

The lifecycle of 3D Data in Cultural Heritage

WEBINAR SERIES

22 and 30 April 2026

14.30 - 16h CEST



EUREKA3D^{XR} European Union's REKconstructed content
in 3D to produce XR experiences



Co-funded by
the European Union

Welcome!

- As participants to this webinar, you are on mute.
- Please use the 'Q&A' to send us any questions. We will try to answer them in the chatbox or during the presentation.
- This session is recorded. The presentation slides and recording will be shared with the participants after the webinars, and on the EUreka3D-XR channels.
- Near the end of this webinar, a Mentimeter will be presented to hear your thoughts.

Plan, collect, process and preserve

22/4/2026

Creating 3D data: plan, collect, process

Prof. Marinos Ioannides

Digital Heritage Research Lab at Cyprus University of Technology)

Preservation and management of 3D data

Ignacio Lamata Martínez

EGI Foundation

Interactive session with a Mentimeter

Wrap-up and accessible resources

16h end of the session



EUreka3D initiative

- **EUreka3D** and **EUreka3D-XR** are two projects coordinated by Photoconsortium International Association and co-funded by the EU under the Digital Europe Programme to support the common European data space for cultural heritage
- EUreka3D (**2023-2024**) focused on supporting CHIs with 3D digitisation, promoting **quality** and developing a **European based digital infrastructure** to store and access 3D data
- EUreka3D-XR (**2025-ongoing**) continues the initiative with a focus on **transforming cultural contents** (e.g. 2D, 3D, video, texts, maps, stories) into **compelling narratives and extended reality (XR) scenarios**
- 12 partners from 8 EU countries and Switzerland participate in EUreka3D-XR

Promoting quality of 3D digitisation

The **3D Digitisation Guidelines** are available for free download from the **EUreka3D website**

The **Online Course «3D digitisation: prepare for success»** is freely accessible on the **Europeana Learning Platform**

Webinars, presentations and ad-hoc consultancy are delivered to **Cultural Heritage Institutions**

