

TECH PACK: IMAGES



TABLE OF CONTENT

INTRODUCTION

Images

PREARRANGEMENT

How to Set Up Custom Views

Pose

Avatar

Trick: Ironing

SNAPSHOTS

How to Use the Snapshot Function

Style Line

Monochrome Surface

Desaturation

Dark Colors

Quality Render (3D Window)

Garment Fit Maps

RENDER

Render Images

Render Settings

INCORPORATING IMAGES INTO TECH PACKS

Your Own Tech Pack

CLO-SET Tech Pack

INTRODUCTION

IMAGES

Use images of 3D garments in your tech pack, whether it is a realistic render image or 3D garment in a sketch style, to avoid double work with 2D sketches.

Decide how to style those images in terms of avatar and pose and which views and details you want to show.

A POSSIBLE WORKFLOW

1. Create a 3D garment.
2. Change the avatar pose.
3. Check if the garment looks correct. Maybe "iron" it.
4. Use High Resolution. 3D Tool Bar > Hi-Res Garment > Simulate.
5. Decide if the avatar should be visible or not.
6. Create or upload Custom Views.
7. Create Snapshot and / or Render images.
8. Add the images to your tech pack.

TIP! In a CLO-SET tech pack, the images will be generated automatically. [Check out the CLO-SET platform on clo-set.com](https://clo-set.com).



SNAPSHOT

A snapshot is an image similar to a screenshot, generated through the Snapshot function in CLO.

Use a snapshot for faster results or to show a design as a sketch. Pay attention not to include color-marking in the 3D window such as strengthening or bonding; this could confuse collaborators / vendors.



RENDER

A render is a photorealistic image of a 3D model generated through the rendering process.

Use a render image to have more realistic textures and control over lighting.

PREARRANGEMENT

HOW TO SET UP CUSTOM VIEWS

A **custom view** is a preset for views that include a particular distance and angle. Use them to bring order to your images and to keep them consistent. Custom views can be used during rendering.

TIP! Create custom views and use them across different projects.

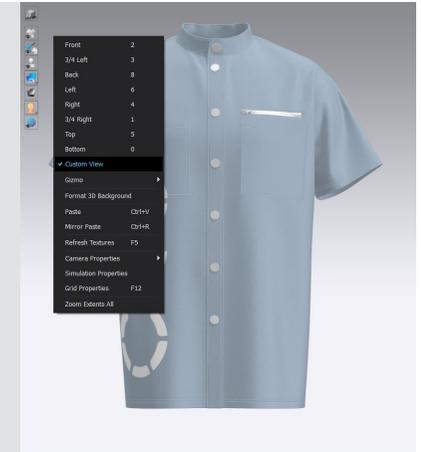
TIP! Create custom views for details that you want to show. (E.g. pockets, pleats, or trims.)



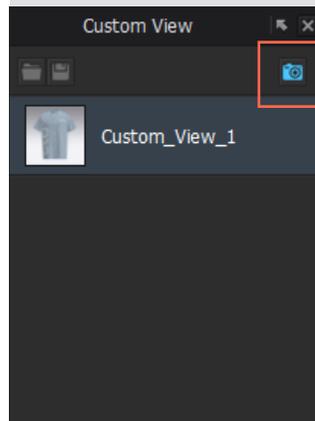
1. Press 2 on the keyboard for Front View.
Or right-click on the background of the 3D Window > Front (2)



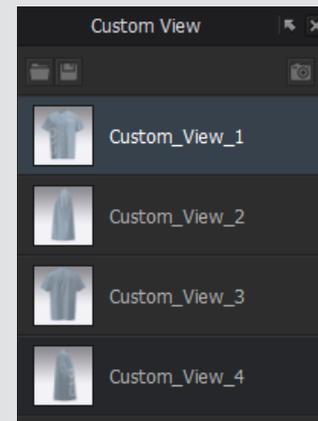
2. Zoom into your garment.



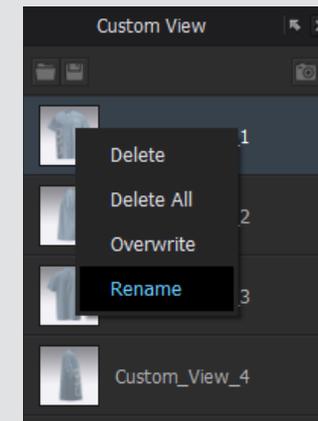
3. Open the Custom View window. Right-click on the grey background in the 3D window > Custom View
Or on the menu bar: Main Menu > Display > Viewpoint > Custom View



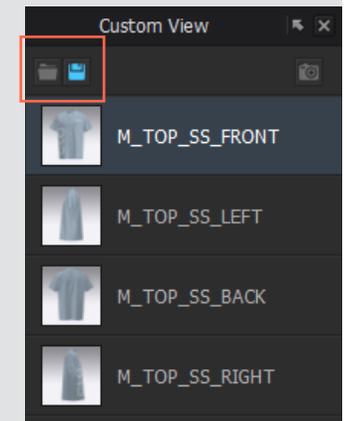
4. Save the current front view by clicking the icon of the tiny camera in the right top corner.



