



PRESENTATION 1.
9TH CLASS,
BY MARIA PAPAMELETIOU
THEATRE COSTUME DESIGN
INTRODUCTION TO PATTERN-MAKING

**Spectacolo VET project EU,
Vocational Educational Training**

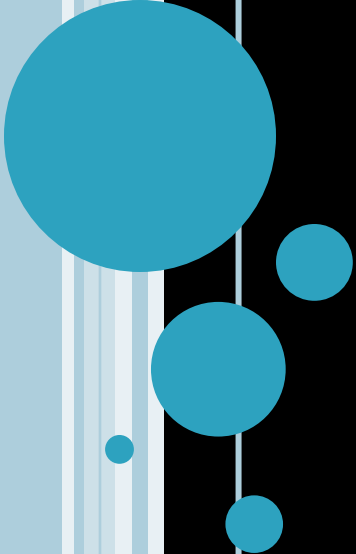
**Centre of Higher Education in Theatre Studies
Mika Panagou
Stage, costume, Interior Designer & Researcher**



WELCOME EVERYONE...

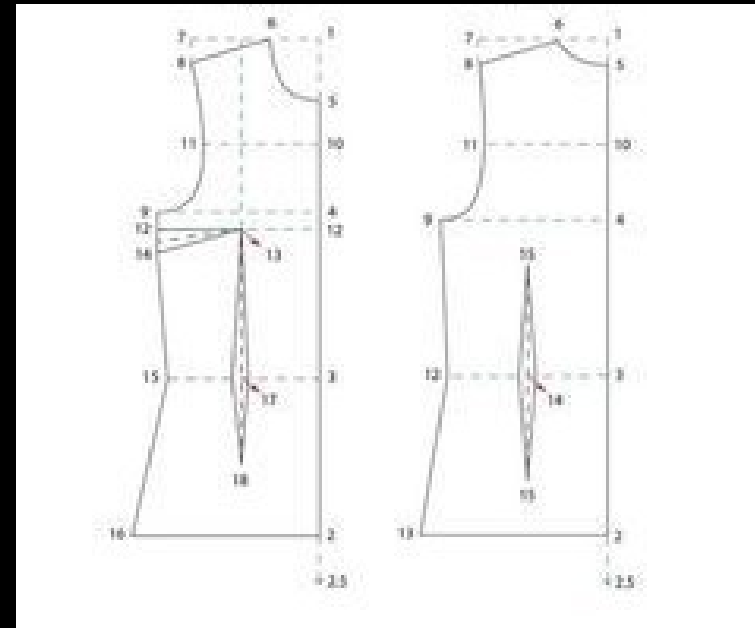
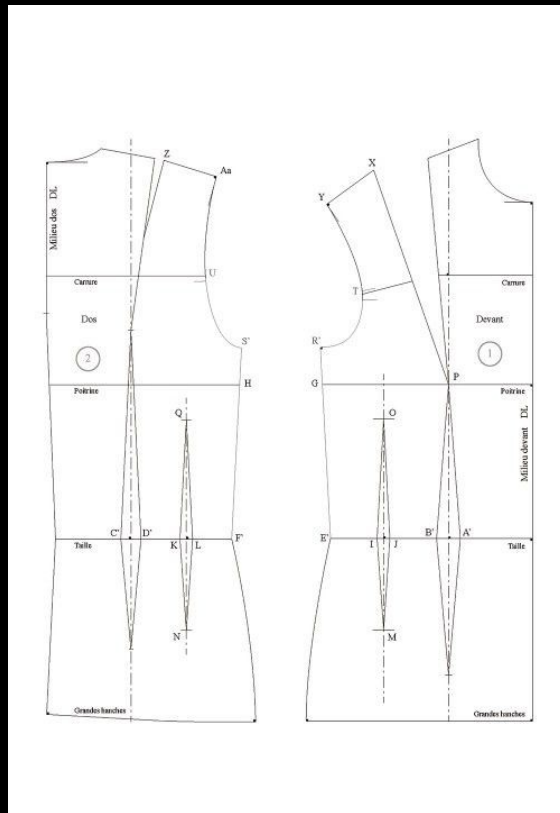
Introduction to pattern-making

**Takes notes and...
write down any questions
for the end...**



INTRODUCTION

This lesson will help you understand the methods of pattern making and the associated terminology through history of costume for Theater costumes



OBJECTIVES

- To understand the importance of pattern making
- To learn the terms used in pattern making
- To explore the different types of patterns making
- To understand the process of making a costume for Theater



PATTERN MAKING

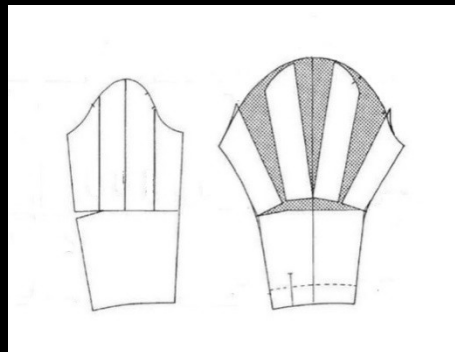
First, we have to understand

- What is pattern making?
- How can it be done?
- What is needed to Creating costumes for theater ?



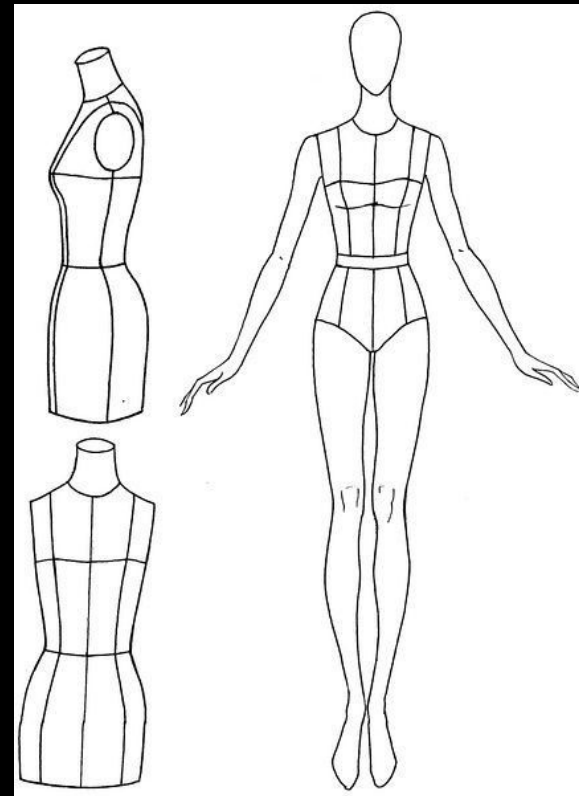
WHAT IS PATTERN MAKING?

