

AI-Driven Augmented Reality System for Real-Time Virtual Try-On and Visualization

Ms. S. Sangeetha, M.E.

*Assistant Professor, Dept. of Information Technology
AVC College of Engineering, Mannampandal – 609305
Tamil Nadu, India
sangeethait@avccengg.net*

Abinaya B

Dept. of Information Technology
AVC College of Engineering
Mannampandal – 609305, India
abisivaprakasam0@gmail.com

Akhilashree A

Dept. of Information Technology
AVC College of Engineering
Mannampandal – 609305, India
akhilashree434@gmail.com

Madhumitha A

Dept. of Information Technology
AVC College of Engineering
Mannampandal – 609305, India
madhumithaambalavanan@gmail.com

Abstract—The rapid growth of e-commerce and digital platforms has significantly increased the demand for interactive and realistic product visualization systems. Traditional methods such as images and videos often fail to provide a clear understanding of how products appear in real-world environments, leading to uncertainty in user decision-making. This paper presents an AI-Driven Augmented Reality System for Real-Time Virtual Try-On and Visualization that enables users to interact with virtual objects through a live camera feed. The proposed system integrates a Unity-based augmented reality environment with a Python backend using FastAPI for efficient real-time communication. Computer vision techniques are implemented using OpenCV for image processing, while MediaPipe is used for accurate detection of facial, hand, and body landmarks. The system supports multiple detection modes, including face-based glasses try-on, hand-based watch placement, pose-based dress visualization, and surface detection for environmental interaction. The detected landmark data is converted into JSON format and transmitted back to Unity, where virtual objects are aligned using anchor-based positioning techniques. Experimental results demonstrate that the proposed system achieves accurate feature detection, stable object alignment, and low-latency performance during real-time interaction. The system effectively combines artificial intelligence and augmented reality to enhance user experience and provides a scalable solution for applications in e-commerce, fashion, and interactive visualization.

Index Terms—Augmented Reality, Artificial Intelligence, Virtual Try-On, Computer Vision, Media Pipe, Fast API, Real-Time Processing, Landmark Detection

I. INTRODUCTION

The rapid advancement of digital technologies and the widespread adoption of e-commerce platforms have significantly transformed the way users explore and purchase products.

Online shopping offers convenience and accessibility; however, it lacks the ability for users to physically interact with products before making a purchase. Traditional visualization methods such as images and videos are often insufficient to convey the actual appearance, size, and fit of products in real-world conditions. This limitation leads to uncertainty in decision-making and increases the chances of product returns. Augmented Reality (AR) has emerged as a powerful solution to enhance user interaction by overlaying virtual objects onto real-world environments using camera-enabled devices. AR enables users to visualize products in a more immersive and interactive manner. In recent years, the integration of Artificial Intelligence (AI) with AR has further improved the capabilities of such systems. Computer vision techniques allow the detection of human features such as facial landmarks, hand positions, and body posture, enabling accurate alignment of virtual objects in real time.

Virtual try-on systems have gained significant importance in domains such as fashion, eyewear, and accessories. These systems allow users to visualize how products such as glasses, watches, and clothing would appear on them without physical interaction. Despite their potential, many existing systems face challenges such as inaccurate positioning of virtual objects, instability during user movement, and high computational latency. These limitations reduce the realism and usability of virtual try-on applications.

Another major challenge in real-time systems is maintaining consistent tracking and alignment when the user changes orientation, such as head rotation or hand movement.

Variations in lighting conditions, camera quality, and background complexity also affect the accuracy of landmark detection. Therefore, there is a need for a system that can provide

stable tracking, accurate alignment, and efficient real-time performance under varying conditions.

To address these challenges, this paper proposes an AI-Driven Augmented Reality System for Real-Time Virtual Try-On and Visualization. The proposed system integrates a Unity-based frontend for AR visualization with a Python backend that processes real-time image data. Communication between the frontend and backend is achieved using Fast API, ensuring efficient and low-latency data exchange.

