

3D-4CH Winter school Programme

Date: 21-23 January 2026

Address: Royal Museums of Art and History; Cinquantenaire Park 10, 1000 Brussels

	Day 1 Wednesday, 21 January 2026	Day 2 Thursday, 22 January 2026	Day 3 Friday, 23 January 2026
	Hybrid session – streamed via YouTube	Workshop session	Workshop session
Morning 09:30-12:30	Opening & Institutional Welcome KMKG · European Commission Setting the Scene & EU Project Showcase (chaired by EC) Digital Europe: • Data Space, TwInIt! • 3D-4CH & XRculture • 3DBigDataSpace • Eureka3D Horizon Europe: • ARTEMIS • Stratigraph • Textailes	Overview of the complete digitisation workflow Lecture on goals of the hands-on activities Workshop on storytelling and XR	Workshop on digitisation techniques presentation of the results Publishing, Visualisation, Storage, Licensing Wrap up & next steps
	Networking lunch	Light lunch	
Afternoon 14.00-17.00	Focus on 3D Project Planning How to introduce digital/3D in your institution (best practices & lessons learned) Storage & Web Viewers for TwInIt! Part II • Arctur · 3D Heritage • Talent · Share 3D 2.0 • Zenodo Toolbox (3DBDS) • XRculture Protocol	Hands-on Workshop on Digitisation Techniques Participants split into groups (capture settings & targets vary) Visit to the Plaster Cast Workshop Optional group dinner in town at 18.00	

Colour coding:

Organisational	Remember	Analyse	Evaluate	Create
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