

CALL FOR REGISTRATIONS - 3DBODY.TECH 2023 ONSITE + ONLINE



# 14<sup>th</sup> 3DBODY.TECH Conference & Expo

## Lugano, Switzerland · 17-18 October 2023

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

3DBODY.TECH 2023 - The 14th International Conference and Exhibition on 3D Body Scanning and Processing Technologies will take place on 17-18 October 2023, in Lugano, Switzerland.

3DBODY.TECH 2023 will be held as hybrid event with conference and exhibition taking place onsite in Lugano, with all contents livestreamed online and recorded for later view. Onsite and online participation will be possible.



### 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 topics on 3D/4D body scanning and processing. The multidisciplinary character of 3DBODY.TECH makes it unique and not comparable to any other meeting related to 3D/4D 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, 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 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
- Machine learning and 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, 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

## 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, 6 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.

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

The preliminary program is available as PDF file: [https://3dbody.tech/docs/3dbody2023\\_program.pdf](https://3dbody.tech/docs/3dbody2023_program.pdf)

3DBODY.TECH 2023 ONSITE + ONLINE, Lugano, Switzerland, 17-18 October 2023, <a href="https://3dbody.tech">https://3dbody.tech</a> 14th International Conference and Exhibition on 3D Body Scanning and Processing Technologies CEST (Central European Summer Time) UTC+2 - Time Zone Rome/Paris/Berlin/Madrid				
Time	Tuesday 17 October 2023		Wednesday 18 October 2023	
08:00	Registration		Registration	Exhibition
09:00	Opening Session		Technical Session 7 3D Digital Humans, Avatars, Body Modeling	Technical Session 8 3D/4D Body Scanning for Apparel II Onsite Exhibitors Live Stream 4
10:00	Coffee Break		Coffee Break	
11:00	Technical Session 1 Digital Anthropometry & Sizing Surveys	Technical Session 2 3D/4D Body Scanning Systems & Uses I	Technical Session 9 3D/4D Body Technologies for Health & Sport	Technical Session 10 3D/4D Body Scanning Systems & Uses III Onsite Exhibitors Live Stream 5
12:00	Lunch Break		Lunch Break	
13:00	Lunch Break		Technical Session 11 3D Body Scanning in Medicine II	Technical Session 12 3D/4D Body Scanning Systems & Uses IV Onsite Exhibitors Live Stream 6
14:00	Technical Session 3 3D Body Scanning in Medicine I	Technical Session 4 3D/4D Body Scanning for Apparel I	Coffee Break	
15:00	Coffee Break		Panel Discussion	
16:00	Coffee Break		Break	
17:00	Technical Session 5 3D/4D Body Processing	Technical Session 6 3D/4D Body Scanning Systems & Uses II	Technical Session 13 3D/4D Technologies for Apparel	Technical Session 14 3D Foot Scanning Onsite Exhibition Breakdown
18:00	Welcome Cocktail		Closing Session	
19:00	Welcome Cocktail		Closing Session	

## PRESENTATION PROPOSALS, ABSTRACTS, PAPERS

Submission of proposals/abstracts/papers is closed. Slots for additional presentations may however be available.

For any questions about late submission of presentation proposals, abstracts or papers, please contact the conference office at [info@3dbody.tech](mailto:info@3dbody.tech).

## REGISTRATION FEES - ONSITE + ONLINE

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.

Note: all registration types (onsite and online) include full access to the online conference platform.

### Registration fees

Attendee/delegate	Presenter/speaker	Student (undergraduate)	1-day attendee/delegate
800 CHF, online 500 CHF	750 CHF	700 CHF, online 400 CHF	500 CHF

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

## EXHIBITORS AND SPONSORS FEES - ONSITE + ONLINE

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 & sponsors are available.