The system captures live video frames from the device camera and sends them to the backend, where OpenCV is used for preprocessing and Media Pipe is used for detecting facial, hand, and body landmarks. The detected landmarks are converted into JSON format and transmitted back to Unity. Based on this data, virtual objects are positioned and aligned using anchor-based techniques to ensure realistic placement.

The system supports multiple detection modes, including face-based glasses try-on, hand-based watch placement, and pose-based dress visualization. This multi-modal approach enhances the flexibility of the system and allows it to be applied across different use cases. The design focuses on achieving smooth tracking, stable positioning, and low latency to improve user experience.

The main contributions of this work include the development of a real-time AI-based virtual try-on system, integration of multiple detection modes within a unified framework, and implementation of a lightweight communication pipeline for efficient performance. The proposed system demonstrates that combining AR and AI technologies can significantly enhance product visualization and user interaction in modern digital platforms.

II. LITERATURE REVIEW

In recent years, virtual try-on systems have gained significant attention due to the rapid growth of e-commerce and digital visualization technologies. The integration of artificial intelligence and augmented reality has enabled users to interact with virtual objects in a more immersive and realistic manner. These systems are widely used in domains such as fashion, eyewear, and accessories to enhance user experience and reduce uncertainty during online purchases. Several studies have explored the use of computer vision techniques and deep learning models to improve the accuracy and realism of virtual try-on applications. Research in this area highlights the importance of providing accurate alignment and real-time interaction for effective visualization of virtual objects [1].

Early virtual try-on systems were primarily based on static image processing techniques, where pre-defined images were used to simulate the appearance of products. These systems allowed users to visualize objects on images but lacked real-time adaptability to user movements. Although such approaches provided basic functionality, they were limited in terms of interactivity and realism [2].

As a result, users were unable to experience dynamic visualization, which reduced the effectiveness of these systems.

With the advancement of deep learning technologies, several models have been developed to improve the visual quality and accuracy of virtual try-on systems. Techniques such as convolutional neural networks and generative adversarial networks have been widely used to enhance garment fitting and image synthesis [3], [4].

These methods produce high-quality outputs; however, they require significant computational resources and are not suitable for real-time applications. This limitation restricts their practical use in interactive systems.

Augmented reality-based approaches have further improved virtual try-on systems by enabling real-time visualization using camera-enabled devices. These systems allow virtual objects to be overlaid onto the user's environment, providing a more immersive experience [5].

Despite these advancements, challenges such as inaccurate object alignment, instability during user movement, and sensitivity to environmental conditions still persist.

Recent developments in landmark detection techniques have significantly improved the positioning of virtual objects in real time. Frameworks such as Media Pipe are widely used for detecting facial, hand, and body landmarks with high accuracy [6].

These techniques enable better alignment of virtual objects; however, maintaining stability during continuous movement and ensuring smooth interaction remain challenging.

Another important aspect of virtual try-on systems is the communication between frontend and backend components. Many existing systems rely on complex processing pipelines that introduce latency and reduce system responsiveness.

Efficient communication frameworks are required to ensure fast data transfer and real-time interaction between modules [7], [8].

From the analysis of existing research, it can be observed that most virtual try-on systems focus either on improving visual realism or enhancing computational models independently. Very few systems attempt to integrate accurate landmark detection, stable augmented reality visualization, and efficient real-time communication within a single framework. In particular, the combination of face-based, hand-based, and pose-based virtual try-on functionalities within a unified system remains relatively unexplored.

To address these limitations, the proposed AI-Driven Augmented Reality Virtual Try-On System integrates real-time landmark detection with augmented reality visualization using an efficient communication pipeline. The system supports multiple modes, including face-based glasses try-on, hand-based watch placement, and pose-based dress visualization. By combining these functionalities, the proposed system aims to provide accurate alignment, stable tracking, and low-latency performance for an enhanced user experience.

