

3DBODY.TECH 2024 - Introduction

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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, with all contents 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
- 3D body modeling, 3D body visualization, 3D body printing 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
- ML (machine learning) and AI (artificial intelligence) for 3D&4D body scanning, processing, 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.)
- 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 metaverse, virtual life, games, FX 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 proceedings of all conferences and workshops are accessible at the website. The full papers are freely available for download as single PDF documents. The recordings/videos of the single presentations and live demonstrations are also freely accessible (when available).

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

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