

Design and Development of a Made-to-Measure Tailoring Tool for Omnichannel Fashion Retail

Devender Yadav

Abstract

This research paper examines the intersection of bespoke tailoring and modern omnichannel retail, highlighting both its potential and challenges. This study explores the design and development of a custom tailoring tool. This tool has the potential to integrate the convenience of online shopping with the personalized fit of traditional tailoring. This paper addresses the issue of increasing demand for personalized clothing alongside the constraints of existing online retail platforms. The proposed solution involves a user-friendly, integrated platform designed to accurately capture body measurements and convert them into custom garment patterns. This tool has potential applications in creating bespoke suits and dresses, as well as in producing perfectly fitted everyday clothing. This study also investigates the potential positive effects on customer satisfaction, decreased return rates, and sustainability within the fashion industry. In conclusion, I will discuss the potential for future development and how this tool may adapt to the evolving requirements of the fashion industry.

Keywords: Made-to-Measure, Bespoke Tailoring, Omnichannel Retail, Body Measurement, 3D Body Scanning, Customization, Fashion Technology, Mass Customization, Personalization, Digital Tailoring, E-commerce, Sustainability, Fit Technology, Pattern Generation, User Experience, Virtual Try-On

Introduction

I recall the initial occasion when I had a suit custom-tailored for my specifications. The experience was enlightening. The fit was unprecedented compared to off-the-rack clothing. In my final year of college, I had a suit tailored for job interviews. The suit significantly enhanced my confidence. This experience prompted the question of why such a level of personalized fit cannot be made accessible to all, particularly in our increasingly digital environment. This idea, along with my interest in the increasing influence of technology within the fashion industry, motivated this research.

The fashion landscape is undergoing significant transformation. Omnichannel retail, characterized by seamless customer interactions with brands across both online and offline channels, has transitioned from a novelty to a necessity. Customers anticipate a cohesive experience across various platforms, including websites, social media, and physical stores. There is a renewed interest in made-to-measure and bespoke clothing during this transition. This issue extends beyond luxury; it pertains to the need for garments that accurately accommodate and represent personal style and body shapes.

Integrating tailoring into the fast-paced environment of omnichannel retail poses considerable challenges. What methods can be employed to replicate the precise measurement process of a tailor in a digital setting? What methods are employed to maintain accuracy and consistency across various platforms? This research seeks to address the following questions. This paper presents a proposed system along with its various components.

Problem Statement

The existing fashion retail model, particularly in the online domain, fails to fulfill the expectation of an ideal fit. Standard sizing charts frequently prove insufficient, resulting in poorly fitting garments and an elevated return rate. Last week, I ordered a pair of jeans online that, based on the size chart, should have fit appropriately. Upon arrival, the items were at least two sizes larger than expected. This issue affects customer satisfaction and exacerbates the environmental impact of the fashion industry due to heightened shipping and waste production [1].

The current solutions for online made-to-measure clothing are frequently inefficient and disjointed. Customers may need to utilize a distinct application for body scanning, subsequently access another website for garment design, and then endure a prolonged wait for production and shipping. The process does not exhibit the seamless integration characteristic of a genuine omnichannel experience. A measurement and customization tool that is user-friendly and intuitive is currently essential [2].

Solution

The proposed solution is an integrated, customized tailoring tool specifically designed for omnichannel fashion retail. This tool is a software platform designed for integration with a retailer's current e-commerce website and mobile application, and it may also be utilized in physical locations through interactive kiosks or tablets.

This tool will enable a smooth experience for the customer from measurement to delivery:

- 1. Accessing the Tool:** The customer identifies the made-to-measure option while navigating the retailer's website or application. This could be showcased as a key attribute for particular garments or as an independent section within the online store.
- 2. Choosing Measurement Method:** The customer is offered two main options for submitting their body measurements:
 - a. Guided Self-Measurement:**
 - The customer chooses the self-measurement option.
 - The tool offers a set of clear instructions, supplemented by detailed illustrations or videos. This document provides a systematic approach for the customer to accurately measure various body dimensions, including chest, waist, hips, and inseam, utilizing a standard measuring tape.
 - The customer inputs each measurement into the specified fields of the tool.
 - The tool may integrate validation checks to ensure accuracy, flagging measurements that appear unusually high or low relative to the customer's previously entered data, such as height and weight.
 - b. 3D Body Scanning:**
 - The customer selects the 3D body scanning option.
 - The tool employs either the customer's smartphone camera or integrates with a specialized 3D body scanning application.
 - The customer adheres to the on-screen instructions to execute the scan. This process generally entails assuming a designated pose and rotating gradually as the camera records the subject from various perspectives.
 - The scanning application analyzes the acquired images and produces a three-dimensional model of the user's body.
 - Measurements are automatically extracted from the 3D model and entered into the tool.

- 3. Garment Customization:** Upon capturing and verifying the measurements, the customer advances to the customization stage.
 - a. Fabric Selection:** The customer examines a digital library of available fabrics, accessing high-resolution images and comprehensive descriptions, including fiber content, weight, texture, and care instructions [3].
 - b. Style Options:** A diverse array of style options is available, enabling customers to choose their preferred collar, cuffs, pockets, buttons, and additional design elements.
 - c. Fit Preferences:** Customers may specify their preferred fit (e.g., slim, regular, relaxed) and make additional modifications to particular areas as necessary (e.g., longer sleeves, wider shoulders).
 - d. Real-time 3D Visualization:** Customers observe a realistic 3D model of the garment on their digital avatar, generated from their body scan or based on provided measurements, as they make their selections [4].
- 4. Order Placement and Confirmation:**
 - a.** Upon completion of the design, the customer evaluates their order.
 - b.** The user advances to the checkout stage, providing their shipping address and payment details.
 - c.** Following successful payment, the customer is issued an order confirmation that includes a unique order ID and an estimated delivery timeframe [5].
- 5. Pattern Generation and Manufacturing:**
 - a.** The system generates a tailored digital pattern according to the customer's measurements and design selections.
 - b.** The digital pattern is electronically transmitted to the manufacturing facility.
 - c.** The garment is constructed in accordance with the exact pattern and specifications.
- 6. Quality Control and Shipping:**
 - a.** The completed garment is subjected to a comprehensive quality assessment.
 - b.** The garment is meticulously packaged and dispatched to the address provided by the customer.
 - c.** Customers are provided with shipping updates and tracking information.
- 7. Delivery and Feedback:**
 - a.** The customer obtains a precisely tailored, bespoke garment.
 - b.** The retailer may seek feedback regarding the fit and overall experience.

Architecture

The architecture of the bespoke tailoring tool can be conceptualized as a system comprising various components and their interactions.

