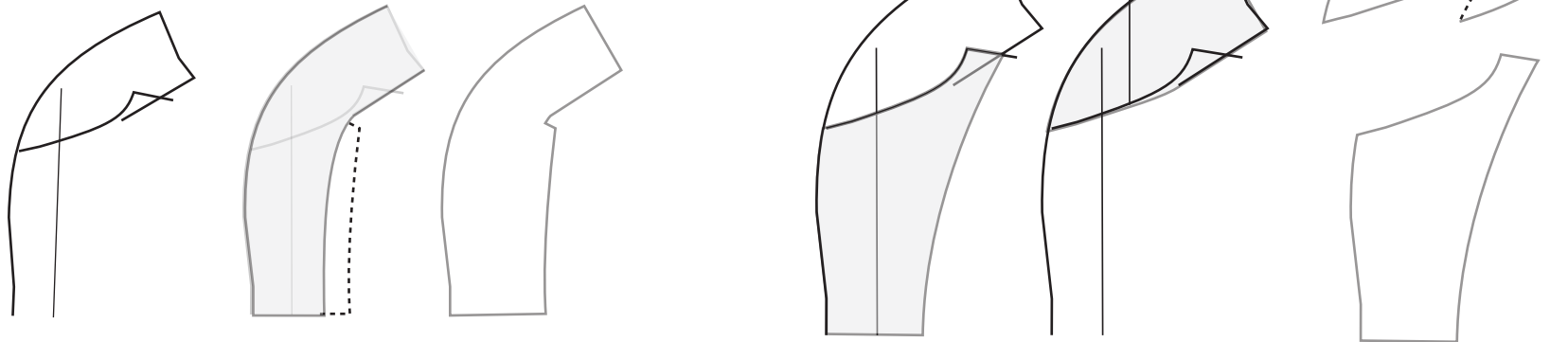


**From Scanned Draft to Shawl Pattern**

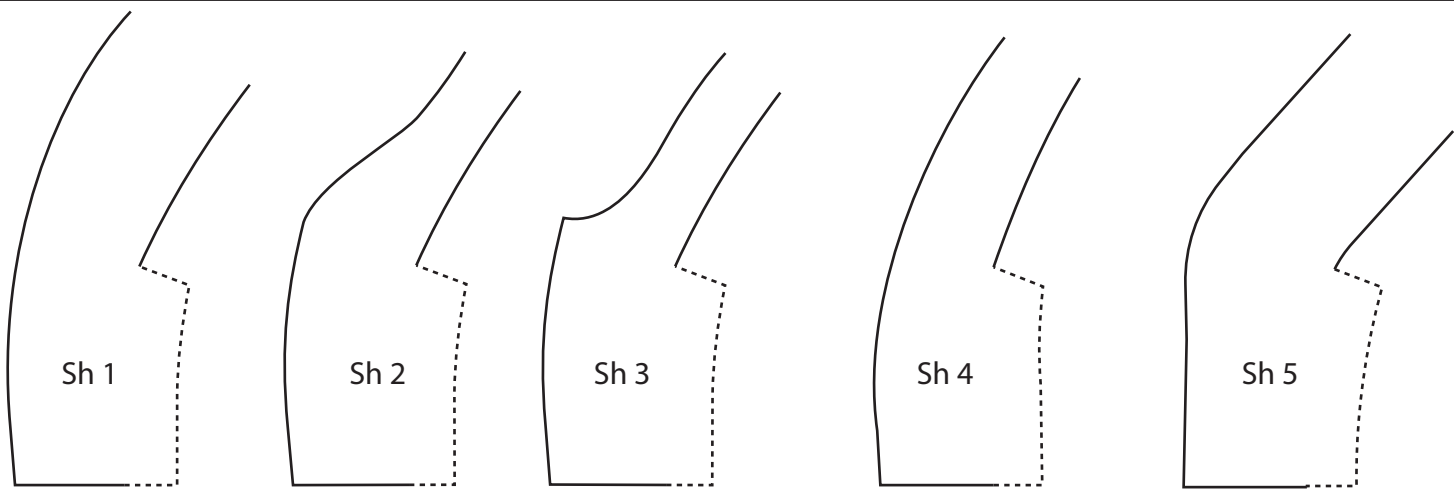
I scanned the image above left into Illustrator and traced the important lines, then scaled the tracing to about the size of my sport-block neckline for Mackinaw Collar Sim 1, above center.

Thinking that looked a bit small, I then scaled it up again by eye to create collar Sim 2, above right, after also splitting the shawl shape into a neckline and a two-part convertible collar, lower right.



To make the muslins for each collar above, I outlined the whole shape for Sim-1, adding a little extra width below the collar to be sure it would extend below the Shoulder and Armscye Sub-Block from my jacket block pattern for easy transfer.

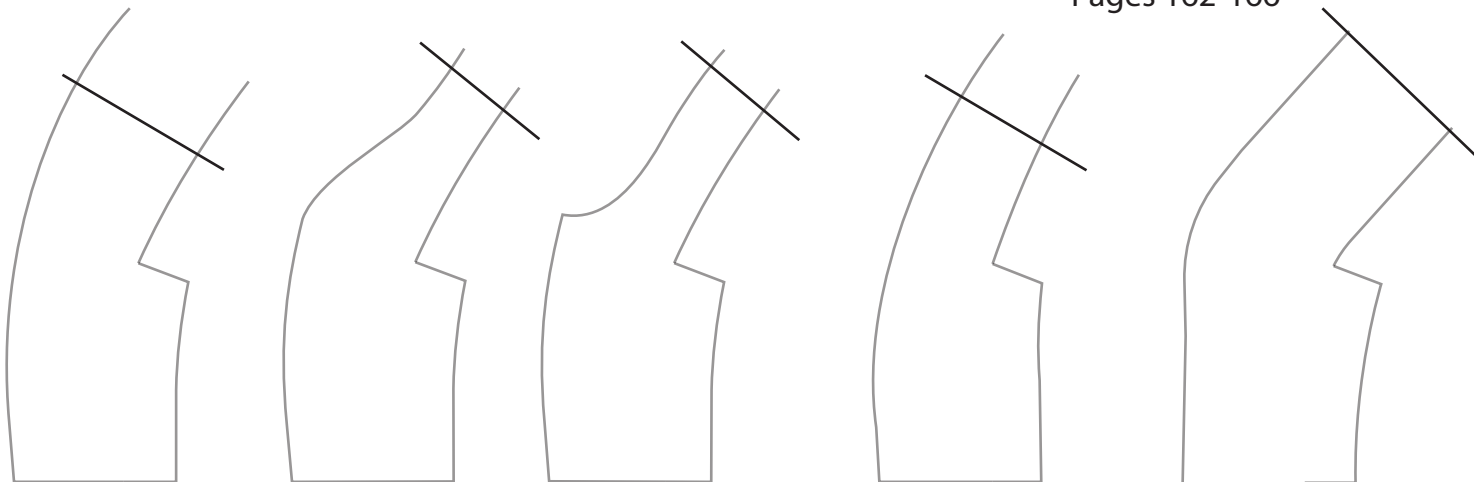
The neckline shaping from the original scan wasn't used until I decided to split off the collar part for the scaled-up version, which I then split again, eyeballing the split and making sure the two curved seamlines (dashes above) were the same length.



Draping is the best way to find the results you want with these shawl patterns, rather than trying to scale or arrange them in relation to some specific existing neckline. So the angled inner edges dashed above aren't indicating a shoulder line or the start of a neckline as they might on a commercial pattern. They're simply there to extend the width to fit under the sub-block as mentioned on the previous page. I cut each collar/CF shape

twice, with extra length in the CB area, then tried out different overlapped and basted CB seamlines, shifting this until I liked the way the collar and, to a lesser degree since it's easily altered later, the CF overlap looked. The diagonal lines below indicate the CB results I happened to like in each case. Your preferences may differ!

