

Thanks to CLO3D Software is possible to digitalise entire collections for many purposes, from designing to product reference for production, from presentations inside the company to animation and advertising.

It's also very useful when talking about MTM or MTO services to give a clear representation of the final garment to customers that usually can't visualise what they're buying with only a design drawing and small swatches of fabric.

Depending on the different needs of companies 3D implementation can be done in several ways and using different software, each of them with their own characteristics.

In any case this process of digitalisation can be divided into 5 main steps:

- Base models developing
- Picture acquisition
- Texture developing
- Texture combining
- Rendering

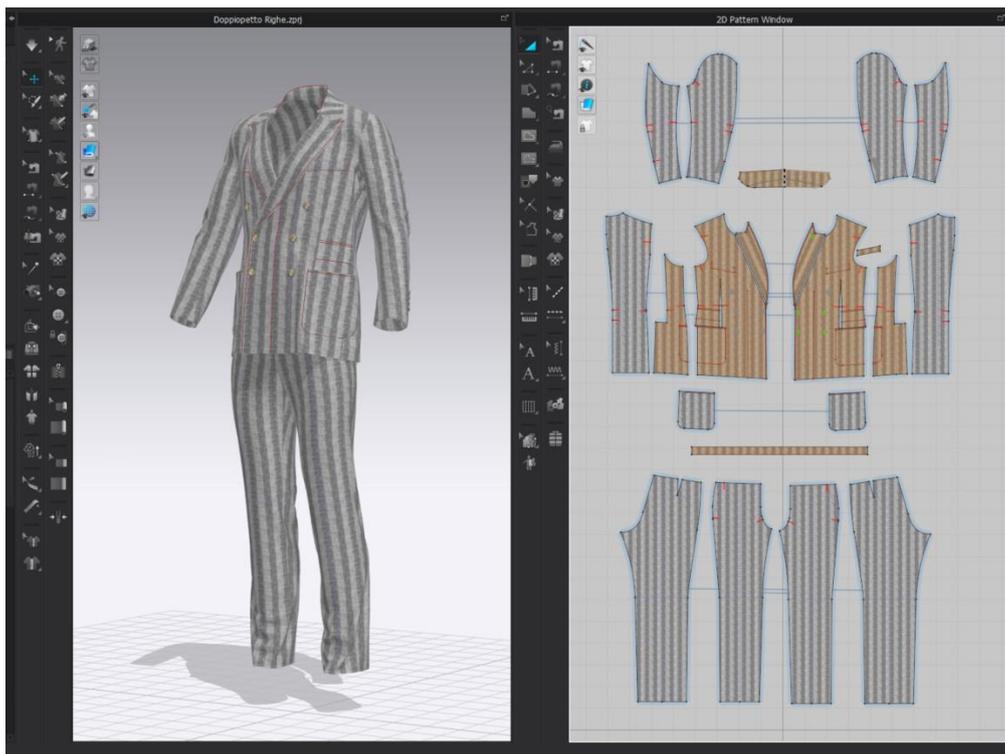
BASE MODELS DEVELOPING

Is important to define the basic garments composing the collection to develop all the basic models.

In this phase the pattern of the garment must be created accordingly with the specifications given from the design department.

Alternatively, is possible to ask DXF files to the patternmaking department and import them inside CLO3D.

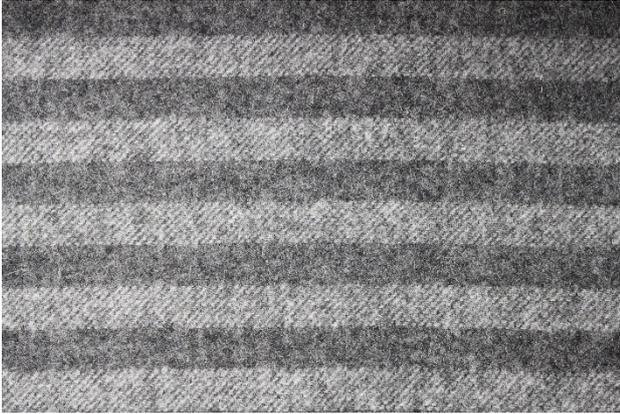
In any case a knowledge of patternmaking is required to develop and virtually sewing all the parts of the garment.



