

TRIMS - A BASIC GUIDE



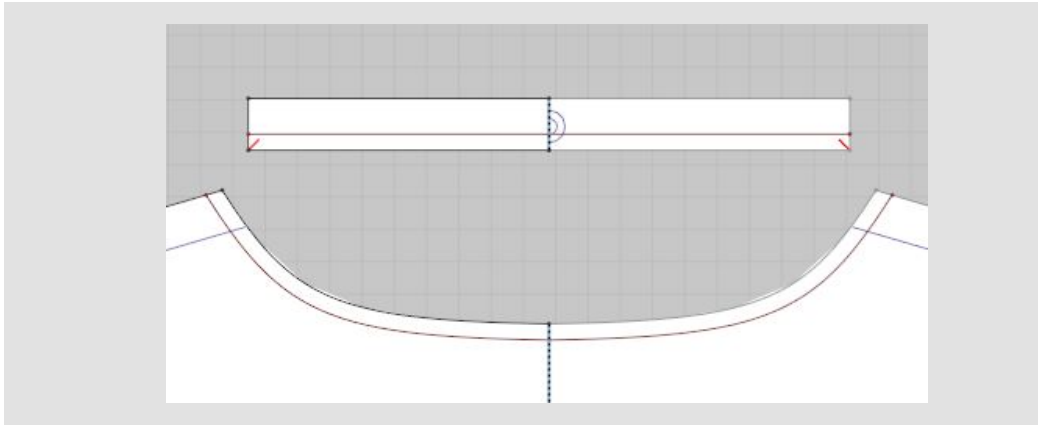
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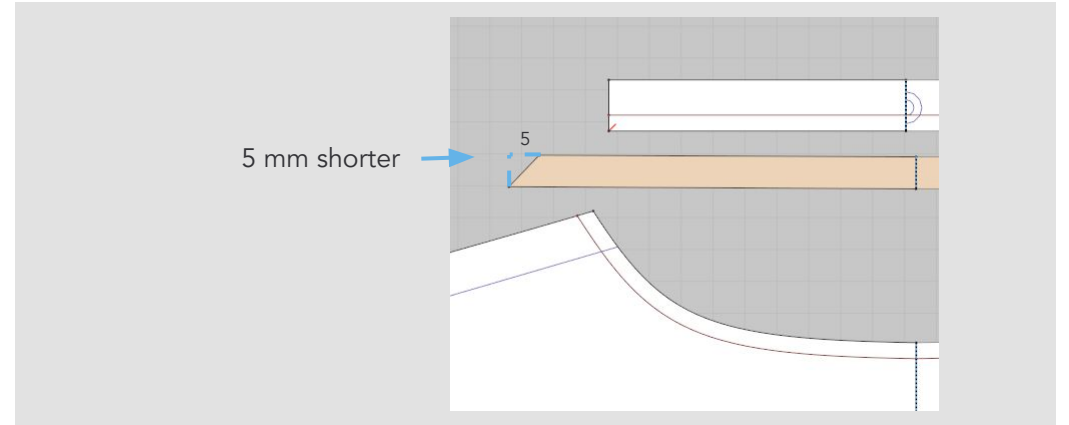
■
NECK TAPE

NECK TAPE

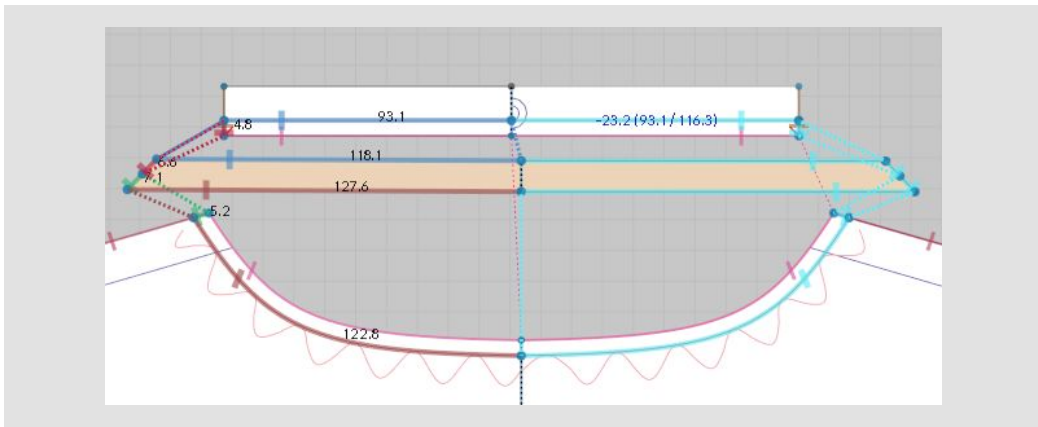
1. Offset an internal line by 0,5 mm from the back neckline and the binding pattern.



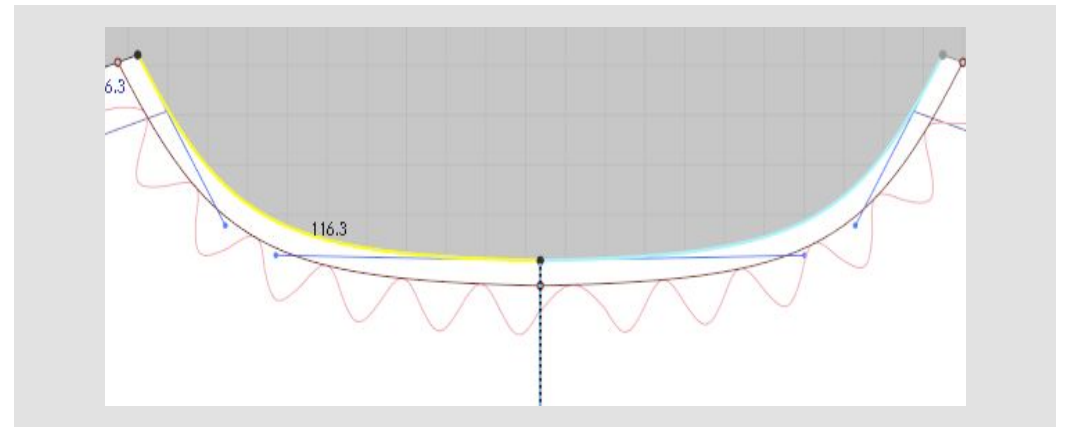
2. Create a new pattern piece with the same length of the bodice neckline. The upper edge of the tape should be shorter by 5 mm.



3. Sew the neck tape and superimpose it under.

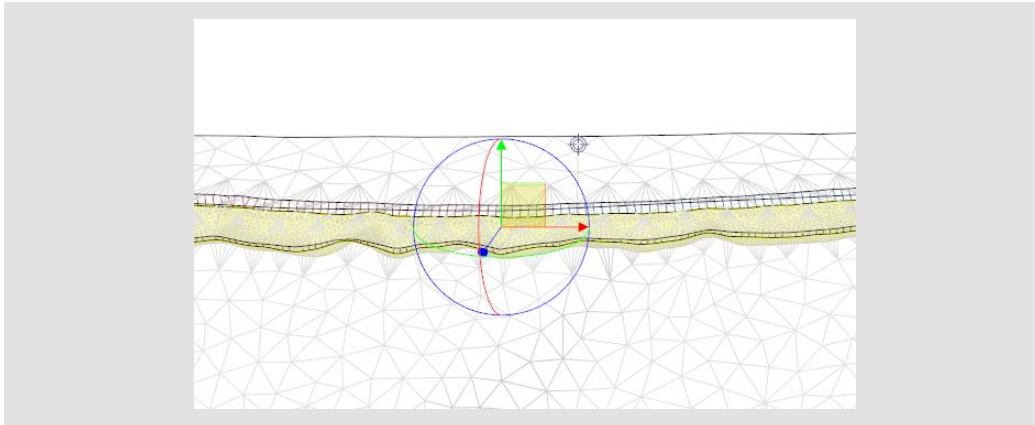


4. Apply Shirring to the outline to make the mesh more delicate (select line > Property Editor > Shirring).

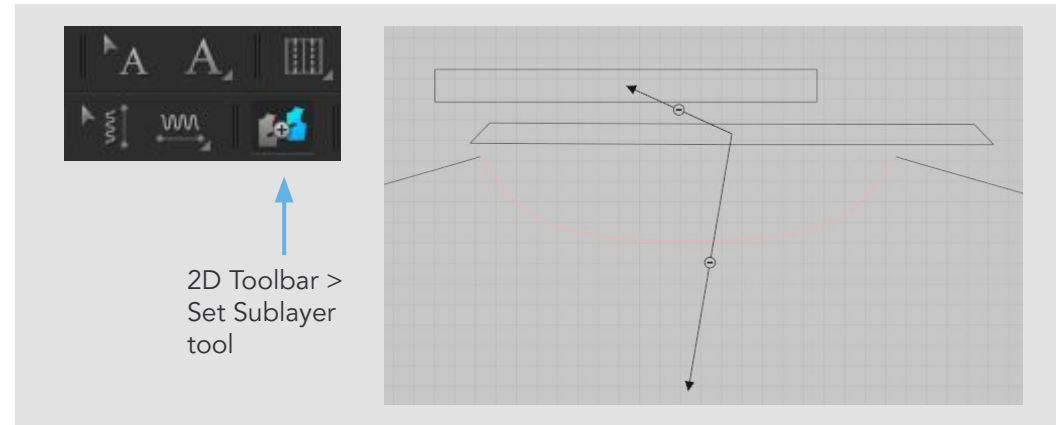


NECK TAPE

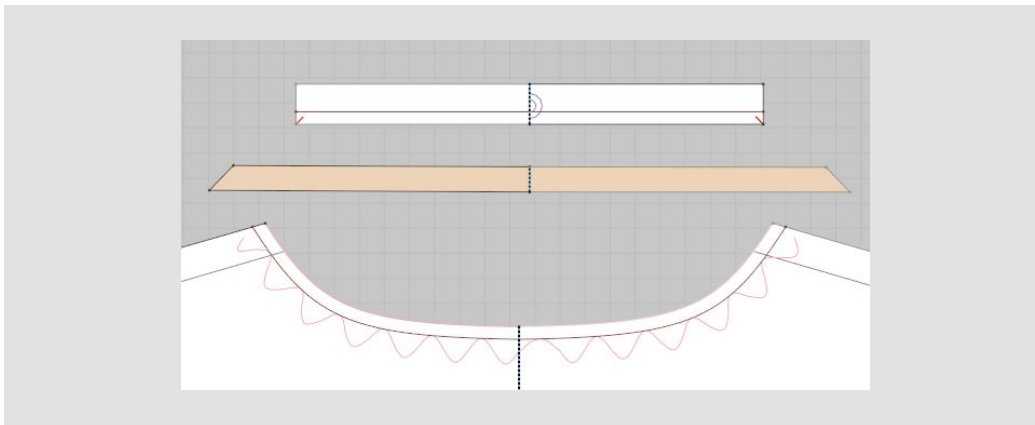
5. Change the particle distance of the neck tape to 0,8.



6. Assign sublayers to the pattern pieces.



7. Apply bonding to the neck tape.

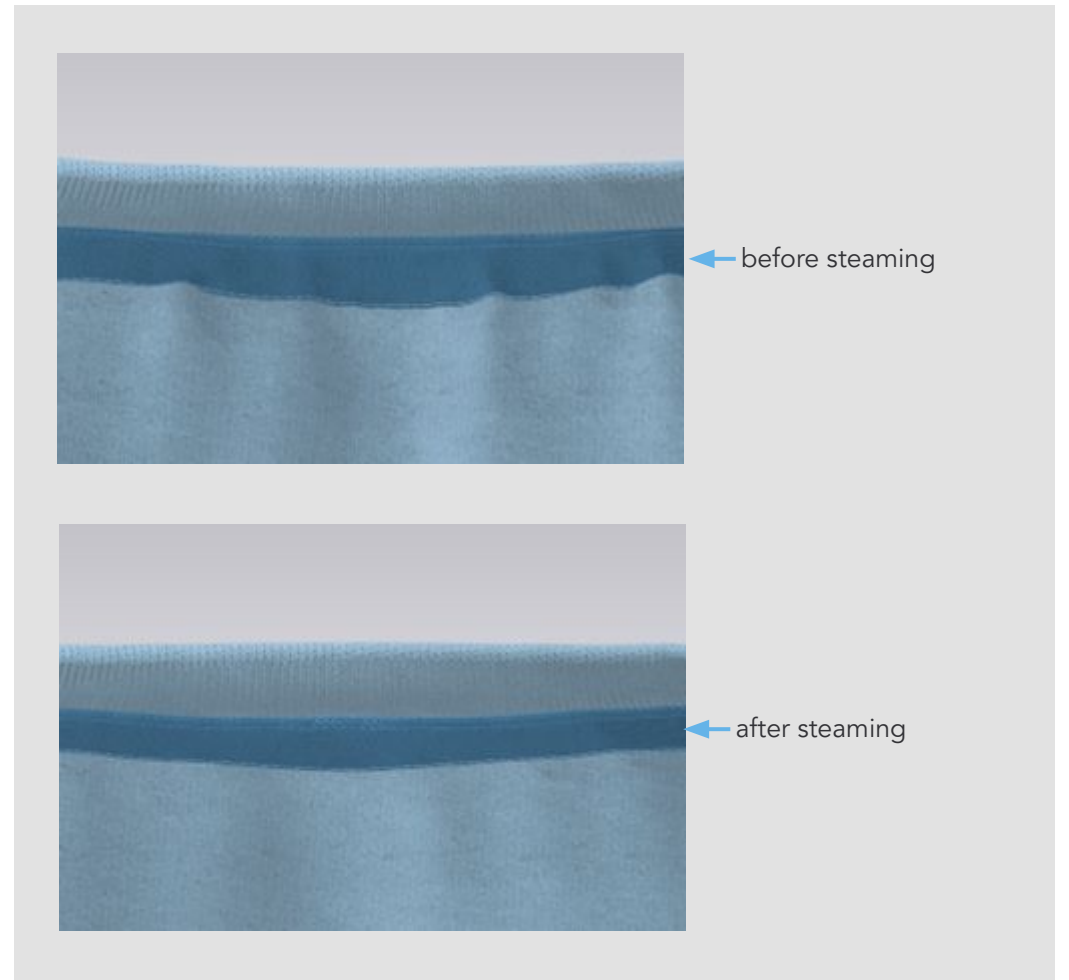
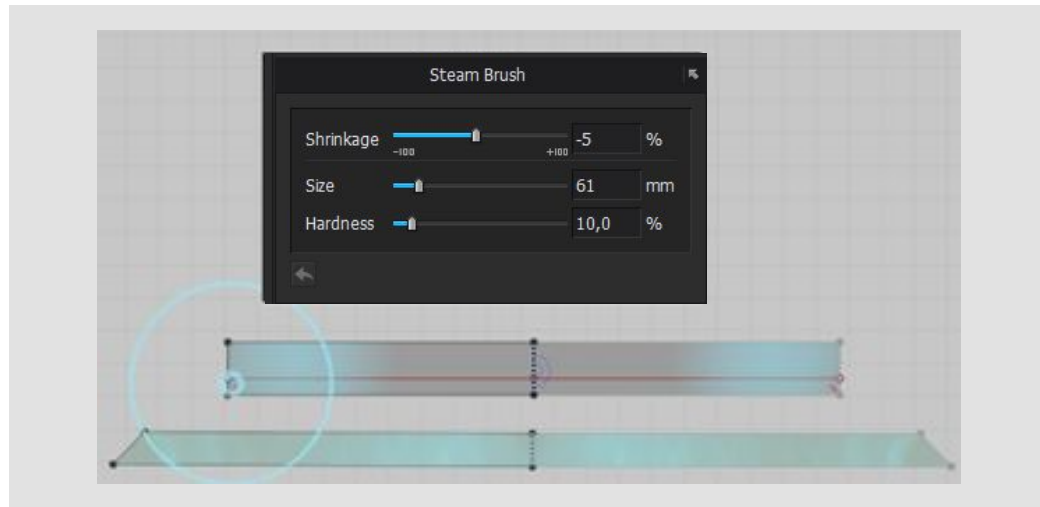


8. Add a texture to your neck tape and increase the Normal Map's value.



NECK TAPE

9. Use the Steam tool for the binding and the necktape. You will achieve a flatter result (2D Toolbar > Steam):



NECK TAPE

RESULT



Check out this inspirational [tutorial](#).



REFLECTIVE TAPES

REFLECTIVE TAPES

1. Create a pattern piece with the desired measurements and sew it on top of your garment.

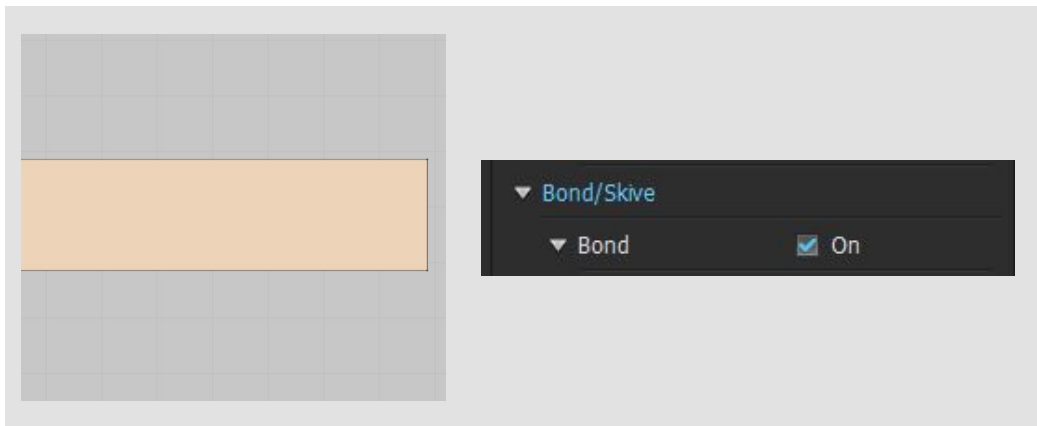


2. Add a desired texture and normal map.

TIP! If you don't have a nice texture in place, just use a CLO texture and Normal Map, e.g. Nylon-Featherweight.

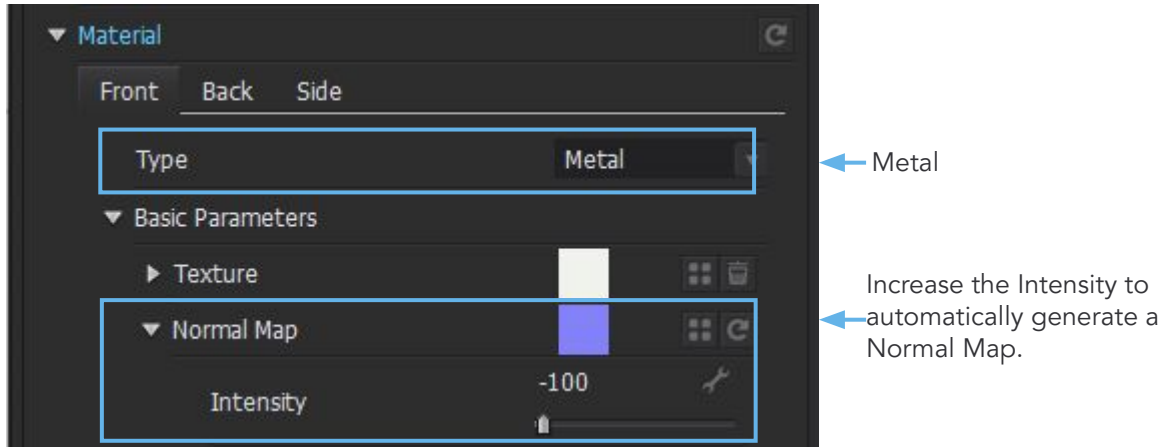


3. Apply bonding to the tape.



REFLECTIVE TAPES

4. Select the fabric and change the Material.



Material

Front Back Side

Type Metal

Basic Parameters

Texture

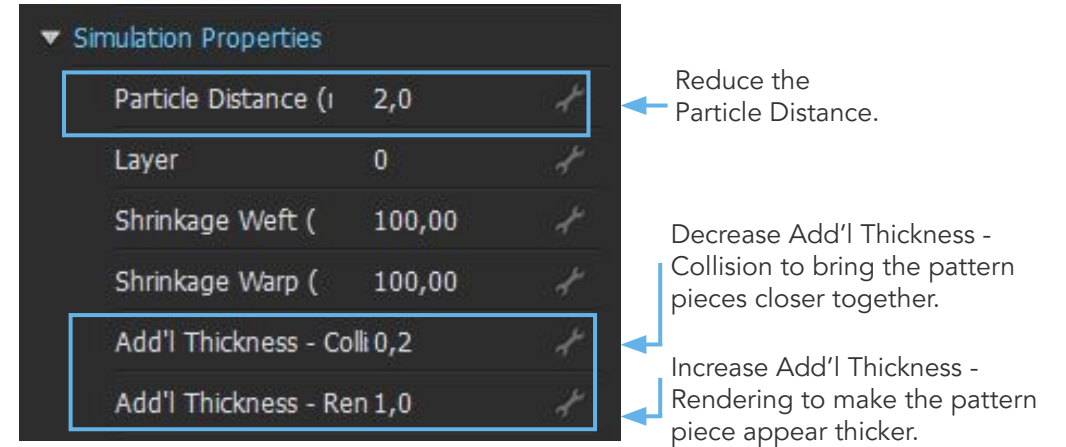
Normal Map

Intensity -100

← Metal

← Increase the Intensity to automatically generate a Normal Map.

4. Select the pattern piece and change the Simulation Properties.



Simulation Properties

Particle Distance (l) 2,0

Layer 0

Shrinkage Weft (100,00

Shrinkage Warp (100,00

Add'l Thickness - Colli 0,2

Add'l Thickness - Ren 1,0

← Reduce the Particle Distance.

← Decrease Add'l Thickness - Collision to bring the pattern pieces closer together.

← Increase Add'l Thickness - Rendering to make the pattern piece appear thicker.

REFLECTIVE TAPES

RESULT





THERMAL TAPES

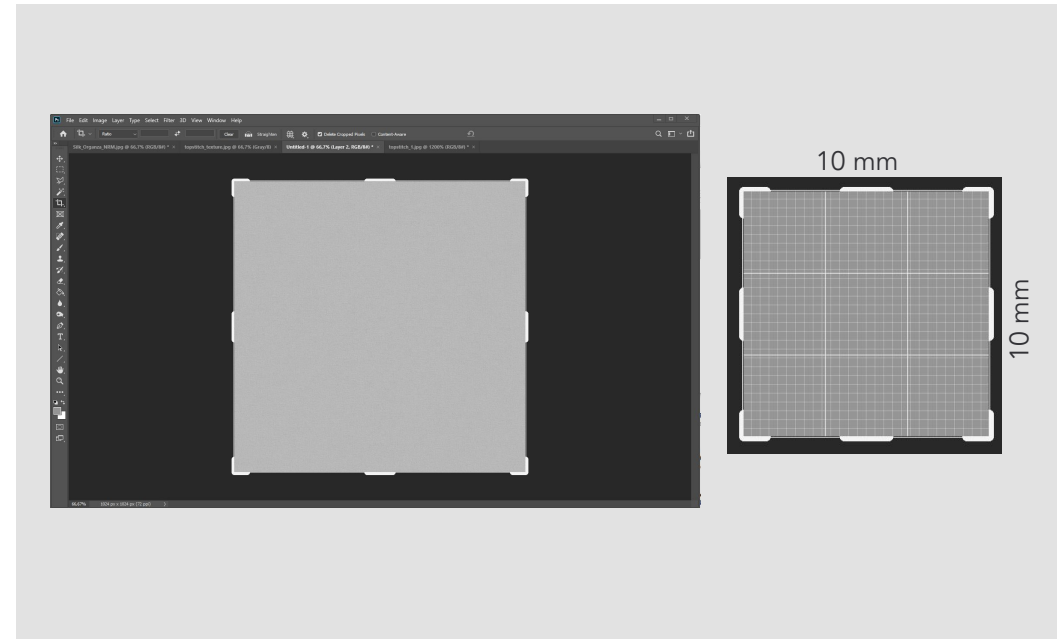
THERMAL TAPE

1. Have a thermal tape texture ready and open it in Photoshop.

TIP! If you don't have a nice texture in place, just use a CLO Texture and Normal Map, e.g. Nylon-Featherweight.

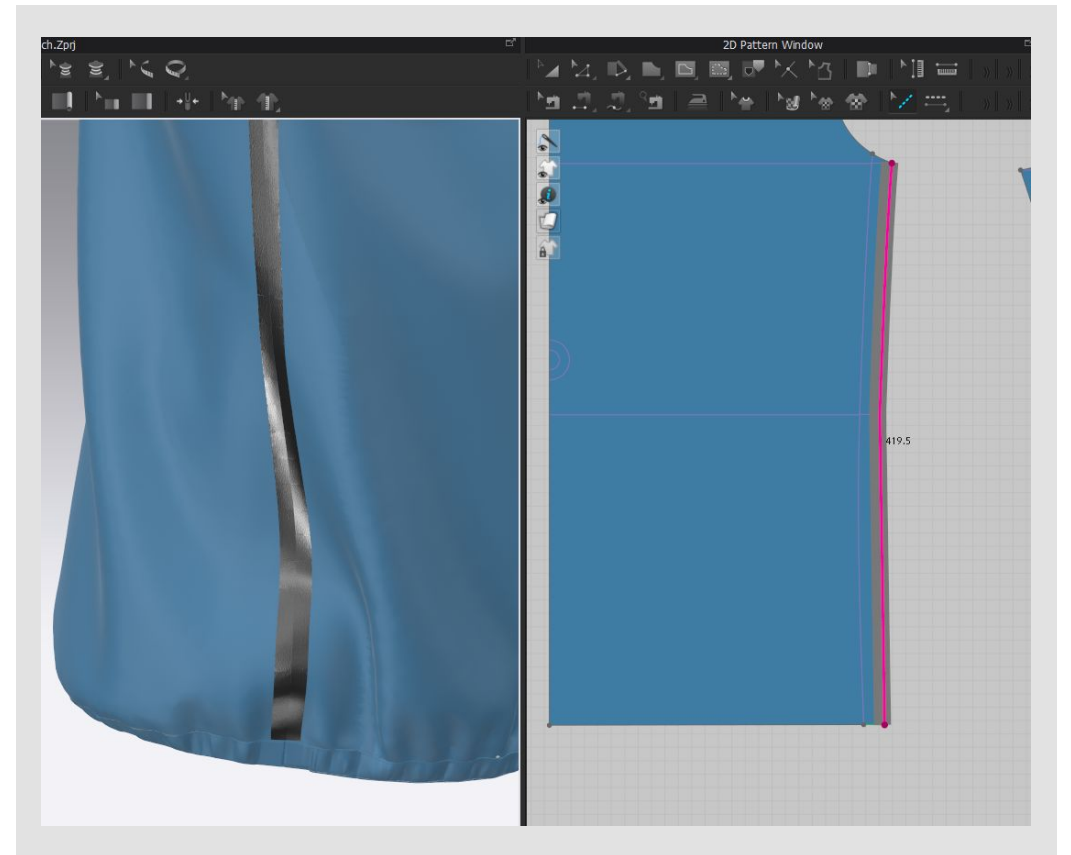
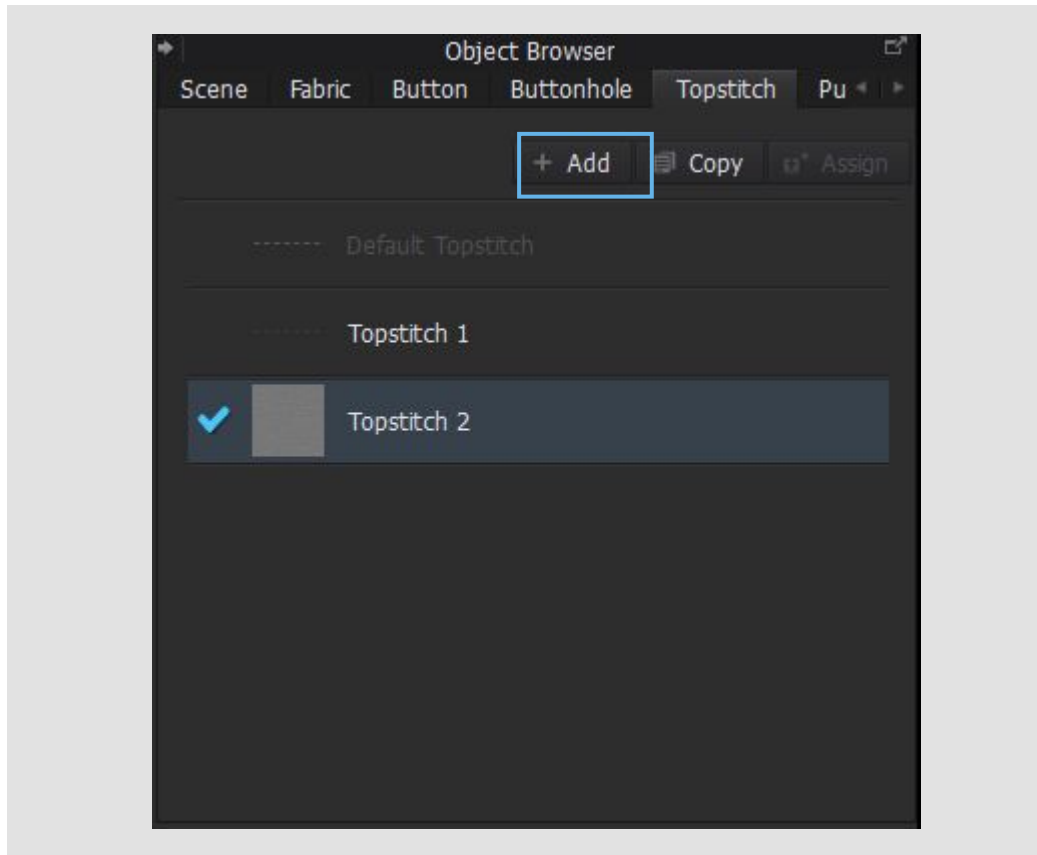