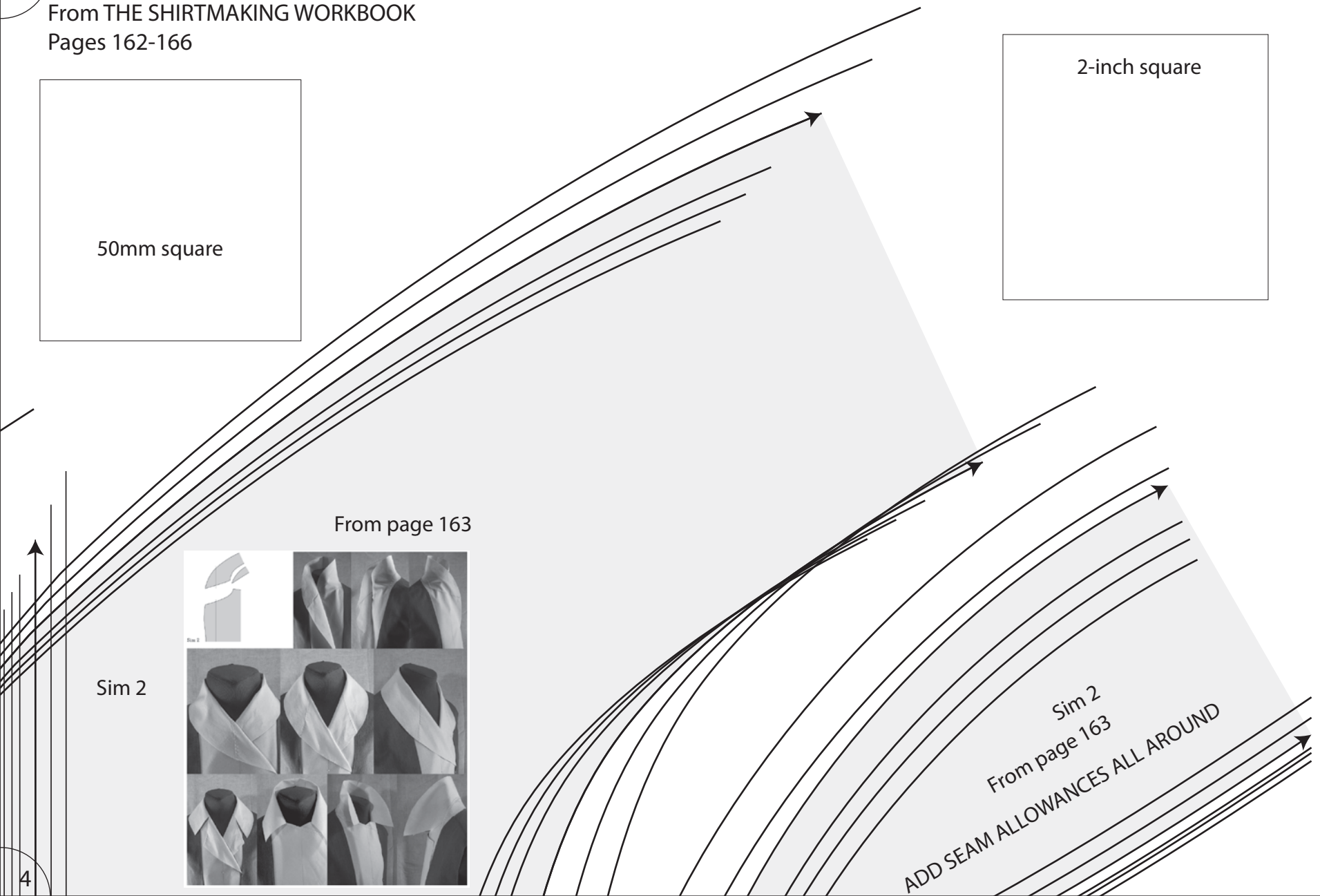
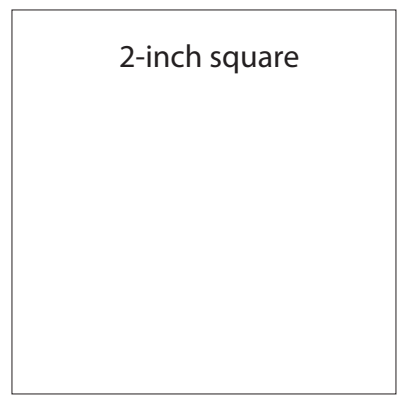
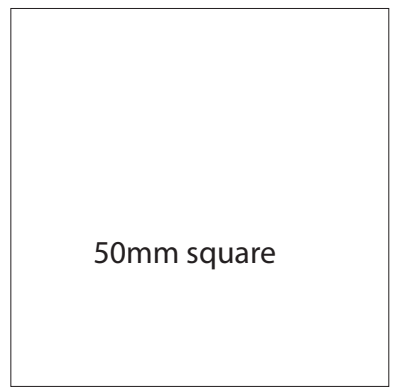
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Pages 162-166





Sim 1

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From page 163



Sim 2

Sim 2  
From page 163  
ADD SEAM ALLOWANCES ALL AROUND

Sim 1



From page 162

ADD SEAM ALLOWANCES ALL AROUND

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6

ADD SEAM ALLOWANCES ALL AROUND

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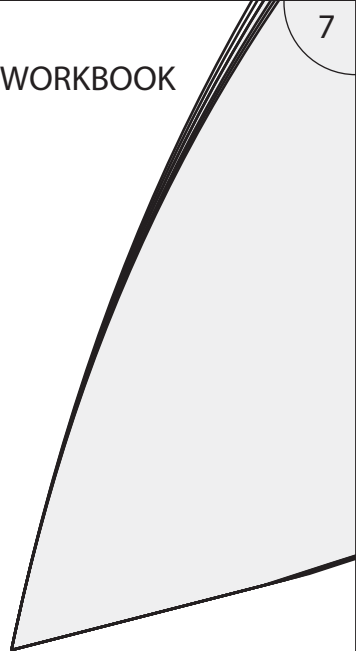
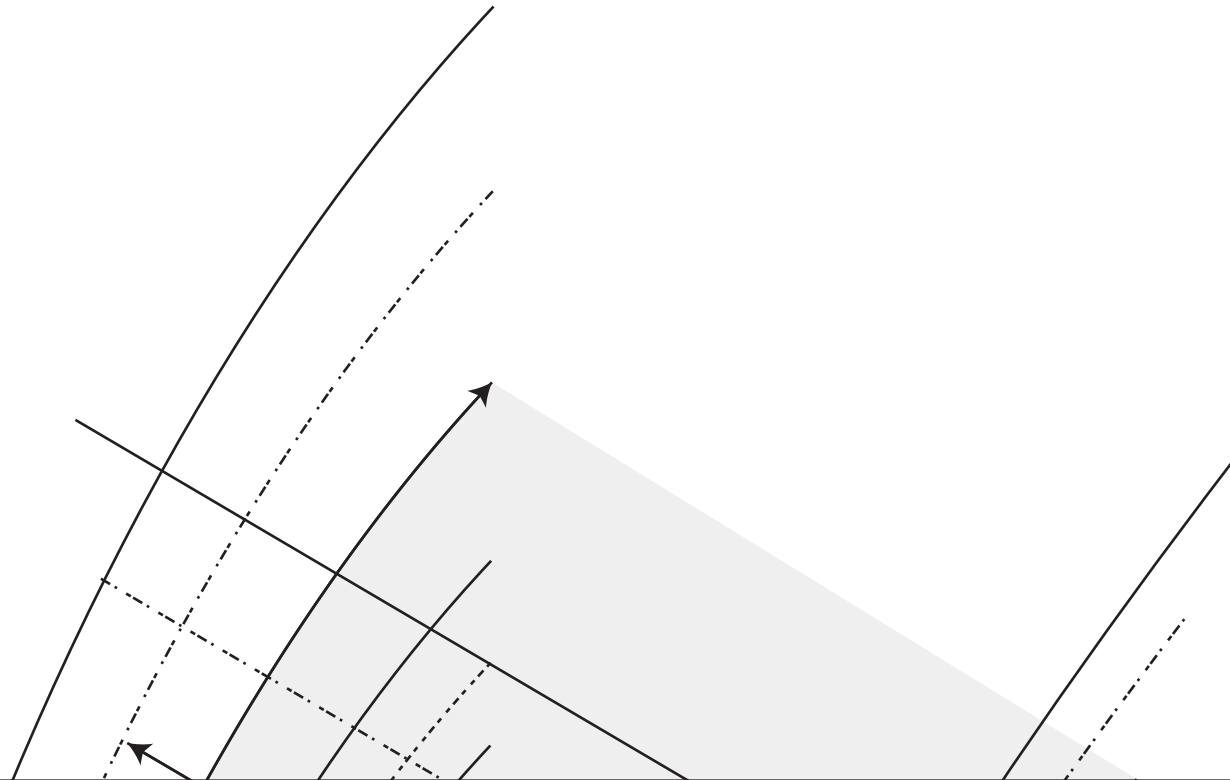
Sim 2

