SUMMARY

Developed by:

cre thi dev
creative thinking development

Virtual Prototyping and used tools

Co-funded by the
Erasmus+ Programme
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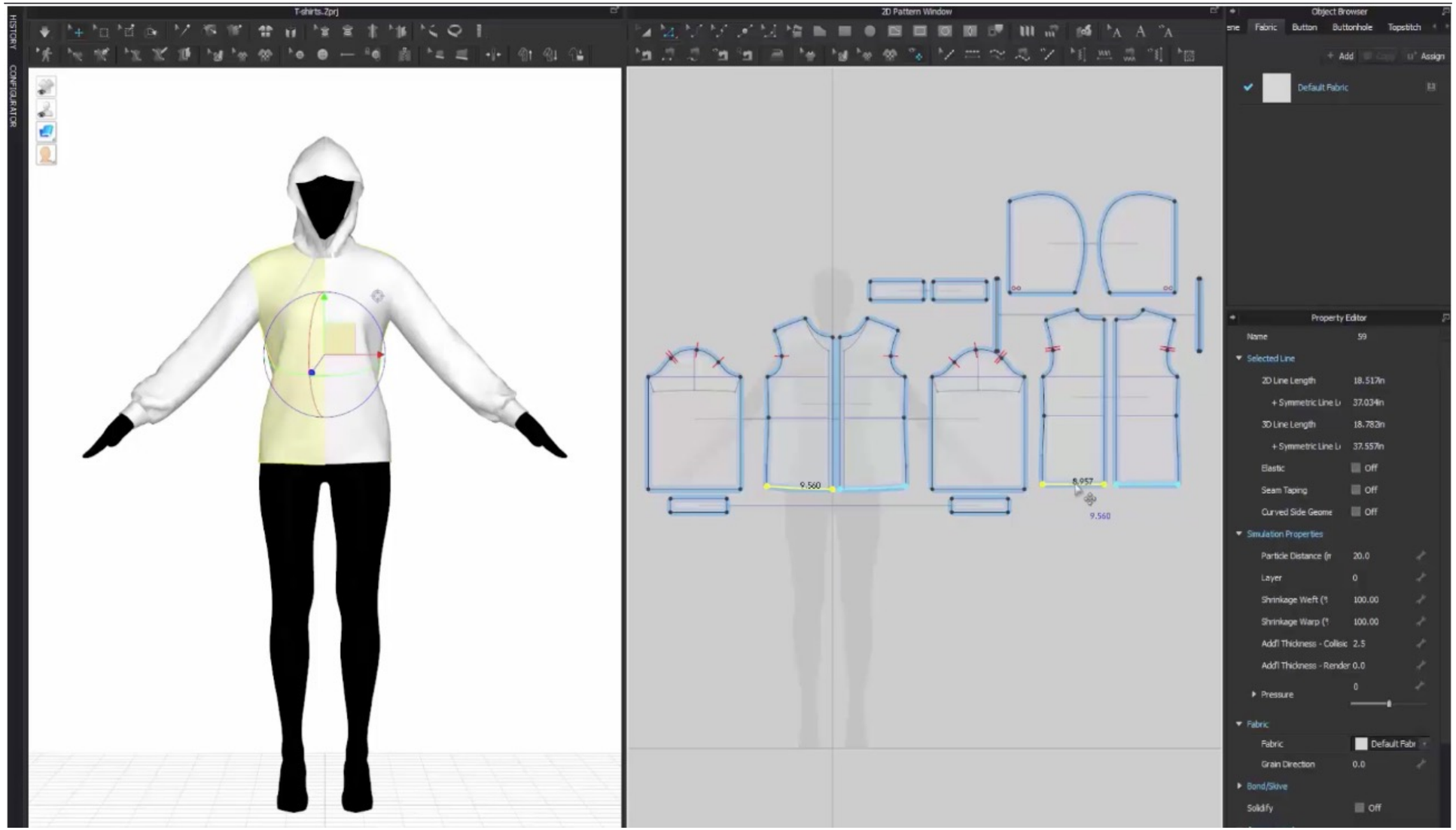
Introduction

Design, Development & Production relied on the same, often manual, methods despite all the technological advances happening in the world outside of fashion and apparel.

For years now, the necessity of digitization has taken over the re-planning and reforming of business models into integrating the 2D (then) and 3D (currently) models into their activities.

