

OPTITEX

Optitex
Sample Files

Smarter Workflows | Faster Production | Greater Accuracy

Contents

Overview 4

Content Library 4

 Artwork 5

 Denim..... 5

 Embroidery 5

 Leather..... 5

 Logos..... 5

 Prints..... 6

 Textures 6

 Button Shapes 7

 Accessories 7

 Bag Handles 8

 Buttons..... 8

 Embellishments 8

 Rivets 9

 Zippers 9

 Color Palettes..... 10

 Material Type..... 10

 Shaders 10

Seam Stitch Library42

- Accessories42
- Presets44
- Stitches45

Fabric Files.....47

Avatars48

- Mannequins49
- Miscellaneous49

PDS files50

- Adam51
- Baby51
- Bags51
- Dana52
- Eva.....52

Marker files.....53

Overview

This document describes the different sample files that are included when installing Optitex on your computer.

You can use these samples freely with Optitex.

This guide lists the following:

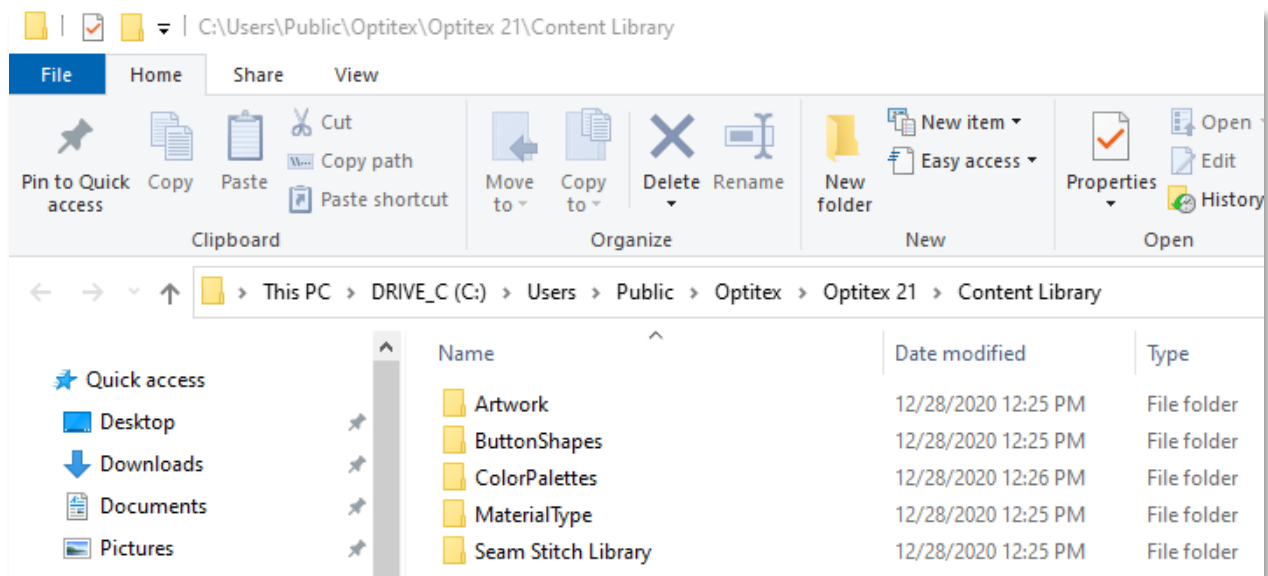
- Content Library
- Button Shapes
- Color Palettes
- Seam Stitch Library
- Avatars
- PDS Samples
- Marker Samples

Note: Starting from Version 019.3, additional Avatars, PDS & Marker files are not included in the full installation package but are available separately in the **Sample Pack** installation package.

Content Library

The Content Library can be used when you want to add fabric, logos, button shapes and stitch elements to be used with your patterns.

The Content Library is located here:

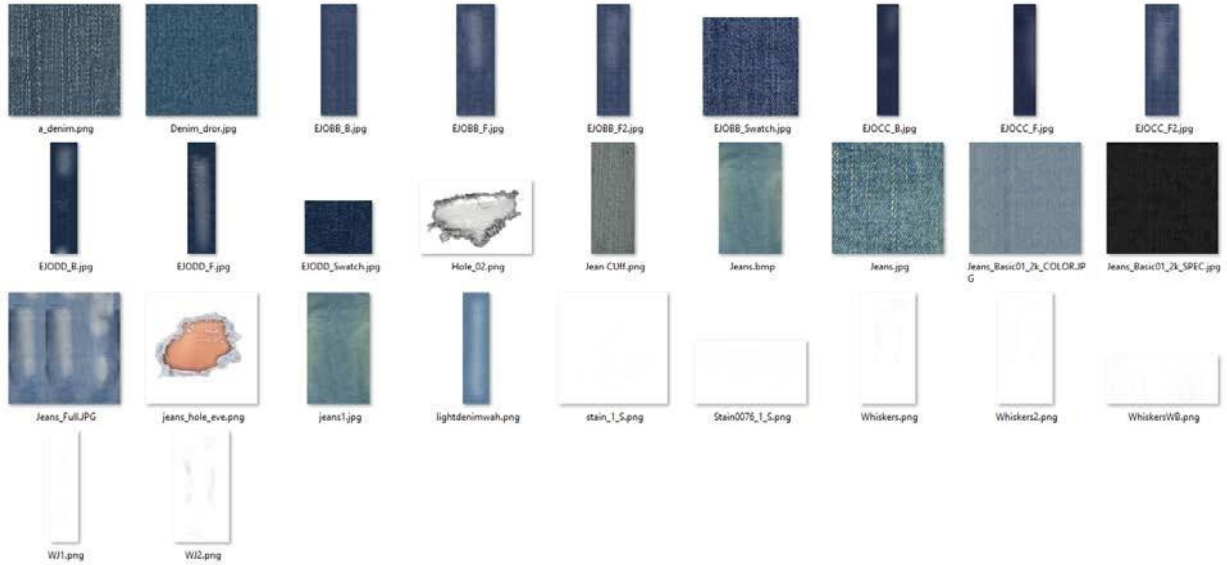


The Content Library includes the following sub-categories:

Artwork

Denim

The following files are available in the Denim folder:



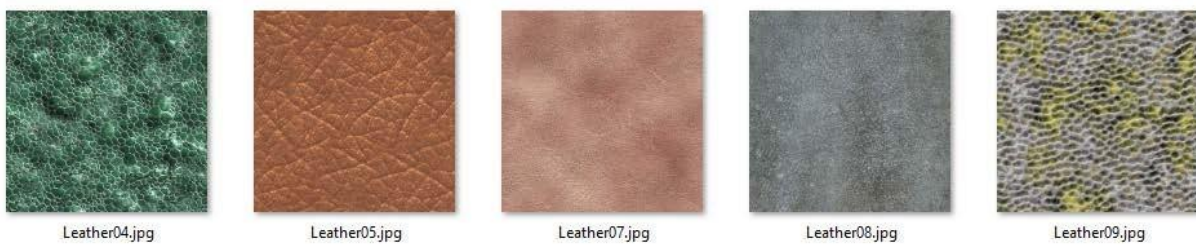
Embroidery

The following files are available in the Embroidery folder:



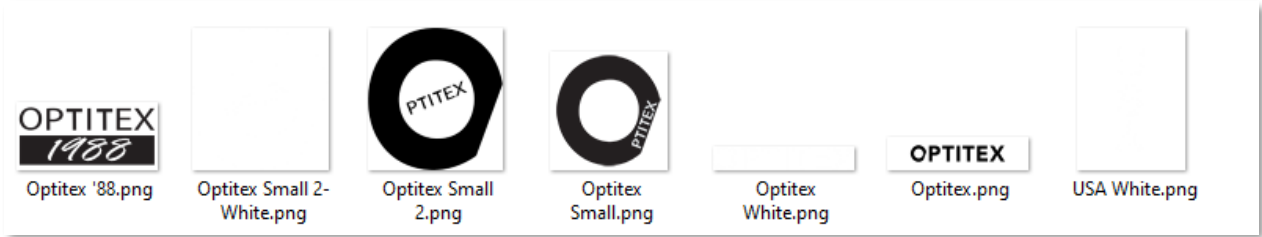
Leather

The following files are available in the Leather folder:



Logos

The following files are available in the Logos folder:



Prints

The following files are located in the Prints folder:



Textures

The following files are available in the Textures folder:



Button Shapes

These are MOD files that are imported from a 3D software. They are scalable, can be rotated, and their offset can be changed.

