**Different Techniques for fitting a 3D garment to a 3D model :**

1. **Proxy mesh** is used to fit 3D garment to another human model whose topology or shape is different from the garment’s reference human model. Firstly, a proxy mesh is generated for the reference human model and the specified human model respectively. Secondly, the garment is parameterized based on the proxy mesh of the reference model and an independent dataset is obtained. Thirdly, the dataset is decoded to the proxy mesh of the other human model and a roughly fitted garment is gained. Lastly, local shape constrains are enforced to the fitted garment and garment-body penetrations are resolved to get a well fitted garment.

**Reference :** <http://zb5lh7ed7a.scholar.serialssolutions.com/?sid=google&auinit=M&aulast=Zhang&atitle=Topology-independent+3D+garment+fitting+for+virtual+clothing&id=doi:10.1007/s11042-013-1774-4&title=Multimedia+tools+and+applications&volume=74&issue=9&date=2015&spage=3137&issn=1380-7501>

1. **Draping Tool :**

**Sensitive Couture** for Interactive Garment Modeling and Editing.

<http://delivery.acm.org.libproxy1.usc.edu/10.1145/1970000/1964985/a90-umetani.pdf?ip=132.174.255.3&id=1964985&acc=ACTIVE%20SERVICE&key=B63ACEF81C6334F5%2EC52804B674E616B8%2E4D4702B0C3E38B35%2E4D4702B0C3E38B35&CFID=840592101&CFTOKEN=99601063&__acm__=1474585951_a53728df1c361b78a4793ad6dc810358>

Sensitive Couture, is a tool for simultaneous, synchronized modeling and editing of both a 2D garment pattern and its corresponding 3D drape.

1. **Virtual Prototyping :**

http://www.daaam.info/Downloads/Pdfs/science\_books\_pdfs/2012/Sc\_Book\_2012-050.pdf

Virtual prototyping is a technique in the process of garment development that involves application of computer aided design intended for garments development and virtual prototyping of them

<http://www.daaam.info/Downloads/Pdfs/science_books_pdfs/2012/Sc_Book_2012-050.pdf>

# 4) Parsing sewing patterns into 3D garments

Automatically parsing existing sewing patterns and converting them into 3D garment models

<https://www.youtube.com/watch?v=iCsqxeBImW8>

**5) Drape :**

DRAPE is a learned model of clothing that allows 3D human bodies of any shape to be dressed in any pose

http://delivery.acm.org.libproxy3.usc.edu/10.1145/2190000/2185531/a35-guan.pdf?ip=154.59.124.74&id=2185531&acc=ACTIVE%20SERVICE&key=B63ACEF81C6334F5%2EC52804B674E616B8%2E4D4702B0C3E38B35%2E4D4702B0C3E38B35&CFID=671033776&CFTOKEN=32600517&\_\_acm\_\_=1474590645\_97cf0f422d0bc2c3c1416f1417e0355e#URLTOKEN#

**Online resources**

**Similar Concept:**

<http://optitex.com/>

**Generating 3D model using kinect :**

<http://www.styku.com/>

**3D virtual dressing room using Kinect :**

<http://www.fitnect.hu/>