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Interaction Design
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The virtual fitting machine is a brand-new technology that uses data obtained through precise scanning of the human body, uses virtual technology to create a virtual human image, and performs virtual fitting by using the clothing data entered in machine. This technology greatly saves the time and energy that people consume when trying on clothes.

Through this machine, customers only need to select the appropriate clothes in the store, enter the machine to scan to obtain their own virtual image, and enter the code on the selected clothes into the machine to see the effect of their own wearing. And the virtual image is real-time and proportional, which means that even if you don't change the clothes, you can still see the effect of putting on your clothes on the big screen like a mirror. But because body scanning is a very sensitive topic for most people. Many people question the safety and privacy of the built-in scanner of the machine, so they strongly oppose this new technology.

The project chose to narrow the target group to five individuals who had a direct interest relationship with the virtual fitting machine. Through the self-reports of different characters, you will understand everyone's concerns and expectations for this machine, and will make corresponding choices for them. These choices not only affect one individual, they may cause multiple effects at the same time and cause very bad effects. So before making a choice, you need to think carefully.

The overall structure of the project is clear, which is very conducive to the audience

to understand the entire story line. In terms of aesthetics, considering that the technology is closely related to fashion, it did not use elements that are too futuristic, but instead used a more elegant and concise style. At the same time, this style also emphasizes the content itself.