2. Crop the image size according to the height of your desired seam tape (e.g. 10 mm x 10 mm) and save it as a JPG.



THERMAL TAPE

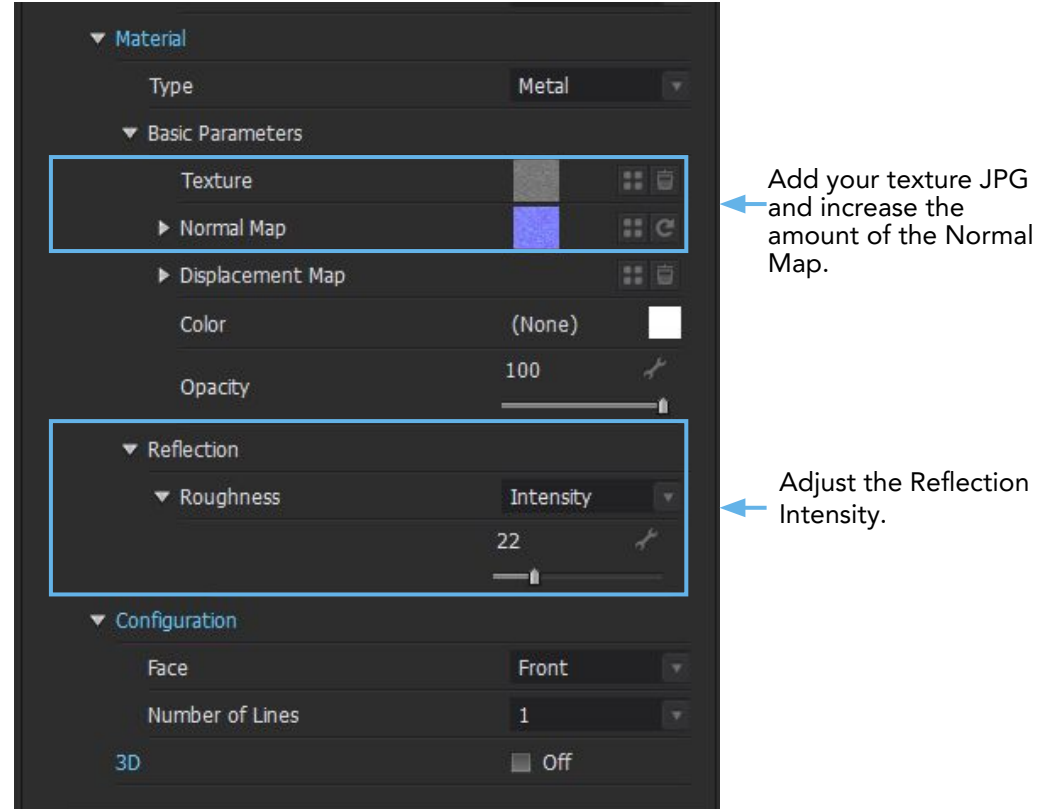
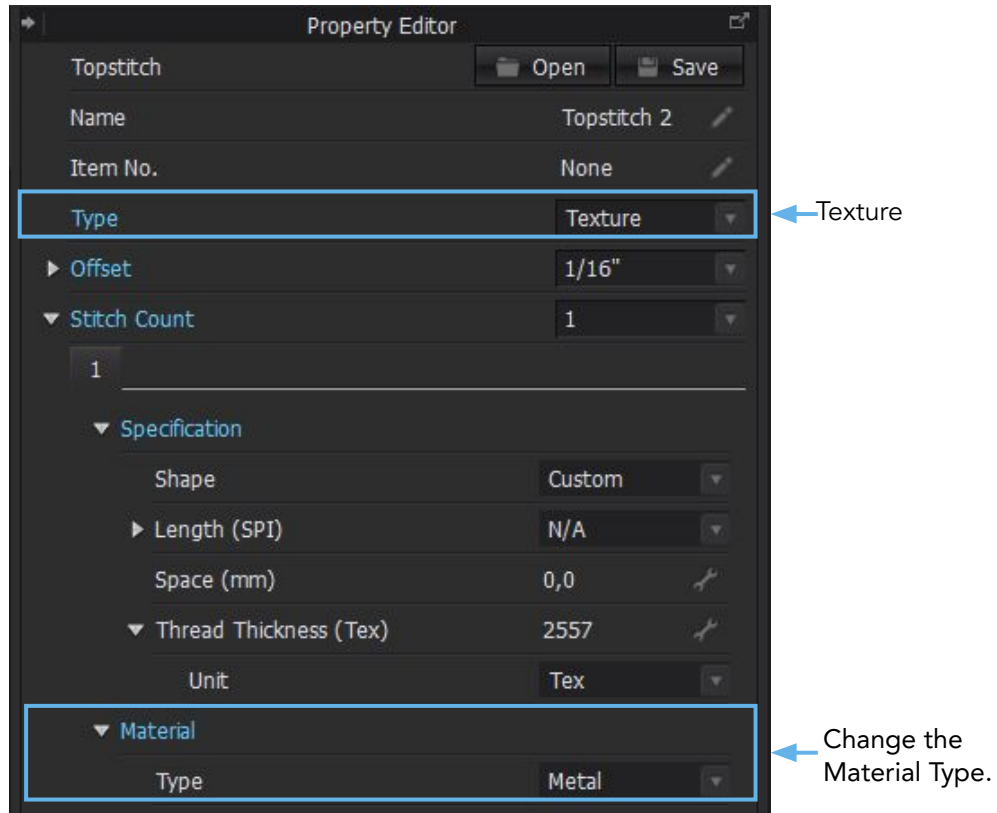
3. Add your tape texture to a new topstitch and apply it to your garment.
(Property Editor > Topstitch > „+“ sign to add a new topstitch)



THERMAL TAPE

4. Make adjustments as desired.

(Property Editor > Topstitch > „+“ sign to add a new topstitch)



THERMAL TAPE

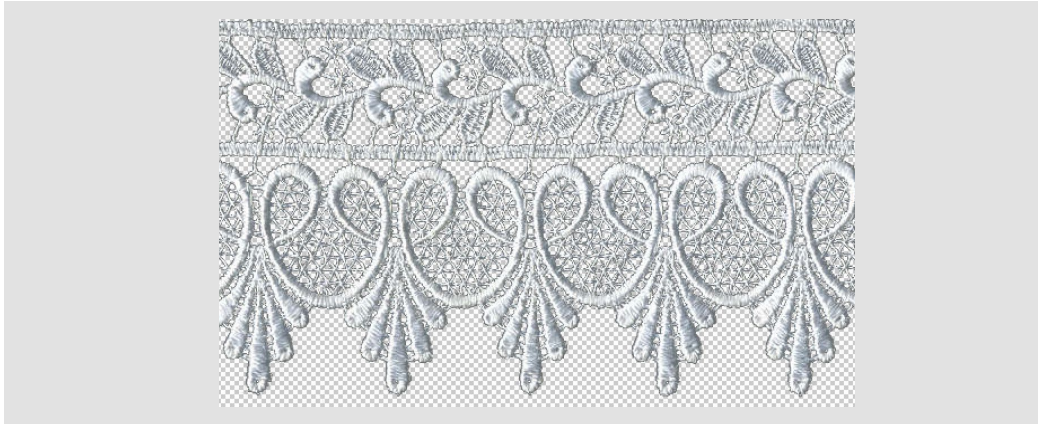
RESULT



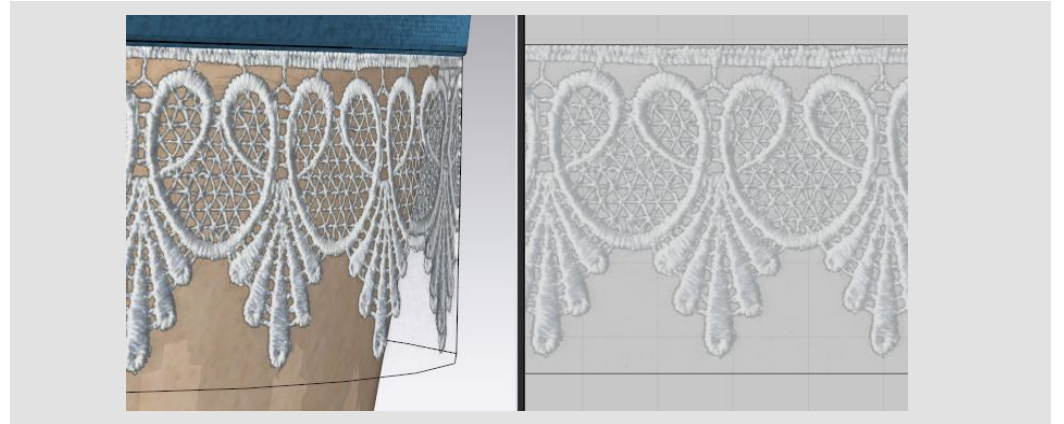
—
LACE

LACE

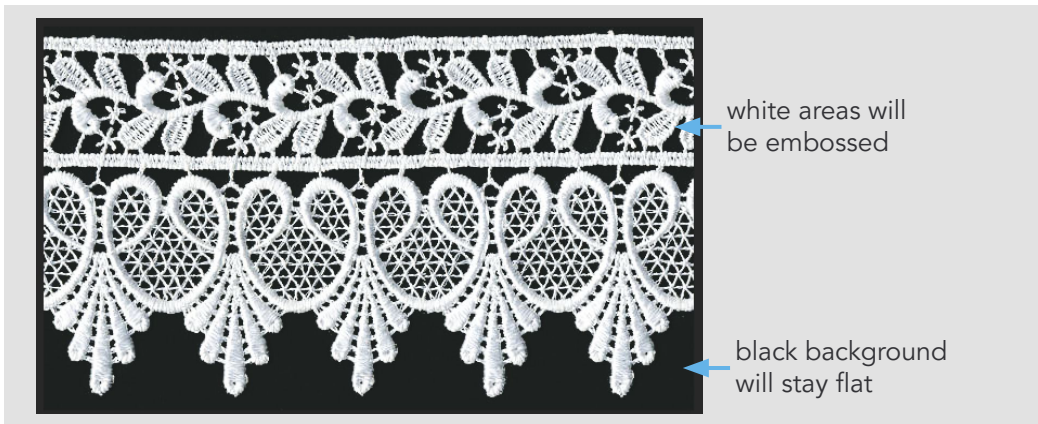
1. Texture: Scan and clean your lace in Photoshop. Transparent areas should be deleted. Save in the PNG format as it recognizes transparency.



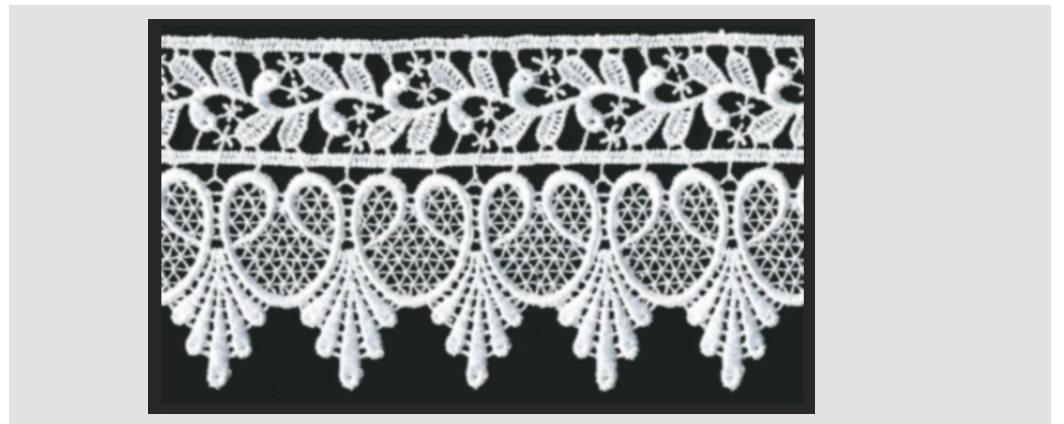
2. Add a separate pattern piece to your garment and place the lace image as a texture.



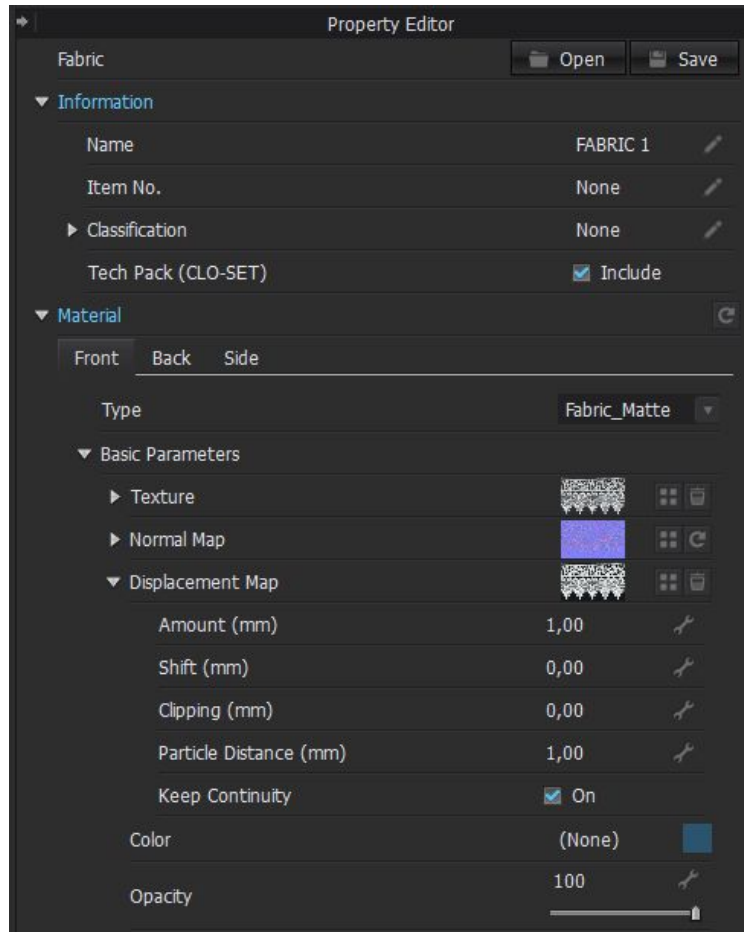
3. Create a Displacement Map in Photoshop (jpg). It gives the surface height, depth, and detail.



4. Add a gaussian blur filter in Photoshop to express the texture edges smoothly; necessary for visual success of the map. (Photoshop: Filter > Blur > Gaussian Blur)



5. Make adjustments in the Property Editor.



- ← Texture
- ← Increase the Normal Map Intensity.
- ← Add the Displacement Map.
- ← Change the height of the Displacement Map.
- ← Shift the position if necessary.
- ← Adjust to delete all geometries below the Clipping value.
- ← Adjust the Particle Distance of the map's mesh.
- ← Keep Continuity ON to display smooth edges.

LACE

RESULT



Check out our inspirational [tutorials](#).



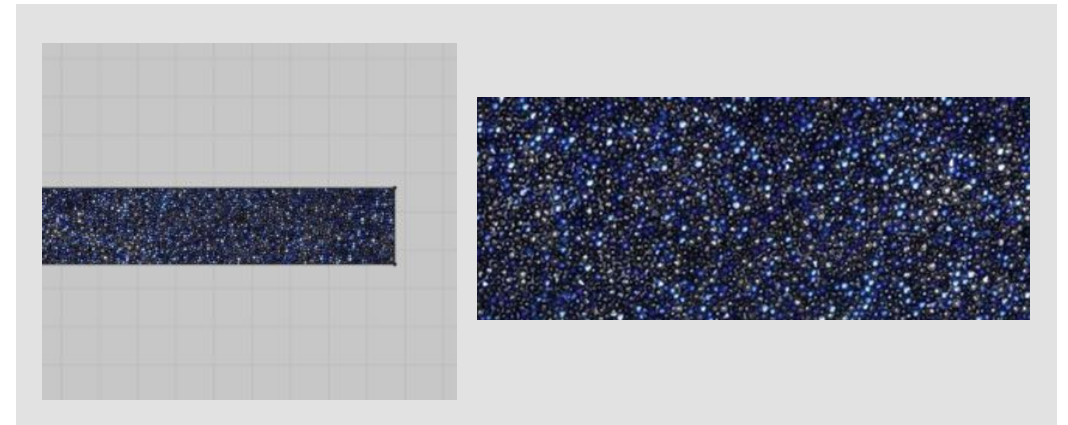
GLITTER FABRIC TAPE

GLITTER FABRIC TAPE

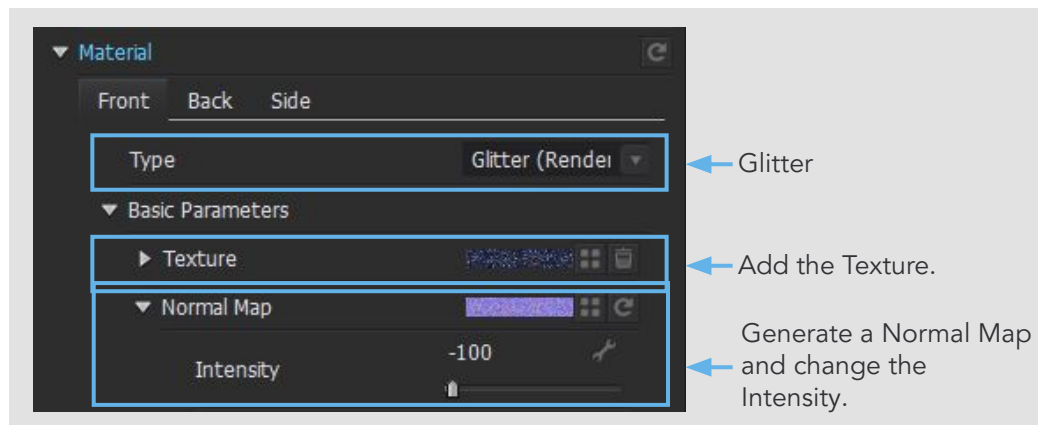
1. Create a pattern piece with the desired measurements and sew it on top of your garment.



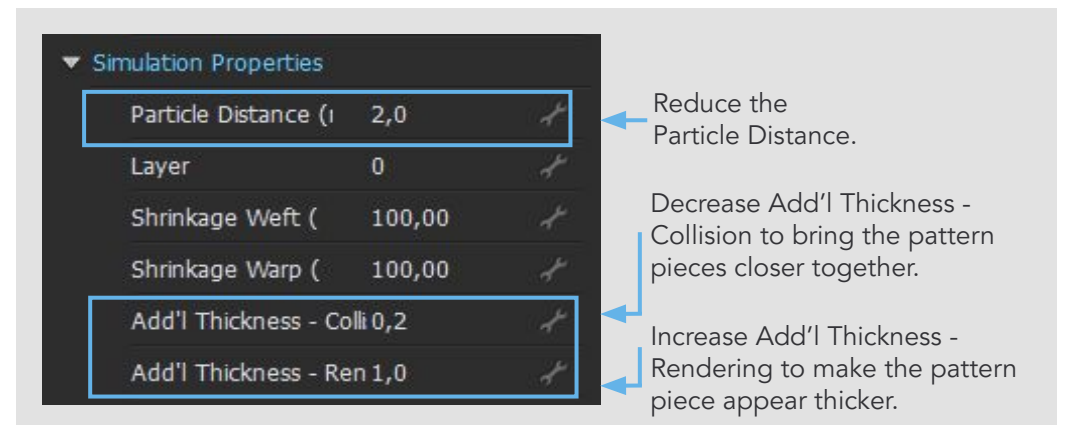
2. Add a glittery surface as Texture (the given example is a Crystal Fabric tape).



3. Select the fabric and change the Material.

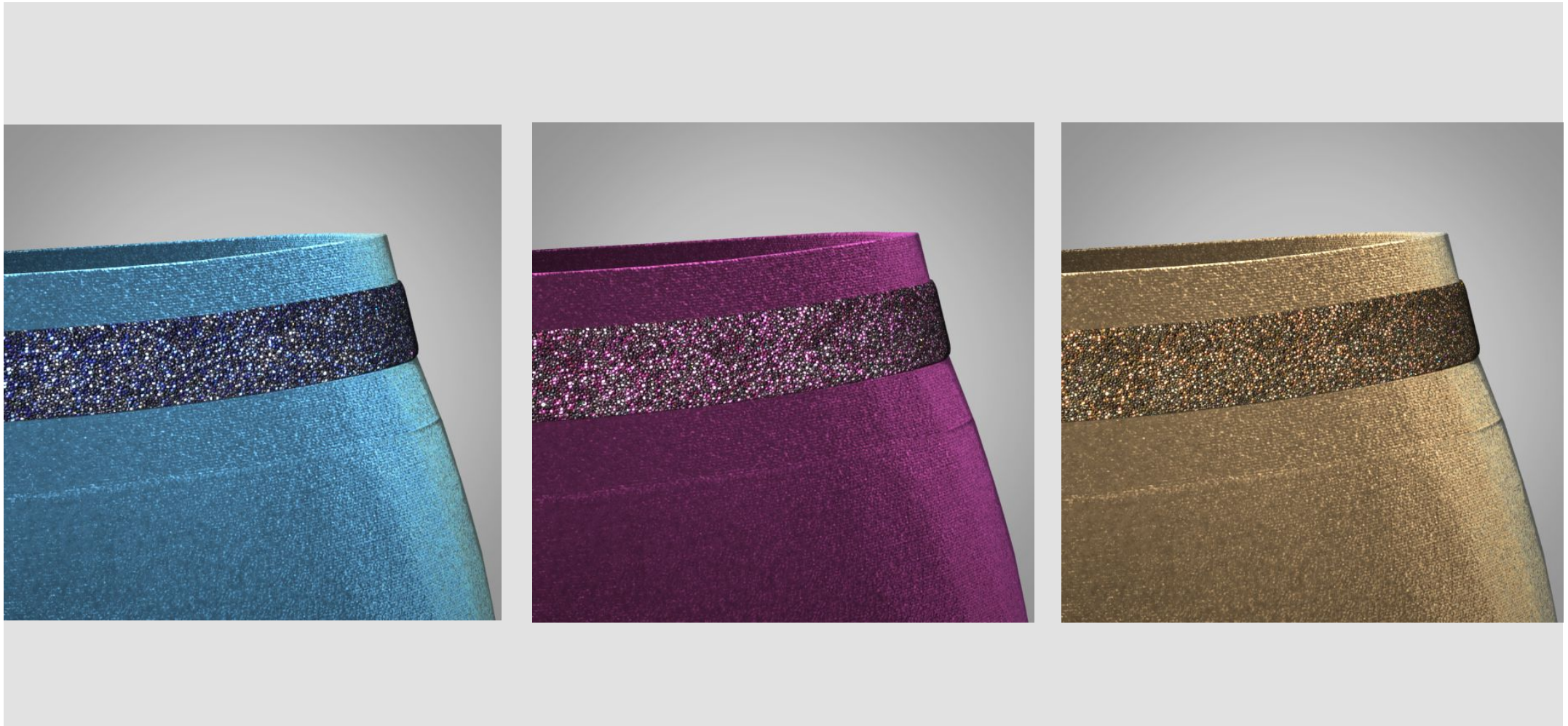


4. Select the pattern piece and change the Simulation Properties.



GLITTER FABRIC TAPE

RESULT

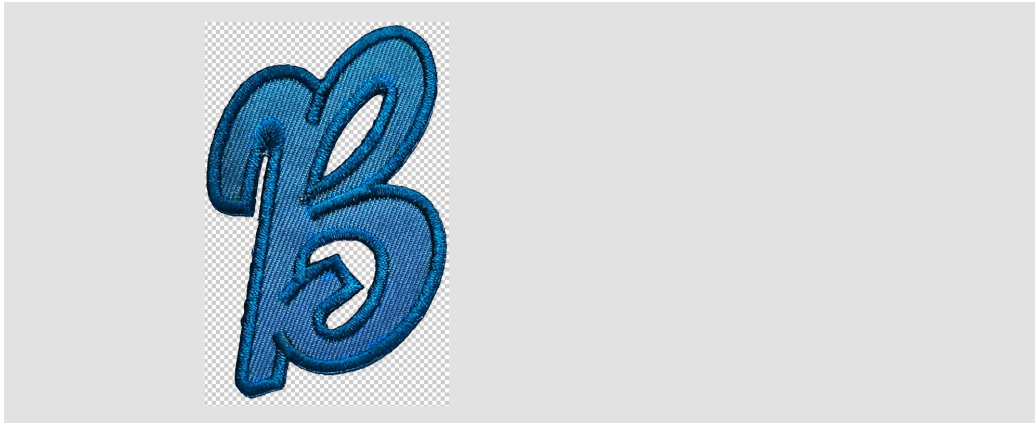




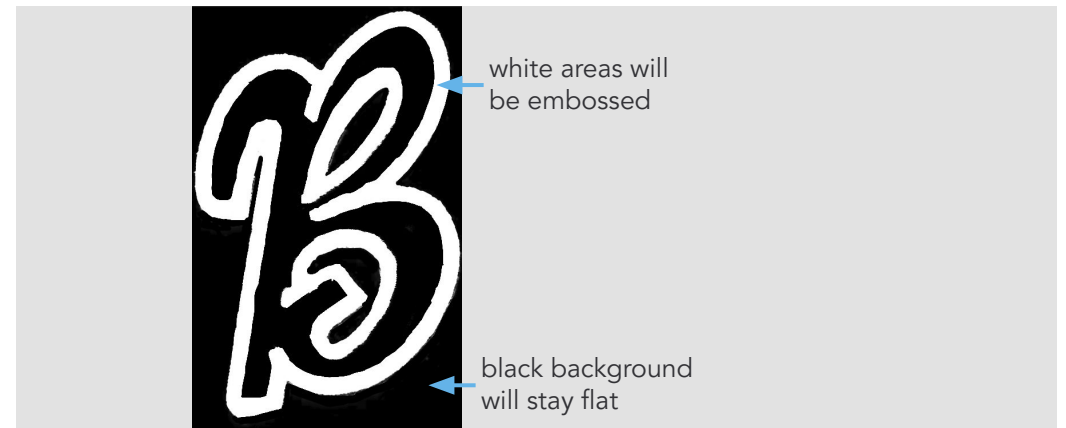
EMBROIDERED PATCHES

EMBROIDERED PATCHES

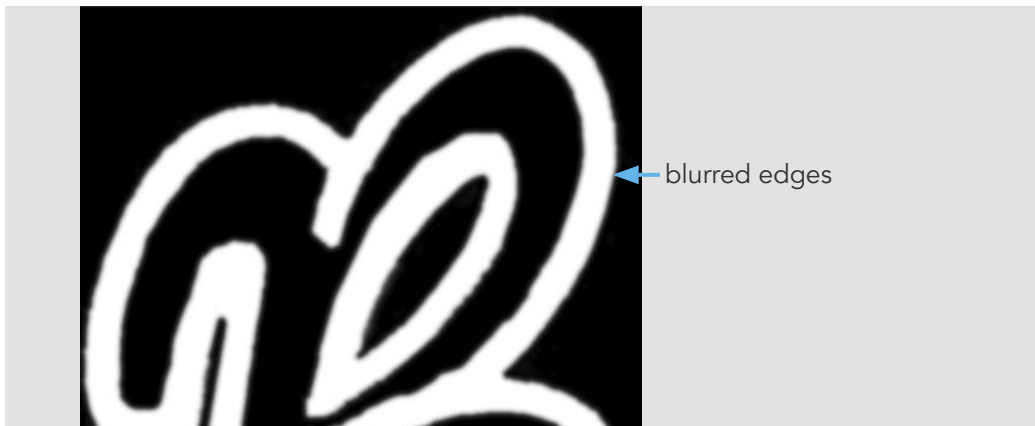
1. Texture: Scan and clean your patch in Photoshop. Transparent areas should be deleted. Save in the PNG format as it recognizes transparency.



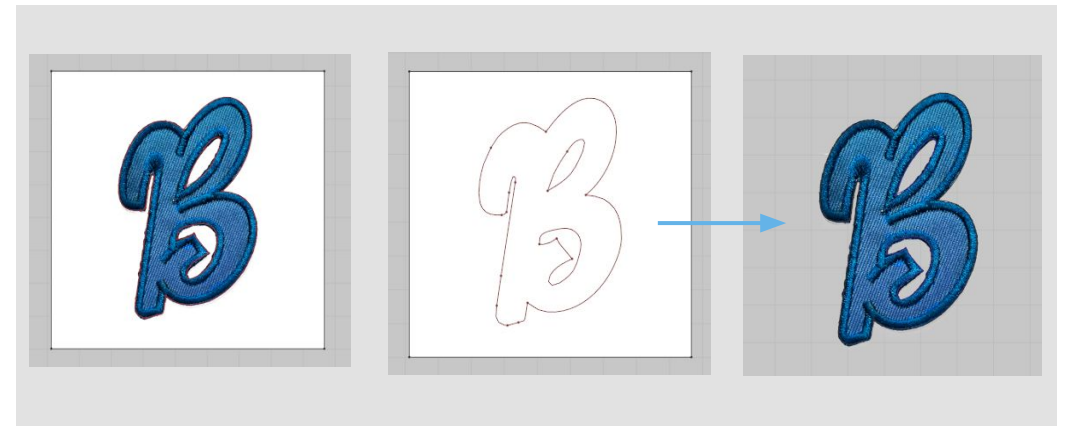
2. Create a Displacement Map in Photoshop. It gives the surface height, depth, and detail.



