browzwear
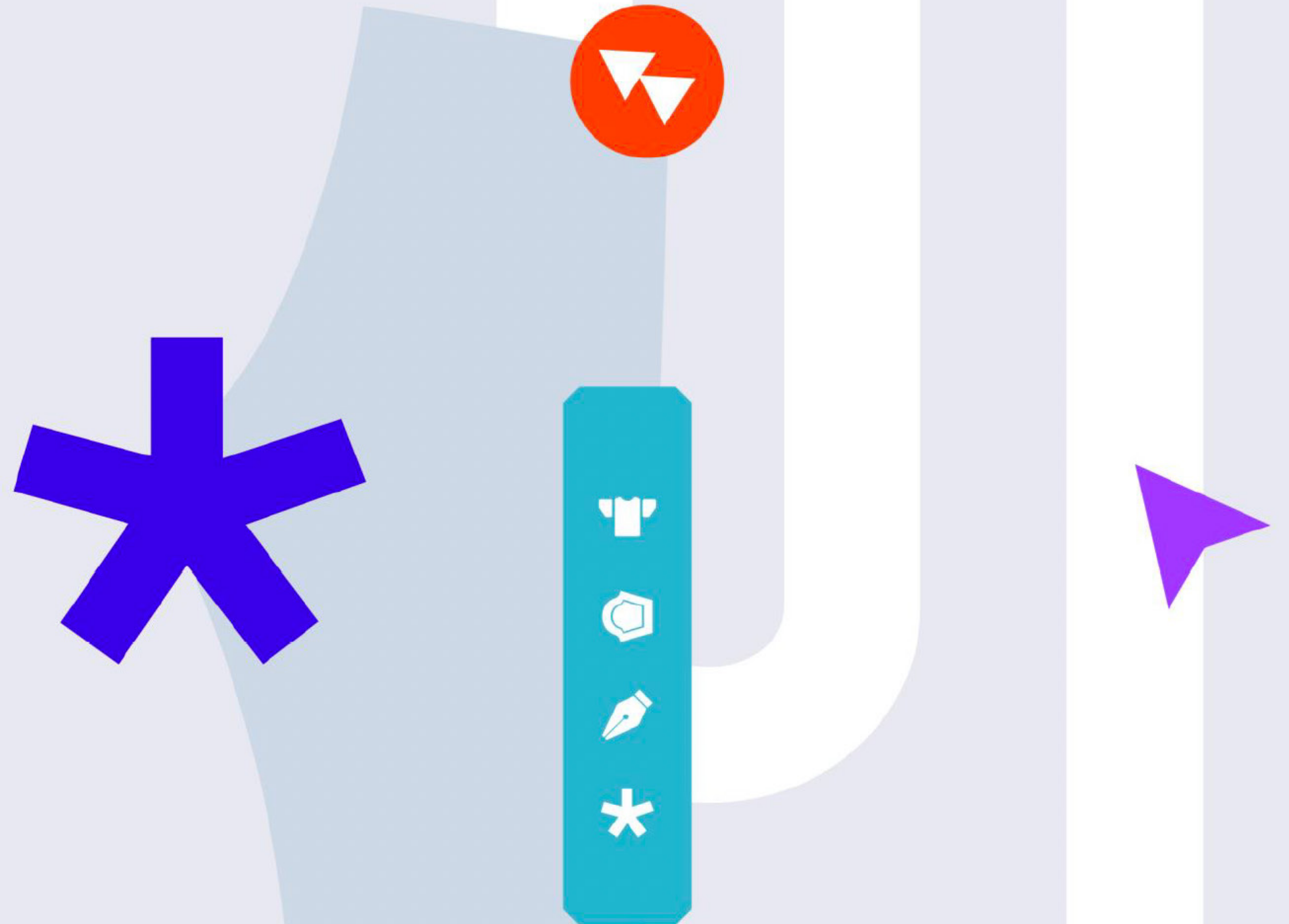
Learning Trail Maps

Learn & Level Up

Map Out Your Learning Journey

This document serves as a guide to help you map out your learning journey based on the skills you wish to develop. Whether your focus is on mastering material application, building a material library, or refining pattern adjustments, this guide will direct you to the most suitable courses to achieve your productivity goals.

