



REACH Fashion Studio

Best In Class
Fashion Design Software

Session Plan Book

REACH Fashion Studio Syllabus

S.R.	Fashion Illustration	Technical Drawing	Tech Pack	Textile
1	How To Create Cowls and Darts using REACH Fashion Studio	Creating a Mood & Color Board with Flat Illustration for Portfolio in REACH Fashion Studio	Create 12 Tech Packs with details of the garments in REACH Fashion Studio	Explore a wide range of fabric swatches in REACH Fashion Studio
2	Develop Fashion Illustration based on Mood, Swatch and Client Board for Portfolio in REACH Fashion Studio	Creating a fashion illustration and it's Technical Drawing in REACH Fashion Studio	Create a detailed Tech Pack in REACH Fashion Studio	Designing a collection of 6 garments with prints and trims in REACH Fashion Studio
3	Creating a fashion illustration and it's Technical Drawing in REACH Fashion Studio	Create 12 Technical Drawings of the garments in REACH Fashion Studio		Developing new Trims in REACH Fashion Studio
4	Create a formal outfit with colors and pleats with REACH Fashion Studio	Create a detailed Technical Drawing in REACH Fashion Studio		Design a collection of 6 garments with various fabric types in REACH Fashion Studio
5	Create 12 Fashion Illustrations with variation and details in REACH Fashion Studio	Draw Technical Drawing with variation in Stroke in REACH Fashion Studio		Create 3 garments with Printed, Knitted and Checkered Fabric in REACH Fashion Studio
6	Design a 6 garments collection with a theme in REACH Fashion Studio			Add Texture and Print to the garment in REACH Fashion Studio
7	Create hand drawn line with Calligraphy Tool in REACH Fashion Studio			Creating a print using text in REACH Fashion Studio
8	Create shadows with Blend Mode in REACH Fashion Studio			Add Texture to the garment s in REACH Fashion Studio
9	Design a garment using Gradient Tool in REACH Fashion Studio			Transform an image to become a pattern on the garment in REACH Fashion Studio
10	Create shadows on REACH Fashion Studio			Create multiple duplicates of an object in an abstract pattern with REACH Fashion Studio
11	Creating a Fashion illustration in REACH Fashion Studio			Apply filter on the garment in REACH Fashion Studio
12	Creating basics of Fashion Illustration- Stick & Block Figure in REACH Fashion Studio			Create a design by using Clip Tool in REACH Fashion Studio
13	Create a Female Croquis in REACH Fashion Studio			Create a print pattern on REACH Fashion Studio
14	Create Variations on the garment designs in REACH Fashion Studio			
15	Create a detailed Fashion Illustration in REACH Fashion Studio			
16	Draw Fashion Illustration with variation in Stroke in REACH Fashion Studio			

