

Unit 1:

THREADS OF CULTURE

Where culture meets comfort, function, and design

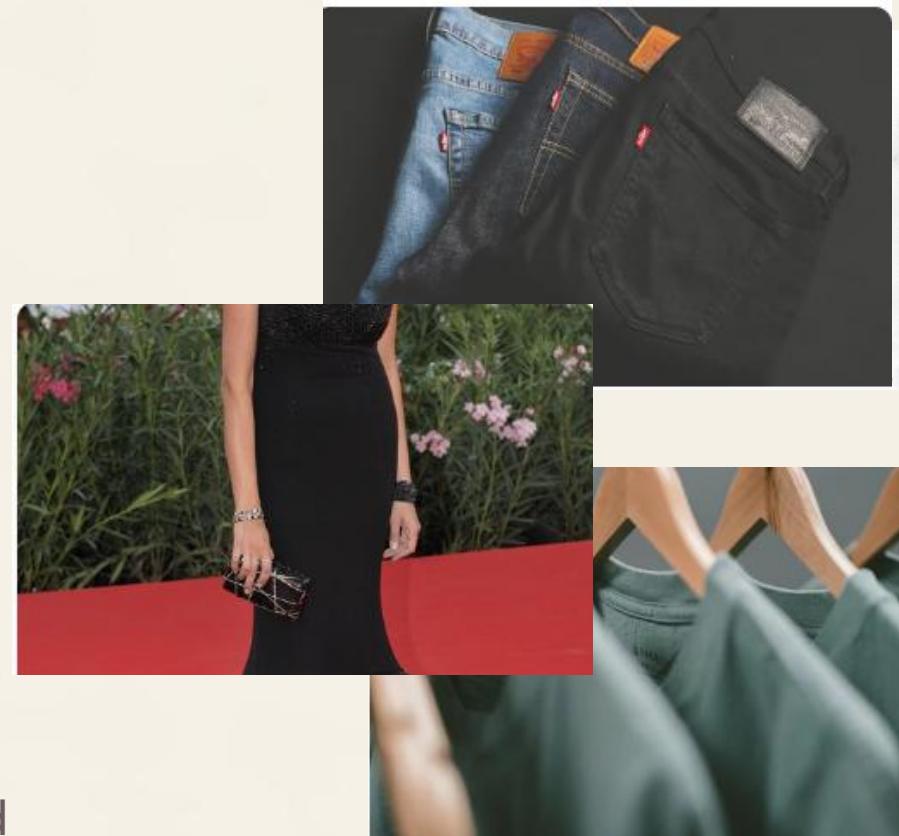


Creating the Garment: Seams, Finishing & Features

| *How construction techniques shape fashion design*

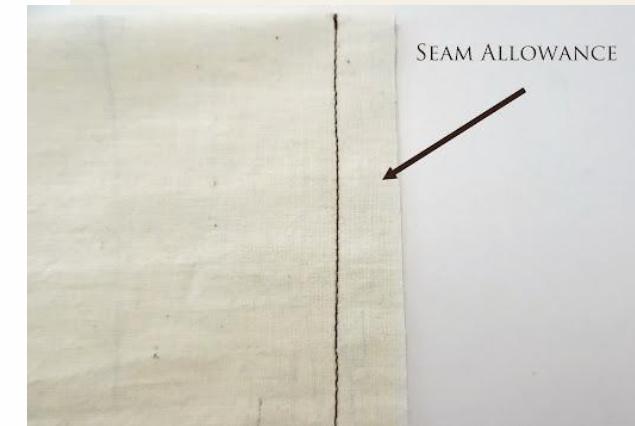
Lesson Objectives

1. Identify and create open, double-stitched, and overlaid seams.
2. Identify finishing techniques hemming, pinking, and overlock finishing.
3. Recognize and create the key garment features



SEAM - Definition

- A seam is a method of joining two or more pieces of materials together by a row of stitching.
- In garment construction, one of the major steps is the joining of different sections by seam.
- Examples: shoulder seam, side seam, under arm seam, waist line seam, etc.



Types of Seams

1. *Open seam: The most common seam type.*

Two fabric pieces are placed right sides together, sewn, and pressed open. Used in medium-weight fabrics, straight seams etc.

2. *Double seam: Similar to an open seam but with two parallel stitch lines for reinforcement and decorative effect. Used for: Denim, workwear, stress points, heavy-duty garments*

3. *Overlaid seam: One fabric edge is folded under and placed over another piece, then topstitched in place. Used in thick fabric.*

Take 2 minutes to look at your own clothes. Write down:

- 1 Where you see a seam.
- 2 How the edge is finished.



TASK

Create the open seam and the overlaid seam and paste them in your process journal



1. Hemming

This involves folding the edge of the fabric and sewing with the hem stitch. It is usually done at the edge of shirts, skirts, trousers and sleeves.



2. Pinking

A technique involving cutting the raw edges of the fabric with a zigzag scissors or pinking shears to prevent it from fraying.



