

Simulating 3D clothes : what about touching them?

Professor Nadia Magnenat Thalmann

IMI-NTU, Singapore and MIRALab, University of Geneva.

Since the early nineties, we have pioneered the work of simulating 3D garments designing a complex 3D physics based particule system. Since then, we have refined our physics based model and we have proposed real-time simulation for Virtual Try On applications. In our talk, we will summarize the problems that we have solved to have both high fashion garments simulation and casual clothes we can try on interactively. We will show our research results on the virtual touching of textiles coming from the European Project Haptex and how we can have a feeling on the textile's material properties. We will also show some case studies done in link with several clothing companies and some collaboration for art exhibitions and museums.