

CLO: TOOLS FOR FITTING

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♥ Favorites noted with a heart

Tips in green

Hotkey shortcuts in Purple

Clo file type = **ZPRJ** - opens in Clo Only – File is everything: pattern, fabric, trims, avatar, etc.

Imported/Exported Pattern file type = **DXF** – works in Bamboo Rose, Clo, or Optitex: File is pattern only

To download a clo file from vendor click on link or go to vendor rooms and search style#

Link to Vendor Rooms in clo-set

<https://style.clo-set.com/brand/50948>

SEARCH FOR
Contents

All Search within the current space

VERSIONS

↑ | 📺 | 🛡️

Total 1 Version ☐ View all histories

| | | |
|---|--|--|
| 1 | nylon blouse.Zprj CODY- Domie Chen Sep 1, 2023 6:12 AM 44.49 MB | <div>⋮<ul style="list-style-type: none">Tech pack 🛡️Download...RenameExport to PLMDelete</div> |
|---|--|--|

Once link opens
hover over the 3 dots on
the right of the file name


Click on download
then open file

1) Create Assortment / Add Contents

✓ Create Assortment




- **Create Assortment in Season page**

1. Click  icon on the top of the Season page.
2. Enter Assortment name and click 'CONFIRM' button.

- **Add Style to Assortment in Workroom page**

1. Put the mouse cursor on the desired Style and click the *** icon.
2. Click 'Add to Assortment'.

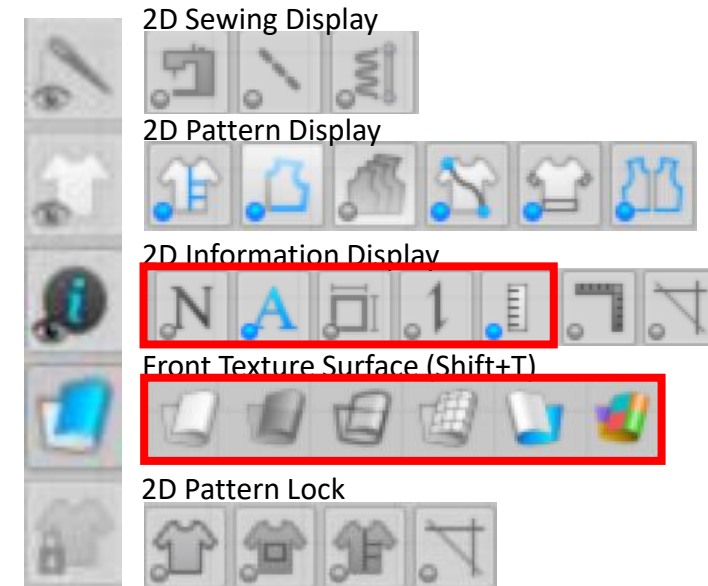
- **Add Style to Assortment in Assortment page**

1. Click  icon and select the desired style to add into Assortment.
2. Select the desired style from EXPLORER or add the style you recently worked on from RECENT.

Tools inside the (Gray) 3D Window



Tools inside the (Gray) 2D Window

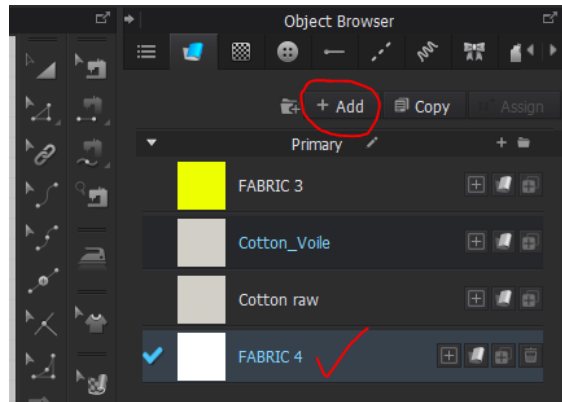


Tip: Icons outlined in red are the most common to use to prepare a file for fit

Tip: To find Hotkeys - Hover over tool (not all have a hotkey)

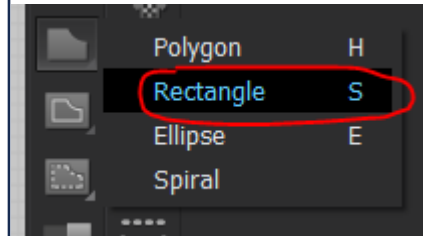
To bring in a picture to your clo fit

Add Fabric – click on + sign

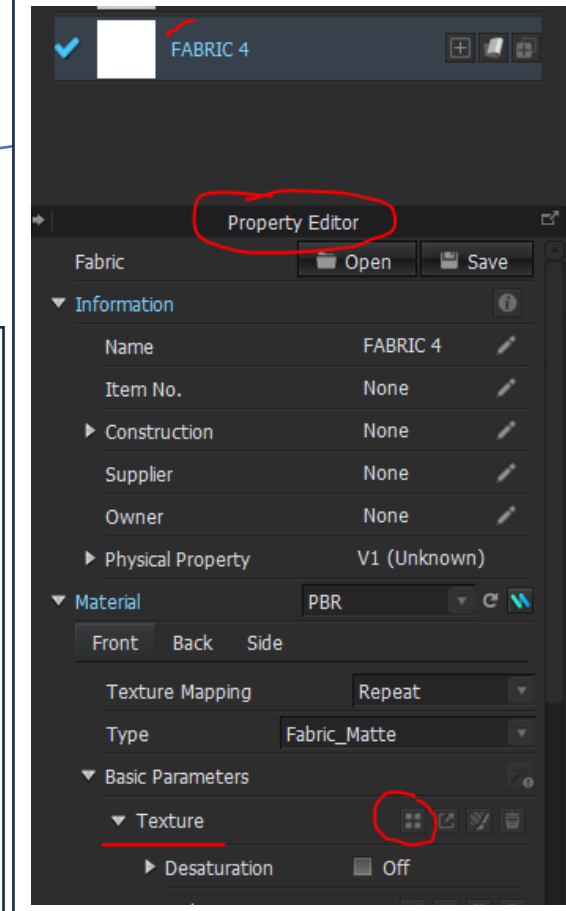


Create a Rectangle piece:

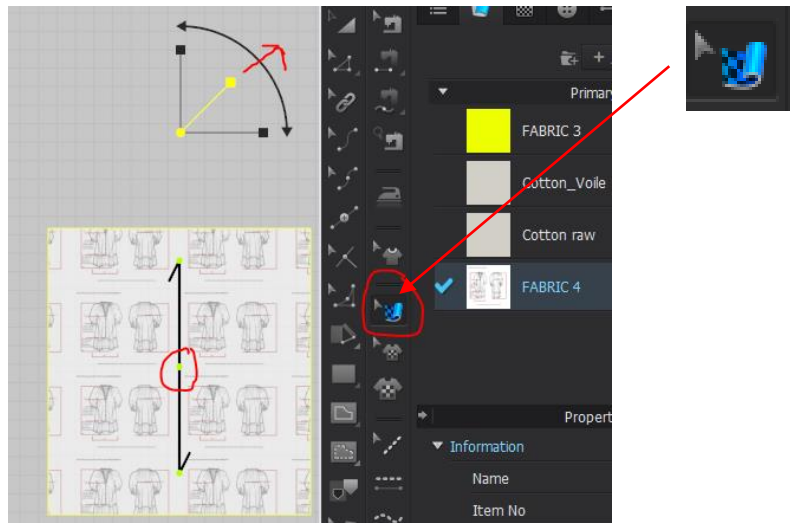
Go to the Solid rectangle tool, hold down, select rectangle or hotkey: S. Click and drag



Add Image: click on the newly added Fabric. Go to property editor, click on The texture icon, open image from your computer



Scale Image size: go to the texture tool in the black toolbar in the 2D window. Click on the grainline, then drag to increase size with the pop up tool in the corner of the 2D window

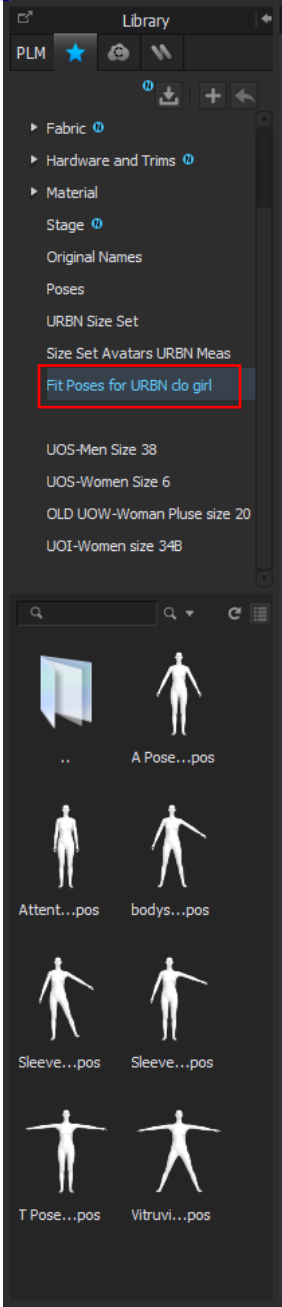


Position image in rectangle:

Go to the texture tool, click on grain line, hold down Left mouse button and move image within the rectangle



Tip: same for positioning a print texture



Hot Keys to turn Avatar

Position



Select Avatar – click with left mouse button
 Rotate Avatar – hold right mouse button
 Pan Avatar – hold down middle mouse button
 Zoom in/Zoom out – roll middle mouse button

[Fit Poses for URBN do girl](#) - Add Fit Poses to your Clo Library

A Pose

Vitruvian

Sleeve Detail

Sleeve-Leg Detail

Bodysuit–Harem

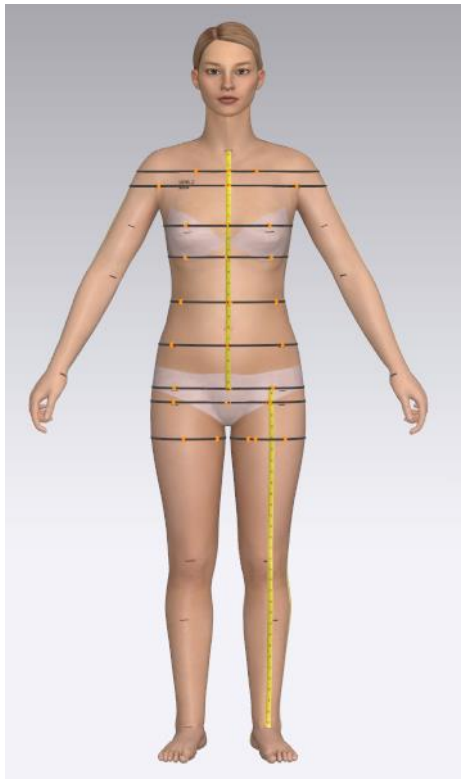
Attention

T Pose



Measuring Tape added to Avatar to show on body lengths

Show pre-measured marks on Avatar
Marks Match tick marks on the Alva form
Find Tools in the 3D Window to show/hide



