3DBODY.TECH
Conference & Expo

21-22 October 2025
Lugano, Switzerland


16th 3DBODY.TECH Conference & Expo
Lugano, Switzerland · 21-22 October 2025
Welcome to Lugano!
Hometrica Consulting
Dr Nicola D'Apuzzo

Opening Speech

Conference & Expo

3DBODY.TECH 2025 Program

Event Platform/App

3DBODY.TECH Proceedings

3DBODY.TECH Journal

Administrative Notes

WiFi, QR-codes

Registration Desk

Coffee breaks / lunch breaks / welcome cocktail

Conference Program - Sessions

2 Full Days

1 Opening Session

13 Technical Session in Dual-Track

3rd Track for Exhibitors' Live Demo

1 Plenary Panel

Total: approx. 70 presentations

3DBODY.TECH Conference & Expo 2025
16th International Conference and Expo on 3D/4D Body Scanning, Data and Processing Technologies
Lugano, Switzerland, 21-22 October 2025, https://3dbody.tech

Time	Tuesday 21 October 2025		Wednesday 22 October 2025	
08:00	Registration	Exhibition Setup	Registration	Exhibition Setup
09:00		Exhibition	Technical Session 7 **Medical 3D/4D Body Scanning Systems & Applications II** / Technical Session 8 **3D/4D Body Scanning for Apparel II**	**Exhibition**
10:00	**Opening Session**			Exhibitors Live Stream 4
11:00	Coffee Break		Coffee Break	
12:00	Technical Session 1 **Medical 3D/4D Body Scanning Systems & Applications I** / Technical Session 2 **3D/4D Body Scanning for Apparel I**	Exhibitors Live Stream 1	Technical Session 9 **3D Body Scanning in Medicine, Health & Sport** / Technical Session 10 **3D/4D Body Processing, Body Modeling & Avatars**	Exhibitors Live Stream 5
13:00	Lunch Break		Lunch Break	
14:00			Technical Session 11 **3D/4D Face Scanning Systems & Applications** / Technical Session 12 **4D Body Scanning, Volumetric Capture & Gaussian Splatting**	Exhibitors Live Stream 6
15:00	Technical Session 3 **Body Data, Digital Anthropometry & Sizing Surveys** / Technical Session 4 **3D/4D Body Scanning Systems & Applications**	Exhibitors Live Stream 2		
16:00	Coffee Break		Coffee Break / **Panel Discussion** / Break	Exhibition Breakdown
17:00	Technical Session 5 **3D/4D Wearable Technologies** / Technical Session 6 **Mobile 3D Body Scanning & Measurement**	Exhibitors Live Stream 3	Technical Session 13 **3D Foot Scanning & Applications**	
18:00			**Closing Session**	
19:00	**Welcome Cocktail**			

Conference Program - Sessions

2 Full Days

1 Opening Session

13 Technical Session in Dual-Track

3rd Track for Exhibitors' Live Demo

1 Plenary Panel

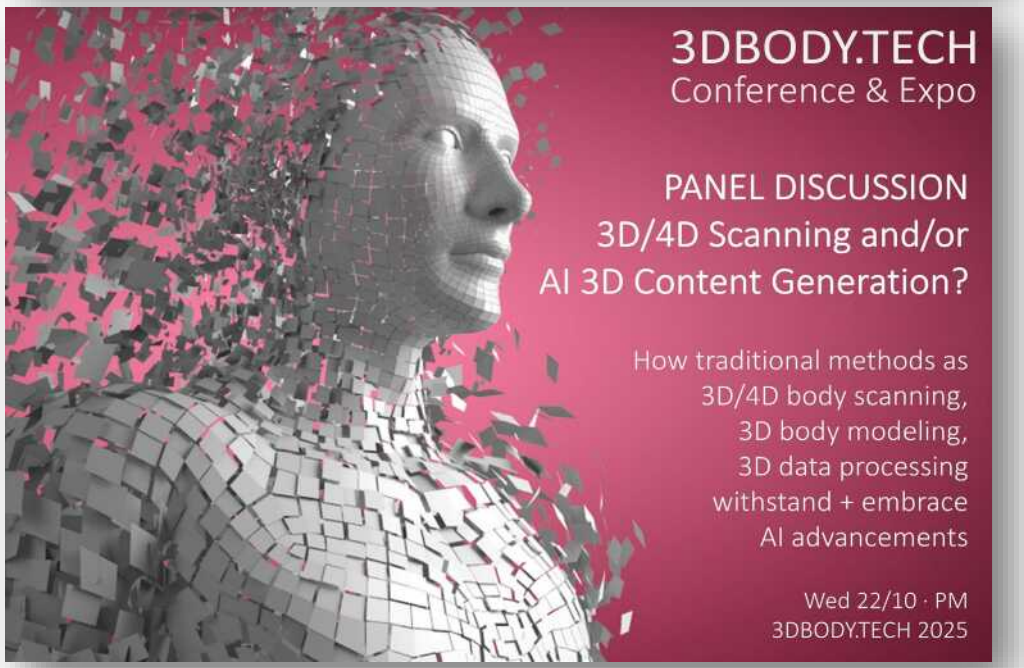
Total: approx. 70 presentations

Invited talk: Dr Danilo Tomasoni @ TS4

ONEBra - Customized Bra for Correcting
Asymmetric Breast Shape by
3D Scanning & 3D Printing

Plenary Panel: Wed. 4pm

3D/4D Scanning and/or
AI 3D Content Generation?



Conference Program - Sessions

Multidisciplinary Event - Presentations on:

3D&4D body scanning & capture

3D&4D body data & processing

Fashion/apparel sector

Medical & health sectors

Sport & fitness sectors

CG, gaming, entertainment sectors

Anthropometrics & Ergonomics/HF

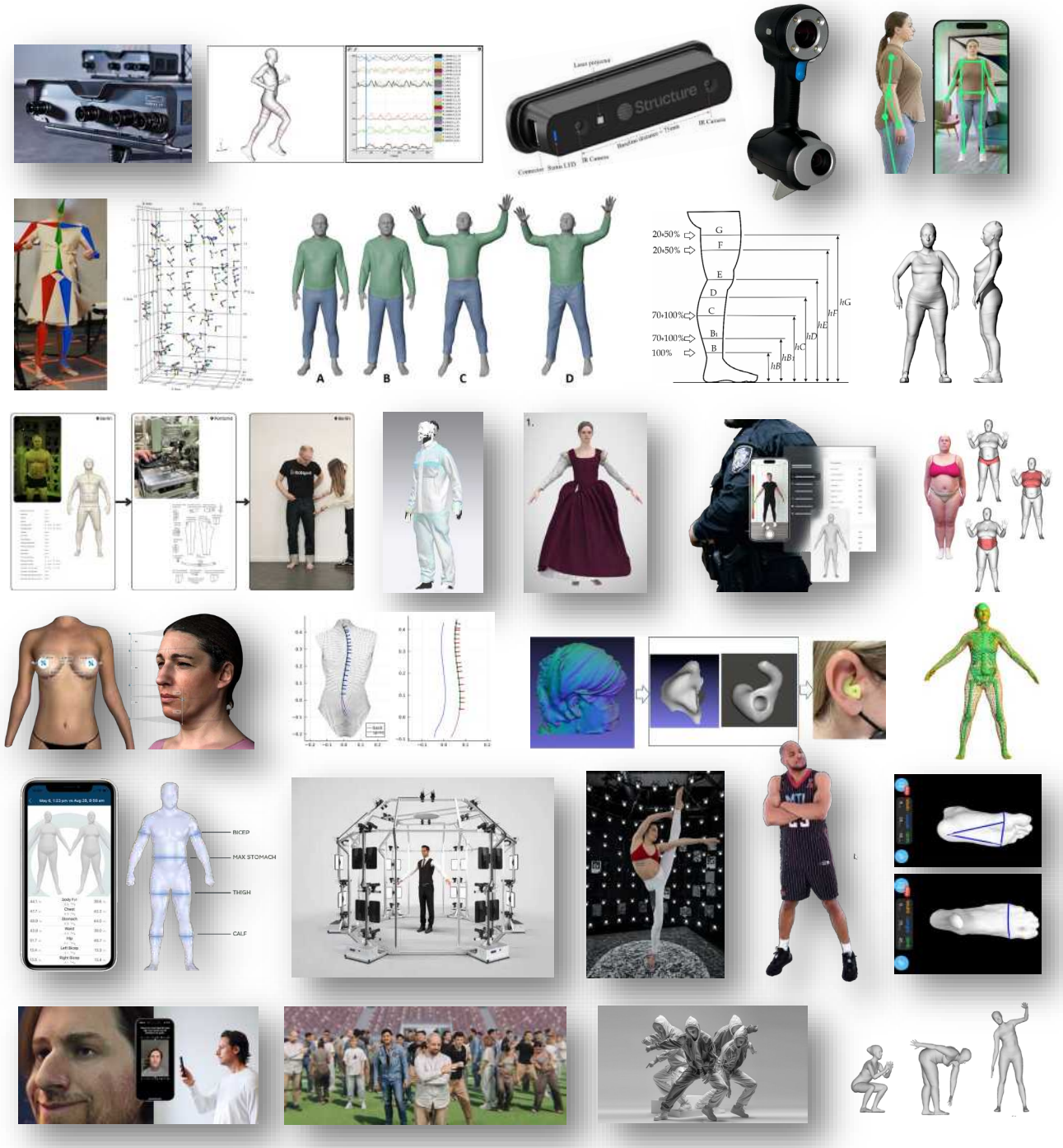
4D Scanning

AI/ML

Mobile Apps

VR/AR

3D Printing



Conference Program - Expo

5 GOLD Exhibitors

5 SILVER Exhibitors

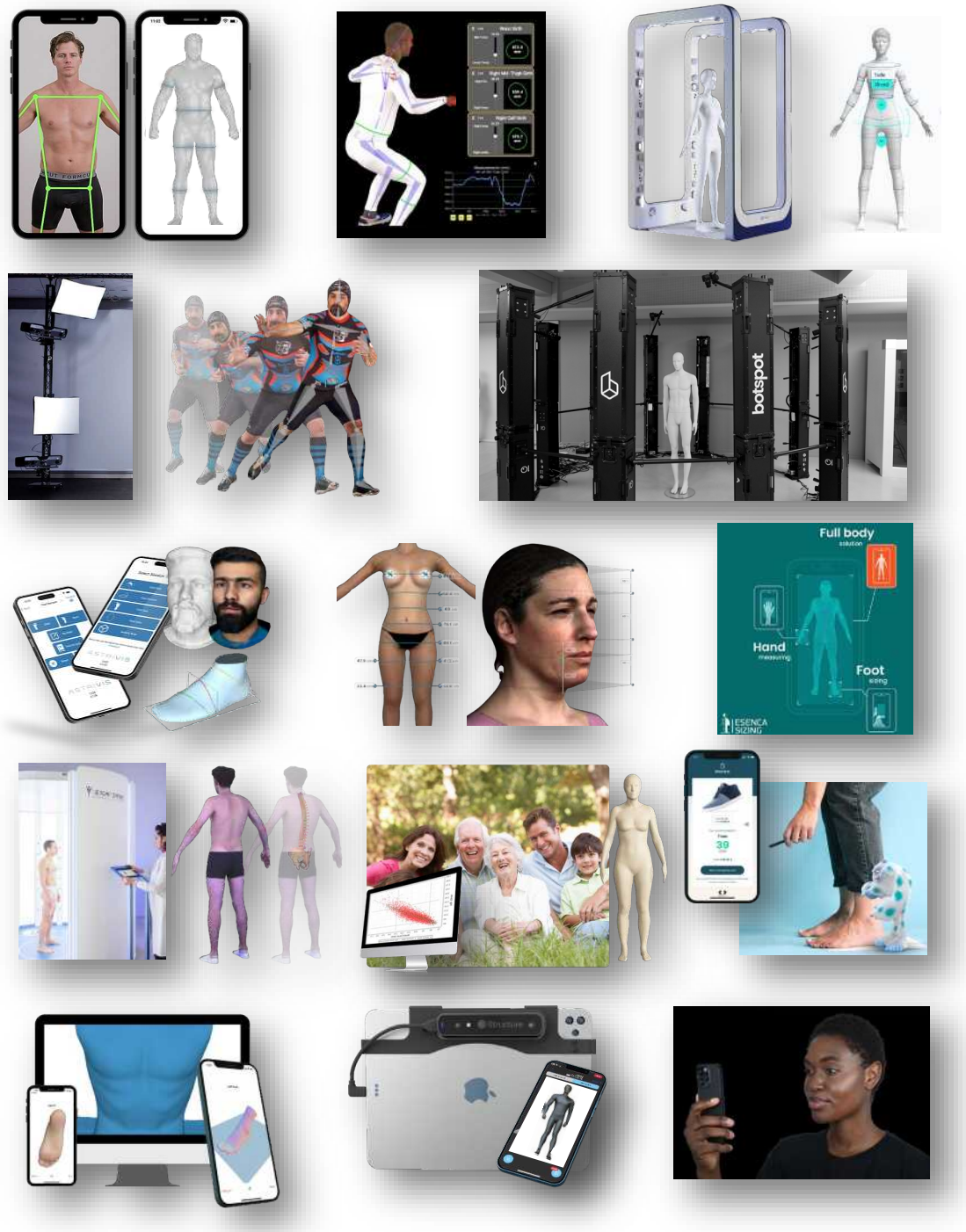
6 BRONZE Exhibitors

TRACK 3 - Exhibitors' Live Stream:

11 Live Demonstrations from Exhibitors

Live Stream onto the Event Platform/App

Recordings will be available



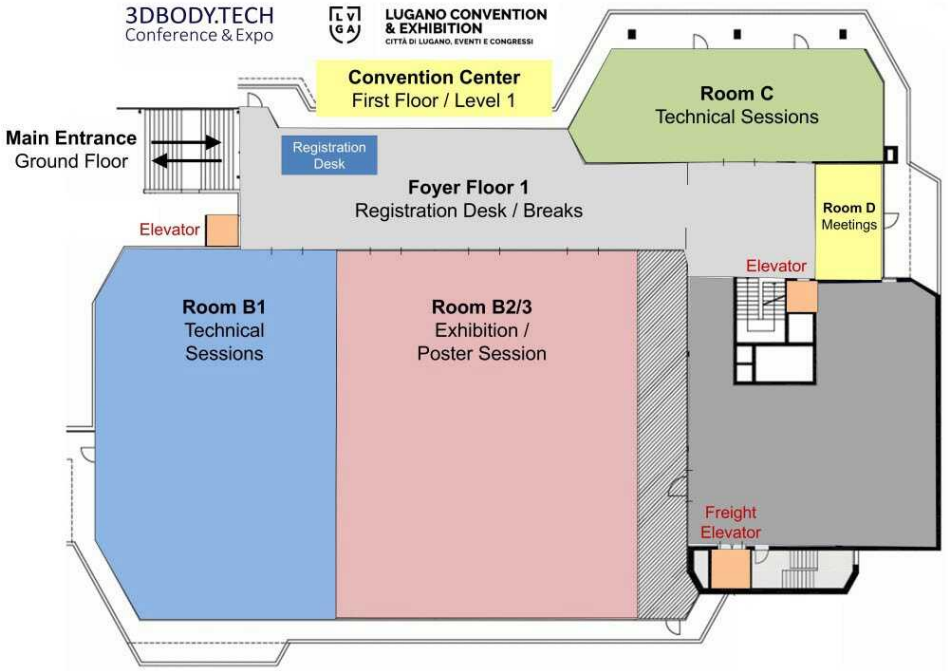
Conference & Expo - Onsite & Online

Onsite

Technical Sessions: Room B1, Room C

Exhibition: Room B2/2

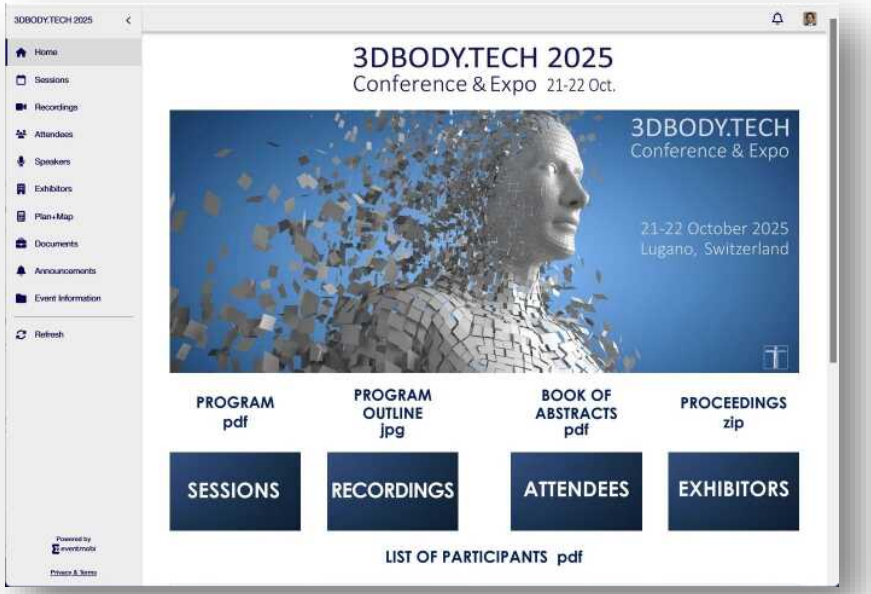
Coffee/Lunch Breaks: Foyer



Onsite + Online

Online Event Platform/App

Both for Onsite and Online Participants



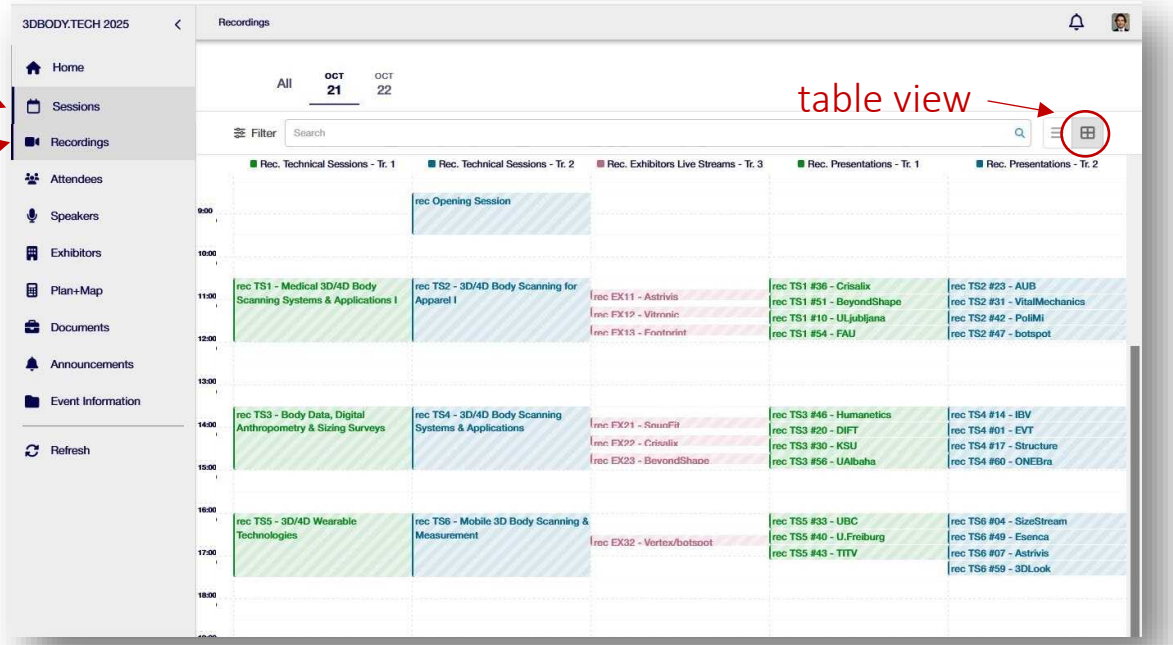
3DBODY.TECH Event Platform/App

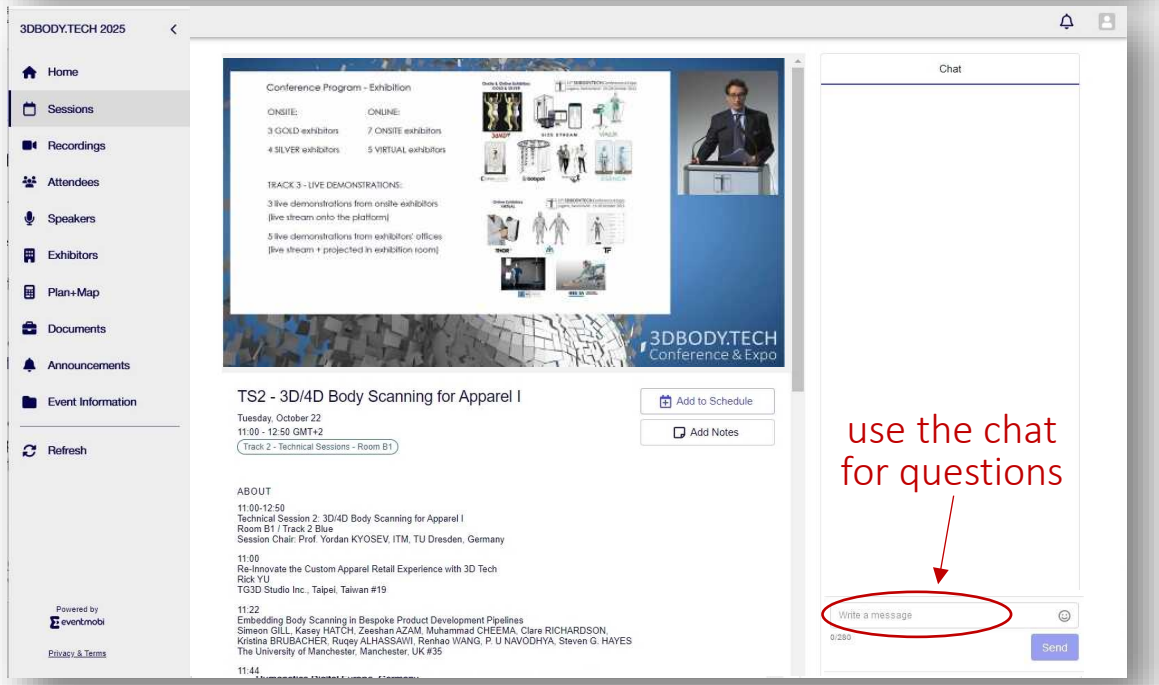
Simple & Intuitive

Sessions & Recordings:
Best View - Table
Colors/Format as Program

Live Sessions:
Watch the Live Stream
& Interact with Chat

Recordings:
Watch the Recorded Sessions
or the Single Presentations
(Available after 1-2 Hours)





3DBODY.TECH 2025
Conference & Expo 21-22 Oct.

