Augmented Reality Fashion Try-On
Student Project


Description
AR fashion try-on is an important technology for the future of e-commerce. Users can try on clothes on their own bodies before buying through a combination of computer vision and graphics methods. Clothes are adapted to the user’s body shape to create a realistic appearance.

Existing technology either runs offline (requires prior 3D scanning, runs in the cloud) or produces unrealistic results by ignoring the user’s body shape.

The goal of this project is to combine a real-time body pose detection system with a set of shape estimation algorithms and Reactive Reality’s proprietary clothes fitting methods. The resulting demo application should run on a desktop PC with a powerful GPU and a large screen in portrait orientation to create a “magic mirror” experience. On top of system integration tasks, the algorithms should be optimized by leveraging temporal coherences.

This project is supervised and supported by Reactive Reality (www.reactivereality.com), a spin-off of the ICG/TUG that is focused on mobile AR around the user’s body.

Read more:
- Pictofit AR try-on app
- Reactive Reality’s technology
- Body pose detection

Supervisors: Philipp Grasmug
Stefan Hauswiesner
Dieter Schmalstieg

Project period: July - Sept. 2017
Compensation: approx. 900 EUR / month
Contact: hauswiesner@reactivereality.com