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REVOLUTIONIZE THE WAY YOU DEVELOP,
PRODUCE, & MARKET FASHION.

OPTITEX

Optitex Sample Files

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 | 4/10/19 | Updated new directory for O/19 |

Contents

Overview 4

Content Library 4

 Button shapes..... 7

 Bag Handles 9

 Buttons 13

 Color Palettes 20

 Seam Stitch Library..... 20

Fabric Files 23

Shaders 24

Overview

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

You can use these samples freely all in the confines within the PDS.

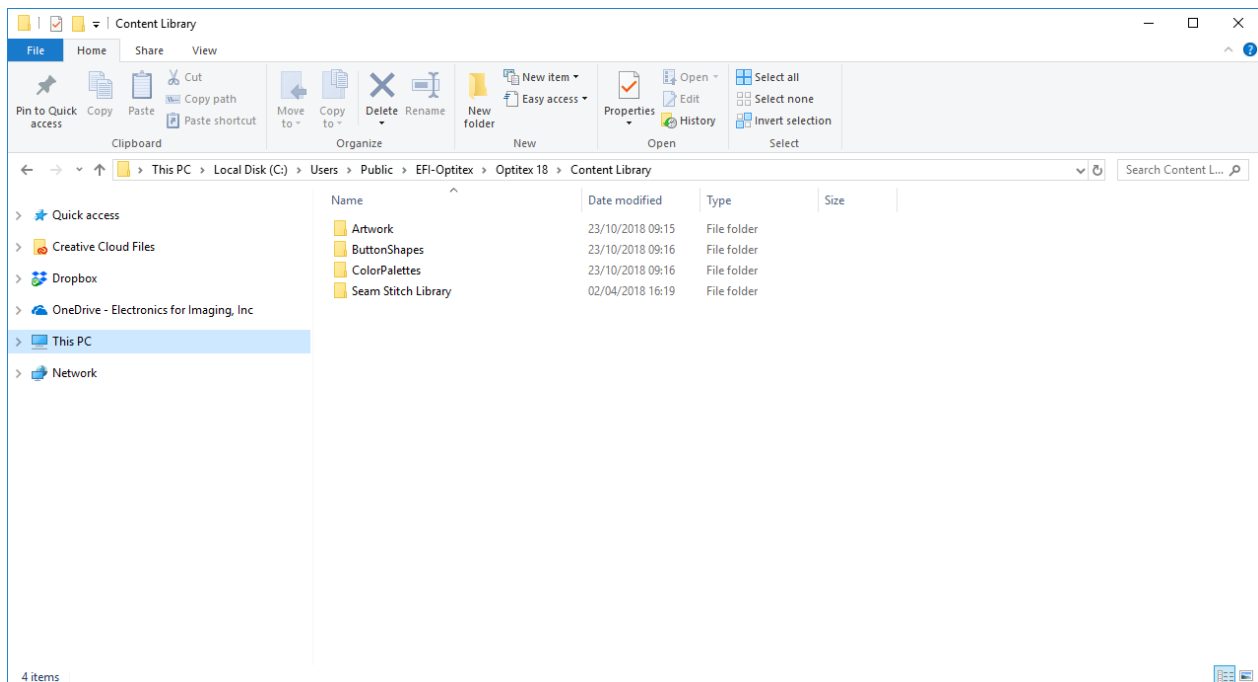
The following samples are available:

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

Content Library

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

The Content Library is located here:



Optitex 64Bit installation

C:\Users\Public\EFI-Optitex\Optitex 18

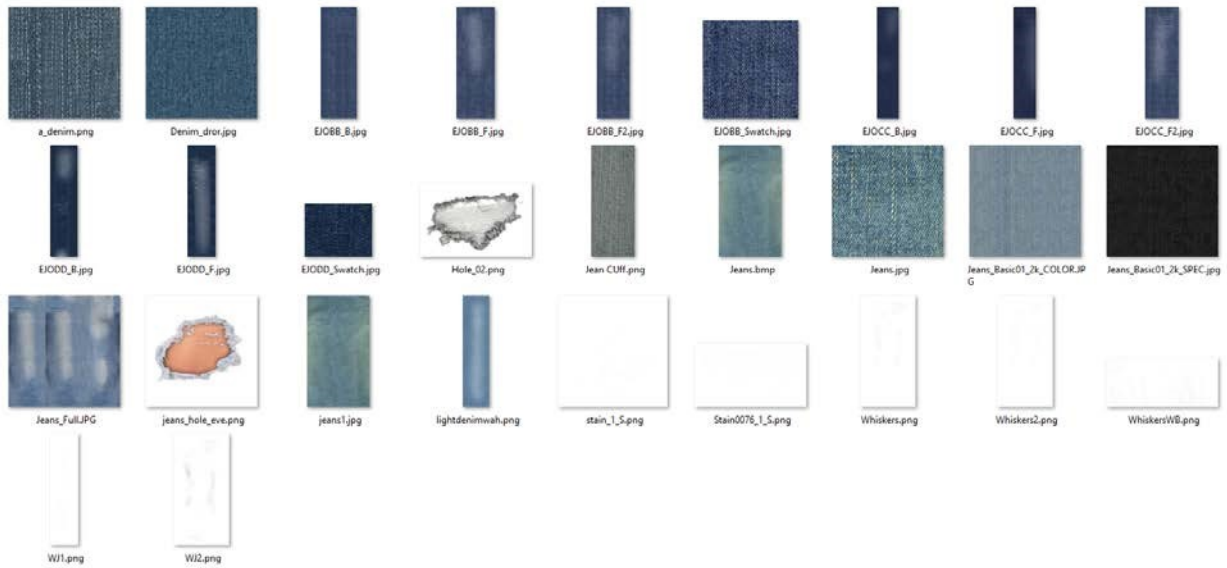
Optitex 32Bit installation

C:\Users\Public\EFI-Optitex\Optitex 18

The Content Library includes the following sub-categories:

Denim

The following files are available in the Denim folder:



Embroidery

The following files are available in the Embroidery folder:



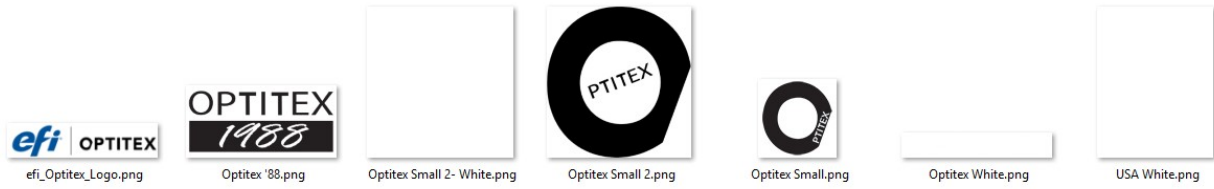
Leather

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 files 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:

Bag 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.



Buckles

| Number | File Name |
|--------|-----------------------------------|
| 1 | Buckle_plastic.mod |
| 2 | Buckle_Strap Slide 01.mod |
| 3 | Buckle_Strap Slide 02.mod |
| 4 | Buckle_Strap Slide 02_Covered.mod |

Locks

| Number | File Name |
|--------|----------------------|
| 5 | Lock_Pad.mod |
| 6 | Lock_Rectangular.mod |

Hooks

| Number | File Name |
|--------|-------------|
| 7 | Hook_01.mod |
| 8 | Hook_02.mod |
| 9 | Hook_03.mod |

Rings

| Number | File Name |
|--------|--------------------|
| 10 | Ring_Cylinder.mod |
| 11 | Ring_Elipse.mod |
| 12 | Ring_Elipse_90.mod |
| 13 | Ring_Round.mod |
| 15 | Ring_Square.mod |
| 16 | Ring_Twist.mod |

Leather

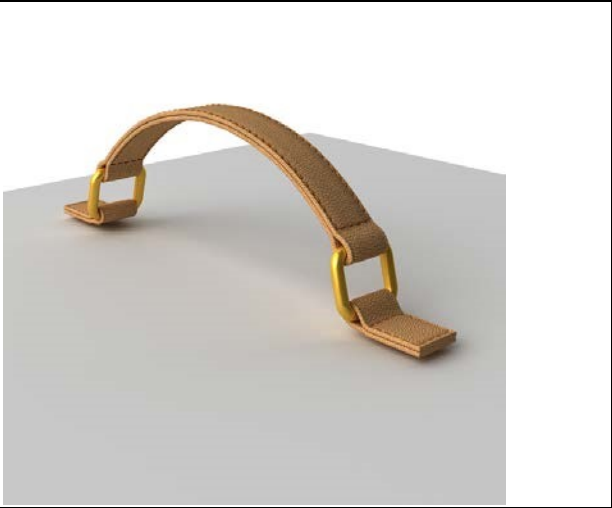
| Number | File Name |
|--------|--------------------|
| 17 | Leather_Knot.mod |
| 18 | Leather_Tassel.mod |
| 19 | String_Tassle.mod |

Bag Handles

This category includes different types of bag handles.

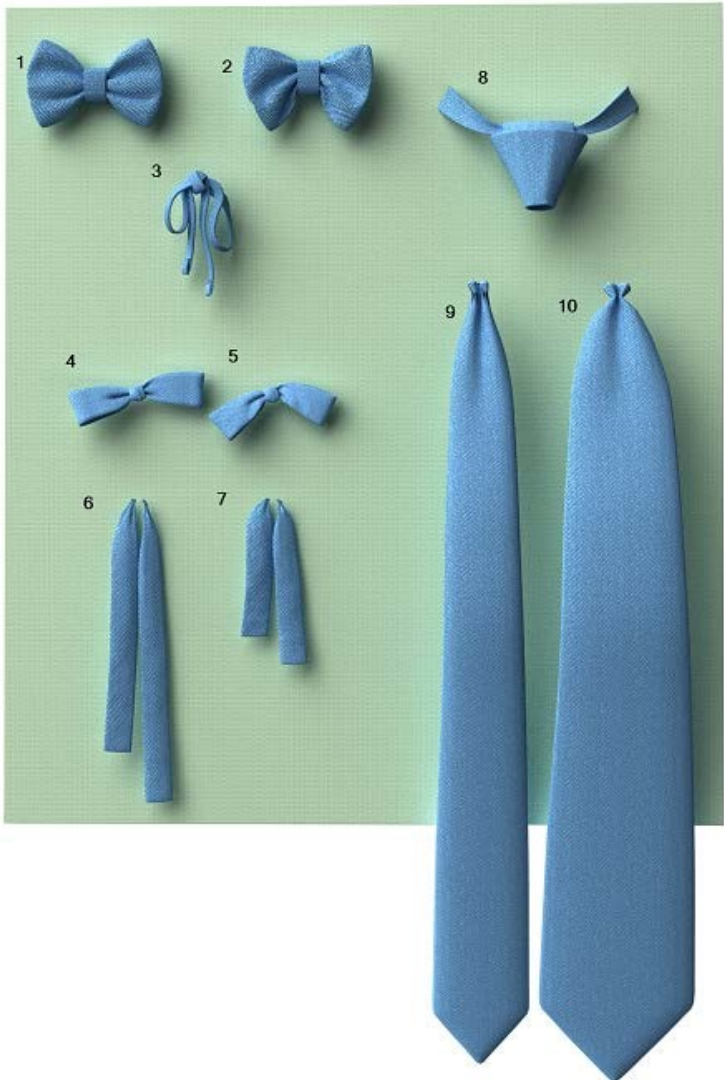
| File Name | Image |
|--------------------|--|
| Handle_Cover24.mod |  |
| Gusset_Handle.mod |  |

Handle_Top24.mod



Bows and Ties

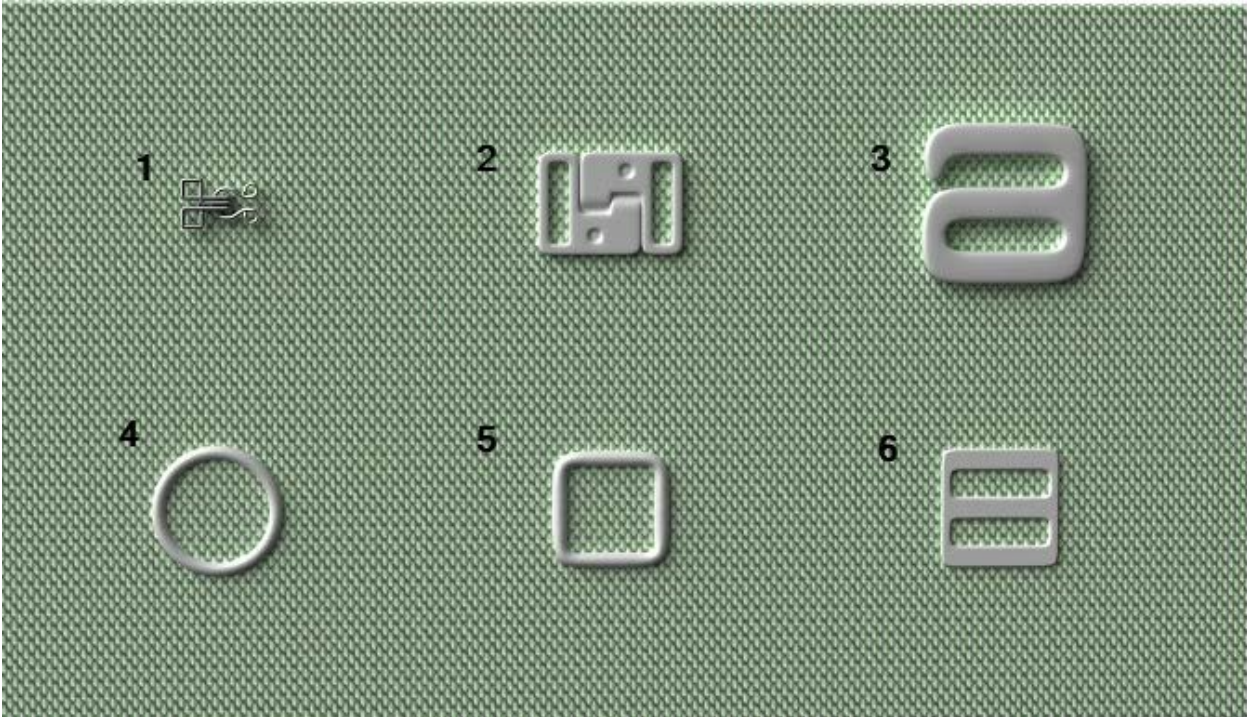
There are a few different types of bows and ties: regular or soft, short or long and with or without straps.



