CLAIMS

1. A method for generating a non-photographic 3D avatar based on pose guidance and biometric landmark capture using a physical calibration object.
2. A garment recommendation engine comparing avatar data with a collaborative textile database using dimensional, aesthetic, and emotional metrics.
3. An embeddable system delivered as an API or SDK for integration into third-party retail or platform websites.
4. A visualization interface that allows simulation of garments on avatars without displaying user images.
5. A personal assistant module, represented optionally by a virtual character, that guides the user through style, emotional state, event context, and fashion trends.
6. A dynamic wardrobe planner predicting future outfit needs based on calendar analysis and lifestyle data.
7. A haptic feedback module delivering biometric signals to the user based on emotional fit and garment performance.
8. A color adaptation engine that adjusts clothing suggestions based on ambient light and visual context.
9. A blockchain-based certification system for garments linked to avatar usage and resale history.
10. A garment adaptability indexing module that scores garments by fit versatility and emotional acceptance across avatar profiles.
11. A trial exposure module enabling brands to feature their catalog for a limited period within the platform.
12. A brand attraction engine that identifies compatible brands based on user data and issues automated onboarding invitations.
13. A wardrobe synchronization system that detects physical garments worn by the user using textile sensors or digital input, estimates current sizing relevance, and populates a virtual closet.
14. A garment donation and resale engine, integrated into the virtual closet, which categorizes clothes that no longer fit and routes them to:  
      
       a. a donation cart with suggested logistics; or  
      
       b. a resale cart linked to partner platforms with optional profit-sharing (e.g., 20% to charity).