



11th 3DBODY.TECH Conference & Expo

Lugano, Switzerland · 21-22 October 2020

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

3DBODY.TECH 2020 - The 11th International Conference and Exhibition on 3D Body Scanning and Processing Technologies will take place on 21-22 October 2020, in Lugano, Switzerland. 3DBODY.TECH 2020 will be held as hybrid event, with real on-site conference, real on-site exhibition, on-line streaming, virtual on-line engagement. In-person/on-site and virtual/on-line participation will be available for attendees, speakers, exhibitors.



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 body scanning and processing technologies. The multidisciplinary character of 3DBODY.TECH makes it unique and not comparable to any other meeting related to 3D body technologies. The program consists of technical presentations and live demonstrations in, but not limited to, the following areas:

- 3D & 4D body and 3D & 4D face scanning methods, systems and technologies
- 3D body processing methods and technologies
- Machine learning and artificial intelligence for 3D body scanning and processing
- 3D body modeling, 3D body visualization, 3D body printing methods and technologies
- Active 3D body scanning technologies (laser scanning, white-light scanning, RGB-D)
- Passive body scanning methods (stereo photogrammetry, visual-hull)
- Portable and hand-held human body scanning and measurement devices
- Full body scanning systems for the apparel and fashion sector
- Applications in medical sciences (plastic surgery, orthotics, prosthetics, forensics, etc.)
- Foot scanning, custom footwear and orthopedics
- Digital anthropometry, anthropometric studies, ergonomics
- Body measurement and sizing campaigns, fitting mannequins
- Biometrics and applications in security
- Applications in sport, health and fitness
- Human body and face modeling, animation and simulation
- Applications in virtual life, games and entertainment
- 3D body scanning for arts, sculpture and 3D printing

3DBODY.TECH FACTS

World's largest meeting entirely dedicated to 3D body scanning and processing technologies

Hybrid event with conference and exhibition taking place on-site and added virtual content

Multidisciplinary conference and exhibition with focus on various application sectors

1 plenary session, 14 technical sessions, 1 poster session, with over 80 presentations

Exhibition of equipment and solutions on 500sqm (5400sqft) with 25-30 exhibitors

In-person/on-site or virtual/online/remote participation possible

Over 250 expected international participants at the conference and exhibition

Strong international character with participants from all over the world

CALL FOR PAPERS - SUBMISSION OF ABSTRACTS

If you would like to present a paper (personally or virtually) at the conference, please send an extended abstract (250-500 words and images), including name, address, affiliation, e-mail of the authors, by e-mail to info@3dbody.tech.

Acceptance process, conference proceedings, ISBN & DOI, on-line papers

The submitted abstracts will be evaluated and reviewed acceptance. Authors of accepted abstracts should submit full papers following the given guidelines and present the paper (personally or virtually) at the conference.

Note: we offer also the possibility to participate online/remotely at 3DBODY.TECH 2020, as virtual speaker/presenter.

The submitted papers will be published on conference proceedings, available in digital form and with ISBN number.

DOI (digital object identification) numbers will be assigned to the single published papers.

The abstracts and the papers will be available on-line at the website www.3dbody.tech/cap.

Important dates and deadlines

- Extended abstracts: ~~31 May~~ 20 June
- Author notification: 30 June 2020
- Full papers: 31 Aug. 2020
- Virtual presentations: 30 Sept. 2020

CHALLENGES - CALL FOR PROPOSALS

3DBODY.TECH 2020 will host two different types of challenges: on-site challenges and dataset-based challenges.

Participation at challenges will be available to attendees and exhibitors of 3DBODY.TECH Conference & Expo.

On-site challenges will consist of 3D/4D body scanning and/or processing tasks to be conducted during the conference.

Dataset-based challenges will involve processing of 3D/4D dataset of various type to be conducted before the conference.

Results of challenges will be presented during the conference, winners/awards will be announced at the closing session.

If you would like to propose a challenge and/or provide dataset, please contact us by e-mail info@3dbody.tech.

CONFERENCE PROGRAM

The technical program will consist of oral presentations, virtual presentations, poster presentations, live demonstrations.

