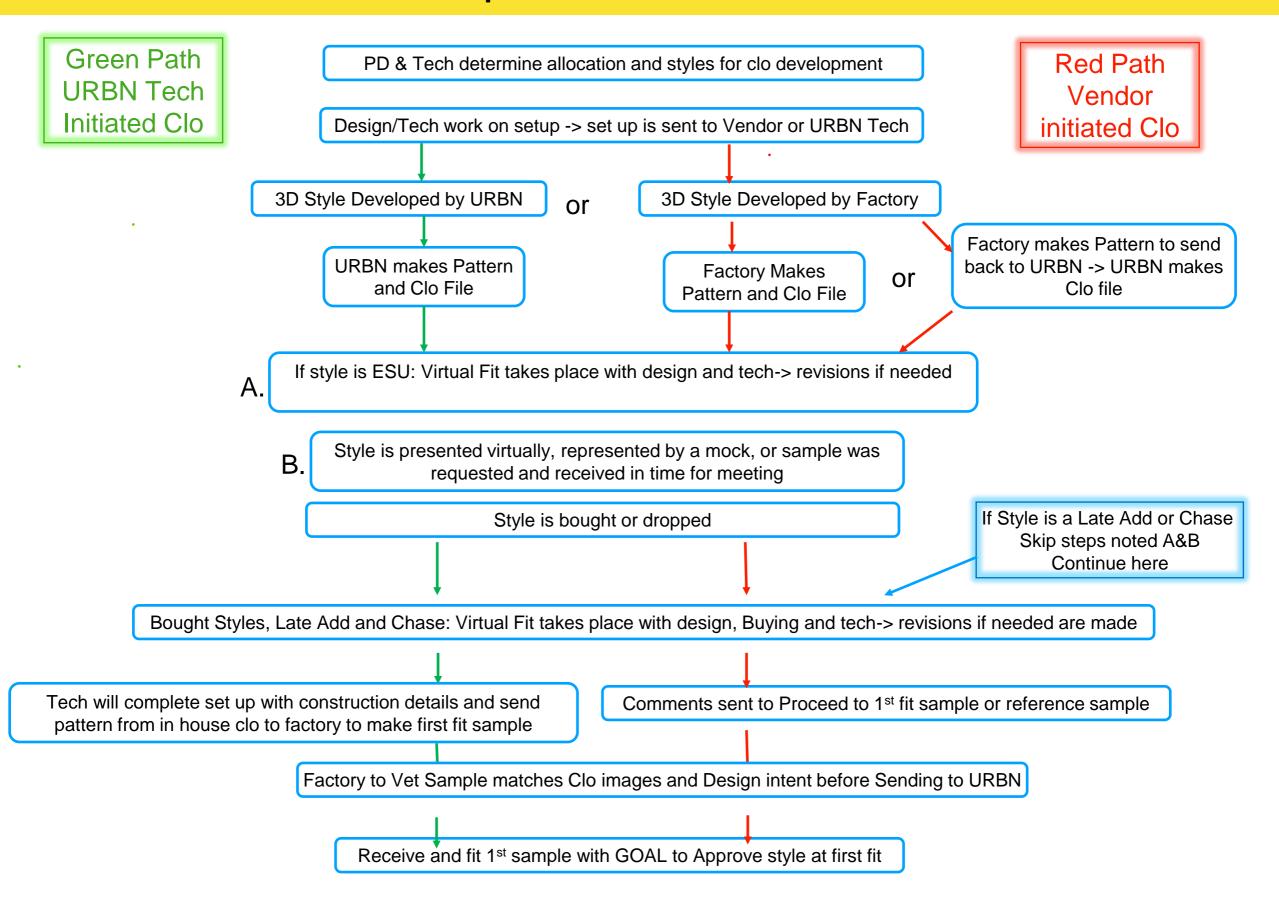


# Vendor Clo3D Process

URBN - Production & Sourcing Dept. May 2022

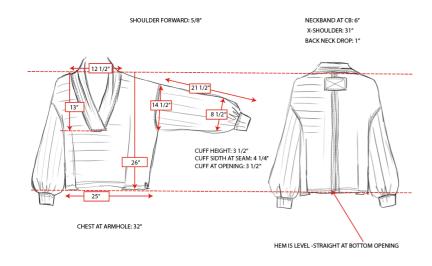
## 3D Development Process Overview



# Factory to develop Clo File Set Up to Vendor will Include:

## SKETCH, IMAGE OF MOCK, AND/OR INSPIRATION TEAR

SPEC/MEASUREMENT PAGE -> find on set up page in trade stone or if not there on POM page



