

Garment Design With Adobe Illustrator

Why Adobe Illustrator?

- Quick to learn
- Cheaper than Fashion CAD
- Large user base
- Industry standard fashion drawing software
- A wealth of resources, including those in the public domain
- Enhances, rather than restricts, designers' creativity



Why not Fashion CAD?

Traditional 2D CAD systems designed specifically for the fashion industry are not only expensive but tend to have a steep learning curve and usually require some degree of technical proficiency.

This makes apparel specific CAD impractical and often tends to alienate users, especially the design community, as the systems tend to be more technical and less creative.

It's also more likely that you could recruit designers with the right creative talent, rather than only the ones who can use the specific 2D CAD system that you have.

Adobe Illustrator for Fashion

Adobe Illustrator is considerably less expensive than apparel CAD systems and therefore is a viable option to roll out across full departments, rather than just a few key users.

Unlike the CAD systems, Illustrator lends itself to creativity. Rather than making Designers feel like "computer operators", if trained correctly, Illustrator just becomes another artistic medium, an extension of the pencil.

As Illustrator can be used both "technically" and "creatively" it is quick and easy to produce both detailed technical drawings for the factory and perfect coloured drawings for collection books and sales materials.

The fact that Illustrator is not specifically designed with fashion in mind is not important because all the generic tools in Illustrator® can be easily adapted to make drawing fashion, fast and efficient.

All that's required is the right training.

MCL Adobe Illustrator Training for Fashion

- Our trainers have backgrounds in fashion
- We know Adobe Illustrator in depth
- We know how to train effectively
- Our training incorporates tips and tricks that “public” resources don’t contain
- We know fashion design, CAD for fashion AND garment technology
- With our training, you learn the features you need to design garments, not waste time on unnecessary features
- We come to you – you won’t need to waste time and money travelling away from your usual place of work
- We are cost-effective

There are many training courses and manuals out there for Adobe Illustrator. However the majority of these are generic and not specific to fashion. As Illustrator is widely used across many different industries, most of the available training courses and manuals will simply focus on the features and functionality, many of which are not relevant to the fashion industry.

With MCL Illustrator training for Fashion Designers users are only taught the features that are relevant to fashion drawing, and how to best use the tools to achieve professional, efficient and accurate fashion flats.

MCL Illustrator Course Overview

- Basic Illustrator course (1 day)
- Standard garment design course (2 days – assumes basic knowledge of Illustrator)
- Bespoke training

Our training course is split into 2 parts to cater for all levels of experience. The full course is 3 days; however the 1st day is designed for beginners who have no experience of working with Illustrator. Days 2 & 3 are fashion focused in which users will learn all the techniques to produce detailed fashion flats.

Day 1 is optional and is only recommended for users that have no experience of Illustrator. If your users have some working knowledge of Illustrator then only days 2 & 3 are required.



Basic Illustrator Course

Day 1 is designed to introduce new users to working with Illustrator.

Examples of the areas covered in this first day are:

- User interface and workspace
- Views and navigation
- Tools, Palettes and Controls
- Creating and manipulating shapes and objects
- Selecting & editing
- Working with colour
- Drawing with the Pen Tool
- Working with Layers

Days 2 & 3

Days 2 and 3 of the course are 100% focused on using Illustrator for fashion. Users are taught how to adapt the standard Illustrator tools to make drawing fashion flats and components in a fast, efficient way with professional results.

An example of the topics covered during these 2 days are:

- Using a dummy template for consistency and standardisation
- Producing perfectly symmetrical silhouettes
- Topstitching
- Ribbing
- Stripes and patterns
- Technical and stylized flats
- Knits
- All over prints
- Placement prints
- Fabric fills
- Wash effects
- Trim and component libraries
- Black and white and coloured flats
- Drawstrings and tapes
- Ruching and elastic
- Pleats and ruffles

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