

PAPER PLAY

Welcome to 'Paper Play'. This hand-out will provide you with a number of shapes to play with, allowing you to see how shapes can be transformed from 2D to 3D. All the shapes used in this hand-out are taken from the book 'Pattern Cutting: The Architecture of Fashion' by Pat Parish. To learn how to make the patterns for real, buy the book here:

<https://www.bloomsbury.com/uk/pattern-cutting-the-architecture-of-fashion-9781474272384/>

How to use the shapes

- Print this document on any A4 printer.
- Trace each shape onto a blank piece of paper.
- Cut out the shapes (don't forget to fold the paper before you cut!)
- Stick together to create a miniature 3D garment!

Next steps

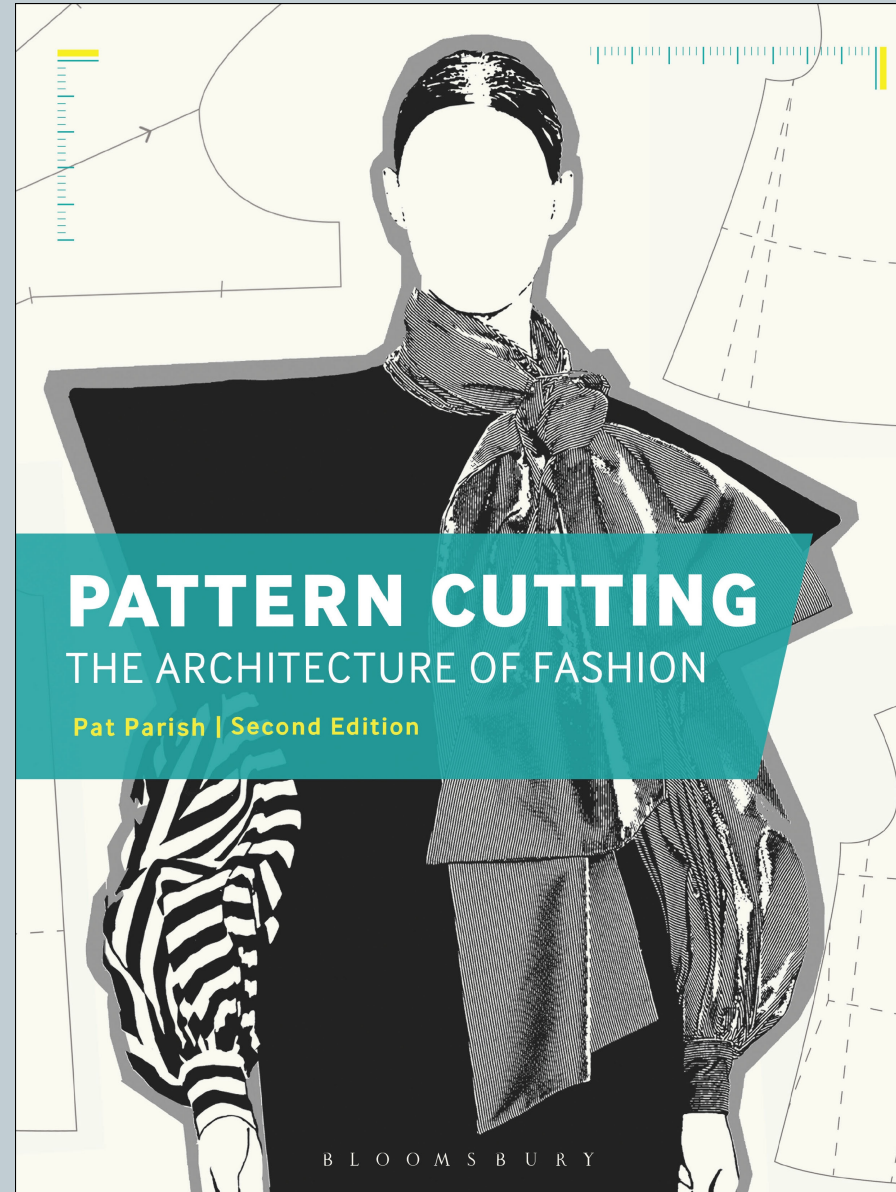
You might want to experiment with the shapes and give them your own details. Could you add a collar perhaps, or a sleeve or more length to the skirt?

