STUDY AND IMPLEMENTATION OF 2D AND 3D ANIMATION IN AN INTERACTIVE MULTIMEDIA APPLICATION ENTITLE 'FASHION OF ROCK'

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ABSTRACT

The main goal of this project is to create and implement an interactive multimedia application in the area of current fashion trends and design. The main target audiences of this project are the fashion designer and all the fashion lovers who are in the age of teenage to adult. The main function of this application is like a virtual dressing room which will let the users try on either a variety of current trendy fashion garments and accessories with a pre-build virtual 3D model. Users can mix and match of different kinds of clothing and accessories to find out the most flattering looks for any situations or any event, whether for the outfits of casual, career, dating or sporty look. This custom fashion design application will also provide information on each clothing and accessory, such as the materials made. Users can get to know more about the items by just browsing through the application. The main study for this application is in the area of implementing 3D modeling and animation into an interactive multimedia application