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GRAPHIC DESIGN SOFTWARES FOR APPAREL DESIGN

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In today's rapidly changing world of fashion, process automation is successfully applied at every stage in sewing industry. A prerequisite for achieving the desired quality and productivity is the application of special computer graphic design softwares and CAD / CAM systems. In their activity, companies producing sewing products strive to keep up with fashion trends, making the use of software products a prerequisite for their existence. They use customized software at every stage of designing and making clothes.

For design and the pattern making of garments, sewing companies rely on world-renowned leaders in the development of specialized CAD systems such as Gerber Technology-Visio Fashion Studio, Lectra-Kaledo, Koppermann-TexDesign, Optitex.

Working with these special graphic design software products imposes certain requirements on the level of competences and intellectual abilities, skills and working habits of the staff employed in the sewing process [1]. The requirements for the level and quality of knowledge and special training of students preparing to enter the world of fashion and confection of clothing increased. This fact leads to the need to look for options to achieve a high level of knowledge and skills, with as little financial investment as possible. Since specialized software is very costly, it is also possible to use the graphic design products with a more general application, purchased at universities for other purposes.

ProPaint, ApparelCAD, CorelDraw, Photoshop Textile Plugin, and more can be applied to the education in artistic design of textiles and clothing. With our students in "Modeling, Technology and Management in Sewing Industry" and "Industrial Arts (Fashion)" of South-West University " we successfully use the TwistedBrush and CorelDraw graphic software products, with which we help labor-intensive work is minimized and allows to stimulate the designer's creative work and to enable him to unfold his fantasy to create beautiful, comfortable and functional garments. These graphic design softwares allow easy and fast modification of the created sketches and prototypes. Students develop many variants of sketches of different color combinations, combining distinct parts of clothing and accessories. This allows the visual perception to be explored in a combination of colors, materials, clothing elements, and accessories in a variety of human dimensional data. For example, with an appropriately chosen garment design, an illusion of normal body shape can be created for figures with deviations from the standard sizes.

TwistedBrush and CorelDraw allow designers to unleash their fantasy of colors and shapes. In addition to completing the image, they often complement the collection with appropriate acessories, the visualization of which is easy, using the capabilities of the programs and their tools. They are adapted to work with state-of-

the-art technological devices - drawing tablets, digitizers, etc., which gives them unlimited possibilities.

In the analysis of the developed variants the students study the form, the proportions, the symmetry / asymmetry, the silhouette lines, the shaping elements and the combination with the colors. By changing the color design, the elements, the geometric shape and the size of the shape are chosen to be the most suitable for the given structure. The goal is to create beautiful, expressive and comfortable clothing, tailored to the advantages and disadvantages of the human body.

Fig. 1. Visualization of the sketches, designed in Twisted Brush and CorelDraw

For the design and modeling of the sketches of fashion collections, the students of the two specialties have the opportunity to use specialized software products, including modules for: designing and modeling of clothing; marker making and printing of the pattern markers and the creation of technical documentation for the products. The first, made by Microdor Ltd., consists of two modules – Silhouette Designer (Apparel Design Software) and Silhouette Marker (computer system for marker making). The second is Assyst Bulmer.

The paper presents a combination of available software for artistic design of textiles and garments and it`s use in order to increase the efficiency of training and to facilitate the perception of the methods of design and modeling by visualization.

References

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