

FEATURES AND POSSIBILITIES OF DESIGNING CLOTHING DESIGN IN 3D TECHNOLOGY

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ОСОБЕННОСТИ И ВОЗМОЖНОСТИ ПРОЕКТИРОВАНИЯ ДИЗАЙНА ОДЕЖДЫ В 3D-ТЕХНОЛОГИИ

Annotation: *Marvelous Designer is a first-person shooter computer game developed by Marvel Comics and published by Marvel Comics for the PlayStation Portable game console.*

Аннотация: *Подбор и комбинирование национальных декоративных элементов для различных женских фигур с использованием возможностей автоматизированных систем, таких как Marvelous designer.*

Keywords: *Marvelous designer, qomat types, compositional and colorographic construction of decoration, consumer.*

Ключевые слова: *Marvelous designer, типы фигур, композиционно — цветографического построения орнамента, потребитель.*

Any national decorative element is unique in its structure, Color, Meaning of its patterns, place of creation, size and sewing technique. When modeling the design of clothing with national decorative elements, it is necessary to adhere to the features listed above. Each designer looks for successful combinations that will appeal to the Consumer, taking into account fashion trends [1]. Each consumer tries to fully create his wardrobe in the direction of modern fashion. As a result of applying elements of national decoration to modern clothes, we also achieve long-term preservation of our values.

Classic trousers (blue, black or gray), a simple white shirt, a black (burgundy or blue) shirt, an office suit are the basis for applying national decorative elements in different colors. Such a simple, but at the same time our national values are interesting and convenient for every consumer.

The next task is to mist with color. Although the dress is structurally perfect, but the incorrectly selected color and shape of the decorative element can make the appearance of the entire composition zero. Each designer should not only decorate the outfit with decorative elements, but also take into account aspects that can fully shape the composition. So, in the process of choosing decorative elements for clothing, it is necessary to take into account the hair, eyes, skin tones of the consumer and what is of course intended. In this, 3D technology (Marvelous designer) will help to achieve an effective result, since these programs allow us to evaluate the finished product by directly looking at the figure, dynamics. This process is also facilitated by the Uzbek national decorative elements created by the authors [2] database, where all samples of embroidery were analyzed and systematized taking into account the compositional and colorographic construction of ornaments, depending on their similarity to each historical and ethnographic region of Uzbekistan.

The decorative element should be perfectly selected for each outfit. The result is consumer-demand and competitive clothing.

Everyone has their own body structure. Some have a narrow pelvis and wide shoulders, some have defects in the lumbar region known [3] stand, etc. But at the same time, it should be noted that the physical condition of each woman has not only disadvantages, but also advantages, taking into account these aspects, the creation of a dress is the task of the constructor designer.

Thus, if different pores have different defects or sides that cause discomfort to the consumer in general, they can be eliminated with the help of decorative elements [Figure 1].

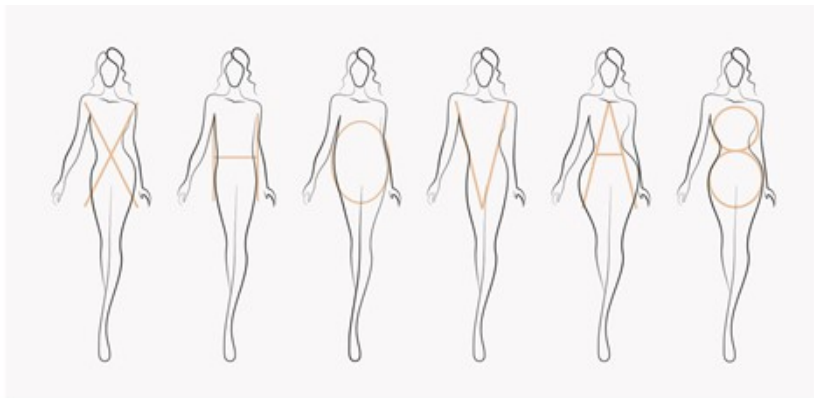


Image.1. Types of female lambs

In the environment of Marvelous designer 9, analyzes were carried out on how to eliminate various types of mold defects with the help of decorative elements and create new models.

Hour of sand. A sand clock is a hammock whose shoulder width is equal to the width of the bow and whose waist is clearly noticeable. In fact, this figure visually looks fatter. So that the figure does not look fat visually, the waist line [4] should always be emphasized. In this type of figure, when the waist is always highlighted, it should be taken into account that folds always appear on the waist of the dress. Accordingly, it is recommended to choose small decorative elements for clothing.