Reach Fashion Studio Syllabus Session Plan Book

Day	Theory Time - 1hr 30min		Practical Time - 2hr 30min	
Day - 1	Creating basics of Fashion Illustration- Stick & Block Figure in REACH Fashion Studio		Creating basics of Fashion Illustration- Stick & Block Figure in REACH Fashion Studio	
Day - 2	Creating basics of Fashion Illustration- Stick & Block Figure in REACH Fashion Studio		Creating basics of Fashion Illustration- Stick & Block Figure in REACH Fashion Studio	
Day - 3	Creating basics of Fashion Illustration- Stick & Block Figure in REACH Fashion Studio	Create a Female Croquis in REACH Fashion Studio	Creating basics of Fashion Illustration- Stick & Block Figure in REACH Fashion Studio	Create a Female Croquis in REACH Fashion Studio
Day - 4	Create a Female Croquis in REACH Fashion Studio		Create a Female Croquis in REACH Fashion Studio	
Day - 5	Create a Female Croquis in REACH Fashion Studio		Create a Female Croquis in REACH Fashion Studio	
Day - 6	Create a detailed Fashion Illustration in REACH Fashion Studio		Create a detailed Fashion Illustration in REACH Fashion Studio	
Day - 7	Create a detailed Fashion Illustration in REACH Fashion Studio		Create a detailed Fashion Illustration in REACH Fashion Studio	
Day - 8	Create a detailed Fashion Illustration in REACH Fashion Studio	Draw Fashion Illustration with variation in Stroke in REACH Fashion Studio	Create a detailed Fashion Illustration in REACH Fashion Studio	Draw Fashion Illustration with variation in Stroke in REACH Fashion Studio
Day - 9	Draw Fashion Illustration with variation in Stroke in REACH Fashion Studio		Draw Fashion Illustration with variation in Stroke in REACH Fashion Studio	
Day - 10	Draw Fashion Illustration with variation in Stroke in REACH Fashion Studio		Draw Fashion Illustration with variation in Stroke in REACH Fashion Studio	
Day - 11	Creating a Fashion illustration in REACH Fashion Studio		Creating a Fashion illustration in REACH Fashion Studio	
Day - 12	Creating a Fashion illustration in REACH Fashion Studio		Creating a Fashion illustration in REACH Fashion Studio	
Day - 13	Creating a Fashion illustration in REACH Fashion Studio	Explore a wide range of fabric swatches in REACH Fashion Studio	Creating a Fashion illustration in REACH Fashion Studio	Explore a wide range of fabric swatches in REACH Fashion Studio
Day - 14	Explore a wide range of fabric swatches in REACH Fashion Studio		Explore a wide range of fabric swatches in REACH Fashion Studio	
Day - 15	Explore a wide range of fabric swatches in REACH Fashion Studio		Explore a wide range of fabric swatches in REACH Fashion Studio	
Day - 16	Developing new Trims in REACH Fashion Studio		Developing new Trims in REACH Fashion Studio	
Day - 17	Developing new Trims in REACH Fashion Studio		Developing new Trims in REACH Fashion Studio	
Day - 18	Developing new Trims in REACH Fashion Studio	Designing a collection of 6 garments with prints and trims in REACH Fashion Studio	Developing new Trims in REACH Fashion Studio	Designing a collection of 6 garments with prints and trims in REACH Fashion Studio
Day - 19	Designing a collection of 6 garments with prints and trims in REACH Fashion Studio		Designing a collection of 6 garments with prints and trims in REACH Fashion Studio	
Day - 20	Designing a collection of 6 garments with prints and trims in REACH Fashion Studio		Designing a collection of 6 garments with prints and trims in REACH Fashion Studio	
Day - 21	Create 3 garments with Printed, Knitted and Checkered Fabric in REACH Fashion Studio		Create 3 garments with Printed, Knitted and Checkered Fabric in REACH Fashion Studio	
Day - 22	Create 3 garments with Printed, Knitted and Checkered Fabric in REACH Fashion Studio		Create 3 garments with Printed, Knitted and Checkered Fabric in REACH Fashion Studio	