| Number | File Name |
|--------|-------------------------|
| 1 | Bow_01.mod |
| 2 | Bow_01_soft.mod |
| 3 | Bow_03.mod |
| 4 | Bow_02.mod |
| 5 | Bow_02_Soft.mod |
| 6 | Bow_2_Straps_Long.mod |
| 7 | Bow_02_Straps_Short.mod |
| 8 | Tie_Knot.mod |
| 9 | Tie_Thin.mod |
| 10 | Tie_Wide.mod |

Bra Accessories

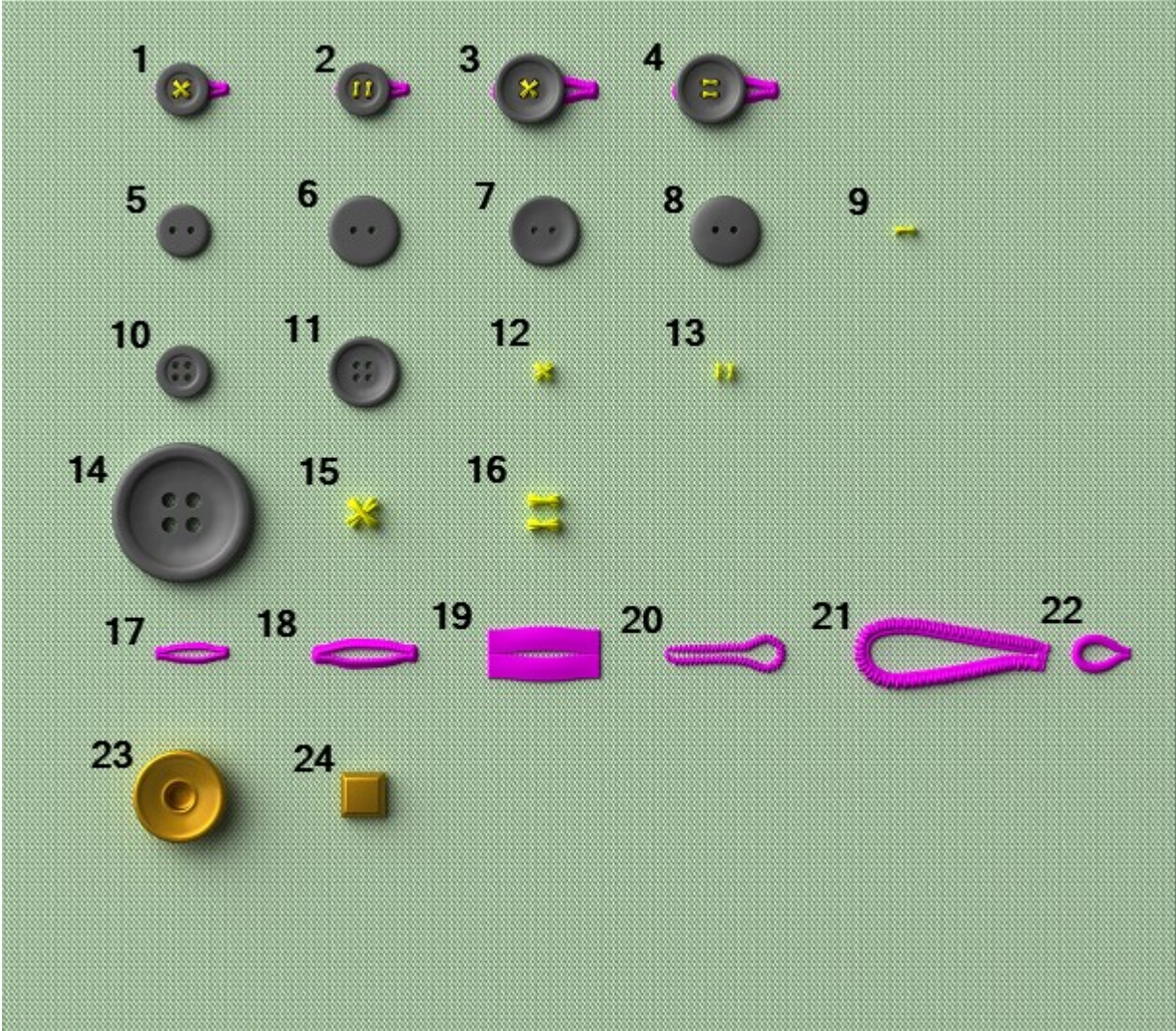
Includes closures, straps, hook/eye, etc.



| Number | File Name |
|--------|-----------------------------|
| 1 | Closure_hook_and_eye.mod |
| 2 | Closure_Slide_Clasp.mod |
| 3 | Closure_Slide_with_Hook.mod |
| 4 | Strap_Ring_Round.mod |
| 5 | Strap_Ring_Square.mod |
| 6 | Strap_Slide.mod |
| 7 | Strap_Slide_Spaghetti. mod |

Buttons

There are a few different types of buttons. 2 holes or 4 holes, stitch, parallel stitch or cross stitch, concaved or convexed, jean button, button hole, reece, keyhole.

