DIGITAL FASHION WORKFLOW
ADVANCED COURSE

Part of the EU-funded project **FashionTex**
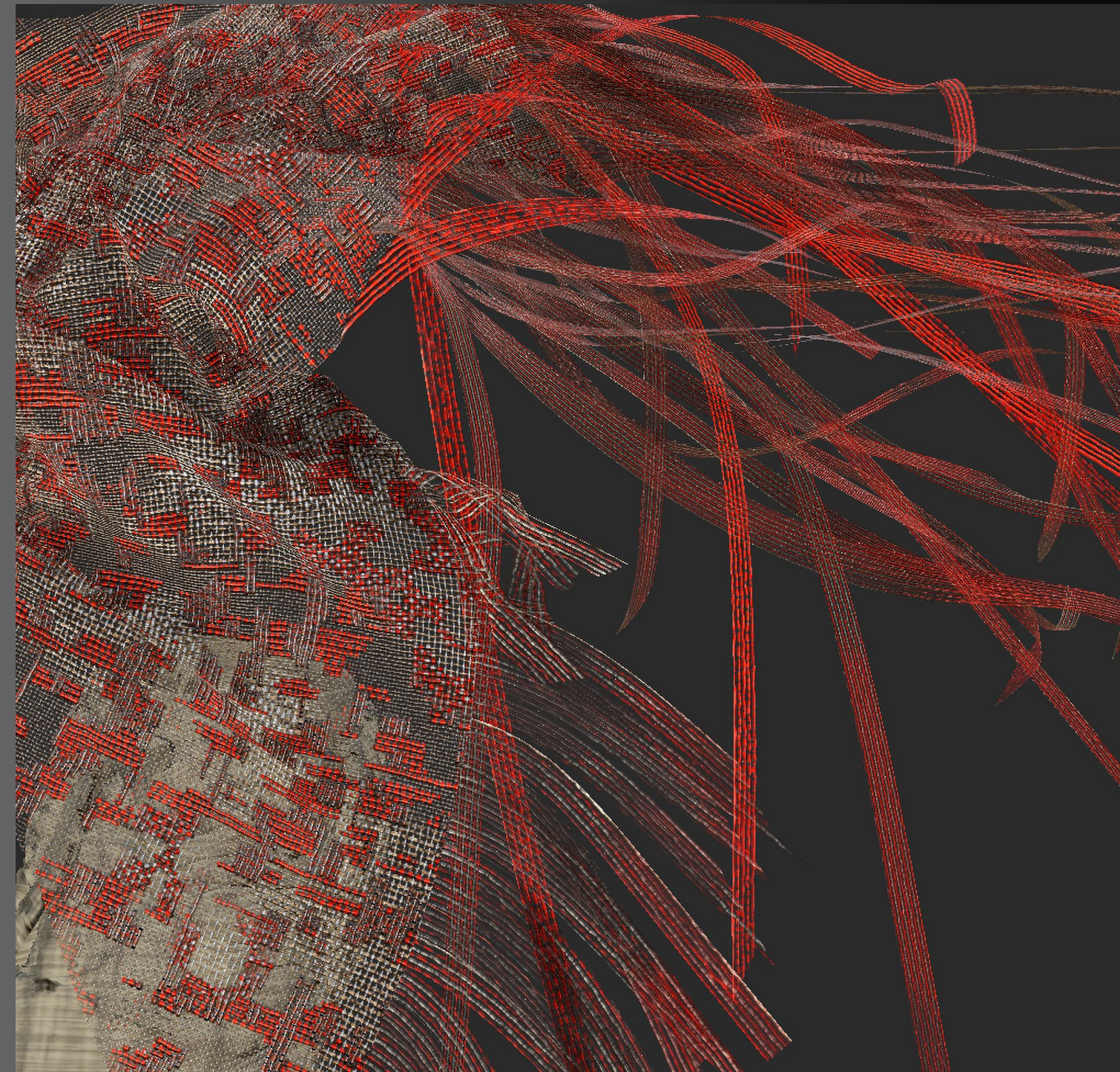