

3D Fashion Design: Technique, Design and Visualization

Thomas Makryniotis

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With digital technologies, anyone with a basic knowledge of both fashion design and computing can create 3D images still and animated that realistically capture how fabrics will look and clothing will fit. Packed with tutorials and step-by-step instructions, this guide explores the far-reaching capabilities of 3D fashion software. It begins with the principles of working in three directions, and moves on to creating the mannequin avatar, garments, accessories, and textures. Case studies and the various software programs are covered in detail.

About the Author Thomas Makryniotis is the course leader for Innovative Media Practice at London College of Fashion, which has both theoretical and practical units that examine the future of fashion and the surrounding technologies. Born in Greece, he moved to London where he studied fashion design, and he now holds an MA and a PhD in Fashion in Digital Virtual Environments.