3D-4CH Launches Its 3D Online Competence Centre: Building Europe's Shared Home for 3D Cultural Heritage
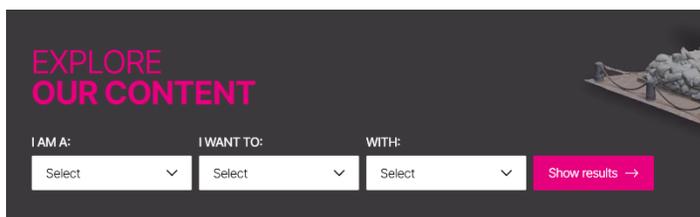

[27 January 2026] The 3D-4CH Online Competence Centre in 3D is officially live — offering cultural heritage professionals a first look at a collaborative digital ecosystem designed to make 3D cultural heritage data more accessible, enriched, and reusable across Europe. Co-funded by the European Union, the platform combines advanced digital tools, training opportunities, and curated knowledge to support a broad range of heritage use cases from research to education and tourism.

> *"As you explore the platform, you are seeing the first stable foundation of what we are building to become Europe's central hub for 3D cultural heritage. This is not a finished product, but a living starting point — a digital home that is still under construction. We are inviting the community to help us shape it, brick by brick."*
> — Marco Medici, 3D-4CH Project Coordinator & CEO, INCEPTION s.r.l.

Designed with Users in Mind

One of the core strengths of the Online Competence Centre in 3D is its user-centric design. Instead of presenting a maze of data and tools, the platform's "User-Intent" navigation allows professionals to find precise resources based on their role and needs — simply by answering prompts like *"I am a…"* and *"I want to…"*. This intuitive approach reflects the consortium's commitment to accessibility and practical utility.

The menue of the Online Competence Centre in 3D allows users to select their own starting point.

Accessibility is not an afterthought: the 3D Online Competence Centre adheres to WCAG 2.1 standards and features a clear, high-contrast visual design to ensure the platform is usable and welcoming to a broad community, including heritage professionals with diverse working environments and needs.
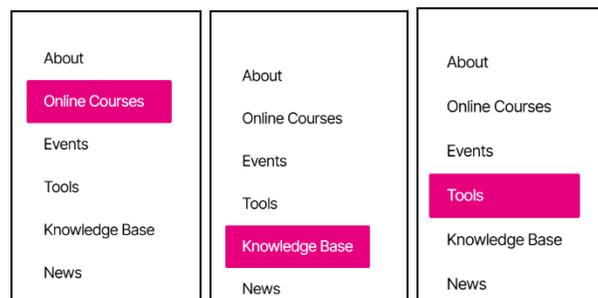
> *"Our goal was to translate a complex ecosystem of tools, standards, and knowledge into a platform that feels intuitive and welcoming. The Online Competence Centre is designed to guide users — whether they are just starting with 3D or working at an advanced technical level — and to grow through continuous collaboration."*
> **— Matevž Straus, Technical Lead for the 3D-4CH Online Competence Centre**

What You Can Find Today

Even in its first version, the Online Competence Centre in 3D hosts a wealth of resources across three integrated pillars:

- **Training Hub:** Interactive courses and professional certifications designed to strengthen 3D digital skills
- **Knowledge Base:** A curated repository of standards, methods, and community contributions
- **Tools Library:** Direct access to AI-driven reconstruction methods, XR applications, web and mobile 3D viewers, and other digital heritage tools

Skills, standards, and software: The core menu of Europe's new home for 3D cultural heritage.

The platform's cloud-native, modular architecture ensures responsive performance even with large datasets. The underlying infrastructure supports scalable deployment of tools and services, including containerised environments for easy adoption across institutions.

Driving Impact Through Collaboration

Built by a pan-European consortium of museums, universities, and tech partners, the OCC moves beyond "tech for tech's sake" to support practical heritage workflows. It enables researchers to visualize artifacts, helps educators engage learners with 3D datasets, and empowers tourism professionals to create immersive stories. The platform invites experts to contribute to the Knowledge Base, test new tools, and join the community events.

> *"We expect the new website of 3D-4CH to be a reference point to facilitate and accelerate the uptake of complex advanced technologies such as 3D, XR and AI, extending its reach and accessibility in terms of EU languages, different levels of knowledge and efficiency."*
> — Fulgencio Sanmartín, Project Officer responsible for the 3D-4CH project at the European Commission

Explore and Contribute

The launch of the 3D Online Competence Centre is just the beginning of a shared journey. Cultural heritage professionals are invited to explore the platform, share their expertise, and help shape the future of 3D cultural heritage in Europe.

Discover the 3D Online Competence Centre:
https://www.3d4ch-competencecentre.eu
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About 3D-4CH

3D-4CH (Online Competence Centre in 3D for Cultural Heritage) is a project co-funded by the European Union that aims to advance digital preservation,

accessibility, and reuse of cultural heritage through 3D digitisation, artificial intelligence, and extended reality technologies. Running from **February 2025 to January 2028**, the initiative brings together over **20 partners from across Europe and Ukraine** to establish a collaborative, sustainable platform for digital heritage.