

EUREKA3D^{XR}

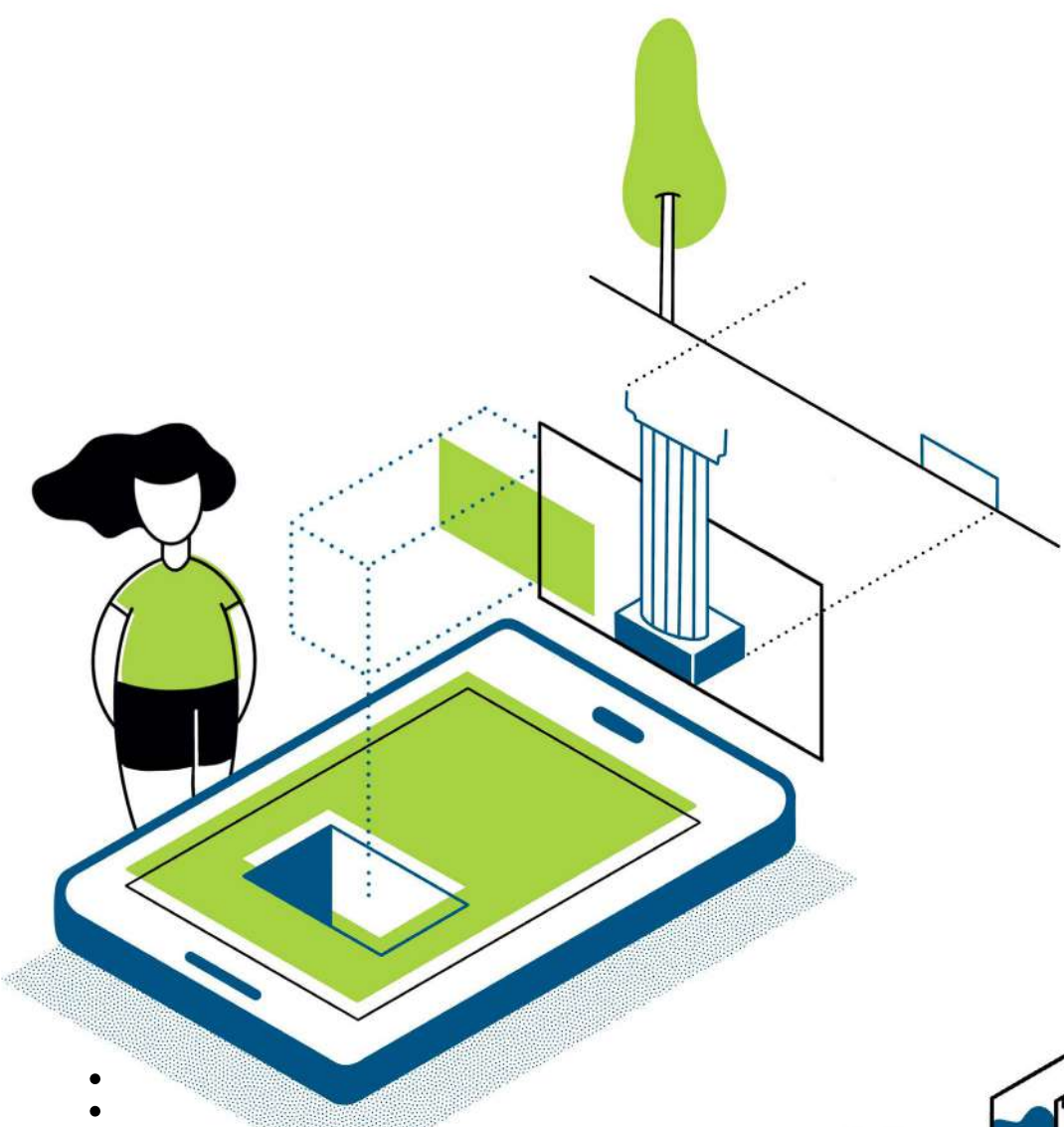
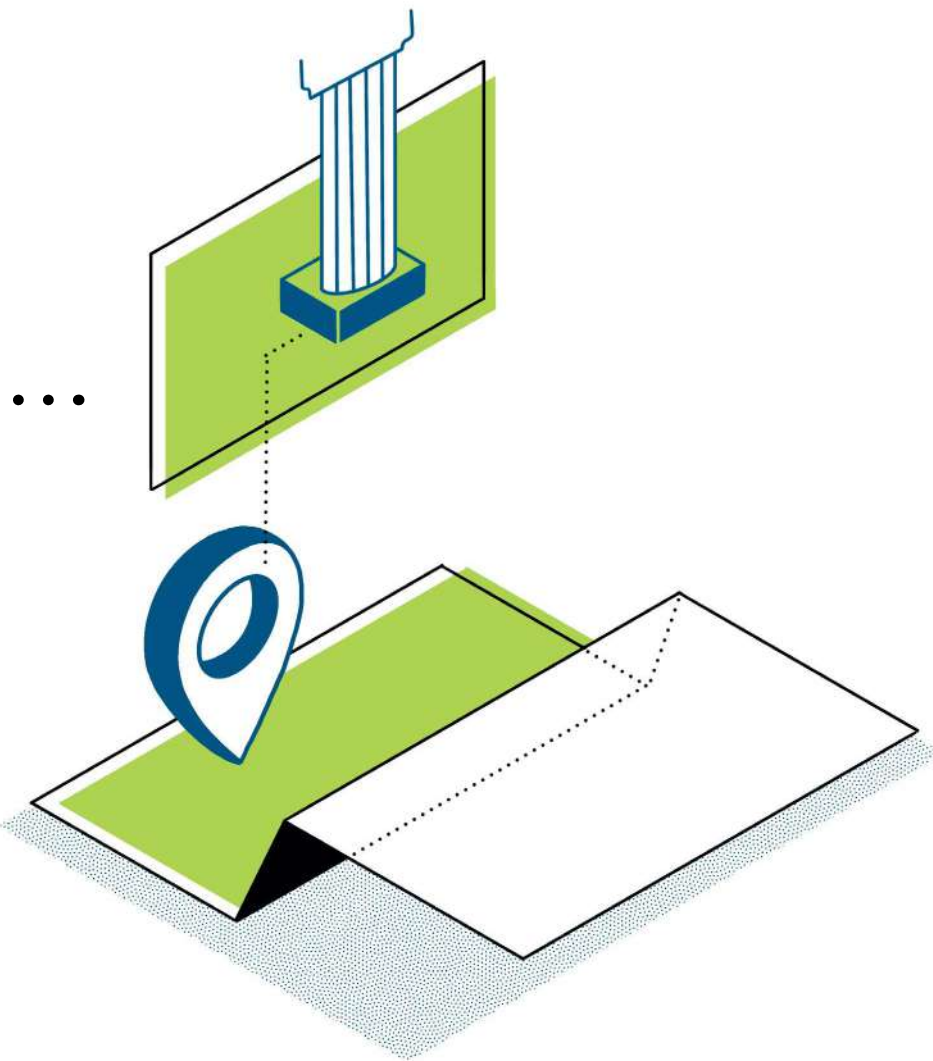
Eureka3D-XR offers 3D and XR tools and services as a competence center to Cultural Heritage institutions. The five developed XR tools support the innovative use of 3D resources of Cultural Heritage collections and sites. The project delivers three showcase scenarios to demonstrate the use and benefit of these tools, as well as learning resources and a training programme.