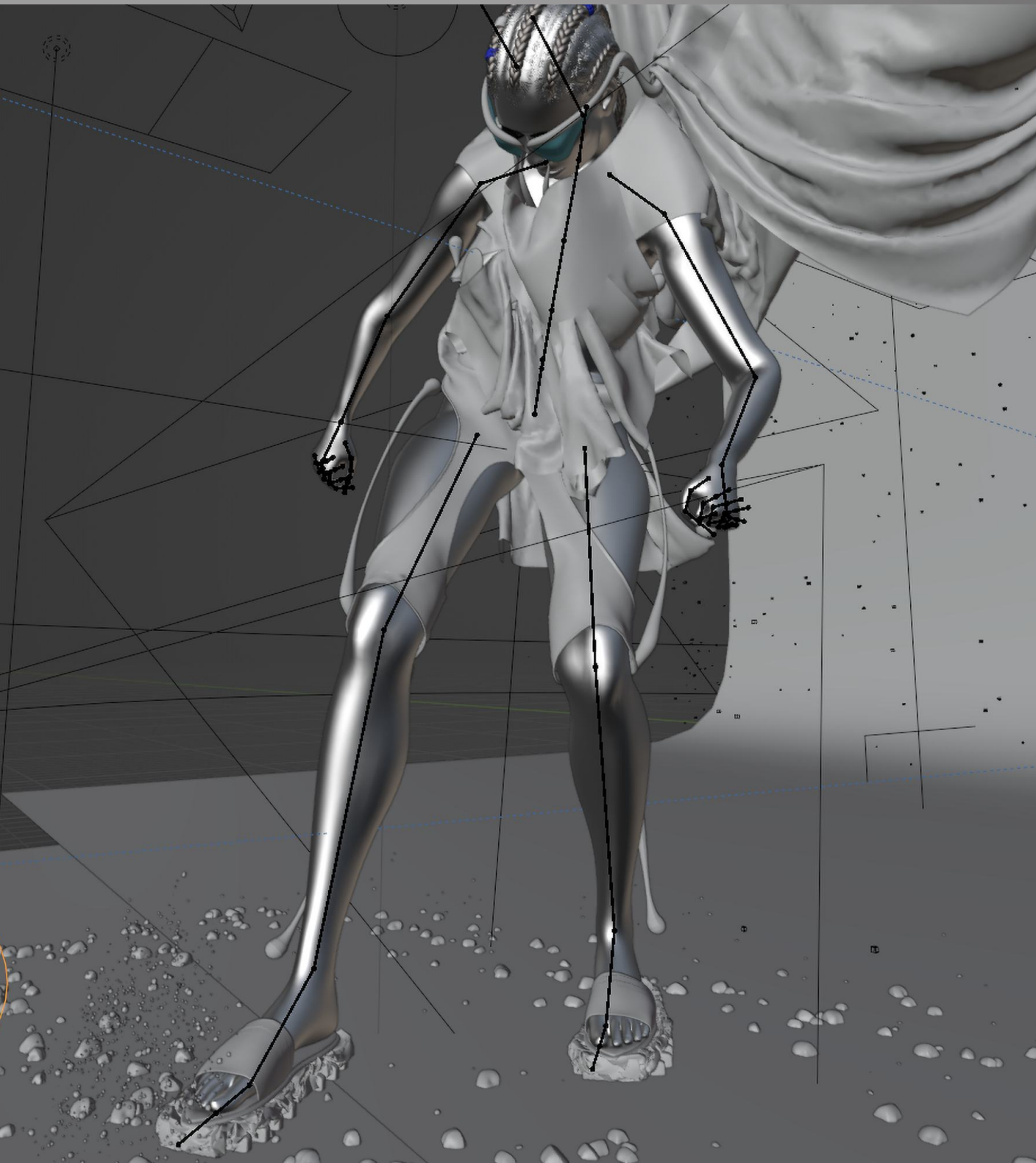
BRINGING YOUR CREATIONS TO LIFE
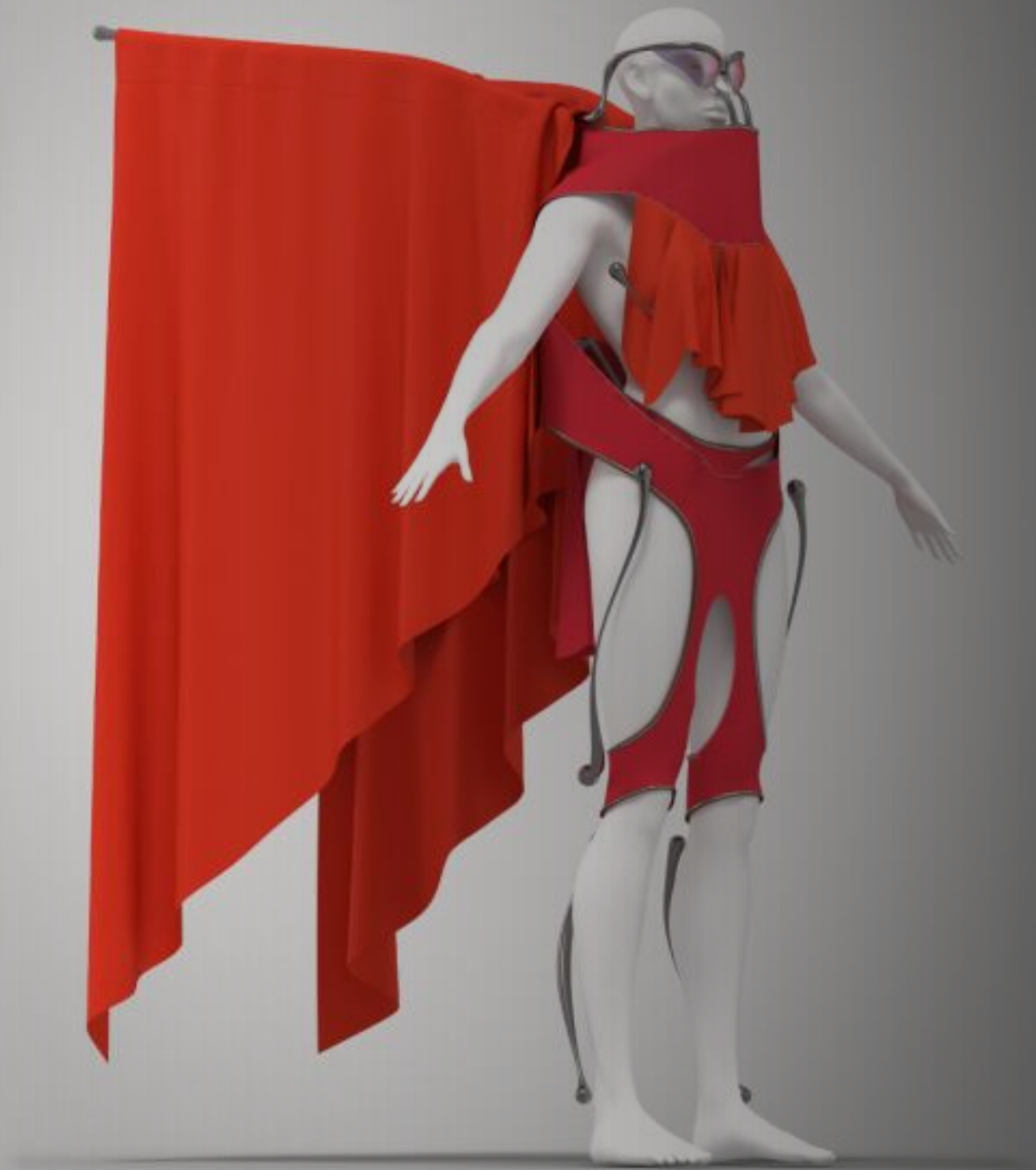
THROUGH TEXTURING AND ANIMATION

