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AHMEDABAD- 382424



Vishwakarma Government Engineering College, Chandkheda-382424
(Affiliated with Gujarat Technological University, Ahmedabad)

A
Report
On

OUTFIT ARCHIVE

Prepared as a part of the requirement for the subject of
DESIGN ENGINEERING – IB
B.E- Semester- IV
TEAM ID: 233494
(Computer Engineering Branch)

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Academic Year

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DEPARTMENT OF COMPUTER ENGINEERING
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CERTIFICATE

This is to certify that the Project Report entitled

“OUTFIT ARCHIVE”

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Towards the partial fulfillment in Design Engineering - IA of Gujarat Technological University is the record of work carried out by our team under the supervision and guidance in the Academic Year 2019-20.

The work submitted has in our opinion reached a level required for being accepted for examination. The results embodied in this Project Work to the best of our knowledge have not been submitted to any other University or diploma.

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ACKNOWLEDGEMENT

With great pleasure, I take this opportunity to express my deep sense of gratitude and indebtedness to my renowned and esteemed guide **Prof. Jalpa Ramavat** Assistant Professor, Department of Computer Engineering, Vishwakarma Government Engineering College, Chandkheda for her consummate knowledge, due criticism, invaluable guidance and encouragement which has enabled us to give present shape to this work.

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Finally, I would like to thank our friends and family for their support and patience throughout the year, and other faculty member of the department for his everlasting willingness to extend his support and help in the completion of this work. especially to our parents who without their encouragement and financial support, this would not have been possible.

Yours Sincerely ,

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ABSTRACT

Outfit Archive is a platform to make our lives more fulfilling to solve our needs of clothing. Its consist of an archive of fashion branded outfits which the user can try at their own convenience. Hence the name, Outfit Archive.

The principal idea behind the product is to create an interaction that immerses the person into a mode of wonder. It enables users to try on their favourite outfits without even physically changing into them through the use of AR (Augmented Reality). This project aims to be a go to Platform helping people from boredom of standing in queue for change and wasting the time while waiting for other people.

In order to have certainty about the privacy we don't collect any personal data or images. It is an runtime app that only works when user stands in front of the screen.

Benefits and usefulness :-

- Wide Range of choices.
- Time Saving
- Affordable.
- Personalized experience while sitting at home
- Hassle free.

Simply put , it connects online users with offline business .Our vision is to use technology and Smart processes to structure the unorganized services in emerging marketplace .Outfit Archive aspires to make trying clothes as easy as buying a pair of glasses online.

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1. INTRODUCTION OF PROJECT

In Modern time's the population is increasing and the need to wait is ever increasing. When we go out to buy accessories we have to at least wait in the queue for some time. These days people are tired of waiting in queue for their turn whether it be supermart or in the sector of fashion i.e. clothe-wares or any other area.

With the rapid increase in the flow of information, people are now guided to search for different ways to do daily things.

In this project, research has been done and implemented in order to have knowledge about various software and languages which have been used to create Outfit Archive which is designed to fulfill the tasks determined in accordance with predetermined activities.

First, it was determined what functions to inculcate in these application and what features to implement to meet the needs of the people. Outfit Archive is an application that can carry out the desired services for fulfilling needs required by the consumers, especially fashionholics and the people who like to live in these era of design.

Thus, it is possible to perform the desired task by means of the Outfit Archive without having to go outside the homes looking and waiting in queue for buying an outfit.

The emerging field of Augmented is extremely dynamic. The possibilities are sometimes hard to grasp. It's precisely because of this that designers and makers currently have at their disposal an immense possibilities of choices.

Outfit Archive is a place for services such as Augmented reality use in clothe-wares, real time changing of outfits without even the hassle of physically wearing them and it saves the user of trying so many outfits before buying a particular one.

2. CANVASES

2.1 AEIOU SUMMARY

1. ACTIVITY:

- This section will include the applications of the product such as: Trying outfits, buying, inquiry about the availability etc.