From page 163

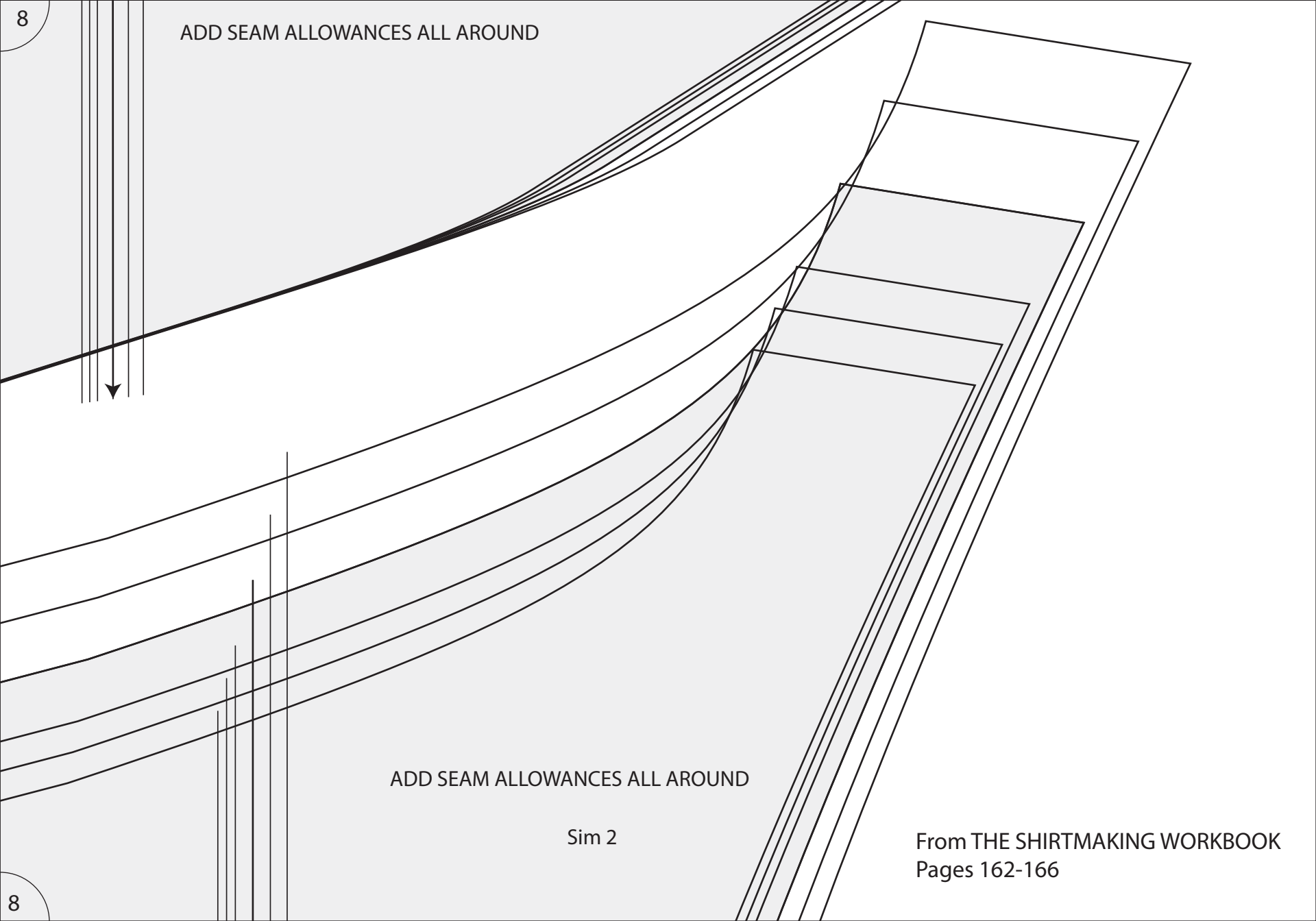
6

Sim 1

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Pages 162-166



ADD SEAM ALLOWANCES ALL AROUND



ADD SEAM ALLOWANCES ALL AROUND

Sim 2

From THE SHIRTMaking WORKBOOK  
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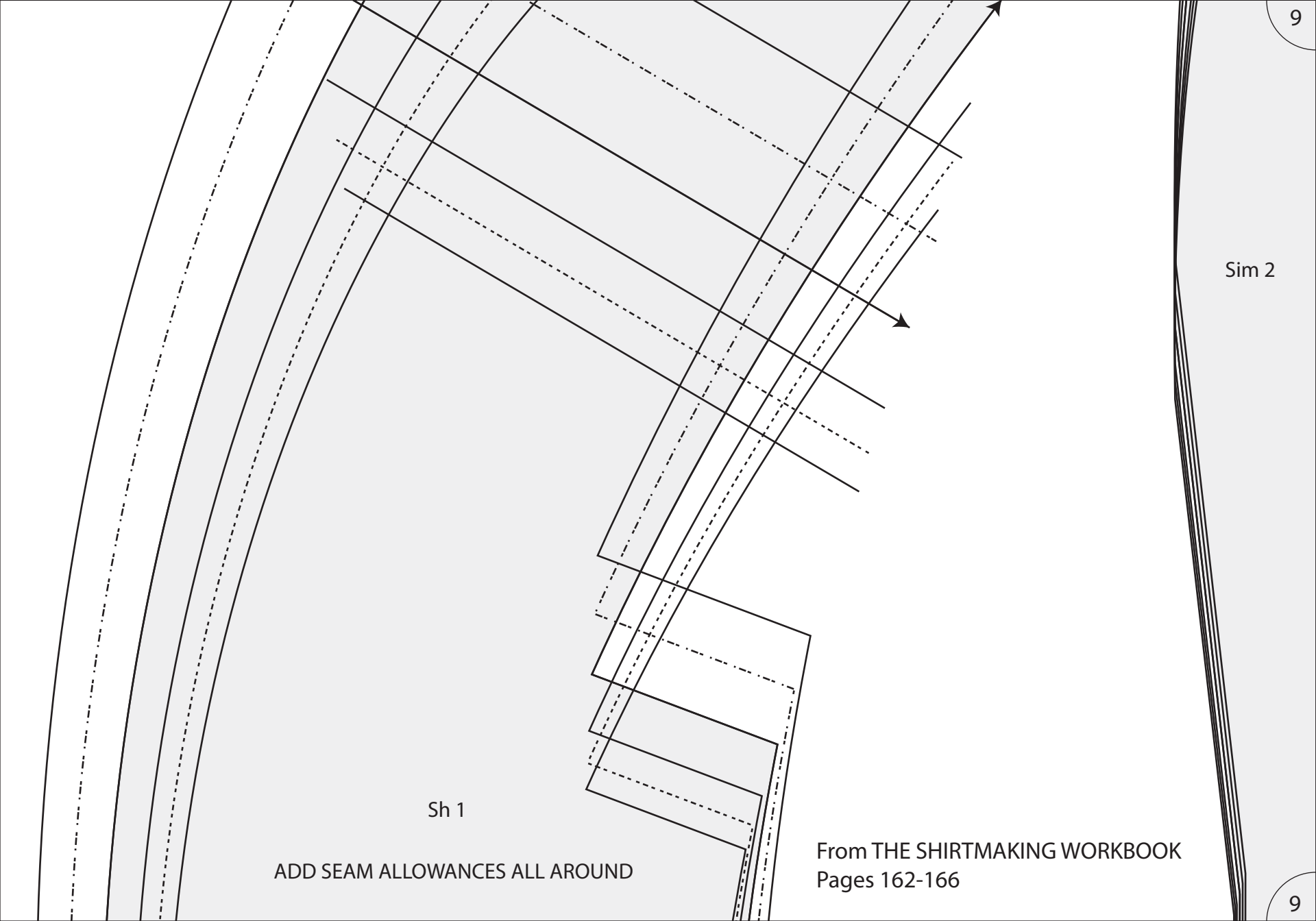


