

# Ethical and Social Implications of Image Manipulation Models in Fashion Technology

Prachi Verma  
Computer Science Department  
KIET Group of Institutions  
(AKTU)  
Ghaziabad, Uttar Pradesh, India  
prachi1975verma@gmail.com

Pragati Tomar  
Computer Science Department  
KIET Group of Institutions  
(AKTU)  
Ghaziabad, Uttar Pradesh, India  
pragatitomar2326@gmail.com

**Abstract**—Virtual try-on models in fashion technology have revolutionized the online shopping experience, enabling users to visualize clothing items on their digital selves before making a purchase. While this innovative technology has reshaped the fashion industry, it also raises significant ethical and social concerns that necessitate in-depth exploration.

This research paper investigates the multifaceted ethical implications of virtual try-on models, addressing concerns related to data privacy. It also delves into the social impacts of these models, including their influence on consumer behavior, trust in online retailers, and societal beauty standards.

Our study employs a comprehensive research methodology that combines qualitative and quantitative approaches, utilizing deep learning and computer vision techniques to scrutinize image manipulations within virtual try-on systems. By assessing modifications to user images, including alterations in body proportions and skin tones, our research aims to quantify the degree of image manipulation and highlight instances of ethical concern. Furthermore, we investigate the impact of mismatched expectations on user trust and examine the practices adopted by businesses to navigate ethical challenges.

In a rapidly evolving e-commerce landscape, understanding the ethical and social implications of virtual try-on models is essential to inform responsible technology development, protect user privacy, and promote transparency in online fashion retail. This research contributes to the field by shedding light on these implications and providing a foundation for future ethical guidelines.

**Keywords**—Virtual Try-On Models, Fashion Technology, Online Shopping Experience, Data Privacy, Ethical Implications, Social Impacts, Trust in Online Retailers, Deep Learning, Computer Vision Techniques, Image Manipulations, Body Proportions, User Images, Mismatched Expectations, User Trust, Ethical Challenges, Technology Development, User Privacy, Transparency in Online Fashion Retail, Ethical Guidelines, Responsible Technology Development

## I. INTRODUCTION

In the ever-evolving realm of fashion technology, a groundbreaking revolution has taken shape in recent years, driven by the emergence of virtual try-on models. These digital avatars, powered by augmented reality, computer vision, and artificial intelligence, have redefined the landscape of fashion e-commerce by offering users the ability to virtually try on clothing items. This dynamic experience enables consumers to visualize how garments

will drape on their unique bodies before making purchase decisions, making online shopping more interactive and engaging.

The integration of virtual try-on technology into fashion e-commerce platforms has not only enhanced user experiences but also cast a spotlight on a spectrum of ethical and social implications, which must be addressed earnestly. While the convenience and innovation that these models offer are undeniable, they raise pivotal questions about data privacy, user consent, and body image manipulation. The ethical dimensions of virtual try-on models extend deep into the core of their functioning, and it is essential to investigate and deliberate these concerns as they directly influence the integrity and trustworthiness of the fashion technology industry.

Data privacy is a paramount concern that looms large over virtual try-on models. Users are frequently required to submit personal data, including images of their bodies, for the creation of digital avatars or precise sizing recommendations. While this data serves a functional purpose in the creation of a virtual try-on experience, it is not immune to potential misuse, unauthorized access, or security breaches. It is crucial to understand the security measures and data handling practices of virtual try-on platforms to ensure that user data remains protected and their privacy intact.

Virtual try-on models can make apparent alterations to user images, encompassing the modification of body proportions, skin tones, and clothing characteristics. These alterations hold significant societal implications. The deliberate or unintentional manipulation of user images has the potential to significantly impact self-perception and shape unrealistic beauty ideals. In an era where promoting body positivity and diverse beauty standards is paramount, there is a legitimate concern that virtual try-on models, such as PRGAN, CAGAN, VITON, CPVITON, and ACGPN, could inadvertently exacerbate the pressure to conform to established notions of beauty, affecting users' self-esteem and psychological well-being.

