

Digital Wardrobe Experience –Virtual Try on Clothing

Vishwajeet Shinde, Abhishek Ekal, Ramkrushna Sathe

Department of B.E. Computer, SBPCOE, Indapur, Maharashtra, India

ARTICLE INFO

Article History:

Accepted: 10 Oct 2023

Published: 30 Oct 2023

Publication Issue

Volume 9, Issue 10

September-October -2023

Page Number

114-118

ABSTRACT

The image-based virtual try-on project is all about using computer vision and augmented reality. We're working on clever computer programs to spot and follow your body and the clothes you want to try on in pictures. This means figuring out how you're standing, separating you from the background, and making the clothes look real on you. It's like making a virtual fitting room with some high-tech magic. Image-based virtual try-on is a cool tech that lets you try on clothes in pictures. It uses smart computer stuff to figure out your body shape from your photo. Then, it magically puts the clothes on you in the pic, making sure they look right with the right fabric, texture, and fit. It's like a virtual dressing room on your screen. This tech wants to give you a super-real and fun way to try on clothes without actually putting them on. Imagine seeing how different outfits would look on you, just by using your computer or phone.

Keywords : Shopping, Virtual Try-on , Image Based ,Clothing ,Fitting Room, Algorithms, User , Virtual reality.

I. INTRODUCTION

ImagebasedvirtualTry-onclothingisaconceptofprovidingcustomeranexperienceofvirtually trying multiple clothes of his or her choice without making him travel to the shop or market. Thisconceptofdigitalwardrobecanmakeonlineshoppingforcustomermorereliableandtrustableinthisworldwhereitisnotpossibleforcustomertotraveleverytimetotheshoptopurchaseclothingitems.Thissystemwill be a digital wardrobe for the customer where they can try clothing of their choice by just uploading their image into the system. It could make online shopping way better because you won't need to visit real fitting rooms, and you'll be happier with what you buy. It's like a fashion revolution online.

There

arealotofalgorithmshavebeendevelopedforaccuratelycalculatingthesizeandtheshapeofthebodyandsuggestingtheperfectclothingitemtotheuser. Researchersarealsoworking on improving the privacy of the data mostly in the form of images provided by users. This proposed system will help users to find out their favourite clothing items and

will also provide users with the online virtual try-on experience. In this system user will provide his image to the application and then will be able to select the clothing item that he wants to try. system will put that clothing on the image provided by the user.

II. LITERATURE SURVEY

Sr. No.	Paper title	Author Name	Year of Publication	Problem solved in this paper : Existing Problem Statement	Technique used to solve problem : Existing Problem Solution	What will be future work : Future Scope
1.	Dress Code:High-Resolution-Multi-Category Virtual Try-On	Davide Morelli ¹ , Matteo Fincato ¹ , Marcella Cornia ¹ , Federico Landi ^{1,*} , Fabio Cesari ² , and Rita Cucchiara ¹	2022	To develop a system that enables users to virtually try on clothing items.	Computer vision, machine learning, AR development, user interface design, and e-commerce integration.	Technological advancements, user expectations.
2.	Virtual Cloth Try-On Using Augmented Reality-Marker Based Approach	Prajakta Joglekar, Vina ya Gohokar	2022	AR approach for virtual cloth try-on that overcomes these challenges.	Revolutionize the online fashion industry by providing a realistic, interactive, and user-friendly try-on experience.	Reshape the fashion industry, online shopping, and user experiences in profound ways.
3.	Image-Based Virtual Try-On Clothes	Prof. Suvarna Bahir ¹ , Shivani Shedge ² , Sakshi Talekar ³ , Pooja Mokashe ⁴	2022	To develop an image-based virtual try-on solution that provides a realistic experience for users.	Comprehensive approach to address the challenges.	Enhance the shopping experience, reduce waste.
4.	A Novel	T S	2022	To develop a	Virtual visualization	Redefine

