
REQUIREMENTS AND DESIGN METHODS FOR CLOTHING

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| Abstract: | Keywords: |
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| Clothing does not completely repeat the shape of the body surface and clings to one or another part of the body in different ways. It is known that the degree to which the clothing clings to the body in the chest, waist, and hips determines the shape of the figure. The shape of the clothing is also characterized by the width of the shoulders and height of the model's hem. Regardless of how much the clothing clings to the body, its internal dimensions are larger than the dimensions of the human body. Therefore, the dimensions of the body alone are not enough to draw up a drawing of the basis for the design of the clothing. | Clothing, body measurements, patterns, methods, models, body, spread, sketch, design, requirements, fabrics, sewing enterprises, fabrics, shape, production, measurement and calculation. |

Introduction

Many sewing enterprises operating in our republic, along with mass production, individual tailoring enterprises, small and medium-sized private enterprises, satisfy the population's need for clothing. Specialists serving in the development of this industry are fundamentally trained in the processes of preparing basic patterns of clothing, creating models, producing model patterns from basic patterns and selecting decorations for them, modeling, and designing. What should be paid attention to when designing clothes, let's start with designing first. Design is a complex creative process that involves developing a design for any item, including clothing. Clothing design refers to the complex of details and materials that make up clothing, as well as the methods and means of connecting and sewing them together to form a single item of a certain size and shape. The design process involves creating a three-dimensional image of the item's details on a plane. The size, number, and shape of the details ensure that they give the same size and appearance when assembled. In clothing design, the rules for taking measurements from the body and drawing a basic drawing of the item based on the measurements, and then making a pattern from the drawing are taught. In clothing modeling, the methods for creating a clothing model and making a model pattern from the basic pattern are taught. Clothing design begins with the requirements for clothing. There are clearly defined requirements for any garment. There are two types of requirements for clothing: consumer requirements and production requirements. Consumer requirements, in turn, are divided into the following: Hygienic requirements, operational requirements, and aesthetic requirements. Now, if we study each requirement, hygienic requirements mean that when using clothing, it should not harm human health and should not interfere with free movement, that is, clothing worn in the summer should be light, breathable, reflect sunlight, and absorb moisture. Fabric is important in this. Clothing is required to be made of natural fiber fabrics. For example: cotton,

silk, wool, and linen fabrics are considered very good and hygienic. Winter clothing should be light and comfortable, retaining heat from the human body. Therefore, winter clothing is often made of woolen fabrics. When processing clothing, care should be taken to ensure that it is as light as possible and that the shape is comfortable. Autumn and spring clothing is made of synthetic fiber fabrics, based on low temperatures and high precipitation. Silk fiber fabrics are always in the top position in terms of price and quality. Operational requirements mean the suitability of the clothing for its function and conditions of use, comfort, durability, reliability, and stability of shape. During the wearing period, clothing is exposed to various mechanical and biological influences, and when wet, it warps. Clothing must be resistant to these influences. If the clothing is torn, stretched, discolored, or wrinkled due to such influences, it will not last long. Therefore, it is necessary to choose the right clothing model, taking into account the characteristics of the fabric, that is, it is better to sew clothes with wider pleats from stretchy and wrinkled fabrics. In addition, the collars, sleeves, sides, and pocket openings of clothing are subject to a lot of friction. These areas need careful technical processing. Otherwise, the clothing will lose its appearance and its quality will deteriorate. Aesthetic requirements mean that the clothing is in line with the fashion trend, is made of new fabrics, uses new decorations, satisfies the aesthetic tastes of consumers. Production requirements mean the requirements that arise during the production process of the item at the enterprise. When designing a garment, the following are important: it should be possible to make several models on one basis, the fabric used for the garment should be used with high economy, the manufacturing enterprise should be able to fully use the mechanization and conditions available to it when sewing clothes, it is necessary to take into account that the item being manufactured at the manufacturing enterprise should be highly productive, as a result, the cost of the product will be low and the efficiency will be high. The most difficult and responsible stage of the designer's work is drawing a layout of the details of the garment. The main goal of this stage is to determine the shape and size of the details as accurately as possible; if this is done, the resulting shape of the garment after assembling the details will correspond to the artist's drawing. The difficulty of this work is that it is necessary to draw a drawing of the details of the garment, the layout of which is given only a sketch or sample, but not the garment itself. In addition, the surface of the garment is a complex non-layable surface; accordingly, its layout and calculation, that is, the data necessary for its drawing, are much more difficult to calculate and draw a drawing. The following existing methods of calculating and drawing clothing details can be used: the method of modeling, the method of calculating design, the method of measuring and calculating design, the method of unified design. The essence of the method of modeling is that a model material is sewn onto a mannequin or a person's body in accordance with the shape of the model with stitches. The stitches are sewn along the structural lines of the human body. Then colored thread is sewn from the sewn places. This method is used in the design of complex-shaped clothes and in the design of many stage costumes and historical costumes. The calculation design method is a method of taking some measurements from the body and using simple calculation formulas to draw the details of the item on the fabric itself, that is, they do not prepare a separate pattern. This method is used in the production of

individual items. The method of design by measurement and calculation is very suitable for sewing clothes to order, because in this method, the body is accurately measured, which allows you to take into account the specific features of the body. This method is very convenient for those who are learning to make patterns. The method of design by measurement also differs from other methods in its universality, because some projects are taken as a basis for designing clothes of any shape and appearance. In the process of creating this method, standards were developed based on the anthropometric measurements of the population. These standards were developed separately for women's, men's and children's assortments. This method is used by sewing enterprises. Designers at the enterprise design the basic drawing of the item depending on the assortment of items using the measurements given in the standards and create a pattern of the item.

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