

# Sustainable Marker Making Practices

\*This is an individual assignment.

\*This activity has a sustainability aspect.

## Specifics:

### *Part One: CAD Marker Making in 3D*

1. In this activity, students will develop a marker using 3D software to visualize the process and analyze how patterns can be arranged to reduce material waste.
  1. Students will choose 2 of their designs that have the greatest number of pattern pieces and create a marker in CLO for each using as little fabric as possible (goal to get usage below 15%) and submit them in 1 PDF.

### *Part Two: Reading Responses*

2. After reviewing the assigned reading covering the marker making process, please answer the following questions:
  1. Define a marker, the marker making process, and two ways that markers are made.
  2. Describe marker efficiency and three factors that affect efficiency. What percentage of fabric utilization do different types of apparel manufacturers strive for?
  3. Compared to manual marker making, how do CAD programs such as CLO improve the marker making process? Identify two advantages and disadvantages of using CAD for marker making.

**Competencies:** 1) task management and completion, 2) critical decision making, 3) creative problem solving, 4) spatial visualization

## Activity Resources:

Marker Making Overview (PDF in Drive)

- <https://iiste.org/Journals/index.php/EJBM/article/view/30324>