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**NATIONAL STANDARD OF THE
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Digital fittings - Attributes of virtual garments

数字化试衣 虚拟服装属性

(English Translation)

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Foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for standardization work Part 1: Structure and drafting rules for standardization documents" Drafting.

This document is modified to adopt ISO 18831:2016 "Apparel digital fitting - virtual garment attributes".

This document has the following structural adjustments compared to ISO 18831:2016.

- a) Added the chapter "Normative References";
- b) Item 3.2.4.5 corresponds to 2.2.4.5.1 of the international standard;
- c) Item number 3.2.4.6 corresponds to 2.2.4.5.2 of the international standard.

The technical differences between this document and ISO 18831:2016 and their reasons are as follows.

- a) The applicable objects of the document are supplemented to clarify the applicable fields and improve the standard structure (see Chapter 1);
- b) Modified the definition of virtual T-shirt to maintain consistency with relevant standards (see 3.1.1.4);
- c) The definition of virtual clothing samples is supplemented to facilitate user understanding and improve the terminology structure (see 3.2.1);
- d) Improved the definition of virtual cap template to meet the diversity of products (see 3.2.1.4);

- e) The definition of virtual shoulder has been modified to make it more accurate (see 3.2.2.3);
- f) Improved the definition of the term eyelet to include holes for decoration and for passing ropes and straps, making the description more accurate (see 3.2.2.13);
- g) Improved the definition of the term virtual pleat to make it more accurate (see 3.2.3.2);
- h) Improved the definition of the term virtual tuck to make it more accurate (see 3.2.3.3);
- i) The definition of virtual eating position has been modified to make the expression clearer (see 3.2.3.4).

The following editorial changes were made to this document.

- a) The name of the standard is changed to "Digital Fitting Virtual Clothing Attributes";
- b) Change the notes in some definitions into examples;
- c) adjusted references;
- d) Added index.

1 Scope

This document defines terms and definitions related to virtual clothing attributes, including virtual hats and virtual gloves in virtual clothing software.

Attributes.

This document is applicable to all practical application areas of digital fitting systems and all aspects of online communication and commercial activities related to clothing.

stages, including design, manufacturing, sales and customer service.

2 Normative references

This document has no normative references.

3.1 General terms

3.1.1

Virtual Garment Items Virtual clothing and/or virtual accessories worn on a virtual human body during digital fitting.

Note 1: Virtual clothing objects include virtual suit jackets, virtual men's shirts, virtual women's shirts, virtual T-shirts, virtual skirts, virtual pants, virtual dresses, Virtual hat, virtual gloves, etc.

Note 2: Woven fabrics are made of warp and weft yarns. Knitted fabrics are made of a group of yarns interwoven with each other.

The term is used to denote the type of fabric, regardless of the method of fabric construction.

3.1.1.1

virtual jacket A virtual top in the form of a suit that is worn on a virtual human body with the hem between the waist and hips.

Example. See Figure A.1 in Appendix A.

3.1.1.2

Virtual Men's Shirt virtualshirt A virtual men's top with a collar, sleeve slits and decorative cuffs, which can be worn as an inner layer or alone.

Example. See Figure A.2.

3.1.1.3

virtualblouse

A virtual women's top with a collar, sleeve slits and decorative cuffs, which can be worn as an inner layer or alone.

Example. See Figure A.3.

3.1.1.4

virtual T-shirtvirtualT-shirt A virtual top made of knitted material in the shape of a T.

Example. See Figure A.4.