

Project Newsletter

2nd



Launch of 1st projetct result Technical meetings on going

What's next in the Digital Fashion project?

second, third and fourth

project outcomes go hand in hand to ensure that all

objectives are achieved.

you

and

want

The first project result is already widely disseminated through the social networks of the project and the partnership.

Know More

Transnational project meetings have been an excellent mechanism for communication and strengthening teamwork.

Know More

participate

We

Know More

to

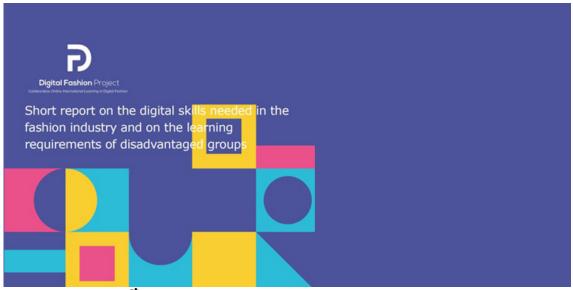
The

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Project N^O 2021-1-RO01-KA220-HED-000031150



Co-funded by the European Union





Launch of 1st projetct result - New Methodology On A Common Ground On Collaborative Online International Learning In The Field Of Digital Fashion

The first project result is already widely disseminated through the social networks of the project and the partnership.

Through a methodology that has combined desk and field research, it was possible to assess the level of key digital fashion skills, industrial application and needs, and to develop a methodology for collaborative international online digital fashion learning in the five project partner's countries: Romania, Portugal, Slovenia, Belgium and France.

The analyses of the survey and the interviews with 35 companies show that the use of virtual fashion technologies in the clothing development process and for the presentation of clothing on the fashion market is still a rather young and new branch for the European companies. Most of the interviewed companies use different types of software in the garment development and production process. However, it was found that there is still a gap between current and needed digital skills for companies to get closer to their goal, which is a high level of knowledge and digital skills for fashion design.

The basis of the work for the activities that are currently in progress has been built, particularly at the level of teaching methods and the creation of teaching materials according to the recommendations for online learning, particularly for people with visual, hearing and mobility impairments.

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Project N^O 2021-1-RO01-KA220-HED-000031150







Technical meetings on going

Transnational project meetings have been an excellent mechanism for communication and strengthening teamwork. With a constantly updated work plan and a fluid involvement of the partnership in the different dynamics, the project has progressed at a smooth rhythm.

Hogent and ENSAIT were the partners that hosted the second and third technical meetings of the project, respectively.

Citeve, located in Vila Nova de Famalicão, Portugal, will be the next partner to host the 4th meeting of the project which is scheduled for June.

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Project N⁰ 2021-1-RO01-KA220-HED-000031150





Fashion Fabric Fashion and garment making **3D** garment database (R2) database (R2) Database (R2) rules (R2) Basic searching engine (R3) 3D human database (R2) Online learning module: Platform methods, process, content and cases (R1+R4) API Partner websites Testing and evaluation (R3) Project Users website

DigitalFashion platform structure

What's next in the Digital Fashion project?

The second, third and fourth project outcomes go hand in hand to ensure that all objectives are achieved.

During the year 2023 the partnership will be dedicated to the completion of the Library of knowledge for virtual fashion design and technology, sustainment and implementation of the customised training platform of fashion design by personalized 3D virtual garment fitting, for students, teachers and professionals and will start elaborating the training programme of fashion design and technology that will include general theories, basic concepts, design examples and exercises.

Follow our activities through our social networks.

www.digitalfashionproject.eu (20+) Digital Fashion Project | Facebook

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Project N^O 2021-1-RO01-KA220-HED-000031150