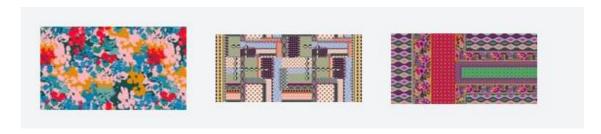
### **FABRIC ZFAB FILE**

-> find fabric info in trade stone -> find zfab file in Brand fabric room in clo-set

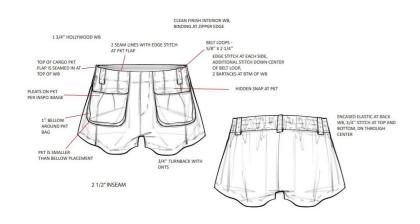
\*\*if not available call out a sub is used



PRINT FILE -> Print Team should send as TIFF or JPEG



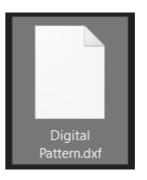
CONSTRUCTION/DETAIL PAGE -> find on set up page in trade stone



TRIM INFO -> find on BOM page in trade stone

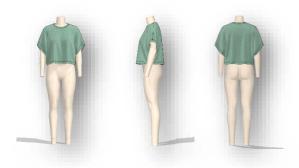
DXF PATTERN FILE IF BLOCK OR STARTER PATTERN IS SUGGESTED

-> find in pattern tab in trade stone



### URBN In-house developed Clo Set Up to Factory will Include

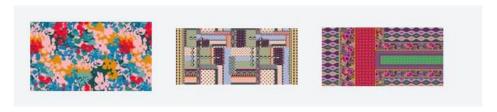
#### FRONT/SIDE/BACK IMAGES OF STYLE



### CONSTRUCTION PAGE -> find on set up page in trade stone

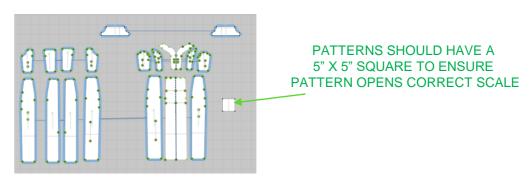


### PRINT FILE -> Print Team will send as TIFF or JPEG



TRIM INFO -> find on BOM page in trade stone

### SCREEN SHOT OF PATTERN PIECES FOR VISUAL CHECK TO ENSURE PATTERN OPENS PROPERLY AND THAT ALL PIECES ARE RECEIVED



### DXF PATTERN FILE FOR IN- HOULSE DEVELOPED CLO

-> find in pattern tab in trade stone



### BASIC PATTERN MEASURMENTS

TO ENSURE PATTERN OPENS PROPER SIZE/SCALE

\*\*\*\*URBN SENDS FACTORY PATTERN WITH NO SEAM ALLOWANCE AND NO SHRINKAGE SO IT SHOULD REFLECT THE FIT/SIZE WE WANT

\*\*\* FACTORY MUST ADJUST FOR SHRINKAGE AND/OR STRETCH OF FABRIC

### DXF pattern file exported from Clo

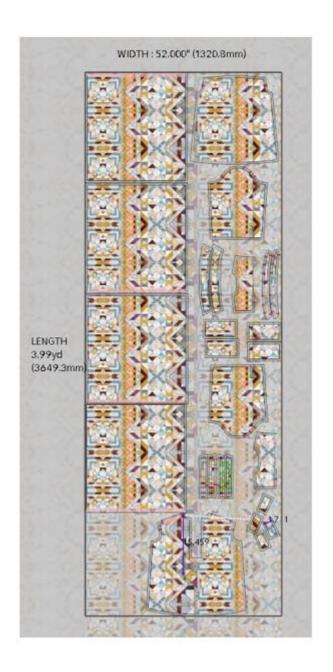
Patterns will usually not include bindings, bias strips, lining pieces or pocket bags

Factory should follow construction page to make any additional pieces needed

## In-House Developed Printed Styles will Include

Tech will send Front Side Back clo images along with print layout for easy reference to follow for first fit sample





# What Factory should Include in Clo file on return to URBN for 1<sup>st</sup> Virtual Fit

LINK TO CLO FILE IN CLO-SET VENDOR WORKROOM - EACH VENDOR WILL HAVE THEIR OWN WORKROOM TO UPLOAD FILES TO SHARE BACK TO URBN – PROVIDE USER'S EMAIL ADRESS FOR ACCESS

