

CALL FOR REGISTRATIONS AND EXHIBITORS - 3DBODY.TECH 2026

17th 3DBODY.TECH Conference & Expo

Lugano, Switzerland · 20-21 October 2026

3DBODY.TECH Conference & Expo - The Premier Multidisciplinary International Conference & Expo on 3D/4D Human Body Scanning, Body Data and Body Processing Technologies · <https://3dbody.tech>

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

3DBODY.TECH 2026 - The 17th International Conference & Expo on 3D/4D Body Technologies, will take place on 20-21 October 2026, in Lugano, Switzerland. 3DBODY.TECH 2026 will be a full in-person event with conference and expo taking place at the Lugano convention center, with speakers presenting onsite and with 80% of attendees participating onsite. Online participation will be available for remote attendees. The entire contents of the conference and demonstrations of exhibitors will be live streamed and recorded for later view.



3DBODY.TECH Conference & Expo - TOPICS

The technical program consists of presentations and demonstrations in the following areas (full list on our website):

- 3D & 4D body and 3D & 4D face scanning methods, systems and technologies
- 3D & 4D body data processing and use, 3D & 4D body processing methods and technologies
- 3D body modeling, 3D body visualization, 3D body printing methods and technologies
- Digital humans, virtual humans, avatars
- Active and passive 3D & 4D scanning technologies for the human body (full body, bust, head, face, legs, feet, hands, etc.)
- 4D scanning, volumetric capture, Gaussian Splatting 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 & 4D body scanning, body data, processing and modeling
- Full body scanning and measurement systems for the apparel & fashion, workwear & uniforms sectors
- 3D virtual fitting, 3D digital fashion, 3D cloth simulation, virtual mirrors
- 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/HF
- Body data, body measurement and sizing campaigns
- Applications in sport, fitness and health
- Applications in VFX, games, entertainment, metaverse, virtual life

3DBODY.TECH Conference & Expo - FACTS

- World's largest multidisciplinary meeting entirely dedicated to 3D & 4D body scanning, body data and body processing
- In-person event with speakers presenting onsite and 80% of attendees participating onsite
- Over 250 expected international onsite and online participants at the conference and expo
- 1 plenary session, 14 technical sessions in dual track, 1 panel discussion, 6 demo sessions, in total over 80 presentations
- Pre-conference add-on hands-on workshops on dedicated topics (limited number of participants)
- Technical exhibition of equipment and solutions on 500sqm (5400sqft) with 20-25 exhibitors
- Live streaming and recording of all presentations, all sessions and exhibitors' demonstrations
- Dedicated event platform/app with access to all live streams, all recorded contents, and tools for networking
- Conference proceedings (ISBN, digital) with access to all papers, all abstracts and all recordings
- All papers and recordings included in the 3DBODY.TECH Proceedings website with over 1000 pages, 800 PDFs, 450 videos
- Peer reviewed papers published as journal papers (DOI) on 3DBODY.TECH Journal (ISSN, open access, online)

3DBODY.TECH 2026 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.

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.

3DBODY.TECH Conference & Expo 2026 17th International Conference & Expo on 3D/4D Body Technologies Lugano, Switzerland, 20-21 October 2026, https://3dbody.tech					
Time	Tuesday 20 October 2026			Wednesday 21 October 2026	
08:00	Registration		Exhibition Setup	Registration	
09:00	Opening Session Opening Speech & Short Presentations from GOLD and SILVER Exhibitors		Exhibition	Technical Session 7 3D/4D Hand & Foot Scanning	Technical Session 8 3D/4D Body Scanning for Apparel II
10:00				Coffee Break	
11:00	Coffee Break		Exhibitors Live Stream 1	Technical Session 9 3D/4D Face & Body Scanning in Medicine	Technical Session 10 3D/4D Body Scanning for Apparel III
12:00	Technical Session 1 Digital Anthropometry & Ergonomics/HF	Technical Session 2 Mobile 3D Body Scanning & Measurement		Lunch Break	
13:00	Lunch Break		Exhibitors Live Stream 2	Technical Session 11 3D/4D Body Data & Body Processing Technologies	Technical Session 12 3D/4D Capture, Technologies & Applications I
14:00	Technical Session 3 3D/4D Body Scanning for Health & Sport	Technical Session 4 3D/4D Body Scanning for Apparel I		Coffee Break	
15:00	Coffee Break		Exhibitors Live Stream 3	Panel Discussion	
16:00	Technical Session 5 Digital Humans & Avatars	Technical Session 6 Anthropometric & Sizing Surveys		Break	
17:00			Technical Session 13 3D/4D Capture, Technologies & Applications II	Technical Session 14 3D/4D Body Scanning for Apparel IV	
18:00	Welcome Cocktail			Closing Session	
19:00					