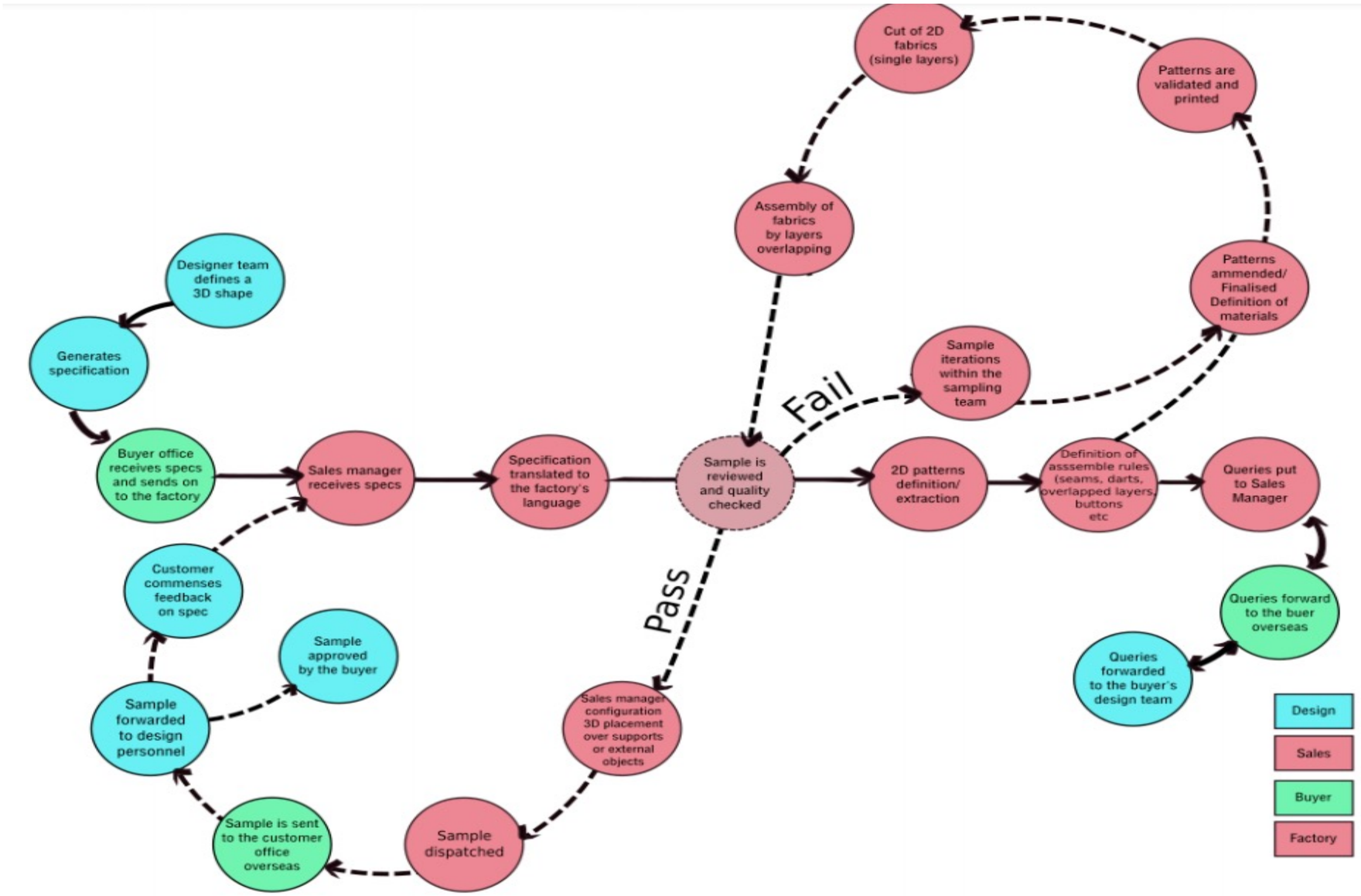
The digitization of the garment is strongly desired for the optimization of the industry's design and development process

3D pattern design



3D pattern design: the interface of a software tools used for making the patterns of a hoodie with the avatar for showing the final result on the side.

