

References

- [1] "OpenNI 2 Downloads and Documentation | The Structure Sensor", *Structure.io*, 2017. [Online]. Available: <http://structure.io/openni>.
- [2] "PrimeSense", *En.wikipedia.org*, 2017. [Online]. Available: <https://en.wikipedia.org/wiki/PrimeSense>.
- [3] "Willow Garage", *Willowgarage.com*, 2017. [Online]. Available: <http://www.willowgarage.com/>.
- [4] "Cite a Website - Cite This For Me", *Sidekick.co.il*, 2017. [Online]. Available: <http://www.sidekick.co.il/>.
- [5] "OpenNI", *En.wikipedia.org*, 2017. [Online]. Available: <https://en.wikipedia.org/wiki/OpenNI>.
- [6] "Bm.com", *Bodymetrics.com*, 2017. [Online]. Available: <http://www.bodymetrics.com/>.
- [7] "3D Virtual fitting dressing room / mirror", *Fitnect.hu*, 2017. [Online]. Available: <http://www.fitnect.hu/>.
- [8] "Imagine That Technologies", *Imaginethattechnologies.com*, 2017. [Online]. Available: <http://imaginethattechnologies.com/>.
- [9] "Virtual Try on - Augmented reality solutions | TryLive by Total Immersion", *Trylive.com*, 2017. [Online]. Available: <http://www.trylive.com/>.
- [10]"TUKATECH", *TUKATECH*, 2017. [Online]. Available: <http://www.tukatech.com/>.
- [11]"Augmented Reality and Natural User Interface Experiences", *Zugara*, 2017. [Online]. Available: <http://zugara.com/>.
- [12]"- TriMirror Virtual Fitting Room", *Trimirror.com*, 2017. [Online]. Available: <http://www.trimirror.com/en/>.
- [13]2017. [Online]. Available: <http://glamstorm.com/>.
- [14] F. Isikdogan and G. Kara,"A Real Time Virtual Dressing Room Application using Kinect",2012
- [15] "YCbCr", *En.wikipedia.org*, 2017. [Online]. Available: <https://en.wikipedia.org/wiki/YCbCr>.
- [16] S. Saha, P. Ganguly, and S. Chaudhury, “Vision Based Human Pose Estimation for Virtual Cloth Fitting,” *Proceedings of the 2014 Indian Conference on Computer Vision Graphics and Image Processing - ICVGIP '14*, 2014.

- [17] R. Li, K. Zou, X. Xu, Y. Li, and Z. Li, "Research of Interactive 3D Virtual Fitting Room on Web Environment," *2011 Fourth International Symposium on Computational Intelligence and Design*, 2011.
- [18] M. Yuan, I. R. Khan, F. Farbiz, S. Yao, A. Niswar, and M.-H. Foo, "A Mixed Reality Virtual Clothes Try-On System," *IEEE Transactions on Multimedia*, vol. 15, no. 8, pp. 1958–1968, 2013.
- [19] S. Milborrow and F. Nicolls, "Locating facial features with an extended active shape model," in *Proc. Eur. Conf. Comput. Vis.*, 2008, pp. 504–513.
- [20] S. Hauswiesner, M. Straka, and G. Reitmayr, "Virtual Try-On through Image-Based Rendering," *IEEE Transactions on Visualization and Computer Graphics*, vol. 19, no. 9, pp. 1552–1565, 2013.
- [21] T. Capin and I. Pandzic, "A dead-reckoning algorithm for virtual human figures," *Proceedings of IEEE 1997 Annual International Symposium on Virtual Reality*.
- [22] I. Pachoulakis, "Augmented Reality Platforms for Virtual Fitting Rooms," *The International journal of Multimedia & Its Applications*, vol. 4, no. 4, pp. 35–46, 2012.
- [23] U. Gültepe and U. Güdükbay, "Real-time virtual fitting with body measurement and motion smoothing," *Computers & Graphics*, vol. 43, pp. 31–43, 2014.
- [24] "Unleash the power of Kinect for Windows SDK! – EternalCoding", *Eternalcoding.com*, 2017. [Online]. Available: <https://www.etalcoding.com/?p=1663>.
- [25] S. Giovanni, Y. C. Choi, J. Huang, E. T. Khoo, and K. Yin, "Virtual Try-On Using Kinect and HD Camera," *Motion in Games Lecture Notes in Computer Science*, pp. 55–65, 2012.
- [26] Z. Zhang, "Microsoft Kinect Sensor and Its Effect," *IEEE Multimedia*, vol. 19, no. 2, pp. 4–10, 2012.
- [27] P. C. Kucharski, D. Sielski, K. Grudzień, W. Kozakiewicz, M. Basiuras, K. Greif, J. Santorek, and L. Babout, "Comparative analysis of multitouch interactive surfaces," *Proceedings of the 2017 Federated Conference on Computer Science and Information Systems*, 2017.
- [28] Immersivetouch.com. (2017). *ImmersiveTouch Inc.*. [online] Available at: <http://www.immersivetouch.com/>.
- [29] H. Gonzalez-Jorge, B. Riveiro, E. Vazquez-Fernandez, J. Martínez-Sánchez, and P. Arias, "Metrological evaluation of Microsoft Kinect and Asus Xtion sensors," *Measurement*, vol. 46, no. 6, pp. 1800–1806, 2013.
- [30] Y. Zhao and C. Jiang, "Online Virtual Fitting Room Based on a Local Cluster," *2008 International Workshop on Education Technology and Training & 2008 International Workshop on Geoscience and Remote Sensing*, 2008.
- [31] B. Sobota, L. Jacho, S. Korecko, and K. Nogradiova, "On the way to virtual training system based on human body movements," *2015 IEEE 13th International Scientific Conference on Informatics*, 2015.
- [32] Y. Yu, C. Zhou, L. Huang, and Z. Yu, "A Moving Target Detection Algorithm Based on the Dynamic Background," *2009 International Conference on Computational Intelligence and Software Engineering*, 2009.