	Approach of Virtual Visualization of Cloth Fitting	Prabhakar, NM Shreyas, Akshay Raghunathan, Chethan B R, Impana G Shetty		approach for virtual cloth fitting visualization that overcomes existing limitations and enhances the online shopping experience.	of cloth fitting aims to revolutionize the online fashion industry by providing a realistic, personalized, and integrated virtual fitting experience that benefits both consumers and retailers.	how consumers shop for clothing and fashion items.
5.	DressCode: High-Resolution Multi-Category Virtual Try-On	Davide Morrelli1, Matteo Fincato1, Marcella Cornia1, Federico Landi1, Fabio Cesari2, Rita Cucchiara	2022	Providing users a realistic and detailed visualization of how different clothing items fit and look on them.	Developing a comprehensive system that provides users with a high-resolution, multi-category virtual try-on experience.	Virtual Try-On is promising and likely to revolutionize the fashion industry.
6.	A Flow-Based Generative Network for Photo-Realistic Virtual Try-On	AOWANG, XIAOLIN GGU, (Member, IEEE), AND JUNK AIZHU	2022	Photo-realistic virtual try-on experiences for clothing items.	Revolutionize the online fashion industry by offering a highly convincing, interactive virtual try-on experience.	Redefine online fashion shopping, providing users with highly personalized and immersive experiences.
7.	Multiple Pose Virtual Try-On Based on 3D Clothing Reconstruction	THAITHA NHTUAN1, MATIURRAHMAN MINARI1, HEEJUNEEAHN1, JOHNWAINWRIGH	2021	To visualize how clothing fits and appears from different angles.	Computer vision, 3D modeling, physics simulations, augmented reality, user interface design, and e-commerce integration.	Fashion industry, making online shopping more sustainable.

		T				
8.	Toward Realistic Virtual Try-on Through Landmark - Guided Shape Matching	Guoqiang Liu1, DanSong2, RuofengTong1†, MinTang1	2021	Existing methods often struggle to accurately simulate the way garment will drape and fit on an individual's body, leading to potential customer dissatisfaction.	Computer vision techniques, 3D modeling, physics-based simulations, and user feedback integration to achieve a highly realistic virtual try-on experience through landmark-guided shape matching.	Revolutionize the fashion industry and online shopping experiences
9.	Image-Based Virtual Clothing	Harshada K. Udtarkar1, Dinesh Fard2, Ruchira Zope3 and Prof. Dhanashree Hadsul4	2021	To develop an image-based virtual clothing system that overcomes these challenges, providing users with a realistic and interactive try-on experience.	Revolutionize the online fashion industry by offering a convincing, interactive, and user-friendly virtual try-on experience that addresses the challenges of online clothing shopping	Transform online fashion shopping, offering highly immersive, personalized, and integrated experiences.
10.	VITON-GT: An Image-based Virtual Try-On Model with Geometric Transformations	Matteo Finca1, Federico Landi1, Marcella Cornia1	2021	Removing the limitations of existing image-based virtual try-on models.	Address the problem of achieving realistic virtual try-on using geometric transformations.	Redefine the way consumers shop for clothing and fashion items.

III.LIMITATIONS OF EXISTING SYSTEM

- Despite the fact that smartphones are becoming more powerful, they are still not very compatible in terms of processing speed when compared to a PC environment.
- Because augmented reality is still a relatively new technology development, resources and tools are limited.
- Not Super Realistic: Virtual try-on systems can't make clothes look exactly like they do in real life. They might not fit your body perfectly, and the colours and textures might not be quite right.
- Colours and Textures Can Be Off: Sometimes, the colours and materials of the clothes in the virtual try-on might not match what you'd see in real life.
- Hardware and Software Requirements: Users often need high-quality hardware, such as a computer with a good graphics card, and a stable internet connection to use image-based virtual try-on systems. This can limit accessibility for some potential customers.
- Integration Challenges: Implementing image-based virtual try-on solutions on e-commerce websites or mobile apps can be technically challenging. Integration may require significant development effort and resources.

IV. CONCLUSION

The future of image-based virtual try-on is promising, offering exciting possibilities for the fashion industry and consumers alike. With ongoing innovation and user-centric design, these systems have the potential to redefine the way we explore, choose, and experience fashion in the digital age.

In the future, we can expect these virtual try-on systems to get even better and make online shopping more exciting. They have the potential to make our digital fashion adventures more personal and enjoyable.

V. REFERENCES

- [1]. Prof. DressCode: High-resolution Multi-Category Virtual Try-On.
- [2]. Virtual Cloth Try-On Using Augmented Reality – Marker Based Approach.
- [3]. Image-Based Virtual Try-on Clothes.
- [4]. A Novel Approach of Virtual Visualization of Cloth Fitting.
- [5]. DressCode: High-resolution Multi-Category Virtual Try-On.
- [6]. A Flow-Based Generative Network for Photo-Realistic Virtual Try-On.
- [7]. Multiple Pose Virtual Try-On Based on 3D Clothing Reconstruction.
- [8]. Toward Realistic Virtual Try-on Through Landmark-Guided Shape Matching.
- [9]. Image-Based Virtual Clothing.
- [10]. VITON-GT An Image-based Virtual Try-On Model with Geometric Transformations.