2. ENVIRONMENT:

- This will include the effect of the objects placed in its surroundings such as: affect on common people as well as the end consumers.

3. INTERACTION:

- This will include the Stakeholders such as workers of different professions such as designers, administrators ,suppliers etc.

4. OBJECTS:

- This section of the canvas includes the equipment used for the production such as database system , front end tools for designing interface.

5. USERS:

- As usual it will include the people who are associated with the product like consumers.

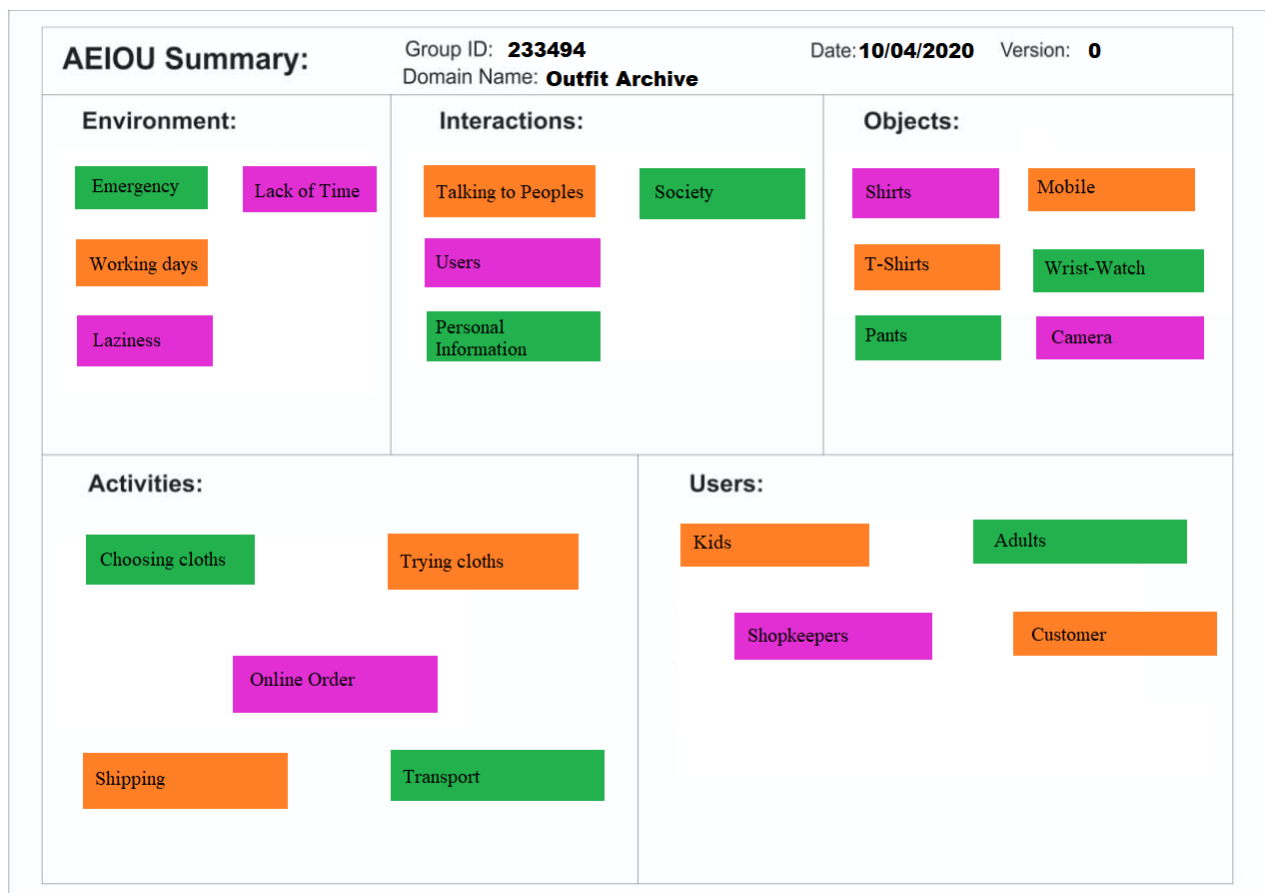
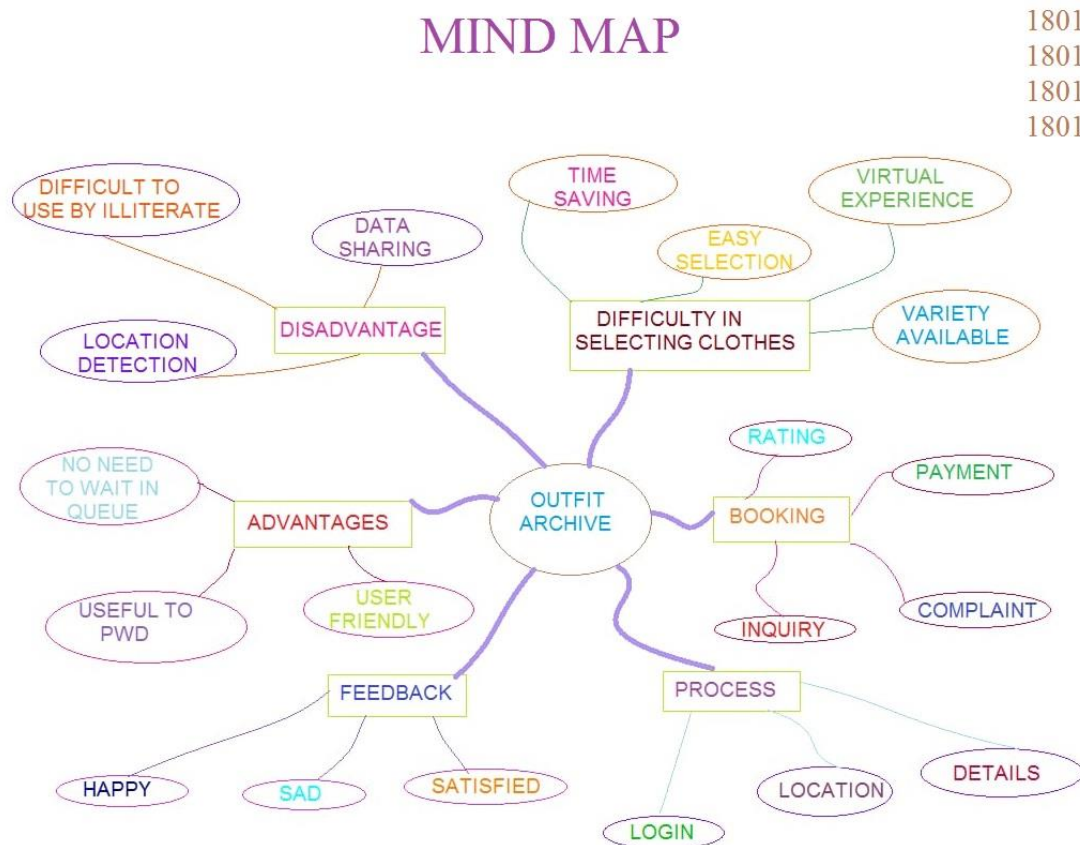


