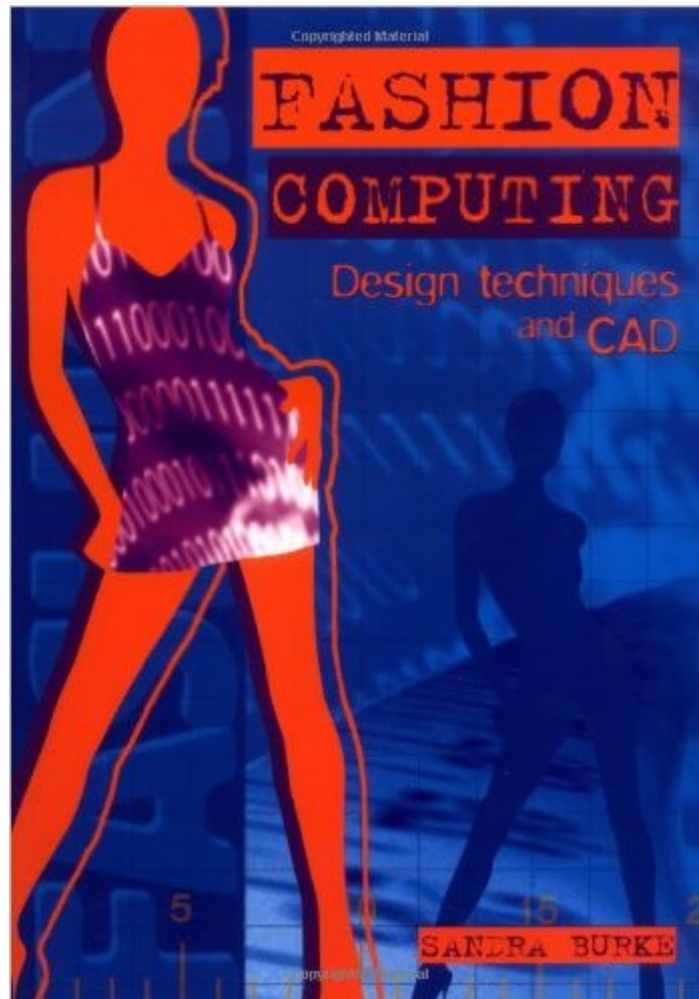# The book was found

Fashion Computing: Design Techniques And CAD

Synopsis

FASHION COMPUTING has become an essential component of the fashion designer's portfolio of skills. This is the first book to comprehensively Â explain how to use fashion computing software to produce fashion designs and develop those skills. Through visuals and easy steps, you learn the creative fashion computing design techniques used in the fashion industry. Specific software: Photoshop, Illustrator, CorelDRAW, PowerPoint, Gerber and Lectra Systems. (Burke, Sandra)

Book Information

Series: FASHION DESIGN SERIES (Book 3)

Paperback: 176 pages

Publisher: Burke Publishing (January 31, 2006)

Language: English

ISBN-10: 0958239134

ISBN-13: 978-0958239134

Product Dimensions: 8.3 x 0.4 x 11.6 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars Â Â See all reviews Â (14 customer reviews)

Best Sellers Rank: #801,063 in Books (See Top 100 in Books)   #333 in Â Books > Computers & Technology > Software > Design & Graphics   #524 in Â Books > Computers & Technology > Graphics & Design > CAD   #802 in Â Books > Computers & Technology > Graphics & Design > Computer Modelling

Customer Reviews

This book is absolutely fantastic, it is easy to follow and inspiring. It shows simple techniques to create flats and fashion presentations using Illustrator and Photoshop. It even showed me how to create my flats using CorelDRAW. The techniques are simple and relevant and very well explained. It includes inspiring images and artwork by other designers and illustrators. It also explains how to create a digital portfolio. I found it very useful on my Fashion Design CAD course and will continue to use it even when I graduate.

This book has great pictures of fashion illustrations and is helpful because it gives instructions for 3 different CAD platforms, but as far as giving explicite directions on "how to", I found it lacking in substance. It seems that the really great stuff in the book was still hand drawn,scanned in and manipulated a bit with Photoshop. If you are absolutely brand new to these programs and need help

gettting started it might help you. For me, it will be more of a pretty book to look at once in a while rather than a reference for problem solving.

