15th 3DBODY.TECH Conference & Expo
Lugano, Switzerland · 22-23 October 2024

3DBODY.TECH Conference & Expo - The Premier Multidisciplinary International Conference and Exhibition on 3D Human Body Scanning and Processing Technologies

3DBODY.TECH 2024 - The 15th International Conference and Exhibition on 3D Body Scanning and Processing Technologies will take place on 22-23 October 2024, in Lugano, Switzerland. 3DBODY.TECH 2024 will be held as hybrid event with conference and exhibition taking place onsite in Lugano, with all contents streamed live online and recorded for later view. Attendees will be able to participate in-person onsite or remotely online, whereas speakers will be required to participate in-person onsite (online virtual presentations will be possible in exceptional cases).

3DBODY.TECH TOPICS

3DBODY.TECH provides a platform of eminent professionals, entrepreneurs, academicians and researchers across the globe to present, learn and discuss the latest in 3D/4D body scanning and processing technologies. The multidisciplinary character of 3DBODY.TECH makes it unique and not comparable to any other meeting related to 3D/4D body technologies.

The technical program consists of presentations and demonstrations in, but not limited to, the following areas:
- 3D & 4D body and 3D & 4D face scanning methods, systems and technologies
- 3D & 4D body processing methods and technologies, 3D & 4D scan data processing
- 3D body modeling, 3D body visualization, 3D body printing methods and technologies
- 3D digital humans, virtual humans, avatars, metaverse
- Active and passive 3D & 4D scanning technologies for the human body (full body, bust, head, face, legs, feet, hands, etc.)
- 4D scanning, volumetric capture and MOCAP technologies for the human body
- Mobile, portable and hand-held human body scanning and measurement systems, devices, solutions
- ML (machine learning) and AI (artificial intelligence) for 3D body scanning and processing
- Full body scanning and measurement systems for the apparel and fashion sector
- Applications in medical sciences (plastic surgery, orthotics, prosthetics, forensics, dermatology, etc.)
- Foot scanning and measurement systems for footwear, sport and orthopedics
- Digital anthropometry, anthropometric studies, ergonomics
- Body measurement and sizing campaigns, fitting mannequins
- Applications in sport, health and fitness
- Applications in metaverse, virtual life, games, FX and entertainment
- Applications in social sciences and communication

3DBODY.TECH FACTS

World's largest meeting entirely dedicated to 3D & 4D body scanning and processing technologies
International and multidisciplinary conference and exhibition with focus on various application sectors
Hybrid event with conference & expo taking place onsite and dedicated online conference platform
Onsite and online networking opportunities between all onsite and online attendees, speakers, exhibitors
1 plenary session, 14 technical sessions in dual track, 1 panel discussion, with over 80 presentations
Live streaming of all sessions on the online conference platform and 24h access of all recorded contents
Onsite exhibition of equipment and solutions on 500sqm (5400sqft) with 25-30 exhibitors
Live streaming on the online conference platform of demonstrations and presentations from onsite exhibitors
Over 250 expected international onsite and online participants at the conference and exhibition

CALL FOR PAPERS - SUBMISSION OF ABSTRACTS

Authors wishing to present their works at the conference are invited to submit their extended abstract(s) to the conference office. Extended abstract should consist of 250-500 words and images.

Please send the extended abstract as pdf file, including name, address, affiliation, e-mail of the authors, by e-mail to info@3dbody.tech.

Acceptance process, conference proceedings, ISBN & DOI, papers & recordings

The submitted abstracts will be evaluated and reviewed for acceptance. Authors of accepted abstracts should submit full papers following the given guidelines and present the paper personally onsite at the conference. Online virtual presentations will be possible only in exceptional cases. The full presenter/speaker registration fees have to be paid.

