

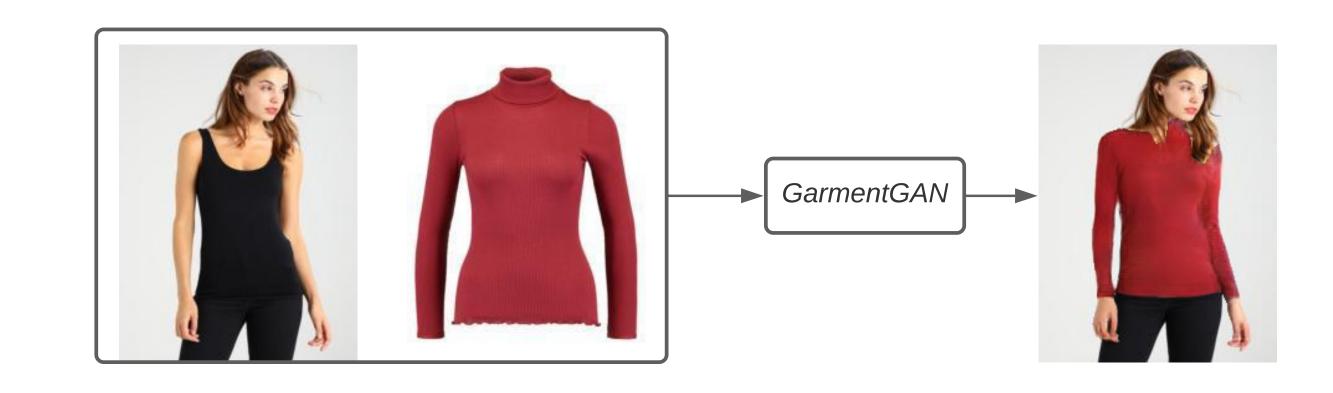
# GarmentGAN: Photo-realistic Adversarial Fashion Transfer

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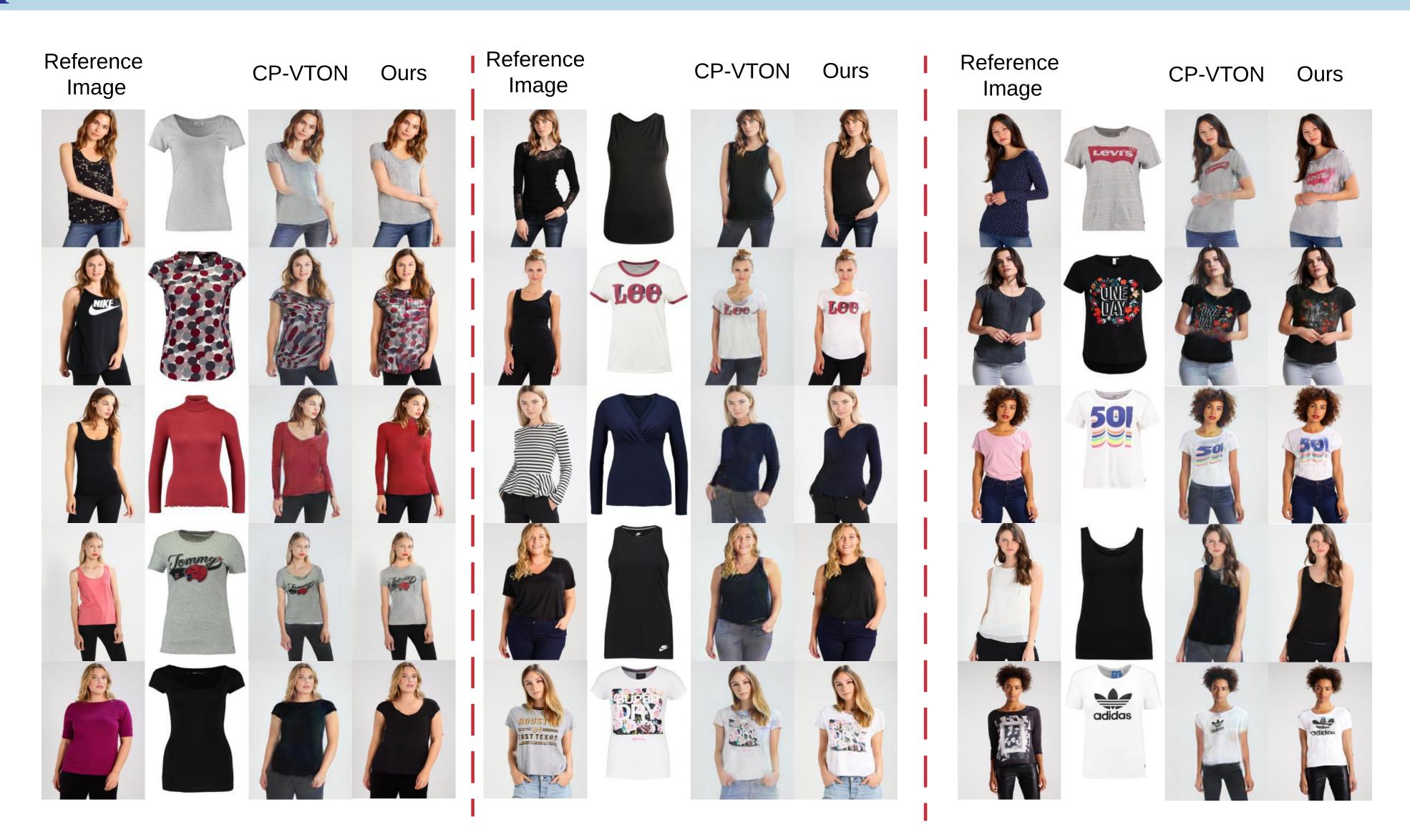


#### **Problem Definition**

Goal: We present GarmentGAN, a new algorithm that performs image-based garment transfer through generative adversarial methods.



