

## Introduction

Nicola D'APUZZO\*  
Hometrica Consulting, Ascona, Switzerland

3DBODY.TECH 2019 - The 10th International Conference and Exhibition on 3D Body Scanning and Processing Technologies was held on October 21<sup>st</sup> to 22<sup>nd</sup> 2019, in Lugano, Switzerland.

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 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.

3DBODY.TECH Conference & Expo website [3dbody.tech](http://3dbody.tech) give 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 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 3D body scanning technologies (laser scanning, white-light scanning, RGB-D)
- Passive body scanning methods (stereo photogrammetry, visual-hull)
- Portable and hand-held human body scanning and measurement devices
- Full body scanning systems for the apparel and fashion sector
- Applications in medical sciences (plastic surgery, orthotics, prosthetics, forensics, etc.)
- Foot scanning, custom footwear 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
- Human body and face modeling, animation and simulation
- Applications in virtual life, games and entertainment
- 3D body scanning for arts, sculpture and 3D printing

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 [3dbody.tech/cap](http://3dbody.tech/cap) is dedicated to the proceedings of the serie of conferences and workshops on 3D Body Scanning & Processing Technologies and their contents.

The abstracts and papers of about 500 publications included in the proceedings of all conferences and workshops are available at the website and accessible from its different sections. The full papers are available for download as single documents (PDF), the proceedings books (in digital form) are available for purchase.

\* [info@hometrica.ch](mailto:info@hometrica.ch); +41-91-791-5524; [www.hometrica.ch](http://www.hometrica.ch)