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Virtual Clothing Using Augmented Reality
Senior Design Project I
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Project Definition

- The main purpose of this project is to allow people to try out the outfit without physically wearing it with the help of augmented reality.
- 3D clothes in the application will be displayed on the selected model.

Project Definition (modified)

- Our project was primarily model dressing. Since there are problems and time constraints, we decided to focus AR part

- We learned and did commands such as rotate, scale up-down, plane detection through furniture objects.

Development Environment

- Unity
- C# (Visual Studio)
- AR Foundation
- ARCore XR Plugin
- AR Subsystems
- LeanTouch
- Placement Indicator
- Vysor

What have we done so far?

- Create and find objects
- Show objects with AR
- Show the model and furniture in the app and put GUIs as horizontal slidebar
- Rotate, Scale and Delete with some problems

What are we planning to do?

We will continue to focus on Augmented reality, our focus is on virtual clothes are tried with virtual try on. If this arrangement is not made, the application will be updated other Augmented reality project. Since we are currently using AR foundation, we will concentrate on Android application.

Models and Furnitures

Models and Furnitures
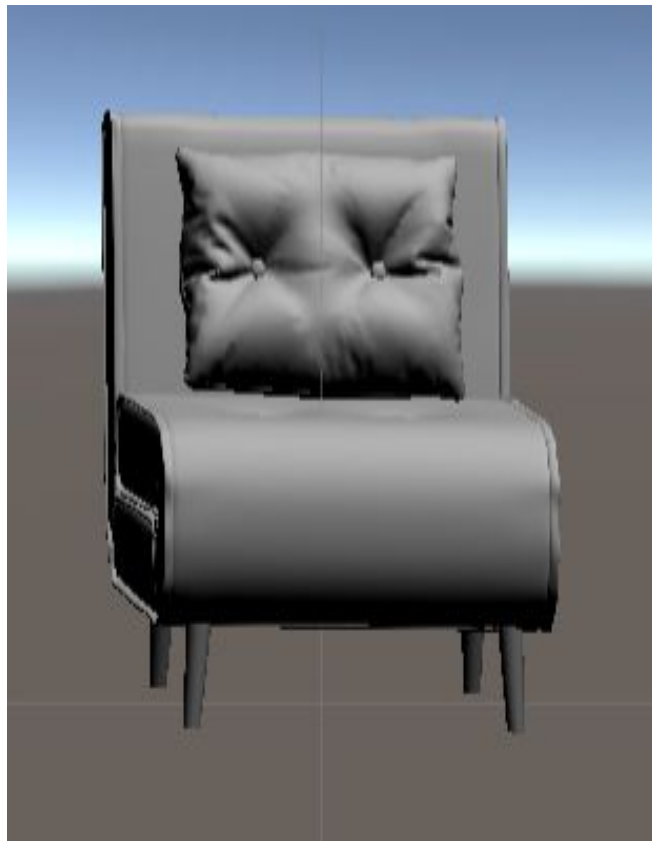
Models and Furnitures

Rotate and Scale (Lean Touch)

How our project works?

- Place Detection
- Indicator
- Select model/furniture
- Rotate and Scale
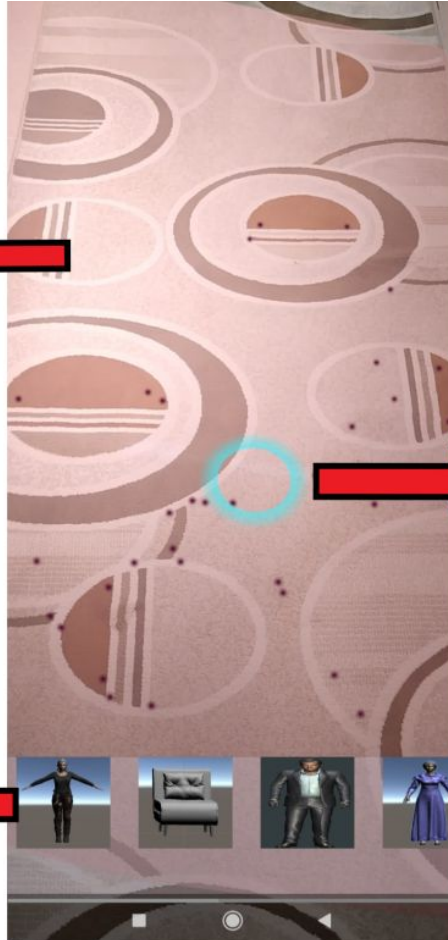- Select another model/furniture (optional)

AR Plane

Placement Indicator

Buttons in a horizontal sliding bar

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Project demonstration (Video)