DIGITAL FASHION
WORKFLOW

WITH GUIDANCE – STEP BY STEP

DIGITAL FASHION
WORKFLOW

1 | AVATAR

2 | 3D DESIGN

3 | TEXTURING

4 | ANIMATION
& RENDERING

AVATAR

CLOTHING
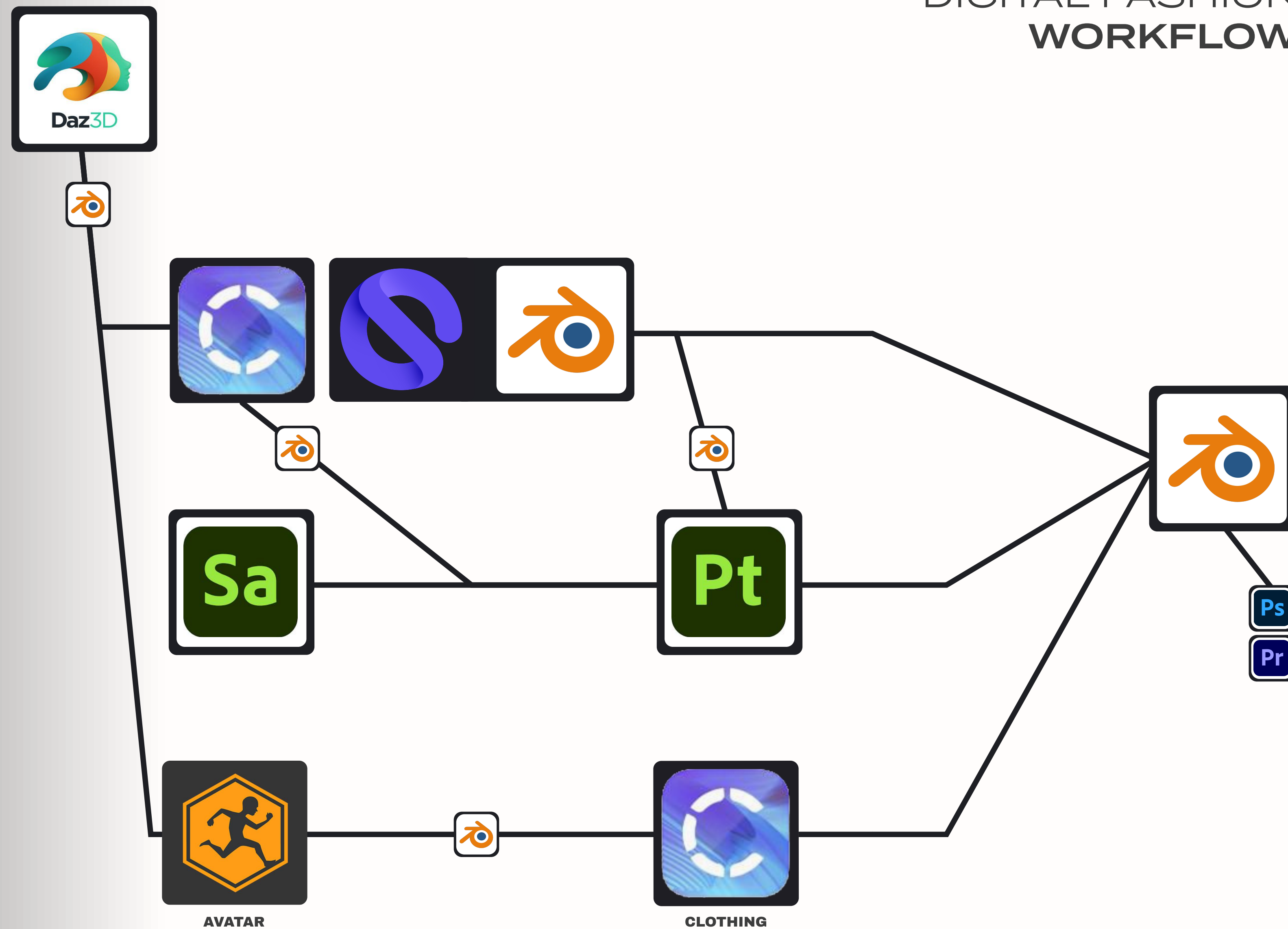
DIGITAL FASHION
WORKFLOW

1 | AVATAR

DAZ3D
—— optional Homework

2 | 3D DESIGN

Gravity Sketch
————— 8 hours

3 | TEXTURING

Substance Sampler
————— 12 hours

Substance Painter
————— 16 hours
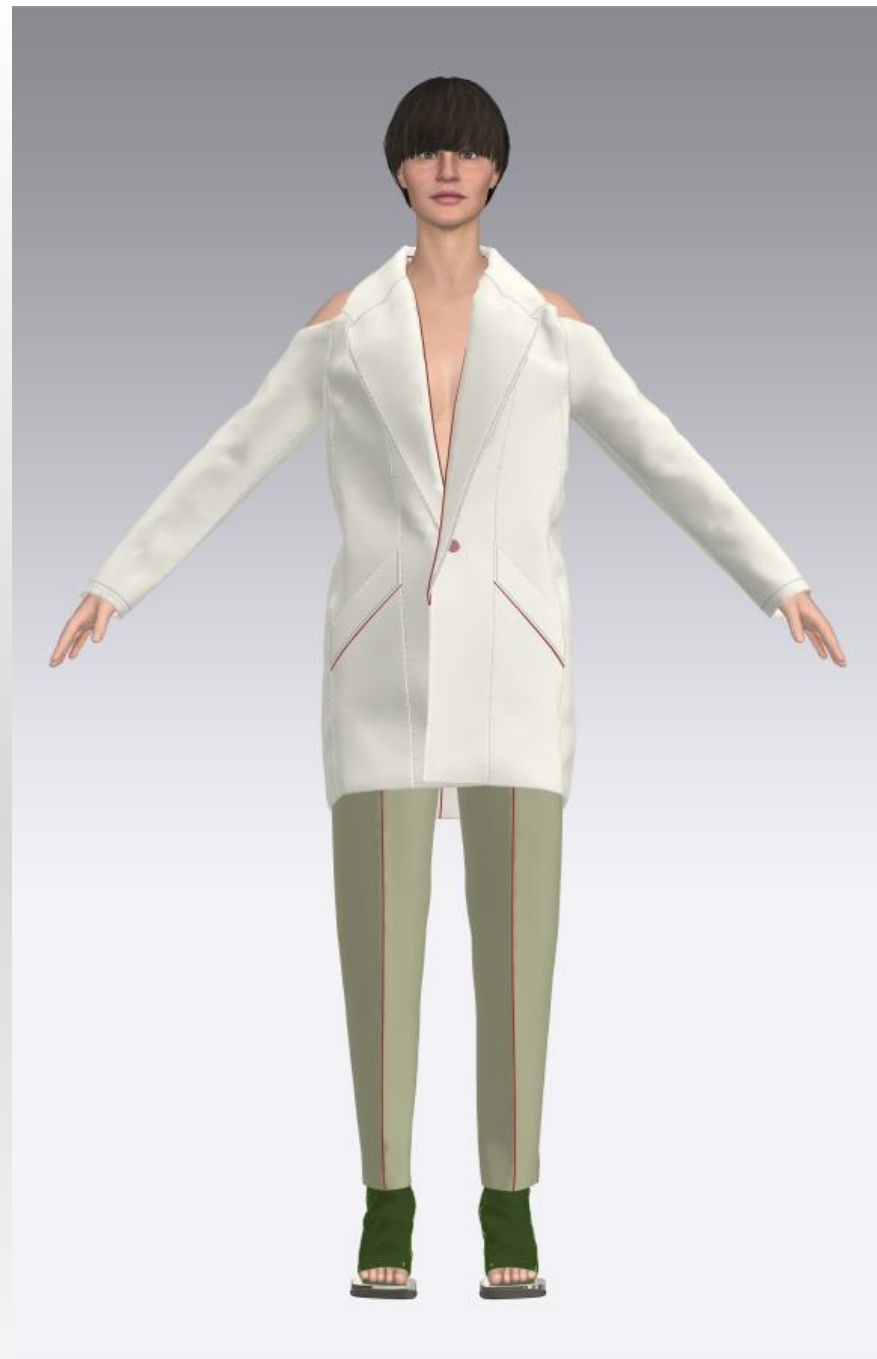
4 | ANIMATION & RENDERING