3. Add a gaussian blur filter in Photoshop to express the texture edges smoothly; necessary for visual success of the map. (Photoshop: Filter > Blur > Gaussian Blur)

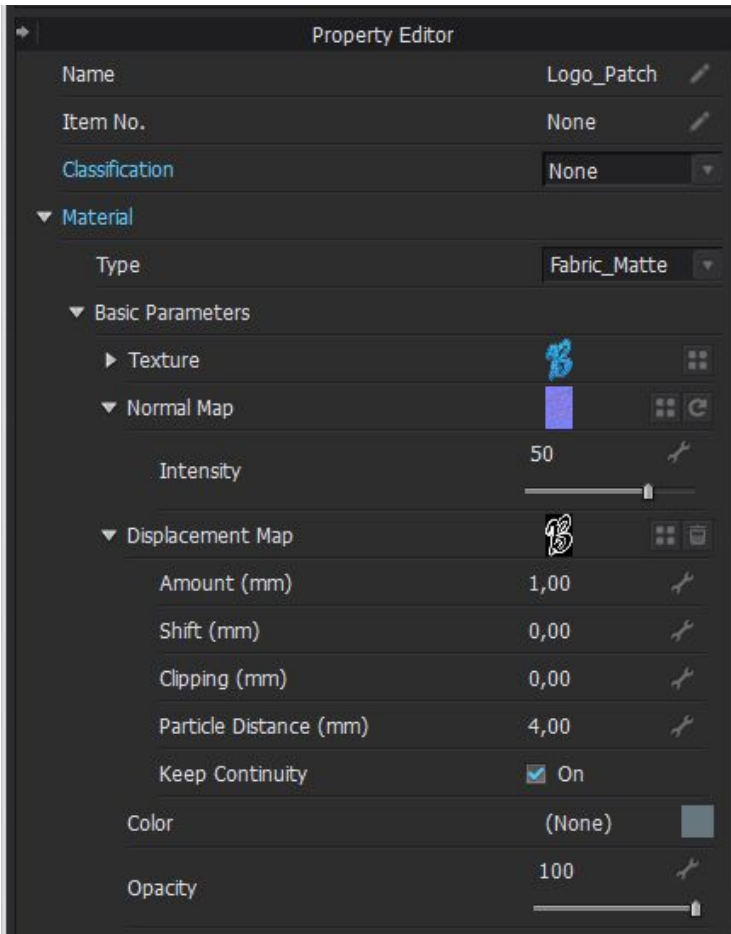


4. Create a rectangle pattern piece and add the PNG graphic. Add internal lines around the graphic and cut out the patch. Sew it onto the garment.



EMBROIDERED PATCHES

5. Make adjustments in the Property Editor.



← Graphic

← Increase the Normal Map Intensity.

← Add the Displacement Map.

← Change the height of the Displacement Map.

← Shift the position if necessary.

← Adjust to delete all geometries below the Clipping value.

← Adjust the Particle Distance of the mesh.

← Keep Continuity ON to display smooth edges.

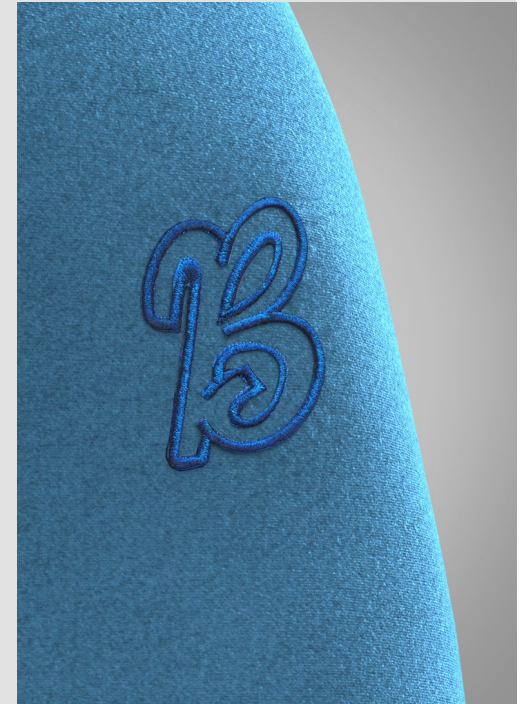
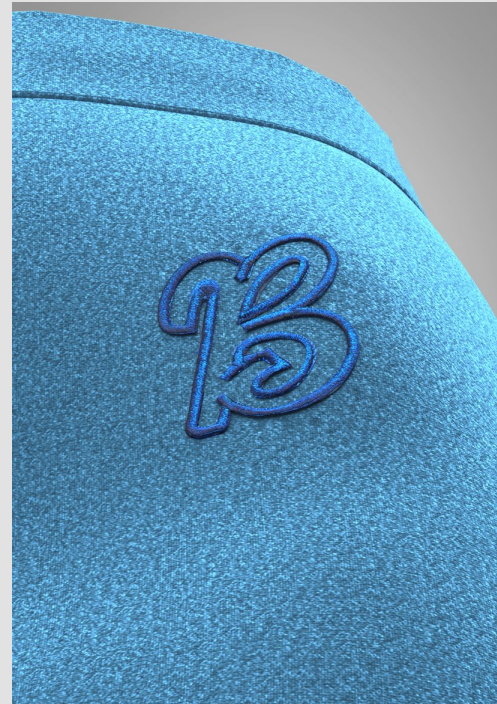
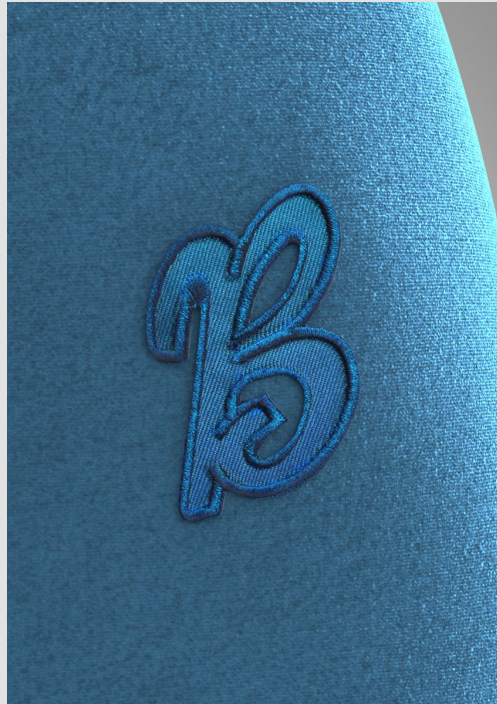
EMBROIDERED PATCHES

RESULT

Embroidered Patch



Embroidery



Check out our inspirational [tutorials](#).



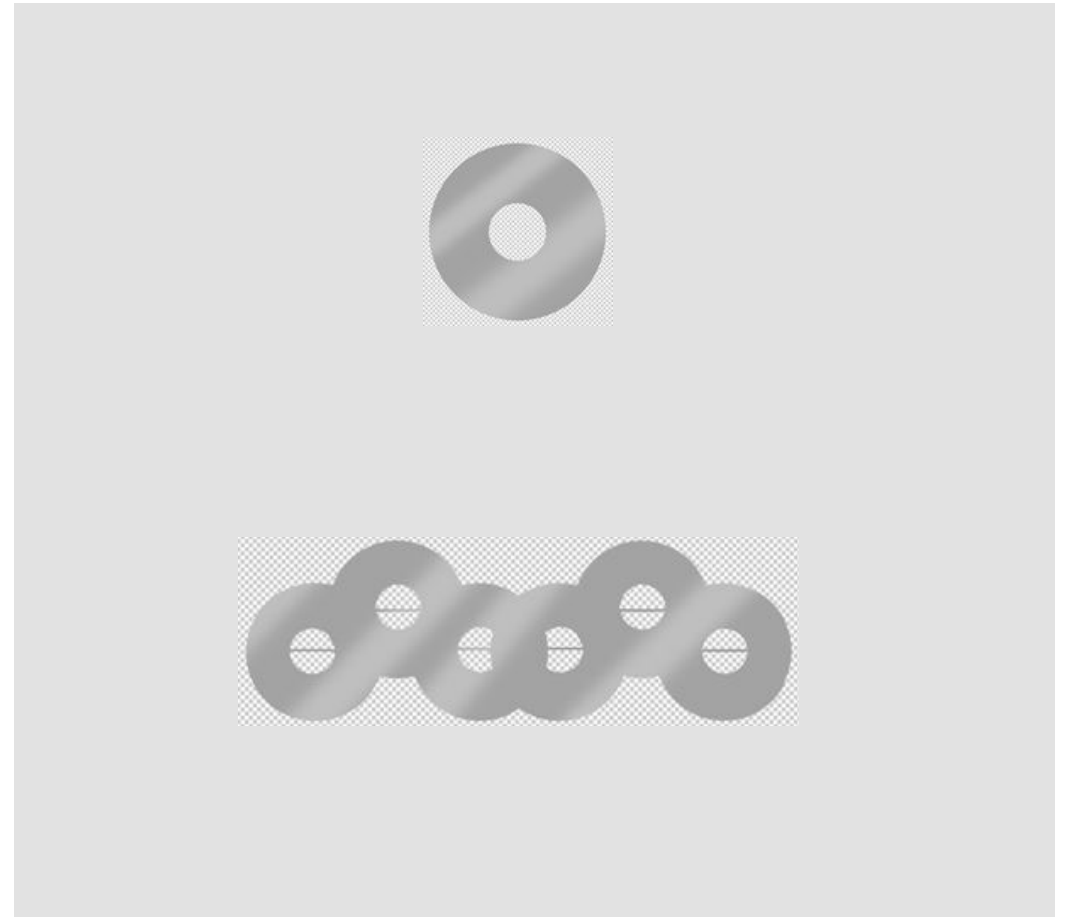
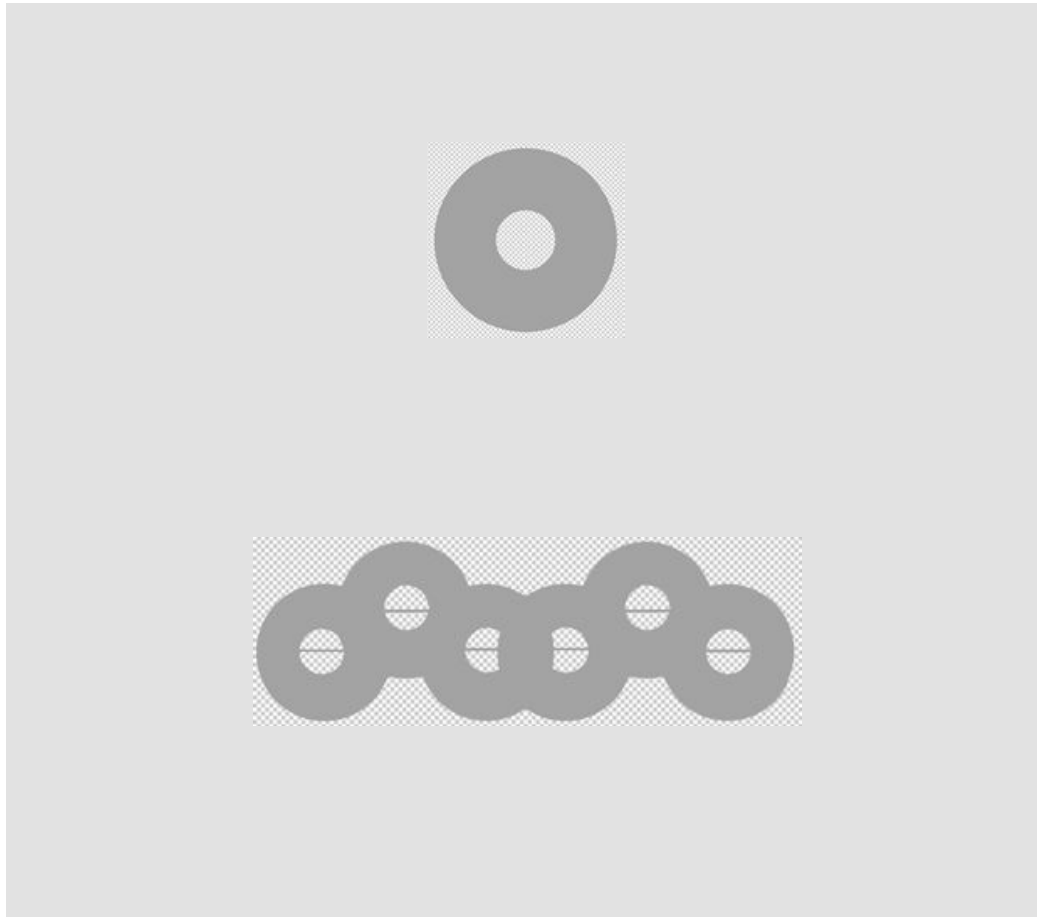
SEQUINS AS TOPSTITCHING

SEQUINS AS TOPSTITCHING

1. Create a sequin file (e.g. Photoshop). Save in the PNG format as it recognizes transparency.

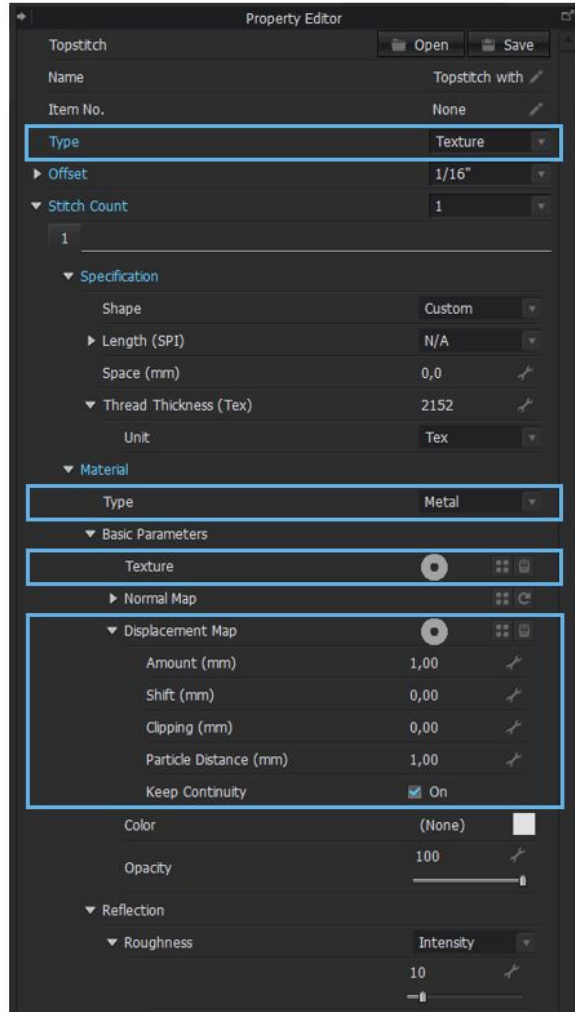
TIP! Irregular repeats are very useful if you want to apply the sequins on top of curved internal lines.

TIP! Additional brushing effects will support the visual outcome of shiny sequins.



SEQUINS AS TOPSTITCHING

2. Add the sequin into the topstitch texture.



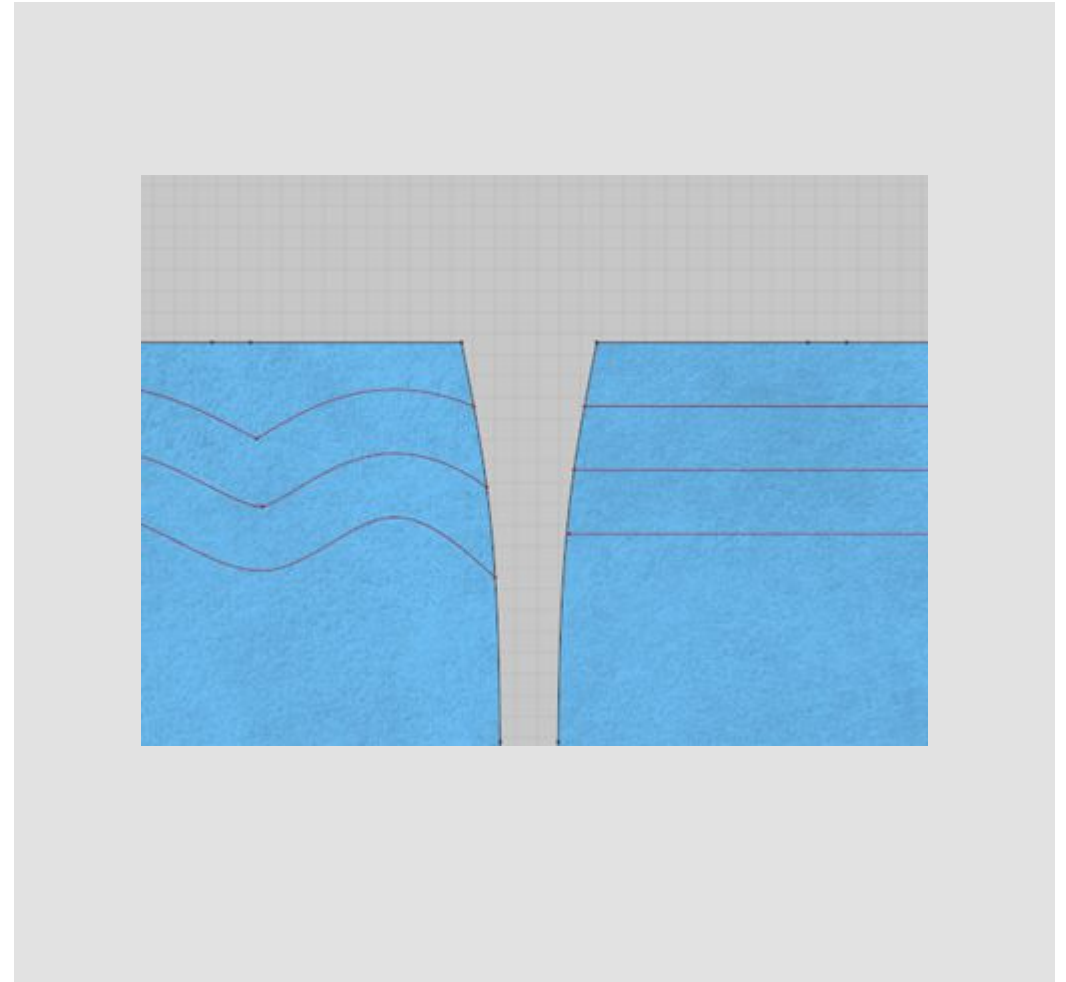
← Change to Texture.

← Change the Material Type to e.g. Metal.

← Insert the PNG file.

← For a more realistic result, insert a Displacement Map and change the properties.

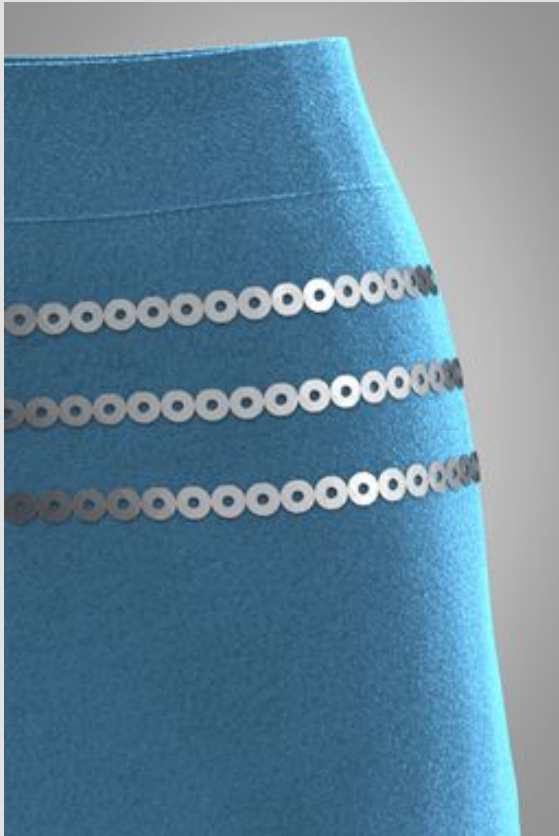
3. Add internal lines to your pattern piece and apply the new topstitch.



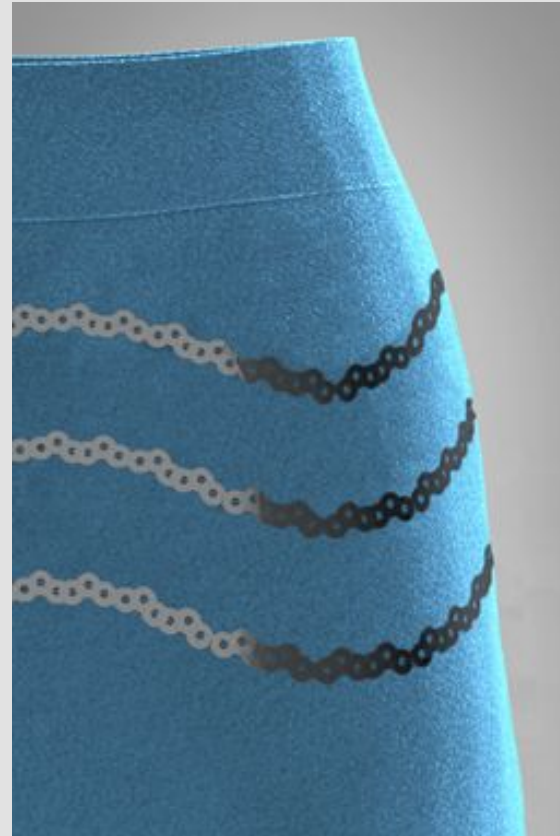
SEQUINS AS TOPSTITCHING

RESULT

Displacement Map



no Displacement Map

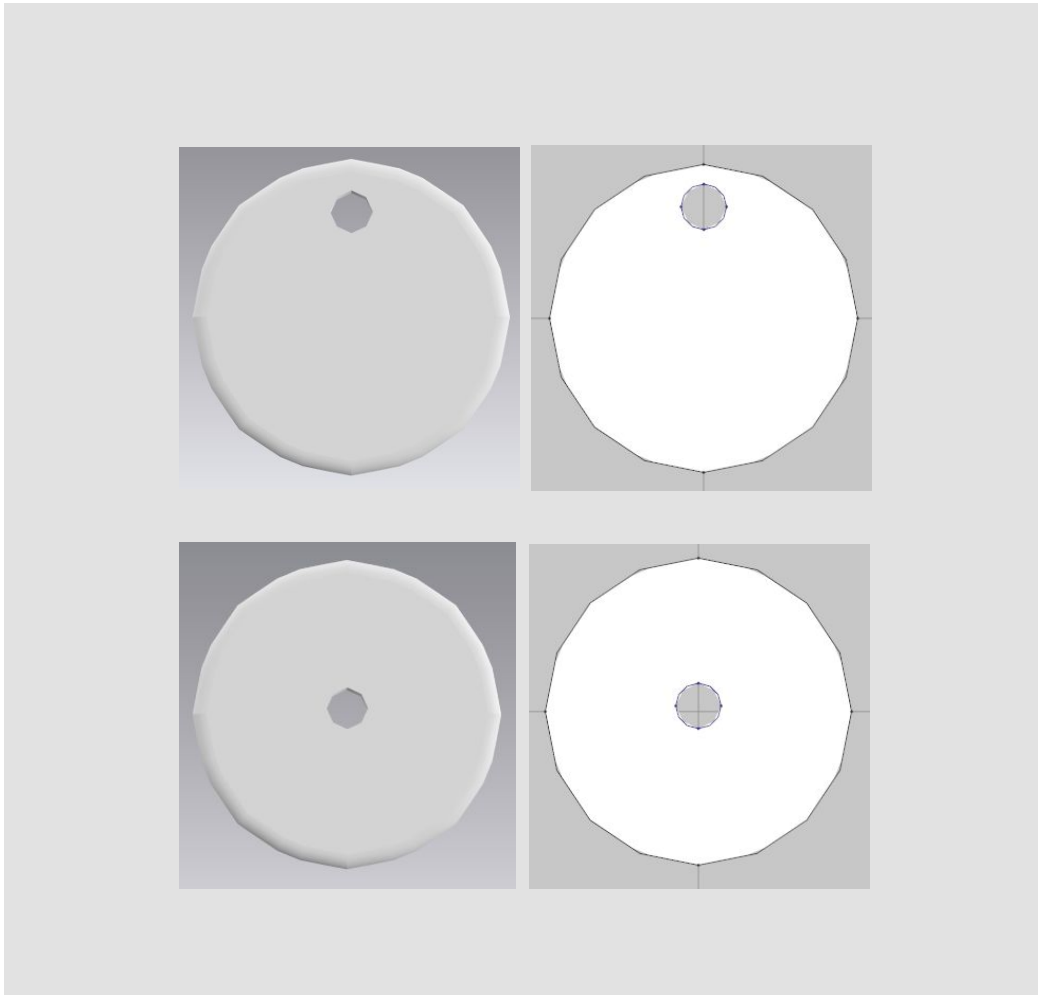




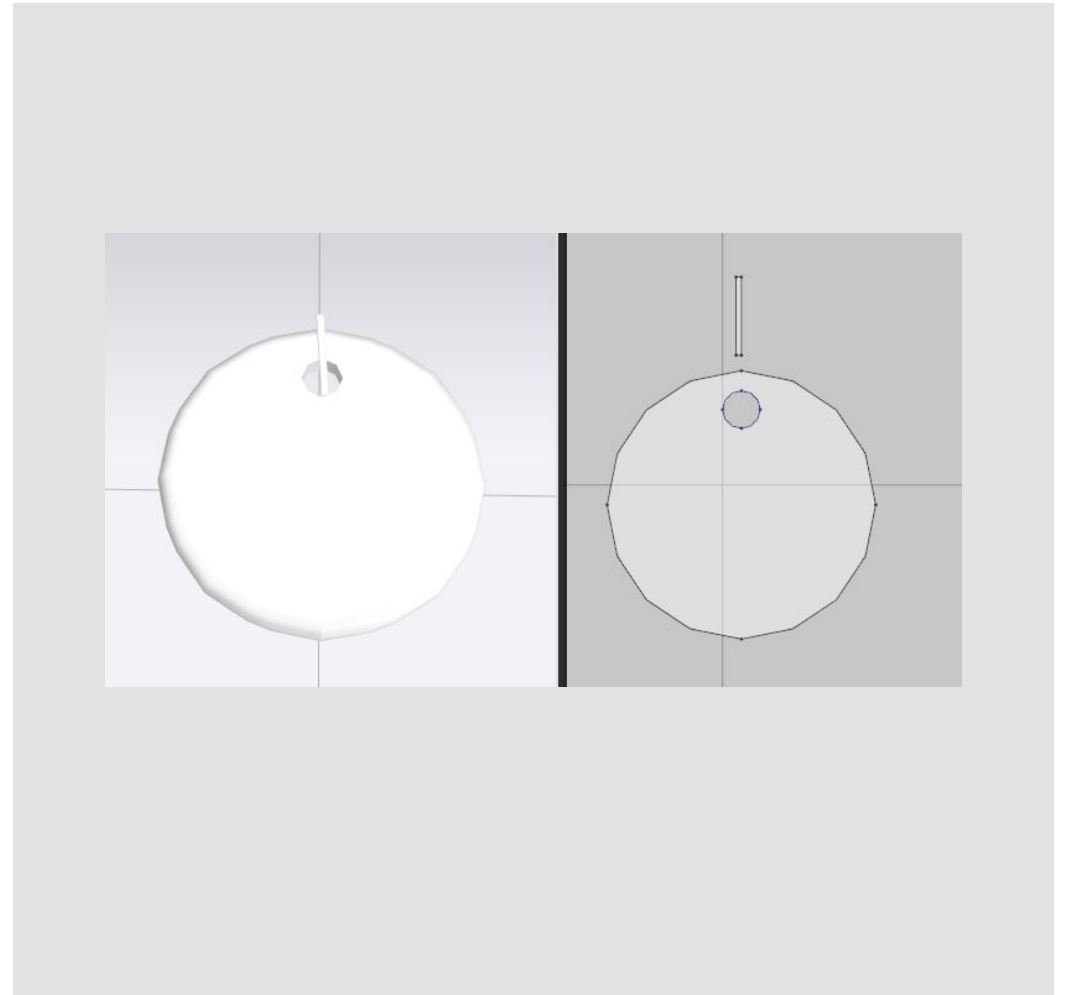
SEQUINS AS BUTTONS

SEQUINS AS BUTTONS

1. Create a sequin pattern (e.g. 10 x 10 mm). Add additional holes if necessary.

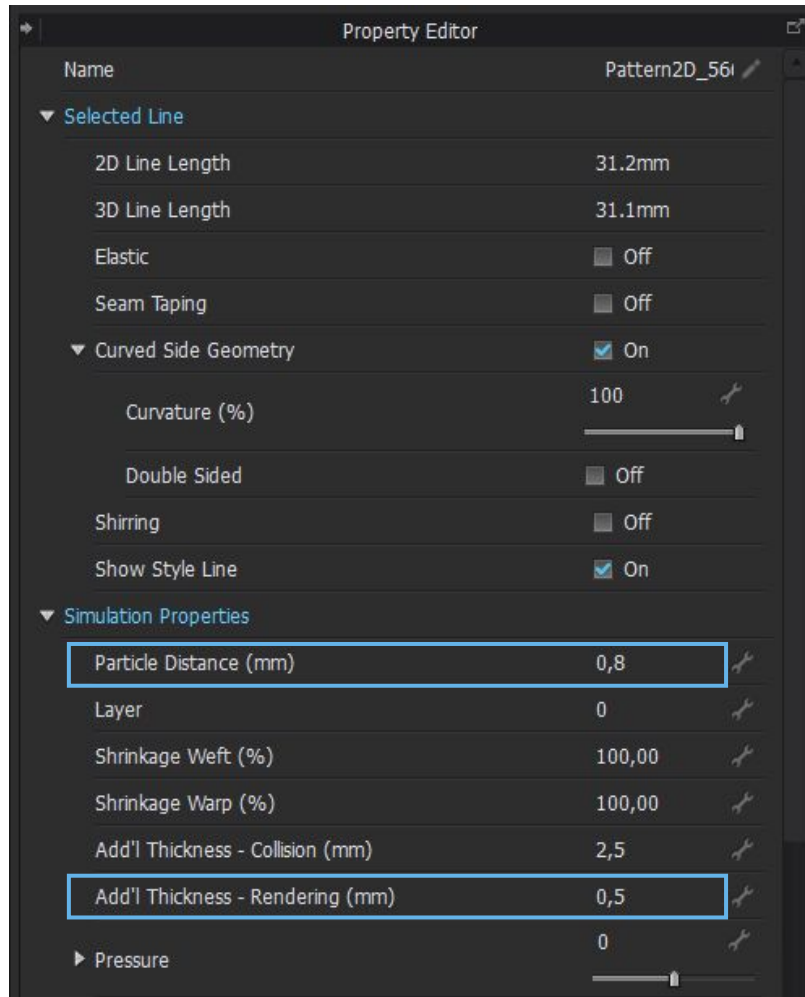


2. **TIP!** To create more realistic results, you can add a small pattern piece and place it as a thread.