5. Rotate around the garment to create other views and save them.



TIP! Right-click on the Custom View to rename it.



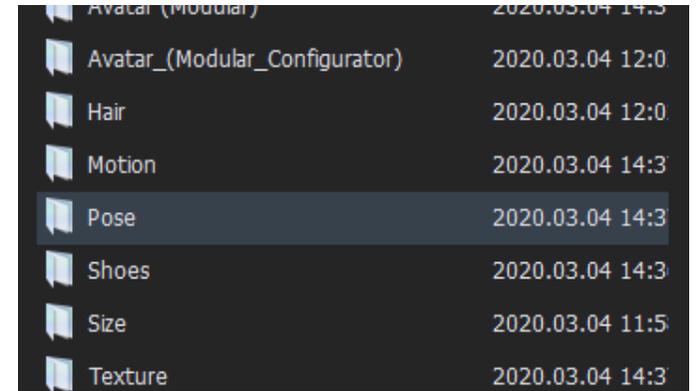
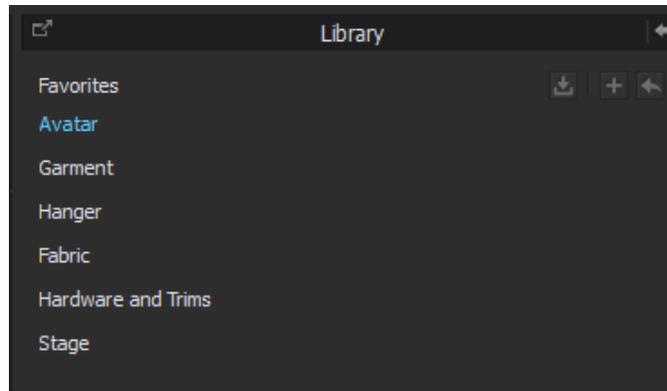
TIP! Save Custom Views and load them in other projects.
TIP! Double-click onto a view to switch to it.

POSE

Choose a preferred pose.

Library > Avatar > Avatar Version > Pose > double-click

TIP! Create custom poses. [Find out more.](#)



MV2_01_A



MV2_02_Aforsize



MV2_03_Attention

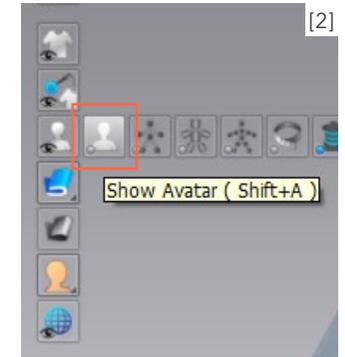
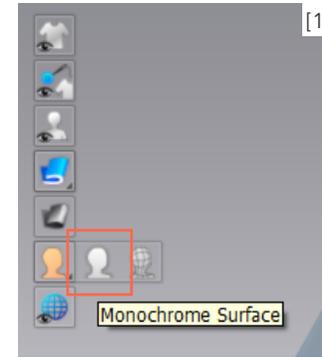
AVATAR

The avatar can be visible either in color, white, or hidden completely.

White Avatar: 3D Toggle Bar > Textured Surface [icon 6] > Monochrome Surface [1]

Hide Avatar: 3D Toggle Bar > Avatar Display [icon 3] > Show Avatar (Shift+A) [2]

TIP! CLO also offers hangers as avatars. Library > Hanger.



Textured Surface



Monochrome Surface [1]

