

Use of Compositional Categories in the Creation of Modern Sketches

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ABSTRACT

This article is about what styles and compositional solutions, categories to use when creating a dress design. The goal is to create unusual styles using different directions when creating sketches of clothes.

KEYWORDS: *Clothing design, modern dimensional typology of population, triangulation methods, appropriate scanner.*

Introduction

Clothing design is a device, the main characteristics of which are the silhouette, the cut, the interposition of parts, their constructive structure, the type of sewing and the combination of materials. The main basis of clothing design is the rational design of its main parts, which are formed every 3-4 years, taking into account the modern dimensional typology of the population and the optimal allowances. There are different ways to build any structure, they are divided into 2 classes according to the nature of the initial data [1,2].

The first-class methods are based on discrete measurements of typical figures, additions, information on the typical division of parts, and the method of their formation. Class 1 or approximate construction methods include puppet, computational, and graphic design methods.

The second class of methods (engineering) is based on the direct measurement of the shell and unwrapped surface of a garment standard and is more accurate. These include triangulation methods, cutting planes, geodetic lines, auxiliary drop lines, opening clothing pieces from sample patterns, and more.

The process of drawing drawings of clothing details using first-class methods can be divided into three stages: When constructing a base drawing, the initial data for the calculations are the dimensional characteristics of the typical figures selected depending on the silhouette, the cut of the manufactured product, the type of material used, and the values of constructive additions to them [2,3,4].

The main part

The main difference between the design methods is the use of initial data, which differs in quantity and detection methods, as well as the sequence of construction of the base frame and the availability of the initial account. The creation of the model and the scanning of its details in accordance with the artistic purpose is carried out by prototyping the product in human form or on a mannequin [3-6]. The experimental method of modelling makes it possible to take full account of the anthropomorphic features of the human figure and the natural ability of tissues to shape; does not require any accounts; allows you to implement a visual volume prototype of almost any model, regardless of complexity. Despite the simplicity and availability of this method, its use requires good artistic taste and great

professional skills.

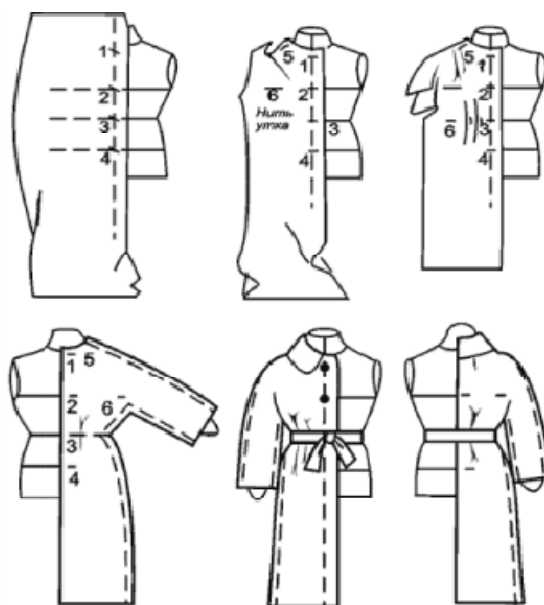


Figure 1. Computational and graphical methods.

The accuracy of cleaning clothing parts is not high enough; this method is laborious and requires numerous adjustments in the process of creating clothing. The puppet method is used in the production, modelling and design of theatrical costumes. Women's clothing, where details, darts and intricately shaped curtains can appear, in the design of garments for clothing with abnormal deviations, in the design of corset products (Fig. 1).

History of the emergence of design methods. In 1800, a London cutter developed a cutting system called Michelle Drittel. The author divided half of the chest into three equal parts ($1/3$ for the width of the back, armpits, and front). This was the first "grid" for graphic constructions of clothing design. Divide the original image into cells with the same side, and you can increase or decrease this drawing proportionally as you wish. Based on this method, a new cutting system - a cellular system - will be created in the future. In this system, the rectangles are additionally divided into 6 sections, with 18 small cells and 2 large cells below [7-11]. This made it possible to correct the shape of the cut details to size.