III. PROBLEM STATEMENT

The rapid growth of e-commerce platforms has significantly increased the demand for interactive and realistic product visualization systems. However, traditional online shopping methods rely heavily on static images and videos, which fail

TABLE I
LITERATURE REVIEW COMPARISON OF VIRTUAL TRY-ON SYSTEMS

S.No	Research Paper Title and Year	Existing Work and Drawbacks	How Our Project Overcomes the Issue
1	Deep Learning Based Virtual Try-On System, IEEE Access, 2025	Uses deep learning models for improving garment fitting and visual realism. Requires high computational power and lacks real-time AR interaction.	Uses lightweight MediaPipe-based landmark detection with Unity AR integration to enable real-time interaction with low latency.
2	AI-Based Virtual Dressing Room System, IEEE Transactions on Multimedia, 2025	Provides personalized dressing recommendations using AI. However, depends on powerful hardware and is not suitable for real-time applications.	Uses optimized FastAPI communication and efficient processing pipeline to support real-time performance on standard devices.
3	Augmented Reality Clothing Try-On System, IEEE Internet of Things Journal, 2025	Enables real-time clothing visualization using AR. Performance decreases during dynamic movement and lacks stability.	Implements stable tracking using real-time landmark detection and smoothing techniques for consistent alignment.
4	AR-Based Virtual Try-On Application for E-Commerce, IEEE Access, 2025	Improves user engagement through AR visualization but suffers from inaccurate alignment and instability during movement.	Uses precise facial, hand, and pose landmarks to ensure accurate object placement and stable tracking.
5	Deep Learning Model for Virtual Object Alignment, IEEE Transactions on Image Processing, 2025	Improves alignment using deep learning but introduces high latency and is not suitable for real-time systems.	Combines lightweight computer vision methods with AR rendering to reduce latency and improve responsiveness.
6	Survey of Virtual Try-On Systems and Challenges, IEEE Access, 2024	Provides analysis of existing systems and identifies challenges but lacks practical implementation.	Implements a complete working system integrating AI-based detection with AR visualization in real time.
7	Neural Network-Based Clothing Fitting System, IEEE Sensors Journal, 2024	Provides accurate fitting using neural networks but does not support AR and lacks real-time interaction.	Integrates AR-based visualization to enable real-time interaction with virtual objects in real-world environments.
8	GAN-Based Virtual Try-On Model for Image Generation, IEEE Transactions on Circuits and Systems for Video Technology, 2024	Improves image generation quality but lacks real-time interaction and user movement adaptation.	Supports real-time camera-based interaction with dynamic tracking using landmark detection.

to provide users with a clear understanding of how products appear in real-world conditions. This limitation creates uncertainty in user decision-making, particularly in domains such as fashion and accessories where appearance, fit, and orientation play a crucial role.

Existing virtual try-on systems have attempted to address this issue by incorporating computer vision and deep learning techniques. Although these systems improve visualization quality, they often face several challenges related to real-time performance and usability. Many approaches rely on computationally intensive models, which introduce latency and make them unsuitable for real-time applications. As a result, users experience delays, reduced responsiveness, and limited interactivity during system usage.

Another major issue in current systems is the inaccurate alignment of virtual objects. Improper positioning of accessories such as glasses or watches leads to unrealistic visualization, reducing user trust in the system. In addition, instability during user movement, such as head rotation or hand motion, causes the virtual objects to drift or jitter, further affecting the overall experience. Maintaining consistent alignment during continuous motion remains a significant challenge.

Environmental factors such as lighting conditions, background variations, and camera quality also impact the accuracy

of feature detection. These variations make it difficult to maintain consistent tracking and alignment across different scenarios. Furthermore, many existing systems focus on a single type of detection, such as face or body tracking, and do not support multiple interaction modes within a unified framework, limiting their practical usability.

Another critical limitation is the lack of efficient communication between frontend and backend components. Systems that rely on heavy data processing pipelines often suffer from high latency, resulting in slow response times and reduced system performance. This limitation negatively affects the overall usability and user experience of virtual try-on applications.