EUREKA3D-XR TOOL BOX

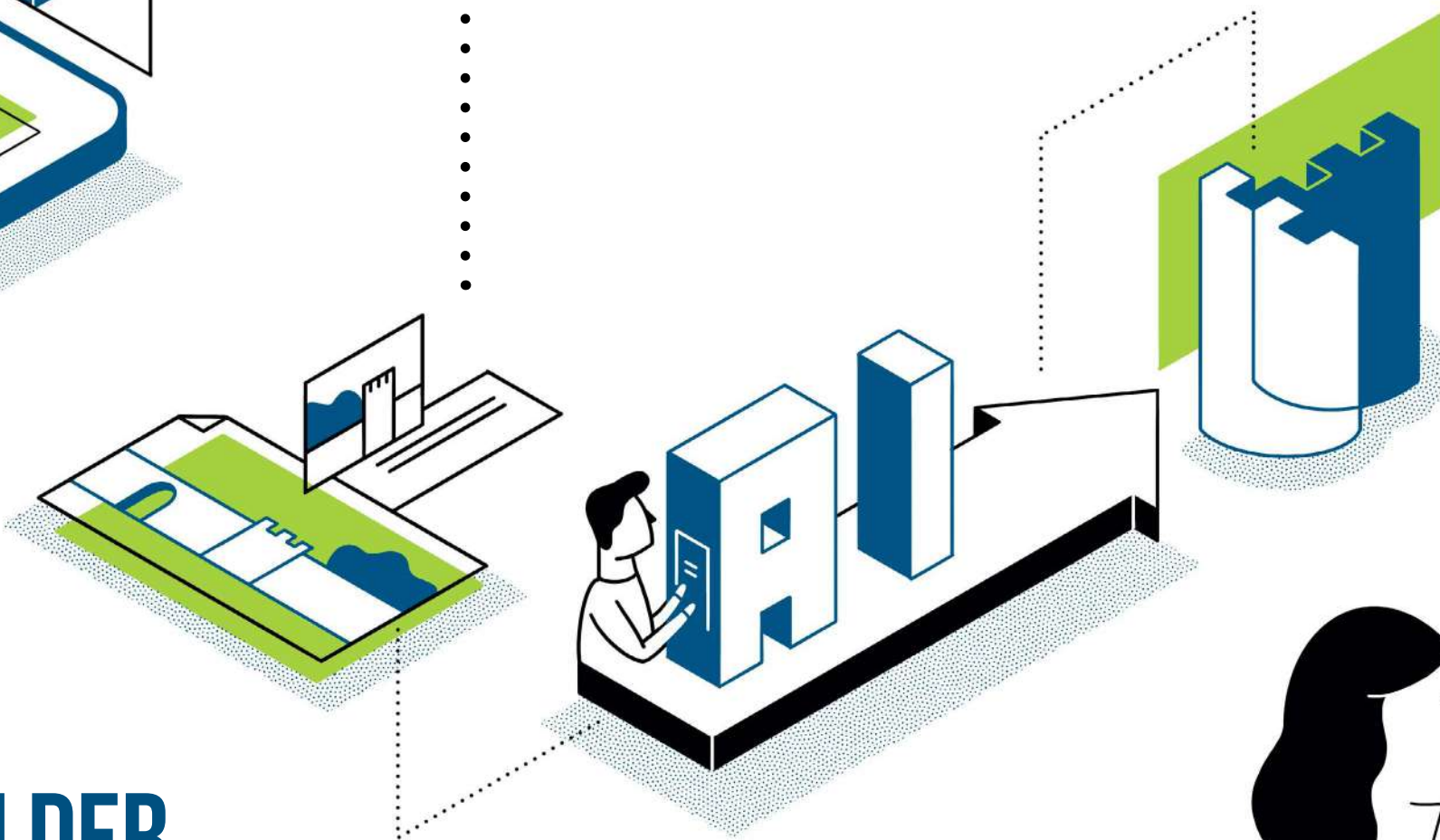
AR TOUR EXPERIENCE (NTUA)

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



AR TOUR BUILDER (NTUA)