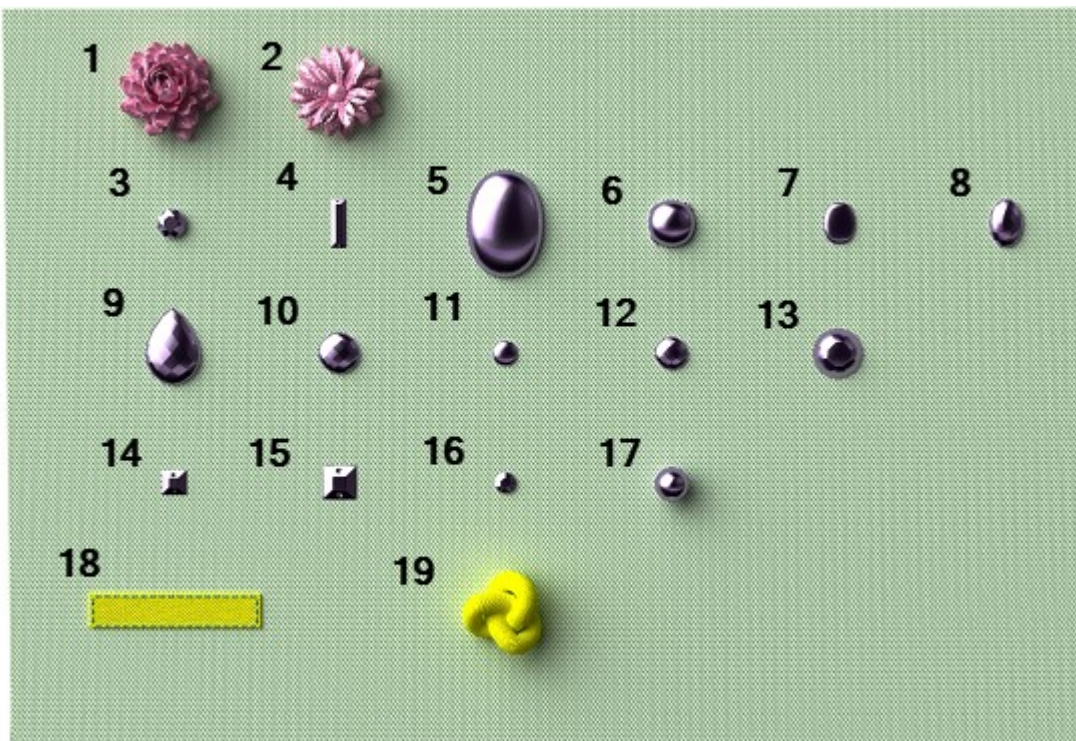


| Number | File Name |
|--------|-----------------------------------|
| 1 | Button_18_Full_Cross.mod |
| 2 | Button_18_Full_Parallel.mod |
| 3 | Button_24_Full_Cross.mod |
| 4 | Button_24_Full_Parallel.mod |
| 5 | Button_2holes_18L.mod |
| 6 | Button_2holes_24L.mod |
| 7 | Button_concave_2holes_24L.mod |
| 8 | Button_convex_2holes_24L.mod |
| 9 | Button_2holes_Stitch.mod |
| 10 | Button_4holes_18L.mod |
| 11 | Button_4holes_24L.mod |
| 12 | Button_4holes_Stitch_Cross.mod |
| 13 | Button_4holes_Stitch_Parallel.mod |

| | |
|----|--|
| 14 | Button_4Holes_30mm.mod |
| 15 | Button_4Holes_30mm_Sttich_Cross.mod |
| 16 | Button_4Holes_30mm_Sttich_Parallel.mod |
| 17 | Button_Hole_18L.mod |
| 18 | Button_Hole_24L.mod |
| 19 | Button_Hole_Reece.mod |
| 20 | Button_Keyhole_1Inch.mod |
| 21 | Button_Keyhole_1.5Inch.mod |
| 22 | Button_Loop.mod |
| 23 | Button_Jeans_30L.mod |
| 24 | Button_Square.mod |

Decorations

Includes different decorations that can be added to your pattern, beads, sequins, crystal, etc.

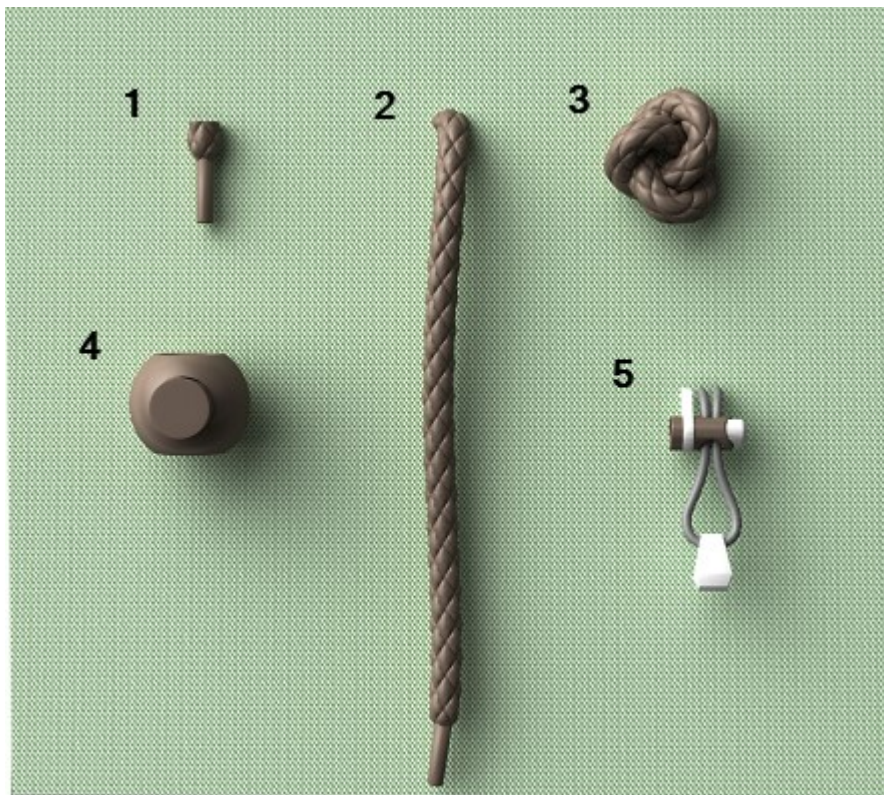


| Number | File Name |
|--------|--|
| 1 | Button_Rose_flower.mod |
| 2 | Button_Tiger_Flower.mod |
| 3 | Crystal.mod |
| 4 | Gem_Baguette_with_Holes_11mm.mod |
| 5 | Gem_Cabochon_Oval_18x25mm.mod |
| 6 | Gem_Cabochon_Round_with_Crown_10mm.mod |

| | |
|----|-----------------------------------|
| 7 | Gem_Cabochon_Untique_10x7.5mm.mod |
| 8 | Gem_Oval_7.8x11mm.mod |
| 9 | Gem_Pear_13x18mm.mod |
| 10 | Gem_Round_10mm.mod |
| 11 | Gem_Round_6mm.mod |
| 12 | Gem_Round_8mm.mod |
| 13 | Gem_Round_Cut_12mm.mod |
| 14 | Gem_Square_with_Holes_6mm.mod |
| 15 | Gem_Square_with_Holes_8mm.mod |
| 16 | Sequin.mod |
| 17 | Bead.mod |
| 18 | Label_(40x8mm).mod |
| 19 | Three_Knot.mod |

Drawstrings

Drawstrings can be added to shirts, sweatshirts, pants, etc.

