

# DEEPAPPAREL

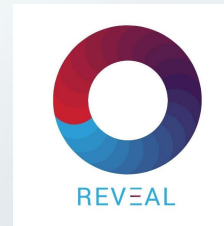


## Group Members

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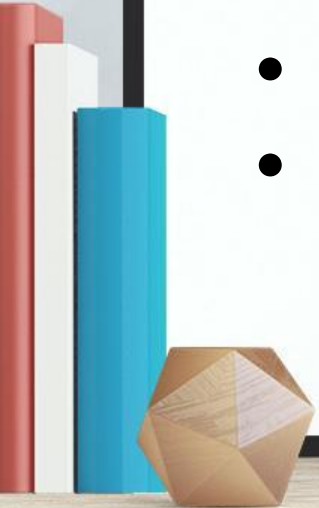
## Supervisor:

Dr. Sibt-ul-Hussain



## PROBLEM STATEMENT

- Trying on every attractive dress physically is a tiresome task.
- Wastage of time while trying every dress you like.
- In Pakistan no such system exists that allow shoppers to try on clothes in an augmented reality.



# MOTIVATION

- High Potential Market.
- Global retail clothing market at \$1.68 trillion for 2016.
- In America during 2016 the clothing retail sales totaled \$225.7 billion.

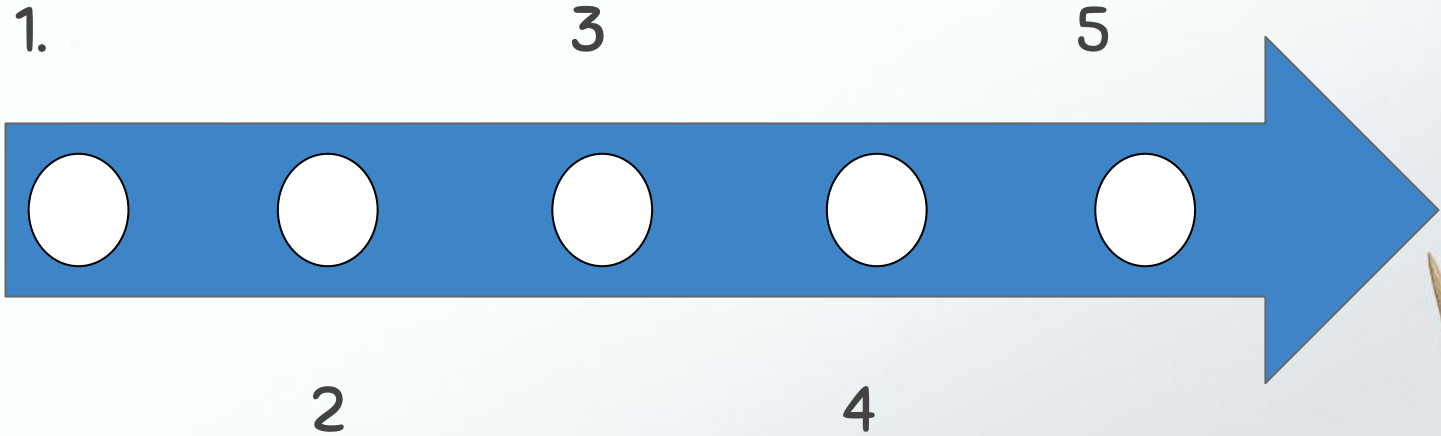


TYPE OF PROJECT

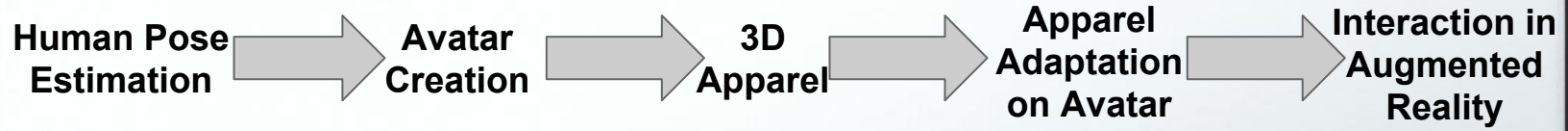
# RESEARCH & DEVELOPMENT



# TIMELINE (ITERATIVE)



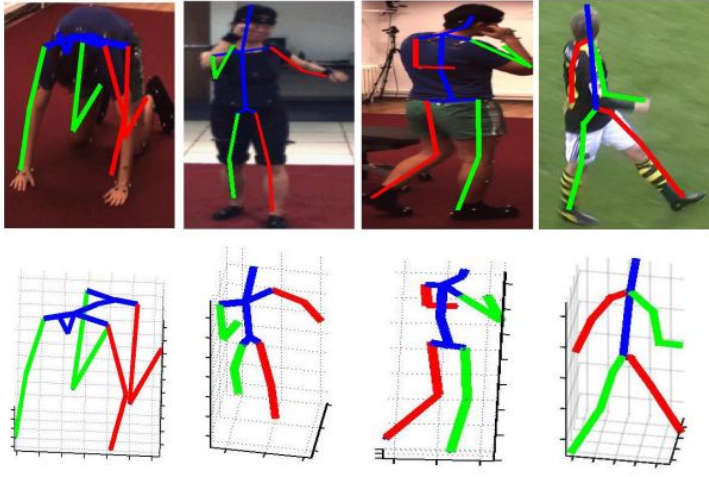
