

# Chapter 14 “Special functions of the part organisation”

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### Content

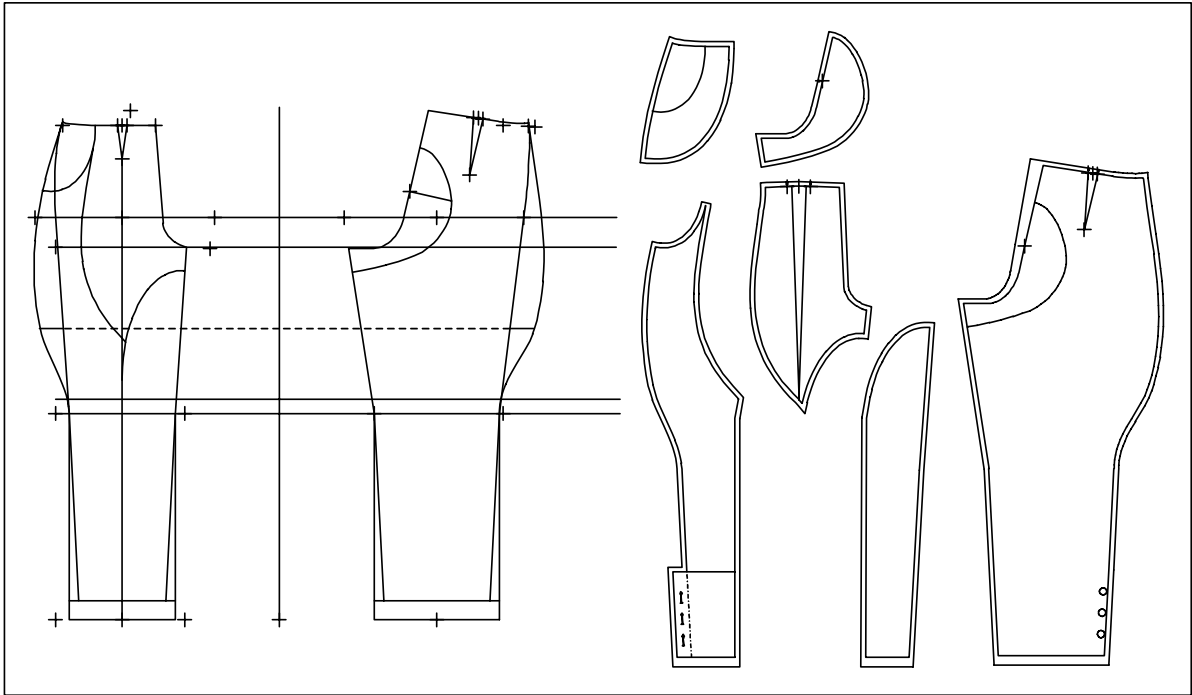
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In continuation of Chapter 13 this chapter discusses special functions of the part organisation requiring

particular explanations, especially inserting with transformation.

The section “modifying mother parts” is especially important as only certain modifications are permitted for mother parts to protect the hereditary automatic.

The complex exercises at the end of the chapter shall consolidate the teachings of chapters 13 and 14.



## 14.1 Insert with transformation

Insert with transformation differs from insert without transformation (section 13.2) only as in **HOW** the objects or parts are deposited in the new part. GRAFIS allows for a position, scale or alignment adjustment when depositing into the new part. This adjustment is logged as a heredity step and is repeated automatically during grading.

The **step-by-step guide** is identical to "insert without transformation", see section 13.2.

### The variations of insert transformation

NB: The similarity of these transformation types with the ones in the *transform* menu can easily be detected.

#### 1. **move $p==>p$**

Moving a point of the object to be inserted to a point of the active part:

The constructed point of the insert object then lies on the constructed point of the active part.

All objects are moved accordingly. Size and alignment remain the same, only the position changes.

#### 2. **turn+move $p+p=>p+p$**

Move and rotation of the insert object according to the identical instruction of the transformation type with the same name in the *transform* menu.

The size of the insert object remains the same, position and alignment change. This function is especially useful for inserting yokes, sleeves or facings which already have the correct dimensions.

#### 3. **hook in $p+p=>p+p$**

Adjustment of the insert object so that the two constructed points of the insert object lie directly on the two constructed points of the active part.

This function changes the position, alignment and size of the insert object. It is useful for example for fitting pockets and cuffs. However, it is unsuitable for inserting yokes, sleeves and facings which are not allowed to be enlarged/reduced.

#### 4. **without tr.**

The selected objects are inserted without transformation. The objects have the same size, alignment and position as the original objects. This transformation type was used for insertion in section 13.2.

NB: Read also the instructions in the help masks in the status line!

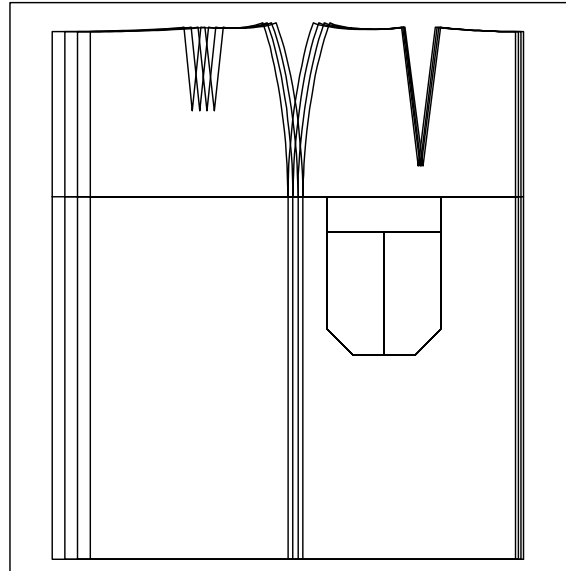
insert
-----
select
object:
points
lines
-----
parts
reset
single
all
-----
obj.transf.
a.deposit:
move
$p==>p$
turn+move
$p+p=>p+p$
hook in
$p+p=>p+p$
without tr.
reset
-----
measure
-----

In the following, each transformation type is content of an exercise.

### Exercises on insert with move $p=>p$

#### 1st Exercise

Into basic block 018 "skirt" a patch pocket constructed as an independent part (patched on the hip) is to be inserted (Picture 14-1).



Picture 14-1

Suggestion for the list of parts:

001	NN	0	0	0
002	NN	0	0	0
003	NN	0	0	0
004	NN	0	0	0
* 005	x pocket	1	1	8
006	NN	0	0	0
007	NN	0	0	0
008	NN	0	0	0
009	NN	0	0	0
010	x skirt	8	120	1

Suggestion for construction steps:

- In part 005 construct a pocket with the dimensions 130mm for the pocket width and 180mm for the side seam. Design the pocket at your own discretion.
- Call basic block 018 into part 010 and insert the pocket. The upper right pocket corner is to be positioned at 35% of the hip line measured from the centre back.

*partorganis*

activate part 010

*call* basic block 018

*insert*

*part* click pocket

*deposit with move  $p=>p$*

*click pl* upper right pocket corner  
(red group of objects)

*rlg on l* with *rlg=35*.

click hip line with direction

CB->CF  
(yellow group of objects)

*grading*

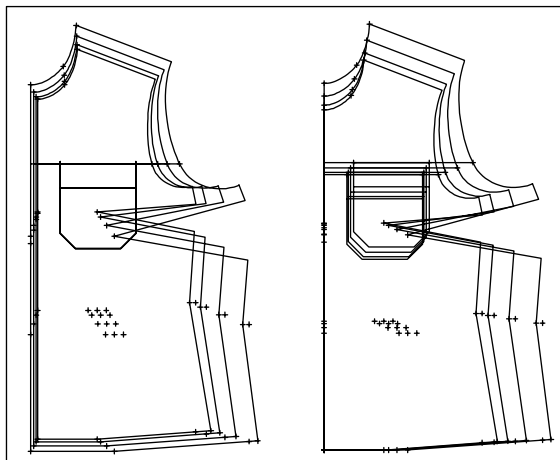
3. Grade and stack according to Picture 14-1.

**Parts or objects inserted with move  $p=>p$  retain their size.**

As the pocket in part 005 has the same dimensions throughout the sizes, it also stays the same size in part 010.

### 2nd Exercise

Construct a blouse with proportion class k with patch pocket from basic block 001 (ft). The pocket is to be 125mm wide and 140mm high throughout all sizes. It is to be positioned on the perpendicular (sleeve notch --> CF) at 20% of the line measured from the centre front, see Picture 14-2.



Picture 14-2

Proceed as in Exercise 1, construct the pocket in part 004, the front in part 006 and insert the pocket out of part 004 into part 006.

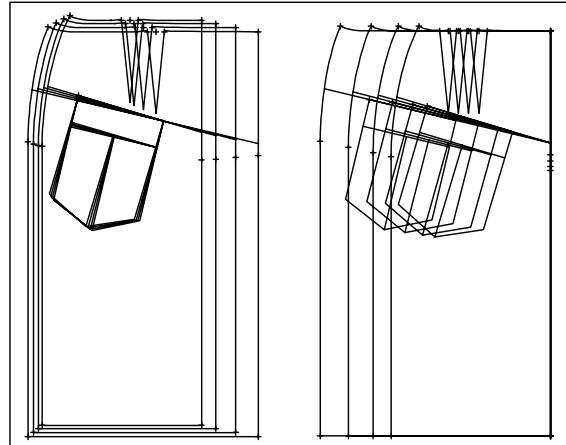
### Exercises on insert with turn+move $p+p=>p+p$

#### 1st Exercise

Construct a straight yoke in basic block 017 "skirt" (bk with proportion class d) and insert the previously constructed pocket displayed in Picture 14-3. The upper left corner of the pocket is to lie on the yoke line at 20% measured from the side seam.

Suggestion for the list of parts:

001	NN	0	0	0
* 002	x pocket	18	7	0
003	NN	0	0	0
004	NN	0	0	0
005	x skirt	28	25	1



Picture 14-3

Suggestion for construction steps:

1. Construct a pocket in part 002.
2. Call basic block 017 into part 005, delete the skirt front, construct the yoke by eye, shorten the dart and construct the patch point for the pocket on the yoke line. Then, the pocket can be inserted.

*partorganis*

activate part 005

*call*

basic block 017

*delete*

*p+l+c+r*

*modify*

*p+l+c+r*

*insert*

*part* click pocket

*deposit with turn+move*  $p+p=>p+p$

*click pl* upper left pocket corner  
(red group of objects)

*click pl* upper right pocket corner  
(red group of objects)

*rlg on l* with *rlg=20*. yoke line (yellow)

*click pl* final point of yoke line CB

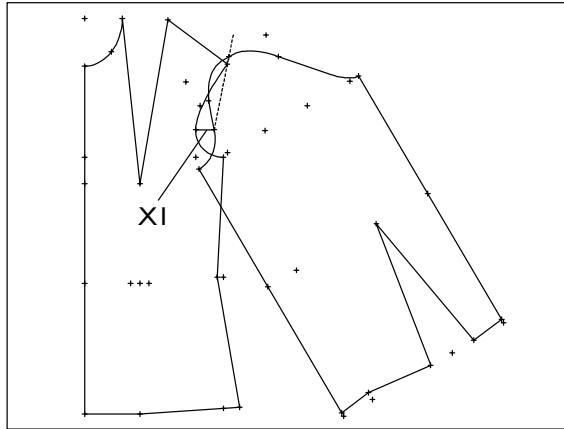
*grading*

Grade and stack according to Picture 14-3.

**Parts or objects inserted with turn+move  $p+p=>p+p$  have the same size as in the original part but a different alignment.**

#### 2nd Exercise

Construct the one-piece sleeve (basic block 004) onto basic block 001 (ft). Prepare the front for insertion of the sleeve. Construct a line from the sleeve notch with a length variable via x values, see also Picture 14-4.