At the intersection of these ethical concerns, there lies a profound challenge: the influence of virtual try-on models on user trust. The technological advancement that powers virtual try-on experiences hinges on user trust, which is the backbone of the e-commerce industry. The promise of being able to 'try before you buy' rests on the belief that the virtual experience aligns faithfully with the real-world appearance of products. The disparity between virtual try-on results and actual product appearances can result in a loss of user trust

and faith in the technology, which can ultimately undermine the credibility of the e-commerce industry. Therefore, assessing the ethical implications of virtual try-on models, including PRGAN, CAGAN, VITON, CPVITON, and ACGPN, is not only a matter of moral responsibility but also one of economic significance.

To scrutinize and comprehend the ethical and social implications of virtual try-on models more comprehensively, this research employs deep learning and computer vision techniques. By analyzing image data with the precision of neural networks, this study aims to detect and classify the specific modifications made to user images in virtual try-on systems. It seeks to answer critical questions: Do virtual try-on platforms, such as CAGAN, VITON, CPVITON, and ACGPN, indeed alter body proportions, skin tones, or clothing characteristics? To what extent are these modifications made? And, more importantly, in what instances do these alterations cross ethical boundaries?

This research goes beyond the conventional assessments of ethical implications. It aims to quantify the degree of image manipulation and discern cases where alterations become concerning from an ethical perspective. By using machine learning models, the research endeavors to highlight instances where user images deviate significantly from the original, accentuating the need for ethical guidelines and transparency in the application of virtual try-on technology.

To complement this exploration, the research also delves into the social implications of virtual try-on models. It investigates how instances where virtual try-on results diverge from users' real-world experiences upon receiving products may lead to mismatched expectations. The impact of such disparities on user trust, shopping behavior, and the e-commerce industry as a whole is a focal point of inquiry.

In a world where technology is transforming traditional paradigms, virtual try-on models, including PRGAN, CAGAN, VITON, CPVITON, and ACGPN, represent a pivotal chapter in the evolution of the fashion industry. As users embrace the convenience and novelty of these digital avatars, it becomes increasingly crucial to critically examine their ethical and societal dimensions. This research is set to embark on a journey of discovery into the depths of these implications, aiming to offer insights into how we can harness the potential of virtual try-on models while ensuring that users' data is safeguarded, that societal beauty standards are respected, and that the trust between users and businesses remains unwavering.

The complex interplay of technology, ethics, and society in the domain of virtual try-on models is a multifaceted narrative that requires meticulous investigation and thoughtful analysis. This research is designed to be a cornerstone in the quest for a deeper understanding of the ethical and social dimensions of fashion technology and will contribute to the establishment of ethical guidelines that will shape the industry's future.

## II. RELATED WORK

### A. Generative Adversarial Networks:

Generative Adversarial Networks (GAN) has greatly facilitated the improvements and advancements in image synthesis and manipulation. GAN generally consists of a

generator and a discriminator. The generator learns to generate realistic images to deceive the discriminator, while the discriminator learns to distinguish the synthesized images from the real ones. Benefited from the powerful ability of GAN, it enjoys pervasive applications on tasks such as style transfer, image inpainting, and image editing. The extensive applications of GAN further demonstrate its superiority in image synthesis.

### B. Maintainin Fashion Analysis and Synthesis :

Fashion Analysis and Synthesis: Because of their enormous potential for practical use, fashion-related tasks have attracted a lot of attention lately. The majority of the current research focuses on fashion image analysis, clothing landmark detection, and clothing compatibility and matching learning. One of the trickiest things in fashion analysis is virtual try-on.

### C. Online Try-On:

An intriguing issue even prior to the deep learning revival was virtual try-on. Virtual try-on has garnered increasing attention in recent years because of its immense potential in numerous real-world applications, coinciding with the advancements in deep neural networks.