How to Use This Document

01

Onboarding Trail Map:

Start with the Onboarding Trail Map to get the most out of the foundational content and streamline your learning process.

02

Post-Onboarding:

Once you've completed the onboarding process, you can choose a trail map aligned with your specific goals. We have organized the learning content into two primary categories:
A. By Topic: Focus on specific areas of expertise.
B. By Persona: Tailored recommendations based on your role or learning needs.

03

Navigating the Trails:

Under each trail, you'll find linked lessons and courses. Simply click on the relevant links to access the content directly.

04

Lotta Applicable Content:

Content marked for Lotta is tailored to its streamlined suite of tools—designed primarily for designers using a fixed block. Please note that not all features showcased in those lessons are available in Lotta.

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Onboarding Trail Map

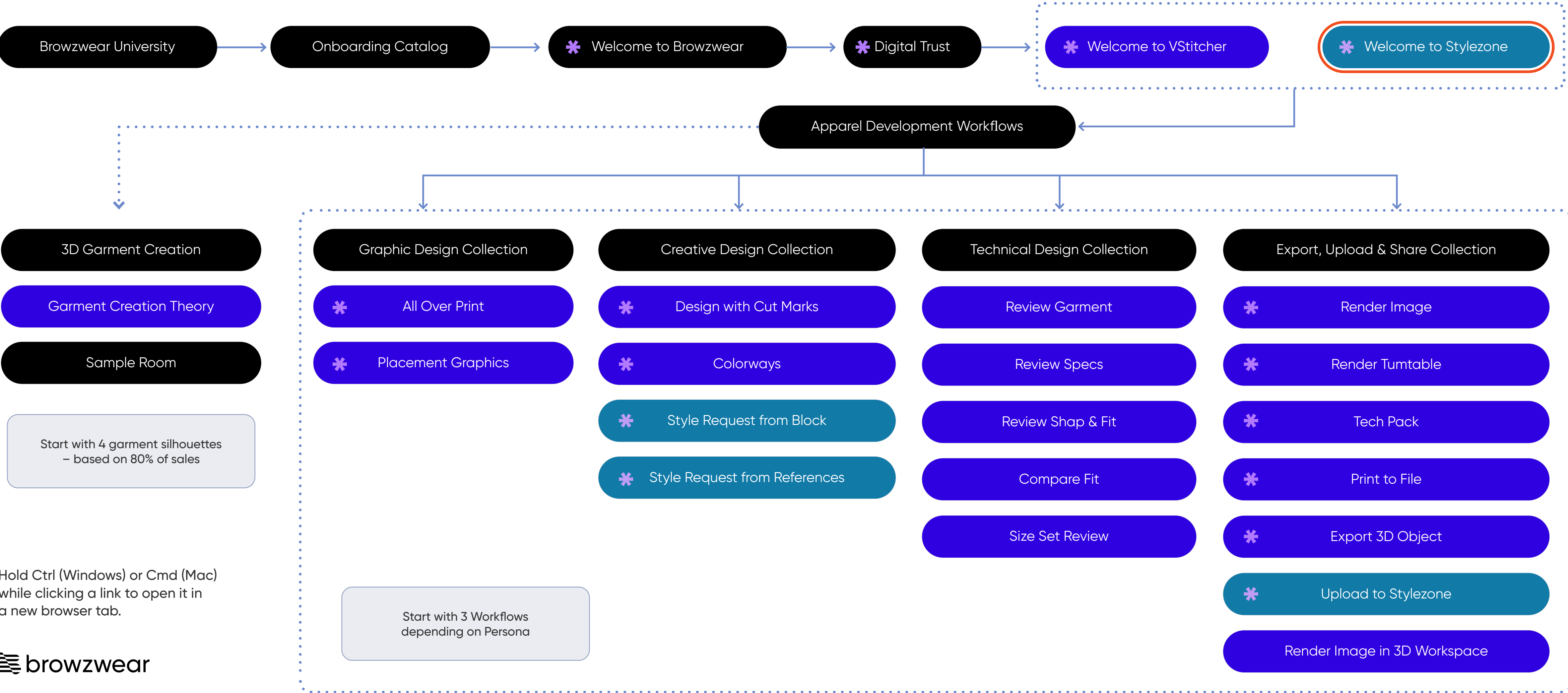Users can choose to onboard through On-demand or the available Live Classes