3. Overlock

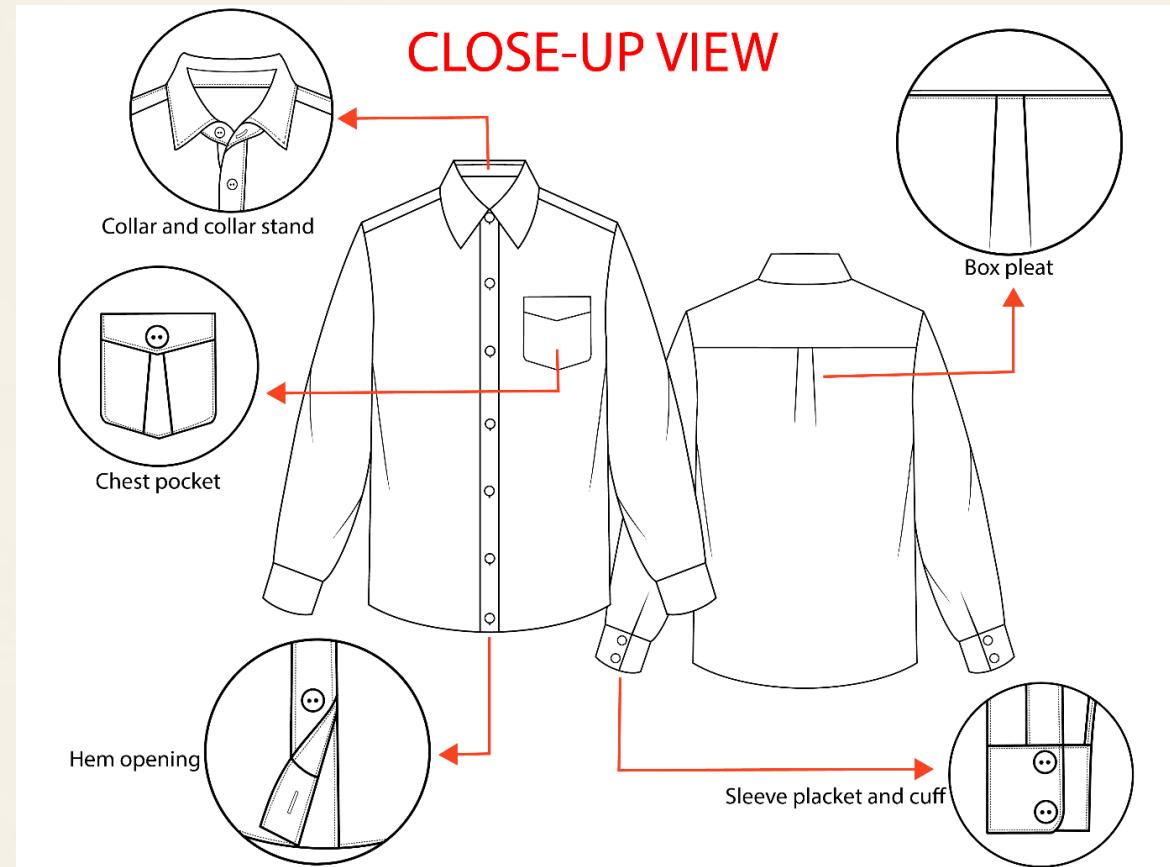
This kind of stitch is sewn over the edge of the fabric for edging, hemming, or seaming.

Finishing Techniques in Garment Construction

Features of a Garment

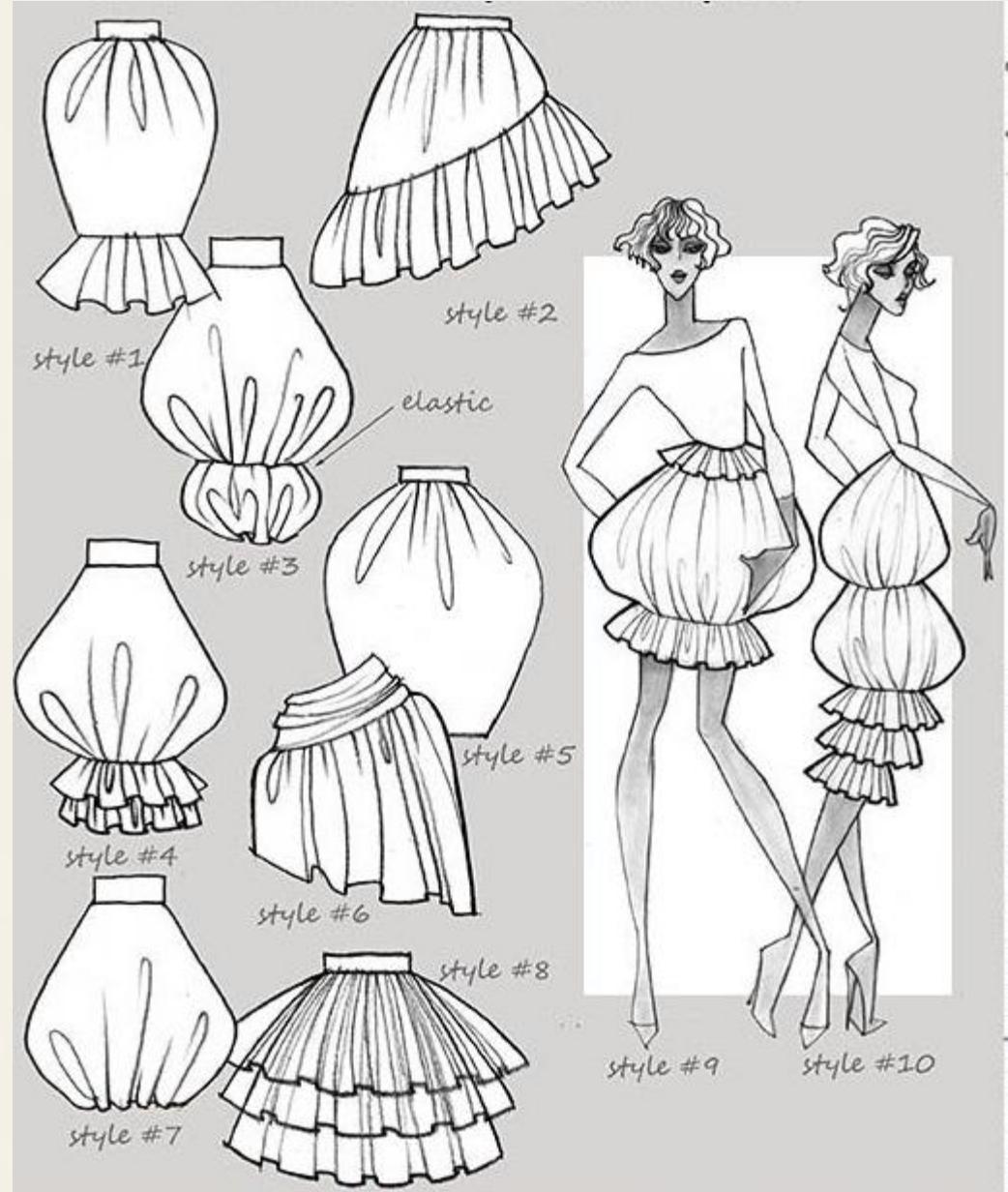
The main features are:

1. Fullness
2. Necklines
3. Darts (Double edge, Singular, Skirt dart)
4. Collars
5. Pockets (patch and inseam)
6. Sleeves (shirt, cap)
7. Fastenings or Closure (buttons, zips, velcro)
8. Finishing of the waist (casing and waist band)



1. Fullness in garment construction

- **Fullness** refers to extra fabric that is strategically added or manipulated to create shape, volume, and ease in clothing.
- This includes
 1. Gathers
 2. Pleats
 3. Smocking
 4. Shirring
 5. Flare



Gathers

Gathers are visible fullness that is a part of the garment design. They may be functional or decorative. Gathers are used on sleeve caps, sleeve cuffs, waistlines, yokes, and ruffles.

1 : 1.25



1 : 1.5



1 : 1.75



1 : 2



1 : 2.5



pleat

Pleats can also be used to control fullness in a garment design. They may be pressed or unpressed, soft or crisp. When selecting fabric for a pleated design, be sure it has good drape and is resilient. Care should be taken when cutting and marking to see that pleats are on grain to ensure proper hang of the garment.



Knife pleat



Box pleat



Accordion



Inverted pleat



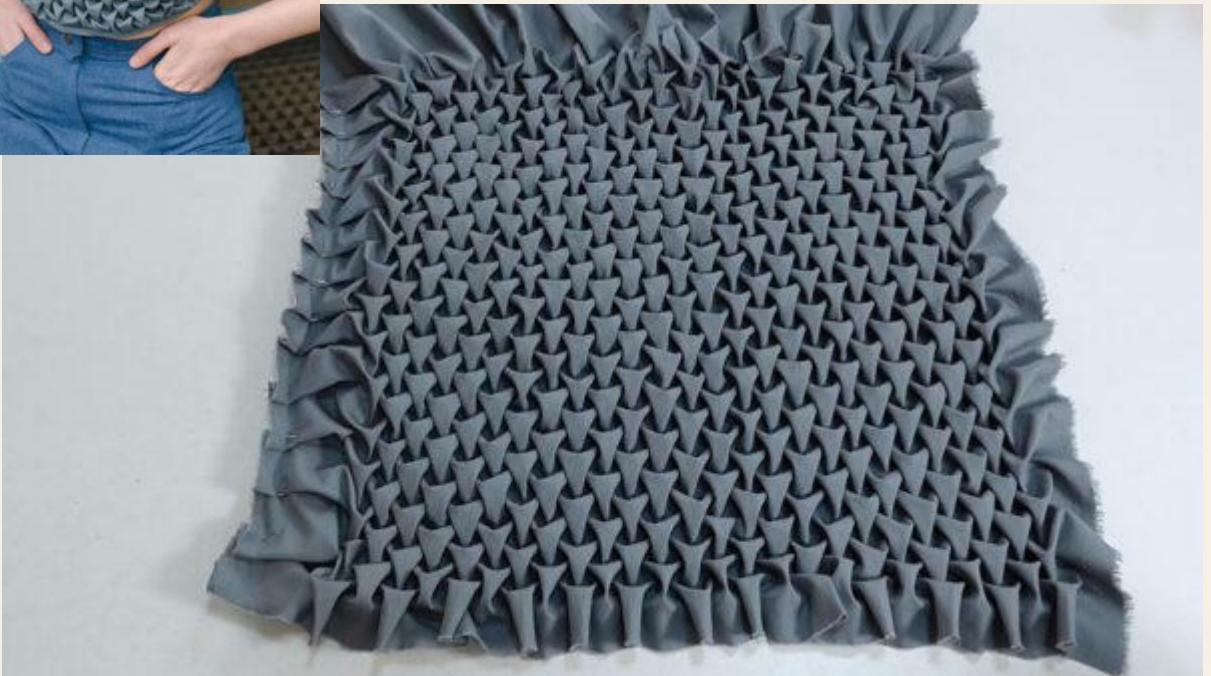
shirring

Shirring is created by rows of stitching that is gathered. On very lightweight fabrics, it is sometimes called decorative gathering. Shirring is used primarily on bodices and cuffs of garments. When stitching, be sure the rows of machine stitching are even and parallel. The distance between the rows of stitching is your choice.



