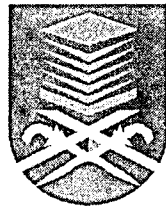


**MAPPING HUMAN SENSORY RESPONSES IN 2D AND  
3D ENVIRONMENT**



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**TAJUK PROJEK : MAPPING PHYSICAL PROPERTIES WITH HUMAN PERCEPTION ON AN ONLINE TEXTILE SIMULATION**

Dengan hormatnya perkara di atas adalah dirujuk.

Sukacita dimaklumkan bahawa cadangan penyelidikan yang telah dikemukakan oleh puan telah diluluskan.

- i. Tempoh projek penyelidikan ini ialah 12 bulan , iaitu bermula **15 Mei 2005 hingga 14 Mei 2006**.
- ii. Walaubagaimanapun, adalah dimaklumkan bahawa kos yang diluluskan adalah sebanyak **RM 10,000.00** sahaja. Untuk makluman puan keadaan kewangan adalah amat runcing kerana pihak kami tidak menerima sebarang peruntukan geran daripada pihak Kementerian Pengajian Tinggi sejak tahun 2003. Diharapkan perkara ini tidak mematahkan semangat puan untuk menjalankan penyelidikan dan diharapkan kos tersebut dapat membantu pihak puan memulakan projek. Puan boleh memohon untuk mendapatkan peruntukan tambahan di masa hadapan **sekiranya peruntukan tersebut telah diterima oleh UiTM dari pihak Kementerian** atau memohon daripada pihak-pihak di luar universiti.
- iii. Puan juga perlu mengemukakan semula keperluan kewangan **J-Series mengikut jumlah peruntukan yang telah diluluskan**. Pembiayaan pembentangan kertas kerja dan perjalanan ke luar negara dihadkan kepada **RM 2,000.00** sahaja. Permohonan peralatan penyelidikan adalah dicadangkan dari Fakulti/ Cawangan masing-masing.
- iv. Puan perlu membelanjakan **50%** daripada geran penyelidikan yang telah diluluskan bagi projek puan dalam tempoh **6 bulan** pertama projek berjalan. Sehubungan itu , pihak IRDC akan memantau penggunaan geran penyelidikan puan untuk memastikan **50%** daripada jumlah geran yang diluluskan telah dibelanjakan sehingga bulan **Oktober 2005**.
- v. Semua pembelian peralatan yang kosnya melebihi **RM500.00** satu item perlu menggunakan Pesanan Jabatan Universiti Teknologi MARA (LO). Pihak puan juga dikehendaki mematuhi peraturan penerimaan peralatan. Panduan penerimaan peralatan baru dan pengurusannya , dilampirkan.
- vi. Semua peralatan / kelengkapan penyelidikan yang dibeli adalah menjadi hak milik fakulti. Semua peralatan / kelengkapan hendaklah diserahkan kepada pihak fakulti setelah tamat penyelidikan untuk kegunaan bersama.

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## ABSTRACT

Despite the rapid growth in online sales of clothing, some consumers are still reluctant to purchase clothing over the Internet. This is due to disability of online consumer to actually seeing and handling products the way they do in physical environment, and therefore influence their choices, expectation and eventually satisfaction with the product. When selecting a garment, it is a consumer's instinct to use the haptic or sense of touch, other than visual judgment, to describe and assess the fabric quality and its suitability for a specific end use. The sense of touch to fabric is referred to as 'fabric hand'. Currently, several research projects are addressing the problem of fabric drape simulation. Some commercial systems are already on-line where the drape of a garment can be visualized. While consumer can have similar visual sensory judgment, purchasing garment over the internet still has no sense of the 'hand' of the fabric, or fabric hand. The purpose of this study is to map consumers' sensory perception and preference in 2D and 3D environment. 5 different fabric types are assessed and compared in order to interpret the relationship between visual and tactile sensory responses. The result shows that, even though there are differences in fabric hand judgment between physical and virtual environment, overall sensory perception and fabric preference are same. The outcome of the study is hoped to give initial idea of how much consumers are able to judge the sense of touch visually and tactilely in physical and virtual environment.