

OPTITEX

Optitex Sample Files

DESIGN. DEVELOP. PRODUCE.

Version Control

Version	Date	Description
1.0	5/28/15	Created
1.1	8/24/15	Added gems
1.2	2/21/16	Updated to 15.5 (added new categories and rigid parts)
1.3	2/28/16	Removed Rigid parts section, added to new Installation Guide
1.4	10/25/17	Merged installation files and sample pack guides into one for O/17 – added new file locations, new shaders, content library
1.5	10/31/18	Updated new directory for O/18
1.6	29/12/2020	Version 21 update & revision

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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 3D sample files
- PDS 2D Sample files
- Marker Sample files

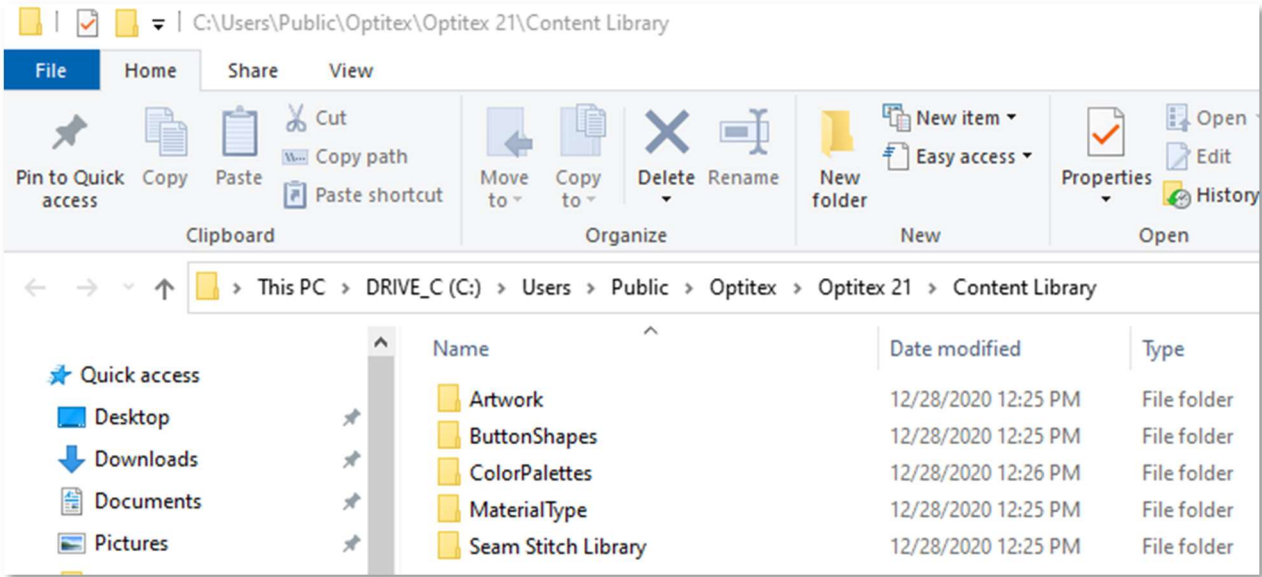
Note:

- **Starting from Version O19.3**, additional Avatars, PDS & Marker files are not included in the full installation package but are available separately in the **Sample Pack** installation package.
- **Starting from Version O21**, the Sample Pack includes only 3D and is now called **3D Sample Pack**.
 - The 3D sample pack includes all avatars and miscellaneous items, except for Adam and Eva which are already included in the basic package. It also provides 3D PDS sample files.
 - The 2D Marker & PDS samples are provided in a separate zipped package on the Optitex downloads page.

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:

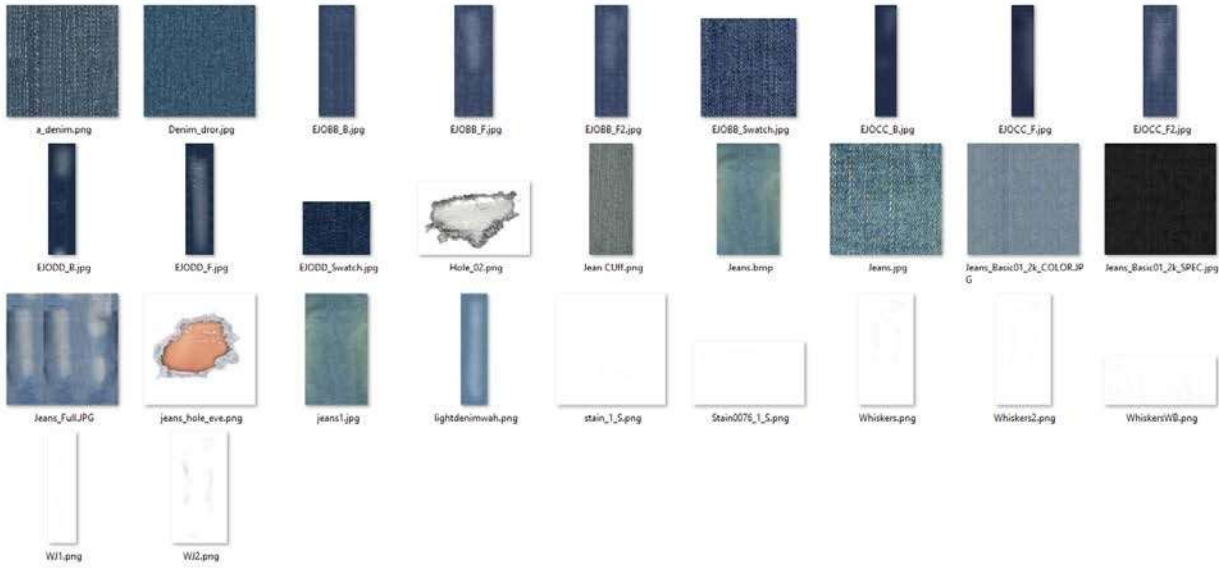


The Content Library includes the following sub-categories:

Artwork

Denim

The following files are available in the Denim folder:



Embroidery

The following files are available in the Embroidery folder:



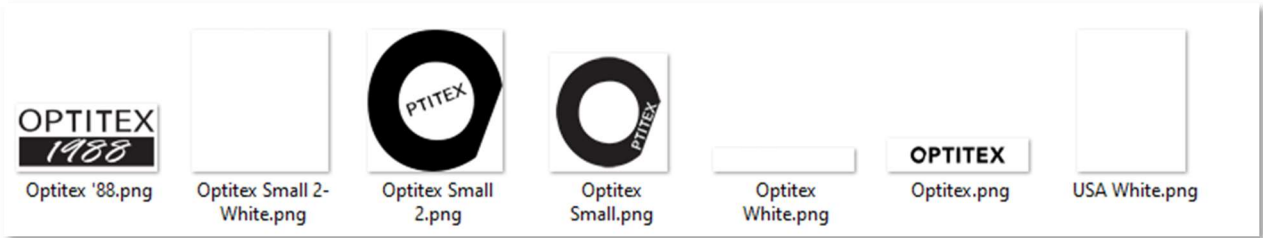
Leather

The following files are available in the Leather folder:



Logos

The following files are available in the Logos folder:



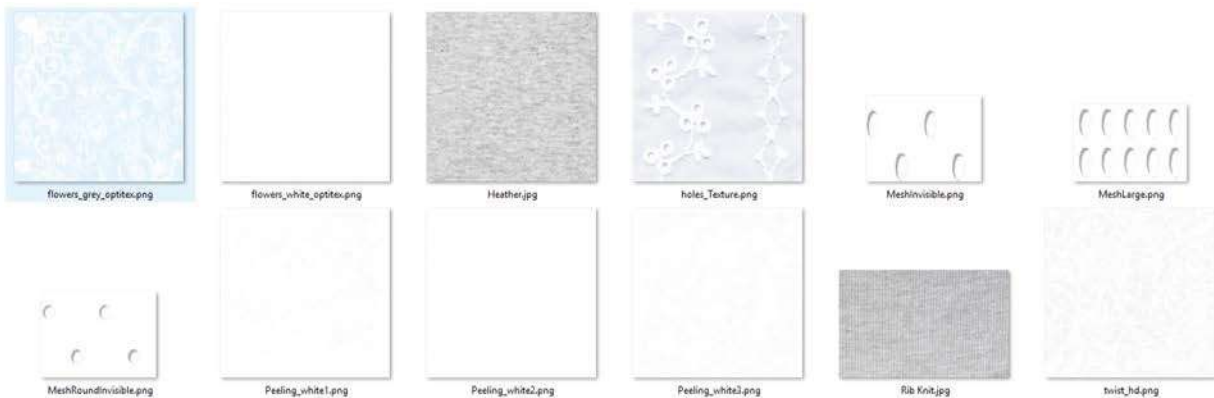
Prints

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:

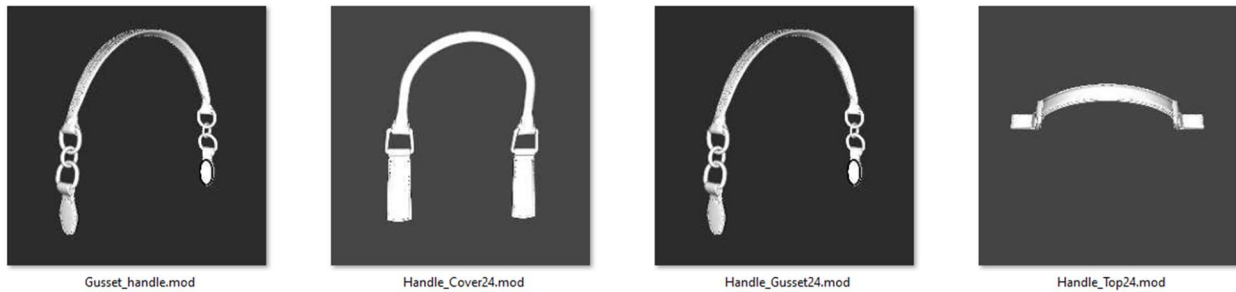
Accessories

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

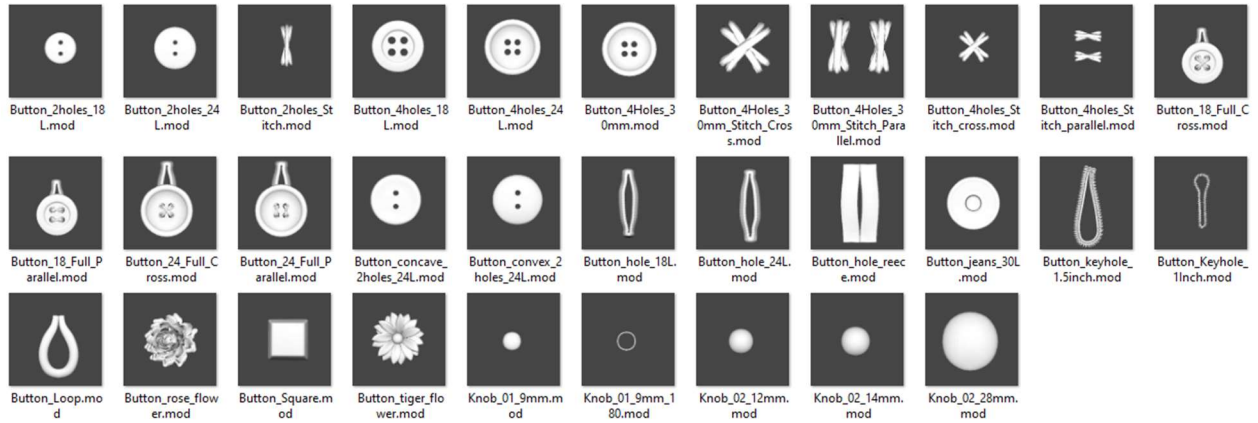
Note: If a button shows up in two colors (textures/shaders) this indicates that the colors can be changed in the Shader Manager.