# PIPELINE





# PIPELINE (CONTINUED)

## + Human Pose Estimation

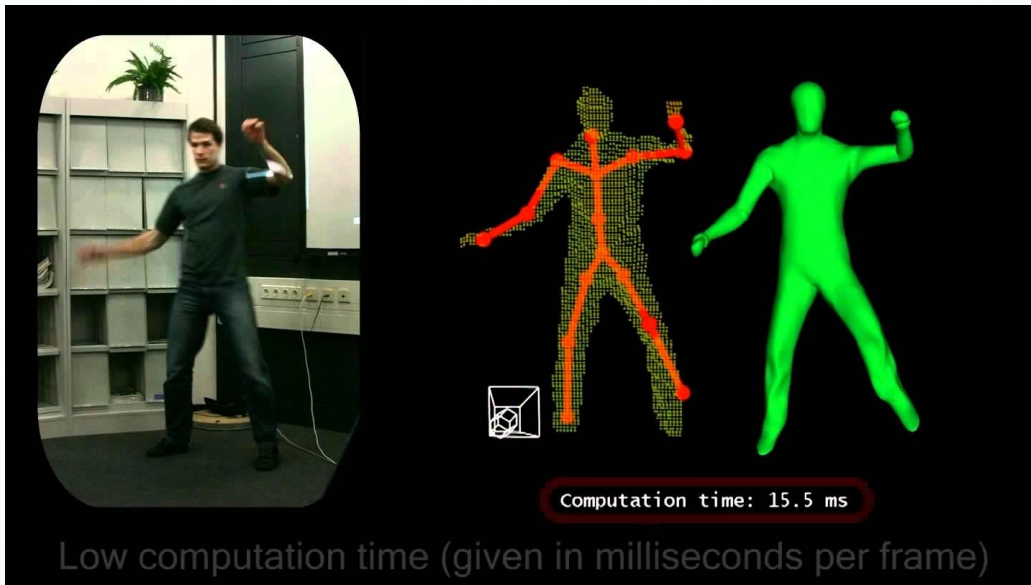


**Microsoft Kinect  
Xbox One**



## PIPELINE (CONTINUED)

### + Human Body Pose Reconstruction





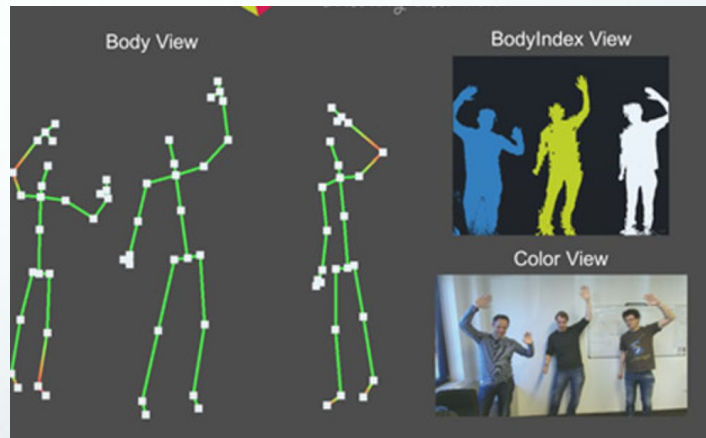
## PIPELINE (CONTINUED)

### + Apparel 3D Model Generation



## PIPELINE (CONTINUED)

- + Apparel simulation over the Human(avatar)



## PIPELINE (CONTINUED)

- + Augmented Reality in Game Engine



# TECHNOLOGIES AND TOOLS

## Technologies

Computer **Vision**



## Tools



# GITHUB AND SLACK





## REFERENCES

- ❖ <https://www.statista.com/statistics/234906/total-of-retail-net-sales-in-pakistan/>
- ❖ <https://www.plunkettresearch.com/industries/apparel-textiles-clothing-market-research/>

