

## Digital Clothing – Interactive Construction and Simulation of Clothes

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Study on physically-based reproduction of clothing has made striking improvements over the past decade. As a result, simulated versions of clothes, which are generated with a single contemporary personal computer, now look more real than normal people would expect for computer generated animations. Clothing simulation has remained in the realm of movie/game production, but thanks to additional fashion-specific developments, the technology is on the verge of making a revolutionary change in the fashion industry. This talk reports the current state-of-the-art of the Digital Clothing technology, the collection of modeling, animation, and rendering technologies targeted to fashion and animation production.