The submitted papers will be published in the conference proceedings, available in digital form and with ISBN number. DOI (digital object identification) numbers will be assigned to the single published papers.   https://proc.3dbody.tech

Important dates and deadlines

Extended abstracts: 30 April 2024   Authors' notification: 30 June 2024   Full papers: 31 Aug. 2024

CONFERENCE PROGRAM

The program of the conference will be structured, during two full days, in an opening session, 14 technical sessions in dual track, a plenary panel discussion, 7 exhibitors live demonstrations sessions, accommodating in total over 80 scientific and technical presentations and demonstrations, grouped according to various topics and application areas.

The parallel technical exhibition will allow manufacturers, developers, institutions to demonstrate live 3D/4D body scanning systems, software solutions and applications to onsite and online attendees/participants.

In a third track on the online conference platform, exhibitors will host live streams sessions from the onsite exhibition or from their HQs/offices, allowing to discuss and demonstrate live 3D/4D body scanning systems, software solutions and applications to online participants.

Breaks between the technical sessions and social events are planned in order to increase the possibilities for building relationships and exchanging ideas between attendees, speakers, authors and exhibitors. Coffee breaks take place in the morning and afternoon, lunch boxes will be distributed to all attendees during lunch breaks and a rich welcome cocktail will be offered after the last session of the first day of the conference.

REGISTRATION FEES

Each attendee/participant/delegate and each speaker/presenter that wishes to attend (personally onsite or remotely online) the conference and exhibition must register and pay the registration fees before the begin of the conference.

Registration fees include admission to all sessions and the exhibition, coffee brakes and lunches, and full access to the online conference platform (during and 30 days after the conference) and to the conference proceedings.

Online/virtual registration fees include only access to the online conference platform and the conference proceedings.

Registration fees	Attendee	Speaker	Student	1-day	Online	
Super saver, before 1 June	600 CHF	550 CHF	500 CHF	300 CHF	200 CHF	
Early bird, 1 June - 31 July	700 CHF	650 CHF	600 CHF	400 CHF	300 CHF	
Regular, 1 Aug. - 30 Sept.	800 CHF	750 CHF	700 CHF	500 CHF	400 CHF	*Prices are in Swiss francs (CHF) and*
Late, from 1 October:	900 CHF	850 CHF	800 CHF	600 CHF	500 CHF	*inclusive of taxes (when applicable).*

EXHIBITORS FEES

The technical exhibition will take place in parallel to the conference and will be accessible to all attendees and participants of the conference. Different affordable levels for exhibitors are available.

Early bird: 20% discount on the basic fees by registering before 1 May 2024.

GOLD exhibitor
· 9m^2 (3x3m) exhibition space
· tables, chairs, el. plug, WiFi
· 3 onsite + 1 online registr./participants
· presentations at tech. sessions
· short present. at opening session
· live demo streamed + recorded
· logo, link, text on website
· cost: 3200 CHF
  early bird: 2600 CHF

SILVER exhibitor
· 4m^2 (2x2m) exhibition space
· 1 table, 2 chairs, el. plug, WiFi
· 2 onsite + 1 online registr./participants
· 1 presentation at tech. sessions
· short present. at opening session
· live demo streamed + recorded
· logo, link, text on website
· cost: 2000 CHF
  early bird: 1600 CHF

BRONZE exhibitor
· 2m^2 (2x1m) exhibition space
· 1 table, 2 chairs, el. plug, WiFi
· 1 onsite + 1 online registr./participants
· 1 presentation at tech. session
· live demo streamed + recorded
· logo, link, text on website
· cost: 1000 CHF
  early bird: 800 CHF

VIRTUAL exhibitor
· 1 online registr./participant
· 1 (online) present. at tech. session
· virtual exhibition booth
· logo, link, text on website
· cost: 800 CHF
  early bird: 650 CHF

Additional registrations/participants

		early bird
+ 1 onsite registration/participants:	700 CHF	600 CHF
+ 2 onsite registrations/participants:	1300 CHF	1100 CHF
+ 3 onsite registrations/participants:	1800 CHF	1500 CHF
+ 1 1-day registration/participant:	400 CHF	350 CHF
+ 1 online registration/participant:	300 CHF	250 CHF

Prices are in Swiss francs (CHF) and inclusive of taxes (when applicable).

