**Introduction**

Online shopping is a popular trend in recent years. However, online shopping websites only provide the photos of clothes with different views to online shoppers. The drawback of this shopping style is lack of a "trying on" experience. Therefore, the project aims to create a virtual dressing room for the users to have "trying on experience" during online shopping based on the application of Kinect and 3D environment engines.

In the virtual dressing room, it looks like a mirror with several virtual buttons on it. Users can select their favorite clothes, dress them up virtually, and enjoy the virtual dressing experience.

**Potential Application**

- Online virtual dressing for home user
- Promotion in boutique
- Advertisement of some branded clothes

**Methodology**

For the overall system block diagram of the project, it included the cloth data processing (yellow in color), model animation (green) and virtual dressing (blue). The integration of these three components with the support of Kinect functions forms the virtual dressing room. The details are shown in the system flow chart.

**System Block Diagram**

**System Flow Chart**

**Process & Result**

- Cloth data processing
- Filtering Mesh
- Reconstruct Mesh
- Online 3D models
- Synchronization animation data
- Interaction between skeletons and clothes
- Virtual dressing
- Virtual Model (Hugo)
- Real Model (Lett)