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Beyond Design
Textile Technology Digest
Sustainable Apparel
Fashionopolis
Sustainability in Fashion and Textiles
Fashion Technical Sourcebook for Apparel Designers: Bundle Book + Studio Access Card [With Access Code]
Anthropometry, Apparel Sizing and Design
Producing Fashion
Understanding Aesthetics for the Merchandising and Design Professional
Latest Material and Technological Developments for Activewear
Circular Economy in Textiles and Apparel
Industry 4.0 and Advanced Manufacturing
Improving Comfort in Clothing
Apparel Merchandising
Fabricating Consumers
The Business of Fashion
Beyond Design, 2nd Edition
Fashion Fibers
Technical Sourcebook for Designers
Clothing Biosensory Engineering
Shaping Sustainable Fashion
Designing Apparel for Consumers
A Study of Apparel Design Process
Emotionally Durable Design
Customer Interaction and Customer Integration
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Functional Clothing Design
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Outdoor Leisure Clothes Anthropometry, Apparel Sizing and Design Fashion Design Advances in Apparel Production

Beyond Design

Emotionally Durable Design presents counterpoints to our 'throwaway society' by developing powerful design tools, methods and frameworks that build resilience into relationships between people and things. The book takes us beyond the sustainable design field's established focus on energy and materials, to engage the underlying psychological phenomena that shape patterns of consumption and waste. In fluid and accessible writing, the author asks: why do we discard products that still work? He then moves forward to define strategies for the design of products that people want to keep for longer. Along the way we are introduced to over twenty examples of emotional durability in smart phones, shoes, chairs, clocks, teacups, toasters, boats and other material experiences. Emotionally Durable Design transcends the prevailing doom and gloom rhetoric of sustainability discourse, to pioneer a more hopeful, meaningful and resilient form of material culture. This second edition features pull-out quotes, illustrated product examples, a running glossary and comprehensive stand firsts; this book can be read cover to cover, or dipped in-and-out of. It is a daring call to arms for professional designers, educators, researchers and students from in a range of

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disciplines from product design to architecture; framing an alternative genre of design that reduces the consumption and waste of resources by increasing the durability of relationships between people and things.

Textile Technology Digest

Sustainability is an issue that increasingly concerns all those involved in the apparel industry, including textile manufacturers, apparel designers, retailers and consumers. This important book covers recent advances and novel technologies in the key areas of production, processing and recycling of apparel. Part One addresses sustainable finishing and dyeing processes for textiles. The first two chapters concentrate on the environmental impact of fabric finishing, including water consumption, emissions and waste management. Further chapters focus on plasma and enzymatic treatments for sustainable textile processing, and the potential for improving the sustainability of dyeing technologies. Part Two covers issues of design, retail and recycling, and includes discussions of public attitudes towards sustainability in fashion, methods of measuring apparel sustainability and social trends in the re-use of apparel. Reviews sustainable finishing and dyeing processes for textiles Addresses social attitudes towards and methods for measuring sustainability in the apparel industry and retail sectors Covers recycling of apparel

Sustainable Apparel

Environmental Ergonomics addresses the problems of maintaining human comfort, activity and health in stressful environments. Its subject areas include thermal environments, illumination, noise and hypo- and hyperbaric environments. The book concentrates fundamentally on the way the thermal environment has affected human comfort, health and performance from the age of cave-dwellings to our age of skyscrapers. This book contains only papers selected from the 10th ICEE held in Japan 23-27 September 2002. The ICEE has been held biannually since 1982, and has firmly established itself as the world's most distinguished conference in its field, offering the ideal forum for research scientists, medical doctors, engineers, administrators, technicians, healthcare professionals and students to share their work and ideas. Selected papers from the 10th International Conference on Environmental Ergonomics held in Japan, 23-27 September 2002. They have been revised and peer-reviewed. Papers included in this text have been widely recognised as the catalyst for the recent advances witnessed in Environmental Ergonomics in Asia. They strike a balance between academia and industries' views on environmental ergonomics. Add this volume to your copy of the Elsevier Ergonomics Book Series.

Fashionopolis

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This text tells the entire story of how the fashion business works. It includes the processes involved with producing raw materials, apparel, and accessories, as well as the retail businesses that sell fashion merchandise to the public.

Sustainability in Fashion and Textiles

Now in full colour, the third edition of this practical text takes students step-by-step through the pre-production processes of apparel product development: planning, forecasting, fabricating, line development, technical design, pricing and sourcing and includes a greater focus on current issues, for example sustainability and business ethics.

Fashion

An introduction to the fashion industry that explores all fashion careers - with in-depth job descriptions, education and training requirements and salaries - and how roles relates to the industry as a whole.

Technical Sourcebook for Apparel Designers: Bundle Book + Studio Access Card [With Access Code]

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This comprehensive text on apparel product development reflects the current importance of manufacturers' and retailers' private brands and exclusive designer collections.

Anthropometry, Apparel Sizing and Design

Given its importance for consumer satisfaction and thus brand success, apparel fit is a major challenge for retailers and brands across the industry. Consequently there have been major developments in sizing research and how it can be used in apparel design. This book reviews how these developments are affecting clothing design for different groups of consumers. Part one identifies various aspects of body shape, size, volume and the psychological aspects of designing apparel. This section covers topics such as body shape and its influence on apparel size and consumer choices, sizing systems, body shape and weight distribution (with a discussion of the Body Volume Index (BVI) versus the Body Mass Index (BMI)), and the psychological and sociological factors influencing consumers' choice of apparel. Part two outlines the challenges in understanding the sizing and shape requirements and choices of particular customer groups. This section discusses apparel designed for infants and children, older consumers, overweight and obese consumers, plus size Black and Latino women, apparel design for Asian and Caucasian ethnic groups, sizing requirements for male apparel, maternity apparel, intimate apparel for varying body shapes, and the challenges of designing

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headwear to fit the size and shape of Western and Asian populations. Designing apparel for consumers provides an invaluable reference for apparel designers, manufacturers, and R&D managers in the textile industry, as well as postgraduate students and academic researchers in textiles. Reviews developments affecting clothing design for different groups of consumers Identifies various aspects of body shape, size, volume and the psychological aspects of designing apparel Outlines the challenges in understanding sizing and shape requirements and choices of particular customer groups

Producing Fashion

Understanding Aesthetics for the Merchandising and Design Professional

One of the greatest challenges for the apparel industry is to produce garments that fit customers properly. Anthropometry, Apparel Sizing and Design addresses the need for improved characterization of our populations in order to tailor garments according to size, weight, and shape of consumers. This book reviews techniques in anthropometry, sizing system developments, and their applications to clothing design. Part one considers a range of anthropometric methods. The text discusses

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the range of sizing systems, including data mining techniques, useful for bridging the gap between ergonomists and designers. Chapters examine three-dimensional anthropometric methods and multivariate and bivariate analysis for identifying key body dimensions. Part two then explains how to analyze anthropometric data to develop appropriate sizing systems. Here, the book discusses classification and clustering of human body shapes, the importance of national surveys, and using the data obtained to ensure inclusive design strategies. The book covers sizing systems developed for particular groups, apparel size designation, and the potential for international standardization. It considers the advantages of 3D body scanning and computer-aided design, and the use of body motion analysis to address ease allowance requirements of apparel. With its distinguished editors and international contributors, this work is an essential reference, particularly due to the specific combination of aspects of anthropometry and the sizing of clothing, for researchers, garment designers, students, and manufacturers in the clothing and fashion industry. Reviews techniques in anthropometry, sizing system developments, and their applications to clothing design Examines 3D anthropometric methods and multivariate and bivariate analysis for identifying key body dimensions Covers sizing systems developed for particular groups, apparel size designation, and the potential for international standardization