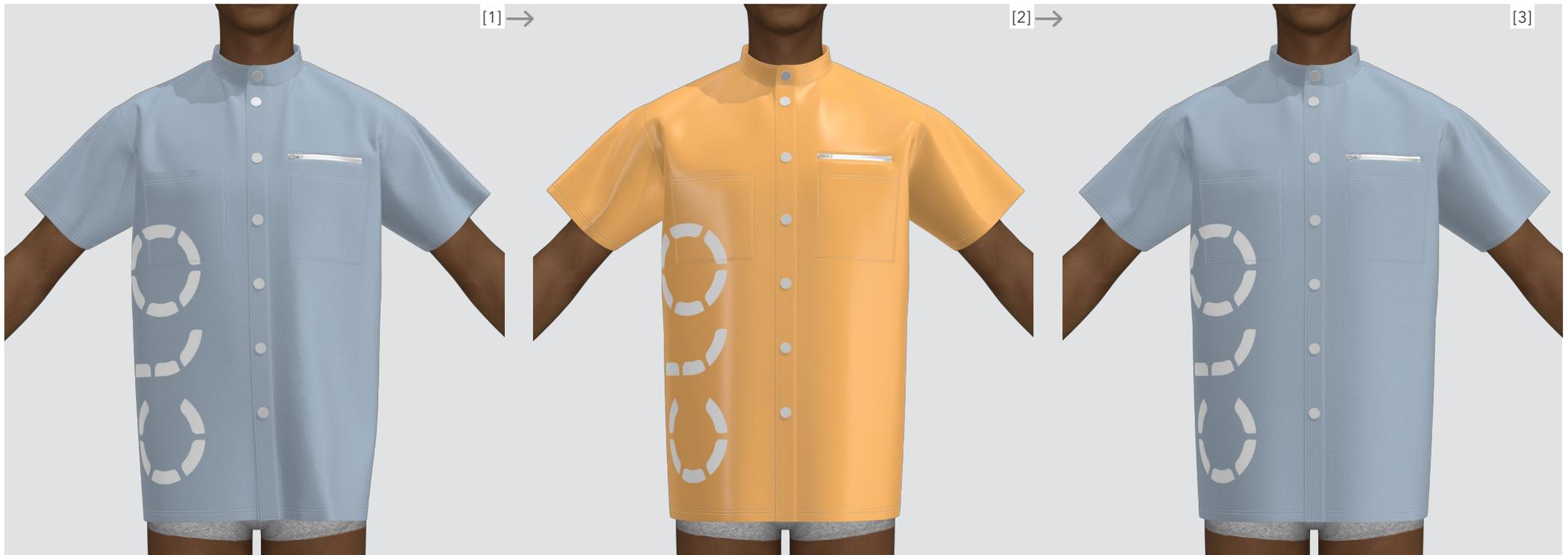


Hide Avatar (Shift+A) [2]

TRICK: IRONING

"Iron" garments by temporarily using **Strengthen**. It is not a necessary step, but it can make the garment look nicer by stiffening the fabric.

1. Simulation ON
2. Select all pattern pieces > right-click > Strengthen (Windows: Ctrl+H or Mac: Command+L)
3. Simulation OFF
4. Select all pattern pieces > right-click > Unstrengthen (Windows: Ctrl+H or Mac: Command+L)



SNAPSHOTS

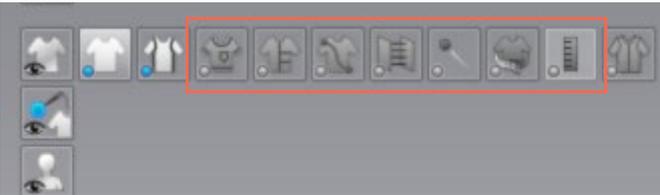
CHECKLIST

Simulation OFF



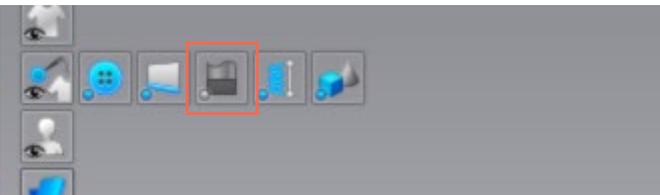
Hide unnecessary **3D Garment Display** options such as

- Internal Lines
- Baselines
- 3D Pen
- Threads
- Pins
- Garment Measurements
- 2D Measurements



Hide unnecessary **3D Trim Display** options such as

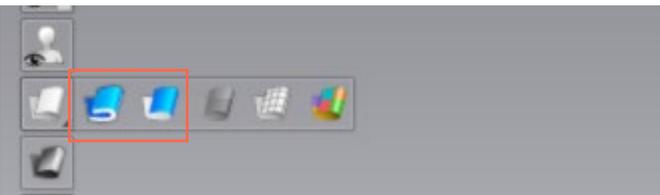
- Bond/Skive



Choose one of the **3D Window Rendering Styles**

Thick Textured Surface (Alt + 1) to express fabrics with their thickness.