Therefore, there is a need for an integrated system that can provide accurate landmark detection, stable object alignment, and low-latency performance in real-time conditions. The proposed system aims to address these challenges by combining artificial intelligence and augmented reality within a unified framework, enabling smooth tracking, precise alignment, and enhanced user interaction. Additionally, the system focuses on supporting multiple detection modes within a single platform to improve flexibility and user convenience.

IV. PROPOSED SYSTEM

The proposed system integrates Unity, Fast API, and Python-based artificial intelligence modules to provide a real-time virtual try-on experience. The system is designed to enable accurate object placement, stable tracking, and low-latency interaction by combining computer vision techniques with augmented reality rendering. Unity captures frames from the device camera and sends them to the backend server at regular intervals. The backend processes these frames using OpenCV for image preprocessing and Media Pipe for detecting relevant landmarks such as facial features, hand joints, and body posture.

The detected landmarks are converted into JSON format and returned to the Unity application. Based on this data, Unity positions and aligns virtual 3D objects accurately in real time using anchor-based techniques. The system continuously updates object placement based on user movement, ensuring dynamic, smooth, and realistic visualization. This integration enables efficient communication between modules and supports real-time responsiveness.

A. System Overview

The system follows a client-server architecture, where Unity acts as the frontend and Python serves as the backend processing unit. The frontend is responsible for capturing video frames, handling user interaction, and rendering virtual objects. The backend performs computational tasks such as image processing and landmark detection. Communication between the frontend and backend is established using Fast API over HTTP, ensuring efficient and low-latency data exchange. This architecture improves modularity, scalability, and maintainability of the system.

B. Working Pipeline

The working pipeline of the system begins with capturing real-time frames from the camera using Unity. These frames are transmitted to the backend server through HTTP requests. The backend processes the frames using OpenCV for preprocessing tasks such as noise reduction, frame enhancement, and normalization. Media Pipe is then used to detect facial, hand, and body landmarks with high accuracy and speed.

The detected landmark coordinates are structured into JSON format and sent back to Unity. Using this data, the system calculates the position, rotation, and scale of virtual objects for accurate alignment. The pipeline operates continuously, enabling real-time interaction and smooth synchronization between the user's movements and the virtual objects.

C. Detection Modes

The proposed system supports multiple detection modes to handle different virtual try-on scenarios:

- **Face Mode:** Used for glasses try-on. The system uses eye, nose, and ear landmarks to align the glasses accurately on the user's face, ensuring correct orientation and scaling.

- **Hand Mode:** Used for watch try-on. The system detects wrist and finger landmarks to position the watch correctly and maintain alignment during hand movement.
- **Pose Mode:** Used for dress try-on. The system uses shoulder and hip landmarks to align clothing on the body, maintaining proper proportions and fit.
- **Surface Detection:** Used for placing virtual objects in the surrounding environment based on detected surfaces, enabling extended AR interaction.

D. Object Alignment and Stability

To ensure accurate placement of virtual objects, the system uses landmark-based positioning techniques. The position, rotation, and scale of objects are dynamically updated based on detected landmark coordinates. Smoothing techniques such as interpolation and filtering are applied to reduce jitter and ensure stable tracking during user movement. This improves the realism, consistency, and visual quality of the virtual try-on experience.

E. Performance Optimization

The system is designed to achieve real-time performance with minimal latency. Lightweight models such as Media Pipe are used for efficient landmark detection. Fast API enables quick communication between frontend and backend, reducing delay in data transfer. The system processes frames at regular intervals to maintain smooth rendering and interaction. Additionally, efficient memory management and optimized rendering techniques are used to ensure that the system runs smoothly on standard devices without requiring high computational resources.

V. SYSTEM ARCHITECTURE

The system architecture of the proposed AI-driven augmented reality virtual try-on system is designed as a layered and modular framework that enables efficient real-time processing and visualization. The architecture consists of multiple interconnected layers, including the user layer, input layer, communication layer, processing layer, augmented reality (AR) layer, and output layer. Each layer performs a specific function and contributes to the overall system performance.