FIGURE 2.1: AEIOU SUMMARY CANVAS

2.2 MIND MAPPING

This canvas is summarization canvas for all the things used during the designing process. Also we include problems and solutions in this canvas. This canvas is very useful to develop application.



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FIGURE 2.2: MIND MAPPING CANVAS

2.3 EMPATHY CANVAS

This is the first step of the project or a problem. In this canvas, we will find out what is user? Who is a User? What is Stakeholder? Who are they? And what are the broad stories of their activities?

1. User:

- In this stage, we find various users who are directly or indirectly related to our product.
- For Example: Engineers, Professionals, Common People, etc.

2. Stakeholders:

- Stakeholders are people or an organization with an interest.
- In this stage, we find those users which are directly or indirectly related to the users.
- For Example: working professionals, firms etc etc.

3. Activities:

- Activities are directly or indirectly related to the stakeholders.
- For Example: Virtual experience in clothware, buying, designing, maintenance etc.

4. Story boarding:

- Most interesting part was the 'Story Boards' which can be called the board of emotion understanding the problem of society is one of the biggest challenges for engineering student as till now they were making projects on imaginary ideas.
- It helped us understanding that when we build anything for anyone, the purpose and emotion behind that are equally important.

Design For Outfit Archive

Design By Gabu Siddharth Gohil Chadrarajsinh
Kava Chirag Kosrekar Adarsh

Date :10-04-2020

Version 0



FIGURE 2.3: EMPATHY CANVAS

2.4 IDEATION CANVAS

This canvas consists of the ideology behind the user, so in this canvas some brief ideas are expressed. There are various people who are connected with our project like people who are in need of assistance for completing the task to that of employee(administrator, sellers ,designer etc.) who will work for the customers .Then we listed out that what activity every segment of people does. Then we thought about situation/context/location and finally for possible solutions of the mentioned problem.

1. PEOPLE:

- Local people (Casual outfits)
- Fashionholics
- Consumers (Vintage outfits collectors)

2. ACTIVITIES:

- Designing
- Augmented Reality
- Virtual Experience
- Buying
- Sellers (Goods Provider)