Tools in the black tool bar



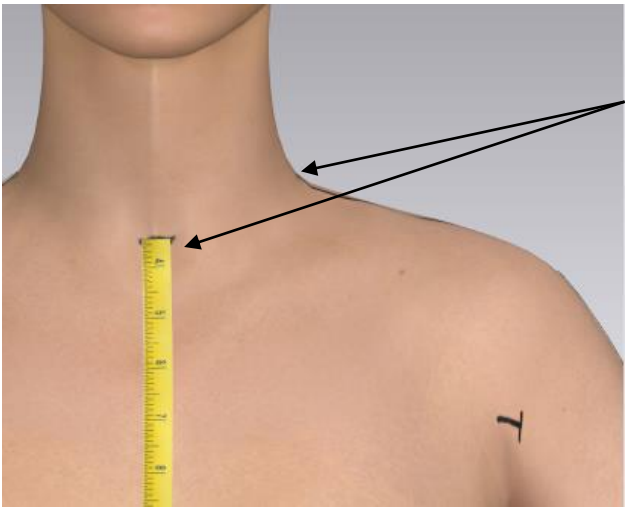
Edit Measure on Avatar
Touch circumference line with this tool to see measurement or delete line
Measure circumference Avatar
Use this tool to measure around avatar

Measure on Avatar
Use this tool to measure on avatar

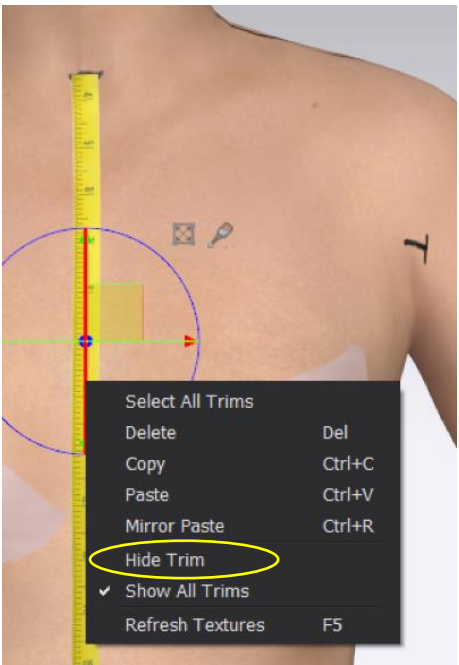
Edit Linear Measure Garment

Linear Measure Garment
Use this tool to measure on garment

Circumference Measure Garment
Use this tool to measure a garment circumference
– ex. good for quick sweep measurement

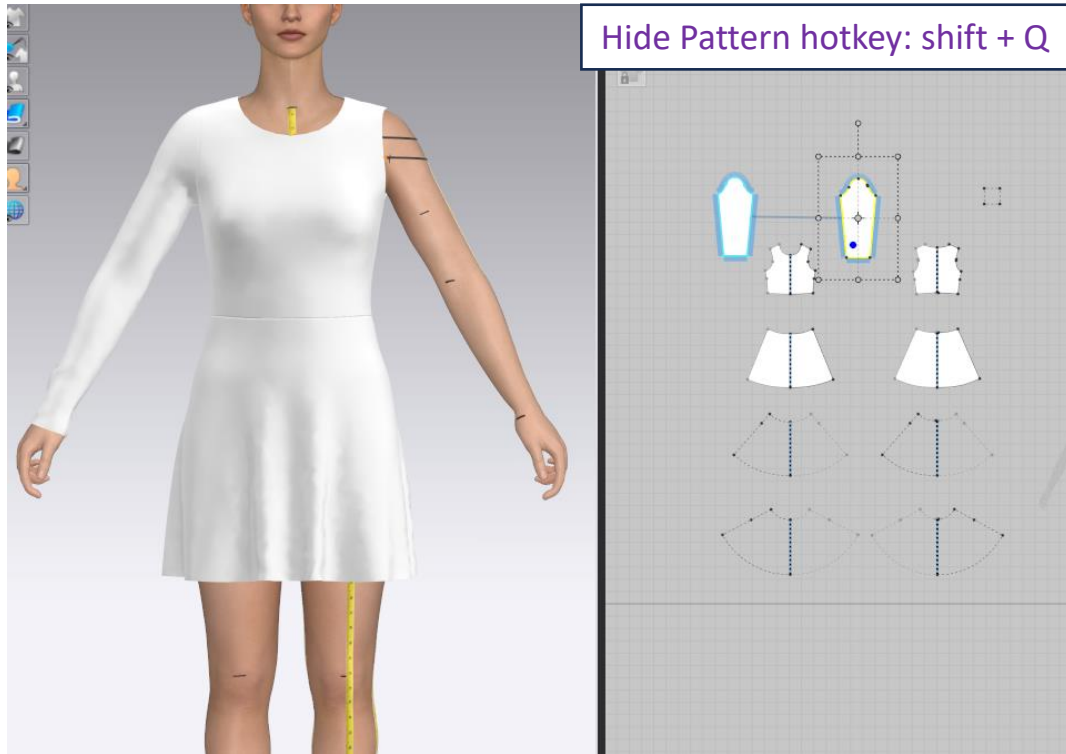


Tape is placed on Center for easy view of Neck drop. Tape is set as if from HPS

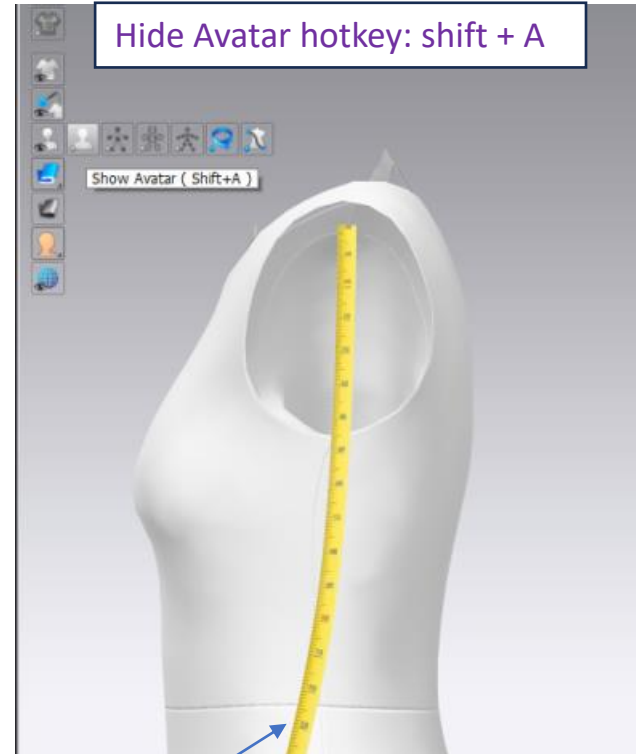


To hide tapes
Select CF tape, right click, hide trim

To **hide a pattern piece** left click on the piece in either the 2D or the 3D window, then right click and select “hide 3D pattern”



To **hide the Avatar** – go to tools in the 3D window Click on the Avatar Icon to bring up row of options – turn off show avatar



To hide tape: click on tape
Right click – Hide Trim
To re-show Trim:
Ctrl + Z - Undo

To **make fabric sheer** – go to tools in the 3D window. Click on the fabric roll Icon to bring up row of options. Click on sheer fabric



Common garment features should be hidden during fits



Strengthening
Piece shows as orange

Frozen
Piece shows as light blue

Seam Tap
Shown with a light peach color around edge

To hide seam tape turn off this icon

3D Trims Display



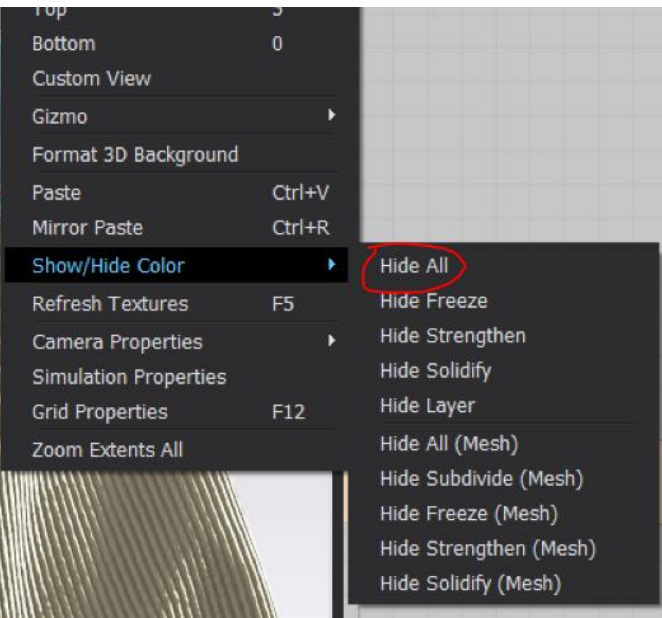
Pins
Shown as red dots, can be single or cluster

To hide pins turn off this icon

3D Garment Display



To Hide strengthened and Frozen pieces right click in Gray space of 3D window
Left click "hide all"