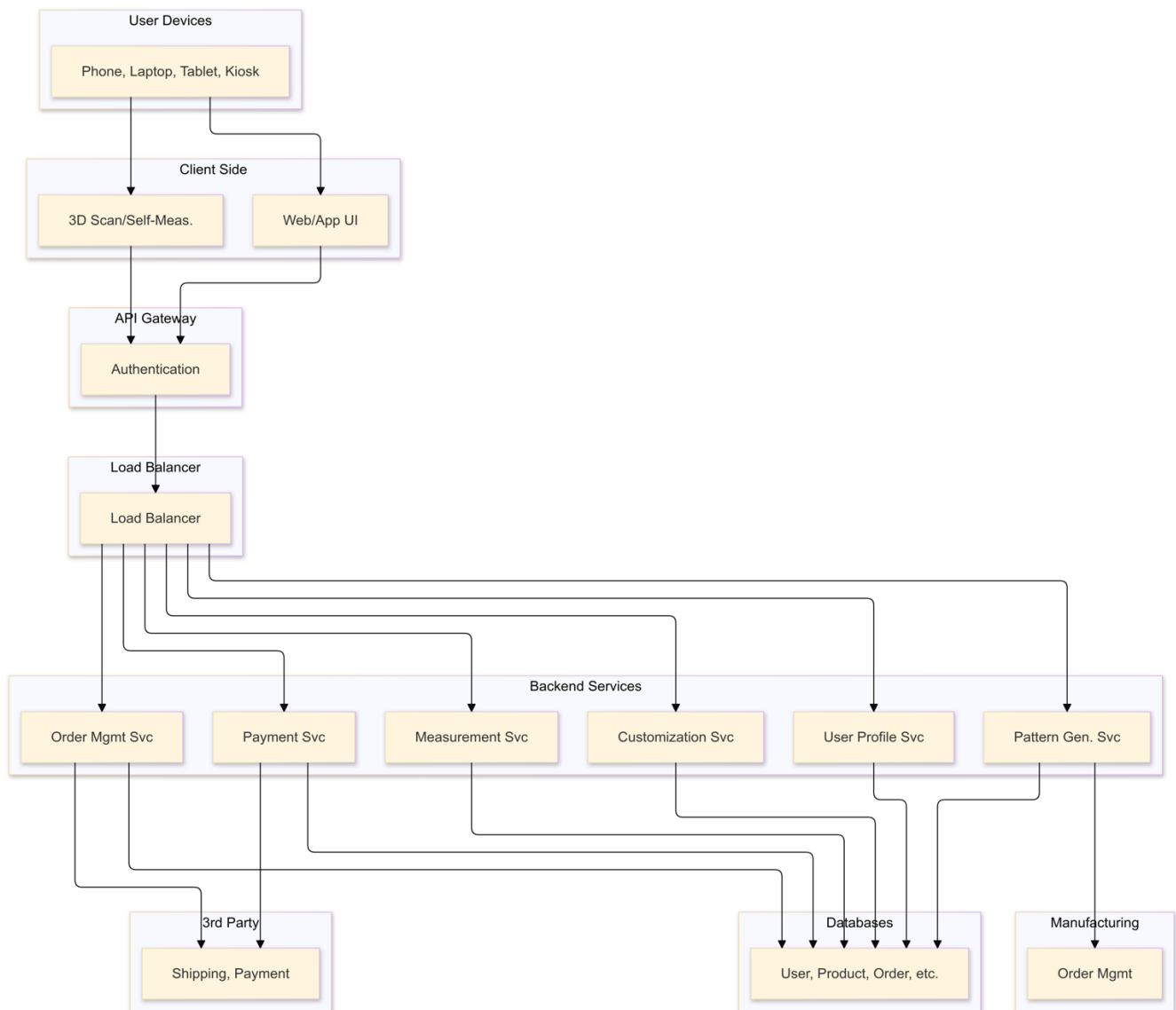


Figure 1: “Made to Measure” Tool Architecture

1. **Client Side:** This denotes the user interface, which may include a web application, mobile app, or in-store kiosk. The system manages user interactions, encompassing measurement input through 3D scanning or guided self-measurement, as well as garment customization.
2. **User Devices:** Users engage with the tool through multiple devices, including smartphones, laptops, tablets, and in-store kiosks.
3. **API Gateway:** API Gateway serves as a centralized access point for all client requests. It manages routing, authentication, and security.
4. **Load Balancer:** A load balancer distributes incoming traffic among multiple instances of backend services, thereby ensuring scalability and availability.
5. **Backend Services:** These represent the fundamental microservices that drive the tool.
 - **Measurement Service:** Processes and validates bodily measurements.
 - **Customization Service:** Oversees garment design alternatives, fabric repository, and style selections.
 - **Pattern Generation Service:** Automatically creates tailored garment patterns.
 - **Payment Service:** Integrates with secure payment gateways for transaction processing.

- **User Profile Service:** Oversees user accounts, preferences, and measurement records.
- **Order Management Service:** Manages the creation, tracking, and fulfillment of orders.
- 6. **Databases:** Databases store user data, product information, order details, and other critical information.
- 7. **Manufacturing:** Manufacturing refers to the production facility where custom garments are created. It acquires digital patterns and order data from backend services.
- 8. **3rd Party Integrations:** The system integrates with external services for payment processing, shipping, and potentially additional functionalities such as 3D body scanning applications.