Bag Handles

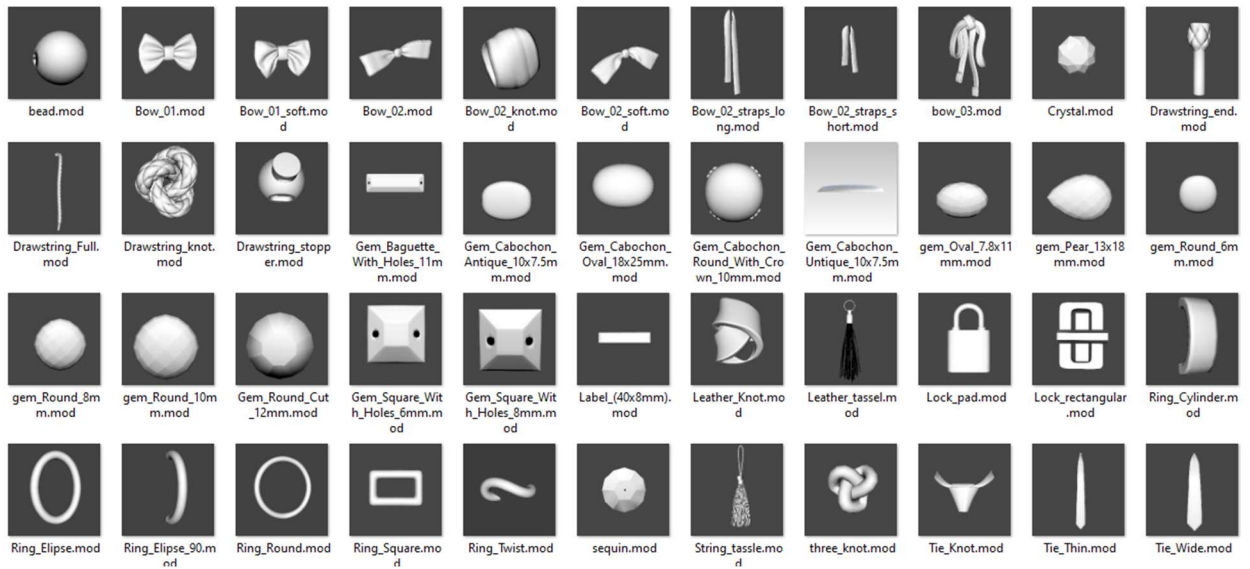


Buttons

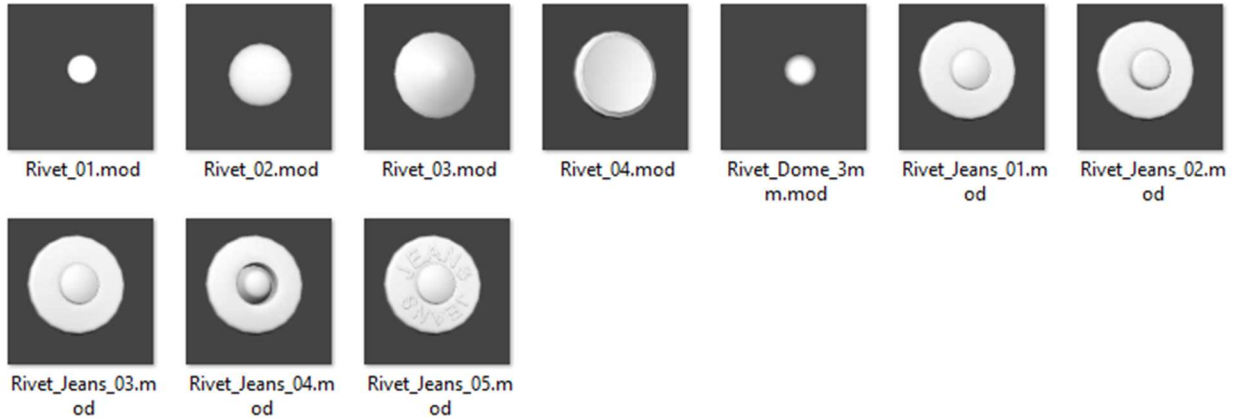


Embellishments

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



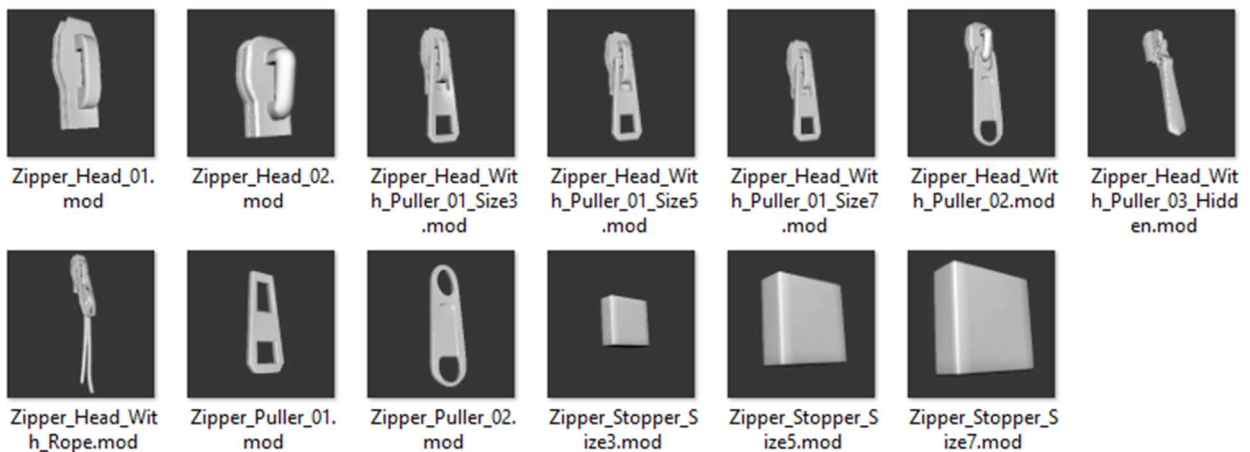
Rivets



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 HQR and PRR shaders.

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

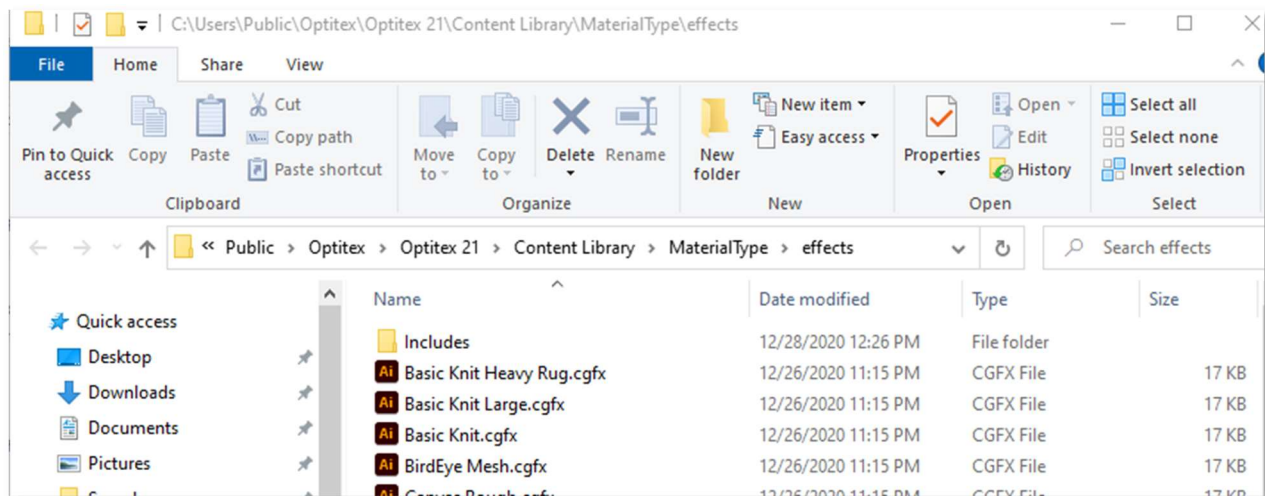
For more information check the [help](#)

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:

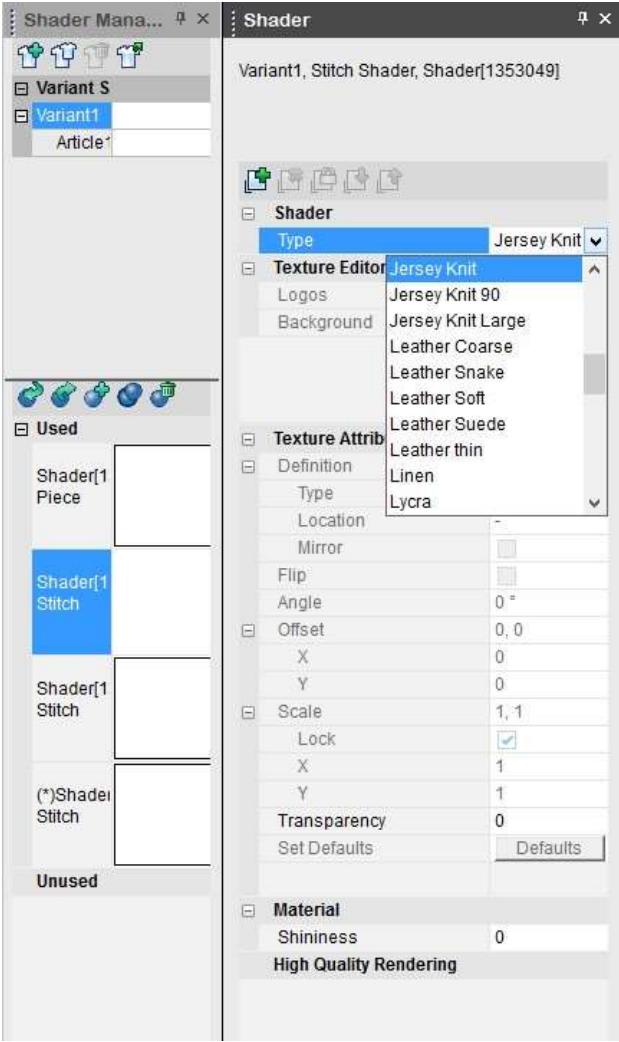
C:\Users\Public\Optitex\Optitex 21\Content Library\MaterialType\effects



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 Optitex Shaders are available:

Shader	Description
Basic_Knit	
Basic Knit_large	

basic_Knit_heavy_rug



BirdEye Mesh






Canvas Rough






Canvas Soft



<p>Cord</p>	
<p>Corduroy</p>	
<p>Crepe Chiffon</p>	

<p>Crepe</p>	
<p>Crocodile Skin</p>	
<p>DefaultCloth</p>	

<p>DefaultClothBump</p>	 A 3D render of a white cloth draped over a hemispherical form. The surface of the cloth is covered with a repeating pattern of the text "REPLACE WITH YOUR IMAGE" in a light gray, sans-serif font, demonstrating a bump map texture.
<p>Denim</p>	 A 3D render of a white cloth draped over a hemispherical form, showing a subtle denim-like texture with a fine, grid-like pattern.
<p>Drill</p>	 A 3D render of a white cloth draped over a hemispherical form, showing a subtle drill-like texture with a fine, grid-like pattern.