Pattern making is a technique used to manipulate and shape a flat piece of fabric to fit the curves of the body.



WHAT IS PATTERN MAKING?

It involves creating pattern blocks using body measurements.
Pattern making bridges the gap between the design and the final product



WHAT IS PATTERN MAKING

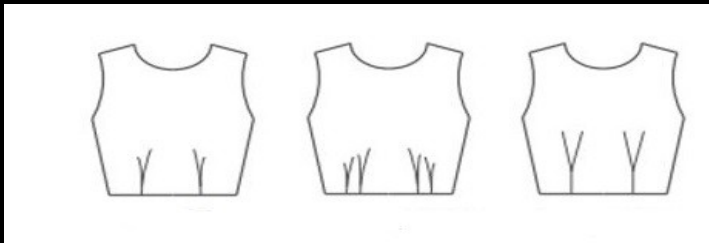
Essentially, it transforms a sketch into a garment through techniques, we can say that is an art.



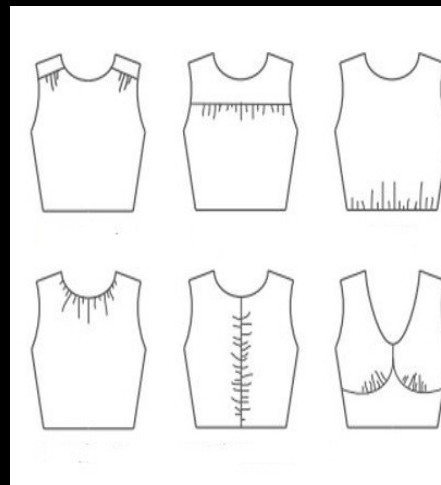
WHAT IS PATTERN MAKING?

A PATTERN IS FLAT (ONE-DIMENSIONAL), WHILE THE BODY HAS CURVES (THREE-DIMENSIONAL WITH HEIGHT, WIDTH, AND DEPTH). TECHNIQUES SUCH AS DARTS, GATHERS AND PLEATS ARE USED TO ACHIEVE THIS TRANSFORMATION.

darts



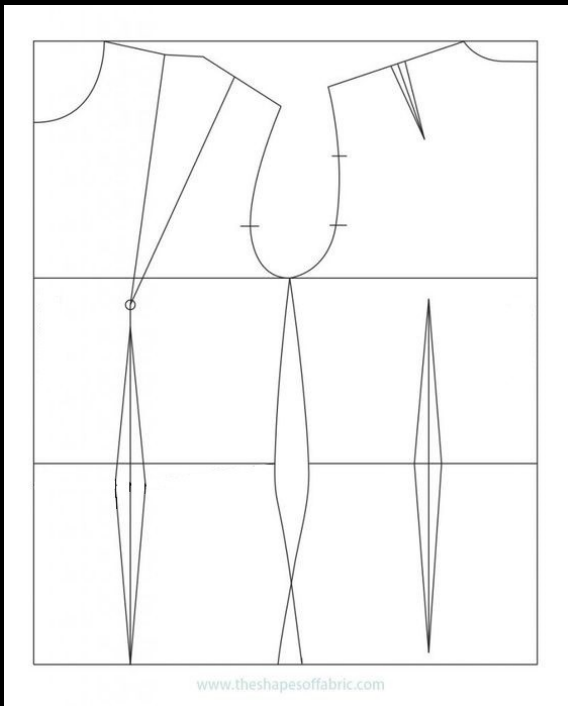
gathers and pleats



HOW CAN IT BE DONE?

PATTERN MAKING CAN BE DONE THROUGH METHODS AS

Drafting, flat patterns



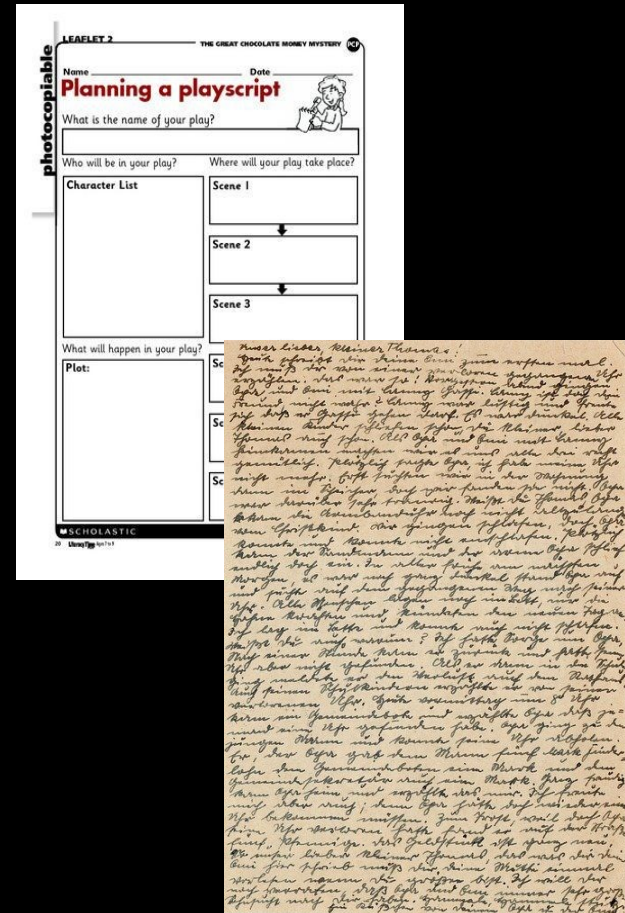
Draping



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

○ STEPS :

- 1. Script Analysis
- 2. Research
- 3. Design Concept
- 4. Budgeting and Planning
- 5. Pattern Making and Draping
- 6. Fabrication
- 7. Final Touches
- 8. Final Approval and Dress Rehearsals
- 9. Maintenance



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

○ 1. Script Analysis

- Read the Script: The costume designer reads the script multiple times to understand the characters, the setting, and the time period.
- Character Analysis: Analyze each character to understand their
 - personality,
 - status,
 - development throughout the play.

LEAFLET 2 THE GREAT CHOCOLATE MONKEY MYSTERY

Name _____ Date _____

Planning a playscript

What is the name of your play?


Who will be in your play? Where will your play take place?

Character List	Scene 1
	Scene 2
	Scene 3
	Scene 4
	Scene 5
	Scene 6

What will happen in your play?

