“Fashion in a Digital Era” - Nexa for Two and Three Dimensions: Freedom from Repetition

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At present, digital society has made it possible to generate two-dimensional paper patterns from three-dimensional forms with some scanners and applications. Although development is undeniably still in process, it is expected that such methods will ultimately be simplified and highly accurate.

With three-dimensional expression using two-dimensional digital data also possible, the addition of Kawata Evaluation System (KES) data and fabric features enables the mapping of folds, drape, other such expressions and of pattern information. The results, however, can appear dull, akin to paper craft (dress-up dolls) or a carbonated beverage that has gone flat.

In terms of the cause of this, the issue of ironing has arisen. Fabric from which clothing is made changes markedly in accordance with climate conditions (temperature, humidity, etc.). In clothes-manufacturing processes, cloth is altered through the addition of temperature, pressure, humidity and dryness, with rounded solids ultimately achieved from flat cloth.

Analyzing these complicated changes and subjecting various algorithms are subjected to data reduction will likely produce more realistic end products.