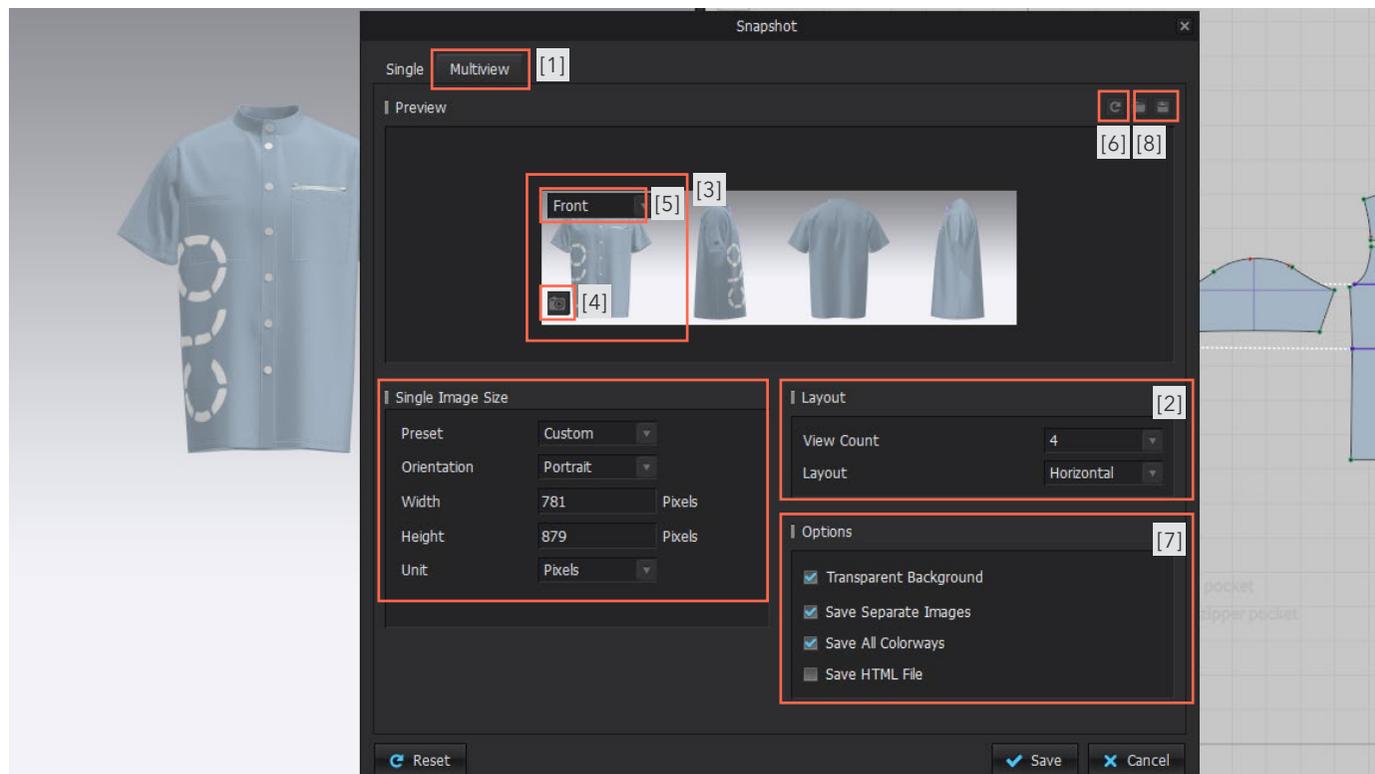
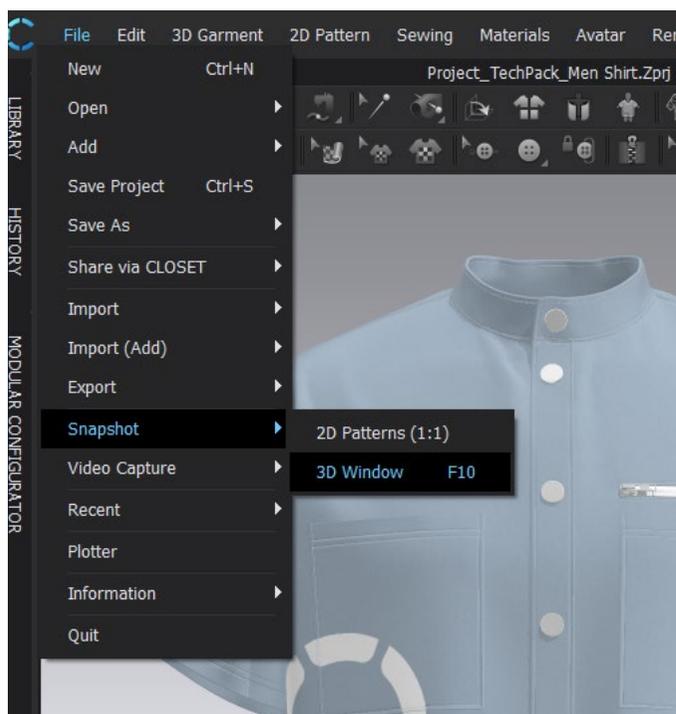
Textured Surface (Alt + 2) to express fabrics without thickness and express the wrong side of the fabric in grey.



