Clothes affect everyone; we wear them for all occasions. They silently communicate on our behalf, and they can enhance our level of confidence and comfort. For the garment to be comfortable, the garment fit has to be appropriate. Appropriate for the intended function and in line with the wearer’s preferences.

The common denominator for these studies is garment fit; the goal is to investigate methods to improve, find and evaluate garment fit.

The result shows that it is possible to improve theoretical garment fit with the help of a systematic model based on anthropometric and garment numerical data. The overall accommodated for the target group increased, which is also demonstrated by the improvement of the fit value. The garment fit is also improved for individuals by offering made-to-measure garments for the unique figure. This is achieved through complex measurements of the body, invasive pattern modifications and garment make-up for individual real fit evaluation.

We all know that it can be difficult to find a suitable garment. If it were not possible to have real try-ons, would virtual garments be of any help when making the size selection? The result shows that the accuracy for size selection based on virtual garments exceeded the one based on the more traditional key measurements. This might be a method to use for decreasing the high return rate with online shopping.

Before the garment ends up as an approved garment in the customer’s wardrobe, it has to pass many evaluations during product development. Variables involved in the garment fit evaluation can be divided into five areas: influencing factors, evaluation focus, resources, evaluators and fitting sessions. These variables vary between the evaluations and highly affect the possible outcomes thereof. However, the final evaluation occurs when the customer tries on the garment and asks: Does it really fit?

Niina Hernández works at the University of Borås as a lecturer within pattern construction, CAD-applications and garment fit. She is also involved in research projects involving garments for medical applications and garment simulations on digital platforms.