Latest Material and Technological Developments for

Activewear

Technical Sourcebook for Designers is completely devoted to preparing aspiring and professional apparel designers for the growing demand for technical design skills in the apparel industry. This comprehensive compilation presents technical design processes and industry standards that reflect current apparel production and manufacturing practices. Lee and Steen provide a holistic perspective of the role of technical design in apparel production, including such considerations as selection of fabrics, finding seasonal fashion trends, garment construction, and fit evaluation, all in the context of meeting the needs of the target consumer with cost-effective decisions. This edition includes a new section on real-life fit problems and solutions, more information on essential math for designers (such as grading and costing) plus coverage of product lifecycle management (PLM) and sustainability. An all new Chapter 8 on Sweater Product Design explores sweater design and manufacturing. More than 200 new images and newly added color in illustrations to show relevant design details. With versatile coverage of a variety of product categories including women's wear, menswear and knitwear, this text gives students essential tools to develop specification sheets and technical packages for specific markets.

Circular Economy in Textiles and Apparel

Industry 4.0 and Advanced Manufacturing

Bridging the gap between the study of aesthetics and its application in the merchandising and design environments, the 2nd Edition of Understanding Aesthetics presents a research-based focus on the concepts of aesthetics and their effect on product value and consumer behavior. The multisensory approach to studying the elements and principles of design helps students master the underlying factors of successful design and learn how products and their promotional surroundings can establish brand identity and create a pleasing environment for the consumer.

Improving Comfort in Clothing

Since its early days of mass production in the 1850s, the sewing machine has been intricately connected with the global development of capitalism. Andrew Gordon traces the machine's remarkable journey into and throughout Japan, where it not only transformed manners of dress, but also helped change patterns of daily life, class structure, and the role of women. As he explores the selling, buying, and use of the sewing machine in the early to mid-twentieth century, Gordon finds that its history is a lens through which we can examine the modern transformation of daily

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life in Japan. Both as a tool of production and as an object of consumer desire, the sewing machine is entwined with the emergence and ascendance of the middle class, of the female consumer, and of the professional home manager as defining elements of Japanese modernity.

Apparel Merchandising

Fabricating Consumers

The Business of Fashion

How has Paris, the world's fashion capital, influenced Milan, New York, and Tokyo? When did the Marlboro Man become a symbol of American masculinity? Why do Americans love to dress down in high-tech Lycra fabrics, while they wax nostalgic for quaint, old-fashioned Victorian cottages? Fashion icons and failures have long captivated the general public, but few scholars have examined the historical role of business and commerce in creating the international market for style goods. Producing Fashion is a groundbreaking collection of original essays that shows how economic institutions in Europe and North America laid the foundation for the

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global fashion system and sustained it commercially through the mechanisms of advertising, licensing, marketing, publishing, and retailing. The collection reveals how public and private institutions—from government censors in imperial Russia to large corporations in the United States—worked to shape fashion, style, and taste with varying degrees of success. Fourteen contributors draw on original research and fresh insight into the producers of fashion—advertising agents, architects, corporate executives, department stores, designers, editors, government officials, hairdressers, haute couturiers, and Web retailers—in their bid for influence, acclaim, and shoppers' dollars. *Producing Fashion* looks to the past, revealing the rationale behind style choices, while explaining how the interplay of custom, invented traditions, and sales imperatives continue to drive innovation in the fashion industries.

Beyond Design, 2nd Edition

Wear comfort has been listed as the most important property of clothing demanded by users and consumers according to recent studies. A fundamental understanding of human comfort and a knowledge of how to design textiles and garments to maximise comfort for the wearer is therefore essential in the clothing industry. *Improving comfort in clothing* reviews the latest developments in the manufacturing of comfortable apparel and discusses methods of improving it in various articles of clothing. The book begins by outlining the fundamentals of