Mixamo, Clo3D & Blender
————— 16 hours

TOTAL 52 Hours

AVATAR

CLOTHING

BASIC

AVATAR
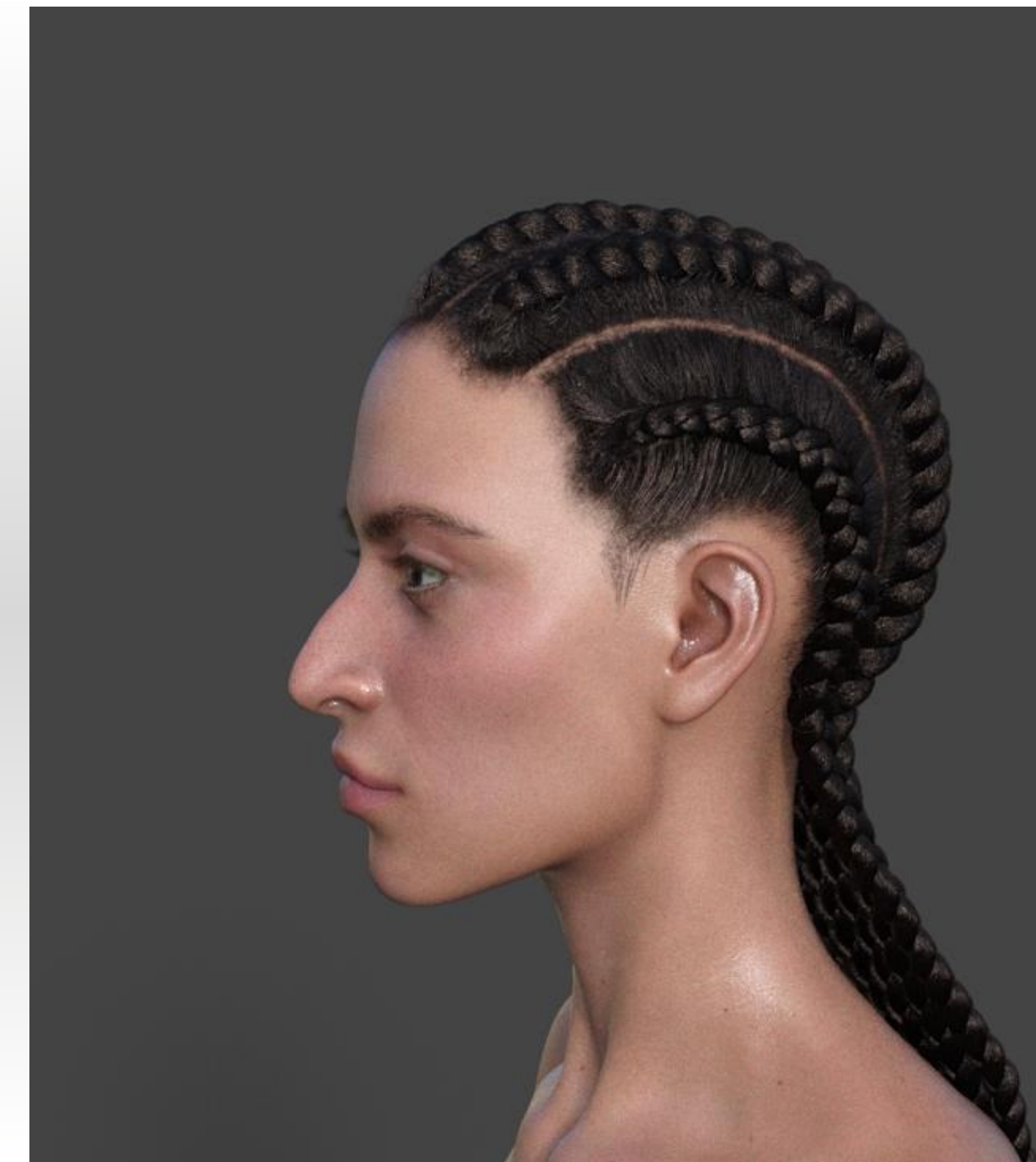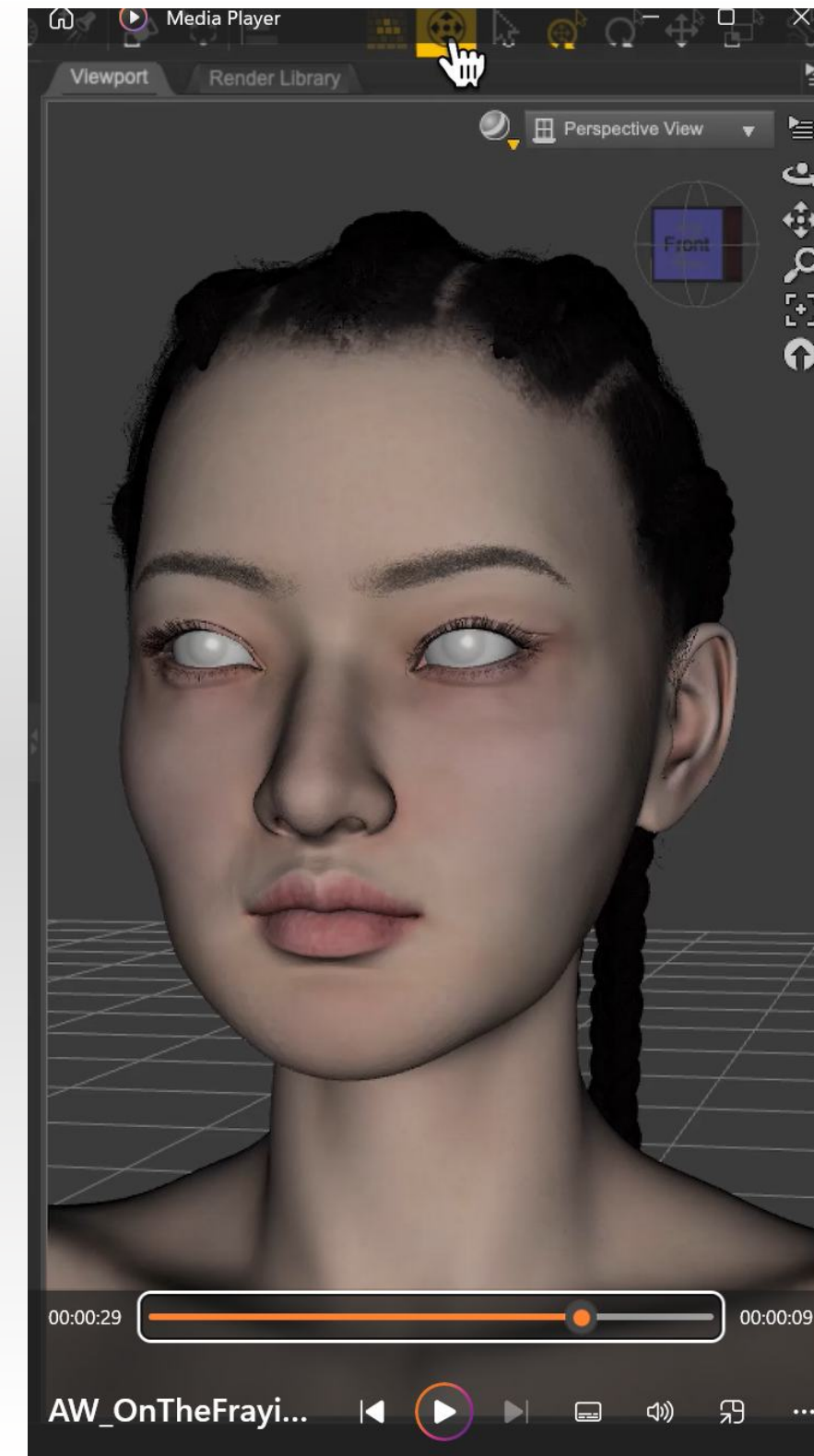
TEXTURING

ANIMATION

FINAL RESULT

Starting Point
after
BASIC COURSE

1 | AVATAR

3D Character Development

- Body Shaping

- Facial Features and Expression

- Hair Styles

- Texturing

- Create simple shapes in VR using Gravity Sketch (Jewelry, Shoesole, supporting elements, etc.)