The following categories are available:

Accessories

This category includes buttons, buckles, rings, etc. and can be added to your bag as different accessories.

Note: If a button shows up in two colors (textures/shaders) this indicates that the colors can be changed in the Shader Manager.



Bag Handles



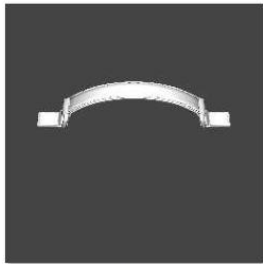
Gusset_handle.mod



Handle_Cover24.mod



Handle_Gusset24.mod



Handle_Top24.mod

Buttons



Button_2holes_18L.mod



Button_2holes_24L.mod



Button_2holes_Stitch.mod



Button_4holes_18L.mod



Button_4holes_24L.mod



Button_4Holes_30mm.mod



Button_4Holes_30mm_Stitch_Cross.mod



Button_4Holes_30mm_Stitch_Parallel.mod



Button_4holes_Stitch_cross.mod



Button_4holes_Stitch_parallel.mod



Button_18_Full_Cross.mod



Button_18_Full_Parallel.mod



Button_24_Full_Cross.mod



Button_24_Full_Parallel.mod



Button_concave_2holes_24L.mod



Button_convex_2holes_24L.mod



Button_hole_18L.mod



Button_hole_24L.mod



Button_hole_rectangle.mod



Button_jeans_30L.mod



Button_keyhole_1.5inch.mod



Button_Keyhole_1Inch.mod



Button_Loop.mod



Button_rose_flow er.mod



Button_Square.mod



Button_tiger_flow er.mod



Knob_01_9mm.mod



Knob_01_9mm_180.mod



Knob_02_12mm.mod



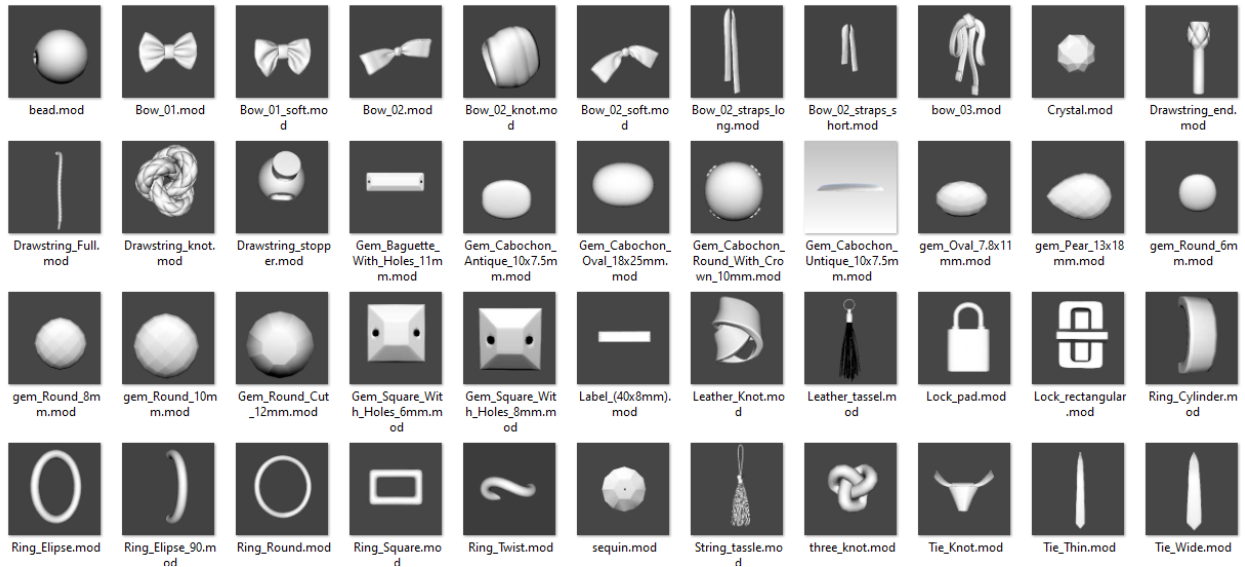
Knob_02_14mm.mod



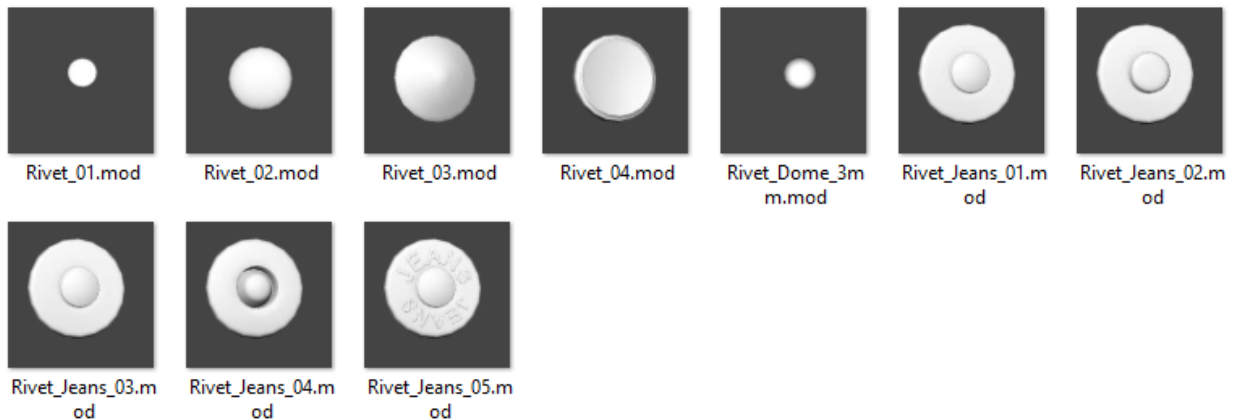
Knob_02_28mm.mod

Embellishments

There are a few different types of bows and ties: regular or soft, short or long and with or without straps.



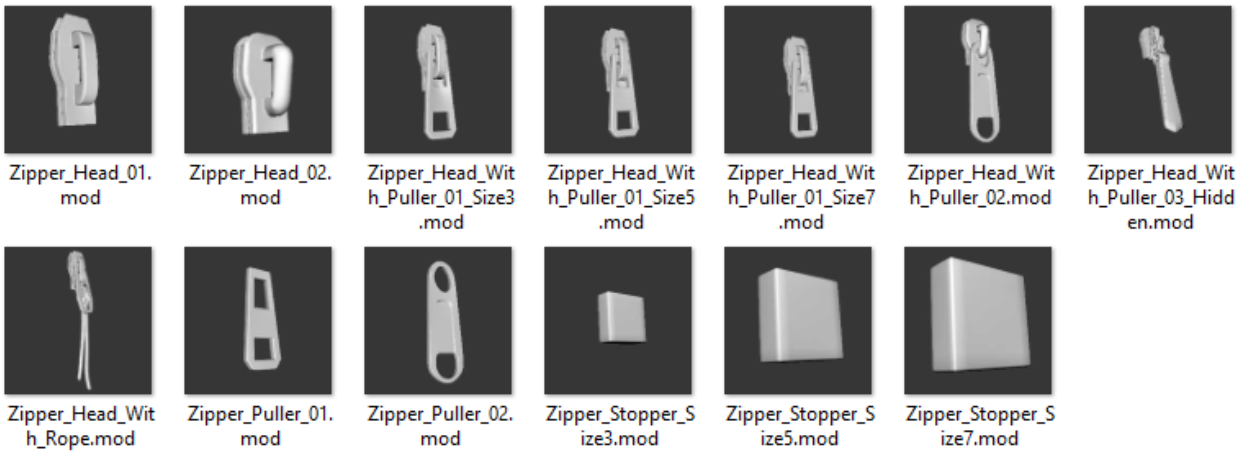
Rivets



Zippers

There are a few different types of zippers: standard, rounded and hidden. There are also different parts of the zipper: head, puller, stopper and/or complete.

