

COMPUTER AIDED FASHION DESIGNING

Unit I

Introduction and meaning for CAD, Computer and the Fashion industry.
Acceptance of new technology. Quick response technology.

Unit II

CAD in fashion industry. Types of CAD systems – Textile design system, illustration / sketchpad system. Texture mapping – Draping software, Embroidery system., specification and costing system. Digitizing and grading system, marker-making systems, pattern Design software, robotics and Garment moving Technology. Commercial software systems.

Unit III

CAD from sketch to market – Conceptualization – Definition – Preproduction, Production and Promotion.

Unit IV

Silhouette – Introduction, Fashion cycle, understanding shape, fabric selection and silhouette – proportion, line, focal point, cut, fit and construction, coordinating silhouette. Rendering silhouette. Computer rendering of silhouette.

Unit V

Presentation and Graphics: Introduction, External presentation, internal presentation, planning a presentation – organization and composition. Computer generated presentation, computer generated catalogues, presentation board, Multimedia and 3 – D presentation.

Reference:

1. CAD for Fashion Design. By Rene Weiss Chase., Prentice Hall, upper saddle River, London.