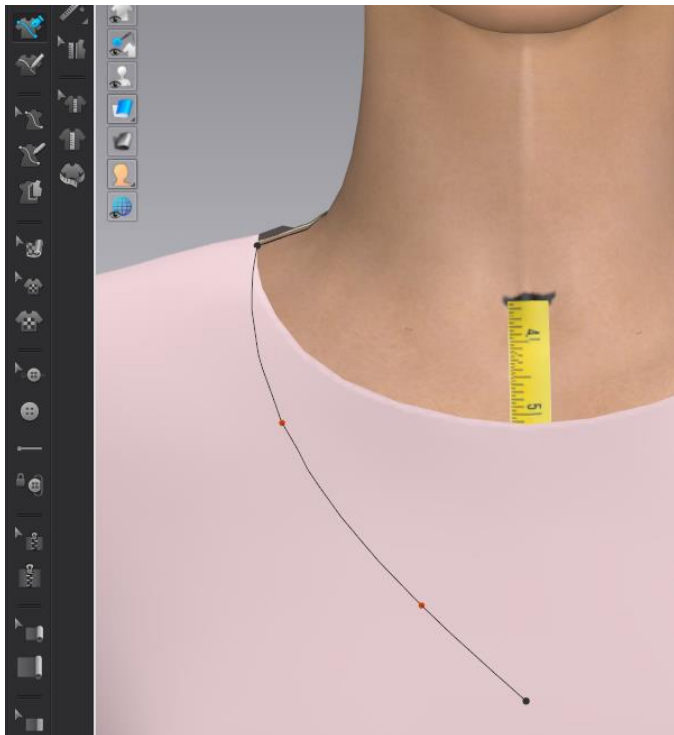
Tool in 3D window



Edit 3D Pen Garment

3D Pen Garment

Use to draw lines on garment to
Confirm style lines



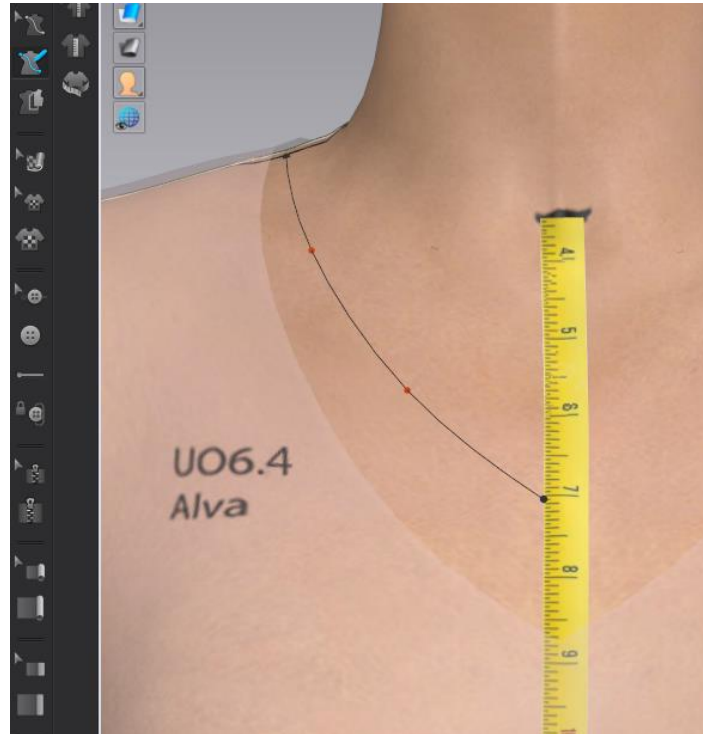
Tool in 3D window



Edit 3D Pen Avatar

3D Pen Avatar

Use to draw lines on the Avatar
to confirm Style lines



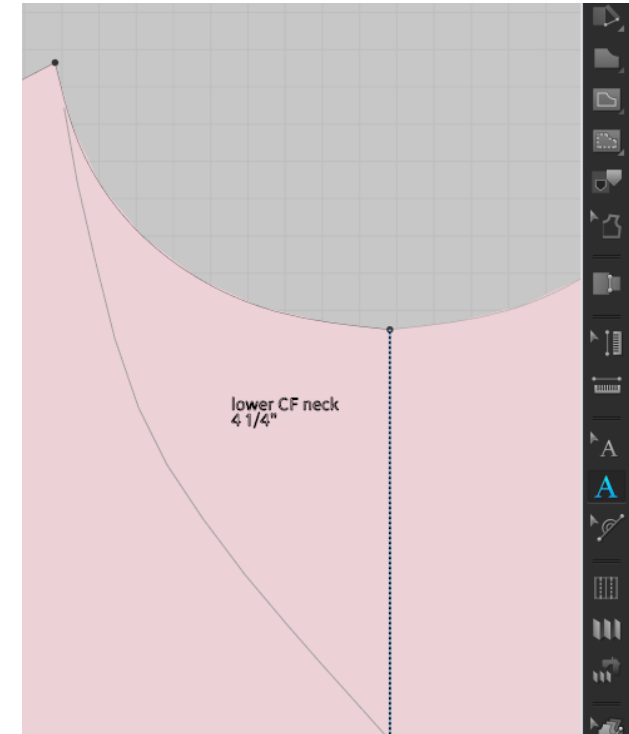
Tool in 2D window

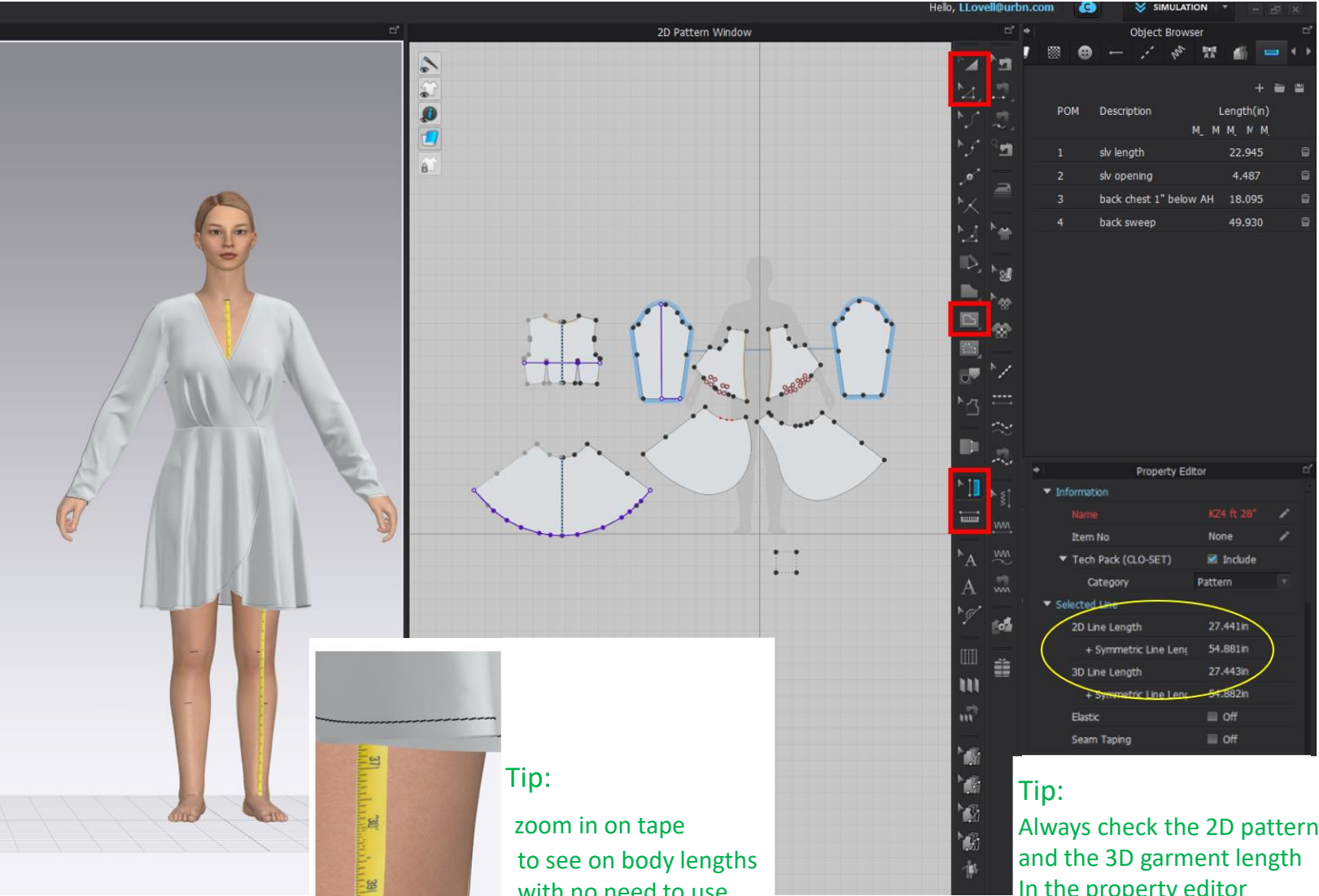


Edit Annotation

Annotation

Use annotation tool to write notes on a
Pattern piece





Tip:
zoom in on tape
to see on body lengths
with no need to use
a measure tool

Tip:
Always check the 2D pattern
and the 3D garment length
In the property editor
Will show if the 3D garment
is shrinking, growing, or
stable

Whole piece selection

Point or line selection

Draw line

Edit POM

Measure POM

Use line selection tool
Touch line to see length
Hold shift for multiple lines
See length of each line
and/or total

Click 1x to start/ Click 2x to end Hotkey: G

Click 1x to start/Click 2x to end

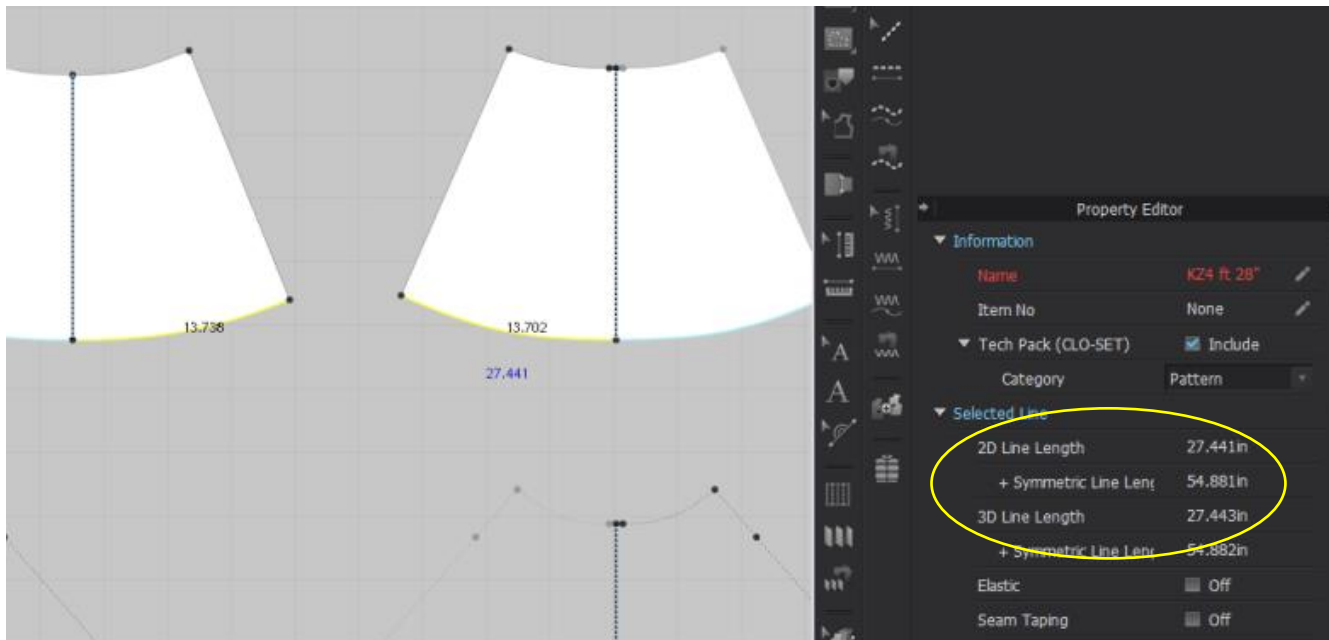
Click 1x edge to edge
Over multiple pieces
Click 2x to add all
together

Temporary quick measure



Use point/line selection tool, hold shift, click on ft hem and bk hem
See each in black, see total in blue