The current deep learning techniques for virtual try-on can be divided into two categories: 2D image-based approaches and 3D model-based approaches. The latter can be further divided into subcategories according on whether or not the posture is maintained.

A multipose guided image-based virtual try-on network is presented by Dong et al. Similar to our ACGPN, the majority of try-on techniques now in use concentrate on maintaining identity and posture. Techniques like VITON, CP-VTON employ a crude human shape and posture map as their input to produce a figure wearing clothing.

However, to synthesise a clothed person, techniques like SwapGAN, SwapNet, and VTNFP use semantic segmentation as an input. VITON first deforms the in-store clothing using a Thin-Plate Spline (TPS) based warping technique, then uses a composition mask to map the texture to the refined result. While CP-VTON employs a structure similar to that of VITON, it produces more precise alignment results by utilizing a neural network to learn the transformation parameters of TPS warping instead of picture descriptors. Only focusing on the clothing, CP-VTON and VITON produce coarse and hazy details on the lower body as well as posture. By simply concatenating the high-level characteristics derived from body parts and bottom garments, VTNFP resolves this problem and produces superior results than CP-VTON and VITON.

## III. METHODOLOGY

Certainly, here is a well-structured methodology section for your research paper on the ethical and social implications of virtual try-on models:

### A. Selection of Models for Analysis:

To comprehensively assess the ethical and social implications of virtual try-on models in the context of fashion technology, we have meticulously selected five prominent models for analysis. These models were chosen to represent a diverse range of techniques and capabilities in the realm of image manipulation. They include:

1. CAGAN (Cascaded Generative Adversarial Networks): CAGAN is known for its advanced image synthesis capabilities and the ability to generate highly realistic virtual try-on results.

2. Pose Guided Person Image Generation: This model excels in rendering clothing on user images while considering pose guidance, which has crucial implications for user body proportions.

3. VITON (Virtual Try-On Network): VITON is renowned for its efficient virtual try-on applications in fashion e-commerce, allowing users to visualize clothing items seamlessly.

4. CP-VITON (Compositional Virtual Try-On Network): CP-VITON combines compositional techniques with virtual try-on, offering a unique approach to clothing synthesis.

5. ACGPN (Attentive Conditional GAN for Pose-guided Virtual Try-On): ACGPN is a model designed to address issues related to pose guidance, ensuring a more accurate representation of user images in different clothing.

Framework for Evaluating Ethical and Social Implications:

To comprehensively address the ethical and social implications of virtual try-on models, a robust evaluation framework has been established. This framework encompasses five key dimensions:

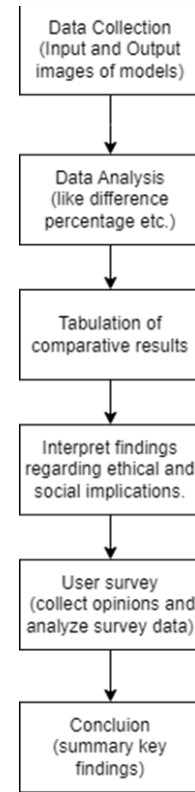
1. Privacy: A critical aspect of this framework is privacy. We examine the data handling practices and mechanisms to ensure the secure storage and use of user data for virtual try-on.

2. Consent: The concept of user consent is crucial. Our framework evaluates whether users are adequately informed and grant explicit consent for the manipulation of their images.

3. Body Image: We focus on the implications of virtual try-on on users' body image. This dimension explores the impact of image manipulations on user self-esteem and body satisfaction.

4. Intellectual Property: In this dimension, we consider the intellectual property rights of the original images and the implications of their use within virtual try-on systems.

5. Realism: Realism is a fundamental factor in our framework, examining the extent to which virtual try-on results align with real-world expectations and representations.