Note: The head and puller are separate to allow you control on each part while placing on a cloth



Color Palettes

The Color Palettes folder contains the following ACO files that can be used when defining shaders in the Shader Manager:

- Basic.aco
- OP_Neutral.aco
- OP_PaletteOne.aco
- OP_Rainbow.aco

Material Type

Starting from version O19.3 the Material Type folder was moved to **C:\Users\Public\Optitex\Optitex 21\Content Library\MaterialType**.

This folder contains CFGX, HQR and PRR shaders.

It is also possible to change the location of the folder via Preferences.

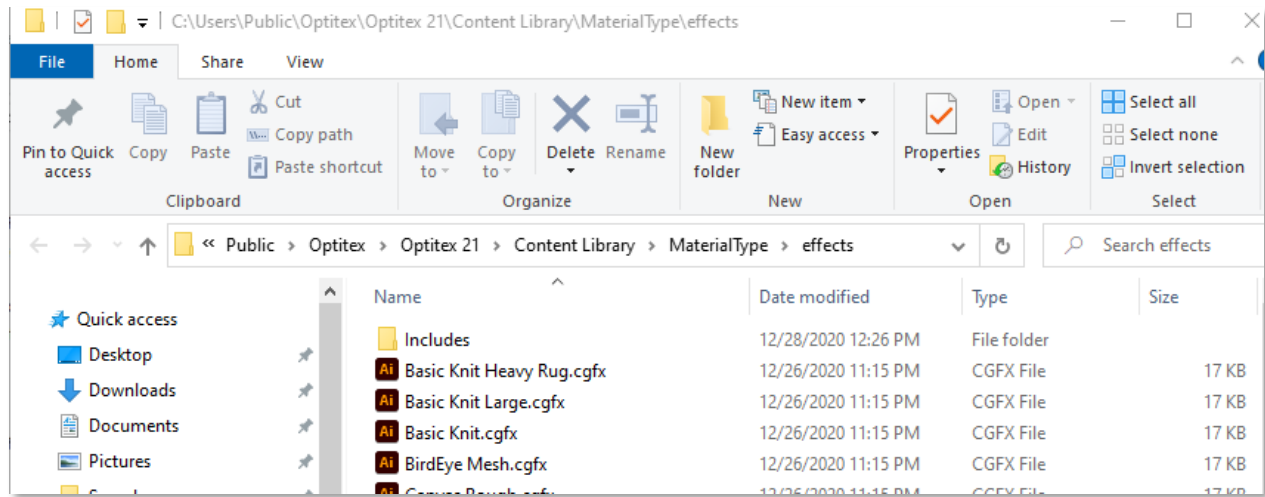
For more information check the [help](#)

Shaders

Shaders are used to add texture to your cloth. Optitex offers a variety of default shaders.

The Shaders are stored in the **Effects** folder:

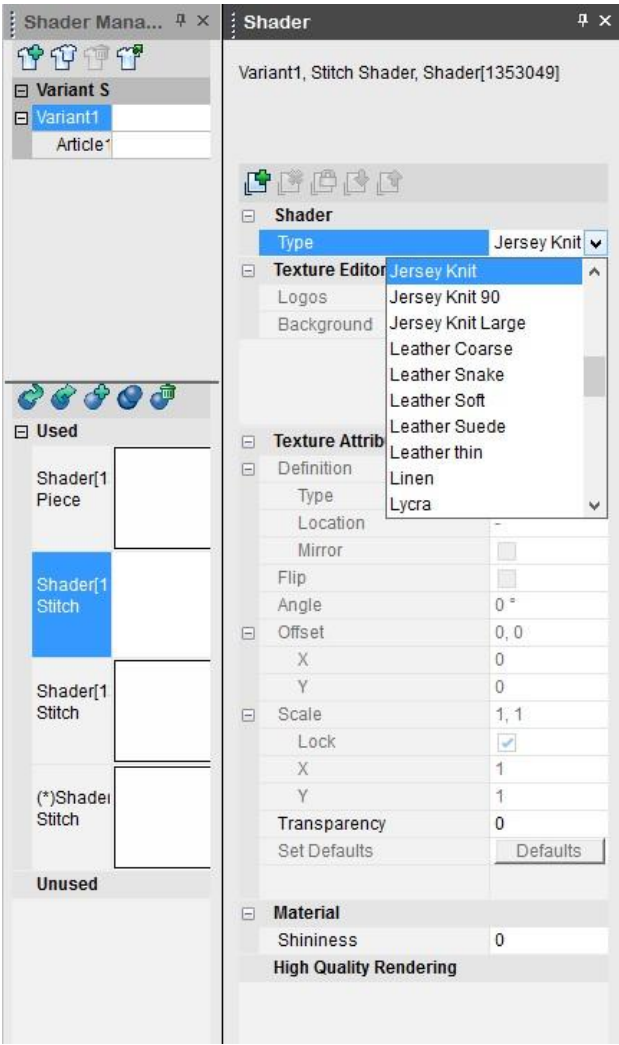
C:\Users\Public\Optitex\Optitex 21\Content Library\MaterialType\effects



They are saved as CGFX files.

You can view the default shaders when in the Shader Manager.

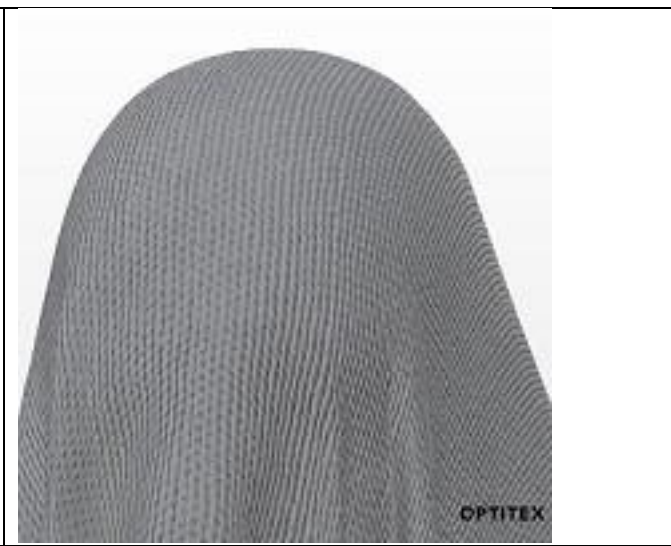
Note: Make sure you are standing on a Variant (not Article).