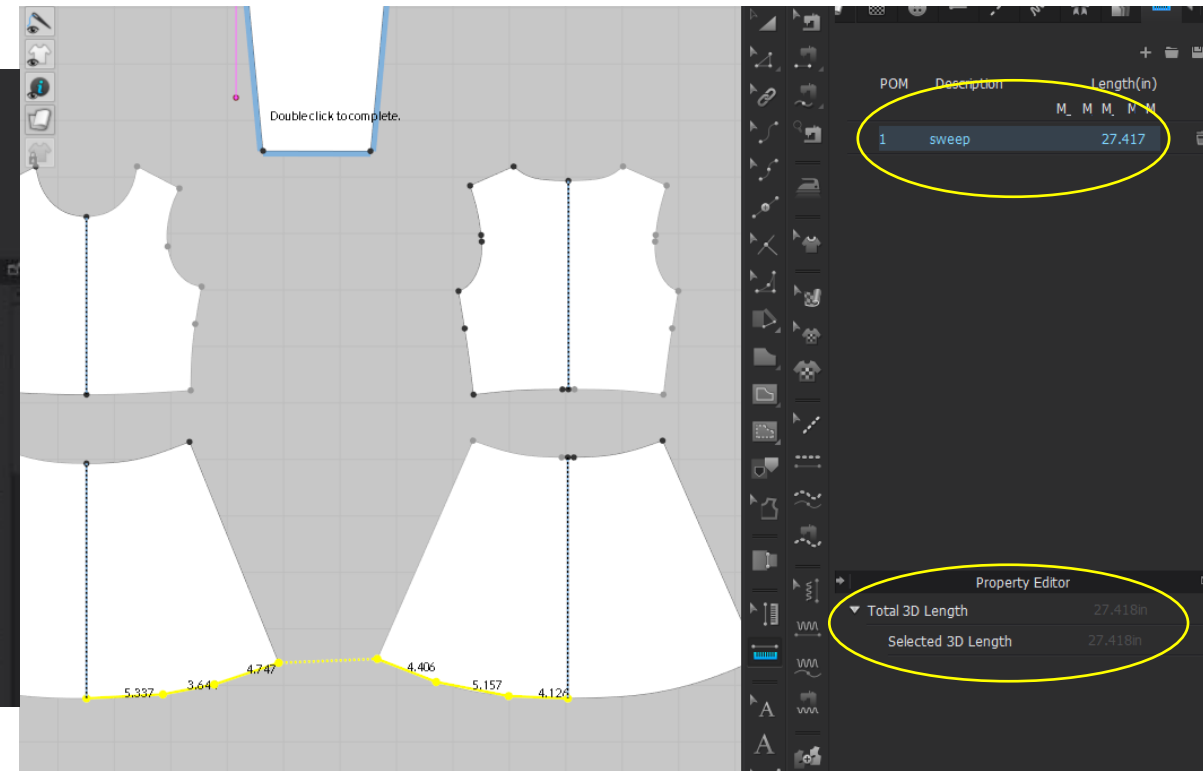
Look at property editor to see the 2D total and the 3D total



Saved POM



Use the POM tool, click 1x on curve as
Below example click along curve, start 2nd piece
Continue with 1x click, to end click 2x
Name POM = 2D length
Below in property editor see 3D length



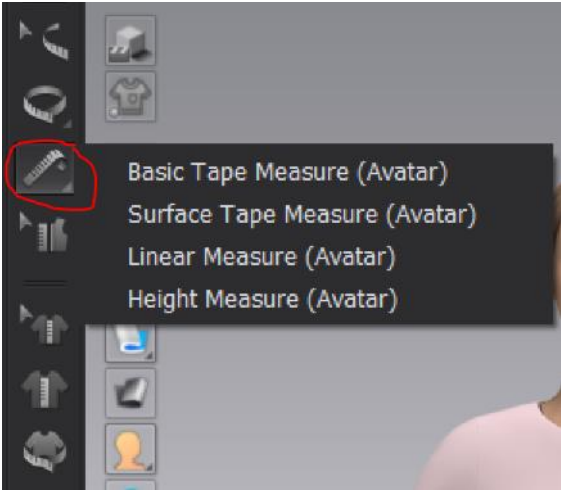
Measure on Avatar with this tool


- Edit measure Avatar
 - Measure circumference onAvatar
 - Measure linear on Avatar
- Tip: measure an opened gap with this tool

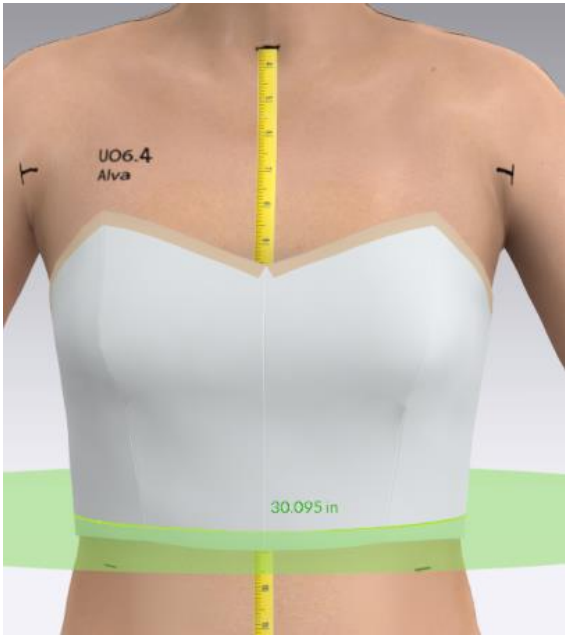
Measure on Garment with this tool set

- Edit measure garment
- Measure garment linear
- Measure garment circumference

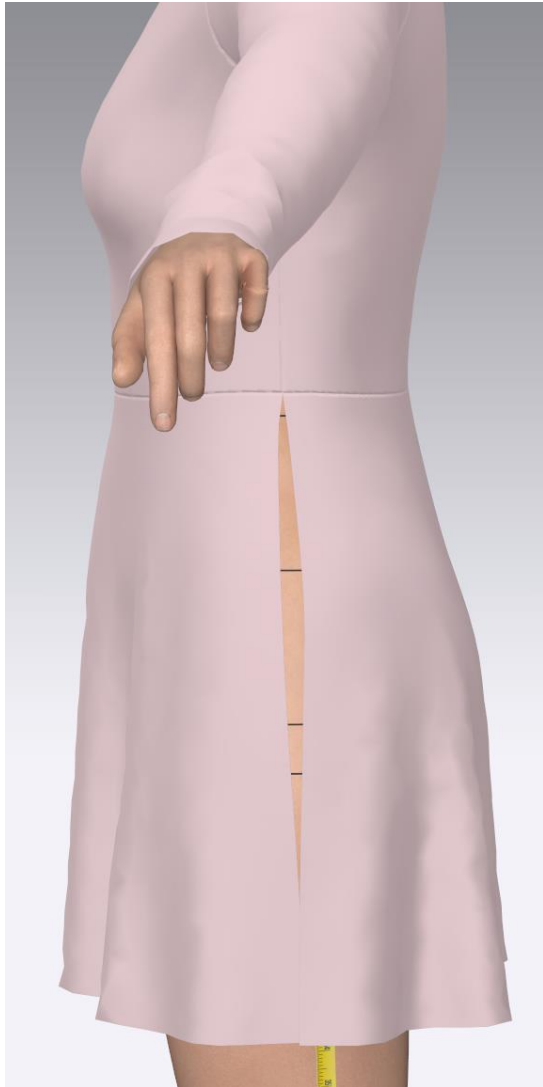
Basic Tape Measure Avatar has multiple choices
Click and hold triangle in corner of Icon to bring up choices



Tip:  quick measure garment circumference with this tool to check chest, waist, sweep



Tip: Suggest to use these tools after a live fit and not during due to fit time and computer speed while in zoom. These tools can help you determine more accurate fit comments

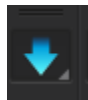


To cut at seam

delete sewing with Edit sewing tool
and re-simulate



Edit sewing



To open and measure gap

Turn simulation off and on with this icon
or by the hot key (space bar)

Measure Gap with this tool



Basic Tape Measure (Avatar)

To cut in a piece



Draw a line to cut with
Internal polygon/line tool – hotkey: G

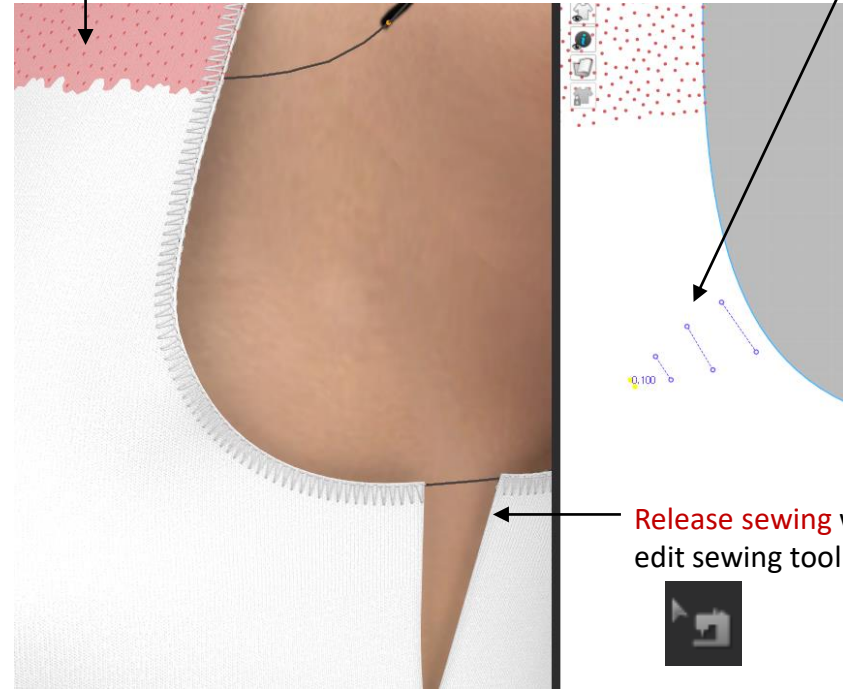


Use the selection tool
to select the drawn line, then right click,
Then choose Cut
Turn on simulation to see cut opening

Armhole with Gaping

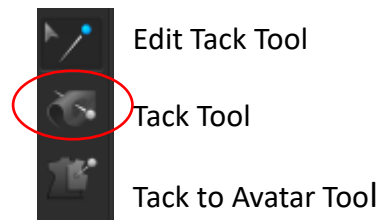


Where garment looks good
You can tack to avatar or use boxed area of pins
to hold in place

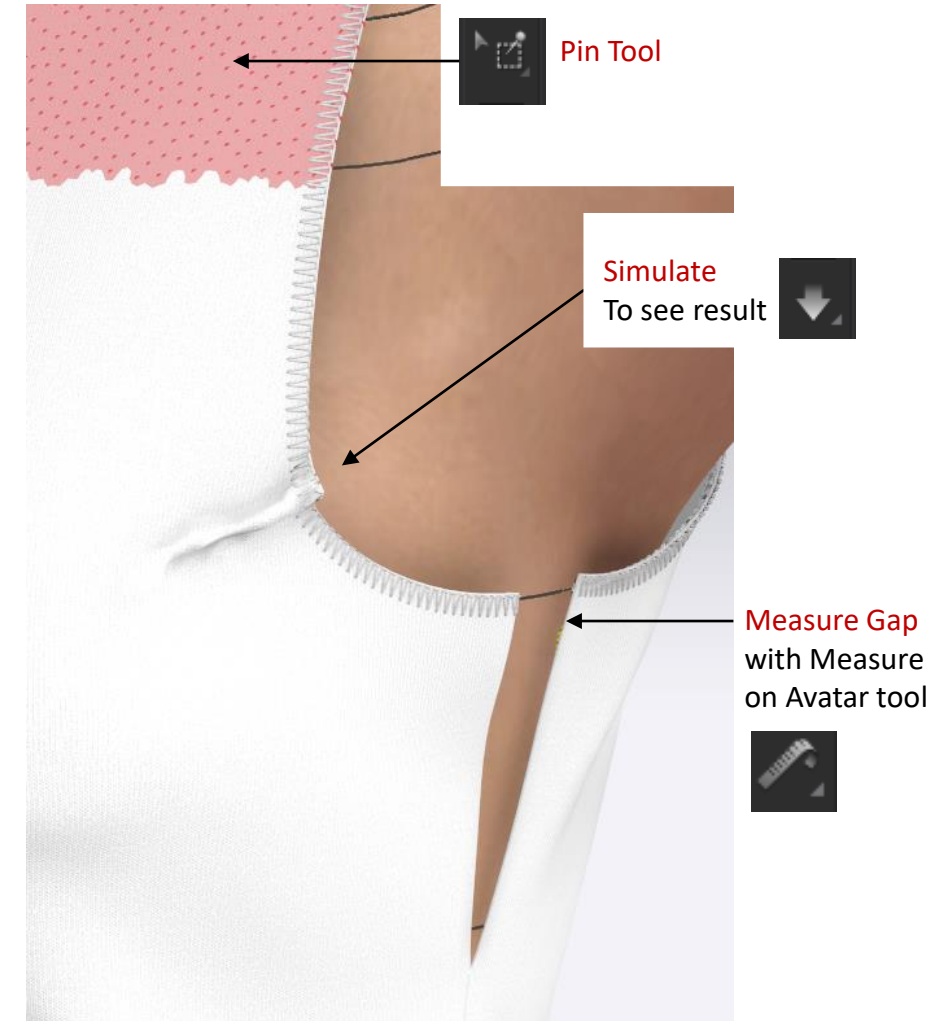


Release sewing with
edit sewing tool

To pin out fullness use the tack tool
Click at each point to pin, then simulate



How tacking looks on pattern – pattern remains marked
So you can measure on pattern what was pinned out

