

Rathmalana, Sri Lanka | 12th. December 2024

VIRTUAL FITTING ROOM SYSTEM (FIT-ME)

**N.B.R.A Apeksha, H.K.S Malsha, R.A.R.D Ranathunga and
T.K Malwatta**

*Department of Software Technology, University of Vocational Technology, Sri Lanka
sof19b111@uovt.ac.lk*

Abstract: In response to the rising popularity of online apparel shopping in Sri Lanka, the Virtual Fit-On Room System has been introduced to ensure that the perfect fit is achieved when purchasing clothes online. The uncertainty often associated with online shopping is addressed by allowing users to virtually try on garments before making a purchase. Flexibility is offered through two options: standard clothing sizes can be selected based on previous shopping experiences, or precise body measurements can be provided for a more personalized fit. An avatar model is generated based on the selected option, providing a visual representation of how the clothing will appear on the unique body shape. Prior to development, a comprehensive review of existing virtual fitting methods and challenges was conducted, revealing a significant gap in the Sri Lankan market, where such applications were lacking. User convenience was prioritized in the system's design, resulting in an intuitive interface that allows effortless navigation, virtual try-ons, and informed purchasing decisions. As the Virtual Fit-On Room System evolves, new features are expected to be introduced in response to user needs and technological advancements, positioning it as a dynamic and forward-thinking solution for online apparel shopping in Sri Lanka.

Keywords: Virtual Fitting Room, Online Shopping, 3D Avatar, Personalized Fit, E-Commerce.