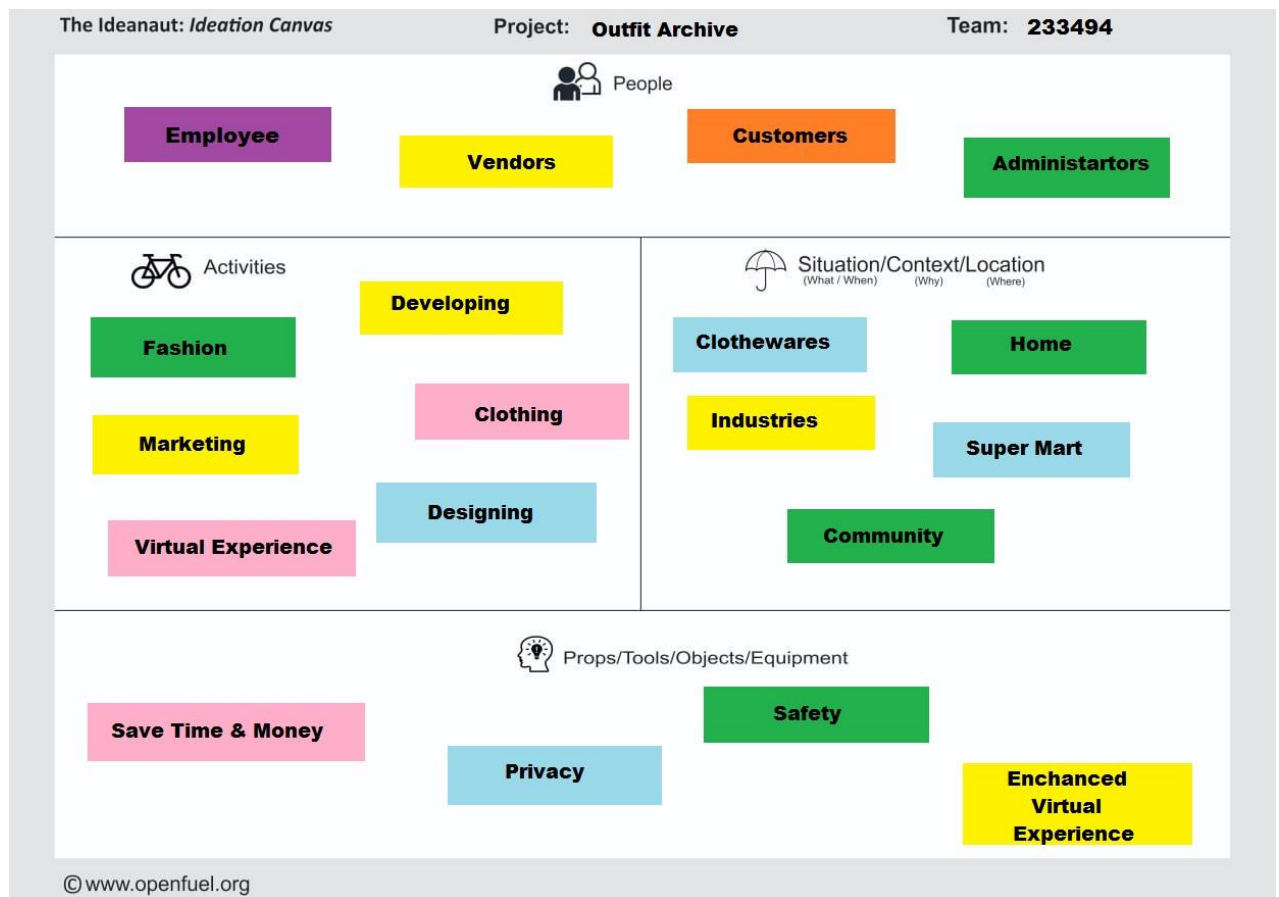


FIGURE 2.4: IDEATION CANVAS

2.5 PRODUCT DEVELOPMENT CANVAS:

In this canvas we mentioned purpose of our product, functions, features and products experience. For this purpose, we defined some functions that our product must do. These included, for each of the function that our product fulfills, also there is some features of our product. This must be the way to go as using various varieties of technology ,and taking reference of the canvas for customer revalidation & customer feedback. We come across idea of Outfit archive which is services which are provides the virtual experience to the user at cost of few clicks on and it brings various offline business to the online platform so that the needs of the people can be fulfilled which is our prime concern. At the last canvas focuses on the revalidation & customer feedback this cycle must be maximized so that the product must be perfectly related to user. A business development from product becomes successful to society.

1. PURPOSE:

- The most important and the most needed purpose of our products using Outfit Archive is **TO SAVE TIME AND PROVIDE THE AUGMENTED EXPERIENCE IN THE LINE OF FASHION AND CLOTHEWARES**. Secondly the other important things that have to be noted down are trusted workers and real time inquiry and buying of clothes while sitting at home. The product definitely needs to have larger community and durability for customer satisfaction.

2. PEOPLE:

- The most basic users of such kind of products are casual people, consumers (parents, businessman etc). As they use such type of technology and get more from it as it is a **Home Services** and is on **Online platform**. Next comes a employee as he/she will use to get more out of his working profession and become financially stable. After that there are various users such independent persons and Common People that use this technology for a better life.

3. PRODUCT FEATURES:

- The most important feature of this is that to make hiring a service professional as easy and straight forward as buying products online.
- Secondly it is **User Friendly and Easy to use**.
- It can be easily accessed using appropriate equipment's and devices and make it good for use.
- Lastly another important feature of such kind of products is that they provide services while user can just sit back and relax at home. Hence it becomes very comfortable for people to use them in their day to day life.

4. PRODUCT FUNCTIONS:

- The three most important and basic functions of these products are:
 1. Ease of Trying new Outfits
 2. Real time inquiry and Buying of goods.
 3. Virtul Experience.

5. CUSTOMER REVALIDATION:

- Here comes the very important part of developing any product, Customer Revalidation. As to decide that the product is successful or not Customer Satisfaction is must.
- Now image below shows the customer reviews and ratings on various aspects of the product.