Browzwear University → Onboarding Catalog → ✳ Welcome to Browzwear → ✳ Digital Trust → ✳ Welcome to VStitcher   ✳ Welcome to Stylezone

Apparel Development Workflows

3D Garment Creation

- Garment Creation Theory
- Sample Room

Start with 4 garment silhouettes – based on 80% of sales

Hold Ctrl (Windows) or Cmd (Mac) while clicking a link to open it in a new browser tab.

Graphic Design Collection

- ✳ All Over Print
- ✳ Placement Graphics

Start with 3 Workflows depending on Persona

Creative Design Collection

- ✳ Design with Cut Marks
- ✳ Colorways
- ✳ Style Request from Block
- ✳ Style Request from References

Technical Design Collection

- Review Garment
- Review Specs
- Review Shap & Fit
- Compare Fit
- Size Set Review

Export, Upload & Share Collection

- ✳ Render Image
- ✳ Render Tumtable
- ✳ Tech Pack
- ✳ Print to File
- ✳ Export 3D Object
- ✳ Upload to Stylezone
- Render Image in 3D Workspace

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Trail by Topics

Materials	Styling, Showcasing & Rendering	Pattern & Fit	Colors	Avatars	Garment Creation
✳ Material Application	✳ Animation	Basic Pattern Adjusment	✳ Colorways	Parametric Avatar Creation	Garment Construction
✳ Prints & Graphics	✳ Renders & Exports	Digital Fitting			
Seams, Artwork & Trims Preparation	✳ 3D Styling	Pattern Adjusment			
✳ Material Library Creation		Sizes & Grading			
		✳ Block Design			

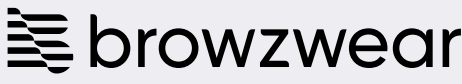browzwear

Trail by Persona

Graphic Designer	3D Creative Designer	3D Technical Designer	3D Pattern Maker	Digital Product Creator	3D Pattern Grader	Digital Assets Creatore
✳ Material Application	Basic Pattern Adjusment	Digital Fitting	Basic Pattern Adjustment	Garment Construction	Basic Pattern Adjustment	✳ Material Library Creation
✳ Prints & Graphics	✳ Material Application	Renders & Exports	Sizes & Grading	✳ Material Application	Pattern Adjustment	Seams, Artwork & Trim Preparation
✳ Colorways	✳ Prints & Graphics		Renders & Exports	✳ Prints & Graphics	Renders & Exports	Parametric Avatar Creation
✳ Renders & Exports	✳ Colorways			✳ 3D Styling		
	✳ Block Design			✳ Renders & Exports		
	✳ 3D Styling			✳ Animation		
	✳ Renders & Exports					

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Lessons List

Trail By Topics   Trail By Persona

Animation

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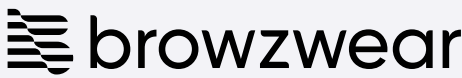
▲ 101 Avatar Types