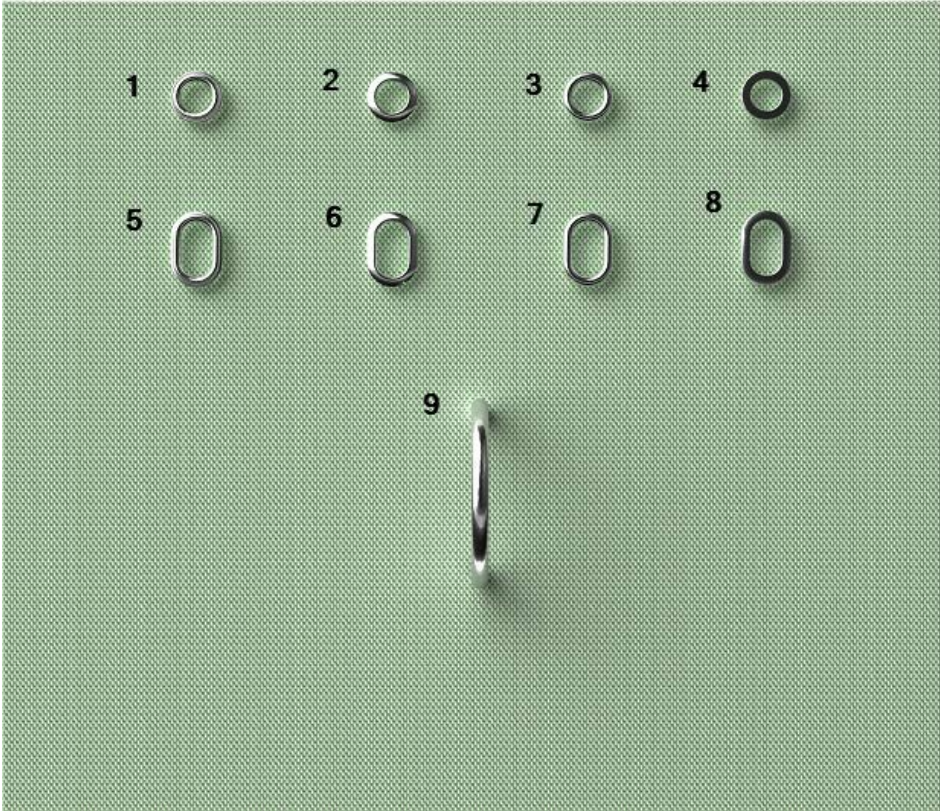


| Number | File Name |
|--------|---------------------|
| 1 | Drawstring_end.mod |
| 2 | Drawstring_full.mod |
| 3 | Drawstring_knot.mod |

| | |
|---|------------------------|
| 4 | Drawstring_stopper.mod |
| 5 | Hood_Cord Set.mod |

Eyelets

Eyelets can be used in shirts, shoes, etc. They can be round or oval, or rope shaped.



| Category | File Name |
|----------|--------------------|
| 1 | Eyelet_01.mod |
| 2 | Eyelet_02.mod |
| 3 | Eyelet_03.mod |
| 4 | Eyelet_04.mod |
| 5 | Eyelet_oval_01.mod |
| 6 | Eyelet_oval_02.mod |
| 7 | Eyelet_oval_03.mod |
| 8 | Eyelet_oval_04.mod |
| 9 | Eyelet_rope.mod |

Knobs

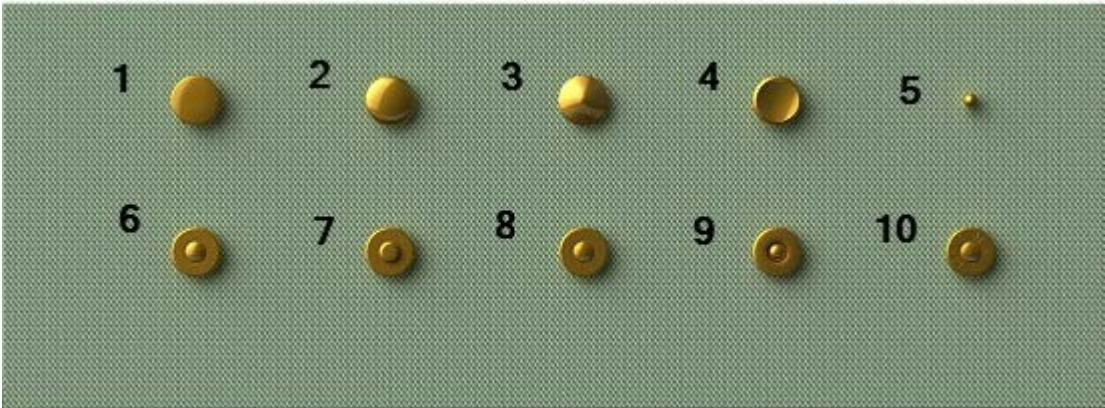
The Knobs are according to their size: 9 mm, 12mm, 14mm or 24 mm.



| Category | File Name |
|----------|---------------------|
| 1 | Knob_01_9mm.mod |
| 2 | Knob_01_9mm_180.mod |
| 3 | Knob_02_12mm.mod |
| 4 | Knob_02_14mm.mod |
| 5 | Knob_02_28mm.mod |

Rivets

Rivets can be used for example in jeans. There are three types of rivets: regular, jeans and dome.