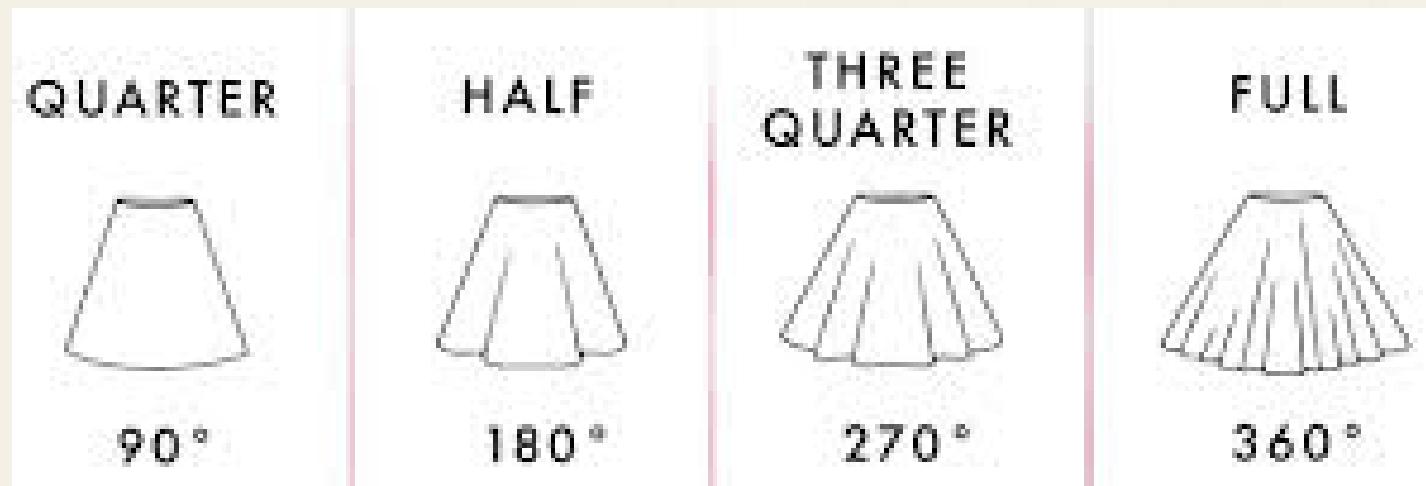
Smocking

- Smocking is a decorative sewing and embroidery technique in which fabric is gathered in a specific pattern to create a structured and elastic effect.
- This technique is commonly used in garments such as dresses, blouses, and children's clothing.
- It not only adds visual interest but also allows the fabric to stretch and move with the wearer, providing both style and comfort.



Flare

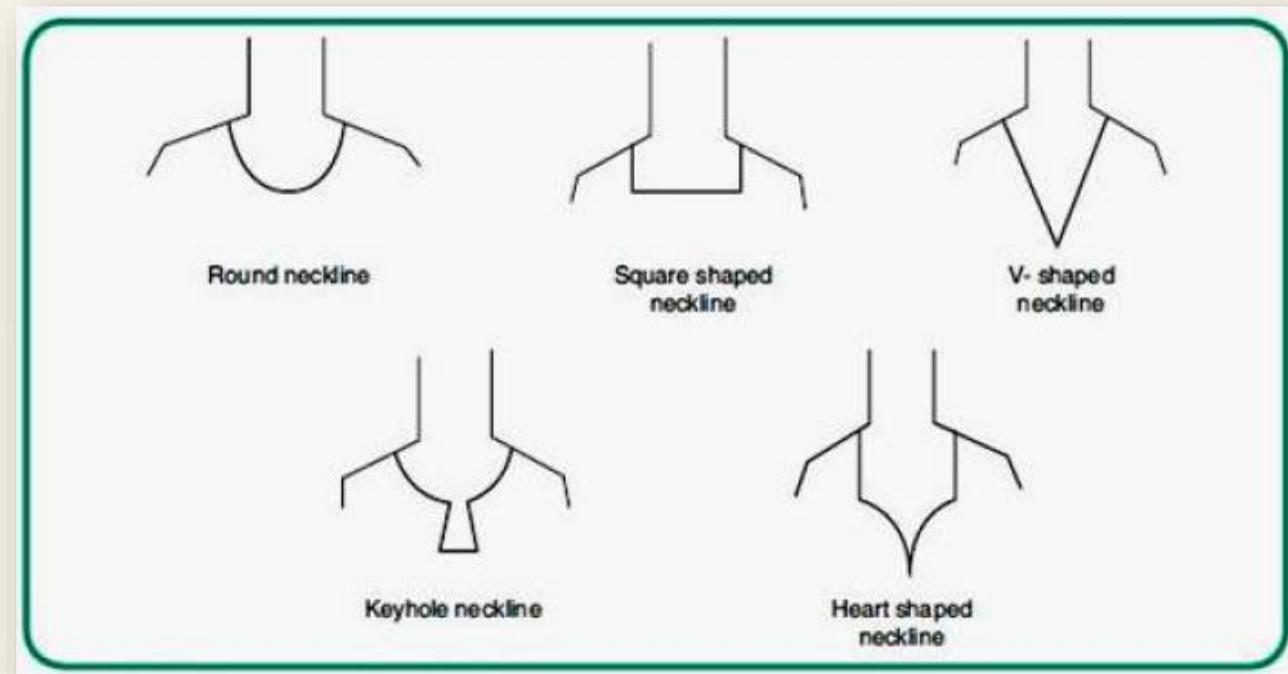
- Flare is the secret ingredient that adds a sense of self-expression and creativity to fashion.
- It enables individuals to showcase their unique personalities through their style choices.



