



Modeling and Simulating Bodies and Garments

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This book contains the research on modeling bodies, cloth and character based adaptation performed during the last 3 years at MIRALab at the University of Geneva. More than ten researchers have worked together in order to reach a truly 3D Virtual Try On. What we mean by Virtual Try On is the possibility of anyone to give dimensions on her predefined body and obtain her own sized shape body, select a 3D cloth and see oneself animated in Real-Time, walking along a catwalk. Some systems exist today but are unable to adapt to body dimensions, have no real-time animation of body and clothes. A truly system on the web of Virtual Try On does not exist so far. This book is an attempt to explain how to build a 3D Virtual Try On system which is now very much in demand in the clothing industry. To describe this work, the book is divided into five chapters. The first chapter contains a brief historical background of general deformation methods. It ends with a section on the 3D human body scanner systems that are used both for rapid p- totyping and statistical analyses of the human body size variations.

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