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Thomas Makryniotis

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Thomas Makryniotis : 3D Fashion Design: Technique, design and visualization before purchasing it in order to gauge whether or not it would be worth my time, and all praised 3D Fashion Design: Technique, design and visualization:

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Digital technologies in fashion are becoming more accessible and now any creative with a basic knowledge of fashion design and computing can create convincing still or animated 3D visualizations of styles, designs and products. With this technology, the designer is able to present a lifelike design that shows how the fabrics will look and how the garment fits on the body. 3D Fashion Design presents an overview of current technologies and their uses. It is packed with case studies and step-by-step tutorials showing the far-reaching capabilities of 3D fashion software. The author begins with an introduction to 3D software and the principals of working in three dimensions. He then moves onto creating the mannequin avatar, garments, accessories and textures and shows how to present and publish the finished article. Various software programmes are covered including Clo3D and Marvellous Designer for fashion-orientated design, and Maya, Mudbox, Rhino and Photoshop for more general digital design, visual effects and rendering. This authoritative guide is aimed at all levels, from beginners and fashion students working with digital technologies to advanced fashion designers, digital designers and visual effects specialists for film and animation.

About the Author Thomas Makryniotis is the course leader for Innovative Media Practice at London College of Fashion, which has both theoretical and practical units that examine the future of fashion and the surrounding technologies. Born in Greece, he moved to London where he studied fashion design, and he now holds an MA and a PhD in Fashion in Digital Virtual Environments.