



# BASICS IN CLO 3D

## Online course

### Introduction

The **Basics in CLO 3D** course is an introduction to the tools and navigation within the CLO 3D software. This course covers navigating the 2D and 3D environment, the basics of sewing and fabrics in 3D, concluding with dressing your avatar and exporting the garment image. The videos and work along lessons allow you to explore your own creativity in design.

### Key learning outcomes

By the end of the course, participants will be able to:

- Navigate easily within the CLO 3D space.
- Use the different design tools (Selection, Arrangement, Simulation).
- Create and edit 3D pattern shapes and sew in CLO 3D.
- Understand the science of materials and mesh with practice lessons.
- Create and customize avatars.
- Visually render within the simulation environment; display 3D garments in multiple ways for both sampling and sale for review and adjustments.

### Who this course is for

This course is an excellent introduction for students, designers and apparel industry professionals who want to learn the basics of the CLO 3D software. It is well suited to all levels and all functions related to pattern design making. It will also benefit any individual (student, hobbyist or consumer) who has keen interest in the subject. Learners do not need to have prior knowledge but do need to have a software subscription.

### Format

The course is self-paced and includes a pre-assessment test, **9 modules of interactive instruction** based on videos, animations, practical exercises, discussion questions and knowledge assessments. It ends with a **post-assessment** test and project where learners submit their own design using the techniques learned in the course. An **in-course glossary** at the learner's fingertips facilitates the understanding of technical terms. All participants who successfully complete the course will receive a **MOTIF Certificate of Completion**.

This course and the instructor are not affiliated with CLO. CLO offers a free Beginner's Guide on their YouTube channel which you can use in tandem with this course if you choose.

### Contact us

Please reach us at [hello@motif.org](mailto:hello@motif.org) for further information.

## The instructor



Roz McNulty has been creating clothing on computers since 1983. She has experience with fashion design, pattern drafting, manufacturing, also with VR and AR. At the Fashion Innovation Centre, Roz works with apparel industry 3D software and mixed reality to create clothing assets such as historical clothing exhibitions, interactive AR runway and virtual change rooms. She has been in clothing construction and manual pattern making for 30 years.

## Course outline

Introduction

Module 1: Navigation

Module 2: Selection

Module 3: Arrangement

Module 4: Simulation

Module 5: Pattern Drafting

Module 6: Sewing

Module 7: Materials and Properties

Module 8: Avatars

Module 9: Rendering

Conclusion



**MOTIF Certificate of Completion for  
successful course participants**

## About the Fashion Innovation Centre

The Fashion Innovation Centre teaches 3D Clothing Pattern Design. FIC provides talent and resources for the apparel industry, online 3D retail and museum archiving. The vision of the Fashion Innovation Centre is to creating talent to support the future of 3D design sampling, retail marketing, web assets and archiving of apparel.

“The past, present and future of Fashion.”

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# MOTIF

This course is available on MOTIF, the apparel knowledge hub.  
To learn more about MOTIF, please visit [motif.org](http://motif.org).