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human comfort in clothing, from the human perception of comfort in apparel and factors which affect it such as the properties of fibres and fabrics, to laboratory testing, analysing and predicting of the comfort properties of textiles. Part two discusses methods of improving comfort in apparel, from controlling thermal comfort and managing moisture, to enhancing body movement comfort in various garments. Part three reviews methods of improving comfort whilst maintaining function in specific types of clothing such as protective garments, sports wear and cold weather clothing. The international team of contributors to *Improving comfort in clothing* has produced a unique overview of numerous aspects of clothing comfort, provides an excellent resource for researchers and designers in the clothing industry. It will also be beneficial for academics researching wear comfort. Reviews the latest developments in the manufacturing of comfortable apparel and discusses methods of improving fit in various articles of clothing. An overview of how to design textiles and garments to maximise comfort begins with factors affecting comfort and properties of fibres and fabrics that contribute to human comfort. Improvements in thermal and tactile comfort and moisture management are explored featuring developments in textile surfaces.

Fashion Fibers

"Offers students a thorough grounding in the principles of fashion design. It describes the qualities and skills needed to become a fashion designer, examines

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the varied career opportunities available and gives a balanced inside view of the fashion business today. Subjects covered include how to interpret a project brief; building a collection; choosing fabric; fit and cutting methods; and portfolio presentation. This revised edition discusses the technological developments that are changing the fashion industry and includes expanded chapters on drawing and making techniques, and careers in fashion. With updated photographs and illustrations, and extensive resource lists and glossaries, the book provides new designers with a valuable route-guide to the profession."--Cover.

Technical Sourcebook for Designers

Clothing Biosensory Engineering

"Functional Clothing Design introduces new ways to look at the human body, the environment, and clothing. It explores the ways design can achieve goals such as protecting the body, increasing health and safety, or increasing body function. Building on the groundbreaking text *Clothing: The Portable Environment* by co-author Susan M. Watkins, this text covers aspects of functional clothing design including: User-centered design for comfort and function in clothing; Clothing for thermal protection, impact protection, and hazardous environments; The design of

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wearable technology and other apparel solutions that enhance and augment body function; Commercial product development and the development of functional garments and materials"--Back cover.

Shaping Sustainable Fashion

Fashion Fibers: Designing for Sustainability provides a holistic overview of the environmental impacts of fibers at each stage of the product lifecycle and offers guidance on how make sustainable design decisions.

Designing Apparel for Consumers

There is no doubt that the textile industry – the production of clothing, fabrics, thread, fibre and related products – plays a significant part in the global economy. It also frequently operates with disregard to its environmental and social impacts. The textile industry uses large quantities of water and outputs large quantities of waste. As for social aspects, many unskilled jobs have disappeared in regions that rely heavily on these industries. Another serious and still unresolved problem is the flexibility textile industry companies claim to need. Faced with fierce international competition, they are increasingly unable to offer job security. This is without even considering the informal-sector work proliferating both in developing and

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developed countries. Child labour persists within this sector despite growing pressure to halt it. Fashion demands continuous consumption. In seeking to own the latest trends consumers quickly come to regard their existing garments as inferior, if not useless. "Old" items become unwanted as quickly as new ones come into demand. This tendency towards disposability results in the increased use of resources and thus the accelerated accumulation of waste. It is obvious to many that current fashion industry practices are in direct competition with sustainability objectives; yet this is frequently overlooked as a pressing concern. It is, however, becoming apparent that there are social and ecological consequences to the current operation of the fashion industry: sustainability in the sector has been gaining attention in recent years from those who believe that it should be held accountable for the pressure it places on the individual, as well as its contribution to increases in consumption and waste disposal. This book takes a wide-screen approach to the topic, covering, among other issues: sustainability and business management in textile and fashion companies; value chain management; use of materials; sustainable production processes; fashion, needs and consumption; disposal; and innovation and design. The book will be essential reading for researchers and practitioners in the global fashion business.

