Virtual Clothing Theory And Practice

The first chapter provides an overview of the development of a novel agent-based simulation model of socio-environmental innovation diffusion. The second chapter shows the study about rendering of colours with three rendering engines. The third and fourth chapters are devoted to modelling clothes at different levels. The fifth chapter describes the modelling of computer simulation in the optimization of bioprocess technology. Chapters 6 and 7 formulate a physical model of deformation of steel and idea of constructing a scientific workshop focused on high-temperature processes. Chapter 8 formulates surrogate models. Chapter 9 shows computer simulation of high-frequency electromagnetic fields. Chapter 10 proposes the modelling of the task allocation problem by the use of Petri Nets. Chapter 11 presents various scenarios whose ranking is done according to defined criteria and weight coefficients.

The digitization of industrial processes has suddenly taken a great leap forward, with burgeoning applications in manufacturing, transportation and numerous other areas. Many stakeholders, however, are uncertain about the opportunities and risks associated with it and what it really means for businesses and national economies. Clarity of legal rules is now a pressing necessity. This book, the first to deal with legal questions related to Industrial Internet, follows a multidisciplinary approach that is instructed by law concerning intellectual property, data protection, competition, contracts and licensing, focusing on business, technology and policy-driven issues. Experts in various relevant fields of science and industry measure the legal tensions created by Industrial Internet in our global economy and propose solutions that are both theoretically valuable and concretely practical, identifying workable business models and practices based on both technical and legal knowledge. Perspectives include the following: regulating Industrial Internet via intellectual property rights (IPR); data ownership versus control over data; artificial intelligence and IPR infringement; patent owning in Industrial Internet; abuse of dominance in Industrial Internet platforms; data collaboration, pooling and hoarding; legal implications of granular versioning technologies; and misuse of information for anticompetitive purposes. The book represents a record of a major collaborative project, held between 2016 and 2019 in Finland, involving a number of universities, technology firms and law firms. As Industrial Internet technologies are already being used in several businesses, it is of paramount importance for the global economy that legal, business and policy-related challenges are promptly analyzed and discussed. This crucially important book not only reveals the legal and policy-related issues that we soon will have to deal with but also facilitates the creation of legislation and policies that promote Industrial-Internet-related technologies and new business opportunities. It will be warmly welcomed by practitioners, patent and other IPR attorneys, innovation economists and companies operating in the Industrial Internet ecosystem, as well as by competition authorities and other policymakers.

Physics-based animation is commonplace in animated feature films and even special effects for live-action movies. Think about a recent movie and there will be some sort of special effects such as explosions or virtual worlds. Cloth simulation is no different and is ubiquitous because most virtual characters (hopefully!) wear some sort of clothing. The focus of this book is physics-based cloth simulation. We start by providing background information and discuss a range of applications. This book provides

explanations of multiple cloth simulation techniques. More specifically, we start with the most simple explicitly integrated mass-spring model and gradually work our way up to more complex and commonly used implicitly integrated continuum techniques in state-of-the-art implementations. We give an intuitive explanation of the techniques and give additional information on how to efficiently implement them on a computer. This book discusses explicit and implicit integration schemes for cloth simulation modeled with mass-spring systems. In addition to this simple model, we explain the more advanced continuum-inspired cloth model introduced in the seminal work of Baraff and Witkin [1998]. This method is commonly used in industry. We also explain recent work by Liu et al. [2013] that provides a technique to obtain fast simulations. In addition to these simulation approaches, we discuss how cloth simulations can be art directed for stylized animations based on the work of Wojtan et al. [2006]. Controllability is an essential component of a feature animation film production pipeline. We conclude by pointing the reader to more advanced techniques.

With the advances in image guided surgery for cancer treatment, the role of image segmentation and registration has become very critical. The central engine of any image guided surgery product is its ability to quantify the organ or segment the organ whether it is a magnetic resonance imaging (MRI) and computed tomography (CT), X-ray, PET, SPECT, Ultrasound, and Molecular imaging modality. Sophisticated segmentation algorithms can help the physicians delineate better the anatomical structures present in the input images, enhance the accuracy of medical diagnosis and facilitate the best treatment planning system designs. The focus of this book in towards the state of the art techniques in the area of image segmentation and registration.