ADD-ON PRE-CONFERENCE WORKSHOPS

4D Gaussian Splatting:

End-to-end pipeline from 4D capture, through data processing, to virtual production and final visualization/publication. Monday 19 Oct., afternoon, 2.5 hours. Limited number of participants.

PRESENTATION PROPOSALS, ABSTRACTS, PAPERS - Submissions and Review Process, Proceedings, Journal

Submission of abstracts for 3DBODY.TECH 2026 is closed. Slots for additional presentations may however be available. For inquiries and requests for late submission of presentation proposals, abstracts or papers, please contact the conference office at info@3dbody.tech.

Acceptance and Review Process, Conference Proceedings (ISBN), Journal (ISSN), DOIs, Papers & Recordings

The works presented at 3DBODY.TECH Conference & Expo are differentiated into 4 groups: technical/scientific full papers (peer reviewed), technical/scientific papers/abstracts (not fully reviewed), technical presentations, invited talks.

The submitted abstracts are evaluated for acceptance to be presented at the 3DBODY.TECH Conference & Expo.

Authors of accepted abstracts are invited to submit full papers for publication in the 3DBODY.TECH Proceedings.

Full papers will be published upon request also in the 3DBODY.TECH Journal ISSN 3042-576X, after being peer reviewed.

All papers, abstracts and presentations at 3DBODY.TECH 2026 Conference & Expo will be included in the 3DBODY.TECH 2026 Proceedings with ISBN number, and individual DOIs will be assigned to all papers.

All papers, abstracts, recordings will be available at the 3DBODY.TECH Proceedings website <https://proc.3dbody.tech>.

CALL FOR EXHIBITORS - Levels and Fees

The technical exhibition will take place in parallel to the conference and will be accessible to all attendees and participants.

GOLD Exhibitor

- 9m² (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
- profile on event platform/app
- logo, link, text on website + program
- promotion on our social media
- cost: 3600 CHF

SILVER Exhibitor

- 4m² (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
- profile on event platform/app
- logo, link, text on website + program
- promotion on our social media
- cost: 2300 CHF

BRONZE Exhibitor

- 2m² (2x1m) exhibition space
- 1 table, 2 chairs, el. plug, WiFi
- 1 onsite + 1 online registr./participant
- 1 presentation at tech. session
- live demo streamed + recorded
- profile on event platform/app
- logo, link, text on website + program
- promotion on our social media
- cost: 1200 CHF

BASIC Sponsor

- 1 online registr./participant
- profile on event platform/app
- logo, link, text on website
- cost: 700 CHF

Additional Registrations/Participants

- + 1 onsite registration/participant: 700 CHF
- + 2 onsite registrations/participants: 1300 CHF
- + 1 1-day registration/participant: 350 CHF
- + 1 online registration/participant: 250 CHF
- 1 upgrade to online reg./participant: 400 CHF

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

REGISTRATION - Fees, Tickets, Early Registration Discounts

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

Registration fees include admission to all sessions and technical exhibition, coffee breaks and lunches, full access to the event platform/app (during and 60 days after the conference & expo) and to the proceedings.

