

References

1. Hong Y, Zeng X, Bruniaux P, Liu K. Interactive virtual try-on based three-dimensional garment block design for disabled people of scoliosis type. *Textile Research Journal*. 2016;0040517516651105.
2. Kozar T, Rudolf A, Cupar A, Jevšnik S, Stjepanović Z. Designing an adaptive 3D body model suitable for people with limited body abilities. *Journal of textile science & engineering*, ISSN. 2014:2165-8064.
3. Chow D, Leung K, Holmes A. Changes in spinal curvature and proprioception of schoolboys carrying different weights of backpack. *Ergonomics* 2007;50(12):2148-56.
4. Stjepanovic Z, Stjepanovic TK, Cupar A, Rudolf A, Jevsnik S. Construction of adapted garments for people with scoliosis using virtual prototyping and CASP method/Constructia articolelor de îmbracaminte adaptate persoanelor cu scolioza utilizând prototiparea virtuală și metoda CASP. *Industria Textila*. 2016; 67(2): 141.
5. Rudolf A, Cupar A, Kozar T, Stjepanović Z. Study regarding the virtual prototyping of garments for paraplegics. *Fibers and Polymers* 2015; 16(5): 1177-92.
6. Bruniaux P, Cichocka A, Frydrych I. 3D Digital Methods of Clothing Creation for Disabled People. *Fibres Text East Eur*. 2016, 24, 5(119): 125--31.
7. Hong Y, Curteza A, Zeng X, Bruniaux P, Chen Y, editors. Sensory evaluation based fuzzy AHP approach for material selection in customized garment design and development process. *Book of Abstracts* 2016; Iasi: IOP Publishing.
8. Yan Hong, Pascal Bruniaux, Xianyi Zeng, Kaixuan Liu, Yan Chen, Min Dong. Virtual Reality Based Collaborative Design Method for Designing Customized Garment of Disabled People with Scoliosis. *International Journal of Clothing Science and Technology* 2017; 29(2): 11.
9. Luo ZG, Yuen MMF. Reactive 2D/3D garment pattern design modification. *Computer-Aided Design* 2005; 37(6): 623-30.
10. Wang L, Zeng X, Koehl L, Chen Y. A Human Perception-Based Fashion Design Support System for Mass Customization. *Knowledge Engineering and Management*: Springer; 2014. p. 543-55.
11. Chen X, Tao X, Zeng X, Koehl L, Boulenguez-Phippen J. Control and optimization of human perception on virtual garment products by learning from experimental data. *Knowledge-Based Systems* 2015; 87: 92-101.
12. Hong Y, Bruniaux P, Zeng X, Curteza A, Liu K. Design and evaluation of personalized garment block design method for atypical morphology using the knowledge-supported virtual simulation method. *Textile Research Journal*.0(0):0040517517708537.
13. Wu Y, Mok P, Kwok Y, Fan J, Xin J. An investigation on the validity of 3D clothing simulation for garment fit evaluation. *Proceedings of the IMProVe June*. 2011:463-8.

14. Zeng X, Ruan D, Koehl L. Intelligent sensory evaluation: Concepts, implementations, and applications. *Mathematics and Computers in Simulation* 2008; 77(5-6): 443-52.