

Research Title: Automated Costume Selection and Merchant using Kinect

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ABSTRACT

Costume industry is a highly competitive business because of the demand of it. The authors propose of using interactive technology incorporation with the Kinect to assist a customer. The authors apply develop a Windows application using image processing technologies. The system allows a customer to choose a costume s/he prefers and superimposes them on the customer live image. Since size of a brand and style of one costume may different than the others, the application calculates proportion of the customer and selects the best fit for the customer. The customer can control the system's functions using his/her hand gesture; therefore, the system eliminates the use of other peripheral. The application creates a convenient environment for the customer.