3DBODY.TECH Event Platform/App

Networking:

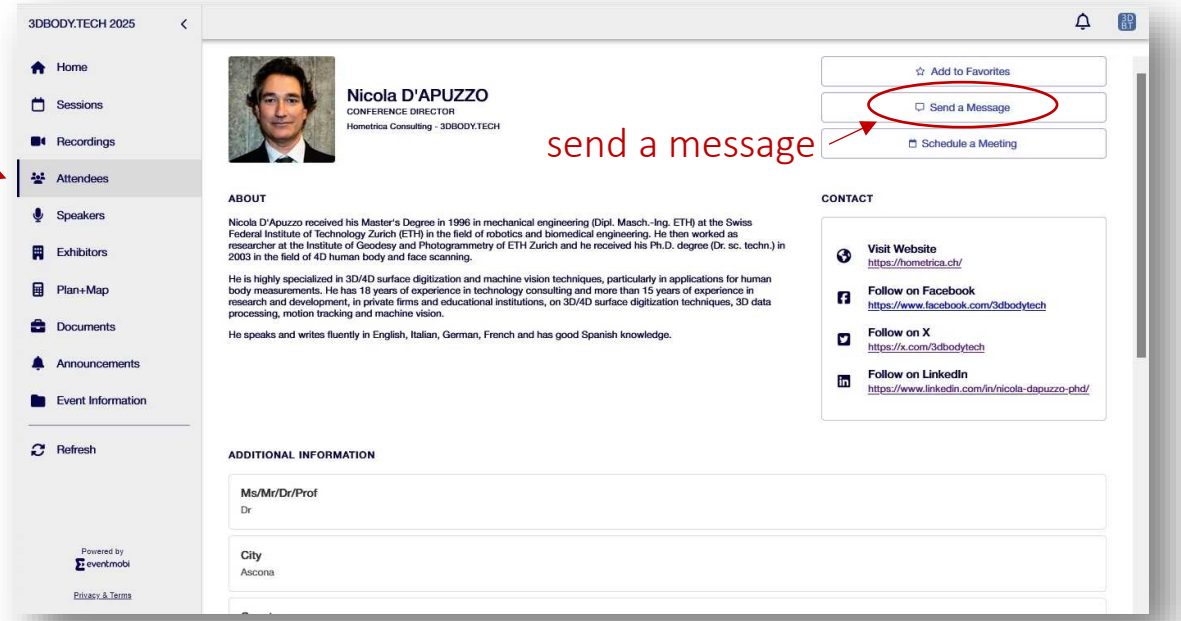
Onsite <-> Onsite
Onsite <-> Online
Online <-> Online

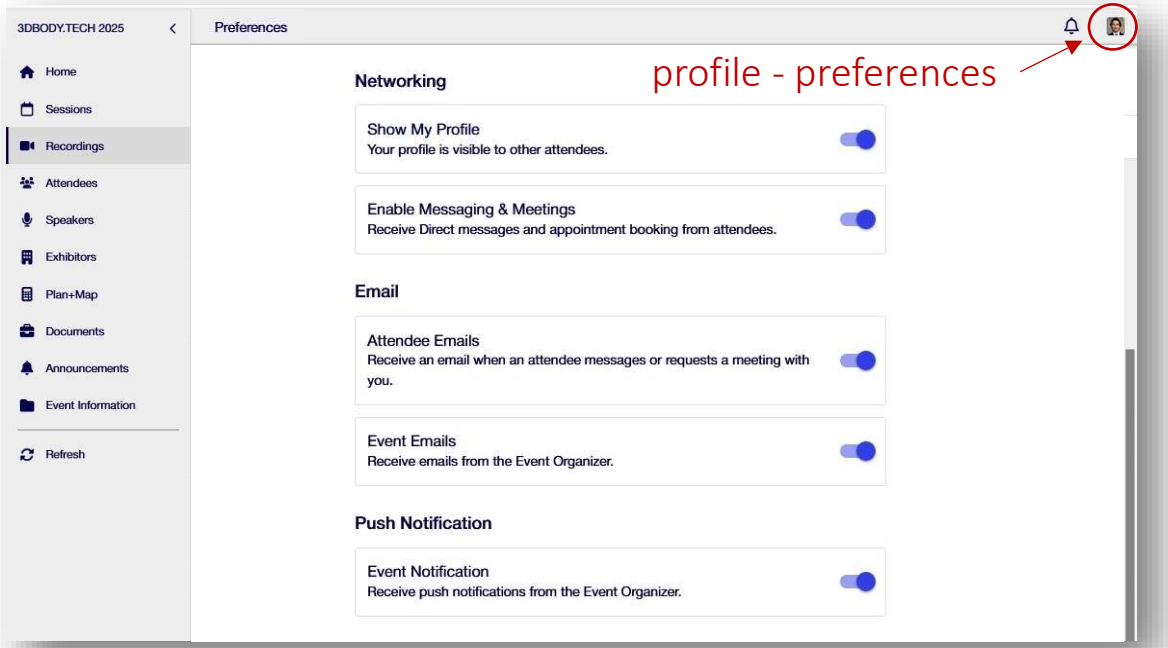
Within the platform:

Sending messages
Schedule meetings
Without providing your email address

Profile preferences:

Profile visible/hidden
Messaging on/off
Notifications settings





3DBODY.TECH 2025 Proceedings

E-Proceedings, ISBN, Full Papers DOIs

HTML Structure
Access to Full Papers/Abstracts PDFs
Recordings of Single Presentations & Live Demos
Recordings of Entire Sessions, Including Q&A

Download ZIP in the Event Platform/App

USB Flash Drive at the Registration Desk

3DBST 2024
3DBST 2023
3DBST 2022
3DBST 2021
3DBST 2020
3DBST 2019
3DBST 2018
3DBST 2017
3DBST 2016
3DBST 2015
3DBST 2014
3DBST 2013
3DBST 2012
3DBST A2012
3DBST 2011
3DBST 2010

3DBODY.TECH 2024 - Introduction - 24.00

3DBODY.TECH 2024 - Introduction

3DBODY.TECH 2024 - Introduction - 24.00

Presentation:

3DBODY.TECH 2024 - Introduction

Nicola D'APUZZO

Hometrica Consulting, Ascona, Switzerland

Abstract:

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3DBODY.TECH Conference & Expo
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3DBODY.TECH

+

3DBODY.TECH 2024 - Paper 24.40

Evaluation of Automated Skeleton Fitting to 4D Human Body Scan Data Using Open-Source SMPL- and OSSO Models

Abstract

Keywords: 4D scanning, SMPL, OSSO, Skeleton fitting

1. Introduction

Title:

Authors:

Abstract:

Keywords:

Details/PDF/VIDEO:

Full paper: PDF
Presentation: VIDEO
Proceedings: 3DBODY.TECH 2024, 22-23 Oct. 2024, Lugano, Switzerland
Paper idN: 40
DOI: 10.15221/24.40

Ann-Malin SCHMIDT 1, Ingrid PERAZA 1,2, Yordan KYOSEV 1

1 Chair of Development and Assembly of Textile Products, ITM, TU Dresden, Germany;
2 Ghent University, Belgium

Evaluation of Automated Skeleton Fitting to 4D Human Body Scan Data Using Open-Source SMPL- and OSSO Models

A. M. Schmidt et al., "Evaluation of Automated Skeleton Fitting to 4D Human Body Scan Data Using Open-Source SMPL- and OSSO Models", *Proc. of 3DBODY.TECH 2024 - 15th Int. Conf. and Exh. on 3D Body Scanning and Processing Technologies*, Lugano, Switzerland, 22-23 Oct. 2024, #40. https://doi.org/10.15221/24.40

Evaluation of Automated Skeleton Fitting to 4D Human Body Scan Data Using Open-Source SMPL- and OSSO Models

Ann-Malin SCHMIDT 1, Ingrid PERAZA 1,2, Yordan KYOSEV 1

1 Chair of Development and Assembly of Textile Products, ITM, TU Dresden, Germany;
2 Ghent University, Belgium

Abstract:

4D scan data capture the body's surface in motion, enabling analysis of body deformation, skin stretching, and clothing fit, but are limited to surface-level information. Previous work used 4D scan data to develop individualized Finite Element (FE) models for digital clothing fitting, but these models lack a bone structure and require labor-intensive manual placement or costly CT scans.
An automated method for fitting a skeleton to 4D scan data has been tested and evaluated on three subjects in two different poses. This method involves converting 4D scan data into SMPL models, followed by the automatic application of a skeleton using the open-source Python module OSSO.
The fitting process of the SMPL model demonstrated high accuracy and repeatability, with mesh differences of less than 5 mm for static A-Pose configurations. Although the SMPL model simplifies body surface details, resulting in a slightly slimmer appearance, it successfully supports accurate skeleton fitting to the original 4D scan data. In dynamic poses from 4D scans, inaccuracies and low repeatability were observed for the SMPL fitting. The OSSO-based method efficiently placed bone poses across all tested poses with only minor penetrations noted in areas such as the fingers, legs, and ribs. Integrating the OSSO skeleton with 4D scan data produced a model that effectively combined accurate body surface representation with a detailed skeleton. Nonetheless, pose discrepancies between the SMPL model and the 4D scan data resulted in some intersections for the skeleton mesh, which could lead to errors in Finite Element (FE) models. Minor adjustments, such as rotating joints, improved the fit of the skeleton. Overall, while the method shows promise, further refinements in SMPL model fitting process, especially for complex poses, are needed to enhance its potential for improving the precision of individualized FE models.

Keywords: 4D scanning, SMPL, OSSO, Skeleton fitting

1. Introduction

4D scan data capture the body's surface in motion, allowing for the analysis of body deformation, skin stretching, and clothing fit [1, 2]. However, since 4D scan data only capture the external surface, analysis methods have so far been limited to those previously described.
In this study, we aim to create a digital twin for an individualized Finite Element (FE) model for digital clothing fitting analysis. In this approach, 4D scan data are used for model generation, calibration, and validation. Currently, these FE models lack a bone structure. While manual CT scans can be used to add a bone structure to the model, this is limited by the precise placement of the skeleton, the process remains manual-effort. Alternatively, individual CT scans [3, 4] are used, but the method is both manual and costly due to the limited availability of CT scans. This study investigates the potential of automatically fitting a skeleton to 4D scan data to streamline the setup time and enhance the accuracy of FE human body models. FE models are particularly useful for analysing pressure between clothing and the body, body deformations, and clothing fit. They are also applicable in ergonomic studies and virtual try-on [5, 6].
OSSO (Obtaining Skeletal Shape from Outside) introduces a novel approach to fitting an anatomical skeleton based on a subject's 3D body surface data. Unlike traditional heuristic, non-data-driven methods, OSSO employs a supervised learning model trained on a dataset of 1,000 male and female (D/A) scans of 1,000 males and 1,000 females to accurately correlate 3D surface data with internal skeletal structures. Using this extensive dataset and employing parameter 3D body shape models, such as SMPL [7], OSSO can infer the skeletal structure even under challenging conditions. Moreover, OSSO trains a model to infer the underlying bones from the body's external geometry. The system then models statistical variations in skeletons, trains regressors to map body shapes to skeletal configurations, and refines the skeleton's position to ensure it remains within the 3D shape. Consequently, OSSO has advantages in accuracy and adaptability, creating highly precise skeletal models that enhance the realism and utility of FEM [8].