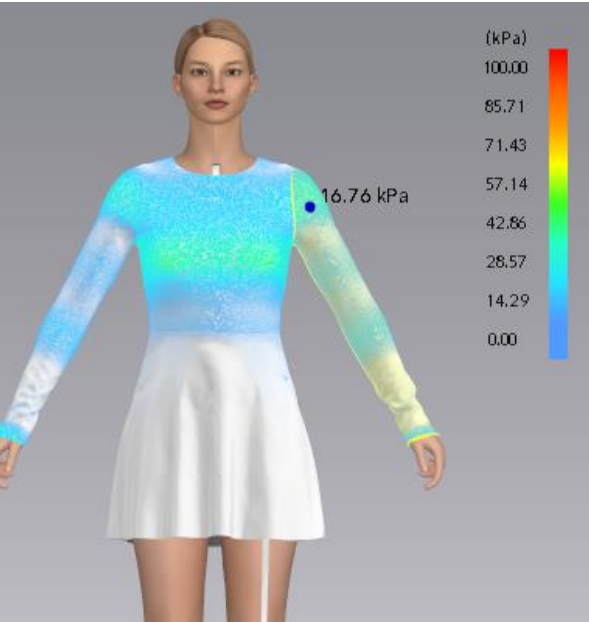


Measure Gap
with Measure
on Avatar tool

Link to online lesson: <https://www.youtube.com/watch?v=Z6EiCcuoYzY>



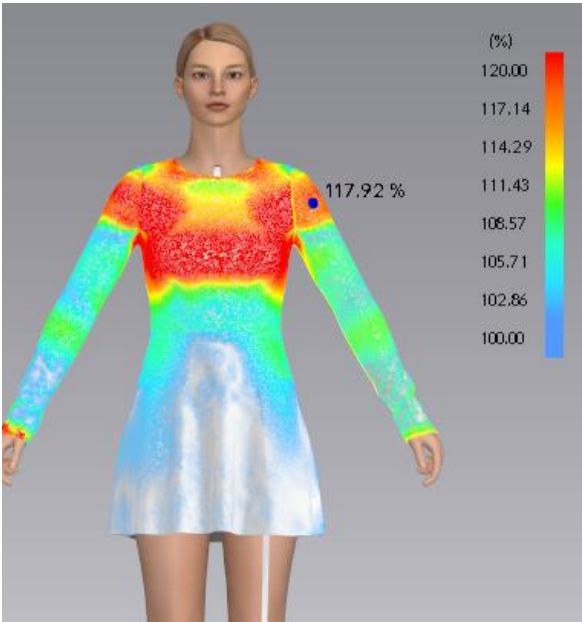
Stress Map (alt+6)



Displays the force per unit area in kPa applied to a garment by external stress



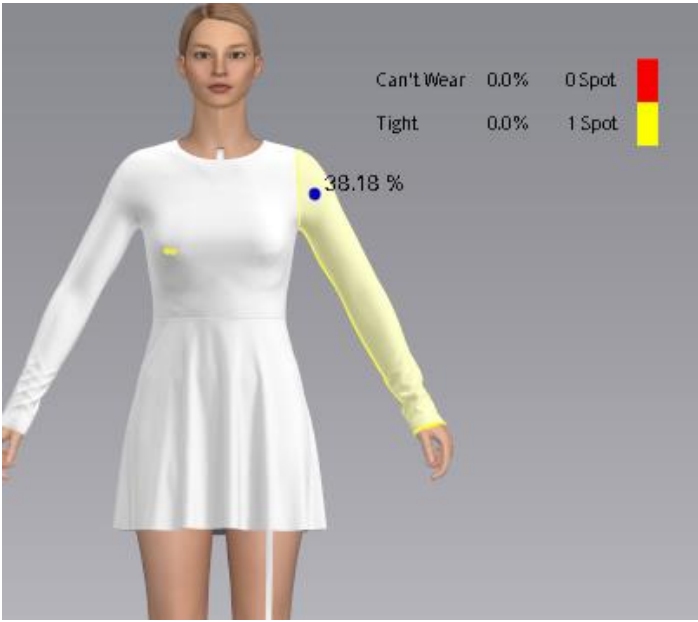
Strain Map (alt+7)



Displays how much a garment is stretched, in percentage relative to a non-stretched state



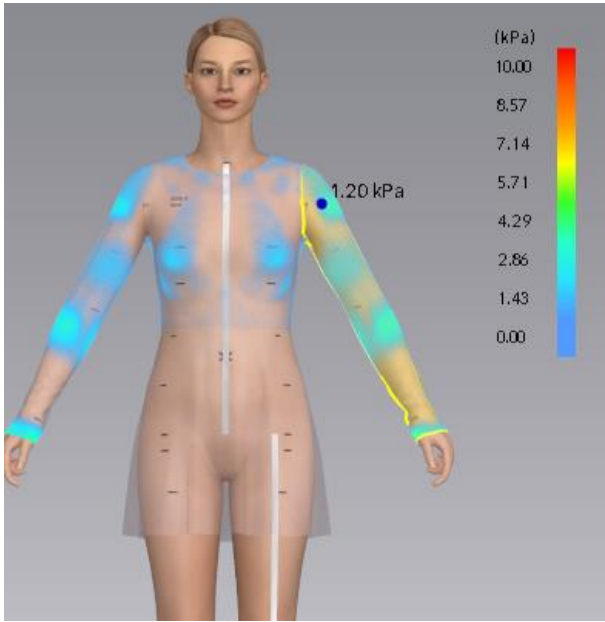
Fit Map (alt+8)



Displays how many sections of the garment have reached the limit strain of the fabric on the avatar



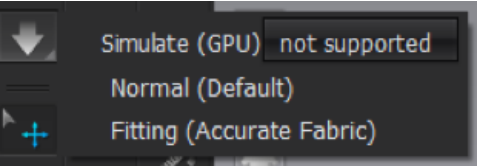
Pressure Map (alt+9)



Displays contact points between the avatar and the garment

kPa = pressure units

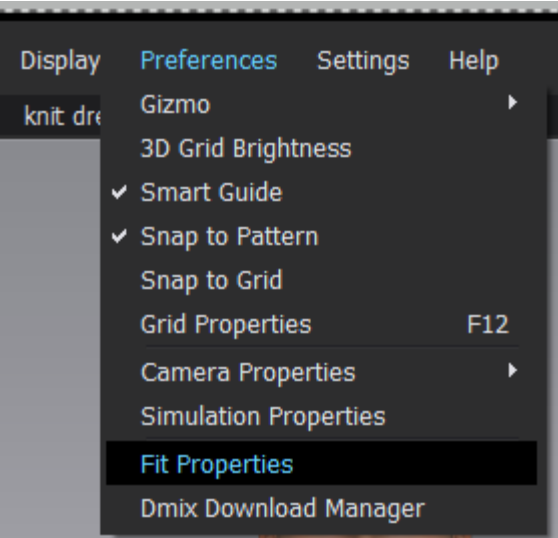
Simulation modes



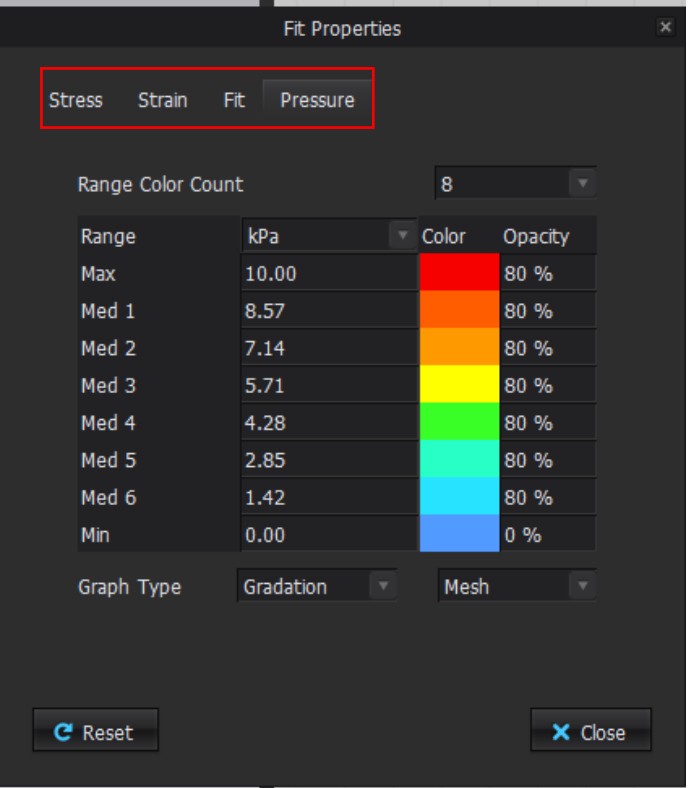
Tip:
Fit maps work best when garment has been simulated in fitting accurate fabric mode

Where to adjust fit Map Information per Fabric Type

Go to Preferences, then click fit properties



Click on map type, adjust as needed per Stretch percentage of fabric

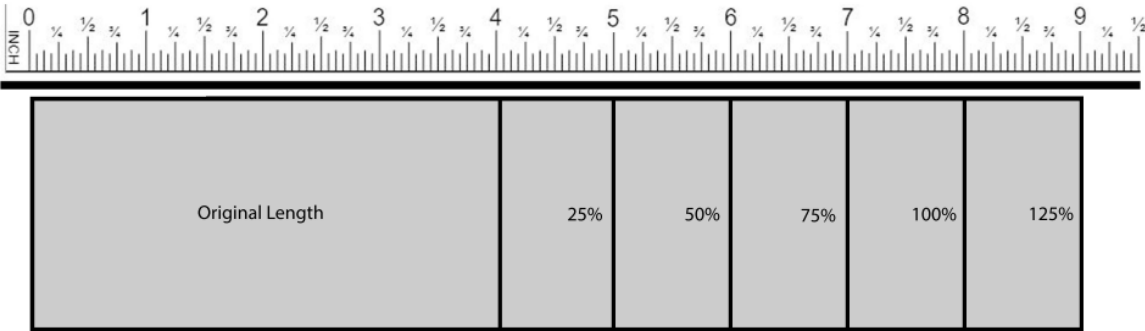


Know your stretch percentage

Stretch Percentage Guide

Goal: Use the guage tool below to measure the amount of stretch and recovery the fabric has.

