

3D in Cultural Heritage

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Caption: Chameleon, by Generalitat de Catalunya. Giravolt
<https://patrimoni.gencat/en/giravolt>



Context in the cultural heritage sector

A recent Recommendation from EC demands CHIs for a **bigger effort in 3D digitization**, especially but not limiting to built heritage.

The digitized collections should be **made available online** to the various stakeholders communities (researchers, creative industry, education, tourism, and of course general public) with possibility of reuse.

In particular, **Europeana is the flagship project** of the EU to provide online visibility and access to the digitized collections.

Challenges

Not all CHIs have in-house expertise, skills, nor capacity for identifying a quality service and for recognizing **high quality 3D digitization**.

Not all CHIs have access to proprietary infrastructures that allow to host, manipulate and visualize high quality, large scale, 3D models, so they **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 in Europeana often difficult.

Eureka3D project

The project aims to offer a **capacity building and knowledge programme**, next to **services and resources** developed in a piloting action based on smart technical infrastructures and tools, also registered on the European Open Science Cloud (EOSC). The data hub and the e-services should allow cultural heritage institutions to **safely authenticate** and **use storage and computing resources in Europe** to manage their 3D assets. Aggregation of new collections and Europeana editorials and communication 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 services development including:

- 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

Capacity building action on:

- Implementing digitization of objects ex-novo and assessing quality of existing 3D collections
- Providing holistic documentation of the 3D objects
- Impact assessment of high-quality 3D digitization workflows on CHIs
- Integrating data, metadata and paradata in Europeana
- Events in presence and online for the community at large

Thanks for your attention

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