LOCATION: LUGANO - SWISS MEDITERRANEAN STYLE

Lugano is situated 80 km north of Milan, in Ticino, an alpine canton in the South of Switzerland. This quiet, compact city of spacious parks lies on the shores of beautiful Lake Lugano, in an unspoilt landscape of lush hills and wild, remote valleys. Local area attractions and short day trips can make this conference the opportunity of a mini vacation.

Milan Malpensa international airport (MXP) is 70km from Lugano and directly connected to Lugano by rail (1h 40min).
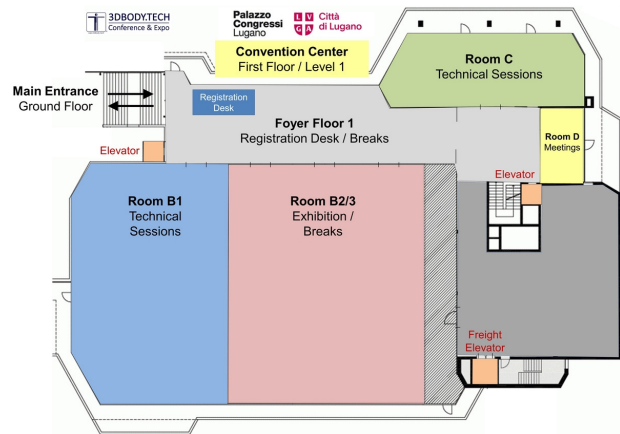
Zurich international airport (ZRH) is located 200km from Lugano and connected to Lugano by rail (2h 15min).

Lugano is within driving distance from major cities in Switzerland, Italy, Germany and France.
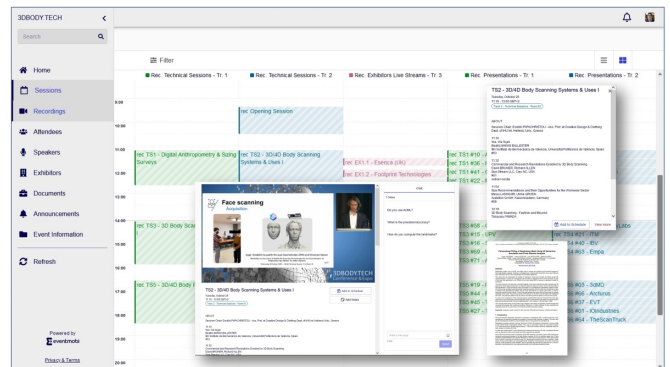

CONFERENCE AND EXHIBITION VENUE

The conference and exhibition will be held at the Lugano convention center which is centrally located, right next to the splendid municipal park, directly on the lake shore. The center is located within easy walking distance of many hotels, shops and attractions. The dual-track technical sessions, the parallel technical exhibition and the breaks will take place in adjacent spaces on the first floor.

3DBODY.TECH ONLINE CONFERENCE PLATFORM

The 3DBODY.TECH 2024 online conference platform will allow all participants to access and view all live streams and all recorded contents: technical sessions, exhibitors' demonstrations, single presentations. The online conference platform will also offer extended networking opportunities during the conference: it will be possible to browse and search all participants (attendees, speakers, exhibitors) and contact or communicate with them by different means (messaging, live chats, video calls). The online conference platform will be active and accessible to all (onsite and online) participants during the conference and for 30 days after the conference.

CONTACT INFORMATION

3DBODY.TECH Conference Office
HOMETRICA CONSULTING - Dr. Nicola D'Apuzzo
Contrada Maggiore 2, CH-6612 Ascona, Switzerland
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Conference Venue
Lugano Convention Center - Palazzo dei Congressi
Piazza Indipendenza 4, CH-6900 Lugano, Switzerland
www.luganoconventions.com   +41 58 866 66 30