▲ 301 Overview of Animation Workspace

▲ 301 Using Avatars for Animation

▲ 301 Creating & Exporting Animation

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

Lessons List

Animation

Basic Pattern Adjustment

Block Design

Colorways

Digital Fit Badge

Garment Construction

Material Application

Material Library Creation

Parametric Avatar Creation

Pattern Adjustment

Prints & Graphics

Renders & Exports

Seams, Artwork & Trims Preparation

Sizes & Grading

3D Styling

Trail By Topics   Trail By Persona

Basic Pattern Adjustment

browzwear

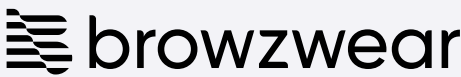- 101 Pattern Shape Basics

- 201 Pattern Shape Functions

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

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Renders & Exports

Seams, Artwork & Trims Preparation

Sizes & Grading

3D Styling

Trail By Topics | Trail By Persona

Block Design

browzwear

✳▲ 101 Understanding Material file Types

✳▲ 101 Assign Tool

✳▲ 101 Artwork

✳▲ 101 Pen Tool

✳▲ 101 Insert Tool

✳▲ 101 Understanding Editing Points

✳▲ 101 Understanding & Editing with Lines

✳▲ 101 Texture Tool

✳▲ 201 Line Actions

✳▲ 201 Snap to & Aligment

▲ 201 Attach

▲ 201 Pattern Adjustment with Measurement Displays

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

Colorways

Hold Ctrl (Windows) or Cmd (Mac) while clicking a link to open it in a new browser tab.

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Lessons List

Animation

Basic Pattern Adjustment

Block Design

| Colorways

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Garment Construction

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Parametric Avatar Creation

Pattern Adjustment

Prints & Graphics

Renders & Exports

Seams, Artwork & Trims Preparation

Sizes & Grading

3D Styling

Trail By Topics   Trail By Persona
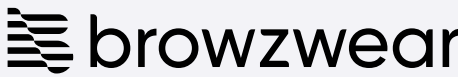
✳🔴 101 Colors

✳🔴 201 Colors

Legend   ▲ Individual Lesson   🔴 Course   🟦 Series of Courses   ✳ Applicable for Lotta

Lessons List

Animation

Basic Pattern Adjustment

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Parametric Avatar Creation

Pattern Adjustment

Prints & Graphics

Renders & Exports

Seams, Artwork & Trims Preparation

Sizes & Grading

3D Styling

Trail By Topics   Trail By Persona

Digital Fit Badge

browzwear

● 101 Pattern Shape Basics

● 201 Pattern Shape Functions

● 301 pattern Shape Functions

■ 3D Fit Series

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

Lessons List

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Garment Construction

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Pattern Adjustment

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Seams, Artwork & Trims Preparation

Sizes & Grading

3D Styling

● Garment Creation Theory

■ Sample Room

● 201 Garment Creation

■ 301 Garment Creation

■ Garment Category Series: Denim

■ Garment Category Series: Activewear

■ Garment Category Series: Outerwear

■ Garment Category Series: Workwear

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

Trail By Topics   Trail By Persona

Lessons List

Trail By Topics   Trail By Persona

Material Application

Hold Ctrl (Windows) or Cmd (Mac) while clicking a link to open it in a new browser tab.

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✳🔴 101 Materials

✳🔴 201 Materials

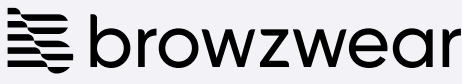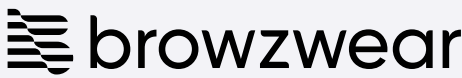**Legend**   ▲ Individual Lesson   🔴 Course   🟦 Series of Courses   ✳ Applicable for Lotta

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Trail By Topics   Trail By Persona

Material Library Creation

browzwear

▲ 101 Understanding Material File Types

✳▲ 101 U3M Basics

✳▲ 101 Exporting & Creating a Custom Asset Library
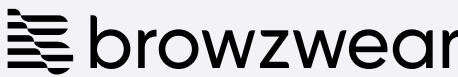
▲ DNM: Creating a Wash U3M Library