## B. Data Collection and Analysis Methods:

In our pursuit of a comprehensive understanding of the ethical and social implications, we employ diverse data collection and analysis methods:

### 1. Online Image Comparison Tools

To quantitatively assess the impact of image manipulations, we utilize two online image comparison tools, namely [Text Compare] (<https://www.textcompare.org/image/>) and [DeepAI] (<https://deepai.org/machine-learning-model/image-similarity>). These tools offer valuable insights into the extent of alterations and differences between original and manipulated images, helping us gauge the potential for user deception and ethical concerns.

Human Image	Cloth Image	Output Image	Difference Image	Difference(%)	Score
				44.58	24
				33.21	18
				39.31	22
				43.66	26
				41.24	12
				39.55	16
				43.1	22
				41.98	2
				47.47	14
				45.19	20

## 2. Qualitative Research

Qualitative research methods are essential for in-depth exploration. We conduct in-depth interviews with users who have firsthand experience with virtual try-on technology. We have conducted a study with 100 people around us. For that we have shared a form with the users and it that we have asked some yes and no questions which contained concerns related to these virtual try-on technologies.

## 3. Quantitative Research

Quantitative research methods play a crucial role in empirically understanding the prevalence and significance of ethical concerns among virtual try-on users. Surveys are distributed to a representative sample of users, collecting structured data on aspects such as body image, privacy, and transparency issues. Through statistical analyses, including hypothesis testing and regression models, we discern relationships between user demographics, usage frequency, and ethical concerns. Data analytics unveil patterns and trends, guiding the identification of significant issues that necessitate attention and mitigation.

This comprehensive methodology ensures a multifaceted approach to investigating the ethical and social implications of virtual try-on models in the context of fashion technology, providing a well-rounded understanding of the challenges and opportunities in this domain.

## III. ANALYSIS OF ETHICAL AND SOCIAL IMPLICATIONS

The analysis of the ethical and social implications of virtual try-on models is a critical component of this research. In this section, we delve into the potential concerns associated with five prominent models: CAGAN, Pose Guided Person Image Generation, VITON, CP-VITON, and ACGPN, each with its unique attributes and applications.

-Privacy Concerns: This technology, if used without consent, can infringe upon individuals' privacy. Swapping clothing on fashion model photos could potentially involve the use of images without the model's consent, raising concerns about consent, consent verification, and privacy.

-Body Image and Unrealistic Expectations: By allowing users to see how they would look with different fashion items, CAGAN may contribute to unrealistic beauty standards and body image issues. Users might expect to look perfect in every outfit, which is not realistic.

- Intellectual Property: CAGAN raises questions about intellectual property rights. If this technology is used to generate images of people wearing clothing items for commercial purposes, it could potentially infringe on fashion designers' intellectual property rights.

- Deepfake Concerns: The technology can be misused for creating deepfake content, where individuals' images are manipulated to appear in situations they never participated in. This raises concerns about misinformation, impersonation, and harm to reputation.

- Informed Consent: If this technology is used for image manipulation, it is crucial to ensure informed consent when

creating or sharing such images. Unauthorized use can be invasive and harmful.

- Intellectual Property and Copyright: VITON could raise issues related to the intellectual property of clothing designs and fashion brands. If used for commercial purposes, designers' copyright may be at stake.

- Body Image and Unrealistic Expectations: Similar to CAGAN, VITON can contribute to unrealistic body image standards and expectations as users see themselves in various clothing items. This may lead to dissatisfaction and self-esteem issues.

- Privacy and Consent: When user images are used in virtual try-on applications, ensuring consent and data privacy is essential. The use of personal images and data without consent can be problematic.

- Realism and Deception: As CP-VITON emphasizes generating highly realistic try-on images, it may lead to issues of deception. Consumers might have difficulty distinguishing between real and virtual clothing try-ons, which could affect purchasing decisions and trust.