Unstrengthen and / or **unfreeze** all pattern pieces, otherwise they will stay orange and ice blue in snapshots.

HOW TO USE THE SNAPSHOT FUNCTION

Main Menu > File > Snapshot > 3D Window (F10)



Use the tab **Single** for creating only one picture, or **Multiview** [1] for up to 10 pictures from different views. Here, View Count: 4 [2].

Way 1: Double-click on one of the Custom Views. Hover over a picture in Preview of the Snapshot Window [3] > Click on the appearing icon of a tiny camera [4]. Do the same for other Custom Views.

Way 2: Hover over a picture in Preview of the Snapshot Window > Choose a view from the drop down menu [5]. Zoom in on the project. Snapshot Window > Click on the icon of a twirled arrow [6].

Options. We recommend to choose **Transparent Background**, **Save Separate Images**, and **Save All Colorways** [7].

TIP! Save and load the Snapshot - Multiview settings [8].

TIP! 2D Measurement (POM) lines can be captured in 3D snapshots. 3D Toggle Bar > 3D Garment Display > Show 2D Measurements.

TIP! Garment Fit Maps can be captured in 3D snapshots. [Learn more about Garment Fit Maps.](#)

[Learn more about Snapshot.](#)

STYLE LINE

Express and emphasize style lines, silhouettes, internal/external lines, and fold lines of 3D Garments.

3D Toggle Bar > 3D Garment Display [icon 1] > Style Line

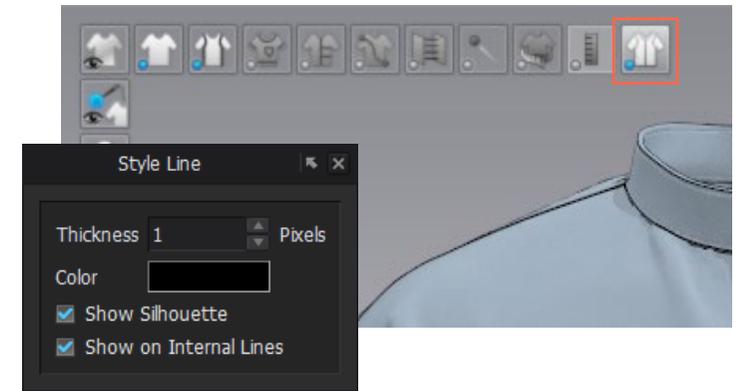
TIP! Hide specific Style Lines.

select a pattern or segment > Property Editor > Show Style Lines

TIP! Change Thickness and choose a contrast Color for the Style Line for better visibility. Tick ON Show Silhouette and Show on Internal Lines.

TIP! Temporarily change the color and thread thickness for **topstitching** for better visibility.

Object Browser > Topstitch > select styles of topstitches > Property Editor > Color / Thread Thickness



Style Line - Thickness 1px

Style Line - Thickness 3px

Style Line - Thickness 1px. Topstitch in Black

MONOCHROME SURFACE

Imitate a **sketch** using Monochrome Surface combined with Style Line.

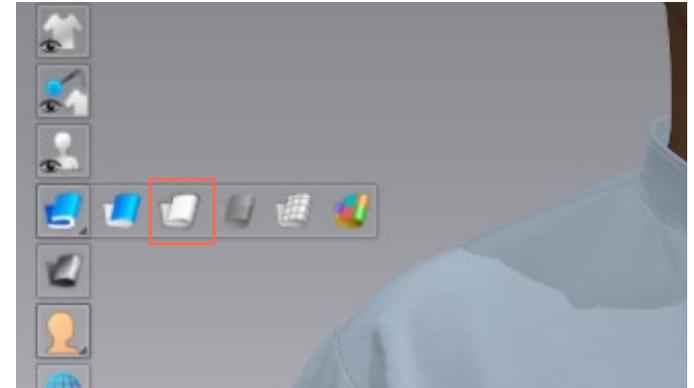
3D Toggle Bar > 3D Garment Display [icon 1] > Style Line

3D Toggle Bar > Surface [icon 4] > White Icon - Monochrome Surface

TIP! Pay attention that graphics are not visible in this mode. See the next page.

TIP! Temporarily change the color and thread thickness of **topstitching** for better visibility.