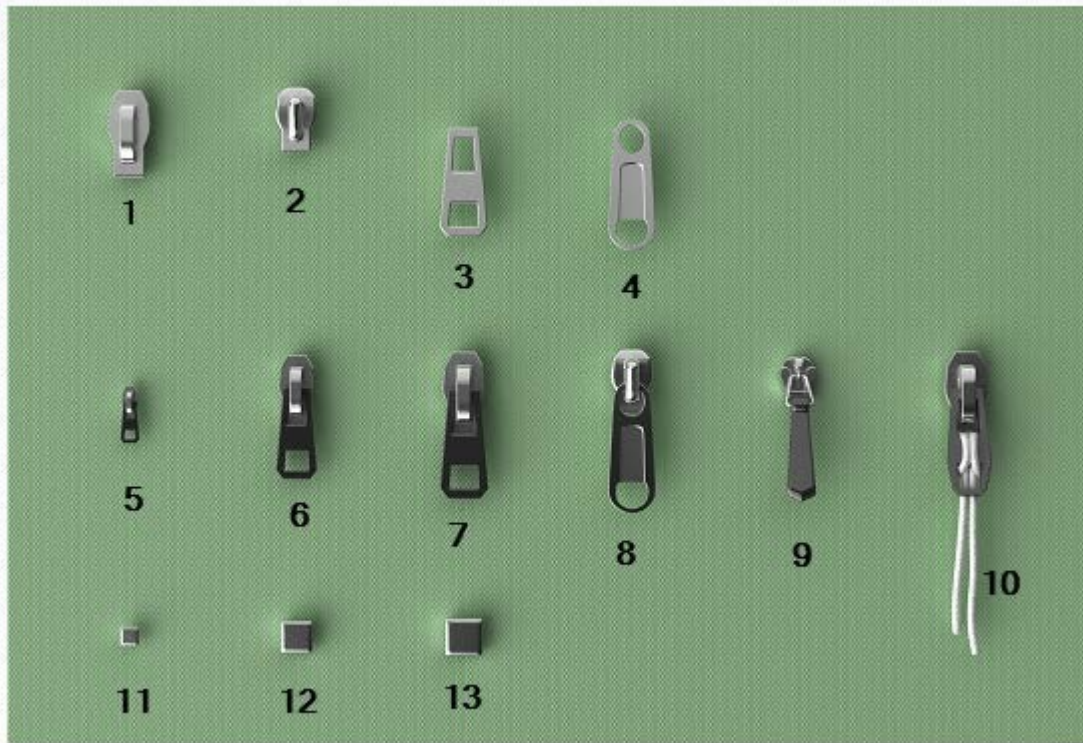


| Category | File Name |
|----------|--------------------|
| 1 | Rivet_01.mod |
| 2 | Rivet_02.mod |
| 3 | Rivet_03.mod |
| 4 | Rivet_04.mod |
| 5 | Rivet_Dome_3mm.mod |
| 6 | Rivet_Jeans_01.mod |
| 7 | Rivet_Jeans_02.mod |
| 8 | Rivet_Jeans_03.mod |
| 9 | Rivet_Jeans_04.mod |
| 10 | Rivet_Jeans_05.mod |

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.



| Number | File Name |
|--------|------------------------------------|
| 1 | Zipper_Head 01.mod |
| 2 | Zipper_Head 02.mod |
| 3 | Zipper_Puller 01.mod |
| 4 | Zipper_Puller 02.mod |
| 5 | Zipper_Head w Puller 01.mod |
| 6 | Zipper_Head w Puller 01_Size5.mod |
| 7 | Zipper_Head w Puller 01_Size7.mod |
| 8 | Zipper_Head w Puller 02.mod |
| 9 | Zipper_Head w Puller 03_Hidden.mod |
| 10 | Zipper_Head w Rope.mod |
| 11 | Zipper_Stopper_Size3.mod |
| 12 | Zipper_Stopper_Size5.mod |
| 13 | Zipper_Stopper_Size7.mod |

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

Seam Stitch Library

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

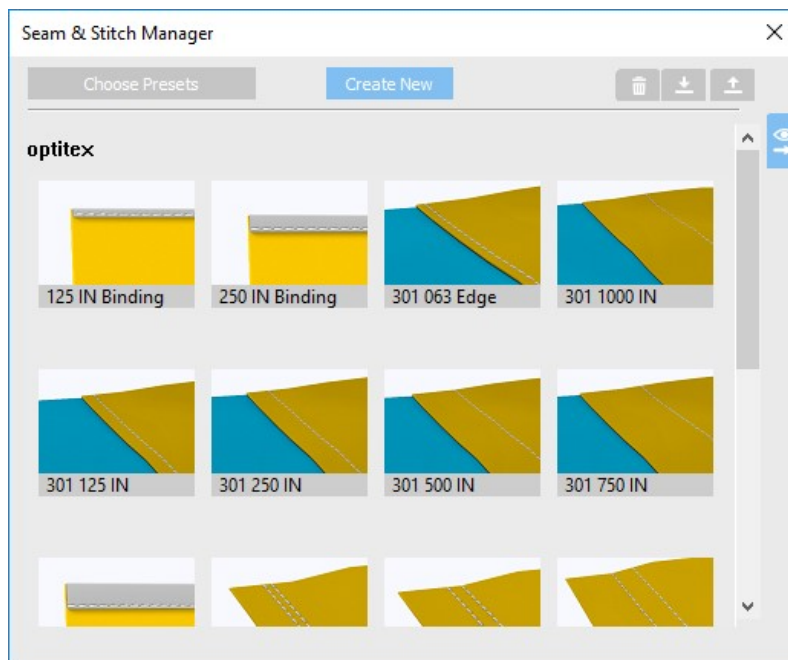
You can see all the components when using the Seam & Stitch Manager.



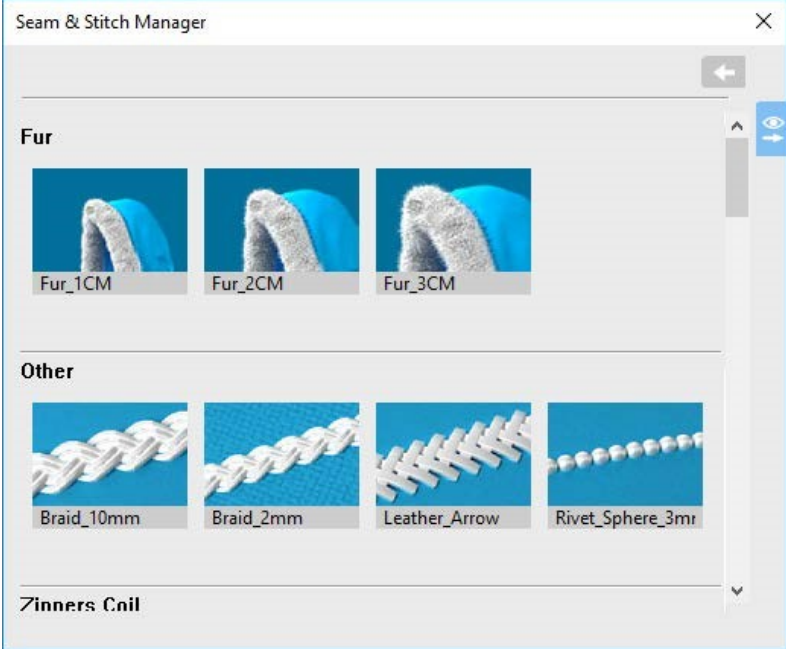
s&s MANGER.pdf

For more information about how to use the default components, click [here](#)