### INCLUDE BASIC PATTERN MEASURENTS IN FILE WHEN DIFFERENT THAN WHAT TECH REQUESTED

MINIMALLY INCLUDE LENGTH, CHEST, WAIST, SWEEP, SLV LENGTH, LEG OPENING This should be sent to Tech via email as some of our techs only see style in clo-set

#### FRONT/SIDE/BACK IMAGES OF STYLE IF REQUESTED BY TECH

this should be for request only – images can be rendered as jpeg, 200 dpi, letter size



### **ENSURE GARMENT IS SITTING PROPERLY ON AVATAR**

no hiking, no dipping, symmetrical left to right, hanging straight and balanced.

This will make fitting styles in clo-set easier for our techs that do not open Clo This also will ensure we are able to assess the fit properly

APPLY CORRECT TESTED FABRIC- \*\*\*always call out if a sub fabric is used - see page 7 for URBN Tested fabric room links in Clo-Set

### ENSURE UO6 CLO AVATAR is used for all clo files sent back to URBN

This will make virtual fitting accurate to our fit standard and live models. - see pages 8 & 9 for links to correct size and shape clo avatars

\* Provide user's email address to URBN for access to download our shared files.

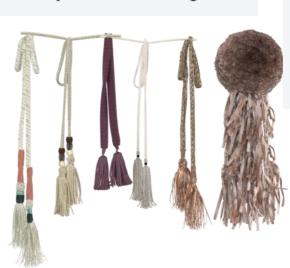
### Link to our pre-made trims

https://style.clo-set.com/season/24355

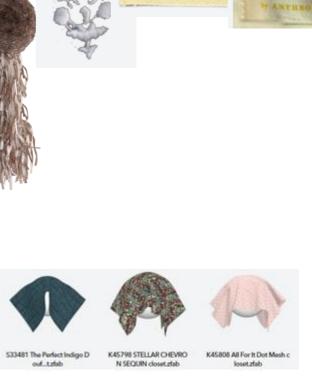


Link to our tested fabrics: ZFAB files https://style.clo-set.com/brand/11303





145725 Gardenia Lace close



URBAN -OUTFITTERS



s10190 Sienna Gauze złab

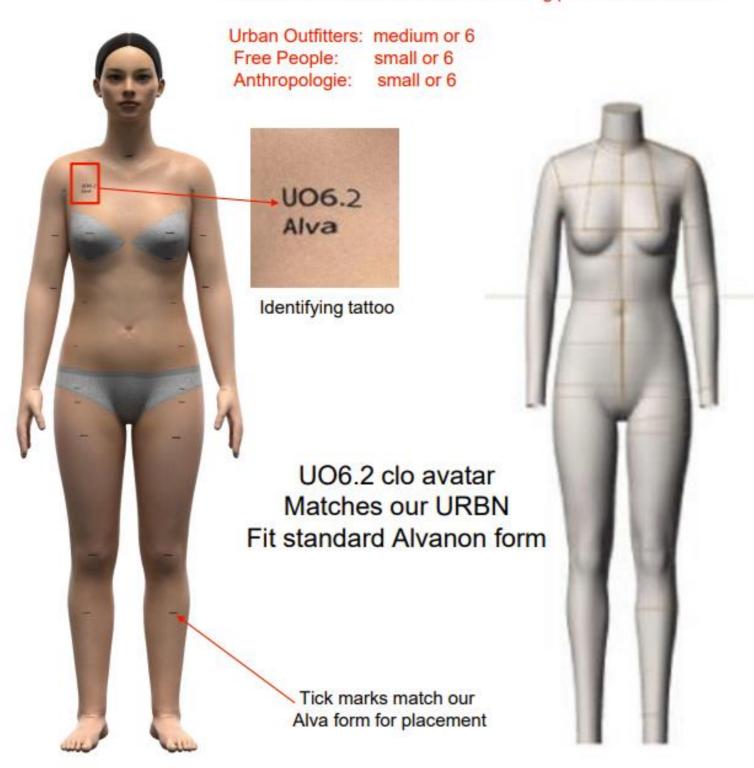
K30643 - BUFFY RIB zlub

