



ENTERPRISE SOLUTIONS

170 – PROTOTYPE and SAMPLE DEVELOPMENT

173 – Collaborative reviews

Process Manual

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1. INTRODUCTION

This document describes the interconnections between two main functional areas: pattern making (**Pattern Developer 2D** module, **Pattern Developer 3D** module) and product development (**Product Developer** module).

The 3D Pattern Development solution platform allows users to be supported by a common repository (Lectra Fashion PLM) to perform their tasks, benefiting from a collaborative environment to store and manage CAD data, which enhances important communication between users.

1.1 Conventions

PLM	=	Product Lifecycle Management Solution
Product development module	=	Product Developer
Pattern development module	=	Pattern Developer
Design/Technical Design module	=	Designer
Marker-making application	=	Diamino
Plotting application	=	Justprint

2. PROCESS

2.1 Definition

The process of collaborative reviews for prototypes and samples is in place as part of the fitting phases for the product development. It allows collaborative communication between pattern makers, product manager and designer to validate style and material proposals and the patterns with the possibility to modify them.

Validations for fitting, materials, the assembly methods, finishing and visual effects are necessary during product design and development.

This process is used to perform those validations step by step without having to physically gather all the participants in order to get, at the end of the review, the best possible prototype from the smallest number of repeat samples.

2.2 List of tasks

- Create a Style product from Pattern Developer 3D
- Illustrate the different branches of the Style product (Fitting, CAD specifications...) with an image of the 3D Style
- Illustrate the reports with the 3D Styles contained in the branches of the Style
- Collaborative review:
 - Access the 3D style concerned by the review

- Edit the 3D style
- Create a Change Tracking: Change Request, Change Description
- Access notifications

3. CREATING A STYLE PRODUCT FROM PATTERN DEVELOPER 3D

From Pattern Developer 3D, the pattern maker may directly create a product (Style) and associate a 3D Style to it.

1. In the **File** menu of Pattern Developer 3D, select **Create Product...**
A window is displayed.
2. The **Style** product category is pre-selected.
A **Sub category** may also be chosen.



The displayed links indicate where the 3D Style is used in a **Style** product.

The link contains the **Technical code** / the **Study code** / the version / and eventually the name of the instance the 3D Style is linked to.

If the **Technical code** is not entered, it is replaced by a dash -.

Example: Style > - / [PLM921](#) / [1.1](#) > [CADO](#)

[PLM921](#) is the Study code of the Style product

[/1.1](#) is the version

[CADO](#) is the name of the Branch

You may click on each link to display the details of the **Style** product in which the 3D Style is used.


3. Click on **Create...**
4. The 3D Style is then linked to a new Style product whose **Study code** is automatically generated. It is visible in the **Lectra Board** of the **Objective** tab of the product.



The **Study code** may be modified later in the **Product Developer**.

4. LINKING A 3D STYLE TO THE DIFFERENT BRANCHES OF A PRODUCT

A 3D Style may be linked to the different branches of a **Style** product. These attachments are particularly appropriate in the **CAD Specification** and **Fitting** branches.

1. Open the branch of the Style product and create a new instance if necessary.
2. In the **Attachments** tab of the **Lectra Board**, click on **Menu** and select **Pick**.
3. Select **3D Style** as **Object Type**, use the various search criteria if necessary and launch the search.
4. Select the 3D Style(s) to be attached to the branch and click on .

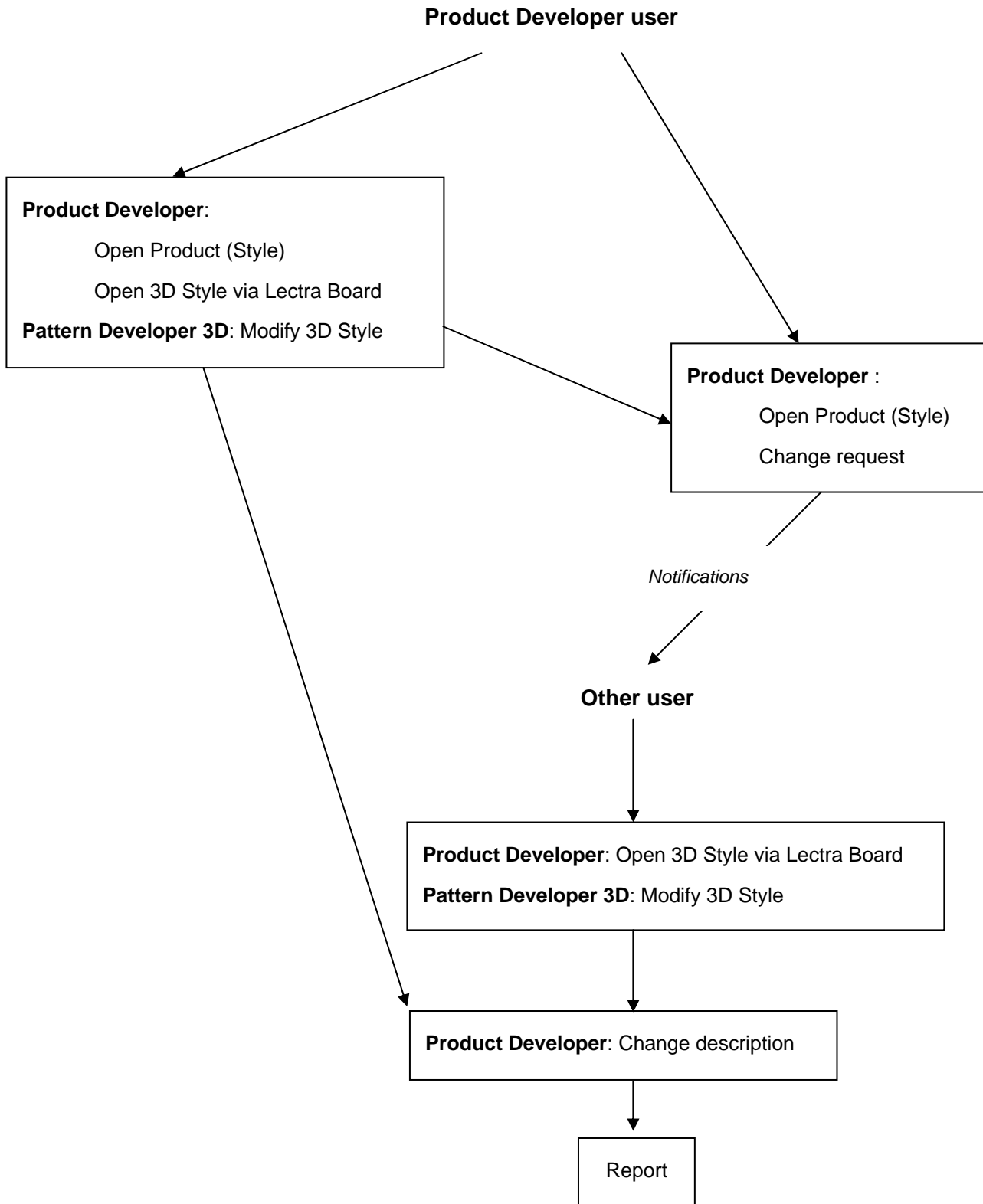
5. COLLABORATIVE REVIEW

Virtual reviews of 3D Styles are possible in the PLM. Once created, the 3D Styles may be consulted and annotated during the review. They may then be saved on the database to be edited by an another remote user equipped with the Pattern Developer 3D module. This user will be informed of the changes to be done via notifications received on his Home page. Pattern makers can take advantage of the prints drawn on the 2D patterns (following the changes made in 3D) to change their patterns accordingly.



The 2D and 3D environments need to be synchronized for prints be visible in the 2D module.

Reports may also be available with 3D Styles contained in the product's specification branches.





5.1 Accessing the 3D Style concerned by the review

1. In the **Product Developer** module, search for the Style product which references the 3D Style concerned by the review.
2. For an easier search, you may use the various search criteria.
3. Once the product is found, note that the 3D Style image is available in the **Lectra Board**.

5.2 Editing the 3D Style and creating a Change Tracking

5.2.1 Editing

1. In the **Product Developer** module, turn the Style product in Edition .
2. In the **Lectra Board**, access the context menu of the 3D Style illustration  and select **Edit**.



Selecting this option locks the file which cannot be edited by other users.

3. The **Pattern Developer 3D** module opens and displays the 3D Style concerned.
4. Various modifications may be done:
 - Modification of pattern.
 - Draw lines and/or stitches on the garment,
 - Create notes,
 - Modify the 3D pieces geometry...



The user needs to go to Pattern Developer to do the modifications mentioned above. Modifications are visible as lines.

- Modification of design on materials or color.
Elements already present on base, or other local files may be used.



