

CHAPTER 1

INTRODUCTION

Sewing patterns describe the cutting, folding and stitching operations required to physically fabricate clothing. While websites such as burdastyle.de and voguepatterns.com provide ready access to thousands of such patterns online, the patterns themselves are terse and encode many of the sewing operations implicitly (e.g. how pieces of the garment are stitched together). To identify the complete sequence of operations required to construct a garment, skilled human tailors usually have to rely on their experience and understanding of the conventions of sewing patterns.

The Internet along with the rapidly growing power of computing has emerged as a compelling channel for sale of garments. A number of initiatives have arisen recently across the world revolving around the concepts of Made-to-Measure manufacturing and shopping via the Internet. These initiatives are fueled by the current Web technologies available, providing an exciting and aesthetically pleasing interface to the general public. However, until now such Web applications have supported only basic functions, such as viewing apparel items in 2D or 3D, combining different items together, mix and match of color and texture, sometimes with a Mannequin adjusted to the shopper's proportions.

The main purpose of this application is to provide the user with the user guidelines according to the measurements given by his/her satisfaction. This application(website) will provide the operations of tailoring from cutting to stitching through the video guidelines. So that the user learns how to stitch a particular garment

1.1 Problem Statement

Now a day, in the websites like “www.youtube.com” they are providing the video guidelines, on which the user cannot rely due to the false and not accurate measurements. The users cannot properly view the measurements considered in these videos because they are not visible clearly and hence it is difficult to consider the measurements shown. Hence he/she cannot learn the stitching properly to fulfill his/her satisfaction.

1.2 Aim Of The Project

- ❖ The main aim of our project is to develop an ANDROID App (website) for providing the video guidelines for TAILORING using with the measurements

given by the measurements.

- ❖ So that the user can easily learn tailoring, right from cutting to stitching and only the authenticated users can avail the benefits maintaining the transparency.
- ❖ To provide the user with the accurate video guidelines.
- ❖ Facility to check and modify the given measurements if needed, and use the application according to their desired measurements.

1.3 Problem Definition

The E TAILORING application, under which the poor, interested and busy people who want to learn stitching, but cannot afford to learn stitching, can learn it easily. as the video guidelines will be provided.

1.4 Scope

- ❖ It is the new innovation in the field of TAILORING conception.
- ❖ It provides the accurate video guidelines for user satisfaction.
- ❖ This application provides the user with the detail learning from cutting to stitching.
- ❖ Only the registered user can view the video guidelines provided by the server and hence user's security is maintained.

1.5 Proposed System

The video guideline introduced in our project is done using the user entered measurements which helps the user in better understanding of the tailoring concept. Providing the dynamic guidelines helps the user to learn from different viewpoints. They can learn all the steps right from cutting the fabric to stitching. This improves their ability to learn better and also helps oneself to initiate by their own without needing anybody's help.

1.6 Advantages And Disadvantages

- ❖ The video guidelines are produced according to the measurements by the user, This improves the accuracy of the system.
- ❖ The user can use this app any time once registered provided internet connections are available