PM: Patternmaking

PM 000 — PATTERNMAKING
1-3 credit; 1 lab hour

PM 111 — Industrial Methods of Draping
2 credits; 4 lab hours
Students learn the basic draping methods of developing production patterns for the garment industry.

PM 121 — Patternmaking I: Misses' and Women's Wear
2 credits; 4 lab hours
Development of basic body slopers using standard specification measurements. Collars and basic sleeve shapes, as well as paper patterns and a final fabric sample, are made. Students learn the importance of fit and balance when creating a high-quality production pattern. Specifications are discussed in relation to both pattern development and finished garment measurements.

PM 122 — Patternmaking II: Misses' and Women's Wear
2 credits; 4 lab hours
Students use basic slopers to develop additional patterns for style variations. Patterns are developed for bodice, torso, sleeves and skirt slopers. Pattern corrections are made according to fit, balance, and specification measurements. Final patterns and fabric samples acceptable for mass production are created.

PM 171 — Pattern Grading: Misses' and Women's Wear
2 credits; 4 lab hours
Introduction to manual pattern grading and marker-layout techniques. The students learn how to apply grade measurements proportionally to all the pieces within a pattern. The importance of accurate measurement specifications and their effect on the finished product are emphasized. Marker-layouts for samples, costing and mass production are developed.
Prerequisite(s): PM 121 or approval from program coordinator.

PM 221 — Computerized Production Patternmaking
2 credits; 4 lab hours
Students learn to use the computer as a tool for production patternmaking and other apparel industry applications. Includes knowledge of hardware, software, and system programming on the Gerber Accumark system to produce a sample production pattern.

PM 231 — Patternmaking: Misses' and Women's Wear
2 credits; 4 lab hours
Advanced study of misses' and women's daytime dresses. Different dresses are drafted.
Prerequisite(s): PM 122.

PM 233 — Patternmaking: Misses' Sportswear
2 credits; 4 lab hours
Students learn the necessary details involved in developing linings, facings, fusibles, stays, and stampers for both tops and bottoms. Pant and jacket slopers are created, with a strong emphasis on fit. Multiple construction techniques are discussed. A final fabric sample is developed with all the specification measurements and construction details necessary for manufacturing.
Prerequisite(s): PM 121.

PM 234 — Patternmaking: Misses' Sportswear
2 credits; 4 lab hours
Further study of patternmaking for casual sportswear.
Prerequisite(s): PM 233.

PM 236 — Patternmaking: Coats and Suits I
2 credits; 4 lab hours
Students learn patternmaking for all types of coats and suits.

PM 237 — Patternmaking: Coats and Suits II
2 credits; 4 lab hours
Continuation of PM 236, with special emphasis on a variety of coats.

PM 238 — Production Pattern Development for Women's Plus-Sizes

2 credits; 4 lab hours

Students are introduced to the full size figure by analyzing the actual body, garment and production specification measurements. By using the most current data developed in industry for the large size body, students gain a better understanding of the important areas of the body that present a challenge when developing styles.

Prerequisite(s): PM 121 and PM 122.

PM 241 — Patternmaking: Children's Wear I

2 credits; 4 lab hours

The fundamentals of basic flat patternmaking including industrial practices. Basic slopers and a variety of garments are developed for the toddler (2 to 4T), child (4 to 6X), and girl (7 to 14) size ranges.

PM 242 — Patternmaking: Children's Wear II

2 credits; 4 lab hours

Second level exploration of flat patternmaking including industrial practices. Students develop advanced garments for the toddler (2 to 4T), child (4 to 6X), and girl (7 to 14) size ranges. Prerequisite(s): PM 241.

PM 251 — Advanced Adobe Illustrator for Technical Design

2 credits; 4 lab hours

Students learn the fundamental and advanced techniques that are specific to Technical sketching and documentation using Adobe Illustrator software on computers. All aspects of drawing, working with images and garments are covered. Course assignments focus on creating precise and exact technical sketched garments with details and callouts using Adobe Illustrator software. Projects range from starting basic to intermediate/advanced techniques including rendering over croquis to creating flats and details. Focus is creating exact proportionate garments with stitching, trims and details and intricate details as callouts. Prerequisite(s): TC 111 or approval of chairperson.

PM 255 — Fit Analysis and Technical Documentation

2 credits; 4 lab hours

This course introduces the students to fitting tops, dresses, skirts, pants, and basic jackets on live, professional industry models. Proportions and balance are analyzed, and adjustments and corrections are made on the production pattern.

PM 263 — Patternmaking: Mark and Spread

2 credits; 4 lab hours

Exploration of marker making (using full-scale patterns and fabric spreading techniques), for the apparel industry. A focus on the effects of efficient marker making on product and garment costing. Covers efficient cutting of complex fabrics, patterns and sizes for mass production.

PM 264 — Patternmaking: Production and Cost

2 credits; 4 lab hours

Exploration of mass production methods used in the manufacture of garments. Examination and analysis of the principles of garment costing and the common problems encountered in quality control. Prerequisite(s): PM 121.

PM 271 — Pattern Grading: Misses' and Women's Wear

2 credits; 2 lecture and 2 lab hours
Further study of body and pattern measurements for the purpose of grading larger and smaller sizes.
Prerequisite(s): PM 122 and PM 171.

PM 273 — Computerized Pattern Grading and Marker Making

2 credits; 4 lab hours
Exploration on the use of computer grading to prepare markets and to grade patterns. System hardware capabilities are covered and basic computer skills are required.
Prerequisite(s): PM 122 and PM 171 or approval of chairperson.

PM 275 — Computerized Pattern Grading and Marker Making for Lectra

2 credits; 4 lab hours
Students use the latest software programs to grade production patterns and prepare markets. Focuses on digitization, plot, modification of patterns, manipulation of markers and management of file information. System hardware and software capabilities for apparel industry applications are emphasized.
Prerequisite(s): PM 122 and PM 171, or approval of chairperson.

PM 283 — Patternmaking for Knit Garments

2 credits; 2 lecture and 2 lab hours
This course explores various styling techniques for misses' and women's cut-and-sew knit sweaters, pants, dresses, and costumes. Students also learn appropriate methods for steaming, fitting, and finishing garments.