- Export from GS to be textured in Substance Painter and added to the animated Avatar in Blender

- Introduction to UV-Unwrapping in Blender
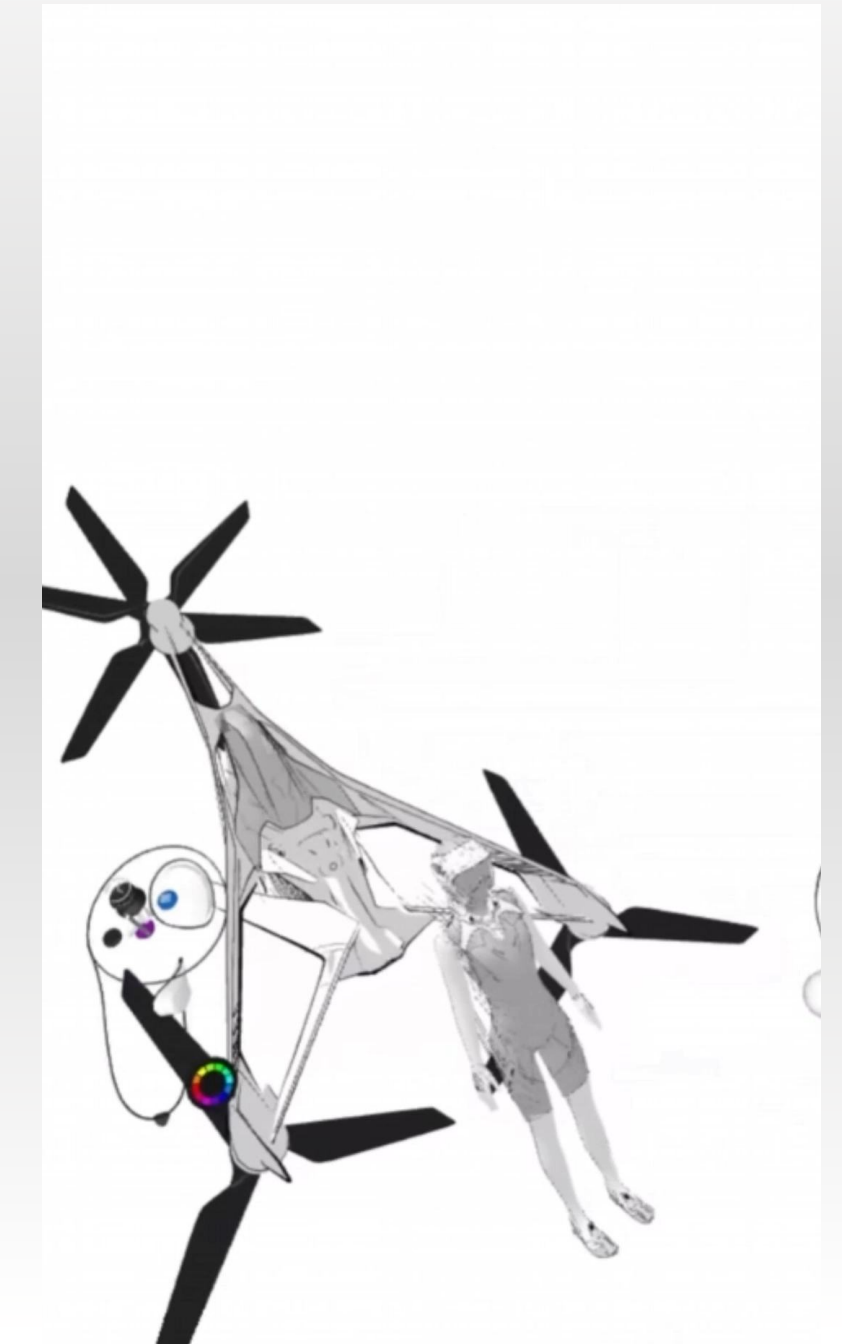