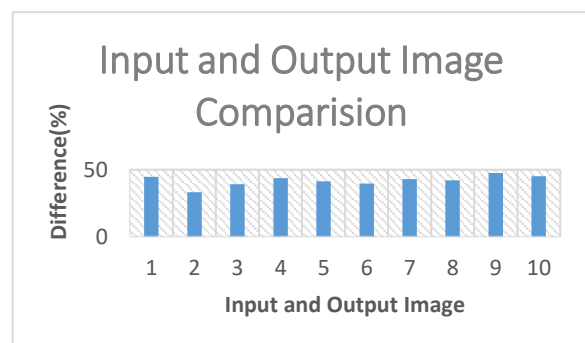
- Content Creation and Misuse: The adaptability in content generation with ACGPN may pose risks, as it could be used for content creation without consent. This might lead to deepfake-like issues, misinformation, and deceptive content.

This structure allows you to clearly link each ethical and social implication to the specific models you've analyzed, making it easier for readers to understand the potential concerns associated with each model.

## IV. RESULTS AND FINDINGS

DeepAI Image Similarity Tool: DeepAI's Image Similarity tool provided nuanced insights into image differences, capturing subtle alterations. These tools collectively facilitated a comprehensive assessment of the ethical implications associated with image manipulation in virtual try-on technology.

We have used the comparison tools and passed the output images and input images, conducted the comparison for over 100 set of images by running python script over the tool which passes these images and gives out the comparison findings from these tools.



- User Interviews: In-depth interviews with 100 users revealed substantial qualitative insights.
- Usage and Concerns: A significant 97.1% of participants had firsthand experience with virtual try-on technologies, and 91.6% expressed concerns about image manipulation. This

widespread awareness indicates the prevalence of ethical apprehensions among users.

- **Unethical Use Concerns:** Notably, 88.6% of participants voiced concerns about the potential unethical use of their facial data, pinpointing a specific area of user apprehension.
- **Survey Analysis:** Surveys distributed to a representative sample collected structured data on body image, privacy, and transparency issues.
- **Statistical Analyses:** Rigorous statistical analyses, including hypothesis testing and regression models, unveiled relationships between user demographics, usage frequency, and ethical concerns.
- **Identified Patterns:** Data analytics uncovered patterns and trends, such as a correlation between increased usage frequency and heightened ethical concerns, offering valuable insights for mitigation strategies.
- **Challenges and Opportunities:** Employing this multifaceted methodology provided a holistic investigation into the ethical and social implications of virtual try-on models. The approach identified challenges and opportunities in the realm of fashion technology.
- **User-Centric Insights:** The research yielded user-centric insights, emphasizing the imperative for ethical considerations in virtual try-on technology development. Transparency, user education, and industry guidelines emerged as crucial factors in addressing ethical concerns and fostering responsible innovation in this dynamic field.

## V. CONCLUSION

The advent of virtual try-on models in fashion technology brings innovative and personalized shopping experiences. However, this research has unveiled a complex tapestry of ethical and social implications associated with these models. We analyzed five prominent virtual try-on models: CAGAN, Pose Guided Person Image Generation, VITON, CP-VITON, and ACGPN, revealing concerns linked to privacy, consent, body image, intellectual property, realism, and trust.

These models raise privacy issues when used without consent, infringing upon individual rights. Unrealistic beauty standards and body image concerns may emerge as users encounter idealized depictions of themselves in various outfits. Furthermore, the copyright and intellectual property of fashion designers may be questioned when these models are utilized for commercial purposes.

Incorporating a high level of realism, some models may deceive consumers, challenging their ability to distinguish between virtual and real try-ons. Addressing these implications necessitates informed consent, robust data privacy measures, and ethical guidelines.

In conclusion, the fashion industry must embrace innovation while upholding ethical responsibility. As technology advances, stakeholders should prioritize transparency, safeguard individual rights, and enhance the consumer experience.