A Study of Apparel Design Process

This practical text takes students step-by-step through the preproduction

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processes of apparel product development: planning, forecasting, fabricating, developing silhouettes and specifications, pricing and sourcing. It demonstrates how these processes must be coordinated to get the right product to retail when customers want it and at a price they are willing to pay. Based on consultations with some of the most successful and innovative firms in the fashion business, the text covers the evolving partnerships among textile suppliers, product developers, manufacturers, and retailers as they work to develop apparel products in today's customer-driven environment. New to this edition:-- Increased number of case studies and sidebars-- International examples and case studies address the effects of globalization-- More information on menswear, children's wear, and special-size markets-- Updated tables and statistical information and new photo examples-- Discussion of Technological advancements related to product development-- Appx describing careers in product development and resources for additional research-- The context of a global agile manufacturing environment-- Best practices of major product developers-- Challenging hands-on product development activities-- Instructor's Guide includes course outlines, suggestions for teaching each chapter, and guidelines for overseeing and evaluating product development projects

Emotionally Durable Design

Tiivistelmä. - Sammanfattning.

Customer Interaction and Customer Integration

Apparel production is a complex process often involving an international supply chain which must respond rapidly to the changing needs and tastes of consumers. This important book discusses the technological improvements which are transforming the speed, flexibility and productivity of the industry. The first part of the book reviews advances in apparel design. There are chapters on modelling fabric and garment drape, computer-aided colour matching, yarn design and pattern making. Other chapters discuss key issues in apparel sizing and fit, and the role of 3-D body scanning in improving garment fit and design. The second part of the book surveys advances in production, beginning with product development before looking at advances in knitting, sewing, printing, finishing and fabric inspection. With its distinguished editor and international team of contributors, *Advances in apparel production* is a standard work for those researching and working in this important industry. Discusses the technological improvements transforming the speed, flexibility and productivity of the industry Examines computer aided colour matching, garment drape and yarn design Explores key issues in apparel sizing and fit, the role of three-dimensional body scanning in improving garment fit and design

Clothing Trade Journal

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Anthropometry, Apparel Sizing and Design, Second Edition, reviews techniques in anthropometry, sizing system developments, and their applications to clothing design. The book addresses the need for the improved characterization of population size, weights and the shapes of consumers. This new edition presents the very latest advances, and is expanded to include in-depth coverage of sizing and fit for specific groups and applications. Sections cover the development of sizing systems, classification and body types, the use of anthropometric data, body measurement devices and techniques, including 3D scanners for the full body and for particular body parts, 4D scanning technology and motion analysis. Additional sections cover testing and the evaluation of fit and anthropometric sizing systems for particular functions, thus reflecting the increasing need for apparel to meet specific needs, such as in swimwear, protective clothing, mobility, intimate apparel, footwear and compression garments. This book will be an essential reference source for apparel designers, manufacturers, retailers and merchandisers. Its detailed information and data will also be of great interest to researchers and postgraduate students across clothing technology, product design, fashion and textiles. Reviews methods and techniques in anthropometry, sizing system development, and applications in clothing design Enables users to understand and utilize detailed anthropometric data Covers sizing and fit for particular uses, including protective clothing, compression garments, intimate apparel and footwear

The Routledge Companion to Design Research

Circular Economy in Textiles and Apparel: Processing, Manufacturing, and Design is the first book to provide guidance on this subject, presenting the tools for implementing this paradigm and their impact on textile production methods. Sustainable business strategies are also covered, as are new design methods that can help in the reduction of waste. Drawing on contributions from leading experts in industry and academia, this book covers every aspect of this increasingly important subject and speculates on future developments. Provides case studies on the circular economy in operation in the textiles industry Identifies challenges to implementation and areas where more research is needed Draws on both industrial innovation and academic research to explain an emerging topic with the potential to entirely change the way we make and use clothing

Functional Clothing Design

One of the greatest challenges for the apparel industry is to produce garments that fit customers properly. Anthropometry, Apparel Sizing and Design addresses the need for improved characterization of our populations in order to tailor garments according to size, weight, and shape of consumers. This book reviews techniques in anthropometry, sizing system developments, and their applications to clothing