Day	Theory Time - 1hr 30min		Practical Time - 2hr 30min	
Day - 23	Create 3 garments with Printed, Knitted and Checkered Fabric in REACH Fashion Studio	Design a collection of 6 garments with various fabric types in REACH Fashion Studio	Create 3 garments with Printed, Knitted and Checkered Fabric in REACH Fashion Studio	Design a collection of 6 garments with various fabric types in REACH Fashion Studio
Day - 24	Design a collection of 6 garments with various fabric types in REACH Fashion Studio		Design a collection of 6 garments with various fabric types in REACH Fashion Studio	
Day - 25	Design a collection of 6 garments with various fabric types in REACH Fashion Studio		Design a collection of 6 garments with various fabric types in REACH Fashion Studio	
Day - 26	Create Variations on the garment designs in REACH Fashion Studio		Create Variations on the garment designs in REACH Fashion Studio	
Day - 27	Create Variations on the garment designs in REACH Fashion Studio		Create Variations on the garment designs in REACH Fashion Studio	
Day - 28	Design a garment using Gradient Tool in REACH Fashion Studio		Design a garment using Gradient Tool in REACH Fashion Studio	
Day - 29	Design a garment using Gradient Tool in REACH Fashion Studio		Design a garment using Gradient Tool in REACH Fashion Studio	
Day - 30	Add Texture and Print to the garment in REACH Fashion Studio		Add Texture and Print to the garment in REACH Fashion Studio	
Day - 31	Add Texture and Print to the garment in REACH Fashion Studio		Add Texture and Print to the garment in REACH Fashion Studio	
Day - 32	Create hand drawn line with Calligraphy Tool in REACH Fashion Studio		Create hand drawn line with Calligraphy Tool in REACH Fashion Studio	
Day - 33	Create hand drawn line with Calligraphy Tool in REACH Fashion Studio		Create hand drawn line with Calligraphy Tool in REACH Fashion Studio	
Day - 34	Creating a print using text in REACH Fashion Studio		Creating a print using text in REACH Fashion Studio	
Day - 35	Creating a print using text in REACH Fashion Studio		Creating a print using text in REACH Fashion Studio	
Day - 36	Add Texture to the garments in REACH Fashion Studio		Add Texture to the garments in REACH Fashion Studio	
Day - 37	Add Texture to the garments in REACH Fashion Studio		Add Texture to the garments in REACH Fashion Studio	
Day - 38	Create multiple duplicates of an object in an abstract pattern with REACH Fashion Studio		Create multiple duplicates of an object in an abstract pattern with REACH Fashion Studio	
Day - 39	Create multiple duplicates of an object in a abstract pattern with REACH Fashion Studio		Create multiple duplicates of an object in a abstract pattern with REACH Fashion Studio	
Day - 40	Apply filter on the garment in REACH Fashion Studio		Apply filter on the garment in REACH Fashion Studio	
Day - 41	Apply filter on the garment in REACH Fashion Studio		Apply filter on the garment in REACH Fashion Studio	
Day - 42	Transform an image to become a pattern on the garment in REACH Fashion Studio		Transform an image to become a pattern on the garment in REACH Fashion Studio	
Day - 43	Transform an image to become a pattern on the garment in REACH Fashion Studio		Transform an image to become a pattern on the garment in REACH Fashion Studio	
Day - 44	Create a print pattern on REACH Fashion Studio		Create a print pattern on REACH Fashion Studio	
Day - 45	Create a print pattern on REACH Fashion Studio		Create a print pattern on REACH Fashion Studio	
Day - 46	Create a design by using Clip Tool in REACH Fashion Studio		Create a design by using Clip Tool in REACH Fashion Studio	

