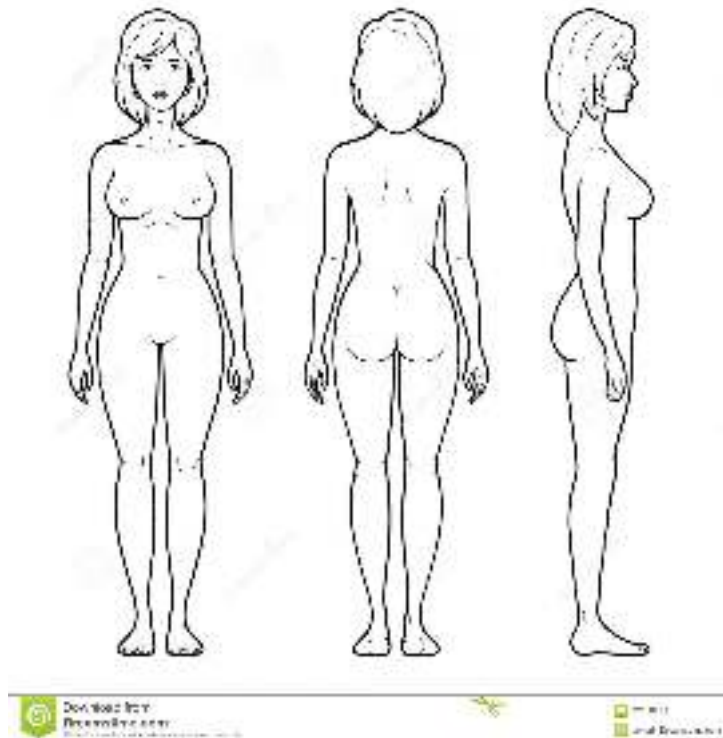


Garment Production

LEVEL-I

Based on March, 2022, Curriculum Version 1



Module Title: - Drawing and Interpreting Basic Sketch

Module code: IND GAP1 M02 0322

Nominal duration: 60Hour

Prepared by: Ministry of Labour and Skill

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Addis Ababa, Ethiopia

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Acknowledgment

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Acronym

OHS: - Occupational Health and Safety

SWMS:-.safe work method statements

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Introduction to the Module

Basic sketches or working drawings are two-dimensional, accurate drawings that show accurate details of pattern pieces and garment construction, and may be drawn freehand or with the use of measuring devices and templates. Work is conducted according to defined procedures. Work may be conducted in small to large scale enterprises and may involve individual and team activities. Fashion sketching or fashion flats can be defined as a base template one can use to create unique apparel designs. We have industry standard flat sketches that demonstrate a professional and accurate illustration of garments and important design details like topstitching, hardware, trims and fabric treatments.

This module is designed to meet the industry requirement under the Garment Production occupational standard, particularly for the unit of competency: Draw and Interpret Basic Sketch.

This module covers the units:

- Drawing tools, equipment and workstation
- Basic design styles
- Use template to draw sketches
- Interpret sketch
- Complete work

Learning Objective of the Module

- Prepare drawing tools, equipment and workstation
- Identify basic design styles
- Use template to draw sketches
- Interpret sketch
- Complete work

Module Instruction

For effective use this modules trainees are expected to follow the following module instruction:

1. Read the information written in each unit
2. Accomplish the Self-checks at the end of each unit
3. Perform Operation Sheets which were provided at the end of units
4. Do the “LAP test” giver at the end of each unit and
5. Read the identified reference book for Examples and exercise

Unit one: Drawing tools, Equipment and Workstation

This unit is developed to provide you the necessary information regarding the following content coverage and topics:

- Drawing tools and equipment
- Setting up work bench
- Workplace practices and work instructions

This unit will also assist you to attain the learning outcomes stated in the cover page. Specifically, upon completion of this learning guide, you will be able to:

- Select drawing tools and equipment
- set up work bench and seating according to OHS practices
- Identify and following Workplace practices and work instructions

All sketches are made by means of various tools. The quality of sketch depends to a large extent on the quality, adjustment and care of the tools. The most important tools used for sketching are:

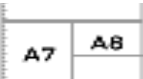
- Paper
- Pencil
- Rubber
- Sharpener
- Sketch board/sketch pad
- L-scale
- Brushes
- French curve
- Tracing wheel etc.

1. Paper

Sketching paper is the paper, on which drawing is to be made. All sketches are made on sheets of paper of strictly defined sizes, which are set forth in standards. The use of standard size saves paper and ensures convenient storage of drawings. Now a day, **A₃** and **A₄** are the most commonly used paper sizes. The preferred sizes for drawings are tabulated bellow:

Table 1.1 Description of the size of drawing paper

Size designation	11	12	22	24	44
Sheet dimensions in mm	297x210	297x420	594x420	594x841	1,189x841
Corresponding designation of paper sheets according to the U.S.S.R Standard (for references)	A4	A3	A2	A1	A0

A5		A6 = 105mm X 148mm A7 = 74mm X 105mm A8 = 52mm X 74mm
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2. Pencil

The student and professional man should be equipped with a selection of good, well-sharpened pencil with leads of various degrees of hardness such as: 9H, 8H, 7H, and 6H (hard); 5H & 4H (medium hard); 3H and 2H (medium); and H & F (medium soft). The grade

of pencil to be used for various purposes depends on the type of line desired, the kind of paper employed, and the humidity, which affects the surface of the paper. Standards for line quality usually will govern the selection. For instance,

- **6H** is used for light construction line.
- **4H** is used for re-penciling light finished lines (dimension lines, center lines, and invisible object lines)
- **2H** is used for visible object lines
- **F** and **H** are used for all lettering and freehand work, like sketch.

3. Erase

Eraser is typically a piece of soft rubber or plastic, used to rub out something written (or of a synthetic material with properties similar to rubber); commonly mounted at one end of a pencil.

Part of drawing is making mistakes. (I'd probably argue with myself on that opening sentence.) Part of drawing is subtracting. (That's probably more accurate.) Erasers are an inevitable part of the process of subtraction in drawing. I'm not going to discuss the many ways that erasers can be used to actually create the drawing in this article. Instead, I want to give you a run-down of the different types of erasers and what they are generally used for.

1. **Rubber Erasers-** A rubber eraser is the most common type of eraser out there. It can be found at the end of every #2 pencil. Rubber erasers are generally colored pink, although I have seen them available in all different types of colors. The Pink Pearl brand eraser is a standard for most artists. It comes as a wedge shape and is colored pink. Rubber erasers are best suited for erasing pencil (graphite) on paper. It works by shedding itself as it lifts the pigment from the surface. Rubber erasers will not tear the paper unless they are used over-aggressively. Rubber erasers are also quite economical.



Fig. 0-1.1 Rubber Erasers

2. **Kneaded Erasers-** Kneaded erasers are very soft, pliable erasers that are formed and sculpted. They are a unique breed of eraser because of this feature. They work by lifting the pigment off of the surface. Because of this, kneaded erasers will not harm the surface. Because they are easy to form, kneaded erasers are particularly popular with artists. Kneaded erasers become dirty as they erase but can be pulled and manipulated to clean

them. They can even be washed. The standard color for kneaded erasers is gray, although I have seen them in all sorts of colors. Kneaded erasers are mostly used for graphite and charcoal. Kneaded erasers are best suited for charcoal. These erasers are a bit more expensive than rubber erasers.



Fig. 1.0-2 Kneaded Erasers

- iii. **Vinyl Erasers-** Vinyl erasers are made of soft vinyl and are sometimes called plastic erasers. These erasers are the toughest of the bunch. If not used properly, they can easily tear paper. Vinyl erasers can erase almost anything including ink. Vinyl erasers are usually white and come in a variety of shapes. Many draftsmen prefer vinyl erasers because of their ability to erase cleanly and completely. Vinyl erasers are fairly expensive, ranging in depending on the brand.



Figure 1-0-3 Vinyl Erasers

4. Pencil Sharpener



Figure 1.4 Pencil Sharpener

Pencils need to be sharpened with a quality pencil sharpener. Use a poor quality sharpener and you could be out of a pencil in a matter of moments. Pencil sharpeners generally fall into two categories – Manual and electric.

Electric Pencil Sharpeners

Electric pencil sharpeners can vary in price and the old saying, “you get what you pay for” is true for what you get here. A quality electric pencil sharpener will sharpen your pencil without eating it all up. Electric pencil sharpeners are nice to have for a quick sharpen of the pencil, but should not be used with colored pencils. The waxy binder found in colored pencils can build up within the blades of the sharpener, ruining the device.

An Extreme Solution

I’ve had the pleasure of working with the X-Acto Commercial sharpener. It is a major pencil sharpener. This pencil sharpener sharpens pencils in a split second and is incredibly durable. It should last you years. The only negative is that smaller pencils can get caught inside of the sharpener. This sharpener is definitely on the extreme side of things, but a cool commodity to have around.

Manual Pencil Sharpeners

While an electric pencil sharpener has its appeal, a manual pencil sharpener will do for most of us. Like electric pencil sharpeners, the manual varieties come in different forms. My favorite is a simple, handheld metal sharpener. It’s a cheap and easy solution that is portable

and easily replaced. Remember, if you're sharpening colored pencils, then a manual pencil sharpener is what you should be using.

5. Drawing Pad

A drawing pad is also known as a sketch pad. It is made-up white paper bounded in one book. It can be used for drawing and scrapbooking. Drawing pads come in different sizes. It's always important to have a sketch pad to contain all your drawings.



Figure 1. 5 Drawing Pad

Practice bringing a small sketch pad around, so that you can easily draw what captures your attention. Leonardo da Vinci always had a sketch pad or a notebook with him. It allowed him to draw everyday objects and movement with ease.

6. L-scale

It is also called a triscale or L-scale and is made of wood or steel. L-scale has one arm, which measures 12" and the other is 24". Basically used for drafting on brown paper to draw perpendicular lines. L – Scale is one of the basic of the pattern drafting rulers. This ruler helps to draw accurate 90° angles and straight edges. It measures, rules, and squares jointly.

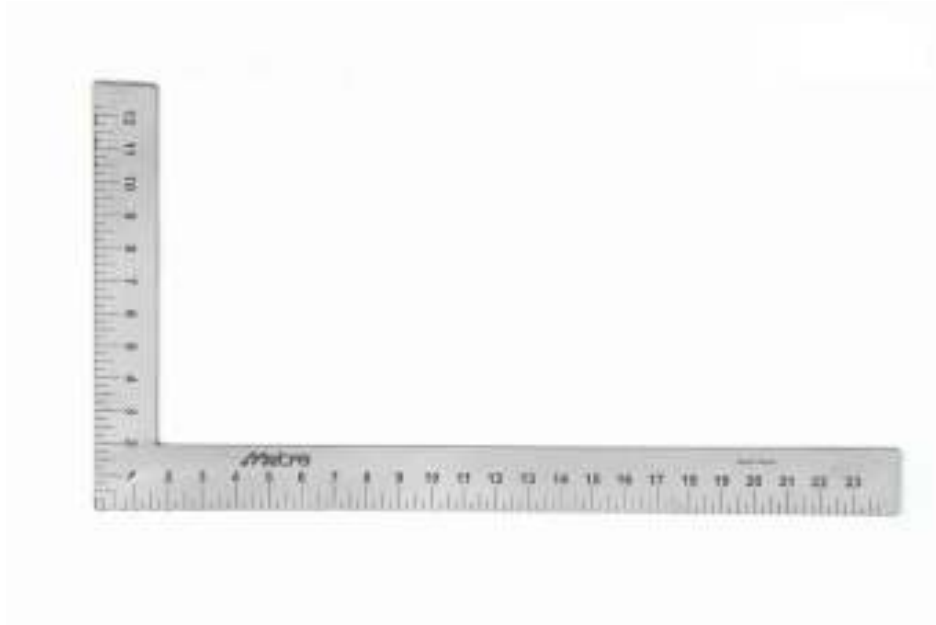


Figure1. 6 L-scale

7. French curve

French curve is made of transparent plastic. It helps in marking shapes of the neck, depth of sides and garments bottom. Essential tool for perfect shaping armholes, necklines, and collars.



Figure 1. 7 French curve

8. Tracing wheel

Pointed and very sharp tracing wheel transfers marking onto a clean sheet of paper. Tool is often used when retracing patterns or when transfer draped muslin onto paper.



Figure 1. 8 Tracing wheel

9. Template

A *template* is a thin piece of metal or plastic which is cut in to a particular shape. It is used to help you cut wood, paper, metal, or other materials accurately, or to reproduce the same shape many times. Different types of drawing templates are used to minimize the time consumed in preparation of technical drawing.



Figure 1. 9 Template

10. Drawing Table (Board)/ Smooth working surface: is the drawing instrument used to put the paper. The drawing surface/ Work surface should be FLAT, SMOOTH and FIRM.



Figure 1. 10 Drawing Table

11. Dusting Brush: During erasing particles coming from the eraser will remain on the drawing paper. These particles are removed or cleaned using a dusting brush. It is poor practice to use fingers or palm of the hand for cleaning the drawing paper.



Figure 1. 0-11 Dusting Brush

1.2 Setting up work bench

1.2.1 Hazard identification and control

Hazard identification is part of the process used to evaluate if any particular situation, item, thing, etc. may have the potential to cause harm. The term often used to describe the full process is risk assessment:

Identify hazards and risk factors that have the potential to cause harm (hazard identification). Analyze and evaluate the risk associated with that hazard (risk analysis, and risk evaluation). Determine appropriate ways to eliminate the hazard, or control the risk when the hazard cannot be eliminated (risk control). Overall, the goal of hazard identification is to find and record possible hazards that may be present in your workplace. It may help to work as a team and include both people familiar with the work area, as well as people who are not - this way you have both the experienced and fresh eye to conduct the inspection.

1.2.2 Risk assessment

Risk assessment is a term used to describe the overall process or method where you:

- Identify hazards and risk factors that have the potential to cause harm (hazard identification).

- Analyze and evaluate the risk associated with that hazard (risk analysis, and risk evaluation).
- Determine appropriate ways to eliminate the hazard, or control the risk when the hazard cannot be eliminated (risk control).

A risk assessment is a thorough look at your workplace to identify those things, situations, processes, etc. that may cause harm, particularly to people. After identification is made, you analyze and evaluate how likely and severe the risk is. When this determination is made, you can next, decide what measures should be in place to effectively eliminate or control the harm from happening.

1.2.3 Manual handling techniques

Manual handling accidents, as a result of pushing, pulling or lifting heavy objects or machinery, account for more than a third of all reported accidents each year. This short guide provides the best manual handling techniques to follow in the workplace so that you can reduce the likelihood of injury occurring.

1.2.4 Standard operating procedures

A standard operating procedure (SOP) is a set of step-by-step instructions compiled by an organization to help workers carry out complex routine operations. SOPs aim to achieve efficiency, quality output and uniformity of performance, while reducing miscommunication and failure to comply with industry regulations.

