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## Foreword

When you open the book, you will find the original study computer clothing proofing, did we imagine the difficulties. When you receive the book, which is accompanied by a CD-ROM and a self-learning CD-ROM, along with self-learning CD operation off now, you can easily get started right away.

## ProDocad

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Direct input data, drawn piece.

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Using functional size of the table, the size of the version of the child into the drawing, piece automatic Grading.

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## ProMark

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# ProDocad Screen

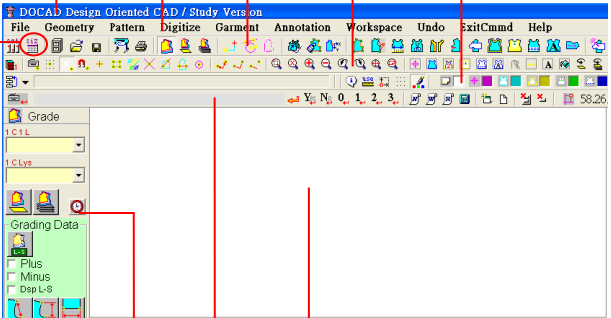
Title Bar

Text Menu

Button Menu

Parameters Area

Message Area



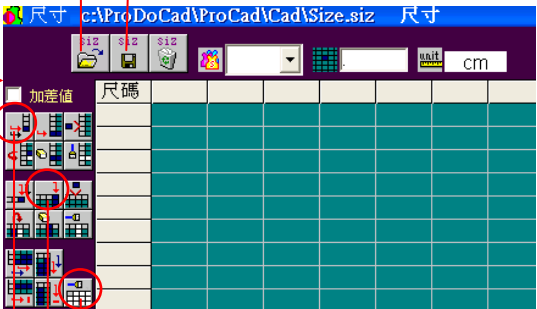
Command Form

Input Area

Drawing Area

Load Size

Save Size



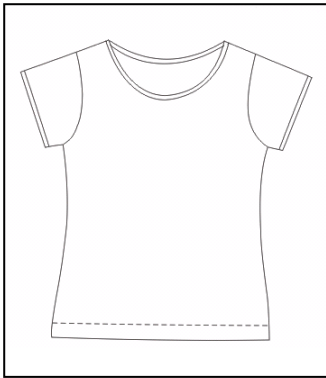
Delete All

Add Size names & values (ex:L 56.58.60)

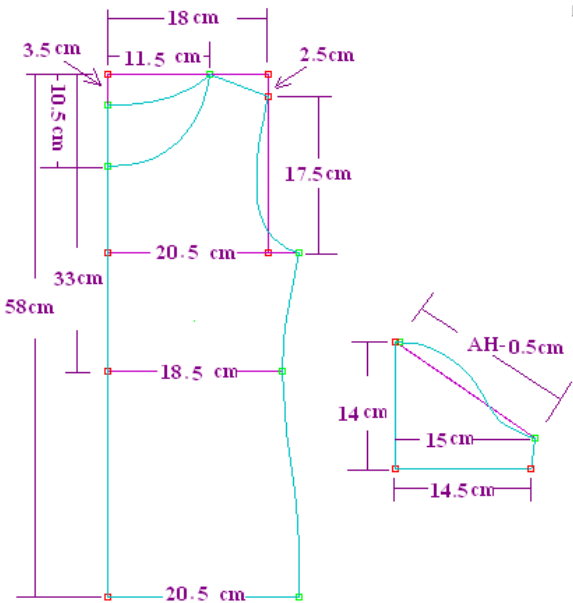
Continuous Add Code (ex:S .M. L)

# T-shirt (Input number drawing)

## Clothes picture



## Pattern Making



## Reference Example

C:\ProDoCad\ProCad\Education\T-shirt(n).GHS

## 一、Establishing Size Table



Size file:T-shirt(n).SIZ Current code :M

Unit :CM

Code								
M								

## 二、Back Piece

Main function :



(Geometry Circle)

Snap : (Auto Snap)

### Note !!

When locking the anchor point, the first area to enlarge and then draw close to the anchor point, when the cursor becomes , said that it has to find the right Positioning mode .