SEQUINS AS BUTTONS

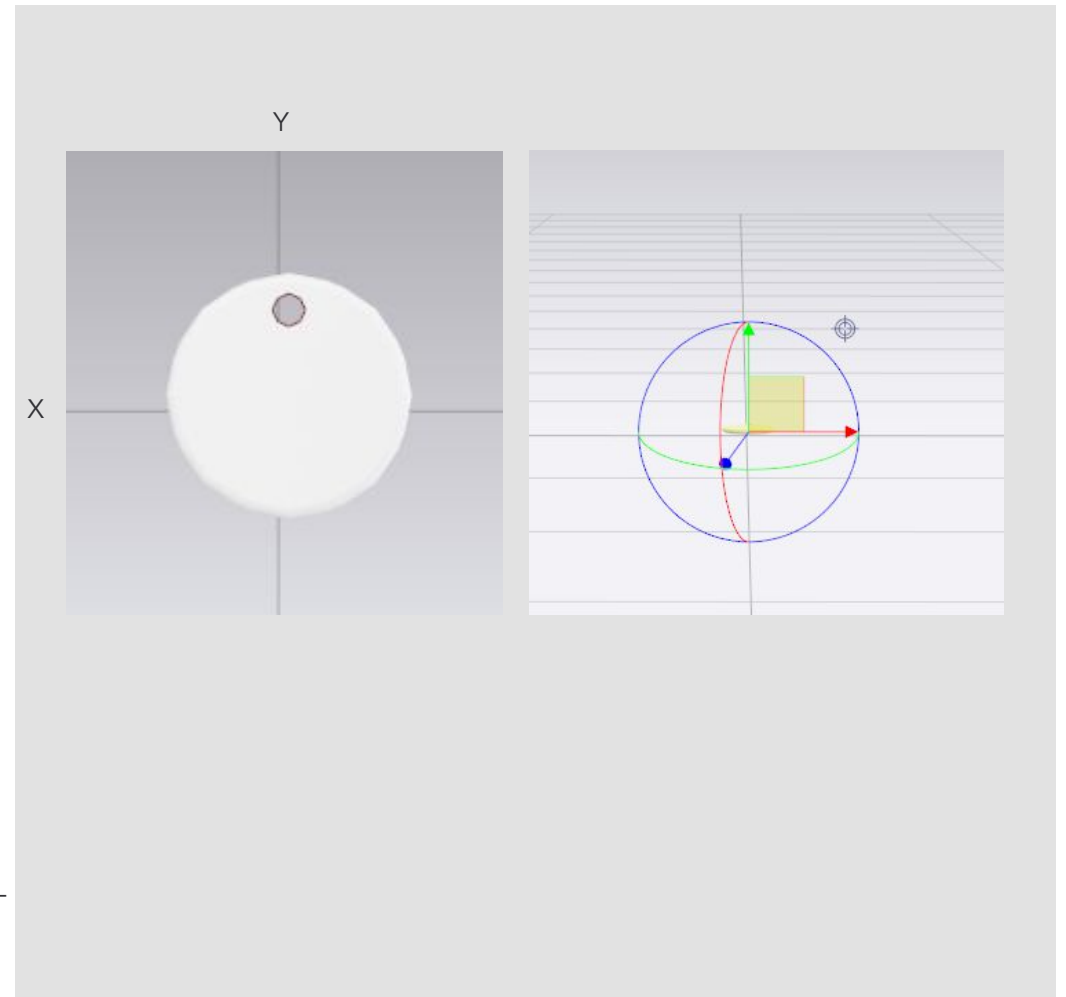
3. Make adjustments in the Property Editor.



← Lower the Particle Distance.

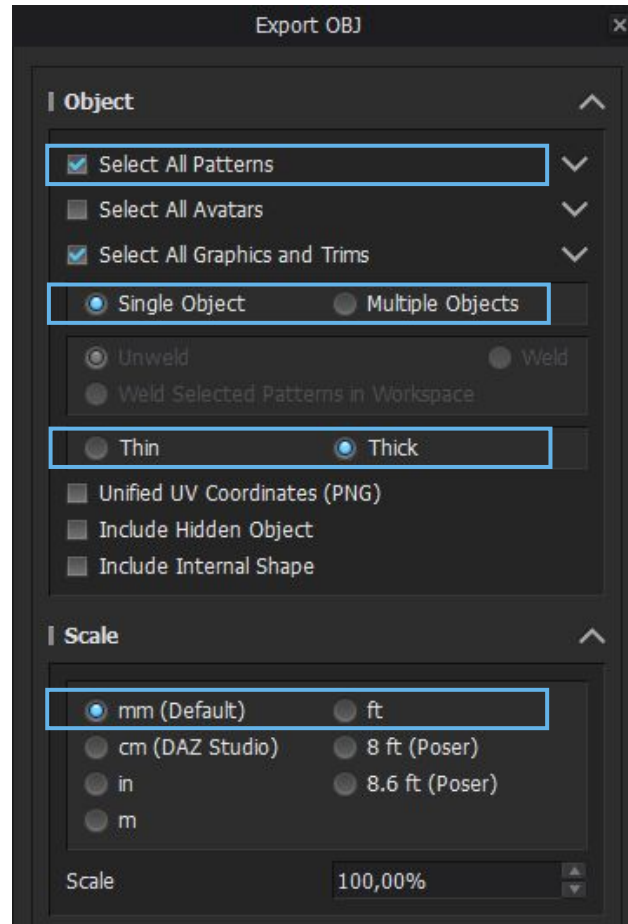
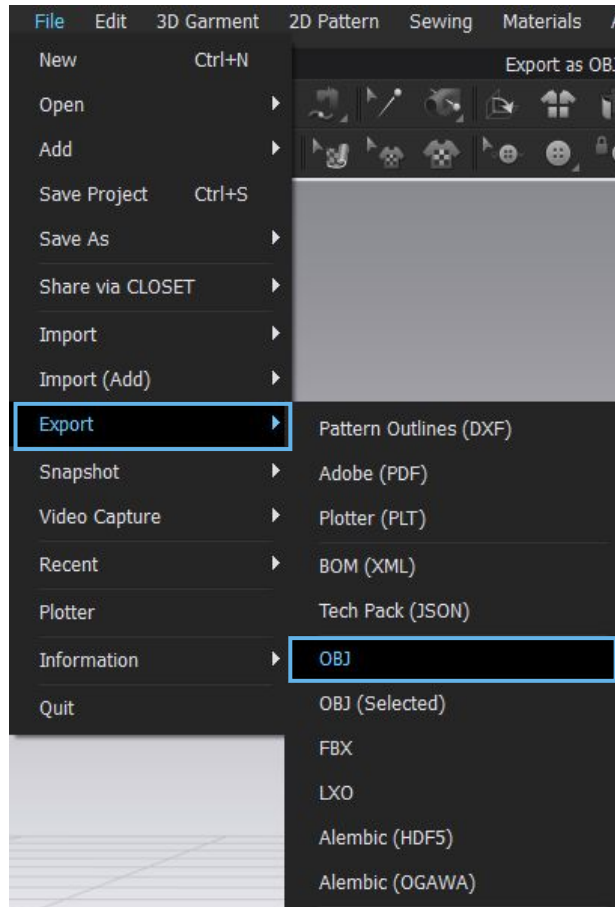
← Add Add'l Thickness - Rendering.

4. Place pattern flat on the floor, on top of the intersection of x- and y-axis.



SEQUINS AS BUTTONS

5. Export as an OBJ.

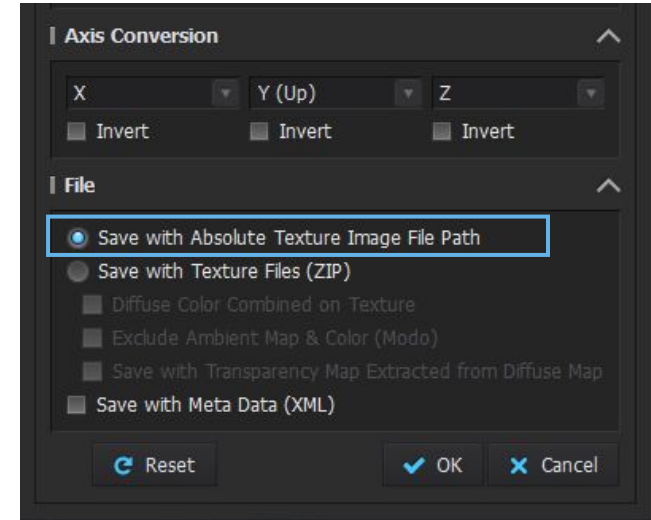


Select All Patterns

Single Object

Thick

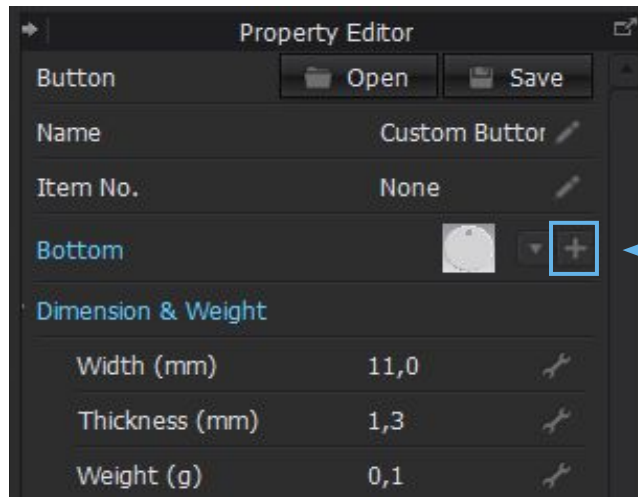
mm



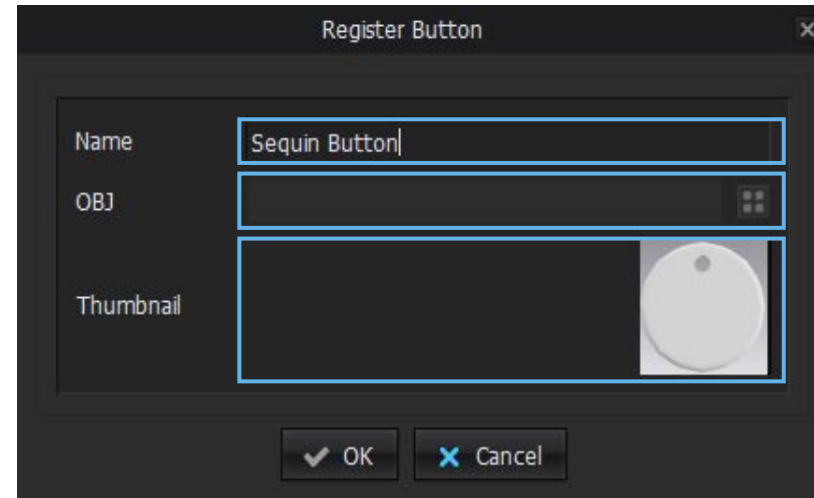
Save with Absolute Texture Image File Path

SEQUINS AS BUTTONS

6. Register the button.



Click on the "+" sign.



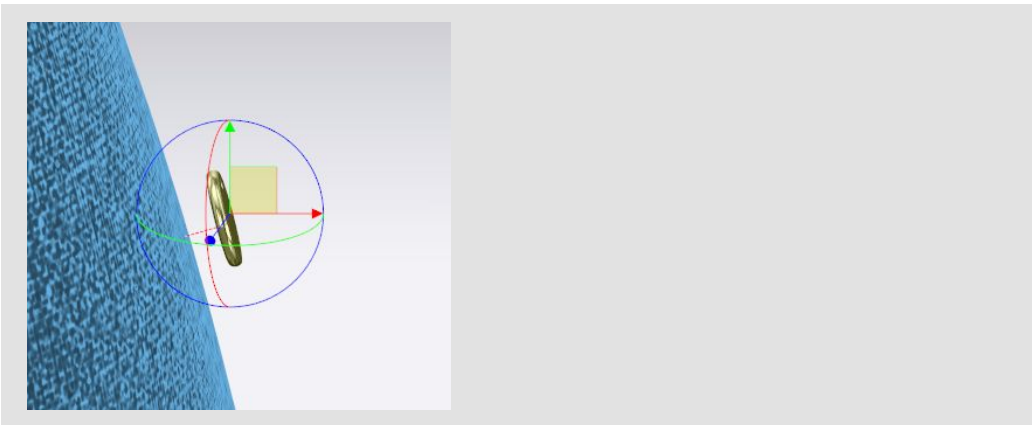
Rename your button.

Open your OBJ file.

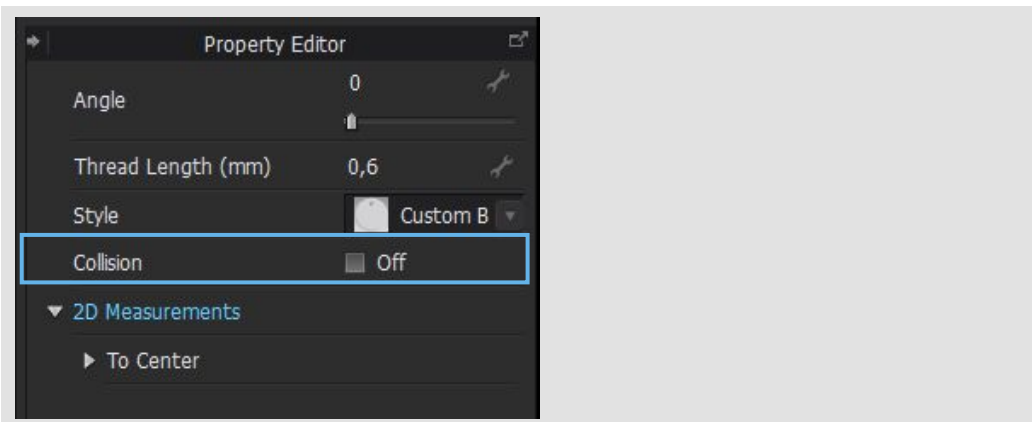
Add a thumbnail.

SEQUINS AS BUTTONS

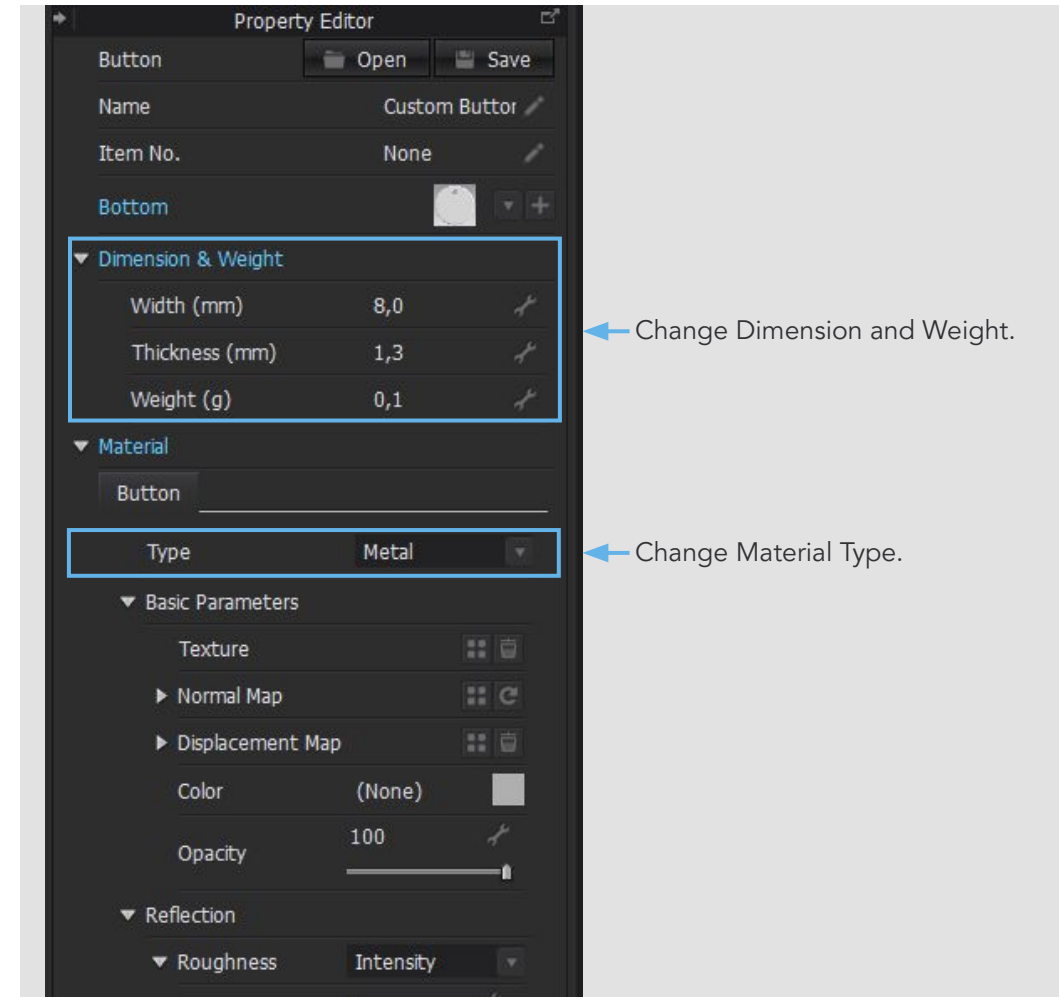
7. Move the sequin closer to the garment.



8. Turn Collision OFF for stabler simulation.

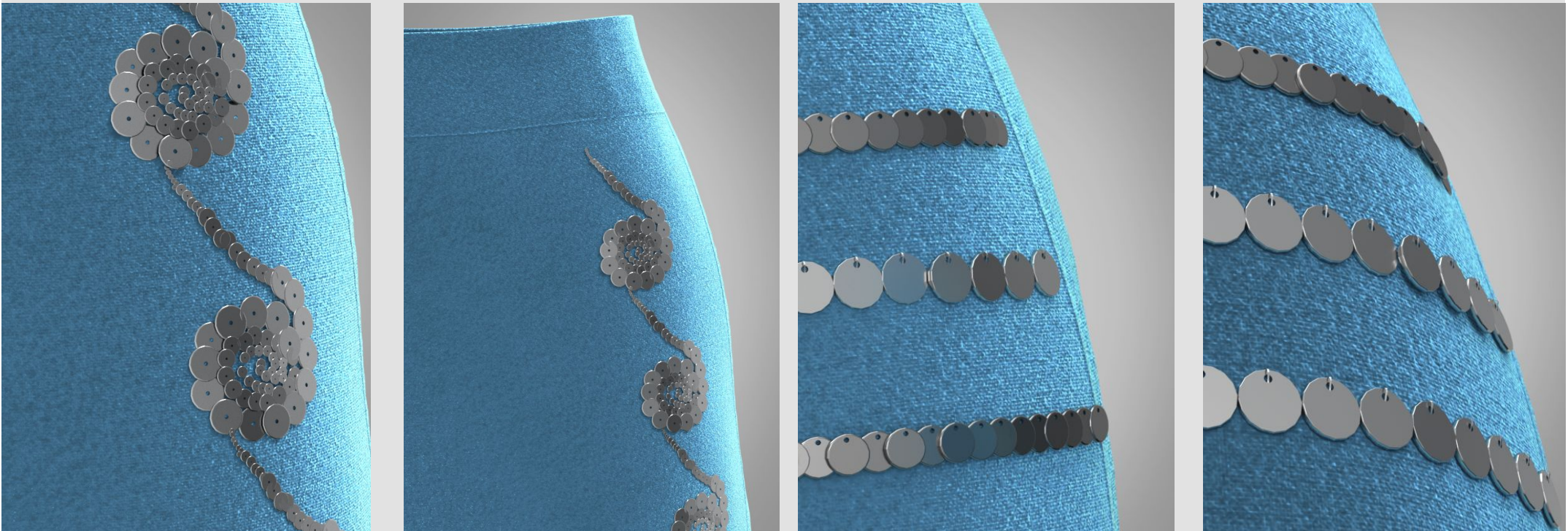


TIP! It is possible to make adjustments in the Property Editor.



SEQUINS AS BUTTONS

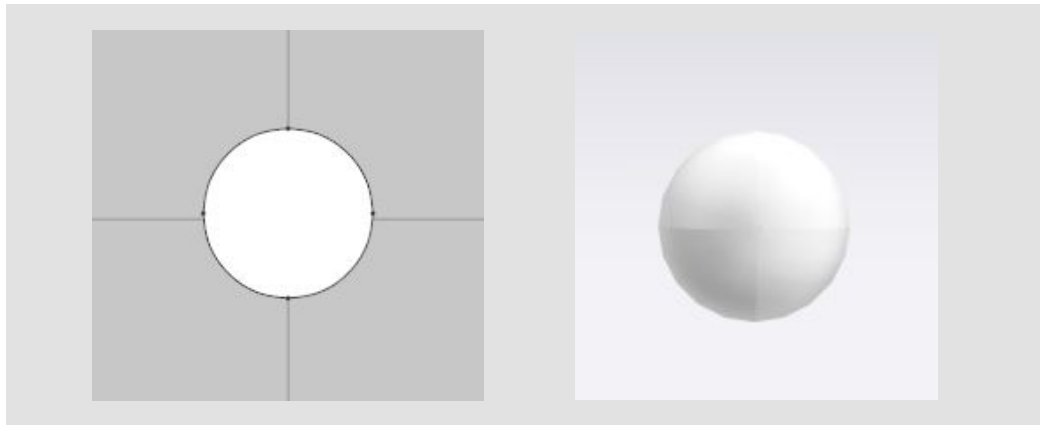
RESULT



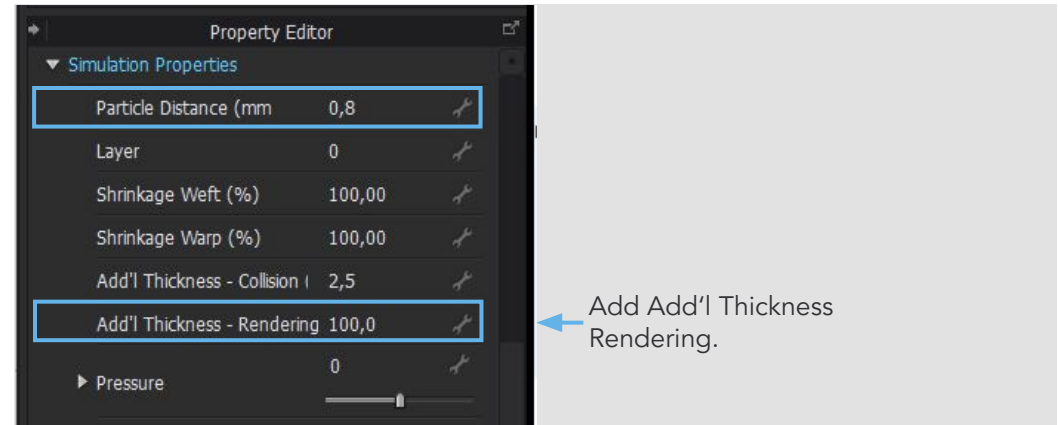
—
BEADS

BEADS

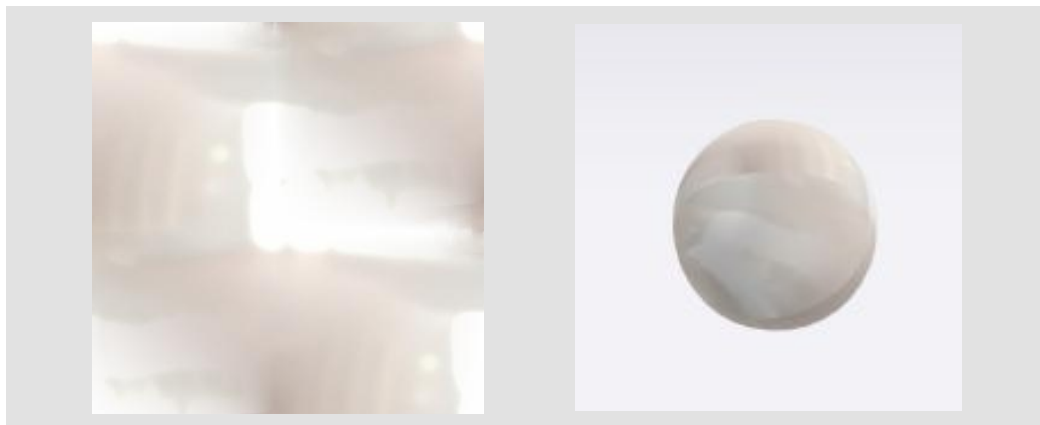
1. Create a bead pattern 50 x 50 mm.



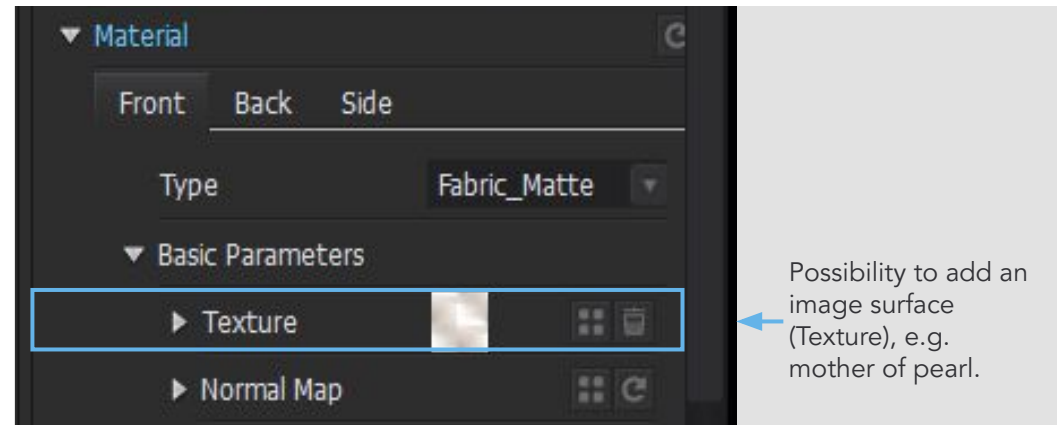
2. Add Add'l Thickness Rendering to make the surface thicker.