1.3 Workplace practices and work instructions

What are Workplace safety procedures and instructions?

Safe work practices are generally written methods that define how tasks are performed while minimizing risks to people, equipment, materials, environment, and processes. Safe Work Procedures are documented procedures for performing tasks.

What is the purpose of Workplace safety procedures and instructions?

Safe Work Procedures are documented procedures for performing tasks. The purpose of a safe work procedure is to reduce the risk to health and safety in the workplace and reduce the likelihood of an injury by ensuring that employees know how to work safely when carrying out the tasks involved in their jobs. Safe work procedures may also be called safe work method statements (SWMS). The purpose of a safe work procedure is to reduce the risk to health and safety in the workplace and reduce the likelihood of an injury through improving employees know how to work safely when carrying out the tasks involved in their jobs. Another term for safe work procedures is safe work method statements (SWMS).

What are the different types of Workplace safety procedures and instructions?

Handling chemicals – these involves procedures on how to handle chemicals in workplace where these are used.

Lifting and moving objects – are procedures that pertain to how objects are to be lifted and moved safely and without strain to the person or worker.

Working at heights – these are procedures that underscore what a worker must observe to keep himself safe while working in an elevated structure or environment.

Slips, trips and falls – are procedures that pertain to safety procedures that should be in place to prevent slips, trips and fall accidents in the workplace.

Housekeeping – are procedures that pertain to how housekeeping activities should be done while keeping in mind safety, health and well-being of workers in a facility or workplace.

Electrical equipment – these are safety procedures that pertain to the installation, repair and maintenance of electrical equipment.

What are the components or elements of Workplace safety procedures and instructions?

The following steps should be followed to ensure a sound safe work procedure is developed:

1. Observe the task/activities: It is important to observe the task/activity being performed the preferred way to ensure safest method is documented.
2. Review associated legislative requirements: Some task/activities are governed by legislative requirements. These must be considered when developing a safe work procedure to ensure any legal requirements are included.
3. Record the sequence of basic job steps: write down the steps that make up the task/activity.
4. Record potential hazards of each step: Next to each step identify what may have potential to cause injury or disease
5. Identify ways of eliminating and controlling the hazards: list the measures that need to be put in place to eliminate or control any likely risk.
6. Test the procedure: Observe staff/student following the safe work procedure
7. Obtain approval: Before the safe work procedure can be used it must be approved by each approver nominated.
8. Monitor and review: Make sure the activity is supervised to ensure the documented process is being followed.

What terms are used when developing Workplace safety procedures and instructions?

Consultation and participation – Management or the owners of a business/organisation must consult with employees about OHS matters that can directly affect them in the carrying out of their duties.

Emergency situations/incidents – Any situation that may arise unexpectedly that could cause injury or harm to any person in a workplace.

Employee and employer responsibilities – Employees must take reasonable care to ensure the safety of themselves and others, and comply with all OHS requirements.

Hazard identification and risk control – Identifying any hazard as a source of potential harm to people, or damage to property, and reducing risk.

Occupational Health and Safety (OHS) – OHS concerns the health and safety of all people in a workplace, including employers, employees and visitors

Safe work practices and procedures – These provide practical guidance to business on how to fulfil their duty to provide a safe and healthy workplace.

Workplace accidents, injury or impairment – Unexpected events that cause physical harm or damage to people or property.

Self check-1

Test-I choice

Instruction: select the correct answer for the following question. You have given 1 Minute for each question. Each question carries 3 Points.

- Which drawing instrument is not a drawing instrument?
A. Vinyl Erasers C. sketch pad
B. Sketch board D. Bodkin
- is drawing roughly. It can be used in art or to just get an idea of how something (any products) will look.
A. Drawing B. Sketches
C illustration D none
- is a primitive notion upon which other concepts may be defined.
A. Line B. dimensions C. points D. sketches
- Which one of the following is a line type?
B. Horizontal line C. vertical lines
C. Zigzag lines D. V lines

Test II: short Answer writing

Instruction: write short answer for the given question. You are provided 3 minute for each question and each has 5 points.

- Describe about personal safety and machinery safety?

2. List the personal safeties that we are going to follow while drawing and interpreting sketches?
3. Describe the different between drawing and sketches?

Note: Satisfactory rating – above 60% Unsatisfactory - below 60%

You can ask you teacher for the copy of the correct answers

Operation sheet 1.1 Drawing line

Operation title: Drawing a line (horizontal and vertical).

Instruction: Trainees should know the different drawing tools and their use.

Purpose: To show how to draw a line (horizontal and vertical)

Equipment, Tools And Materials: Drawing paper of size A4, pencil/ fixer, scotch tape, T-square, set-squares.

Steps

1. Fasten a drawing paper of size A4 to the drawing board. Use A4 paper size.
2. Prepare any drawing pencils (HB, H or 5H grade), sharpen them to a conical point or use fixer.
3. Draw the boarder lines as follows:
 - a. Measure a distance of 1 cm in front of each edge of the paper and put marks using pencil or fixer.
 - b. Draw light horizontal lines parallel to the upper and lower edge of the paper through the marks using pencil or fixer.
 - c. Draw two light vertical lines parallel to the left and right edges of the paper through the other marks using pencil or fixer.
 - d. Finally, go over the lines using the pencil or fixer to get dark boarder lines neatly terminating at each corner.

4. Working downwards from the upper border line, measure and mark a series of 2 cm divisions on the left vertical boarder line. Using the pencil or fixer draw light, thin horizontal lines through these division marks extending across the entire sheet between the boarder lines.
5. Working across from left to right boarder line, set off a series of 2 cm division marks on the upper horizontal boarder line. Draw a series of light, thin vertical lines through these division marks extending upward across the entire paper between the boarder lines.
6. In a similar manner to steps 4 and 5, lay off a series of 1 cm divisions on the horizontal and left vertical boarder lines. Then, through these division points, use pencil or fixer to draw dark horizontal and vertical lines between the lines drawn in steps 4 and 5. Your final drawing should now consist of a check board pattern of parallel horizontal and vertical lines, alternatively light and dark, 1 cm apart.

QUALITY CRITERIA:

1. All steps were completed in the correct sequence,
2. All lines should be clear and visible,
3. Your work should be neat and accurate.

PRECAUTIONS:

- Use the right drawing tools when required
- Sharpen your pencil as soon as it gets dull.

Lap Test-1

Unit Two: Basic Design Styles

This unit to provide you the necessary information regarding the following content coverage and topics:

- Basic garments and pattern pieces
- Specifications
- Garment terminology

This guide will also assist you to attain the learning outcomes stated in the cover page. Specifically, upon completion of this learning guide, you will be able to:

- Identify Basic Garments and pattern pieces
- Identify and follow Specifications
- Use garment terminology

2.1 Basic Garments and pattern pieces

Pattern “Blocks” or “Slopers” A collection of foundation basic patterns usually consisting of the front and back bodice, front and back skirt, sleeve, and pant. Pattern blocks have been tested to have an impeccable fit. All new styles and patterns stem from the basic foundation.

Those basic styles and pattern pieces may include:

1) Skirt (straight and A-line skirt)

a) Straight skirt

A skirt is a piece of clothing worn by women and girls. It fastens at the waist and hangs down around the legs. It fastens at the waist and hangs down around the legs.

Straight skirt is a skirt type where there is a right angle between the side seams and hem.

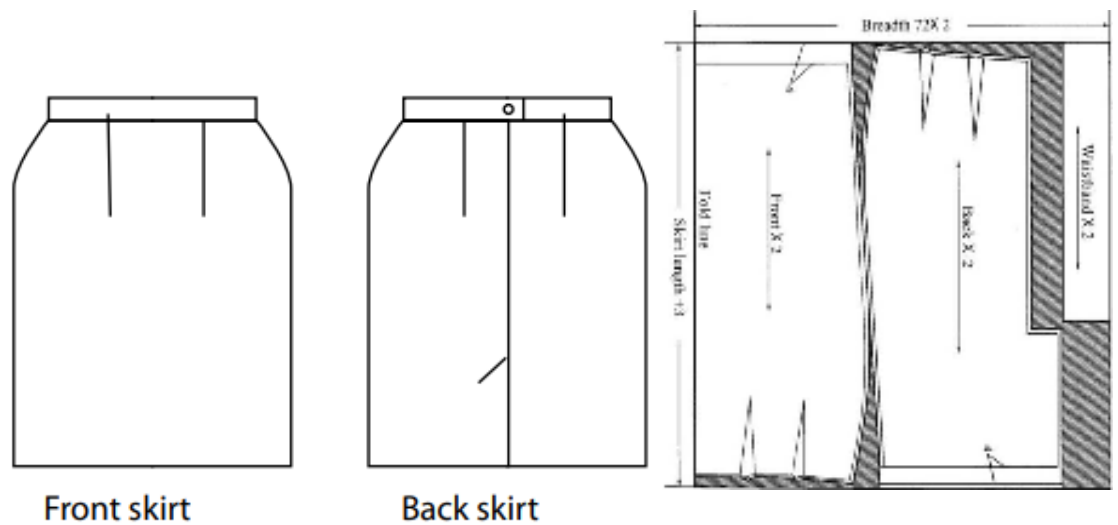
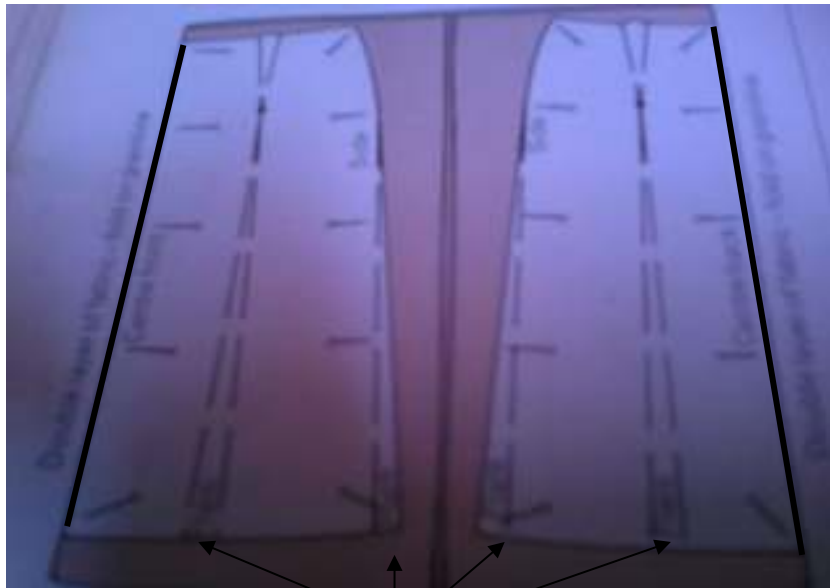


Figure2. 1 Straight skirt

b) A-line skirt

- Cut both the front and the back master patterns in two from the hemline to the point of the dart.
- Lay the pieces on a sheet of tissue paper, partially closing up the waist darts so as to open up the patterns at the hemline.
- Add additional flares at the side of the patterns by ruling a line from the hip level to a point 2-3 cm. (3/4-1 1/2") out from the hem line.
- Mark in the flares in pencil and cut out the adjusted front and back patterns, each in one piece.



Flare

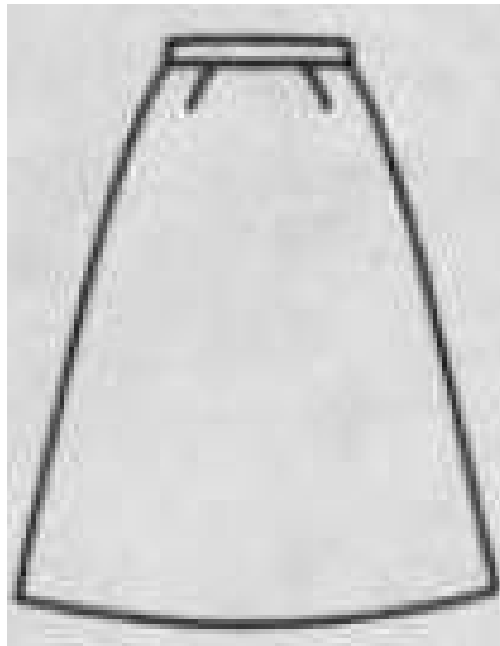


Figure2.2 A-line skirt

2) Dress

A dress is a piece of clothing worn by a woman or girl. It covers her body and part of her legs.

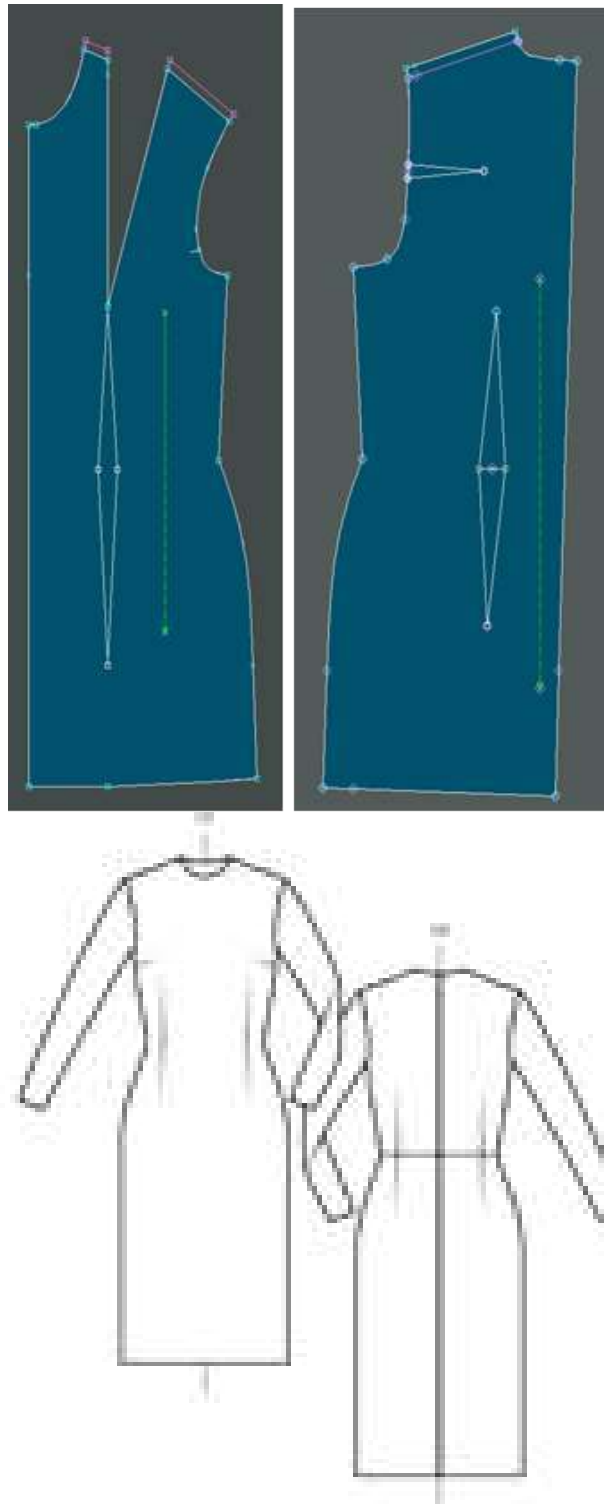


Figure 2.3 Dress

3) **Blouse:** A kind of shirt worn by a girl or women.