Picture 14-4

Suggestion for the list of parts:

001	NN	0	0	0
* 002	x sleeve	1	32	0
003	NN	0	0	0
004	NN	0	0	0
005	x bodice with sleeve	23	192	1

Suggestion for construction steps:

1. Call the one-piece sleeve into part 002.
2. Call basic block 001 into part 005, delete the back, alter the front and construct the auxiliary line at the sleeve notch.

*partorganis*

activate part 005

*call* basic block 001

*delete*

*Extras | X Values* length of aux. line (30mm)

*p+l+c+r*

*insert*

*part* click sleeve

*deposit with turn+move*  $p+p=>p+p$

*click p* sleeve notch at the sleeve  
(red group of objects)

*click p* shoulder point of sleeve  
(red group of objects)

*click pl* final point aux. line ft  
(yellow group of objects)

*click p* shoulder point ft  
(yellow group of objects)

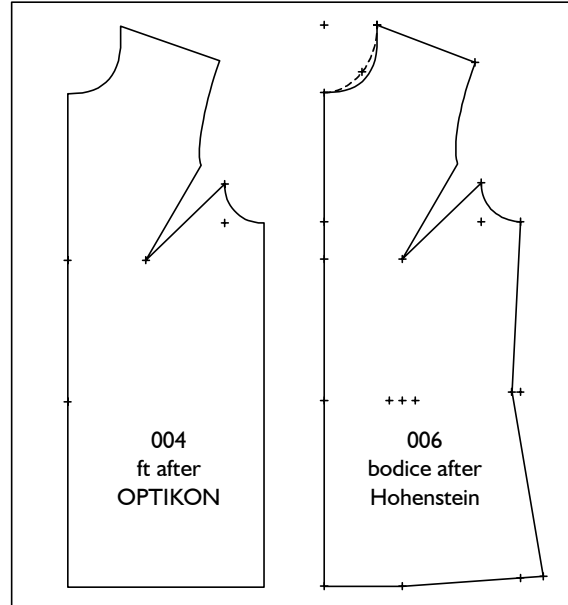
*grading*

**The basic block 002 "one-piece sleeve" already contains grading information which is accepted into part 005 with the turn+move insertion. The turn+move transformation results in a change of position and alignment but no change of scale to the sleeve basic block in part 002.**

## Exercises on insert with $hook\ in\ p+p=>p+p$

### 1st Exercise

Hook the neck of basic block "bodice (ft) after OPTIKON" into the front of basic block "bodice after Hohenstein" (Picture 14-5).



Picture 14-5

Suggestion for construction steps:

1. Call the basic block "bodice (ft) after OPTIKON" into part 004
2. Call basic block 001 "bodice after Hohenstein" into part 006, delete the back and insert the neck of the front after OPTIKON with the following construction steps:

*insert*

*line* click the neck in the front after OPTIKON

<F5>

*deposit with hook in*  $p+p=>p+p$

*click pl* upper end of neck  
(red group of objects)

*click pl* lower end of neck  
(red group of objects)

*click pl* upper end of neck  
(yellow group of objects)

*click pl* lower end of neck  
(yellow group of objects)

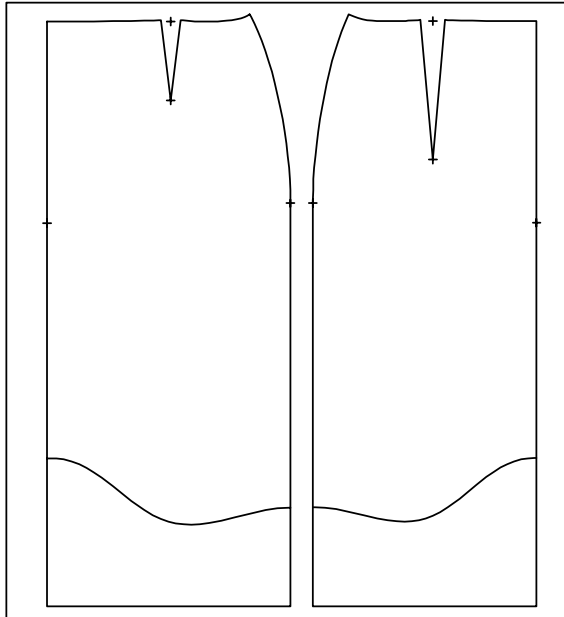
*grading*

**All parts or objects inserted with hook in  $p+p=>p+p$  are adjusted in their position, alignment and enlargement/reduction to the hook in points of the target part throughout all graded sizes.**

**2nd Exercise**

Call basic block "skirt after Hohenstein" into part 004 and delete the skirt back. Call basic block "skirt after Hohenstein" into part 005 and delete the skirt front. Construct a separation for pleats in the skirt front (part 004) and transfer the curve to the skirt back with *insert (hook in)*. Make sure that the curve starts at the same position at the side seam in front and back skirt.

The shape of the plissé piece is similar to the curve in the front but is adjusted to fit the width of the skirt back, exactly (Picture 14-6).



Picture 14-6

*partorganis* activate part 004  
*p+l+c+r*  
*p* \_\_\_\_\_  
*intersectn.* plissé piece curve/ss  
*partorganis* activate part 005  
*insert*  
*point* new point  
*line* side seam  
*deposit with move*  $p=>p$   
*click pl* lower end side seam  
 (red group of objects)  
*click pl* lower end side seam  
 (yellow group of objects)  
*delete* side seam

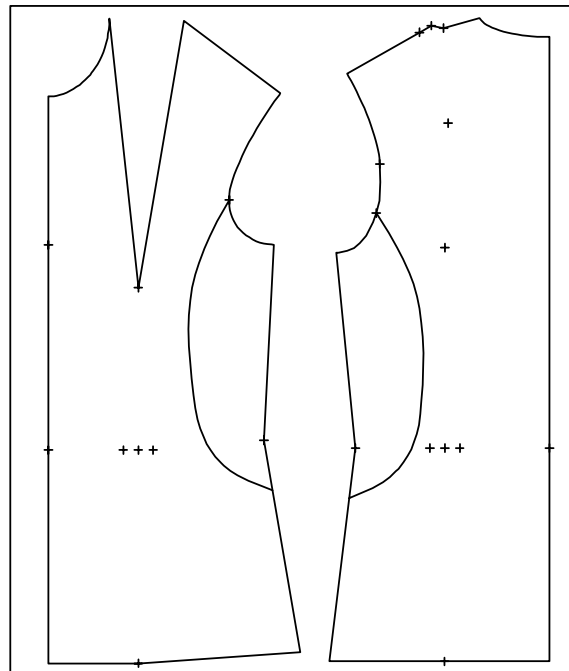
*insert*

*line* click plissé piece curve  
*deposit with hook in*  $p+p=>p+p$   
*click pl* plissé piece curve/ss  
 (red group of objects)  
*click pl* end of plissé piece curve  
 (red group of objects)  
*click p* starting point ss  
 (yellow group of objects)  
*click l* final point CB  
 (yellow group of objects)

*grading***3rd Exercise**

Construct a side panel in the front of basic block "bodice after Hohenstein" with the *curve* function. The curve is to start in the sleeve notch and to end at the side seam (relative length 40% from the hem). Shape the curve at your discretion.

In the back a side panel is to be separated with the same curve shape (Picture 14-7).



Picture 14-7

Proceed as in the 2<sup>nd</sup> Exercise. Mirror either front, back or the curve.

## 14.2 Modifying mother parts

Mother parts are parts from which objects were inserted/left to other parts (see section 13.2). They are marked with a \* in the list of parts. Modifications in the mother part may not interfere with the recorded heredity steps.

An explanation on the GRAFIS internal organisation of the heredity follows: Each object (point, line, text) of a part has a GRAFIS internal name. When inserting objects into other parts GRAFIS relates to these internal names. When inserting a line out of part 003 into part 010 the internal GRAFIS record of part 010 reads for example: "The 4th line out of part 003 is inserted." A modification to the mother part 003 resulting in a changed or deleted 4th line can possibly lead to insertion of a completely different line when running through the record of part 010. All record steps relating to this inserted object could now be faulty. Part 010 appears damaged on screen. In this case the only cure is resetting the construction record of part 003 to the state before the modification.

**As a rule, each construction step which does not delete objects can also be applied to mother parts. After the modification the recorded construction must still be executable in a meaningful manner.**

**The following functions can be used for modifications:**

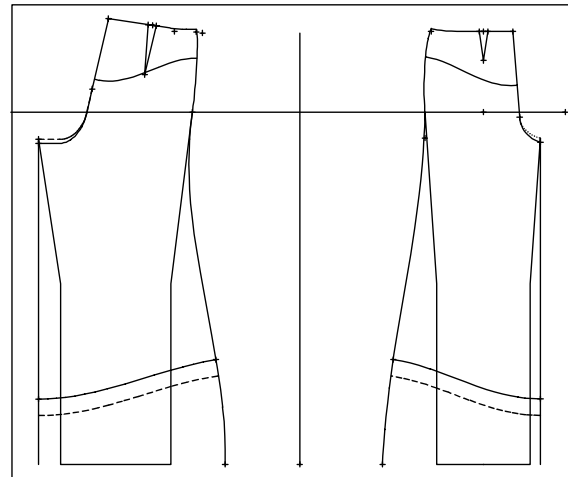
- *x values*
- *curve correction*
- *call*
- *attributes*
- *curves with +replace curve*

**Modifications with any other functions of the basic menu are to be applied with care as they can lead to errors.**

**After each modification in a mother part, daughter parts have to be tested thoroughly with test run and grading! If errors occur, the record must be reset by the modification steps!**

### Exercise on modifying mother parts

Modify the "trousers with wide legs and pleats" Chapter 13, Exercise 6, page 24) as follows: Shorten the trouser front and back in part 006 "trouser draft" by 40mm by altering the hem curves with *Grading | Test Run with Curve Correction*. Relocate the crotch seam (ft + bk) by 10mm towards the hem with *Grading | Test Run with Curve Correction* (Picture 14-8). Check that all modifications are carried through to the daughter parts 009 and 010.



Picture 14-8

Suggestion for construction steps:

Call the saved Exercise 6 from Chapter 13 or construct the wide trousers anew.

```
partorganis
  activate part 006
  click YES      answering the warning for
                  work with mother parts

p+l+c+r
  p+d on line with d=40.  construct new
                          starting and final points for the
                          hem curve
  p+d on line with d=10.  point for the
                          crotch seam on the inside leg
                          seam

curve
  +replace
  deposit curve  click old hem curve at re-
                  quest, answer question with
                  <J>

curve
  + replace
  deposit curve  click old crotch seam on
                  request, answer question with
                  <J>

corners
test run
Grading | Test Run All Parts
Grading | Grade All Parts
```

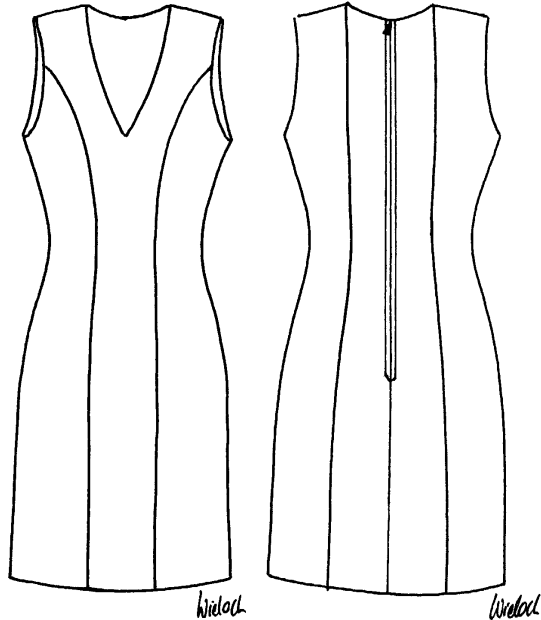
With curve correction the shape of the curve can be altered. If starting and final point of the curve are to be moved the curve must be constructed again and replaced against the old curve.