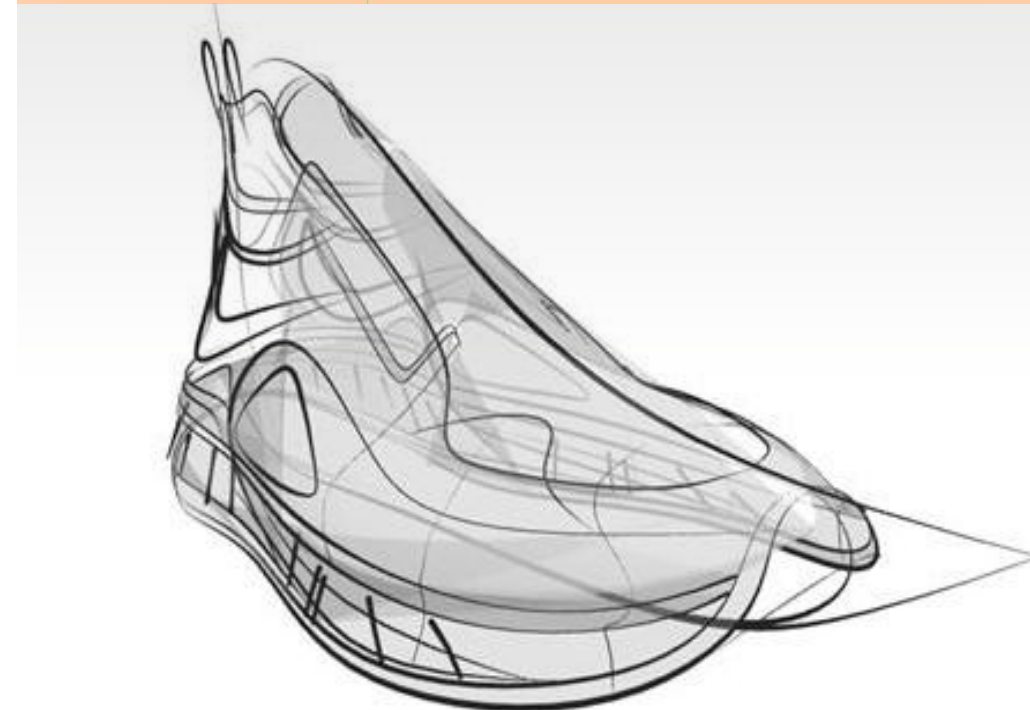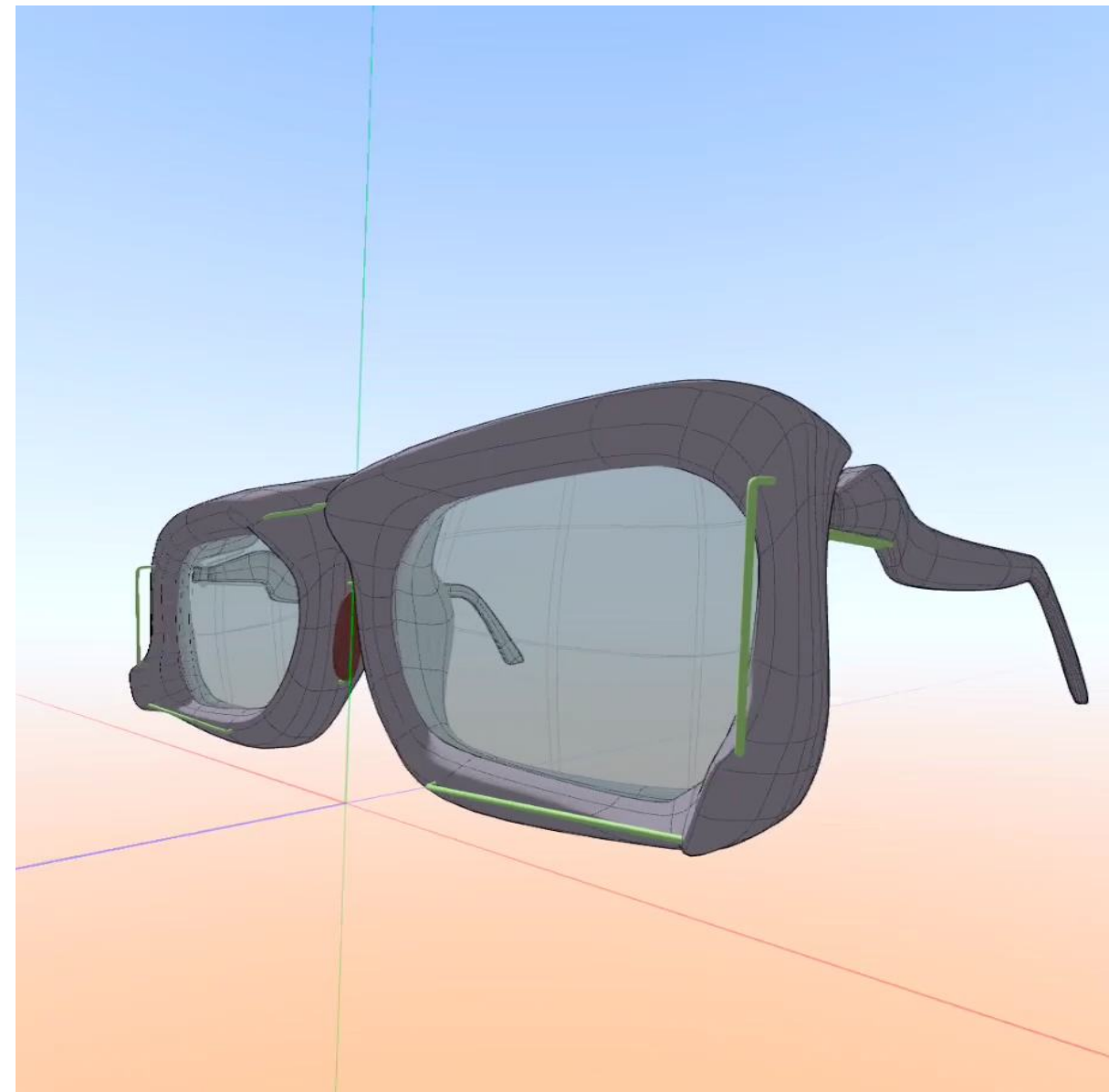
3 | TEXTURING
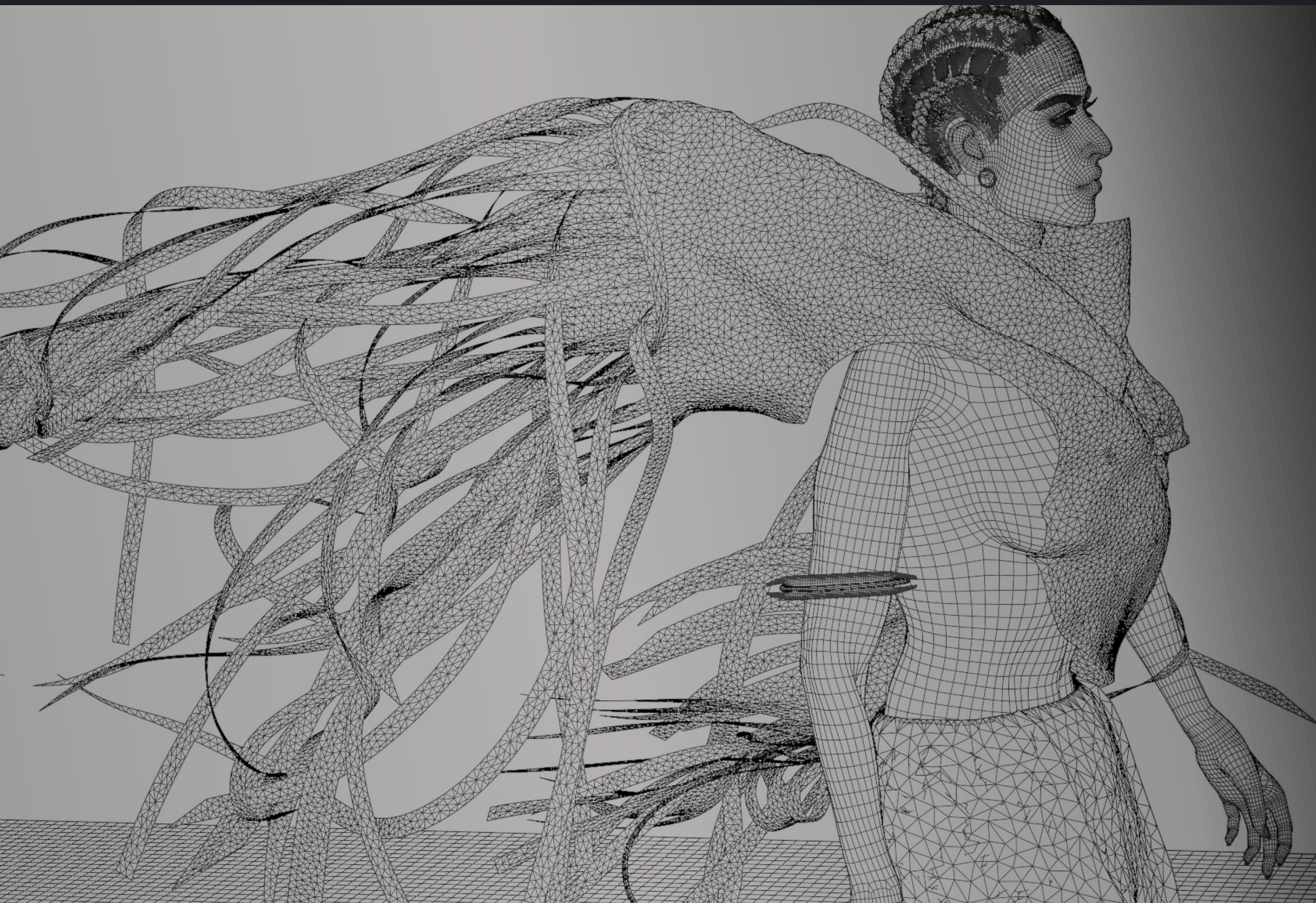
3 | TEXTURING

