

Human Reposing and Virtual Try-On from Multi-View Images

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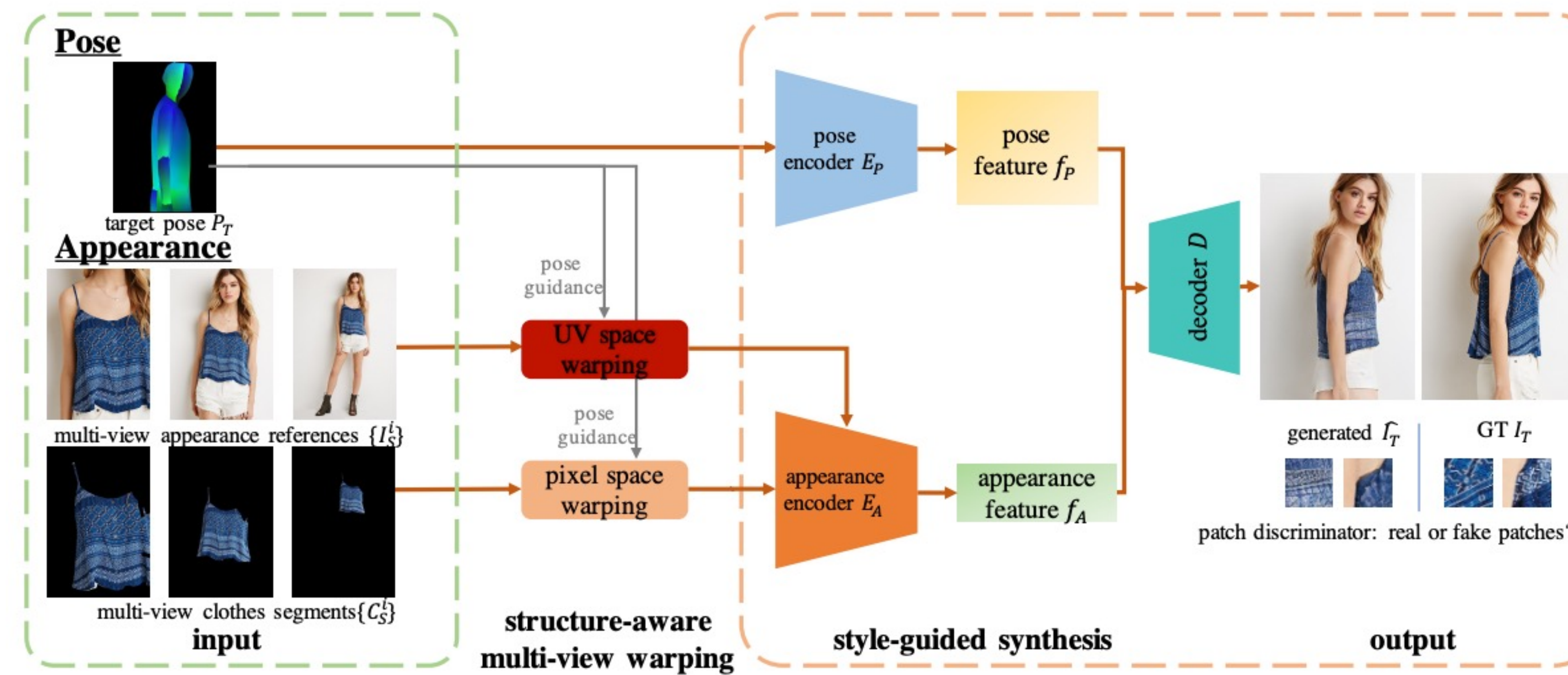
Himanshu Arora



Task: reposing and virtual try-on



Pipeline



Why Multi-View?

- Common and readily available!
- Provide geometric and holistic structures of a human body
- Whole garment is never visible from a single view

Numerical results

	PSNR \uparrow	SSIM \uparrow	FID \downarrow	LPIPS \downarrow
PASTA-GAN [38]	14.51	0.49	34.54	0.170
PATN [27]	17.70	0.75	21.86	0.195
ADGAN [24]	17.72	0.75	16.27	0.175
GFLA [29]	18.04	0.76	15.17	0.167
PWS [2]	18.50	0.77	9.40	0.134
PWS [2]-closest pose	18.92	0.78	9.07	0.096
Ours (MV + dual warp.)	19.77	0.82	8.37	0.083

We outperform SOTA methods

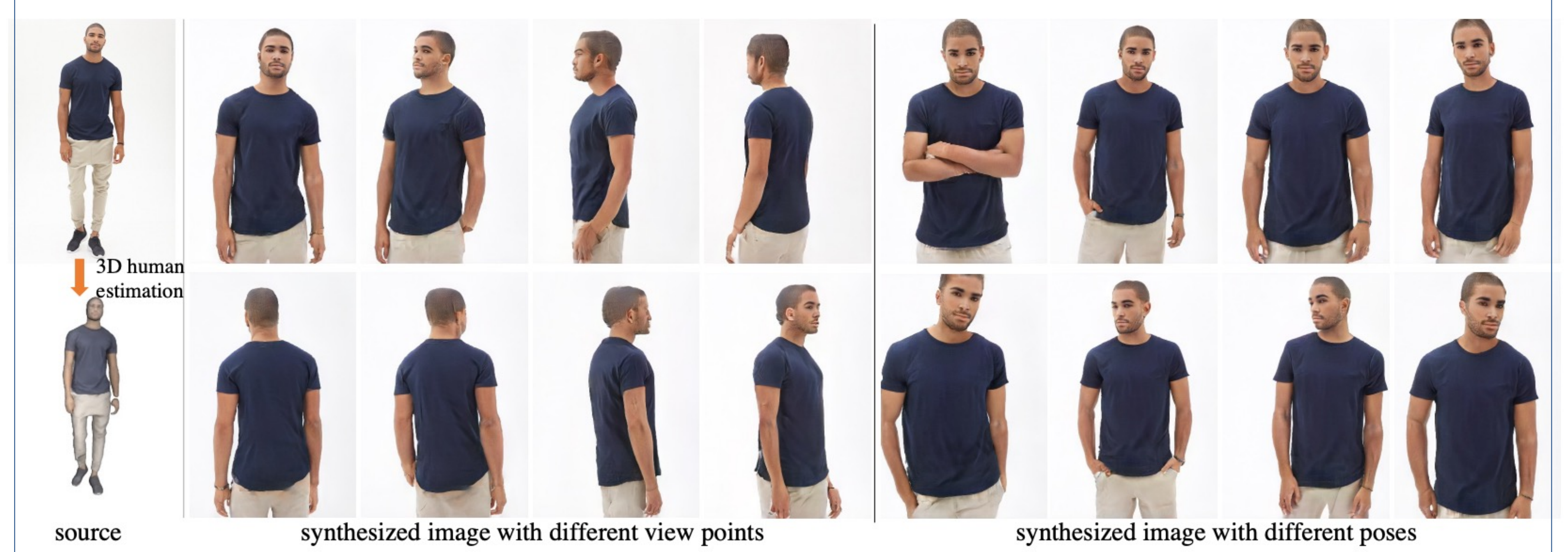
Reposing Results



Virtual Try-On Results



Human Re-Rendering w/ Different Views & Poses



Existing work



Ours



We synthesize human images with new poses and garments from **multi-view** images

- Because multi views are **readily-available**
- Because multi views provide better **geometry**
- and we get higher **visual fidelity**