

(Textile Engineering Department)

Undergraduate

Course Title: Clothing Construction Lab

Prerequisite: Clothing Construction

Number of Credits: 1

Lecturer: Dr. Fateme Mousazadegan

Course Topics:

- Introduction to Gerber Technology software as one of the most important pattern processing CAD software- Introduction to software package details – AccuMark menus
 - Introduction to software's menus- view menu options-Pattern concept- point and line definition in the software-Adding point with different attributes- curve modification by point options-
 - Straight, curve, horizontal, vertical and perpendicular line drawing- modify line length, parallel lines, point attributes and its effect on final shape
 - Notch concept in pattern, various notch type and application, P- Notch table, adding notch into pattern, symmetric and asymmetric patterns, pattern flip according to different axes and its application, piece rotation, piece modification after these stages
 - Creating New piece- pattern extraction- Border drawing- pattern modification after extraction- button definition
 - Pattern splitting- measurement menu- adding seam allowance- grading- rule table- grading according to size table.
 - Copy Grade rule , grading adoption, Category concept
 - Pattern digitizing- converting digit file to piece- working with digitizer
 - Marker Making software, Bundle concept, manual and automatic marker making, marker tool Box
 - Marker Menus to optimize marker efficiency, attaching markers, piece and marker plotting and related tables
 - Introduction to Drop, Alteration definition, matching concept in stripe and check fabrics, matching table,
 - Tables for marker, Annotation table, Model table according to garment details, Block & Buffer concept, defining and application
 - Fabric spreading methods, Lay limit table, Order table, processing order table to make marker file
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Reading Resources:

- Gerber Technology Software User Manuals