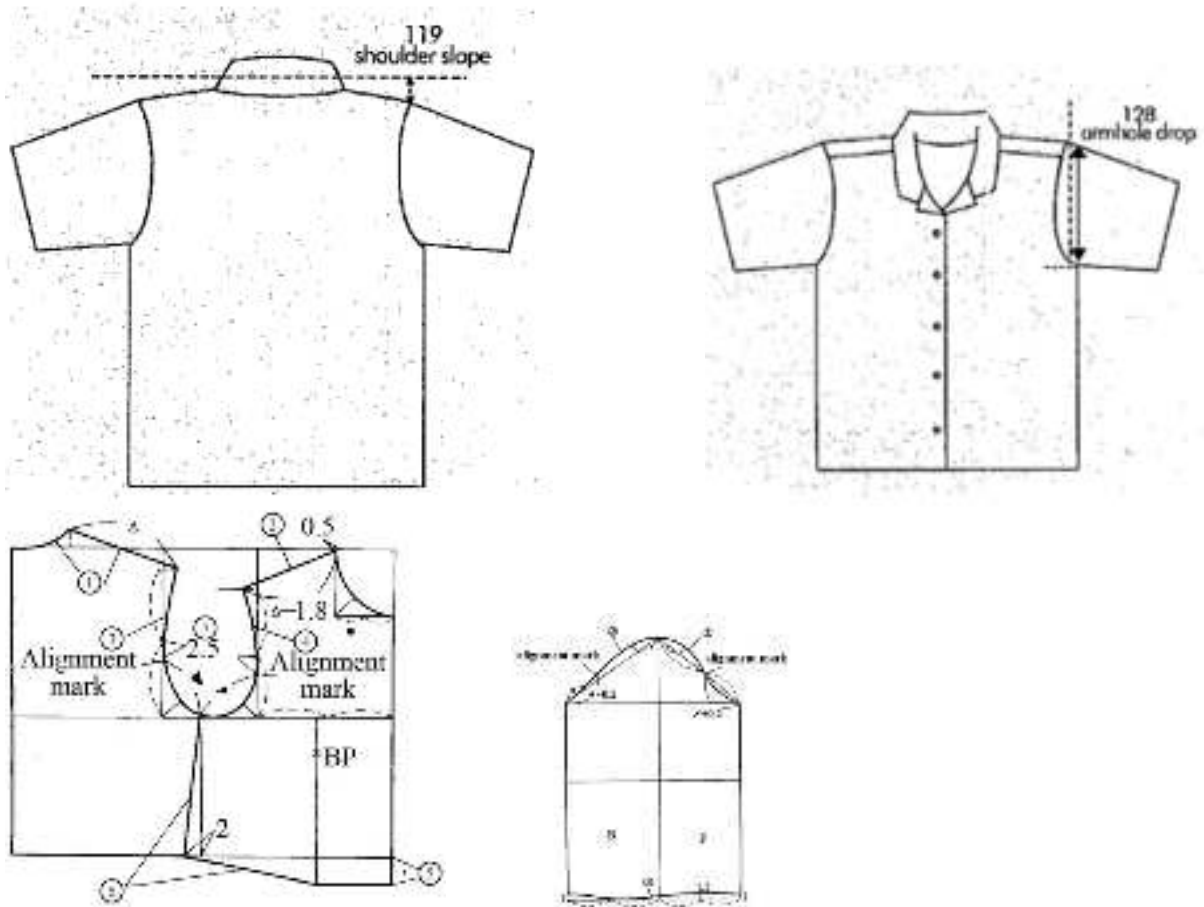


Fig. 2.4 blouse

4) Pants / trousers

Pants (in AM.)/ Trousers (in BRIT.) are a piece of clothing that you wear over your body from the waist downwards, and that cover each leg separately.

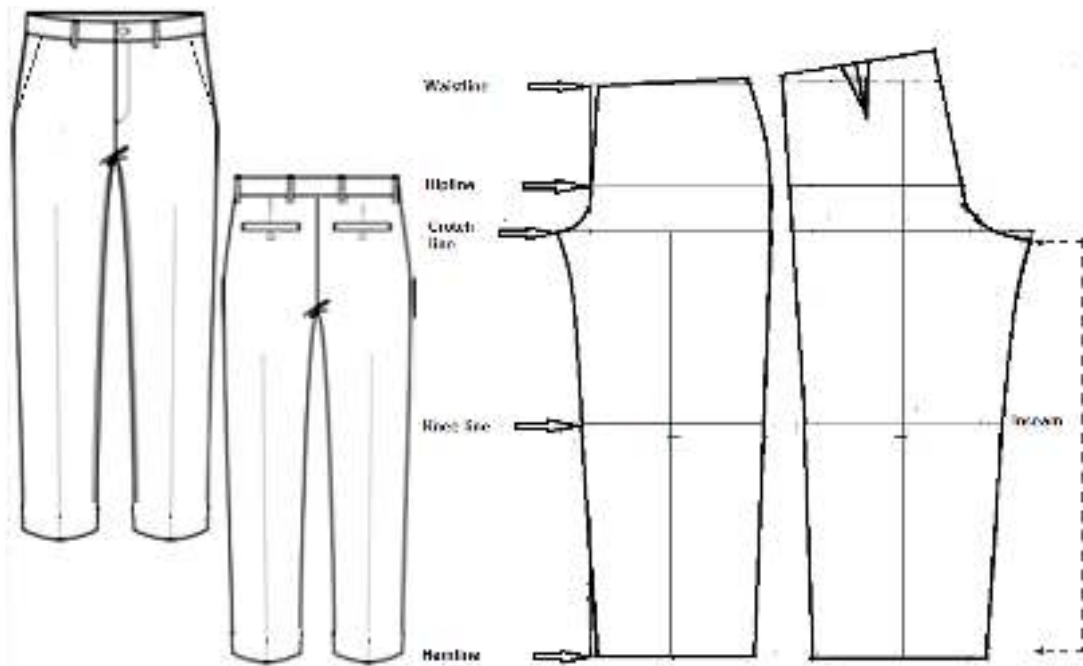


Figure 2.5 Pants

2.2 Specifications

A garment specification sheet is a technical document that contains the construction details of the product, a technical diagram/ sketch of the garment, measurements of the product. Here fashion is referred to the apparel and clothing products. The fashion designer communicates the design concept through the specification sheet. The stitch class and seam type are mentioned in the sketch. The diagram also communicates different measuring points by English letter (symbol).

To make the garment pattern, grading of the patterns for different sizes, developing a sample and sourcing of the materials, the spec sheet is followed.

The initial specification sheet is made for developing a proto sample. Later the specification sheet (measurement chart) may be revised after checking the sample FIT and garment construction. In the sampling stage, the quality inspector and buyer QA follow the instruction in the specification for the sample checking and sample approval. At each stage of sample approval, buyer adds comments of the specification sheet (tech pack). All the comments on the sample and modifications on workmanship and material are incorporated in the next sample development and bulk production.


In the bulk production, the revised and approved garment specification sheet is referred for internal quality checking and the final shipment inspection.

The specification sheet also coined as a spec sheet. The specification is part of an apparel tech pack though many uses both the term interchangeably. Measurement sheet and garment diagrams are shown in the following image.

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Online Clothing Study		Apparel Tech Pack				www.onlineclothingstudy.com	
Style No.	Description	Collection	Category	Created by	Date		
TMPFN001	1/2 Crew Neck Tee	SS-15	Men	Abc	11/6/2014		

Garment Measurement Sheet



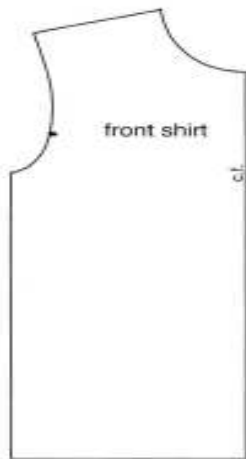
Measurement set: OL UOM: CM (Note: Measurements are not approved. Ensure to use approved measurement for bulk)

Code	NAME	XXS	XS	S	M	L	XL	Allowance (+/-)
A	LENGTH OF BACK ON CENTER	48.00	51.00	54.00	58.00	62.00	66.00	
B	LENGTH OF SHOULDERS ON BACK	51.00	52.50	54.00	56.00	58.00	60.00	
C	1/2 WIDTH OF CHEST	37.00	38.00	41.00	41.00	47.00	50.00	
D	1/2 WIDTH OF BOTTOM	37.00	38.00	41.00	44.00	47.00	50.00	
E	1/2 WIDTH OF SLEEVE 2 CM UNDER ARM HOLE	13.50	14.50	15.50	17.00	18.50	20.00	
F	1/2 WIDTH OF BOTTOM SLEEVE	12.50	13.00	13.50	14.20	14.80	15.80	
G	LENGTH OF SLEEVE FROM 1/2 NECK HOLE	28.00	30.00	32.00	34.00	36.00	38.00	
H	WIDTH OF NECK HOLE	15.90	16.20	16.50	17.00	17.50	18.00	
I	DEPTH OF BACK NECK HOLE	2.50	2.50	2.50	2.50	2.50	2.50	
J	DEPTH OF FRONT NECK HOLE	6.10	6.30	6.50	6.80	7.10	7.40	
K	HEIGHT OF COLLAR / RIB WIDTH	2.00	2.00	2.00	2.00	2.00	2.00	
L	1/2 MINIMUM NECK HOLE WIDTH, AFTER STRETCHED	26.50	27.00	27.50	28.20	28.90	29.60	
M	LENGTH OF SLEEVE FROM SHOULDERS	12.50	13.75	15.00	16.00	17.00	18.00	

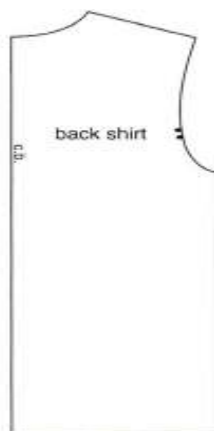
2.3 Garment Terminology

Within the fashion industry, fashion designers, sewists, dressmakers, and anyone who designs, makes, and sells clothing may use the following terms:

a) Front panel: It is the front part of any garment.



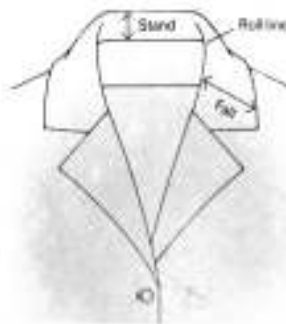
b) Back panel: It is the back part of any garment.



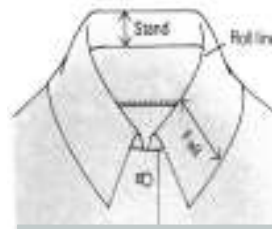
c) Collar: The collar of a shirt or coat is the part which fits around the neck and is usually folded over.



**Shirt Collar
with a Stand**



Convertible



Rolled Collar



Shawl Collar

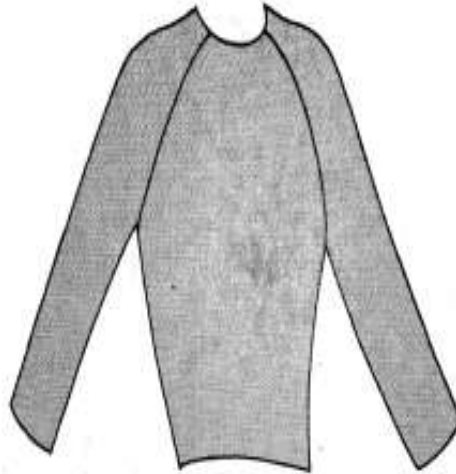
d) Band (sometimes called stand)

A band is a flat, narrow strip of cloth which you wear around your head or wrist, or which forms part of a piece of clothing.

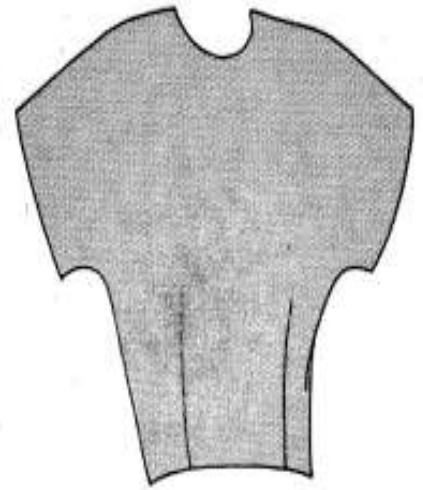
e) **Sleeve:** A sleeve is the part of a clothing item, whether a dress, T-shirt, blouse, jacket, or sweater, that covers the arm. Sleeves are attached to the armhole of the garment. Sleeves can be tight or loose-fitting, long or short. Examples of sleeves include cap sleeves, bell sleeves, dolman/batwing sleeves, and raglan sleeves.



Set-in Sleeve



Raglan



Kimono

f) **Pocket:** It is a kind of small bag which forms part of a piece of clothing, and which is used for carrying small things such as money or a handkerchief.