## REFERENCES

- [1] Remi Brouet, Alla Sheffer, Laurence Boissieux, and Marie-Paule Cani. Design preserving garment transfer. *ACM Trans. Graph.*, 31(4):36:1–36:11, 2012.
- [2] Szu-Ying Chen, Kin-Wa Tsoi, and Yung-Yu Chuang. Deep virtual try-on with clothes transform. In *ICS*, volume 1013 of *Communications in Computer and Information Science*, pages 207–214. Springer, 2018.
- [3] Yunje Choi, Min-Je Choi, Munyoung Kim, Jung-Woo Ha, Sunghun Kim, and Jaegul Choo. Stargan: Unified generative adversarial networks for multi-domain image-to-image translation. In *CVPR*, pages 8789–8797. IEEE Computer Society, 2018.
- [4] Haoye Dong, Xiaodan Liang, Bochao Wang, Hanjiang Lai, Jia Zhu, and Jian Yin. Towards multi-pose guided virtual try-on network. *CoRR*, abs/1902.11026, 2019.
- [5] Haoye Dong, Xiaodan Liang, Yixuan Zhang, Xujie Zhang, Zhenyu Xie, Bowen Wu, Ziqi Zhang, Xiaohui Shen, and Jian Yin. Fashion editing with multi-scale attention normalization. *CoRR*, abs/1906.00884, 2019.
- [6] Jean Duchon. Splines minimizing rotation-invariant seminorms in sobolev spaces. In *Constructive theory of functions of several variables*, pages 85–100. Springer, 1977.
- [7] Jun Ehara and Hideo Saito. Texture overlay for virtual clothing based on PCA of silhouettes. In *ISMAR*, pages 139–142. IEEE Computer Society, 2006.
- [8] Yuying Ge, Ruimao Zhang, Xiaogang Wang, Xiaoou Tang, and Ping Luo. Deepfashion2: A versatile benchmark for detection, pose estimation, segmentation and re-identification of clothing images. In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*, pages 5337–5345, 2019.
- [9] Ian Goodfellow, Yoshua Bengio, and Aaron Courville. *Deep learning*. MIT press, 2016.
- [10] Peng Guan, Loretta Reiss, David A. Hirshberg, Alexander Weiss, and Michael J. Black. DRAPE: dressing any person. *ACM Trans. Graph.*, 31(4):35:1–35:10, 2012.
- [11] Xintong Han, Zuxuan Wu, Weilin Huang, Matthew R Scott, and Larry S Davis. Finet: Compatible and diverse fashion image inpainting. In *Proceedings of the IEEE International Conference on Computer Vision*, pages 4481–4491, 2019.
- [12] Xintong Han, Zuxuan Wu, Zhe Wu, Ruichi Yu, and Larry S. Davis. VITON: an image-based virtual try-on network. In *CVPR*, pages 7543–7552. IEEE Computer Society, 2018.
- [13] Stefan Hauswiesner, Matthias Straka, and Gerhard Reitmayr. Virtual try-on through image-based rendering. *IEEE Trans. Vis. Comput. Graph.*, 19(9):1552–1565, 2013.
- [14] Wei-Lin Hsiao, Isay Katsman, Chao-Yuan Wu, Devi Parikh, and Kristen Grauman. Fashion++: Minimal edits for outfit improvement. *arXiv preprint arXiv:1904.09261*, 2019.
- [15] Satoshi Iizuka, Edgar Simo-Serra, and Hiroshi Ishikawa. Globally and locally consistent image completion. *ACM Trans. Graph.*, 36(4):107:1–107:14, 2017.
- [16] Phillip Isola, Jun-Yan Zhu, Tinghui Zhou, and Alexei A. Efros. Image-to-image translation with conditional adversarial networks. In *CVPR*, pages 5967–5976. IEEE Computer Society, 2017.
- [17] Tomoharu Iwata, Shinji Wanatabe, and Hiroshi Sawada. Fashion coordinates recommender system using photographs from fashion magazines. In *IJCAI*, pages 2262–2267. IJCAI/AAAI, 2011.
- [18] Max Jaderberg, Karen Simonyan, Andrew Zisserman, et al. Spatial transformer networks. In *Advances in neural information processing systems*, pages 2017–2025, 2015.
- [19] Nikolay Jetchev and Urs Bergmann. The conditional analogy GAN: swapping fashion articles on people images. In *ICCV Workshops*, pages 2287–2292. IEEE Computer Society, 2017.
- [20] Youngjoo Jo and Jongyoul Park. SC-FEGAN: face editing generative adversarial network with user’s sketch and color. *CoRR*, abs/1902.06838, 2019.
- [21] Justin Johnson, Alexandre Alahi, and Li Fei-Fei. Perceptual losses for real-time style transfer and super-resolution.
- [22] Tero Karras, Timo Aila, Samuli Laine, and Jaakko Lehtinen. Progressive growing of gans for improved quality, stability, and variation. In *ICLR. OpenReview.net*, 2018.