- Steps:
- 1. Find the maximum stretch direction, usually crossgrain.
 - 2. Fold the fabric in hald along he gain. Try to avoid te edge. Add pins to mark the original length.
 - 3. Stretch the fabric until it starts resisting. Do not overstretch. Record is nature stretch max.
 - 4. Hold the left pin and let the right one relax to record the recovery.
 - 5. Measure both direction for 4-way stretch.

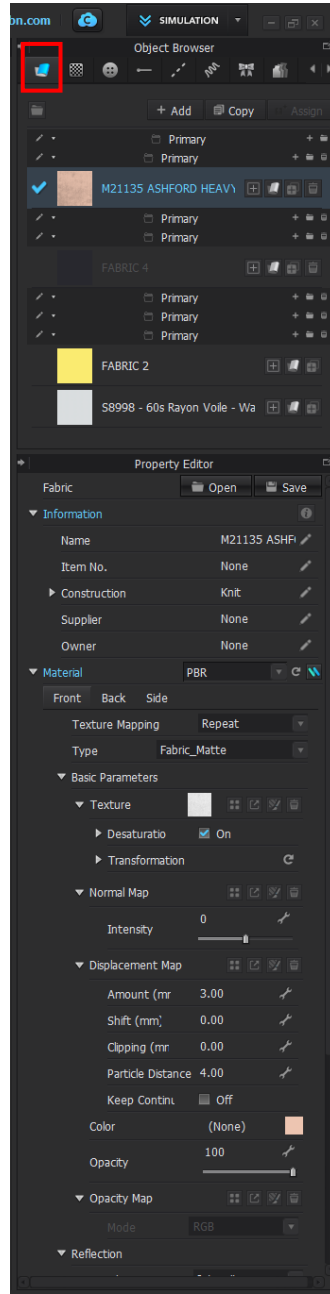


Weft (crossgrain)
Max Stretch Percentage:
Recovery Percentage:

Warp(grain)
Max Stretch Percentage:
Recovery Percentage:

Name with Notes example: Code Name Max% Recovery%
F12345 XXX Jearsy 75% 5%

Fabric

Fabric name next
To fabric squareProperty Editor
Will show fabric details**Digital Fabric** is comprised of:

Texture = print or color

Normal Map = surface

Opacity Map = sheerness to opaque range – can be manually adjusted

Drape = based on fabric test

Grain = can affect drape, must be applied correctly to each pattern piece.

Fabric appearance can look different based on:

Particle distance of mesh

Light – in clo can look flat, when rendered out can show depth
sheer fabrics, fur, velvet will only show when rendered out**Tools in the 3D window to change fabric appearance:**In Order as shown above:
show face on wrong side, all white, face side/wrong side,
sheer, mesh, show wrong side on face, multi color**Tip:**Most common used: Double blue side icon shows
face and wrong side of fabric as the sameBlue/white icons will show difference in face and
wrong side of fabric – when you see a black collar
Change to double blue icon

Use Quick Render to show fabric textures such as sheerness, fur, velvet, etc.

Plain view in Clo



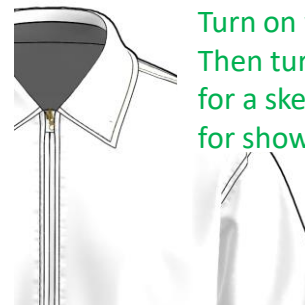
Quality render (3D Window)



Turn on **Quality Render** to show more shadows and detail – For Viewing in the 3D window Only



Schematic render (Alt+0)



Tip:
Turn on **white fabric**,
Then turn on **schematic**
for a sketch view – good
for showing style lines

Quick Render
Apx time 1-2 minutes

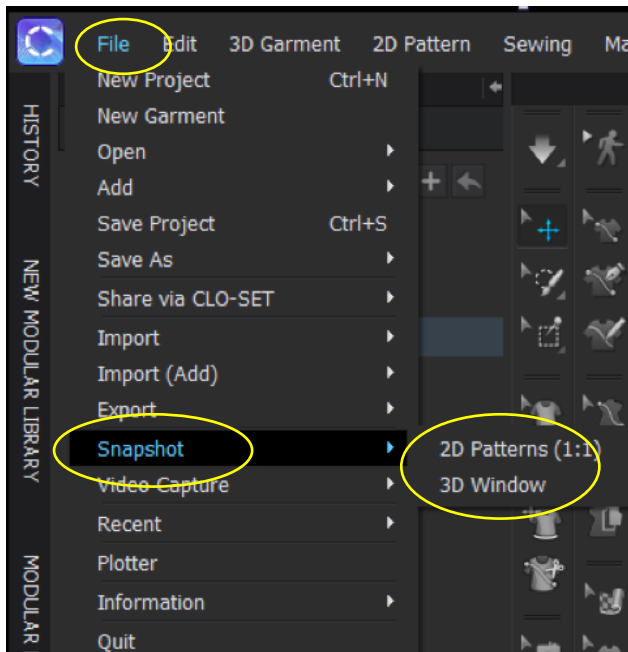


A **Quick Render** will make all garment Details look more realistic. It is the only way to show fabric depth on a high/low fabric surface. Examples: sherpa, fur, velvet, Corduroy. It will also make Sheer Fabrics look more realistic

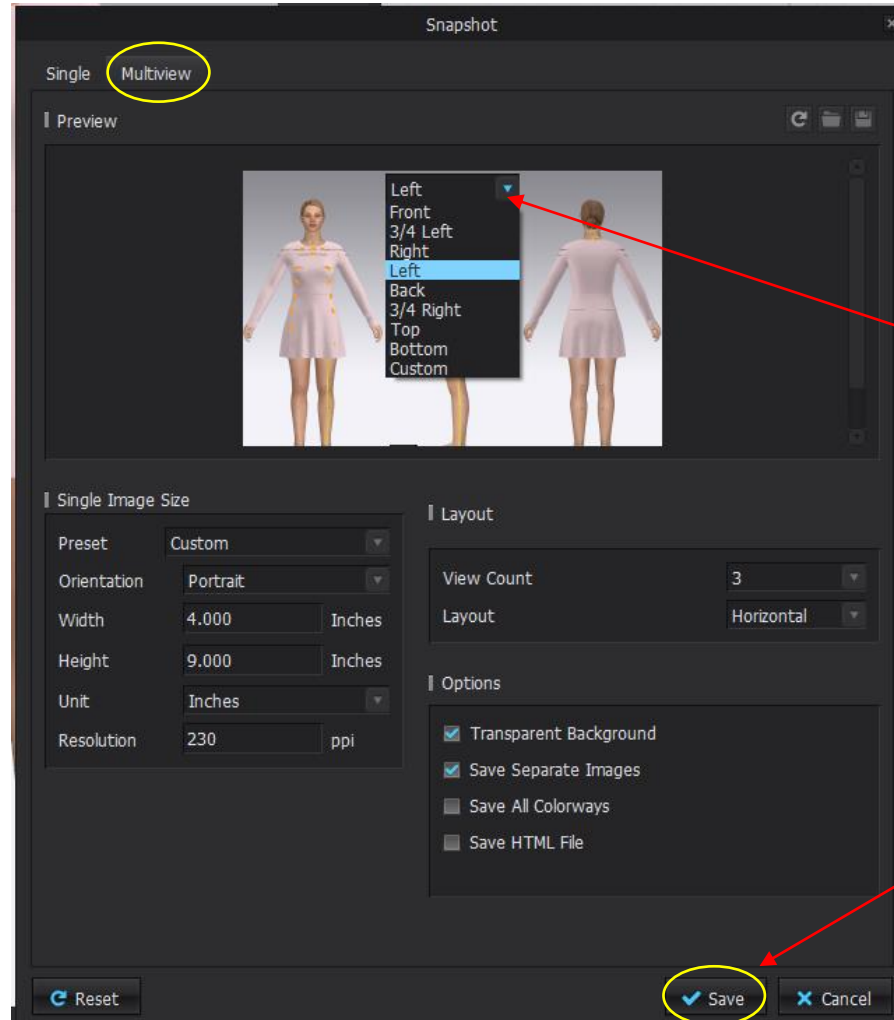
Create front, side, back image



Go to File -> Snapshot -> select 2D or 3D window



Save Image name in folder of your choice, then this window will pop up. Choose Single Image or Multiview for front, side, back image. Read through setting and check off Image settings.



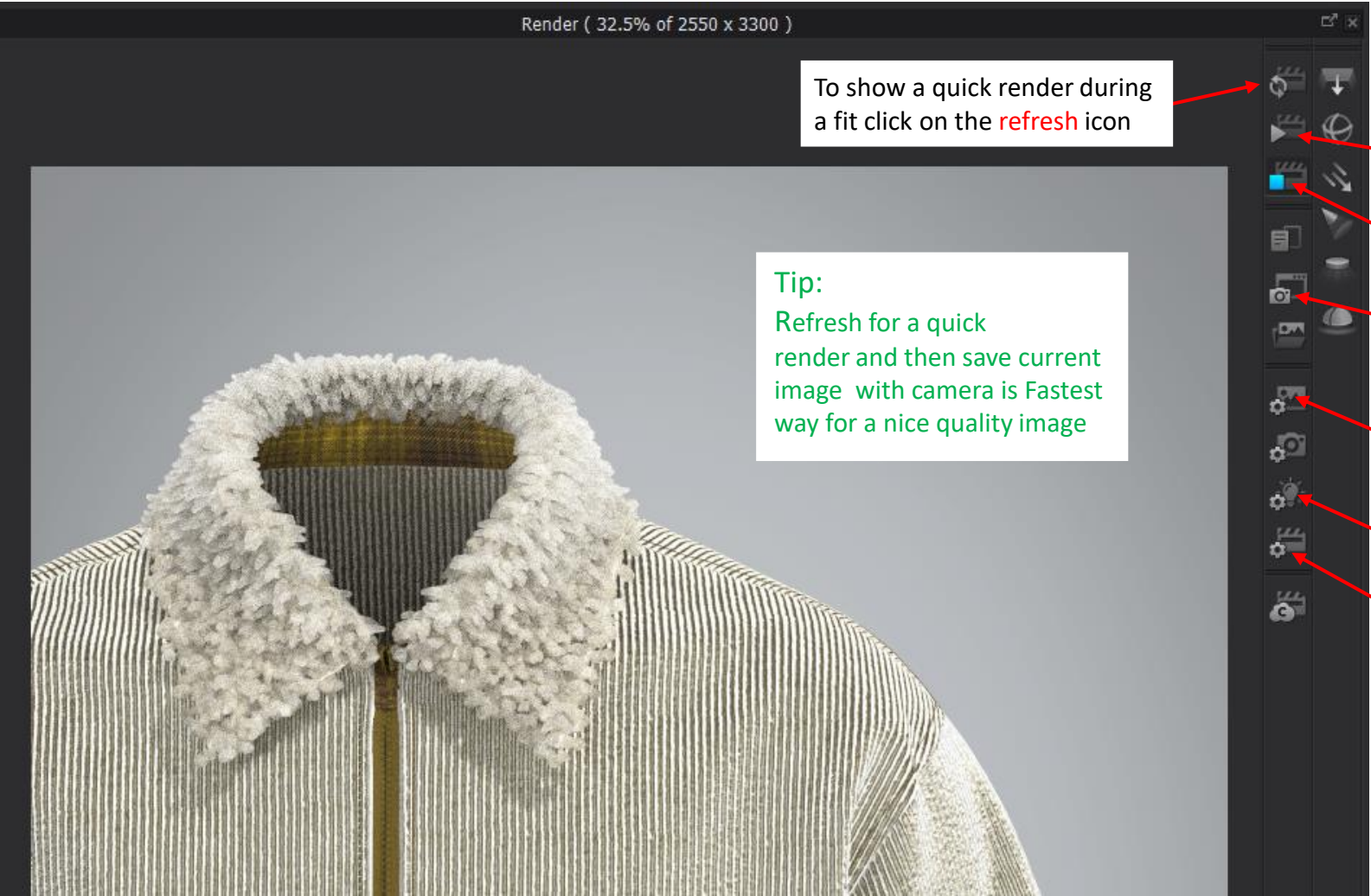
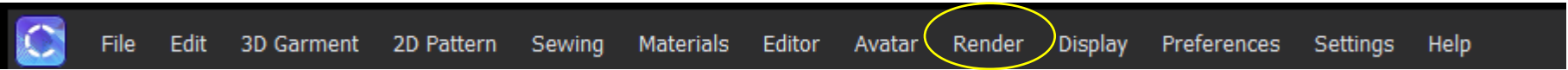
Tip: most common settings
Portrait
Width 4 x height 9
Multiview View count 3
Layout horizontal
Letter Landscape
Resolution default 230 ppi
Transparent background