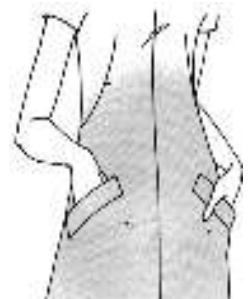
Patch Pockets



In-seam



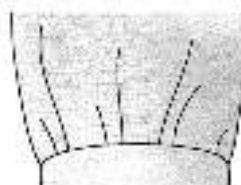
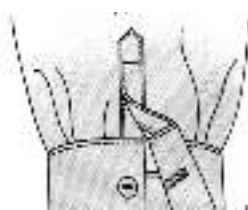
**Front-hip
Pockets**



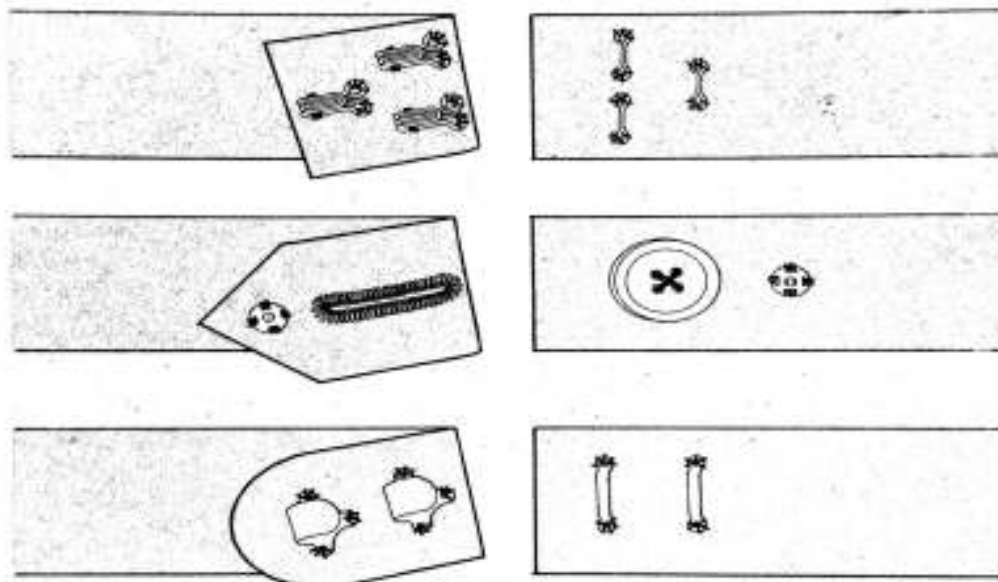
**Slashed
Pockets with
welts**

g) **Flap:** A flap of cloth is a flat piece of it that can move freely up and down or from side to side because it is held or attached by only one edge.

h) **Cuff:** The cuffs of a shirt or dress are the parts at the ends of the sleeves, which are thicker than the rest of the sleeve. The cuffs on a pair of pants or trousers are parts at the ends of the legs, which are folded up.



i) **Waistband:** A waist band is a narrow piece of a material which is sewn on to a pair of trousers, a skirt, or other item of clothing at the waist in order to strengthen it.



j) **Facing:** Facing is a fabric which is stitched inside the edges of a piece of clothing in order to make them look neat and strengthen them.



A Shaped Facing

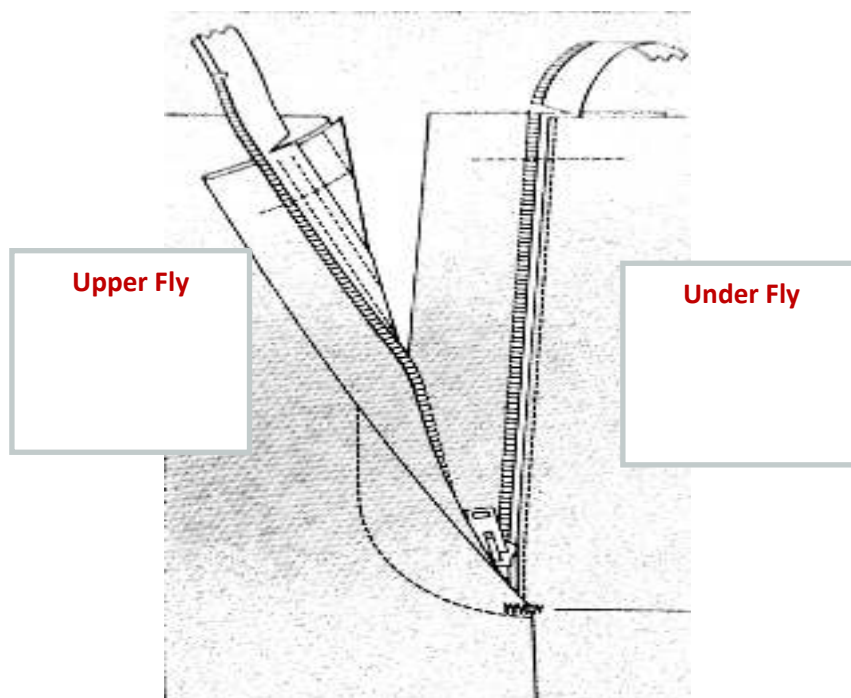
An Extended Facing

A Bias Facing

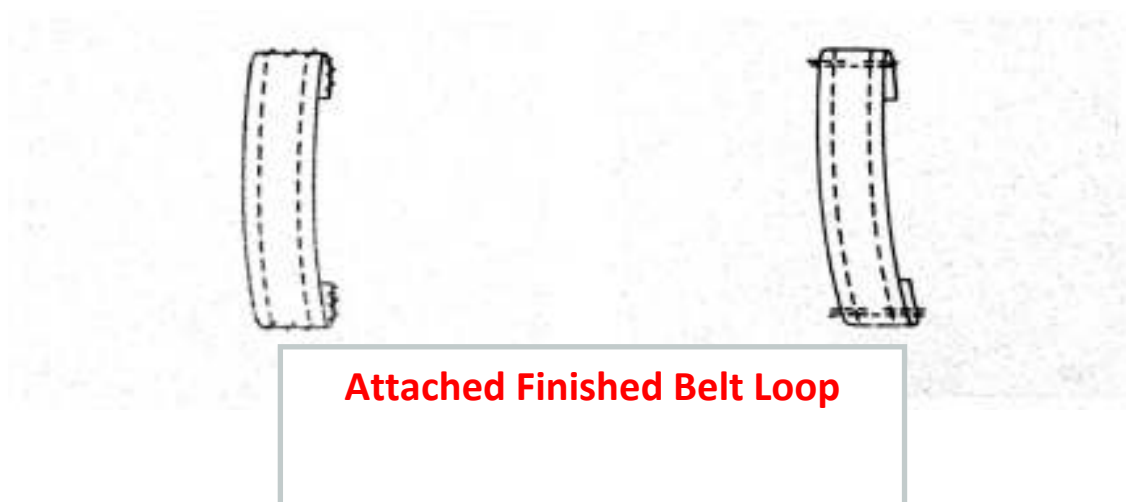
k) Fly- upper fly and under fly: The front opening on a pair of trouser is referred to as a fly. It usually consists of a zip or row of buttons behind a band of cloth.

The placket has a definite lap direction:

In women's clothes its laps right over left; in men's and boys' garments the placket laps in the opposite direction-left over right.



l) Belt loop: A stripe of loops attached usually on the waist band used to hold the belt.



- m) Patch:** a patch is a piece of material which you use to cover a hole in something or to strength a specific area like knee.
- n) A-line:** A dress or skirt silhouette that is narrow at the top, around the waistline, before flaring out at the hemline. It makes an A-shape silhouette.
- o) Embellishment:** This is a decorative detail on the fabric of the garment, such as appliqué, embroidery, sequins, or fastenings.
- p) Hemline:** Hemline refers to the lower edge of the garment. A hemline can hit the thigh, the knee, the ankle, or the floor.
- q) Inseam:** This usually refers to the seam area inside the pant leg, from the crotch to the hemline. It can also refer to the seam area on the sleeve, from the armhole to the sleeve hem.
- r) Neckline:** The neckline is the top edge of a top or a dress, usually around the neck. There are various neckline cuts, such as a bib neckline (where there's an extra piece of fabric sewn to the front), boat neck, halter, off-the-shoulder, plunging, and V-neck.
- s) Waistline:** This term applies to dresses or long garments covering the wearer's upper and lower half. The waistline is the line that demarcates the upper and lower half of the garment. The waistline can hit just below the bust, such as in an empire waist, or below the natural waist, called a drop waist.
- t) Evening wear:** This describes a dress code for formal events, such as a gala or a wedding. Evening wear is usually bespoke for the wearer and more expensive than daytime casual clothing. Examples of evening wear include an evening gown, a wedding dress, or a tuxedo.
- u) Haute couture:** Haute couture includes high-end clothes making where clothes are usually made by hand from start to finish, with custom tailoring for the wearer. Haute couture is also made in small batches, with limited-edition merchandising, and is much more expensive than ready-to-wear clothes. Special retailers sell haute couture, also known as high fashion.
- v) Ready-to-wear:** “Ready-to-wear” (known as prêt-à-porter in French) is a fashion industry term that signifies that an article of clothing was mass-manufactured in standardized sizes and sold in finished condition—rather than designed and sewn for one particular person. Retail stores sell ready-to-wear clothes in standard sizes rather

than tailoring items for the wearer. Ready-to-wear garments tend to be trendy and switch out from season to season.

- w) **Outerwear:** Outerwear refers to clothing worn on top of an outfit, usually to protect the wearer from the environment. Outerwear typically features heavier fabrics than clothing worn directly on the body. Outerwear can include a trench coat, a quilted puffer coat, or a wool coat.
- x) **Sportswear:** Sportswear or active wear is ready-to-wear clothing for working out or casual day wear. Sportswear can include drawstring pants, sweatpants, sweatshirts, hoodies, and sneakers.

Self-check-2

Test-I Choice

Instruction: select the correct answer for the following choice. You have given 1 Minute for each question. Each question carries 5 Points.

- 1) Which one of the following is categorized under basic garment?

A. Blouse

B. Hot pants

C. Sicken trouser

D. Fashioned jacket
- 2) ----- is a piece of clothing worn by a woman or girl. It covers her body and part of her legs.

A. Blouse

B. Dress

C. Skirt

D. Mini skirt
- 3) Which one of the following pattern is NOT part of short sleeve blouse?

- A. Sleeve
B. Belt loop
4)is a flat piece that can move freely up and down or from side to side because it is held or attached by only one edge.
A. Collar
B. Pocket
C. Collar
D. Back bodice
C. Cuff
D. Flap

Test II: short Answer writing

Instruction: write short answer for the given question. You are provided 3 minute for each question and each point has 5Points.

1. Mention the specification that we can take from simple blouse (at least 3)

Note: Satisfactory rating – above 60% Unsatisfactory - below 60%

You can ask you teacher for the copy of the correct answers

Operation sheet-2

Lap Test-2

Unit Three: Use Template to Draw Sketches

This unit is developed to provide you the necessary information regarding the following content coverage and topics:

- Drawing Quality criteria
- Drawing Template
- Draw different line
- Sketching a pattern piece and garment style
- Label relevant parts of sketch

This unit will also assist you to attain the learning outcomes stated in the cover page. Specifically, upon completion of this learning guide, you will be able to:

- Identify drawing Quality criteria.
- Select drawing Template.
- Draw different line.
- Sketching a pattern piece and garment style.
- Identify and label relevant parts of sketch

3.1 Drawing Quality criteria

Cleanliness in drawing is important and should become a habit. A drawing will be clean if the following procedures are observed.

- 1) Keep your hands clean at all times. If your hands sweat frequently it is good to wash them regularly.
- 2) Keep your drawing instruments clean at all times.
- 3) Never sharpen a pencil over the drawing.
- 4) Always wipe the pencil point with a clean cloth, after sharpening, to remove small particles of loose graphite.
- 5) Never work the hands resting upon a pencil area. Keep such parts covered with clean paper.
- 6) Avoid sliding anything across lines on the drawing.
- 7) Never rub using the palms of your hands to remove eraser particles. Use a dust brush but not cloth.

❖ Cautions in the use of drawing Instruments

Neatness

- Never use the T-square for drawing any other line than the horizontal.
- Never put either of the ends of a pencil in to your mouth.
- Never work with a dull pencil or compass lead.
- Never sharpen the pencil over the drawing board or the drawing paper.
- Never begin work without wiping off the drawing board and instruments.
- Never put instruments away without cleaning them.
- Never work on a drawing board cluttered with unneeded instruments.
- Never fold a drawing or a tracing.

3.2 Drawing Template

A template is a thin piece of metal or plastic which is cut into a particular shape. It is used to help you cut wood, paper, metal or other materials accurately, or to reproduce the same shape many times. Different types of drawing templates are used to minimize the time consumed in preparation of technical drawing.

The different type of template May include: front and back full body view - ladies', men's and children's

