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Beyond the Sketch: The Core Process of Pattern Making

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Abstract:

This article describes the pattern making process very important for Apparel Industry. Pattern Making technologies are smooth the path of pliability in the areas of pattern making, marker making, grading, easily make designer garments, reduced waste of material and increased efficiency of fabric and also maintain quality and accuracy of the cutting department for garment manufacturing.

The garment industry mainly depends on pattern making techniques. Pattern making is an important step for the industry and plays a important role. An important factor of garments is fitting which depends on the correct pattern. This is one of the most specific tasks for the survival of the industry. Accurate pattern making helps saving time and money.

Keywords: *Fashion Industry, Basic Pattern Technique, Designer Garments, Fabric Efficiency.*

Introduction:

A pattern is the actual copy of different components of a garment that is made by cutting board or hard paper by using measurements which has taken from models or dress form after sketching on it. According to this pattern cloth is cut and then garment is made. For industrial production different patterns are made for different size and a marker is made with these different patterns for a large-scale production. Then many cloths are cut at a time and finally garments are made by large number of workers in garments industry. Pattern making is an individual art, where manipulating and shaping a flat piece of fabric to confirm to one or more curves of the human figure. Pattern making is a connection between design and production. A sketch can be turned into a garment via a pattern which interprets the design in the form of the garment components. Pattern is an original garments form on the paper or cardboard templates which other garments of a similar style are copied from which the parts of garments are traced on to fabric before cutting out and assembling, allowances are calculated at the time of cutting the final pattern.

Core Process in Pattern Making:

1. Sketching and Concept: Explain garment design. This is the initial creative process where the designer visualizes the final garment and sketches it on paper. A detailed fashion sketch is created, often including technical flats, which are simple, two-dimensional drawings of the garment showing the front and back and all design elements (all components), as well as the fitting, silhouette, types of fabric, texture, etc.

2. Taking Measurements: Accurate measurements are crucial for a perfect fit, whether for custom clothing or standard size charts. The size and measurements of different parts of the human body vary, so it's essential to take accurate measurements of all body parts. Measure key body parts such as height, bust, waist, hips, shoulder width, arm length, neck, etc. Correct measurements are very important for large-scale production and accuracy.

3. Calculations and Basic Block Drafting: Here, ease is calculated. Ease is the difference between body measurements and garment measurements, which provides comfort and style. Without ease, garments would not be comfortable or fit properly. Body Measurement + Ease Allowance = Drafting Measurement. To calculate the dimensions of the flat pattern pieces, use the body measurements along with the ease allowance.

4. Basic Block Drafting: This is the process of creating a basic block, which is a fundamental, fitted template of a basic garment shape (such as front and back bodice, skirt, and sleeve block) that has no style lines, seam allowances, or decorative details. Basic blocks are used to easily develop designer garments and serve as a reusable foundation for all designs. They include sufficient ease for body movement and comfort.

5. Basic Pattern Making: This process involves creating patterns for designer garments from basic blocks. These patterns are then modified to create specific garments according to the design. Several techniques are used to create designer patterns, such as dart manipulation (transferring darts from one place to another). There are two methods of dart manipulation: the slash and spread method (cutting and spreading the pattern to add fullness/flares), and the pivoting method. These methods are used to transform the basic sloper into the desired style. This includes transforming a basic bodice block with waist darts into a princess-seamed bodice, or a bodice with gathers or tucks.

6. Develop Designer Patterns: This process involves creating designer patterns from basic patterns, which contain the final design lines but are still in the "draft" stage for testing purposes. All style lines, design details (such as yokes, necklines, darts, princess line pleats, pocket placement, etc.), and any necessary adjustments for the fabric and trims are incorporated into this pattern.

7. Develop Production Patterns: This is a crucial process that creates the patterns for production. These patterns are used for cutting the fabric.The lines of the pattern pieces are smoothed and matched, and all necessary production information is added.

- Number of cut pieces: How many cut pieces should the garment have?
- Seam allowance: Added around all cut edges.
- Grain line: A long arrow is drawn on each piece to indicate how the pattern should be aligned with the warp or weft threads of the fabric for the correct drape.
- Notches: Small U and V-shaped cuts are made on the edges to ensure the pieces fit together correctly during assembly.
- Drill marks: For pocket placement, buttonholes, flaps, darts, and other internal markings.
- Garment type, folding marks, style number, etc.

8. Grading: Grading means adjusting according to size range. This is the final part of the production phase, creating the full range of sizes from the master pattern. Pattern grading is the process of proportionally increasing and decreasing the size of the production pattern to create all the necessary sizes (e.g., small, medium, large, extra-large, etc.). A complete set of patterns is created for all the components of the garment in all the required sizes in which the garment will be manufactured.

Three types of primary techniques used in pattern making for fashion and Apparel:-

1. Pattern Drafting:

This is a two-dimensional method of creating patterns from scratch on paper using precise body measurements, sizing systems, and geometric principles. Measurements and ease allowances are marked on the paper, and construction lines are drawn to create a basic pattern, often referred to as a sloper or basic block. This method is accomplished using pattern tools and measurements. It is very precise, systematic, and mathematical. It forms the basis for most basic and custom patterns.

2. Flat Pattern Making:

Flat pattern drafting technique allows designers to create new designs for changing fashion trends. Flat pattern is created from basic pattern. A garment has 5 basic patterns such as front basic pattern, back basic pattern, front basic skirt, back basic skirt, and basic sleeve. Flat pattern method can develop different styles and designs with the basic base. Basic pattern is the starting point for creating flat pattern. It is a straight pattern that fits the body with the right amount of ease and the right amount of space. A basic pattern is a structure of lines representing body measurements and is the first step in pattern making. In the working pattern, basic style lines and design features are marked.

3. Fashion Draping Technique:

Fashion draping is a creative pattern making technique in which muslin fabric is strategically draped onto a dress form or live model, to create a three-dimensional garment or design. Draping is done by manipulating the fabric by folding, tucking, pleating, and pinning it onto the form to achieve the desired shape and silhouette.

4. Digital Technique:

Digital technology, in today's era, this technology is being used more by designers. Digital technology started in 1970. To create a digital pattern, software has to be installed on the computer and creating a pattern using CAD is the easiest and most advanced method of all design techniques, with this technology the pattern is made very easily and quickly. Many new design entrepreneurs use computers to reduce some of the work required to develop a new style. Manual patterns are also used in the industry for digitization and production. The design of the pattern can also be changed, copied and saved. In this technology, grading and marker method processes are easily completed. Such as the correct pattern is ready for further work. Computers are useful for creating repetitive patterns. Some pattern makers make drafts on hard paper and then use a scanner to convert the pattern into a computerized format. Then they make changes to the pattern on the screen. The main technical features are 'pattern design system' and 'pattern generation system'. Pattern design systems speed up the pattern making process and they improve accuracy.

Types of Pattern Making Tools:-

1. Brown paper
2. Flexible Measurement Tape
3. Metal Rulers, L-Scale
4. French Curve and Shapers
5. Paper Scissors
6. Pencil, Eraser, Cutter

7. Tracing Wheel

8. Pearl Pins, Push Pins, ect.

Conclusion:

Ultimately, pattern making is the process where art meets engineering. It provides the structure that transforms a fashion sketch into a garment. It completes a fashionable design from a basic block. It is a very important process for the apparel and fashion industry.

Pattern making is a very important process for creating accurate samples. A sample cannot be made without a pattern. It always provides a clear idea about the resources required for the apparel industry. It helps to save fabric.

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