

# DRAFT INTERNATIONAL STANDARD

## ISO/DIS 18831

ISO/TC 133

Secretariat: SABS

Voting begins on:  
2015-01-12

Voting terminates on:  
2015-04-12

---

---

## Clothing — Digital fittings — Attributes of virtual garments

*Habillement — Bien-être virtuel — Caractéristiques des vêtements virtuels*

ICS: 35.240.99; 61.020

**iTeh STANDARD PREVIEW**  
(standards.iteh.ai)  
Full standard:  
<https://standards.iteh.ai/catalog/standards/sist/558ad3df-4d69-4d8e-ad43-26b7fed74c1a/iso-18831-2016>

THIS DOCUMENT IS A DRAFT CIRCULATED FOR COMMENT AND APPROVAL. IT IS THEREFORE SUBJECT TO CHANGE AND MAY NOT BE REFERRED TO AS AN INTERNATIONAL STANDARD UNTIL PUBLISHED AS SUCH.

IN ADDITION TO THEIR EVALUATION AS BEING ACCEPTABLE FOR INDUSTRIAL, TECHNOLOGICAL, COMMERCIAL AND USER PURPOSES, DRAFT INTERNATIONAL STANDARDS MAY ON OCCASION HAVE TO BE CONSIDERED IN THE LIGHT OF THEIR POTENTIAL TO BECOME STANDARDS TO WHICH REFERENCE MAY BE MADE IN NATIONAL REGULATIONS.

RECIPIENTS OF THIS DRAFT ARE INVITED TO SUBMIT, WITH THEIR COMMENTS, NOTIFICATION OF ANY RELEVANT PATENT RIGHTS OF WHICH THEY ARE AWARE AND TO PROVIDE SUPPORTING DOCUMENTATION.



Reference number  
ISO/DIS 18831:2014(E)

© ISO 2014

**iTeh STANDARD PREVIEW**  
**(standards.iteh.ai)**  
Full standard:  
<https://standards.iteh.ai/catalog/standards/sist/558ad3df-4d69-4d8e-ad43-26b7fed74c1a/iso-18831-2016>



**COPYRIGHT PROTECTED DOCUMENT**

© ISO 2014

All rights reserved. Unless otherwise specified, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office  
Case postale 56 • CH-1211 Geneva 20  
Tel. + 41 22 749 01 11  
Fax + 41 22 749 09 47  
E-mail [copyright@iso.org](mailto:copyright@iso.org)  
Web [www.iso.org](http://www.iso.org)

Published in Switzerland

# Contents

Page

<b>1</b>	<b>Scope</b> .....	<b>1</b>
<b>2</b>	<b>Normative references</b> .....	<b>1</b>
<b>3</b>	<b>Terms and definitions</b> .....	<b>1</b>
<b>3.1</b>	<b>Virtual garment items</b> .....	<b>1</b>
<b>3.1.1</b>	<b>Virtual jacket</b> .....	<b>1</b>
<b>3.1.2</b>	<b>Virtual shirt</b> .....	<b>1</b>
<b>3.1.3</b>	<b>Virtual blouse</b> .....	<b>1</b>
<b>3.1.4</b>	<b>Virtual T-shirt</b> .....	<b>1</b>
<b>3.1.5</b>	<b>Virtual skirt</b> .....	<b>1</b>
<b>3.1.6</b>	<b>Virtual pants</b> .....	<b>2</b>
<b>3.1.7</b>	<b>Virtual hat</b> .....	<b>2</b>
<b>3.1.7.1</b>	<b>Virtual cap</b> .....	<b>2</b>
<b>3.1.7.2</b>	<b>Virtual beanie</b> .....	<b>2</b>
<b>3.1.8</b>	<b>Virtual gloves</b> .....	<b>2</b>
<b>3.2</b>	<b>Composition and attributes of virtual garment</b> .....	<b>2</b>
<b>3.2.1</b>	<b>Composition and attributes of virtual garment pattern</b> .....	<b>2</b>
<b>3.2.1.1</b>	<b>Virtual upper body garment pattern</b> .....	<b>2</b>
<b>3.2.1.2</b>	<b>Virtual lower body garment pattern</b> .....	<b>3</b>
<b>3.2.1.3</b>	<b>Virtual hat pattern</b> .....	<b>3</b>
<b>3.2.1.4</b>	<b>Virtual gloves pattern</b> .....	<b>4</b>
<b>3.2.2</b>	<b>Composition and attributes of design details</b> .....	<b>5</b>
<b>3.2.3</b>	<b>Composition and attributes of virtual garment details that create shape</b> .....	<b>7</b>
<b>3.2.4</b>	<b>Composition and attributes of virtual body garment closure and cinch tools</b> .....	<b>8</b>
<b>Annex A (informative)</b>	<b>Virtual upper body garment</b> .....	<b>9</b>
<b>Annex B (informative)</b>	<b>Virtual lower body garment</b> .....	<b>10</b>