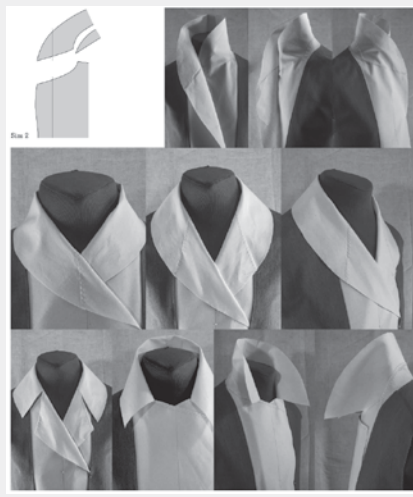
Sim 2

Sh 1

ADD SEAM ALLOWANCES ALL AROUND

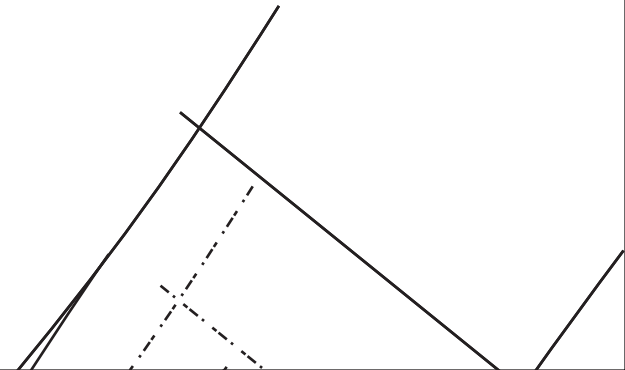
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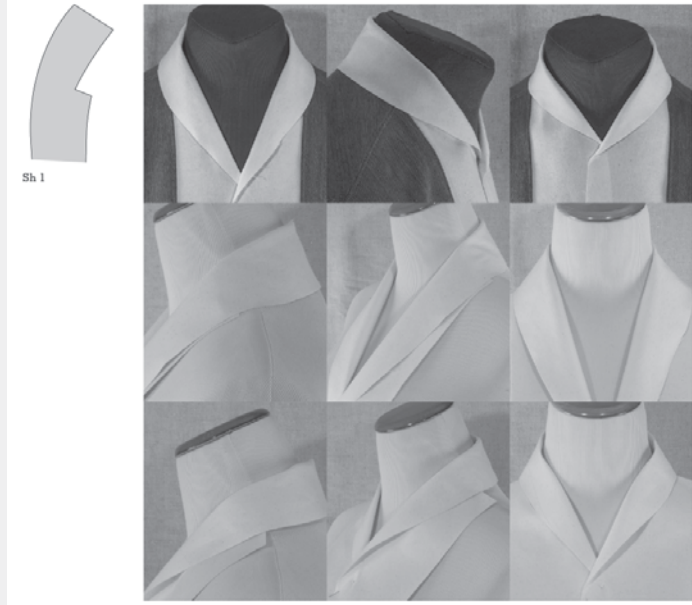


Sim 2  
From page 163

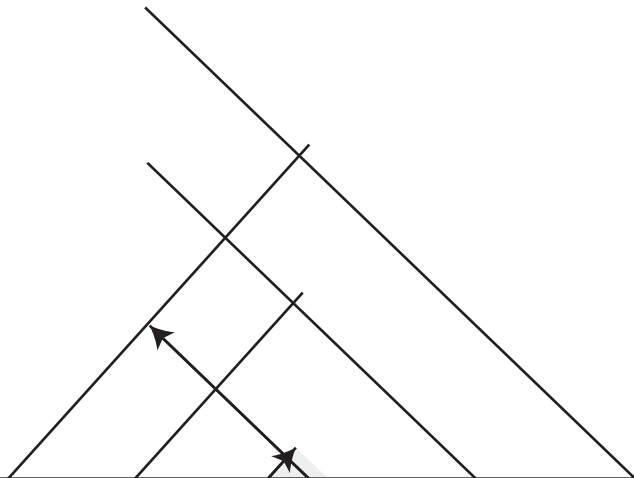
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Sh 1 From page 164