The following Shaders are available:

Shader	Description
Basic_Knit	
Basic Knit_large	

basic_Knit_heavy_rug



BirdEye Mesh



Canvas Rough



Canvas Soft



Corduroy



Crepe Chiffon






Crepe



Crocodile Skin



<p>DefaultButton</p>	
<p>DefaultCloth</p>	
<p>DefaultClothBump</p>	

<p>Denim</p>	
<p>Drill</p>	

Dropneedle 5X2



Felt



Fleece



French Terry



Georgette



Jersey Heather



Jersey Knit 90



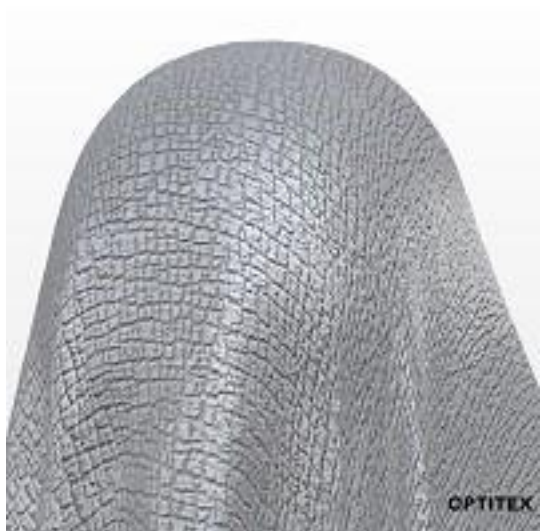
Jersey Knit Large



Jersey Knit



Leather Coarse



Leather Snake



Leather Soft



Leather Suede



Leather thin



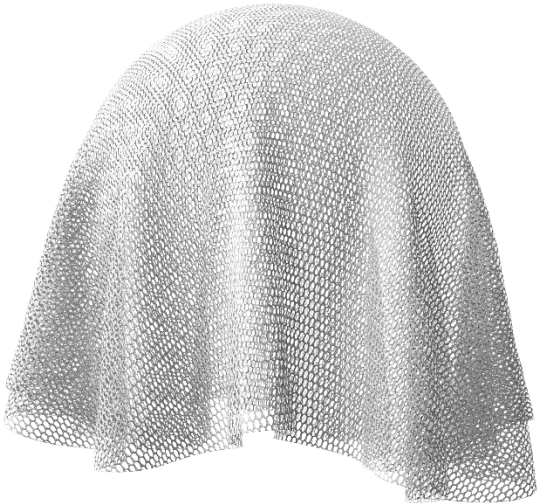
Linen



Lycra



Mesh Net



Mesh Samples



Microfiber



Multi Chiffon



Nylon Weave



Pique



Plain Woven



Poplin



Rib 1x1



Rib Large



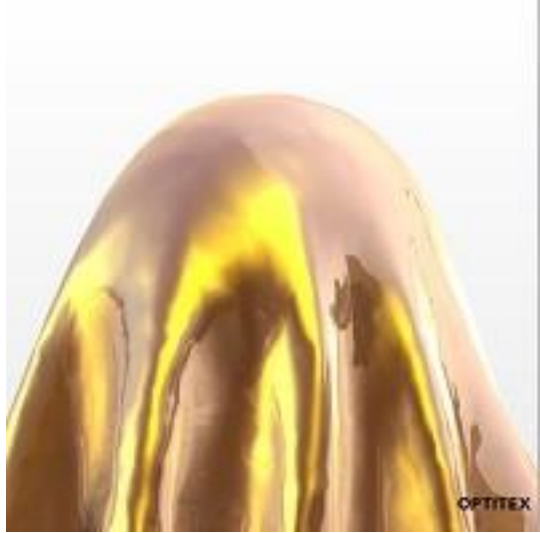
Rib



Rigid Chrome



Rigid Gold



Rigid Paint Metallic



Satin



Slub



Suit Fabric



Taffeta



Tricot



Tweed



Twill



Velvet



Voile



Waffle



Webbing



Wool Heavy

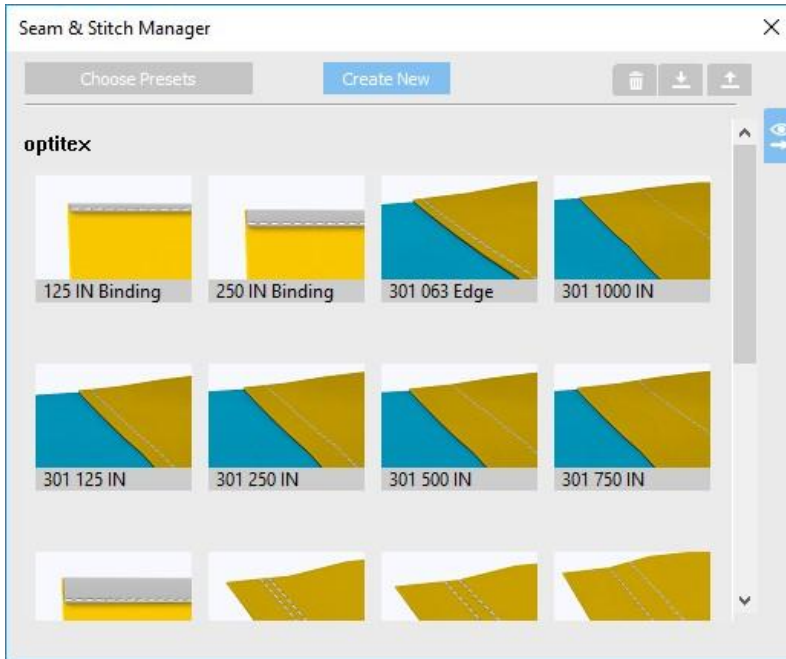


Seam Stitch Library

These files are available when using the Seam & Stitch Manager and contain all the default components, including stitches, trims and accessories.

You can see all the components when using the Seam & Stitch Manager.

For more information: [Seam and stitch manager](#)

