VIRTUAL FIT-ON USING MOBILE APPLICATION

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Abstract

Virtual fit-on concept is used in online sites to purchase dresses. But these systems cannot be afforded by an average website because it may cost more compared to a normal ecommerce website. Now days, according to the current pandemic situation, most of the fit-on rooms are closed. Hence the customers face difficulty in trying out clothing that fits them on. It may cause risks for the customers. Customers have to purchase the clothes at their own risk, whether it matches them or not. Trying out clothing that was tried out by other, tends some chances to spend skin diseases. The shop owners have to spend money in buying a specific device and allocate a space for virtual fit-on system. These things may incur a cost to shop owners. These devices can't be afforded by an average shop owner.

Smart mobile usage has increased now a day, therefore, solving this problem using a smart phone may help users to solve these problems. The user can create a sample avatar by giving his measurements and the dress should have a QR code which has the measurements of the dress and other details, and when user scans the QR code it will generate the dress. Once generated user can see the output and get an idea on how it could look on him or her. This will help users to get an idea on how he looks, when he dresses up.

The gaming techniques can be used to solve it generating an avatar using to give a reality experience and get the relevant data about the dress in QR code, and wear the dress by mapping the Skelton point and dress using mapping algorithms. This system is developed on unity platform using UMA assets, blender used to create relevant mesh.

Keywords: QR code, Unity, UMA assets, blender, Mapping algorithm