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design. Part one considers a range of anthropometric methods. The text discusses the range of sizing systems, including data mining techniques, useful for bridging the gap between ergonomists and designers. Chapters examine three-dimensional anthropometric methods and multivariate and bivariate analysis for identifying key body dimensions. Part two then explains how to analyze anthropometric data to develop appropriate sizing systems. Here, the book discusses classification and clustering of human body shapes, the importance of national surveys, and using the data obtained to ensure inclusive design strategies. The book covers sizing systems developed for particular groups, apparel size designation, and the potential for international standardization. It considers the advantages of 3D body scanning and computer-aided design, and the use of body motion analysis to address ease allowance requirements of apparel. With its distinguished editors and international contributors, this work is an essential reference, particularly due to the specific combination of aspects of anthropometry and the sizing of clothing, for researchers, garment designers, students, and manufacturers in the clothing and fashion industry. Reviews techniques in anthropometry, sizing system developments, and their applications to clothing design Examines 3D anthropometric methods and multivariate and bivariate analysis for identifying key body dimensions Covers sizing systems developed for particular groups, apparel size designation, and the potential for international standardization

The Knockoff Economy

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From the shopping mall to the corner bistro, knockoffs are everywhere in today's marketplace. Conventional wisdom holds that copying kills creativity, and that laws that protect against copies are essential to innovation--and economic success. But are copyrights and patents always necessary? In *The Knockoff Economy*, Kal Raustiala and Christopher Sprigman provocatively argue that creativity can not only survive in the face of copying, but can thrive. *The Knockoff Economy* approaches the question of incentives and innovation in a wholly new way--by exploring creative fields where copying is generally legal, such as fashion, food, and even professional football. By uncovering these important but rarely studied industries, Raustiala and Sprigman reveal a nuanced and fascinating relationship between imitation and innovation. In some creative fields, copying is kept in check through informal industry norms enforced by private sanctions. In others, the freedom to copy actually promotes creativity. High fashion gave rise to the very term "knockoff," yet the freedom to imitate great designs only makes the fashion cycle run faster--and forces the fashion industry to be even more creative. Raustiala and Sprigman carry their analysis from food to font design to football plays to finance, examining how and why each of these vibrant industries remains innovative even when imitation is common. There is an important thread that ties all these instances together--successful creative industries can evolve to the point where they become inoculated against--and even profit from--a world of free and easy copying. And there are important lessons here for copyright-focused

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industries, like music and film, that have struggled as digital technologies have made copying increasingly widespread and difficult to stop. Raustiala and Sprigman's arguments have been making headlines in *The New Yorker*, the *New York Times*, the *Financial Times*, the *Boston Globe*, *Le Monde*, and at the *Freakonomics* blog, where they are regular contributors. By looking where few had looked before--at markets that fall outside normal IP law--*The Knockoff Economy* opens up fascinating creative worlds. And it demonstrates that not only is a great deal of innovation possible without intellectual property, but that intellectual property's absence is sometimes better for innovation.

Anthropometry, Apparel Sizing and Design

Human sensory perception of clothing involves a series of complex interactive processes, including physical responses to external stimuli, neurophysiological processes for decoding stimuli through the biosensory and nervous systems inside the body, neural responses to psychological sensations, and psychological processes for formulating preferences and making adaptive feedback reactions. Clothing biosensory engineering is a systematic and integrative way of translating consumers' biological and sensory responses, and psychological feelings and preferences about clothing, into the perceptual elements of design. It is a link between scientific experimentation and commercial application to develop economic solutions to practical technical problems. Clothing biosensory

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engineering quantifies the decision-making processes through which physics, mathematics, neurophysiological and engineering techniques are applied to optimally convert resources to meet various sensory requirements – visual/thermal/mechanical. It includes theoretical and experimental observations, computer simulations, test methods, illustrations and examples of actual product development. Describes the process of Clothing biosensory engineering in detail Quantifies the decision making processes applied to optimally convert resources to meet various sensory requirements Includes theoretical and experimental observations and examples of actual product development