Object Browser > Topstitch > select styles of topstitches > Property Editor > Color / Thread Thickness



Monochrome Surface (Alt+3). Style Line

Monochrome Surface. Style Line. Topstitch in Black

DESATURATION

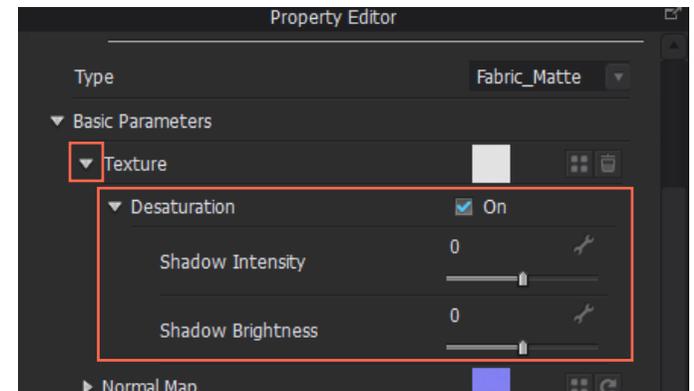
Graphics would not be visible when using Monochrome Surface. Therefore, use **desaturation** of a fabric to achieve a **sketch style without losing graphics**.

Object Browser > Fabric > choose a fabric > Property Editor > Material > Texture > Desaturation

TIP! Change desaturation properties, Shadow Intensity, and Shadow Brightness if needed.

TIP! Temporarily change the color and thread thickness for **topstitching** for better visibility.

Object Browser > Topstitch > Select styles of topstitches > Property Editor > Color / Thread Thickness



Style Line

Style Line. Topstitch in Black

Style Line. Topstitch in Black. Textured Surface (Alt+2)

DARK COLORS

Use a contrast color for style lines for dark colors.

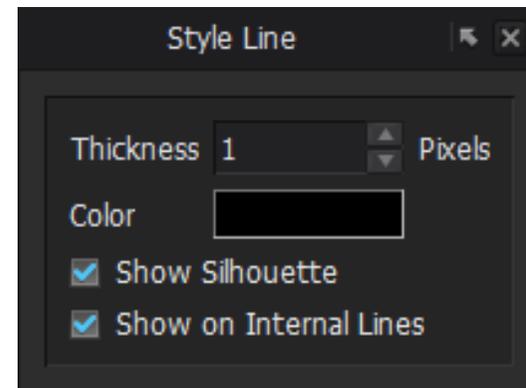
3D Toggle Bar > 3D Garment Display [icon 1] > Style Line

TIP! Change the color of **graphics** if they are not visible enough.

Toolbar > Transform Graphics > select a graphic > Property Editor

TIP! Temporarily change the color and thread thickness for **topstitching** for better visibility.

Object Browser > Topstitch > select styles of topstitches > Property Editor > Color / Thread Thickness



Default

Style Line. Topstitch in White

Style Line. Topstitch in White. Graphics in Changed Color

QUALITY RENDER (3D WINDOW)

Use Quality Render (3D Window) [from version 5.2 onwards] to add realism to images.
3D Window Toggle Bar > Quality Render (3D Window)

TIP! Always use Quality Render for shiny fabrics and fabrics with transparency to have more realistic results for snapshots.



Quality Render (3D Window) OFF

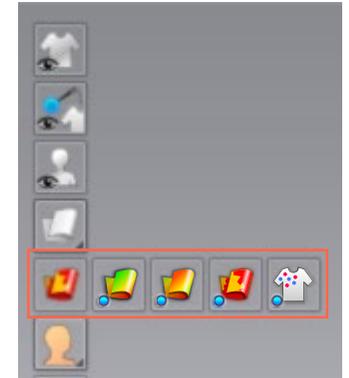
Quality Render (3D Window) ON

GARMENT FIT MAPS

Export the Garment Fit Maps' information as a Snapshot of the 3D Window for a cleaner look or simply make a screenshot of the 3D Window to also include the scale.

3D Toggle Bar > Garment Fit Maps > Stress Map / Strain Map / Fit Map / Show Pressure Points

TIP! To include the scale, do a simple screenshot.



Stress Map

Strain Map

Strain Map. Screenshot

RENDER

RENDER IMAGES



RENDER SETTINGS



A render is a photorealistic image of a 3D model created by a rendering process. This guide explains some basic settings to achieve high-quality and standardised images for a tech pack.

Main Menu > Render > Render

-  Interactive Render button allows starting the real time render preview.
-  Final Render (Image/ Video) button to generate the rendered image once you set all render properties.
-  Stop Render button is activated by default. Click on it to temporarily stop the render.

-  Image/Video Properties. See next page.
-  Light Properties. See next page.
-  Render Properties. See next page.

-  Render via CLO-SET

WORKFLOW

1. Switch on Interactive Render.
2. Set Image/Video Properties.
3. Set Light Properties.
4. Set Render Properties.
5. Click on Final Render or Render via CLO-SET.