Education and learning opportunities bring about the potential for individual and national advancement. As learners move away from traditional scholarly media and toward technology-based education, students gain an advantage with technology in learning about their world and how to interact with modern society. The Handbook of Research on Learning Outcomes and Opportunities in the Digital Age provides expert research relating to recent technological advancements, technology and learning assessments, and the effects of technology on learning environments, making it a crucial reference source for researchers, scholars, and professors in various fields.

Innovation in Product Design gives an overview of the research fields and achievements in the development of methods and tools for product design and innovation. It presents contributions from experts in many different fields covering a variety of research topics related to product development and innovation. Product lifecycle management, knowledge management, product customization, topological optimization, product virtualization, systematic innovation, virtual humans, design and engineering, and rapid prototyping are the key research areas described in the book. It also details successful case studies developed with industrial companies. Innovation in Product Design is written for academic researchers, graduate students and professionals in product development disciplines who are interested in understanding how novel methodologies and technologies can make the product development process more efficient.

Support whatever your kids' interests are. This one's for the future designers of all time. This book contains the present and the future of the fashion design industry with inspirations taken from only the world renowned designers. Your kids will definitely

appreciate your full support in their passion when you buy this for them. Get a copy today.

This book constitutes the refereed proceedings of the Second International Conference on HCI in Games, HCI-Games 2020, held in July 2020 as part of HCI International 2020 in Copenhagen, Denmark.* HCII 2020 received a total of 6326 submissions, of which 1439 papers and 238 posters were accepted for publication after a careful reviewing process. The 38 papers presented in this volume are organized in topical sections named: designing games and gamified interactions; user engagement and game impact; and serious games. *The conference was held virtually due to the COVID-19 pandemic.

This is the second volume in the HCI International Conference Proceedings 2003. See following arrangement for details.

Contains nearly three hundred articles that provide information about various aspects of the computer sciences, discussing the history of computing, software and hardware, the social applications of computers, and the impact of computers on society. Includes illustrations, time lines, glossaries, and indexes.

Biomechanical engineering enables wearers to achieve the highest level of comfort, fit and interaction from their clothing as it is designed with the mechanics of the body in mind. This enables products to be developed that are specifically designed for the mechanics of their end purpose (e.g. sports bra) as well as the everyday movement of the body. This is the first book to systematically describe the techniques of biomechanical engineering principles, methods, computer simulation, measurements and applications. Biomechanical engineering of textiles and clothing addresses issues of designing and producing textiles and clothing for optimum interaction and contact with the body. It covers the fundamental theories, principles and models behind design and engineering for the human body’s biomechanics, contact problems arising between textiles/clothing and the body and the mechanics of fibres, yarns, textiles and clothing. Material properties are discussed in relation to mechanical performance. It also includes coverage of the Clothing Biomechanical Engineering System developed at The Hong Kong Polytechnic University and its associated models and databases. The book concludes with practical examples of clothing applications to illustrate how to carry out biomechanical engineering design for specific applications. Addresses issues of designing and producing textiles for interaction and contact with the body Covers fundamental theories, principles and models behind design and engineering Contains practical examples of clothing applications to illustrate biomechanical engineering design for specific applications

Written by an international team of contributors, this book takes a critical look at key technological and scientific developments in sizing and their application. The book begins with the history of sizing systems and their affect on the mass production of ready-to-wear clothing. It reviews methods for constructing new and adapting existing sizing systems, and the standardization of national and

international sizing systems. The following chapters cover marketing and fit models and present an analysis of the grading process used to create size sets. This book is an essential reference to researchers, designers, students, and manufacturers in the clothing and fashion industry.

Computing Handbook, Third Edition: Computer Science and Software Engineering mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery (ACM) and the IEEE Computer Society (IEEE-CS). Written by established leading experts and influential young researchers, the first volume of this popular handbook examines the elements involved in designing and implementing software, new areas in which computers are being used, and ways to solve computing problems. The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals. Like the second volume, this first volume describes what occurs in research laboratories, educational institutions, and public and private organizations to advance the effective development and use of computers and computing in today's world. Research-level survey articles provide deep insights into the computing discipline, enabling readers to understand the principles and practices that drive computing education, research, and development in the twenty-first century.

