EUREKA3D

European Union's REKonstructed content in 3D

PARTNERS

PHOTOCONSORTIUM

CRDI
Ajuntament de Girona

Cyprus University of Technology

UNESCO Chair · uniTwin

BIBRACTE

MUSEO della CARTA PESCIA

europeana

mec

EGI

CYFRONET

Website: www.eureka3d.eu
🐦 @eureka_3d   📷 @eureka3d_

Media Partner
DIGITAL CULTURE .net
www.digitalmeetsculture.net

Infographic (left panel)

| USERS | CONTENT PROVIDERS | END USERS |

- **USERS** — CONTENT PROVIDERS / END USERS — DATA / DATA
- **ACCESS MANAGEMENT** — EGI CHECK-IN
- **APPLICATIONS** — EGI CLOUD COMPUTE · europeana · APPLICATION A · EUREKA3D VIEWER PROTOTYPE
- **DATA INTEGRATIONS** — EDM (EUROPEANA DATA MODEL) + OTHERS
- **DATA MANAGEMENT** — EGI DATA HUB
- **DATA STORAGE** — CYFRONET · OTHER STORAGE PROVIDERS

Cover image: *The First Cold.* Miquel Blay, 1892. Museu Nacional d'Art de Catalunya. 3D digitisation by Giravolt, Generalitat de Catalunya
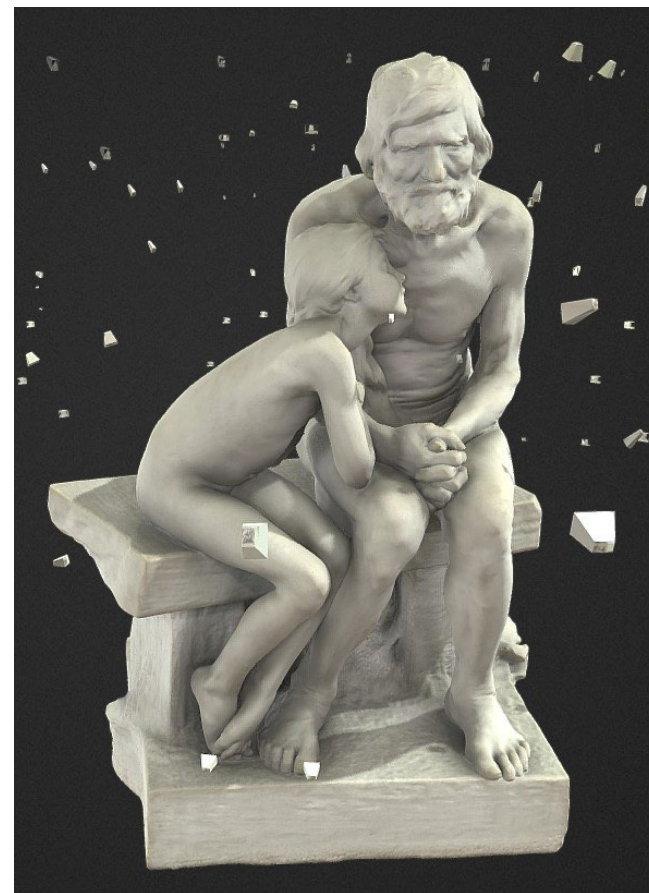
EUREKA3D

EUreka3D is the first and unique EU funded project that supports the whole value chain of the digital transformation of the cultural heritage sector. It offers capacity building, training, services and resources to Cultural Heritage Institutions, modernizing their internal workflows and enabling cloud-based data, metadata and paradata management.

The journey of EUreka3D starts from the needs of content providers and arrives to end-users, preserving cultural heritage through high-quality 3D digitisation, standardisation, long-term preservation, access, storage and sharing.

FAIR
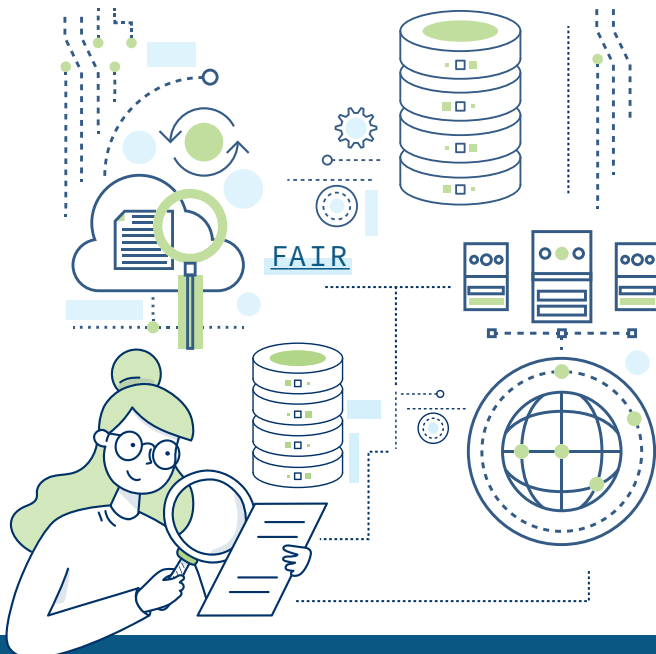
e-infrastructure services development:

- 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 European Open Science Cloud

The infrastructure of EUreka3D is deployed in CYFRONET-CLOUD, one of the resource providers of the EGI Federation, which uses OpenStack as its cloud technology. Amongst other things, there are three main resources that are managed through the OpenStack platform:

- Computing layer. The different servers needed by EUreka3D are implemented as Virtual Machines, each of which is managed independently like a physical server.

- Storage layer. Disks are managed as virtual devices to provide the required storage capacity, and can be attached to the different Virtual Machines as if they were physical drives connected to physical servers. In EUreka3D, the main storage allocation is managed by a service called EGI DataHub.

- Networking layer. Network connectivity is managed and configured to allow Virtual Machines to communicate. This includes traffic routing (to move data packets from a source to a destination) and firewall rules (to block undesired network traffic).
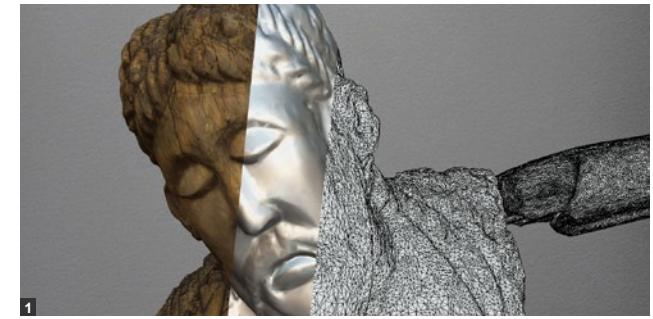
1 | *Descent from the Cross from Erill la Vall*, 12th Century. Museu Episcopal de Vic
3D digitisation by Giravolt, Generalitat de Catalunya

2 | *Against the Invader*. Miquel Blay, 1891. Museu d'Art de Girona
3D digitisation by Giravolt, Generalitat de Catalunya

3 | Church of the Chrysoroyiatissa Monastery by Paphos, Cyprus
Cyprus University of Technology