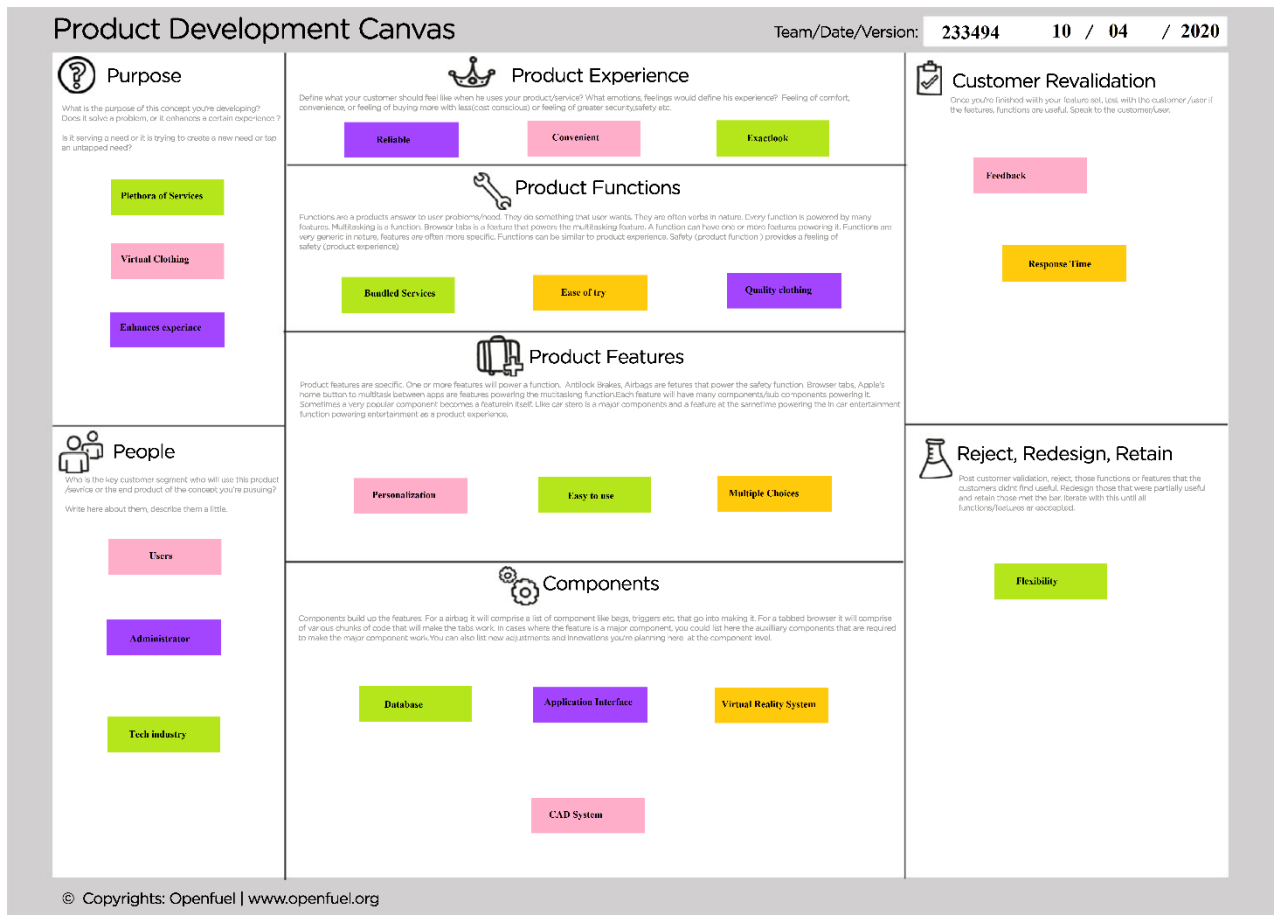


FIGURE 2.5: PRODUCT DEVELOPMENT CANVAS

2.6 Learning Need Matrix:

The purpose of LNM is to identify the requirement of learning among the team members. To develop the Outfit Archive what we need to learn is mentioned in the LNM.