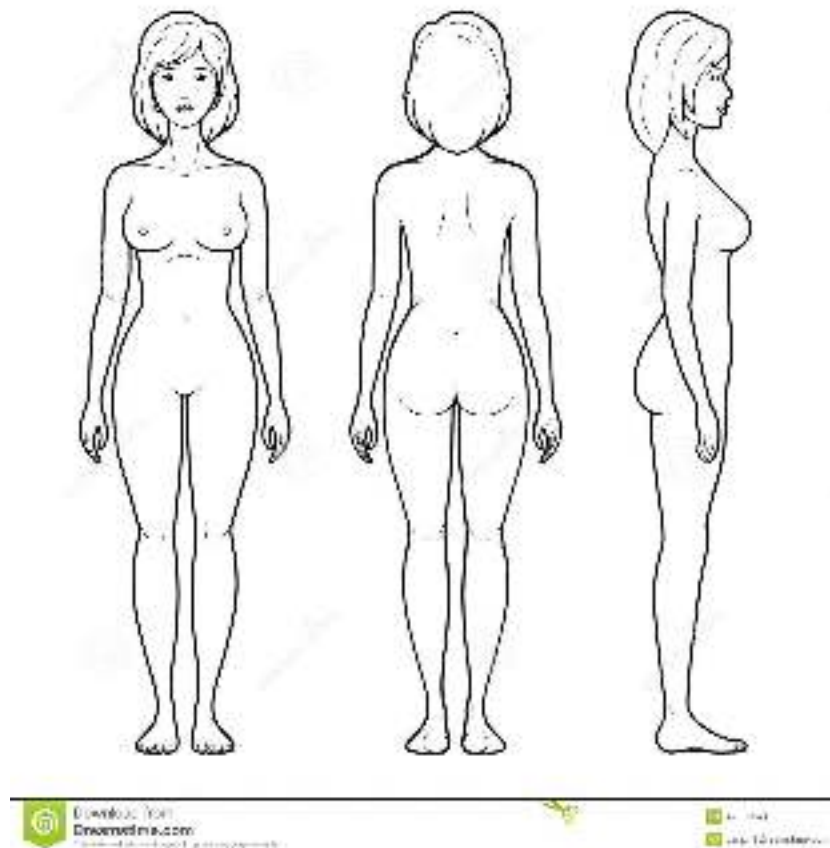


Figure 3.1 ladies figure

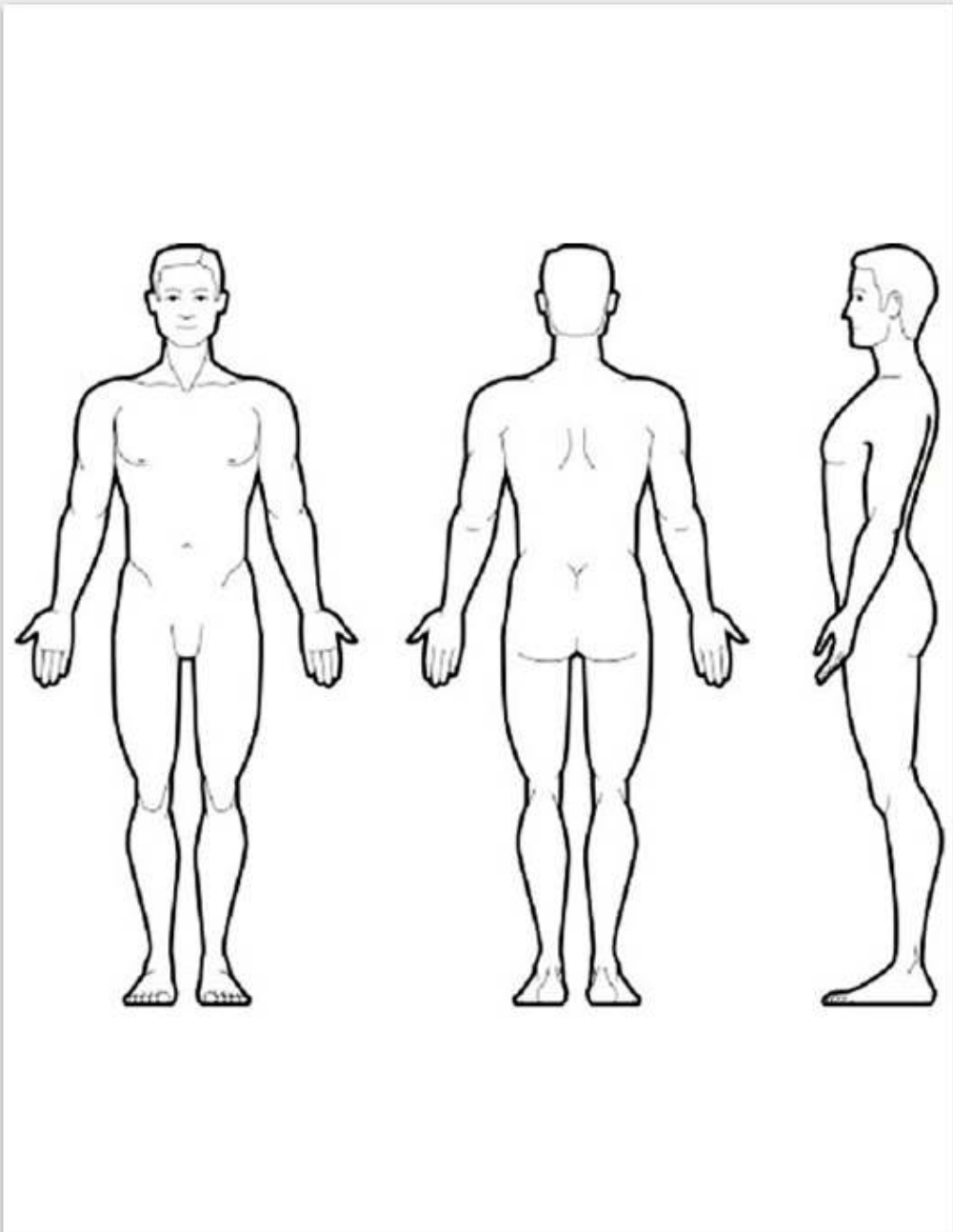
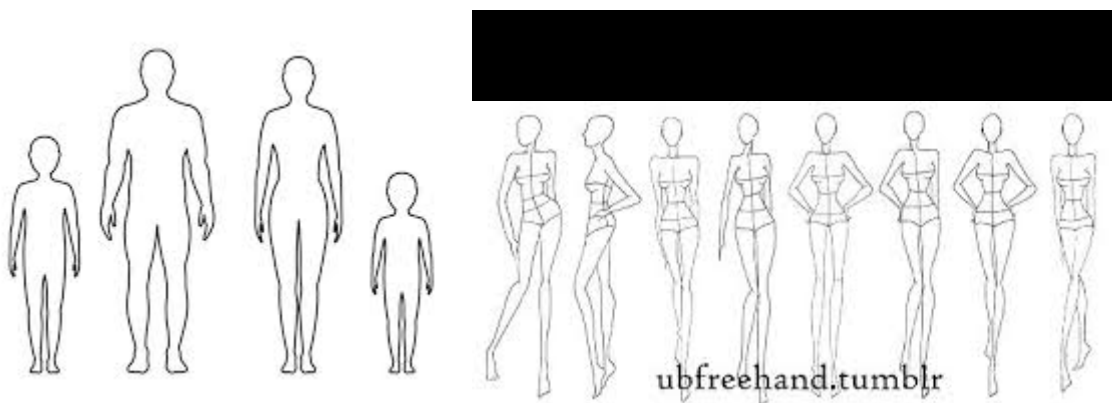


Figure 3-2 men figure



Swimwear or lingerie

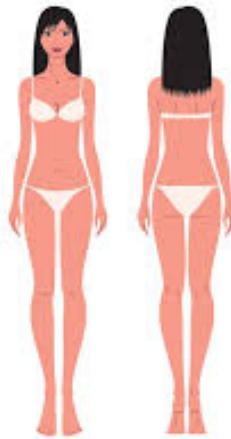


Figure 3.3 children

3.3 Draw different line

Line is one of the visual elements. Line is the path of a moving point. When you place your pencil point on a surface and move it, you've made a line. A line can be straight, curved, vertical, horizontal, diagonal, or zigzag. Lines imply motion and suggest direction or orientation. A line can also be *implied*. It can be created by the edge where a lighter value meets a darker value, or where different shapes or colors meet. The direction and orientation of a line can also imply certain feelings. Horizontal lines imply tranquility and rest, whereas vertical lines imply power and strength. Diagonal lines imply movement, action and change. Curved lines or S shaped lines imply quiet, calm and sensual feelings. Lines that converge (linear perspective) imply depth, scale and distance - a fence or roadway converges into the distance provides the illusion that a flat two-dimensional image has three-dimensional depth. A line is an effective element of design because it can lead the viewer's eye. To create more effective images actively look for lines and arrange them within your viewfinder to invoke specific feelings.

Line is one of the simplest concepts to describe. Basically, it is including things with strong, defined lines in your image. Examples are things like the edge of buildings, train tracks, road lines, and sidewalks. Line is usually used to either portray a sense of Movement (One of the Principles of Design), or to lead the viewer's eye to the subject of the picture, though it can also imply Shape. It is not limited to simply solid objects like buildings, or even to straight lines. Light and shadow, with a clear edge between them, can create Line. Many images have curved lines, such as roads as they bend to the right or left, or a footpath that winds between

the roots of large trees, as well.

1. Drawing different lines, arcs and circle

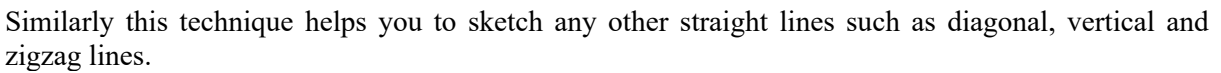
1) Drawing a Line

A line is a long thin mark which is drawn or painted on a surface. It can be drawn by connecting two points. A line can be horizontal, vertical or diagonal.

2) Drawing horizontal lines

- Horizontal lines are always drawn from left to right using T-square.
- Note that the T-square head should be held firmly against the board in order to produce accurate lines.
- When drawing straight lines, the pencil should lean in the direction in which the line is being drawn, at an angle of about 60^0 with the paper.

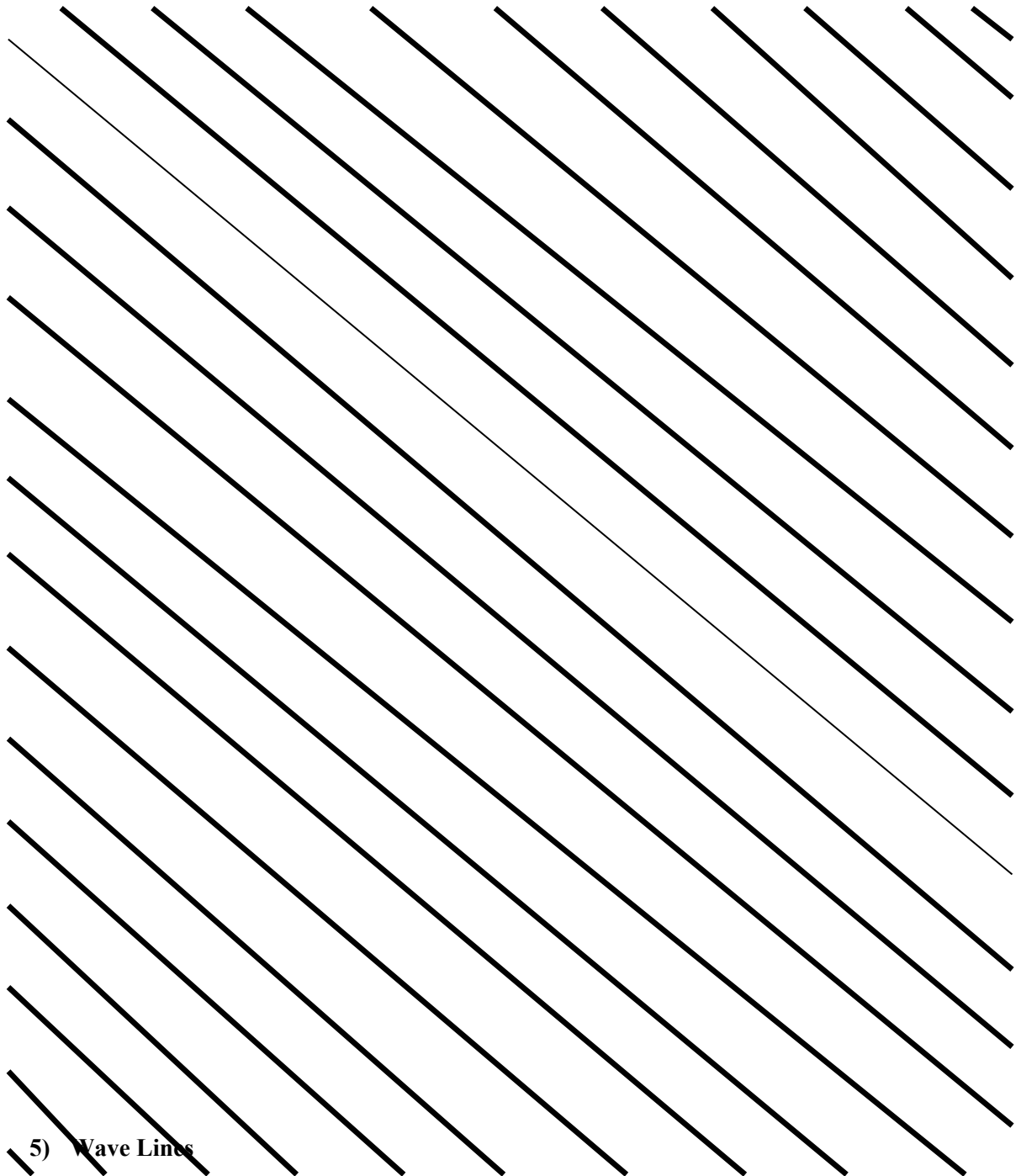
Techniques: Sketching a Horizontal Line

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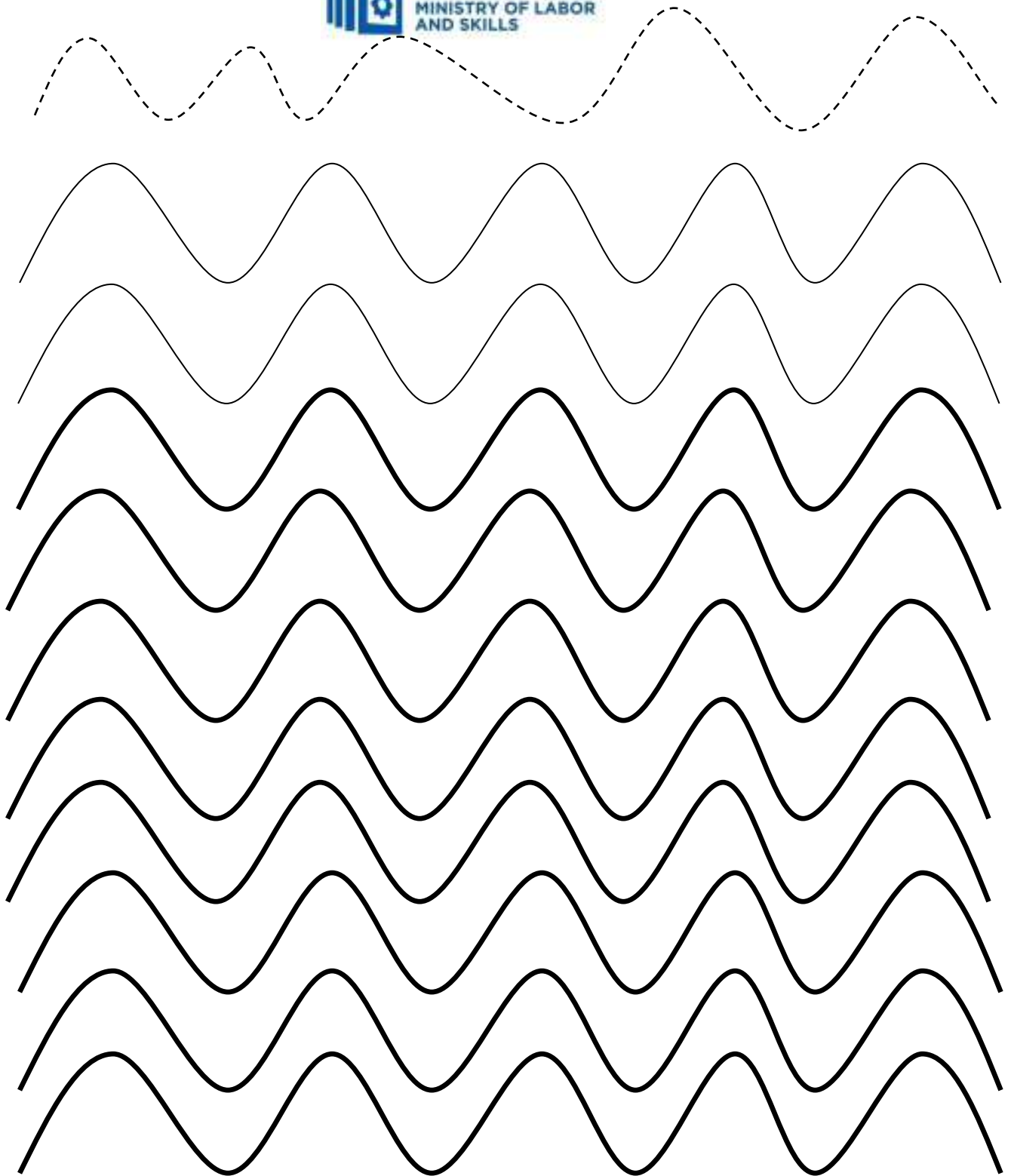
- [illegible]

4) Drawing inclined lines

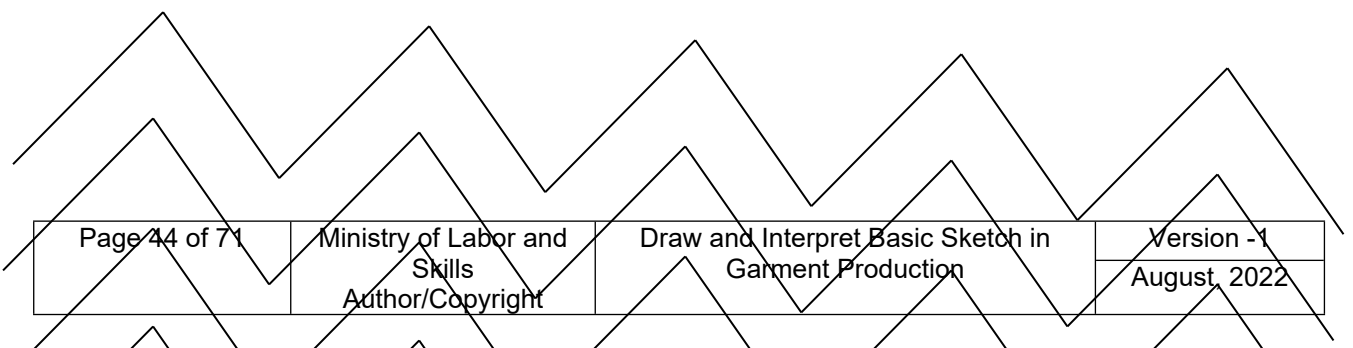
- Lines inclined at an angle can be drawn using a straight edge ruler after locating any two points on the line using protractor.
- However, lines inclined at an angle equal to 15° or a multiple of 15° (30° , 45° , 60° , etc.) can be drawn using the T-square and the set-squares.