### 14.3 Complex Exercises

#### 1st Exercise

#### "Dress with body seams"

Working drawing:



Design specification:

From the basic block "bodice after Hohenstein" a dress in proportion class "d" with concealed zip in the centre back is to be constructed.

Use the following global x values:

XG1 seam allowance in mm (10.)

XG2 hem allowance in mm (30.)

The following is to be variable via x values:

- lengthening hem
- reduction side seam
- shortening shoulder
- dropping neck line
- start body seam

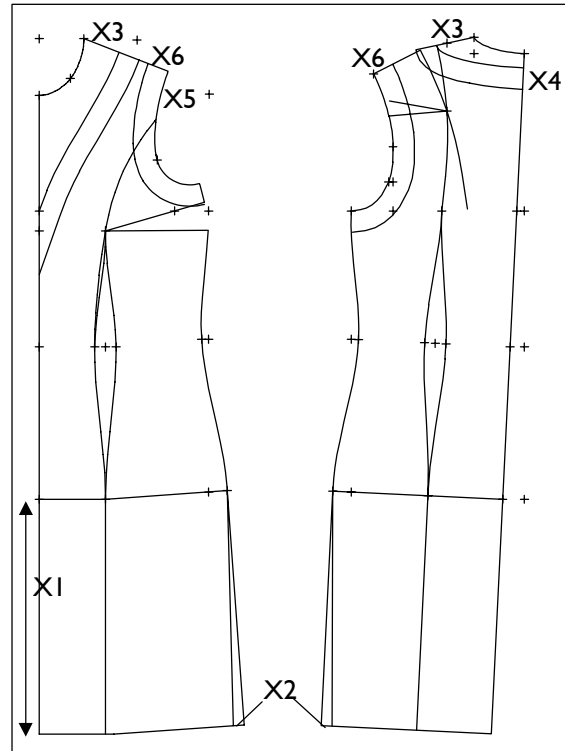
Suggestion for the list of parts:

001	NN	0	0	0
002	NN	0	0	0
003	NN	0	0	0
004	NN	0	0	0
005	NN	0	0	0
* 006	x draft	174	92	0
007	NN	0	0	0
008	NN	0	0	0
009	x centre panel front	79	45	1
010	x side panel front	85	27	1
011	x side panel back	64	25	1
012	x centre panel back	93	25	1
013	x neck facing	41	18	1
014	x armhole facing	32	27	1

Suggestion for construction steps:

Open 14 parts in *partorganis*, enter the corresponding text and call the basic block "bodice after Hohenstein" into part 006.

Draft (part 006)



x values:

- x1 addition to hem in mm (330.)
- x2 reduction side seam in mm (15.)
- x3 shortening shoulder from neck in mm (50.)
- x4 drop neck line bk in mm (30.)
- x5 body seam start from shoulder point in mm (80.)
- x6 facing width in mm (30.)

curves construct side seam and waist dart ft + bk

delete old side seam

$p+l+c+r$

$p \Rightarrow p$  construct shoulder dart bk

separate shoulder, remove hood

modify

relocate dart relocate shoulder darts ft + bk

link shoulder bk

curves

rlg on l with rlg=x3 front neck

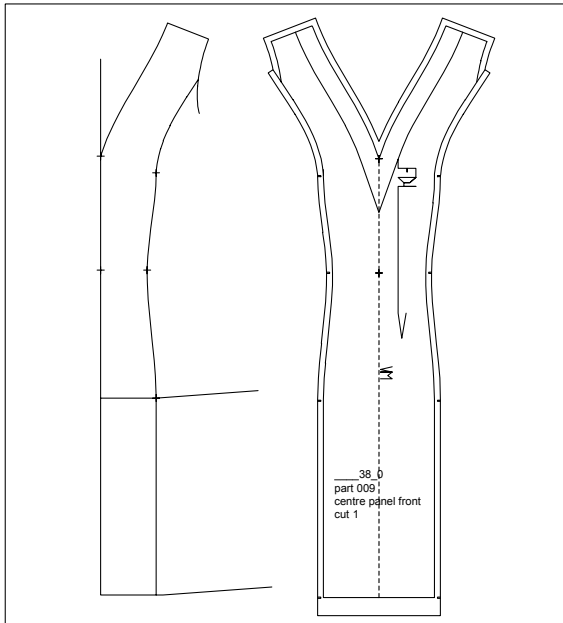
click p

curves

plg on l with plg=x5 construct body seam ft to waist and bind onto left dart point

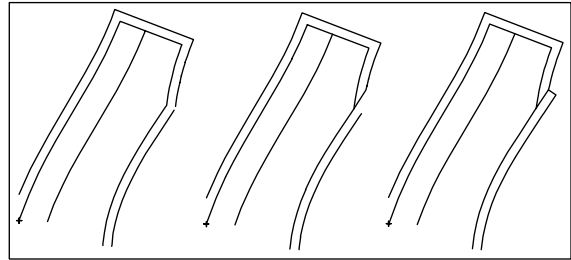
curves construct body seam and neck bk  
 separate shoulder ft + bk at the new neckline  
 transform  
 $tp+p=>p$  relocate bk dart into inter-section shoulder/body seam  
 lengthen by  
 $lg=x1$  lengthen ft + bk  
 $p+l+c+r$   
 $p+dir+lg$  hem right angle to CB  
 $perp p=>l$  perpendicular hip point =>hem  
 corners hem/side seam bk  
 parallel with x1 to hip line ft  
 $p+l+c+r$   
 $perp p=>l$  perpendicular hip point => hem  
 $p==>p$  reduce side seam by x2  
 corners hem/side seam ft  
 parallel facing with x6  
 lengthen by shoulder bk with x6  
 corners close facing bk  
 separate facing ft

**Centre panel front (part 009)**



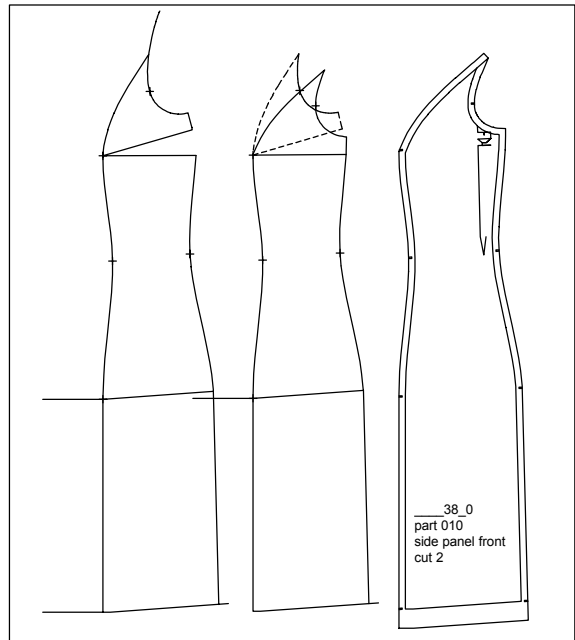
partorganis  
 insert insert lines and points for the centre panel front  
 remove part 006  
 corners  
 separate  
 cut hip line  
 transform  
 mirror mirror part at CF  
 delete superfluous points and lines

parallel construct hem and seam allowance with xg1 and xg2



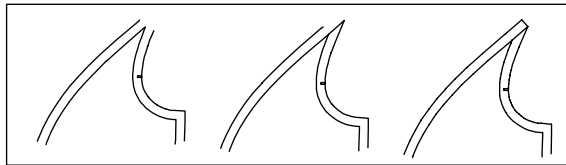
corners body seam / seam allow. armhole  
 $p+l+c+r$   
 $p+dir+lg$  with  $lg=xg1$   
 $p==>p$  close seam allowance  
 symbols set grain, CF and notches  
 texts

**Side panel front (part 010)**



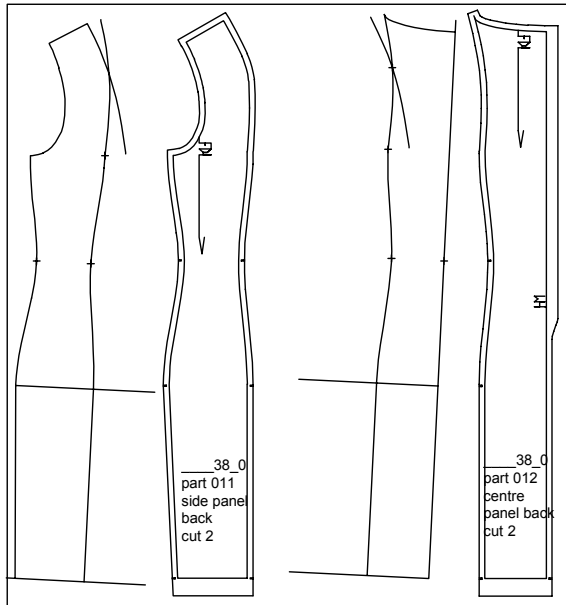
partorganis  
 insert insert lines and points for the front side panel  
 remove part 006  
 corners  
 separate  
 cut superfluous lines  
 transform  
 $tp+p=>p$  close dart  
 delete superfluous points and lines  
 parallel construct seam allowance and hem with xg1 and xg2  
 corners body seam/ allowance armhole  
 $p+l+c+r$   
 $p+dir+lg$  with  $lg=xg1$  see Picture  
 $p==>p$  close allowance





symbols set grain and notches  
texts

**Side panel back and centre panel back (parts 011 and 012)**



*partorganis*  
*insert* insert points and lines for the back side panel  
  
remove part 006  
*corners*  
*separate*  
*cut* superfluous lines  
*modify*  
*p adjust vertical*  
*delete* superfluous points and lines  
*parallel* construct seam allowance and hem with  $xg1$  and  $xg2$   
  
*symbols* set grain and notches  
*text*

Additionally for the back side panel:

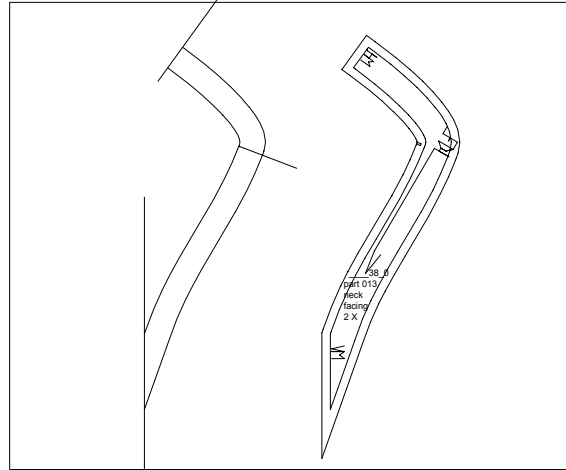
*link*  
*link with curve* refine area dart/body seam

Additionally for the back centre panel:

*parallel* construct addition for concealed zip (length 500mm) with  $xg2$

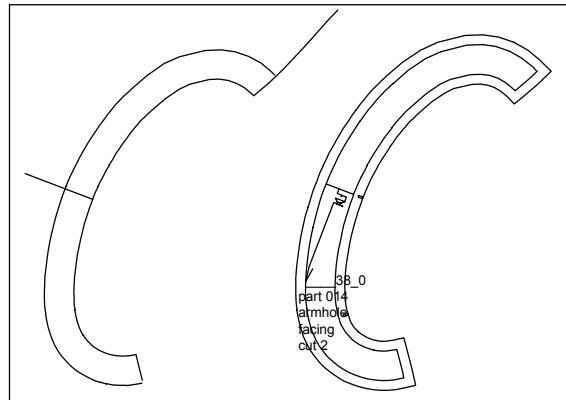
*link*  
*link with curve* addition for concealed zip  
*lengthen by  $lg=xg01$*  addition peaked corner  
 $p+l+c+r$  close allowance

**Neck facing (part 013)**



*partorganis*  
*insert* lines for neck facing ft  
*without tr.*  
*insert* lines for neck facing ft  
*with trans.  $p+p=>p+p$*   
remove part 006  
*corners*  
*delete*  
*symbols* set grain, CF, CB, notches  
*texts*

**Armhole facing (part 014)**

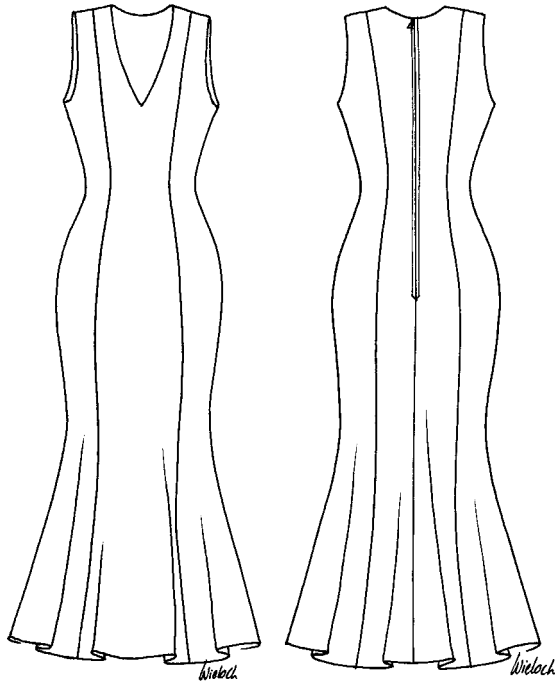


Construction steps as for neck facing.