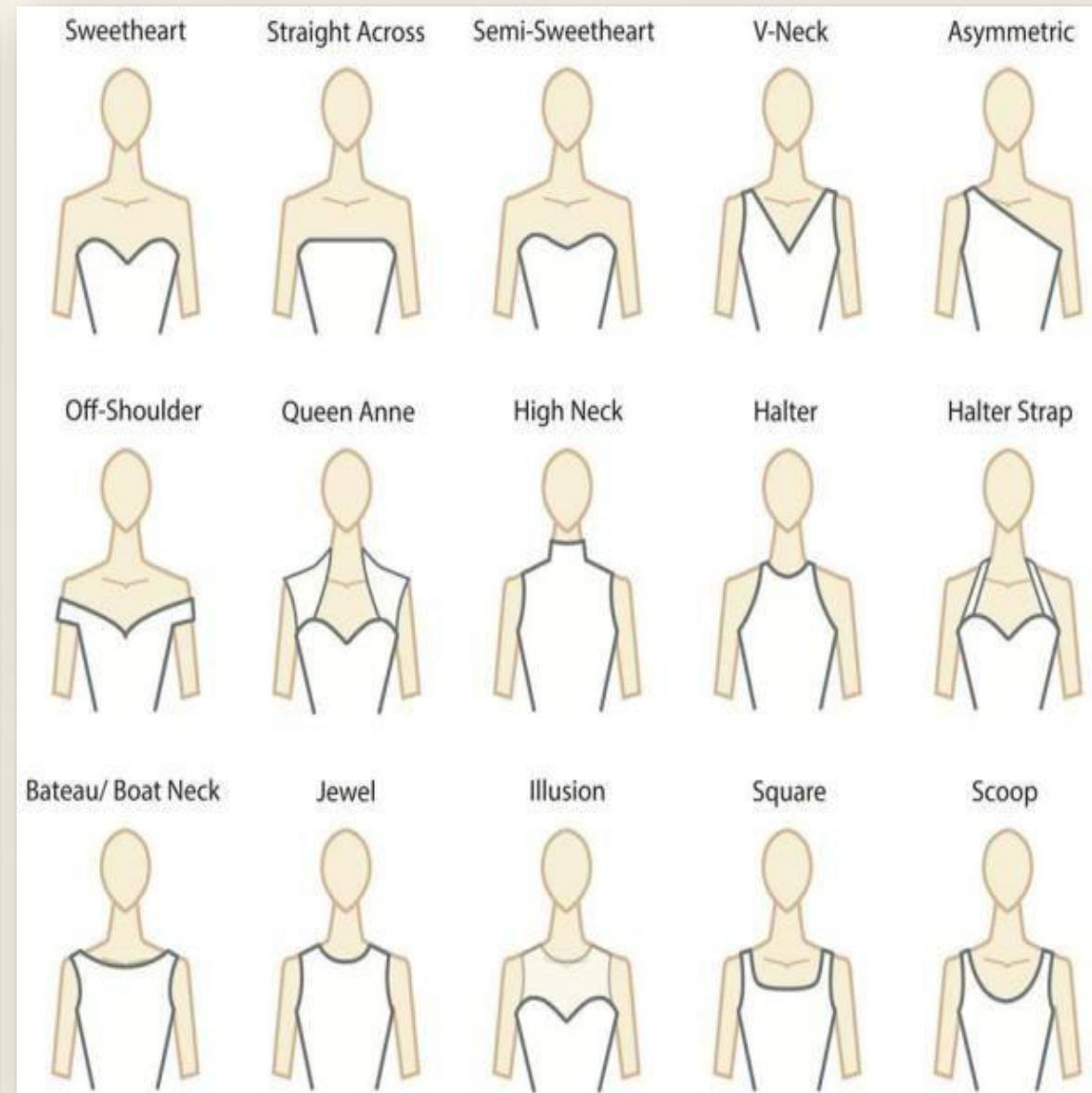
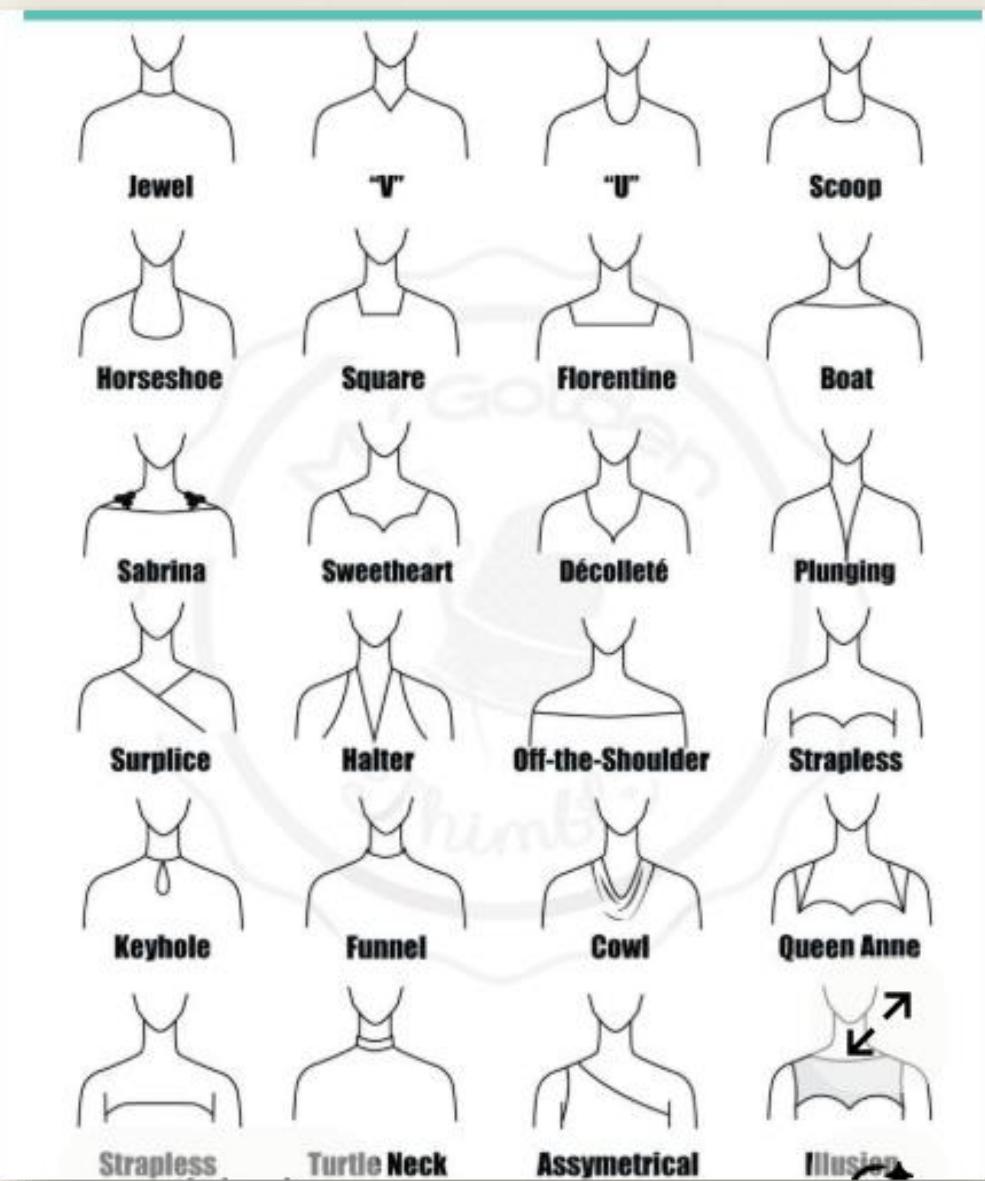
Features of a garment:

2. Neckline

- Neckline refers to the shape or style of the opening at the upper edge of a garment that encircles the neck.
- Neckline is the opening of the garment for the head.
- It can be divided into front neckline and back neckline.



TYPES OF NECKLINE



Features of a garment:

3. Darts

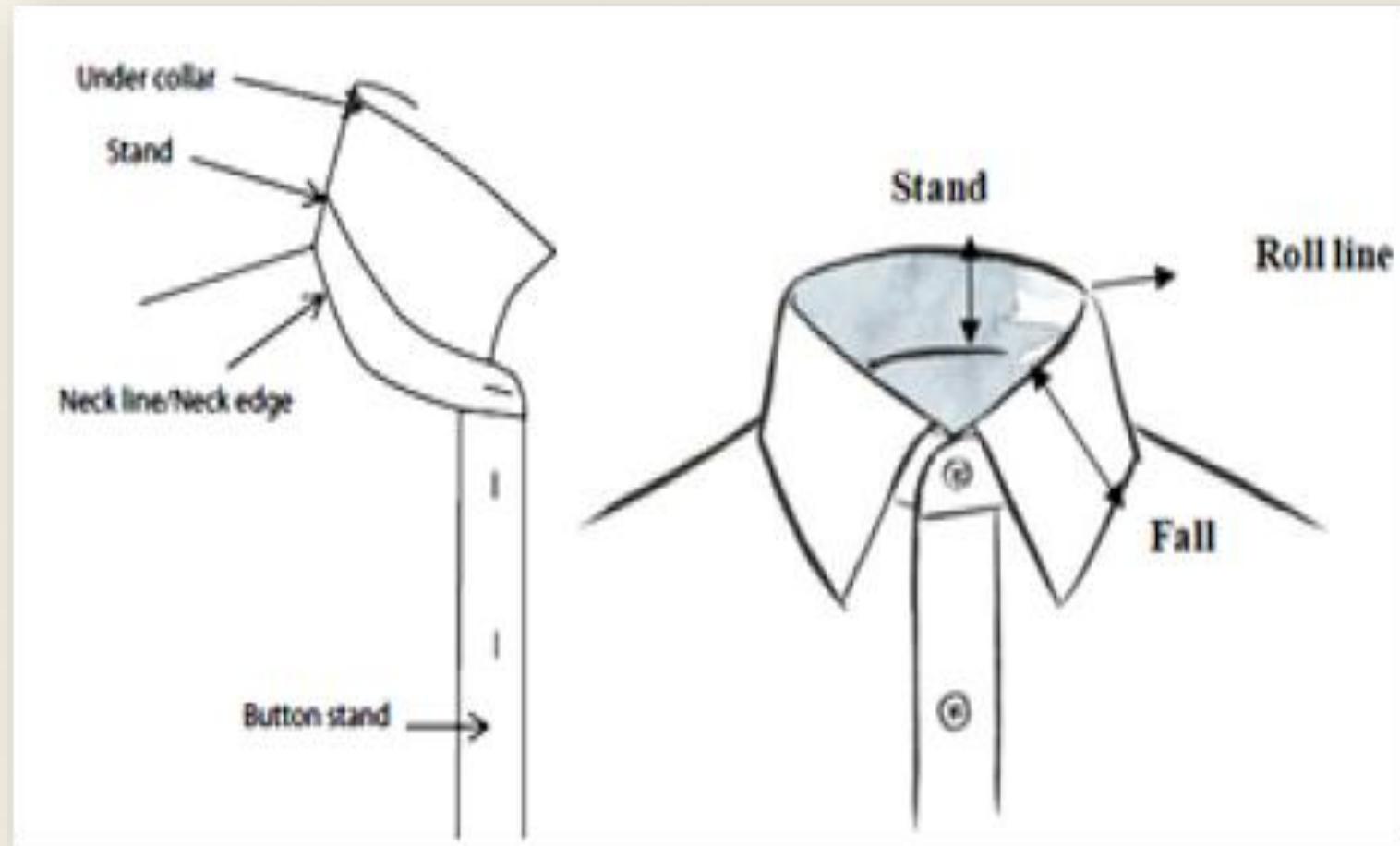
- Darts are used to shape fabric to fit the body.
- They must be accurate when fitting, marking, stitching and pressing darts.
- They provide fullness to body curves.
- Sometimes they are used decoratively to provide a design line.



Features of a garment:

4. Collars

- Collars are a band of fabric that circles the neck of a shirt, jackets or coat.
- Collars can be classified as high or low stand and bands.
- A collar has three main parts: stand, fall, and roll.