A to B =Length



1. Click Point randomly
2. Click to down
3. Input length 58↵

A to C=Neck Width



1. Click (A)  
Click to tight
2. . Input length 11.5↵

A to D= Should Width

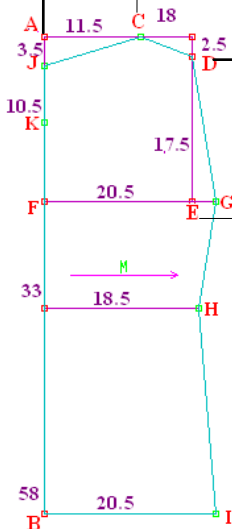


1. Click (A)  
Click to tight down
2. Input length  
X=18 ↵  
Y=2.5↵

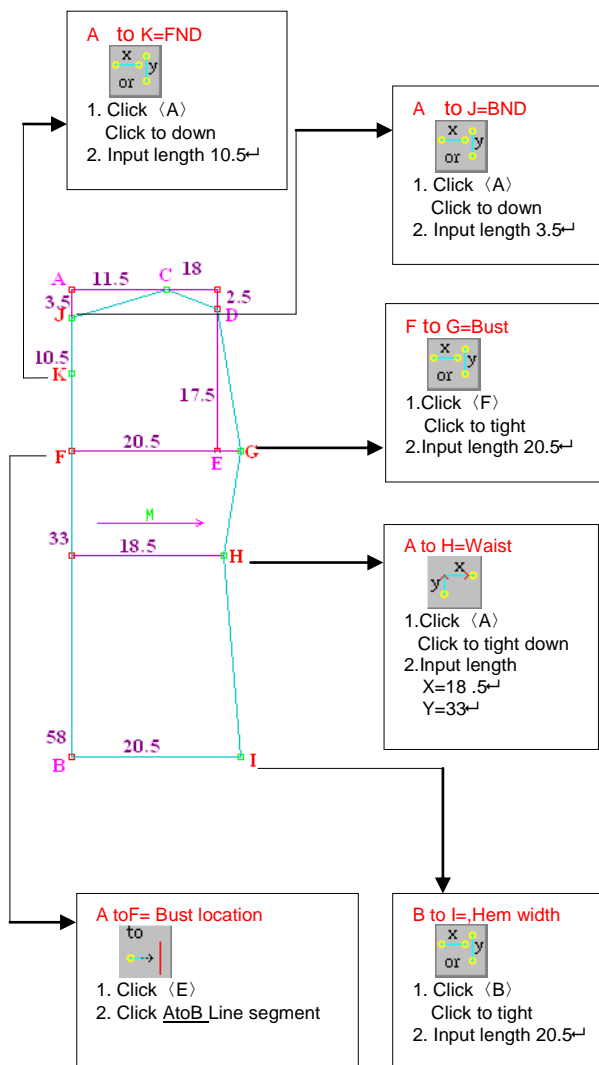
D to E=Armpit Location





1. Click (D)  
Click to down;
2. Input length 17.5↵



Main function :  (Geometry Circle) , Snap :  (Auto Snap)





Connecting the control point,  
complete Back Piece.

Positioning mode the ,  
changed to , more accurately  
find the right anchor point. ◦



Successively click.  
The back piece is finished.

Main function :  ( Geometry Circle ), Snap :  (Point)

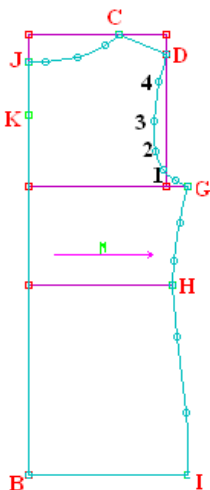


1.Click (I), (B), (J), (C), (D), (G), (H)



2.Click 

Back Piece modify.

Main function :  (Modify) , Snap :  (Free)



Modify the AH curve shape.

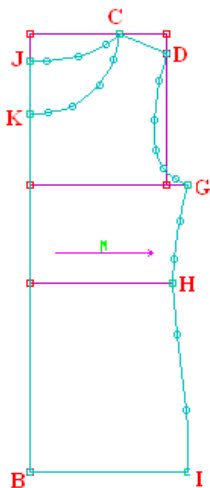
1. Select Piece: Back Piece
2.  (Insert Ctrl Pt)  
Insert ctrl. Pt. between (D) and (G)  
Appears (1)  
Insert ctrl. Pt. between (D) and (1)  
Appears (2)  
Insert ctrl. Pt. between (D) and (2)  
Appears (3) ....
3.  ( Move Ctrl Pt.)  
Move vertex points(1.2.3.4.) to  
modify the curve shape.
4. In the same way  
Insert ctrl. Pt. between (CJ Line  
GH Line. HI Line )

### 三、Front Piece

After completing Back Piece, you can start Frnt Piece.

T-Shirt Frnt and Back Pieces only Neckline is not the same, so you can copy a Back Piece to as Frnt Piece.

The use Move Ctrl Pt Front Neck Back Neck modify it.



#### Select Piece tips:


When pattern overlap be together again, to select one of a pattern, you must click on the line without overlap. For example: Neckline



Main function:  (Translation)

Snap:  ( Point)

1. Select Piece: Back Piece

 (Copy)

Snap the previous position. <B>

Snap the new position <B>

The two piece overlapped.



Main function :  (Modify)

Snap:  ( Point)

1. Select Piece: Back Piece

 (Move Ctrl Pts)

Select 1st Corner Pt: <C>

Select 2nd Corner Pt: <B>

Select Ctrl Pt: <J>

Move to New Position: <K>



Main function:  (Modify)

Snap:  ( Free)

1. Select Piece: Front Piece

 ( Move Ctrl Pt.)

Modify the Front collar ..

## 四、Sleeve

☆☆☆

First measure the pattern of armhole, again drawing sleeves

All values measured in  (Grade Menu), will only displayed, not saved.

### Viewing armhole size

Main function :  (Grade) , Snap :  (Free)

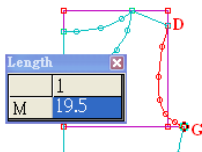


(Interval of 2Pts)

1. Click <D>, <G>

AH=19.5

In the same way  
View collat size and marked.



Main function :  (Geometry Circle) , Snap :  (Auto Snap)

L to M=Sleeve Length




1. Click <L>  
Click to down
2. Input length 14


O=Sleeve width

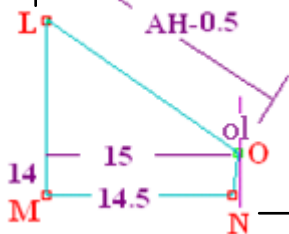


(CpyParaDist)

1. Click LM Line  
Click to tight;
2. Input length 15↵  
appears  Line



1. Click <L> ,Click  Line
2. Input length =19(AH-0.5)

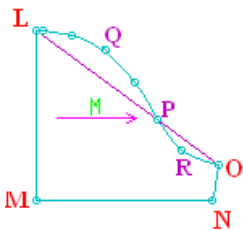


M to N=Sleeves opening



1. Click <M>  
Click to tight
2. Input length =14.5↵





**The Sleeves is finished.**

Main function :  ( Geometry Circle)

Snap :  ( Point)




1. Successively Click <N> <M> <L> <O>

2. Click 

**Modify the Sleeves curve shape**


Main function :  (Modify) Snap:  (Free)

 ( Move Ctrl Pt.)

Insert ctrl. Pt. between <L> <O>; <P> appears.

Insert ctrl. Pt. between <L> <P>; <Q> appears.

Insert ctrl. Pt. between <P> <O>; <R> appears.

 ( Move Ctrl Pt.)

Move vertex points to modify the curve shape.