**2nd Exercise**

**"Princess dress with grown-on godets"**

Working drawing:



Design specification:

From the basic block "bodice after Hohenstein" a princess dress in proportion class "d" with 6 panels and grown-on godets is to be constructed.

Use the following global x values:

- xg1 seam allowance mm (10.)
- xg2 addition hem in mm (20.)
- xg3 godet angle in degrees (30.)
- xg4 facing width in mm (30.)

The following is to be variable via x values:

- relocation waist dart towards side seam
- panel seam position at shoulder
- neck drop and widening
- lengthen block
- godet base

Suggestion for list of parts:

001	NN	0	0	0
002	NN	0	0	0
003	NN	0	0	0
004	NN	0	0	0
* 005	x draft dress	186	86	0
006	NN	0	0	0
007	NN	0	0	0
* 008	x centre panel front	71	50	1
* 009	x side panel front	84	42	1
* 010	x centre panel back	71	32	1
* 011	x side panel back	76	41	1
012	NN	0	0	0
013	NN	0	0	0
014	x neck facing	23	9	2
015	x armhole facing	15	11	2

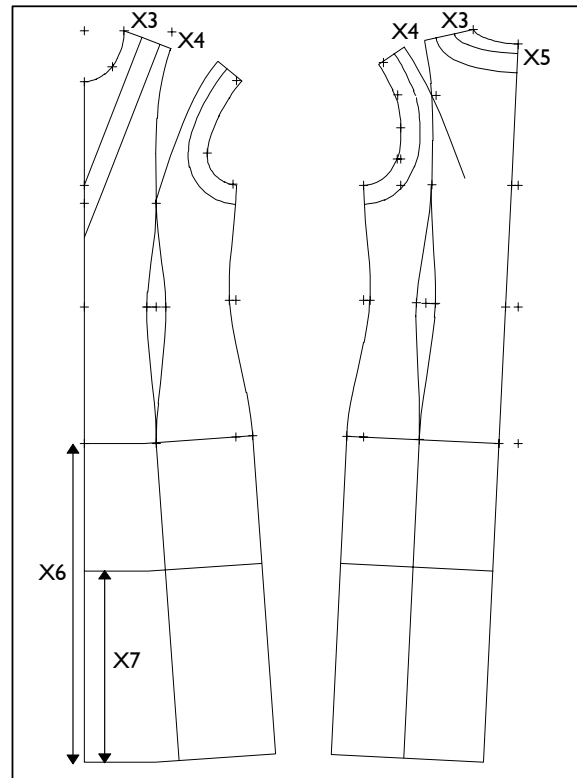
Suggestion for construction steps:

Open 15 parts in *partorganis*, enter the corresponding text and call basic block "bodice after Hohenstein" into part 005.

**Draft dress** (part 005)

x values:

- x1 relocation waist dart ft towards side seam in mm (30.)
- x2 relocation waist dart bk towards side seam in mm (30.)
- x3 widening neck ft + bk in mm (30.)
- x4 panel seam position at shoulder from neck in % (50.)
- x5 drop neck bk in mm (15.)
- x6 lengthen block in mm (500.)
- x7 godet base from hem in mm (350.)



$p+l+c+r$

$p==>p$  construct shoulder dart bk

separate remove hood

curves construct waist dart and new side seam

delete old side seam

$p+l+c+r$

$p+dir+lg$  with  $lg=x1$  and  $x2$  aux. lines for relocation of waist darts

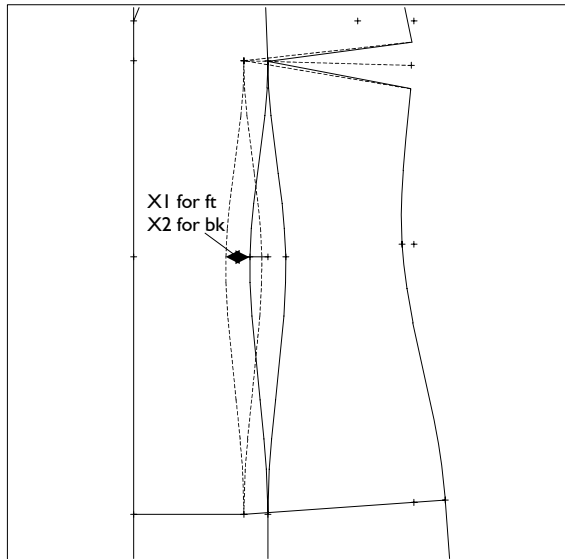
transform

move  $p==>p$  waist dart (see picture, next page)

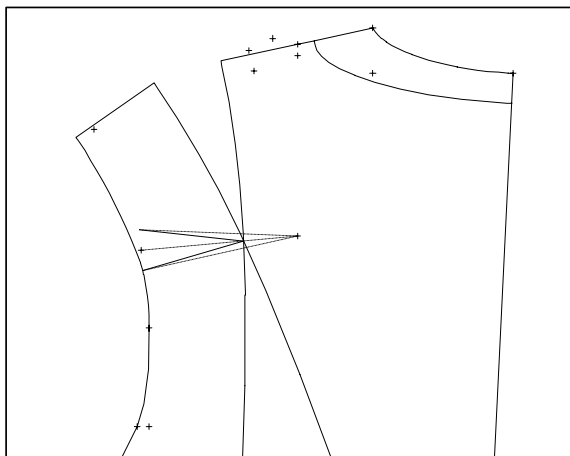
modify

relocate dart shoulder and bust dart

link shoulder bk

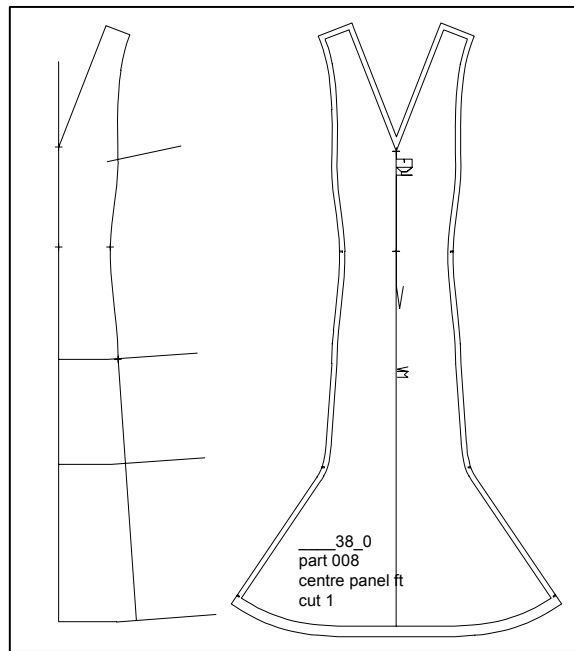


*p+l+c+r*  
*p=>p* neck ft with x4  
*curves* neck bk with x3 and x5  
*separate* shoulder ft + bk at new neck  
*curves* panel seams ft + bk  
*p+l+c+r*  
*p=>p* shorten bust dart to panel  
 seam  
*p+l+c+r* shorten shoulder dart bk to  
 panel seam



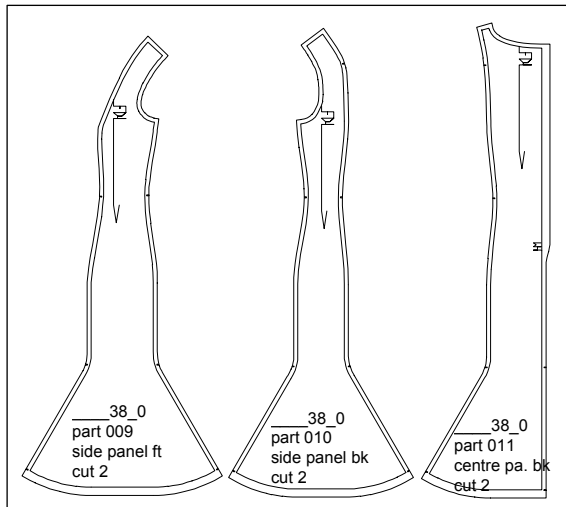
*transform*  
*tp+p=>p* rotate darts ft + bk into the  
 panel seam  
*lengthen by* ft + bk with x6  
*parallel* hem with x6  
*p+l+c+r*  
*perp p =>l* new side seam  
*measure* check identical length at ss  
*parallel* godet base with x7, facing with  
 xg4

**Centre panel front (part 008)**



*partorganis*  
*insert* insert lines and points for front  
 centre panel  
 remove part 005  
*corners*  
*separate* godet base line and hip line  
*transform* godet angle  
*turn tp + ang* with *ang=xg3*  
*p+l+c+r*  
*circle arc cp+p* circle arc about godet base  
 for new hem  
*corners or separate*  
*link*  
*link with curve* transition godet/panel seam  
*transform*  
*mirror* the complete part  
*delete* delete CF (double)  
*paralle* seam allowance and hem with  
 xg1 and xg2  
*symbols* set grain, CF, notches  
*delete* auxiliary lines  
*text*

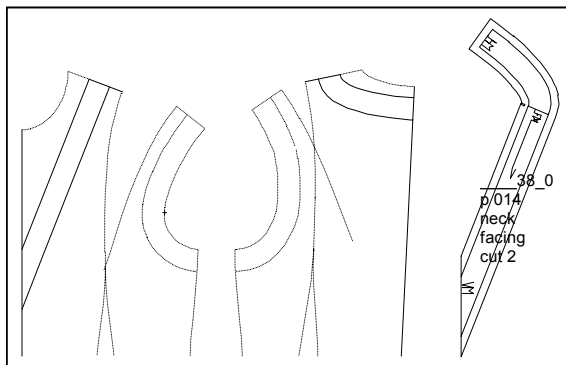
### Side panel ft (part 009), centre panel bk (part 010) and side panel bk (part 011)



*partorganis*  
*insert* lines for side panel ft  
 remove part 005  
*corners*  
*separate* godet base line  
 <F11 >  
 z1 = - xg4  
*transform* construct godet  
 turn tp+ang with ang=xg4 and z1  
 p+l+c+r  
 circle arc cp+p construct godet base  
*corners* or *separate*  
*link*  
 link with curve transition godet/panel seam  
*parallel* seam allowance and hem with  
 xg1 and xg2, facing with xg4  
*symbols* set grain and notches  
*delete* auxiliary lines  
*text*

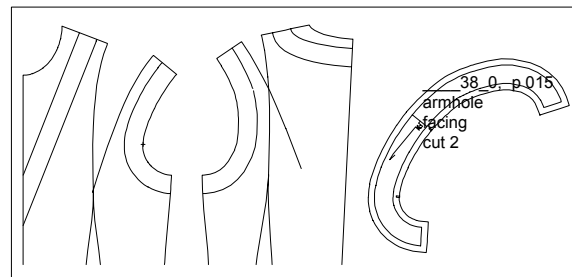
In the centre bk panel the seam allowance xg1 is to be used for the area of the concealed zip 500mm long).