### \* Avatar is also available in each vendor's Clo-Set Workroom.

## Use URBN Clo Avatar for fit accuracy

https://style.clo-set.com/content/b3827dcc814c4d87923cddf73eda67e2

Avatar is Same for all 3 Brands - Sizing per Brand as below



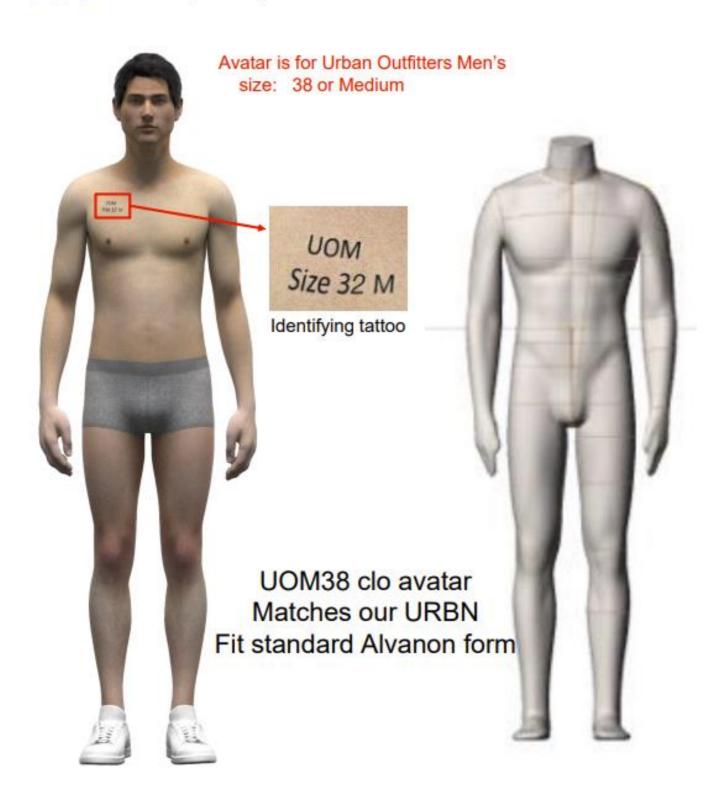
Standard Measurements	Client	Alva
Neck Base	14 1/4	1
Across Shoulder	15 1/2	
Shoulder Drop	1 7/8	,
Across Front	13	-
CFneck To Across Front	3	/
Across Back	14 1/4	/
CBneck To Across Back	5 3/8	/
Chest	0.07.0	
-Chest Height		-
Inder Pecs		
Bust	36	/
-Bust Height	48 1/2	-
Inder Bust	31 1/2	-
-Under Bust Height		-
	45 7/8	
Apex To Apex	7 3/4	7
talter	27 1/4	7
IPSto Apex	10 7/8	
Waist	28	٧,
-Waist Height	42 1/8	· /
Fneck To Waist	14 1/4	٧,
Bneck To Waist	15 7/8	1
ligh Hip	34 1/2	V,
-High Hip Height	37 3/4	V
Waist To High Hip	4	*
ov Hip	38	V
-Low Hip Height	33.7/8	V
Waist To Low Hip	8	~
nseam	30 3/8	1
otal Rise	27 3/4	/
Thigh	22	<b>/</b>
-Thigh Height	29 1/4	1
inee	14 1/4	1
-Knee Height	18 1/4	1
alf	13 3/4	1
-Calf Height	12 3/4	/
knkle	9 1/4	V
-Ankle Height	2 3/4	/
ermhole	16	/
Bneck To Wrist	31	/
erm Length	23 1/4	-
Sicep	11	1
lbov	9 7/8	*
Wrist	6 1/8	-
Nertical Trunk	0.110	
ern Extension	1 1/2	/
Extra Measurements	Client	Alva
Total Height	65.3/4	
-CBNHeight	57 5/8	1
Shoulder Length	5 3/8	-
noulder Length Aid Neck		-
	13 1/4	-
Freek To Mid Neck	1 1/8	
Bneck To Mid Neck	0.7/8	,
-CFvaist Height	41 3/4	٧,
-CBwaist Height	42 1/4	٧,
Waist To Low Low	9 1/4	<b>V</b>
Thinh Crears	22 3/8	/
Thigh Crease	22 3/0	•

\* Avatar is also available in each vendor's Clo-Set Workroom.

