Picture-Based Virtual Try-On

Group-1

Dhruva Shah (1165998)

Khyati Patel (1172720)

Introduction

- Virtual Try on technology lets customer see how clothes fit on themselves allowing them to virtually "try on" clothing before purchasing.
- The customer can try on while sitting in any part of the world.



Problem Statement

- The Virtual-try on is a crucial aspect of research as, during the COVID-19 pandemic lockdown, most businesses went into crisis mode, and not just large brands, but even tiny businesses are wondering how they would survive.
- In a post-Covid-19 future, taking our time in stores will be tough; as a result, internet purchasing has exploded.
- A renowned deal of time and work is taken to create a virtual try-on system.
- The purpose of a virtual try-on is to create a photo-realistic new picture with a fresh item of clothing while removing the previous one's effects.
- But it is still limited to the starting phase as many technical gaps can be seen in it.

Research Gap

O1. Simple poses only

Only outcome of most common and easy poses.

02. Clothes indistinguishable

Inner side of the clothes were indistinguishable from the outer side.



03. Mismatch

A huge mismatch in the current and target clothing shapes.

04. Limited Dataset

It consists of only particular poses image.

05. Pixel leak

The clothing pixels often leak into the skin pixels, and in the case of self occlusion, the skin pixels may be completely replaced.

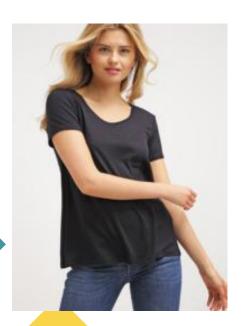
Research Questions

- RQ1. How can we figure out unique poses?
- RQ2. How to prevent the scattering of pixels?
- > RQ3. How to get the same target image as the input image?
- RQ4. How to prevent overlapping of the input image on the target cloth?
- RQ5. Which dataset should we utilized to get the desired results?
- > RQ6. Which model give the best results in accordance to the existing issues?

Result

- The authors of the ACGPN did not mention the models they used to create person segmentation labels and detect the keypoints on a human body. Thus, we picked the models ourselves and ensured the quality of the ACGPN model's.
- We tried overcoming flaws and improved the accuracy by integrating the two different datasets.
- Also, we were successful in identifying even with the most unusual poses.
- Resolved one of the main limitation where it predicted different target image in comparison to the input image.

Input Image



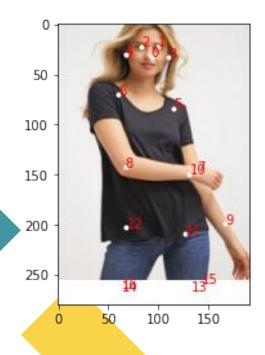
Target Cloth Image



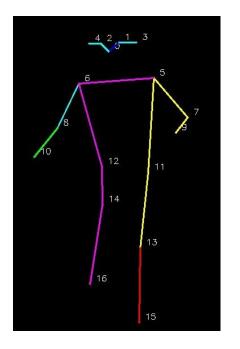
Semantic Segmentation: PSPNet



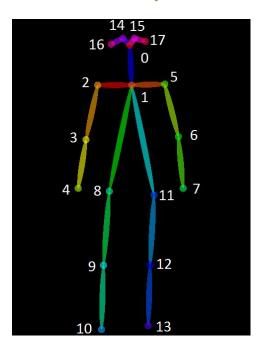
Pose Keypoints



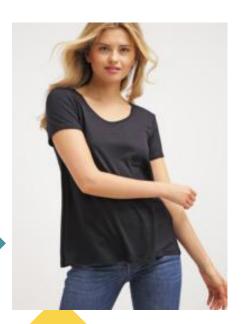
Pose Detection: PoseNet



Pose Detection: PoseNet to OpenPose



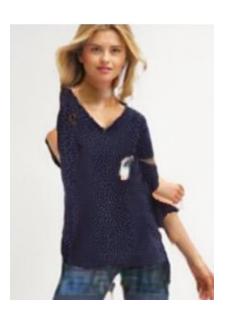
Input Image



Our Output Image



Author's Output



References

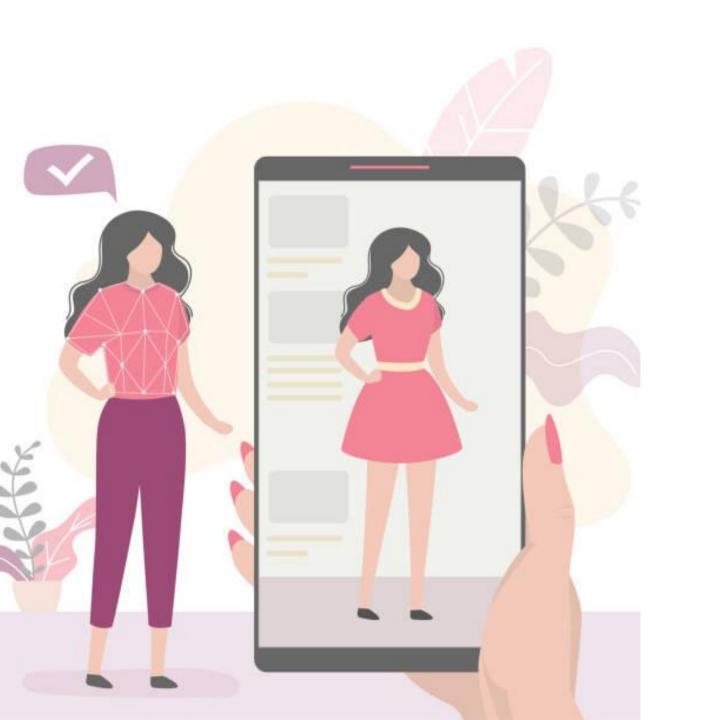
[1] Han X, Wu Z, Wu Z, Yu R, Davis L. VITON: An Image-Based Virtual Try-on Network. https://arxiv.org/pdf/1711.08447.pdf

[2] Lassner C, Pons-Moll G, Gehler P. A Generative Model of People in Clothing. https://arxiv.org/pdf/1705.04098.pdf

[3] Chen Q, Koltun V. Photographic Image Synthesis with Cascaded Refinement Networks. https://arxiv.org/pdf/1707.09405.pdf

[4] Zhao B, Wu X, Cheng Z-Q, Liu H, Jie Z, Feng J. Multi-View Image Generation from a Single-View. https://arxiv.org/pdf/1704.04886.pdf

[5] A. Siarohin, E. Sangineto, S. Lathuiliere, and N. Sebe, "Deformable` GANs for Pose-based Human Image Generation.". [Online]. Available: https://arxiv.org/pdf/1801.00055.pdf.



Thank you

We would like to say thanks to Dr. Garima Bajwa for directing us through her talks and teaching assistant Alankrit for giving important inputs and feedback that helped us finishing this project.