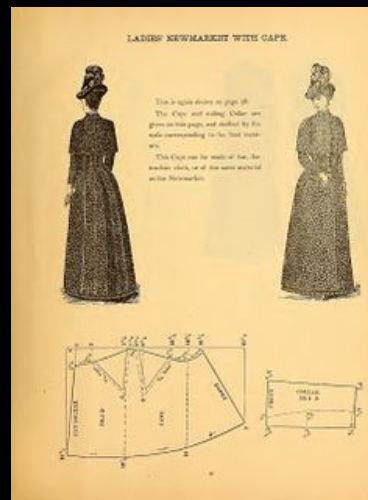
Plot:

SCHOLASTIC Online



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

- 2. Research
 - Historical and Cultural Research: Research the time period and cultural context of the play to ensure historical accuracy and cultural appropriateness.
 - Visual References: Gather visual references, including paintings, photographs, and fashion plates, that reflect the era and style of the costumes.



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

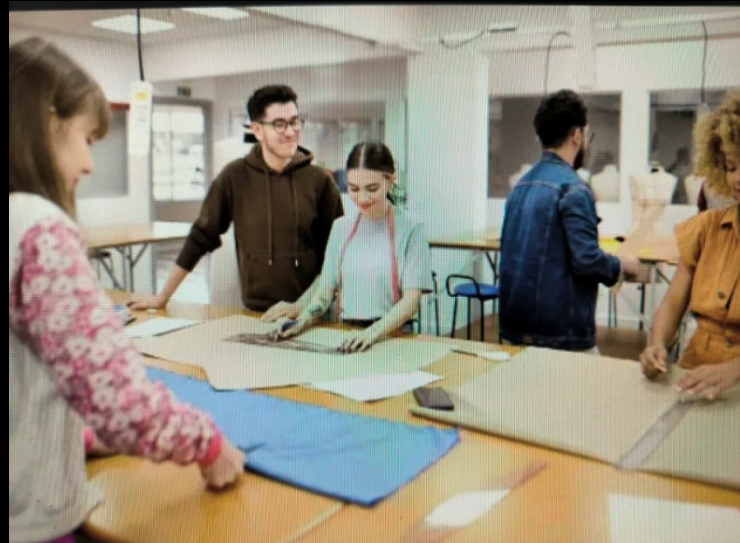
o 3. Design Concept

- Director Collaboration: Meet with the director to discuss the vision for the play and ensure the costumes align with the overall production design.
- Design Sketches: Create initial sketches or concept drawings for each character's costume.
- Color Palette: Develop a color palette that complements the set and lighting design.



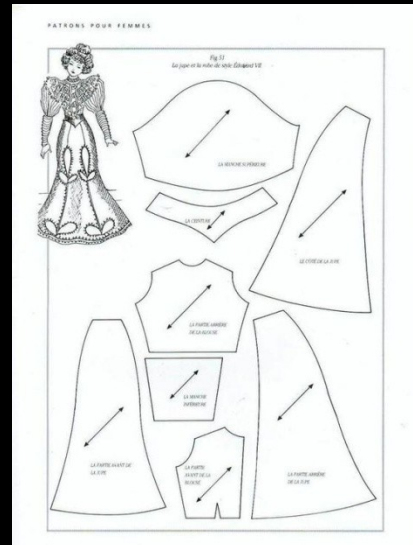
WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

- 4. Budgeting and Planning
 - Costume Plot: Create a costume plot that outlines each character's costumes for every scene.
 - Budget: Develop a budget for materials, labor, and any other expenses related to costume creation.
 - Material Sourcing: Identify and source fabrics and materials needed for the costumes.



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

- 5. Pattern Making and Draping
 - Measurements: Take detailed measurements of the actors.
 - Pattern Making: Draft patterns based on the design sketches and actors' measurements.
 - Draping: Drape fabric on a dress form to create the initial shapes and structures of the costumes.



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

- 6. Fabrication
 - Cutting: Cut the fabric according to the patterns.
 - Sewing: Sew the pieces together, paying attention to construction techniques and details.
 - Fittings: Conduct multiple fittings with the actors to ensure proper fit and make adjustments as needed



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

- 7. Final Touches
 - Details and Embellishments: Add details such as buttons, trims, lace, and other embellishments.
 - Distressing and Aging: If required, distress or age the costumes to give them a worn or lived-in look.
 - Accessories: Create or source accessories such as hats, shoes, jewelry, and props that complete the costume.



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

- 8. Final Approval and Dress Rehearsals
 - Final Fitting: Conduct a final fitting to ensure everything is perfect.
 - Dress Rehearsals: Observe the costumes during dress rehearsals to ensure they work well in the context of the performance and make any last-minute adjustments.
 - Adjustments: Make any necessary changes based on feedback from the dress rehearsals



WHAT IS NEEDED TO CREATING COSTUMES FOR THEATER ?

- 9. Maintenance
 - Care Instructions: Provide care instructions for the costumes to ensure they remain in good condition throughout the run of the production.
 - Repairs: Be prepared to make repairs or adjustments as needed during the performance run.

This process ensures that the costumes not only look good but also support the storytelling and help actors bring their characters to life.



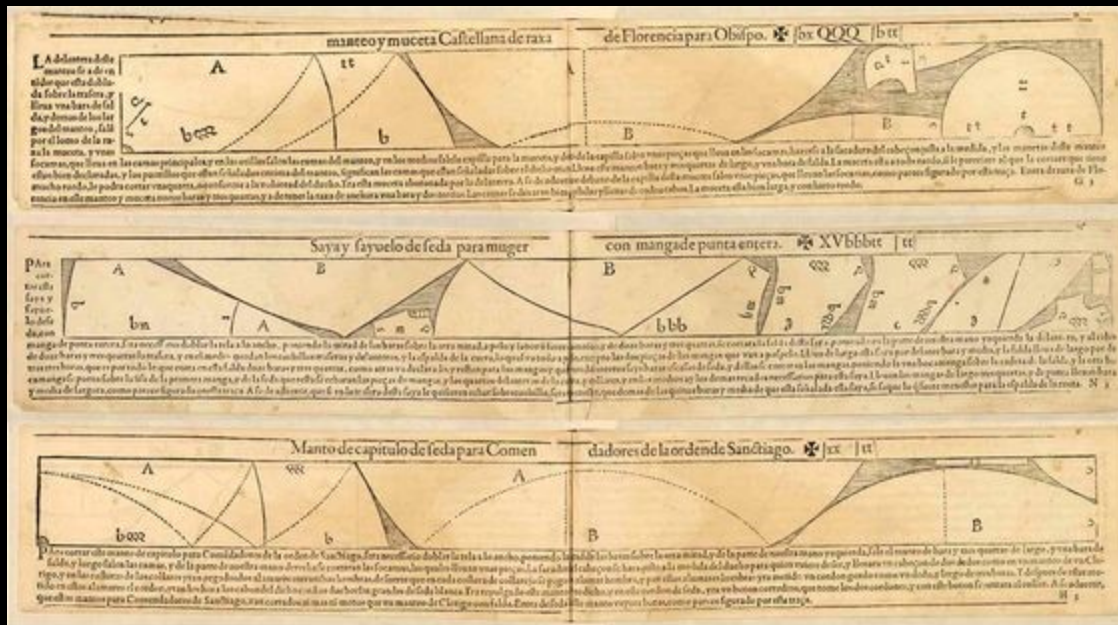
HISTORY OF PATTERN MAKING

For hundreds of years, the primary function of garments was to cover the body rather than fit it perfectly. From ancient Greece until the late medieval period, clothing was created from pieces of fabric draped in folds around the body. Due to the labor-intensive process of hand-weaving fabric, cutting it was not common.