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



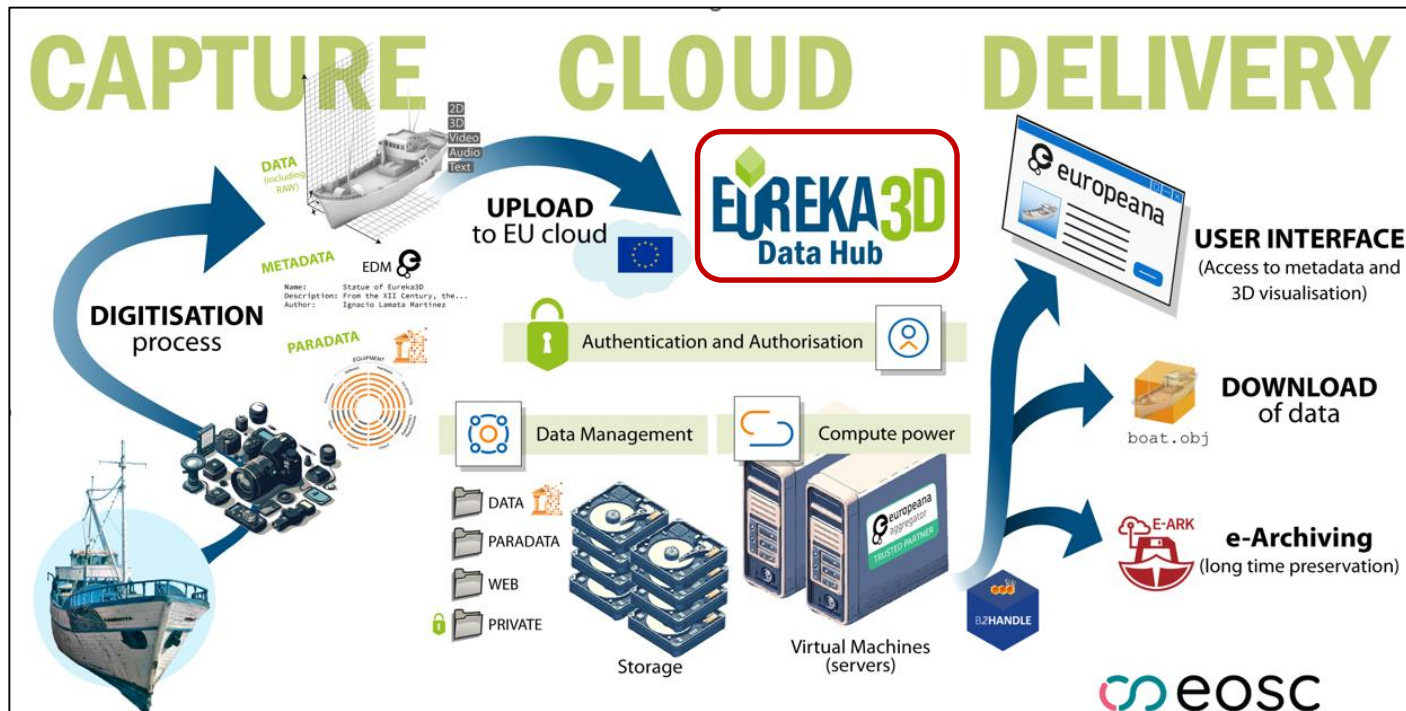
JOIN THE
ONLINE COURSE



The Lamboussa 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

Eureka3D Data Hub: the unique European based digital infrastructure for 3D cultural contents

- Safe storage
- Federated AAI (Authentication and Authorisation Infrastructure)
- PIDs
- 3D viewer
- Interoperability with europeana.eu



EUreka3D-XR: transforming digital contents into user experiences

EUreka3D-XR facilitates reuse of 3D and other cultural content in XR experiences:

- **5 open-source digital tools** to create 3D reconstructions, AR/XR tours online and onsite, animated characters
- **3 use-cases and XR scenarios** to demonstrate within concrete applications benefits and success stories realized with the EUreka3D-XR tools
- **New contents in the data space for cultural heritage:** a rich corpus of open access digital cultural contents, editorials and training resources
- A programme of **capacity building** events and activities

The 5 new tools of EUreka3D-XR

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.

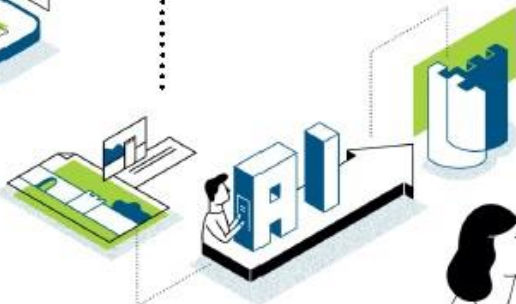


AR TOUR EXPERIENCE

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

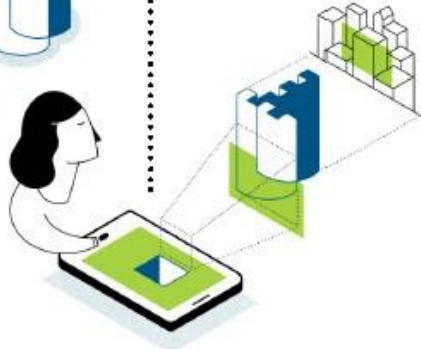
AI 3D BUILDER

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.

The 3 XR scenarios of EUreka3D-XR

The 5 tools of EUreka3D-XR are used in 3 demonstration scenarios that serve as a proof of concept, case studies and inspirations for other Cultural Heritage Institutions to create their XR storytelling.

SHOWCASE SCENARIOS

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.



Digital Cultural Heritage in the Era of AI and Extended Reality

26 May 2026 in Cyprus



Registrations
and call for posters
are open



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



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



Chair



Co-funded by
the European Union