Fashion Computing: Design Techniques and CAD

By Sandra Burke

Burke Publishing. Paperback. Book Condition: new. BRAND NEW, Fashion Computing: Design Techniques and CAD, Sandra Burke, This is the first book to comprehensively explain how to use fashion computing software to produce fashion designs. The book will take you through the following computing techniques: design clothing as flats/working drawings; create specification/technical sheets for samples and production; create fashion illustrations, and fabrics; create fashion presentations - moods/concepts, fabric, colour, design, illustration, forecasting etc; design promotional material for marketing/branding, business cards and letterheads; and, create designs for print or screen. The chapters have been set out in a logical learning sequence to guide you through the computerised fashion design and presentation techniques, together with self-explanatory worked examples. An instructor's manual with additional exercises and case studies can be downloaded free from the Internet. Computer generated images from designers and illustrators around the world have been included to inspire and demonstrate fashion computing techniques. Specific computer software includes: Photoshop, Illustrator, CorelDRAW, Freehand and Powerpoint.

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Reviews

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