Sustainable Fashion and Textiles

The production, use and eventual disposal of most clothing is environmentally damaging, and many fashion and textile designers are becoming keen to employ more sustainable strategies in their work. This book provides a practical guide to the ways in which designers are creating fashion with less waste and greater durability. Based on the results of extensive research into lifecycle approaches to sustainable fashion, the book is divided into four sections: source: explores the motivations for the selection of materials for fashion garments and suggests that garments can be made from materials that also assist in the management of textile waste make: discusses the differing approaches to the design and manufacture of sustainable fashion garments that can also provide the opportunity

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for waste control and minimization use: explores schemes that encourage the consumer to engage in slow fashion consumption last: examines alternative solutions to the predictable fate of most garments – landfill. Illustrated throughout with case studies of best practice from international designers and fashion labels and written in a practical, accessible style, this is a must-have guide for fashion and textile designers and students in their areas.

The Fashion Industry and Its Careers

The second edition of this authoritative text has been updated to provide the latest information on the organization and operation of the fashion industry. It traces the steps of fashion apparel, accessories, and home fashions from research through design, manufacturing, and marketing, all the way to the final sale to the consumer. It explains the industry's various components, emphasizing technological changes and global perspectives.

Designing Clothes

Fashion is all around us: we see it, we buy it, we read about it, but most people know little about fashion as a business. Veronica Manlow considers the broader significance of fashion in society, the creative process of fashion design, and how

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fashion unfolds in an organizational context where design is conceived and executed. To get a true insider's perspective, she became an intern at fashion giant Tommy Hilfger. There, she observed and recorded how a business's culture is built on a brand that is linked to the charisma and style of its leader. Fashion firms are not just in the business of selling clothing along with a variety of sidelines. These companies must also sell a larger concept around which people can identify and distinguish themselves from others. Manlow defines the four main tasks of a fashion firm as creation of an image, translation of that image into a product, presentation of the product, and selling the product. Each of these processes is interrelated and each requires the efforts of a variety of specialists, who are often in distant locations. Manlow shows how the design and presentation of fashion is influenced by changes in society, both cultural and economic. Information about past sales and reception of items, as well as projective research informs design, manufacturing, sales, distribution, and marketing decisions. Manlow offers a comprehensive view of the ways in which creative decisions are made, leading up to the creation of actual styles. She helps to define the contribution fashion firms make in upholding, challenging, or redefining the social order. Readers will find this a fascinating examination of an industry that is quite visible, but little understood.

Customization 4.0

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NYTBR Paperback Row Selection An investigation into the damage wrought by the colossal clothing industry and the grassroots, high-tech, international movement fighting to reform it What should I wear? It's one of the fundamental questions we ask ourselves every day. More than ever, we are told it should be something new. Today, the clothing industry churns out 80 billion garments a year and employs every sixth person on Earth. Historically, the apparel trade has exploited labor, the environment, and intellectual property--and in the last three decades, with the simultaneous unfurling of fast fashion, globalization, and the tech revolution, those abuses have multiplied exponentially, primarily out of view. We are in dire need of an entirely new human-scale model. Bestselling journalist Dana Thomas has traveled the globe to discover the visionary designers and companies who are propelling the industry toward that more positive future by reclaiming traditional craft and launching cutting-edge sustainable technologies to produce better fashion. In Fashionopolis, Thomas sees renewal in a host of developments, including printing 3-D clothes, clean denim processing, smart manufacturing, hyperlocalism, fabric recycling--even lab-grown materials. From small-town makers and Silicon Valley whizzes to such household names as Stella McCartney, Levi's, and Rent the Runway, Thomas highlights the companies big and small that are leading the crusade. We all have been casual about our clothes. It's time to get dressed with intention. Fashionopolis is the first comprehensive look at how to start.