It is fantastic! Top Marks!By following the easy steps laid out in the chapters, I cannot believe how simple it is to draw and color my flats, scan and manipulate my fashion drawings and then bring it all together to create my presentations in Photoshop.I use Illustrator and Photoshop primarily at fashion school, and the other books I own do not explain the tools and techniques as simply as this one does...plus the examples are all fashion and textiles based! For the price it's great value.

This book was a huge disappointment. I am so lucky I purchased a different book to teach me Illustrator (Creative Fashion Design with Illustrator by Kevin Tallon). Tallons book actually has extensive step by step tutorials where Sandra Burke simply skims over her exercises.Many of her exercises don't even work corrently. One could never master Photoshop or Illustrator using this book.

We were given these books to use in my fashion school in 2014 (Australia). Considering this book is 8 years old and Illustrator has evolved since then causes me wonder why not upgrade to another book or upgrade the book? I am venting because I should have looked at the year of the book (and asked why were we using an 8 year old book) versus getting the book based on what the school requested.(sarcasm intended) After all, schools are supposed to be up to date on these things considering a budding fashion designer's life could depend on it.This book is not all bad if you are familiar with the basics but if you have never used Illustrator (like me) and you are using an updated version of Illustrator (like CS6 or you have the subscription-like me), this book will throw you off because you are looking for 2006 Illustrator mechanisms versus 2014 Illustrator mechanisms. Some things are still placed in the same area but there have been 8 years of changes and improvements.Now I am going to have to watch the videos on the Adobe site, YouTube it, buy updated books ($$$) and find an Illustrator self-help group.

I have started using Illustrator software recently and this book have served a good support for flat sketching the garments for women,men and kidswear.Is also gives tips to prepare portfolio, but you already should know basics of how to use Illustrator programme. It is nicely illustrated book and one can get ideas. But again its a basic book and does not cover all the aspects of flat sketching.

Great book! Even if you are a complete beginner you will find this book an informative and useful resource. It gets you up and running quickly with really simple, step-by-step, illustrated techniques for fashion computing using current software.In my fashion design studio, we predominatly use CorelDraw, Illustrator and Photoshop, and found this book informative for each of these packages. It covers the basics - how to create flat drawings from vests, skirts, shirts, dresses to pants, and then moves on to producing mood and design boards, visualizing your design ideas using Photoshop. The section on creating a digital portfolio is also vital in todays digital world. Plus it covers womenswear, menswear and childrenswear.It is well illustrated with great examples of flats, illustrations and fashion presentations from illustrators and designers in the fashion industry and from top fashion schools and universities globally.

Download to continue reading...

Fashion Computing: Design Techniques And CAD 100 CAD Exercises - Learn by Practicing!: Learn to design 2D and 3D Models by Practicing with these 100 CAD Exercises! Digital VLSI Chip Design with Cadence and Synopsys CAD Tools Barbie Fashion: The Complete History of the Wardrobes of Barbie Doll, Her Friends and her Family, Vol. 1: 1959-1967 (Barbie Doll Fashion) Authentic Victorian Fashion Patterns: A Complete Lady's Wardrobe (Dover Fashion and Costumes) The Voice of Fashion: 79 Turn-of-the-Century Patterns with Instructions and Fashion Plates Men's Fashion Illustrations from the Turn of the Century (Dover Fashion and Costumes) Fashion Law: A Guide for Designers, Fashion Executives and Attorneys Fashion Dolls Exclusively International: Id & Price Guide to World-Wide Fashion Dolls Student Solutions Manual for Differential Equations: Computing and Modeling and Differential Equations and Boundary Value Problems: Computing and Modeling GPU Computing Gems Emerald Edition (Applications of GPU Computing Series) Basic CAD for Interior Designers: AutoCAD, Architectural Desktop, and VIZ Render 2007 Harnessing AutoCAD: 2013 and Beyond (with CAD Connect Web Site Printed Access Card) (Autodesk 2013 Now Available!) CAD for the Workshop (Crowood Metalworking Guides) Principles of CAD/CAM/CAE 3D Fashion Design: Technique, design and visualization Computers as Components, Third Edition: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design) Computers as Components: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design) Turn-of-the-Century Fashion Patterns and Tailoring Techniques Stencil Craft: Techniques for Fashion, Art and Home

Dmca