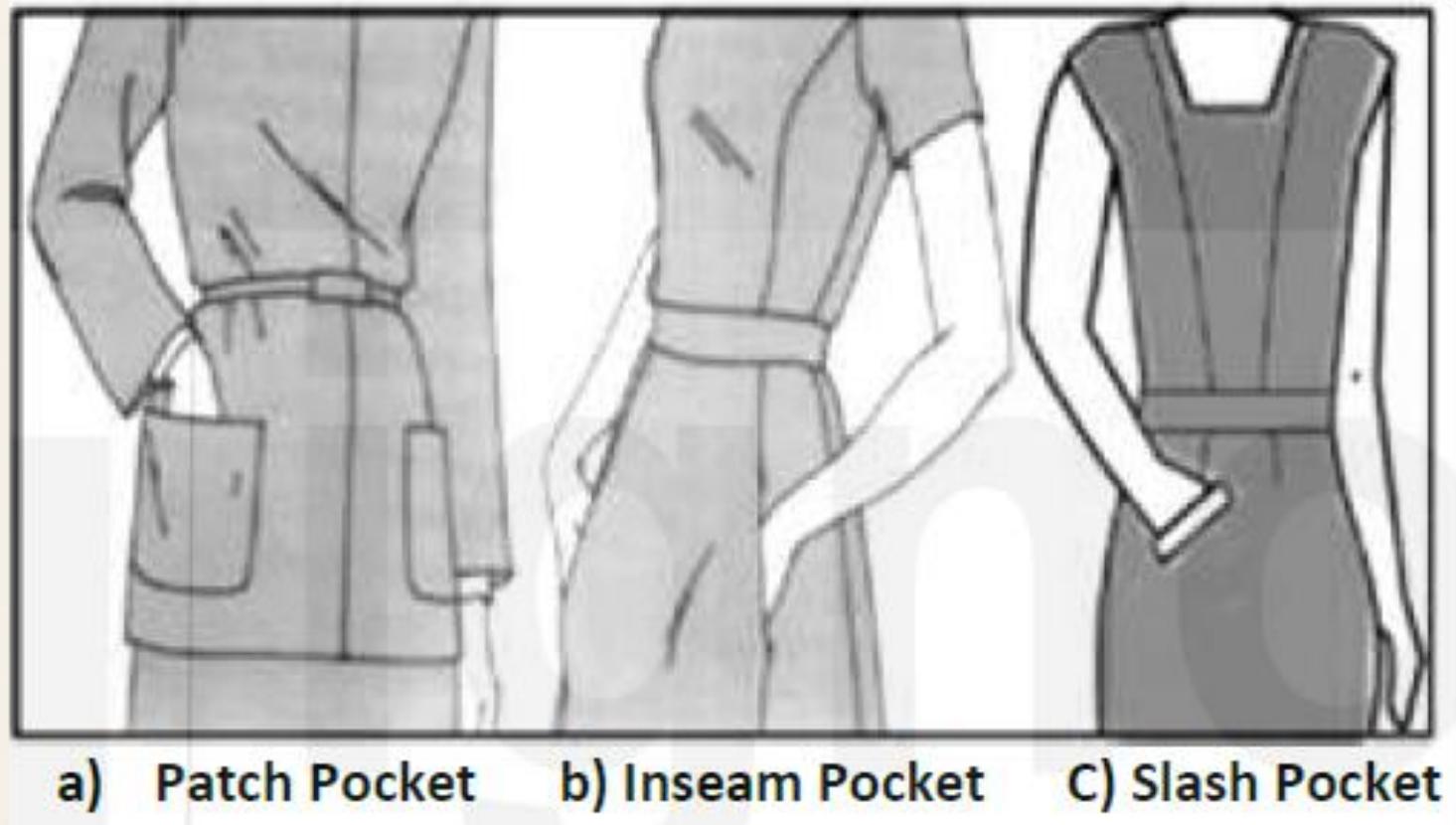
TYPES OF COLLAR



Features of a garment:

5. Pockets

A pocket is a small pouch or compartment in a piece sewn into or onto the garment.



Features of a garment:

6. Sleeves

- The sleeve is the part of garment that covers the arm, from the shoulder to the wrist or elbow.
- It is part of the upper garment and attached to the armhole of the bodice