- [33] H. Boujut, M. Ourir, and T. Zaharia, “A fully automatic framework for building 3D animated avatars,” *2014 IEEE Fourth International Conference on Consumer Electronics Berlin (ICCE-Berlin)*, 2014.
- [34] S.-I. Park, J. Lee, D. Yoo, and B. Goo, “An approach to the reduction of time delay in a networked performance,” *Proceedings of the Asia-Pacific Advanced Network*, vol. 36, p. 92, 2013.
- [35] Msdn.microsoft.com. (2018). *Skeletal Joint Smoothing White Paper*. [online] Available at: <https://msdn.microsoft.com/en-us/library/jj131429.aspx> [Accessed 31 Jan. 2018].
- [36] M. Kuo, S. Collinson, M. Jager, and J. Morris, “Fast accurate rendering,” *2008 13th Asia-Pacific Computer Systems Architecture Conference*, 2008.
- [37] M. A. Livingston, J. Sebastian, Z. Ai, and J. W. Decker, “Performance measurements for the Microsoft Kinect skeleton,” *2012 IEEE Virtual Reality (VR)*, 2012.
- [38] P. Cerveri, A. Pedotti, and G. Ferrigno, “Robust recovery of human motion from video using Kalman filters and virtual humans,” *Human Movement Science*, vol. 22, no. 3, pp. 377–404, 2003.
- [39] Msdn.microsoft.com. (2018). *The MVVM Pattern*. [online] Available at: <https://msdn.microsoft.com/en-us/library/hh848246.aspx> [Accessed 10 Feb. 2018].
- [40] Docs.nvidia.com. (2018). *Clothing Tool — NVIDIA APEX Documentation*. [online] Available at: http://docs.nvidia.com/gameworks/content/gameworkslibrary/physx/apexsdk/APEX_Clothing/ClothingTool.html [Accessed 10 Feb. 2018].
- [41] H. Li and W. Wang, “A new numerical integration method using trapezoid formula for 3D virtual clothes animation,” *2017 2nd International Conference on Image, Vision and Computing (ICIVC)*, 2017.
- [42] Z. Li, X. Jin, B. Barsky, and J. Liu, “3D clothing fitting based on the geometric feature matching,” *2009 11th IEEE International Conference on Computer-Aided Design and Computer Graphics*, 2009.
- [43] K. Sugimoto, R. A. Cohen, D. Tian, and A. Vetro, “Trends in efficient representation of 3D point clouds,” *2017 Asia-Pacific Signal and Information Processing Association Annual Summit and Conference (APSIPA ASC)*, 2017.
- [44] H. Kato and M. Billinghurst, “Marker tracking and HMD calibration for a video-based augmented reality conferencing system,” *Proceedings 2nd IEEE and ACM International Workshop on Augmented Reality (IWAR99)*.
- [45] K. Essmaeel, L. Gallo, E. Damiani, G. D. Pietro, and A. Dipanda, “Temporal Denoising of Kinect Depth Data,” *2012 Eighth International Conference on Signal Image Technology and Internet Based Systems*, 2012.
- [46] H. Saito, S. Baba, M. Kimura, S. Vedula, and T. Kanade, “Appearance-based virtual view generation of temporally-varying events from multi-camera images in the 3D room,” *Second International Conference on 3-D Digital Imaging and Modeling (Cat. No.PR00062)*.
- [47] G. Cheung, S. Baker, and T. Kanade, “Visual hull alignment and refinement across time: a 3D reconstruction algorithm combining shape-from-silhouette with stereo,” *2003 IEEE Computer Society Conference on Computer Vision and Pattern Recognition, 2003. Proceedings*.

- [48] A. M. Andrew, “Multiple View Geometry in Computer Vision20012Richard Hartley, Andrew Zisserman. Multiple View Geometry in Computer Vision. Cambridge: Cambridge University Press 2000. xvi 607 pp., ISBN: 0-521-62304-9 hardback, £60.00,” *Kybernetes*, vol. 30, no. 9/10, pp. 1333–1341, 2004.
- [49] “3D scanning | laser scanner strip light scanner DAVID,” *CNC-STEP.com - CNC Machine Manufacturer*, 23-Jan-2018. [Online]. Available: <https://www.cnc-step.com/3d-scanning/>. [Accessed: 01-Mar-2018].
- [50] K. Khoshelham and S. O. Elberink, *Sensors (Basel, Switzerland)*, 2012. [Online]. Available: <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC3304120/>. [Accessed: 02-Mar-2018].
- [51] “Time-of-flight camera,” *Wikipedia*, 01-Mar-2018. [Online]. Available: https://en.wikipedia.org/wiki/Time-of-flight_camera. [Accessed: 01-Mar-2018].
- [52] R. Horaud, M. Hansard, G. Evangelidis, and C. Ménier, “An overview of depth cameras and range scanners based on time-of-flight technologies,” *Machine Vision and Applications*, vol. 27, no. 7, pp. 1005–1020, 2016.
- [53] S. Agarwal, N. Snavely, I. Simon, S. M. Seitz, and R. Szeliski, “Building Rome in a day,” *2009 IEEE 12th International Conference on Computer Vision*, 2009.
- [54] A. Hilsmann and P. Eisert, “Tracking and Retexturing Cloth for Real-Time Virtual Clothing Applications,” *Computer Vision/Computer Graphics CollaborationTechniques Lecture Notes in Computer Science*, pp. 94–105, 2009.
- [55] Larry Li, “Time-of-Flight Camera – An Introduction,” *Texas Instruments* . Jan-2014.