Day	Theory Time - 1hr 30min	Practical Time - 2hr 30min
Day - 47	Create a design by using Clip Tool in REACH Fashion Studio	Create a design by using Clip Tool in REACH Fashion Studio
Day - 48	Create shadows with Blend Mode in REACH Fashion Studio	Create shadows with Blend Mode in REACH Fashion Studio
Day - 49	Create shadows with Blend Mode in REACH Fashion Studio	Create shadows with Blend Mode in REACH Fashion Studio
Day - 50	Create shadows on REACH Fashion Studio	Create shadows on REACH Fashion Studio
Day - 51	Create shadows on REACH Fashion Studio	Create shadows on REACH Fashion Studio
Day - 52	How To Create Cowls and Darts using REACH Fashion Studio	How To Create Cowls and Darts using REACH Fashion Studio
Day - 53	How To Create Cowls and Darts using REACH Fashion Studio	How To Create Cowls and Darts using REACH Fashion Studio
Day - 54	Design a 6 garments collection with a theme in REACH Fashion Studio	Design a 6 garments collection with a theme in REACH Fashion Studio
Day - 55	Design a 6 garments collection with a theme in REACH Fashion Studio	Design a 6 garments collection with a theme in REACH Fashion Studio
Day - 56	Create a formal outfit with colors and pleats with REACH Fashion Studio	Create a formal outfit with colors and pleats with REACH Fashion Studio
Day - 57	Create a formal outfit with colors and pleats with REACH Fashion Studio	Create a formal outfit with colors and pleats with REACH Fashion Studio
Day - 58	Create 12 Fashion Illustrations with variation and details in REACH Fashion Studio	Create 12 Fashion Illustrations with variation and details in REACH Fashion Studio
Day - 59	Create 12 Fashion Illustrations with variation and details in REACH Fashion Studio	Create 12 Fashion Illustrations with variation and details in REACH Fashion Studio
Day - 60	Develop Fashion Illustration based on Mood, Swatch and Client Board for Portfolio in REACH Fashion Studio	Develop Fashion Illustration based on Mood, Swatch and Client Board for Portfolio in REACH Fashion Studio
Day - 61	Develop Fashion Illustration based on Mood, Swatch and Client Board for Portfolio in REACH Fashion Studio	Develop Fashion Illustration based on Mood, Swatch and Client Board for Portfolio in REACH Fashion Studio
Day - 62	Creating a fashion illustration and it's Technical Drawing in REACH Fashion Studio	Creating a fashion illustration and it's Technical Drawing in REACH Fashion Studio
Day - 63	Creating a fashion illustration and it's Technical Drawing in REACH Fashion Studio	Creating a fashion illustration and it's Technical Drawing in REACH Fashion Studio
Day - 64	Draw Technical Drawing with variation in Stroke in REACH Fashion Studio	Draw Technical Drawing with variation in Stroke in REACH Fashion Studio
Day - 65	Draw Technical Drawing with variation in Stroke in REACH Fashion Studio	Draw Technical Drawing with variation in Stroke in REACH Fashion Studio
Day - 66	Create a detailed Technical Drawing in REACH Fashion Studio	Create a detailed Technical Drawing in REACH Fashion Studio
Day - 67	Create a detailed Technical Drawing in REACH Fashion Studio	Create a detailed Technical Drawing in REACH Fashion Studio
Day - 68	Create 12 Technical Drawings of the garments in REACH Fashion Studio	Create 12 Technical Drawings of the garments in REACH Fashion Studio
Day - 69	Create 12 Technical Drawings of the garments in REACH Fashion Studio	Create 12 Technical Drawings of the garments in REACH Fashion Studio
Day - 70	Creating a Mood & Color Board with Flat Illustration for Portfolio in REACH Fashion Studio	Creating a Mood & Color Board with Flat Illustration for Portfolio in REACH Fashion Studio
Day - 71	Creating a Mood & Color Board with Flat Illustration for Portfolio in REACH Fashion Studio	Creating a Mood & Color Board with Flat Illustration for Portfolio in REACH Fashion Studio

Day	Theory Time - 1hr 30min	Practical Time - 2hr 30min
Day - 72	Create a detailed Tech Pack in REACH Fashion Studio	Create a detailed Tech Pack in REACH Fashion Studio
Day - 73	Create a detailed Tech Pack in REACH Fashion Studio	Create a detailed Tech Pack in REACH Fashion Studio
Day - 74	Create 12 Tech Packs with details of the garments in REACH Fashion Studio	Create 12 Tech Packs with details of the garments in REACH Fashion Studio
Day - 75	Create 12 Tech Packs with details of the garments in REACH Fashion Studio	Create 12 Tech Packs with details of the garments in REACH Fashion Studio

Session Title:

Creating basics of Fashion Illustration

Sub Session Title:

Stick and Block Figure in REACH Fashion Studio



Session Title:

Creating basics of Fashion Illustration

Sub Session Title:

Stick and Block Figure in REACH Fashion Studio

Learning Outcomes:

- Understanding human body structure and proportions.
- To develop variations in body posture proportionately.
- Better understanding of basic stick figure, lines showcasing human form.
- Block figure gives a better visual understanding of human anatomy.
- A base to create croquis with correct human anatomy.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs and Feet.

Session Title:

Create a Female Croquis in **REACH** Fashion Studio



Session Title:

Create a Female Croquis in REACH Fashion Studio

Learning Outcomes:

- Understanding human body structure and proportions.
- To develop variations in body posture proportionately.
- Better understanding of basic human form.
- Adapting your own style of creating croquis.
- A base to create garments with human figure.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer and fill colour on hair and skin.

Session Title:

Create a detailed Fashion Illustration in **REACH** Fashion Studio



Session Title:

Create a detailed Fashion Illustration in REACH Fashion Studio

Learning Outcomes:

- A base to create garments with human figure.
- To develop various garment types on a human figure.
- Better understanding of basic human form.
- Adapting your own style of creating croquis.
- Understanding human body structure and proportions.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.