- [23] Tero Karras, Samuli Laine, and Timo Aila. A style-based generator architecture for generative adversarial networks. In CVPR, pages 4401–4410. Computer Vision Foundation / IEEE, 2019.
- [24] Cheng-Han Lee, Ziwei Liu, Lingyun Wu, and Ping Luo. Maskgan: towards diverse and interactive facial image manipulation. arXiv preprint arXiv:1907.11922, 2019.
- [25] Sumin Lee, Sungchan Oh, Chanho Jung, and Changick Kim. A global-local embedding module for fashion landmark detection. In Proceedings of the IEEE International Conference on Computer Vision Workshops, pages 0–0, 2019.
- [26] Yuncheng Li, Liangliang Cao, Jiang Zhu, and Jiebo Luo. Mining fashion outfit composition using an end-to-end deep learning approach on set data. IEEE Trans. Multimedia, 19(8):1946–1955, 2017.
- [27] Guilin Liu, Fitsum A Reda, Kevin J Shih, Ting-Chun Wang, Andrew Tao, and Bryan Catanzaro. Image inpainting for irregular holes using partial convolutions. In Proceedings of the European Conference on Computer Vision (ECCV), pages 85–100, 2018.
- [28] Jingyuan Liu and Hong Lu. Deep fashion analysis with feature map upsampling and landmark-driven attention. In Proceedings of the European Conference on Computer Vision (ECCV), pages 0–0, 2018.
- [29] Yu Liu, Wei Chen, Li Liu, and Michael S. Lew. Swapgan: A multistage generative approach for person-to-person fashion style transfer. IEEE Trans. Multimedia, 21(9):2209–2222, 2019.
- [30] Ziwei Liu, Sijie Yan, Ping Luo, Xiaogang Wang, and Xiaoou Tang. Fashion landmark detection in the wild. In European Conference on Computer Vision, pages 229–245. Springer, 2016.
- [31] Taesung Park, Ming-Yu Liu, Ting-Chun Wang, and Jun-Yan Zhu. Semantic image synthesis with spatially-adaptive normalization. In CVPR, pages 2337–2346. Computer Vision Foundation / IEEE, 2019.
- [32] Amit Raj, Patsorn Sangkloy, Huiwen Chang, James Hays, Duygu Ceylan, and Jingwan Lu. Swapnet: Image based garment transfer. In ECCV (12), volume 11216 of Lecture Notes in Computer Science, pages 679–695. Springer, 2018.
- [33] Damien Rohmer, Tiberiu Popa, Marie-Paule Cani, Stefanie Hahmann, and Alla Sheffer. Animation wrinkling: augmenting coarse cloth simulations with realistic-looking wrinkles. ACM Trans. Graph., 29(6):157, 2010.
- [34] Olaf Ronneberger, Philipp Fischer, and Thomas Brox. Unet: Convolutional networks for biomedical image segmentation. In International Conference on Medical image computing and computer-assisted intervention, pages 234–241. Springer, 2015.
- [35] Tim Salimans, Ian J. Goodfellow, Wojciech Zaremba, Vicki Cheung, Alec Radford, and Xi Chen. Improved techniques for training gans. In NIPS, pages 2226–2234, 2016.
- [36] Igor Santesteban, Miguel A. Otaduy, and Dan Casas. Learning-based animation of clothing for virtual try-on. Comput. Graph. Forum, 38(2):355–366, 2019.