## Foreword

ISO (the International Organization for Standardization) is a worldwide federation of national standards bodies (ISO member bodies). The work of preparing International Standards is normally carried out through ISO technical committees. Each member body interested in a subject for which a technical committee has been established has the right to be represented on that committee. International organizations, governmental and non-governmental, in liaison with ISO, also take part in the work. ISO collaborates closely with the International Electrotechnical Commission (IEC) on all matters of electrotechnical standardization.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of technical committees is to prepare International Standards. Draft International Standards adopted by the technical committees are circulated to the member bodies for voting. Publication as an International Standard requires approval by at least 75 % of the member bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO shall not be held responsible for identifying any or all such patent rights.

ISO nnn-n was prepared based on the Technical Committee ISO/TC 133, clothing sizing systems - size designation, size measurement methods.

This second/third/... edition cancels and replaces the first/second/... edition (ISO nnn-n:19xx), [clause(s) / subclause(s) / table(s) / figure(s) / annex(es)] of which [has / have] been technically revised.

ISO nnn consists of the following parts, under the general title Sizing systems and designations for clothes – Digital fittings – Vocabulary and terminology used for the virtual garment

- *Part 1:*
- *Part [n+1]: Part title*
- *Part [n+2]: Part title*

## Introduction

This International Standard is the second of a series which deals essentially with virtual garment for digital fitting

Continuing the previous proposed standard 'Vocabulary and terminology used for the virtual garment' (ISO/DIS 18163 (N0032)) which deal with composition and attributes of the virtual garment, this international standard specifically presents attributes of virtual upper and lower body garments, virtual hat, gloves in virtual garment system, and thus supports online consumers, fashion designers, manufacturers and sellers who have an interest in the style and fit of clothes. It is therefore expected to improve convenience for the consumer and clothing manufacture efficiency, and contribute to largely decreasing the return rate of clothes consumed through the online market.

**iTeh STANDARD PREVIEW**  
(standards.iteh.ai)

Full standard:  
<https://standards.iteh.ai/catalog/standards/sist/558ad3df-4d69-4d8e-ad43-26b7fed74c1a/iso-18831-2016>

**iTeh STANDARD PREVIEW**  
**(standards.iteh.ai)**

Full standard:  
<https://standards.iteh.ai/catalog/standards/sist/558ad3df-4d69-4d8e-ad43-26b7fed74c1a/iso-18831-2016>

# Clothing — Digital fittings — Attributes of virtual garment

## 1 Scope

This International Standard defines attributes required to produce virtual body garments, virtual hat, gloves using virtual garment software.

## 2 Normative references

This International Standard should be read in conjunction with the following International Standards:

(Project) **ISO/ WD 18163 (N0032)**: Digital fittings — Vocabulary and terminology used for the virtual garment

(Project) **ISO/WD 18161 (N0031)**: Digital fittings — Vocabulary and terminology used for the virtual human body

**ISO 4418**: Size designation of clothes — Gloves

## 3 Terms and definitions

### 3.1 Virtual garment items

Virtual garments worn on the virtual human body for digital fitting. Includes virtual jackets, virtual shirts, virtual blouses, virtual knit shirts, virtual knit coats, virtual skirts, virtual pants, virtual hat, virtual gloves etc.

#### 3.1.1 Virtual jacket

All virtual upper body garments that are worn on the virtual human body and come down between the waist and hips.

#### 3.1.2 Virtual shirt

All virtual men's upper body garments that are worn as a middle layer or outside layer and have a collar, collar stand, cuff opening and decorative cuffs, and are worn on the upper virtual human body.

#### 3.1.3 Virtual blouse

All virtual women's upper body garments that are worn on the upper virtual human body.

#### 3.1.4 Virtual T-shirt

All virtual garments that are shirts made of knit material and are worn on the upper virtual human body.

#### 3.1.5 Virtual skirt

A lower body garment for digital fitting in a cylindrical shape that covers both legs at once. Includes skirts of various lengths and silhouettes.

### 3.1.6 Virtual pants

A lower body garment for digital fitting that covers each leg separately. Includes pants of various lengths and silhouettes.