3DBODY.TECH 2024 - Paper 24.40

A. M. Schmidt et al., "Evaluation of Automated Skeleton Fitting to 4D Human Body Scan Data Using Open-Source SMPL- and OSSO Models", *Proc. of 3DBODY.TECH 2024 - 15th Int. Conf. and Exh. on 3D Body Scanning and Processing Technologies*, Lugano, Switzerland, 22-23 Oct. 2024, #40. https://doi.org/10.15221/24.40

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Evaluation of Automated Skeleton Fitting to 4D Human Body Scan Data Using Open-Source SMPL- and OSSO Models

Authors:
Ann-Malin SCHMIDT 1, Ingrid PERAZA 1,2, Yordan KYOSEV 1

1 Chair of Development and Assembly of Textile Products, ITM, TU Dresden, Germany;
2 Ghent University, Belgium

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Keywords:
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Proceedings: 3DBODY.TECH 2024, 22-23 Oct. 2024, Lugano, Switzerland
Paper idN: 40
DOI: 10.15221/24.40

3DBODY.TECH 2024 - Introduction - 24.00

N. D'Apuzzo, "3DBODY.TECH 2024 - Introduction", *Proc. of 3DBODY.TECH 202*
and Processing Technologies, Lugano, Switzerland, 22-23 Oct. 2024, #00.

Abstract:

3DBODY.TECH 2024 - The 15th International Conference and Exhibition on
took place on 22-23 October 2024, in Lugano, Switzerland.
3DBODY.TECH 2024 was held as hybrid event with conference and exhibitic
streamed live online and recorded for later view. In-person onsite and
attendees, speakers, exhibitors.
This event was organized by Hometrica Consulting - Dr. Nicola D'Apuzzo, Sw
3DBODY.TECH Conference & Expo, the premier multidisciplinary internatior
scanning and processing technologies, provides a platform of eminent
researchers across the globe to present, learn and discuss the latest
technologies.
The multidisciplinary character of 3DBODY.TECH makes it unique and not
body technologies.
3DBODY.TECH Conference & Expo website https://3dbody.tech gives all info

Presentation:

3DBODY.TECH 2024 - Introduction

Nicola D'APUZZO

Hometrica Consulting, Ascona, Switzerland

Abstract:

3DBODY.TECH 2024 - The 15th International Conference and Exhibition on 3D Body Scanning and Processing Technologies took place on 22-23 October 2024, in Lugano, Switzerland.

3DBODY.TECH 2024 was held as hybrid event with conference and exhibition taking place onsite in Lugano, Switzerland, and streamed live online and recorded for later view. In-person onsite and remote online participation was possible for attendees, speakers, exhibitors.

This event was organized by Hometrica Consulting - Dr. Nicola D'Apuzzo, Switzerland.

3DBODY.TECH Conference & Expo, the premier multidisciplinary international conference and exhibition on 3D human body scanning and processing technologies, provides a platform of eminent professionals, entrepreneurs, academicians and researchers across the globe to present, learn and discuss the latest in 3D/4D body technologies.

The multidisciplinary character of 3DBODY.TECH makes it unique and not comparable to any other meeting related to 3D body technologies.

3DBODY.TECH website https://3dbody.tech gives all information related to this event.

The contents of the presented works at the conference are related, but not limited to, the following technical 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
- Static and dynamic 3D/4D body and face modeling methods and technologies
- 3D digital humans, virtual humans, avatars, metaverse
- Active and passive 3D/4D scanning technologies for the human body (full body, face, legs, feet, 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
- Low-cost 3D/4D body scanning, 3D/4D face scanning, 3D/4D body and face scanning, modeling
- Full body scanning and measurement systems for the apparel and fashion sector
- 3D virtual fitting, 3D digital fashion, 3D cloth simulation, virtual mirrors
- Applications in medical sciences (plastic surgery, orthotics, prosthetics, forensics, dermatology, etc.)
- Digital anthropometry, anthropometric studies, ergonomics
- Body measurement and sizing campaigns, fitting room/capture
- Biometrics and applications in security
- Applications in sports, fitness, wellness
- Applications in multimedia, virtual life, games, F&I and entertainment
- Applications in social sciences and communication

These proceedings gather the papers presented during the conference by renowned experts in the field of 3D body scanning and processing. The technical papers are organized in theme sessions.

The website https://proc.3dbody.tech is dedicated to the proceedings of the series of 3DBODY.TECH conferences and workshops on 3D Body Scanning & Processing Technologies and their contents.

The abstracts, papers and presentation videos (when available) of over 600 publications included in the 3DBODY.TECH proceedings published between 2010 and 2024 (Oct.) are free of charge and publicly available for download as single PDF documents. The recordings/videos of the single presentations and live demonstrations are also freely accessible (when available).

The online proceedings in digital form (html structure, PDF files, presentation videos, entire sessions recordings) are available for purchase.

info@hometrica.ch, +41 91 791-1924, hometrica.ch

Dedicated search tool

https://proc.3dbody.tech

Free Access to:
1025 papers/abs./present. pages
805 papers/abstracts as PDF
378 present. videos/recordings -> 450 on Q3.2026
Recordings of 2025 will be available on Q3.2026

3DBODY.TECH Proceedings Website

3DBODY.TECH 2025 Journal

3DBODY.TECH Journal

International Journal of 3D Body Technologies

ISSN: 3042-576X | DOI: 10.15221/3DBTJ

Open Access | Published: Annually

Full papers presented at 3DBODY.TECH Conference

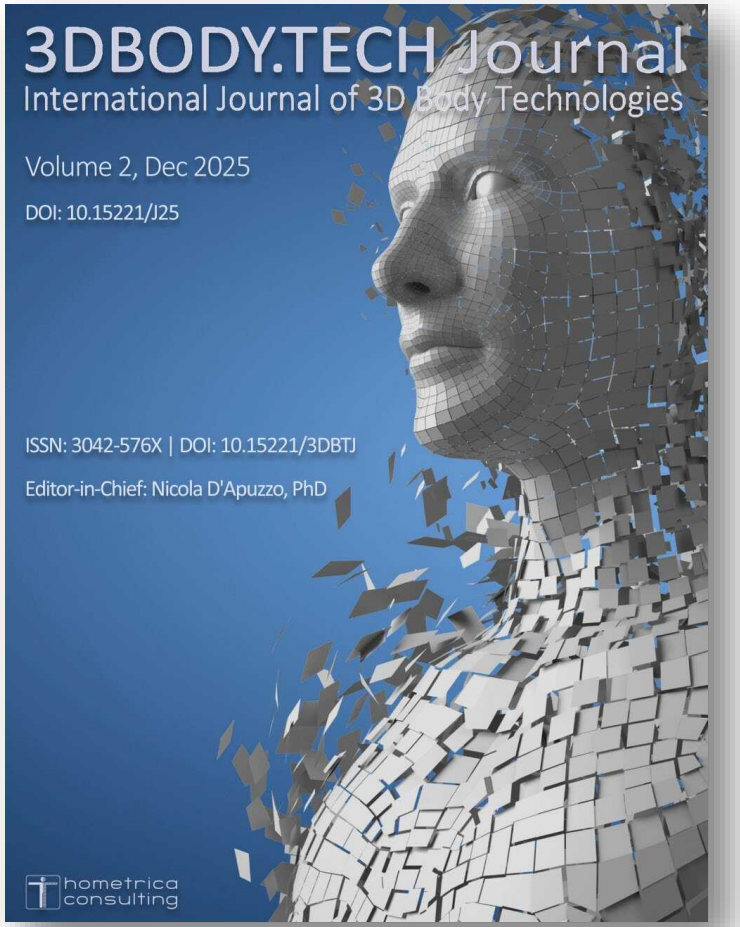
Option/Selection: to be published as journal papers

Review by at least 2 members tech./scient. committee

3DBODY.TECH Journal Volume 2 - Expected Dec. 2025

Review process: after the conference (not feasible before)

After publication: full papers updated also in proceedings



Coffee breaks, lunch breaks

Breaks with coffee, refreshments and small bites are offered and will be served in the foyer

Lunches in boxes are also offered and will be distributed during the lunch breaks in the foyer

Coffee & water will be available all day long 9am-6pm

Welcome Cocktail

Welcome cocktail with finger food, soft drinks and local wine (red, white, sparkling)
This evening after the end of technical sessions 5&6, 6:30 pm, served in the foyer

Offered, with the kind support of the City of Lugano

Città di Lugano

It will help increasing networking opportunities

Thanks

Participants
onsite+online

Speakers

Exhibitors

Chairmen

Committee

Technical Team
Convention Center
A/V Team EventMore

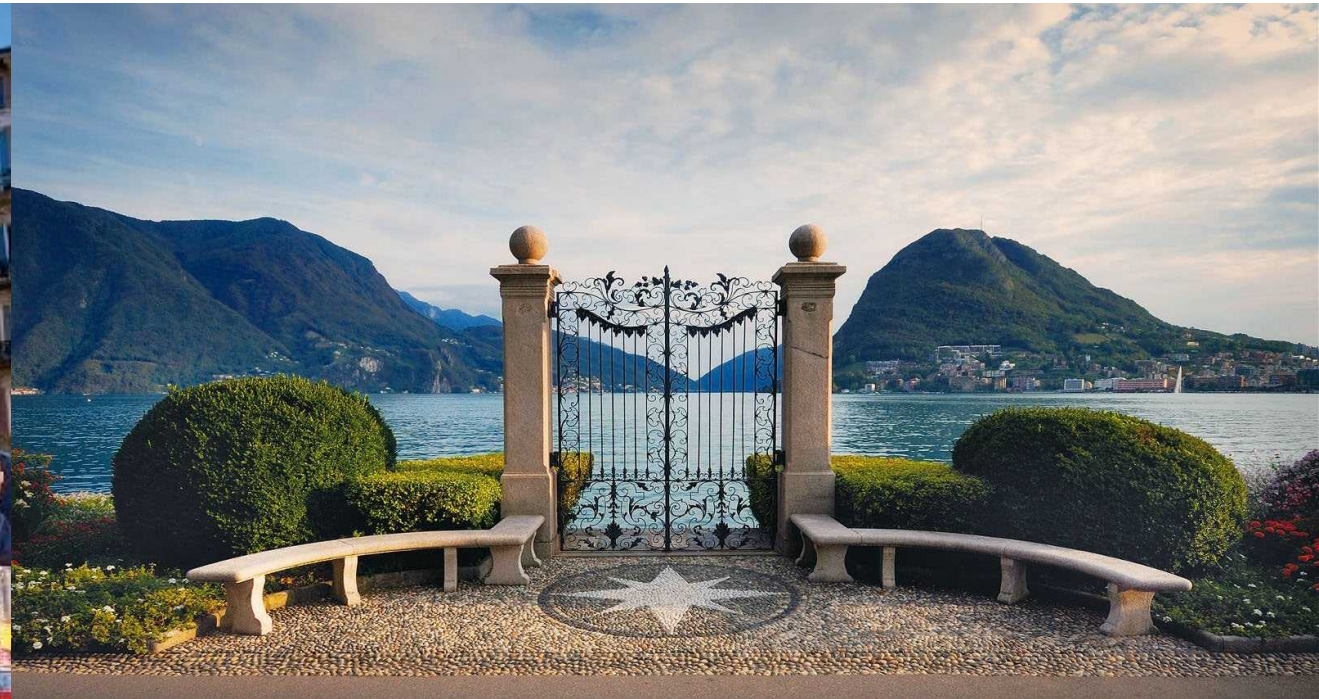
Registration Desk

16th 3DBODY.TECH Conference & Expo
Lugano, Switzerland · 21-22 October 2025

I wish you a great time during
these two very intensive days
at the conference & exhibition

16th 3DBODY.TECH Conference & Expo
Lugano, Switzerland · 21-22 October 2025

I wish you a great time during
these two very intensive days
at the conference & exhibition
and in Lugano (if you are onsite)



Short Presentations from GOLD & SILVER Exhibitors

3DBODY.TECH 2025
Conference & Expo 21-22 Oct.

