Elegant Fit-On - Virtual Fitting Room on Handheld Devices

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Abstract

Clothing has been one of the basic human needs since ancient times. It is a common thing to try on clothes and consider certain features when buying clothes. With the current pandemic situation, it is risky to wear and buy clothes by physical shopping. Consequently, people do online shopping. Those existing shopping websites are not user-friendly and less reliable as the customers will not have the privilege to purchase the exactly fitting outfit. Therefore, the customer satisfaction level is low with the clothes they have bought through online platforms. Therefore, the aim is to utilize technology to provide a virtual fitting room experience on handheld devices. The objective is to create a customized 3D avatar that represents the customers unique body shapes and features, which allows to try on clothes. This avatar is 360 degrees rotatable with pre-defined poses to check what the fit-on looks like. This solution shows whether the clothes are too fit or loose for the customer by showing live wrinkles. The text and voice feedback are generated at the end, which would be helpful for differently- abled people, especially those with vision issues.

Keywords

3D Avatar, 3D Clothes, User-Centered Interaction Design, Virtual Fit-On Room, Voice Feedback.