### Neck facing (part 014)



*partorganis*  
*insert*  
*lines* insert lines for the ft neck facing out of part 005  
 without tr.  
*corners*  
*insert*  
*lines* insert lines for bk neck facing out of part 005 **with transformation**  
 turn+move p+p=>p+p  
 1. point: corner shoulder/ outside line (red part)  
 2. point: end shoulder (red part)  
 3. point: corner shoulder/ outside line (yellow part)  
 4. point: end shoulder (yellow part)  
 remove part 005  
*delete* shoulder (double)  
*corners*  
*parallel* seam allowance with xg1  
*symbols* set grain, CF, CB  
*text*

### Armhole facing (part 015)

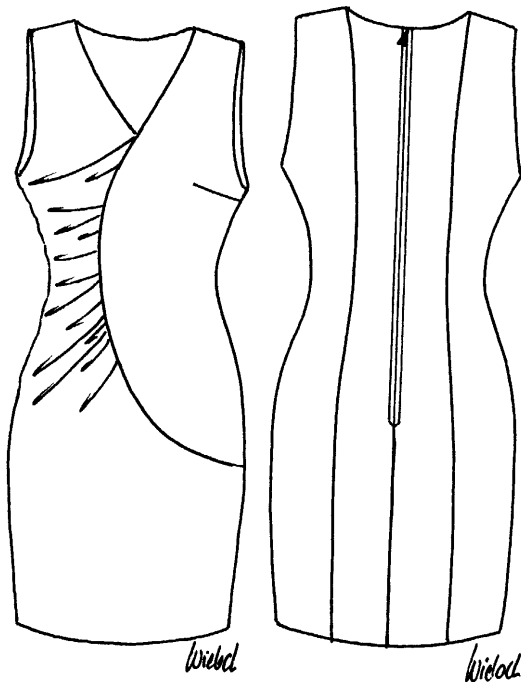


*partorganis*  
*insert*  
*lines* insert lines and sleeve notch point for armhole facing ft out of part 005  
 without tr.  
*corners*  
*insert*  
*lines* insert lines for armhole facing bk out of part 005 **with transformation**  
 turn+move p+p=>p+p  
 see part 014  
 remove part 005  
*delete* shoulder (double)  
*corners*  
*parallel* seam allowance with xg1  
*symbols* set grain and sleeve notch  
*text*

**3rd Exercise**

**"Dress with drape"**

Working drawing:



Design specification:

From the basic block "bodice after Hohenstein" a dress with one-sided drape in proportion class "d" with concealed zip in the centre back is to be constructed. Construct a vent into the side seam or the centre back at your discretion.

Use the following global x values:

- xg1 seam allowance in mm (10.)
- xg2 hem in mm (40.)

The following is to be variable via x values:

- lengthen block
- reduction side seam
- shorten shoulder
- drop neck ft + bk
- drape curve and pleat depth

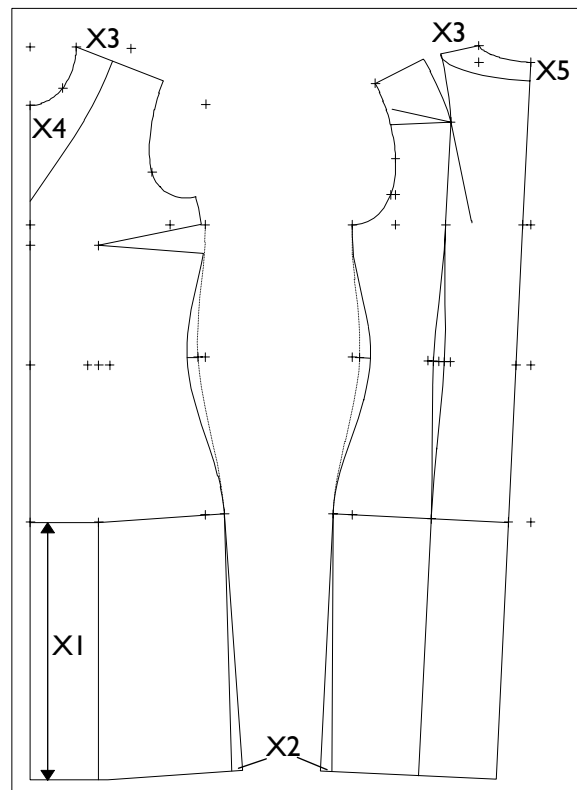
Suggestion for the list of parts:

001	NN	0	0	0
002	NN	0	0	0
003	NN	0	0	0
004	NN	0	0	0
* 005	x draft dress	121	75	0
006	NN	0	0	0
007	NN	0	0	0
* 008	x front	56	49	1
009	NN	0	0	0
010	NN	0	0	0
011	x front with drape	93	62	2
012	x front with curve	40	29	2
013	NN	0	0	0
014	x side panel back	54	32	1
015	x centre panel back	52	21	1

Suggestion for construction steps:

Create the list of parts in *partorganis* and call the basic block "bodice after Hohenstein" into part 005.

**Draft dress (part 005)**



x values:

- x1 lengthen block in mm (350.)
- x2 reduction side seam in mm (15.)
- x3 shorten shoulder from neck in % (42.)
- x4 drop neck line ft in mm (130.)
- x5 drop neck line bk in mm (25.)

$p+l+c+r$

$p=>p$  construct shoulder dart bk

separate

remove hood

<F11>

$z1=Ab$

half of waist dart ft

$z2=Ab$

half of waist dart bk

$p+l+c+r$

$p+dir+lg$  with  $lg=z1$  and  $z2$  aux.

lines for relocation side seam

$p+rel+p$  with  $rel=50.$  dart points bk

curves construct inside dart bk and side seam with x2

delete old side seam

modify

relocate dart ft + bk

link shoulder bk

curves back neck with x3, x5

front neck with x3, x4

separate shoulder ft + bk, neck ft

lengthen

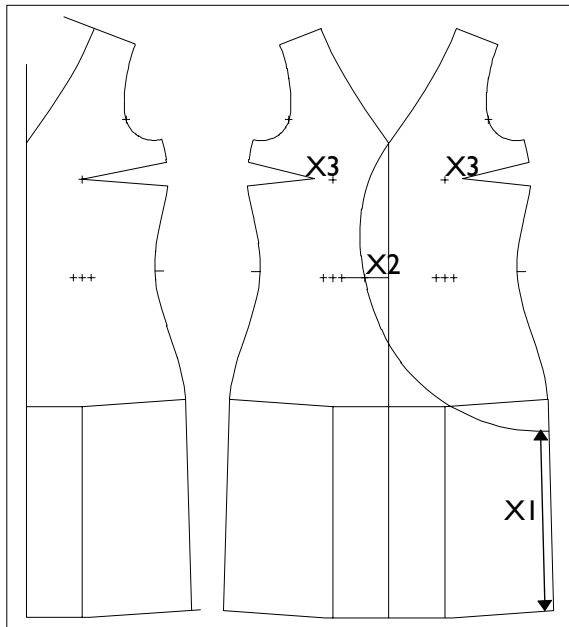
lengthen by  $lg=x1$  CF and CB

*parallel* to hip line with  $x1$   
*p+l+c+r*  
*perp p=>l* hip point onto hem ft + bk  
*measure* check that ft + bk side seam  
 are identical in length  
  
*p+l+c+r*  
*p==>p* reduce side seam with  $x2$   
*curves* panel seam bk  
*transform*  
*tp+p=>p* shoulder dart bk in shoul-  
 der

**Front (part 008)**

x values:

$x1$  curve start from hem in % (85.)  
 $x2$  curve bow from CF in mm (40.)  
 $x3$  shorten bust dart in mm (30.)

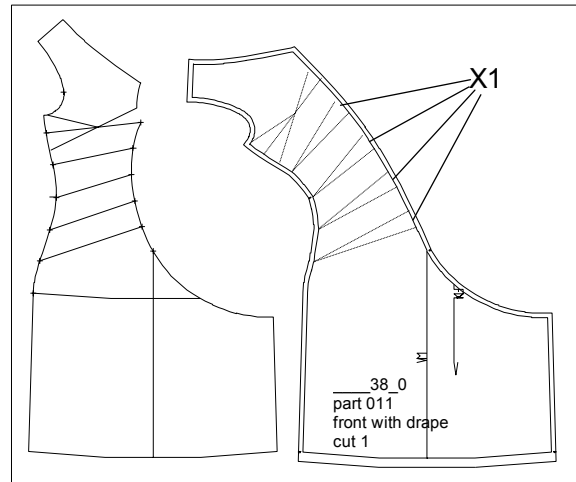


*partorganis*  
*insert* insert lines and points for ft  
 remove part 005  
*corners*  
*modify* shorten dart with  $x3$   
*transform*  
*mirror* complete part  
*delete* CF (double)  
*p+l+c+r*  
*perp p=>l* aux. line onto CF (waist)  
*p+d on l* with  $d=x2$  curve bow  
*curves* construct drape curve with  
 $x1\%$  (side seam from hem) and  
 bind onto waist with  $x2$

**Front with drape (part 011)**

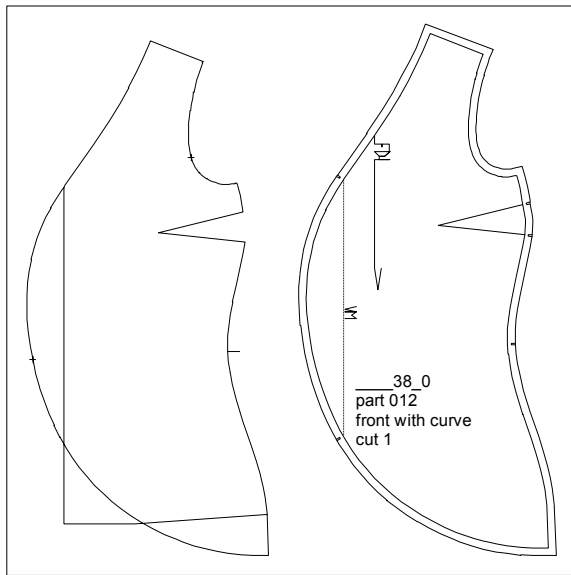
x values:

$x1$  pleat depth in mm (40.)