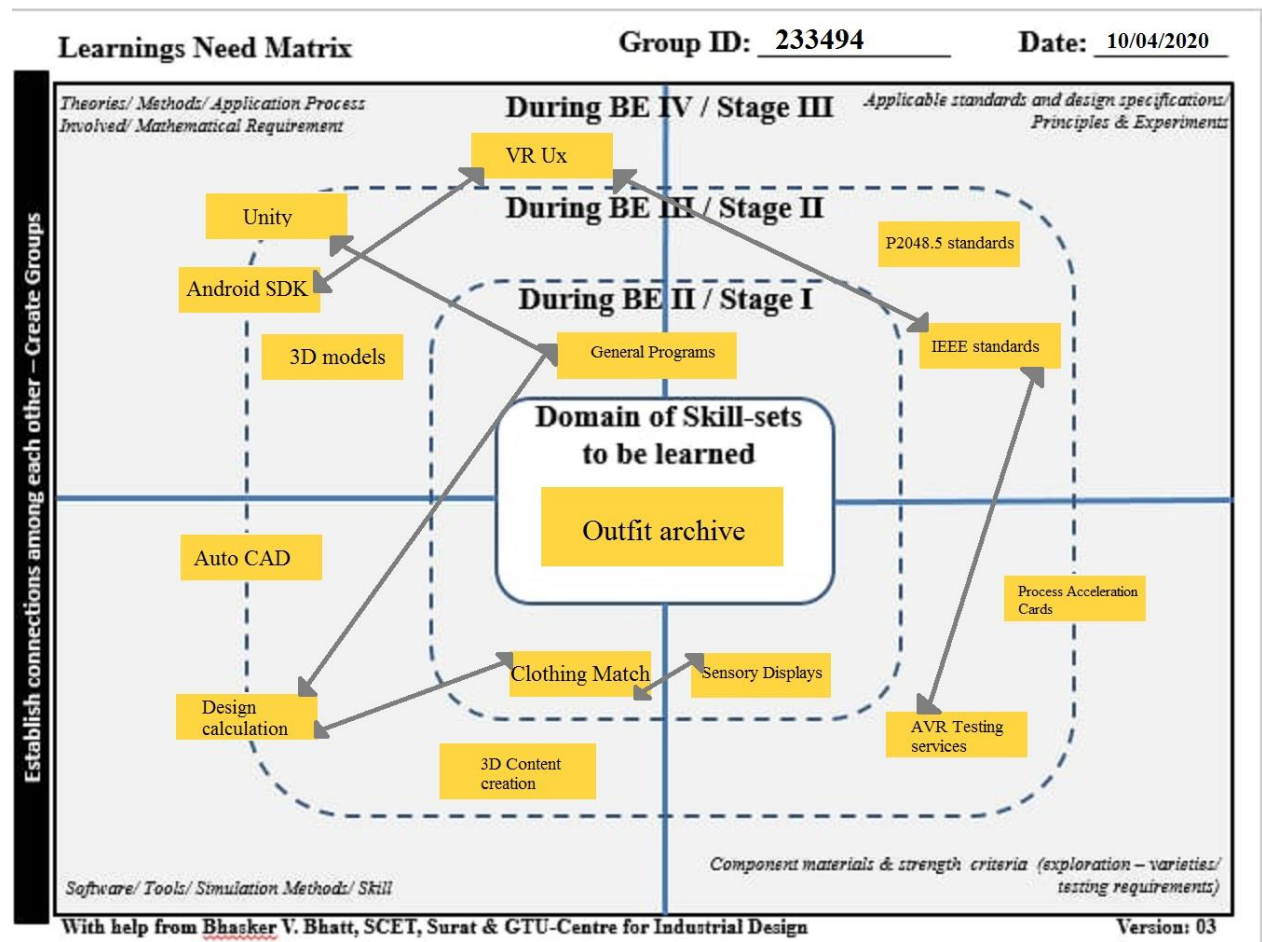


Figure 2.6 Learning Need Matrix

3. REQUIREMENT ANALYSIS AND FEASIBILITY STUDY

1. Existing system drawbacks

- Less sense of security for the customers.
- Privacy is factor we cannot ignore.
- Still in development phase

