CHAPTER 1-A: SUPPLEMENT NOTE OF THE CAD PATTERN DESIGN

1. Drafting Patterns w/ Silhouette Table.

1.1. Preparing to draft a pattern into the system using the Silhouette Table

1) Carefully tape your first pattern to the table with the upper body of the pattern to the RIGHT on the table.

2) Choose Draft from the Pattern Design 2000 Main Menu.

3) Select Draft Scale from the Draft Menu to set the desktop to the same scale as the Silhouette table.

NOTE: In the View Menu-> Preferences/Options, select Full Scale as the default view for Fit Pieces in Work Area when pieces are first placed.

1.2 Drafting using Sketch

This function is used to draw on the Silhouette table just as you would on any table. The stylus pen is used as if it was a pencil. When the tip is pressed onto the table and dragged, it simultaneously draws a line on the screen. You should try to draw long, clean line segments, and avoid choppy sections, in order for the system to be able to successfully create a piece.

When drawing, the fewer, longer, and cleaner your line segments, the easier it is for the computer to understand where the segments join. If you have a tendency of drawing short, choppy segments, use the Line/Curve command to input the pattern.

1) From the Draft menu, Choose Sketch.

2) Using the acrylic tools found at the Silhouette table, draw around the pattern piece with the Stylus pen, one line segment at a time. Each line appears on the screen as it is traced.

3) If you make a mistake, use the Erase command (Click on E box in lower right hand corner of screen) to remove unwanted line segments. If you stop just before two lines meet, the system should create a clean intersection.

NOTE: To make sharp corners when tracing a pattern, stop before the corner.
4) To end the selection and continue: After you complete your selection, with a two-button mouse or pen/stylus, click the pen blue button (RM) and click OK in the Options Pop-up menu. Or, double-click the pen button (RM).

NOTE: Because multiple points, lines, or pieces can be selected while using many PDS 2000 commands, you need to indicate when you are done selecting objects and are ready to move to the next step.

To end the current command and continue: When finished with the command, immediately select another command. For a few commands, follow the prompts to end selection. For example, when using Create Circle, Create Collar, or Create Skirt, click Cancel in the Options Pop-up menu.

5) When you have finished sketching all of the lines you want for that pattern, Double click the button (RM) on the pen through each of the prompts until you are returned to the Draft menu. Or, click the pen button (RM) and click OK in the Options Pop-up menu.

1.3 To add additional lines to an existing drafted piece

You might use this procedure on a draft piece, if you forgot a line (i.e., a grain line) or need to make a correction.

1) From the Draft menu, choose Sketch.

2) Press the Stylus pen point down in the middle of the drafted piece to select it (it should turn red).

3) Draw lines on the pieces as desired. These lines should belong to that piece.

4) When you have finished sketching all of the lines you want for that pattern, Double click the button (RM) on the pen through each of the prompts until you are returned to the Draft menu.

NOTE: Use the Anchor/ Unanchor command (From the Piece Menu-> Modify Piece-> Anchor/ Unanchor) to keep from accidentally moving the draft piece on-screen once it has been created. If the piece is moved, you have to reorient the draft piece on-screen to the pattern on the table.
1.4 Drafting using Line/Curve

You might use this function to select points along the perimeter of a piece on the table in order to enter it into the system. It is often used to enter existing patterns, but can also be used to copy an already assembled garment. It is a lot like “connecting the dots” because the system automatically creates either straight or curved line segments between the points.

1) From the Draft menu, select Line/Curve.
2) Click the button (RM) on the stylus pen to create a new piece.
   You must move around the pattern piece in a clock-wise direction. Click the pen/stylus button once, to alternate between creating straight and curved line segments by clicking the pen/stylus button once. Each time the tip of the pen/stylus is pressed down, a small square (straight lines= N non-smoothing) or a circle (curved lines= S smoothing) appears on-screen.
3) Start with a straight line on the lower section of the piece. Press (with the tip) on the first point on the line and then press on the end point of the line (moving in a clockwise direction). If the next clockwise segment is curved, click the pen button (RM) and then press along the curved line, as necessary.
   NOTE: Avoid creating too many points. They may cause you problems later. Generally slight curves need very few points.