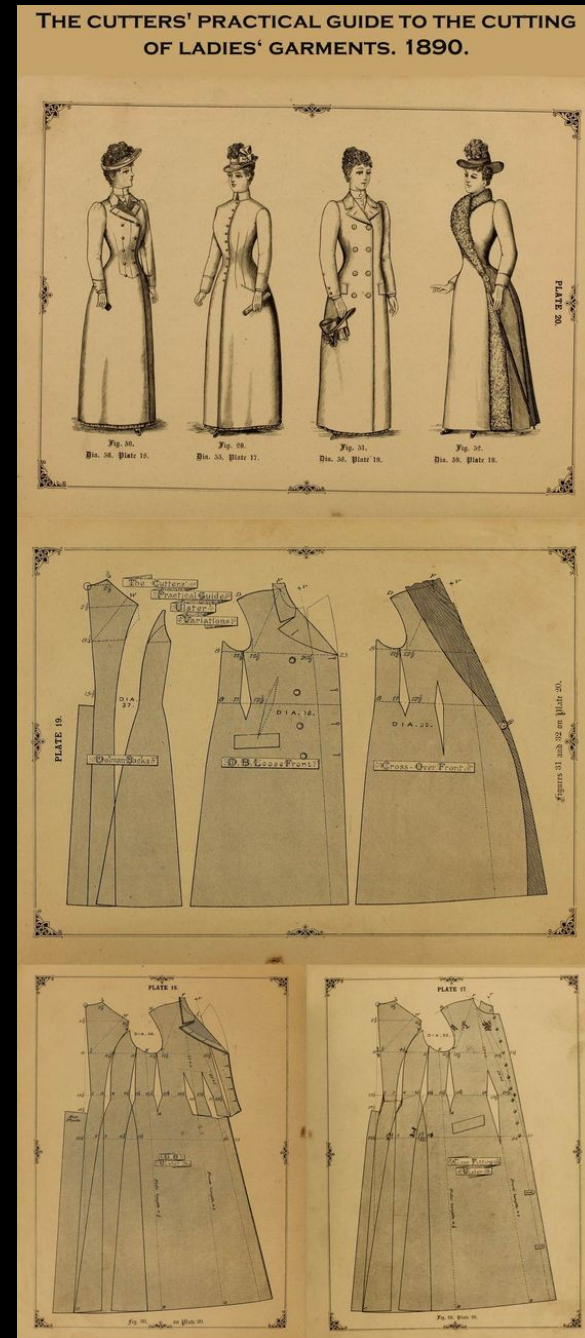
HISTORY OF PATTERN MAKING

- In the fifteenth century, the practice of cutting fabric to fit the body began, carried out by expert tailors and seamstresses. This process was time-consuming and expensive. The first known clothing patterns appeared in Spain – Juan de Alcega’s Libro de Geometric Practica y Traca in 1589



HISTORY OF PATTERN MAKING

- By the late 18th century, books for home dressmakers and full-size patterns began to appear in women's magazines and professional journals giving rise to the commercial pattern industry.
- The Industrial Revolution further commercialized garment making, with inventions like the sewing machine and advancements in the textile industry.
- The demand for standard-sized garments led to the development and essential use of patterns and pattern-making techniques.



PATTERN MAKING

A pattern is a shape of garment made on paper and it is used as a guide in dressmaking

Pattern making is the process of creating a blueprint of the garment

A pattern is a shape of garment made on paper and it is used as a guide in dressmaking

importance of pattern making

- Efficiency
- Design Translation
- Customization
- Quality Control
- Time-Saving
- Industry Standard
- Training and Skill Development

In summary, pattern making is vital for creating high-quality, well-fitted, and efficiently produced garments..



METHODS OF PATTERN MAKING & TYPE OF PATTERN

- DRAPING
- DRAFTING
- FLAT PATTERN MAKING



- Garment Deconstruction
- KNOCK -OFF
- Commercial pattern



STAGE OF PATTERN MAKING AND TYPES OF PATTERNS

- Sloper, blocks, foundation, or basic pattern:

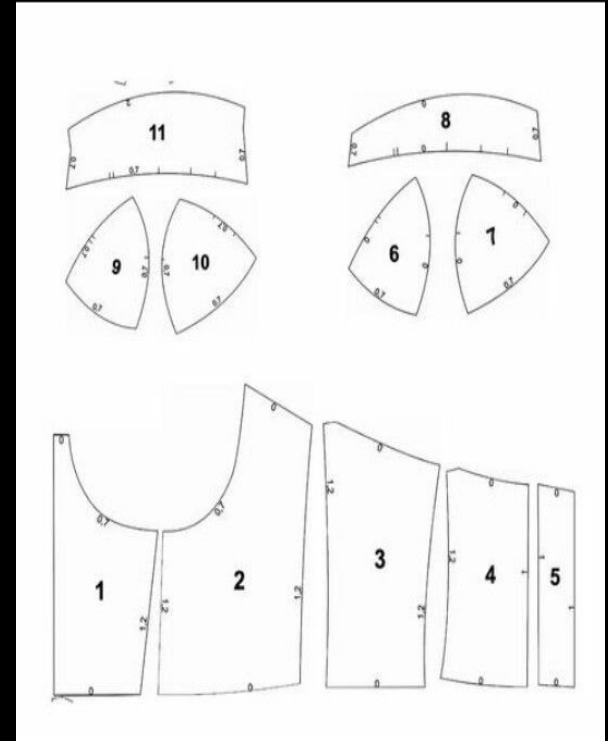
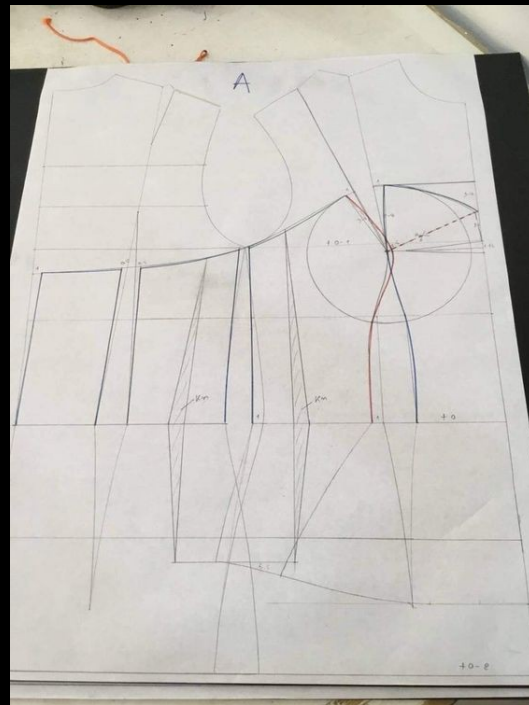
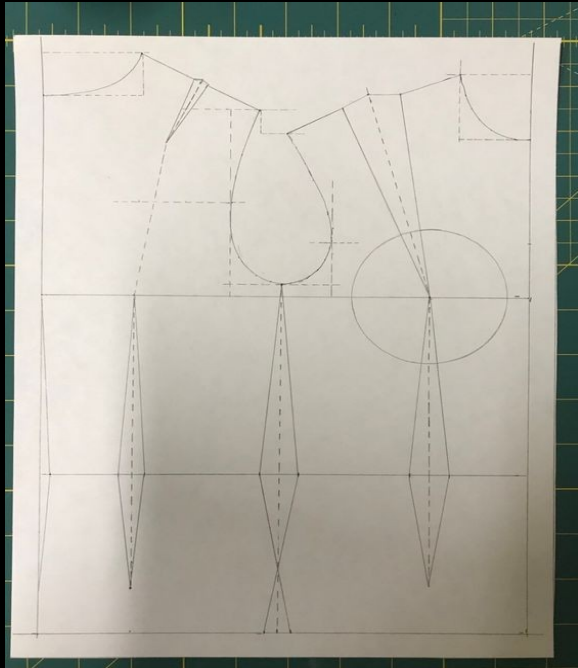
The first step is creating a body-fitting sloper or basic block without any seam allowances or details. This sloper serves as the foundation for all patterns and fits like a second skin with minimal wearing ease. It follows the natural lines of the figure.
- Working pattern

Is the second stage, is the stage where the changes are made for the design, seam allowance and wearing ease are added.
- Final Pattern

The final pattern must include all the information necessary for cutting and sewing.



STAGE OF PATTERN MAKING & TYPES OF PATTERNS



STAGE OF PATTERN MAKING & TYPES OF PATTERNS

- The final pattern must include all the information necessary for cutting and sewing.
- The final pattern should have the following aspects:
 - Every pattern piece for the garment
 - All necessary cutting and sewing information
 - Easy-to-understand markings.



STAGE OF PATTERN MAKING & TYPES OF PATTERNS

○ Pattern Information:

- Centre front and center back line
- Name of each piece (labeled)
- The Number of pieces to be cut
- Fold line
- Seam allowances
- Balance marks (to make sure that the pattern are going sewn to correct).



STAGE OF PATTERN MAKING & TYPES OF PATTERNS

- Pattern Information:

- Construction Lines

- 1.Darts

- 2.Buttonholes

- 3.Pocket placement

- 4.Tucks

- 5.Pleat lines

6. Decorative stich line



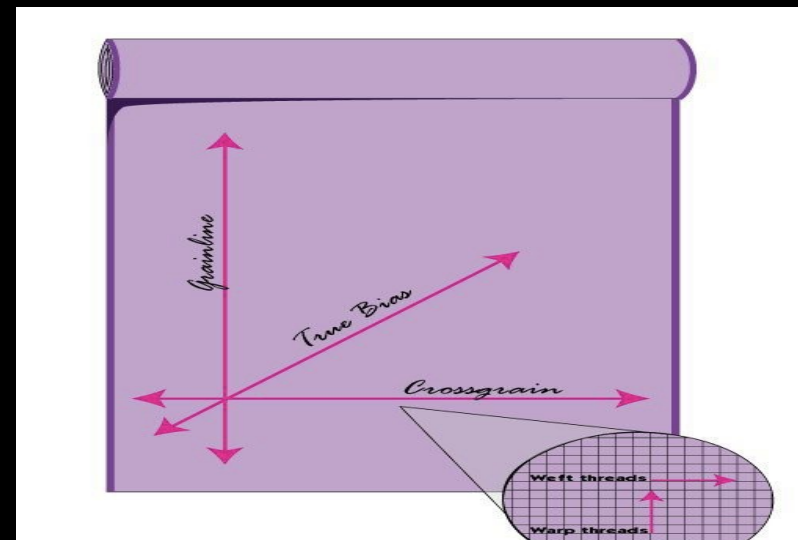
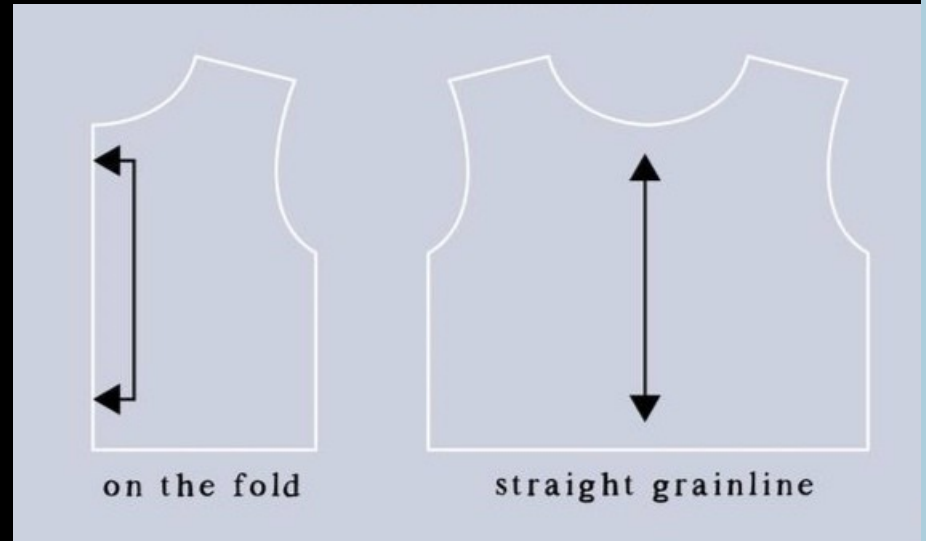
STAGE OF PATTERN MAKING & TYPES OF PATTERNS