Registration Fees	Attendee	Speaker	Student	1-day	Online	Add-on WS
Regular, 1 Aug. - 30 Sept.	800 CHF	750 CHF	700 CHF	500 CHF	300 CHF	100 CHF
Late, from 1 October:	900 CHF	850 CHF	800 CHF	600 CHF	350 CHF	150 CHF

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

VENUE - Lugano · Swiss Mediterranean Style

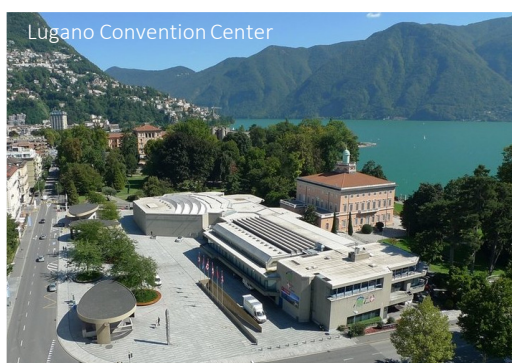
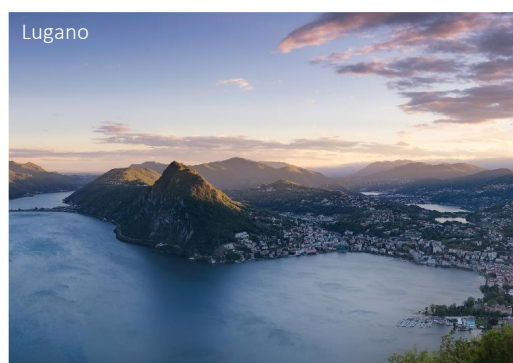
Lugano is situated 80 km north of Milan, in Ticino, an alpine canton in the South of Switzerland. This quiet, compact city of spacious parks lies on the shores of beautiful Lake Lugano, in an unspoilt landscape of lush hills and wild, remote valleys.

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.

3DBODY.TECH 2026 Conference & Expo will be held at the Lugano convention center, which is centrally located next to the municipal park directly on the lake shore, and within easy walking distance of many hotels, shops and attractions. The dual-track technical sessions, the technical exhibition and the breaks will take place in adjacent spaces on the first floor.

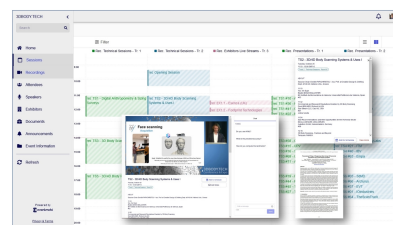


EVENT PLATFORM/APP

The 3DBODY.TECH Event Platform/App will allow all participants to access and view all live streams and all recorded contents: technical sessions, single presentations, exhibitors' demonstrations. The recordings will be available within 1-2 hours.

Extended networking opportunities will be available within the platform/app for browsing/searching and contacting/messaging all participants.

The event platform/app will be active and accessible to all (onsite and online) participants during the conference and for 60 days after the conference.



3DBODY.TECH Proceedings

The 3DBODY.TECH Proceedings website includes all abstracts, papers, presentation videos of all 3DBODY.TECH events, starting from 2010 until 2025. All contents are freely available: 1000 publications/presentations pages, 800 papers/abstracts as PDFs, 450 presentation videos/recordings (from 2020) and a dedicated search tool.

3DBODY.TECH Proceedings website: <https://proc.3dbody.tech>



3DBODY.TECH Journal - International Journal of 3D Body Technologies

3DBODY.TECH Journal (ISSN: 3042-576X | DOI: 10.15221/3DBTJ) is an international peer reviewed, pure open access journal.

The technical/scientific papers published in this journal have been peer reviewed after being firstly submitted and presented at the 3DBODY.TECH Conference & Expo and included in the 3DBODY.TECH Proceedings.

3DBODY.TECH Journal website: <https://jrnl.3dbody.tech>



CONTACT - Conference office and venue

3DBODY.TECH Conference Office

HOMETRICA CONSULTING - Dr. Nicola D'Apuzzo
Contrada Maggiore 2, CH-6612 Ascona, Switzerland
<https://3dbody.tech> info@3dbody.tech +41 91 791 5524

Conference Venue

Lugano Convention Center - Palazzo dei Congressi
Piazza Indipendenza 4, CH-6900 Lugano, Switzerland
<https://luganoconventions.com> +41 58 866 66 30