[Learn more about Rendering.](#)

[Learn more about the Quality Standard.](#)

RENDER SETTINGS

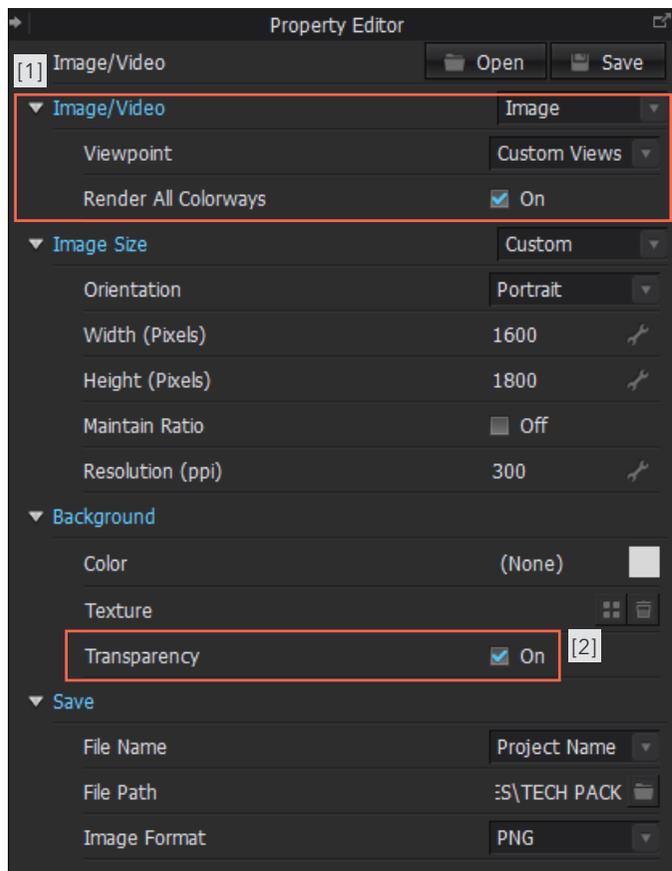


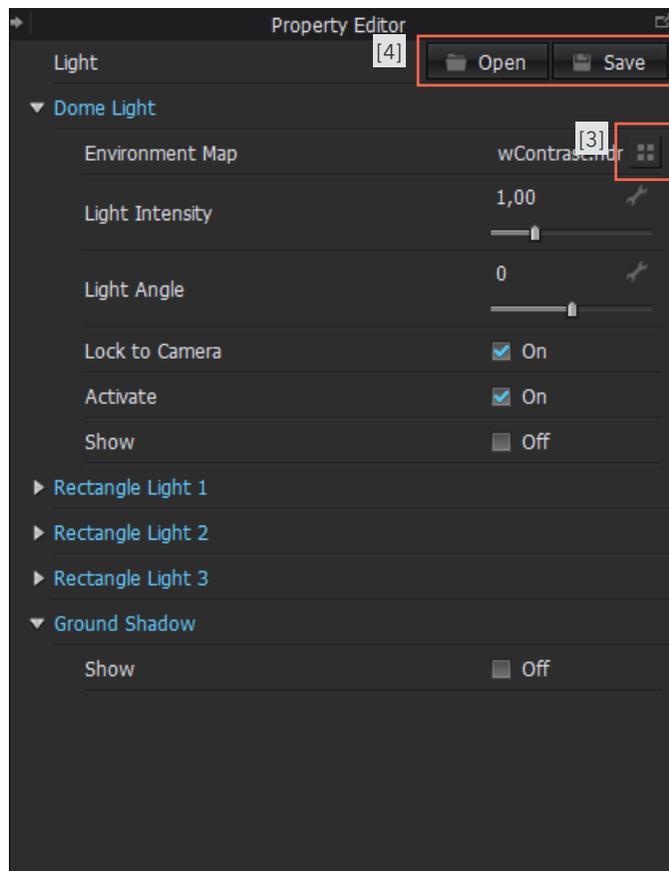
IMAGE / VIDEO PROPERTIES

Image / Video > Viewpoint > Custom Views [1].
Set Image Size, Background, and Save Properties.

TIP! Background > Transparency ON [2]

Use Turntable Images to create images, showing the 3D garment in 360°. Image / Video > Viewpoint > Turntable Images [1].
Change view to Front (shortcut 2) and zoom into the garment.

TIP! Create a video from these images automatically by choosing the option Save Video.