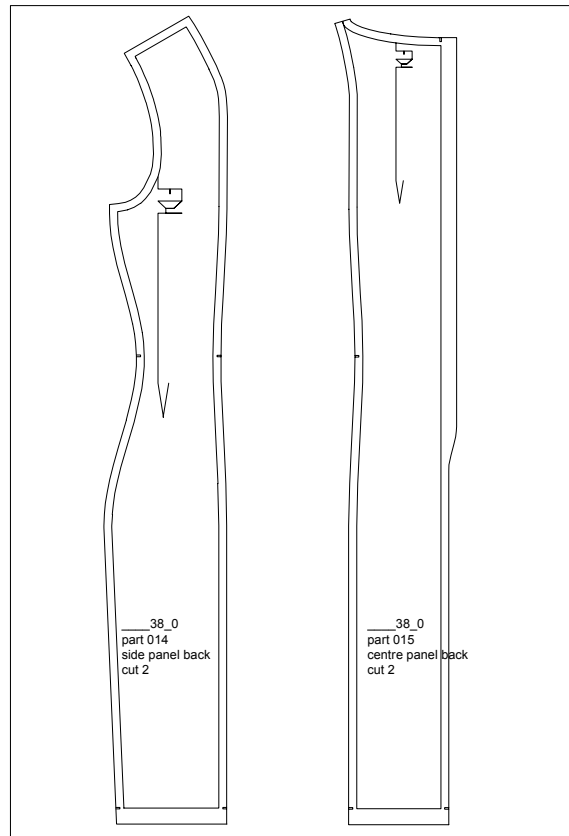
*partorganis*  
*insert* lines and points  
 remove part 008  
*corners*  
*separate* curve at CF, lengthen dart lines  
 to curve  
  
*transform* close bust dart  
*separate* side seam and drape curve at  
 waist  
  
*raster*  
*raster l* with  $N=6$  set 4 points for the  
 pleats onto side seam and dra-  
 pe curve  
  
*p+l+c+r*  
*p==>p* spread lines for drape  
*transform*  
*tp+p=>p* close dart  
*pleats*  
*spread* with  $x1$  as spacing  
*curves* draw new curve from neck line  
 to intersection CF/curve, insert  
 a point and bind  
  
*parallel* construct seam allowance and  
 hem with  $xg1$  and  $xg2$   
  
*corners*  
*symbols* set grain, CF and notches  
*delete*  
*text*

**Front with curve (part 012)**



- partorganis*
- insert* lines and points
- remove part 008*
- corners*
- pleats*
- dart hood single* dart
- parallel* seam allowance with xg1
- symbols* set grain, CF and notches
- delete*
- text*

**Side panel back (part 014) and centre panel back (part 015)**



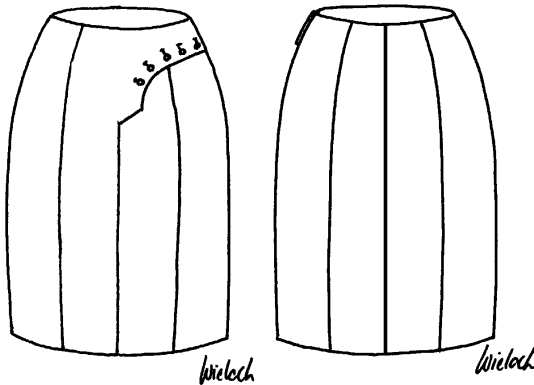
- partorganis*
- insert* lines and points
- remove part 005*
- corners*
- separate* superfluous lines
- modify*
- p adjust vertical*
- parallel* construct seam allowance and hem with xg1 and xg2 and addition for zip (500 mm long)
- 
- corners*
- link* seam allowance and zip
- symbols* set grain and notches
- delete*
- text*

The construction of the centre back panel is analogous to the side panel.

**4th Exercise**

**"Short skirt"**

Working drawing:



Design specification:

From basic block "skirt after Hohenstein" a short skirt in proportion class "d" with overlapping button catch in the front (see picture), vents without facings is to be constructed.

Use the following global x values:

- xg1 seam allowance in mm (10.)
- xg2 hem in mm (20.)
- xg3 vent height from hem in mm (50.)

The following is to be variable via x values:

- skirt length from hip
- start for curve at side seam
- curve base at overlap
- overlap width

Suggestion for the list of parts:

001	NN	0	0	0
002	NN	0	0	0
003	NN	0	0	0
004	NN	0	0	0
* 005	x draft skirt	40	42	0
006	NN	0	0	0
007	NN	0	0	0
008	NN	0	0	0
009	x side panel front	42	20	1
010	x right centre panel ft	82	36	1
011	x left centre panel ft	49	24	1
012	NN	0	0	0
013	NN	0	0	0
014	x side panel back	41	17	1
015	x centre panel back	46	18	1

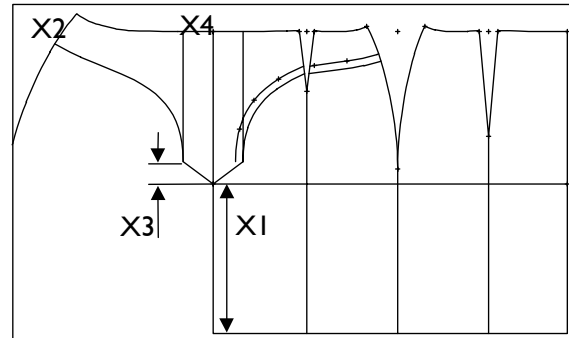
Suggestion for construction steps:

Open a number of parts in *partorganis*, enter the corresponding text and activate part 005. Call basic block "skirt after Hohenstein" into part 005.

**Draft skirt (part 005)**

x values:

- x1 skirt length from hip in mm (200.)
- x2 start of curve at side seam from waist in mm (50.)
- x3 curve base at overlap in mm (30.)
- x4 overlap width in mm (40.)



*transform*

*turn tp+p=>p* waist line and side seam about waist dart vertex

*mirror* waist line and ss (ft) at CF

*parallel* overlap with x4

*p+l+c+r*

*p=>p* close overlap

*plg on l* with *plg=x3*

*click p*

*corners or separate*

*curves* construct overlap panel

*plg on l* with *plg=x2*

*click pl*

*corners*

*p+l+c+r*

*p=>p* construct hip line

*parallel* hem with x1

*p+l+c+r*

*perp p=>l* construct panel seams

*transform*

*mirror* overlap curve at CF

*parallel* to overlap curve with 10mm

*raster*

*raster l* with *N=7* points for buttons

*separate* buttonhole curve at left dart line

*transform*

*tp+p=>p* buttonhole curve and point sequence about dart angle

*p+l+c+r*

*p* points for buttons with *click p*

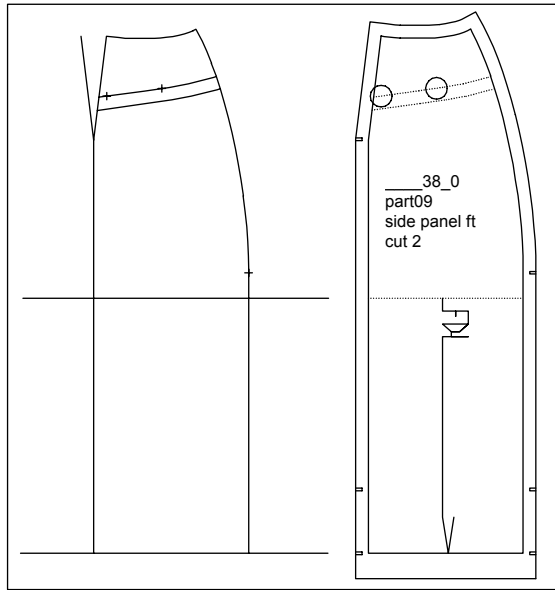
*delete* point sequence

*transform*

*mirror* overlap and sloped line at CF



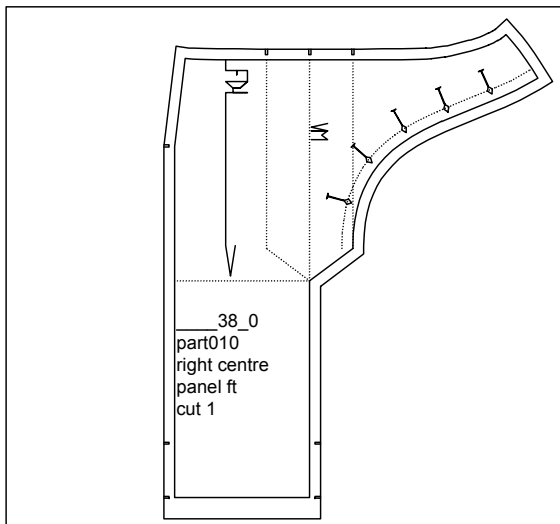
**Side panel front (part 009)**



*partorganis*  
*insert*  
 remove part 005  
*corners*  
*separate* hip line  
*attributes* alter hip line  
*parallel* seam allowance and hem with xg1 and xg2  
  
*corners* close allowance  
*symbols* set grain, notches (notch for vent:  $plg$  on  $l$  with  $plg=xg3$ ) and circle for buttons

*text*

**Right centre panel ft (part 010)**



*partorganis*  
*insert* lines for right ft panel  
*corners*  
*separate* hip line and auxiliary line  
*parallel* overlap curve with  $d=10mm$

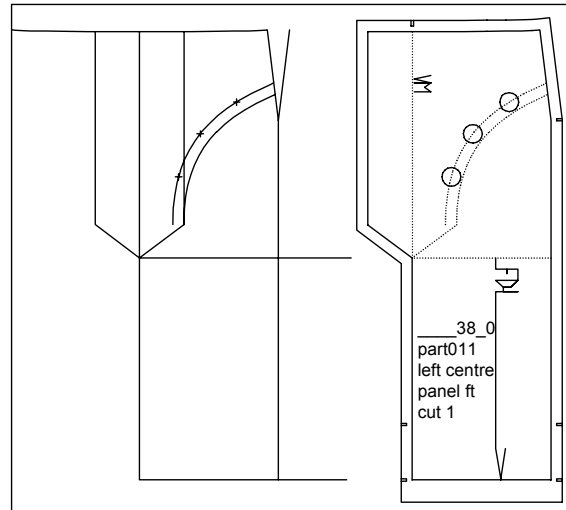
*raster*

*raster l* with  $N=7$  points for 5 buttons

*transform*  
*mirror* complete part, -copy  
*attributes* alter hip line  
*parallel* construct seam allowance and hem with xg1 and xg2  
  
*corners* close allowance  
*symbols* grain, buttonholes, notches (notch for vent with xg3)

*text*

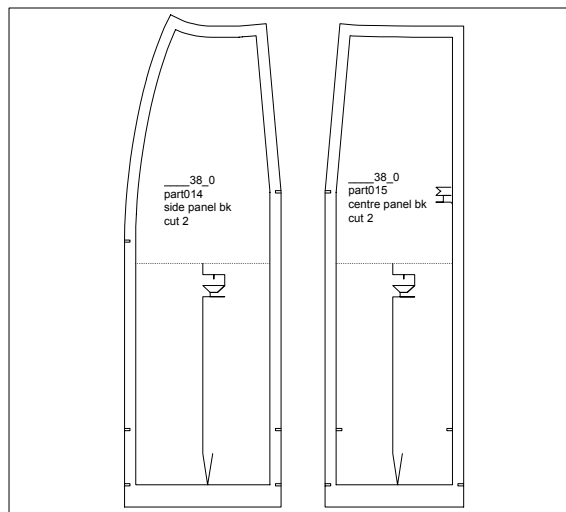
**Left centre panel ft (part 011)**



*partorganis*  
*insert*  
*corners*  
*separate* hip line  
*attributes* alter hip line  
*parallel* seam allowance and hem with xg1 and xg2  
  
*corners* close allowance  
*symbols* set grain and notches (notch for vent with xg3)

*text*

**Side and centre panel bk (part 014, 015)**

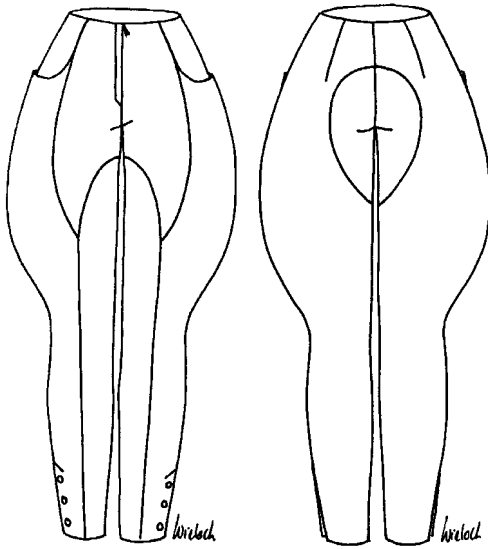


Construction steps as for part 011.