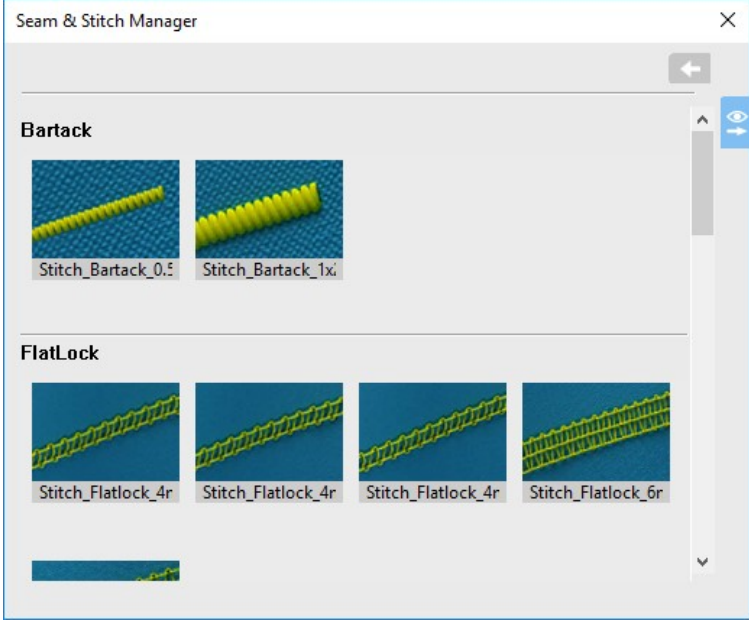
Optitex Presets



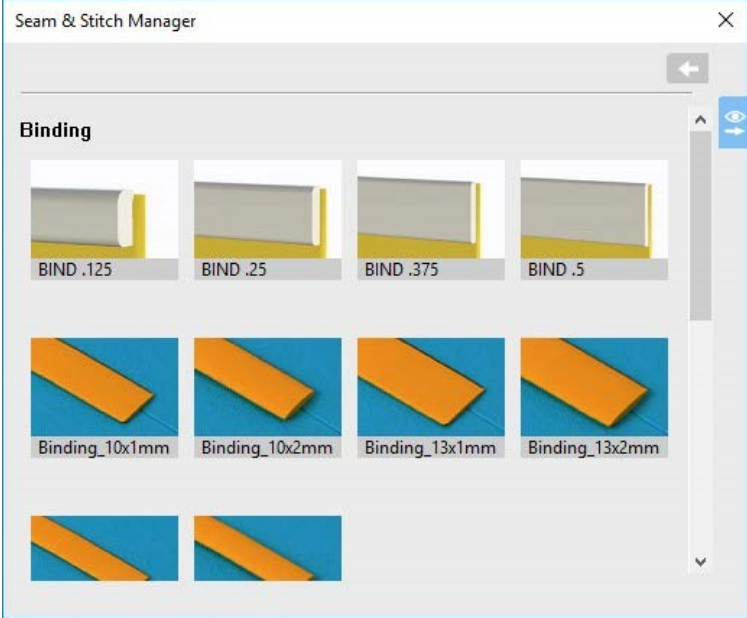
Accessories



Stitches



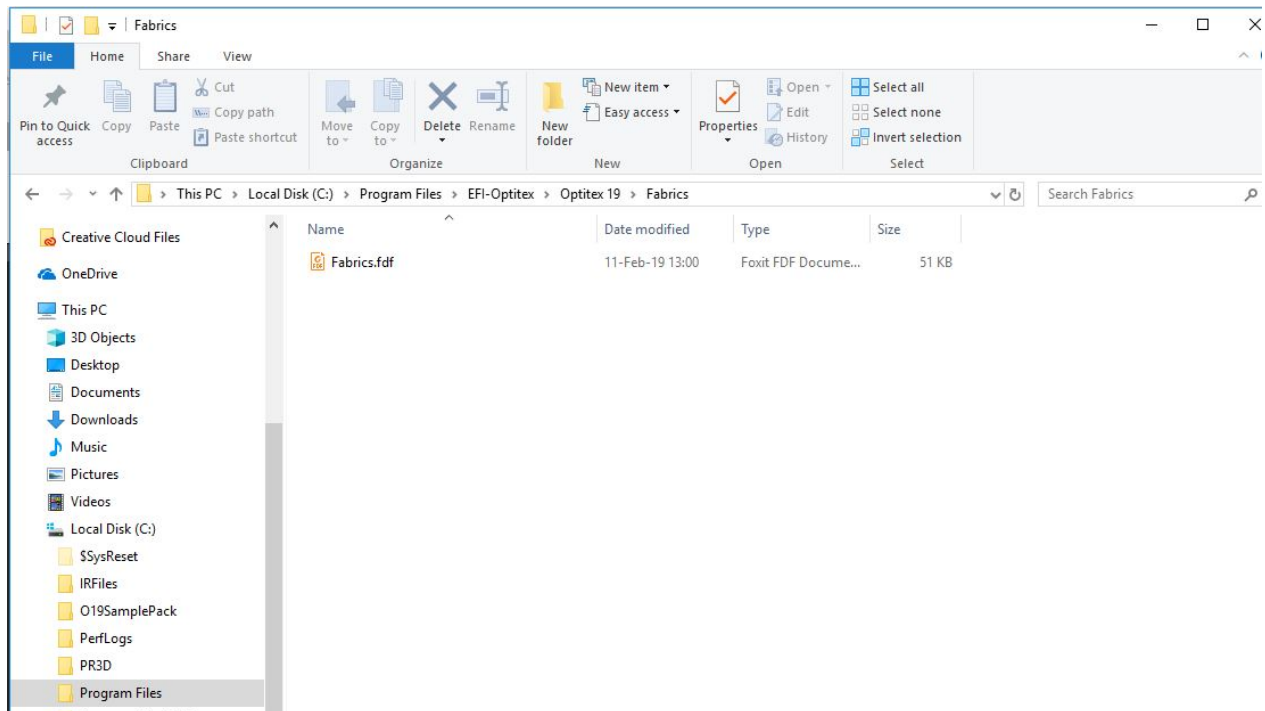
Trims



Fabric Files

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

C:\Program Files\EFI-Optitex\Optitex 19\Fabrics

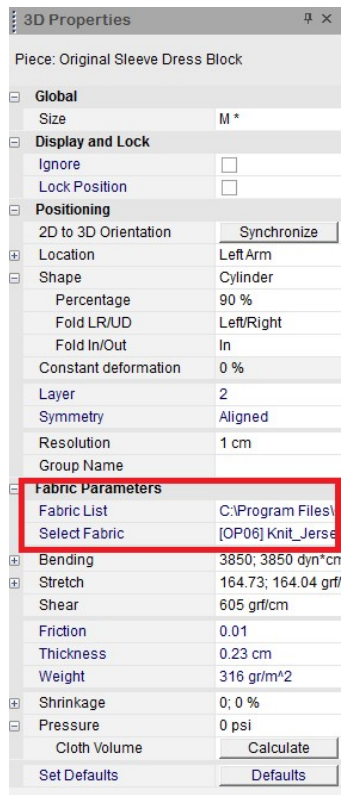


For version 15, the fabric files are inside *C:\Program Files\Optitex 15\Fabrics*

For version 18, the fabric files are inside *C:\Program Files\Optitex 18\Fabrics*

Note: By default, you receive an FDF file with the default fabrics. If you want to add you own fabric, 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 List: 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.