4) Continue around the piece in a clockwise direction, clicking the pen button (RM) each time the type of line changes (straight/curved). See User Input box to make sure the line type. All lines are connected, until you exit out of this function.
   NOTE: Make sure points are placed at the corners (or end points).

5) To exit, click the pen button (RM) until you return to the first prompt.
6) Press the tip down inside the drafted block to select it (it turns red).
7) To create grain line, press the tip down on the left end of the grain line and then again on the right end of the grain line.
8) Click the pen button (RM) until there is no longer a prompt.
9) To add notch point, **Point menu -> Add Notch (Alt+F5).** Enter 2 for the Notch type (To create a ¼” slit notch). Or, To add notch or grade points using the keyboard, press the pen down to indicate the point, then type G (grade rule number) or N (notch type number) on the keyboard followed by the Enter key.

10) Click the pen button (RM) until you return to the first prompt to Exit.

11) Use **Create Piece** or Draft Trace in the **Draft menu** to create a valid piece.

**NOTE:** The patterns created using Sketch or Line/Curve are drafted pieces (NOT real pieces). This means you cannot save, manipulate, or use them until you convert them into valid pieces.

### 1.5 Using Create Piece

**Create Piece** in the **Draft menu** is to convert the drafted piece by closing the perimeter/boundary and assigning a grain/grade reference line. Because it works with all of the lines in the piece, the pieces must have long clean lines with clear intersections. An error message notifies you of a line order failure if the system cannot determine the intersection of perimeter/boundary lines.

**NOTE:** **Create piece** generally works best with drafted pieces using **Line/Curve**.

1) From the **Draft menu**, select **Create Piece**.

2) Select the draft piece to be converted into a piece by pressing the stylus tip inside the block.

3) To have a grain/grade reference line, manually select line(s) in the piece. The first line chosen is the primary grain/grade reference line. This is labeled G0. The orientation symbol displays on the line.

4) Press on all of the remaining internal lines of the piece (all must be chosen or there will be an error message of line failure). If you have no internal lines, click the pen button (RM) to continue.

5) Type a piece name. Click **OK** or press Enter to accept. Repeat the above procedure to create another piece or click the button to end.
1.6 Using Draft Trace
This function creates a valid piece from a draft piece by selecting specific lines to be used. Lines not selected are not made part of the piece. Once the piece is created and it is moved to another area on-screen, the original draft remains and can be deleted later.

NOTE: Draft Trace is generally required with pieces drafted using Sketch, but can also be used on pieces drafted using Line/Curve.
To trace a draft and create a valid piece:

1) From the Draft menu, select Draft Trace.
2) On the draft piece, select the lines that are to be made into perimeter/boundary lines, beginning in the lower left corner and working clockwise around the piece.
3) Choose the line in the piece to be the grain line. The first line selected is the primary grain line and is labeled G0 for AccuMark data. To have the system generate a grain line, based on the horizontal grid on the Silhouette table, click the stylus button.
4) Select all other internal lines and points. To deselect a line or a point, press the pen/stylus tip again. If you do not have any internals, click the pen/stylus button to continue past the prompt.
5) Type a piece name. Use your initials and a few letters that describe the piece. (i.e., ME_BODICE_F) Click OK or press Enter.

NOTE: These pieces were not created “ON GRAIN” with the Silhouette table. However, you did create a grain line that was correctly placed in reference to the perimeter of the piece. When you save the piece, the piece will reorient in the system so that it is “ON GRAIN” when you pull it down to use it again.

2. Save Pieces and Style/Model
2.1 To save created pieces

1) Whenever you choose Create pieces menu (copy, tracing, shapes, etc.), select the option Add to style/model in the User Input Box.

2) Then, you will see popup menu to save. Select right path/folder.

3) Save the piece to your style/model. If you do not have style/model, type your new style/model name in the file name box.

**NOTE:** Be aware of this! Whenever you create your pieces, add to “your” style/model file. This will be easy way to open all your pieces for one garment set reference. Even if you give a name to your piece, it does not mean that your work has been saved. Click Save button into the right path/folder.