Virtual Try On (MA)

Figure 1Images generated from GPVTON [1]

Background:

Image and video-based virtual try-on is a prospective topic with wide applications in e-commerce and the short video industry. However, virtual try-on is an extensively researched topic due to the complications in warping, parsing of clothes, occlusion, and complicated human poses. Of the various virtual try-on models currently feasible, GPVTON [1] stands out as the current state-of-the-art model. However, the model still faces issues with parsing and warping for incomplete cloth images. This master's Thesis focuses on implementing, evaluating, and modifying the state-of-the-art virtual try-on model (GPVTON) and its performance in real-time implementations.

Directed towards:

The thesis is directed towards master students with prior knowledge of Computer Vision, Deep Learning, and Neural Network implementations.

Contact:

If interested in the topic, please provide your transcript and letter of motivation to the following contact:

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Reference:

[1] Xie, Zhenyu, et al. "Gp-vton: Towards general purpose virtual try-on via collaborative local-flow global-parsing learning." *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition.* 2023.

[2] Xie, Zhenyu, et al. "Pasta-gan++: A versatile framework for high-resolution unpaired virtual try-on." *arXiv preprint arXiv:2207.13475* (2022).

[3] Ghodhbani, Hajer, Mohamed Neji, and Adel M. Alimi. "Neural Style Transfer for Image-Based Garment Interchange Through Multi-Person Human Views." *VISIGRAPP (4: VISAPP).* 2023.