FAIR 3D HERITAGE

Documentation, Publication and Preservation of the Digital 3D Heritage on the Web

14–16 September 2026, Mainz – LUX Pavilion

Conference of the Second Funding Phase of DFG 3D-Viewer Project

Call for Papers

With the proclaimant of the Web3D,[1] 3D data sets have become central to the documentation, analysis and dissemination of cultural heritage on the Web. 3D reconstructions, scans and models are now produced at scale across archives, museums, libraries and research projects. At the same time, questions of standards, metadata, paradata, publication and long-term preservation are becoming increasingly urgent topics while searching for the customized infrastructure.[2]

The DFG 3D-Viewer Conference brings together researchers, heritage professionals, infrastructure providers and software developers to discuss how interoperable, standards-based and applicable 3D workflows can support sustainable digital heritage. We aim to address conceptual, methodological and technical challenges and to encourage exchange between communities. The conference also serves as a final presentation and critical reflection of the second funding phase of the DFG 3D-Viewer project,[3] situating its results within the broader landscape of digital 3D heritage infrastructures.

We invite contributions on theoretical and methodological issues, application scenarios and projects, as well as novel approaches and tools. This includes, but is not limited to, the following areas:

- 3D World Wide Web Exploration and Visualisation (viewer infrastructure),
- Best Documentation Practices (data models, metadata and paradata),
- Web-based Publication Infrastructures and Preservation strategies of Digital 3D Heritage,
- Education, Outreach and Public Engagement with 3D data.

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[1] Web3D Conference Report, 2024. https://www.web3d.org/news-story/web3d-2024-conference-report, last accessed 26 January 2026.

[2] Amico, N., & Felicetti, A. (2024). *3D data long-term preservation in cultural heritage* [Report]. eArchiving Initiative, European Commission. https://digital-strategy.ec.europa.eu/en/library/report-long-term-preservation-3d-data-cultural-heritage, last accessed 26 January 2026.

[3] DFG 3D-Viewer, Second Funding Phase. 2024. https://dfg-viewer.de/en/second-funding-phase, last accessed 26 January 2026.

Thematic areas include:

1. 3D World Wide Web Exploration and Visualisation (viewer infrastructure):

- 3D viewers and publishing platforms for web and XR,
- Integration of 3D with 2D and textual sources,
- User experience and interaction design for exploring 3D heritage,
- Cross-platform and cross-viewer interoperability,
- Integration of 3D data into Linked Open Data and knowledge graph environments (e.g. IIIF 3D, CIDOC CRM extensions).

2. Best Documentation Practices (data models, metadata and paradata):

- Standards and formats for 3D data,
- Metadata schemes and paradata for 3D models,
- FAIR and TRUST principles for 3D data,
- Knowledge-graph and semantic web approaches,
- Ontologies, vocabularies and guidelines for 3D data,
- Community-driven standards, guidelines and best practices for 3D documentation and paradata,
- Documentation and visualisation of hypothetical historical research with 3D data.

3. Web-based Publication Infrastructures and Preservation strategies of Digital 3D Heritage:

- Repositories, archives and long-term preservation workflows,
- National and international infrastructures for 3D cultural heritage,
- Provenance of sources and workflows,
- Governance models for sustainable 3D infrastructures,
- Institutional responsibilities, funding models and long-term maintenance of 3D data and services.

4. Education, Outreach and Public Engagement with 3D:

- Teaching with 3D models and XR in heritage and art history,
- 3D data for exhibitions, mediation and citizen science,
- Co-creation and participatory approaches,
- Ethical, legal and social aspects of 3D heritage data.

Contributions that cut across several of these themes are especially welcome.

Paper Submission

To propose a contribution, please submit an **extended abstract of up to 500 words in British English** (approximately one page, excluding references), including a maximum of two images and 10 references, in **PDF forma**t via our **Google Form** (link on the conference website): https://forms.gle/npUuDQ8c6xAWMioxh8. We welcome the following contribution types:

- Oral presentations on site (15 minutes + discussion),
- Posters (A1 Poster in the exhibition section + 6 minutes presentation/demo).

Abstracts should be anonymised, don't include names or affiliations in abstract text or file name. The extended abstract should clearly present:

- research questions / objectives,
- context and related work,
- methods and data,
- expected or achieved results,
- relevance to the conference themes.

Extended abstracts will undergo a short review by the programme committee, focusing on relevance, clarity, and basic scientific quality. Based on the review, accepted submissions will be assigned either to an oral presentation or a poster presentation.

Publication

Selected authors will be invited to submit a full paper for an open access proceedings volume to be published in the book series [Computing in Art and Architecture (CAaA)](#) in [arthistoricum.net](#) provided by the Heidelberg University Library.

- Full papers will undergo a double-blind peer review process.
- Authors will be asked to follow the arthistoricum.net formatting guidelines (details will be provided with the invitation).
- For the double-blind process, author names and affiliations must be removed from the submitted manuscript.

Important Dates

January 2026	Call for Papers Announcement
~~15 March 2026~~ 31 March 2026	Submission Deadline
~~31 March 2026~~ -15 April 2026	Notification of acceptance
April 2026	Registration Opens
14-16 September 2026	Conference in Mainz
31 October 2026	Full Paper submission

Venue

The conference will be hosted at the **LUX Pavilion of the Hochschule Mainz – University of Applied Sciences**, Mainz, Germany. An excursion to local cultural heritage sites is planned as part of the programme. The event is planned on-site only.

Funding & costs

Thanks to the support of the German Research Foundation (Deutsche Forschungsgemeinschaft DFG), we can offer:

- **Travel cost reimbursement for selected speakers** up to 250,00€ (according to DFG regulations).
- **Lunch, dinner and coffee breaks** for the duration of the conference.

There will be **no conference fee**, but **registration is mandatory** so that we can plan catering and event space. Registration link will be shared on conference website: https://ai-mainz.github.io/fair-3d-heritage

In case of any questions, please contact: dfg3dviewer@gmail.com