WORKSHOP DESCRIPTIONS

MAKING PATTERN CHANGES ON THE COMPUTER- 6 hrs   **(max 5 people)**

Experience the ease and accuracy of making changes to any pattern with CAD. This workshop will teach the designer or pattern-maker how to digitize a paper pattern into the computer, and using state of the art industry software, show how pattern modifications can easily and quickly be accomplished for style variations. Attendees will use one of their own patterns and walk through the steps of making modifications to it. The completed pattern will then be printed out full scale.

In this hands-on workshop, participants should have a working knowledge of patterns, and sketches of the desired changes. Some areas to be covered:
- Changing seam allowances
- Making short sleeves into long sleeves
- Changing necklines
- Adding fullness or darts

UNDERSTANDING MARKER MAKING - 3 hrs   **(max 10 people)**

What happens when your marker is made? In this workshop we will uncover what the designer needs to know about markers. Since fabric is a huge part of your manufacturing costs, this workshop is intended to help the designer work with their production team to achieve greater efficiency in their markers while maintaining their design integrity.
- How your pattern shapes can affect fabric usage
- Tips to the arrangement of pattern pieces to increase yield
- What information does your marker maker need to make the best marker?
- How to make a costing marker
- Adding shrinkage to markers for garment washing or dyeing.

OVERVIEW OF THE USE OF CAD / CAM IN THE APPAREL INDUSTRY – 3 hours   **(max 10 people)**

This course will introduce designers to the role of CAD in Design and Product Development; the role of CAD in the production process; and how CAD / CAM functions in manufacturing. The course includes hands-on experience using the Gerber Pattern Design software.

BASIC PATTERN DEVELOPMENT WITH CAD – 8 hours   **(max 5 people)**

What the designer needs to know

Your designs can only be as good as the patterns they are made from. This course will introduce the designer to the basics of patternmaking on the computer, and what you need to know to work with a professional patternmaker. We will cover terminology, basic sloper development, pattern manipulation, production patterns, and more. (pre-req; basic computer skills)

ADVANCED COMPUTER PATTERNMAKING – 6 hours   **(max 5 people)**

In this course we will develop production patterns on the computer through 2 methods; from measurements determined from a sample, and using a sloper and sketch. (pre-req; The role of CAD/CAM, Basic Pattern Development with CAD)

PRODUCTION PATTERNMAKING AND INDUSTRY STANDARDS – 3 hours   (max 10 people)

A continuation of the Advanced Computer Patternmaking course. We will create a production ready pattern with a discussion on the principles of drills, seam allowances, proper notching, and pattern annotation. The student will complete the course with a production pattern ready for grading.

GRADING YOUR PATTERNS ON THE COMPUTER – 12 hours   (max 10 people)

The basics of grading patterns on the computer; including developing rule tables, how to identify correctly graded patterns, and how to manipulate grading for specific styles. (pre-req; Developing Your Size Specifications)

MARKER MAKING ON THE COMPUTER - 3 hours   (max 10 people)

Did you know that a poorly made marker can drastically eat into your profit margins? This course will show the designer how to create markers that are efficient and cost effective. We will cover how the marker maker needs to work with cutting, and automatic cutting systems will be explored. After this course, designers will be able to analyze product design understanding fabric utilization.