3. Have a JPG texture in place.

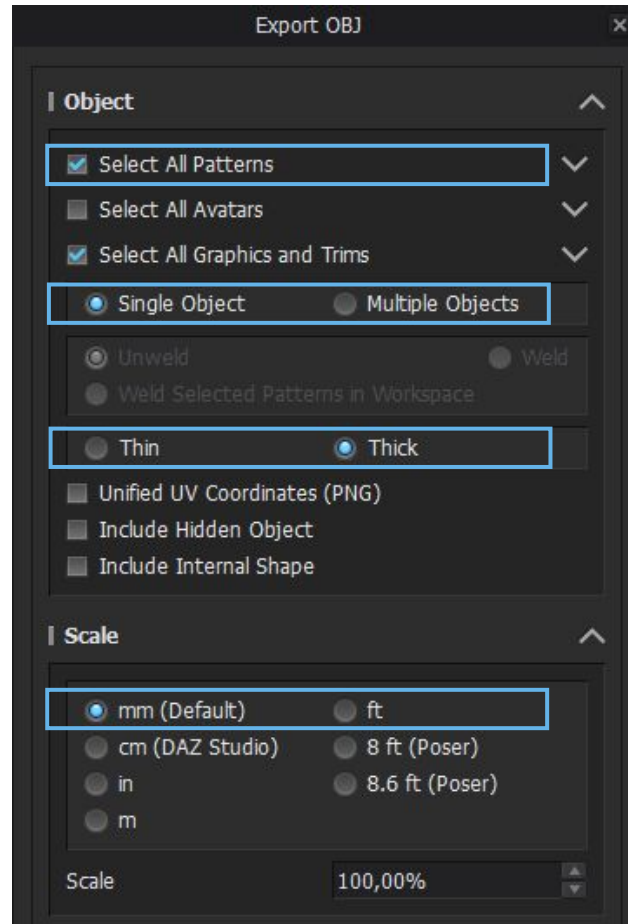
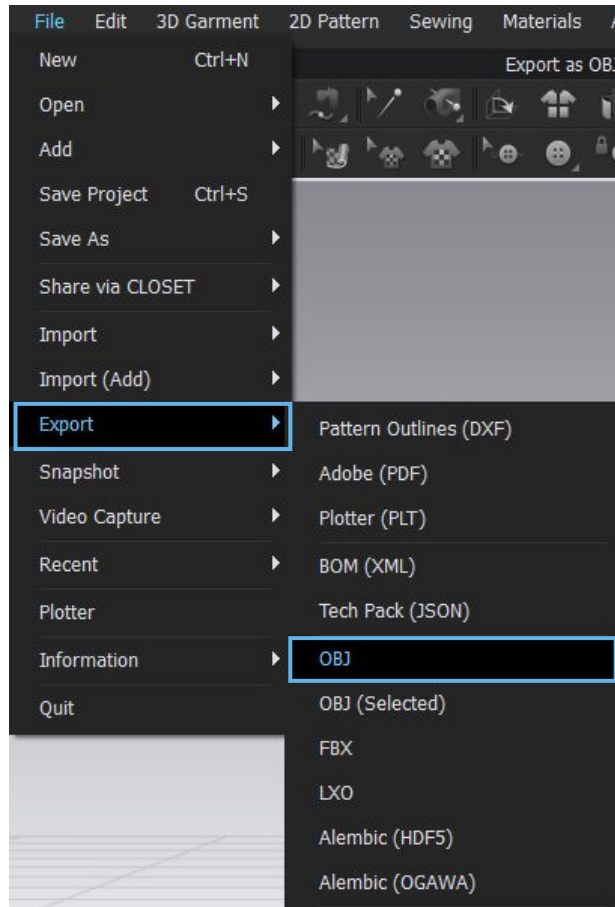


4. Add the texture to your fabric. (Material > Basic Parameters > Texture)



BEADS

5. Export as an OBJ.

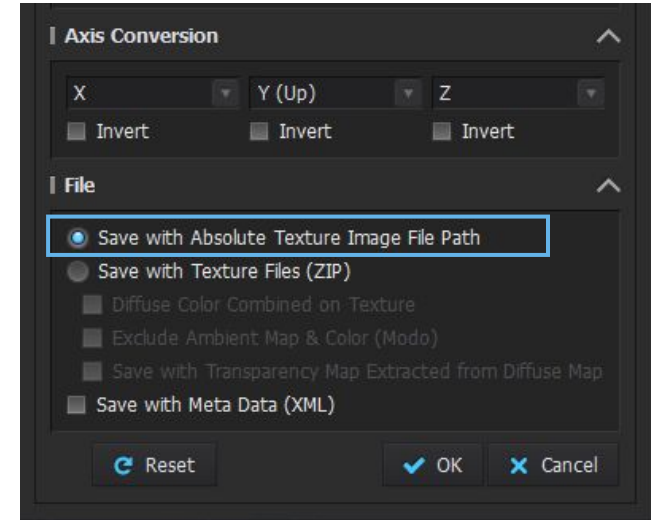


Select All Patterns

Single Object

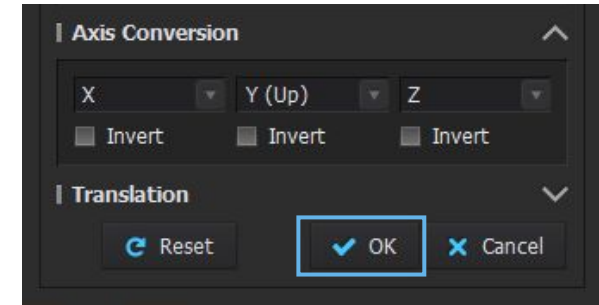
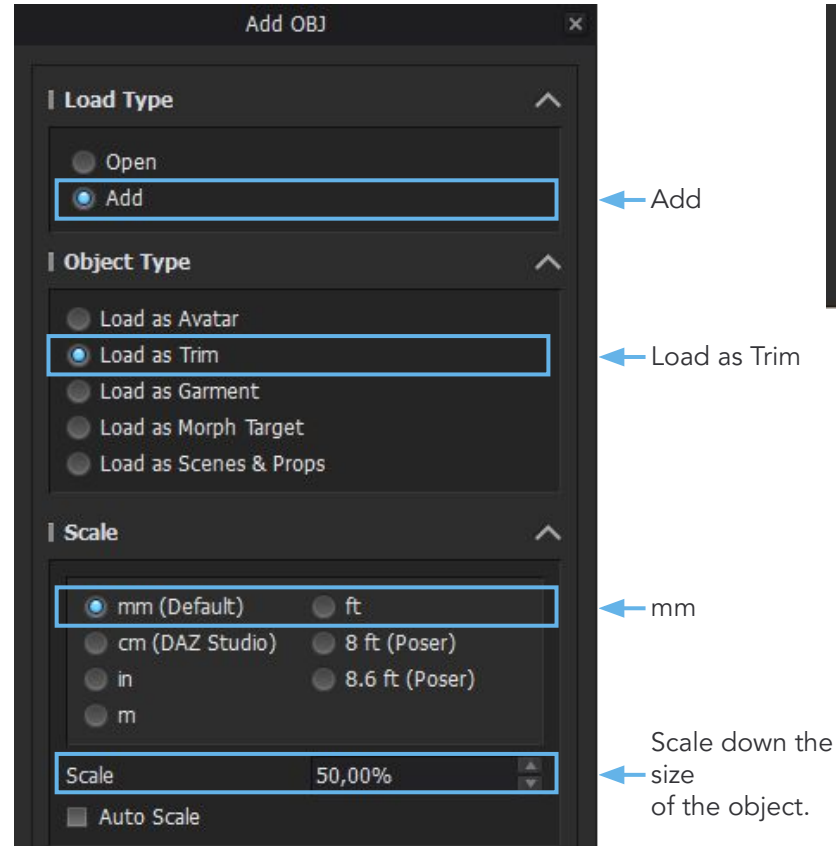
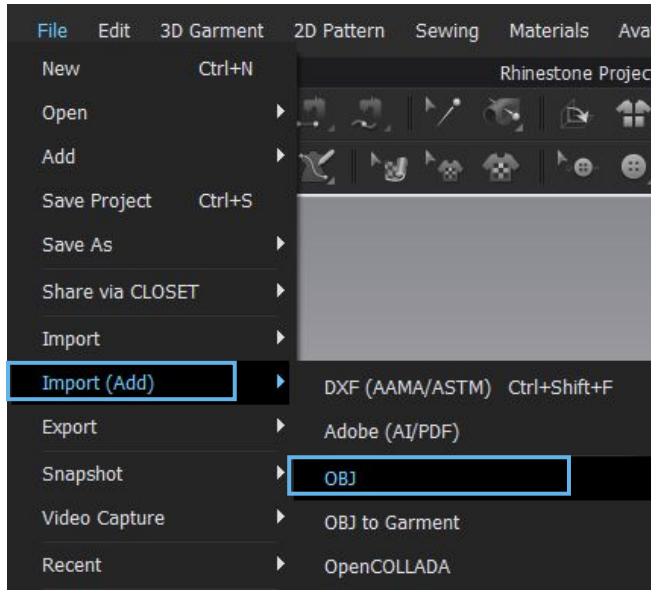
Thick

mm



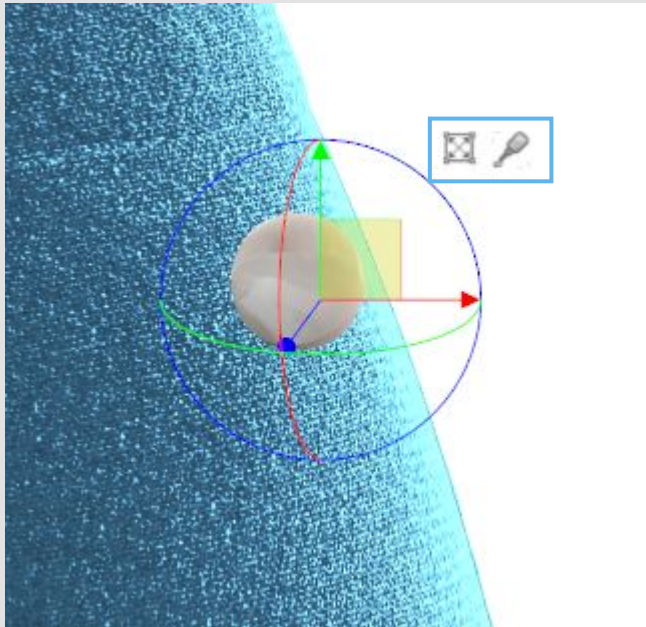
Save with Absolute Texture Image File Path

6. Import as OBJ.

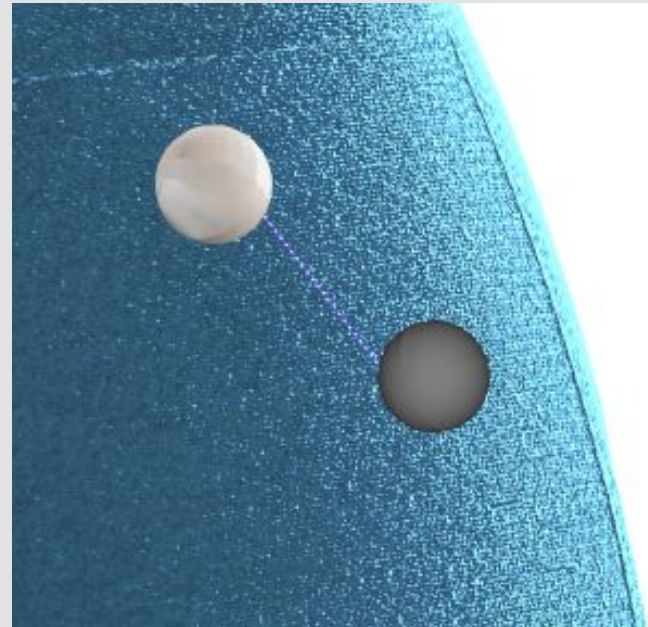


BEADS

7. Activate the gluing bottle.



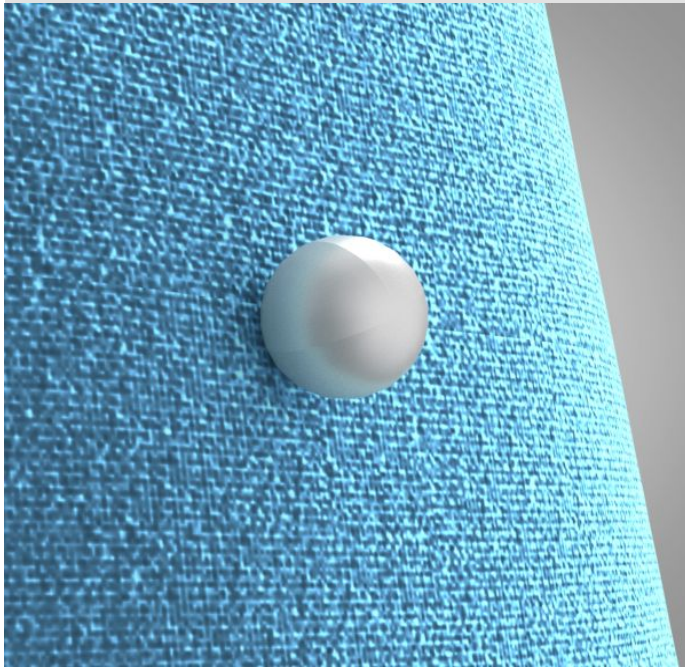
8. Place the bead.



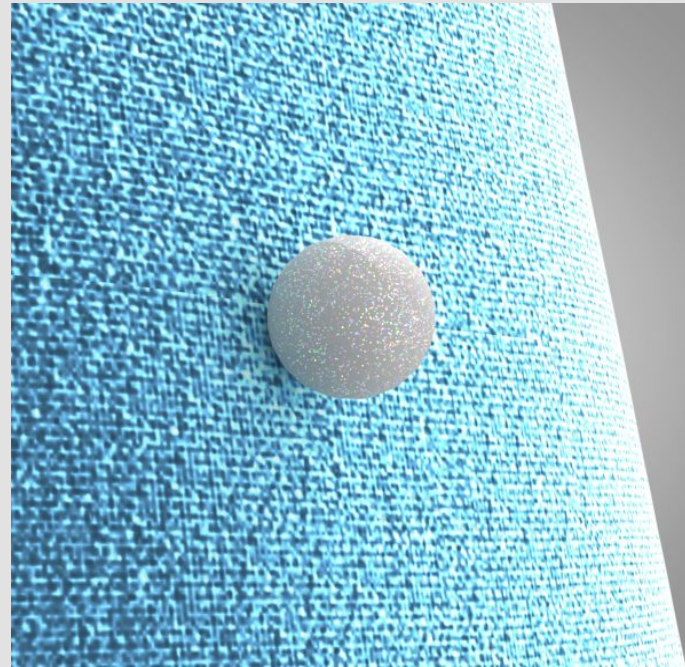
BEADS

RESULT

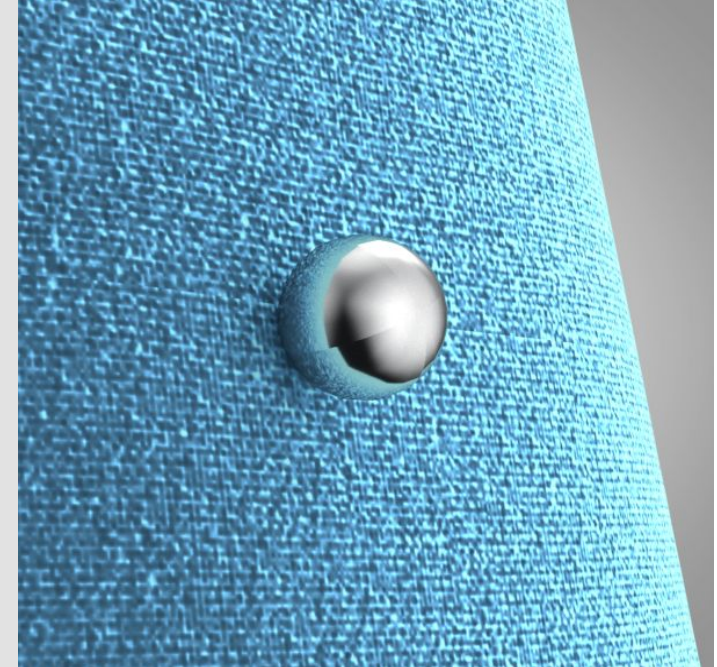
Material Type: Fabric_Silk/Satin



Material Type: Glitter



Material Type: Metal

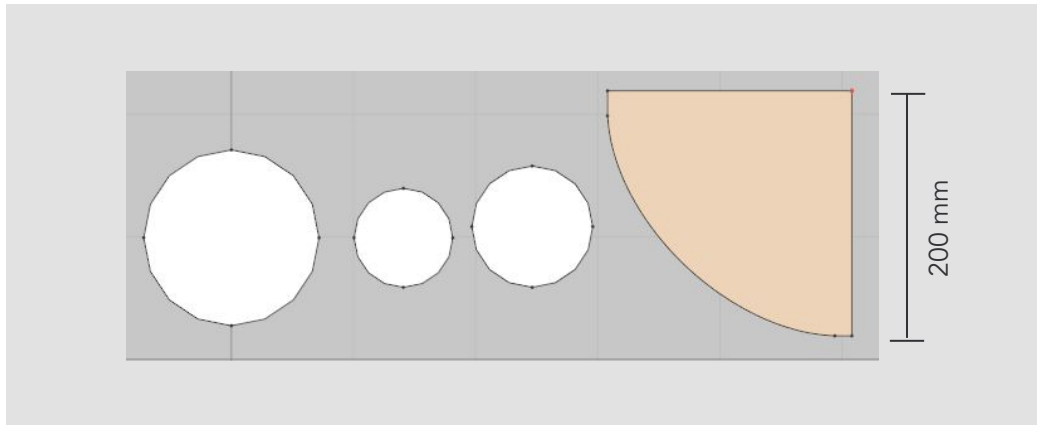


Check out our inspirational [tutorials](#).

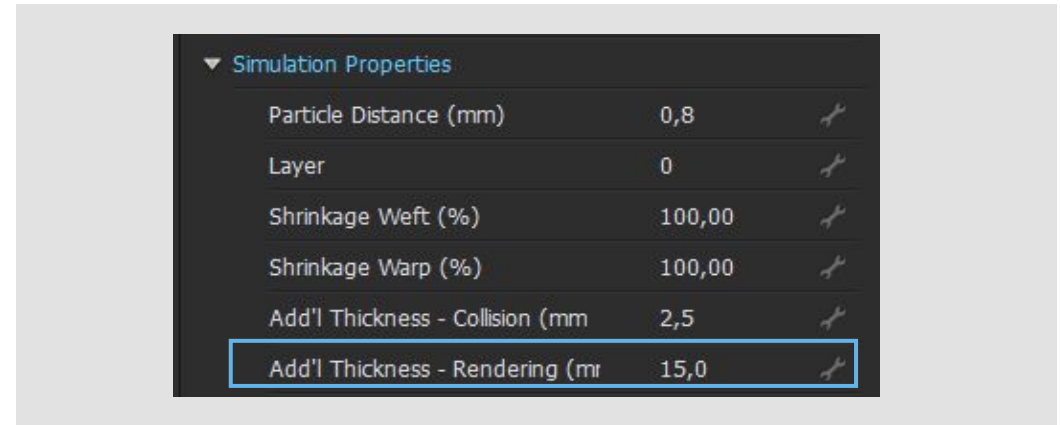
—
RIVETS

RIVETS

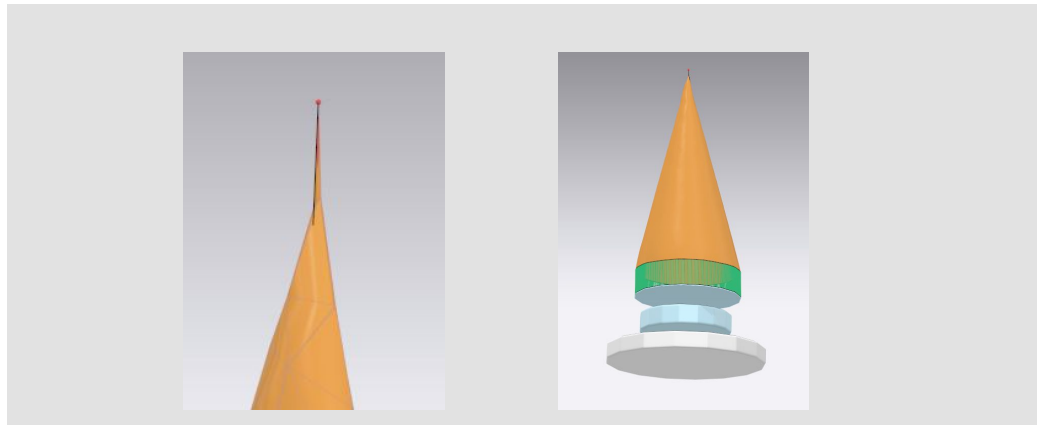
1. Create a pattern piece for each part of the rivet. The bigger the pattern, the easier the simulation.



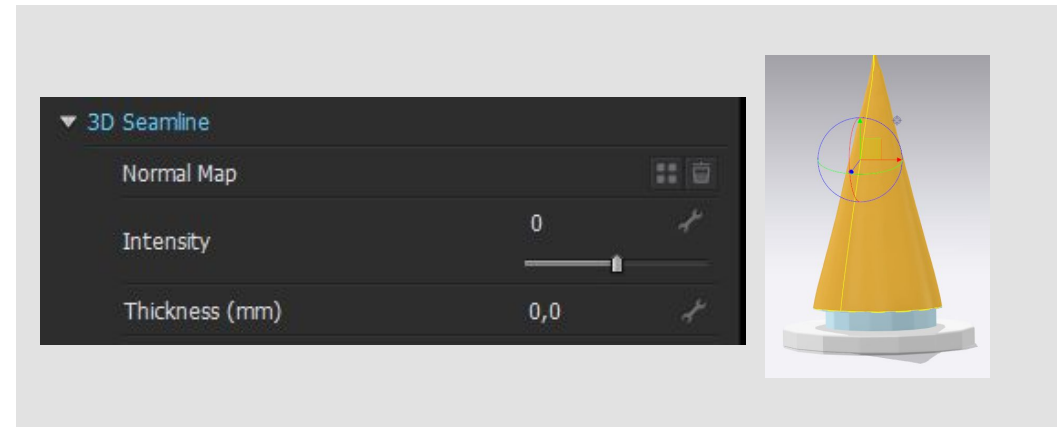
2. Add Add'l Thickness - Rendering to thicken the pattern piece.



3. You can arrange problematic areas with the help of a pin.
(3D Toolbar > Pin (Box))

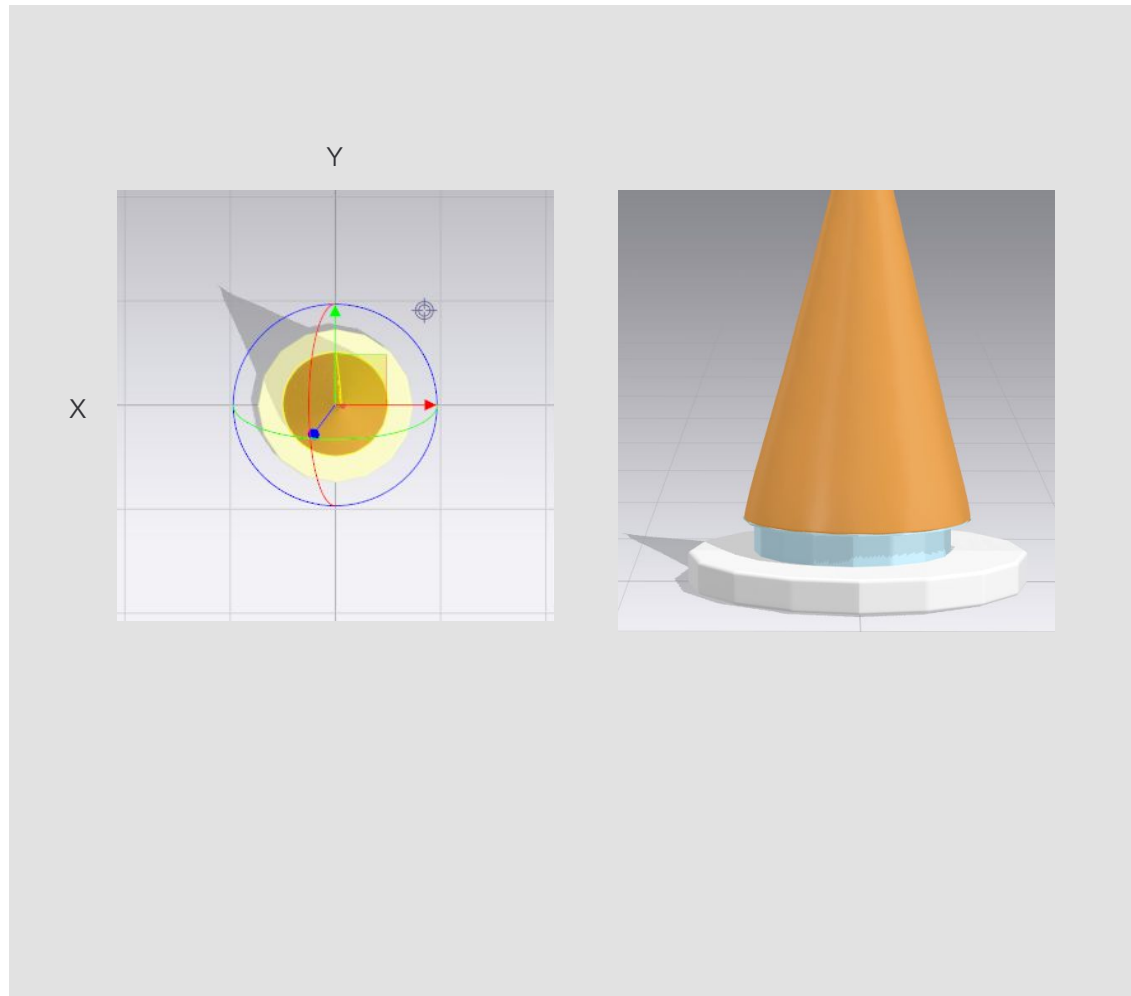


4. To hide seams, select said seam and delete the Normal Map, then change Intensity and Thickness to 0.



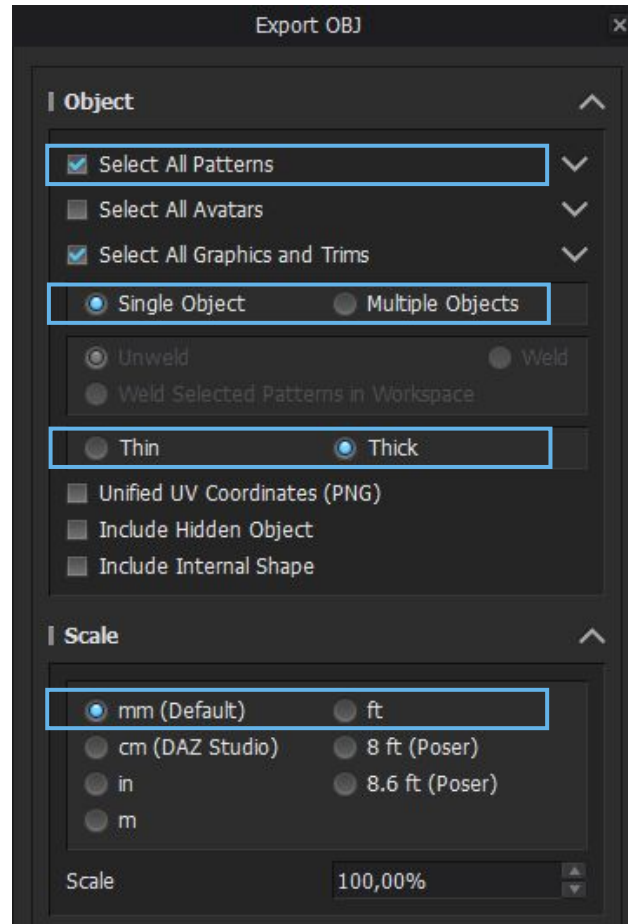
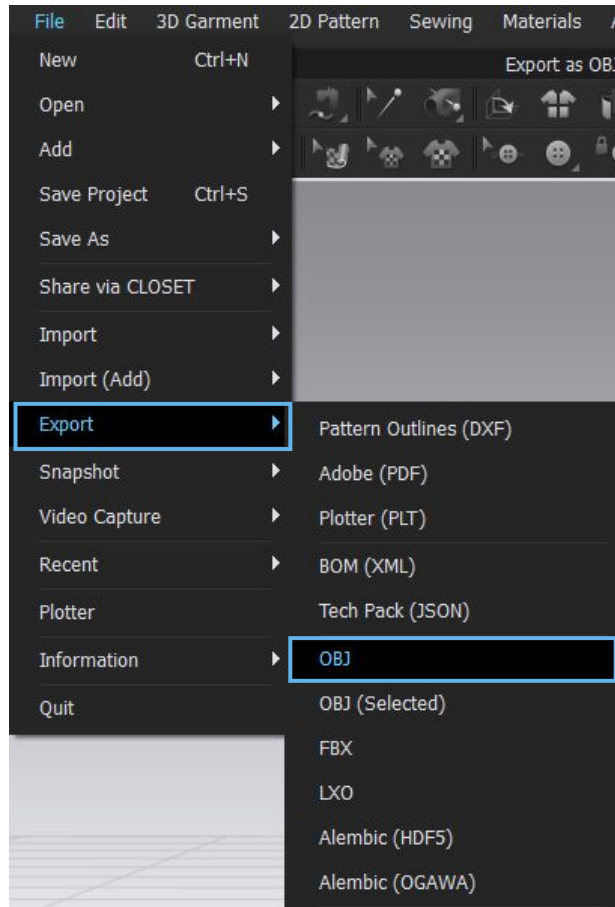
RIVETS

5. Place pattern flat on the floor, on top of the intersection of y- and x-axis.



RIVETS

6. Export as an OBJ.

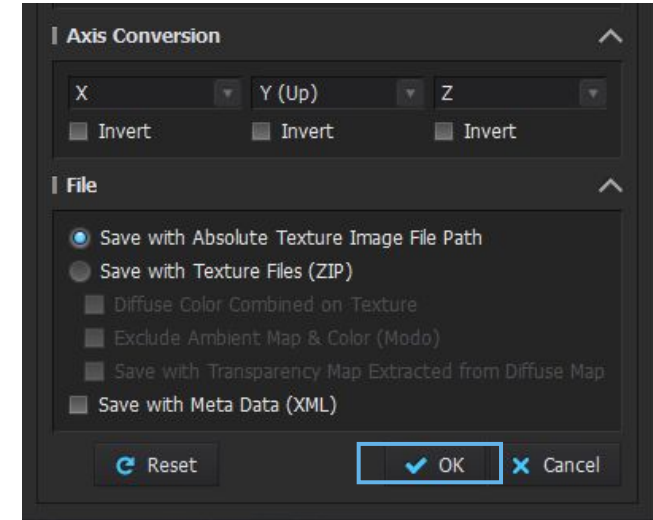


Select All Patterns

Single Object

Thick

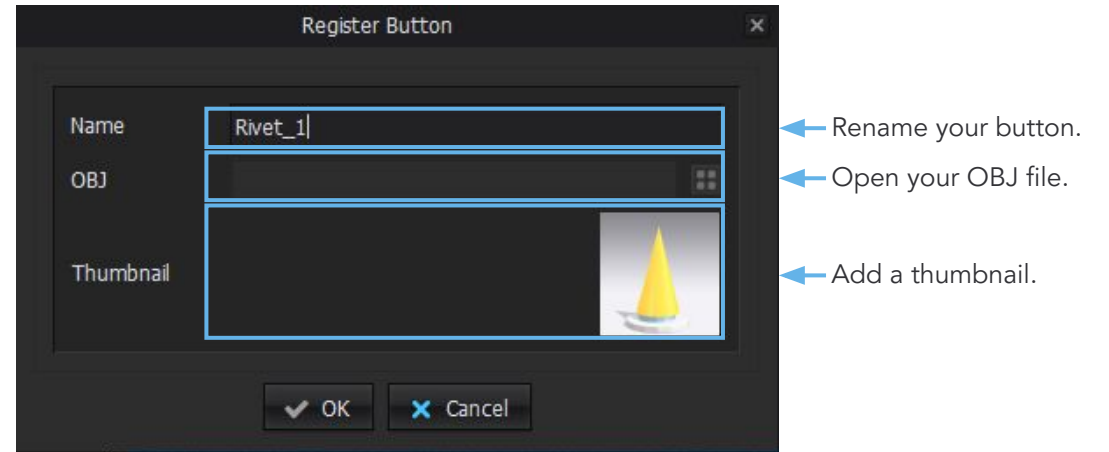
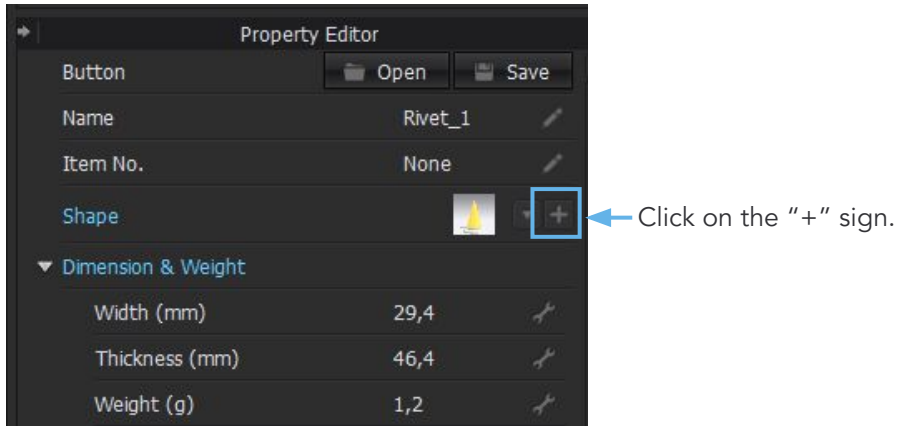
mm