A. User and Input Layer

The system begins with the user layer, where users interact with the application through a mobile device. The input layer captures real-time video frames using the device camera. These frames act as the primary source of data for the system. The captured frames are continuously streamed to ensure smooth and uninterrupted interaction.

B. Communication Layer

The captured frames are transmitted to the backend through the communication layer. This layer is implemented using Fast API based REST API over HTTP, which enables efficient and reliable data exchange between the frontend and backend modules. The communication layer plays a crucial role in maintaining low latency and ensuring real-time performance.

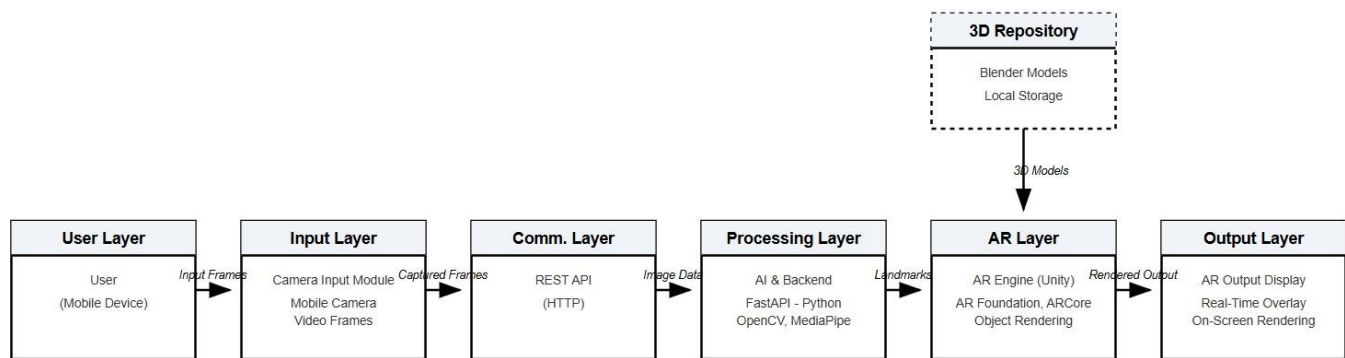


Fig. 1. System Architecture of the Proposed AI-Driven AR Virtual Try-On System

C. Processing Layer

The processing layer is responsible for performing the core computational tasks of the system. It consists of a Python-based backend that uses OpenCV for image preprocessing tasks such as frame enhancement and noise reduction. Media Pipe is used for detecting facial landmarks, hand keypoints, and body posture with high accuracy. These detected landmarks provide essential information required for positioning and aligning virtual objects.

The extracted landmark data is structured into JSON format, which allows easy transmission and interpretation by the frontend system. This structured data forms the basis for real-time object placement.

D. Augmented Reality Layer

The AR layer is implemented using the Unity engine along with AR Foundation and AR Core. This layer is responsible for rendering virtual 3D objects and aligning them with the detected landmarks. The system uses anchor-based positioning techniques to ensure that virtual objects are placed accurately on the user's face, hand, or body.

A 3D repository is integrated into the system, which stores models created using Blender. These models include virtual objects such as glasses, watches, and dresses. The AR layer dynamically updates object position, rotation, and scale based on user movement, ensuring realistic interaction.

E. Output Layer

The output layer displays the final augmented results on the screen. Virtual objects are overlaid on the user's real-time video feed, creating an immersive augmented reality

experience. The system continuously updates the visualization to match user movement, ensuring smooth tracking and consistent alignment.

The layered architecture ensures modular design, scalability, and efficient real-time performance. Each component operates independently while maintaining seamless integration, resulting in accurate detection, stable tracking, and enhanced user experience.

VI. METHODOLOGY

The methodology of the proposed system is based on a real-time processing pipeline that integrates computer vision and augmented reality techniques. The system follows a sequential workflow, starting from data acquisition to final visualization. Initially, the Unity application captures live video frames from the device camera. These frames are continuously transmitted to the backend server using Fast API for further processing. The backend processes the received frames using OpenCV for image preprocessing tasks such as frame enhancement and noise reduction.