- Pattern Information:
 - Grain Lines: Indicate how the pattern should align with the lengthwise grain of the fabric – parallel to the selvedge edge.
 - Grain line arrows
 - i. An arrow on top and bottom indicating can be placed in either direction.
 - ii. An arrow on the top or the bottom indicates that can be placed in one direction only .
 - Direction of Grain lines
 - Straight lines are parallel to center to cut on straight grain
 - Cross line are drawn at right angles to center for cut on crosswise grain
 - Bias lines at drawn at an angle to center (45 degree) for cut on the bias



STAGE OF PATTERN MAKING & TYPES OF PATTERNS

Direction of Grain lines



STAGE OF PATTERN MAKING AND TYPES OF PATTERNS

- Pattern Information:
 - Pattern size or other relevant details (e.g., character name)
 - Right side up for asymmetrical garment



DRAPING

This is a three-dimensional method wherein the fabric is draped directly on a dress form based on a flat sketch. It is expensive and time consuming than flat pattern making. This method involves creating a basic bodice, skirt, or dress directly on a dress form.

It made on a stand or a human body. Once draped, the fabric is transferred to paper to create the final pa



DRAPING

Advantages

- Visualization because allows designers to see the 3D form of the garment.
- Creativity facilitates creative and experimental designs.
- Precision helps achieve a perfect fit and detailed adjustments.

Disadvantages

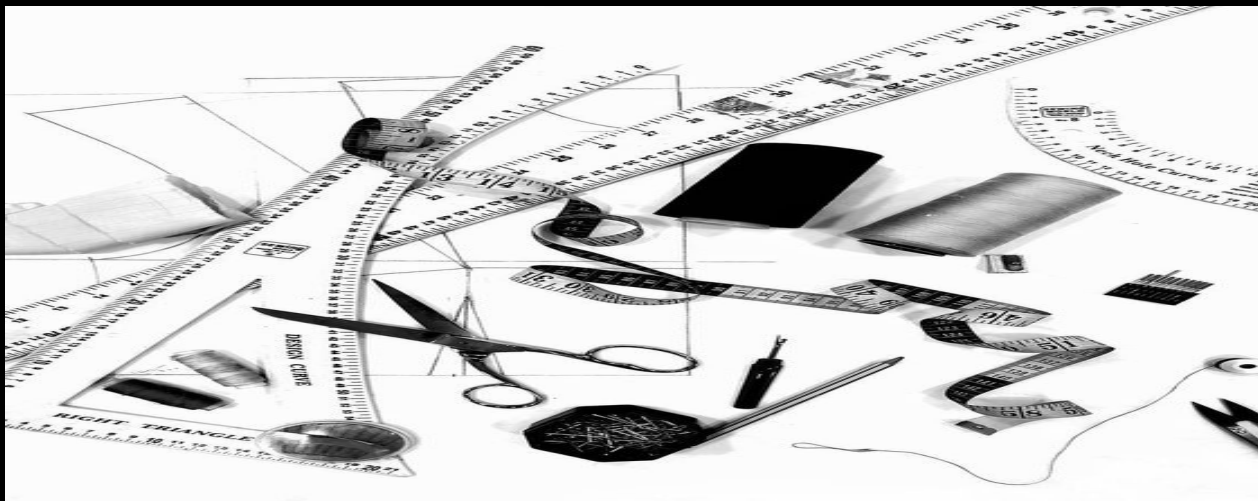
- Time-Consuming can be more time-intensive than flat pattern making.
- Skill Level requires a good understanding of fabric behavior and draping techniques.
- o Resource Intensive, require more fabric



DRAPING

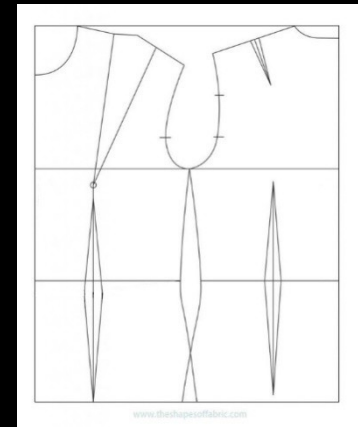
Tools and Materials for Draping

- Dress Form, human body or stand is essential for shaping the fabric.
- Pins and Needles to hold the fabric in place.
- Fabric Scissors for cutting fabric.
- Marking Tools that can be a chalk, fabric markers, or pencils for marking seam lines and details.
- Fabric usually is a cheap fabric used for draping.
- Measuring Tape to ensure accurate measurements.



DRAFTING

- Pattern drafting is the technique used to create basic blocks by taking measurements from sizing systems, a person, form, or model then transferring it onto paper by using tools such as ruler, scissors, tape measure, tracing wheel, etc .This process forms a foundation pattern used as the basis for design
- Block patterns or full sloper includes:
 - Front and back bodice block
 - Front and back skirt block
 - Sleeve block
 - Pants block (in some cases)



A basic sloper has no seam allowances, which facilitates its manipulations to various styles. It has no design interest, only construction lines are marked on it



DRAFTING

Characteristics of a Sloper:

- No Seam Allowances
- No Design Interest
- Versatility

Measurements for chest, waist, hip, and ease allowances are marked on paper, and construction lines are drawn to complete the pattern.

Drafting includes minimum wearing ease but no design ease or seam allowance details.

Drafting involves the following steps:

- Measurement.
- Pattern drawing.
- Pattern set creation.



DRAFTING

Advantages

- Increases Confidence and Skills
- Fabric Economy
- Creativity
- Reusable Patterns
- Ensures a Good

Disadvantages

- Time-Consuming
- High Costs
- Technical Difficulty



DRAFTING

Necessary tools include:

- Scales
- L-scales
- French curve
- Pencil
- Paper
- Scissors



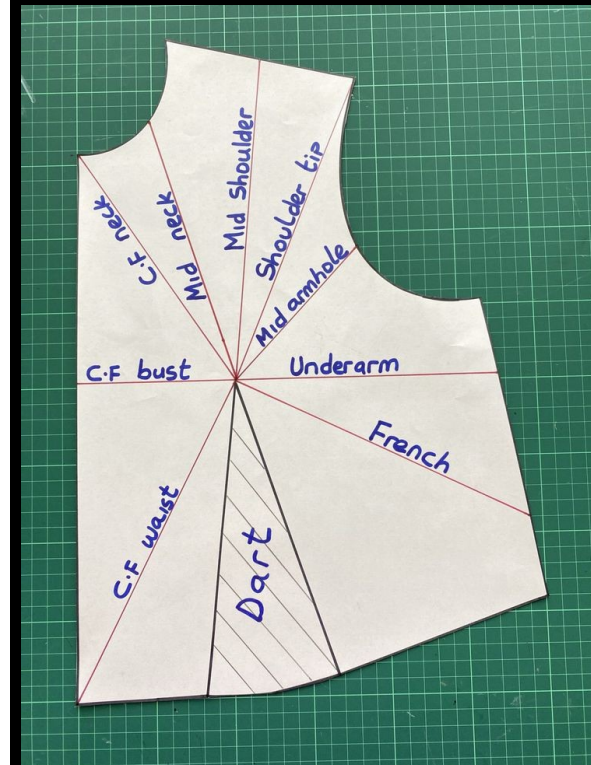
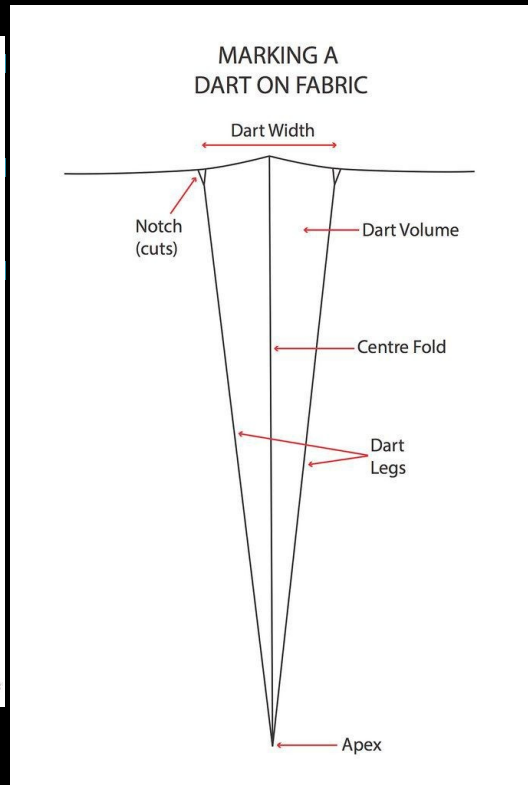
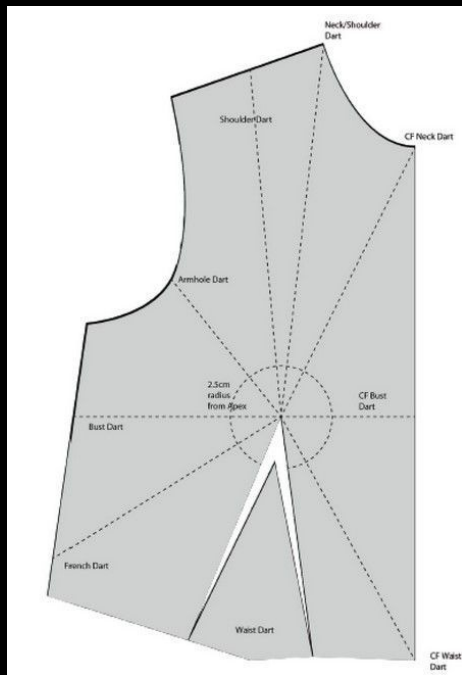
FLAT PATTERN MAKING

- Flat Pattern Making is the process by which a block or sloper is developed on a flat surface into a sewing pattern . This technique allows designers to take a basic block or sloper, which they may have drafted themselves or sourced from a commercial sewing pattern, and develop it further into more detailed and personalized designs.
- Starting point for flat pattern designing is the sloper
- This method is instrumental in enabling designers to expand their creative capabilities and produce a wide variety of garment styles efficiently.



FLAT PATTERN MAKING

- Pattern manipulation is achieved through techniques to alter its shape are:



COMMERCIAL PATTERN

Commercial patterns are full-scale tissue paper clothing patterns used by the home-sewer to create garments and accessories issued in the States as early as 1854. Originally full-scale patterns were included as supplements in fashion periodicals .

- Some popular trade names for commercial patterns are;
- Simplicity
- Butterick
- Style
- McCalls
- Vogue
- Easy
- Burda

2360 Women's and Misses' Work Garment. 18 Pieces

A one-piece garment suitable for various types of war work and other activities, designed on practical comfortable lines. Note the large utility pocket. Concealed drop seat. View B, a one-piece sleeveless coverall perfect for your outdoor life.

SIZE	BUST	VIEW A		VIEW A-1		VIEW B*		Width at Bottom of Each Leg
		All Fabrics	Without Nap	All Fabrics	Without Nap	All Fabrics	Without Nap	
		35"	39" 54"	35" 39"	54"	35"	39" 54"	
Small	34-36	4 1/4	4 1/4 3	5	4 1/4	3 1/4	4 1/4 3 1/4	19"
Medium	38-40	5 1/4	4 1/4 3 1/2	5 1/2	5 1/4	3 1/2	4 1/4 3 1/2	20 1/2"
Large	42-44	5 1/4	5 1/4 3 1/2	6 1/4	5 1/2	3 3/4	4 1/4 3 1/2	22"
Extra Large	46-48	6 1/4	5 1/4 3 1/2	6 1/2	6	4 1/4	5 1/2 3 1/2	23 1/4"

*Note: Allow 1/4 Yard Extra Fabric for Matching Large Checks.

NOTIONS NEEDED—1/2 Yard 35 Inch Suitable Fabric for Pocket Sections and Shoulder Pads in Napped Fabrics, or, 3/8 Yard for Pocket Sections in Other Fabrics. All Views, 2 Large Buttons, Views A and B, 11 Small Buttons, View A-1, 13 Small Buttons.

WOMEN'S AND MISSES' MEASUREMENTS

Size	Small	Medium	Large	Extra Large	
Bust	34-36	38-40	42-44	46-48	Ins.
Waist	28-30	32-34	36-38	40-42	Ins.
Hip	37-39	41-43	45-47 1/2	50-53	Ins.
Finished length at side of slacks from top of belt including 2 inch turn-up	45	45 1/2	46	46 1/2	Ins.

THE BUTTERICK COMPANY, INC.
 NEW YORK • LONDON • TORONTO • SYDNEY
 Printed in U. S. A.

COMMERCIAL PATTERN

Advantages

- It saves time and energy.
- Patterns are available in different figures.
- Good patterns are accurate and therefore good fitting is likely to be achieved.
- If the instructions are carefully followed, a satisfactory garment can be made
- Pattern can be used by inexperienced dressmaker.

