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**NATIONAL STANDARD OF THE
PEOPLE'S REPUBLIC OF CHINA**

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**Digital fittings - Vocabulary and terminology used for the virtual
garment**

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foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for Standardization Work Part 1. Structure and Drafting Rules of Standardization Documents" drafted.

This document is modified to adopt ISO 18163.2016 "Vocabulary and terminology for virtual clothing for digital fitting of clothing".

This document has the following structural adjustments compared to ISO 18163.2016.

--- Added the chapter "Normative References".

The technical differences between this document and ISO 18163.2016 and their reasons are as follows.

- a) Changed the definition of virtual fabric properties (see 3.1.1) to maintain consistency with the names in clothing software;
- b) Changed the definition and expression of virtual clothing simulation terms (see 3.1.4) for easier understanding;
- c) Added the terms, definitions and schematic diagrams of template stress (see 3.1.5.3 and Figure 7). Template stress is the current mainstream software evaluation virtual One of the main display forms of the simulated fitting effect;
- d) Changed the definition of the term internal line and added an example of the note (see 3.2.1.3) to facilitate understanding and avoid ambiguity;
- e) Changed the example in the term layer structure, and revised "jacket" to "suit" (see 3.2.2.2).

The following editorial changes have been made to this document.

- a) To harmonize with existing standards, change the name of the standard to "Terms and

Definitions for Digital Fitting Virtual Clothing";

b) Added the scope of application of the document (see Chapter 1) to clarify the applicable objects;

c) correct the wording in the footnote of the term "gap" by changing "darker" to "lighter" (see 3.1.5.4);

d) Use domestic software to draw Figure 1~Figure 6, Figure 8~Figure 10 and replace the ISO standard corresponding Figure 1~Figure 9;

e) Correct the data type of the plane model in Table B.3 to "2Dmodel" (see Appendix B);

f) Added index.

Please note that some content of this document may be patented. The issuing agency of this document assumes no responsibility for identifying patents.

1 Scope

This document defines terms and definitions for virtual garments in digital fitting systems. Digital fitting systems include virtual fabrics, virtual

Fabric properties, virtual garment patterns, virtual pattern properties, virtual seams, virtual garments, and virtual garments worn on a virtual mannequin

fit assessment.

This document applies to all practical application areas of digital fitting systems, online communication of garments and all stages of commerce, including design

accounting, manufacturing, sales and customer management.

2 Normative references

There are no normative references in this document.

3.1 General terms

3.1.1

Attribute characteristics of virtual fabrics, such as tensile properties, softness, thickness, mass per unit area, etc.

NOTE. Virtual fabric properties can be imported or imported from the database.

3.1.2

A graphic consisting of closed curves used to mark the digitized pattern area of the virtual garment (3.1.3).

Example. see Figure 1.

3.1.2.1

A pattern consisting of contour lines and a number of interior lines (3.2.1.3) used to represent seams, interior openings, crease lines and other garment features.

3.1.2.2

virtual suture

Lines used to assemble virtual garment patterns.

Example. see Figure 2.

NOTE. For each pair of pieces to be stitched together, define a corresponding virtual seam line. Arrange pieces in space by connecting each pair of virtual seams on the piece

point (3.2.1.1) to stitch together the virtual pieces, and finally create the virtual garment (3.1.3).