Following preprocessing, Media Pipe is used to detect key landmarks, including facial features, hand joints, and body posture. These landmarks provide essential information for aligning virtual objects accurately. The detected landmark coordinates are then structured into JSON format and sent back to the Unity application.

In the Unity environment, the received landmark data is used to compute the position, rotation, and scale of virtual 3D objects. These objects are rendered and aligned in real time with the user's movements, ensuring a realistic virtual try-on experience.

The system supports multiple detection modes, including face-based glasses try-on, hand-based watch placement, and

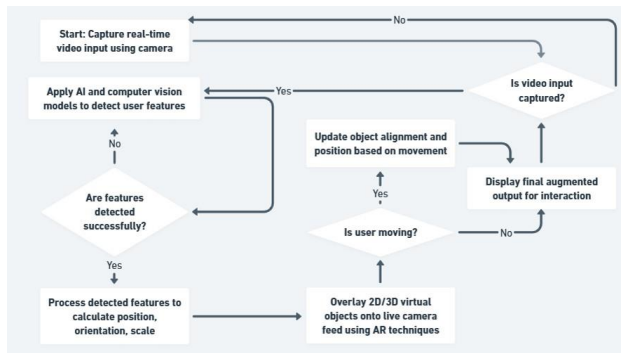


Fig. 2. Workflow of the Proposed Virtual Try-On System

pose-based dress visualization. Smoothing techniques are applied to reduce jitter and ensure stable tracking during dynamic user interactions.

This workflow enables efficient real-time processing, accurate object alignment, and seamless interaction between the user and the system.

VII. IMPLEMENTATION

The implementation of the proposed AI-based augmented reality virtual try-on system is carried out using a modular approach consisting of frontend, backend, and AR rendering components. Each module is designed to handle specific functionalities, ensuring efficient processing and real-time interaction.

A. Frontend Module

The frontend module is developed using the Unity engine. It is responsible for capturing live video frames from the device camera and providing an interactive user interface. The system allows users to select different modes such as face, hand, and pose detection for various virtual try-on applications. Unity also handles real-time rendering of virtual objects based on the processed data received from the backend.

B. Backend Processing Module

The backend processing module is implemented using Python and FastAPI, which enables communication between the frontend and backend through HTTP requests. The captured frames are processed using OpenCV for preprocessing tasks such as noise reduction and frame enhancement. MediaPipe is used to detect key landmarks including facial features, hand joints, and body posture. These detected landmarks are converted into JSON format and sent back to the frontend for further processing.

C. AR Rendering Module

The AR rendering module is responsible for aligning and displaying virtual objects in real time. Using Unity along with AR Foundation and AR Core, the system maps the received landmark coordinates into 3D space. Virtual objects such as glasses, watches, and clothing models are loaded from a local 3D repository created using Blender. The system dynamically

adjusts the position, rotation, and scale of objects to match user movement, ensuring accurate alignment.

D. Processing and Data Flow

The system follows a continuous data flow where frames captured from the frontend are sent to the backend for processing. The backend extracts landmark information and returns structured JSON data. This data is used by the frontend to update the virtual object placement in real time. The pipeline ensures smooth synchronization between user movement and AR visualization.

E. Performance and Optimization

The system is optimized for real-time performance with minimal latency. Lightweight models such as Media Pipe are used for efficient landmark detection. Fast API ensures quick data transmission between modules. Additionally, smoothing techniques are applied to reduce jitter and improve tracking stability. The overall implementation is designed to run efficiently on standard devices without requiring high computational resources.

VIII. RESULTS AND DISCUSSION

The proposed AI-based augmented reality virtual try-on system was evaluated under real-time conditions to analyze its performance, accuracy, and stability. The system successfully demonstrated the ability to detect facial, hand, and body landmarks and align virtual objects accordingly.