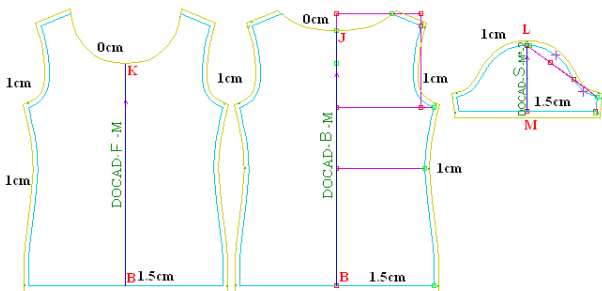
**Check if the Sleeves and AH curve shape is matched**

Main function:  ( Measure) , Snap:  ( Free)

 (Fix Itv(MoveY))

1. Click <L>, <O>

Input length =19.5 (View AH size)



#### 四、Complete production pattern

Snap :  ( Free)

Main function:  (Cut)



(Mirror Connect)

1. Select piece: Sleeve
2. Click <L>, <M>

Note: Same way


(click front <K>, <B> click Back <J>, <B> )

Seam

Main function :  (Seam)

1. Select piece: Sleeves
- 2..Default Value⇒Input:1
- 3.Chang Value⇒ Click Sleeve opening  
Input seam value: 1(in)



4.  (Edge of Hem)

Select corner points: Sleeve opening  
Then, choose "0" for symmetry.

- 5.Finish seam. Are you satisfied? (Y)


Note: Same way the front and Back piece is finished

Grain

Main function:  (Grain)

Grain by Angle⇒ 0.All Pattern,  
Inpugle of Grain:90  
Grain Length: 1. 2/3

Context

Main function:  (Context)

- 1.Style Name⇒DOCAD
2. Select piece: Sleeves  
Pcs Name⇒SL Quantity⇒-2

Note: Same way the front and Back piece is finished


Context can be used Show Pcs

Textd,direct Inpugle of Style Name、

Select piece、 Quantity and Annotation。




## Notch

Main function :  (Notch)

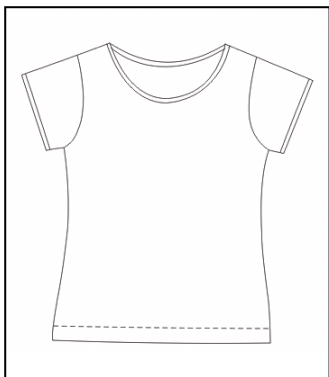
shape:  Length:  0.25

1.  Along Curve: Pattern along the periphery

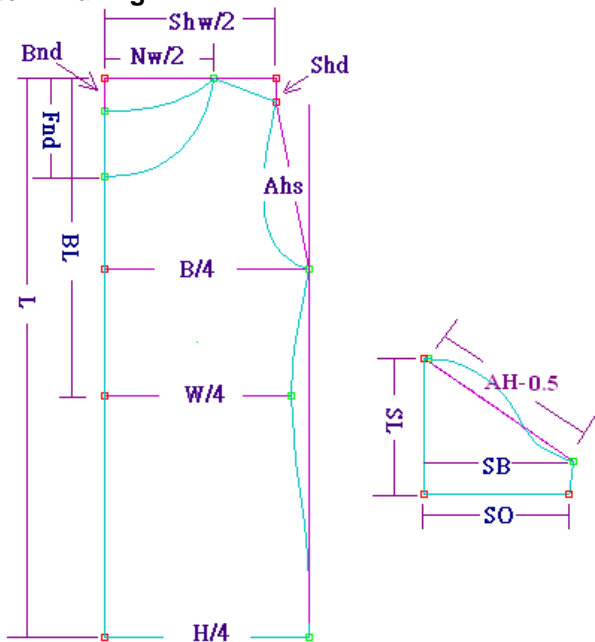
2.  Snap Pos:  
ex: Select piece: Sleeves <L> <M>

# T-Shirt (Grading by Size formula)

## Clothes picture



## Pattern Making



## Reference Example

C:\ProDoCad\ProCad\Education\T-Shirt(G).GHS

## 一、Establishing Size Table



Size File:T-Shirt(G) .SIZ Code : M Unit : CM

Code	L	B	Nw	Shw	Fnd	Bnd	Ahs
S	56	76	22	34.5	10	3	16.5
M	58	82	23	36	10.5	3.5	17.5
L	60	88	23	37.5	10.5	3.5	18.5

尺碼	BL	W	Shd	H	SL	SO	SB
S	32	68	2.5	76	14	13.5	14
M	33	74	2.5	82	14	14.5	15
L	34	80	2.5	88	14	15.5	16

## 二、Back Piece

Main function



(Geometry Circle)

Snap : Auto Snap)

### Note!!

When locking the anchor point, the first area to enlarge and then draw close to the anchor point, when the cursor becomes , said that it has to find the right Positioning mode .

