

An approach to design solution and virtual representation of garments by using three major pattern making principles.

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Abstract:

Pattern making is an accomplished technique requiring technical ability, flexibility for interpretation of design and a realistic understanding of the construction of garments. It is a feature of bridge function between design and development. This is an effective and conservative approach which can be manipulated by a technique known as flat pattern designing to construct the pattern for various types. The making of patterns is the beginning of the cycle of designing garments. Designs are substantially constructed without understanding that the design is based on certain concepts. Pattern making principles are essential to know for making flat patterns and alterations according to individual design. When we perceive the basic principles of pattern making and modification we produce any kind of design without affecting the original pattern size and shape. By knowing the three basic principles, any pattern can be generated and changed. Analyze the designs and determine which principles to apply to the developing pattern in order to ensure that the exact replica of the design will emerge from the finished pattern shapes. Working pattern, consist mainly of basic bodice front and back pattern derived from them. These working patterns should remain seamless. These patterns can be manipulated and changed into the shapes through the slash-spread technique. The slash-spread technique is easy to understand as it clearly illustrates the changes taking place. This paper was designed to understand the three major pattern making principles of a particular design of flat pattern making systems through three dimensional pattern making process.

Keywords:

CLO 3D; Virtual, working pattern; Dart Manipulation; Added fullness; Contouring; Design analysis

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