The face-based try-on module achieved accurate alignment of virtual glasses using eye and ear landmarks. The positioning remained stable during moderate head movements, including slight rotations and tilting. The use of multiple landmarks improved the overall fitting accuracy and reduced misalignment issues commonly observed in traditional methods.

The hand-based try-on module was tested for watch placement using wrist and finger landmarks. The system was able to maintain proper alignment of the virtual watch even during dynamic hand movements. Minor variations were observed during rapid motion; however, the smoothing techniques applied in the system helped in reducing jitter and ensured stable tracking.

The pose-based visualization module enabled the alignment of clothing models using shoulder and hip landmarks. The system maintained proper scaling and positioning of the virtual dress in real time. The alignment remained consistent for frontal views, while slight variations were observed during extreme body rotations.

The system performance was also evaluated under different environmental conditions such as varying lighting and background complexity. The landmark detection using Media Pipe performed reliably in normal lighting conditions, while slight reductions in accuracy were observed under poor lighting. However, the overall system maintained stable performance across different scenarios.

In terms of latency, the system achieved near real-time response due to efficient communication between frontend

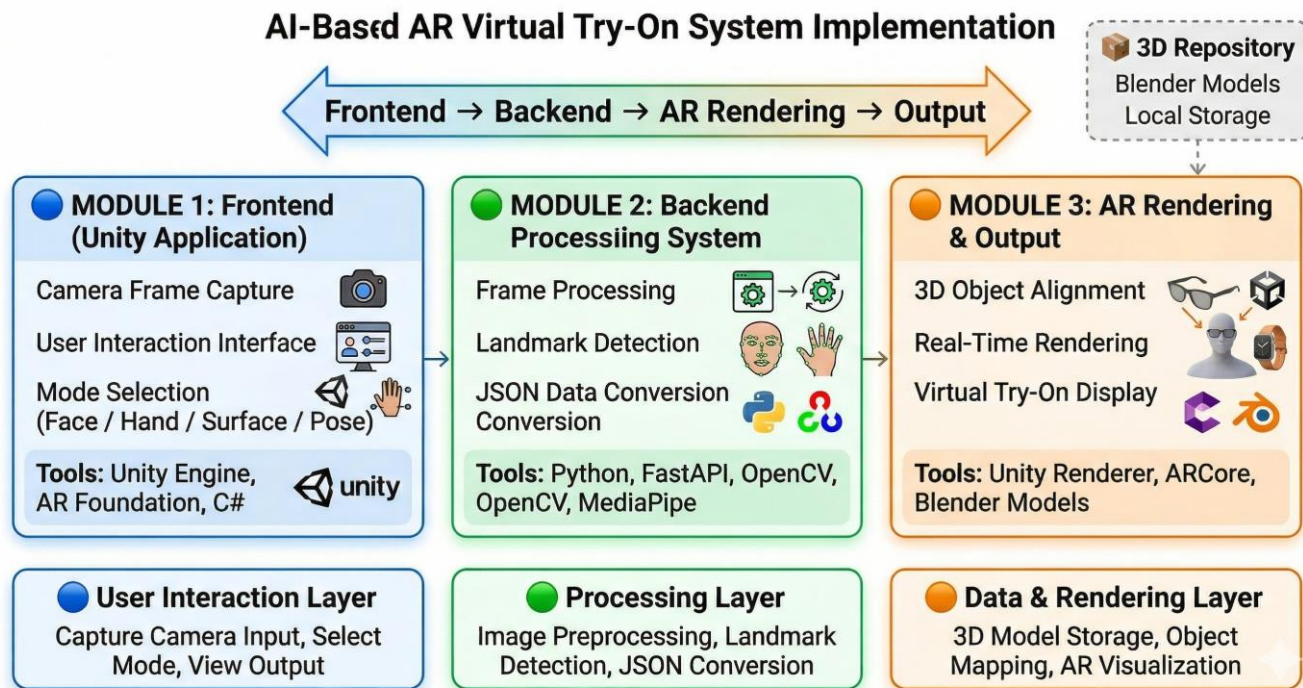


Fig. 3. Implementation Architecture of the Proposed System

and backend using Fast API and lightweight processing using Media Pipe. The average response time remained low, enabling smooth interaction and continuous updates of virtual objects. Overall, the proposed system demonstrates effective integration of artificial intelligence and augmented reality for virtual try-on applications. The system achieves accurate object alignment, stable tracking, and low-latency performance, making it suitable for practical applications in e-commerce and digital visualization.