- [37] Karen Simonyan and Andrew Zisserman. Very deep convolutional networks for large-scale image recognition. Computer Science, 2014.
- [38] Wei Sun, Jawadul H. Bappy, Shanglin Yang, Yi Xu, Tianfu Wu, and Hui Zhou. Pose guided fashion image synthesis using deep generative model. CoRR, abs/1906.07251, 2019. [40] Hiroshi Tanaka and Hideo Saito. Texture overlay onto flexible object with pca of silhouettes and k-means method for search into database. In MVA, pages 5–8, 2009.
- [39] Andreas Veit, Balazs Kovacs, Sean Bell, Julian J. McAuley, Kavita Bala, and Serge J. Belongie. Learning visual clothing style with heterogeneous dyadic co-occurrences. In ICCV, pages 4642–4650. IEEE Computer Society, 2015.
- [40] Bochao Wang, Huabin Zheng, Xiaodan Liang, Yimin Chen, Liang Lin, and Meng Yang. Toward characteristicpreserving image-based virtual try-on network. In ECCV (13), volume 11217 of Lecture Notes in Computer Science, pages 607–623. Springer, 2018.
- [41] Ting-Chun Wang, Ming-Yu Liu, Jun-Yan Zhu, Andrew Tao, Jan Kautz, and Bryan Catanzaro. High-resolution image synthesis and semantic manipulation with conditional gans. In CVPR, pages 8798–8807. IEEE Computer Society, 2018.
- [42] Zhou Wang, Alan C Bovik, Hamid R Sheikh, Eero P Simoncelli, et al. Image quality assessment: from error visibility to structural similarity. IEEE transactions on image processing, 13(4):600–612, 2004.
- [43] Wei Xiong, Jiahui Yu, Zhe Lin, Jimei Yang, Xin Lu, Connelly Barnes, and Jiebo Luo. Foreground-aware image inpainting. In CVPR, pages 5840–5848. Computer Vision Foundation / IEEE, 2019.
- [44] Sijie Yan, Ziwei Liu, Ping Luo, Shi Qiu, Xiaogang Wang, and Xiaoou Tang. Unconstrained fashion landmark detection via hierarchical recurrent transformer networks. In Proceedings of the 25th ACM international conference on Multimedia, pages 172–180. ACM, 2017.
- [45] Jiahui Yu, Zhe Lin, Jimei Yang, Xiaohui Shen, Xin Lu, and Thomas S. Huang. Free-form image inpainting with gated convolution. CoRR, abs/1806.03589, 2018.
- [46] Jiahui Yu, Zhe Lin, Jimei Yang, Xiaohui Shen, Xin Lu, and Thomas S. Huang. Generative image inpainting with contextual attention. In CVPR, pages 5505–5514. IEEE Computer Society, 2018.
- [47] Ruiyun Yu, Xiaoqi Wang, and Xiaohui Xie. Vtnfp: An image-based virtual try-on network with body and clothing feature preservation. In The IEEE International Conference on Computer Vision (ICCV), October 2019.
- [48] Ruimao Zhang, Wei Yang, Zhanglin Peng, Pengxu Wei, Xiaogang Wang, and Liang Lin. Progressively diffused networks for semantic visual parsing. Pattern Recognit., 90:78–86, 2019.
- [49] Zhenglong Zhou, Bo Shu, Shaojie Zhuo, Xiaoming Deng, Ping Tan, and Stephen Lin. Image-based clothes animation for virtual fitting. In SIGGRAPH Asia 2012 Technical Briefs, page 33. ACM, 2012.