**5th Exercise**

**"Riding breeches with double-seat"**

Working drawing:



Design specification:

From the basic block "trousers after Hohenstein" breeches without ease with double-seat at the back are to be constructed. For ease of operation the fastening is ignored.

Use the following global x values:

- xg1 seam allowance in mm (10.)
- xg2 hem in mm (20.)
- xg3 cuff base from hem in mm (200.)
- xg4 distance buttons to side seam in mm (15)

The following is to be variable via x values:

- reduction hem and side seam
- curve bow
- panel seam base ft
- pocket mouth
- start double-seat

Suggestion for list of parts:

001	NN	0	0	0
002	NN	0	0	0
003	NN	0	0	0
004	NN	0	0	0
* 005	x draft trousers	154	73	0
006	NN	0	0	0
007	x side panel trouser ft	43	24	1
008	x centre panel trouser ft	35	18	1
009	x inside panel trouser ft	17	11	1
010	x pocket bag	32	10	1
* 011	x trouser back	45	27	1
012	x double-seat trouser bk	13	10	2
013	NN	0	0	0

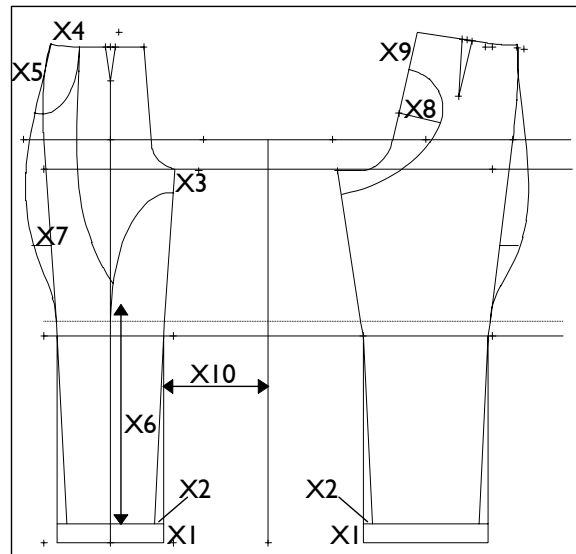
Suggestion for construction steps:

Open a number of parts in *partorganis*, enter the corresponding text and activate part 005.

**Draft trousers (part 005)**

x values:

- x1 shorten hem in mm (40.)
- x2 reduction side seam in mm (20.)
- x3 panel seam/inside leg ft in mm (50.)
- x4 pocket mouth/waist in mm (60.)
- x5 pocket mouth/ss in mm (150.)
- x6 base inside panel seam from hem in mm (460.)
- x7 curve bow ft/bk in mm (40.)
- x8 curve bow double-seat bk in mm (90)
- x9 double-seat from waist in mm (80.)
- x10 distance mirror line to part (200mm)

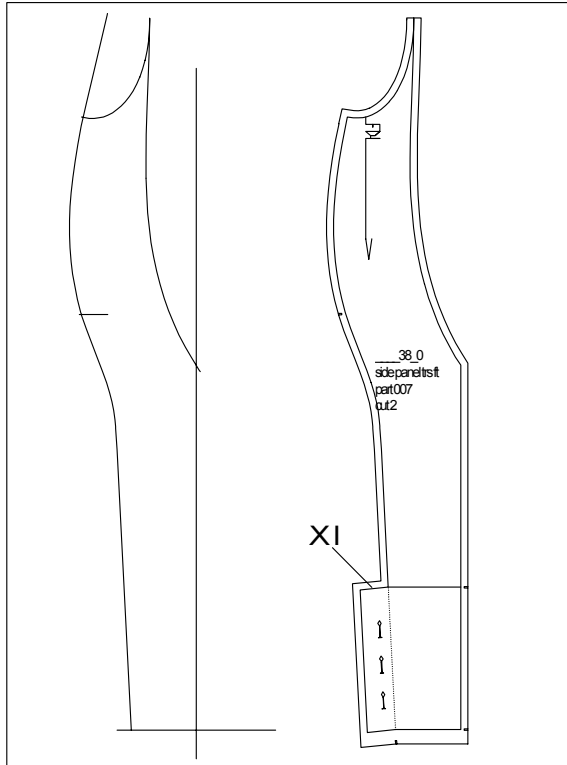


- $p+l+c+r$
- $p+d$  on  $l$  with  $d=x10$  create starting point for mirror line
- $p==>py$  construct mirror line
- transform
- mirror trouser back
- parallel shorten hem by  $x1$
- $p+l+c+r$
- perp  $p=>l$  vertical aux. line from dart vertex ft to hem
- $p+digi$  horizontal aux. lines (knee, hip, seat)
- parallel to knee line with  $x6$
- $p+l+c+r$
- $p==>p$  reduce side seam (cuff area)
- intersectn knee line/side seam
- $plg$  on  $l$  with  $plg=x2$
- separate old side seam (ft+bk) at curve base and seat line
- $p+l+c+r$
- $p+dir+lg$  with  $lg=x7$  construct curve bow line at side seam
- $rlg$  on  $l$  with  $rlg=50$
- $p+dir+lg$  with  $lg=x8$  construct curve bow line double-seat
- click  $p$

curves construct following curves:  
 side seam curve ft + bk  
 double-seat with x8, x9,  
 pocket mouth with x4, x5,  
 inside panel seam with x3, x6

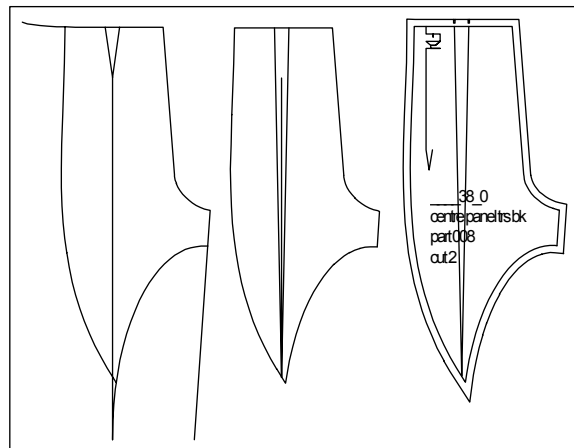
**Side panel trouser front (part 007)**

x values  
 x1 overlap width for cuffs in mm (30.)



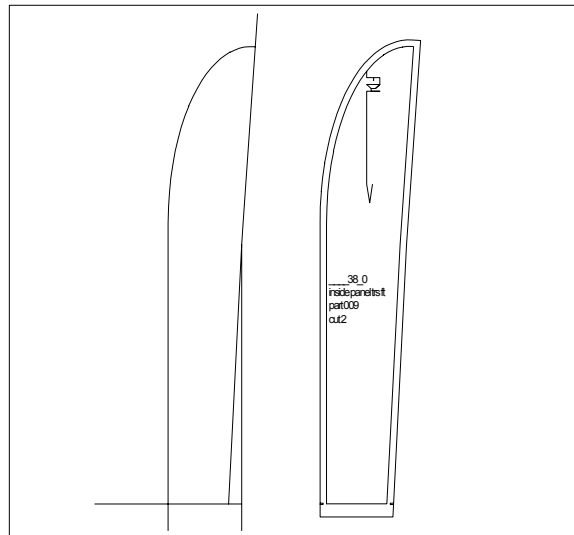
partorganis  
 insert  
 remove part 005  
 corners  
 parallel  
 d=xg3 construct cuff base line  
 separate side seam at cuff base  
 parallel  
 d=x1 construct overlap  
 d=xg4 aux. line for buttonholes  
 transform  
 mirror side seam at overlap  
 raster  
 raster 1 with N=5 raster aux. line  
 parallel seam allowance and hem with  
 xg1 and xg2  
 symbols grain, buttonholes, notches  
 attributes alter cuff side seam  
 text

**Centre panel trouser front (part 008)**



partorganis  
 insert  
 remove part 005  
 corners  
 separate vertical auxiliary line  
 <F11>  
 z01 = -gL measure vertical aux. line (with  
 negative value)  
 modify lengthen dart  
 shortn dart  
 lg=z1  
 parallel seam allowance with xg1  
 symbols set grain and notches  
 text

**Inside panel trouser front (part 009)**

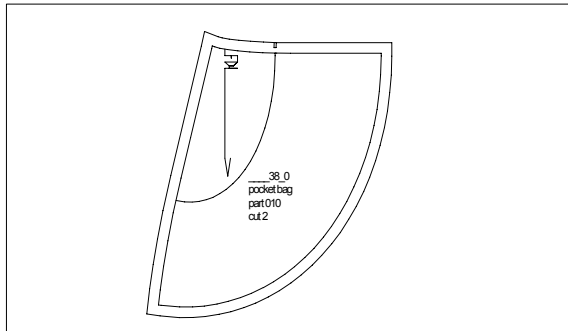


partorganis  
 insert  
 remove part 005  
 corners  
 parallel seam allowance and hem  
 symbols grain and notches  
 text

**Pocket bag (part 010)**

x values:

- x1 pocket bag width in mm (100.)
- x2 pocket bag length in mm (250.)

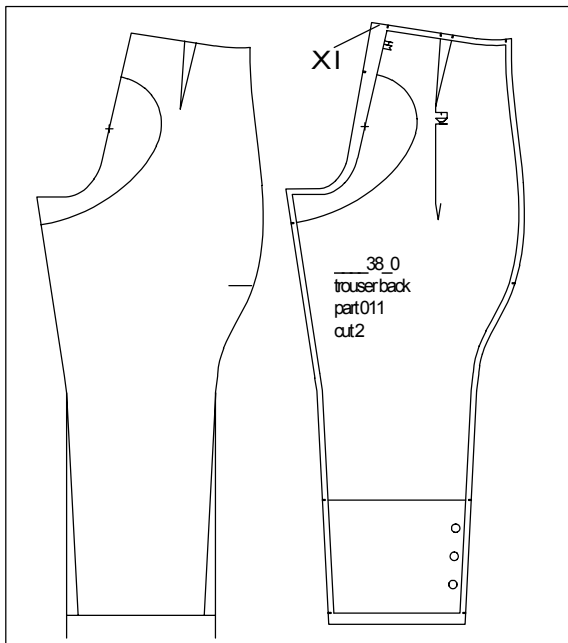


*partorganis*  
*insert*  
 remove part 005  
*curves* construct new curve  
*plg on l* with  $plg=x1$  and  $x2$   
*corners*  
*parallel* seam allowance with  $xg1$   
*symbols* grain and notch  
*text*

**Trouser back (part 011)**

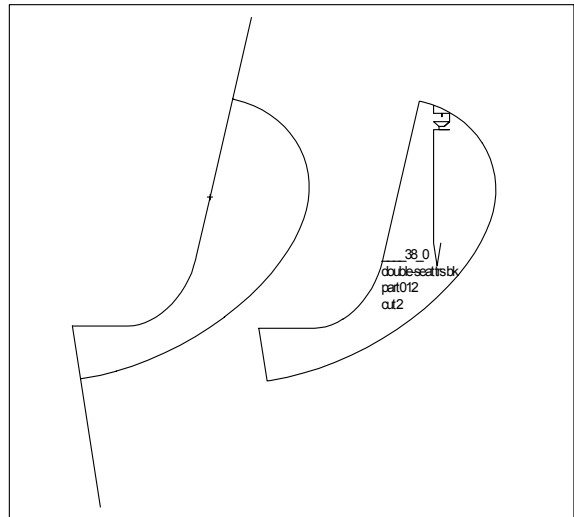
x values:

- x1 addition CB



*partorganis*  
*insert*  
 remove part 005  
*corners*  
*separate*  
*parallel*  
 $d=xg3$  aux. line cuff base  
 $d=xg4$  aux. line for buttons  
*parallel* seam allowance and hem with  $xg1$  and  $xg2$   
*raster* aux. line for buttons  
*lengthen*  
*lengthen by*  $lg=x1$  addition CB  
*poma* move seam allowance CB  
*symbols* set grain, buttons, notches  
*text*

**Double-seat trouser back (part 012)**

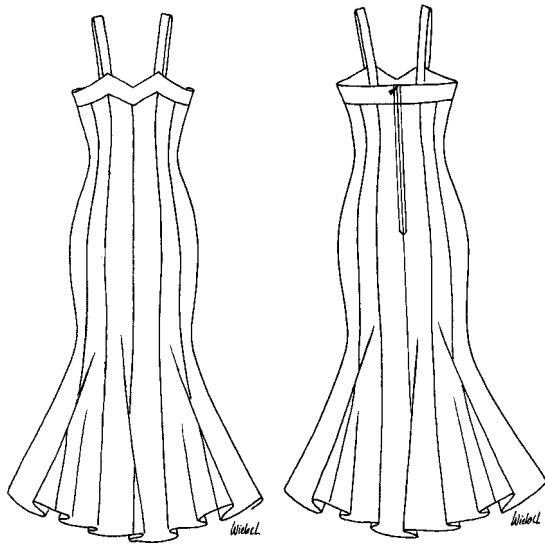


*partorganis*  
*insert*  
 remove part 011  
*corners*  
*parallel* seam allowance with  $xg1$   
*symbols* set grain and notch  
*text*

**6th Exercise**

**"Summer dress with straps and banded neck"**

Working drawing:



Design specification:

From the basic block "bodice after Hohenstein" a summer dress in proportion class "c" with straps, banded neck and godets is to be constructed.

Use the following global x values:

- xg1 seam allowance in mm (10.)
- xg2 hem in mm (30.)
- xg3 godet angle (30°)

The following is to be variable via x values:

- dress length,
- band width,
- drop armhole and
- shortening of the waist darts.

Suggestion for the list of parts:

001	NN	0	0	0
002	NN	0	0	0
003	NN	0	0	0
004	NN	0	0	0
* 005	x draft dress	201	105	0
006	NN	0	0	0
007	x centre panel front	90	40	1
008	x middle panel front	87	41	1
009	x side panel front	89	37	1
010	NN	0	0	0
011	x side panel back	86	35	1
012	x middle panel back	89	35	1
013	x centre panel back	85	31	1
014	NN	0	0	0
015	x band front	43	17	1
016	x band back	58	24	1
017	x strap	43	17	1

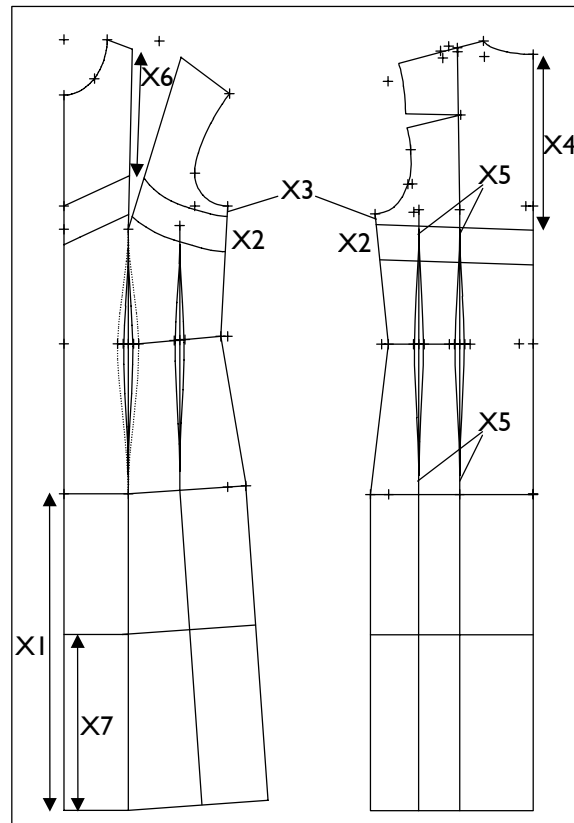
Suggestion for construction steps:

Open 17 parts in *partorganis*, enter the corresponding text and call basic block "bodice after Hohenstein" into part 005.

**Draft dress (part 005)**

x values:

- x1 dress length from hip in mm (450.)
- x2 band width in mm (50.)
- x3 drop armhole in mm (15.)
- x4 distance between neck and band (CB) in mm (250.)
- x5 shorten waist dart ft + bk in mm (25.)
- x6 start band peak ft from shoulder in mm (180.)
- x7 godet base from hem in mm (250.)



*transform*

turn with  $tp+p=>p$  bk (CB) vertical

$p+l+c+r$

$p=>p$  create shoulder dart and panel seam back

*separate* shoulder, remove hood

*modify*

*relocate dart* relocate dart bk into armhole

*link* shoulder bk

*separate* shoulder at panel seam

*modify*

*relocate dart* bust dart into shoulder

*curves* construct waist dart

$p+l+c+r$

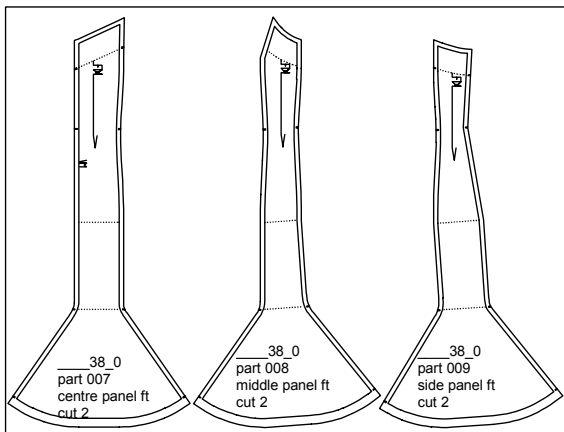
$p$  construct point in centre between CB and waist dart

*transform*

move  $p=>p$  waist dart

$p+l+c+r$   
 $p+rel+p$  with  $rel=50$ . construct waist points of the waist darts  
 curves construct waist darts  
 $p+l+c+r$   
 $p=p$  band bk  
 $plg$  on  $l$  with  $plg=x3$   
 $plg$  on  $l$  with  $plg=x4$   
 $p=p$  band line ft  
 $click\ p$  at CF  
 $plg$  on  $l$  with  $plg=x6$   
 curves band curve ft  
 $plg$  on  $l$  with  $plg=x3$   
 $plg$  on  $l$  with  $plg=x6$   
 modify  
 $shortn\ dart\ lg=x5$  waist dart ft + bk  
 parallel  
 $d=x2$  band ft with CF and bk  
 separate lower band line ft and dart and CF  
 <F11>  
 $z1=Ab$  measure band width along the left dart line with  $click\ pl$   
 $p+l+c+r$  point for band line at ss  
 curves construct lower band line of right ft with  $z1$   
 lengthen  
 $lengthen\ by\ lg=x1$  lengthen CF and CB  
 parallel to hem ft + bk with  $x1$   
 parallel for godet base with  $x7$   
 $p+l+c+r$   
 $perp\ p=>p$  perp. on hem (dart + ss)  
 separate superfluous lines  
 corners

**Centre panel ft** (part 007), **middle panel ft** (part 008) and **side panel ft** (part 009)

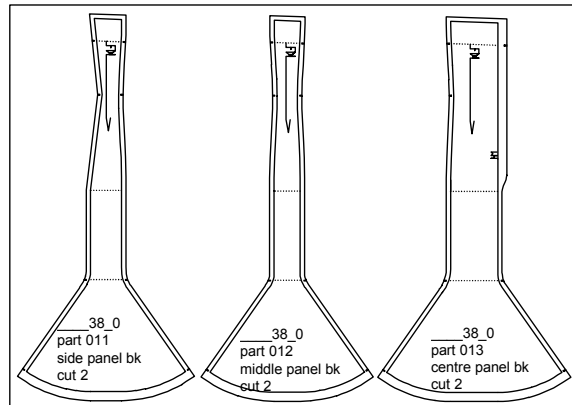


*partorganis*  
 insert  
 remove part 005  
 corners  
 separate aux. line at godet base  
 transform  
 $turn\ with\ tp+ang$   
 $intersectn.$  aux. line/panel seam

$ang=xg3$   
 -back trans.  
 $intersectn.$  aux. line / ss  
 $ang=xg3$   
 +back trans.

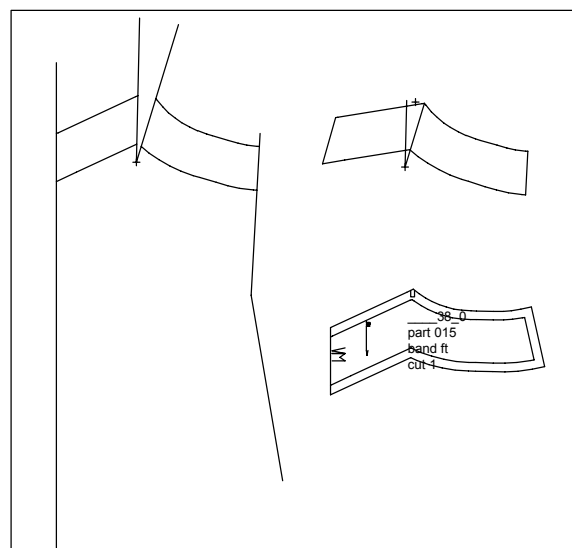
$p+l+c+r$   
 circle arc for godet base  
 corners or separate superfluous lines  
 link godet base/ss  
 parallel seam allowance and hem with  $xg1$  and  $xg2$   
 symbols set grain and notches  
 attributes alter aux. lines  
 delete  
 text

**Side panel bk** (part 011), **middle panel bk** (part 012) and **centre panel bk** (part 013)



The procedure is analogous to the front parts, but with an additional parallel for the concealed zip in the centre back panel.

**Band front** (part 015)



*partorganis*  
 insert  
 remove part 005  
 corners  
 separate band line and dart line

*transform*

turn  $tp+p=p$  close dart

*link*

link with curve link band line

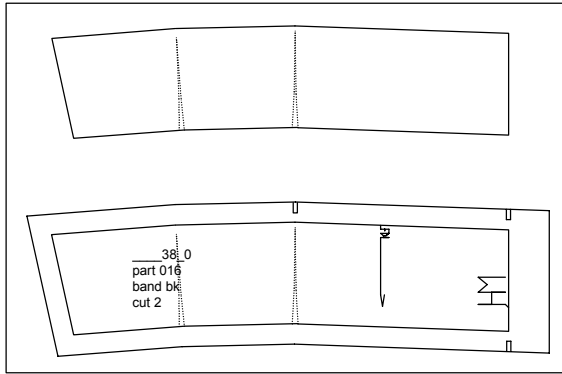
*parallel* construct seam allowance

*symbols* grain, CF and notch for strap

*attributes* alter dart lines

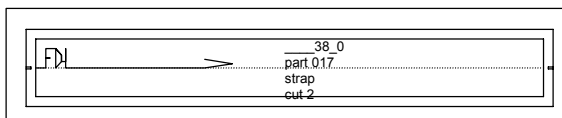
*text*

### Band back (part 016)



Construction steps as for band ft.

### Strap (part 017)



*partorganis*

*insert*

remove part 005

<F11>

$z1 = Ab + Ab - 30$  bust dart line ft + bk to top edge of band

$p + l + c + r$

$p + w + h$  with  $h = 30$  and  $w = z1$

*transform*

*mirror*

*parallel* seam allowance with  $xg1$

*symbols* grain and notches

*text*