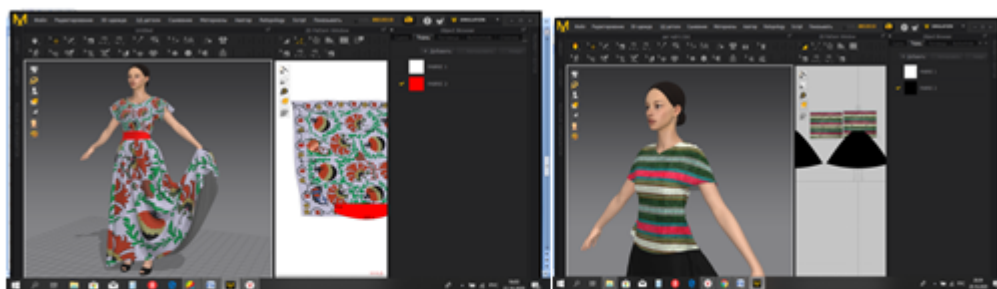


Image. 2. Selection and analysis of decorative elements according to the type of figures in the environment of Marvelous designer 9

Pear-shaped or triangular shape type. This type of qomat is very beautiful. In it, the shoulder width represents a figure smaller than the width of the neck. Here it is darcor to correct shoulder width. That is, they must be visually expanded. For this, horizontal prints on the upper part of the body should be used [image 2]. The bottom of the dress should be simple, unadorned. To emphasize the top of the dress, it is necessary to place the decor on the top of the figure. It is also advisable if the decor is in a darker palette.

Inverted triangle is a type of figure. Most often, the figure has a large chest and shoulders. But always has a small neck. It is advisable to use vertical prints and cuts [image 3].

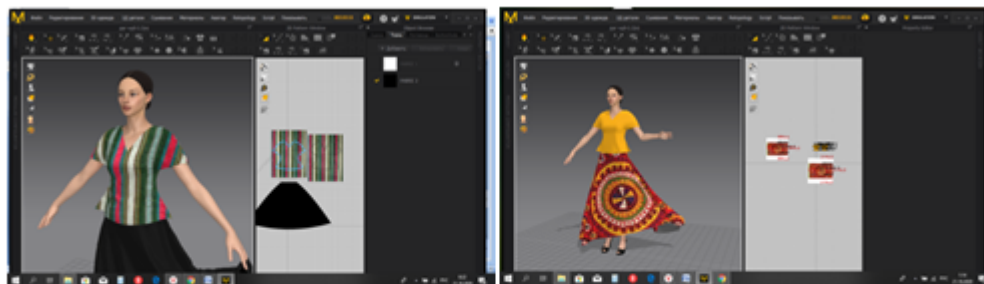


Figure 3. Selection and analysis of decorative elements according to the type of figures in the environment of Marvelous designer 9

Expanding the bottom using bright decorative elements to add visual volume is achieved using voluminous trousers or skirts.

Round pile type. In this type of figure, the shoulders, waist and buttocks will be approximately equal in size. Therefore, parts of the shoulder and neck [5] are corrected to appear narrower. To do this, it is necessary to choose voluminous sleeves and other voluminous decor with large decorations, as well as a variety of decorative elements that are more suitable for a delicate waist.

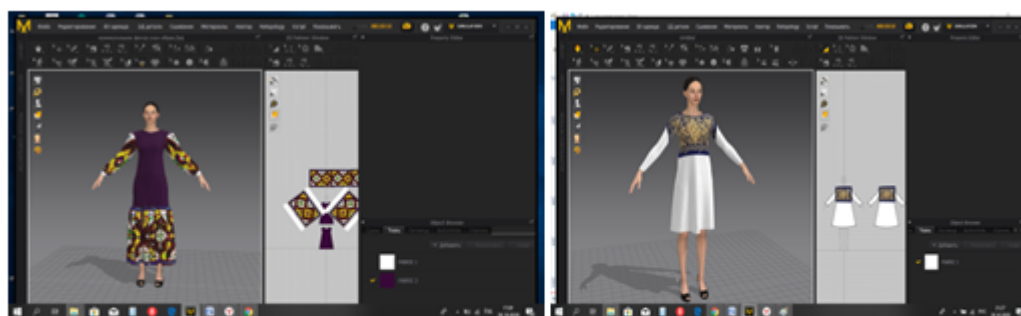


Figure 4. Selection and analysis of decorative elements according to the type of figures in the environment of Marvelous designer 9

A type of figure in the form of an Apple. In this type of figure, the shoulder and neck [6] are narrower in width than the waist. In order to visually stretch the shape, it is necessary to correct the width of the shoulders and buttocks. With the help of various decor, cutouts, vitochka, the emphasis is placed on moving the compositional Center away from the waist (Figure 4).

So, even if the figure looks non-standard, it is possible to skillfully apply a variety of decor on clothes, as well as create a stylish look by changing the image, in which it is advisable to make the most of the new 3D technologies of our time, after all, they reduce time consumption and help to come to the final

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