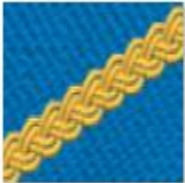


Accessories

Fur



Other



Braid_2mm.mod



Braid_10mm.mod

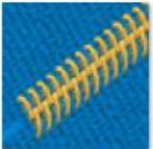


Leather_Arrow.mod

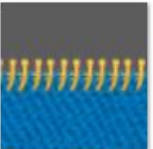


Rivet_Sphere_3mm.mod

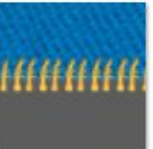
Zippers Coil



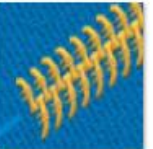
Zipper_Coil_3.mod



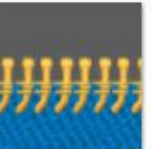
Zipper_Coil_3_Left.mod



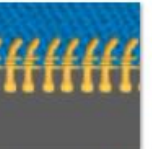
Zipper_Coil_3_Right.mod



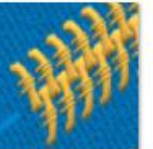
Zipper_Coil_5.mod



Zipper_Coil_5_Left.mod



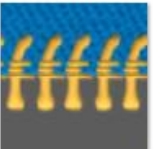
Zipper_Coil_5_Right.mod



Zipper_Coil_7.mod



Zipper_Coil_7_Left.mod

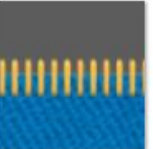


Zipper_Coil_7_Right.mod

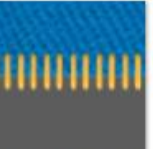
Zippers Metal



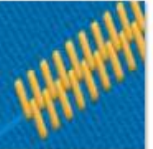
Zipper_Metal_3.mod



Zipper_Metal_3_Left.mod



Zipper_Metal_3_Right.mod



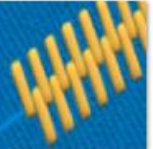
Zipper_Metal_5.mod



Zipper_Metal_5_Left.mod



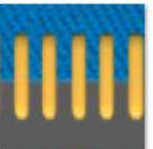
Zipper_Metal_5_Right.mod



Zipper_Metal_7.mod

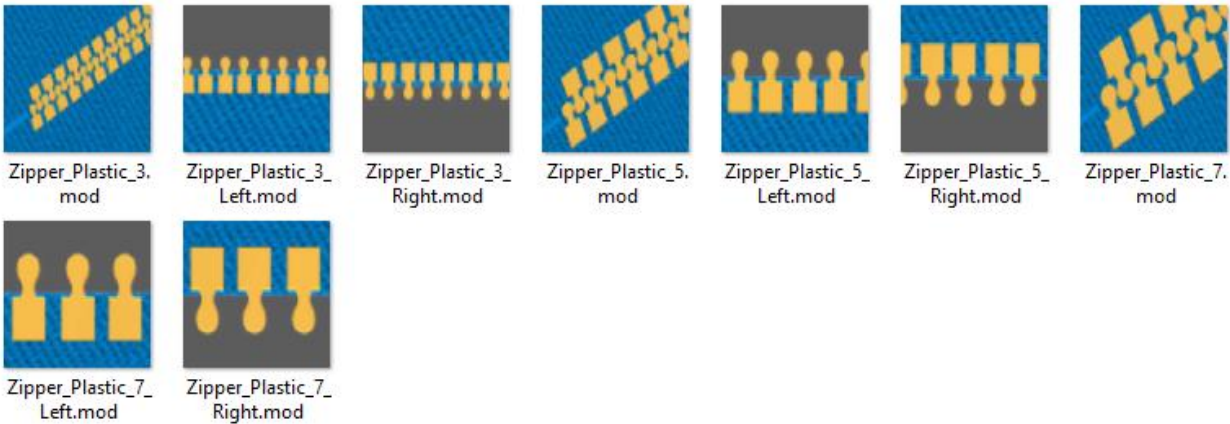


Zipper_Metal_7_Left.mod



Zipper_Metal_7_Right.mod

Zippers Plastic




















Zippers Teeth



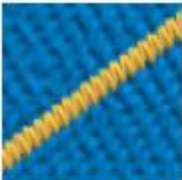
Presets

Optitex

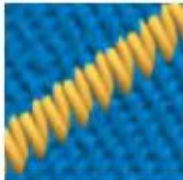
-  125 IN Binding.preset
PRESET File
250 KB
-  301 125 IN.preset
PRESET File
510 KB
-  301 750 IN.preset
PRESET File
521 KB
-  406 250IN 063IN.preset
PRESET File
458 KB
-  406 750IN 250IN.preset
PRESET File
792 KB
-  605 3 Needle Cover LAP.preset
PRESET File
539 KB
-  250 IN Binding.preset
PRESET File
417 KB
-  301 250 IN.preset
PRESET File
533 KB
-  301 1000 IN.preset
PRESET File
786 KB
-  406 375IN 125IN.preset
PRESET File
460 KB
-  500 IN Binding.preset
PRESET File
1.32 MB
-  607 4 Needle Cover LAP.preset
PRESET File
586 KB
-  301 063 Edge.preset
PRESET File
529 KB
-  301 500 IN.preset
PRESET File
518 KB
-  375 IN Binding.preset
PRESET File
508 KB
-  406 500IN 250IN.preset
PRESET File
826 KB
-  602 2 Needle Cover LAP.preset
PRESET File
546 KB