Disadvantages

- They are expensive
- Not available
- You may not get your desired style



KNOCK -OFF

Taking Patterns from Existing Garment (Knock-Off)

The basic principle behind knocking off a pattern is simple. Place the clothing you on top of a piece of paper. Trace the seams by poking pinholes around the edge of that piece. The pinholes will mark the paper. This method involves taking a pattern from an existing garment

Same link to see the process

- <https://www.allfreesewing.com/Basics-and-Tutorials/How-to-Make-a-Pattern-From-a-Garment-You-Love>
- <https://www.craftsy.com/post/make-pattern-from-clothing/>



TAKING PATTERNS FROM EXISTING GARMENT (KNOCK-OFF)

Advantages

- It is inexpensive compared to pattern making.
- The right style is obtained.
- It saves time.
- It is economical.
- Old garments are not wasted.

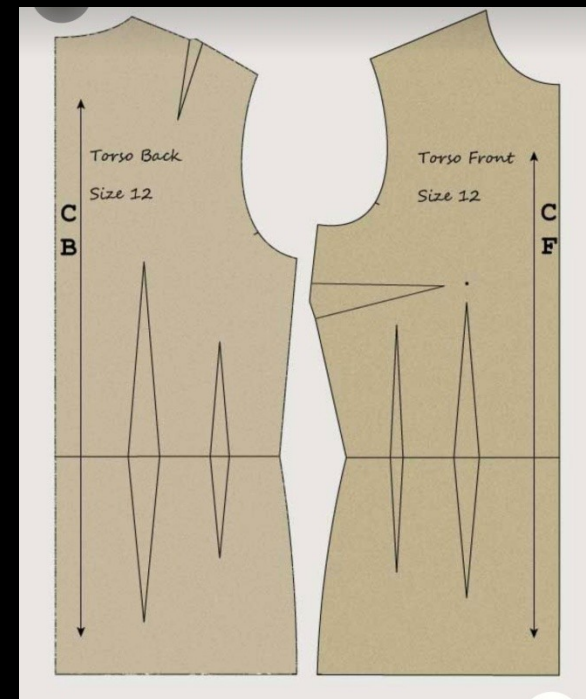
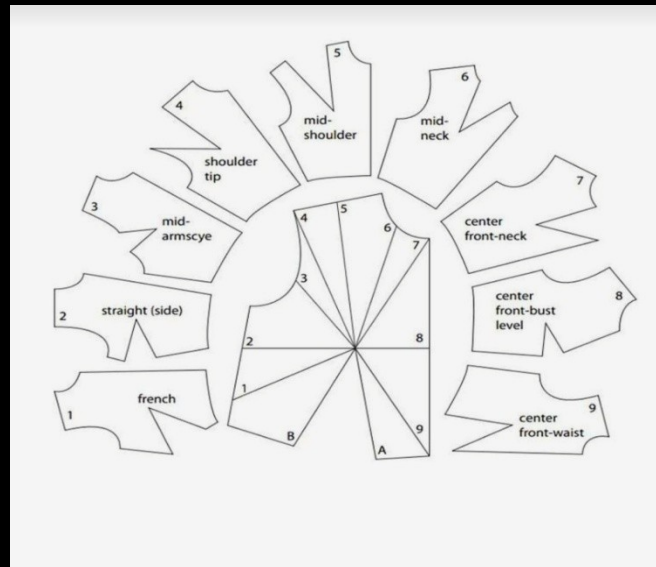
Disadvantages

- The unpicked dress can be spoiled.
- Pieces of the original or existing garment can be misplaced.
- It is sometimes difficult to reassemble the parts to achieve the desired style.



HOW CAN BE DRAFTED A SLOPE

- In next lesson we will see how can be created a full set step by step from measurements to slope
- How can Pattern manipulation is achieved
- How a can be done a pattern grading
- Meanwhile here same link to have an idea
 - https://www.youtube.com/watch?v=HTAf9x_D818&t=12s
 - <https://www.youtube.com/watch?v=xR-59vVNaxU>



GOLASSARY OF BASIC TERMS

GENERAL TERMS

- **Pattern:** A template from which parts of a garment are traced onto fabric before being cut out and assembled.
- **Drafting:** The process of creating a pattern by drawing it on paper or digitally, often using specific measurements.
- **Sloper (or Block):** A basic pattern used as a starting point for creating more complex designs, typically without seam allowances.
- **Muslin:** A test garment made from inexpensive fabric to check the fit and design before cutting the final fabric.



PATTERN PIECES

- **Bodice:** The upper part of a garment, covering the chest and back.
- **Yoke:** A fitted part of a garment, often at the shoulders or hips, from which the rest of the garment hangs.
- **Sleeve:** The part of a garment that covers the arm.
- **Skirt:** The part of a garment that hangs from the waist and covers the lower body.
- **Facing:** A piece of fabric sewn on the inside edge of a garment to finish the edge and provide structure.
- **Dart:** A tapered fold sewn into fabric to provide shape to a garment, commonly used at the bust, waist, and hips.



CONSTRUCTION ELEMENTS

- **Seam:** The line where two pieces of fabric are sewn together.
- **Seam Allowance:** The area between the stitching line and the raw edge of the fabric.
- **Grain-line:** The direction of the threads in woven fabric, which runs parallel to the selvage.
- **Selvage (or Selvedge):** The finished edge of the fabric that prevents it from fraying.
- **Notch:** A small cut or mark on the edge of a pattern piece to ensure accurate matching of seams or edges.
- **Ease:** The amount of extra fabric allowed in a garment for movement and comfort.
- **Gather:** A technique where fabric is bunched together along a seam line to create fullness.



TOOLS

- Pattern Paper: Special paper used for drafting patterns, often with markings for measurement.
- French Curve: A curved template used to draw smooth, curved lines, such as armholes or necklines.
- Ruler: A straight measuring tool, often with both inches and centimeters, used to draft and measure straight lines.
- Tracing Wheel: A tool with a wheel that transfers pattern markings onto fabric or paper by tracing along lines.
- Tape Measure: A flexible ruler used to take body measurements and measure fabric.



TECHNIQUES

- Trueing: The process of checking and correcting pattern lines to ensure smooth transitions and accurate fit.
- Grading: The process of creating different sizes of a pattern from a base size.
- Draping: The technique of pinning fabric directly onto a dress form to create a pattern.
- Flat Pattern Making: The method of creating patterns on a flat surface using measurements and geometric shapes.
- Pivot and Slide: A pattern alteration method used to adjust fit by rotating or shifting parts of the pattern.



THANK YOU FOR YOU ATTENTION