Texturing Outfits made in Clo3D - Workflow

- Prep file in Clo3D for Substance Painter

- UV Maps

- Export Clo3D assets & import to Substance Painter

- Texturing & enhancing

- Export Texture Maps

3 | TEXTURING

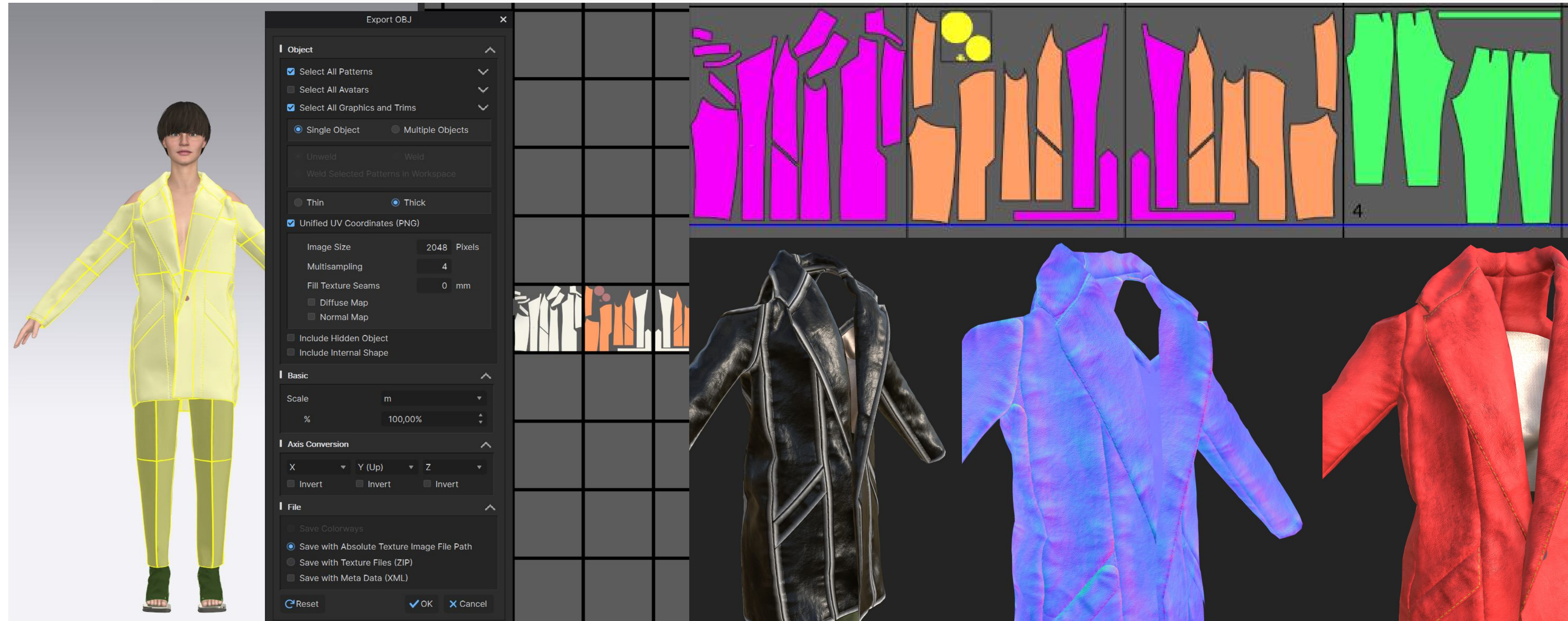Development of Materials in Substance Sampler

- Weaving
- Lace
- Embroidery
- Knit
- Leather
- Image to Material

Texturing of Objects in Substance Painter

- Applying and Manipulating of Materials

- Smart Materials

- Masks

- Transparency

- Alpha Brushes

- Seams and Topstitching

- Dirt and Roughness

- Creases and Folds

Bringing the Avatar and Clothing into Motion

- Preparing Avatar

- Rig Avatar

- Animate Avatar

- Use animated avatar to animate clothing in Clo3D

- Create Animation files
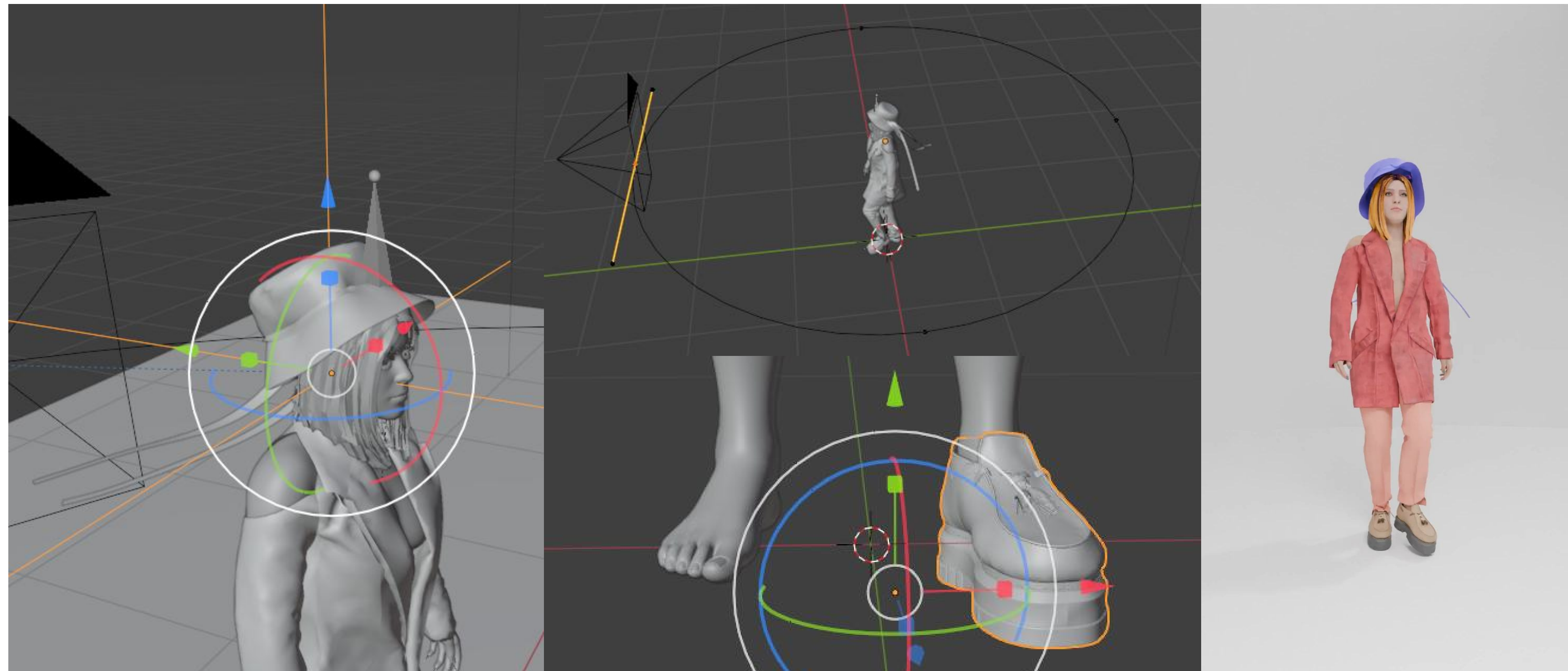
- Preparing for Rendering