Uses

The potential applications of this custom tailoring tool are extensive:

1. **Bespoke Suits and Dresses:** The primary application is the production of high-end, custom-tailored garments for special occasions.
2. **Everyday Wear:** Consider the ability to order precisely fitting jeans, shirts, and blouses online, eliminating the inconvenience of trying on various sizes.
3. **Uniforms:** Organizations may utilize the tool to design custom-fitted uniforms for employees, thereby ensuring comfort and a professional appearance.
4. **Adaptive Clothing:** The tool may be modified to produce garments for individuals with disabilities, addressing particular requirements and body types [6].
5. **Niche Markets:** The tool can be customized to address specific niche markets, such as maternity wear and athletic apparel, where fit is critical.

Impact

The implementation of this tool could significantly influence the fashion industry in various beneficial aspects:

1. **Enhanced Customer Satisfaction:** Providing well-fitting garments enables retailers to enhance customer satisfaction and foster loyalty [7].
2. **Reduced Returns:** Accurate measurements and customization options will significantly reduce returns [8].
3. **Increased Sustainability:** Enhanced sustainability is a characteristic of made-to-measure clothing, which is inherently more sustainable than mass-produced garments. Producing solely based on demand allows retailers to decrease waste and lessen their environmental impact [9].
4. **Empowerment of Designers:** The tool enables independent designers and small businesses to provide made-to-measure options without requiring costly infrastructure [10].

Scope

This project will initially concentrate on creating a minimum viable product (MVP) for integration with a retailer's current e-commerce platform. This MVP will concentrate on a particular garment category, such as men's suits or women's dresses. Potential future developments may encompass:

1. **Advanced Visualization:** Integrating augmented reality (AR) functionalities to enable users to virtually "try on" clothing items.
2. **AI-Powered Recommendations:** Employing artificial intelligence to assess user data and deliver tailored style and fit suggestions.

3. **Integration with Wearable Technology:** Investigating the potential for the tool to interface with wearable devices capable of passively capturing body measurements.
4. **Expansion to Other Product Categories:** Broadening the tool's application to encompass a greater variety of garments and accessories.

Conclusion

The creation of a bespoke tailoring tool for omnichannel fashion retail presents a complex yet valuable undertaking. This technology has the potential to transform the shopping experience for clothing. This tool integrates the convenience of online shopping with the personalized fit of traditional tailoring, fostering a sustainable, customer-centric, and ultimately more satisfying fashion experience for all. This tool has the potential to significantly impact the fashion industry.

References

1. L. Sun and P. Y. Mok, "Digital Fashion: A New Realm of Design and Technology," *Journal of Textile and Apparel, Technology and Management*, vol. 11, no. 4, 2019.
2. M. D. Barrutia and C. J. Echebarria, "Made-to-measure service: A review of the literature and a conceptual framework," *Journal of Fashion Marketing and Management*, vol. 20, no. 3, pp. 308–329, 2016.
3. K. N. Raikwar, "Fashion and Technology: A Review on Fashion in Digital Era," *International Journal of Scientific and Research Publications*, vol. 7, no. 7, 2017.
4. A. Al-Zubidi, J. Windsor, and N. Y. Barnes, "The Impact of E-Commerce on Customer Loyalty in the Fashion Industry," *International Journal of Business and Management*, vol. 10, no. 9, pp. 185–195, 2015.
5. E. Brynjolfsson and A. McAfee, *The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies*. W. W. Norton & Company, 2014.
6. P. Kotler, H. Kartajaya, and I. Setiawan, *Marketing 4.0: Moving from Traditional to Digital*. John Wiley & Sons, 2016.
7. N. Ali, "Virtual Fitting Room: A Step Towards Modern Shopping," *International Journal of Computer Applications*, vol. 173, no. 8, pp. 13–18, 2017.
8. Y. H. Cho and D. H. Chung, "A Study on the Development of 3D Virtual Fitting System for Online Apparel Shopping Mall," *Journal of the Korean Society of Clothing and Textiles*, vol. 36, no. 6, pp. 647–659, 2012.
9. S. Y. Park and J. H. Kim, "Development of a 3D Body Scanning System for the Clothing Industry," *International Journal of Clothing Science and Technology*, vol. 27, no. 2, pp. 209–222, 2015.
10. K. L. Keller, *Strategic Brand Management: Building, Measuring, and Managing Brand Equity*, 5th ed. Pearson, 2013.