**The advancement of technology has had a significant impact on various industries, with innovative solutions like Cloud computing, IoT, Augmented reality (AR), and Virtual reality (VR) changing the game in many ways. This paper presents a system known as "Virtual Try-ons" which leverages IoT devices like mobile cameras, Cloud storage for data, and an intelligent interface for user interaction. With more and more people opting for online shopping, there are various challenges that arise with this transition, one of which is the issue of "Try-on". Virtual Reality solves this challenge by introducing "Virtual Try-on" which replaces traditional try-on methods. Virtual Try-ons designed using Lens Studio uses Body tracking and the concept of occlusion to create garment transfer, wristwear try-on, footwear try-on, earring try-on and cloth simulation try-on. The process of transferring a garment involves several key components, including the Garment Transfer Custom Component, Carousel, and GTController. The custom component handles the transfer of a costume from a reference image to a person, while the carousel allows for easy switching between different garments with a simple tap. The GTController is used to switch between different modes. Wristwear try-on involves three essential components, which include the Wrist Tracking Scene Object, the Left and Right Wrist Objects, and the 3D Models. The wrist tracking scene object tracks the wrist, while the left and right wrist objects contain all relevant details related to the wrists. The 3D models are used for overlay during the try-on process. Footwear try-on comprises foot tracking, carousel, and shoe controller scripts as the primary components. Foot tracking is used to attach and track shoes to a user's feet, while the carousel allows for switching between multiple shoe designs. The shoe controller script ties the carousel to the foot tracking components. For earring try-on, the ear binding is attached to an ear landmark that determines the position of the ear, such as lobe-front, lobe-back, or helix. Cloth Simulation try-on involves the use of 3D Body Tracking, Cloth Simulation, and Body Mesh technologies. 3D Body tracking tracks the person, while Body Mesh is used to conform clothes to the body. The Cloth Simulation deforms the clothes based on the movement of the body. After the designs are complete, they are converted into lenses that are available to all Snapchat users. A website that is based in the cloud is created to provide users with convenient and collective access to all the try-ons. This system enables users to utilize Snapchat lenses for product try-ons, like regular lenses. Users have the option to use either Google Lens or Snapchat lens to scan the snap code, which will redirect them to their preferred product's lens. If the lens involves garment transfer, the user will need to provide input of their upper body using the camera, resulting in the display of an overlayed costume on the user. The same concept applies to other lenses, such as wristwear try-on, where the user needs to place their wrist in front of the camera, earring try-on, where the user must position their face with the ear in front of the camera, footwear try-on, where the user must position their foot in front of the camera, and cloth simulation try-on, where the user must place their body in front of the camera. With Virtual Try-on, individuals can preview and virtually try on their desired products like clothes, watches, shoes, etc., from the comfort of their own homes, making the shopping experience easier and smoother. Virtual try-on also adds an element of fun and excitement to the shopping experience, increasing the hedonic value for consumers. It allows consumers to experiment and play with different products, styles, and colors, in a way that is not possible with traditional shopping methods.**