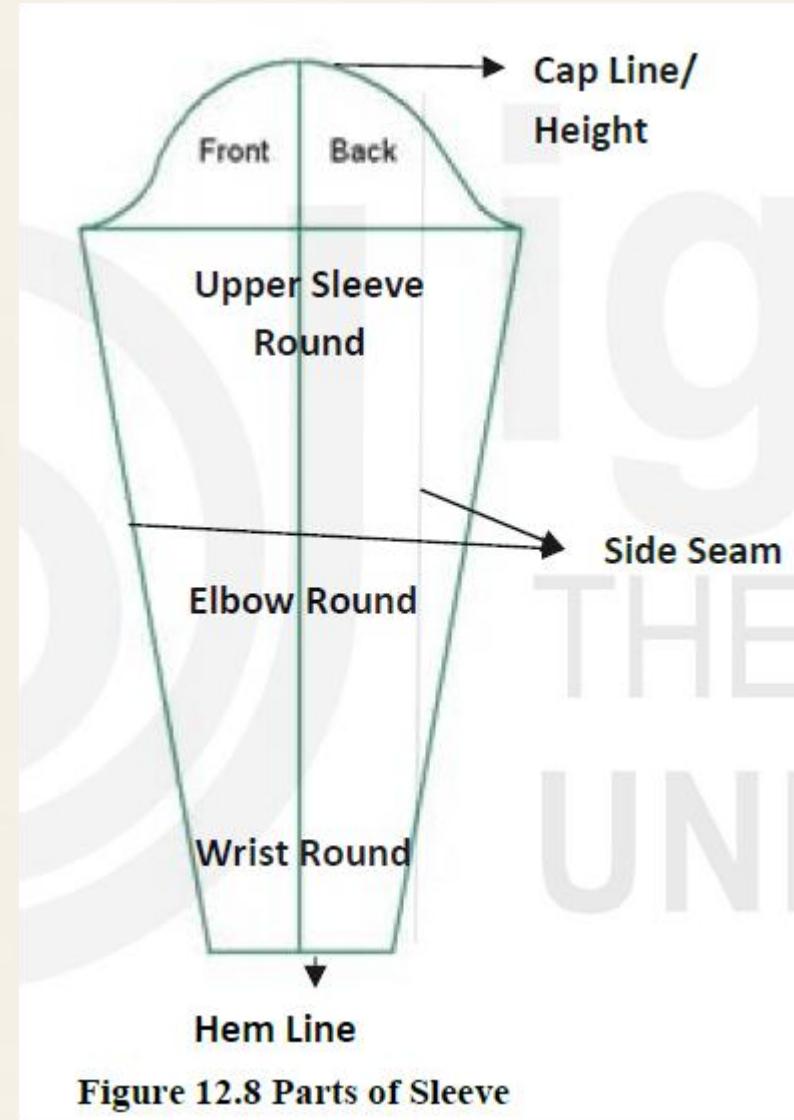
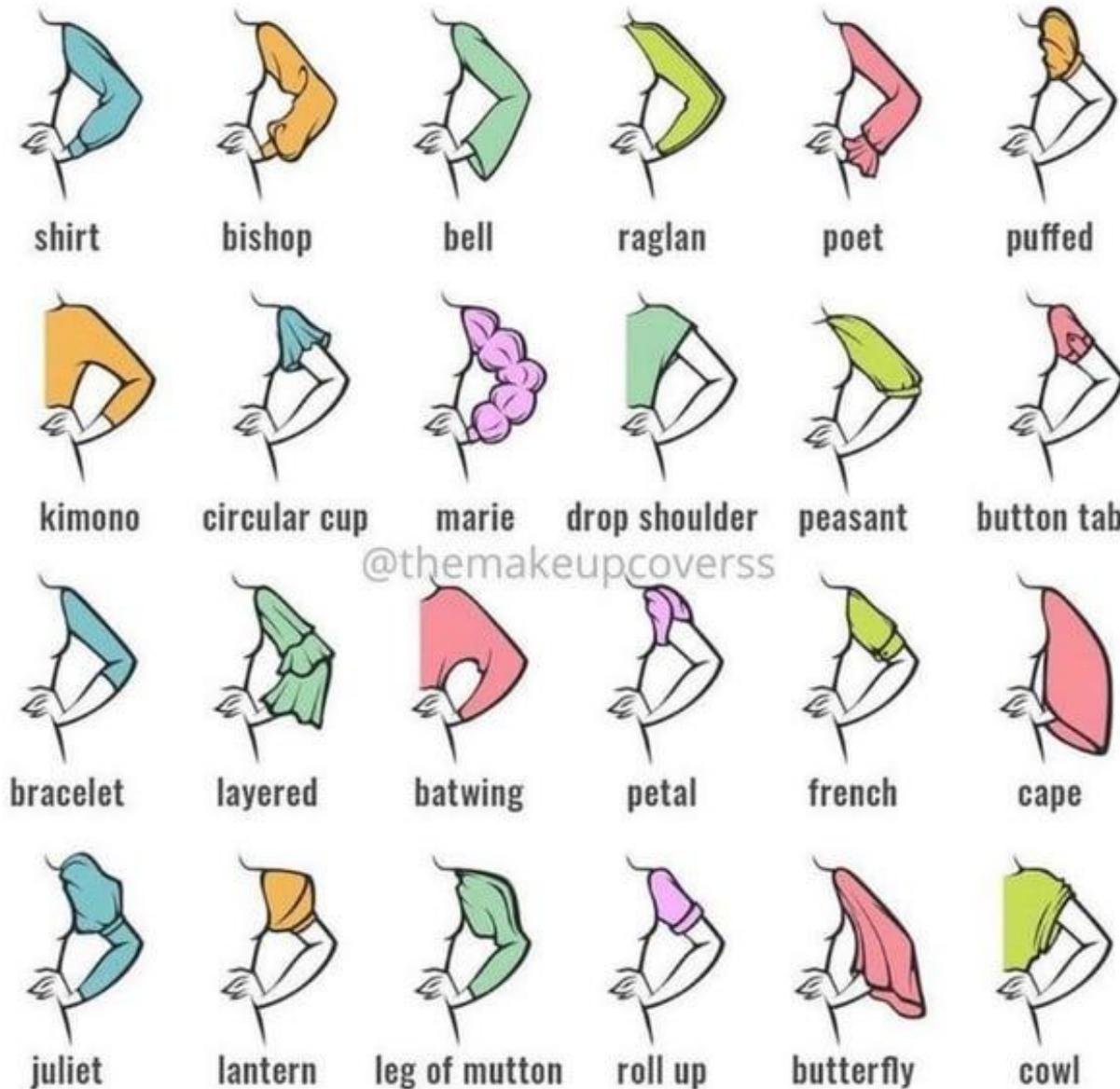


Figure 12.8 Parts of Sleeve

TYPES OF SLEEVES



Features of a garment:

7. Fastenings

- Fastenings are the 'elements' used to fasten garments so that they stay closed.



Reflection:



PATTERN MAKING

Lesson Objectives

1. Students will draw a garment idea
2. Students will take measurements needed for constructing a garment.
3. Students will create a pattern for the following:
 - Basic top and skirt
 - Basic shirt and shorts.