Dropneedle 5X2



Felt



Fleece



French Terry



Georgette



Glitter



Jersey Heather






Jersey Knit Large



Jersey Knit



<p>Leather Coarse</p>	
<p>Leather Snake</p>	
<p>Leather Suede</p>	




<p>Leather thin</p>	
<p>Linen</p>	
<p>Lycra</p>	




Mesh Net



Mesh Samples



<p>Microfiber</p>	 A sample of microfiber fabric, appearing as a smooth, light-colored, draped piece of material with soft folds and a subtle sheen.
<p>Multi Chiffon</p>	 A sample of multi-chiffon fabric, appearing as a smooth, light-colored, draped piece of material with soft folds and a subtle sheen, similar to the microfiber sample.
<p>Nylon Weave</p>	 A sample of nylon weave fabric, appearing as a smooth, light-colored, draped piece of material with soft folds and a subtle sheen, similar to the other two samples.

<p>Pique</p>	
<p>Plain Woven</p>	
<p>Poplin</p>	

Rib 1x1



Rib Large



Rib



Rigid Chrome



Rigid Gold



Rigid Paint Metallic



Satin









Sequin






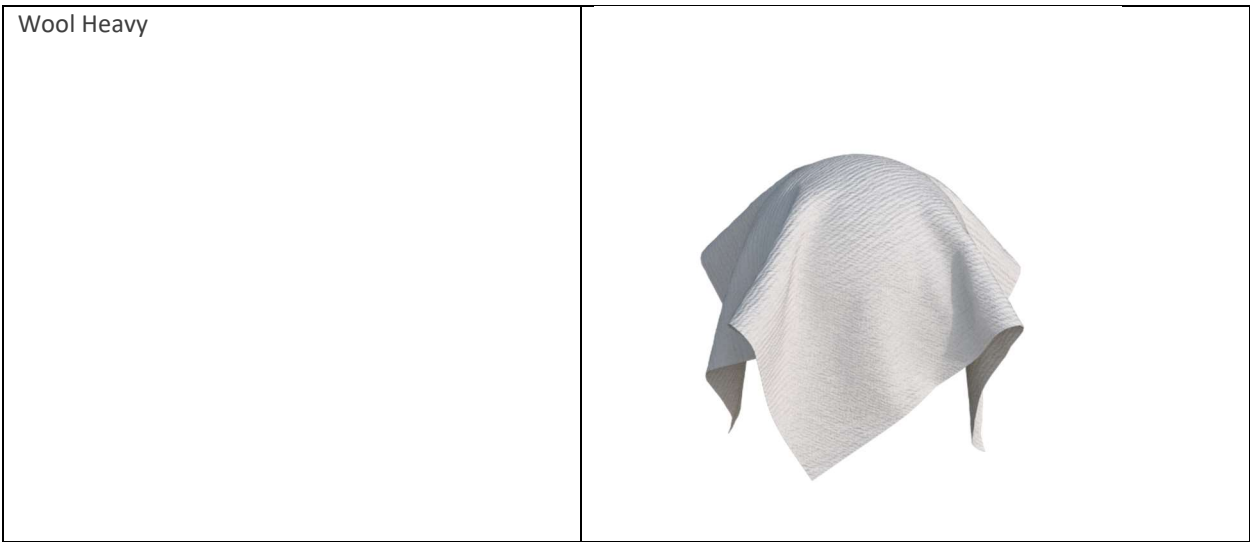
Sherpa



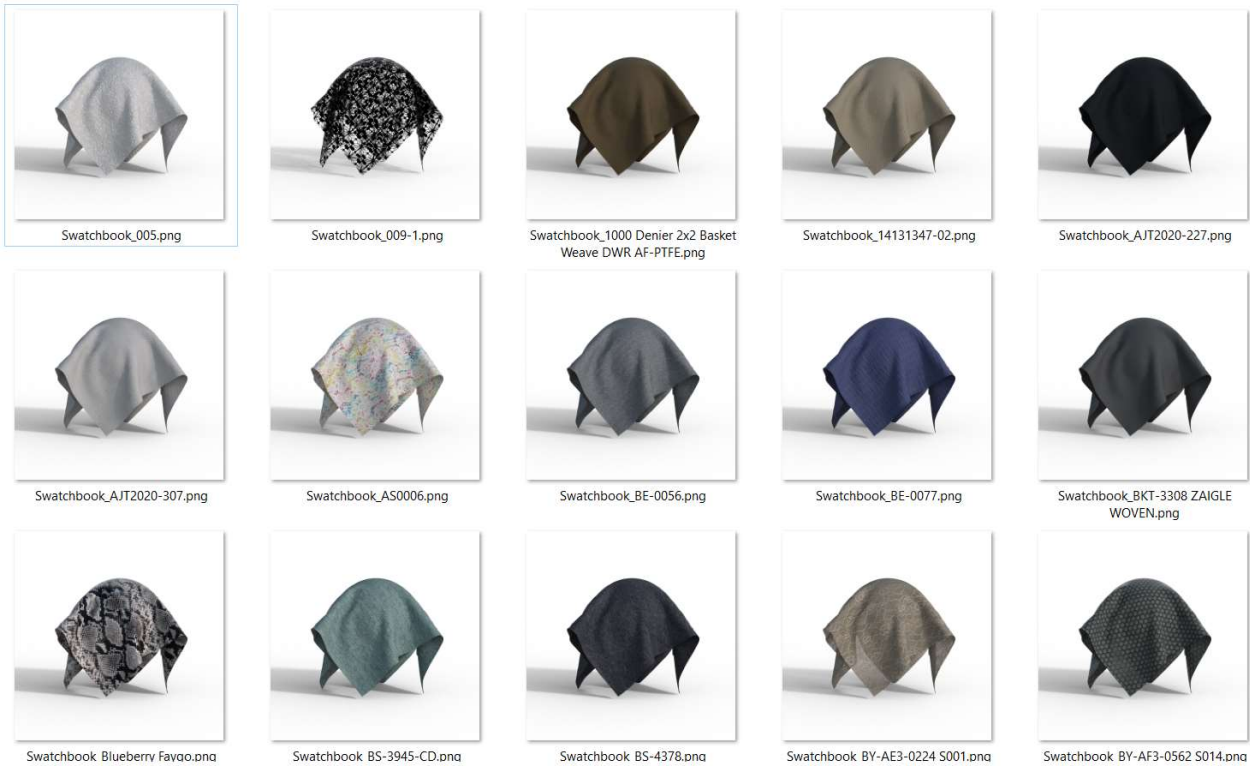
<p>Slub</p>	
<p>Taffeta</p>	
<p>Tricot</p>	

<p>Tweed</p>	
<p>Twill</p>	
<p>Velvet</p>	

<p>Voile</p>	
<p>Waffle</p>	
<p>Webbing</p>	



The following Swatchbook Shaders are available:





Swatchbook_BY-BJ3-1900 S003.png



Swatchbook_BY-YP5-SZ S479.png



Swatchbook_BY-YP5-SZ S565.png



Swatchbook_CORAL SF181.png



Swatchbook_CORDUROY.png



Swatchbook_DLJ779.png



Swatchbook_DLJ783.png



Swatchbook_DLP734.png



Swatchbook_DSPS-6749-0 SPAND
PALLET 1X1.png



Swatchbook_JLST0077.png



Swatchbook_LASQUEN.png



Swatchbook_QJF-SS210266.png



Swatchbook_SK3436-2.png



Swatchbook_SWS-40001-0 KARI
MONO MESH.png



Swatchbook_ZXU-8978.png

The following Vizoo Shaders are available:



Vizoo_Twill Herringbone.png



Vizoo_Tweed Houndstooth.png



Vizoo_SmallNylonWeb_Grey.png



Vizoo_Satin.png



Vizoo_ReflectiveNylonWeb.png



Vizoo_Pique.png



Vizoo_lycra_Red.png



Vizoo_lycra Pique.png



Vizoo_Linen.png



Vizoo_Leather.png



Vizoo_LargeNylonWeb_Grey.png



Vizoo_Lace.png



Vizoo_KnitPink.png



Vizoo_Knit_TransparentStripes.png



Vizoo_Knit.png



Vizoo_Jersey.png



Vizoo_Gold Circles.png



Vizoo_Georgette.png



Vizoo_Fleece.png



Vizoo_felt.png



Vizoo_Dryfit_Navy.png



Vizoo_DryFit_Grey.png



Vizoo_Drill.png



Vizoo_Denim.png



Vizoo_Crepe.png



Vizoo_Corduroy.png



Vizoo_BirdsEyeMesh_Grey.png



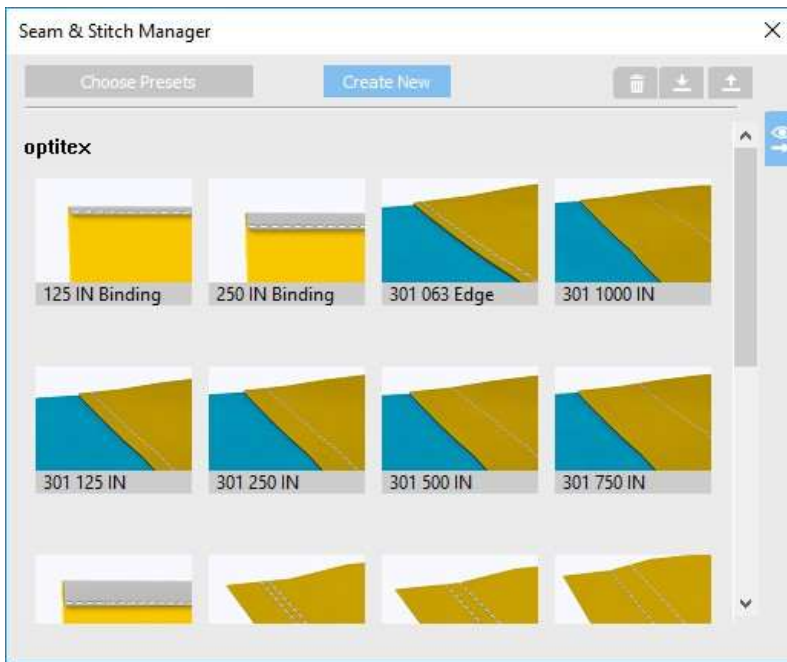
Vizoo_Birds eye.png

Seam Stitch Library

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

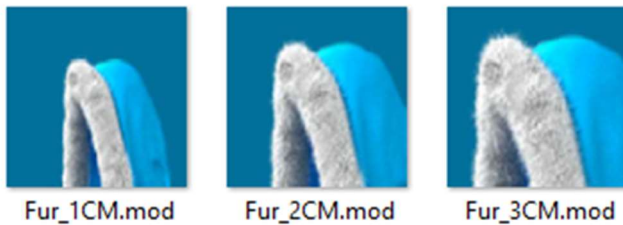
You can see all the components when using the Seam & Stitch Manager.

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

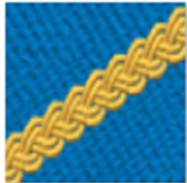


Accessories

Fur



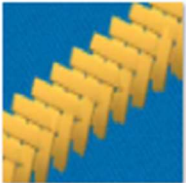
Other



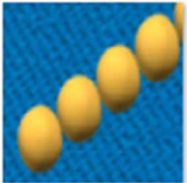
Braid_2mm.mod



Braid_10mm.mod

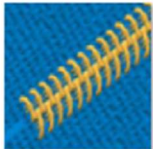


Leather_Arrow.mod

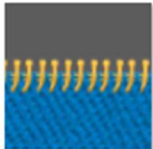


Rivet_Sphere_3mm.mod

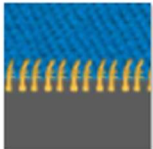
Zippers Coil



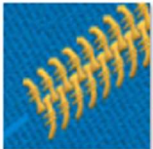
Zipper_Coil_3.mod



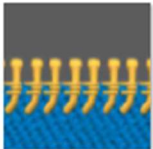
Zipper_Coil_3_Left.mod



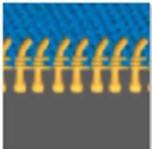
Zipper_Coil_3_Right.mod



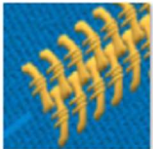
Zipper_Coil_5.mod



Zipper_Coil_5_Left.mod



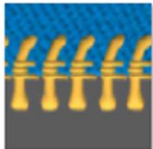
Zipper_Coil_5_Right.mod



Zipper_Coil_7.mod

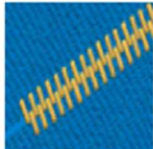


Zipper_Coil_7_Left.mod

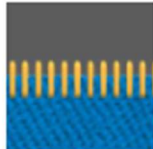


Zipper_Coil_7_Right.mod

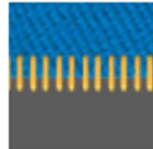
Zippers Metal



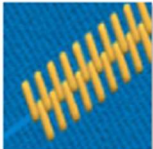
Zipper_Metal_3.mod



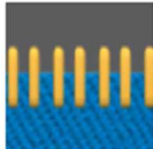
Zipper_Metal_3_Left.mod



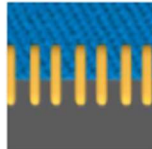
Zipper_Metal_3_Right.mod



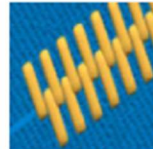
Zipper_Metal_5.mod



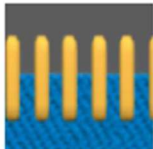
Zipper_Metal_5_Left.mod



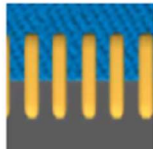
Zipper_Metal_5_Right.mod



Zipper_Metal_7.mod



Zipper_Metal_7_Left.mod



Zipper_Metal_7_Right.mod

Zippers Plastic




















Zippers Teeth



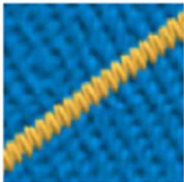
Presets

Optitex

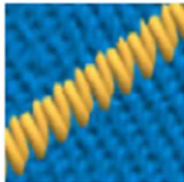
 125 IN Binding.preset PRESET File 250 KB	 250 IN Binding.preset PRESET File 417 KB	 301 063 Edge.preset PRESET File 529 KB
 301 125 IN.preset PRESET File 510 KB	 301 250 IN.preset PRESET File 533 KB	 301 500 IN.preset PRESET File 518 KB
 301 750 IN.preset PRESET File 521 KB	 301 1000 IN.preset PRESET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