LIGHT PROPERTIES

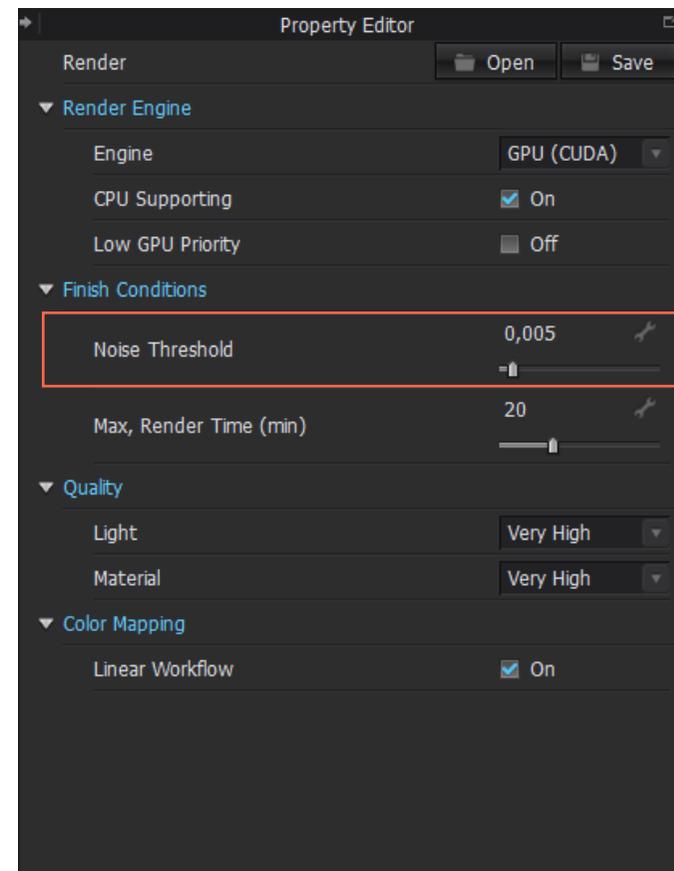
Dome Light > Environment Map: Use the Dome Light preset or upload your own [4].

TIP! Dome Light > Lock to Camera: Turn ON to achieve the same lighting from all sides.

[Learn more about Light Settings.](#)

TIP! If you create your own light settings, you can save and use them as an Environment Map [3].

TIP! Pay attention if there is enough light in case your garment is dark-colored.



RENDER PROPERTIES

Set Render Properties.

TIP! Finish Conditions > Noise Threshold: 0,001 - 0,005 to decrease the noise / grain of a rendered image.

[Learn more about Render Settings.](#)

INCORPORATING IMAGES INTO TECH PACKS

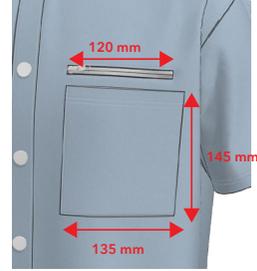
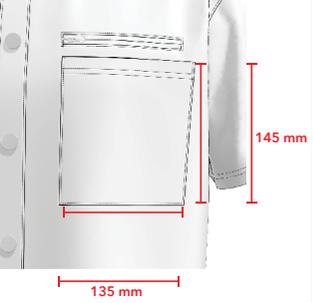
YOUR OWN TECH PACK

Use the images you have created in your tech pack. Combine snapshots and render images to present different types of information.

TIP! Include Points of Measure (POM) in your tech pack. Contact our team to request a guide on it.

TIP! Add comments to 3D images. It allows you to skip having to create additional 2D sketches.

BRAND: CLO VIRTUAL FASHION	STYLE NAME: CASUAL SHIRT SS21_03
SEASON: SS 2021	STYLE DESCRIPTION: MENS SHIRT
DATE: 10.05.2020	BRAND: CLO VIRTUAL FASHION
COMMENTS:	
	

BRAND: CLO VIRTUAL FASHION	STYLE NAME: CASUAL SHIRT SS21_03										
SEASON: SS 2021	STYLE DESCRIPTION: MENS SHIRT										
DATE: 10.05.2020	BRAND: CLO VIRTUAL FASHION										
	<table border="1"> <thead> <tr> <th colspan="2">POM</th> </tr> </thead> <tbody> <tr> <td>Waist</td> <td>1157.17</td> </tr> <tr> <td>Chest</td> <td>1113.43</td> </tr> <tr> <td>Center Back</td> <td>749.181</td> </tr> <tr> <td>Central Front</td> <td>697.225</td> </tr> </tbody> </table>	POM		Waist	1157.17	Chest	1113.43	Center Back	749.181	Central Front	697.225
POM											
Waist	1157.17										
Chest	1113.43										
Center Back	749.181										
Central Front	697.225										
											

CLO-SET TECH PACK

In case a tech pack has been generated on CLO-SET, the images will be created automatically. [Check out the CLO-SET platform on clo-set.com.](https://clo-set.com)

	Style No.	CLO303	Brand	Project Brand
	Workroom	Techpack Workroom	Company	CLO
	Season	Summer 2022	Status	Draft
	Line	Casual Shirt	Description	Men Shirt: short sleeve, standing collar



Comments	Created	March 25, 2020, 3:41 PM
-----------------	----------------	-------------------------

THANK YOU!