## Experiments



### Results

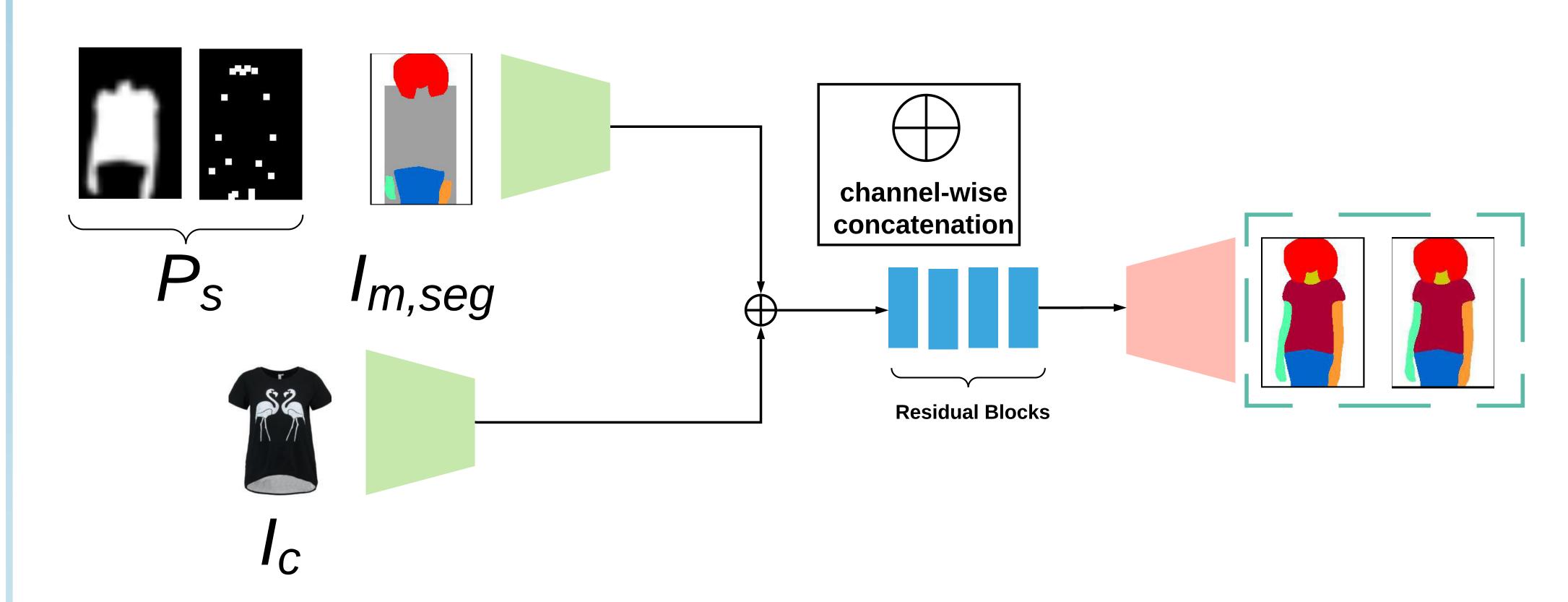
Model	<b>Inception Score</b>	FID
CP-VTON [1]	$2.636 \pm 0.077$	23.085
GarmentGAN (w/o TPS)	$2.723 \pm 0.083$	17.408
GarmentGAN	$\textbf{2.774} \pm \textbf{0.082}$	16.578

# Reference

- [1] Wang, Bochao, et al. "Toward characteristic-preserving image-based virtual try-on network." Proceedings of the European Conference on Computer Vision (ECCV). 2018.
- [2] Park, Taesung, et al. "Semantic image synthesis with spatially-adaptive normalization." Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition. 2019.

#### Method

Shape transfer network: Shape transfer network generates high-resolution semantic maps given an image of the person and a garment to be transferred. The proposed generator  $G_{shape}$  has an encoder-decoder architecture that synthesizes a new shape map  $\hat{I}_{seg}$  conditioned on a person representation  $P_s$ , masked segmentation map  $I_{m,seg}$ , and the image of desired clothing  $I_c$ .



Appearance transfer network: Appearance transfer network synthesizes realistic RGB-colorspace images of a person wearing the garment while preserving finer semantic details. The appearance transfer network takes the generated segmentation maps, target clothing, and body shape information as inputs and generates an image  $\hat{I}_{person}$  portraying the reference person wearing the target clothing. The input RGB-colorspace image  $I_{m,person}$  is created by masking the regions corresponding to arms, torso and upper-body clothes on the reference image  $I_{person}$ . Geometric alignment module is utilized to warp the desired clothing item  $I_c$  using a TPS transformer such that it matches the pose of the reference person geometrically. This module extracts high-level information of person representation  $P_s$  and target clothing item  $I_c$  and uses the resulting feature maps to estimate the parameters of TPS transformer  $\theta$ .