A to B =Length



1. Click Point randomly
2. Click to down
3. Input length=L

A to C=Neck Width

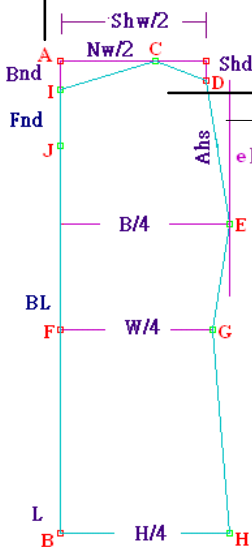


1. Click (A)  
Click to tight
2. .Input length = Nw

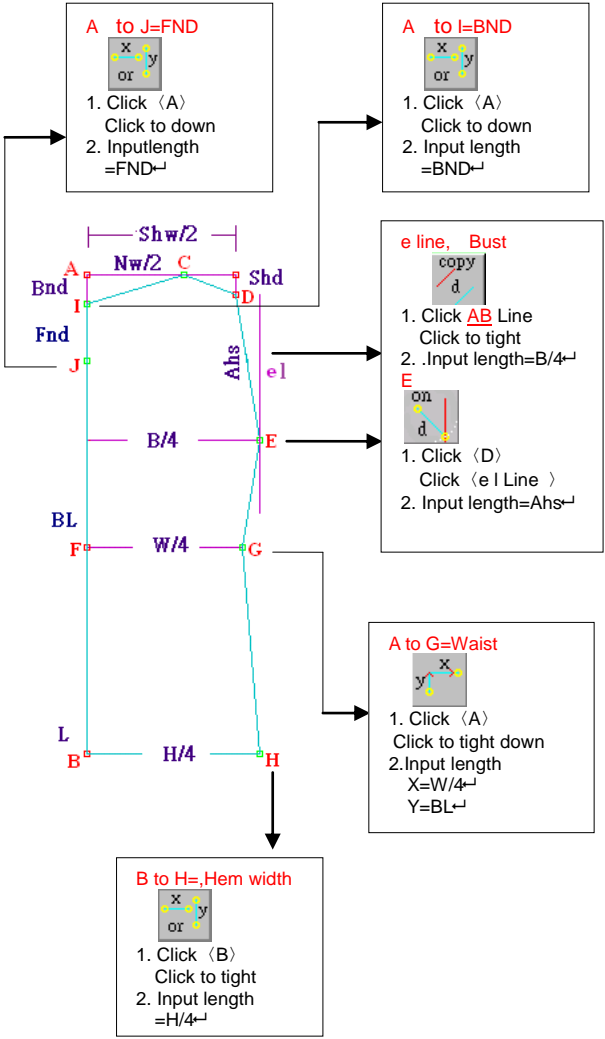
A to D= Should Width





1. Click (A)  
Click to tight down
2. Input length  
X= Shw/2  
Y= Shd



Main function :  ( Geometry Circle ) , Snap :  ( Auto Snap )





Connecting the control point,  
complete Back Piece.

Positioning mode the ,  
changed to , more accurately  
find the right anchor point.◦



Successively click.  
The back piece is finished.

Main function :  ( Geometry Circle ) , Snap :  (Point)



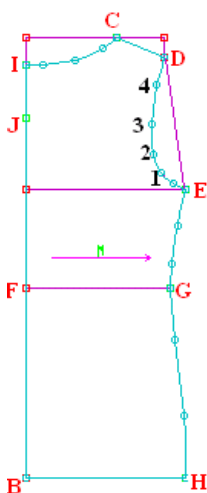
1. Click <H>, <B>, <I>, <C>, <D> <E>, <G>

2. Click



Back Piece modify.

Main function:  (Modify) , Snap :  ( Free)



Modify the AH curve shape.

1. Select Piece: Back Piece



2.  ( Insert Ctrl Pt)

Insert ctrl. Pt. between (D) and (E) .

Appears <1>

Insert ctrl. Pt. between (D) and (1)

.Appears <2>

Insert ctrl. Pt. between (D) and (2)

.Appears <3> ....



3.  ( Move Ctrl Pt)

Move vertex points(1.2.3.4.) to  
modify the curve shape.

4. .In the same way

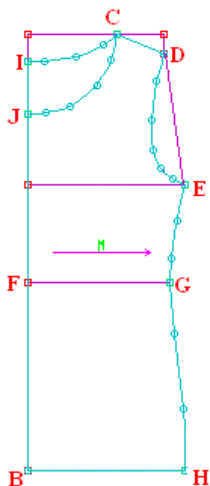
Insert ctrl. Pt. between (CJ Line  
GH Line. HI Line )

### 三、Front Piece

After completing Back Piece, you can start Frnt Piece.

T-Shirt Frnt and Back Pieces only Neckline is not the same, so you can copy a Back Piece to as Frnt Piece.


The use Move Ctrl Pt Front Neck Back Neck modify it.



Main function :  ((Translation))

Snap:  ( Point)

1. Select Piece: Back Piece

2.  (Copy)

Snap the previous position. <B>

Snap the new position <B>

The two piece overlapped.



Main function :  (Modify)

Snap:  ( Point)

1. Select Piece: Back Piece

2.  (Move Ctrl Pts)

Select 1st Corner Pt: <C>

Select 2nd Corner Pt: <B>

Select Ctrl Pt: <I>

Move to New Position: <J>



Main function:  (Modify)

Snap:  ( Free)

1. Select Piece: Front Piece

2.  ( Move Ctrl Pt.)

Modify the Front collar ..

#### Select Piece tips:

When pattern overlap be together again, to select one of a pattern, you must click on the line without overlap. For example: Neckline









#### 四、Sleeve

☆☆☆

First measure the pattern of armhole, again drawing sleeves ·

The measured value  in the  (Measure Menu) , add size name will be retained into the size table.

#### Measured armhole size

Main function :  (Measure) , Snap :  ( Free)

1.Add Size:AH ←

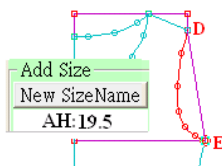




2. (Interval of 2Pts)

Click <D>, <E>

Add Size:AH=19.5

In the same way ,measured collar size name into the size table.



Main function :  ( Geometry Circle) , Snap :  ( Auto Snap)

L to M=Sleeve Length



1. Click <L>

Click to down

2. Input length =SL

O=Sleeve width



(CpyParaDist)

1. Click L Line

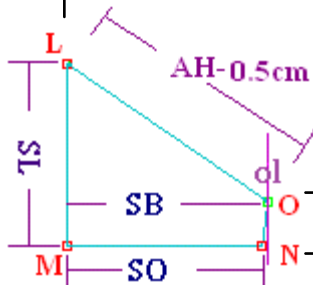
Click to tight;

2. Input length =SB↵  
appears **O** Line



1. Click <L> ,Click **O** Line

2. Input length =AH-0.5



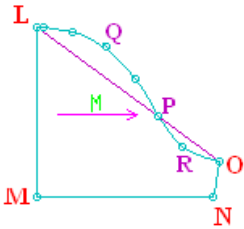
M to N=Sleeves opening



1.Click <M>

Click to tight

2. Input length =SO ←



### The Sleeves is finished.

Main function :  ( Geometry Circle)

Snap :  ( Point)



1. Successively Click <N> <M> <L> <O>

2. Click 

### Modify the Sleeves curve shape

Main function :  (Modify) Snap:  (Free)



( Move Ctrl Pt.)

Insert ctrl. Pt. between <L> <O> ; <P> appears.

Insert ctrl. Pt. between <L> <P> ; <Q> appears.

Insert ctrl. Pt. between <P> <O> ; <R> appears.



( Move Ctrl Pt.)

Move vertex points to modify the curve shape.

### Lock the Sleeves and AH curve shape .

Main function:  ( Measure) , Snap:  ( Free)



(Fix Itv(MoveY))

1. Click <L> , <O>

Input length =AH

### 四、Complete production pattern

Snap :  ( Free)

Main function:  (Cut)



(Mirror Connect)


1. Select piece: Sleeve

2. Click <L> , <M>

Note: Same way


(click front <K> , <B> click Back <J> , <B> )

## Seam

Main function :  (Seam)


1. Select piece: Sleeves
- 2..Default Value⇒Input:1
- 3.Chang Value⇒ Click Sleeve opening  
Input seam value: 1(in)



4.  (Edge of Hem)  
Select corner points: Sleeve opening  
Then, choose "0" for symmetry.
- 5.Finish seam. Are you satisfied? (Y)


**Note: Same way the front and Back piece is finished**

## Grain

Main function:  (Grain)

Grain by Angle⇒ **0.All Pattern,**  
Inpugle of Grain:**90**  
Grain Length: **1. 2/3**

## Context

Main function:  (Context)

- 1.Style Name⇒DOCAD
2. Select piece: Sleeves  
Pcs Name⇒SL Quantity⇒-2

**Note: Same way the front and Back piece is finished**


Context can be used Show Pcs

Textd,direct Inpugle of Style Name、

Select piece、 Quantity and Annotation。




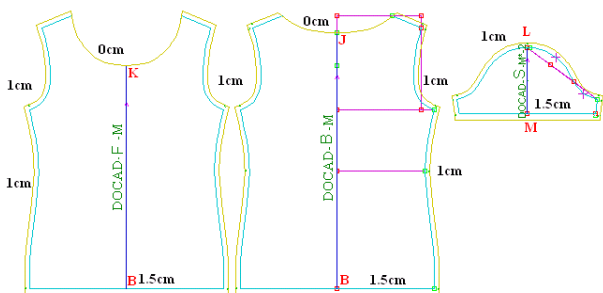
## Notch

Main function :  (Notch)

shape:  Length:  0.25

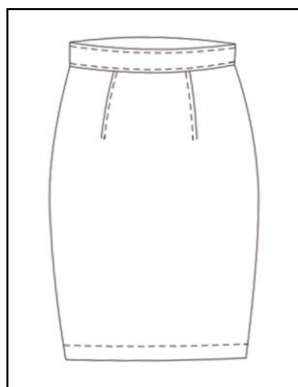
1.  Along Curve: Pattern along the periphery

2.  Snap Pos:  
ex: Select piece: Sleeves <L> <M>

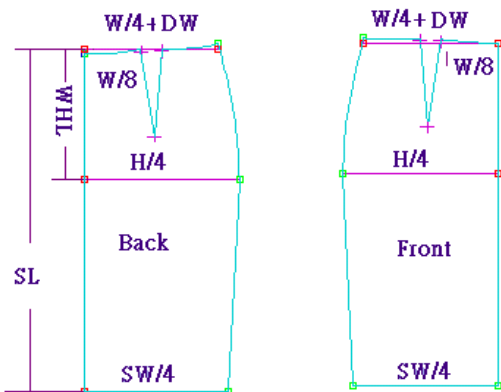


# Basic-Skirt (Grading by Size formula)

Clothes picture





## Pattern Making



## Reference Example

C:\ProDoCad\ProCad\Education\Skirt.GHS

### 一、Establishing Size Table

Size file: Skirt.SIZ Current code : M Unit : CM


Code	W	H	SW	WHL	DP	SL	DW	ZIP
S	62	86	80	19	12.5	48	3	17
M	66	90	84	19	12.5	50	3	17
L	70	94	88	20	12.5	52	3	17

## 二、Establish back skirt

Main function:  (Geometry Circle)

Snap :  (Auto Snap)

### Note !!

When locking the anchor point, the first area to enlarge and then draw close to the anchor point, when the cursor becomes , said that it has to find the right Positioning mode .



1to2=SL



1. Click Point randomly
2. Click to down
3. Input length=SL

1to4=Waist girth



1. Click <1>  
Click to tight down
2. Input length  
X=W/4+DW  
Y=0.7

3to5=Hip

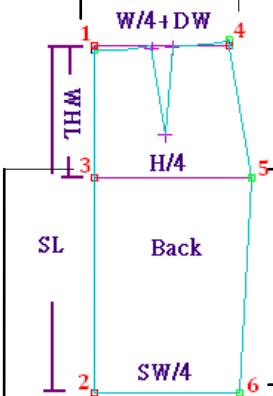


1. Click <3>  
Click to tight
2. Input length =H/4

2to6=, SW




- 1 Click <2>  
Click to tight
2. Input length=SW /4




1to3= WHL




1. Click <1>  
Click to down
3. Input length=WHL

In addition to , automatically find Auto Snap Snap point, you can choose to specify other positioning methods, make the operation more smoothly.


Example: Snap Easy Pcs segments are all point. You can directly select the snap point. 

**1to7=The drop back waist**

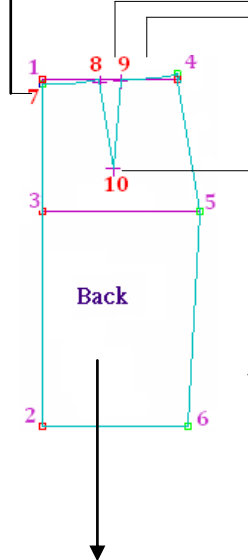


- 1.X=0, Y= -0.7;
2. Click <1>


**7to8= Pleat position**



- 1.Input length =W/8
2. Click <7> <4>;
3. Click <7>




**8to9= Dart width**





- 1.Input length=DW
2. Click <8> <4>;
3. Click <8>


**10= back-dart length**



1. Input length=DP
2. Snap 1<sup>st</sup> position: 9  
Snap 2<sup>nd</sup> position: 8

**Successively click.  
The back piece is finished.**

**Main function :**  ( Geometry Circle ) , **Snap :**  (Point)

1. Click <5>, <6>, <2>, <7>, <8>, <10>, <9>, <4>
2. Click 

### 三、 Establish front skirt

#### Differences between the front and back pieces!

Back waist has drop 0.7cm front waist did not drop, in the other positions are the same.

Therefore, we can replicate the baseline Back piece to use front piece

4' 5' 6' Main function :  ( Geometry Circle)



1. Selected line of symmetry:  LL Line
2. Continue to Select a Easy Segment: Click  L1  L2  L3  L4

Main function :  (Geometry Point)

Snap :  (Snap Point)

11to12= Dart width



1. Input length=DW
2. Click <11> <4'>;
3. Click <11>

1to11= Pleat position

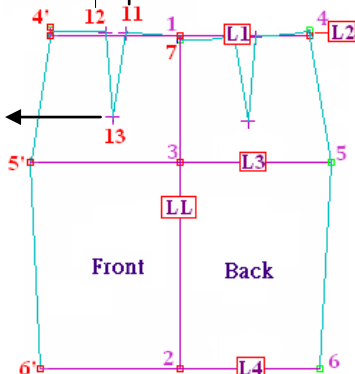


1. Input length =W/8
2. Click <1> <4'>;
3. Click <1>

13= front-dart length



1. Input length=DP
2. Snap 1<sup>st</sup> position: 11  
Snap 2<sup>nd</sup> position: 12



The front piece is finished. Main function :  , Snap : 



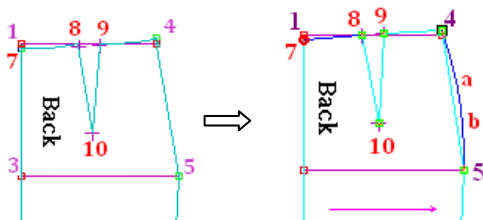
1. Click <5'>, <4'>, <12>, <13>, <11>, <1>, <2>, <6'> 2. Click





#### 四、Modify radian waist to hip line

Main function :  (Modify)    Snap :  ( Free)



( Insert Ctrl point)

1. Select piece: back-piece
2. Increase 1~2 Ctrl point between point: (4)(5)  
(choose the adjoining points).....a
3. .Increase 1~2 Ctrl point between point: (a)(5)  
(choose the adjoining points).....b

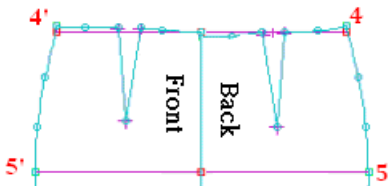


( Move Ctrl Pt)

Move vertex points(a.b.) to modify the curve shape.

#### Modify radian the front piece hip line



Main function :  (Translation)    Snap : 

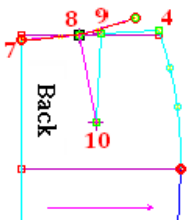


( Copy mirror part)

- Select copied piece: **back-piece**, Choose the points: (4)(5)  
 Select original piece: **front-piece**, Choose the points: (4')(5')

## 五、Process the waist dart.

Main function :  (Darts) Snap :  (Free)



### Modify back waist radian.

1. Select piece: back-piece
2.  Auto Curve




Dart closed

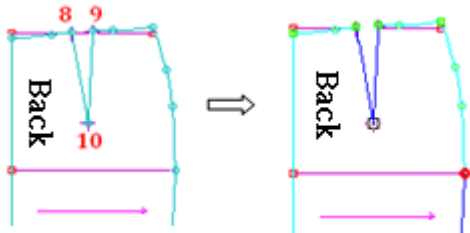
1. Select modified range: <7>, <4>
2. Select apex of dar: <10>
3. Fixed point <8>
4. Create Curve dialog box appears.  
Use **Modify** or **Insert point** to modify the curve.
5. Answer: "Are you satisfied?" =Y

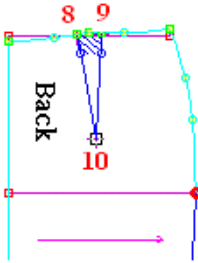
★★★

Before doing the seams, closed the darts.

Main function :  (Symbol) Snap :  (Control)

- 1 Select piece: back-piece
2.  Create Free Curve  
(Create Curve dialog box appears.)
3.  Click <8>, <10>, <9>
2.  Click <10>
3.  Click <10>
4.  Are you satisfied? =Y





### Closed the dart

1. Select piece: back-piece



2. (Fold)

3. Select modified range: <8>, <9>;

Select apex of dart <10>;

0.forward

### Dart dumped to the center.

Accordance the direction of the starting point,  
Fold toward the same direction as the forward,  
and vice versa for Backward

Therefore back-piece 0.forward)

front-piece 1. Backward



## 六、 Make the waistband

Main function :  (Piece) Snap :  (Free)



1. Point randomly (as an absolute point)

2. Input X=W+3, Y=5

## 七、 Complete production pattern

### Front-piece move

Main function :  (TransPcs)

Select piece: fron-piece




(Move)

1. Snap the Previous Position

2. Snap the New Position

## Mirror double of front-piece

Main function :  (Cut)


Select piece: fron-piece

Kp.Noc.Sym.



(Mirror) Click the center points

## Front-piece finish seam

Main function :  (Seam)

1. Select piece: fron-piece

2.Default Value⇒Input=2

3.Change Value⇒

Select corner points AB; Input seam value =1.5

Select corner points CD; Input seam value =3



4.  (Edge)

Select corner points CD;

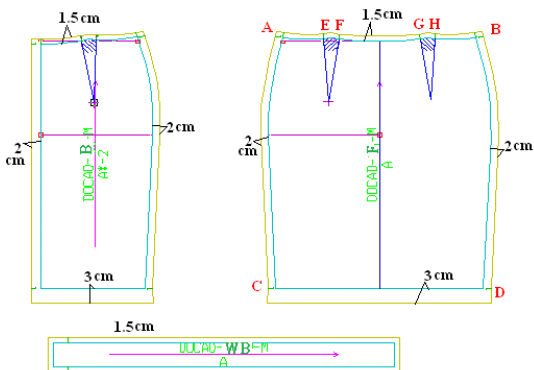
Then, choose "0" for symmetry.

5. Finish seam.

6.Are you satisfied? (Y)

In the same way

Complete back-piece seam and waistband seam.