Program outline

The program of the conference will be structured, during two full days, in an opening session, 14 technical sessions in dual track, 1 poster session, accommodating in total over 80 scientific and technical presentations, grouped according to various topics and application areas.

Virtual attendees will be able to participate online to all sessions.

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

Coffee breaks, lunches and social events are planned in order to increase the possibilities for building relationships and exchanging ideas between attendees, speakers and exhibitors.

3DBODY.TECH 2020 10th International Conference and Exhibition on 3D Body Scanning and Processing Technologies Lugano, Switzerland, 21-22 October 2020, www.3dbody.tech						
Time	Wednesday 21 October 2020		Thursday 22 October 2020			
08:00	Registration		Exhibition Setup	Registration		Exhibition Setup
09:00	Opening Session & Challenges Presentations		Exhibition & Poster Session	Technical Session 7 3D Hand & Foot Scanning	Technical Session 8 AI & ML for 3D/4D Body Technologies	Exhibition
10:00				Coffee Break		
11:00	Technical Session 1 Medical 3D Scanning Systems	Technical Session 2 3D Body Scanning for Apparel		Technical Session 9 3D Body Technology for Social Sciences	Technical Session 10 3D/4D Body Processing	
12:00	Lunch Break			Lunch Break		
13:00	Lunch Break			Lunch Break		
14:00	Lunch Break		Lunch Break			
15:00	Technical Session 3 3D Face & Body Scanning in Medicine	Technical Session 4 3D Body Scanning Systems	Technical Session 11 3D Body Technology for Health & Sport	Technical Session 12 Body Modeling & Avatars		
16:00	Coffee Break		Coffee Break		Exhibition Breakdown	
17:00	Technical Session 5 Digital Anthropometry & Ergonomics	Technical Session 6 3D Technologies for Apparel	Technical Session 13 4D Body Scanning & MOCAP	Technical Session 14 Anthropometric Surveys & Studies		
18:00	Welcome Cocktail		Closing Session & Challenges Awards			
19:00	Welcome Cocktail		Closing Session & Challenges Awards			

REGISTRATION FEES

Each attendee/participant/delegate and each speaker/presenter that wishes to attend (personally or virtually) the conference and visit the technical exhibition must register and pay the registration fees before the conference.

Note: we offer also the possibility to participate online/remotely, as virtual attendee or virtual speaker/presenter.

	Early, before 15 July	Regular	Late, after 15 Sept.
Attendee/delegate, 2 days:	600 CHF, virtual 500 CHF	650 CHF, virtual 550 CHF	700 CHF, virtual 600 CHF
Presenter/speaker, 2 days:	550 CHF, virtual 450 CHF	600 CHF, virtual 500 CHF	650 CHF, virtual 550 CHF
Student, 2 days:	500 CHF, virtual 400 CHF	550 CHF, virtual 450 CHF	600 CHF, virtual 500 CHF
1 day only attendee:		450 CHF, virtual 350 CHF	500 CHF, virtual 400 CHF

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

EXHIBITORS AND SPONSORS FEES

The technical exhibition takes place in parallel to the conference and is accessible to all attendees and participants of the conference. Different affordable levels for exhibitors/sponsors are available.

GOLD exhibitor & sponsor

- 9m² (3x3m) exhibition space
- additional space possible
- tables, chairs, el. plug, WiFi
- 2 full and 1 staff registration
- logo, link, text on website
- leaflets in conference bags
- cost: 2950 CHF

SILVER exhibitor & sponsor

- 3m² (2x1.5m) exhibition space
- additional space possible
- 1 table, chairs, el. plug, WiFi
- 1 full and 1 staff registration
- logo, link, text on website
- leaflets in delegate bags
- cost: 1650 CHF

BRONZE exhibitor

- 1m² (2x0.5m) exhibition space
- 1 table, el. plug, WiFi
- 1 full registration
- logo, link, text on website
- cost: 1150 CHF

