

2<sup>nd</sup> CALL FOR PAPERS AND EXHIBITORS - 3DBODY.TECH 2021 ONSITE + ONLINE



www.3dbody.tech

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

## Lugano, Switzerland · 19-20 October 2021

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

3DBODY.TECH 2021 - The 12th International Conference and Exhibition on 3D Body Scanning and Processing Technologies will take place on 19-20 October 2021, in Lugano, Switzerland.

3DBODY.TECH 2021 will be held as hybrid event with conference and exhibition taking place onsite in Lugano and added online content. In-person onsite and remote online participation will be possible 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 latests 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 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
- 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
- Biometrics and applications in security
- Applications in sport, health and fitness
- Applications in virtual life, games, FX and entertainment
- Applications in social sciences and communication

### 3DBODY.TECH FACTS

World's largest meeting entirely dedicated to 3D 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

In-person onsite and remote online participation possible for attendees, speakers, exhibitors

Onsite and online networking opportunities between all onsite and online attendees, speakers, exhibitors

1 plenary session, 14 technical sessions in dual track, 1 poster session, with over 80 presentations (onsite and online)

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 personally onsite or remotely online at the conference are invited to submit their extended abstract (250-500 words and images), including name, address, affiliation, e-mail of the authors.

Please send the extended abstract as pdf file by e-mail to [info@3dbody.tech](mailto:info@3dbody.tech).

## Important dates and deadlines

- Extended abstracts: 31 May 2021
- Authors' notification: 30 June 2021
- Full papers: 31 Aug. 2021
- Presentation videos: 30 Sept. 2021

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

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 or remotely online) at the conference.

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.

## CONFERENCE PROGRAM

The program of the conference will be structured, during two full days, in an opening session and 14 technical sessions in dual track, accommodating in total over 80 scientific and technical presentations, 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, allowing to discuss and demonstrate live 3D/4D body scanning systems and software solutions 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.

3DBODY.TECH 2021 ONSITE + ONLINE, Lugano, Switzerland, 19-20 October 2021, <a href="http://www.3dbody.tech">www.3dbody.tech</a> 12th 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 19 October 2021		Wednesday 20 October 2021		
08:00	Registration		Exhibition Setup	Registration	Exhibition Setup
09:00	Opening Session		Exhibition Onsite Online	Technical Session 7 3D Hand & Foot Scanning	Technical Session 8 AI & ML for 3D/4D Body Technologies
10:00	Coffee Break / 1-on-1 Networking		Exhibitors Live Stream 1	Coffee Break / 1-on-1 Networking	
11:00	Technical Session 1 Medical 3D Scanning Systems	Technical Session 2 3D Body Scanning for Apparel	Exhibitors Live Stream 2	Technical Session 9 3D Body Technology for Social Sciences	Technical Session 10 3D/4D Body Processing
12:00	Lunch Break 1-on-1 Networking			Lunch Break 1-on-1 Networking	
13:00	Lunch Break 1-on-1 Networking		Exhibitors Live Stream 3	Technical Session 11 3D Body Technology for Health & Sport	Technical Session 12 Body Modeling & Avatars
14:00	Technical Session 3 3D Face & Body Scanning in Medicine	Technical Session 4 3D Body Scanning Systems		Coffee Break / 1-on-1 Networking	
15:00	Coffee Break / 1-on-1 Networking		Exhibitors Live Stream 4	Technical Session 13 4D Body Scanning & MOCAP	Technical Session 14 Anthropometric & Sizing Studies
16:00	Technical Session 5 Digital Anthropometry & Ergonomics	Technical Session 6 3D Technologies for Apparel		Closing Session	
17:00	Welcome Cocktail 1-on-1 Networking		Post-conference 1-on-1 Networking		Onsite Exhibition Breakdown
18:00					
19:00					

## 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.

	Early, before 15 July	Regular	Late, after 15 Sept.
Attendee/delegate:	600 CHF, online 500 CHF	650 CHF, online 550 CHF	700 CHF, online 600 CHF
Presenter/speaker:	550 CHF, online 450 CHF	600 CHF, online 500 CHF	650 CHF, online 550 CHF
Student (under grad.):	500 CHF, online 400 CHF	550 CHF, online 450 CHF	600 CHF, online 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
- 2 full and 1 staff registrations
- presentations at tech. sessions
- short present. at opening session
- virtual exhibition booth
- logo, link, text on website
- cost: 2950 CHF