4 | FINAL COMPOSITION & RENDERING

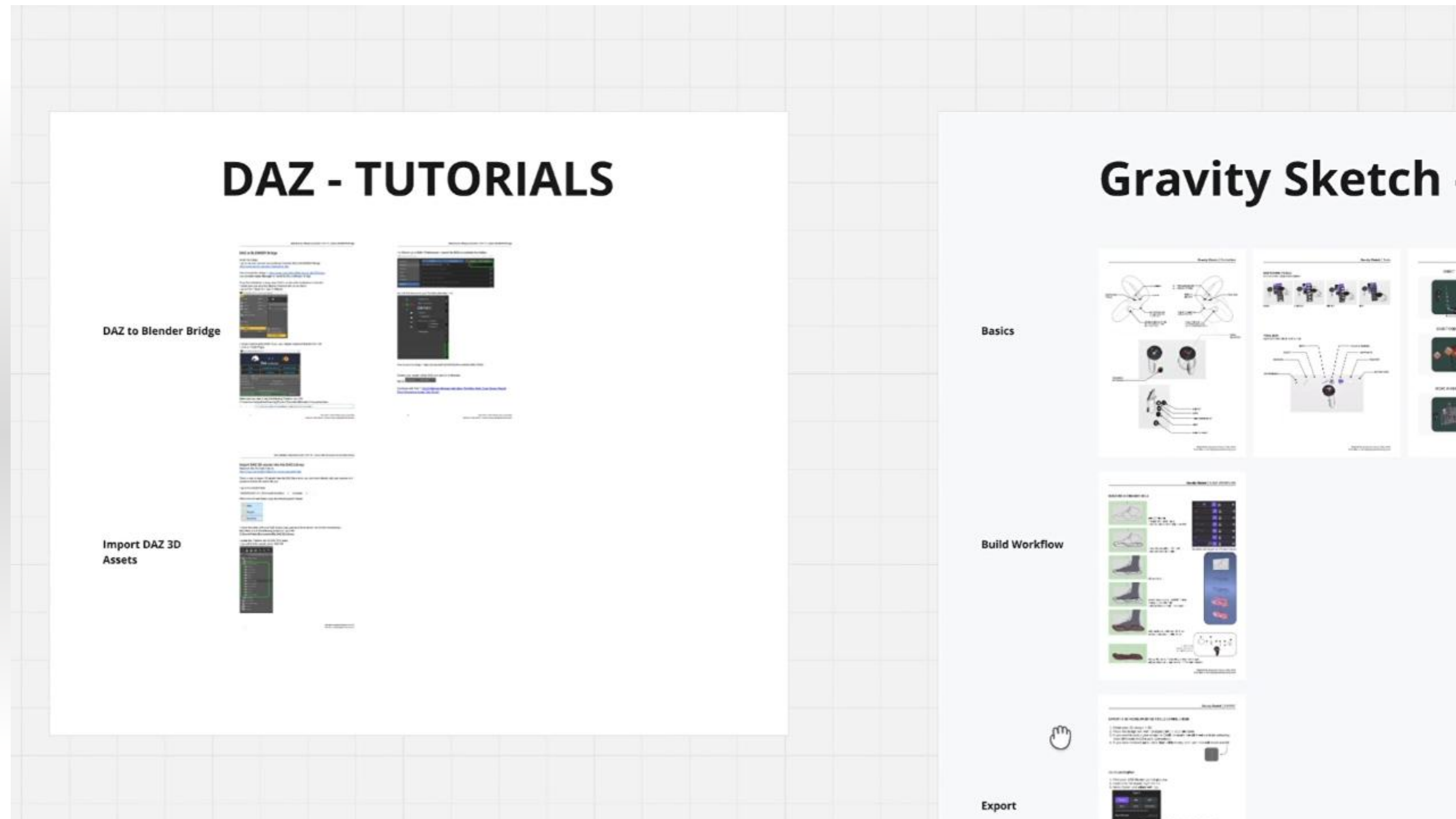Bringing all 3D components together and prepared it for Rendering

- Introduction Blender

- Import animated Avatar and export for cloth animation in Clo3D

- Combine Outfit, Accessory and all Textures

- Set environment

- Set camera

- Render animation & finalise video

DAZ - TUTORIALS

DAZ to Blender Bridge

Import DAZ 3D Assets

Gravity Sketch -

Basics

Build Workflow

Export

OPTIONAL

1 | AVATAR

2 | 3D DESIGN

3 | TEXTURING

4 | ANIMATION

CONNECT

Pt

Sa

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Pr

CLOTHING
+
AVATAR
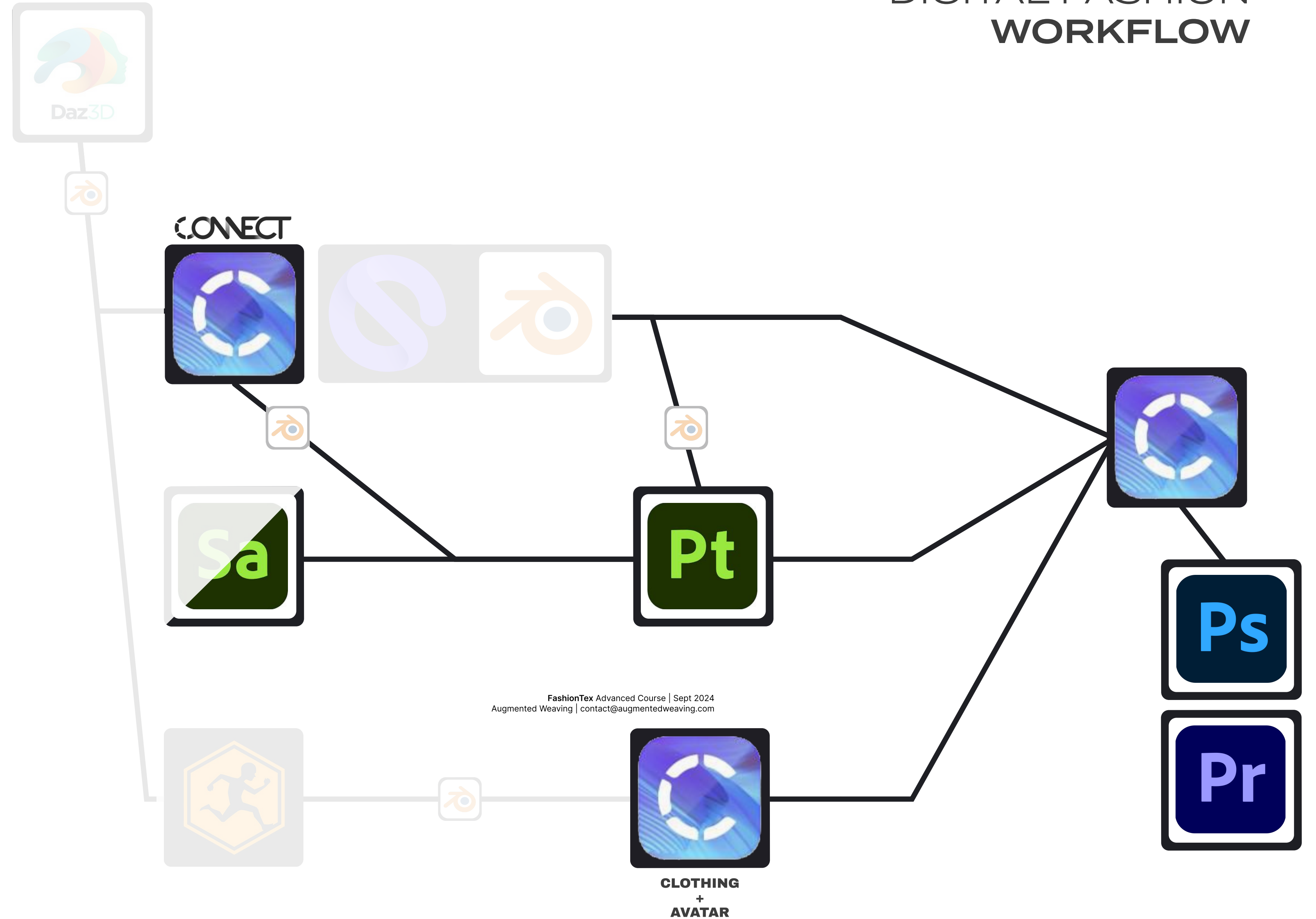
FashionTex Advanced Course | Sept 2024
Augmented Weaving | contact@augmentedweaving.com

Flavia and Anita from Augmented Weaving
are both available for teaching:

- online or on site
- entire courses
- single modules
- tailored to your needs

For general questions please email to: contact@augmentedweaving.com
For financing options please consult with Fashiontex.

Warm regards,
Anita & Flavia