- GOLD Richard ALLEN, Sales & Customer Service - **Size Stream**
- GOLD Carmelo LIZARRAGA GIMENEZ, Business Development Manager - **IBV**
- GOLD Jasmin HERR, Director of Marketing & Communication - **VERTEX**
- GOLD Florian KRICKL, Product Manager 3D Bodyscan - **VITRONIC Machine Vision**
- SILVER Dr Petri TANSKANEN, CEO - **Astrivis Technologies**
- SILVER Dr Jaime GARCIA, CEO - **Crisalix**
- SILVER Tim GUENZEL, Global Sales Manager - **Humanetics Digital Europe**
- SILVER Dr Stanislao GRAZIOSO, CEO - **BeyondShape**
- SILVER Dr Eduard COJOCEA, CTO - **Esenca Sizing**


16th 3DBODY.TECH Conference & Expo
Lugano, Switzerland · 21-22 October 2025
Goodbye from Lugano!
Hometrica Consulting
Dr Nicola D'Apuzzo

Closing Speech

3DBODY.TECH 2025
Impressions during these 2 days
Onsite closing - online still open
Conference proceedings
3DBODY.TECH Journal Vol. 2

Announcements for 2026

3DBODY.TECH 2025 - Impressions during these 2 days

3DBODY.TECH 2025 - Impressions during these 2 days

3DBODY.TECH Team.. early start

3DBODY.TECH 2025 - Impressions during these 2 days

3DBODY.TECH Team.. early start

3DBODY.TECH 2025 - Impressions during these 2 days

Exhibitors day -1 .. set up

3DBODY.TECH 2025 - Impressions during these 2 days

3DBODY.TECH 2025
Conference & Expo 21-22 Oct.

Weather in Lugano this year was not good the first day.. everybody stayed at the venue..

3DBODY.TECH 2025 - Impressions during these 2 days

3DBODY.TECH 2025
Conference & Expo 21-22 Oct.

Weather in Lugano this year was not good the first day .. but it was much nicer the 2nd day..

3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions

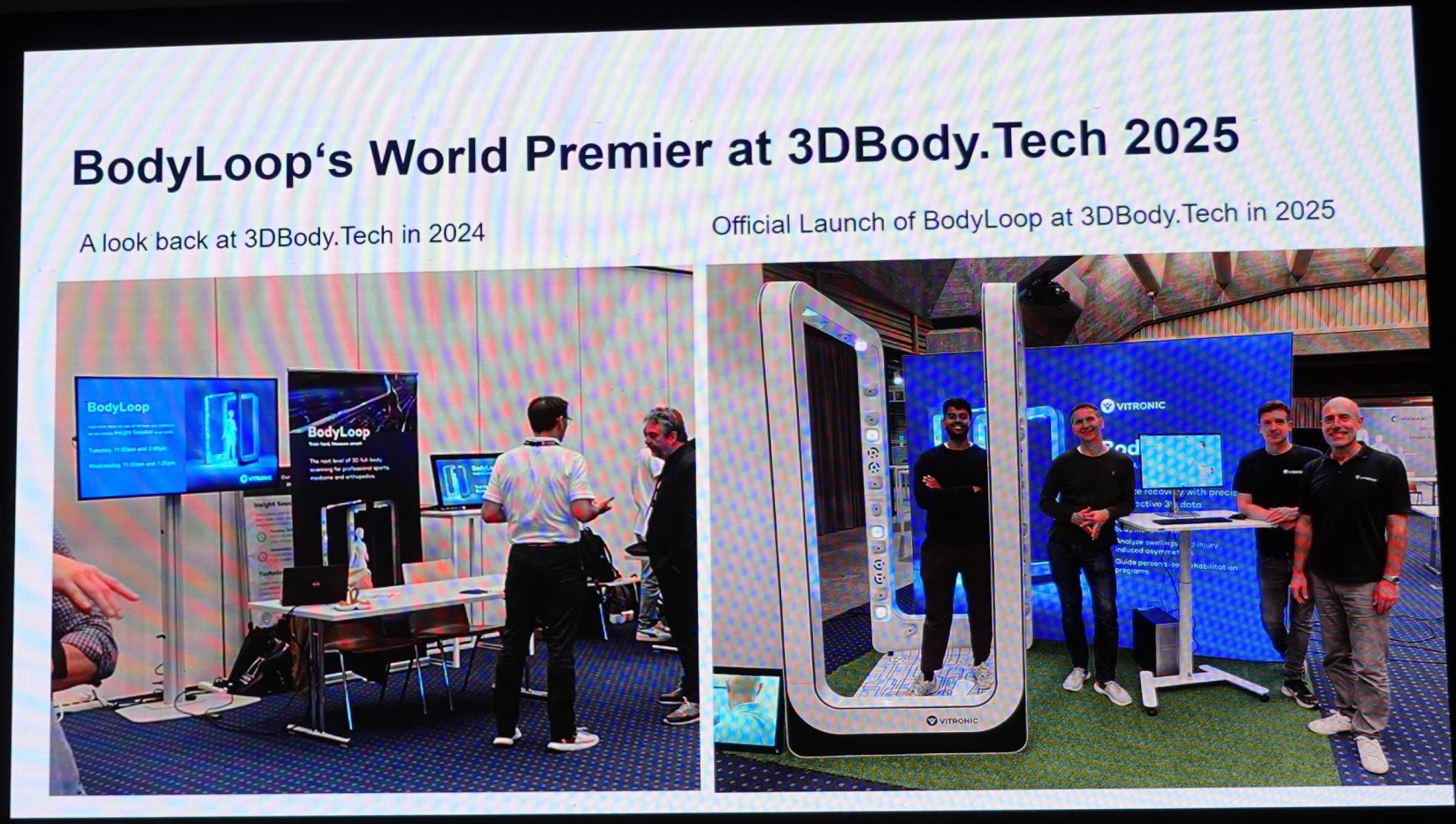
3DBODY.TECH 2025
Conference & Expo 21-22 Oct.

3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions

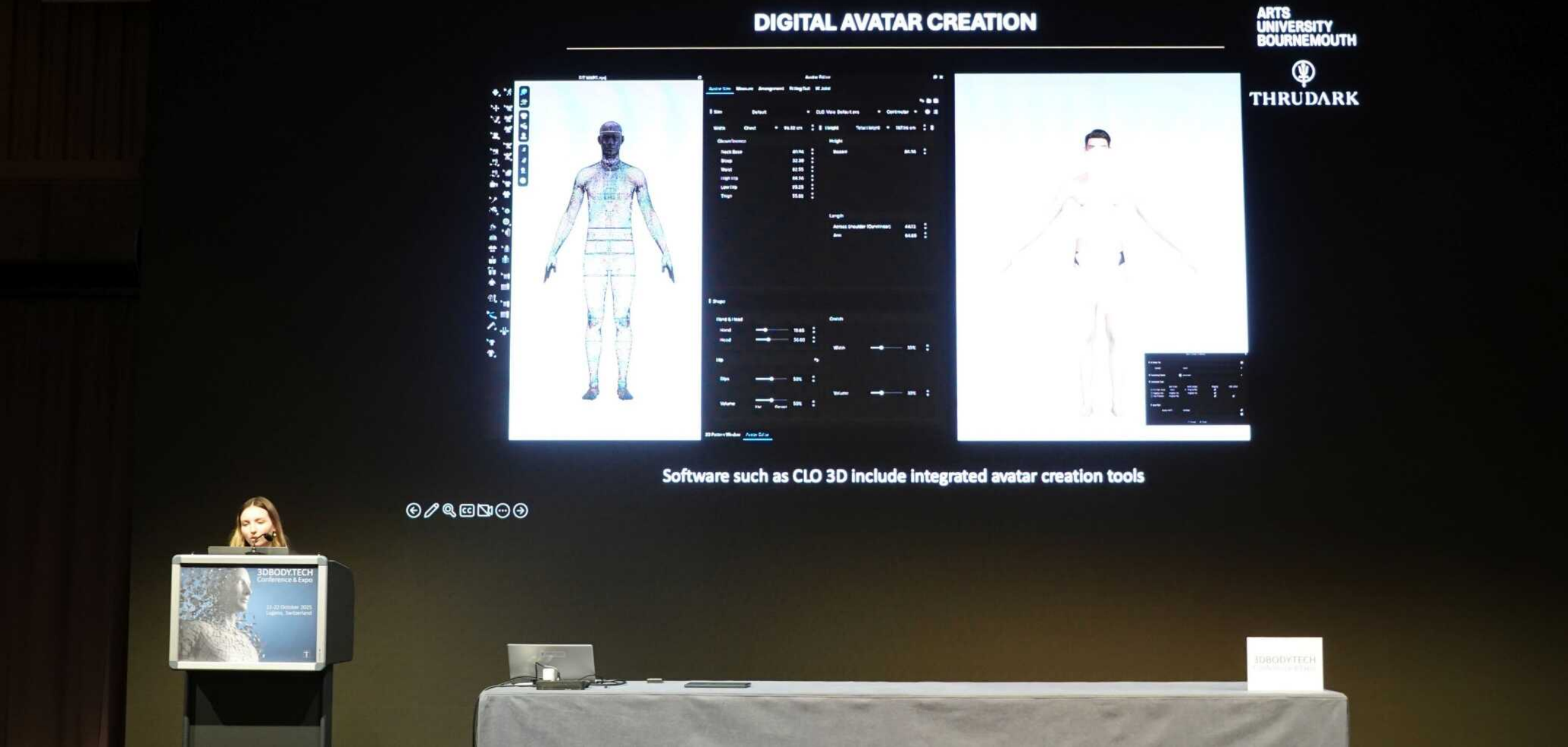
3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions



3DBODY.TECH 2025 - Impressions during these 2 days

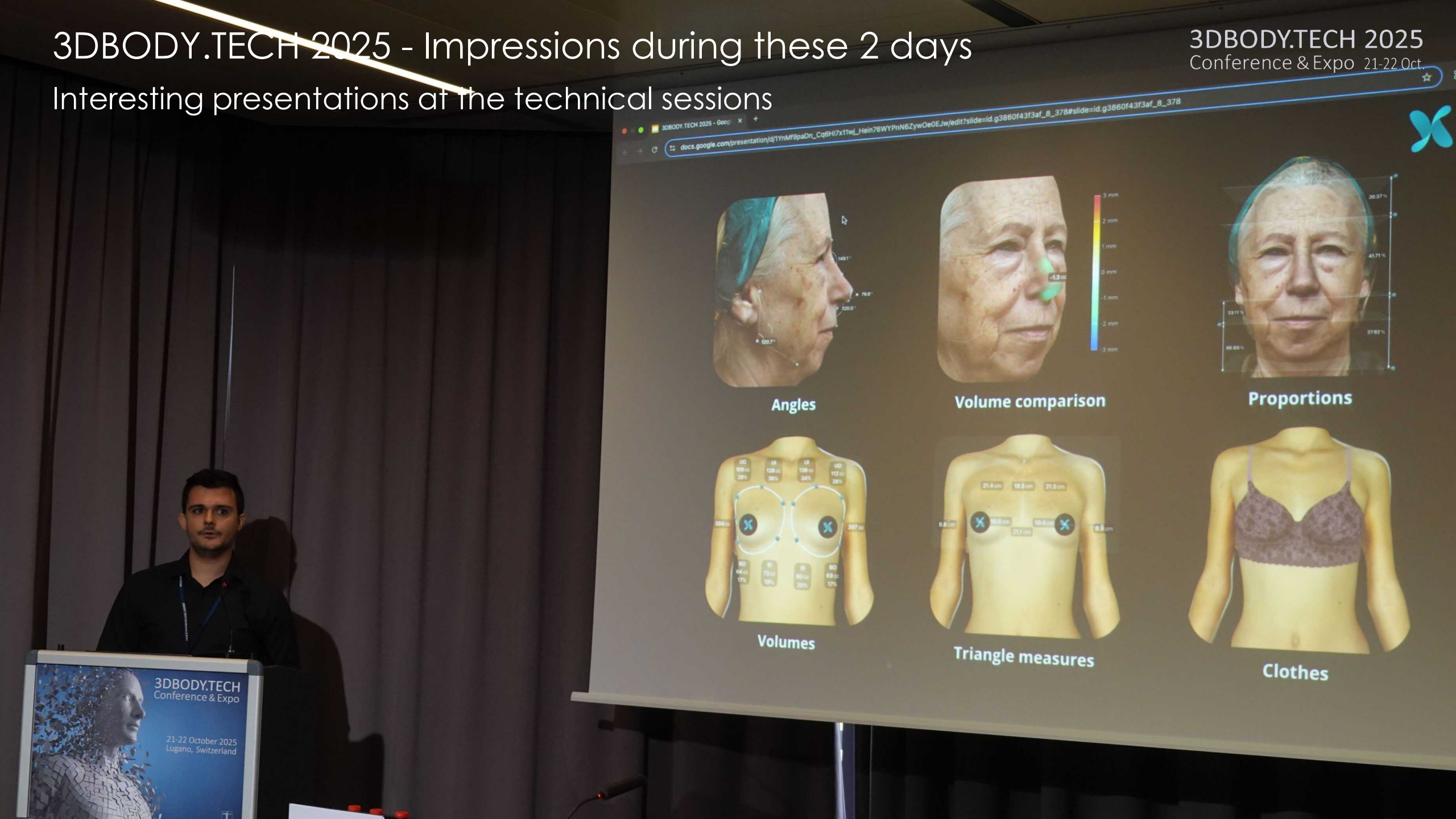
Interesting presentations at the technical sessions



3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions

3DBODY.TECH 2025
Conference & Expo 21-22 Oct.



3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions

The Art of the Process

3D Digital → 2D Analog

How to make the pattern?

1.Pick a pattern out of library (close to what you want)

- 80% coverage initially
- Added smaller waists
- Added wider hips
- Human alterations (<2%)

Gerber AccuMark MTM software allows you to enter the measurement and it will generate a custom pattern from a master pattern base on the measurements => this is for more well established factories

2.Automatically make a pattern from scratch using traditional methods

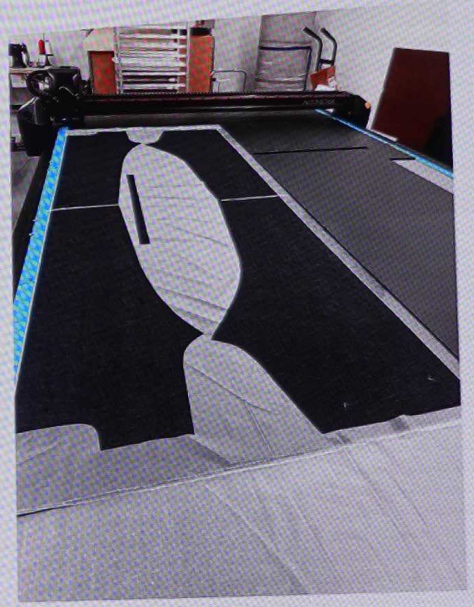
- Uses a very small fraction of the data in a scan
- Works poorly except for ideal bodies
- Doesn't consider posture such as hip tilt after giving birth

3.Expert

- Freehand
- Years of experience
- Hard to scale

4.Capture the expert's process

- Needs data



botspot VERTEX EPHOTO

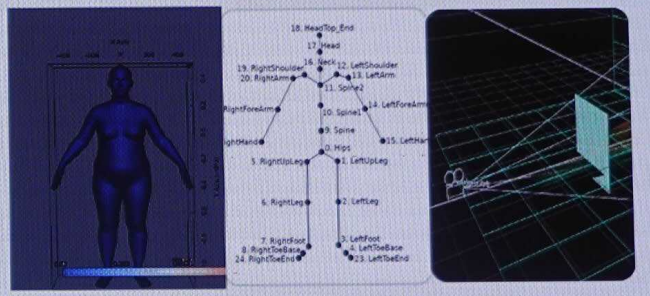
3DBODY.TECH 2025 - Impressions during these 2 days

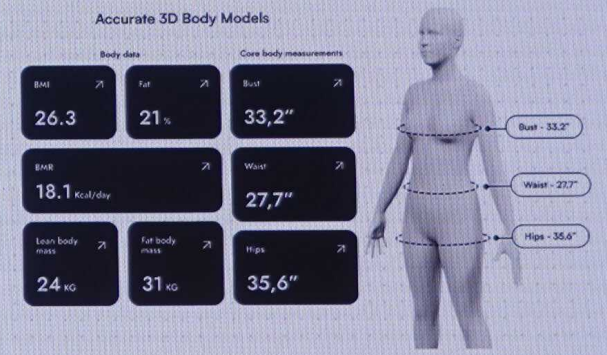
Interesting presentations at the technical sessions

3D Reconstruction Engine

Our Proprietary 3D reconstruction engine produces a highly accurate 3D model of the human body from two photos

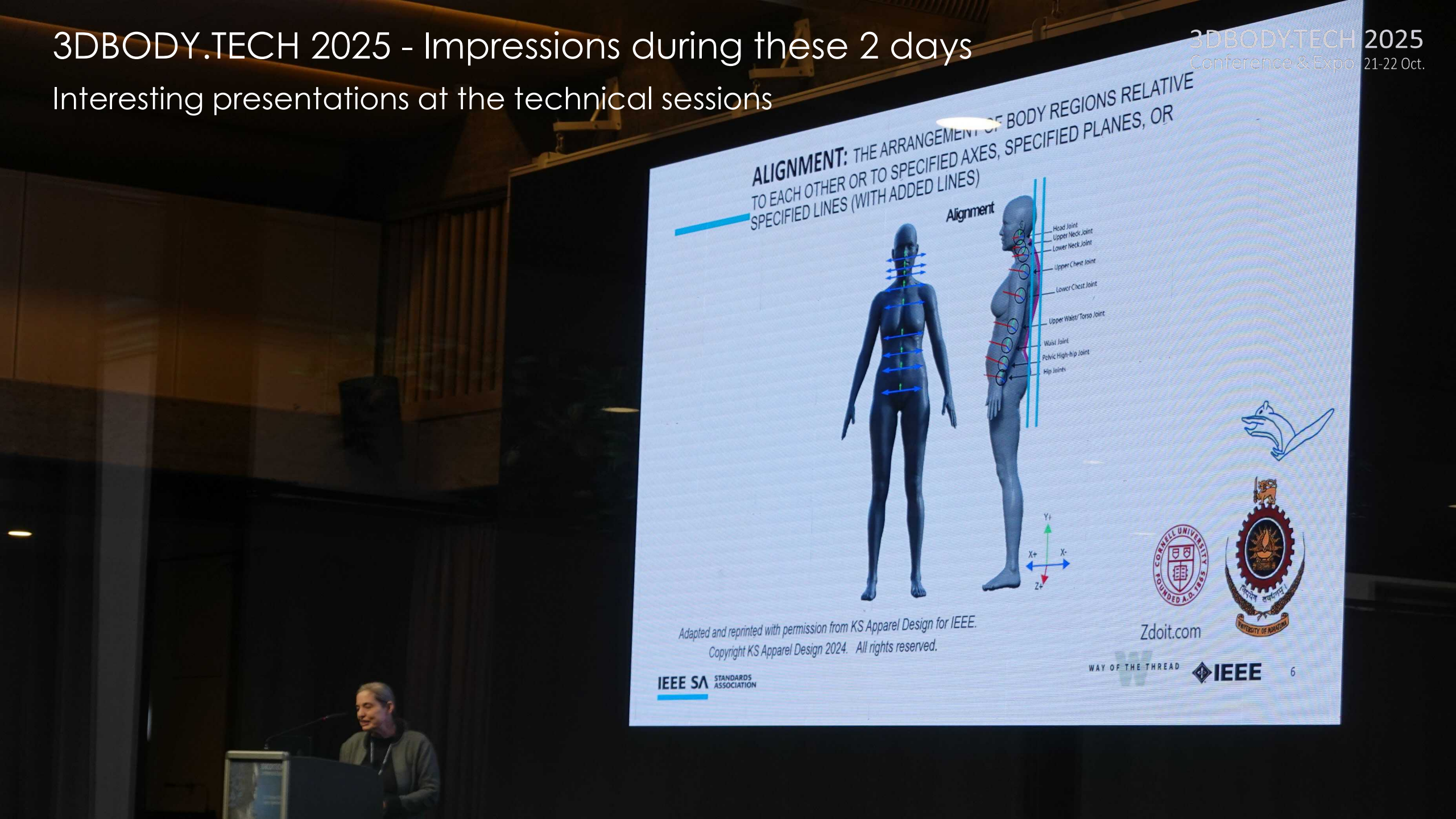
- **Landmark detector**
  - Semantic landmarks
  - Silhouette
- **Optimization process**
  - Statistical body model
  - Skeleton
  - Camera
- **Measurements**
  - Linear and circumference
  - Body composition