Save with Absolute Texture Image File Path

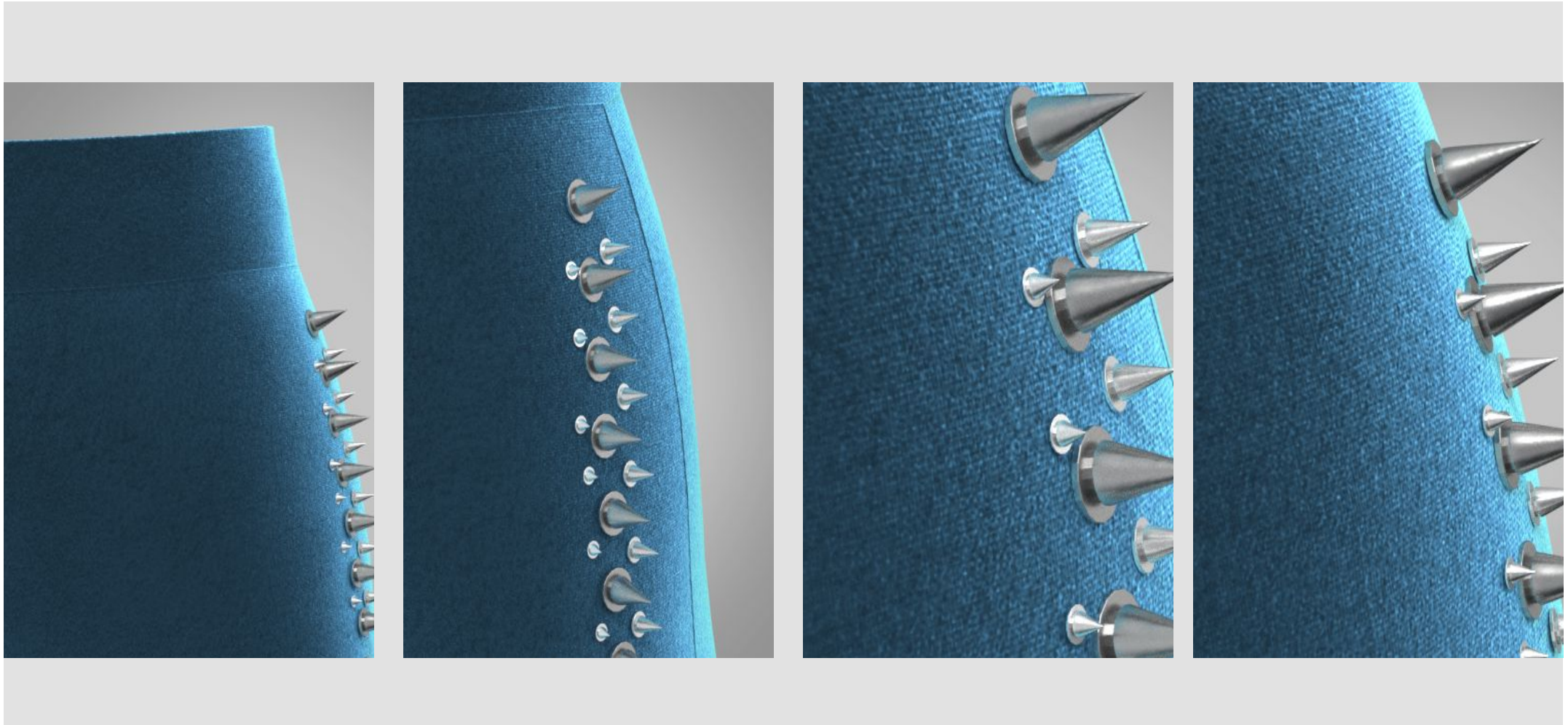
RIVETS

7. Register as a button.



RIVETS

RESULT

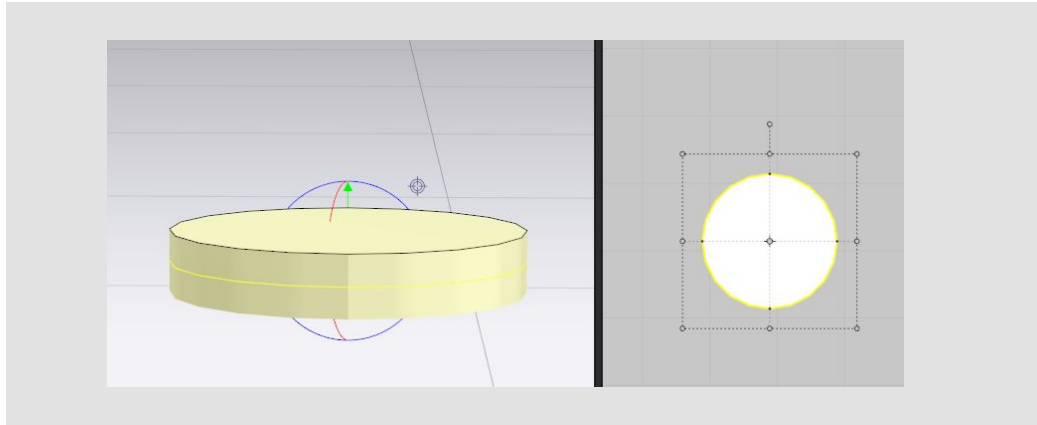




BUTTONS

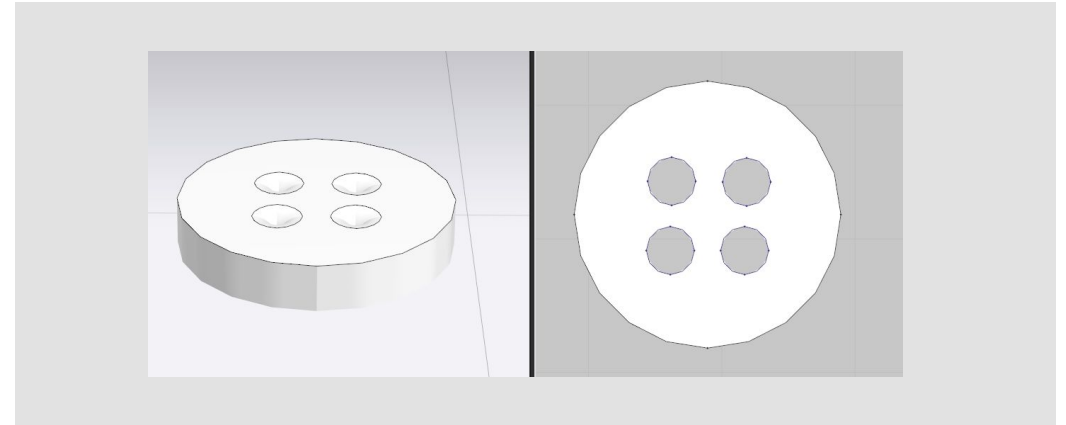
BUTTONS

1. Create an ellipse pattern and add Add'l Thickness - Rendering to display the pattern thickly. (Property Editor > Add'l Thickness - Rendering)

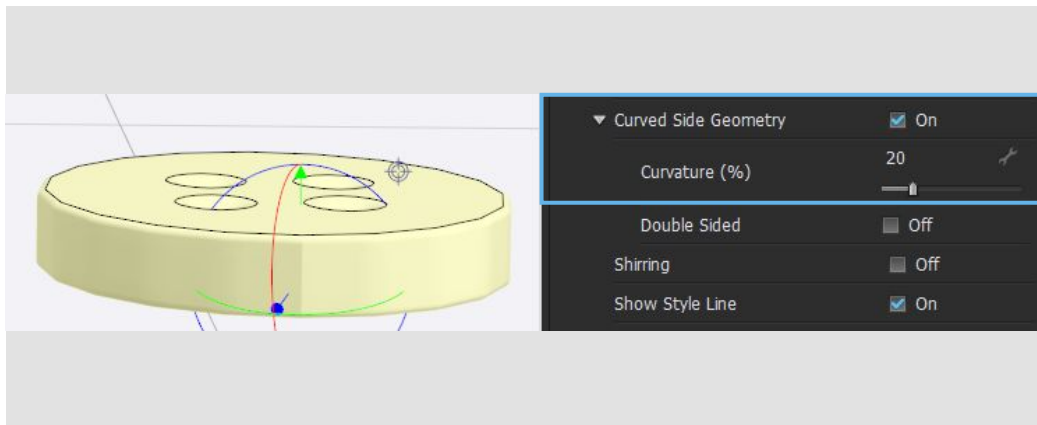


2. Add buttonholes.

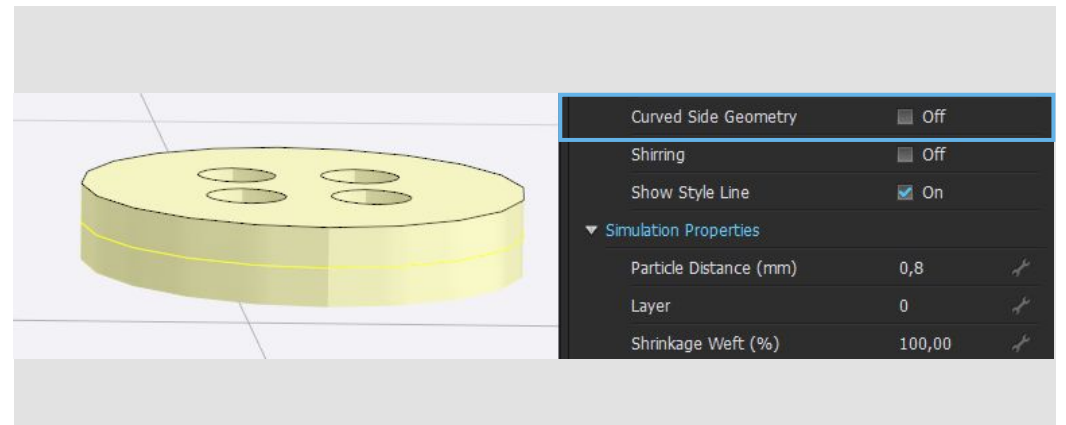
(create an internal ellipse > select the ellipse > right click > Convert to Hole)



TIP! Adjust the Curvature to achieve a smooth Curved Side Geometry.

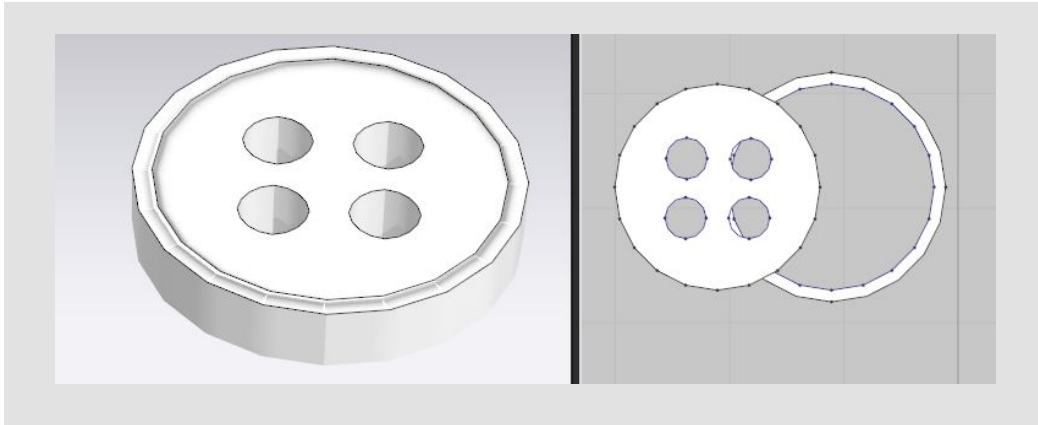


TIP! Turn the Curved Side Geometry OFF if you want to achieve a crisp edge.

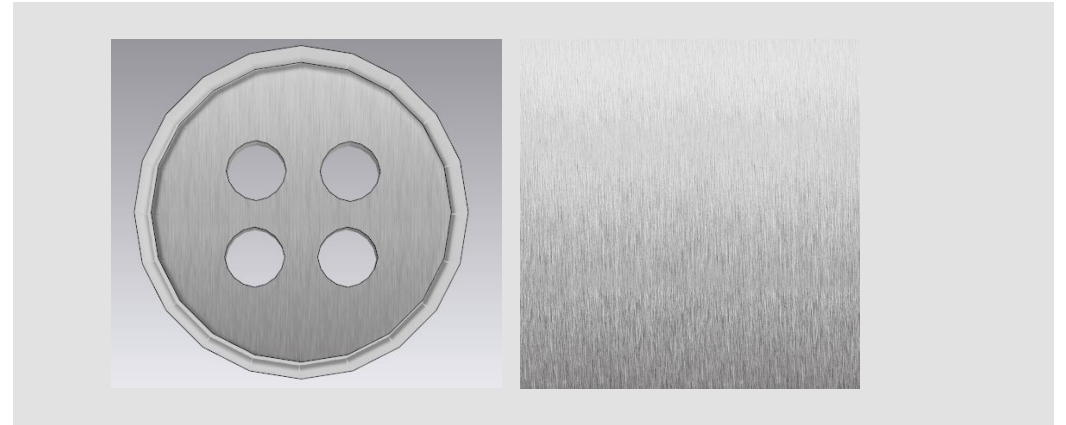


BUTTONS

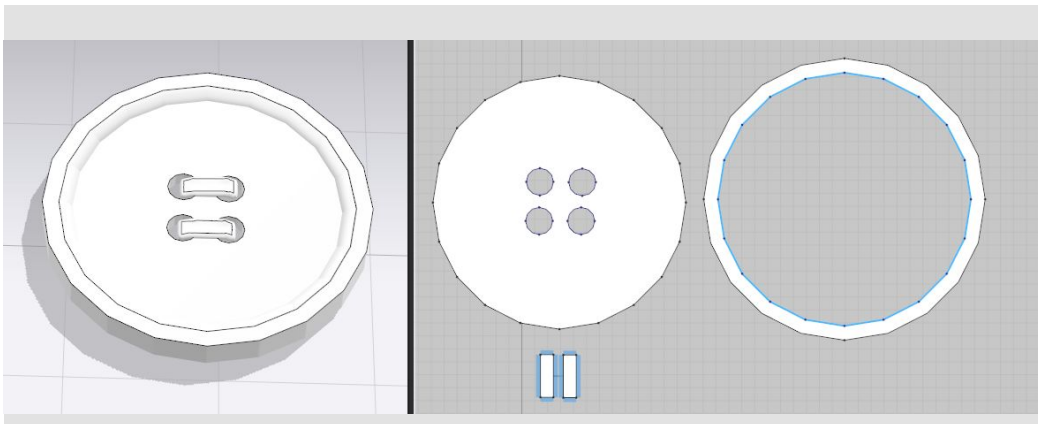
3. You can offset an internal line and cut and sew to create a separate "frame piece".



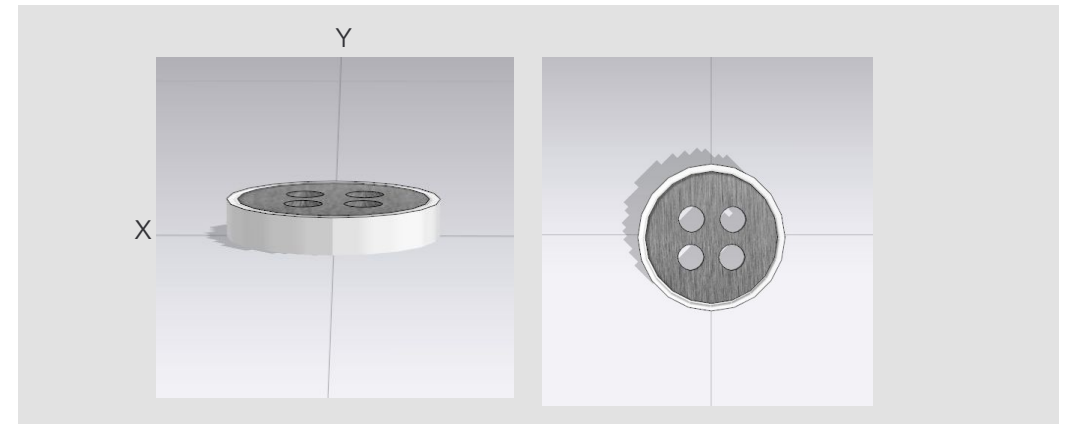
4. Add a JPG to Texture as well as a Normal Map to your button. (select the fabric > Property Editor > Texture)



5. **TIP!** To create more realistic results, small pattern pieces can be added and placed as threads.

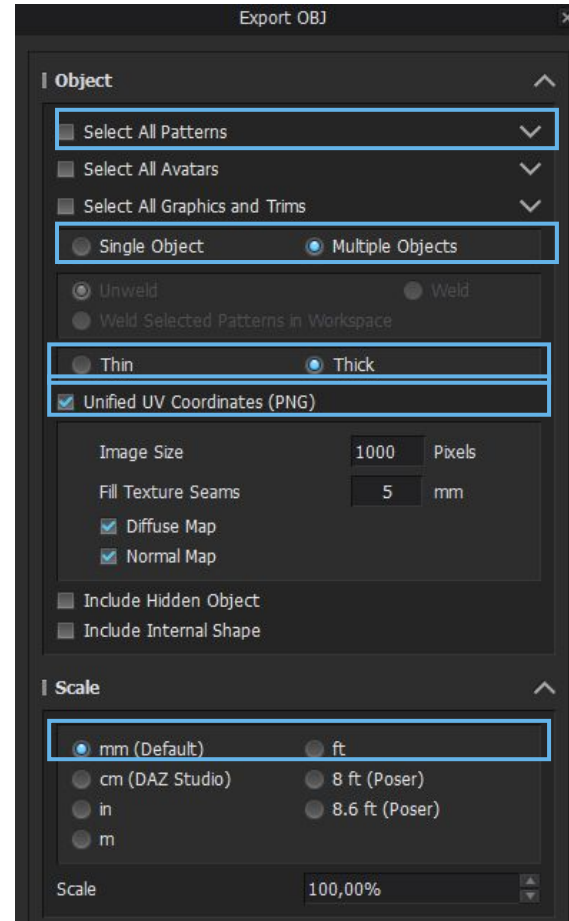
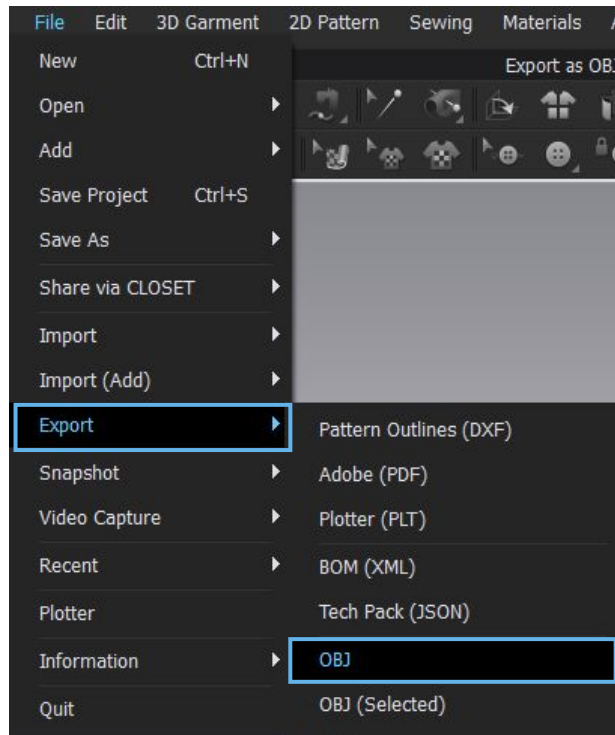


6. Place the button flat on the floor where x- and y-axis intersect.



BUTTONS

7. Export as an OBJ.



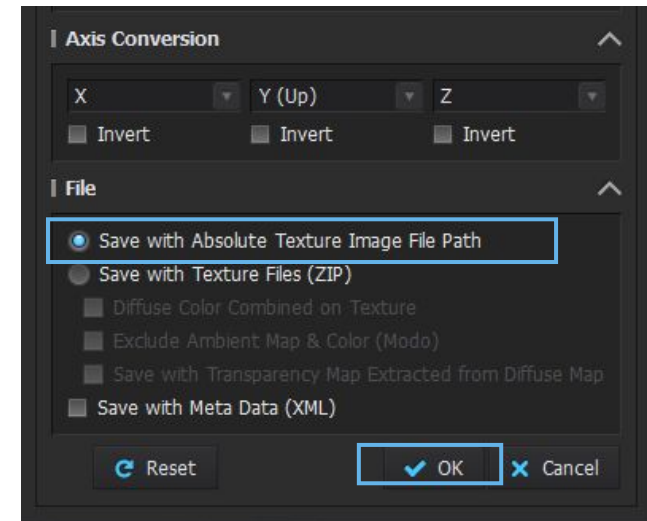
Select All Patterns

Multiple Objects

Thick

Unified UV Coordinates

mm



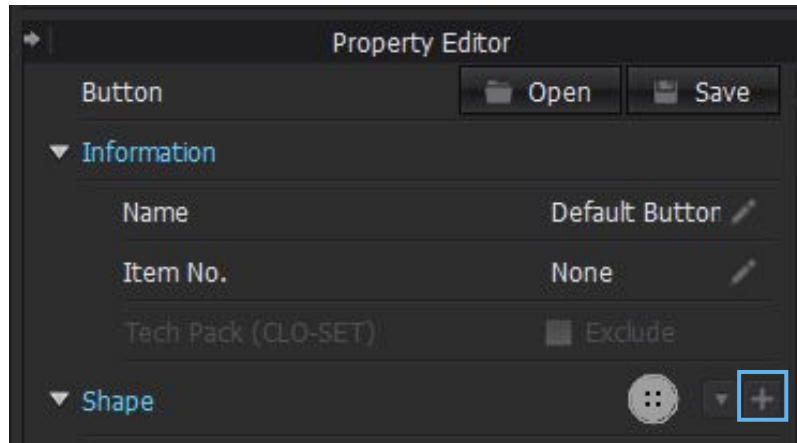
Save with Absolute Texture Image File Path

INFO! There are different ways to add a button into your project. In the next slides you can check out:

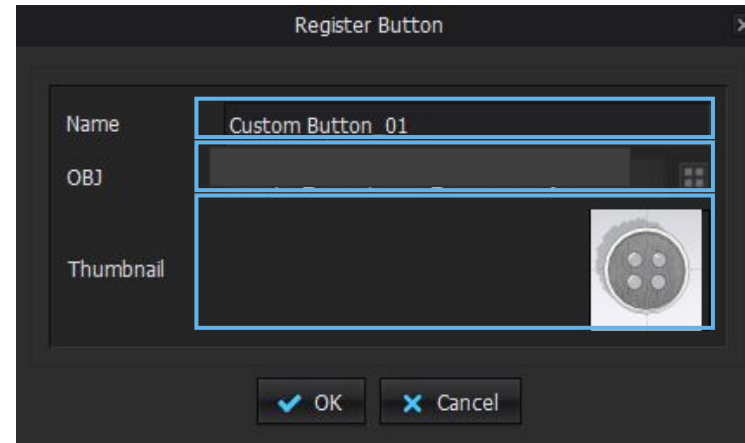
- How to register a button for use with the Button tools.
- How to import a button as a trim and attach it to a garment.

BUTTONS - REGISTER AS A BUTTON

Upload the button into your Property Editor and add the button with the Button tool.



← Click on the "+" sign.



← Rename your button.

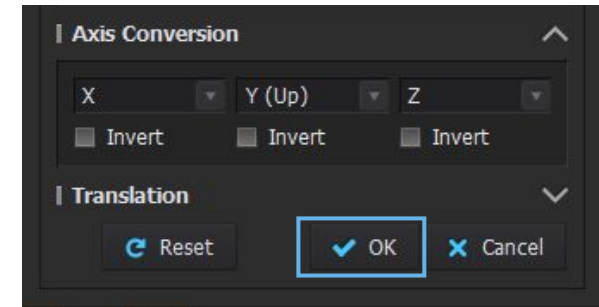
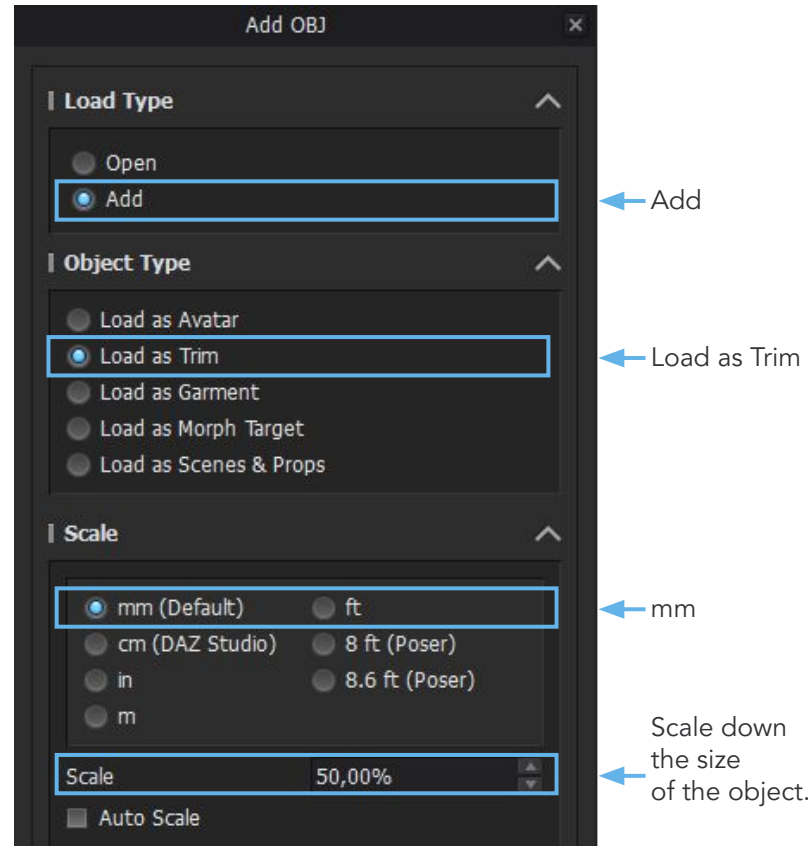
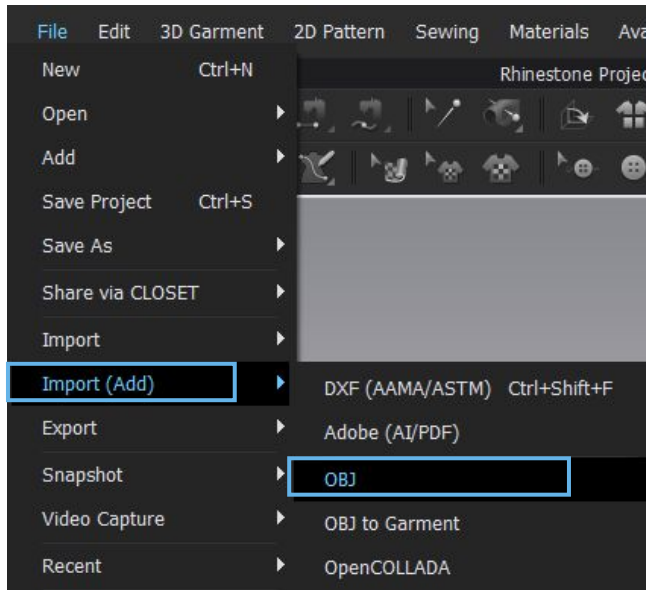
← Open your OBJ file.

← Add a thumbnail.

BUTTONS - IMPORT THE BUTTON AS A TRIM

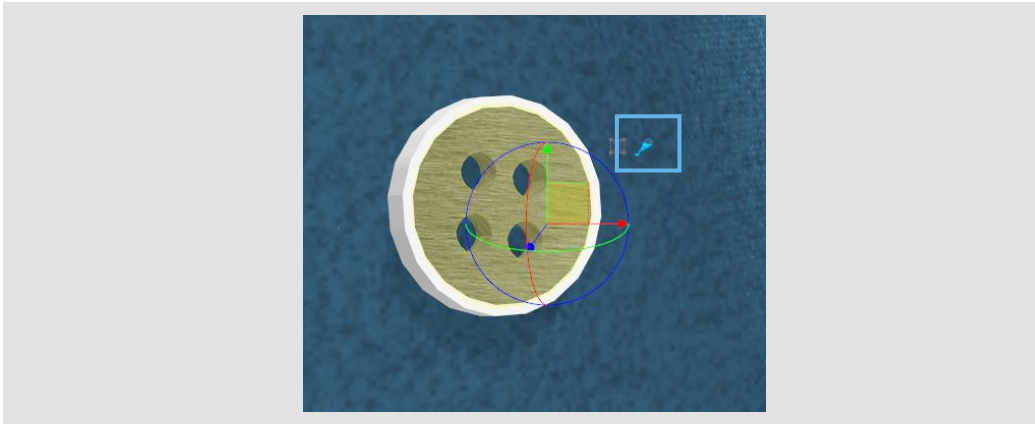
Import OBJ.

TIP! If a button is imported as a trim you are able to modify the color of each button component (e.g. frame and inner part).



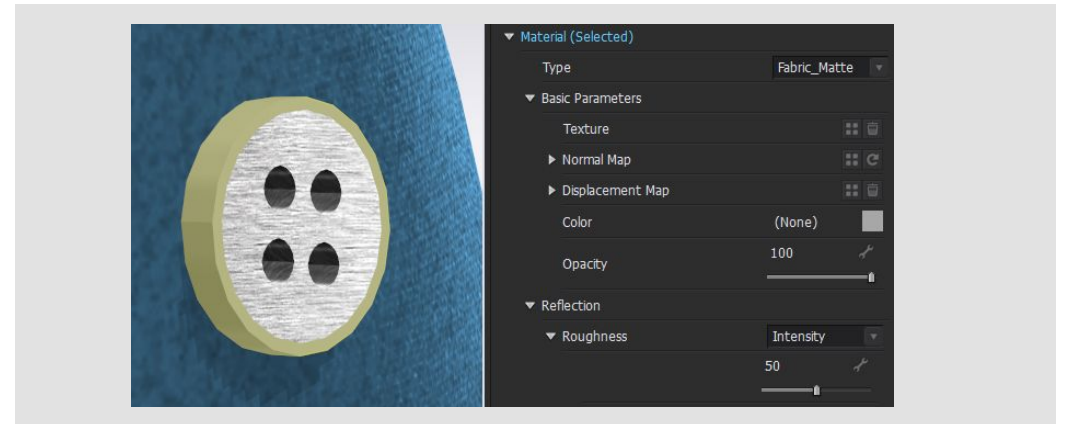
BUTTONS - IMPORT THE BUTTON AS A TRIM

Activate the gluing bottle to place the trim button.



