage in the Era of AI and Extended Reality

## 26 May 2026 in Cyprus



### SAVE THE DATE

All-day event: presentations, demonstrations,  
round table and hands-on sessions

**EUREKA3D** XR European Union's REKonstructed content  
in 3D to produce XR experiences



EVENT IN PRESENCE

ORGANIZED IN THE  
CONTEXT OF  
EUROMED DIGITAL  
SUMMIT 2026

CELEBRATING CY EU  
PRESIDENCY

INFORMATION: <https://eureka3d.eu/eureka3dxr-final-event/>

# Thank you!



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DATA SPACE FOR  
CULTURAL HERITAGE

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DIGITAL MEETS CULTURE <sup>.net</sup>  
www.digitalmeetsculture.net



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Image: courtesy of Bibracte