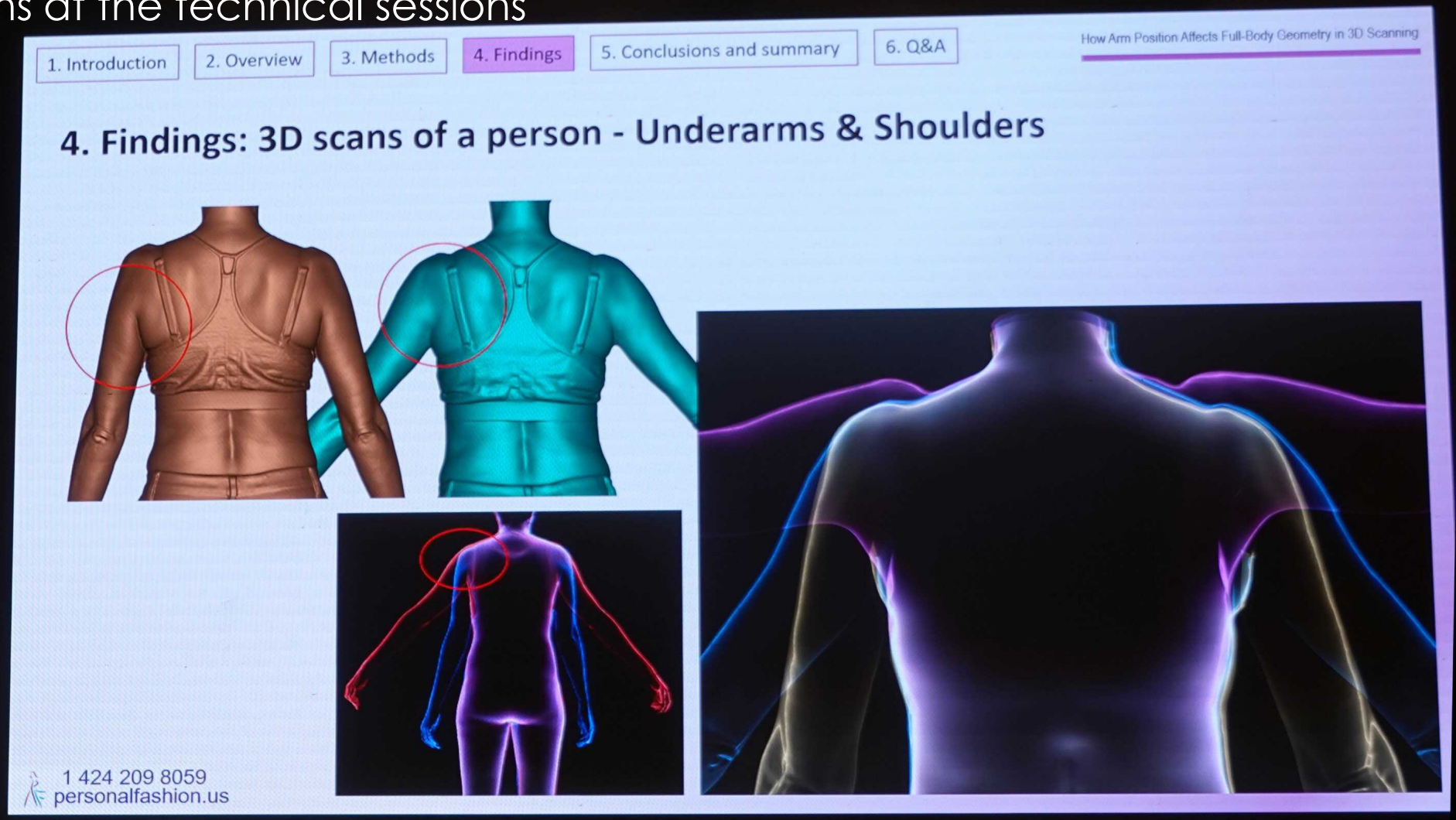
3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions



3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions



3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions

3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions

Participant Overview

Participant Mobility Levels
Four wheelchair users with various mobility levels participated, from brief walking ability to requiring full care.

3D Body Scanning for Models 1 and 2
Vitus Smart XXL 3D Body Scanner captured body data for models who could be scanned traditionally. Model 2 needed some assistants to hold her torso upright.

Custom Avatars for Models 3 and 4
Models with limited arm movement were represented using avatars created from manual measurements and Clo3D software.

CENTRAL MICHIGAN UNIVERSITY

3DBODY.TECH 2025 - Impressions during these 2 days

Interesting presentations at the technical sessions

Boundaries of L&D

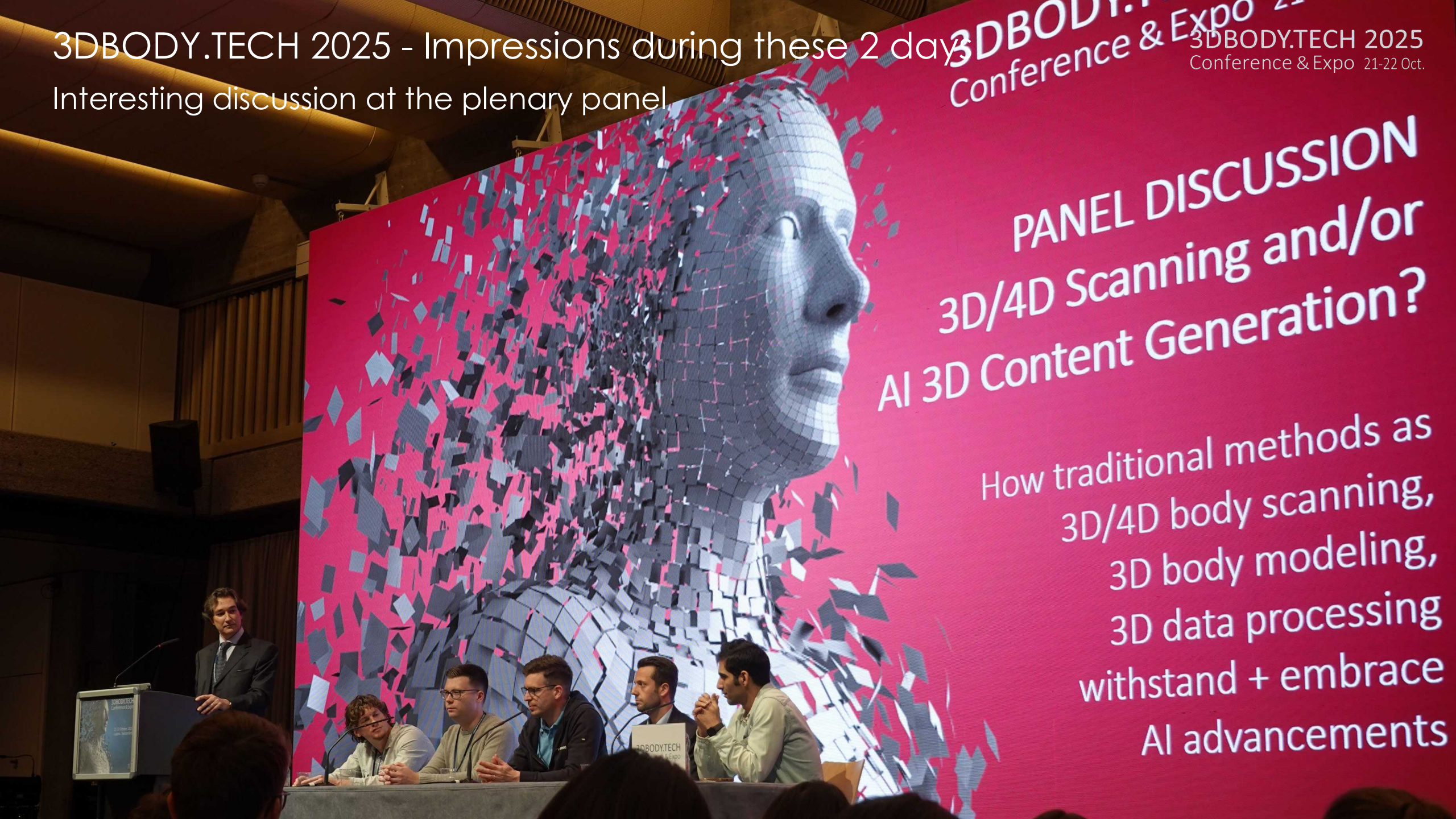
Despite **decades of research**, digital training solutions remain **fundamentally unchanged**: static, 2D video content viewed from a fixed perspective.

In the era of **short form and visual content** being the key to accessing information and training, the demand for **observational learning content** has never been higher - with it's positioning as one of the most effective teaching methodologies. Yet we've constrained it to a single camera angle.

This creates a **critical gap** between how people **naturally learn** and how **training is delivered** on a large scale.

3DBODY.TECH 2025 - Impressions during these 2 days

Interesting discussion at the plenary panel



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Interesting demonstrations at the technical exhibition

3DBODY.TECH 2025 - Impressions during these 2 days

Interesting demonstrations at the technical exhibition

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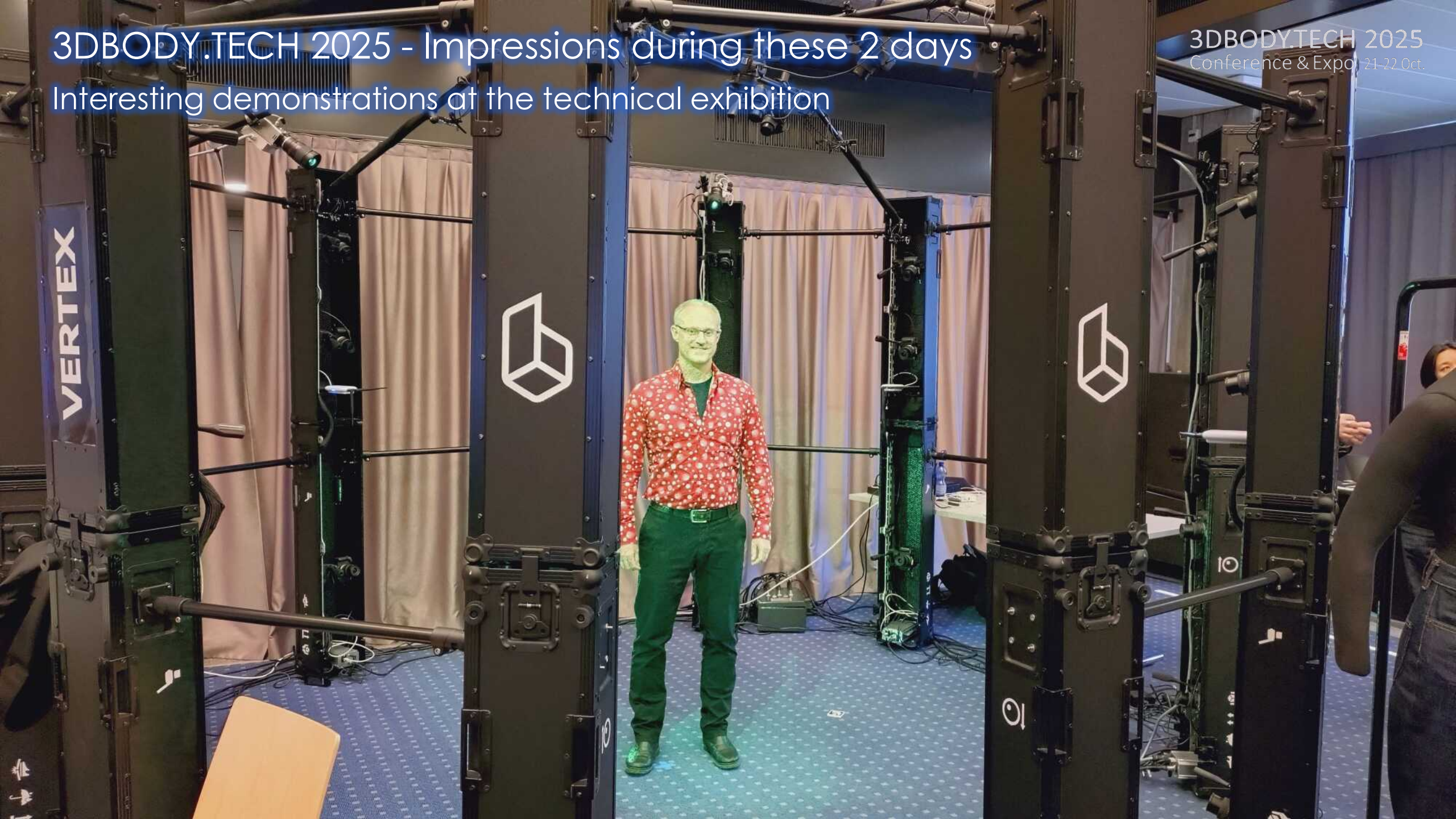
Interesting demonstrations at the technical exhibition



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Interesting demonstrations at the technical exhibition

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Interesting demonstrations at the technical exhibition

3DBODY.TECH 2025
Conference & Expo 21-22 Oct.