- Add another layer to draw the garment.
- Fill colour in the garment.
- Add another layer to draw darts/gather/pleat/flare details.

Session Title:

Draw Fashion Illustration with variation in Stroke in **REACH Fashion Studio**



Session Title:

Draw Fashion Illustration with variation in Stroke in REACH Fashion Studio

Learning Outcomes:

- Balancing the thickness of the lines to differentiate human figure and the garment.
- Highlighting details like stitch lines and fall of the garment.
- A base to create garments with human figure.
- To develop various garment types on a human figure.
- Better understanding of basic human form.
- Adapting your own style of creating croquis.
- Understanding human body structure and proportions.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.

- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Adjust the thickness of the stroke as per your requirements.
- Add details like stitch lines.
- Adjust the thickness of the stroke to show the fall of the garment.

Session Title:

Creating a Fashion illustration in REACH Fashion Studio



Session Title:

Creating a Fashion illustration in REACH Fashion Studio

Learning Outcomes:

- To add surface design like prints.
- Highlighting details like fall of the garment.
- A base to create garments with human figure.
- To develop various garment types on a human figure.
- Better understanding of basic human form.
- Adapting your own style of creating croquis.
- Understanding human body structure and proportions.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.

- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Adjust the thickness of the stroke to show the fall of the garment.
- Fill print pattern.
- Reduce the opacity of the garment as per the requirement to show thickness of the fabric.

Session Title:

Explore a wide range of fabric swatches in REACH Fashion Studio



Session Title:

Explore a wide range of fabric swatches in REACH Fashion Studio

Learning Outcomes:

- To add surface design like prints.
- To develop various garment types on a human figure.
- To apply various fabric with different textures.
- Adding surface techniques like embroidery, appliqué, patch work.
- Get an understanding of how garment will look with a specific type of fabric.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Adjust the thickness of the stroke to show the fall of the garment.
- Import the required fabric image.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Developing new Trims in **REACH** Fashion Studio



Session Title:

Developing new Trims in REACH Fashion Studio

Learning Outcomes:

- To add various trim details to the garment.
- To develop various garment types on a human figure.
- To apply various trims with different textures.
- Adding trims like buttons, zipper, lace, net.
- Get an understanding of how garment will look with a specific type of trim.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.

- Add another layer to draw the garment.
- Fill colour in the garment.
- Adjust the thickness of the stroke to show the fall of the garment.
- Import the required trim png image and trace it.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment of the trim.
- Create buttons with the Ellipse Tool and place it on the garment.

Session Title:

Designing a collection of 6 garments with prints and trims in REACH Fashion Studio



Session Title:

Designing a collection of 6 garments with prints and trims in REACH Fashion Studio

Learning Outcomes:

- To add various trim details to the garment.
- To develop various garment types on a human figure.
- To apply various trims with different textures.
- Adding trims like buttons, zipper, lace, net.
- Get an understanding of how garment will look with a specific type of trim.
- Developing a capsule collection.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Duplicate the sketch 6 times.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Adjust the thickness of the stroke to show the fall of the garment.
- Import the required print image.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.
- Import the required trim png image and trace it.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment of the trim.
- Create buttons with the Ellipse Tool and place it on the garment.

Session Title:

Create 3 garments with Printed, Knitted and Checkered Fabric in **REACH Fashion Studio**

Session Title:

Create 3 garments with Printed, Knitted and Checkered Fabric in REACH Fashion Studio

Learning Outcomes:

- Learn about the Fabric types.
- To develop various garment types on a human figure.
- To apply various prints with different textures.
- Learning which textile suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of fabric and print.
- Developing a capsule collection.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Duplicate the sketch 3 times.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Adjust the thickness of the stroke to show the fall of the garment.
- Import the required fabric image.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Design a collection of 6 garments with various fabric types in REACH Fashion Studio

Session Title:

Design a collection of 6 garments with various fabric types in REACH Fashion Studio

Learning Outcomes:

- Learn about the Fabric types.
- To develop various garment types on a human figure.
- To apply various fabric with different textures.
- Learning which textile suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of fabric and print.
- Developing a capsule collection.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Duplicate the sketch 6 times.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Adjust the thickness of the stroke to show the fall of the garment.
- Import the required fabric image.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Create Variations on the garment designs in **REACH** Fashion Studio



Session Title:

Create Variations on the garment designs in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of fabric thickness.
- To develop various garment types on a human figure.
- To apply various fabric with different textures.
- Learning which textile suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of fabric and print.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Adjust the opacity of the garment to show the fall of the garment.
- Import the required print image.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Design a garment using Gradient Tool in REACH Fashion Studio

Session Title:

Design a garment using Gradient Tool in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of print on the garment.
- To develop various garment types on a human figure.
- To apply various print with different textures.
- Learning which print suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of fabric and print.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Apply gradient tool to the colour filled.

Session Title:

Add Texture and Print to the garment in REACH Fashion Studio



Session Title:

Add Texture and Print to the garment in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of print on the garment.
- To develop various garment types on a human figure.
- To apply various print with different textures.
- Learning which print suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of fabric and print.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Apply Filter to the garment based on what texture is required.
- To apply add print - Fill in the pattern on the garment.

Session Title:

Create hand drawn line with Calligraphy Tool in **REACH** Fashion Studio

Session Title:

Create hand drawn line with Calligraphy Tool in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of print on the garment.
- Create a print manually.
- To develop various garment types on a human figure.
- To apply various print with different textures.
- Learning which print suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of fabric and print.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.

- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Draw freehand lines with the Calligraphy tool on the garment.

Session Title:

Creating a print using text in **REACH** Fashion Studio



Session Title:

Creating a print using text in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of print on the garment.
- Create a print manually.
- To develop various garment types on a human figure.
- To apply various print with different colours.
- Learning which print suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of fabric and print.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Write the text that is required to be put on the garment.
- Convert the text in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Add Texture to the garments in REACH Fashion Studio



Session Title:

Add Texture to the garments in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of texture on the garment.
- Applying various textures.
- To develop various garment types on a human figure.
- To apply various textures with different colours.
- Learning which texture suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of texture.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Apply Filter to the garment based on what texture is required.

Session Title:

Create multiple duplicates of an object in a abstract pattern with **REACH** Fashion

Session Title:

Create multiple duplicates of an object in a abstract pattern with REACH Fashion

Learning Outcomes:

- Learn about the manipulation of print on the garment.
- Create a print manually.
- Creating prints with shapes.
- To develop various garment types on a human figure.
- To apply various print with different colours.
- Learning which print suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of texture.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with 4 inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.

- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Draw a shape.
- Click on Spray copies tool, to duplicate the shape and create an abstract pattern.

Session Title:

Apply filter on the garment in REACH Fashion Studio

Session Title:

Apply filter on the garment in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of texture on the garment.
- To develop various garment types on a human figure.
- To apply various textures with different colours.
- Learning which texture suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of texture .

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Click on Filter menu and select any texture, apply to the garment.

Session Title:

Transform an image to become a pattern on the garment in REACH Fashion Studio

Session Title:

Transform an image to become a pattern on the garment in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of patterns on the garment.
- To develop various garment types on a human figure.
- To import various images with different colours and convert them into print patterns.
- Learning which pattern suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of pattern.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.

- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Import an image.
- Select Object menu and click on Pattern.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Create a print pattern on **REACH** Fashion Studio



Session Title:

Create a print pattern on REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of patterns on the garment.
- Create a print manually.
- To develop various garment types on a human figure.
- To apply various patterns with different colours.
- Learning which pattern suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of pattern.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.

- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Create prints with various shapes.
- Select Object menu and click on Pattern.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Create a design by using Clip Tool in **REACH** Fashion Studio

Session Title:

Create a design by using Clip Tool in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of patterns on the garment.
- Create a print manually.
- Creating placement print.
- To develop various garment types on a human figure.
- To apply various patterns with different colours.
- Learning which pattern suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of pattern.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.

- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Import an image.
- Select Object menu and click on Pattern.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Create shadows with Blend Mode in **REACH** Fashion Studio



Session Title:

Create shadows with Blend Mode in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of fabric fall.
- Creating shadows manually.
- To develop various garment types on a human figure.
- Learning which colour suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of garment fall.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Draw lines with stroke and fill with dark tones to create shadows.
- Use the blend mode to blend the strokes to look like shadows created by fabric.

Session Title:

Create shadows on **REACH** Fashion Studio



Session Title:

Create shadows on REACH Fashion Studio

Learning Outcomes:

- Learn about the applying shadows.
- Creating shadows manually.
- To develop various garment types on a human figure.
- Learning which colour suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of garment fall.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Select Filter Menu and click on Shadows and Glows.
- Apply Drop shadow to the garment.

Session Title:

How To Create Cowls and Darts using REACH Fashion Studio



Session Title:

How To Create Cowls and Darts using REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of fabric fall.
- Creating lines manually to show fall of the garment.
- To develop various garment types on a human figure.
- Learning which details suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of garment fall.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Draw details like darts and cowl curves.

Session Title:

Design a 6 garments collection with a theme in REACH Fashion Studio

Session Title:

Design a 6 garments collection with a theme in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of fabric fall.
- Creating a capsule collection.
- To develop various garment types on a human figure.
- Learning which details suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of colours.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Select a theme.
- Add another layer to draw the garment.
- Fill colour in the garment.

Session Title:

Create a formal outfit with colours and pleats with REACH Fashion Studio

Session Title:

Create a formal outfit with colours and pleats with REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of garment styles.
- Adding details to the garment to create a look - Formal/ Casual.
- To develop various garment types on a human figure.
- Learning which details suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of colours.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Select a theme.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Draw details like Pleats & Collar.
- Add formal print like - Stripes.
- Import the print image.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.

Session Title:

Create 12 Fashion Illustrations with variation and details in REACH Fashion Studio



Session Title:

Create 12 Fashion Illustrations with variation and details in REACH Fashion Studio

Learning Outcomes:

- Learn about the manipulation of garment styles.
- Adding details to the garment to create a look.
- To develop various garment types on a human figure.
- Learning which texture, pattern suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of textures.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Duplicate 12 times.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Import the print image.
- Convert the image in Object to Pattern.
- Fill in the pattern on the garment.
- Apply various textures through Filter menu.

Session Title:

Develop Fashion Illustration based on Mood, Swatch and Client Board for Portfolio in REACH Fashion Studio

Session Title:

Develop Fashion Illustration based on Mood, Swatch and Client Board for Portfolio in REACH Fashion Studio

Learning Outcomes:

- Create a mood, swatch, client board to create a collection.
- Adding details to the garment to create a look.
- To develop various garment types on a human figure.
- Learning which texture, pattern suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of textures.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.

- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.
- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Import images to create a mood for the collection.
- Import images to show client and fabrics that would be used to make this collection.

Session Title:

Creating a fashion illustration and it's Technical Drawing in REACH Fashion Studio



Session Title:

Creating a fashion illustration and it's Technical Drawing in REACH Fashion Studio

Learning Outcomes:

- Creating technical drawing.
- Adding details to the garment to create a look.
- To develop various garment types on a human figure.
- Learning which texture, pattern suits a certain style of garment.
- Get an understanding of how garment will look with a specific type of patterns.

Guidelines for the Trainer:

- Draw a vertical line on the centre of the page.
- Add horizontal lines with the gap of 1inch between them.
- Add two more vertical lines beside the centre line, creating a rectangle with q inch gap in between.
- Apply the Page grid to mark body parts like Shoulder, Waist, Hip, Crotch, Legs, Hands.
- Start joining the marked points to create a line figure of human body.
- Join the lines horizontally to create blocks of human body parts, like Neck, Torso, Crotch, Hands, Legs, and Feet.
- Reduce the Opacity of the block figure croquis and add a new layer for the final croquis sketch.

- Draw human body features on the new layer, and fill colour on hair and skin.
- Add another layer to draw the garment.
- Fill colour in the garment.
- Draw flat illustration of the garment.