### VIRTUAL exhibitor & sponsor

- 1 online registration
- 1 online presentation at a tech. sess.
- virtual exhibition booth
- logo, link, text on website
- cost: 1050 CHF

### SILVER exhibitor & sponsor

- 3m<sup>2</sup> (2x1.5m) exhibition space
- 1 table, chairs, el. plug, WiFi
- 1 full and 1 staff registrations
- 1 presentation at a tech. session
- short present. at opening session
- virtual exhibition booth
- logo, link, text on website
- cost: 1650 CHF

### BASIC sponsor

- virtual booth (no interaction)
- logo, link, text on website
- cost: 550 CHF

### BRONZE exhibitor & sponsor

- 1m<sup>2</sup> (2x0.5m) exhibition space
- 1 table, el. plug, WiFi
- 1 full registration
- 1 presentation at a tech. session
- virtual exhibition booth
- logo, link, text on website
- cost: 1250 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).

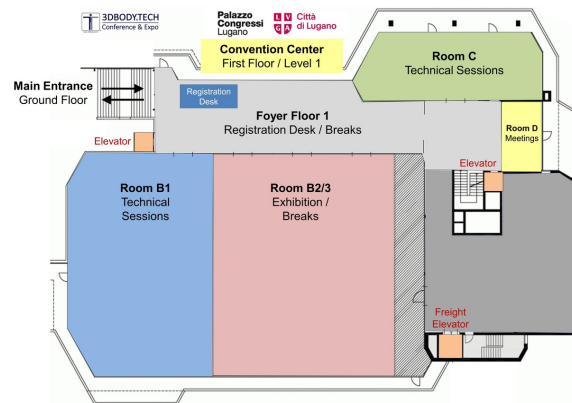
Zurich international airport (ZRH) is located 200km from Lugano and connected to Lugano by rail (2h 15min).

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



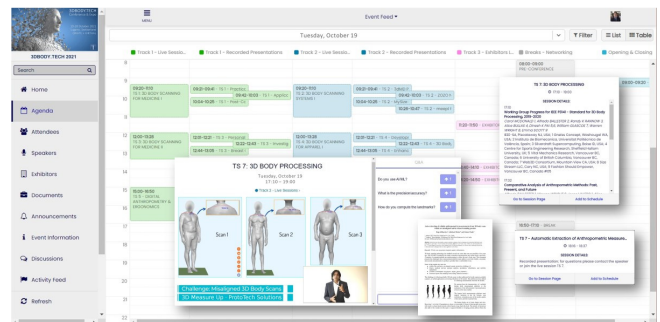
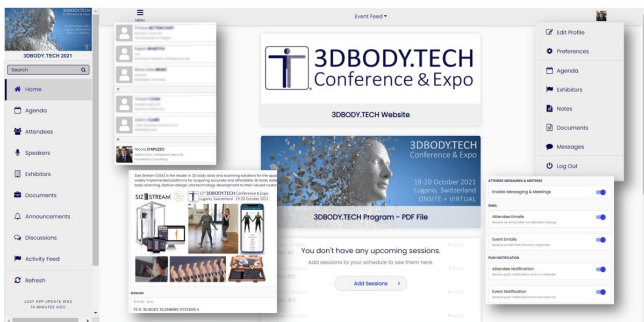
## CONFERENCE AND EXHIBITION VENUE

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 2021 online conference platform will allow all attendees to access all live streams, all recorded contents, all group discussions and to use tools for networking (messaging, live chats, video calls) with other online participants, as well as with onsite attendees, speakers, exhibitors. The online conference platform will be active and accessible to all attendees for 30 days after the conference, allowing to view all recorded contents (live technical sessions, live exhibitors' demonstrations, single presentation videos) and to continue contacting/messaging with other participants.



## CONTACT INFORMATION

**3DBODY.TECH Conference Office**  
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**Conference Venue**  
Lugano Convention Center - Palazzo dei Congressi  
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