Click above each to chose your views

Click save to process images

To start a **Quick Render** find the function in the top black tool bar

Click here to open Render window



To show a quick render during a fit click on the **refresh** icon

Tip:
Refresh for a quick render and then save current image with camera is Fastest way for a nice quality image

To start a **High Quality Render** Go to settings icon first.

Play icon will run your image setting choices To create a high resolution image. Click on Play after settings are complete

Stop icon will end the play action

Save current view as an Image:
This camera icon will take a screen shot of current view in the render window

Settings: Read through list and select how image should be saved.

Lighting: make sure "lock to camera" is checked on

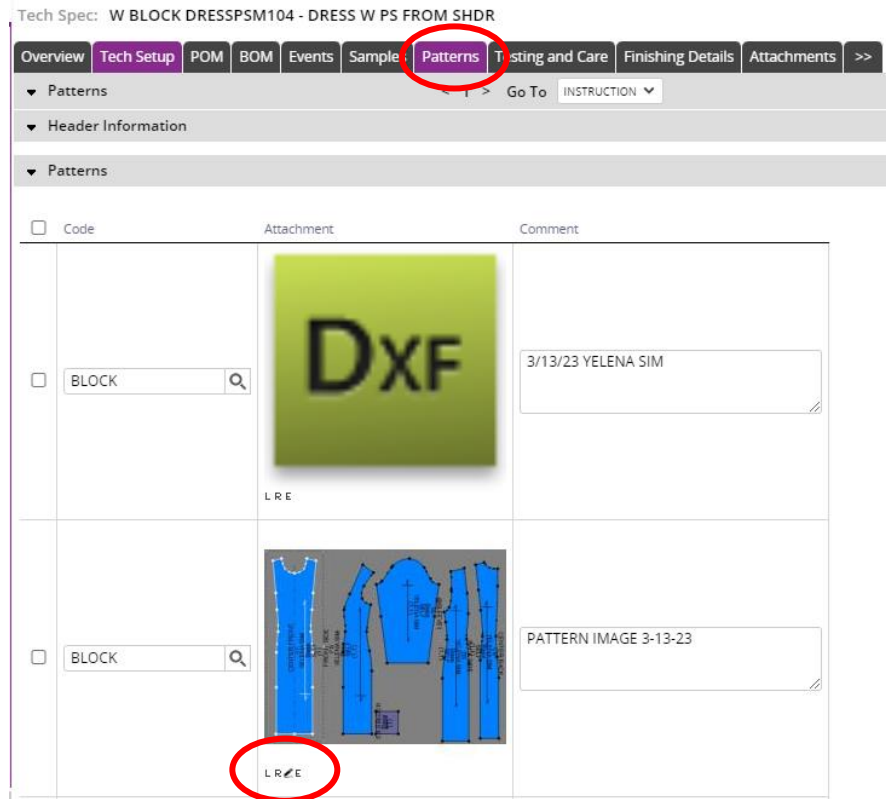
Set time allowed for image to Run. 5-20 minutes is good range for images to show design

Tip: The longer the time is set will give you a higher resolution image

How to Open a DXF Pattern File in Clo

To download pattern from Bamboo rose:

Go to pattern Tab – hover over the “L” – the pattern file will save to your download folder



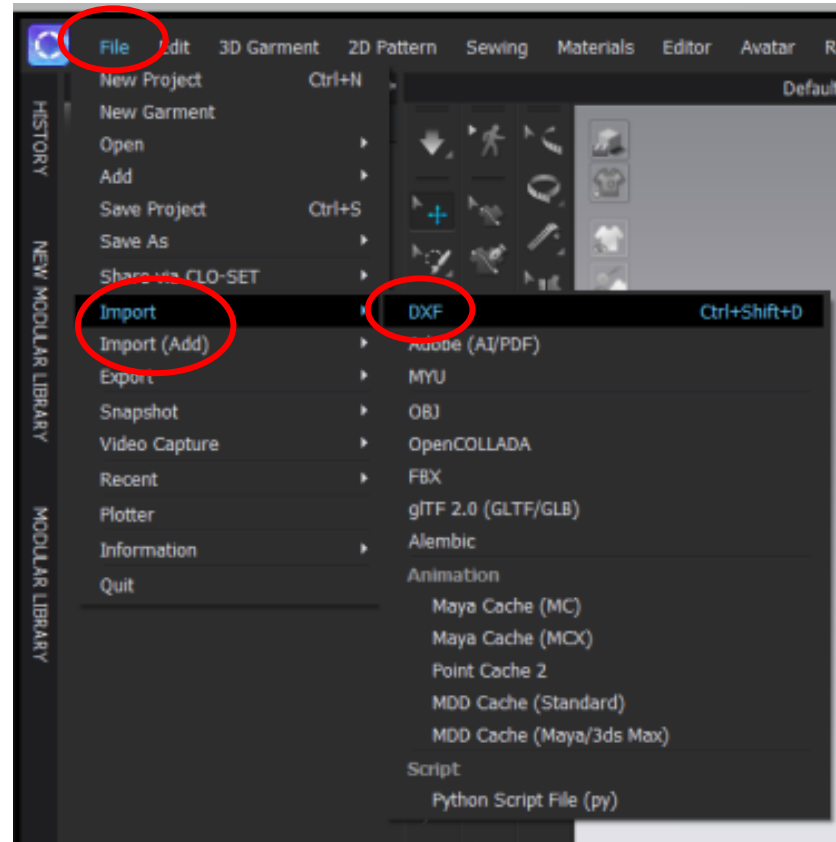
Tip:

Clo will only open DXF format

You can reach out to 3D team or pattern room to convert MDL or other file type to DXF

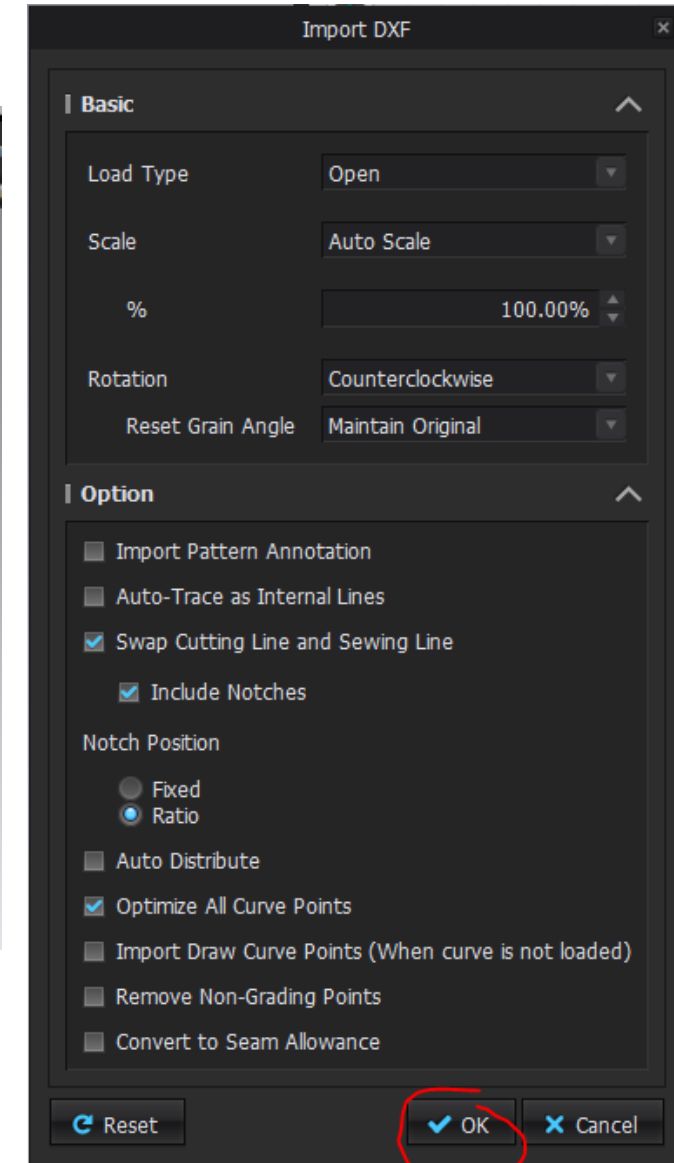
To open DXF Pattern in Clo:

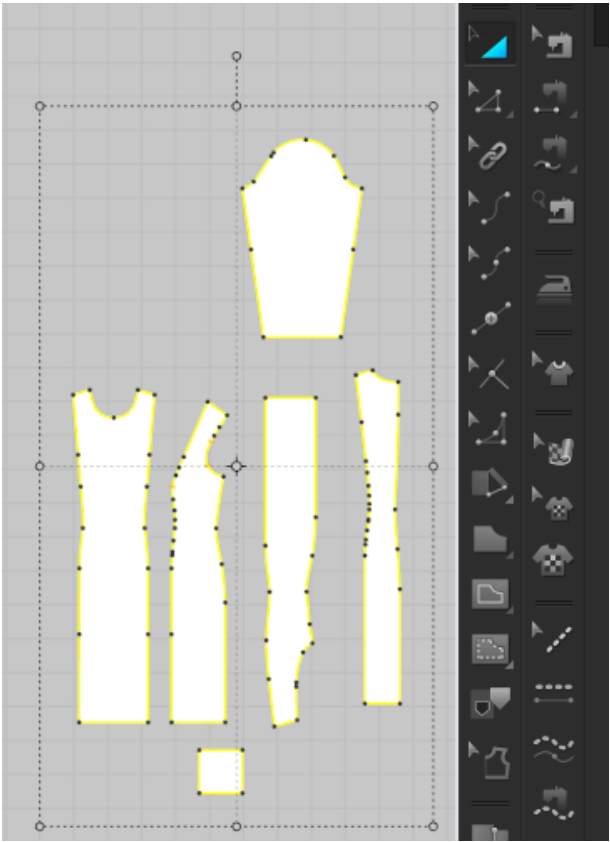
Go to File > import > DXF
Find DXF in your download folder