Anthropometry, Apparel Sizing and Design, Second Edition, reviews techniques in anthropometry, sizing system developments, and their applications to clothing design. The book addresses the need for the improved characterization of population size, weights and the shapes of consumers. This new edition presents the very latest advances, and is expanded to include in-depth coverage of sizing and fit for specific groups and applications. Sections cover the development of sizing systems, classification and body types, the use of anthropometric data, body measurement devices and techniques, including 3D scanners for the full body and for particular body parts, 4D scanning technology and motion analysis. Additional sections cover testing and the evaluation of fit and anthropometric sizing systems for particular functions, thus reflecting the increasing need for apparel to meet specific needs, such as in swimwear, protective clothing, mobility, intimate apparel, footwear and compression garments. This book will be an essential reference source for apparel designers, manufacturers, retailers and merchandisers. Its detailed information and data will also be of great interest to researchers and postgraduate students across clothing technology, product design, fashion and textiles. Reviews methods and techniques in anthropometry, sizing system development, and applications in clothing design Enables users to understand and utilize detailed anthropometric data Covers sizing and fit for particular uses, including protective clothing, compression garments, intimate apparel and footwear

The use of mathematical modelling and computer simulation can vastly improve the quality, efficiency and economic success of textile technology. Simulation in

textile technology provides a comprehensive review of the key principles, applications and benefits of modelling for textile production. After an introduction to modelling and simulation, Simulation in textile technology goes on to review the principles and applications of the main types of model. The book first discusses neural networks and their applications before going on to explore evolutionary methods and fuzzy logic. It then considers computational fluid dynamics and finite element modelling. The modelling of fibrous structures and yarns are considered in the following chapters, along with wound packages, woven, braided and knitted structures. The book concludes by reviewing the simulation of textile processes and machinery. With its distinguished editor and team of expert contributors, Simulation in textile technology is a valuable reference tool for all those involved in both developing models of textile processes and those applying them to improve process efficiency and product quality. Provides a comprehensive review of the key principles, applications and benefits of modelling for textile production Discusses neural networks and their applications before going on to explore evolutionary methods and fuzzy logic Considers the modelling of fibrous structures and yarns, along with wound packages, woven, braided and knitted structures

This new, innovative textbook provides a highly accessible introduction to the principles of marketing, presenting a theoretical foundation and illustrating the application of the theory through a wealth of case studies.

This edited volume provides up-to-date, succinct, relevant, and informative discussion about methods of data collection in sociolinguistic research. It covers the main areas of research design, conducting research, and sharing data findings with longer chapters and shorter vignettes written by a range of top sociolinguists, both veteran and emerging scholars. Here is the one-stop, go-to guide for the numerous quantitative, qualitative, and mixed methods that are used in sociolinguistic research, ensuring that Data Collection in Sociolinguistics will be not only useful in the classroom but also as a reference tool for active researchers. For more information, visit sociolinguisticdatacollection.com.

Computer technology has transformed textiles from their design through to their manufacture and has contributed to significant advances in the textile industry. Computer technology for textiles and apparel provides an overview of these innovative developments for a wide range of applications, covering topics including structure and defect analysis, modelling and simulation, and apparel design. The book is divided into three parts. Part one provides a review of different computer-based technologies suitable for textile materials, and includes chapters on computer technology for yarn and fabric structure analysis, defect analysis and measurement. Chapters in part two discuss modelling and simulation principles of fibres, yarns, textiles and garments, while part three concludes with a review of computer-based technologies specific to apparel and apparel design, with themes ranging from 3D body scanning to the teaching of computer-aided design to fashion students. With its distinguished editor and

international team of expert contributors, Computer technology for textiles and apparel is an invaluable tool for a wide range of people involved in the textile industry, from designers and manufacturers to fibre scientists and quality inspectors. Provides an overview of innovative developments in computer technology for a wide range of applications Covers structure and defect analysis, modelling and simulation and apparel design Themes range from 3D body scanning to the teaching of computer-aided design to fashion students

Written by leaders in the field of computer clothing design and simulation, Cloth Modeling and Animation is a vital resource for researchers and developers of cloth simulation software as well as computer animators and graphics programmers. Readers will learn about cloth's nature and structure, scientific approaches to understanding its behavior an

This timely edited collection offers a multidisciplinary perspective on social commerce, a phenomenon that has gained increasing interest over the last 8 years. Investigating how social media can be used to generate value for brands beyond customer relationship purposes, the skilled authors explore how social media users co-create value for businesses, influence other consumers and generate electronic word-of-mouth (eWOM). Providing insights from practitioners and academics, this book goes further than simply exploring e-commerce and social media, and addresses the real relevance of social commerce in today's business landscape. With a selection of contemporary case studies and a Foreword written by Inthefrow's creator, Victoria Magrath, Social Commerce will be an engaging read for those studying consumer behaviour, online marketing, and e-commerce.