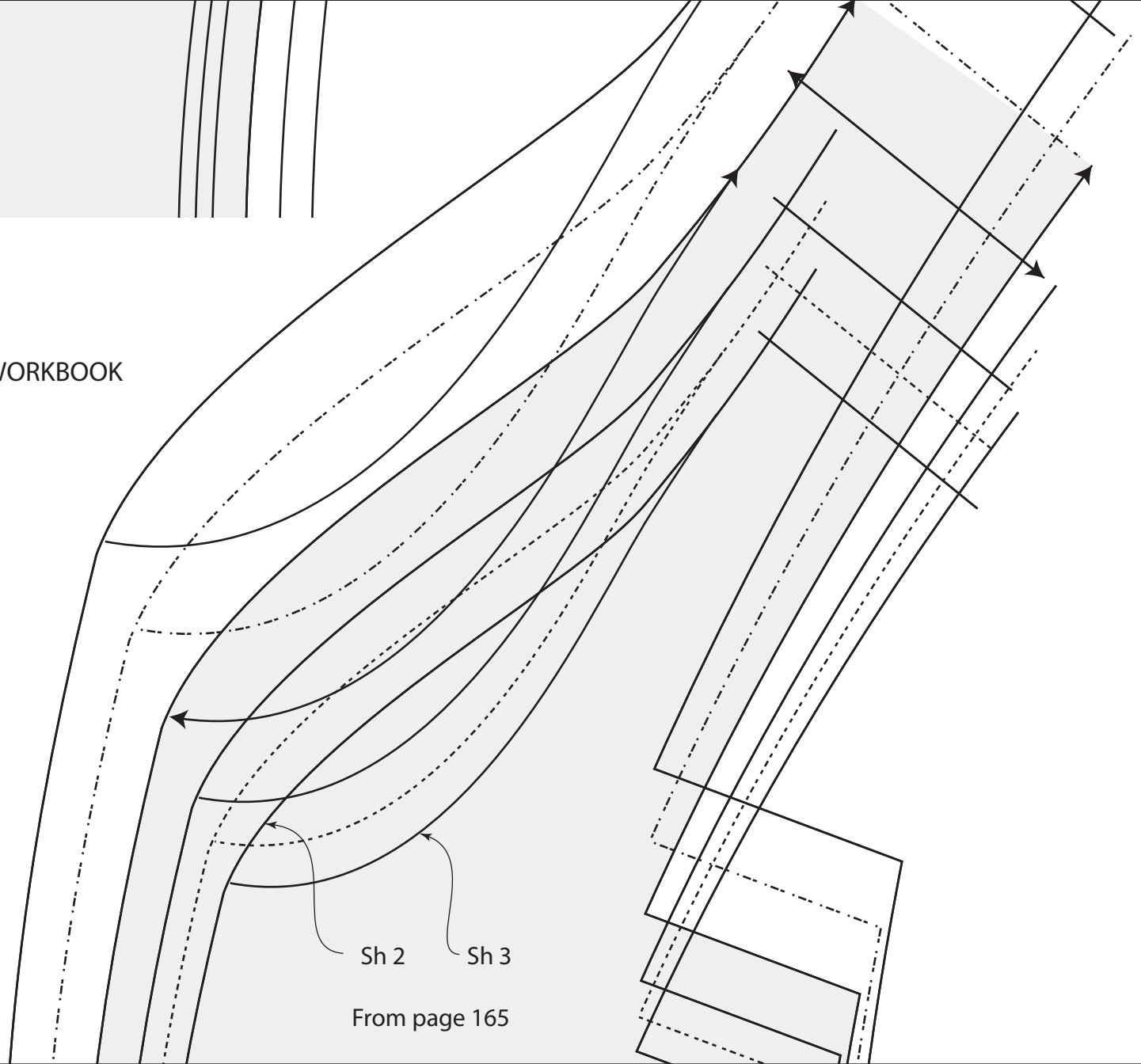


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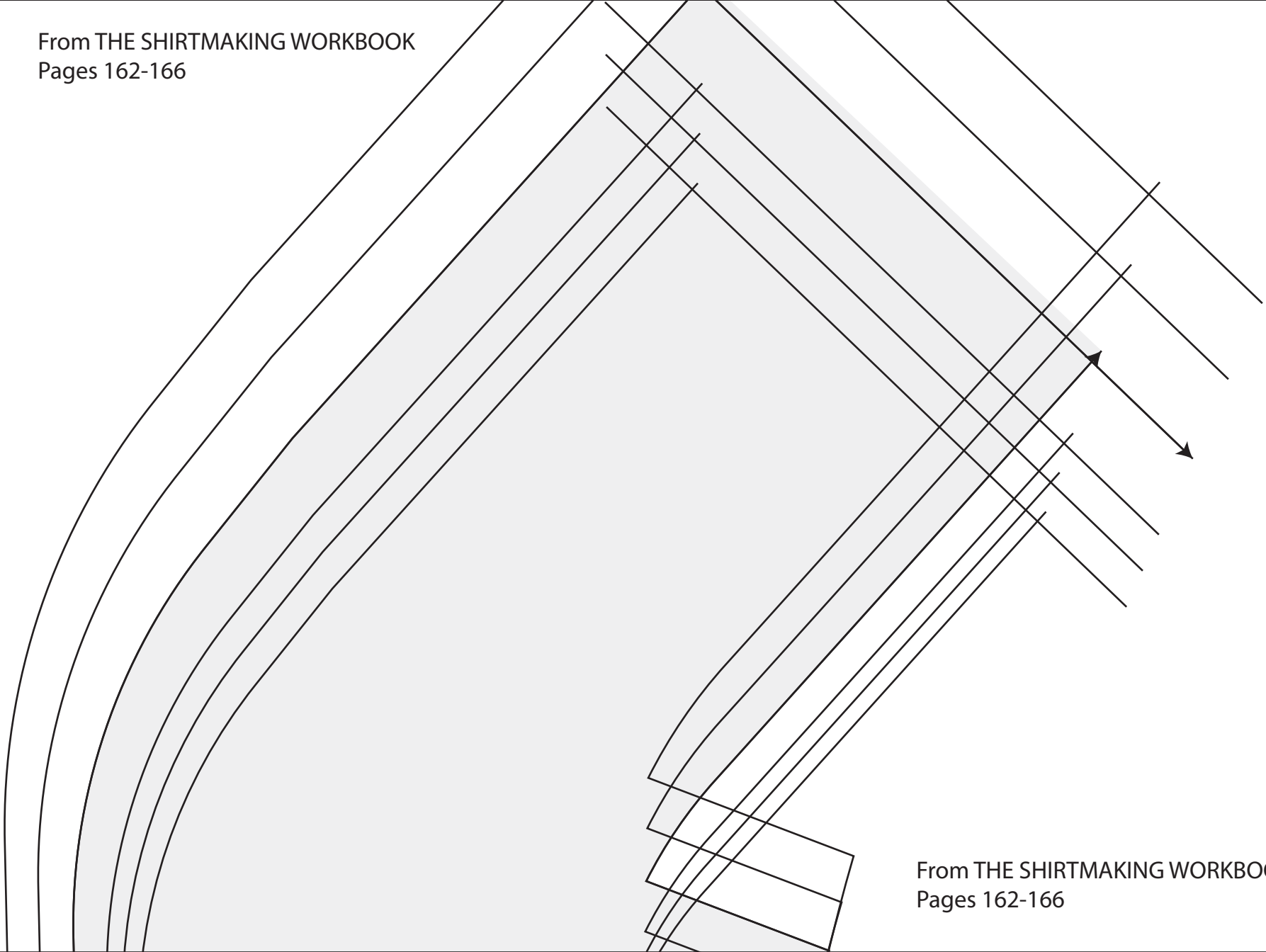
Sim 2

