

INSTITUTE OF DESIGNING & FASHION TECHNOLOGY



"Learn, Explore, Create"



ABOUT THE PROGRAM

In this Diploma program, you learn to use the industry-standard fashion design software Clo3D for design development and presentation. This software eliminates the need for a traditional sewing studio and reduces consumption of materials

Your study of Clo3D enables you to create virtual 3D samples using best practices and workflow, providing you with basic knowledge of patternmaking and digital pattern files. You learn how to instantly modify patterns, fit, and fabrication, with the ability to view changes in colors, prints, and graphics. Finally, you create a presentation-ready 3D environmental space with high-quality rendered images and animations.

We offer 6 Months & 1 Year program



Session 1:

- Introduction of the software.
- Window explanation (Library, History, assets, simulation, Modular configurator, Object Browser, property Editor) 2D & 3D workspace & Settings.
- Avatar properties
- (Customize avatar, hair, poses, size variations, shoes, texture).
- Hangers, zoom options, navigation.
- Gizmo, camera options, custom view.
- Default garment saving onto the library.
- Update software.
- · Play motion



WHAT WILL YOU WILL LEARN IN THIS COURSE:

Session 2:

- · Convert avatar to mannequin.
- Customize avatar sizes as per customer needs.
- · Mesh, Fit map.
- · Basic make-up.
- Making of Basic bodice and gathered skirt.
- Transform graphics, edit texture 2d, edit texture 3d
- · Sewing.
- · Free sewing
- · Alteration.
- · Stimulation.
- · Zipper.
- · Grading
- · Top Stitching
- · Button
- · Save project.

WHAT WILL YOU WILL LEARN IN THIS COURSE:

Session 3:

- · Basic Skirt.
- Flared skirt with pivotal method.
- · Circular skirt with waist band.
- · Fabric & Print application.

Session 4:

- · Yoke top with gathers.
- · Pleated skirt.
- · Layering.
- · Paneling, merging.
- Elastic application.
- · Ruffles.



WHAT WILL YOU WILL LEARN IN THIS COURSE:

Session 5:

- · Basic sleeve.
- · Bell sleeve, slit application.
- · Bishop sleeve.
- · Puff sleeve (Slash and spread method).
- · Leg-of-mutton sleeve.
- Basic Animation (adding motion, stage setup, adding background image, settings, recording).
- · Images for 3D window.
- Saving Image from 3D window with background. All the above session will have examples of different garments and the application learnt in each session.
- Saving Garments
- Saving pattern



PROGRAM HIGHLIGHTS

Who Should Enroll

- Anyone interested in creating virtual 3D fashion or soft-goods samples
- Independent designers and patternmakers
- Fashion professionals seeking to advance their practice
- Students and professionals considering moving into a fashion career

What You'll Gain

- Virtual 3D garment/soft-goods building and design skills
- The terminology needed for communication between designers, patternmakers, and factories

PROGRAM HIGHLIGHTS

- The ability to create virtual 3D environments and objects
- The skills needed to develop and style personalized avatars
- The ability to execute animated videos and rendered images

How You'll Learn

- Engaging video lectures and interviews
- Direct interaction with faculty at the top of their fields
- Project-based learning focused on developing real-world skills and portfolio assets



CONTACT US

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