This book presents the state of the art technology in Serious Games which is driven extensive by applications and research in simulation. The topics in this book include: (1) Fashion simulation; (2) Chinese calligraphy ink diffusion simulation; (3) Rehabilitation (4) Long vehicle turning simulation; (5) Marine traffic conflict control; (6) CNC simulation; (7) Special needs education. The book also addresses the fundamental issues in Simulation and Serious Games such as rapid collision detection, game engines or game development platforms. The target audience for this book includes scientists, engineers and practitioners involved in the field of Serious Games and Simulation. The major part of this book comprises of papers presented at the 2012 Asia-Europe Workshop on Serious Games and Simulation held in Nanyang Technological University, Singapore (May 9, 2012). All the contributions have been peer reviewed and by scientific committee members with report about quality, content and originality.

The textile industry is increasingly based on ongoing innovation and development of higher performance products, and the field of functional textiles is no exception. This book explores the development of textiles with a wide range of functions, with the aim of improving the performance of the product in terms of the protection and health benefits that it can offer. The book is split into two parts. Part one focuses on functional textiles for improved performance and protection,

with chapters reviewing antistatic, flame retardant and infrared functional textiles, among many others. Chapters in part two examine the uses of functional textiles in a medical context, including superhydrophobic materials, antibacterial textiles and insect-repellent materials. With its distinguished editors and contributions from some of the world's leading authorities, Functional textiles for improved performance, protection and health is invaluable for textile scientists, technologists and engineers as well as those designing and manufacturing textiles. It is also a suitable reference for the academic sector. Examines the use of functional textiles in a medical context, including superhydrophobic materials, antibacterial textiles and insect-repellent materials Topics range from textile chemicals and their interaction with skin to novel pesticide protective clothing Considers anti-ultraviolet protection of clothing and flame retardant textiles
Successful brand building helps sustain relationships with consumers, creating long-term sustainable competitive advantage and protecting businesses from market turbulence and uncertainties. Manufacturing processes can often be duplicated in ways that strongly held attitudes established in consumers' minds cannot. Branding and Sustainable Competitive Advantage: Building Virtual Presence explores the processes involved in managing brands for long-term sustainable competitive advantage. Managers, professionals, and researchers will better understand the importance of consumers' perceptions in brand management, gain insight into the interface of positioning and branding, learn about the management of brands over time and in digital and virtual worlds, be able to name new products and brand extensions, and discover how marketers develop and apply strategies to position their brands.
E-Business has become a fact for almost all companies. But what are the key technologies for economically successful e-commerce? In this book readers will find all concepts that will coin tomorrow's e-business: virtual sales assistants (shopbots), personalized web pages, electronic market places, vendor managed inventory, virtual organizations, supply chain management. Both technical and economic issues of these concepts are discussed in detail. Leading-edge real world applications are presented that will shape e-business mid-term. This book is a must-read for managers or technical consultants as well as researchers needing in-depth information for strategic business decisions.
Introducing Intercultural Communication uses examples and case studies from around the world to situate communication theory in a truly global perspective. Covering the essentials from international conflict to migration and social networking, this book shows students how to master the skills and concepts at work in how we communicate and understand each other across cultural boundaries. Each chapter brings to life the links between theory and practice, and between the global and local, showing you how to understand the influence of your culture on how you view yourself and others. In this book: Theory boxes show you how to use key ideas in work contexts. Case studies from European, Chinese, Australian and American contexts give you a truly global perspective. Critical questions help you to challenge yourself. A full chapter gives practical tips on how to become an effective intercultural communicator. Annotated lists

of further reading and free access to online SAGE journal articles assist you in your research. A companion website (https://study.sagepub.com/liu2e) provides you with exercise questions, as well as extended reading lists. This book will guide you to success in your studies and will teach you to become a more critical consumer of information.

