

Virtual Try-ON (VTON)

By: Jivesh Poddar, Dhruvi Gajjar, Neha Cholera

Problem Statement

Outfit Generation: Style-based Global Appearance Flow For Virtual Try-On

The working of this problem can be divided into stages:

- Stage - I : Retain body shape and pose of the target body

- Stage - II : Reserve characteristics of the target clothes

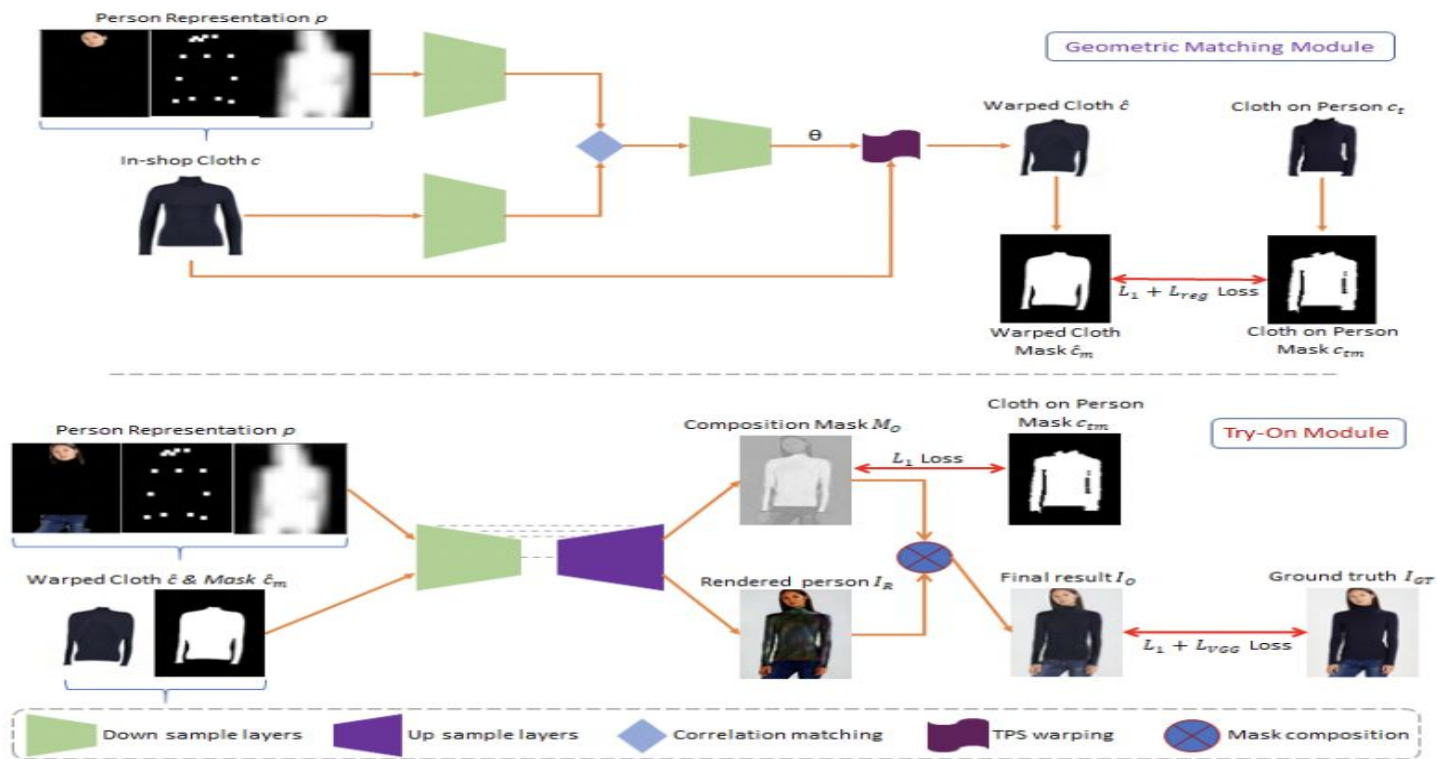
- Stage - III : Replacing target's body clothes with new target clothes

- Stage - IV : Retain textures and adapt lighting changes to the target body

About Data

- Zalando: It is split into approx 14.2k Training images and 2k testing images.
- Movenet dataset which helps our model to become shape and pose invariant.
- Alibaba Fashion Product Dataset

Model Used (CPVITON+)



Results of CPVITON AND CPVITON+

Clothing
Product



One shoulder garment test



Cold shoulder garment test



Background garment test



Result Evaluation

Method	Warped (IoU)	Blended		
		SSIM	LPIPS	IS(mean±std)
CP-VTON	0.7898	0.7745	0.1397	2.7809 ± 0.0594
CP-VTON+ (with GMM regularization & mask loss) On our Aggregated Data	0.8224	0.8036	0.1214	3.0008 ± 0.1486

Our Findings

The improvement of the GMM stage are in three aspects.

- Added a new label 'skin'
- Regularization
- Improvement in Evaluation Metric

Thank You!!