3DBODY.TECH 2025 - Impressions during these 2 days

Networking and relaxed moments during breaks

3DBODY.TECH 2025 - Impressions during these 2 days

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3DBODY.TECH 2025 - Impressions during these 2 days

Professional video: will be available in 4-6 weeks on our website

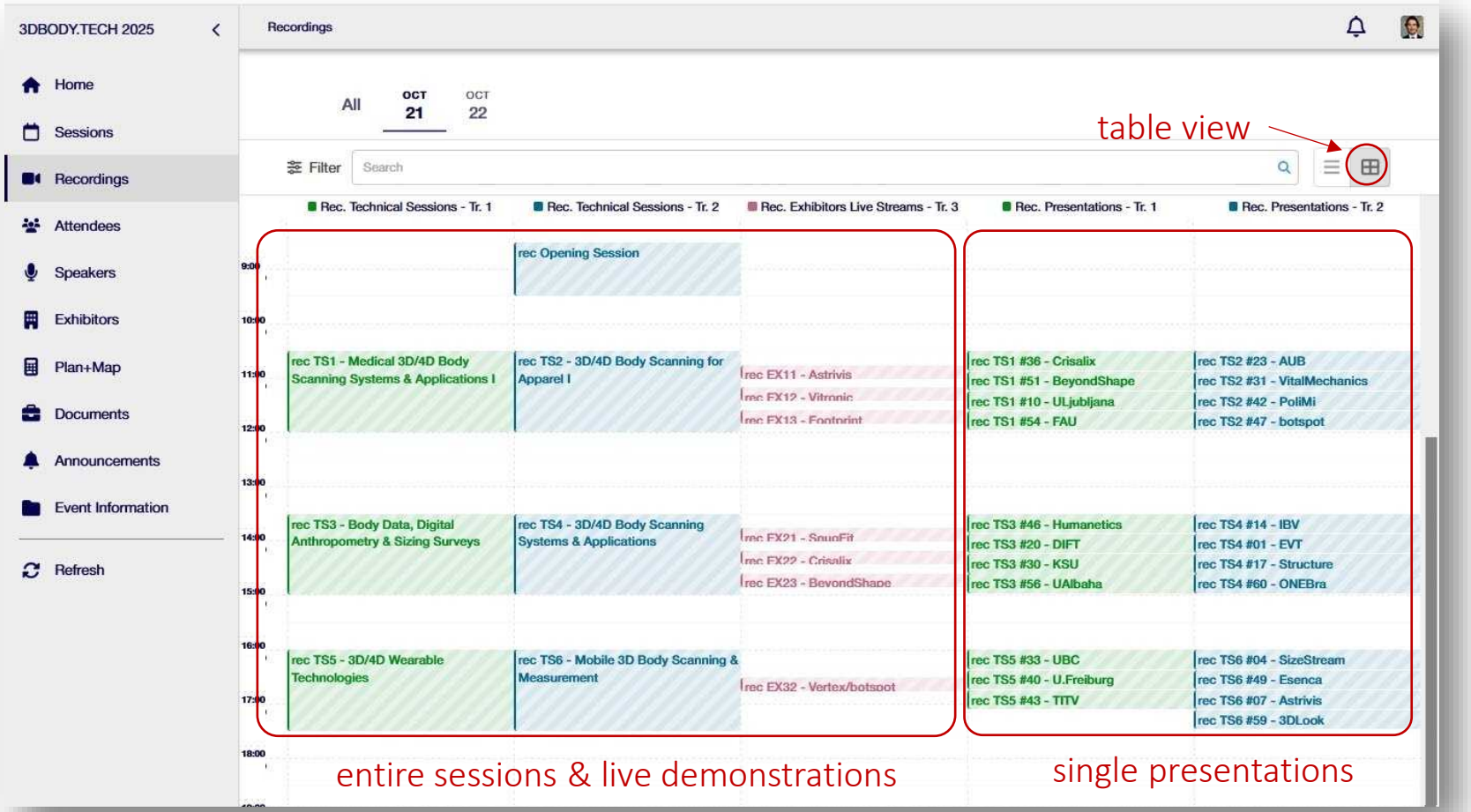
3DBODY.TECH 2025 - onsite closing - online still open

The live program is finished / the online event platform will stay open for 90 days

The messaging & networking system will still be functioning

We will finish to upload all recorded sessions and all single presentations tonight

recorded sessions & single presentations



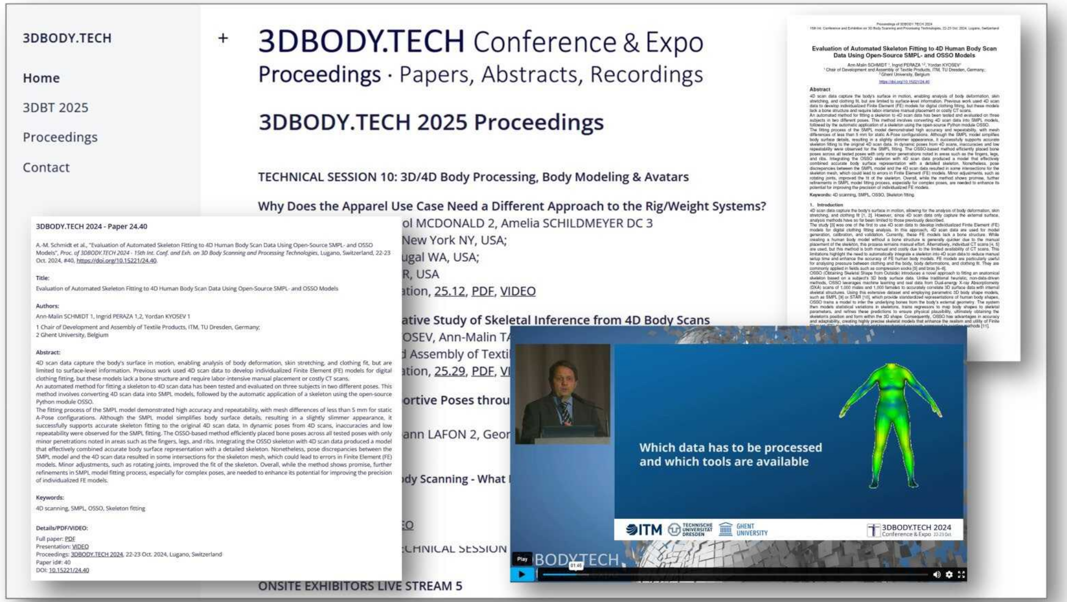
3DBODY.TECH 2025 Proceedings

E-Proceedings, ISBN, Full Papers DOIs

HTML Structure
Access to Full Papers/Abstracts PDFs
Recordings of Single Presentations & Live Demos
Recordings of Entire Sessions, Including Q&A

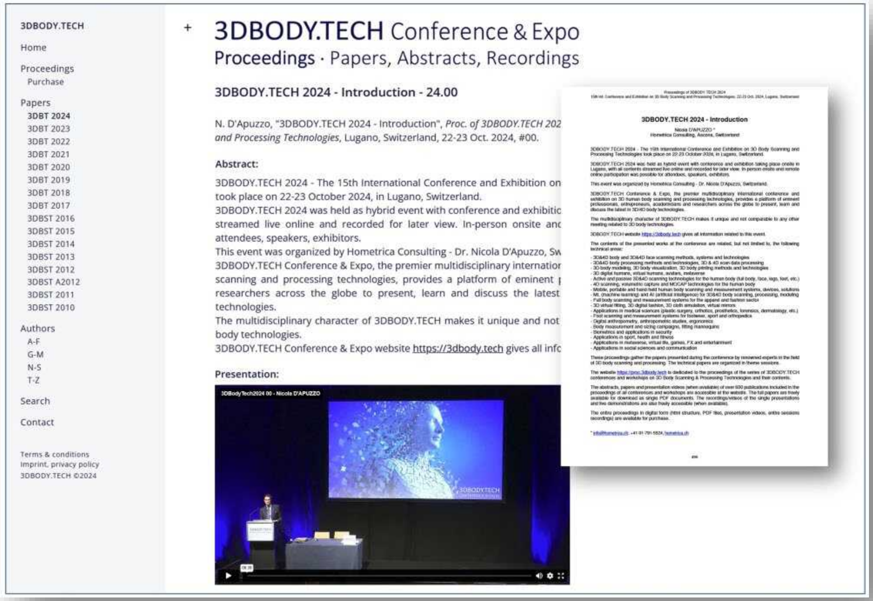
Download in the Event Platform/App

Also available for purchase from today



3DBODY.TECH Proceedings Website

https://proc.3dbody.tech



Free Access to:
1025 papers/abs./present. pages
805 papers/abstracts as PDF
378 present. videos/recordings -> 450 on Q3.2026
Recordings of 2025 will be available on Q3.2026

3DBODY.TECH 2025 Journal

3DBODY.TECH Journal

International Journal of 3D Body Technologies

ISSN: 3042-576X | DOI: 10.15221/3DBTJ

Open Access | Published: Annually

Full papers presented at 3DBODY.TECH Conference

Option/Selection: to be published as journal papers

Review by at least 2 members tech./scient. committee

3DBODY.TECH Journal Volume 2 - Expected Dec. 2025

Authors can still apply to have their full paper being reviewed for publication in the journal

Review process: will start next week

Announcements for 2026

3DBODY.TECH 2026

Conference & Expo 20-21 Oct.

3DBODY.TECH Conference & Expo

17th International Conference & Expo on 3D/4D Body Technologies

Lugano, Switzerland, 20-21 October 2026

in-person event: all presentations onsite (online only for exceptional cases)
attendees: onsite + online

Goals/expectations for 2026:

200 onsite + 50 online participants

80 presentations

25 exhibitors


3DBODY.TECH 2025
Conference & Expo 21-22 Oct.
Goodbye from Lugano


3DBODY.TECH 2026
Conference & Expo 20-21 Oct.
See you again next year in Lugano

16th 3DBODY.TECH Conference & Expo

Lugano, Switzerland · 21-22 October 2025