Tip: use Import if pattern will be only item in your clo window
use Import Add to bring in another pattern or other clo assets

This window will appear
Click OK to open pattern






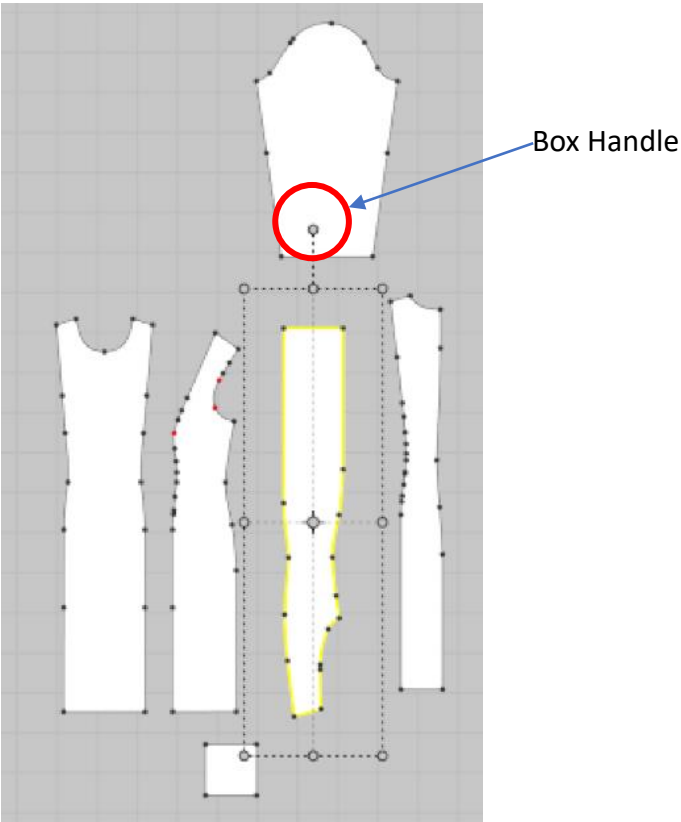
To select all pieces: hold down left mouse button, drag box around pieces or – hotkey Ctrl + A



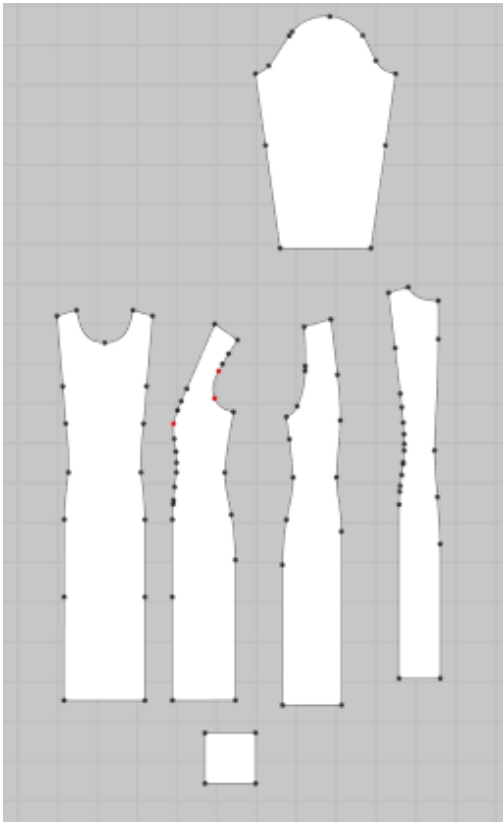
Solid triangle selects whole piece



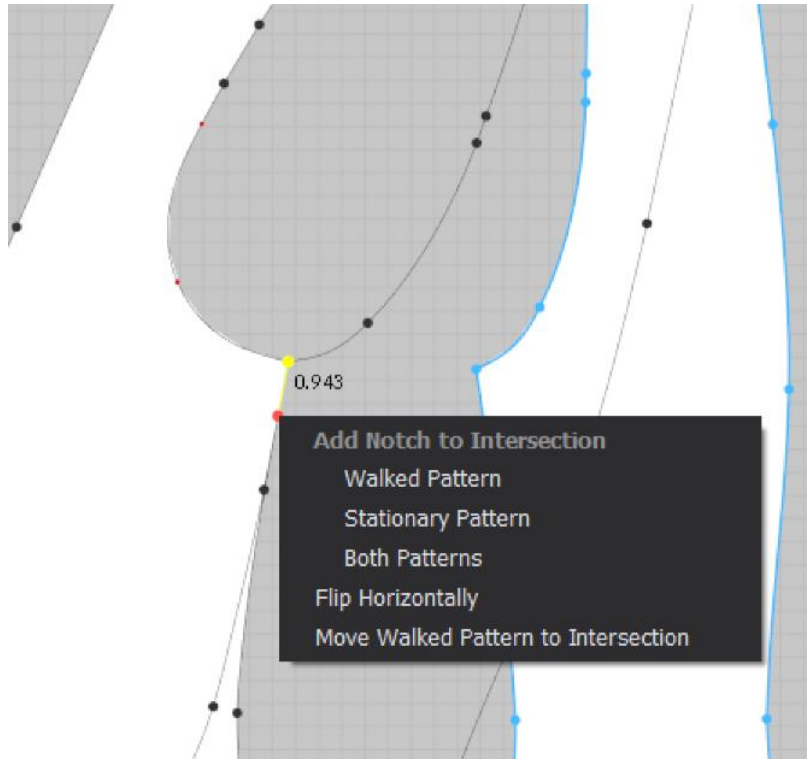
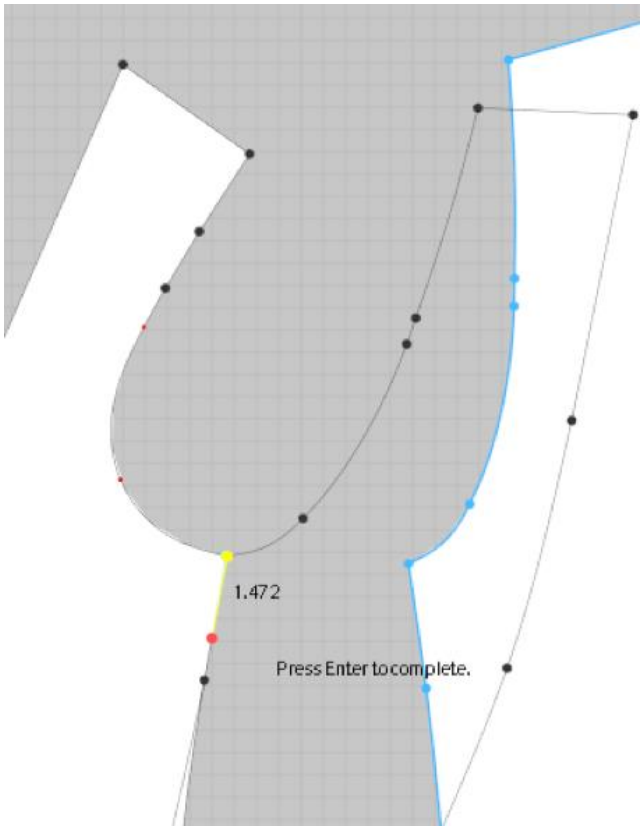
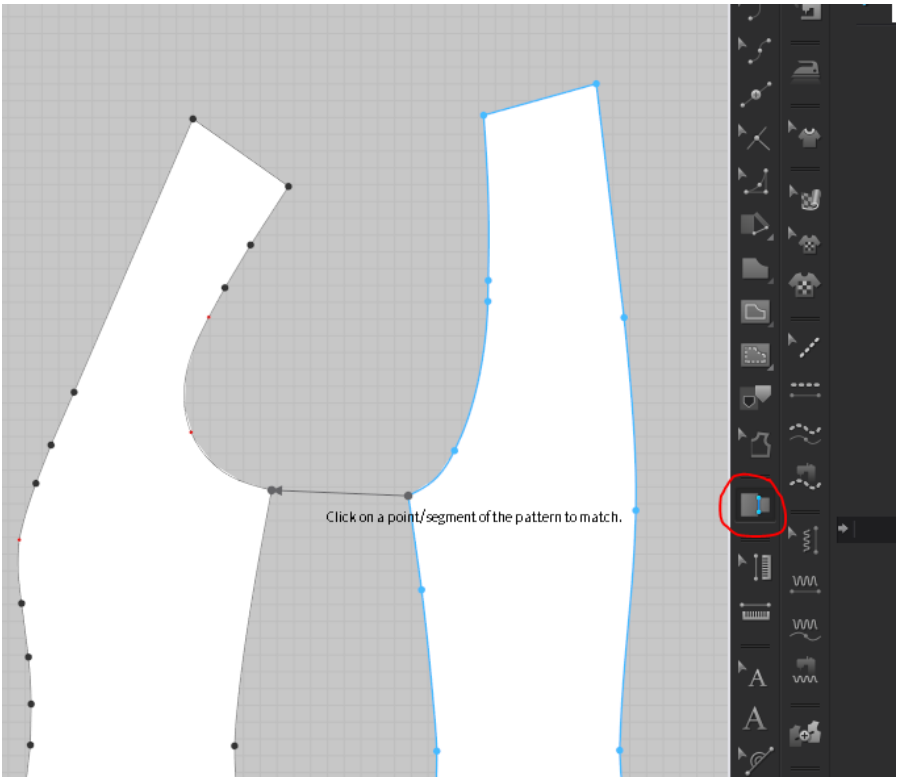
Open triangle selects a point or a line segment



To select one piece: Go to the solid triangle (whole piece selection tool), click on desired piece a box will appear around the piece
To select multiple pieces but not all: Hold the shift key



To turn a piece over click on the box handle hold left mouse button + shift key Rotate move mouse in desired direction You will feel a light click at 45 and 90 degrees Release left mouse button to set piece in desired direction



Go to walking tool: with left mouse button click point to point



To start walking pieces move mouse
In direction you want to go



While walking piece , right click to bring up options
To keep piece in place, select Move walked pattern to intersection

Other options are for pattern making

All Topics in Clo - Clo YouTube Online Learning Channel: <https://www.youtube.com/c/CLO3D>

How to use Fit Maps: <https://www.youtube.com/watch?v=Z6EiCcuoYzY>

How to use soft body avatar: https://www.youtube.com/watch?v=CwB8_ad328M&t=42s

How to use Clo-Set: <https://style.clo-set.com/service/features>

S: Drive/Production/3D = Internal Resources – Where to Find

- Alvanon Permission (APF) Form----- Shared Drive (S:) > Production > 3D > Avatar > Alva Form > ALVA LOG IN AND APF
- Women’s size 6 Alvanon Forms----- Shared Drive (S:) > Production > 3D > Avatar > Alva Form > UOS-Women Size 6
- Pre-set Fit Poses for the URBN Clo Girl----- Shared Drive (S:) > Production > 3D > Avatar > Fit Poses for URBN clo girl
- Pre-recorded Training Videos on various Clo Functions----- Shared Drive (S:) > Production > 3D > Training