### Use URBN Clo Avatar for fit accuracy

Clo-Set Link below

https://style.clo-set.com/content/763fab99e0cf4d0dafb266817a50a5ff





## Urban Outfitters - Mens - 38 UOS-MMN038S-1109

09-May-12

Standard Measurements	Client	Alva
leck Base	16 1/8	1
Across Shoulder	17 3/4	✓
Shoulder Drop	2 1/4	V
Across Front	15 1/8	-
CFneck To Across Front	3 1/2	V
Across Back	16 5/8	1
OBneck To Across Back	7	~
Chest	38 1/2	V
-Chest Height	51 1/4	V
Inder Pecs	35	✓
iust		
-Bust Height		
Inder Bust		-
-Under Bust Height		
Apex To Apex	1	
Halter		- 9
IPSto Apex	1 14	
Vaist	32	· /
-Waist Height Ofneck To Waist	43 3/4	· /
	15 7/8	· /
OBneck To Waist	18 3/8	4
ligh Hip	36	1
-High Hip Height	39 3/4	· /
Vaist To High Hip	4	· /
ow Hip	38	· /
-Low Hip Height	35 3/4	4
Vaist To Low Hip	8	1
nseam	33 1/4	· /
Total Rise	27 1/8	٧,
rhigh	22	1
-Thigh Height	32 1/4	· /
(nee	15 1/4	- /
-Knee Height	20 1/4	· /
Calf	15	- 1
-Calf Height	13 5/8	4
Ankle	10 1/2	· /
-Ankle Height	2 3/4	1
Armhole	18 1/2	1
CBneck To Wrist	33 7/8	· ·
Arm Length	25 1/8	· /
Bicep Blbow	12 3/4	- /
	12	· /
Wrist	7	· ·
/ertical Trunk	65 5/8	
Arm Extension	entr.	
Extra Measurements	Client	Alva
Total Height	71	1
Mid Neck	15 1/8	- 1
orearm	11	1
Pants Waist	33 1/2	4
Waist To Pants Waist Front	1 1/2	٧,
Freck To Mid Neck	1 1/4	1
Bneck To Mid Neck	1	٧,
land Length	7 5/8	1
land Width	4	V
oot Length	10 1/2	V
Foot Width	4	· /

## Send Clo Files - Simplified

### CLO FILE: CAN BE SIMPLIFIED VERSION OF PATTERN AND TRIMS TO MINIMIZE FILE SIZE

THIS MAKES FILE EASIER FOR OUT TECHS TO WORK WITH AND ALSO QUICKER FOR YOU TO MAKE UPLOAD ALL CLO FILES INTO YOUR VENDOR WORKROOM IN CLO-SET – SEND LINK TO TECH

Request for Simplified clo files:

Eliminate 2 plys in clo – cuff, placket, collars, et can be sewn up in clo single ply – Factory to make "real sample" 2 ply following construction

Prefer to receive files without pins or tacks – freeze pieces or increase friction on avatar to keep pieces in place. This makes it easier for tech to make pattern adjustments. Pins and tacks are hard to find if you do not know they are there.

Exporting TIFF files for prints to JPEG's will reduce file size – this makes for quicker upload and download time in clo-set

Do not use the "shirring" function to reduce mesh size – this seems to slow down files if tech needs to make corrections.

Do not make raw edge details. Confirm understanding to tech where raw edges should be. This will help to make certain styles a little quicker similar types of trim can be eliminated from Clo file.

Buttons can be used but we are also okay with graphic to show button placement instead of button as an object

Make sure all symmetrical pieces are unfolded with symmetrical sewing.

Increase topstitch tex to 150-200 with SPI of 7-10. this is so top stitch details will show up for tech/design virtual fitting

Styles should be simulated in particle distance 5 for best look/drape of fabric.

Please try to keep mesh type as triangle. Quad mesh slows down moving points when making corrections.

Do not tile heavy graphics. For example sequins or embroidery. Tiled graphics can slow down opening the clo file. An image of the sequins applied as a texture is acceptable.

Single graphics for example like on a t-shirt are okay.

## Thanks!

Any 3D related issues Please reach out to the URBN 3D Team:

Paige Regan – Lead 3D Tech Anthropologie: kregan@urbn.com

Heidi Cheng – Lead 3D Tech Free People: <a href="https://heng@urbn.com">hcheng@urbn.com</a>

Brielle Lombardi – Lead 3D Tech Urban Outfitters Women's: blombardi@urbn.com

Wei Peng – Lead 3D Tech UO Men's, Technical issues, and Clo program training: wpeng@urbn.com

Lynda Lovell – 3D Team Project Manager, Tech Design 3D Process and Resources: <u>llovell@urbn.com</u>