## CJ's Training Camp: Sustainability

Lesson 5 The Design Process







#### Go-to-Market Cycle: Step 1

# Planning

To determine what products to make each season, brands research market trends, survey consumers, analyze sales data, and meet with key retail partners



#### **Market Trends**

Anything that changes the market. Successful brands identify and take advantage of these trends



#### **Sales Data**

Brands review previous season sales figures, competitor's sales, and overall industry data to understand what is popular, growing, and declining



#### Consumer Research

Used to understand target market. Research subjects include: Preferences, income, activities, motivation, value, occupation, buying habits, age, brand preferences, beliefs



## **Top 8 trends in 2021**Source: Alibaba

- Ecommerce continues to grow
- Clothes become genderless
- Comfortable clothing sales increase
- Sustainable buying and slow fashion
- Inclusivity
- ReCommerce
- Online Evolves

#### Planning:

## **Key** Responsibilities

- Review current inventory levels, seasonal needs and geographical data to forecast consumer demand
- Analyze buying patterns, forecast trends for target markets
- Determine required quantity of various product types
- Select which styles from previous season to carry over (continue producing)
- Allocate and distribute merchandise to warehouses and retailers around the world
- Determine what to do with previous season overstock



#### Go-to-Market Cycle: Step 2

# Design

Once the planning process has identified what to produce, the design team designs specific options for consideration. These include sketches, CAD designs, prototypes, material identification, tech packs, and a fit review.

# The Design Process



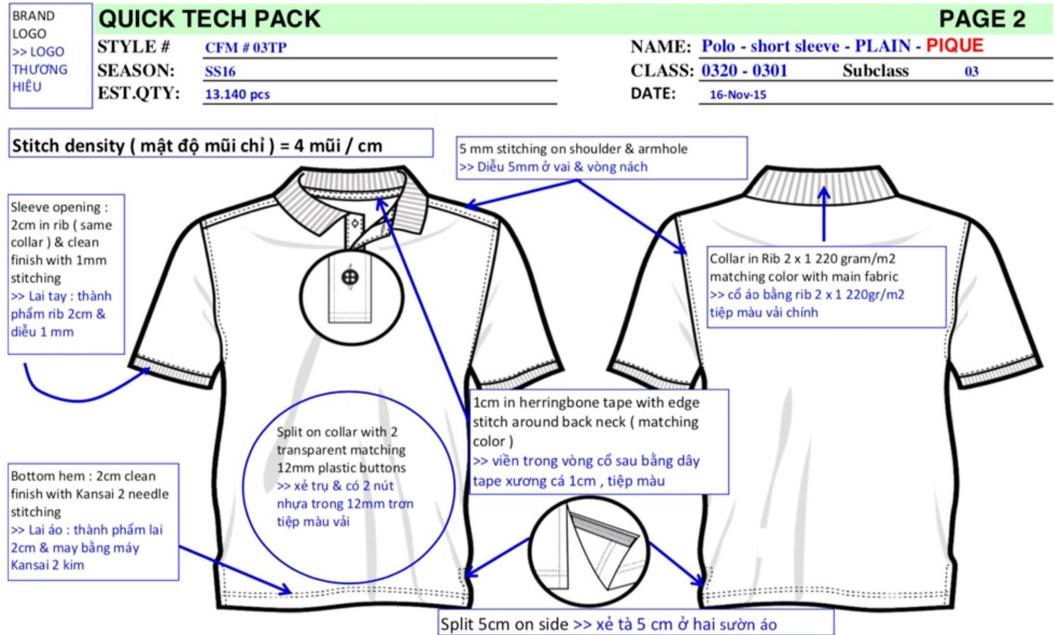


Tech Pack



Production

#### **CONSTRUCTION / BLACK & WHITE SKETCH**



## Design: Key Responsibilities

- Determine the overarching theme, color palette and styling of the season
- Choose colors and fabrics and designing the number of styles or collections allotted by the inventory planning and merchandising teams
- Combine hand drawing and computer-aided design to create designs and images
- Fit garments when the samples arrive from the factory and make revisions as needed to make a high-quality, well-fitted garment



#### <u>Youtube link</u>



# Go-to-Market Cycle: Step 3 Product Development

After finalizing design, products are developed through the prototype and sample phase before approved for production

### Prototype

- First produced sample; serves as a guide to try a new product design.
- Designers can make changes to figure out the best design and associated tech pack

## Sample

- Built from tech packs and used to test a product before mass production
- This includes the fit, size, and general feel of a garment prior to full scale manufacturing

\*Once samples have been optimized, a pre-line collection is manufactured by the factory (used to build demand for the products)

## Product Development:

## **Key** Responsibilities

- **Develop** or source the fabrics, buttons, zippers and trims used in the product
- **Communicate** sewing details and garment measurements to the factory
- Oversee the manufacturing process, including fabric testing, cutting, sewing, final appearance and packaging
- Ensure all materials and the final garment meet the brand's quality standards
- Ensure the manufacturers are complying with all legal and ethical requirements

## Average Monthly Wages

#### In the United States

Jr. Demand Planner Demand Planner

Inventory Planner

**Production Planner** 

**Ecommerce Inventory Planner** 

Merchandise Planner

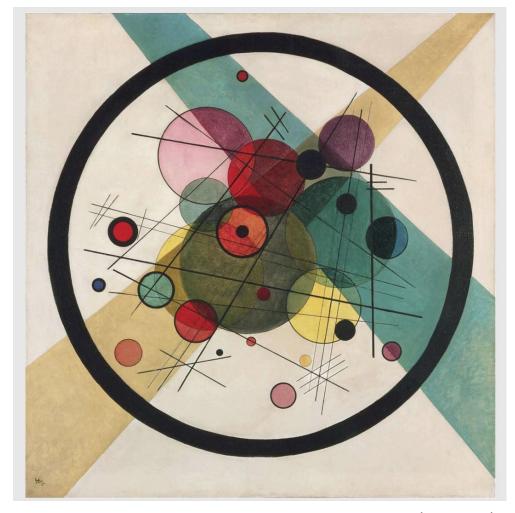
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\$5833

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## Activity: Gallery Poster



Circles in a Circle (Kandinsky)

# end.