PICTURE ACQUISITION

In order to represent garments with the right accuracy, it is necessary to take pictures of the fabric, graphics if visible and every detail needed to give realism to the virtual representation (e.g., Buttons).

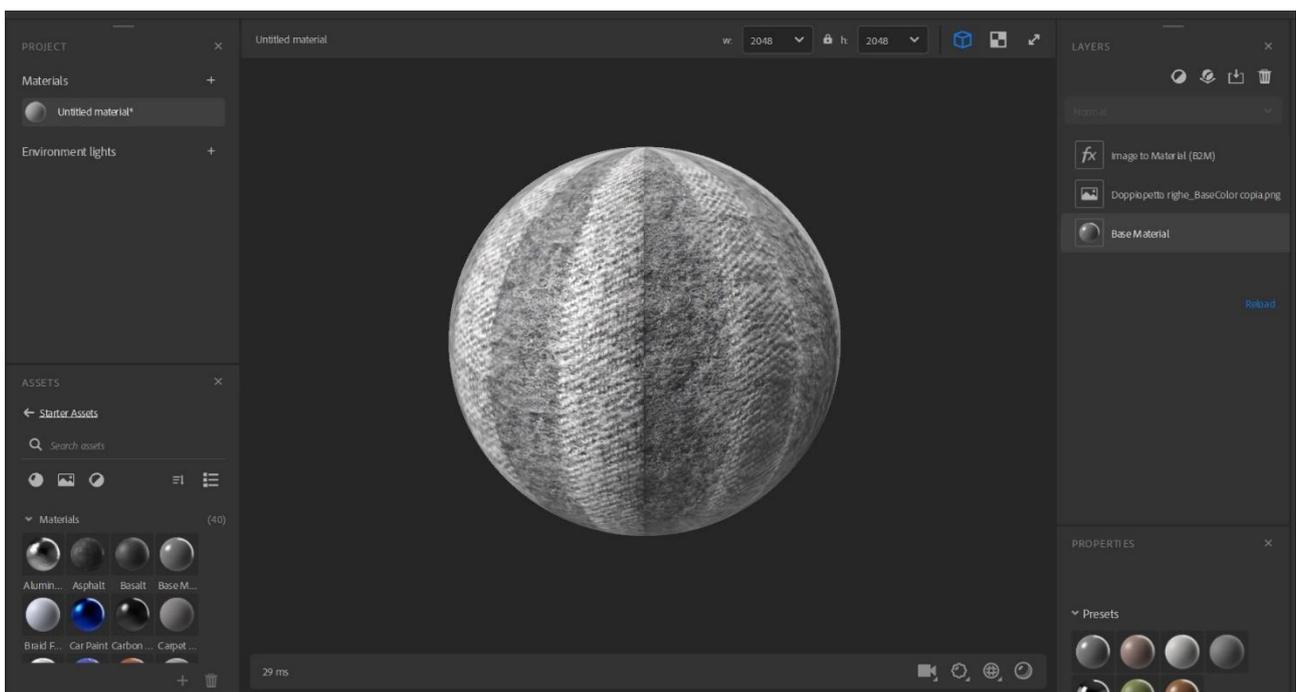
It's important to take pictures with the correct light conditions, possibly with a professional camera, and on a flat surface.