A distinctive feature of the Müller and Son technique is that the drawing depicts the location of the back and front. This technique uses the values of full lines and widths. The principle of spherical trigonometry was used to measure the shape, and the construction of sweeping drawings using arc serifs on three sides of the triangles was carried out [12-16]. The tops of the triangles were the knot points of the building details, and the sides were the measurements of the human figure. Both versions of the trigonometric system have a large number of measurements, especially arc measurements. The most famous in Russia is the coordinate system of the Levitanus brothers and the Langridge system. These systems involved drawing diagrams on individual points found through geometric construction in a rectangular coordinate system. The development of mass production of clothing required new approaches to design. It became impossible to get measurements from the buyer. The measurements of a given figure were replaced by calculations based on the leading dimensional features - the proportions of the chest and height (see figure below). This led to the emergence and formation of varieties of coordinate systems: computational-measuring and proportional-computational systems. They were based on the idea that the appearance of people of the same size and height could be conditionally accepted without a significant physical difference,

and were largely the same. The proportional calculation method had many varieties and produced the same as the previous cutting systems [15-19]. The improvement was in the direction of studying and taking into account the structure of the human body, finding the correct division of product parts and units, and introducing new additional projection dimensions. This method was used for many years until materials were collected on mass anthropological measurements, which proved convincingly that there was no proportionality in human size. Since 1959, TsNIISHP has been working to create a single methodology for the design of men's, women's and children's clothing (MWCC). MWCC is based on the method of calculation and analysis, according to which construction drawings are constructed using geometric shear of the flattened contour of the human figure, and its free installation and decorative design (Fig. 2).

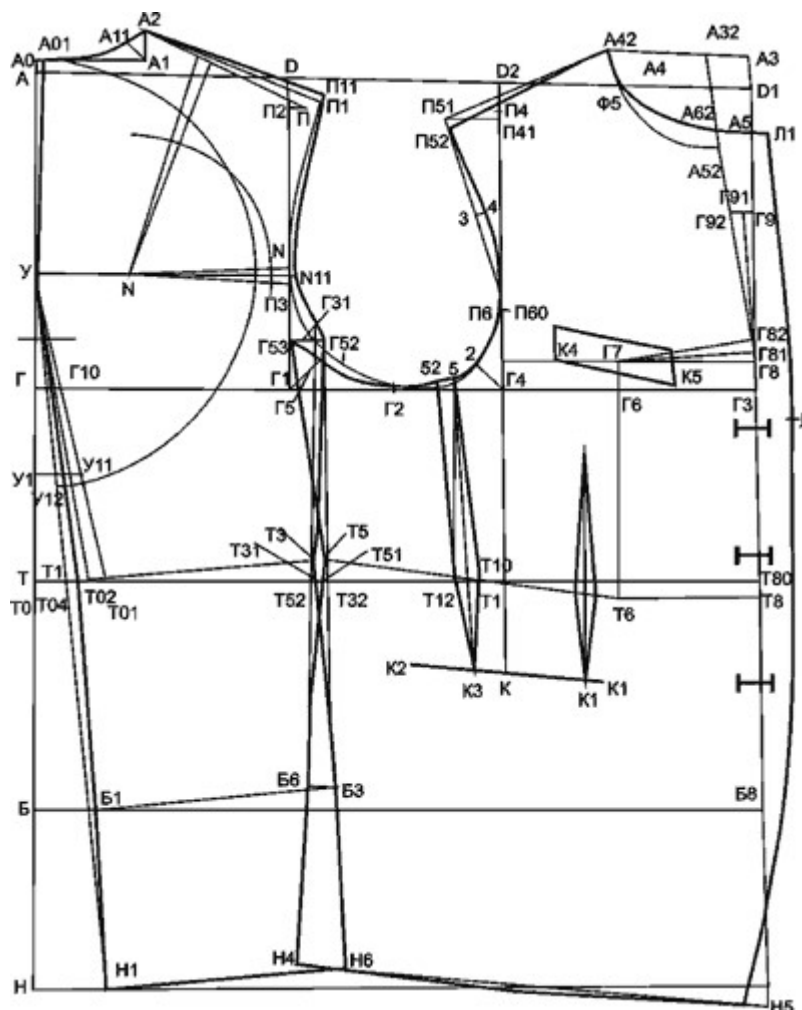


Figure 2. Disadvantages of this technique include the following.

