Draft: Work Order

Scope of Work: Virtual Garment Try-On Software Development Project

1. **Project Description:**
   i. The project entails the development of a Virtual Garment Try-On Software, aimed at providing users with a realistic virtual try-on experience for garments.
   ii. The software will feature advanced 3D garment visualization capabilities, allowing users to virtually try on garments in a realistic and immersive virtual environment. This should include:
      - 3D / Virtual model of the user
      - Software to capture exact body measurements of the model. This is proposed to capture the measurement and create a virtual user model with realistic body measurements, by using:
        - Input of body measurements by the users
        - Capture of body measurement by the software using the camera and special measurement and angle feature (can be discussed in detail)
      - Realistic visualization of the garment on the model. Software to capture exact garment measurement to fit with high degree of realism on the virtual body of the model.
   iii. Further it is understood that the model will require training. Input and data of the training materials will be provided by the client and not by the code developer. However, it is in the scope of the developer to run all the training as per the satisfactory of the client to ensure the completeness, accuracy and consistency of the working of the software.

2. **Key Features:**
   i. Realistic 3D Garment Visualization: The software will offer high-quality 3D garment visualization, simulating fabric textures, colours, and garment fit with a high degree of realism.
   ii. Body Measurement Customization: Users will have the ability to customize body measurements within the software, allowing for accurate virtual garment fitting tailored to individual body shapes and sizes.
   iii. Integration with Various E-commerce Platforms: The software will be seamlessly integrated with various e-commerce platforms, enabling retailers to incorporate the virtual try-on feature into their online stores.
   iv. User Interface (UI) and User Experience (UX): User interface design and user experience goals for the software will be an ongoing requirement which may be communicated from time to time. This may include considerations for ease of navigation, intuitive controls, and accessibility features to ensure a seamless and engaging user experience.

3. **Functional Requirements:**
   i. The software should allow users to select garments from a virtual catalogue and visualize them on a virtual avatar or their customized body model.
   ii. Users should be able to interact with the virtual garments, including zooming, rotating, and adjusting the fit to evaluate different styles and sizes.
   iii. The software should provide accurate garment fit predictions based on user-provided body measurements and garment specifications.
   iv. Integration with e-commerce platforms should facilitate easy implementation of the virtual try-on feature on retailer websites, including support for product catalogue, inventory management, and checkout processes.
   v. Performance requirements or benchmarks for the virtual try-on software, such as loading times, rendering speeds, and responsiveness will be identified and any improvement of the

same will be done during the development and testing phase. Acceptable performance metrics and expectations for optimal user experience is not yet defined in this document, however the same will be rendered based on the practicality and opportunity to optimize the same during the course of the project.

vi. Security and Privacy Measures: Developer to provide inputs and assist to ensure compliance with data privacy regulations and security measures to protect user data, prevent unauthorized access. Address encryption protocols, data storage practices, and user authentication mechanisms to safeguard sensitive information.

vii. Localization and Internationalization: If the virtual try-on software will be deployed globally, discuss requirements for localization and internationalization. Consider language support, cultural sensitivities, and regional preferences to ensure a seamless experience for users worldwide.

viii. It is to be understood that all the feature and project requirement are not mentioned in the work order, however during the period of project the requirements can be explained by the Buyer (client) to the Seller (Developer).

4. Technical Specifications:

i. The software should be developed using cutting-edge technologies and programming languages suitable for 3D visualization and virtual reality applications.

ii. Compatibility with multiple devices and platforms, including web browsers, mobile devices (iOS and Android) should be ensured.

iii. The software should leverage cloud-based infrastructure for scalability, performance optimization, and seamless integration with e-commerce platforms.

5. Project Deliverables:

i. Development of the Virtual Garment Try-On Software, including all specified features and functionalities.

ii. Documentation outlining system architecture, design specifications, and user guidelines.

iii. Integration with selected e-commerce platforms and demonstration of functionality in a test environment.

6. Timeline and Milestones:

i. The project timeline and milestones will be established in consultation with the development team, taking into account the complexity of the software and resource availability.

7. Payment Terms:

i. Payment will be made according to mutually agreed-upon milestones and project completion.

8. Confidentiality and Intellectual Property:

i. Both parties agree to maintain the confidentiality of project-related information and intellectual property throughout the duration of the project and thereafter.

ii. The project Intellectual Property including the source code and algorithm, design and documentation, 3D Models and Assets, User Data and Metrics, software, training details and data, etc.

9. **Change Control:**
    i. Any changes to the project scope, requirements, or deliverables must be documented and approved by both parties in writing to avoid scope creep and ensure project alignment.

10. **Acceptance Procedure:**
    i. Deliverables are subject to acceptance in accordance with the work order. Developer (supplier) will have a maximum of 30 days for software deliverable and an extended period of 15 days for non-software deliverable, from the date of acceptance of work order. Buyer will have a further period of 30 days from the date of receiving the deliverables to determine any deficiency and communicate to the supplier. Supplier shall promptly cure any such deficiency and after completing such cure, supplier shall resubmit the deliverable for review and/or testing. A deliverable shall be deemed accepted upon the earlier of (a) receipt of Supplier of notice of acceptance from Buyer or (b) the expiration of the applicable acceptance period for that deliverable.

11. **Termination Clause:**
    i. Either party may terminate the agreement upon written notice if there is a material breach of the agreement or if circumstances arise that make project continuation impractical or impossible.

12. **Non-Disclosure Agreements (NDAs):**
    i. Both parties may consider signing a formal non-disclosure agreement (NDA) to legally enforce confidentiality obligations and protect sensitive information. This NDA can be made obligatory by the client. An NDA specifies the types of information considered confidential, the obligations of the parties, and the consequences of breach.

13. **Acceptance of the Work Order:**
    i. All terms and conditions of the agreement, to the extent expressly modified herein, are hereby incorporated into the terms and conditions of the work order. The parties have caused this Work Order to be executed by themselves:

Mr._____ Mr. _____

Date: Date:
Place: Place: