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for
apparel design

catherine
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TP13

Lengthening a Sleeve Capline or Curved Seam

1. Digitize a sleeve or open the sleeve file named Sleeve Block provided on the CD-ROM (Figure 4.32). Hint: To keep the original sleeve, select *Sheet>Copy* and right-click to place the new pattern piece. Keeping the original pattern piece is important when you are trying new commands or the pattern work does not generate a new pattern piece.
2. Select *F1>Lines>Straight* and draw two straight lines from the front and back notches to the wrist/underarm seam intersection point (Figure 4.33).
3. Separate the sleeve into three pattern pieces using *F5>Derived pieces>Cut Plot* or *F4>Industrialisation>Cut* (Figure 4.34). Dividing the sleeve into three pieces allows lengthening of the sleeve cap.
4. To lengthen piece 2, the center piece, place notches 4" up from the notches on either side. Select *F3>Pins>Pin* and pin the new points and the waist/underarm intersection points.
5. Select *F3>Line modification>Move*, click the cap/intersection point, and drag the point 1 1/2" or the amount of one-half the desired fullness. Click the second cap/intersection point and drag the point 1 1/2" or the amount of one-half the desired fullness (Figure 4.35). *Print* can help you see the change in the pattern piece. The *Move* text box can also be used to acquire the desired amount of fullness; type in the amount to add on the *d1* line or the total length on the *Length* line (Figure 4.36).

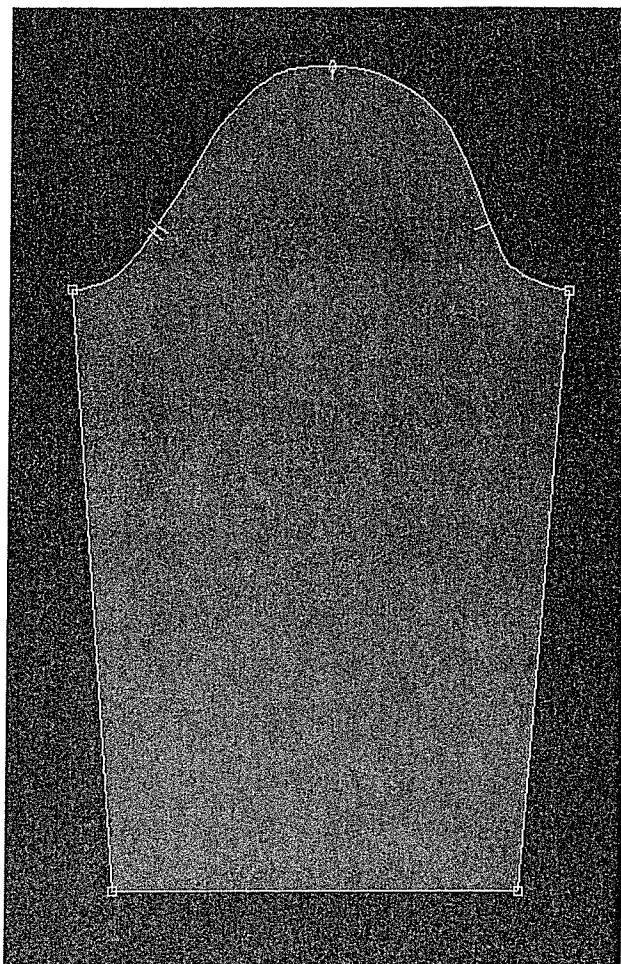


Figure 4.32 Long straight sleeve.

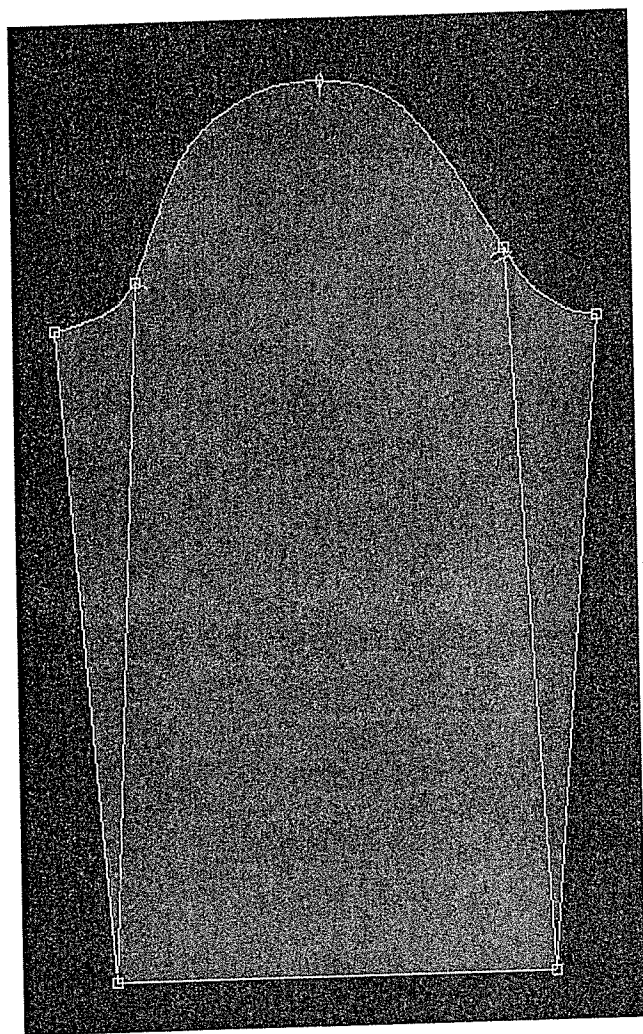


Figure 4.33 Long sleeve with split lines.

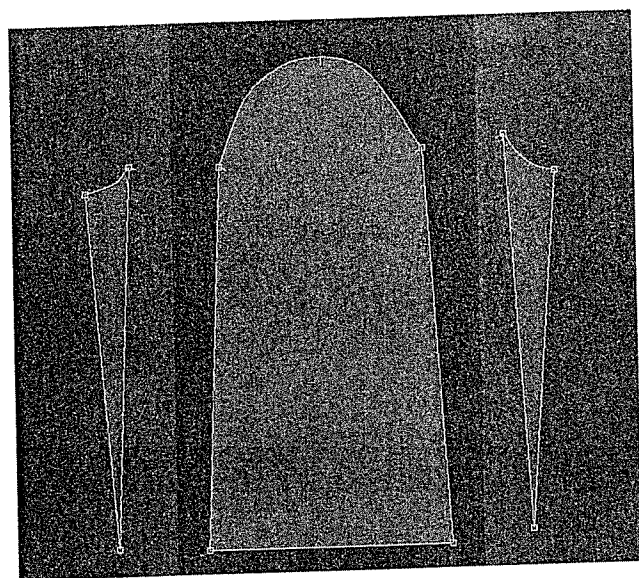


Figure 4.34 Three sleeve pieces.

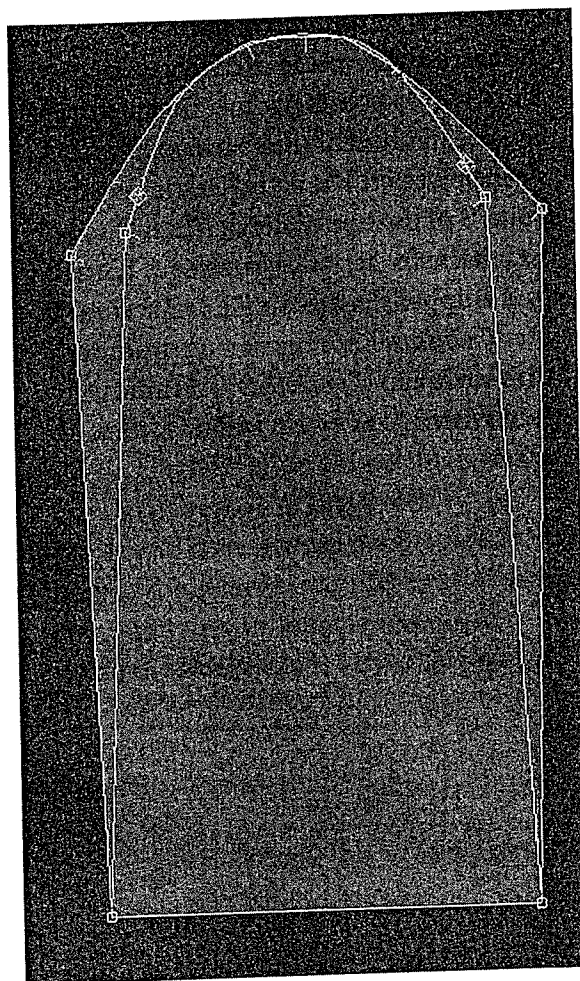


Figure 4.35 Lengthened center pieces with join points.

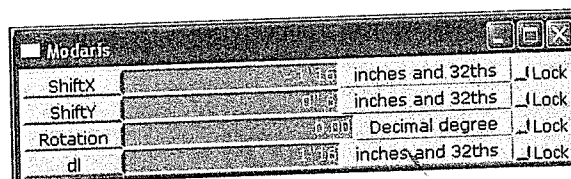


Figure 4.36 Move text box.

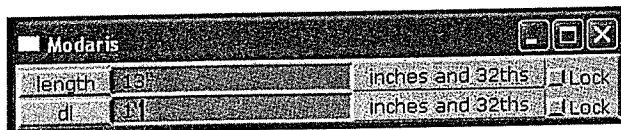


Figure 4.38 Lengthen text box.

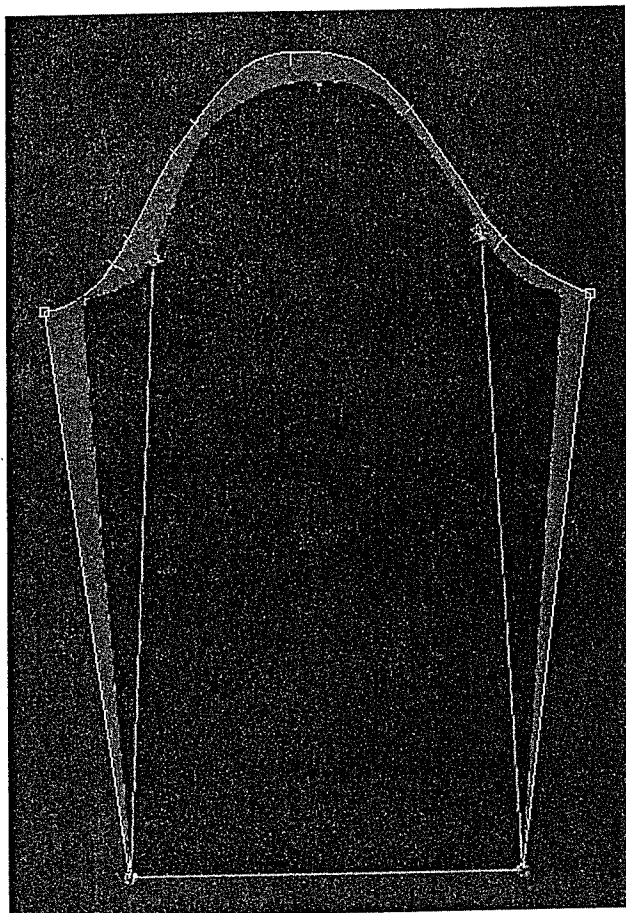


Figure 4.39 Long sleeve with cap fullness for gathers.

7. If the sleeve cap height is not raised enough, select *F3>Line modification>Lengthen*. Click the points previously added to control the placement of the gathers. After the second click, the text box opens. In the *dl* line, type "1" or the desired amount the cap is to be raised (Figure 4.38). The old length of the sleeve plus the gather length can be added together and typed in the *Length* line of the text box. Only lengthen above the sleeve notches. Hint: If *Lengthen* is only used to increase the length of the sleeve cap, it will raise the cap but not add fullness to the sleeve circumference. Sleeve circumference fullness is also desired when the sleeve cap is raised (Figure 4.39).

6. Select *F5>Derived pieces>Join* to reconnect the three sleeve pieces back together. After the first two points of one underarm piece have been selected, the back underarm sleeve piece will be activated; move it to point 3 of the upper sleeve. Repeat to attach the front underarm sleeve piece to the upper sleeve using *F3>Point modification>Reshape* to true or smooth the sleeve cap (Figure 4.37). Hint: Remember to zoom in and out when trueing.

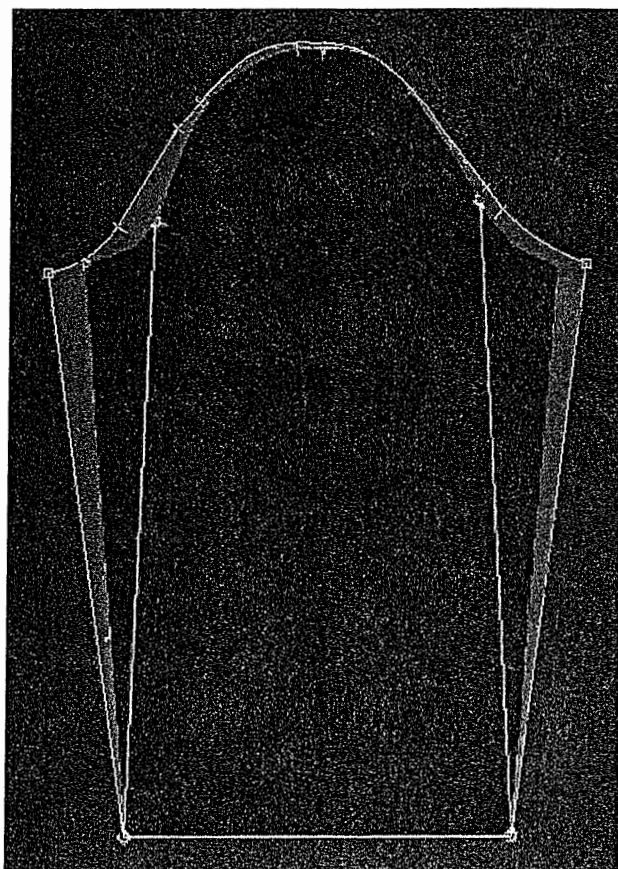


Figure 4.37 Sleeve with lengthened cap.