Environmental Ergonomics - The Ergonomics of Human Comfort, Health, and Performance in the Thermal Environment

The Routledge Companion to Design Research offers a comprehensive examination of design research, celebrating the plurality of design research and the wide range of conceptual, methodological, technological and theoretical approaches evident in contemporary design research. This volume comprises 39 original and high quality design research chapters from contributors around the world, with offerings from the vast array of disciplines in and around modern design praxis, including areas such as industrial and product design, visual communication, interaction design, fashion design, service design, engineering and architecture. The Companion is divided into five distinct sections with chapters that examine the nature and process of design research, the purpose of design research, and how one might embark on design research. They also explore how leading design researchers conduct their design research through formulating and asking questions in novel ways, and the creative methods and tools they use to collect and analyse data. The Companion also includes a number of case studies that illustrate how one might best communicate and disseminate design research through contributions that offer techniques for writing and publicising research. The Routledge Companion to Design Research will have wide appeal to researchers and educators in design and design-related disciplines such as engineering, business, marketing, computing,

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and will make an invaluable contribution to state-of-the-art design research at postgraduate, doctoral, and post-doctoral levels and teaching across a wide range of different disciplines.

Burning Behaviour of Materials for Outdoor Leisure Clothes

Sustainable Fashion and Textiles: Design Journeys brings together for the first time information about lifecycle sustainability impacts of fashion and textiles, practical alternatives, design concepts and social innovation. It challenges existing ideas about the scope and potential of sustainability issues in fashion and textiles, and sets out a more pluralistic, engaging and forward-looking picture, drawing on ideas of systems thinking, human needs, local products, slow fashion and participatory design, as well as knowledge of materials. The book not only defines the field, it also challenges it, and uses design ideas to help shape more sustainable products and promote social change. Arranged in two sections, the first four chapters represent key stages of the lifecycle: material cultivation/extraction, production, use and disposal. The remaining four chapters explore design approaches for altering the scale and nature of consumption, including service design, localism, speed and user involvement. While each of these chapters is complete in and of itself, their real value comes from what they represent together: innovative ways of thinking about textiles and garments based on sustainability values and an interconnected approach to design.

Anthropometry, Apparel Sizing and Design

Fashion Design

This proceedings volume presents the latest research from the worldwide mass customization & personalization (MCP) community bringing together new thoughts and results from various disciplines within the field. The chapters are based on papers from the MCPC 2017. The book showcases research and practice from authors that see MCP as an opportunity to extend or even revolutionize current business models. The current trends of Industrie 4.0, digital manufacturing, and the rise of smart products allow for a fresh perspective on MCP: Customization 4.0. The book places a new set of values in the centre of the debate: a world with finite resources, global population growth, and exacerbating climate change needs smart thinking to engage the most effective capabilities and resources. It discusses how Customization 4.0 fosters sustainable development and creates shared value for companies, customers, consumers, and the society as a whole. The chapters of this book are contributed by a wide range of specialists, offering cutting-edge research, as well as insightful advances in industrial practice in key areas. The MCPC 2017 has a strong focus on real life MCP applications, and this proceedings volume reflects this. MCP strategies aim to profit from the fact that people are different.

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Their objective is to turn customer heterogeneities into opportunities, hence addressing “long tail” business models. The objective of MCP is to provide goods and services that best serve individual customers’ needs with near mass production efficiency. This proceedings volume highlights the interdisciplinary work of thought leaders, technology developers, and researchers with corporate entrepreneurs putting these strategies into practice. Chapter 24 is open access under a CC BY 4.0 license via link.springer.com.

Advances in Apparel Production

Latest Material and Technological Developments for Activewear provides comprehensive coverage of academic research and industrial advances in this fast-moving field. As society becomes more health conscious, athleisure and sportswear have arrived as key fashion items in the global apparel market. In this book, designers and material scientists will find information on fibers and textiles, new processes, emerging technologies, and new applications that have helped to deliver this new wave of products. In addition to these technical details, the book covers consumer behavior, along with product design and manufacturing. Provides the detailed technical information needed to choose the correct material for demanding activewear products Identifies and analyzes emerging global trends in the activewear industry Covers the latest best practices that help designers create functional, comfortable and fashionable activewear Meets the requirements and

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standards of the apparel and fashion industry Explores emerging applications of wearable electronics and smart activewear

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