### GOLD exhibitor & sponsor

- 9m<sup>2</sup> (3x3m) exhibition space
- tables, chairs, el. plug, WiFi
- 3 onsite registrations included
- presentations at tech. sessions
- short present. at opening session
- live demo livestreamed + recorded
- virtual exhibition booth
- logo, link, text on website
- cost: 4000 CHF

### SILVER exhibitor & sponsor

- 4m<sup>2</sup> (2x2m) exhibition space
- 1 table, 2 chairs, el. plug, WiFi
- 2 onsite registrations included
- 1 presentation at tech. sessions
- short present. at opening session
- live demo livestreamed + recorded
- virtual exhibition booth
- logo, link, text on website
- cost: 2500 CHF

### BRONZE exhibitor & sponsor

- 2m<sup>2</sup> (2x1m) exhibition space
- 1 table, 2 chairs, el. plug, WiFi
- 1 onsite registration included
- 1 presentation at tech. session
- virtual exhibition booth
- logo, link, text on website
- cost: 1500 CHF

### BASIC/VIRTUAL exhibitor & sponsor

- 1 online registration included
- 1 (online) present. at tech. session
- virtual exhibition booth
- logo, link, text on website
- cost: 1000 CHF

### Additional registrations (incremental discount)

+ 1 onsite registration:	700 CHF	+ 1 online registration:	400 CHF
+ 2 onsite registrations:	650 CHF each	+ 2 online registrations:	350 CHF each
+ 3 and more onsite regs.:	600 CHF each	+ 3 and more online regs.:	300 CHF each

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 unspoiled 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).

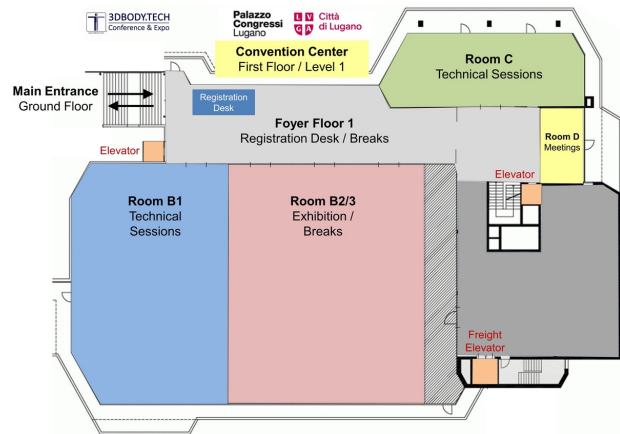
Zurich international airport (ZRH) is located 200km from Lugano and connected to Lugano by rail (2h 15min).

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



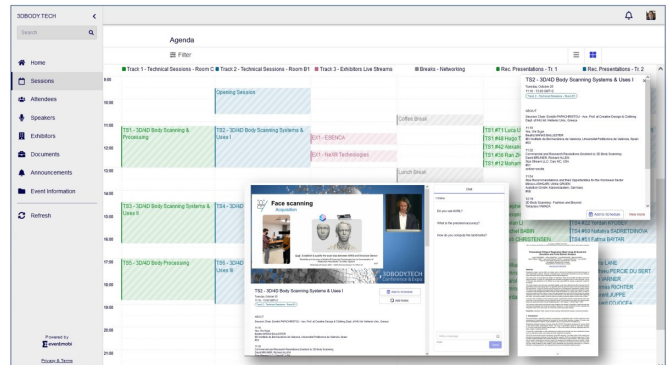
## CONFERENCE AND EXHIBITION VENUE

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 2023 online conference platform will allow all participants to access all live streams, all recorded contents, all group discussions and to use tools for networking (messaging, live chats, video calls) with other participants online as well as with onsite attendees, speakers, exhibitors. The online conference platform will be active and accessible to all participants during the conference and for 30 days after the conference, allowing to view all recorded contents (technical sessions, exhibitors' demonstrations, single presentations) and to continue networking with other participants.



## CONTACT INFORMATION

3DBODY.TECH Conference Office  
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Lugano Convention Center - Palazzo dei Congressi  
Piazza Indipendenza 4, CH-6900 Lugano, Switzerland  
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