#### Case study: 4F x RL9 sportswear collection

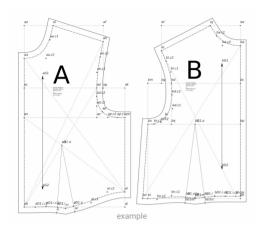
Customer: OTCF S.A. / 4F

Mobile app: App Store, Google Play

Website: https://4fstore.com

Market: Europe Date: Q1-Q2/21

## **WEARFITS®**



Client provided us with clothing patterns in DXF (CAD) files and fabric images. We have transformed them into 3D models. We have also provided a training so that client's designers can create 3D models themselves.

We have also digitized Robert Lewandowski (world's best football player, 4F brand ambassador) into a 3D virtual avatar.

Scan QR code to see him in your room and take a selfie!



WEARFITS has been integrated with client's mobile app (both iOS and Android).

We have added 2 new icons, which trigger Augmented Reality and 3D product preview on a virtual avatar.













# Case study: Moliera2 / Casadei high heels in Augmented Reality

Customer: Moliera2

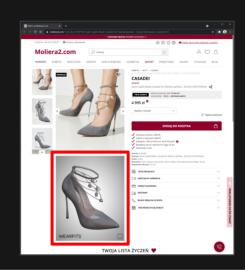
Website: <a href="https://moliera2.com">https://moliera2.com</a>

Market: Poland Date: Q1/21

**WEARFITS®** 

Client asked us to scan luxury heels.

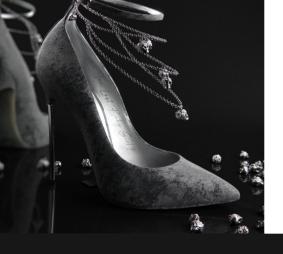
We used the WEARFITS Scanner to digitize the shoe and provide a high quality 3D model.



WEARFITS has been implemented in Moliera2 e-commerce.

WEARFITS allows to visualize the shoe in 3D, as well as view it in Augmented Reality.





#### Scan the QR code to test how it works

We are currently working on an Augmented Reality fitting in front of a real mirror. It will allow everyone to see and try on the shoes on their own figure. This product will be launched in Q3/21.







### Case study: Marie Zelie virtual try-on

Customer: Marie Zelie S.A.

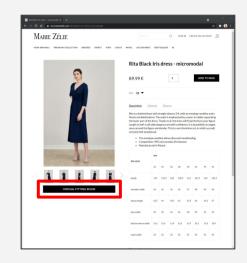
Website: <a href="https://mariezelie.com">https://mariezelie.com</a>

Market: Poland Date: Q1/21

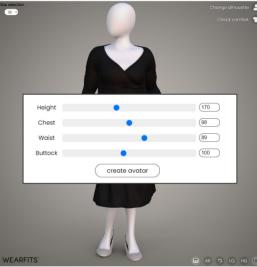
# **WEARFITS®**

Together with an apparel brand we have digitized dresses and enabled brand's customers to visualize these dresses on custom silhouettes.

This collaboration proved that 3D visualization has a positive effect on the conversion rate and time spent on the website.













## Case study: 4F x RL9 (AR cap)

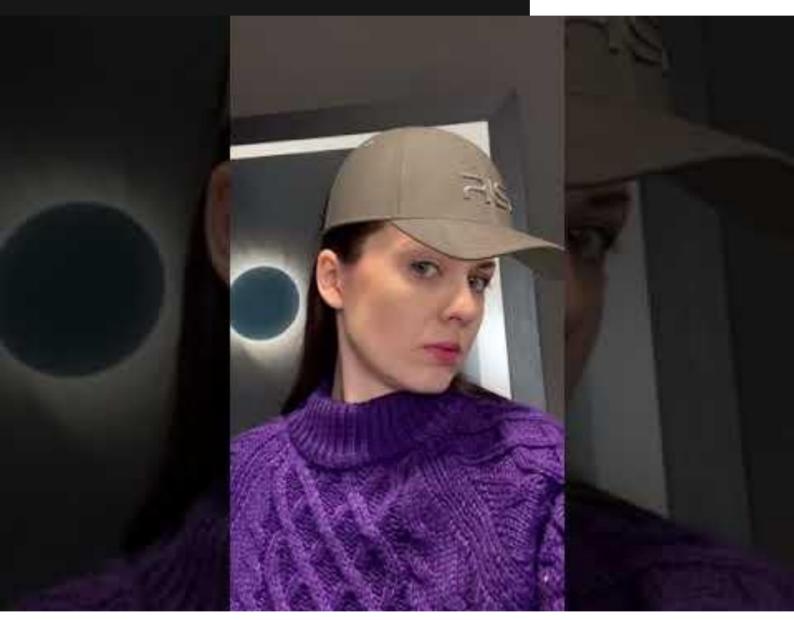
Customer: OTCF S.A. / 4F

Mobile app: <u>Instagram</u>, <u>Facebook</u>

Website: <a href="https://4fstore.com">https://4fstore.com</a>

Market: Europe Date: Q1/21

# **WEARFITS®**



We have digitized a cap and implemented it as an Augmented Reality effect on Instagram and Facebook.

The same technology may be used to visualize other head accessories and glasses.





