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Conclusion

With these tools, you can always throw away bad clothes and go back to the beginning to rebuild garment without regret. Because the effort to make clothes is reduced so much that you can experiment on a number of different patterns within a short time before deciding the best one you need.

These tools can let you create clothes shapes which are very difficult to achieve by using any kind of modeling or sculpting technique. You can create better real-life, non-nude characters rather than keep struggling with those game characters which are always wearing body-tight armor and simple cloak. But you must be able to create body models and rigs which are good enough to deform clothes properly. You must acquire some tailoring skill as well especially if you want to make designer clothes.

The shortcomings of this technique are: it's available in Maya only because it relies on nCloth. Simulation for high-res clothes is too slow for animation purposes. Simulation can only be performed by one CPU or one core in multi-core CPUs. So, unlike rendering, it cannot be speeded up by adding more CPUs.