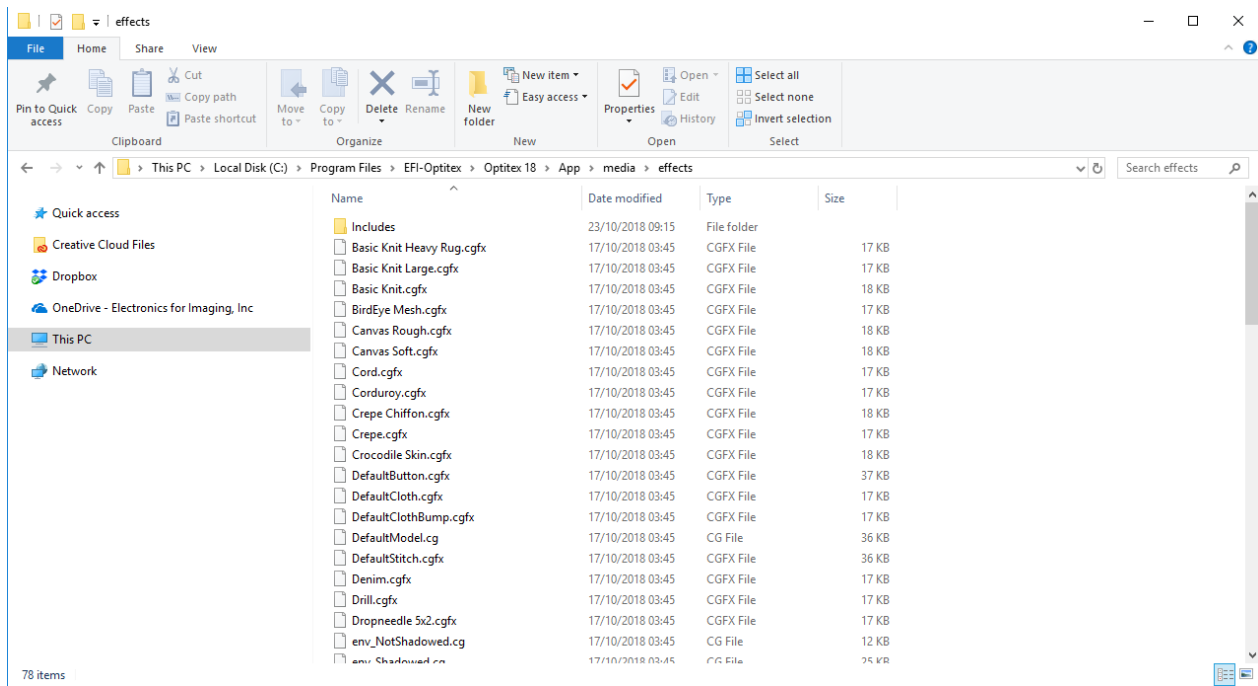
Click here to view a list of all the fabric types that are available along with their physical properties.

Shaders

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

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

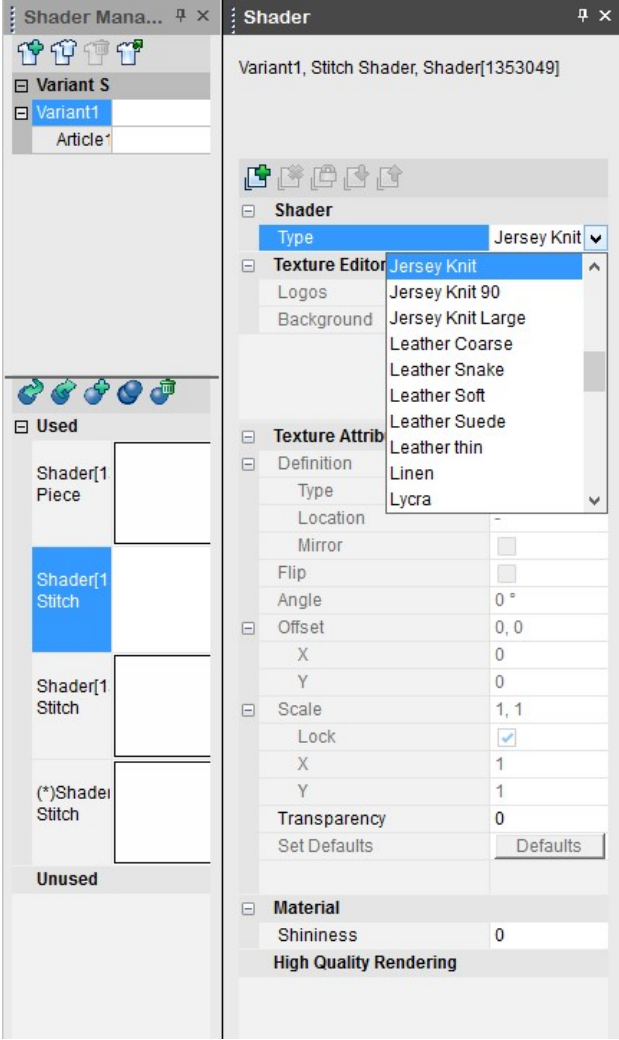
C:\Program Files\EFI-Optitex\Optitex 18\App\media\effects





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



DefaultButton



DefaultCloth



DefaultClothBump



| | |
|--------------|---|
| <p>Denim</p> |  |
| <p>Drill</p> |  |

Dropneedle 5X2



Felt



Fleece



French Terry



Georgette



Jersey Heather



Jersey Knit 90



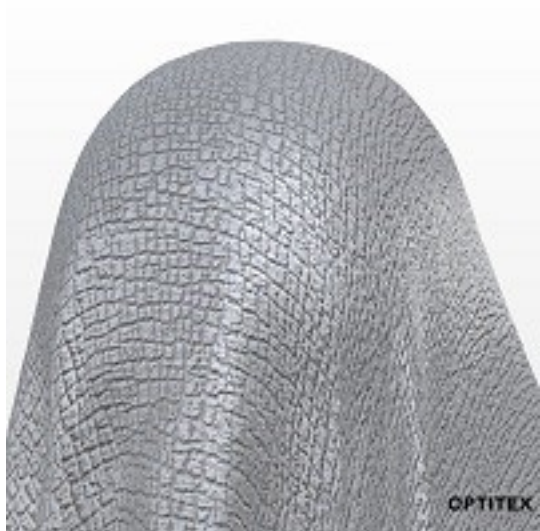
Jersey Knit Large



Jersey Knit



Leather Coarse



Leather Snake



Leather Soft



Leather Suede



Leather thin



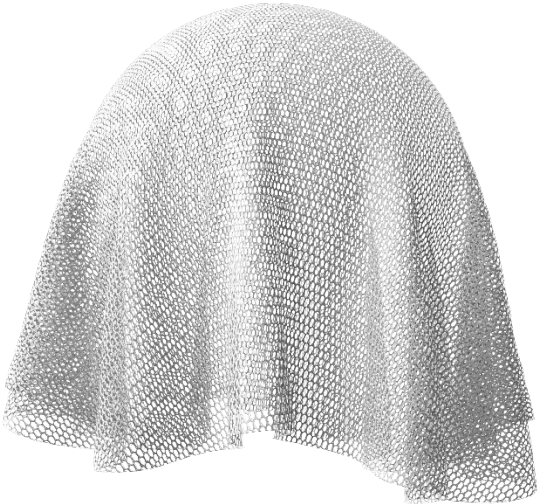
Linen



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



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