

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.