A Methodology for Preparing a Proposed Digital Art Portfolio for Children's Fancy Clothing Models

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Abstract:

The research dealt with the method of preparing an artistic file that suggests procedures, stages, and steps for making fancy dress for children in the form of fruits using the virtual clothing structuring approach through the use of a program specialized in designing three-dimensional clothing.

The clo 3d program was chosen, and these stages are summarized as follows:

The first stage: Choosing and identifying specific types of fruits suitable for children's clothing, namely (apple, orange, watermelon), and then studying and analyzing the shape of each shape, determining its appropriate dimensions, and drawing a specific shape (the outer line) for each fruit.

The second stage: determining the transverse and longitudinal sections of the fruit structure.

The third stage: structuring the shape of the fruit on a virtual model that simulates a realistic standard mannequin, where the shape of the model was divided into 6 parts, each part consisting of four sections (the base - the sides - the shape of the outer curve - the inner part that touches the body).

The fourth stage: extracting patterns for each clip, simulating the typesetting, and testing its results.

The research ended by presenting and analyzing the final results in the technical file for each fruit.

Keywords:

Children's fancy dress clothes, Children's anthropomorphic clothes, Fancy dress in the form of fruits

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