In an accessible style that will appeal to the professional, student and laymen, the authors explain the methods for creating and simulating clothes for virtual humans. Using numerous detailed illustrations, colourful images, and step-by-step analysis they map out the terrain of this exciting and cutting-edge discipline. Starting with the beginnings in the mid 1980s and the basic foundations from the field of mechanics, the reader is gradually introduced to the subject. The text draws on a number of related fields such as computer graphics, algorithmics, computational geometry, simulation, modeling, animation, visualization, and virtual reality. The MIRACloth system, developed by the authors, is used as a case study for the results and techniques discussed. The book comes with a CD-ROM featuring dynamic demonstrations of 3D clothes and fashion shows. This is an indispensable text for anybody who wants an intelligent and readable book on virtual clothing.

Advances in Systems, Computing Sciences and Software Engineering This book includes the proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS'05). The proceedings are a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of computer science, software engineering, computer engineering, systems sciences and engineering, information technology, parallel and distributed computing and web-based programming. SCSS'05 was part of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE'05) (www. cisse2005. org), the World's first Engineering/Computing and Systems Research E-Conference. CISSE'05 was the first high-caliber Research Conference in the world to be completely conducted online in real-time via the internet. CISSE'05 received 255 research paper submissions and the final program included 140 accepted papers, from more than 45 countries. The concept and format of CISSE'05 were very exciting and ground-breaking. The PowerPoint presentations, final paper manuscripts and time schedule for live presentations over the web had been available for 3 weeks prior to the start of the conference for all registrants, so they could choose the presentations they want to attend and think about questions that they might want to ask. The live audio presentations were also recorded and were part of the permanent CISSE archive, which also included all power point presentations and papers. SCSS'05 provided a virtual forum for presentation and discussion of the state-of the-art research on Systems, Computing Sciences and Software Engineering.

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"Advances in computer technology and developments such as the Internet provide a constant momentum to design new techniques and algorithms to support computer graphics. Modelling, animation and rendering remain principal topics in the filed of computer graphics and continue to attract researchers around the world." This volume contains the papers presented at Computer Graphics International 2002, in July, at the University of Bradford, UK. These papers represent original research in computer

graphics from around the world and cover areas such as: - Real-time computer animation - Image based rendering - Non photo-realistic rendering - Virtual reality - Avatars - Geometric and solid modelling - Computational geometry - Physically based modelling - Graphics hardware architecture - Data visualisation - Data compression The focus is on the commercial application and industrial use of computer graphics and digital media systems.

Management technique and operation strategies vary depending on the particular industry. This allows businesses in that industry to thrive and increase competitive advantage. Fashion and Textiles: Breakthroughs in Research and Practice is a critical source of academic knowledge on the latest business and management perspectives within the fashion and textiles industry. Highlighting a range of pertinent topics such as marketing, consumer behavior, and value creation, this book is an ideal reference source for academics, professionals, researchers, students, and practitioners interested in emerging trends in global fashion and textile management.

The textile industry can experience a vast array of problems. Modelling represents a group of techniques that have been widely used to explore the nature of these problems, it can highlight the mechanisms involved and lead to predictions of the textile behaviour. This book provides an overview of how textile modelling techniques can be used successfully within the textile industry for solving various problems. The first group of chapters reviews the different types of models and methods available for predicting textile structures and behaviour. Chapters include modelling of yarn, woven and nonwoven materials. The second group of chapters presents a selection of case studies, expressing the strengths and limitations and how various models are applied in specific applications. Case studies such as modelling colour properties for textiles and modelling, simulation and control of textile dyeing are discussed. With its distinguished editor and international range of contributors, Modelling and predicting textile behaviour is essential reading material for textile technologists, fibre scientists and textile engineers. It will also be beneficial for academics researching this important area. Provides an overview of the different types of models and methods that can be used successfully within the textile industry Reviews the structural hierarchy in textile materials fundamental to the modelling of textile fibrous structures Assesses the strengths and weaknesses of different textile models and how specific models are applied in different situations