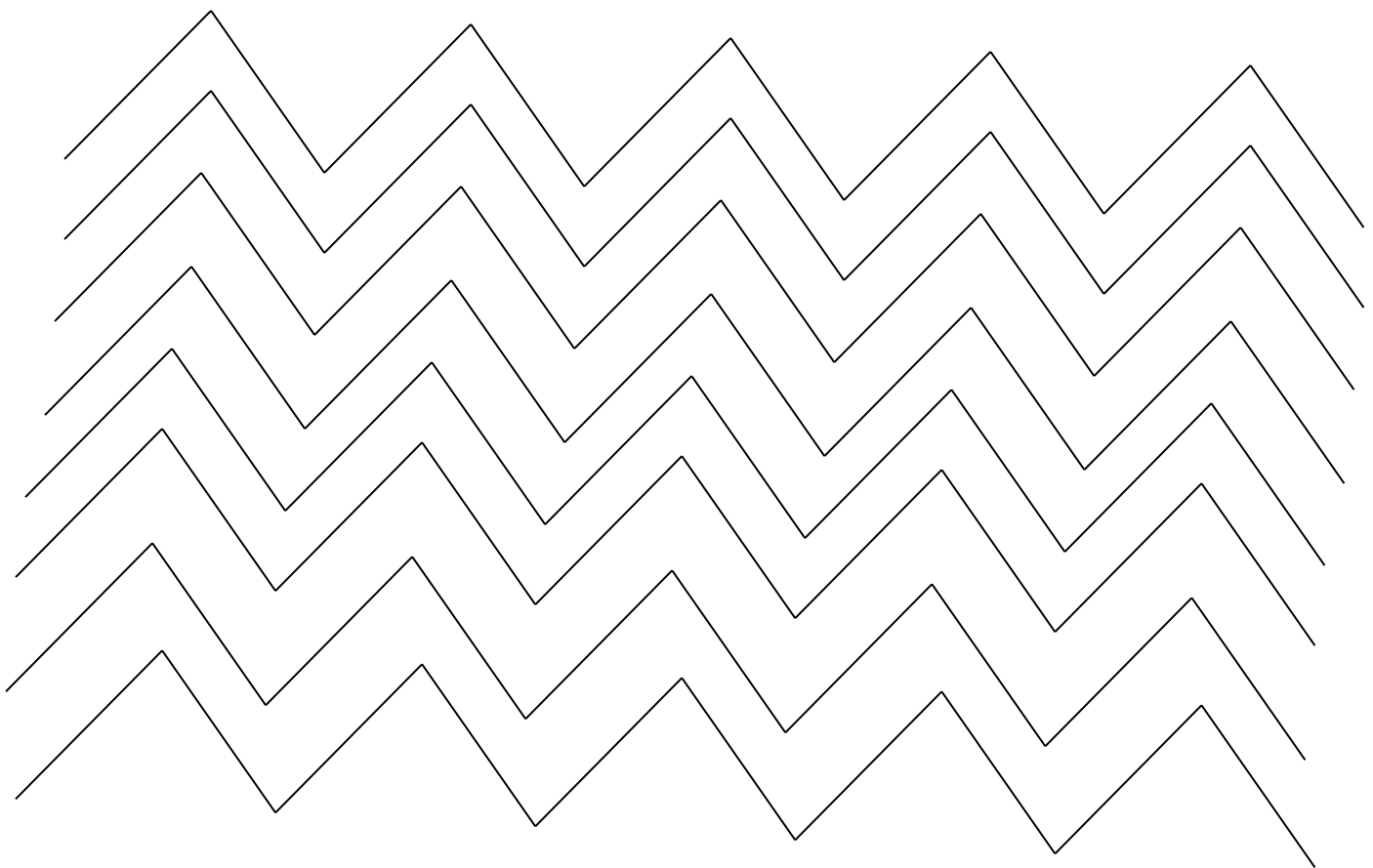


5) Wave Lines



6) Zigzag Line





- 7) **Drawing parallel lines:** To draw a line parallel to a given line:
- Adjust the hypotenuse of one of the triangles to the given line;
 - Support the triangle with the T-square or the other triangle;
 - Finally, slide the triangle to the desired position and draw the required parallel line.
- 8) **Drawing perpendicular lines :**To draw a line perpendicular to a given line:
- Adjust one of the legs of either triangle with the given line;

- b) Support the triangle with the T-square or the other triangle;
- c) Finally, slide the triangle to the desired position and draw the required perpendicular line.

9) **Drawing circles and arcs:** The compass is used to draw circles and arcs.

Before starting using a compass:

- Make sure that the compass is rigid enough not to swing inward or outward while drawing a circle.
- Adjust the needle point and the lead point of the compass in such a way that the needle point is a little longer than the lead point.

To draw a circle or an arc:

- Draw two perpendicular centre lines of the circle;
- Set off the required radius on one of the centre lines;
- Place the needle point at the intersection point of the centre lines;
- Adjust the compass to the required radius;
- Lean or incline the compass forward slightly;
- Draw the circle in a clockwise direction, beginning at the lowest point. As you draw the circle rotate the handle of the compass between the thumb and forefinger.

10) **Drawing Irregular Curves**

Curves other than circles and arcs are called irregular curves. French curves are used to draw irregular curves of various kinds. When using the French curves to draw irregular curves, the following steps are recommended.

- a. Plot all the points you wish to connect.
- b. Sketch a very light line connecting all these points.
- c. Place the French curve so that you align as many points as possible and the curvature of the French curve in the direction the curvature of the curves to drawn increases. At least four points need to be aligned except for the end spaces.
- d. Draw the line connecting these points except for the space at each end.
- e. Reposition the French curve so that the first space aligned overlaps with the end space drawn last. Continue this procedure until the entire curve is drawn.

Note: - when drawing symmetrical curves, such as ellipses, the same portion of the French curve should be used on all similar parts of the curve to be drawn.

2. Alphabets of Line

The alphabets of lines may be categorized in to three groups based on their weights or thicknesses.

The object line and the short break lines should be drawn thick. The centre lines, dimension lines, extension lines, section lines should be thin and the hidden lines should have an intermediate thickness between the thin and the thick lines.

1) Object lines

Object lines are solid dark lines used to show visible edges of an object. These lines are the most prominent lines on drawings. The object line is also identified as visible line.

2) Hidden lines

Hidden lines are medium weight short dashes. They are used to show hidden edges of an object. The dashes of hidden lines should be drawn approximately 3.0 mm long with a space of 1.0 mm left between each dash. However, the length may vary slightly to suit the size of the drawing.

3) Centre lines

Centre lines are thin lines composed of one long dash and one short dash spaced alternately. It is used to indicate axis of circles and symmetrical surfaces of an object. Depending up on the size of the drawing, the length of the long dash approximately ranges from 20-40 mm. the short dash is about 3 mm and the spacing between the long and short dashes is about 1.5 mm.

4) Dimension lines

Dimension lines are thin lines with arrowheads at its ends. It is used to indicate the extent and direction of dimensions.

5) Extension lines

Extension lines are thin solid lines used to indicate the termination of dimensions. An extension line is drawn approximately 1.5 mm away from object line and is extended 3 mm long beyond the outer most arrowheads.

6) Section lines

Section lines are used to show the cut surface of an object in sectional view. The section lines should be drawn thin to produce a contrast with visible line. It should be equally spaced and proportional to the mass of the sectioned surface.

3.4 Sketching a pattern piece and garment style

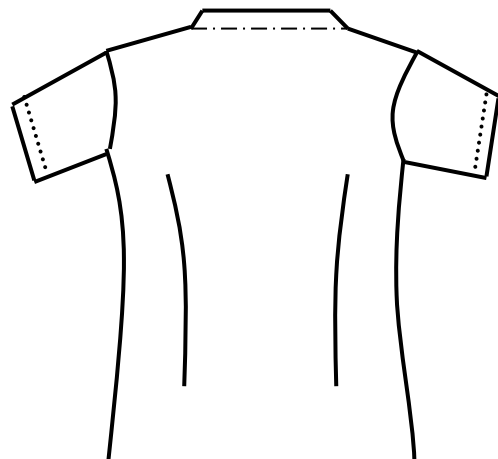
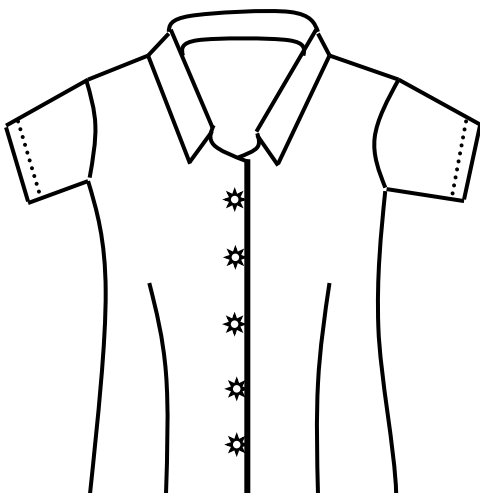
A sketch is a drawing that is done quickly without a lot of details. Designers often use sketches as a preparation for a more detailed drawing. Sketches can be used by all persons irrespective of their specialization to support their ideas with figures.

Some of the uses of freehand sketches are given below:

- 1) To transmit information, obtained in the shop.
- 2) To convey the ideas of the designer to the pattern maker.
- 3) To provide a basis for communicating between engineers, designers and pattern makers.

Sketching should be done as easily and freely as hand writing, and the mind of the sketcher should be free to concentrate up on an idea, not up on the technique of sketching the idea. This can be achieved by consistently practicing the techniques of free hand sketching.

One of the advantages of freehand sketching is only few drawing instruments are used to produce sketches that are as good as instrumental drawing. The material required for sketching are paper, pencil, and eraser.



← Hand stitching →

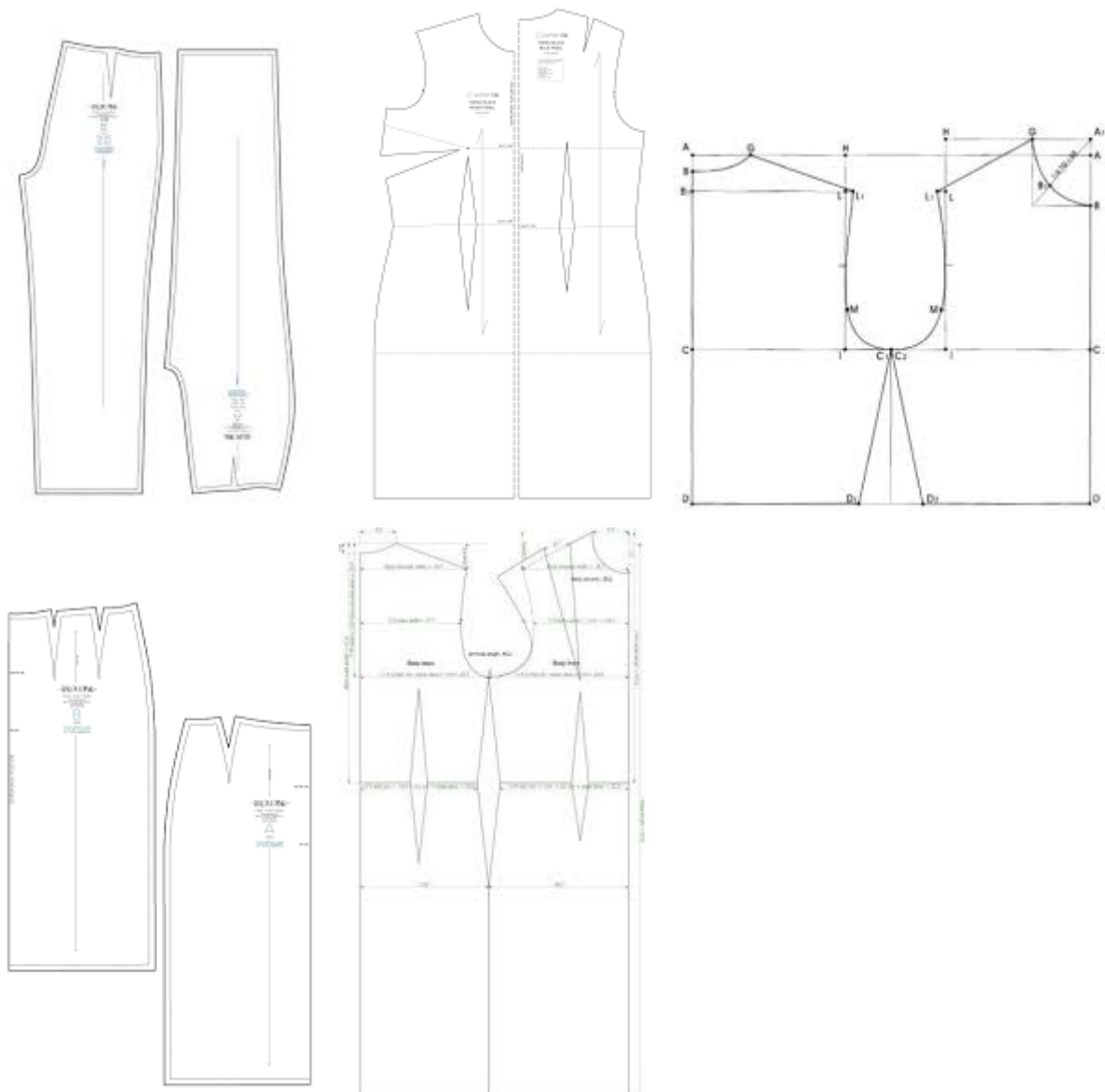
Front View

Back View

..