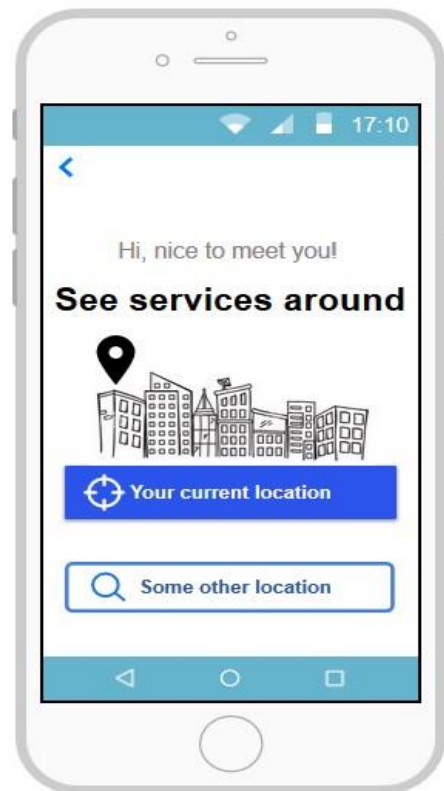
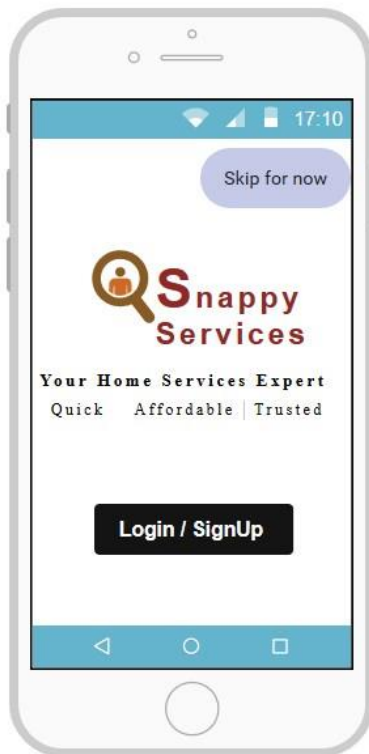
2. Proposed system

- An Application which gives Augmented view in the line of fashion and designing clothewares.
- It is also an place where the people can buy their selected outfits whether it maybe a casual one or an vintage ones.

3. Feasibility study

- Ease of payment and value for money.
- Real time check of clothes and how you look.

4. PROTOTYPE



5. CONCLUSION

By considering various aspects at different level in Outfit Archive our team found many problems faced by people and need to be resolved .we came to following conclusion that:

- This problem can be solved by such a way that trying of clothes be made through the use of AR(Augmented Reality) so that user can get a virtual experience.
- This process can be made more efficient through providing an application or website.
- The collection can be made more organized by reviewing the feedback from the users and people we surveyed.
- Creating a platform that helps the user to find the best suitable outfits without the hassle of trying each and every one of them.
- It can help us achieve many things as it brings offline work to online platform where real time inquiry and necessary transaction of services can be made.

6. FUTURE WORKS

- We aspire to make trying outfits as easy and simple as buying products online through various e- commerce website.
- We want to introduce this application to various platforms like ios, android etc and also create an online website for availing benefits.

7. REFERENCES

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- https://www.youtube.com/playlist?list=PLX2pLHG1HHjBvaKhdTJ8QOFoO_H_6e9vp
- <https://drive.google.com/open?id=0B4o8FlssBX7BOXZzMktRM3dLV2M>