

Visualizing Pattern Modifications Principles in 3D

*This is an individual assignment.

*This activity has a DEI and sustainability aspect.

Specifics:

Part One: Adding fullness and making pattern adjustments in 3D

1. Using CLO, students will execute and simulate various pattern modifications to understand how 3D technology can be used to improve the patternmaking and design process.
 1. Create 3 different designs using added fullness and submit 1 PDF of the screen shots
 2. Each design must be digitally sewn (front and back view)
 3. Show the flat patterns

Part Two: Activity Reflection

2. Answer the following questions reflecting on your experience using 3D technology for pattern modifications:
 - a. In your opinion, how can the ability to **rapidly** create, modify, and visualize pattern modifications with 3D software empower designers to make more inclusive design decisions (e.g., designing patterns for people living with disabilities, diverse body types, etc.)?
 - b. Compared to paper-based flat patternmaking, how do you think executing pattern adjustments in 3D software can improve sustainability during the pattern making process?

Competencies: 1) task management and completion, 2) creative problem solving, 3) spatial visualization