

4.2

Sketching and product rendering

Objectives

- Be able to explain and use sketching
- Be able to use rendering to enhance product sketches
- Be able to produce simple fashion drawings

Key terms

Sketching: producing a visual image of an idea by hand.

Scale: where the size of the design is in proportion to the size of the finished item.

Annotations: labels added to a drawing that explain its features and help others understand the ideas.

Fashion drawing: a sketch of a figure featuring a fashion garment.

Rendering: applying colour or texture to a sketch or drawing.

Shading: creating different tones on a sketch or drawing.

Activity

- 1 A sports company want to design a new range of sports bags for different sporting activities. Produce a series of quick design sketches. Label all the important features of your ideas.

What is sketching?

Sketching is a freehand drawing technique. Sketches do not have to be produced to **scale**. They can be two dimensional (2-D) or three dimensional (3-D). 3-D sketches are often used to show the whole design, with 2-D sketches used to show close-up views of details on the design.

The main aims of sketching are to see what your ideas look like and to share them with other people. Sketches are often used to get your first ideas down on paper. This is sometimes known as capturing ideas or producing concept drawings.

The only equipment needed for freehand sketching is a pencil or pen and paper. The sketch should be produced quickly and lightly. However, this doesn't mean that it is rushed or unclear. If you go wrong, you can either draw over the error or rub it out later.

Sketches should have lots of labels (known as annotations).

Annotations explain your thinking and help other people to understand your ideas. You might include comments about:

- how the idea compares to your specification
- any design features that are the result of trends or fashion
- how it could be made
- what it could be made from.



A Examples of sketches: ideas for a T-shirt designed for the Tate Gallery shop

Fashion drawing

Fashion drawing is not difficult if you know how to do it. The key is to keep your models simple and add the detail and rendering in the products or garments, as in Figure C. You can trace a simple figure from a picture, then develop the image to create your own fashion drawing. As you become more confident you could add more detail to your figures, or try a side and back view too.

How to produce a fashion drawing

- 1 Trace the model or figure that you want on to layout or tracing paper using a pen or pencil.
- 2 Place another piece of layout or tracing paper over the top and draw the garment you want in detail, using thick and thin lines. Layout paper will need light behind it so you can see through it better, so use a light box or window to lean on.
- 3 You can use the same model several times to create more design ideas.
- 4 Once you are happy with your design, take another piece of layout paper and trace the whole figure and the product together, using a fine liner pen.
- 5 Now you can render your fashion drawing to make it look more realistic.

What is rendering?

Rendering means adding colour or texture to a picture. The aim of rendering is to make the drawing or sketch look more realistic, so you can see what it would look like if it was made into a finished product. Two easy-to-use forms of rendering are thick and thin lines, and shading.

A good tip for **shading** is to have two similar colours, such as red and orange, and to use the orange for light areas and to add red for the shaded dark areas.

Activities

- 2 Using the steps provided in 'How to produce a fashion drawing', create a fashion drawing featuring a garment of your choice.
- 3 Trace off a copy of your fashion drawing and render the garment to make it look more realistic.



B Example of a fashion drawing before rendering



C Example of a rendered fashion drawing

Summary

- Sketches are used to see what your ideas look like and to share them with people. Important features should be annotated.
- Rendering means adding colour or texture to make a sketch look more realistic.
- Fashion drawings illustrate the features of a garment. They can show front, side and back views.

8.4

Shaping techniques and pockets

Objectives

- Be able to explain the terms 'shaping techniques' and 'pockets' and give examples
- Be able to compare different shaping techniques and pockets and identify when and where these techniques might be used



A This dart shapes the bust area of a ladies' shirt



B Knife pleats are folded so that all the edges face in one direction

Key terms

Shaping techniques: darts, pleats and gathers change a flat 2-D shape to a 3-D shape.

Shaping techniques and **pockets** usually have a job to do, so they are known as construction techniques. When you choose these techniques think about the following questions.

- Who will use the product?
- What will it be used for?
- Where will the technique be used on the product?
- What do you want the technique to do?
- What fabrics are being used?
- What equipment and machinery is available?

Types of shaping techniques

Shaping techniques are used to change a flat 2-D fabric into a 3-D shape. There are different types, depending on the finished result you want to achieve.

Darts

A dart is a triangular fold in fabric that allows you to shape something permanently. They are often used to give shape around the bust, waist and hips but can be used anywhere you want a curved 3-D shape. A dart can have a single point, for example, a bust dart. It can also have two points, which is known as a double-ended dart, for example, to shape dresses around the waist and hips.

Tucks and pleats

Tucks and pleats are folds in fabric that are held down with machine stitches along the top edge. Pleats can add shaping to products and allow for movement because of the extra fabric. There are lots of different types of pleats, for example, knife pleats, box pleats and inverted pleats.

Gathers

Gathers are made up of lots of tiny pleats sewn into a seam. They give extra fullness, for example, around a waistline, or at the top of curtains. Elastic can also be used to gather up a section of fabric.

Smocking

Smocking is a way of changing the shape of fabric decoratively. Gathers are used to pull the fabric into folds. These are then held in place with hand or machine embroidery stitches. Smocking is often used on children's dresses.

Types of pockets

Pockets are functional as they are used to carry things. They can also be decorative, especially when they are made into a feature rather than being hidden away. Pockets can also have flaps, which adds to the decorative effect and makes them more secure.