When loaded as a trim, you are able to change the Colors, Textures and Material Types of certain parts of the object.

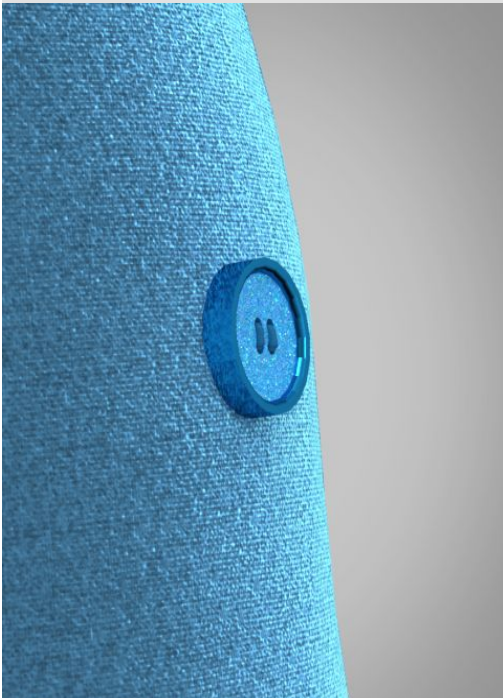
(select parts of the object > Property Editor > Color or Texture)



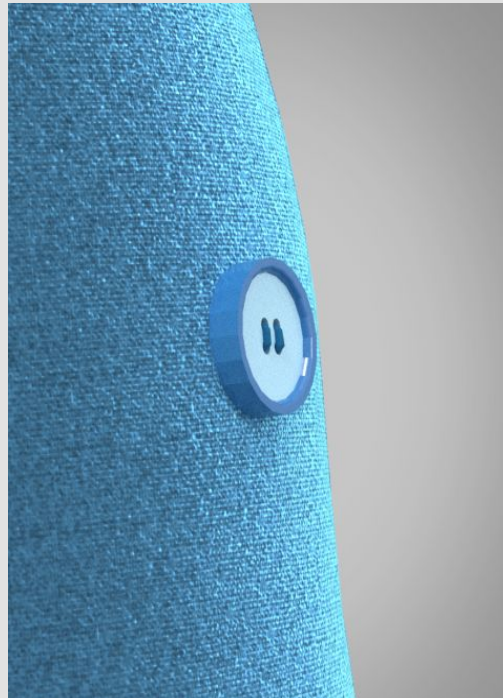
BUTTONS

RESULT

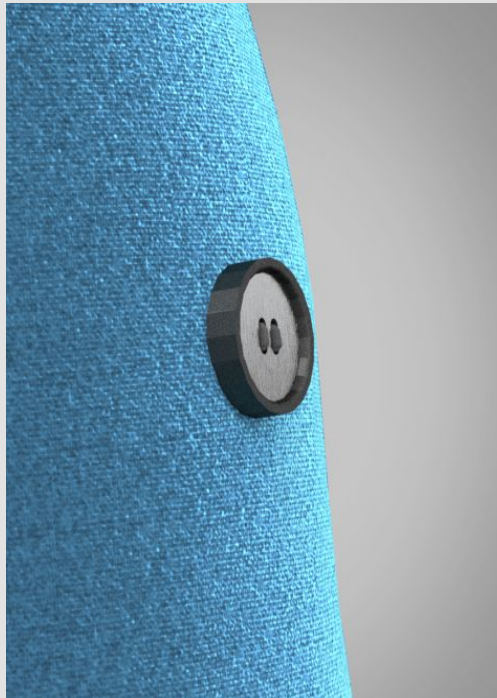
Material Type: Fabric_Metal + Glitter



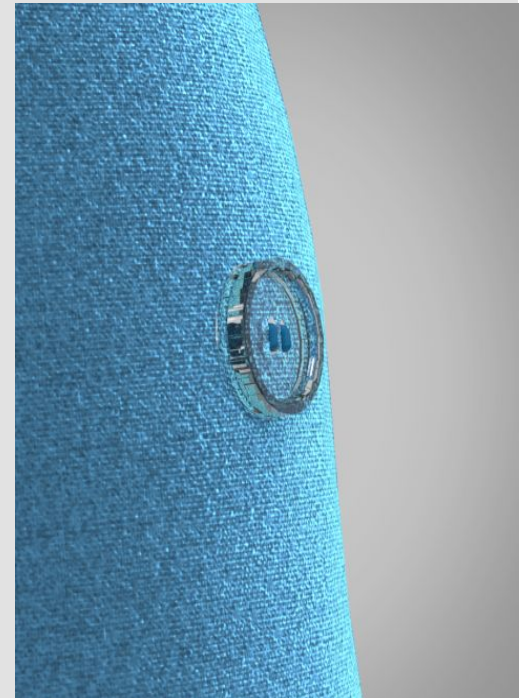
Material Type: Fabric_Plastic



Material Type: Fabric_Metal + Texture



Material Type: Fabric_Glass

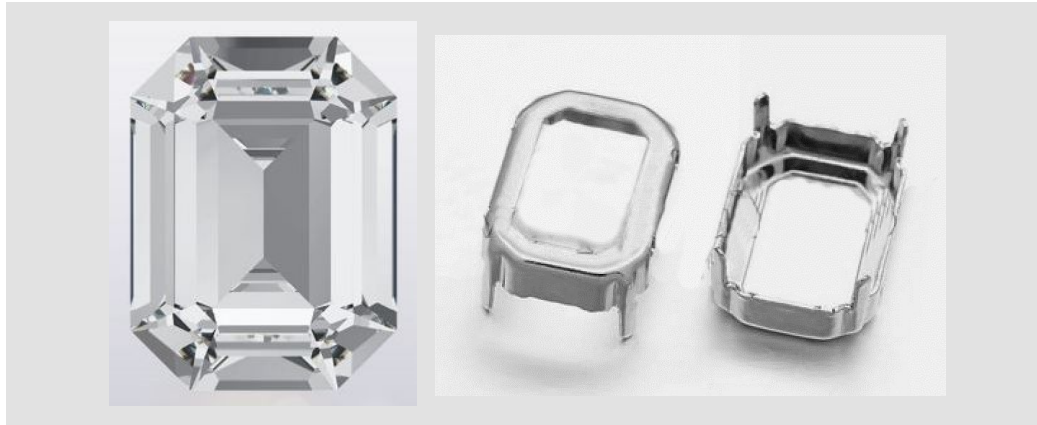


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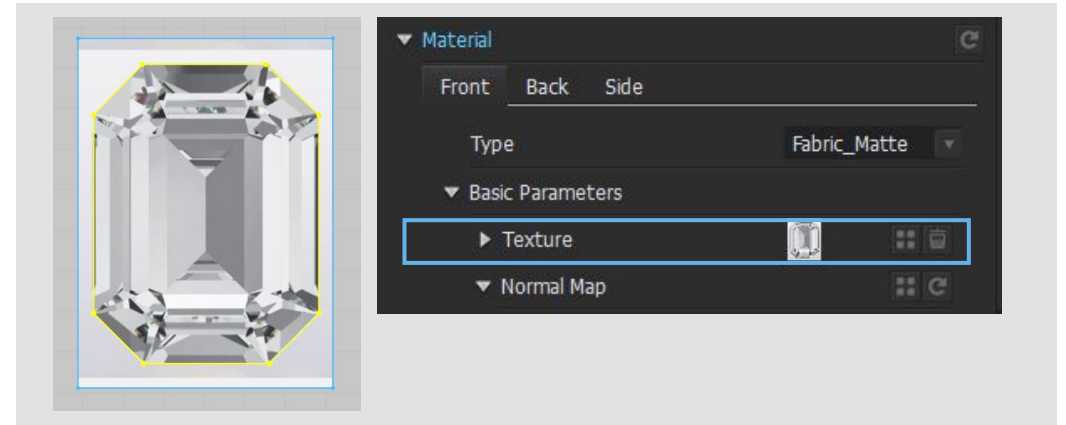
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RHINESTONES

RHINESTONES

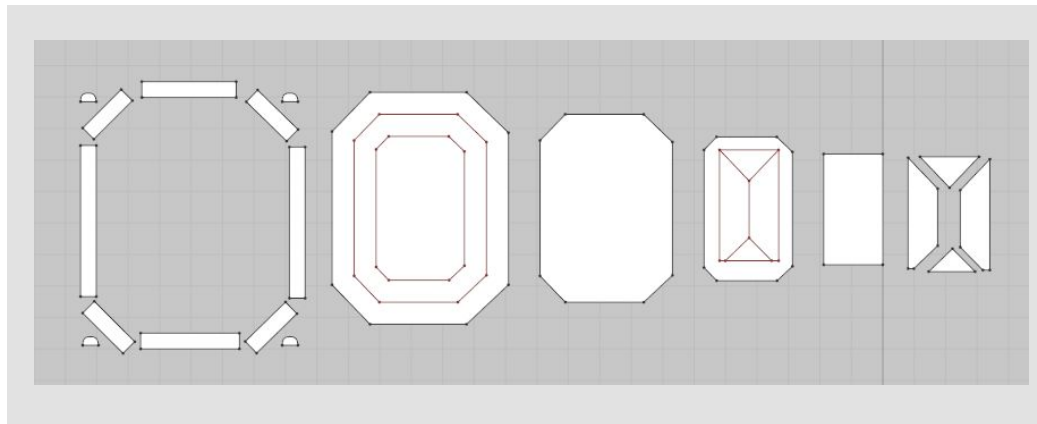
1. Have your inspirational texture/graphic ready.



2. Create a pattern piece which is 50 % bigger than the desired final rhinestone and apply the texture in the Property Editor.

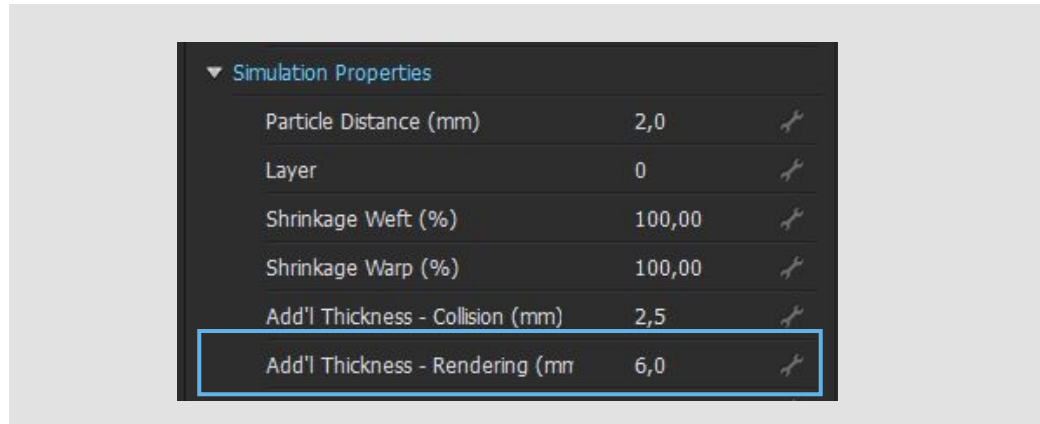


3. Draw internal lines and extract single pattern pieces. (select pattern piece > right click > Clone as Pattern)

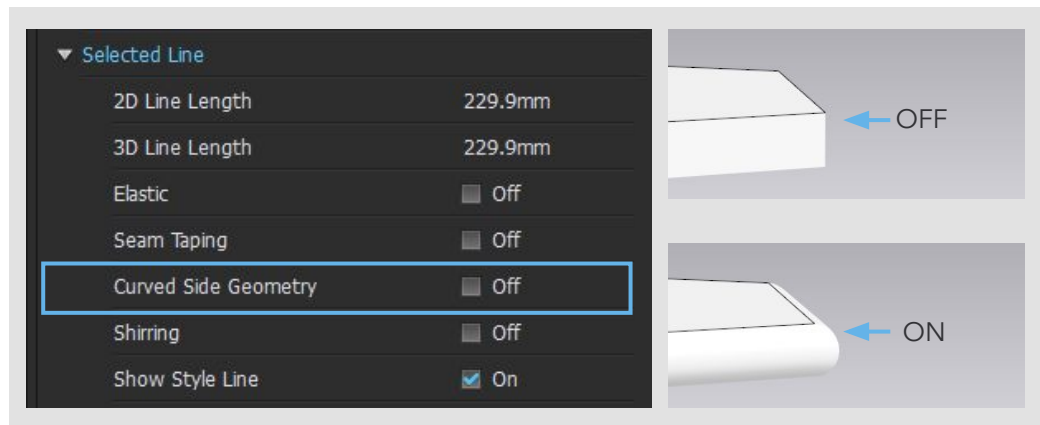


RHINESTONES

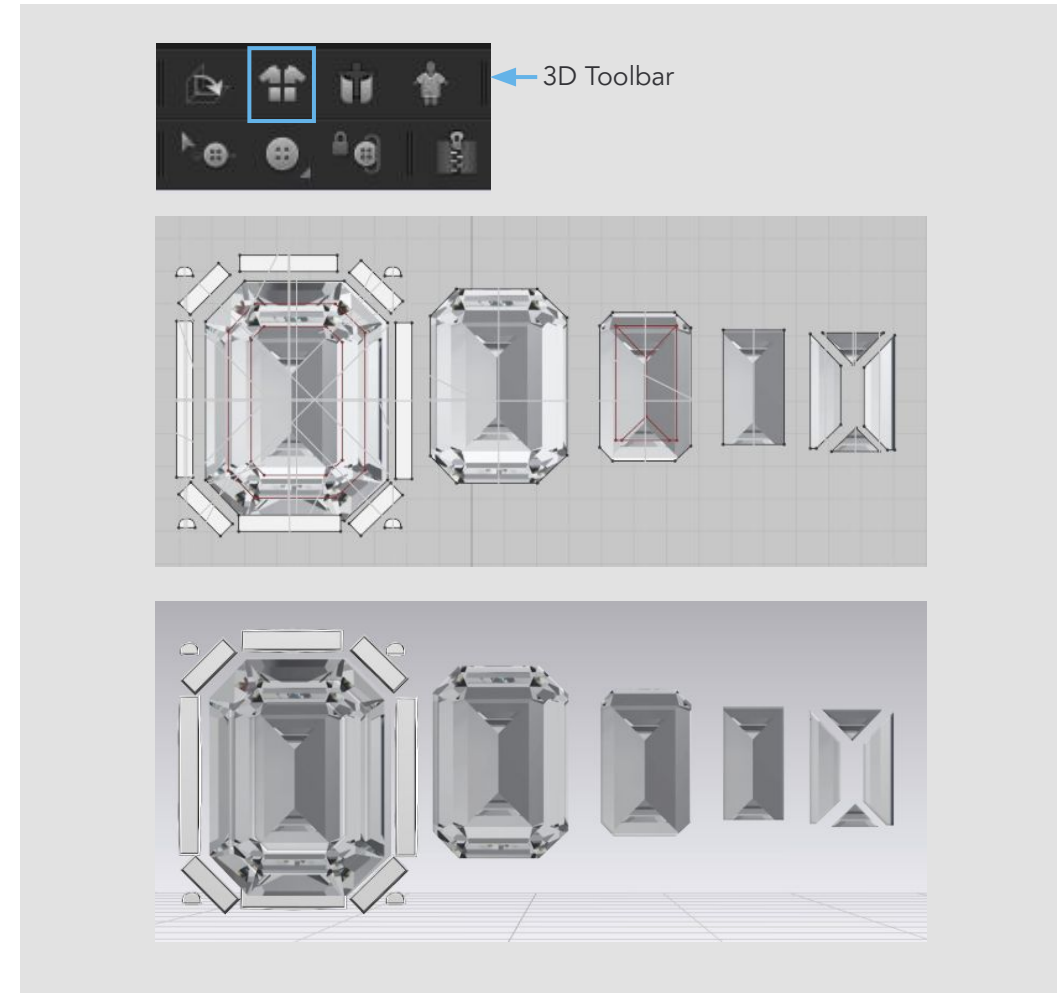
4. To display the pattern pieces with a thick surface, increase the Add'l Thickness - Rendering.



5. To achieve crisp or sharp edges, turn OFF the Curved Side Geometry.

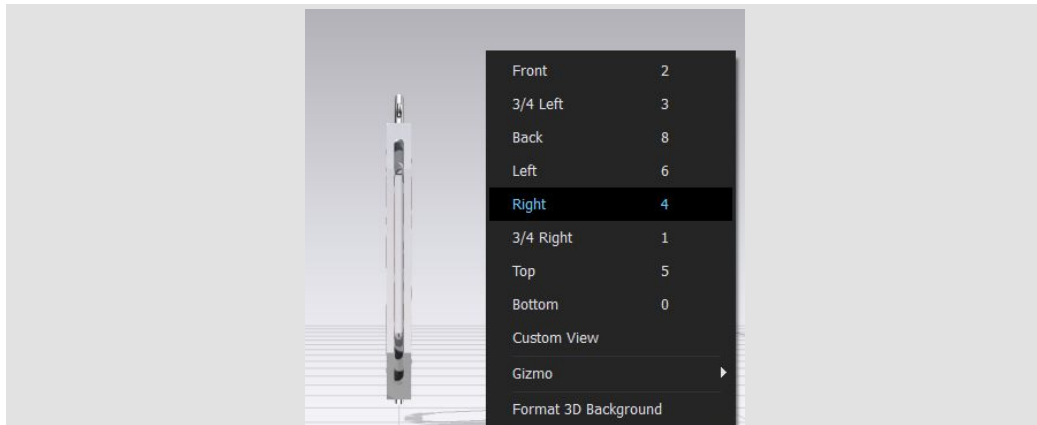


6. Reset your 2D Arrangement in the 3D Window. Here, the arrangement of the pattern pieces will be duplicated, reflecting their position in the 2D Window.

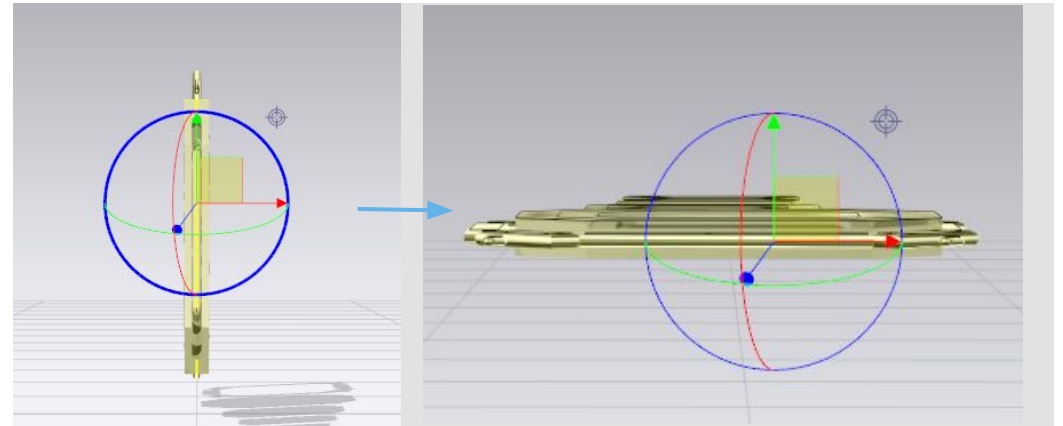


RHINESTONES

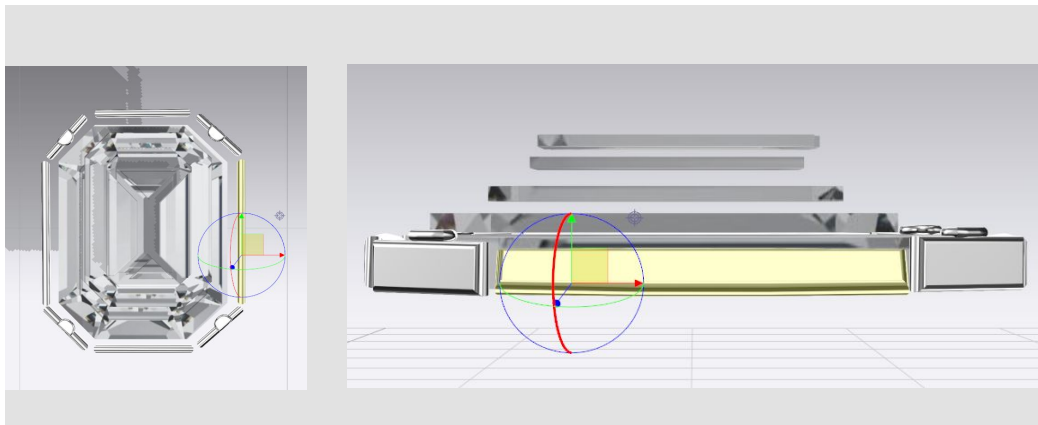
7. Switch to a side view (shortcut 4 or 6).



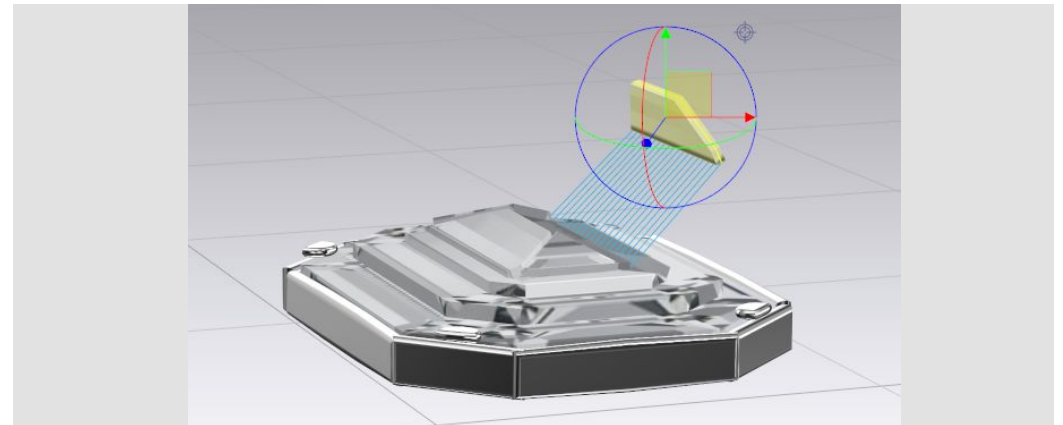
8. With the help of the Gizmo, you can rotate all pattern pieces together in 45 degree steps (hold the Shift tab).



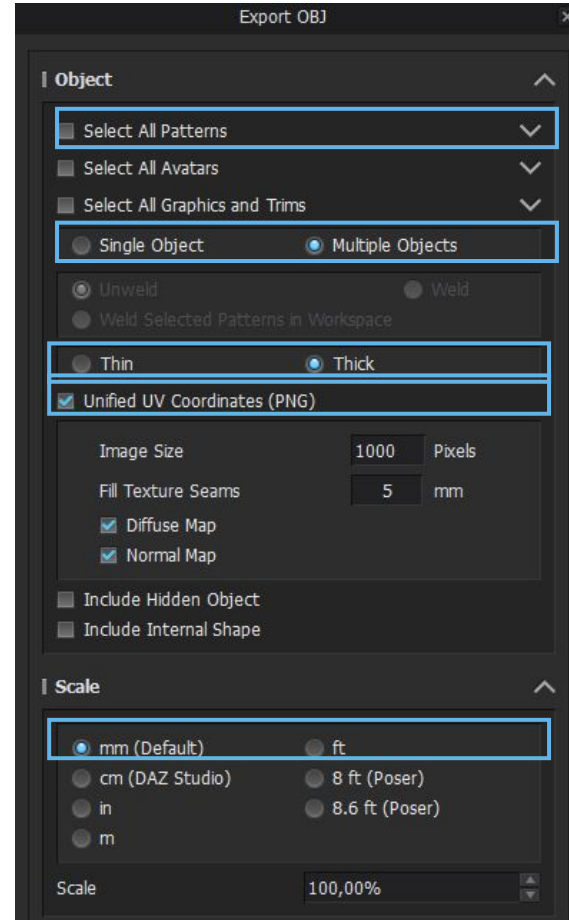
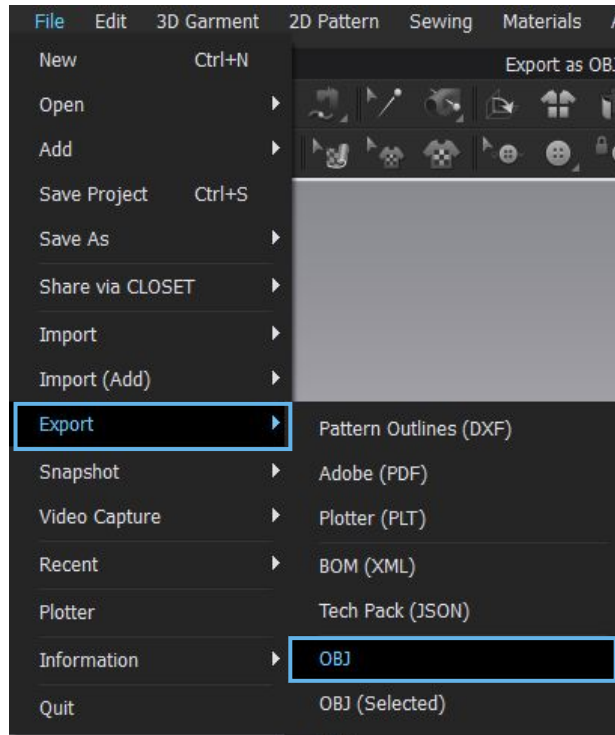
9. Arrange the pattern pieces with the Gizmo. Use the clear views to have a front, top, or side view. (3D window > right click menu)



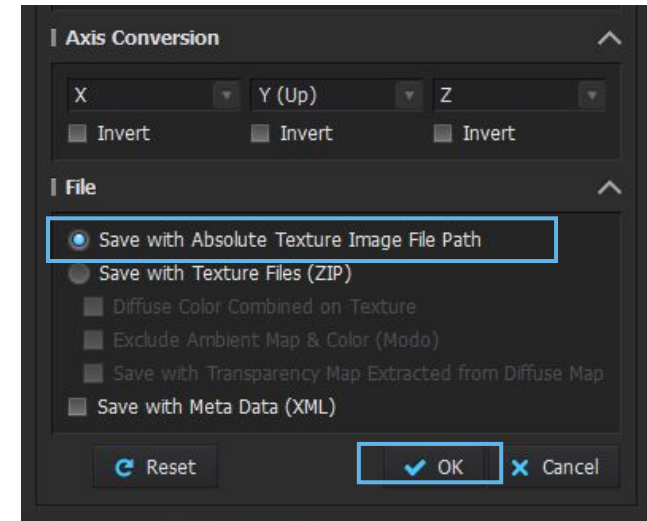
10. For some pattern pieces, it's useful to create sewing connections so the Superimpose (Side) function can be used. (3D Window > right click > Superimpose (Side))



11. Export as an OBJ.

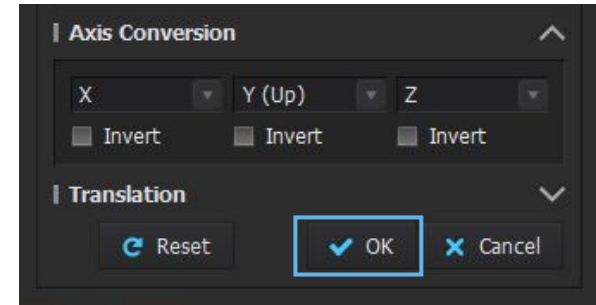
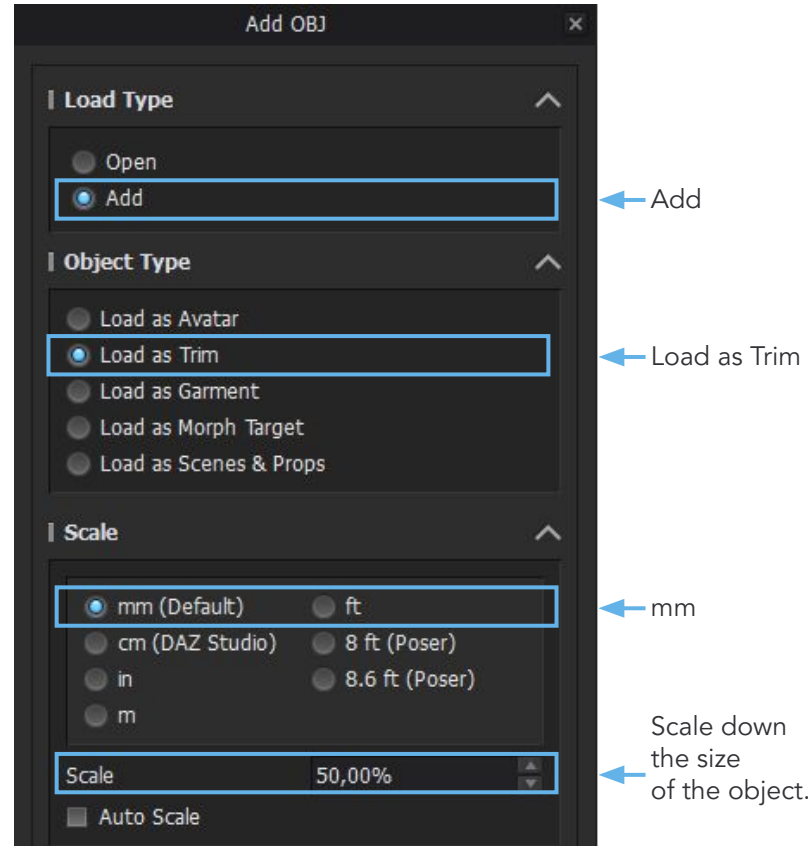
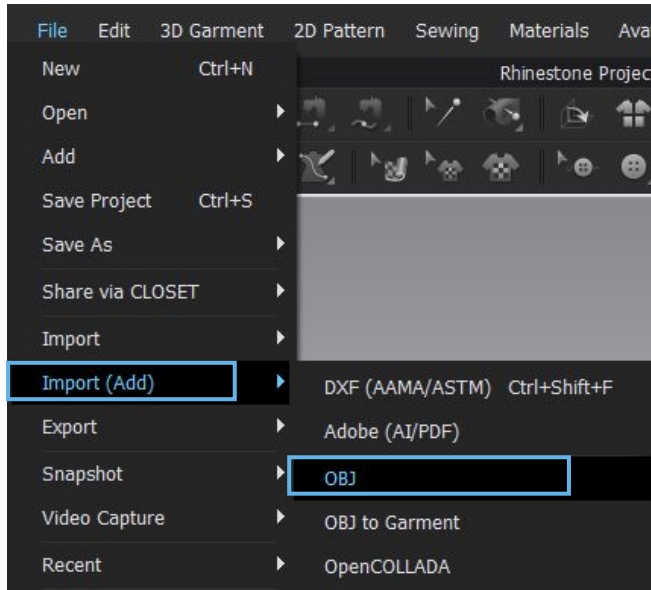


