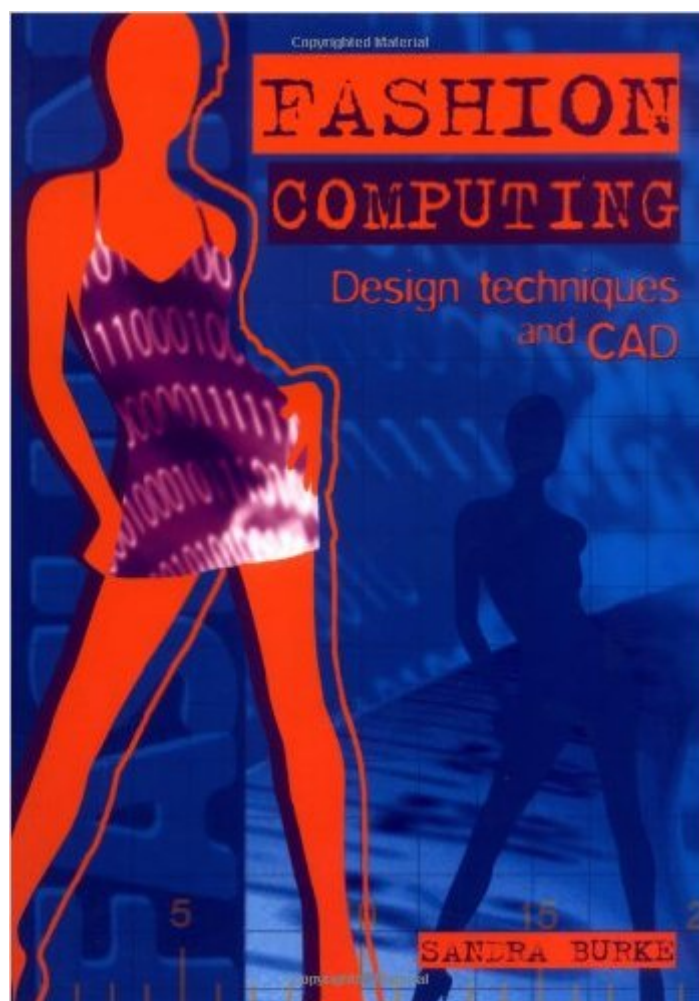


The book was found

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 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)

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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 explicit 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

getting 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). Tallon's book actually has extensive step by step tutorials where Sandra Burke simply skims over her exercises. Many of her exercises don't even work correctly. 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 has served a good support for flat sketching the garments for women, men and kids wear. It 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 it's 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 predominately 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 today's 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.

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