
**Clothing — Digital fittings —
Attributes of virtual garments**

*Habillement — Bien-être virtuel — Caractéristiques des vêtements
virtuels*

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Foreword

ISO (the International Organization for Standardization) is a worldwide federation of national standards bodies (ISO member bodies). The work of preparing International Standards is normally carried out through ISO technical committees. Each member body interested in a subject for which a technical committee has been established has the right to be represented on that committee. International organizations, governmental and non-governmental, in liaison with ISO, also take part in the work. ISO collaborates closely with the International Electrotechnical Commission (IEC) on all matters of electrotechnical standardization.

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For an explanation on the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the WTO principles in the Technical Barriers to Trade (TBT) see the following URL: [Foreword - Supplementary information](#)

The committee responsible for this document is ISO/TC 133, *Clothing sizing systems — Size designation, size measurement methods and digital fittings*.

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Introduction

This International Standard is the second of a series which deals with virtual garments for digital fitting.

This International Standard specifically presents attributes of virtual upper and lower body garments, virtual hats and gloves in the virtual garment system, thus supporting online consumers, fashion designers, manufacturers and retailers who have an interest in the style and fit of clothes. It is related to ISO 18163, which deals with composition and attributes of the virtual garments. It is therefore expected to improve convenience for consumers, improve efficiency in clothing manufacturing and contribute to a decrease in the return rate of clothes purchased online.

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Clothing — Digital fittings — Attributes of virtual garments

1 Scope

This International Standard defines the attributes required to produce virtual garments, including virtual hats and virtual gloves using virtual garment software.

2 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

2.1 General terms

2.1.1

virtual garment items

virtual garments worn on the virtual human body for digital fitting

Note 1 to entry: Includes virtual jackets, virtual shirts, virtual blouses, virtual T-shirts, virtual skirts, virtual trousers, virtual dresses, virtual hat, virtual gloves, etc.

Note 2 to entry: Woven fabric is made by the interlacement of two sets of warp and weft yarn. Knitted fabric is made by interlooping of one set of yarn. Virtual garment system represents the type of fabric through a process of texture mapping and rendering regardless of construction method.

2.1.1.1

virtual jacket

virtual upper body garments that are worn on the virtual human body and come down between the waist and hips

Note 1 to entry: See [Figure A.1](#).

2.1.1.2

virtual shirt

virtual men's upper body garments that are worn as a middle layer or outside layer and have a collar, collar stand, cuff opening and decorative cuffs, and are worn on the upper virtual human body

Note 1 to entry: See [Figure A.2](#).

2.1.1.3

virtual blouse

virtual women's upper body garments that are worn on the upper virtual human body

Note 1 to entry: See [Figure A.3](#).

2.1.1.4

virtual T-shirt

virtual garments that are shirts made of knit material and are worn on the upper virtual human body

Note 1 to entry: See [Figure A.4](#).

2.1.1.5

virtual skirt

lower body garment for digital fitting in a cylindrical shape that covers both legs at once

Note 1 to entry: Includes skirts of various lengths and silhouettes.

Note 2 to entry: See [Figure B.2](#).