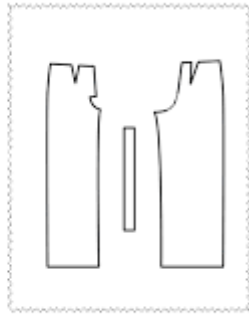
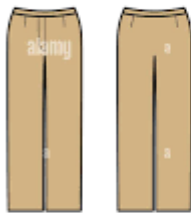
Hand stitching

Figure 3.4



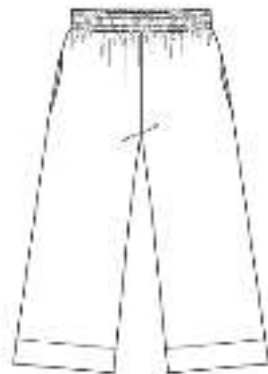
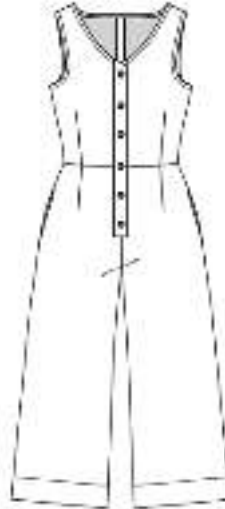
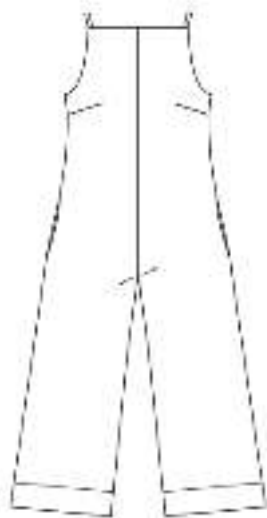


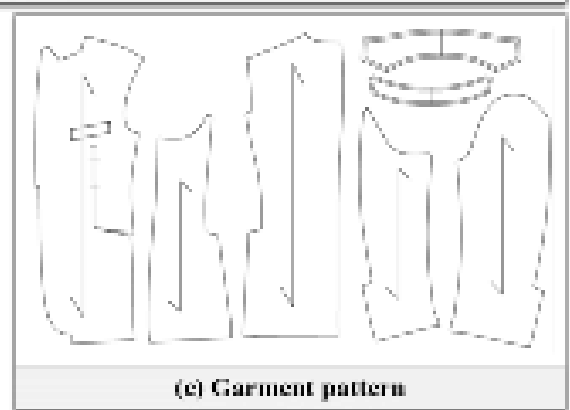
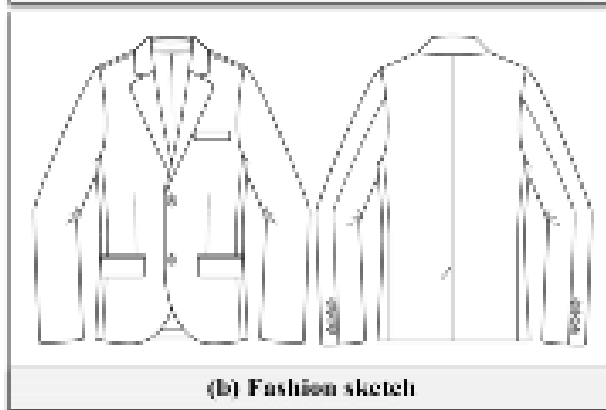
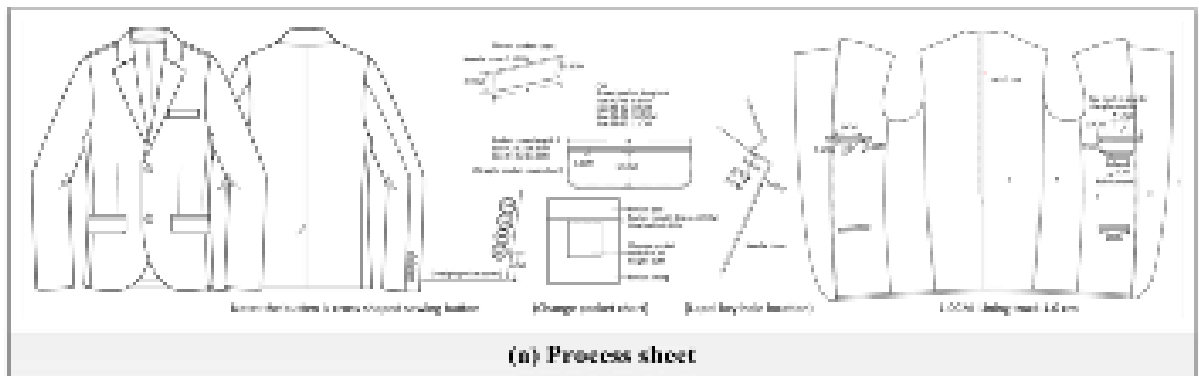
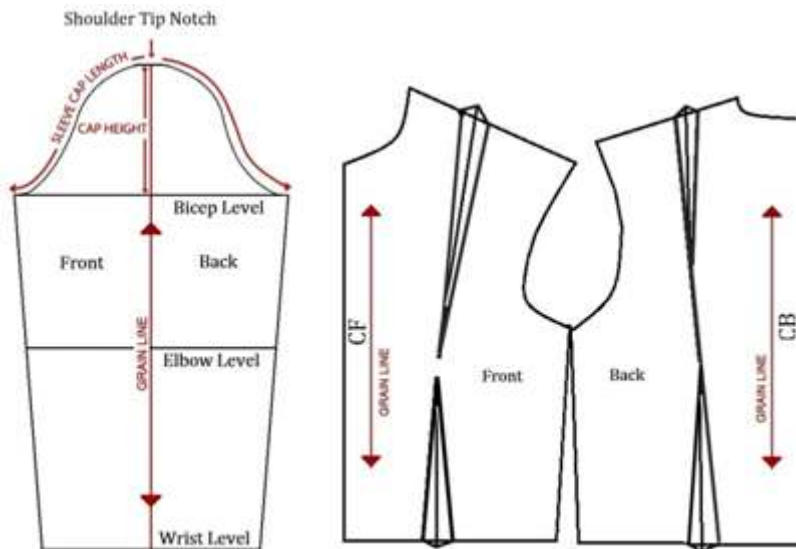
PALAZZO TROUSERS

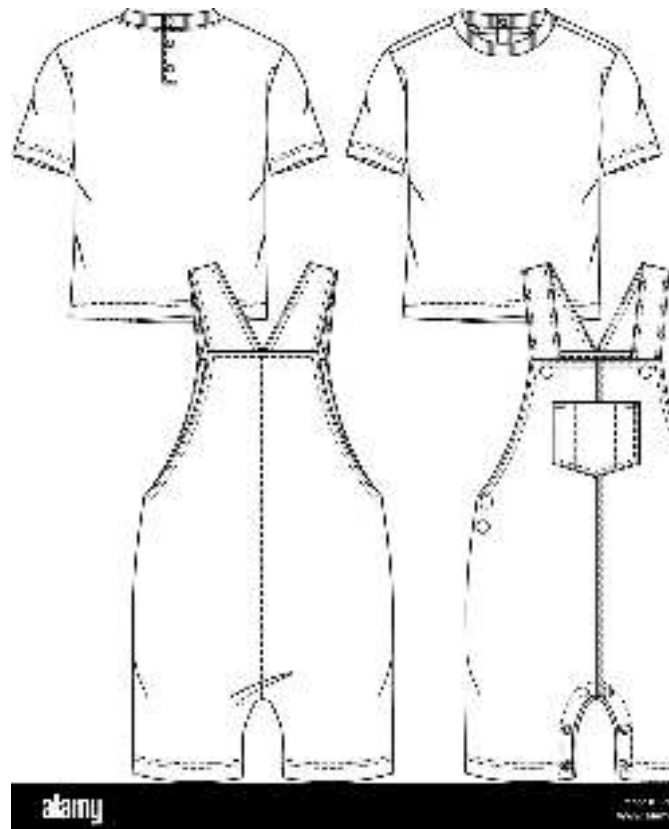


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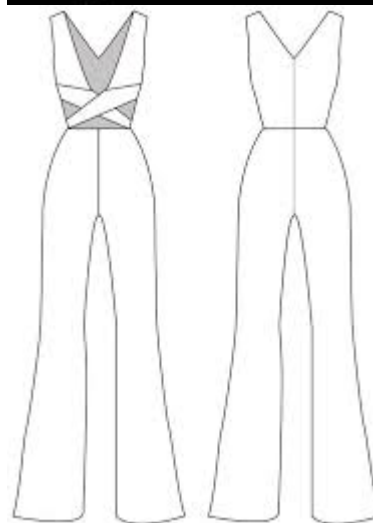
Image ID: 22080001
www.alamy.com







3.5 Label relevant parts of sketch



Technical Drawing of Style

Drawing of upper body parts

1. Principle of prorating

Examples(1) : Measurement M:

Specification:

Shoulder width =39cm waist length=39cm

Clothing length = 60cm sleeve length = 55cm

So : Shoulder width = 39 = S waist length = shoulder width = S

Clothing length = 1.54S sleeve length = 1.41S

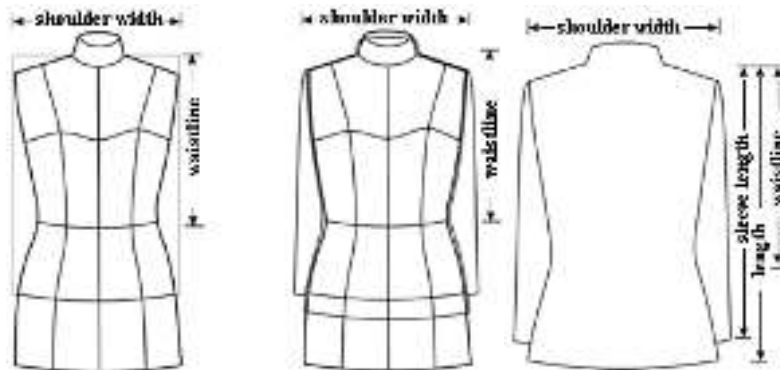


Fig. 3.5 drawing of women's suit

PROCESS

Front view

1. Basic of frame

(1) decided shoulder width

(1) drawing center axis

(2) clothing length line: length about 1.5S

(3) waist line: (from shoulder width line move down S)

(4) bust line: (from shoulder width line move down 0.5S)

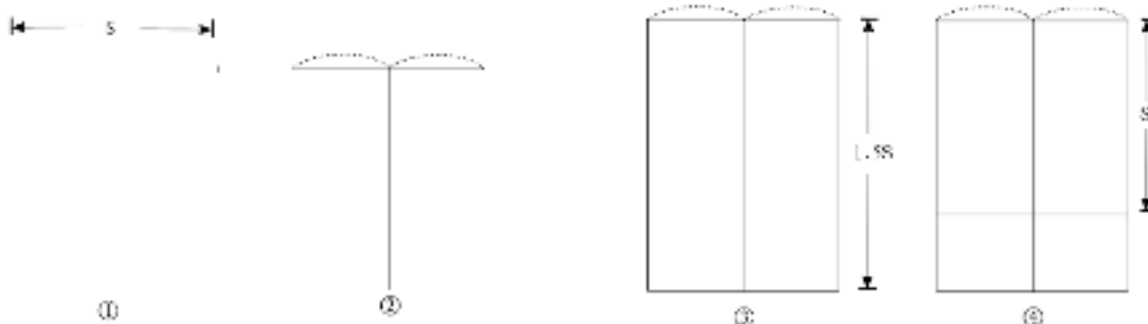
(5) neck width: 1/3S

(6) shoulder line: 0.1S

(7) waist width: 0.8S

(8) the size same hem line with shoulder width

(9) side seam:

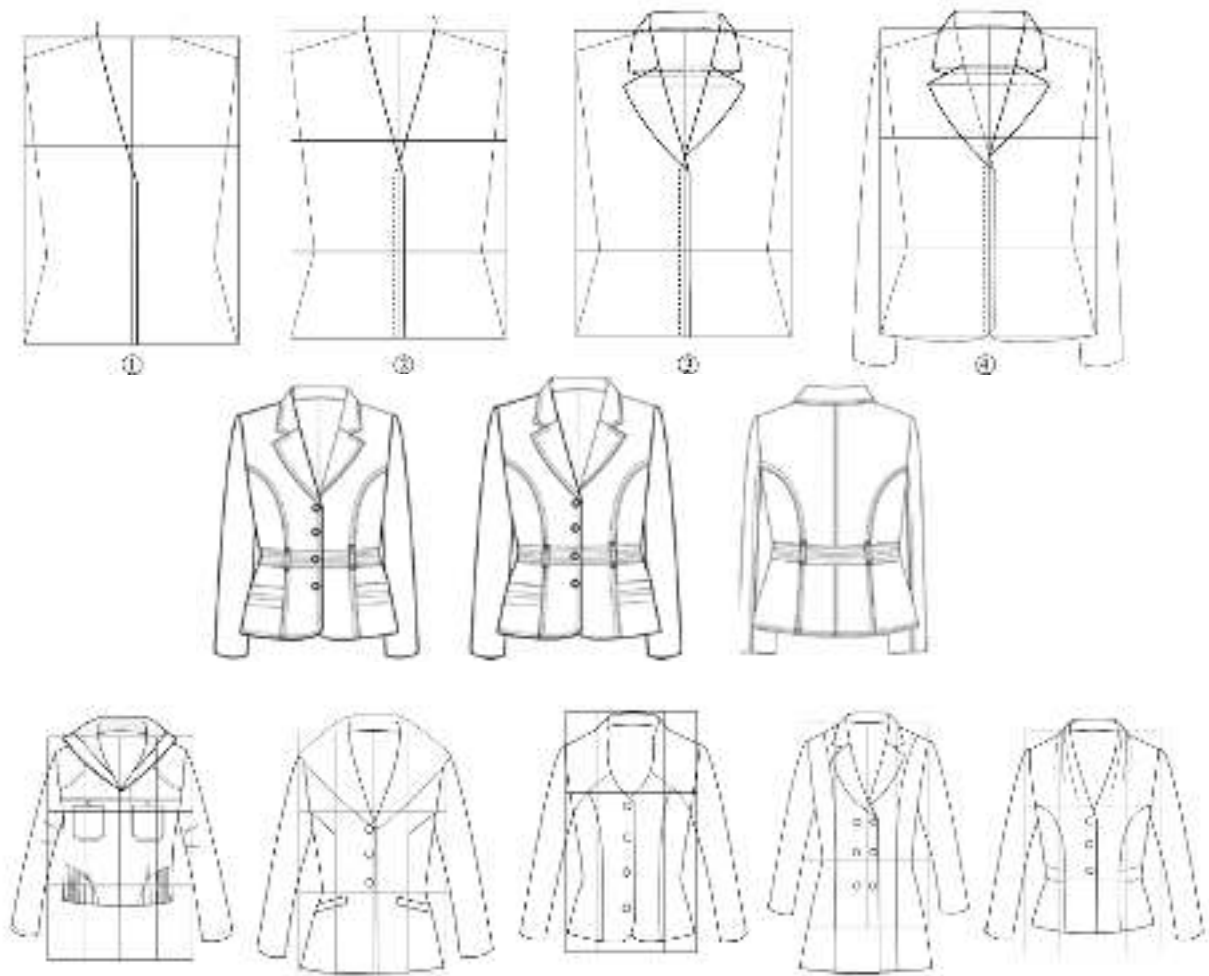


(2) Drawing collar

A. neck depth

B. lapel line

- C. neck opening and top collar
- D. sleeve length: 1.4S
- (3) Drawing structure of detail: Pocket, division lines, darts, waistband, button position.
- (4) Finishing the style



