

todos jogos de baralho

Game involving costumes played by people
This article is about wearing a costume. For
putting on formal attire, see formal wear
Halloween costume party with a ghost
Dress-up
is a children's game in which costumes or clothing are put on a person or on a doll
for role-playing or aesthetics purposes. In the UK the game is called dressing up. In
the mid-1990s, dress-up games also became a video game genre in which customizing a virtual character's appearance is the primary focus.
Paper dolls [edit]
The extension of playing dress up onto dolls made of paper can be traced back as far as the mid-1700s.[1] They have enjoyed great popularity around the world, as they are relatively cheap to produce, yet still offer a rich, dress up experience. They had been published in books, in newspapers and in magazines. In the 20th century, the genre was dominated by dolls created by artist Tom Tierny.[2]
Virtual dress-up [edit]
Early dolls [edit]
Interactive dress-up game
In the mid- to late 1990s, webmasters began creating interactive virtual dress-up games in which a person could drag and drop clothes onto a paper doll-like image. One of the most notable early adapters of virtual dress up technology were the Kisekai Set System (KiSS), which were developed in Japan.
These stand-alone games featured a manga-styled model and a small wardrobe. The next phenomenon was Dollz: small, pixel-art GIF that were presented scattered on websites, and allowed users to be dragged onto the pixel dolls.[3]
Dollz are generally created by taking a base body (a drawing of a bald and naked) Tj T* BT creators are usually women.[4] Dollz were first created to be used as avatars on The Palace Chat Program in 1995. The invention of dollz is attributed[5] to