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

Lessons List

Animation

Basic Pattern Adjustment

Block Design

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Sizes & Grading

3D Styling

Trail By Topics | Trail By Persona

Parametric Avatar Creation

browzwear

▲ 101 Avatart Types

▲ 101 Editing a Parametric Avatar - Basic

▲ 201 3D Measure Tape

▲ 301 Best Practices when Adjusting Parametric Avatars

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta
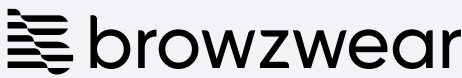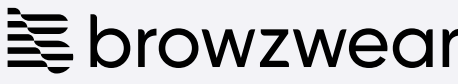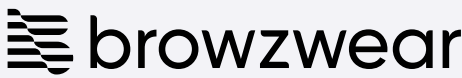
Lessons List

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Trail By Topics   Trail By Persona

Pattern Adjusment

browzwear

● 101 Pattern Shape Basics

● 201 Pattern Shape Functions

● 301 Pattern Shape Functions

■ 3D Fit Series

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

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Trail By Topics   Trail By Persona

Prints & Graphics

≣ browzwear

▲ 101 Understanding Material file Types

▲ 101 Assign Tool

▲ 101 Texture Tool

▲ 101 Artwork

▲ 201 Image Editor

▲ 201 Material Blending

▲ 201 Material Placement Actions & Properties

▲ 301 Editing Externally

▲ 301 Design in Sizes

● AW Activewear Materials

▲ DNM: Utilising Substance Effects from the Cloud Library

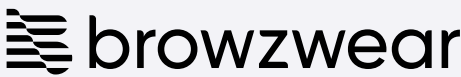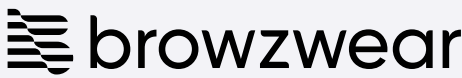**Legend**   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

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Sizes & Grading

3D Styling

Trail By Topics   Trail By Persona

Renders & Exports

browzwear

✳▲ 201 VRay Preview

▲ 201 Preparing the Garment for Ray Trace Rendering

✳▲ 201 Tips & Tricks to Improve Garment Simulation

✳▲ 301 Fold & Hang Workspace: Overview & Main Tools

▲ 301 Fold & Hang Workspace: 3D Styling Pane

✳● 301 Renders & Exports

● Stage

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

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Trail By Topics   Trail By Persona

Seams, Artwork & Trims Preparation

browzwear

✳▲ 101 Understanding Material file Types

✳▲ 101 Assign Tool

✳▲ 101 Seams   ✳▲ 101 2D Trims

✳▲ 201 Introduction to PBR

✳▲ 201 Material Placement Actions & Properties

✳▲ 201 Image Editor

▲ 201 Seam Groups

✳▲ 201 3D Trims

✳▲ 201 Smart Trims: Buttons

✳▲ 301 Editing Externally

▲ 301 Enhancing Trims

✳▲ AW: Artwork & Trims Special Effects

✳▲ AW: Straddling Flatlock

▲ AW: Exposed Elastics

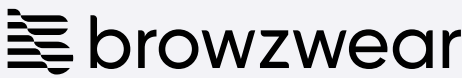**Legend**   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

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Sizes & Grading

3D Styling

Trail By Topics | Trail By Persona

Sizes & Grading

browzwear

■ Grading Series

▲ 301 Sizes & Grading

▲ 301 How to Grade a Garment from Scratch

▲ 301 How to Pair an Avatar Size Set with a Graded Garment

▲ 301 Avatar Size Set

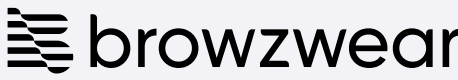**Legend**   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta

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| 3D Styling

Trail By Topics | Trail By Persona

3D Styling

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▲ 101 Simulation Tools & Snapshots

▲ 101 Basic 3D Styling

● 201 Styling & Simulation

● 301 Styling & Showcasing

Legend   ▲ Individual Lesson   ● Course   ■ Series of Courses   ✳ Applicable for Lotta