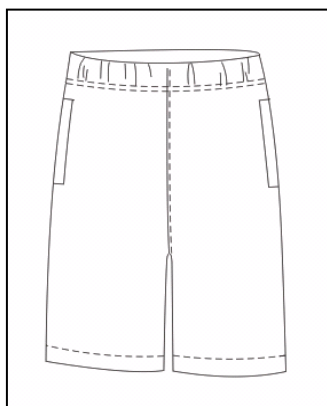


PcsName&Nothc&Grain  
(Reference T-Shit practice)

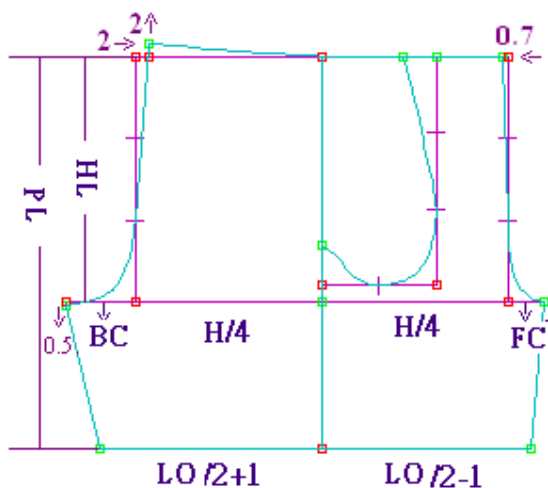


# Sport-Pants (Grading by Size formula)

Clothes picture



Pattern Making



Reference Example

C:\ProDoCad\ProCad\Education\port-Pants.GHS

## 一、Establishing Size Table



Size File: Sport-Pants.SIZ

Code



: M

Unit



: CM

Code	PL	HL	FCL	BCL	W	H
S	58	35.5	38	44	66	110
M	60	37.5	40	46	70	114
L	62	39.5	42	48	74	118

Code	FC	BC	LO	PKW	PKL	
S	5.5	10.5	64	12.5	29	
M	5.5	10.5	66	12.5	29	
L	5.5	10.5	68	12.5	29	

## 二、Establish front and back pieces

### 1.2.3.4 front piece



(Rectangle Dist)

Snap :



(free)

1. Click Point randomly; Click on top right
2. .Input length  $X=H/4$   
 $Y=HL$

### 1.5.6.3 back piece



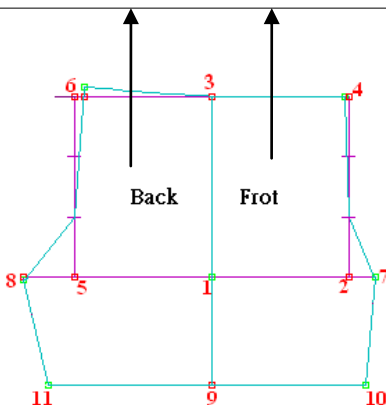
(Rectangle Dist)

Snap :





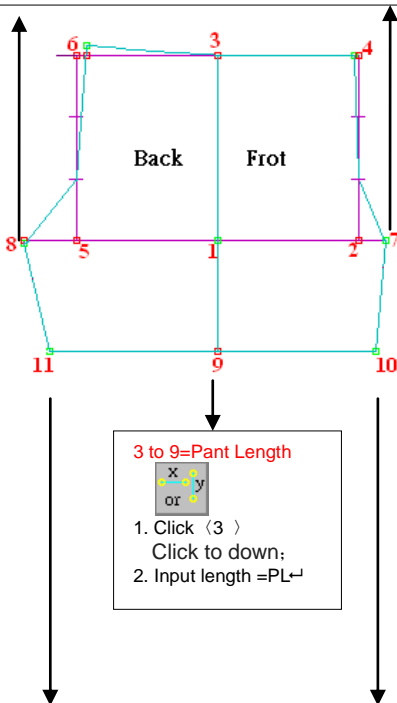
( Point)

1. Click (1); Click on the left Top;
2. .Input length  $X=H/4$   
 $Y=HL$




Main function :  ( Geometry Circle) Snap:  ( Point)



<p><b>5 to 8=BC</b></p>  <ol style="list-style-type: none"> <li>1. Click ⟨5⟩ Click to lower left;</li> <li>2. Input length X=BC Y=0.5</li> </ol>	<p><b>2 to 7=,FC</b></p>  <ol style="list-style-type: none"> <li>1. Click ⟨2⟩ Click to right</li> <li>2. Input length=FC</li> </ol>
---	--



**3 to 9=Pant Length**



1. Click ⟨3⟩  
Click to down;
2. Input length =PL↵

<p><b>9 to 11</b> Back leg wide openings</p>  <ol style="list-style-type: none"> <li>1. Click ⟨9⟩ Click to left;</li> <li>2. Input length=<math>LO/2+1</math>↵</li> </ol>	<p><b>9 to 10</b> Front leg wide openings</p>  <ol style="list-style-type: none"> <li>1. Click ⟨9⟩ Click to right;</li> <li>2. Input length=<math>LO/2-1</math>↵</li> </ol>
--	--

6 to 13

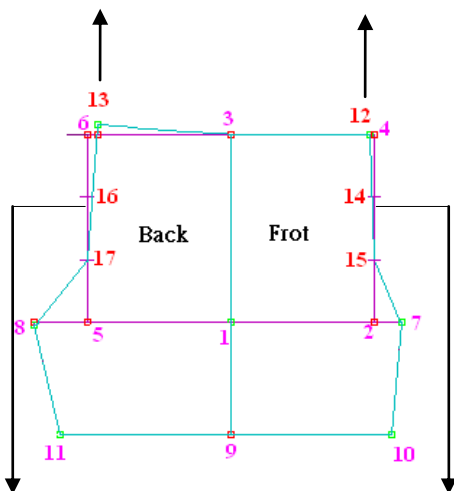


1. Click <6>  
Click on top right;
2. Input length X=2 Y=2

4 to 12



1. Click <4>  
Click to left;
2. Input length=0.7↵



16.17



1. Input length=3
2. Click <6> <5>

14.15



1. Input length= 3
2. Click <4> <2>

Successively click.The front piece is finished



1. Click <10>, <9>, <3>, <12>, <15>, <7>
2. Click

Successively click.The back piece is finished



1. Click <11>, <8>, <17>, <13>, <3>, <9>
2. Click




## Modify radian the line

Main function :  (Modify) , Snap :  (Free)

1. Select piece: back-piece



2.  ( Insert Ctrl point)

The insertion point between point <13> and point <3>

The insertion point between point <17> and point <8>



3.  ( Move Ctrl Pt)

Move vertex points to modify the curve shape.