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Sh 2 Sh 3

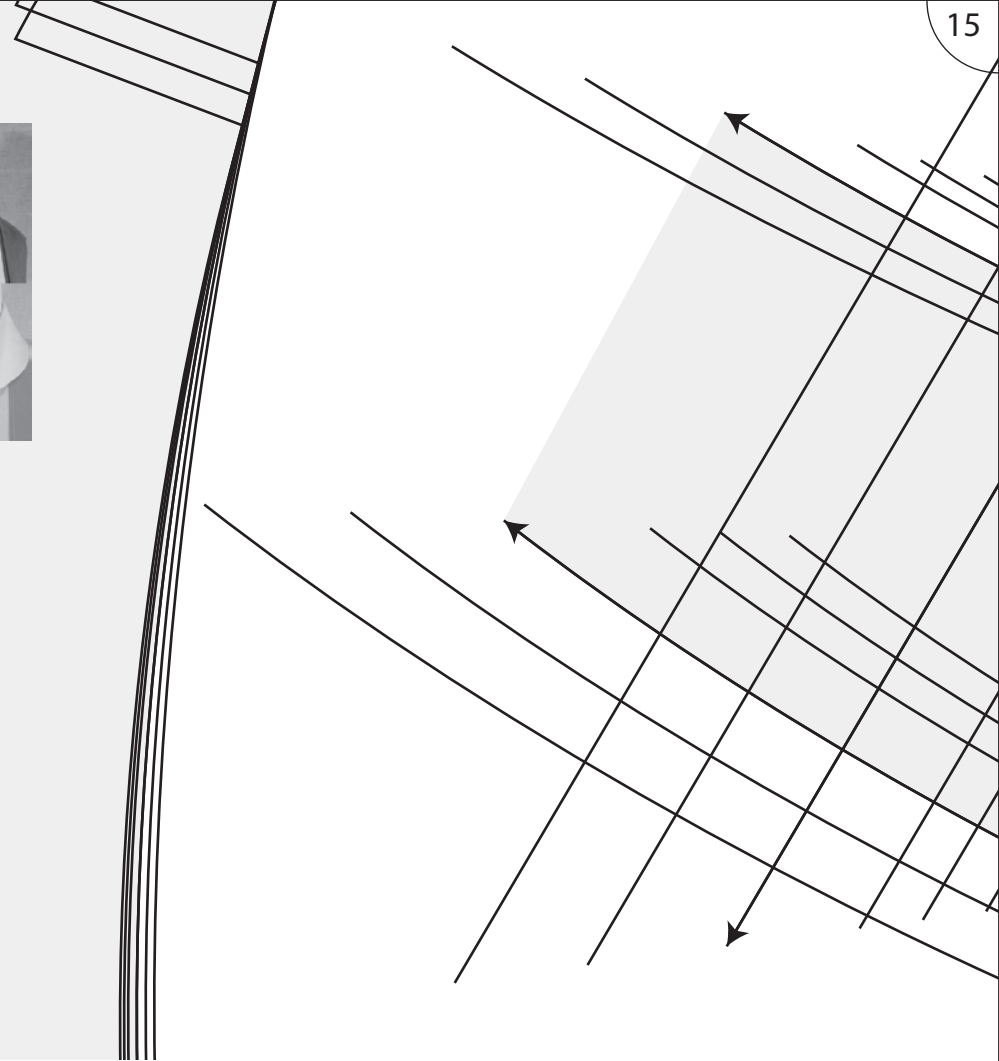
From page 165



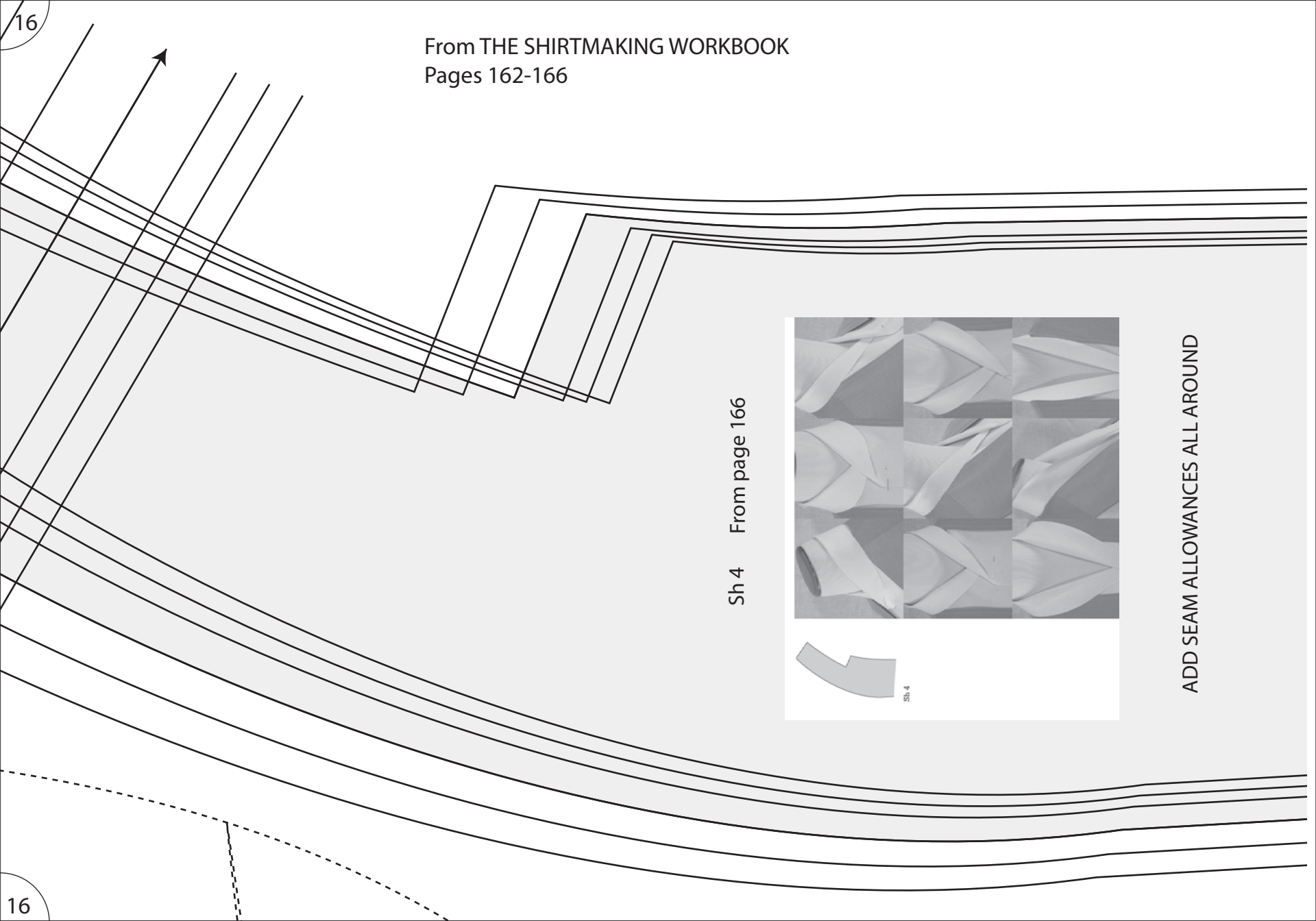


ADD SEAM ALLOWANCES ALL AROUND

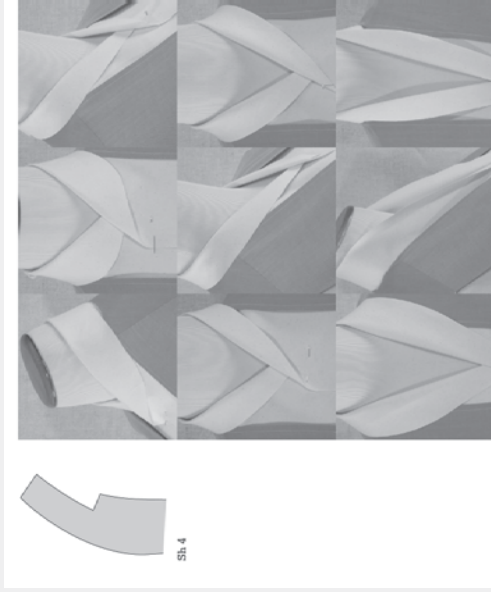
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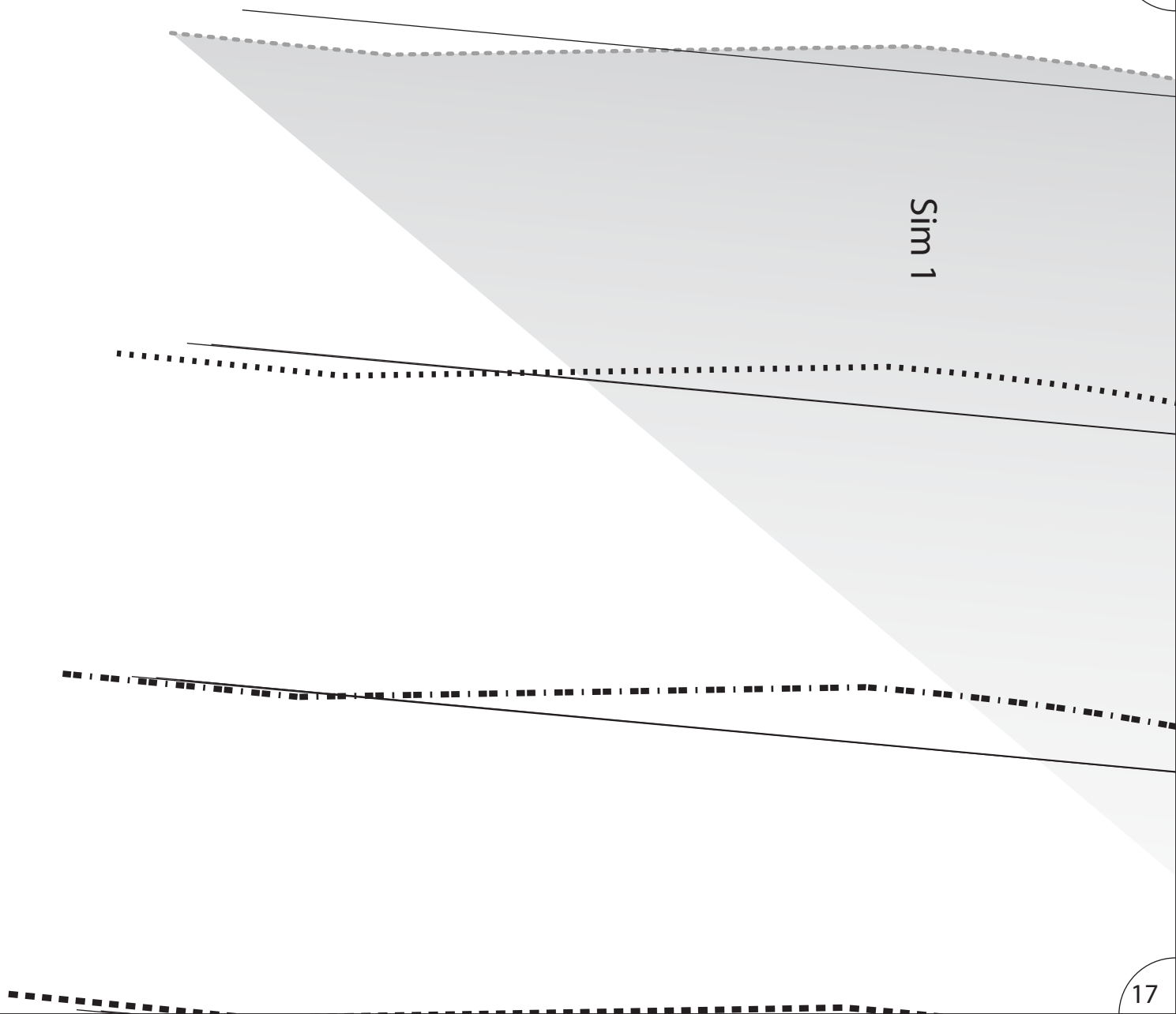


