I used my research from last week and looked at the 3D models I had previously created. It was apparent I had to re-rig them as the current set up didn’t work. This for a multitude of reasons:

* Previous clothing clipped when scaled – the original body didn’t exist.
* The bones were suitable for posing, not for transformations.

I made sure to do a basic rig of the body for posing and then I added extra bones to allow the model to modify in the places specified:

* Neck
* Shoulders
* Bust
* Hips
* Waist
* Legs

This was a challenge because I had little experience with rigging 3D models. I ended up following this tutorial - https://cgi.tutsplus.com/tutorials/building-a-basic-low-poly-character-rig-in-blender--cg-16955

That was a good base and from that proceeded to add more bones in the correct places.

Research:

<https://www.retaildive.com/ex/mobilecommercedaily/hm-uses-gps-linked-augmented-reality-app-to-showcase-new-collection>

<https://fashionretail.blog/2018/05/07/ar-vr-in-fashion/>

<https://filmora.wondershare.com/virtual-reality/vr-shopping-fun.html>

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https://newseu.cgtn.com/news/2020-09-01/Is-the-future-of-online-shopping-virtual--TqJOJKRXIk/index.html

<https://jasoren.com/pancakes-in-a-virtual-kitchen-and-online-fitting-how-retail-uses-ar-vr/>

<https://skywell.software/blog/how-to-use-augmented-reality-in-retail/>

Dissertation:

Introduction

Background

Analysis

Design

Implementation and testing

Evaluation