

EUreka3D initiative

EUreka3D (2023-2024)

EUreka3D-XR (2025-2026)

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PHOTOCONSORTIUM

29 January 2026



EUreka3D and EUreka3D-XR

EUreka3D: 2023-2024

EUreka3D-XR: 2025-2026

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



Main challenges faced by CHIs

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

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 tested and used by a wide network of CHIs.

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



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



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

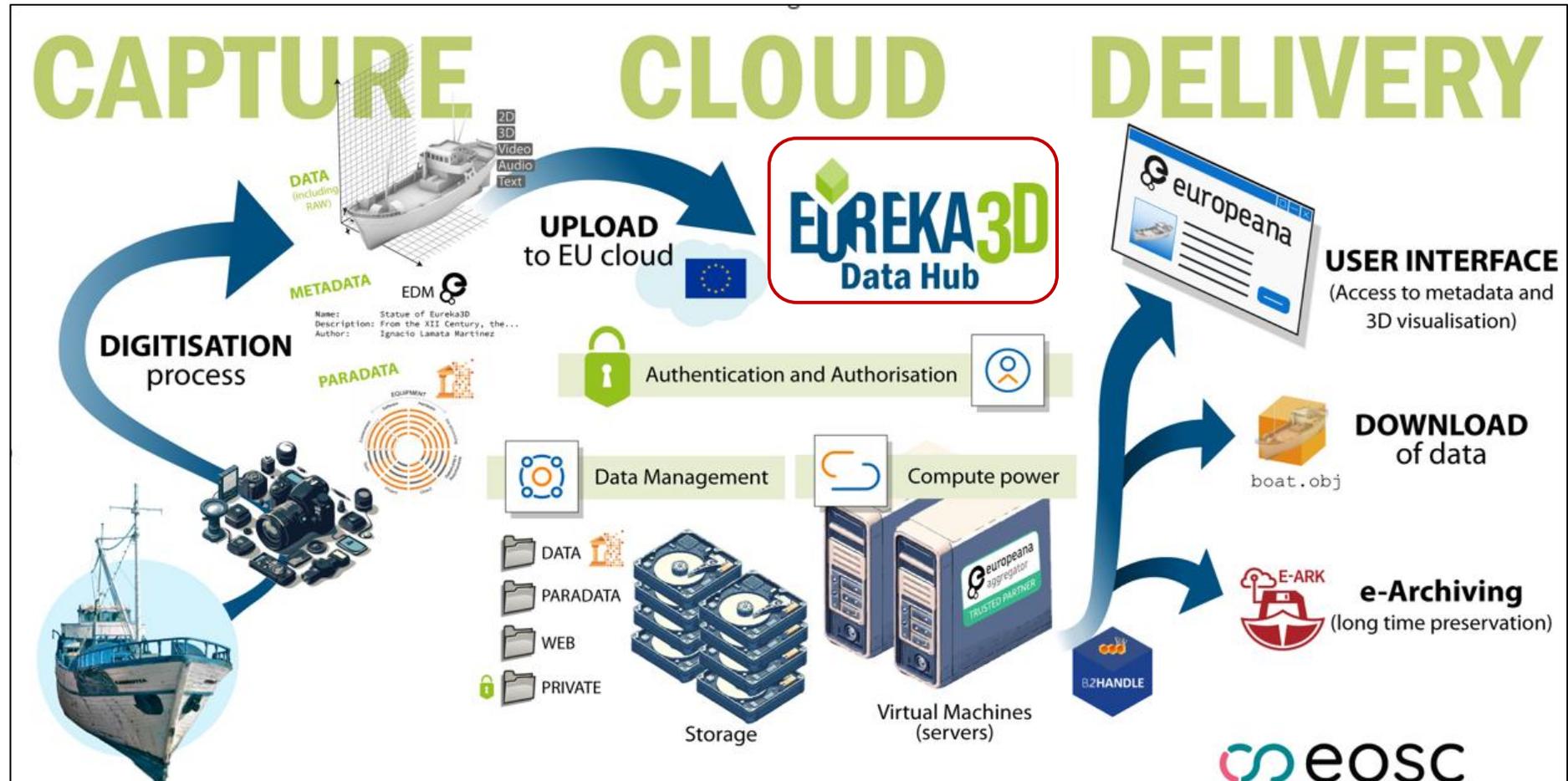


Co-funded by
the European Union

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

Unique EU-based e-infrastructure for CH:

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

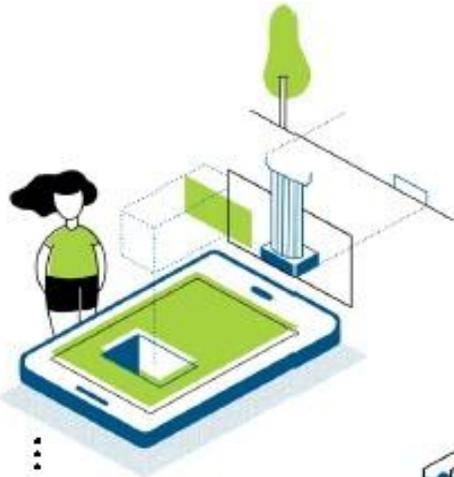


EUreka3D-XR: innovative tools for CHIs and creators

- 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.

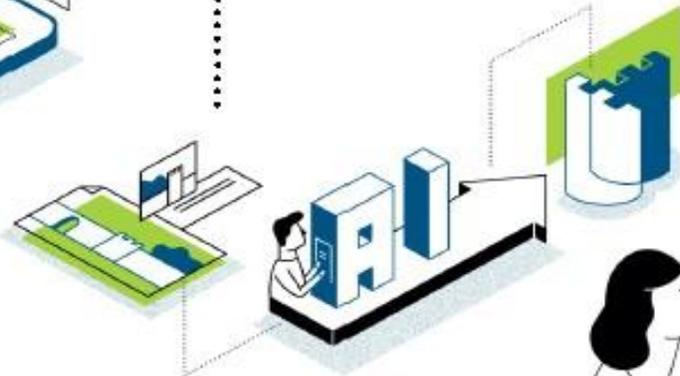


AR TOUR EXPERIENCE

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

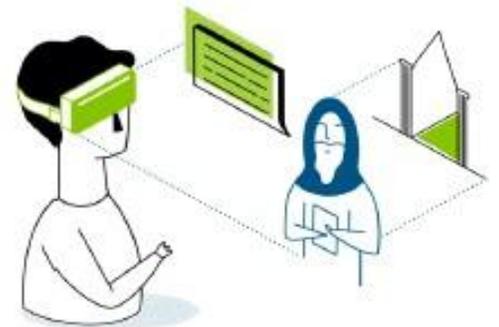
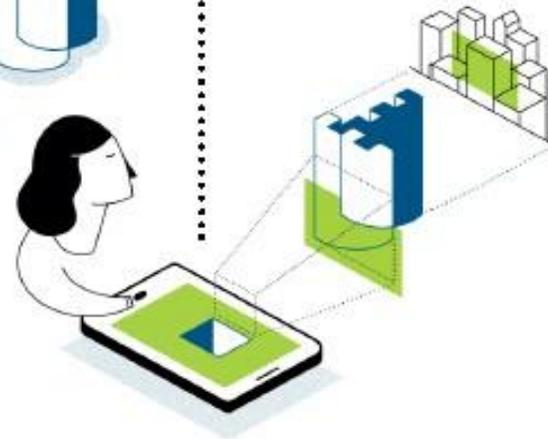
AI 3D BUILDER

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.



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 online: website, open-access resources and news

Eureka3D

European Union's REKconstructed content in 3D

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.



Friday, 16 January 2026

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



BLOG HOME

CAPACITY BUILDING

Login Status

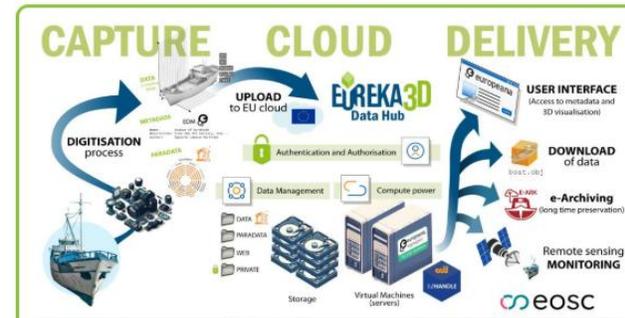
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DIGITAL CULTURE

Relevant news & events:



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



Eureka3D-XR

Eureka3D-XR – European Union's REKconstructed 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



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

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

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 REKconstructed 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!

EUREKA3D

EUREKA3D XR

COMMON EUROPEAN
DATA SPACE FOR
CULTURAL HERITAGE

Official Media Partner

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CONSORTIUM

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Image: courtesy of Bibracte