Session Title:

Draw Technical Drawing with variation in Stroke in REACH Fashion Studio

Session Title:

Draw Technical Drawing with variation in Stroke in REACH Fashion Studio

Learning Outcomes:

- Creating technical drawing.
- Adding details to the garment to create a look.
- To develop flat illustrations of the garment.
- Manipulation of the strokes of the garment.
- Get an understanding of how garment will look when kept flat.

Guidelines for the Trainer:

- Import a croquis.
- Add a new layer.
- Draw a garment on the new layer.
- Draw flat illustration of the garment.
- Add details to the garment.
- Edit the thickness of the garment to highlight the details.

Session Title:

Create a detailed Technical Drawing in **REACH** Fashion Studio



Session Title:

Create a detailed Technical Drawing in REACH Fashion Studio

Learning Outcomes:

- Creating technical drawing.
- Adding details to the garment to create a look.
- To develop flat illustrations of the garment.
- Manipulation of the strokes of the garment.
- Get an understanding of how garment will look when kept flat.

Guidelines for the Trainer:

- Import a croquis.
- Add a new layer.
- Draw a garment on the new layer.
- Draw flat illustration of the garment.
- Add details to the garment.
- Edit the thickness of the garment to highlight the details.

Session Title:

Create 12 Technical Drawings of the garments in **REACH** Fashion Studio

Session Title:

Create 12 Technical Drawings of the garments in REACH Fashion Studio

Learning Outcomes:

- Creating technical drawing.
- Adding details to the garment to create a look.
- To develop flat illustrations of the garment.
- Manipulation of the strokes of the garment.
- Get an understanding of how garment will look when kept flat.

Guidelines for the Trainer:

- Import a croquis.
- Duplicate 12 times.
- Add a new layer.
- Draw a garment on the new layer.
- Draw flat illustration of the garment.
- Add details to the garment.
- Edit the thickness of the garment to highlight the details.

Session Title:

Creating a Mood & Colour Board with Flat Illustration for Portfolio in REACH Fashion Studio

Session Title:

Creating a Mood & Colour Board with Flat Illustration for Portfolio in REACH Fashion Studio

Learning Outcomes:

- Creating technical drawing.
- Create a mood, and colour board to create a collection.
- Adding details to the garment to create a look.
- To develop flat illustrations of the garment.
- Manipulation of the strokes of the garment.
- Get an understanding of how garment will look when kept flat.

Guidelines for the Trainer:

- Import multiple images to create Mood and Colour Board.
- Import a croquis.
- Duplicate 12 times.
- Add a new layer.
- Draw a garment on the new layer.
- Draw flat illustration of the garment.
- Add details to the garment.
- Edit the thickness of the garment to highlight the details.

Session Title:

Create a detailed Tech Pack in **REACH** Fashion Studio



Session Title:

Create a detailed Tech Pack in REACH Fashion Studio

Learning Outcomes:

- Creating tech pack.
- Adding details to a garment.
- To develop flat illustrations of the garment.
- Writing about garment details.
- Get an understanding of how garment will look when kept flat.

Guidelines for the Trainer:

- Draw a rectangle outline.
- Create columns to add various details about the garment.
- Add a flat illustration of the garment.
- Write the specification of the garment.
- Mention the fabric and the colour used for the garment.
- Specify trims if any.

Session Title:

Create 12 Tech Packs with details of the garments in REACH Fashion Studio



Session Title:

Create 12 Tech Packs with details of the garments in REACH Fashion Studio

Learning Outcomes:

- Creating tech pack for a collection.
- Adding details to a garment.
- To develop flat illustrations of the garment.
- Writing about garment details.
- Get an understanding of how garment will look when kept flat.

Guidelines for the Trainer:

- Draw a rectangle outline.
- Create columns to add various details about the garment.
- Add a flat illustration of the garment.
- Write the specification of the garment.
- Mention the fabric and the colour used for the garment.
- Specify trims if any.
- Duplicate the format 12 times to add details about all the garments.



enabling agile apparel enterprises for the digital economy