Drawing skill of trousers

Example: Measurement M:

1. Principle of prorating

W (waist width) = 35cm (full waist size is 70)

Crotch depth (fork to waist): HL = 27cm

Length: 102cm

Bottom width(C) = 22cm

Reference to waist width, so: relevant the proportion

$W = 35\text{cm}$ $HL = 27/35 \approx 0.77W$ (approximately is $0.77W$)

$H = 48/35 \approx 1.4W$

$$L=102/35\approx 2.9W$$

$$C=22/35\approx 0.6W$$



Figure 3.6 trousers

For example: Process

1. Front view

- (1) waist width
- (2) drawing center axis
- (3) crotch depth line: $0.8W$;
Hip width line: $1.4W$

(4) trousers length line : $3W$

(5) Side seam

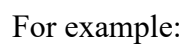
(6) bottom line: $0.4W$

(7) Connect waist line

(8) Drawing structure of detail: Pocket; welt loop

(9) Finishing the style

2. Back view





Drawing skill of skirt

1. Principle of prorating

Measurement M:

W=34cm (full of skirt is 68cm)

HL=18cm

L=50cm

Reference to waist width, so: relevant the proportion

W=34cm

$HL = 18/34 \approx 0.5W$

$L = 50/34 \approx 1.5W$

Process

2. Front view

- (1) waist width W
- (2) drawing center axis
- (3) hip depth line $0.5W$
- (4) hip width line: $1.2W$

Skirt length line: $1.5W$

- (5) side seam:

Hem line



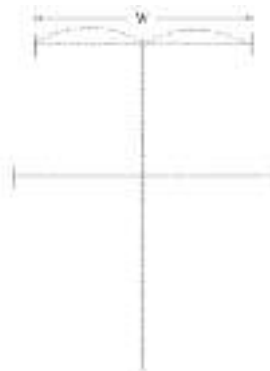
- (6) Drawing structure of detail: Pocket; welt loop
- (7) Finishing the style
- (8) Back view



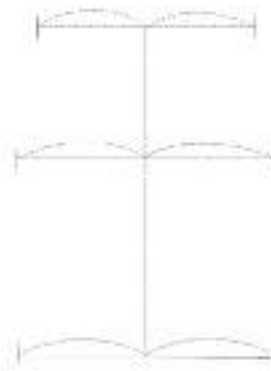
①



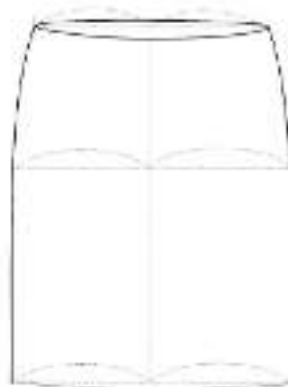
②



③



④



⑤



⑥

Drawing skill of one –piece dress



Self check-3

Test-I Choice

Instruction: select the correct answer for the given choice. You have given 1 Minute for question. The question carries 5 Points.

- 1 A line with arrowheads at its ends used to indicate the extent and direction of dimensions.

A. Section line B Dimension line C-section line D. Central line

Test II: short Answer writing

Instruction: write short answer for the given question. You are provided 4 minutes for each question and each point has 5 Points.

1. Mention at least 3 quality criteria which we you to take during sketching?
2. Mentions the templates that are used for basic styles?
3. Define section line and Extension line
4. Define sketches and their uses?
5. Write the use of free hand sketches?
6. Draw one piece dress with different style (each four times)

Note: Satisfactory rating – above 60% Unsatisfactory - below 60%

You can ask you teacher for the copy of the correct answers

Operation sheet-3

Lap Test-3

Unit Four: Interpret sketch

This unit is developed to provide you the necessary information regarding the following content coverage and topics:

- Design features from sketch
- Interpret drawing specification
- Required Fabric

This unit will also assist you to attain the learning outcomes stated in the cover page. Specifically, upon completion of this learning guide, you will be able to:

- Identify design features from sketch
- Interpret drawing specification.
- Determine required fabric.

4.1 Design features from sketch

Pattern pieces

(A) Geometric Patterns refer to textural patterns, stripes, checks and plaids that are woven, printed or knitted such as Gingham, left-hand twill, striped chambray, window pane linen or pin stripe.

(B) Conventional Patterns Conventional patterns refer to naturalistic motifs that are stylized. Conventional patterns combine the rhythm of stripes with the soft natural charm of floral in pattern. For example, fancy woven stripe on dimity, woven silk brocade or block print on linen

(C) Naturalistic Patterns Principally floral, although other motifs may be used, ranging from leopard spots to candy canes such as paisley on acetate jersey, naturalistic floral on cotton and stylized floral on silk crepe

Garment style

Basic style for ladies dress



Figure 4.1 Dress style

4.2 Interpret drawing specification

Fabrication drawings (also called detail or part drawings) are used to communicate the design intent to the “fabricator”. To avoid ambiguities in interpretation, these drawings are prepared according to specific “rules”

Beautiful fashion sketches are often shown as part of the romanticised process of designing a garment, but while it can be difficult to illustrate an idea on paper, it can be harder still to turn that sketch into an actual garment. One of the skills that a fashion designer must develop is the ability to translate a design from a sketch or technical drawing into a real garment while retaining the feeling of the original idea and preserving the proportions of the design.

For a start, designers often make this difficult by designing things that only look good on paper. The way that fashion sketches are drawn is often a distortion of the human figure to help to make the design more flattering and not only is the body often drawn longer and leaner in illustrations, but the silhouette of the garment is also often exaggerated to emphasise the shape of the design. Fabrics may be drawn in a way that defies gravity, shoulders may extend wider than normal or waists may be narrowed down to nothing.

To a point, this method is fine since it is a way for designers to stylise their ideas and to distill their silhouettes down to the key ingredients. However, once it comes time to turn the sketch into reality it becomes important to analyse what it is about the design that is actually interesting to ensure that these aspects can be reproduced through the pattern/drape stages, refined in the toile fittings and then accurately shown in the final design.

4.3 Required Fabric

Do you sketch the design first or select the fabric first for clothing fashion design? If we do the sketching first, how/where do you get the exact fabric?

As a fashion designer it is extremely important that you understand what properties fabrics have and how best to use them on the body, functionally and aesthetically. The best fashion designers have a strong understanding of fabrics, how best to design with them and construct garments from them.

A number of fabrics are used in performance and sportswear apparel include – smart fabrics which has intelligent approach to high body or ambient temperature – the warmer the material gets the faster the moisture management system functions – Burlington’s smart fabric temperature management. The technology uses micro-encapsulated phase change materials called Thermocouples to absorb and release heat to enhance comfort. Light weight, stretchable and soft waterproof or breathable fabrics; fabrics made of fine

micro-fibers with breathability; soft shell or three layer fabrics which are bonded as well as laminated made of tricot warp knits or woven fabric for wind insulation or water proof; knits – with synthetic or natural fiber blends and up to 30% elastic fibers for stretch and recovery, fleece and brushed knit made of synthetic fibers that has a natural feel, stretchy and smooth surface; woven shirts with varying fabric weight (160 to 400 g/m²); eco-friendly fabrics include recycled polyester; fancy fabrics with patterns, designs and finishes, laser or etched burnt out, 3D knits, honey comb patterns and work wear and protective wear fabrics include durable rugged finish, cut resistant, flame retardant, Resistance to abrasion, reflective facings, etc.

Garments Used

Typical garments include tops, trousers, base layer tights, socks, compression tops and shorts, soft shell jacket, and knee support shirts, trousers, jackets, water proof jackets and socks

Essential Property Of Fabric

- Moisture (sweat) management
- Breathable
- Color fastness
- Anti-cling
- Thermal insulation
- Anti-odor
- Anti-static
- Durable
- Washable
- Moisture management
- Light weight fabric

Self-check-4

Test-I True or False

Instruction: If the statement is correct say true if not false. You have given 1 Minute for each question. Each question carries 2 Point.

1. Geometric patterns refer to naturalistic motifs that are stylized.
2. Mention at least three ladies dress styles

Test II: short Answer writing

Instruction: write short answer for the given question. You are provided 5 minute for each question and each point has 5 points.

1. Mention essential fabric property with relating to fabric type?

Part III: Short answer writing

Direction: Give short answer to the following question. Time allotted for question is 5 minutes and the question carries 5 points.

1. Drive a specification from the following designs.



Note: Satisfactory rating – above 60% Unsatisfactory - below 60%

You can ask you teacher for the copy of the correct answers

Operation sheet 4

Unit Five: Complete work

Unit Test 1

This unit is developed to provide you the necessary information regarding the following content coverage and topics:

- Inspecting Sketch
- Carry out Any changes or adjustments
- Complete Documentation

This unit will also assist you to attain the learning outcomes stated in the cover page. Specifically, upon completion of this learning guide, you will be able to:

- Inspecting Sketch against garment details
- Carry out Any changes or adjustments .
- Complete Documentation

5.1 Inspecting Sketch

Inspection

Inspection in reference to the apparel industry can be defined as the visual examination or review of raw materials (such as fabric, buttons, zippers, sewing threads, trims etc.), partially finished components of the garments and completely finished garments in relation to some standards, specifications, or requirements, as well as measuring the garments to check if they meet the required measurements.

Checking garment for size, appearance, fit drape, and so on by putting them on appropriate mannequins is called “form fitting,” whereas the checking those items by having someone try them on is called “live modeling”. Form fitting and live modeling will contribute significantly toward assuring that the garments in question fit right, look right, and feel right for their intended sizes. Then before making a garment inspect the sketch is reduce wastage of time , labour, time and money.

The purpose of inspection of sketching is to make a sound judgment on the disposition of a sketch, whether to accept it or reject it.

The principle involved in inspection is the early detection of defects, feedback of this information to the appropriate people, and determination of the cause, ultimately resulting in the correction of the problem. The main objective of inspection is the detection of the defects and non conformance's as early as possible in the manufacturing process so that time and money are not wasted later on in either correcting the defect or writing off defective garments.

Example how to inspect different type of garment during sketching

For Regular Polo Shirt

- The front polo has a deeper neckline than the back.
- The front armhole has a deeper curve than the back.
- The center front is longer than the back.
- Sides of the polo are of the same length.
- Chest measurement are of the same width.

For Long and Short Pants

- Waist of back pattern is wider than the front pants.
- Crotch of back pattern is deeper than the back.
- Crotch line of the back is wider than the front.
- Knee line is of the same level or length.
- Front and back pants length are of the same measurement.
- Bottom or hem of the back is wider than the front part.
- Dart is correctly located on the waistline.

5.2 Carry out Any changes or adjustments

As you expand your drawing experiences, you'll want to include more of yourself in your art. No, we don't mean that you should sketch your own face on your models! As you get more comfortable with pencil and paper, work on incorporating a technique or two that tells the viewer that this drawing was done by you, not one of the hundreds of other artists out there. The following sections give you some tips on putting your own stamp on your art.

Developing a signature style

The Great Masters of art have recognizable styles, and you need to have a distinctive style as well. You see the world with your own lenses and put your own spin on it — that uniqueness

needs to come through in your artwork! Look at other artists and take from them the things you love, but never try to imitate someone else's style

Keeping your work fresh and refining techniques

After you find ways to make your drawings your own, continue to practice and work on your skills. Be open to taking classes or experimenting with different styles. Even after you develop a drawing style, you can continue to improve or change up your work. Remember, improving doesn't mean your drawings aren't good the way they are — there's always room to develop your technique. Never stay satisfied with the status quo in your art, or your drawings will get stagnant as you draw things the same way every time. It's one thing to develop a signature look and quite another to draw predictable work.

5.3 Complete Documentation

Evaluation of Collection After completing the individual garment design, the next stage is the consideration of the range plan and evaluation of the design.

(A) Range Plan In addition to the decisions made on each individual garment, the balance of the range as a whole also needs to be considered. Fashion designers develop a whole range of related ideas to produce groups of garments that work not only as stand-alone outfits but also as a collection. A consistent approach to important factors such as colour, silhouette, fabric, pattern and proportion helps create this cohesion. Moreover, range planning involves the devising of the ratio of garments to be designed in any given collections such as a basic range may consists of two dresses, four pants, eight tops, three skirts, two blazers, four sweaters and two twin sets in four colour choices. Every collection needs to have colour and size breakdown of units so that customers can make right choices and be able to put together a combination of outfits. If more volume sales come from tops or blazers, then it makes sense to provide more of these in a given collection.

(B) Evaluate of the Design In many fashion companies, the development of each new season's collection is based upon the last season's sale figures. Often it is difficult for designers to evaluate what elements of the designs have been successful as the communication between the designers and the end users is blocked by the wholesales in the retail processes. A particular executive suiting may sell well in Central but not in Tuen Mun; it may sell 102

well in warm weather, only at certain time in the season in certain colours or in particular positions within the store. All these different factors should be taken into consideration when it comes to the evaluation of any designs and collections.

(C) **Promotion of the Range** The branding trend in recent years has become central to promoting and marketing fashion goods. The branding process requires the range to have a ‘name’. Producing a name requires some thought regarding the creative ideas of the range and how this can be interpreted into an evocative word or words. As designers, it is very important to stand apart from other brands and designers.

Self-check-5

Test-I True or False

Instruction: If the statement is correct say True and if not correct say False. You have given 1 Minute for each question. Each question carries 3 Points.

1. Developing a signature style is giving you some tips on putting your own stamp on your art or design?
2. Drawing style is continues process to improve or change up your work?

Test II: short Answer writing

Instruction: write short answer for the given question. You are provided 3 minute for each question and each point has 5 points.

1. What a fashion designers develop with related to idea of range plan?
2. What are branding and their trends?

Note: Satisfactory rating – above 60%

Unsatisfactory - below 60%

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You can ask your teacher for the copy of the correct answers

Operation sheet-5

Lap Test-5