IX. CONCLUSION

This paper presented the design and implementation of an AI-based augmented reality virtual try-on system aimed at enhancing real-time product visualization. The proposed system integrates Unity for frontend interaction, Fast API for efficient communication, and Python-based computer vision techniques using OpenCV and Media Pipe for accurate landmark detection. By combining these technologies, the system enables seamless alignment of virtual objects such as glasses, watches, and clothing with user movements.

The system successfully demonstrates real-time performance with low latency and stable tracking. The use of lightweight models ensures that the application can operate efficiently on standard devices without requiring high computational resources. The implementation of multiple detection modes, including face, hand, and pose-based tracking, enhances the flexibility and applicability of the system across different virtual try-on scenarios.

The results indicate that the system is capable of maintaining accurate object alignment even during moderate user movements such as head rotation and hand motion. The integration of smoothing techniques further improves stability by reducing jitter and ensuring consistent visualization. Additionally, the modular architecture of the system enables efficient communication between frontend and backend components, resulting in smooth data flow and improved responsiveness.

Overall, the proposed system effectively addresses the limitations of traditional virtual try-on methods by providing dynamic visualization, improved realism, and interactive user experience. The combination of artificial intelligence and augmented reality within a unified framework makes the system suitable for practical applications in e-commerce, fashion technology, and digital visualization. This work demonstrates the potential of real-time AR-based systems in enhancing user engagement and transforming the way products are visualized in digital platforms.

X. FUTURE WORK

The proposed AI-based augmented reality virtual try-on system provides a strong foundation for real-time visualization; however, several enhancements can be incorporated to further improve its performance, accuracy, and usability. One of the primary areas of future work is the improvement of landmark detection accuracy under challenging conditions such as low lighting, occlusions, and rapid user movements. Integrating advanced deep learning models and hybrid detection techniques

can enhance robustness and provide more reliable tracking results.

Another important direction is the extension of the system to support full-body tracking and realistic garment simulation. Current implementations focus on basic pose-based alignment; however, future work can incorporate physics-based simulation and cloth deformation models to achieve more natural and realistic clothing behavior. This will significantly improve the visual quality and user experience in virtual try-on applications.

The system can also be enhanced by incorporating depth estimation and 3D reconstruction techniques. By utilizing depth sensors or monocular depth estimation models, the system can achieve more accurate spatial positioning and better handling of occlusions. This will allow virtual objects to interact more naturally with the real-world environment.

Further improvements can be made in terms of performance optimization and deployment. The system can be optimized for mobile platforms by reducing computational overhead and improving memory efficiency. Implementing edge computing or on-device processing can reduce dependency on backend communication and minimize latency. This will enable faster response times and improved scalability for real-world applications.

In addition, future work can focus on expanding the range of supported virtual objects and interaction modes. The system can be extended to include accessories such as footwear, jewelry, and makeup try-on, providing a more comprehensive virtual shopping experience. Integration with e-commerce platforms can also enable real-time product selection and purchase directly within the application.

Another promising direction is the incorporation of user personalization and recommendation systems. By analyzing user preferences and interaction patterns, the system can suggest suitable products and improve user engagement. Machine learning techniques can be used to provide adaptive recommendations and enhance overall user satisfaction.

Finally, future research can explore the integration of cloud-based services and advanced analytics to monitor system performance and user behavior. This can help in continuous improvement of the system and support large-scale deployment across different platforms. Overall, these enhancements will contribute to making the system more intelligent, scalable, and suitable for real-world applications.

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