Try using different papers. As with fabrics in real-life pattern cutting, the type of paper you use will alter the way the garment hangs.

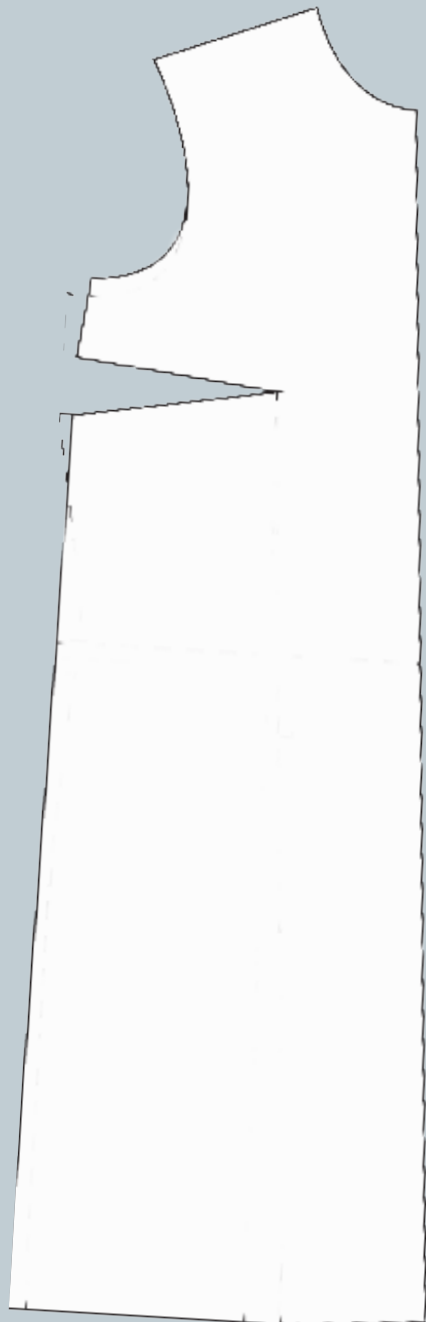
Consider seam allowance. How would this affect the shapes if you were cutting them out for real?

YOU WILL NEED:

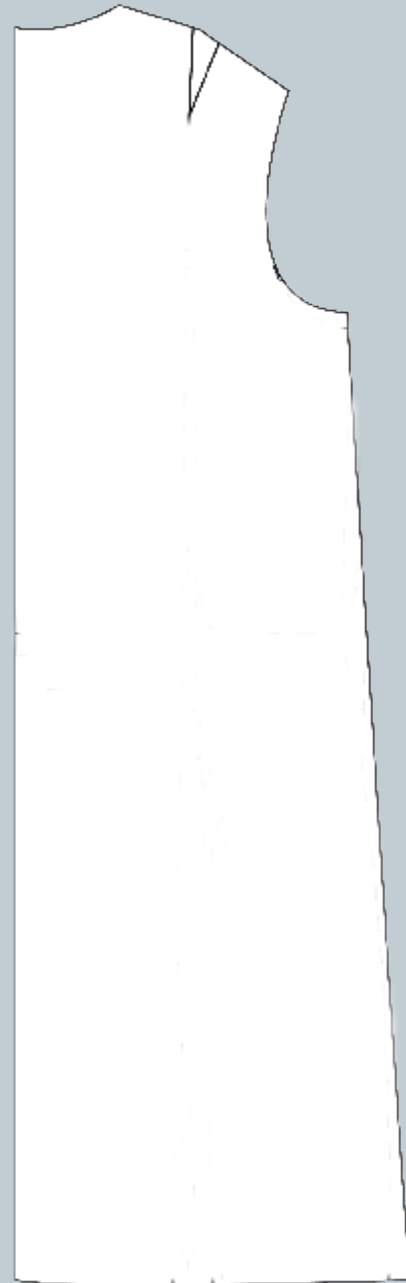
Paper
Printer
Scissors
Sticky tape



Linear

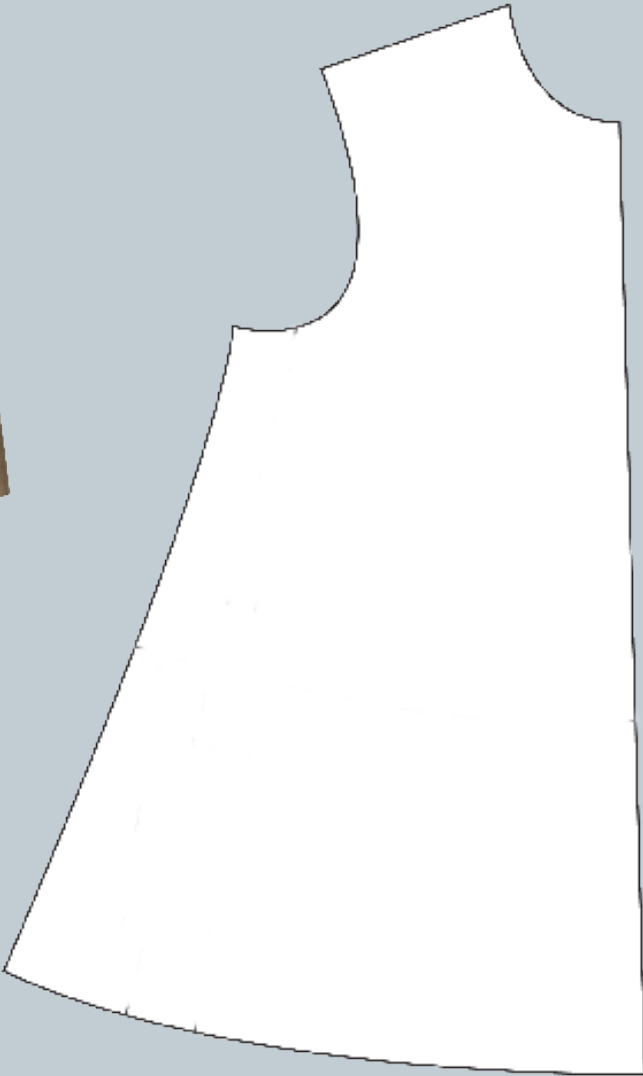


Front

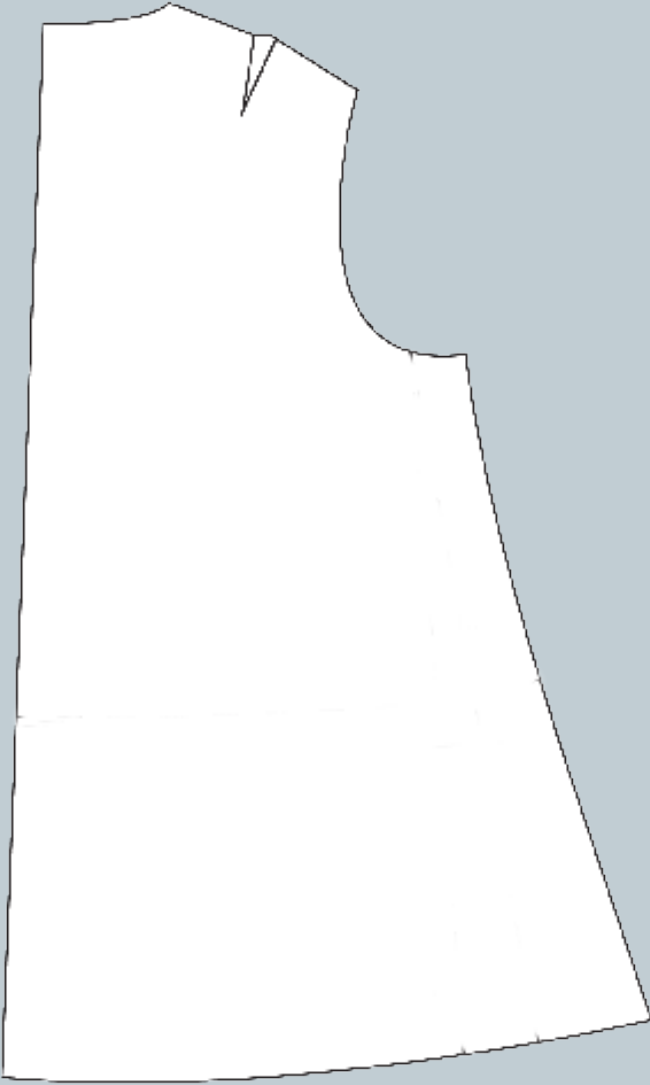


Back

Trapeze

