Immersive Technology

AR/VR/Mixed Reality

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IMMERSIVE TECHNOLOGY

"Technology like art is a soaring exercise of the human imagination."

– Daniel Bell

DripAR

Brief Explanation

Fashion, form of self-expression and autonomy at a particular period and place and in a specific context, of clothing, footwear, lifestyle, accessories, makeup, hairstyle, and body posture.

In this new era of technology, the internet seems to be growing by leaps years and years. So does online fashion has taken a huge growth. People all around the world buy their clothing's from their favorite brands.

Ever wondered to try on these clothes before you could buy? Wondered how they look at you? Fear no more, DripAR uses your AR technology which lets you try clothes on yourself so that you could virtually try your clothing before you buy.

Technology Implemented

DripAR uses Augmented Reality technology to simulate the clothes on you. A particular design of cloth can be selected which would then launch the camera simulating the cloth.

The clothes can be rendered and made in blender 3D or photo grammetry can be used to make a 3D render of an existing entity and can be applied finishing touch in blender.

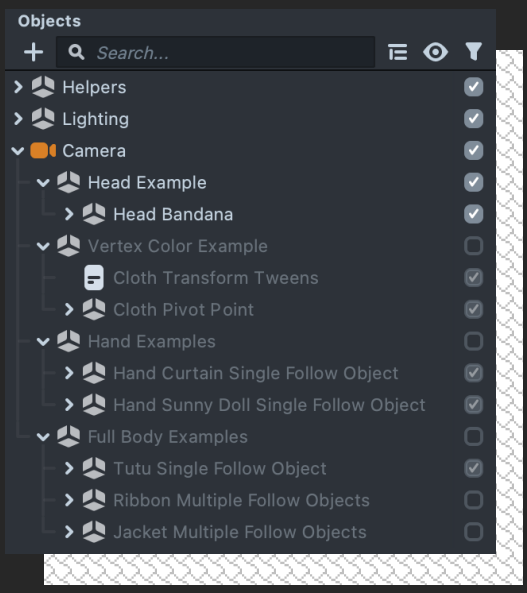
Hands & body tracking capabilities can be utilized to track the body and hand movements of the person. Using this we can bind the 3D blender templates with the 3D Objects.

Alternate template

Cloth Simulation

Instruction & Images

The cloth simulation template allows you to generate realistic cloth simulations with custom meshes. The template comes with several examples and helper scripts to customize your meshes. Cloth simulation allows you to make cloth move with human actions (move, stretch and bend), collision, gravity, air friction, etc. Each single point on cloth can move in different directions based on a combination of different forces.



In the Objects Panel, you can find the following examples:

Head Bandana - shows how to attach a bandana to user's neck with head binding.

Vertex Color - shows how to use vertex color with different simulation settings.

Hand Curtain - shows how to use collider to collide fixed point cloth with hand tracking.

Hand Sunny Doll - shows how to use the collider to fill the cloth with hand tracking.

Tutu - shows how to attach a tutu to user's hip with 3D body tracking.

Ribbon - shows how to attach a ribbon to left and right hands with 3D body tracking.

Jacket - shows how to attach a jacket to the left arm, right arm, and neck with 3D body tracking.