

## Abstract

### Purpose

– The paper seeks to evaluate and present the usability of one pattern customising technology in the achievement and testing of garment fit.

### Design/methodology/approach

– This study focuses on the use of 3D technology in the testing of garment fit. It examines the usability of one pattern customising technology in the achievement and testing of fit and presents primary data from experiments on the provision and testing of garment fit of specified size patterns for a jacket and skirt. Findings on virtual and human fit trials and an evaluation of the 3D technology are presented.

### Findings

– The study found that 3D software for fit provision and testing is still in its infancy, although advancements are currently being made in this area. It establishes that while fit can be virtually tested with 3D technology, its usability is not yet fine-tuned. It evaluates procedures and presents problematic features of the 3D software. It underscores that although some issues concerning efficient provision and testing of fit still exist, 3D technology overall provides adequate evaluation of fit.

### Originality/value

– This study highlights areas for fine tuning and provides a basis for further research. While discussing usability of one pattern technology, this paper presents a platform for comparative evaluation of other technology.