

### **Introduction**

This course examines the principles and processes of developing apparel technical packages. Lectures provide an in-depth discussion of topics such as taking garment specifications, selecting wholesale materials and packaging based on target market data, and costing wholesale garments. The course heavily incorporates computer software such as Microsoft Excel, Adobe Photoshop, and Adobe Illustrator to develop a comprehensive technical package. I learned how to develop a highly-effective technical package that communicates explicitly with the production team. I reinforced my understanding of style variations and garment construction methods through a meticulous evaluation of various patterns and ready-to-wear garments.

### **Artifact**

In this class, we were asked to conceptualize an apparel brand and develop a technical package for a conceptual t-shirt going into production. This project required: creating detailed and proportional technical drawings, pattern cards, specifications pages, a comprehensive bill of materials list, original artworks, and other components. We were instructed to select a t-shirt out of our wardrobe to base the t-shirt specifications and style.

### **Reflection**

In developing the technical package, I learned the importance of being well-organized and meticulous with details. I made sure to approach each component with laborious detail. I specifically concentrated on taking precise point-of-measurements for the garment specifications page. Developing proportionally accurate technical drawings that effectively convey the final look of the product was also a big focus of mine. In the future, I would like to spend more time researching different vendors to gain a better understanding of the market and the prices commonly associated with developing an apparel product. Altogether, this project has strengthened my computer software skillset and my knowledge of the garment production process.