Sh 4 From page 166



ADD SEAM ALLOWANCES ALL AROUND





Sim 1

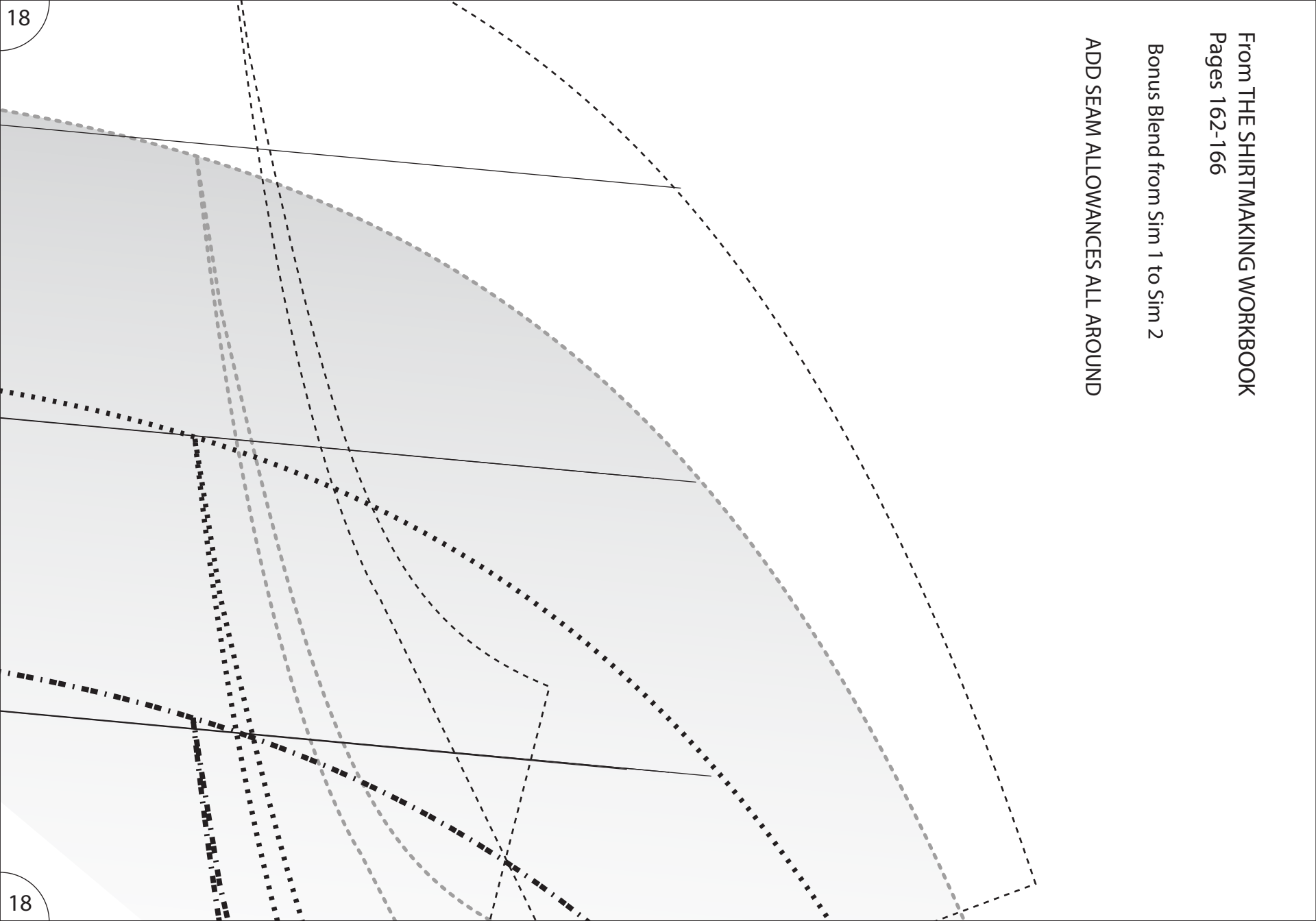
ADD SEAM ALLOWANCES ALL AROUND

Bonus Blend from Sim 1 to Sim 2

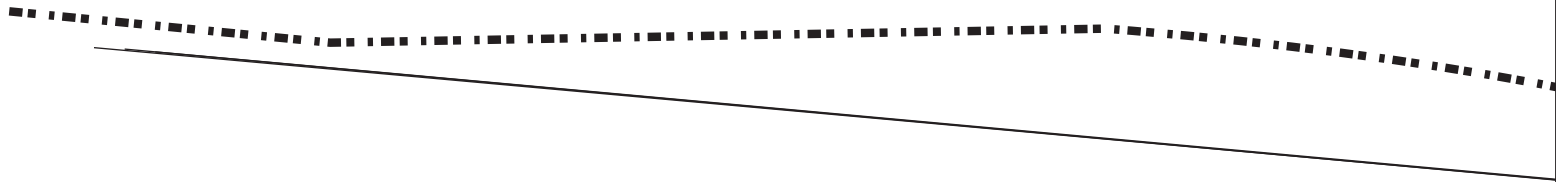
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Bonus Blend from Sim 1 to Sim 2

ADD SEAM ALLOWANCES ALL AROUND

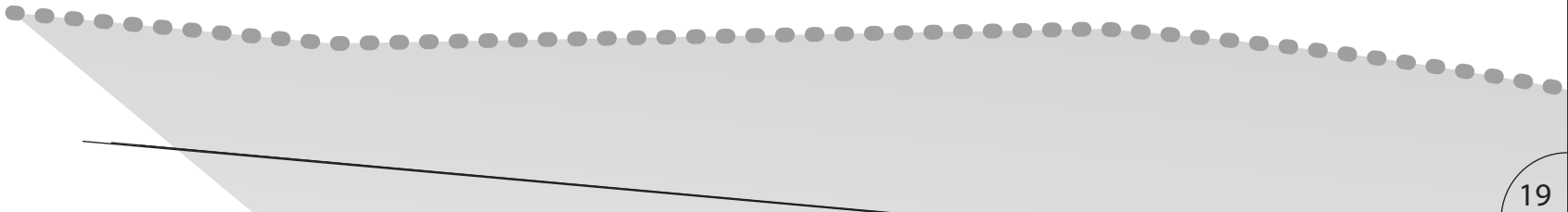
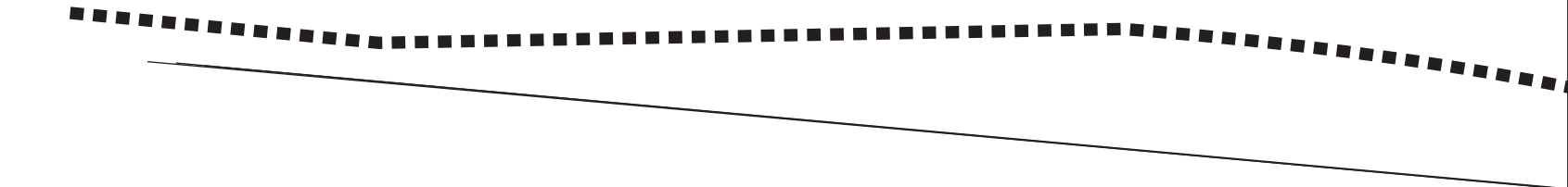