The garment sample development process

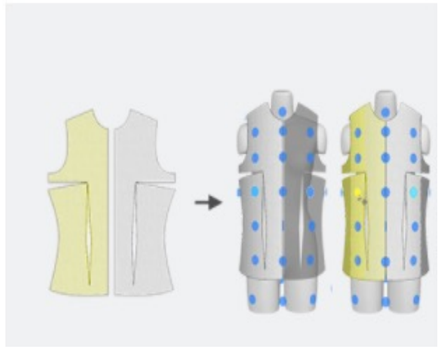


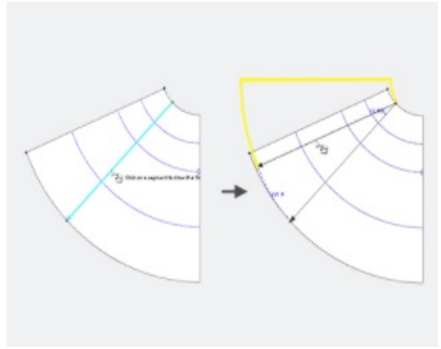
The garment sample development process: the manufacturer and supplier, alongside the designers, go through a long process in order to finalise a garment.

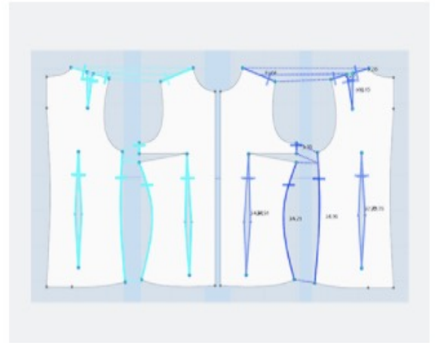
Digital prototyping features

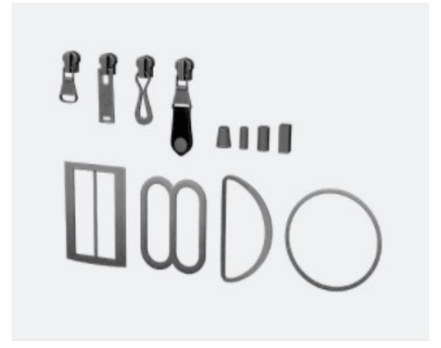
Digital prototyping features: modular design and 3D simulation & layer

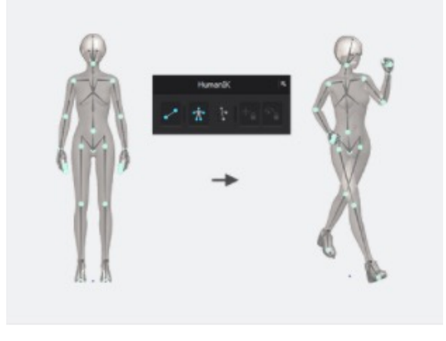
Digital prototyping features





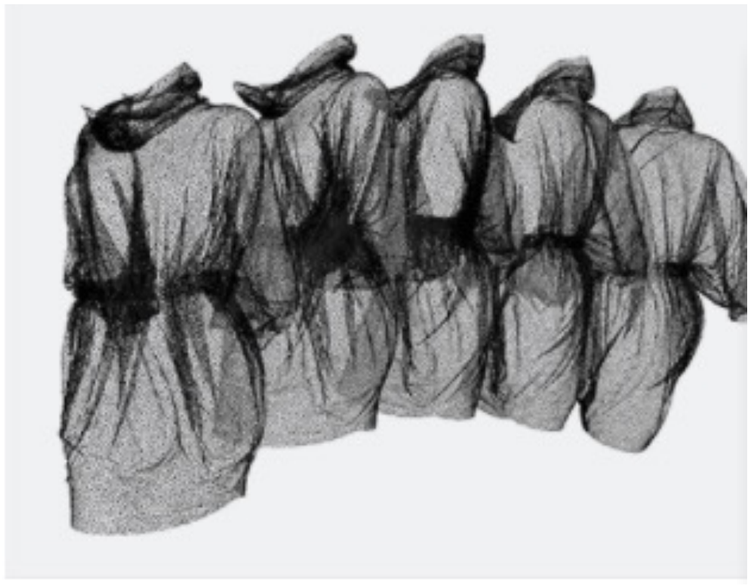






Digital prototyping features: 3D garment edit, 3D arrangement, 2D pattern design, grading, sewing & tacking, hardwares & trims, fine tuning, fit check, avatar,

Digital prototyping features



Digital prototyping features: Colourway, print layout, render image/video, animation

This was a summary of an open educational resource. Please visit http://destexproject.eu/ to see the full amount of intellectual outputs of the project.

Acknowledgement:

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