Stitches

Bartack

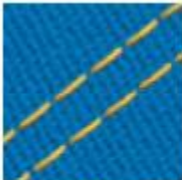


Stitch_Bartack_0.5x1mm.mod

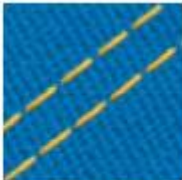


Stitch_Bartack_1x2mm.mod

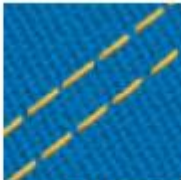
Flatlock



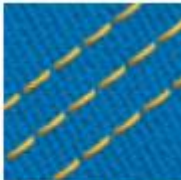
Stitch_Flatlock_4mm.mod



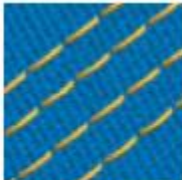
Stitch_Flatlock_4mm_flat.mod



Stitch_Flatlock_4mm_flutter.mod

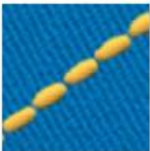


Stitch_Flatlock_6mm.mod

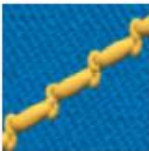


Stitch_Flatlock_8mm.mod

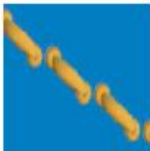
Single



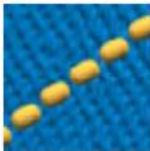
Stitch_Lock_01_Single.mod



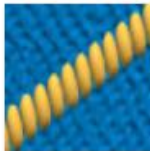
Stitch_Lock_02_Single.mod



Stitch_Lock_02_Single_180.mod



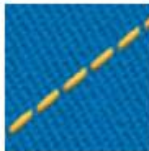
Stitch_Lock_03_Single_1.4mm.mod



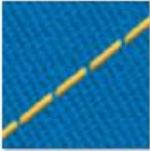
Stitch_Lock_03_Single_1.4mm_180.mod



Stitch_Lock_04_Horizontal.mod

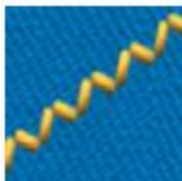


Stitch_Lock_04_Single.mod

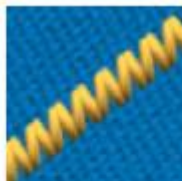


Stitch_Lock_05_Single.mod

Zigzag



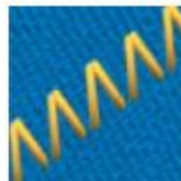
Stitch_Lock_Zigzag_2mm.mod



Stitch_Lock_Zigzag_2mm_rotated.mod

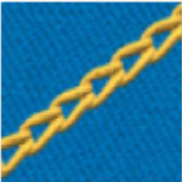


Stitch_Lock_Zigzag_5mm.mod



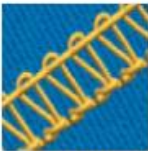
Stitch_Lock_Zigzag_5mm_rotated.mod

Other

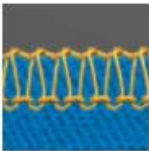


Stitch_Chain_Single.mod

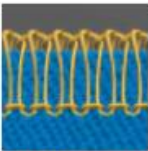
Overlock



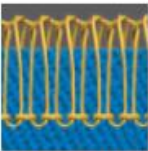
Stitch_Overlock_2_Thread_Overedge.mod



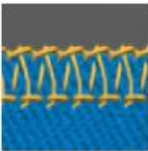
Stitch_Overlock_2mm.mod



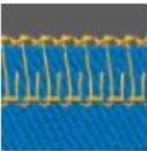
Stitch_Overlock_4mm.mod



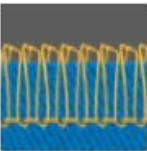
Stitch_Overlock_6mm.mod



Stitch_Overlock_Thin_2mm.mod



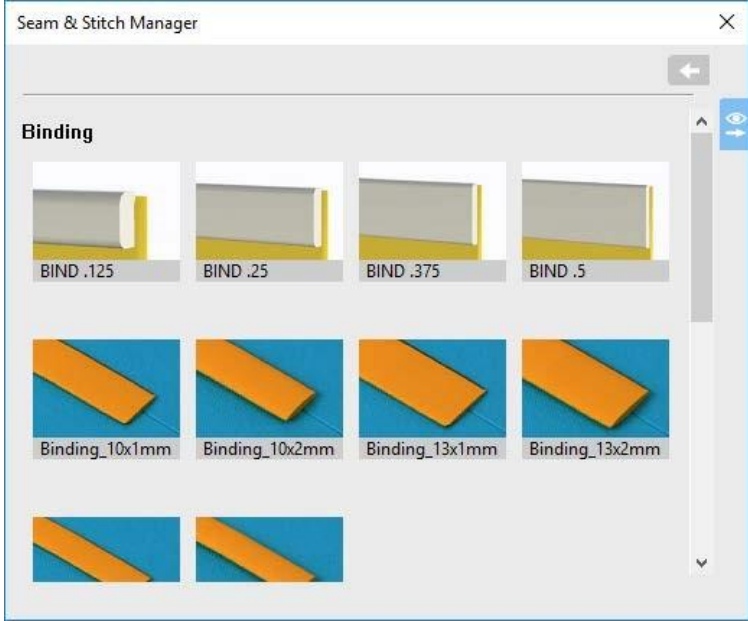
Stitch_Overlock_Thin_4mm.mod



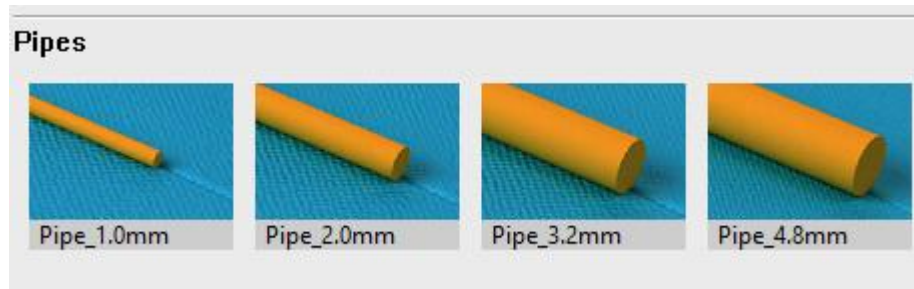
Stitch_Overlock_Thin_6mm.mod

Trims

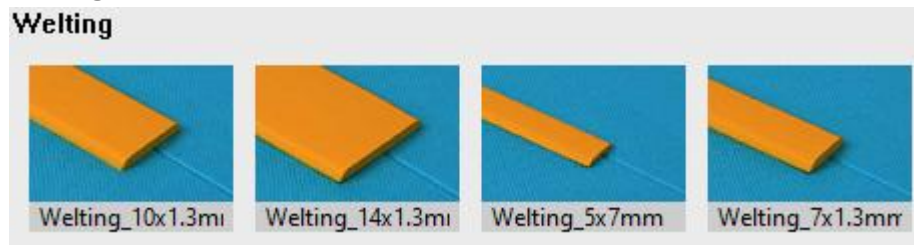
Binding



Pipes



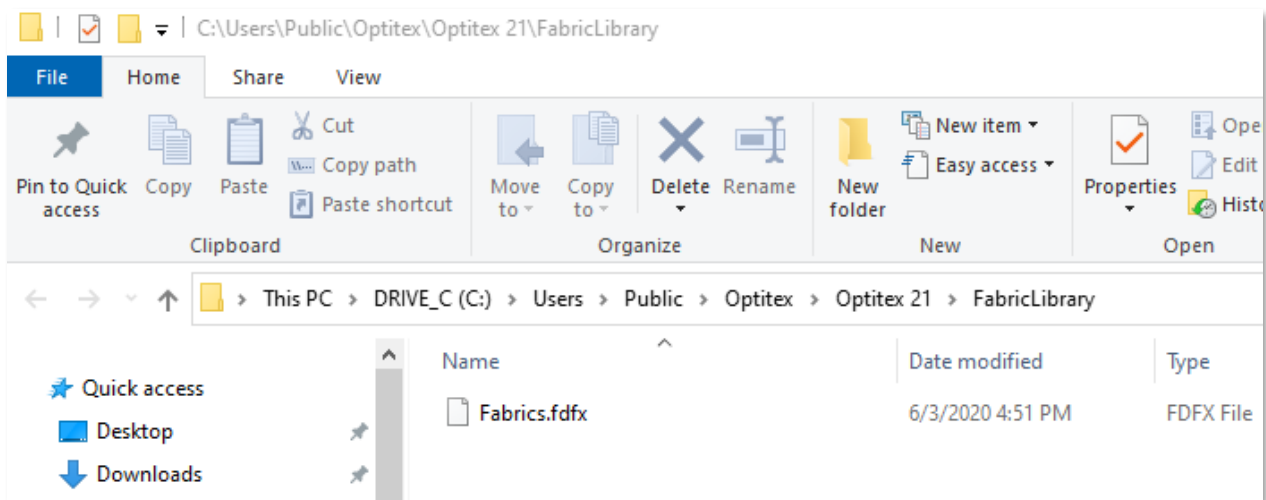
Welting



Fabric Files

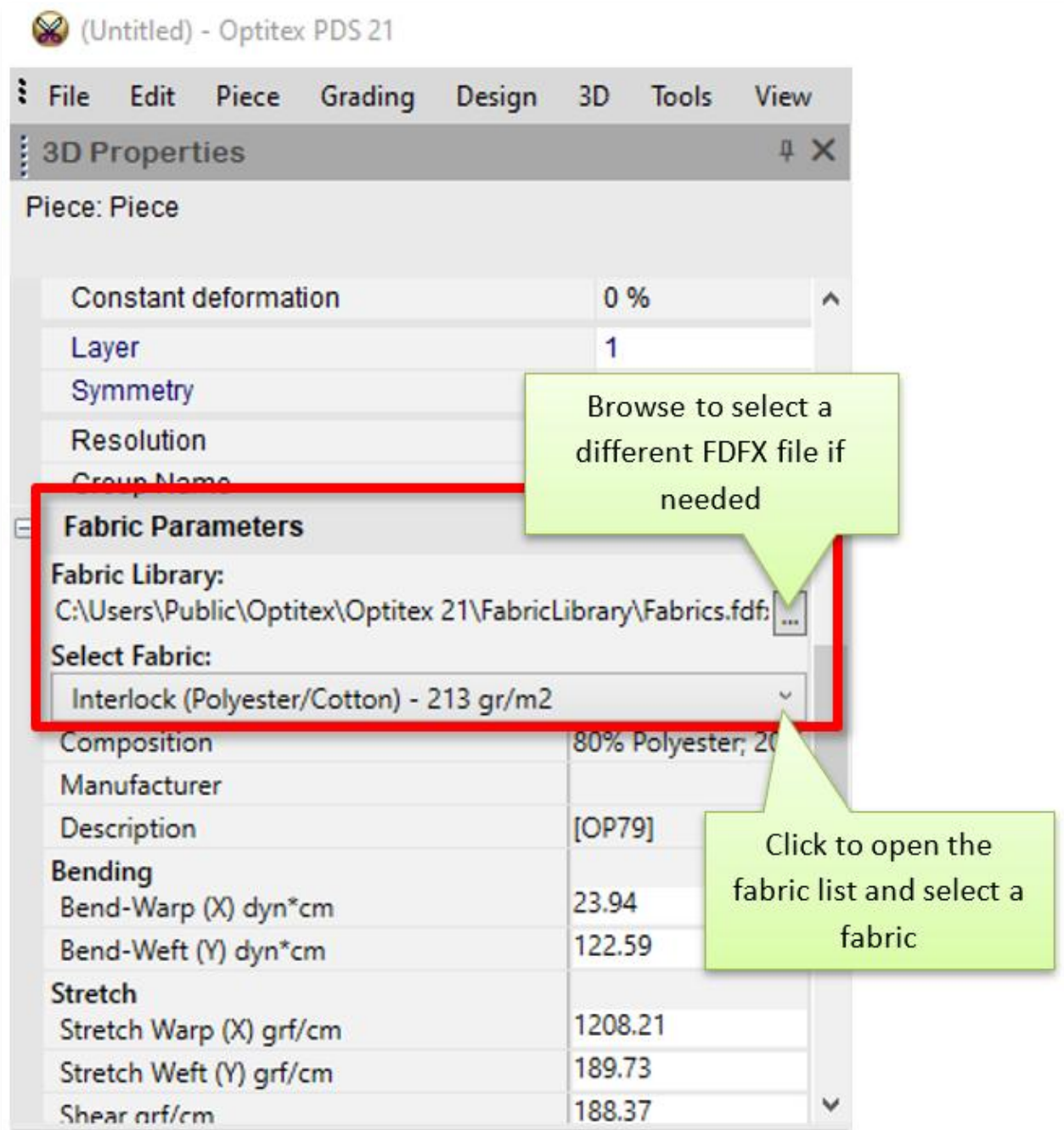
All the fabrics available for your 3D model are saved in an FDF file inside the Fabrics folder:

C:\Users\Public\Optitex\Optitex 21\FabricLibrary



Note: The installation provides you with an FDFX file with the default fabrics. If you want to add your own fabrics, you can do so via the Optitex Fabric Editor, a separate Optitex application. For more information, contact your Optitex representative.

