

Software may speed journey from catwalk to consumer

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(PhysOrg.com) -- The latest fashions could find their way from catwalk to consumers faster in the future, thanks to the work of a student at The University of Manchester.

Abu Sadat Muhammad Sayem, a Postgraduate Researcher in the Department of Textiles has scooped an innovation award for his work to develop versatile 3D computer software tools for clothing designers.

Garment design is traditionally done in just two dimensions, although Computer Aided Design software (CAD) is now offering much more scope for working in three dimensions.

Abu's current research involves using 3D body scanning equipment based in the School of Materials to produce accurate and realistic virtual human models, which garments can then be designed around.

The next step in Abu's research is to investigate how this type of 3D design capability can be seamlessly integrated with pattern creation tools in a single software package.

Abu said: "Several commercially available CAD systems offer a suitable environment of 3D apparel simulation using virtual models, but they are still not capable of combining the fashion design and pattern creation into a single step in true sense.

"It requires more research and development to meet this goal. My research is about developing an efficient and effective 3D design system for the apparel industry.

"Combining the fashion and pattern creation into a single step would mean many advantages over the traditional process. It would save time and manpower and represent a new concept for industrial applications."

Abu's research was exhibited at the 'IMB - World of Textile Processing' event in Cologne - and it won him an innovation award in the category of Students and Young Professionals.

Provided by University of Manchester ([news](#) : [web](#))

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