In the case of modifications on the fabric design or on colors, it will be necessary to open **Textile Designer Print/Textile Designer Knit** or **Textile Designer Weave** to do the fabric change, and then save it on the platform

The user will then need to go back to **Pattern Developer 3D** and drop the modified fabric onto the mannequin


5. Save the modified 3D Style (**File > Save 3D style** or **CTRL+S**).

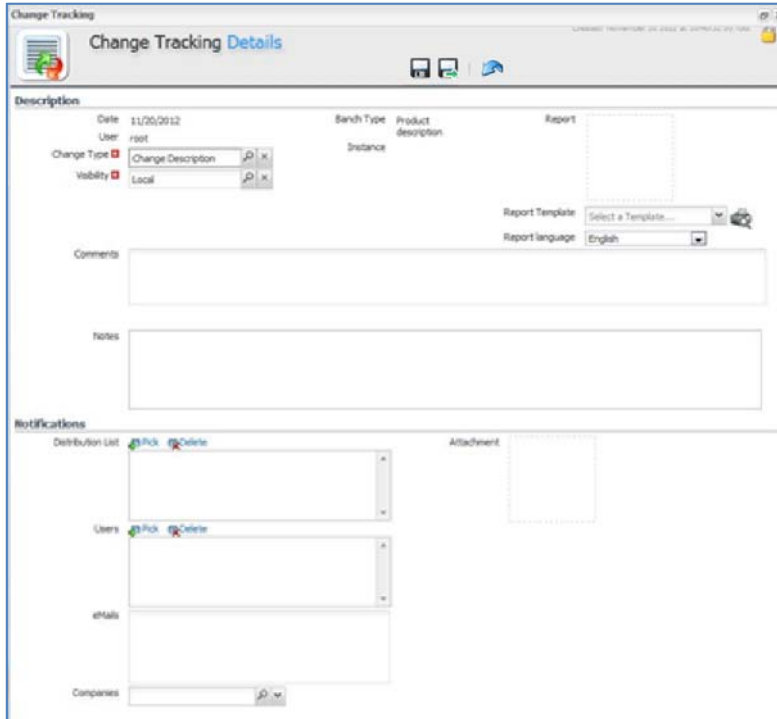


If the 2D pattern has been modified, it will also need to be saved.

5.2.2 Reporting the changes: Change Description

Once modifications are done on the 3D Style, the user can specify in the **Change Tracking** the changes he has made.

1. In the **Product Developer** module, click on  on the **Change Tracking** tab.

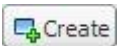


2. **Visibility field:**
 - **Global:** visible **everywhere** in Style
 - **Local:** Visible **only from this instance**
3. **Change type field:** Select **Change Description**.
4. Enter **Comments** and/or **Notes**.
5. Save.
The **Change Tracking** record is added to the tab.

5.3 Change request on the 3D Style

5.3.1 Change request

For a product in particular, it is possible to make change requests on the 3D Style attached to it.

1. In the **Product Developer** module, search for the Style product that references the 3D Style concerned by the review.
2. Click on  on the **Change Tracking** tab.
3. **Visibility field:**
 - **Global:** visible **everywhere** in Style
 - **Local:** Visible **only from this instance**
4. **Change type field:** Select **Change Request**.

5. Enter **Comments** and/or **Notes**.
6. **Notifications section:**
 - Users in **Distribution Lists** or **Users** field will receive a notification in their **Home** page with a link to the **Change Tracking** record.
 - Users whose email address is entered and who have checked the « **Send mails with notifications** » box in their **User Profile** will also receive the **Change Tracking** record by mail.
For any other users, add **email** addresses for notifications via email.
 - The **Change Tracking** record will also be emailed to authorized contacts in the selected **Companies**. The email addresses of those contacts are added automatically under the company name.



The **Notifications** section of the **Change Tracking** tab may be illustrated.


7. Save.
The **Change Tracking** record is added to the tab.



The **Markup** tool may be used to make annotations in the 3D Viewer. The “marked-up” screen capture is saved in the **Change Tracking** section of the Product.
Please refer to the *Lectra Fashion PLM – Pattern Development process manual* for more details on how to annotate in the 3D Viewer.

5.3.2 Accessing notifications and editing the 3D Style

When a user has been identified to make changes on a product, he receives a notification on his **Home** page. A clickable link directly leads to the concerned product.

1. The notification details are indicated on the **Home** page of the user, in the **Notifications** part.
2. Click on the link that corresponds to the product instance from which the change request has been made..
3. In the **Lectra Board**, access the context menu of the 3D Style illustration  and select **Edit**.
4. The following steps are detailed above in Editing the 3D Style and creating a Change.

6. REPORTS

Reports that contain 3D Styles, Adobe or Designer objects contained in the product branches may be provided. When a report is already created, it may be added to the **Change Tracking** and send to notification.