Stitches

Bartack

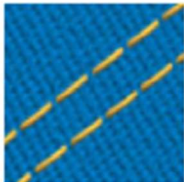


Stitch_Bartack_0.5x1mm.mod

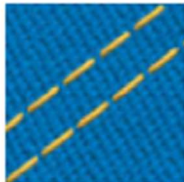


Stitch_Bartack_1x2mm.mod

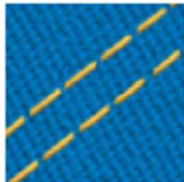
Flatlock



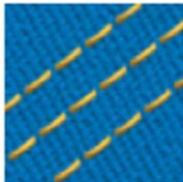
Stitch_Flatlock_4mm.mod



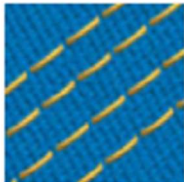
Stitch_Flatlock_4mm_flat.mod



Stitch_Flatlock_4mm_flutter.mod

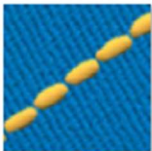


Stitch_Flatlock_6mm.mod

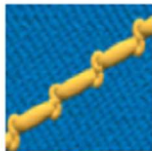


Stitch_Flatlock_8mm.mod

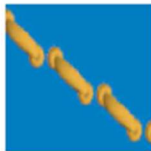
Single



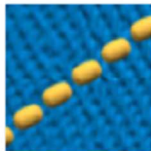
Stitch_Lock_01_Single.mod



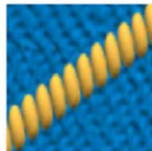
Stitch_Lock_02_Single.mod



Stitch_Lock_02_Single_180.mod



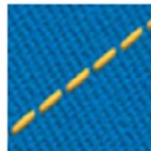
Stitch_Lock_03_Single_1.4mm.mod



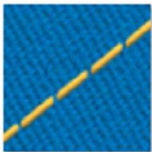
Stitch_Lock_03_Single_1.4mm_180.mod



Stitch_Lock_04_Horizontal.mod

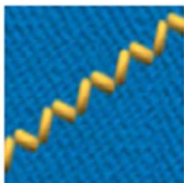


Stitch_Lock_04_Single.mod

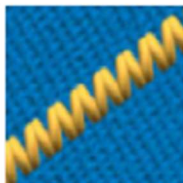


Stitch_Lock_05_Single.mod

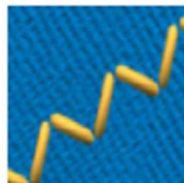