### 3.1.7 Virtual hat

A virtual hat for digital fitting is a virtual garment worn on the head of the virtual human body. Virtual caps and virtual beanies are included.

#### 3.1.7.1 Virtual cap

A virtual garment worn on the head of the virtual human body with a partial visor.

#### 3.1.7.2 Virtual beanie

A virtual garment worn on the head of the virtual human body with no brim and just a crown that is made of a stretchy knit material. Includes berets.

### 3.1.8 Virtual gloves

A virtual digital glove for digital fitting is a kind of virtual garment worn on the virtual human body, especially on the hands.

## 3.2 Composition and attributes of virtual garment

### 3.2.1 Composition and attributes of virtual garment pattern

#### 3.2.1.1 Virtual upper body garment pattern

The virtual upper body garment is based on a basic garment pattern consisting of a virtual front bodice pattern, virtual side bodice pattern, virtual back bodice pattern, and virtual sleeve pattern.

##### 3.2.1.1.1 Virtual front bodice pattern

Virtual garment pattern placed on the front of the torso of the virtual human body.

##### 3.2.1.1.2 Virtual side bodice pattern

Virtual garment pattern placed on the side of the torso of the virtual human body.

##### 3.2.1.1.3 Virtual back bodice pattern

Virtual garment pattern placed on the back of the torso of the virtual human body.

##### 3.2.1.1.4 Virtual sleeve pattern

Virtual garment pattern placed on the arms of the virtual human body. A garment may not have sleeves according to the design.



### 3.2.1.2 Virtual lower body garment pattern

The virtual lower body garments are based on basic garment patterns including the virtual front pattern, virtual back pattern and virtual waist belt pattern.

#### 3.2.1.2.1 Virtual front pattern

Virtual garment pattern placed on the front of the leg of the virtual human body.

#### 3.2.1.2.2 Virtual back pattern

Virtual garment pattern placed on the back of the leg of the virtual human body.

#### 3.2.1.2.3 Virtual waist belt pattern

Virtual garment pattern placed on the waist of the virtual human body. The lower body garment may not have a belt according to the design.

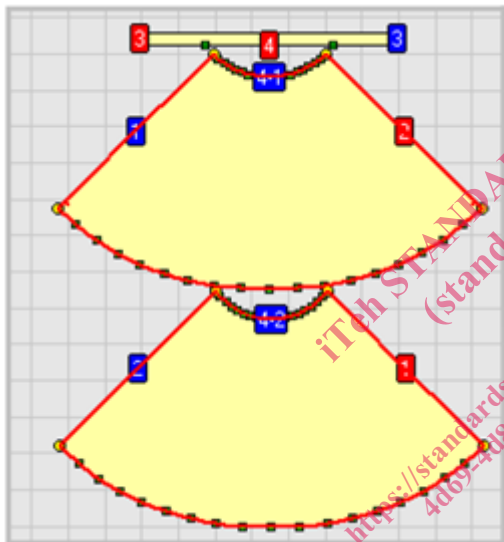


Figure 1 — Example of the structure of a virtual digital skirt pattern

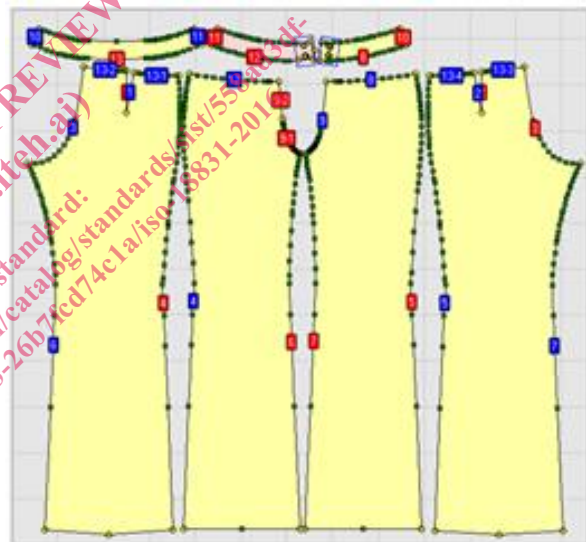


Figure 2 — Example of the structure of a virtual digital pants pattern

### 3.2.1.3 Virtual hat pattern

The virtual hat is based a basic garment pattern which consists of a virtual crown pattern and a virtual brim pattern.

#### 3.2.1.3.1 Virtual crown pattern

The part of the virtual hat placed on the head of the virtual human body. It can be round or angular, etc.

The crown of a hat generally consists of an outside pattern and inside pattern, but a digital pattern only has one outside pattern.