



Style No.	suit pattern.zpac	Brand	rab845's Brand
Workroom	Workroom	Company	rab845's Company
Season	Spring	Status	Draft
Line	LINE	Description	









Comments

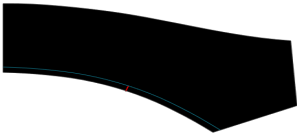
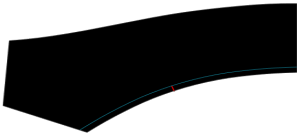
Created

April 27, 2021, 10:09 AM

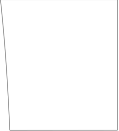
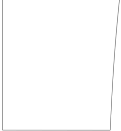
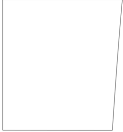
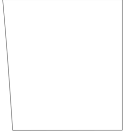
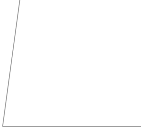
FabricName : Wool_Cashmere			
No.	Name	Image	Type
1	BLK_9_1		
2	BLK_9_2		

FabricName : Wool_Cashmere			
No.	Name	Image	Type
3	Pattern2D_1036393		
4	Pattem2D_1036394		

FabricName : Leather_Lambskin			
No.	Name	Image	Type
5	BLK_8_1		
6	BLK_5_1		
7	BLK_7_1		
8	BLK_5_2		
9	BLK_1_7		
10	BLK_1_2		

16	Collar_Stand	
17	Collar_Stand	
18	Collar	
19	Collar	
20	Body_Front	
21	Body_Back	
22	Body_Back	
23	Sleeves_6	
24	Sleeves	

FabricName : Leather_Lambskin			
No.	Name	Image	Type
25	Body_Front_Panel		
26	Body_Front_Panel		
27	Body_Back_Panel		

33	BLK_1_4	
34	BLK_1_2	
35	Pattern2D_111019	
36	Pattern2D_104448	
37	BLK_1_6	
38	BLK_1_2	
39	Pattern2D_111021	
40	Pattern2D_104448	
41	BLK_1_8	
42	BLK_1_2	
43	Pattern2D_111023	
44	Pattern2D_104448	
45	Sleeves_1	

Seam Allowance

All Body Seams

Hem Height



No.	Item No.	Name	Color	Image	Print Layout
1	None	Wool_Cashmere	(None)		
2	None	Wool_Cashmere	(None)		



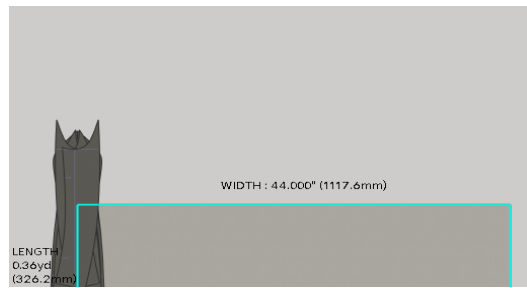
5

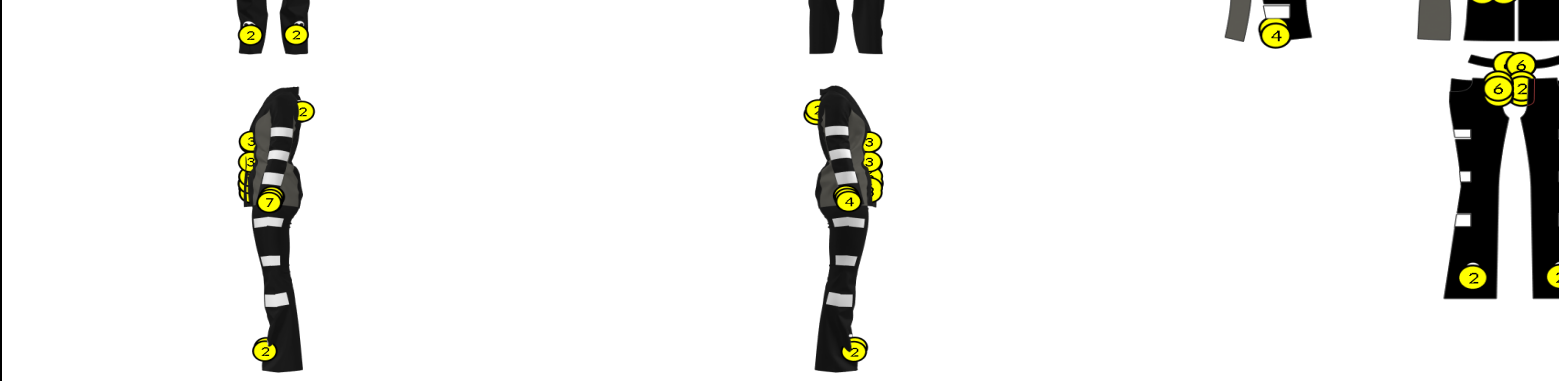
None

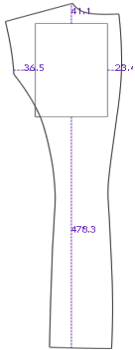
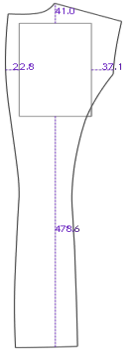
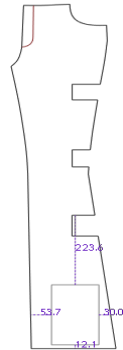
Leather_Lambskin



Gray 2





Graphic				
No.	Item No.	Name	Image	Location / Placement
1	None	skull		
2	None	skull_1		
3	None	skull_3		

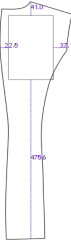
6	None	Default Button	Black Black 	
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7	None	Main	(None) 	
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8	None	Sleeves	(None) 	
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Button Hole					
No.	Item No.	Name	Color	Image	Location / Placement
9	None	Default Buttonhole	Black		

No.	Item No.	Name	Puller	Slider	Teeth	Location / Placement		
Topstitch								
No.	Item No.	Name	Color	Image	Offset	SPI	Tex	Location / Placement
OBJ Trim								
No.	Item No.	Name	Image	Location / Placement				

									From Left	From Right
									Pattern No.	
									Pattern Name	
									From Top	
									From Bottom	
									From Left	
									From Right	
2	None	skull_1	(None)		front					
3	None	skull_3	(None)		front					
4	None	skull_2	(None)		front	