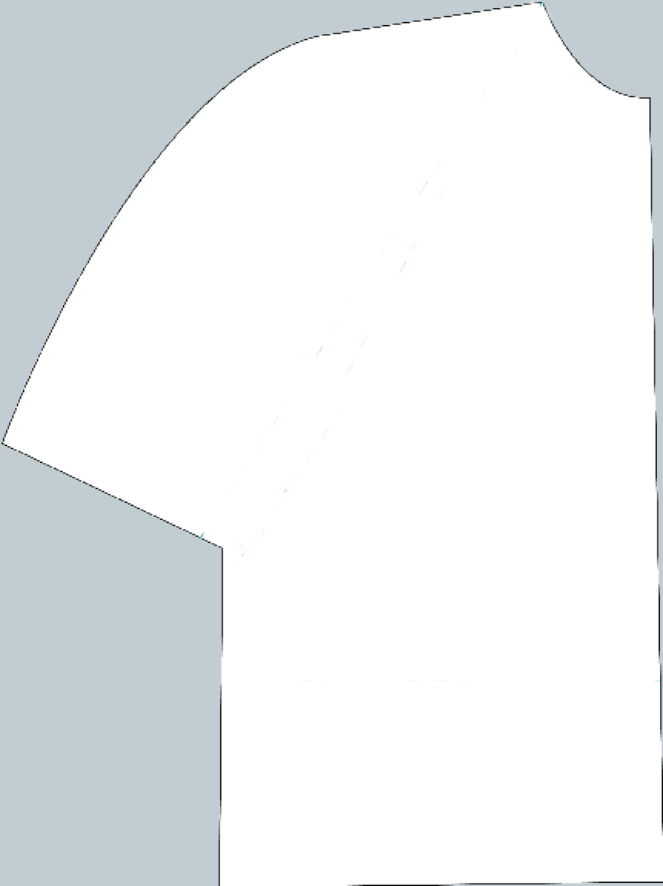


Front

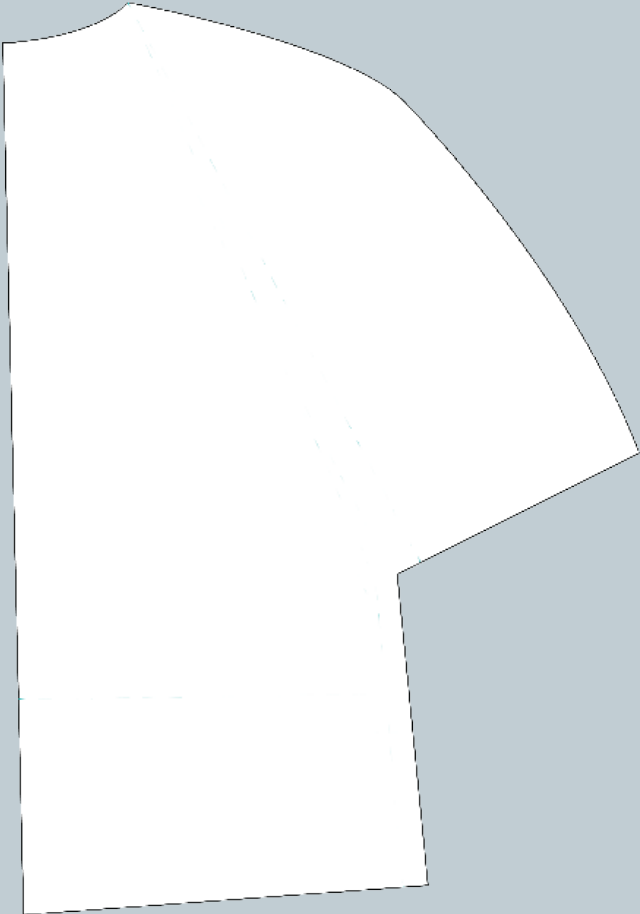


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Dome



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