4. In the same way

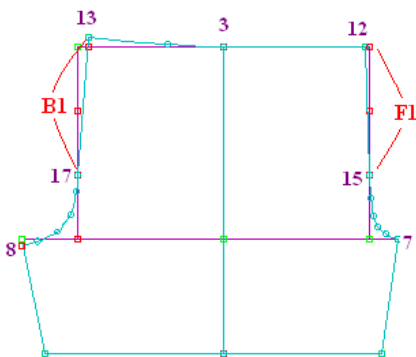
Select piece: fron-piece

The insertion point between point <15> and point <7>

Move vertex point

## 三、 Lock FCL and BCL


Main function :  ( Measure) , Snap :  (Free)



1. Select Piece: Front Piece

2. Add Size:F1



3.  ( Interval of 2Pts) Click <12> , <15>



4.  (Fix Itv of 2Pts)

Click <15> , <7> Input length = FCL- F1

In the same way

Select Piece: Back Piece , Add Size: B1

Click <17> <8> ,Lock length = BCL- B1

## 四、Pocket

Main function :  ( Geometry Circle ) , Snap :  ( Point )

3 TO 18.19.20



1. Click <3>  
Click below to the right
2. Input length  
 $X=PKW+5$   
 $Y=PKL+5$

3 TO 21

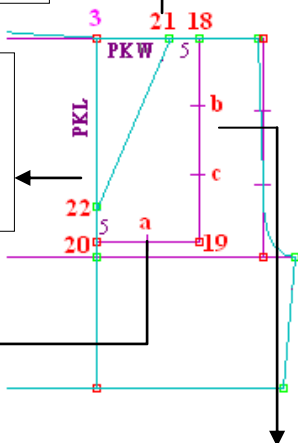


1. Click <3>  
Click to right
2. Input length PKW

3 TO 22



1. Click <3>  
Click to down;
2. Input length PKL



a Midpoint



Divide

1. Input 2
2. Click <20> <19>

b.c Aliquots



1. Input 输入 3
2. Click <18> <19>

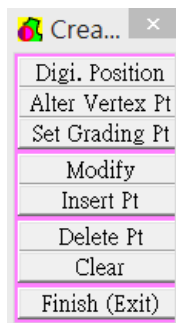
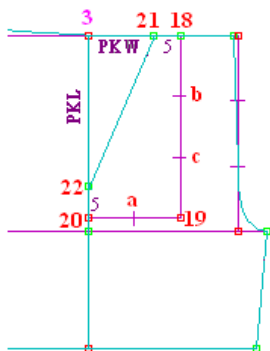
Successively click.  
The Pocket piece is finished:



1. Click <3>, <21>, <22>

2. Click





### Modify radian the line the pockets radian

Main function :  (Modify) , Snap :  ( Point)



Change Part

1. **Digi. Position** ⇒ Click <21> <c> <a> <22>
2. **Set Grading Pt** ⇒ Click <c> <a>
3. **Insert Pt**

The insertion point between point <21> and point <c>

The insertion point between point <c> and point <a>

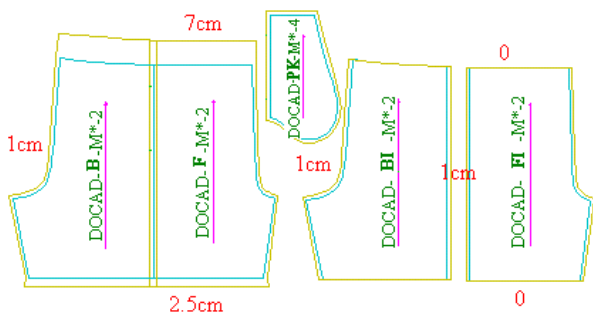
The insertion point between point <a> and point <22>

4. **Finish (Exit)**

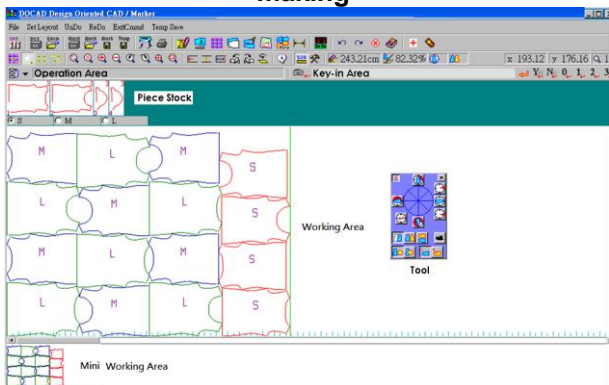
5. **Change Part of Piece** ⇒ Click <21> <22>

6. **Are You Satisfied ?** ⇒ Yes

## 五、 Complete production pattern



# The basic operating procedures for marker making



(一) Execute



(二) Load Garment Piece



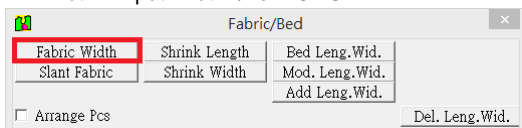
Example C:\ProDoCad\ProCad\Education\ T-Shirt(G).Grs  
 ◎ Assortment=3→ok

(三) **Fabric/Bed**



(Fabric/Bed),

→ Width : Input Width , ex:182 Cm



(四) **Start marker making**



Select the pieces from Stock Area, moving the piece by click the angle choice in tool to rotate the piece.

If the pieces are overlap, the software will automatically separate them but still put them close to each other. User can see the marker length in informaito.

(五) Save Marker File



**Reference Example**

**C:\ProDoCad\ProMak\Education\ T-Shirt(G).Mks**