Patch pocket

A patch pocket is made of a piece of fabric that is topstitched on to the surface of a product. Patch pockets are often found on the back of jeans.

Welt pocket

A welt pocket has the pocket opening strengthened by a welt. This is a band of fabric that sits across the top of the pocket. The pocket itself is invisible and sits inside the product. It can be used on jackets and trousers.

In-seam pocket

This pocket is sewn into the seam of a product, which means it is invisible. The pocket bag sits inside the product. It is often used on the sides of skirts, trousers and jackets.

Hip pocket

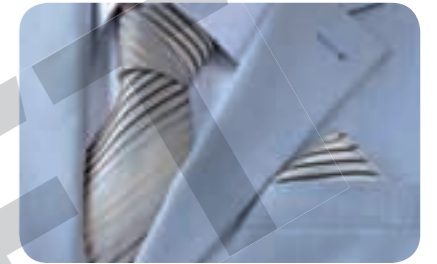
A hip pocket sits on the hips and has a curved top edge. It is often found on skirts and trousers.



E This pocket is both functional and decorative. It has a flap with a fastening, and this makes it more secure. It also has an inverted pleat down the centre, making it more 3-D, so it will carry more.



C Patch pockets are very popular on the back of jeans



D Welt pockets are often found on suit jackets



F This fun pocket is hidden away inside the hat design. It is fastened with a zip and is being used as a selling feature to appeal to the buyer.

Activities

- 1 What shaping technique would you recommend for the following products? Give reasons for your answers.
 - Adding fullness to the waistline of a man's pair of trousers
 - Shaping a blouse to fit closely around the bust
- 2 Pockets can be both functional and decorative. Look at Figures E and F to see two examples of this. Look at a range of pockets you and your friends are wearing, and identify whether they are decorative, functional or both.
- 3 Design a jacket that has at least two different styles of pocket as part of the design. Explain the purpose of each pocket.

Summary

- Shaping techniques are used to make a flat fabric have a 3-D shape.
- Pockets can be both functional and decorative.
- When choosing these techniques think about who the user is, what the product and fabric are, and where the technique is used.

8.8

Decorating fabrics 1 Appliqué

Objectives

- Be able to describe different types of appliqué
- Be able to identify useful tips and quality control points when carrying out appliqué

Key terms

Appliqué: stitching one piece of fabric on to another using hand or machine stitches.

Interfacing: often used under appliqué designs to strengthen them and stop shapes from stretching.

Reverse appliqué: layers of fabric are stitched together and the top layer is cut away to reveal the layers underneath.

Appliqué is where fabric is sewn on to another piece of fabric using hand or machine stitches. It is mainly used to add decoration and colour but can also have a function, for example, to strengthen or repair the knee area on children's trousers.

Things to think about when doing appliqué

- Choose fabrics that will behave in a similar way when used, washed and ironed. This means the appliqué will last a long time.
- The design and choice of appliqué must be suitable for the user, the product and the position it will be used in.
- Think about the finished effect that is required, for example, is it decorative or functional (such as strengthening or repairing an area)?
- **Interfacing** can be used under appliqué shapes to make them firmer and to help stop them from fraying. It can also be used under the background fabric to prevent it from stretching. Wadding can also be used under each shape to make the appliqué stand out.

Types of appliqué

Machine appliqué

Machine appliqué is the most common type as it is quick and easy to do. A close zigzag stitch is often used to do this type of appliqué.

Hand appliqué

Sewing appliqué by hand is time consuming, and stitching must be neat. Stitches are used that will seal the edges and stop them from fraying, for example, blanket stitch or satin stitch.



A This appliqué has been machined with a close zigzag stitch to hold it in place. Wadding has also been put underneath to give a slight padded effect.



B This traditional Peruvian hand appliqué uses blanket stitch to hold down the appliqué shapes

Reverse appliqué

Reverse appliqué is done the opposite way round to traditional appliqué. Instead of layers of fabric being built up on a background fabric, the layers of fabric are stitched and the top layer is cut away to reveal the fabric beneath.



C The top layer of red fabric has been cut away to reveal the camouflage fabric underneath. The skier design is done using ordinary appliqué and sits on top of all the other fabrics. Decorative embroidery stitches have also been used on the design.

Case study

Drawstring bag

This bag shows different types of appliqué. The centre of the flower is done using traditional machine appliqué techniques with a tight zigzag stitch. The outer rim of the flower is done in the same way but the edges have been left to fray for a decorative effect. Fabric and braid has also been appliquéd around the top of the bag using a lock stitch.

The appliqué techniques used on this bag are for decorative purposes. What construction techniques can you also see on this bag?



D This bag shows several types of appliqué

Activities

- 1 Design a product that uses appliqué to add decoration and colour to the item. Say who the product is for and name the type of appliqué you have used. Make sure it is clear on your design where the appliqué will be on your product.
- 2 Use notes and diagrams to explain how the appliqué you have designed would be manufactured. Include quality control points and useful tips as part of your answer.

Summary

- Appliqué is sewing one fabric on to another using hand or machine stitches.
- It adds decoration and colour and can be functional, for example, strengthening or repairing an area.
- Reverse appliqué is where the top layer is cut away to reveal layers underneath.
- Fabrics should behave in the same way as each other when washed and used.