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

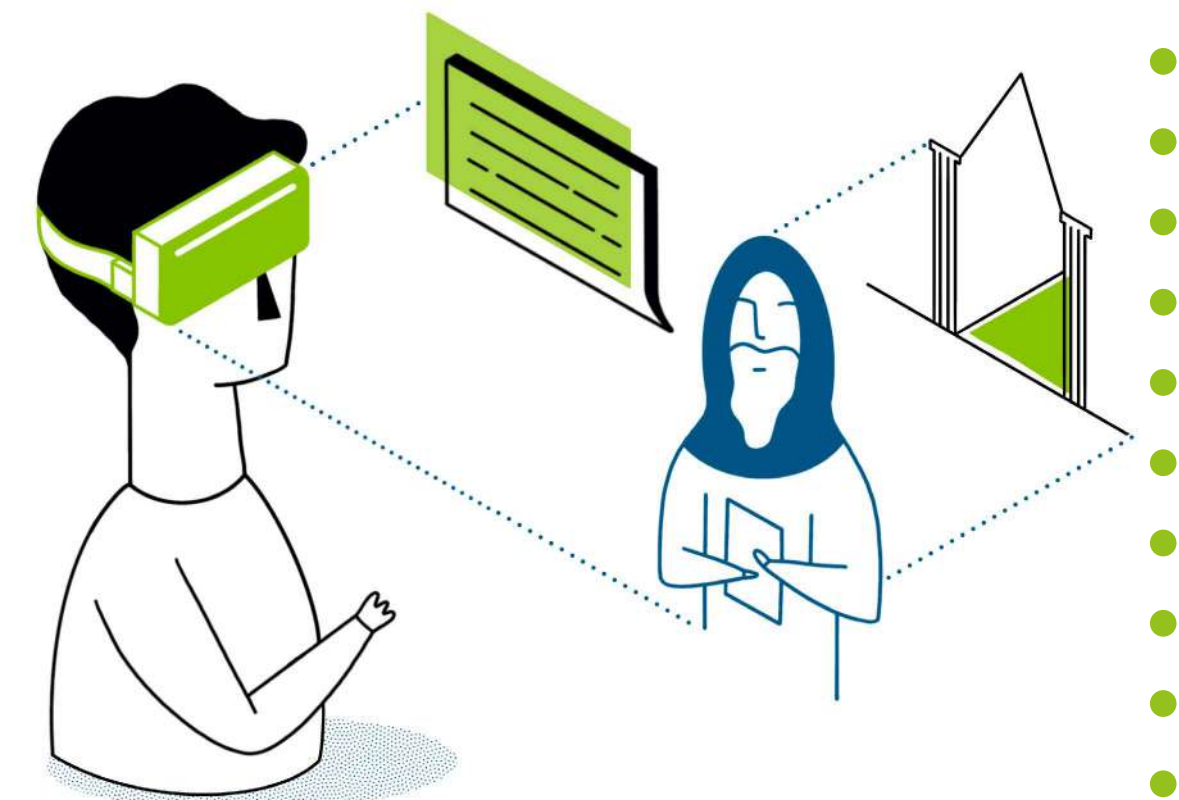
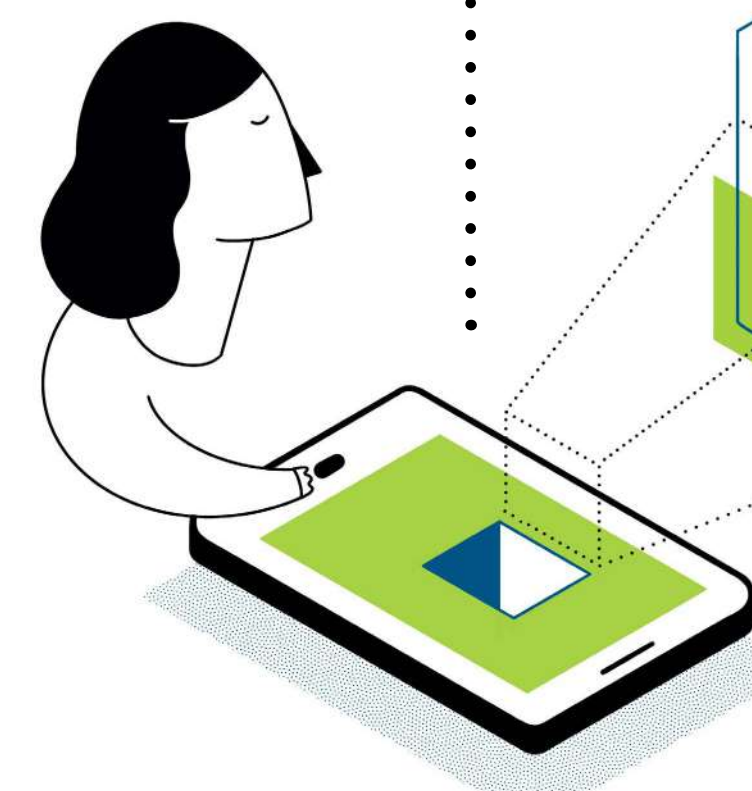


AI 3D BUILDER (SWING.IT)

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

3D XR STUDIO (SWING.IT)

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



AVATAR BUILDER (MIRALAB)

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

SHOWCASE SCENARIOS

GIRONA (CAT)

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



BIBRACTE (FR)

The XR narrative of excavations in process in the Bibracte archaeological site.



PAPHOS (CY)

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



ACCESS AND DISSEMINATION

AGGREGATION TO EUROPEANA



ON-SITE EXPERIENCE