Zigzag



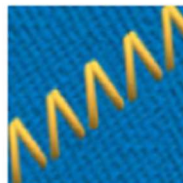
Stitch_Lock_Zigzag_2mm.mod



Stitch_Lock_Zigzag_2mm_rotated.mod

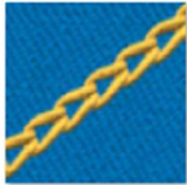


Stitch_Lock_Zigzag_5mm.mod



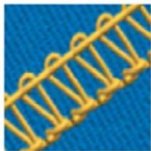
Stitch_Lock_Zigzag_5mm_rotated.mod

Other

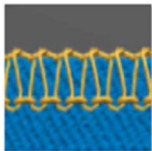


Stitch_Chain_Single.mod

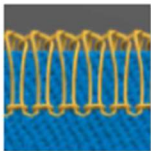
Overlock



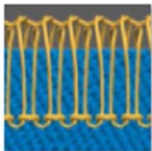
Stitch_Overlock_2_Thread_Overedge.mod



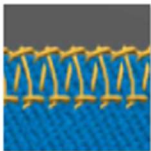
Stitch_Overlock_2mm.mod



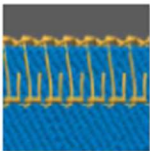
Stitch_Overlock_4mm.mod



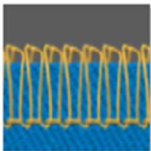
Stitch_Overlock_6mm.mod



Stitch_Overlock_Thin_2mm.mod



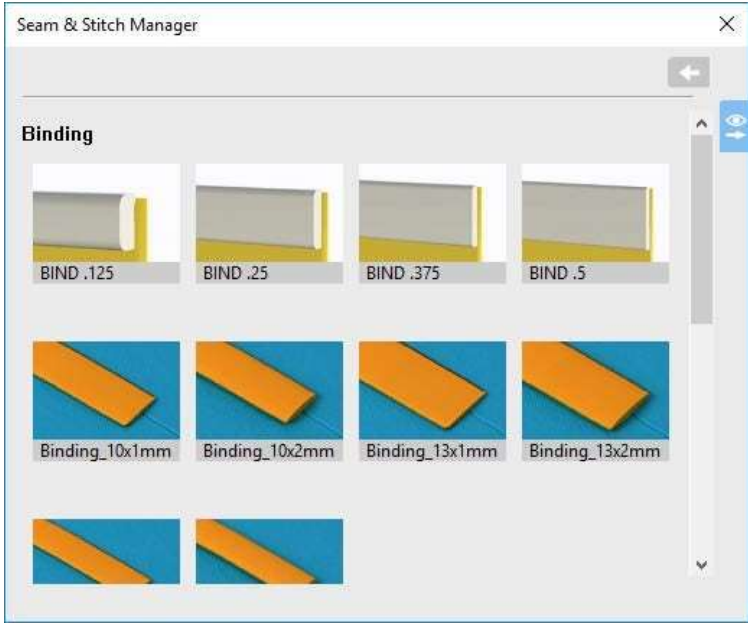
Stitch_Overlock_Thin_4mm.mod



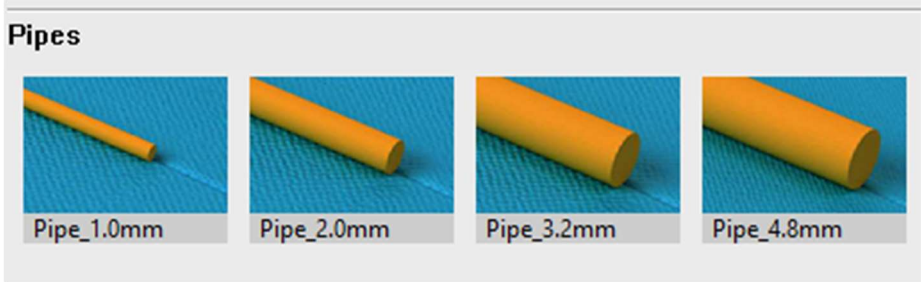
Stitch_Overlock_Thin_6mm.mod

Trims

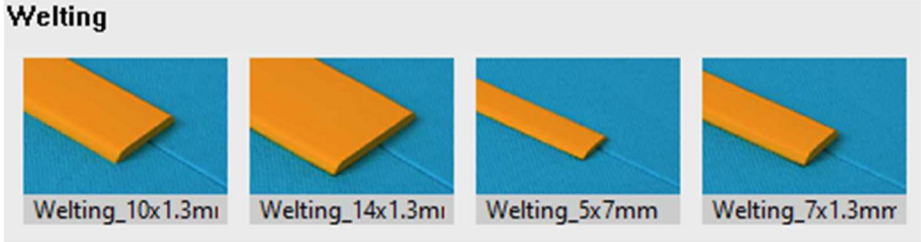
Binding



Pipes

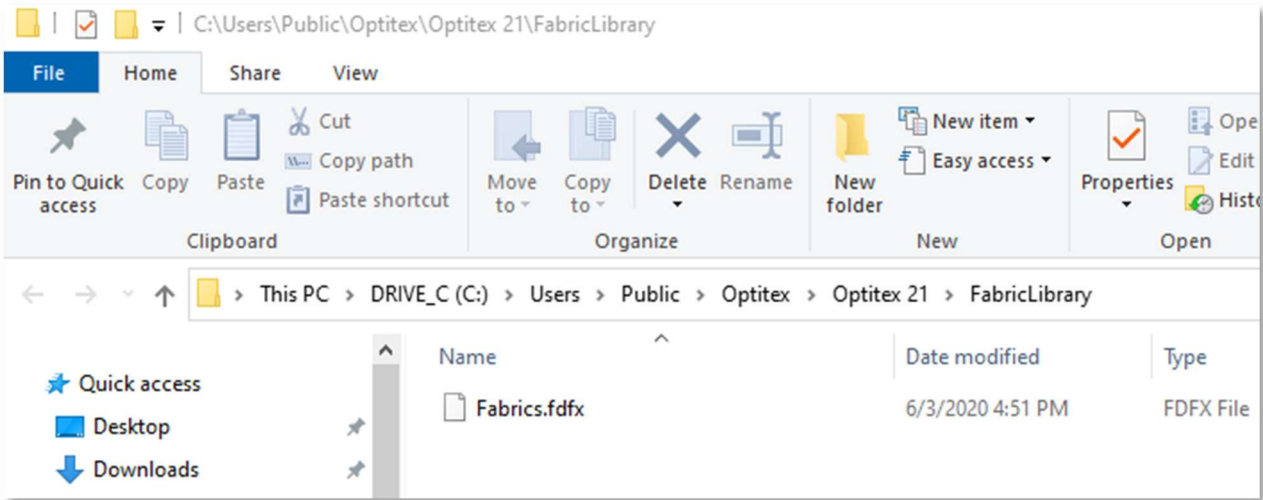


Welting



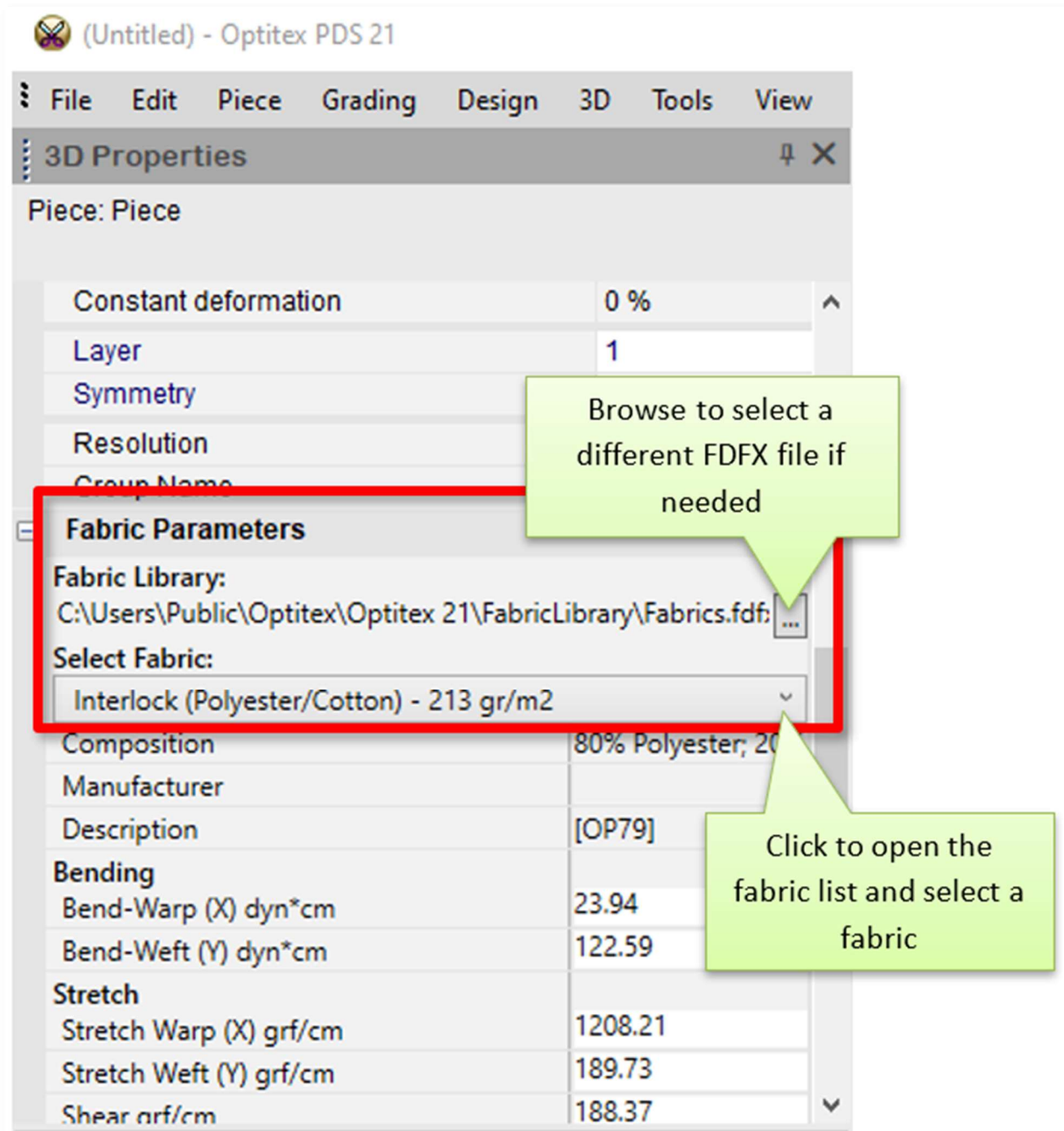
Fabric Files

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:



Adam.mod



Baby.mod



Craig.mod



Dana.mod



Emily.mod



Eva.mod



FemaleTorso.mod



James.mod



Kim.mod



Lina.mod



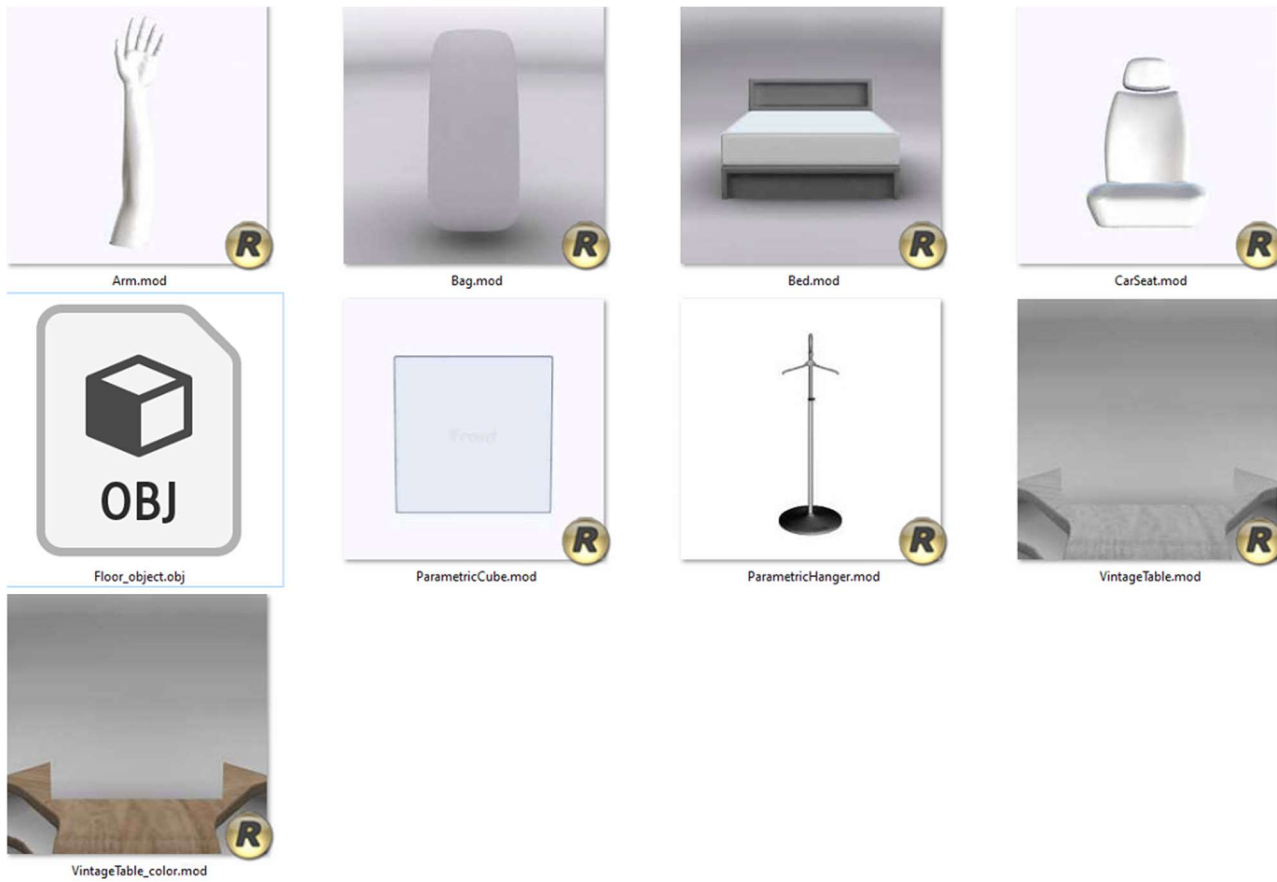
Rose.mod



Tim.mod

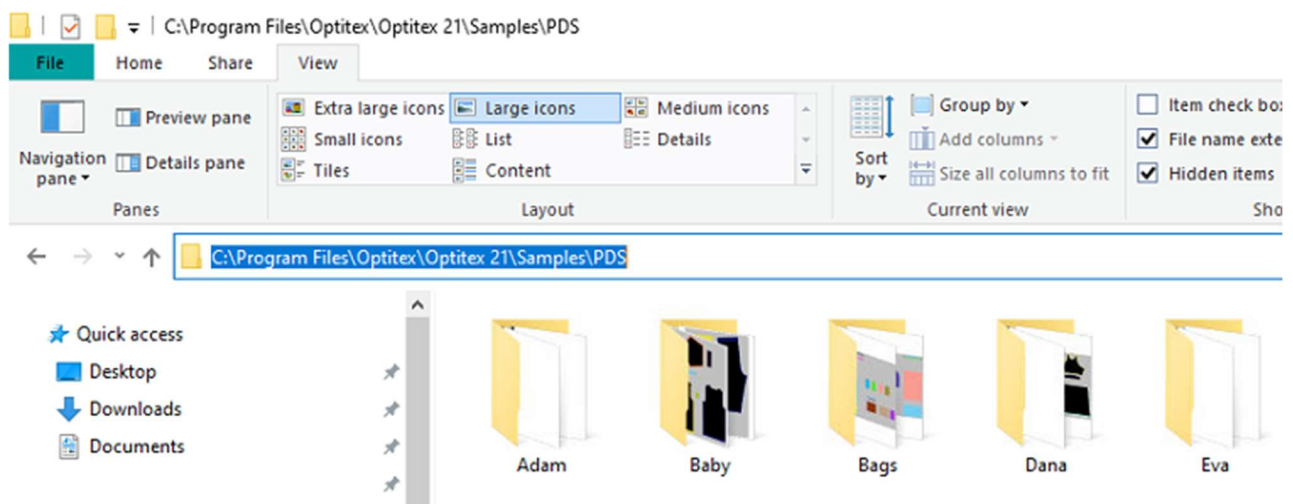
Miscellaneous

Available Miscellaneous 3D items are:



PDS 3D files

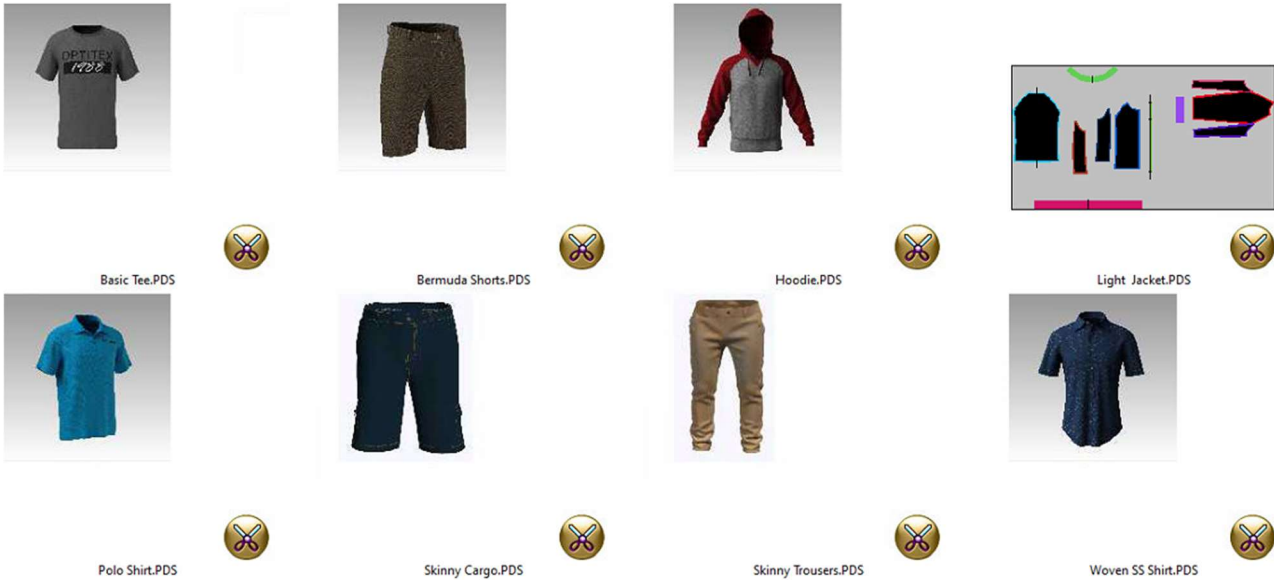
PDS 3D sample files are located under C:\Program Files\Optitex\Optitex 21\Samples\PDS



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

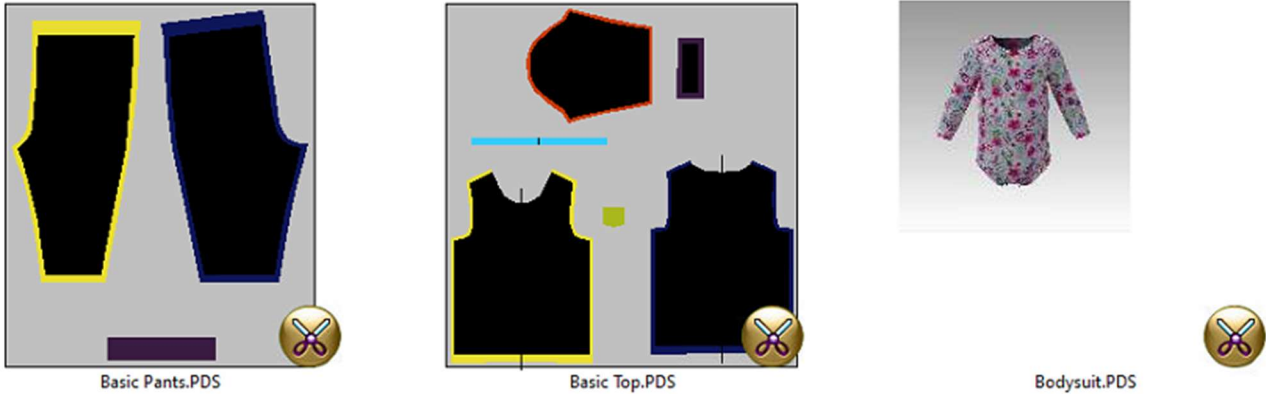
Adam

Garments simulated on the avatar Adam:



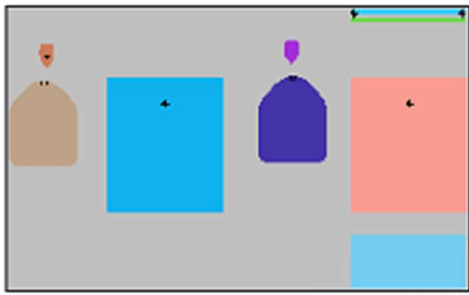
Baby

Garments simulated on the avatar Baby:

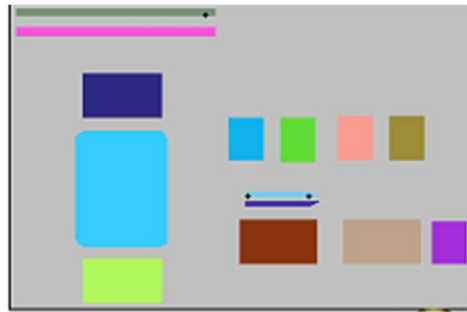


Bags

Sample bags



Handbag.PDS

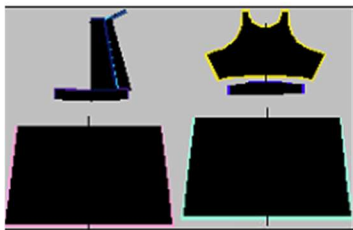


ZipWallet.PDS



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:



2D Sample pack

The 2D sample pack contains 2D PDS and marker files. It can be downloaded from the Optitex downloads page. The 2D sample pack comes zipped and should be unzipped to be used. You can save it in any desired folder.

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