There is a new form of design practice within the contemporary fashion industry which is active in complex forms of social commentary and critique. While fashion in the modernist era has shown signs of criticism and subversion, these were either in the form of subcultures or perversions, such as punk or BDSM styling. Today, however, these genres have been absorbed into the fashion industry itself, meaning that "critical fashion†? is now far from limited to the subcultures from which it came. This book explores this new space for criticism within the popular fashion sphere to demonstrate how designers are disrupting conventions, challenging beliefs and stirring change from within the system itself. Critical Fashion Practice considers a range of contemporary designers across the globe, from the US to Japan, whose conceptual designs embody this critical language, including case studies such as Rei Kawakubo's deconstructive silhouettes for Comme des Garçons and Walter Van Beirendonck's sadomasochistic menswear collections, amongst other key players such as Miuccia Prada, Vivienne

Westwood and Viktor & Rolf. Arguing that the rise of critical fashion coincides with a noticeable decline in the criticality of art, Geczy and Karaminas go beyond slotting fashion into previously established art theories. Conceiving a new cultural role for fashion that affords insight into identity, class, race, sexuality and gender, this book shows how fashion can not only reflect and comment on, but can also be a part of social change.

The study of fashion has expanded into a thriving field of inquiry, with researchers utilizing diverse methods from across subject disciplines to explore fashion and dress in wide-ranging contexts. With an emphasis on material culture and ethnographic approaches in fashion studies, this groundbreaking volume offers fascinating insights into the complex dynamics of research and fashion. Featuring unique case studies, with interdisciplinary scholars reflecting on their practical research experiences, Fashion Studies provides rich and nuanced perspectives on the use, and mixing and matching of methodological approaches – including object and image based research, the integration of qualitative and quantitative methods and the fluid bridging of theory and practice. Engaging with diverse subjects, from ethnographies of model casting and street-style blogging, wardrobe studies and a material culture analysis of global denim wearing, to Martin Margiela's design and archival methods, Fashion Studies presents complex approaches in a lively and informative manner that will appeal to students of fashion, anthropology, sociology, cultural studies and related fields.

As society continues to experience increases in technological innovations, various industries must rapidly adapt and learn to incorporate these advances. While there are benefits to implementing these technologies, the sociological aspects still need to be considered. Technology Adoption and Social Issues: Concepts, Methodologies, Tools, and Applications is an innovative reference source for the latest academic material on the various effects of technology adoption, implementation, and acceptance. Highlighting a range of topics, such as educational technology, globalization, and social structure, this multi-volume book is ideally designed for academicians, professionals, and researchers who are interested in the latest insights into technology adoption.

The ways in which we design, make, transport and then discard clothes has a huge social and environmental impact. This book covers responsible business practices and sustainability in the fashion industry from the raw fibre stage, through production, to the point of customer consumption. The concepts of responsibility and sustainability are fast becoming essential factors in business decisions and Supply Chain Management and Logistics in the Global Fashion Sector leads the reader through the multiple stages in the supply chain that can impact on business strategy. A perfect resource for students studying fashion and for those working in the sector who wish to identify the latest thinking as they plan sustainability strategies, the book is divided into four clear sections. Part I of the book examines sustainability in the supply chain by identifying the three pillars of sustainability (social, economic and environmental) and considers how

fashion brands are innovating in this area. Part II looks at fashion logistics and supply chain operations by assessing fibre, yarn and fabric considerations, logistical issues for both garment production, and service delivery, stock control, transportation, barriers and risks. Part III develops the logistics theme further by identifying recent trends and case studies that highlight agility and lean management structures, and the application of transparency enhancing radio frequency identification (RFID). This section further applies modelling and simulation techniques from the automotive and pharmaceutical industries to the fashion sector. Part IV considers how sustainability can be embedded into the multi-tiered fashion supply chain and its selling environment.

Innovation and novel leadership strategies have aided the successful growth of the fashion industry around the globe. However, as the dynamics of the industry are constantly changing, a deficit can emerge in the overall comprehension of industry strategies and practices. The Handbook of Research on Global Fashion Management and Merchandising explores the various facets of effective management procedures within the fashion industry. Featuring research on entrepreneurship, operations management, marketing, business modeling, and fashion technology, this publication is an extensive reference source for practitioners, academics, researchers, and students interested in the dynamics of the fashion industry.