

EASY 7 JACKETS E-BOOK

COCHENILLE FACT SHEET

DESCRIPTION

Easy 7 Jackets is a collection of jackets easily created in Garment Designer software. Learn how to think 'outside of the box' and use our software to the fullest! Even if you don't make these jackets you will learn how to stretch your abilities with Designer. Styles include:

Asymmetrical Layered – will teach you how to add internal flare to a pattern and how to build an asymmetrical style

Empire – shows you how to build a two-part garment

Flange – teaches you how to add a flange (large pleat) to a garment and how to space-plan to add a second fabric/stitch pattern

Scarf Collar – will show you how to use the Give/Take Symmetry mode to create the asymmetrical front of the jacket

Saddle Yoke – will show you how to work with a yoke and box pleat

Knit-Splice – leads you into a mixed media approach and shows you how to space plan a pattern.

Asian Origami – walks you through the building of the most unique Asian-influenced garment. In the end, it is a two-seam garment (excluding collar and pockets)

HOW TO USE

1. Choose a jacket style.
2. Follow the step-by-step instructions on how to build the garment with Garment Designer.
3. If sewing, add hems, facings, etc., as instructed.
4. If knitting, input your gauge and generate your shaping instructions.
5. Construct/knit/crochet the garment utilizing the tips.

PRICE AND DELIVERY

- \$24.00
- Digital Download or CD
- Requires Adobe Acrobat



continued



INCLUDES

- 89-page PDF e-book
- Step-by-step instructions in the use of Garment Designer software
- Sewing Instructions and Knitting Tips

OTHER FEATURES

- Fabric Suggestions
- Knit Stitch Suggestions
- General Construction Tips and Techniques

AUDIENCE

- Sewers, Knitters/Crocheters
- All levels of skills

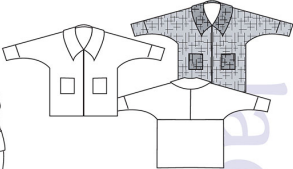
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STYLES & SAMPLE PAGES



#1 Asian Origami Jacket



This jacket style is interesting because the body of the jacket can be cut in one piece. Through creative manipulation of the pattern in Garment Designer and some cut and piece work with the paper pattern you can create a sewing/design pattern that requires a minimum of seams.

The key to creating a one-pattern piece design is ensuring that the garment width from center front to center back is wider than your center neckline to bottom of sleeve measurement. This is not critical as you can splice the sleeve and create a sleeve cuff that is attached during construction. The width of your fabric will dictate how full the garment may be unless you choose to lay the pattern on the crosswise grain in which case there is no limitation as long as you have enough yardage.

Description:
A kimono-sleeved jacket with large rectangular collar and patch pockets. Optional seam on or fold back cuffs add interest. There are no shoulder or side seams in the jacket design, but they can certainly be added to conserve fabric.

Suggested Fabrics

The fabric for this jacket has some specific criteria:
1. It must be appealing on both the right and wrong side as the collar, if single thickness folds back onto itself to expose the underside of the fabric.
2. It must be drappy and rather light weight, but still needs a little body as this is a jacket style. Suggestions are: soft crepe, crinkle cloth, double knits with draps, lightweight crepes, light to medium weight knits, drappy rayon fabrics, etc.

Suggested Knit Stitches

Any stitch pattern that has nice draps, therefore a looser tension is recommended. Ideally, the both the right and wrong side should look nice as both sides will be seen.

Easy Seven Series: Jackets

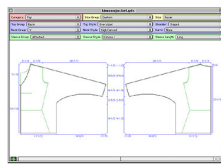
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Creating the Pattern

Garment Designer Setup

1. Open Garment Designer.
2. Choose your Sloper/Size.
3. Set the measurement mode to your desired mode (fractions vs. decimal, inches vs. metric).
4. Confirm the arm length of your sloper is correct. This is a key measurement for this jacket style, as it is integral to the design of the jacket with an attached sleeve.
5. Choose the following Style options:

Category: Top
Top Group: Basic
Shoulder: Oversized
Neck Style: Sloped
Neck Group: V
Darts: None
Sleeve Group: Attached
Sleeve Style: Kimono1
Sleeve Length: Long



Adjusting the Pattern

1. Adjust the width of the garment at the hips if necessary to achieve the fullness you desire. This is an important consideration but remember that the width of the garment is dictated by your fabric width if you are laying the garment on the lengthwise grain of the fabric. The width of a garment front should be no more than half the width of your fabric. In fact, it should be slightly less, (by the width of the center front seam allowance which will be stitched as the center front hem).

Note: You may lay this pattern on the fabric on the cross grain, in which case, your garment length can be no greater than the width of the fabric.
Therefore: half front width + CF seam allowance + half back width cannot be greater than the width of your fabric if you are laying the pattern on the lengthwise grain.

2. Adjust the Length of the garment. Choose Top/Dress Length from the Options menu, and enter your desired garment length. Our example is 30" which is fingertip length for the wearer.
3. Adjust the neck depth. Most likely you will want to raise the neck depth slightly. A 5" depth is good for most sizes. This depth is dictated by style preference. To do this:

- Turn Front/Back Symmetry Off (doubleclick on the Symmetry icon and click on the Front/Back Symmetry icon, so that this mode of Symmetry is turned off).
- Click on the center front neck point and using the up arrow key, nudge the point up until the neck depth measures 5 inches.
- 4. Confirm and adjust the width of the sleeve at the sleeve hem to ensure that the wrist is big enough to serve as an overgarment. Place a measuring tape around your wrist to determine the correct circumference. If you widen the sleeve wrist, you may need to lower the underarm point of the attached sleeve and/or adjust the underarm curve in order to maintain a nice underarm curve. Remember to turn F/B Symmetry 'on' if you are going to make this adjustment.

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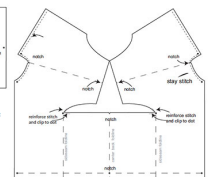
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Garment Construction

Stay Stitching and Reinforcing

Stitching

1. Stay stitch the neckline and the center back biased seam. Stay stitch the CB seam carefully, taking care not to stretch the fabric. Compare the finished length to the pattern piece as a cross-check. Reinforce stitch 1 inch to either side of the marked dot above.
2. Do not finish the collar.
3. Finish the outer edges of the pocket.

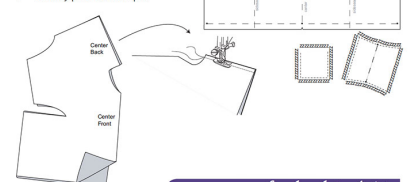


Edge Finishing of Cut Pieces

1. The hem, center front and neckline edges will all be clean finished or finished in some manner later, so serge or edge finish the remaining edges.
2. Do not finish the collar.
3. Finish the outer edges of the pocket.

Joining the Center Back Yoke Seam

1. Join the center back seams of the garment, being careful not to stretch this seam as it is on a bias grain. If necessary, ease stitch the seam, comparing it to the original pattern.
2. Carefully press the seam open.



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Easy Seven Series: Jackets

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SHOP: <https://shop.cochenille.com/collections/cochenille-pdf-books-and-patterns>