Select All Patterns
Multiple Objects
Thick
Unified UV Coordinates
mm



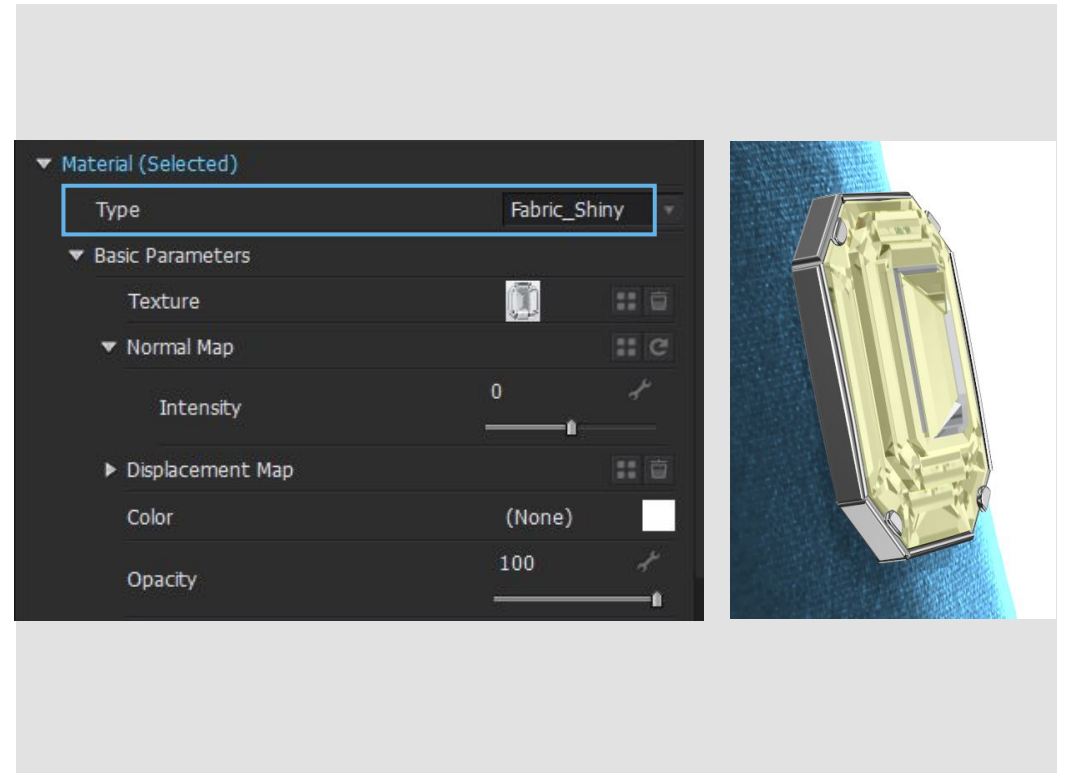
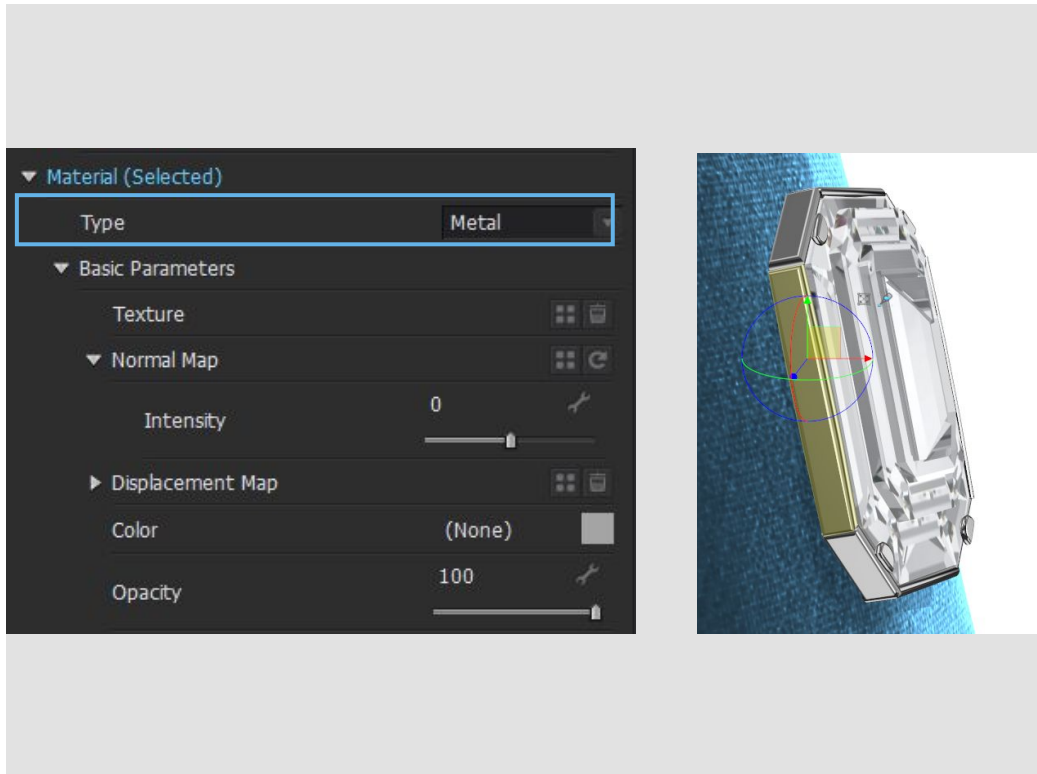
Save with Absolute Texture Image File Path

12. Import as OBJ.



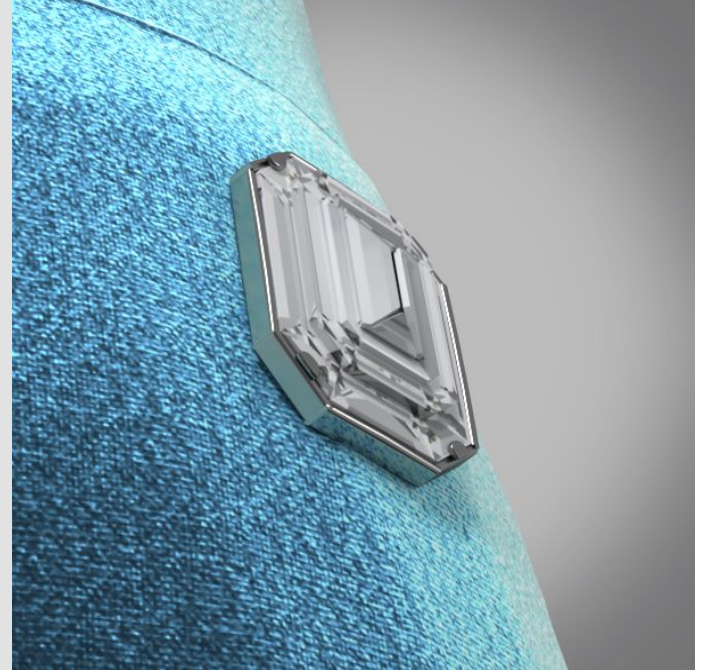
RHINESTONES

13. Change the Material Type of certain areas of the trim.



RHINESTONES

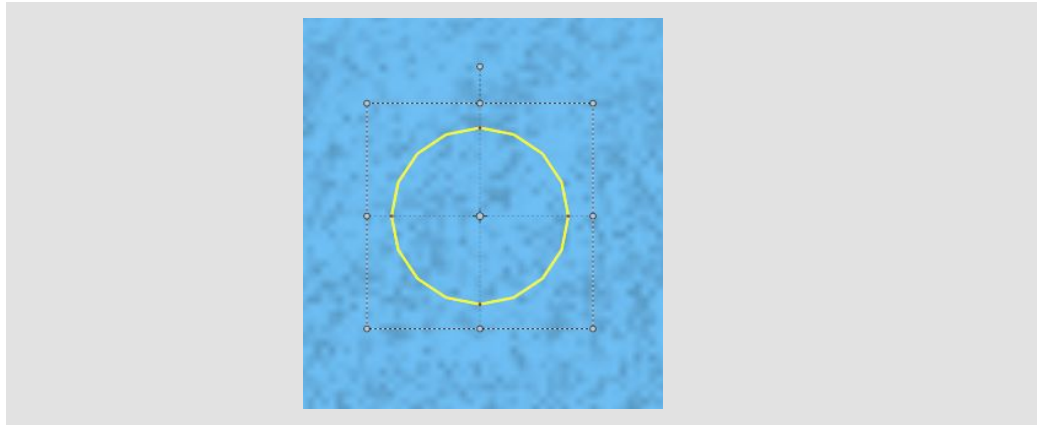
RESULT



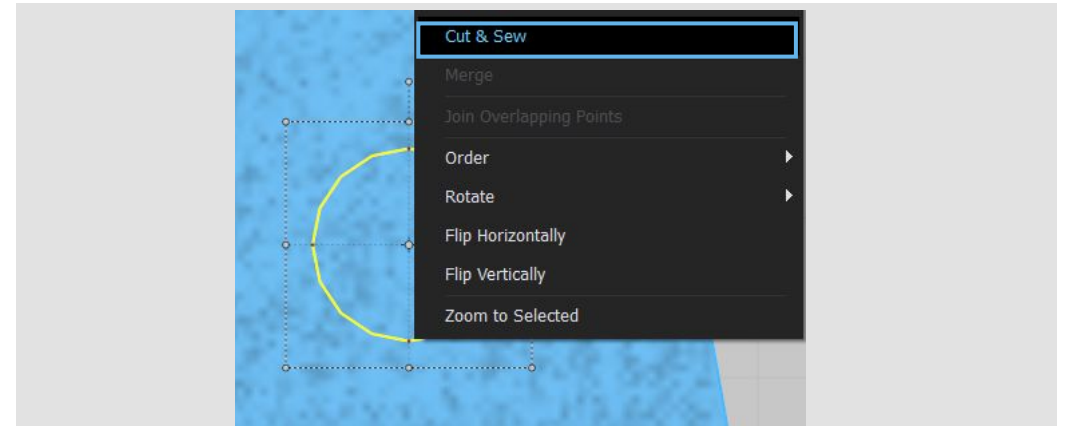
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EYELETS

EYELETS

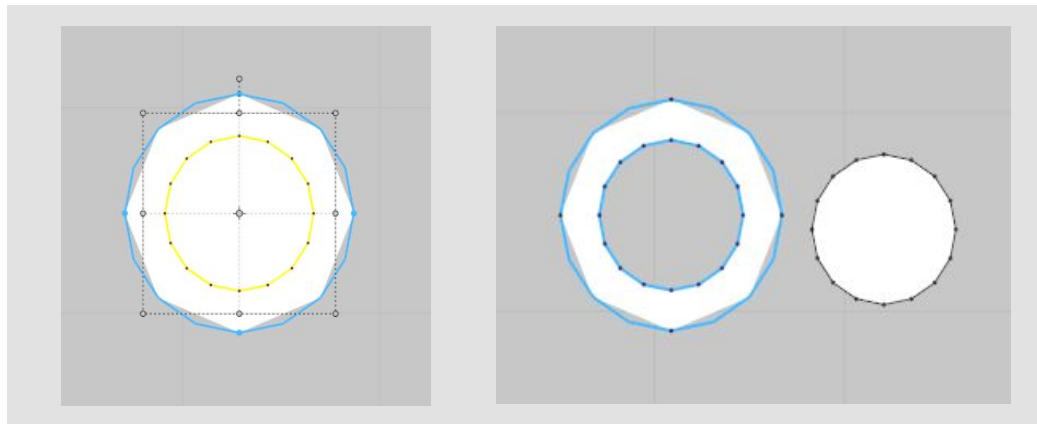
1. Use the internal ellipse tool to create the shape of your eyelet on top of the garment.



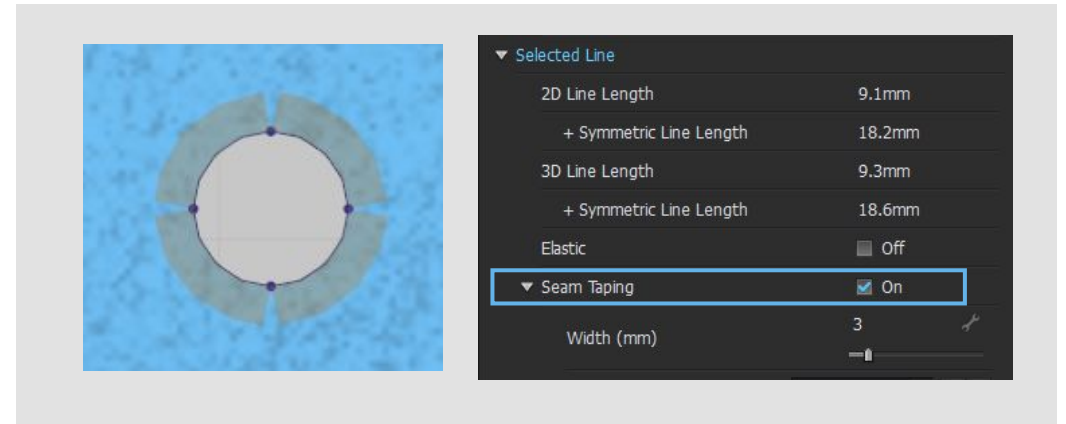
2. Cut and sew the shape.



3. Offset an internal line from the new pattern, right click onto it and choose Cut & Sew.

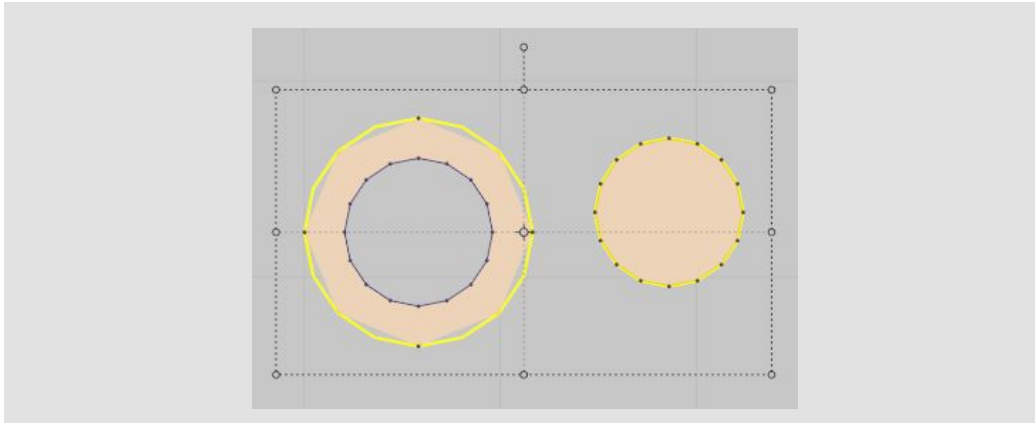


4. Apply Seam Taping to the hole.

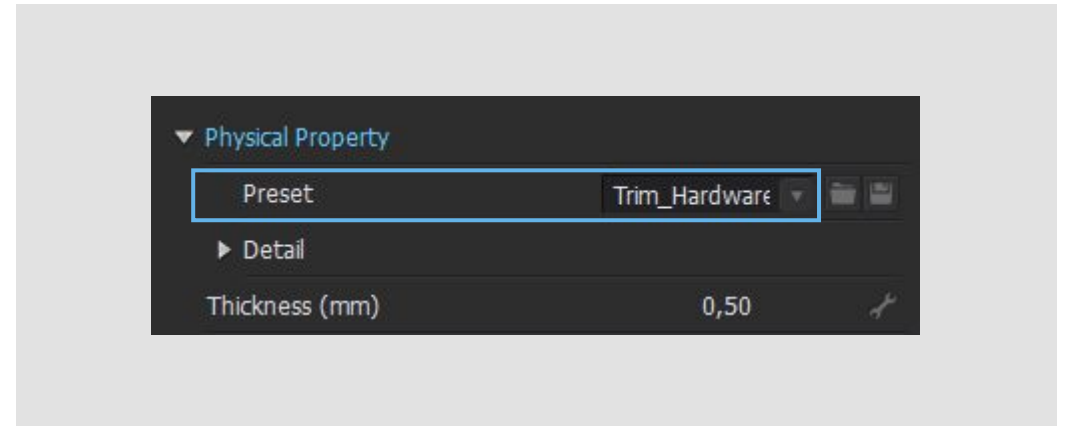


EYELETS

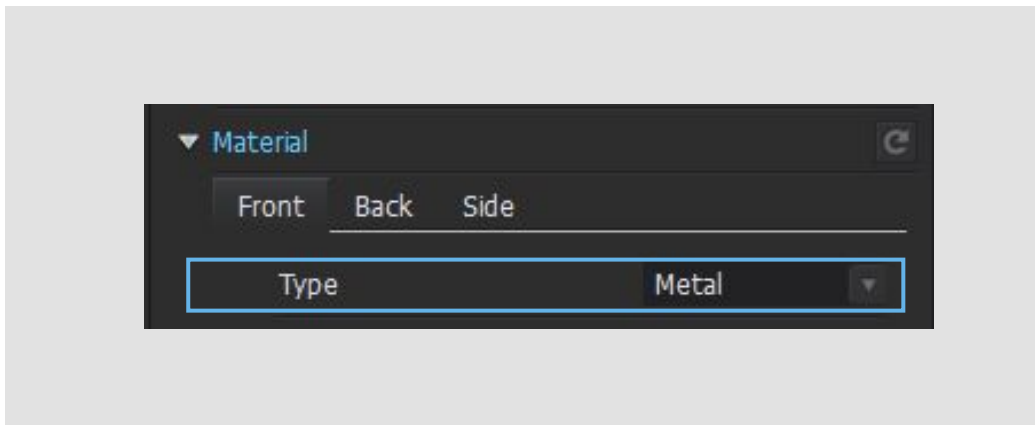
5. Apply bonding to both the eyelet shape and the inner circle.



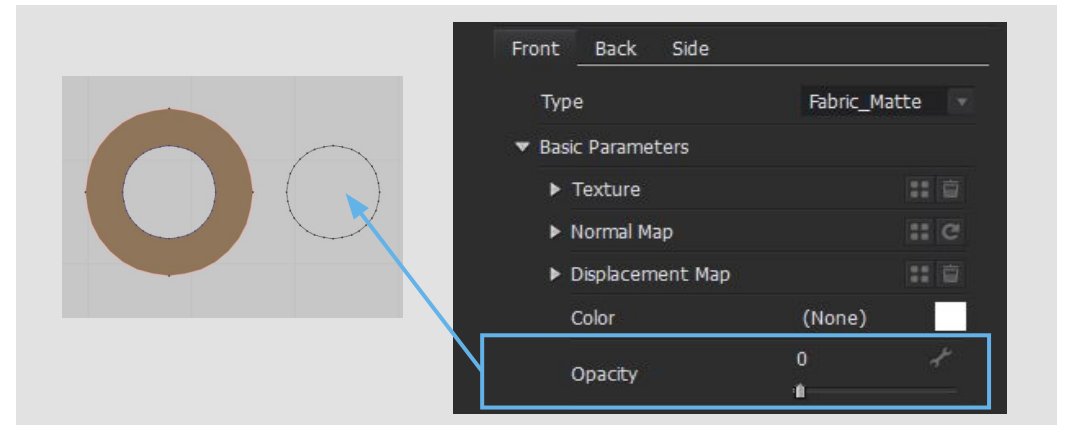
6. Create new fabrics, assign them and change the Physical Property to Trim_Hardware.



7. Change the material type of the eyelet shape to metal.

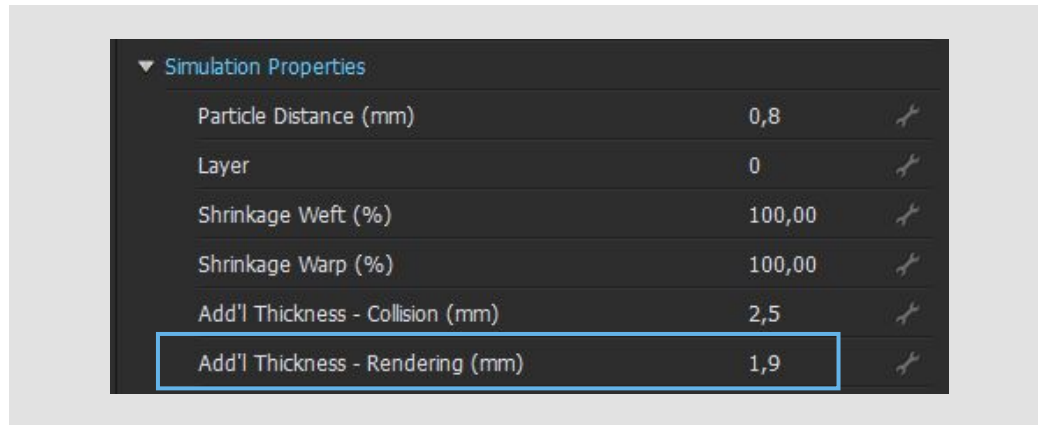


8. Change the opacity of the inner circle to 0 to make it transparent.

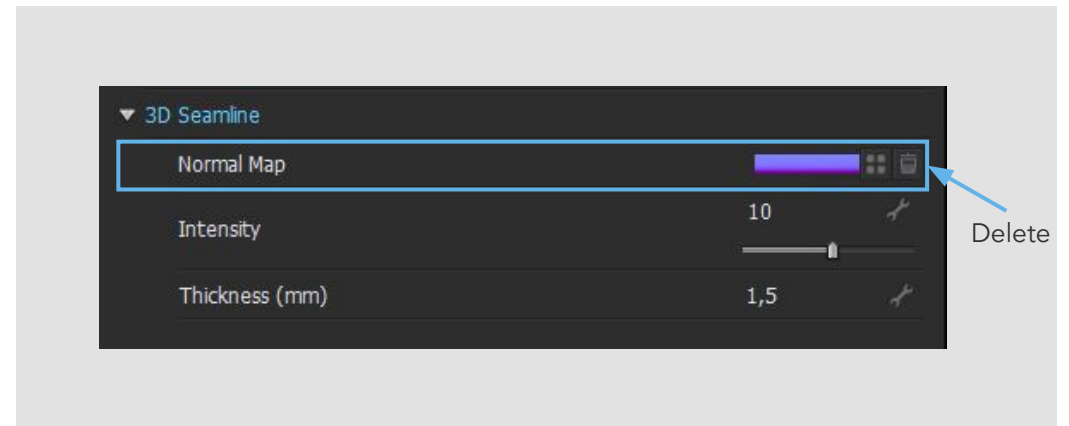


EYELETS

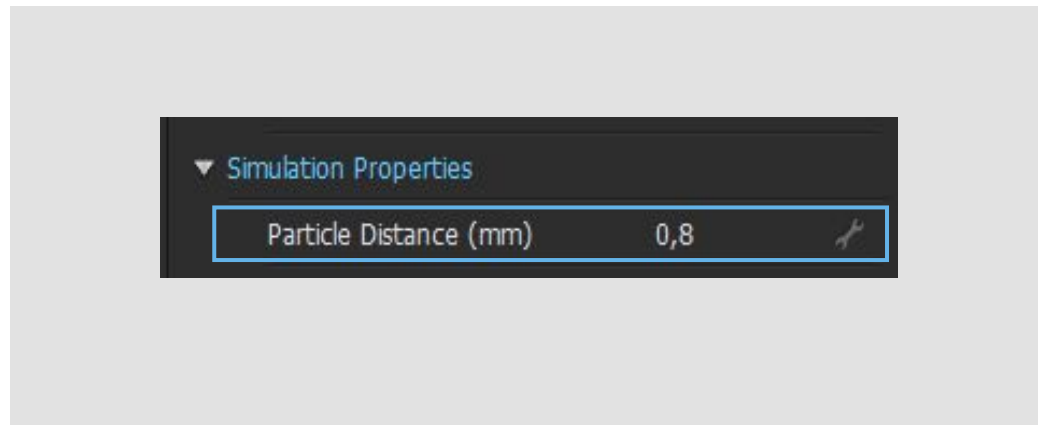
9. Add Add'l Thickness – Rendering to the eyelet shape.



10. Select the sewing lines around the eyelet shape and delete the 3D Seamline Normal Map.

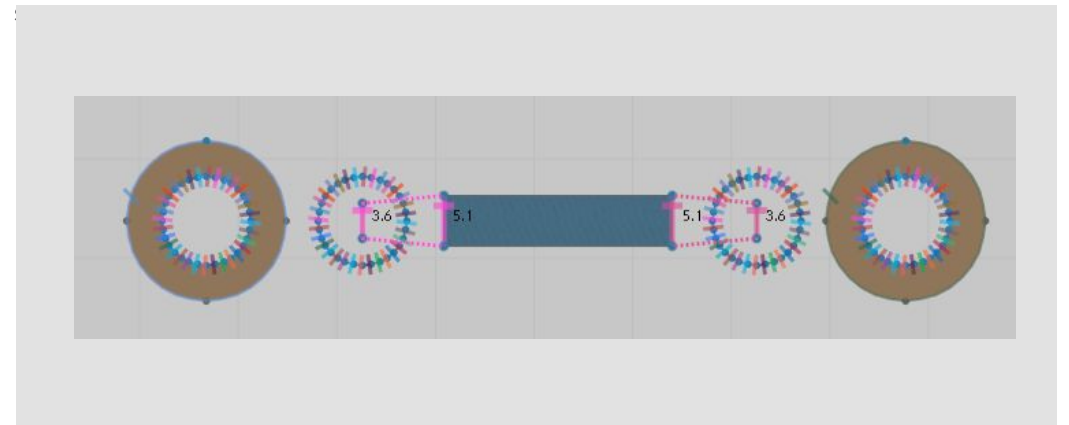


11. Change the Particle Distance from the eyelet and inner shape to 0,8 mm.
(Property Editor > Particle Distance)



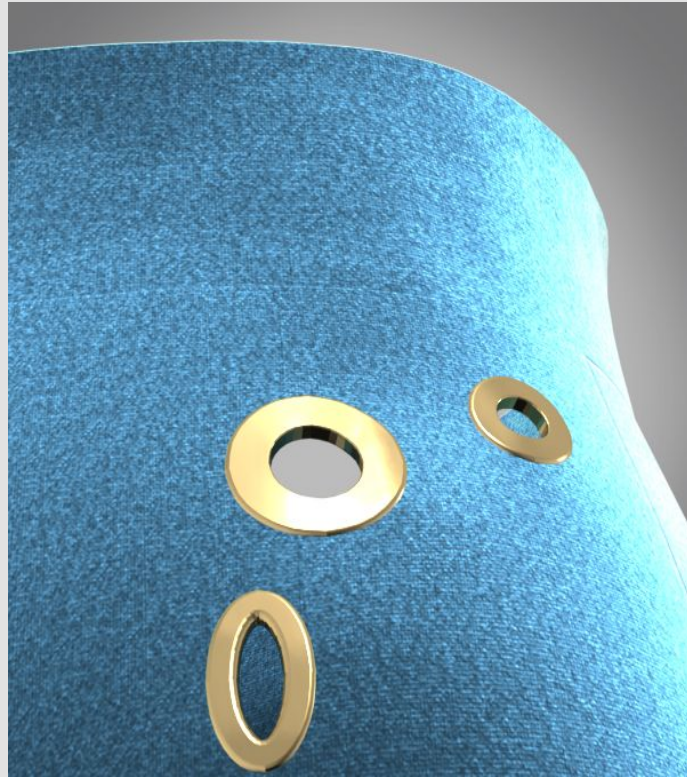
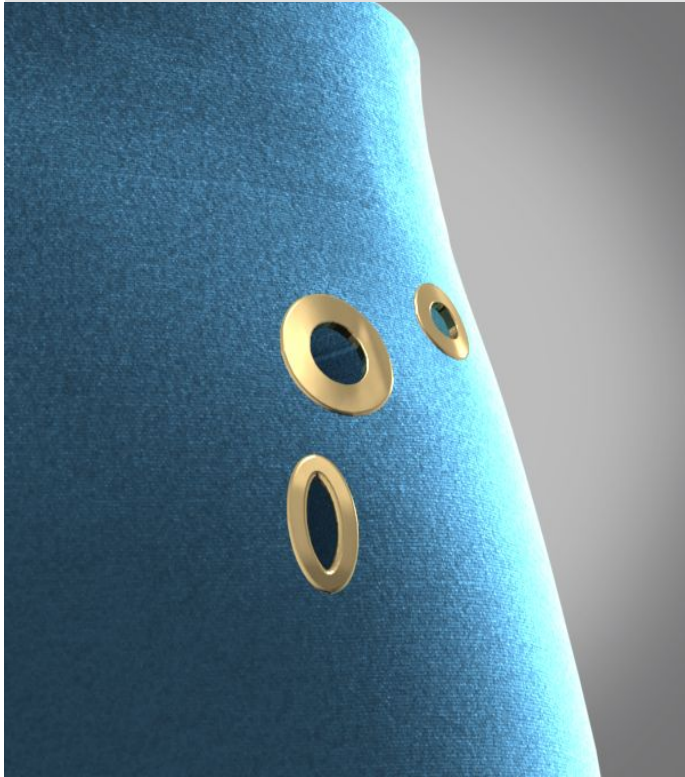
TIP! Adding laces to the eyelets:

Create a lace pattern and sew it to the transparent inner circle.



EYELETS

RESULT



Check out our inspirational [tutorials](#).