- the inconvenience of graphic structures and calculation formulas;
- lack of clarity in the construction of the base;
- explanations are required during the preparation of prototypes;
- Difficulty in step-by-step selection for CO.

Modern methods of clothing design. The overall goal of clothing design is to create a voluminous shell that covers the human body, which provides a series of works:

- Gather information on the structure of the dimensional characteristics of figures and give them additional (permission);
- Production of patterns for product details;
- Cutting materials according to the pattern, sewing products and installation on the picture (typical construction mannequin);
- identify patterns based on the results of product testing in the drawing and draw the design basis;
- Development of basic structural drawing.

The starting points for the development of a base drawing are the model, the dimensional characteristics of human figures, as well as the permissions (growth) for measuring figures. When designing the structure, the volumetric shape of the models should be opened in the plane. This is done by dividing the model along the main lines of the structure.

The construction is then obtained by opening the material in a plane. This construction method is called puppetry. It can also be done based on placing the model on the model plane (puppet), i.e. Parts mounted on a figure (mannequin) made of lightweight inexpensive materials. The use of this method is limited to individual designs only by original methods. In addition to rough design, computational and computational-analytical design methods can be used [17-20]. The essence of the calculation method is to use formulas to pre-calculate the parts and then draw them. The most common is the computational and analytical method, which is the basis for a single garment design technique developed by a central experimental and technical sewing laboratory.

The method is scientifically based, based on data from anthropometric studies. In this case, all the components are determined by calculation. The method is based on the unity of the principle of creating a constructive structure of men's, women's and children's clothing EMKO and includes two stages of creating a design drawing:

- construction of the foundation of the structure;
- Build a product detail drawing based on the design.

Represents the main construction line (measurement grid). The average size of the system, which reflects the horizontal and vertical lines, is the growth and completeness of a typical figure. Thus, the usual figure for men is 176-100-88, i.e. height 176 cm, size 100 cm and fullness (waist circumference) - 88 cm.

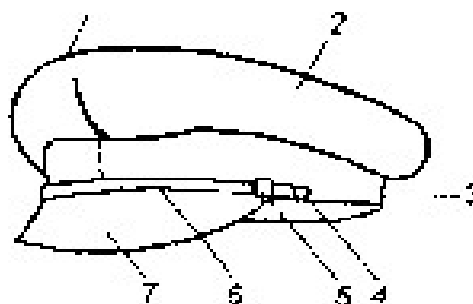


Figure 3. Hat details:

1 - traps; 2 - quarter; 3 - tape; 4 - button; 5 - belt paste; 6 - tape; 7 - visor;

EMCO rules. in this case, the allowances (benefits) are taken into account at the same time. They can be divided into three groups:

1) .benefits that provide free movement, breathing, minimizing the pressure of clothing on the human

body;

2) constructive and decorative - providing a certain silhouette and volumetric-spatial form, which provides for the artistic design of the model;

3) technical - for seams and folds, the thickness of the main and auxiliary materials.

Drawings of product parts are the basis of original product templates that serve as a standard. Based on them, a set of patterns for the dimensions, heights and elevations provided for the model is created using the proportional growth or contraction method. Computer-aided design (CAD) systems are being used and improved, which allow not only the construction of parts (patterns) drawings but also their reproduction to other dimensions, growth, completeness. The final element of the design is the development and reproduction of the data table.

Conclusion

The language of fashion sometimes, of course, needs to be translated. This requirement applies equally to the things and events that fashion once loved or recently brought to life and made famous. The terms are always in need of clarification, as the old ones are often forgotten and the new ones are still incomprehensible. The vocabulary of fashion language is wide and constantly evolving. But it also contains a lot of basic and original terms, common names and concepts. Everyone who works in the field of modern clothing design and modelling often comes across the words "clothes", "costume", "fashion", "style" and so on. Let's focus on the main meaning of these polysemous words.

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