This folder is set as the location for your fabric files in the **3D Properties** dialog under **Fabric Parameters**:



Fabric Library: Defines the location of the FDF file (fabric files).

Select Fabric: Once you define the location of the FDF file, a list of all the files is displayed.

Click here to view a list of all the fabric types that are available along with their physical properties.

Avatars

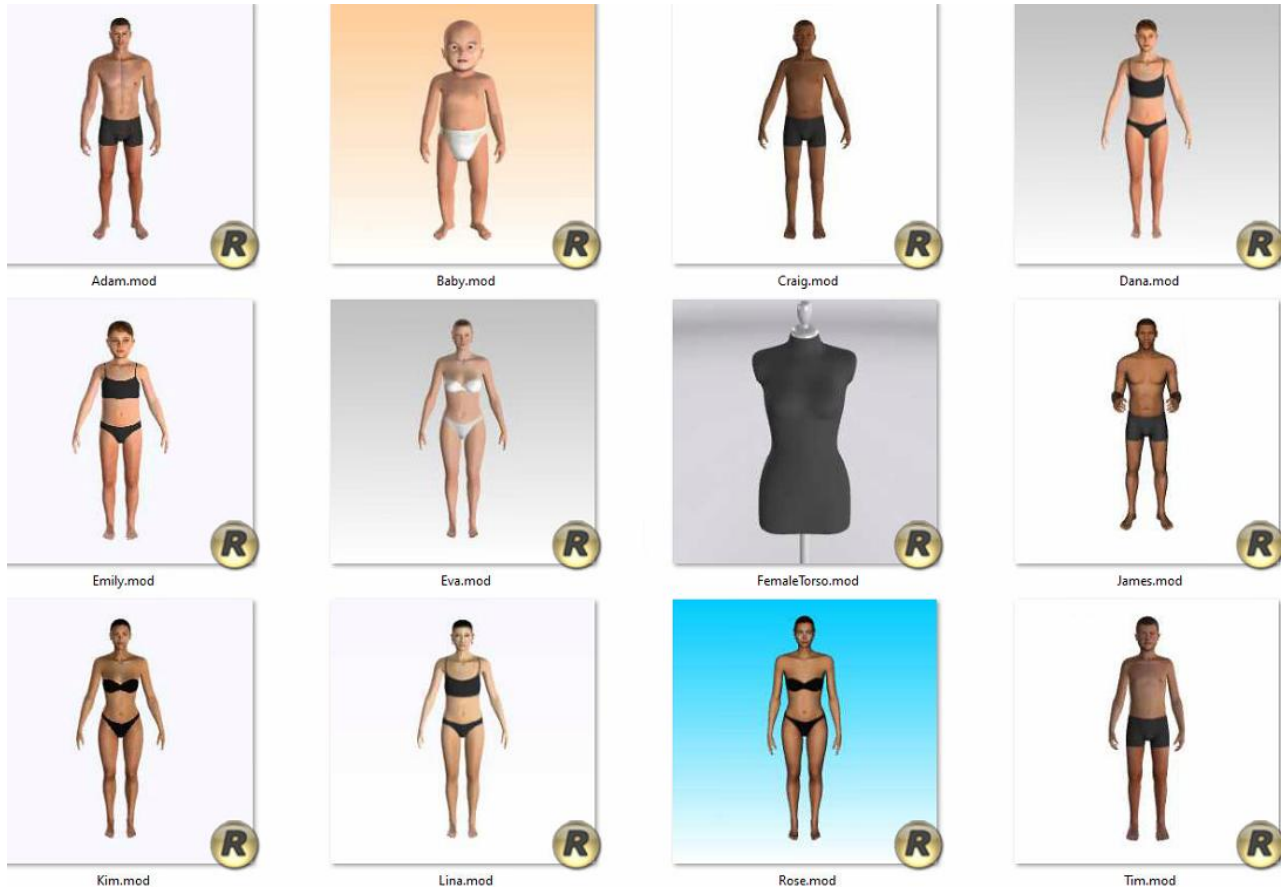
You can select one of the available avatars to be loaded to the 3D window.

Some of the avatars can be customized to your desired size and proportion.

You can find various avatars under **C:\Program Files\Optitex\Optitex 21\Samples\3DContent**

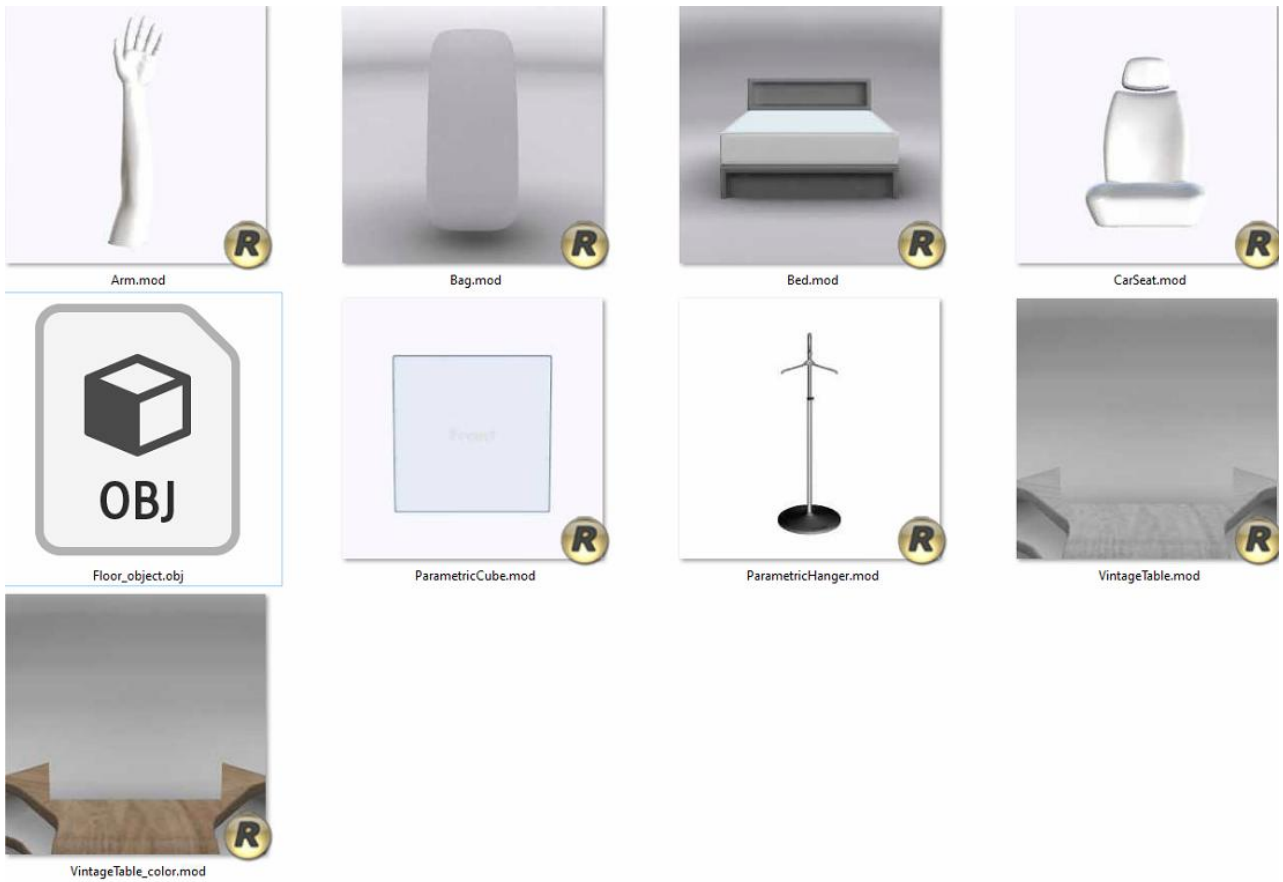
Mannequins

Available Mannequins are:



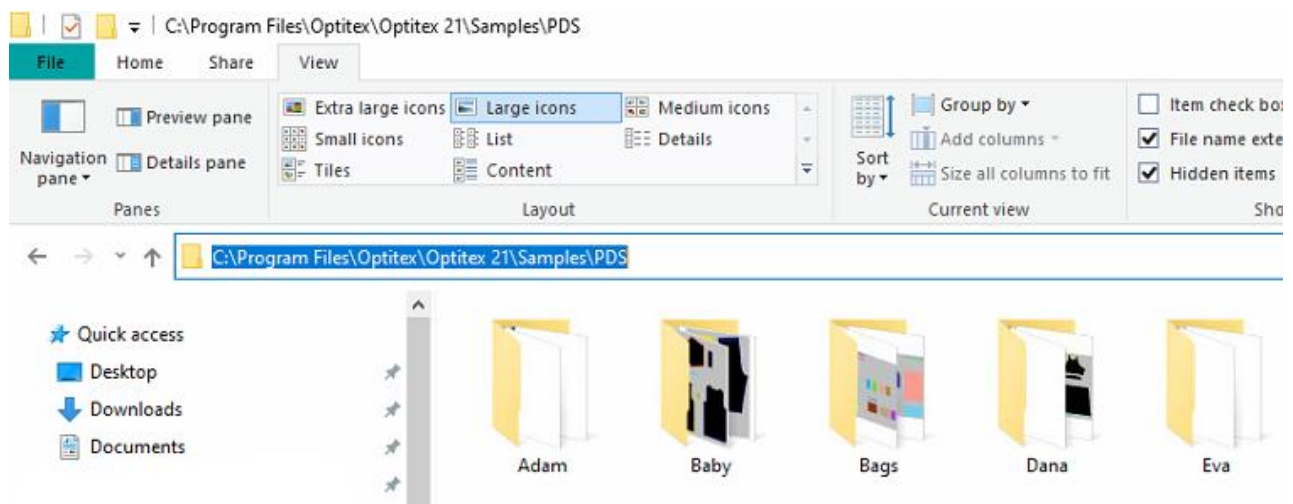
Miscellaneous

Available Miscellaneous 3D items are:



PDS files

PDS sample files are located under C:\Program Files\Optitex\Optitex 21\Samples\PDS



The files are organized in folders according to the appropriate avatar.

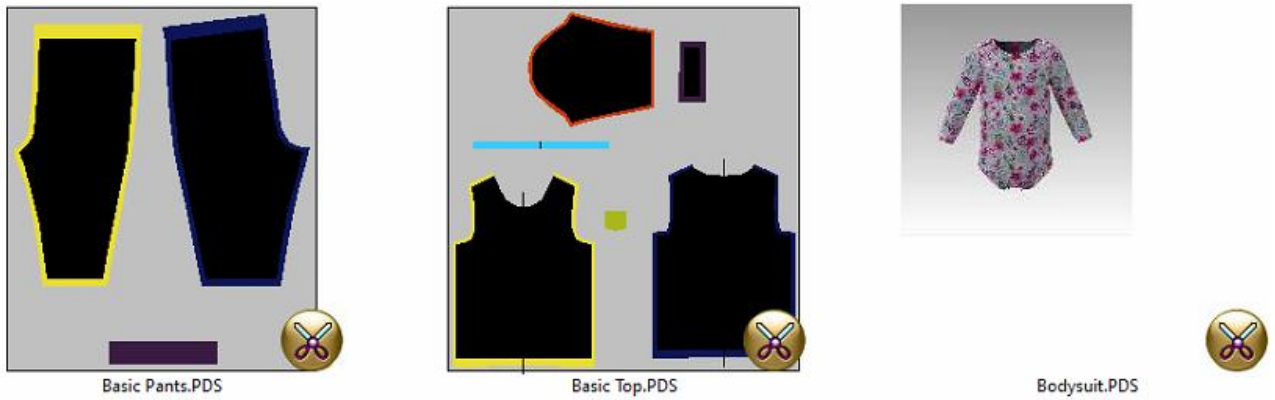
Adam

Garments simulated on the avatar Adam:



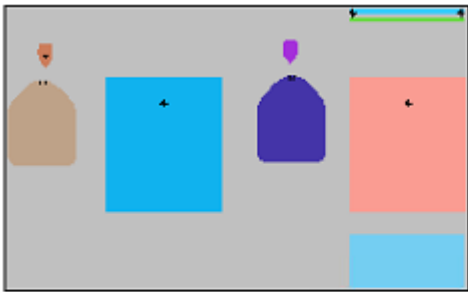
Baby

Garments simulated on the avatar Baby:

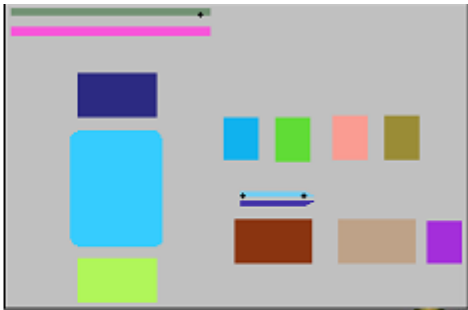


Bags

Sample bags



Handbag.PDS

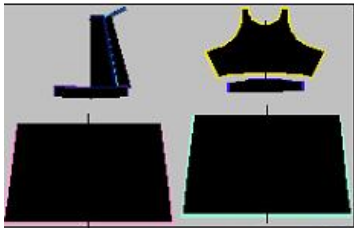


ZipWallet.PDS



Dana

Garments simulated on the avatar Dana:



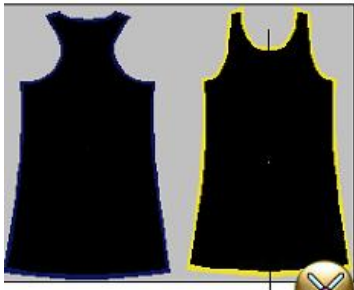
Lace Dress.PDS



Leggings.PDS



Skater Skirt.PDS



Tank Dress.PDS



Tank Top.PDS



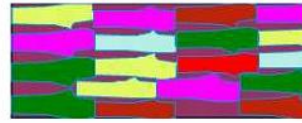
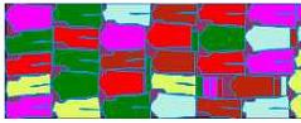
Eva

Garments simulated on the avatar Eva:

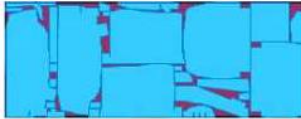


Marker files

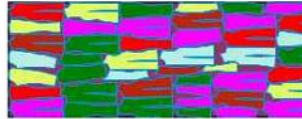
Marker sample files are located under C:\Program Files\Optitex\Optitex 21\Samples\Marker:



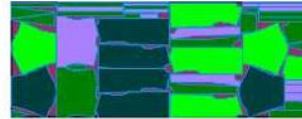
Basic Blouse with Collar.MRK



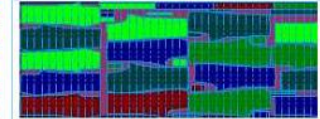
Basic Dress Sloper.MRK



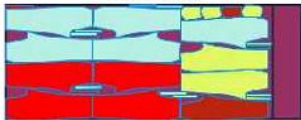
Basic Pants.MRK



Basic Skirt.MRK



Car Seat.MRK



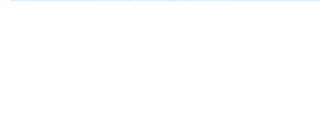
Jacket Sloper.MRK



Nest++-Shirt.MRK



Stripe Pants.MRK



Trousers.MRK



© Copyright 1988-2021 by Optitex.

All rights reserved. All text and figures included in this publication are the exclusive property of Optitex, and may not be copied, reproduced, or used in any way without the express permission in writing from Optitex. Information in this document is subject to change without notice and does not present a commitment on the part of Optitex.