

DreamVTON: Customizing 3D Virtual Try-on with Personalized Diffusion Models – Supplementary Materials –

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1 INTRODUCTION

In supplementary materials, we first provide additional experiment details in Section 2, including the details of the user study and visual examples of templates used for training. We then provide more visual results in Section 3, including more qualitative comparisons with the existing 3D human generation methods and additional videos of generated 3D results. Finally, we present the details of DreamVTON’s architecture in Section 4.

2 ADDITIONAL EXPERIMENT DETAILS

2.1 Details of User Study

For user study, we design three questionnaires to separately evaluate the **Accuracy** (as shown in Figure 2 (a)), **Realism** (as shown in Figure 2 (b)), and **Geometry Smoothness** (as shown in Figure 2 (c)) of the 3D try-on results generated by various methods. To be specific, **Accuracy** is used to measure whether the try-on results can preserve a particular person’s identity and clothes characteristics, while **Realism** and **Geometry Smoothness** are used to evaluate the quality of generated texture and geometry, respectively.

Each questionnaire is composed of 9 assignments, and the amounts of volunteers for these three questionnaires (i.e., (a), (b), (c) in Figure 2) are 31, 26, and 21, respectively. For each assignment in the questionnaire, given the person and clothes images, volunteers are asked to select the best 3D try-on result (presented in video format) out of four options, which are generated by our DreamVTON and the other baseline methods (i.e., DreamWaltz [2], TEXTure [4], TeCH [3]). Besides, the order of the generated results in each assignment is randomly shuffled. Figure 2 shows the interface for each questionnaire. For analysis of the user study results, please refer to Section 4.4 in the main text.

2.2 Visual Examples of Training Templates

As mentioned in Section 3.2 in the main text, our DreamVTON employs various generated template images for geometry and texture optimization. For geometry optimization, DreamVTON uses eight mask templates $\{\hat{\mathbf{m}}_i\}_{i=1}^8$ (i.e., uniformly distributed views around the human body) to constrain the geometry shape learning, and uses two normal templates $\{\hat{\mathbf{n}}_i\}_{i=1}^2$ (i.e., front view and back view) to enhance the geometry detail learning. Figure 1 (a) and (b) display examples of mask and normal templates for one try-on use case. For texture optimization, DreamVTON uses three RGB templates $\{\hat{\mathbf{x}}_i\}_{i=1}^3$ (i.e., front and back full body view, and front face view) to enhance the texture detail learning. Figure 1 (c) displays examples of RGB templates for one try-on use case.

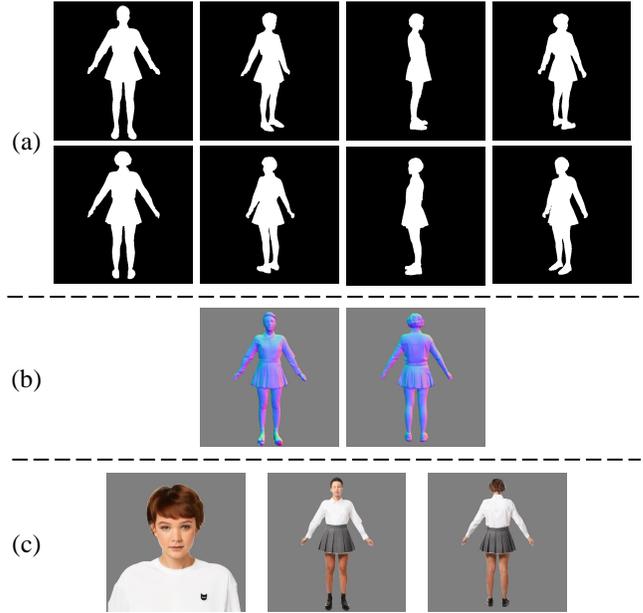


Figure 1: (a) Examples of mask templates. (b) Examples of normal templates. (c) Examples of RGB templates.

3 ADDITIONAL EXPERIMENT RESULTS

We provide additional visual comparisons among our proposed DreamVTON and the existing 3D human generation methods (i.e., DreamWaltz [2], TEXTure [4], and TeCH [3]) in Figure 3 and Figure 4. Furthermore, we also provide the rotated views of DreamVTON’s 3D try-on results in the accompanying video (named **DreamVTON-video.mp4**). Please refer to video for more details.

4 ARCHITECTURE DETAILS OF DREAMVTON

For the network architecture, our DreamVTON follows Fantasia3D [1], the geometry network Ψ_g is implemented as a three-layer MLP, while the texture network Ψ_t is implemented as a two-layer MLP. We illustrate the network architecture in Table 1.



Figure 2: Interface of the questionnaires used to evaluate Accuracy, Realism, and Geometry Smoothness of the generated 3D try-on results.

Network	Architecture
Geometry Network Ψ_g	(Encoder): Linear(in_feat=3, out_feat=32, bias=False) (MLP): Linear(in_feat=32, out_feat=32, bias=False) ReLU() Linear(in_feat=32, out_feat=32, bias=False) ReLU() Linear(in_feat=32, out_feat=4, bias=False)
Texture Network Ψ_t	(Encoder): Linear(in_feat=3, out_feat=32, bias=False) (MLP): Linear(in_feat=32, out_feat=32, bias=False) ReLU() Linear(in_feat=32, out_feat=9, bias=False)

Table 1: Architecture of Geometry Network Ψ_g and Texture Network Ψ_t .



Figure 3: Qualitative Comparisons. Using the same clothes, person image, and prompt as inputs, our method achieves superior results.

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Figure 4: Qualitative Comparisons. Using the same clothes, person image, and prompt as inputs, our method achieves superior results.

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