TEXTURE DEVELOPING

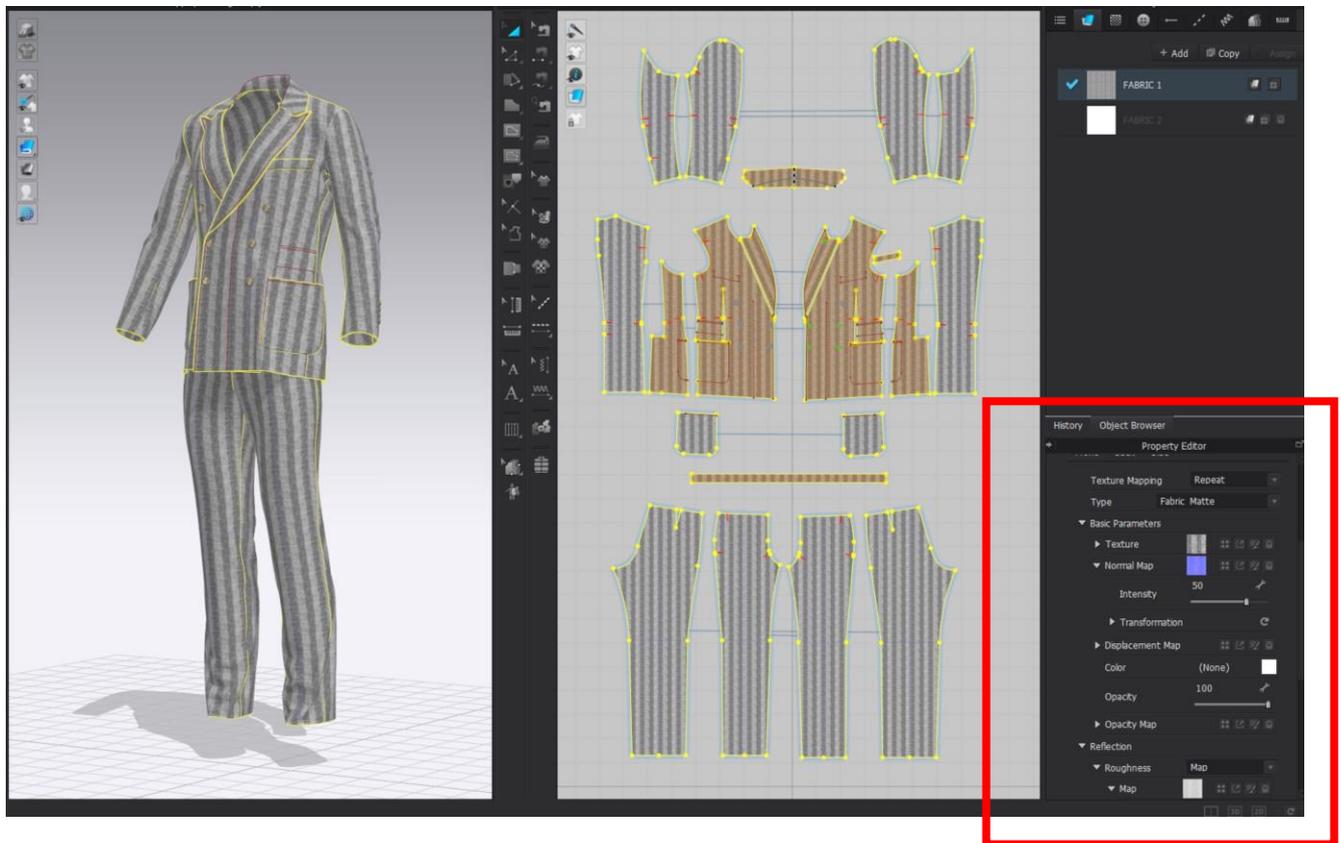
This picture must be processed to remove imperfection and create the right sample that can be tiled to reach the same effect of the real fabric.

Then comes creating all the maps needed and this can be done manually, simply using Adobe Photoshop, or with more dedicated software.



TEXTURE COMBINING

Once developed all the single maps, it's possible to import them in CLO3D and assign them to the virtual fabric of the garment



RENDERING

After all the settings are done, it's possible to proceed with the final render.

Here is important to choose the right pose, camera angle and lights setting to maximise the result of the rendering.

It's also possible to export the garment as 3D object and make the rendering in more dedicated software to rise the quality of the picture or animation.

The time needed to render depends on the computer's hardware and may be slow compared to all the other steps.

To save time it's possible to rent virtual machines located on servers of companies delivering this type of services (render farms) to speed up the process.

The cost of this services varies depending on the needs of the project.

CONSIDERATION

Depending on the result you want to obtain and your needs CLO3D can be very useful and used in many ways to reach the desired effect.

CLO3D can speed up the process of many phases of the production and it's a powerful software to make material for presentation and advertising.

Companies are investing more and more developing their digital department due to the high versatility of this software and the possibility to connect with new market based on the WEB3 infrastructure.

With a mid/high-level knowledge about 3D is possible to set up entire virtual spaces useful to showcase their products and get in touch with new types of costumers.