BRONZE sponsor

- logo, link, text on website
- leaflets in conference bags
- cost: 650 CHF

VIRTUAL exhibitor & sponsor

- details to be determined

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

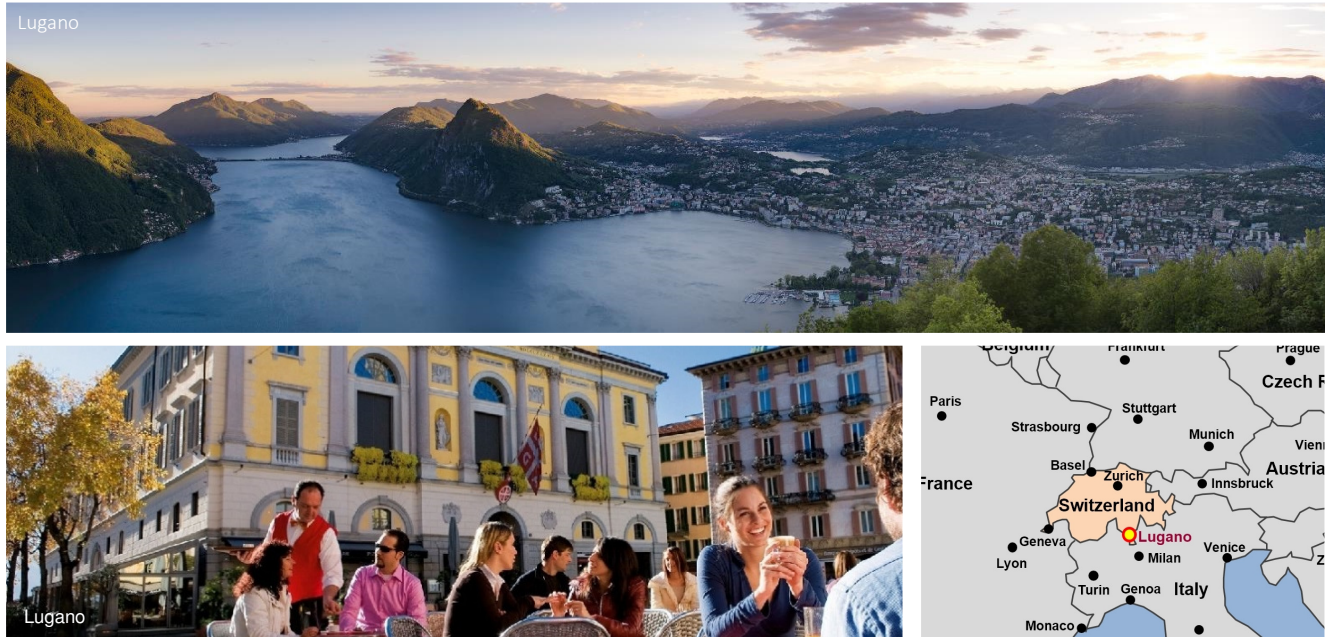
LOCATION: LUGANO - SWISS MEDITERRANEAN STYLE

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 40min).

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.



COVID-19

We understand there are concerns and questions around the novel coronavirus (COVID-19) in relation to the 3DBODY.TECH Conference & Expo and we would like to reassure you that the health and safety of our attendees, exhibitors, and staff are our priority. We are closely monitoring the situation and following the guidance of the Swiss Federal Office of Public Health (FOPH) and the World Health Organization (WHO).

3DBODY.TECH Conference & Expo will take place in Lugano Switzerland, on 21-22 October 2020. In order to cope with the particular situation caused by the novel corona virus, 3DBODY.TECH 2020 will be held as hybrid event, with real conference and exhibition taking place onsite in Lugano, and with added virtual content, online streaming and virtual online engagement. Attendees, speakers, exhibitors will be able to participate in person or online/remotely.

CONTACT INFORMATION

3DBODY.TECH Conference Office

HOMETRICA CONSULTING - Dr. Nicola D'Apuzzo
Via Collegio 28, CH-6612 Ascona, Switzerland
www.3dbody.tech info@3dbody.tech +41 91 791 5524

Conference venue

Lugano Convention Center - Palazzo dei Congressi
Piazza Indipendenza 4, CH-6900 Lugano, Switzerland
www.luganoconventions.com +41 58 866 66 30