Bonus Blend from Sim 1 to Sim 2

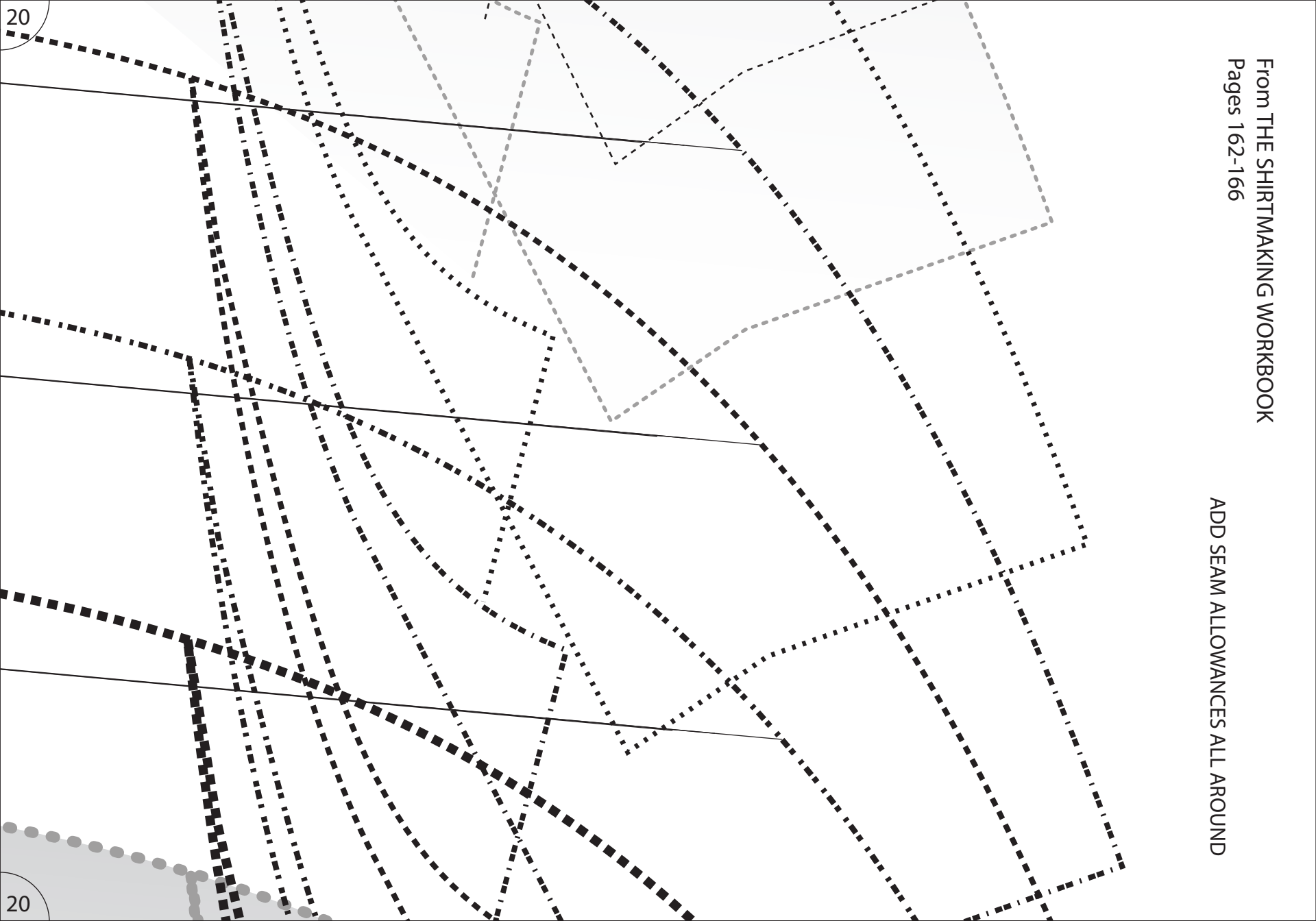


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ADD SEAM ALLOWANCES ALL AROUND



ADD SEAM ALLOWANCES ALL AROUND



20

20

Sim 2



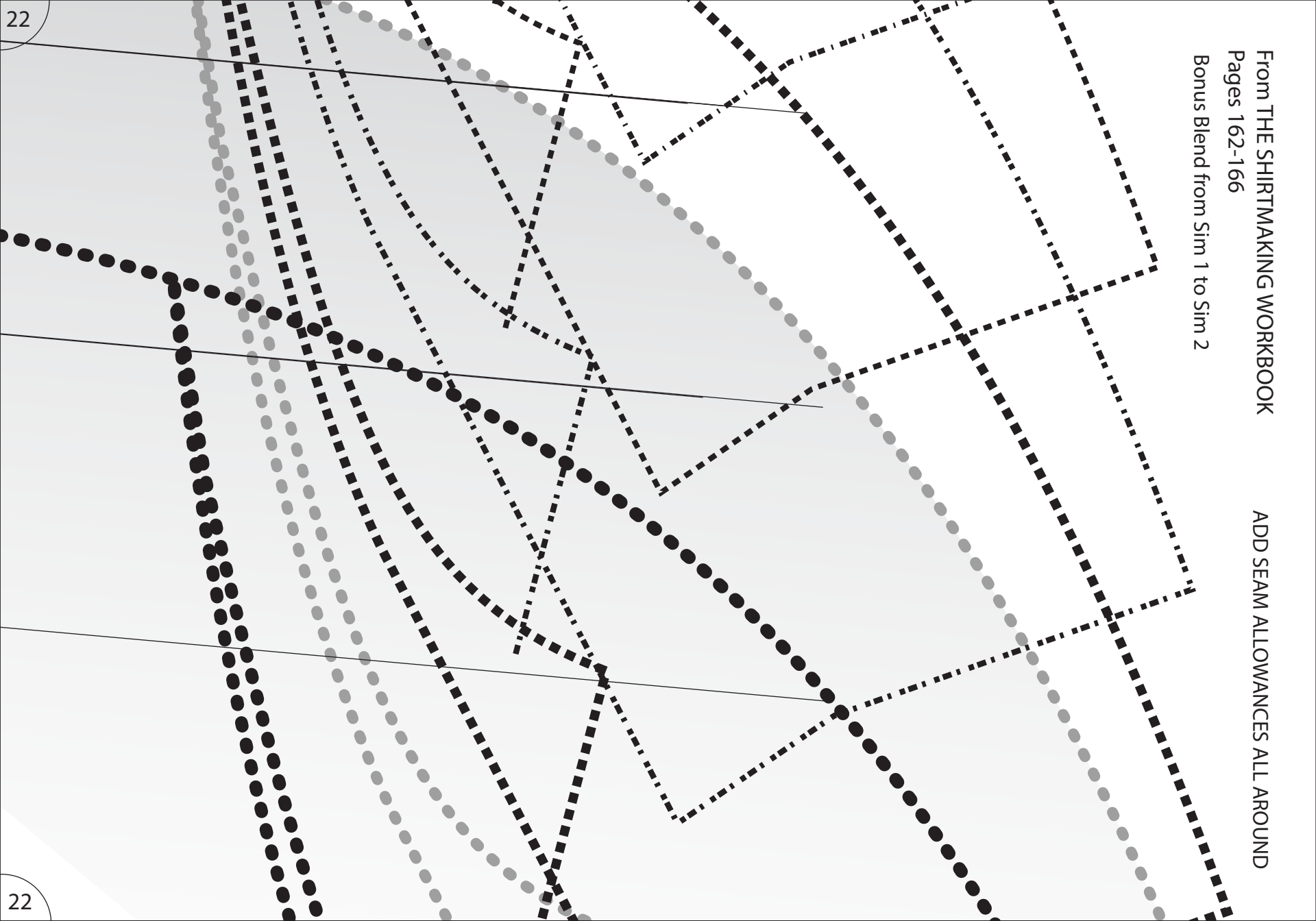
**ADD SEAM ALLOWANCES ALL AROUND**

Bonus Blend from Sim 1 to Sim 2

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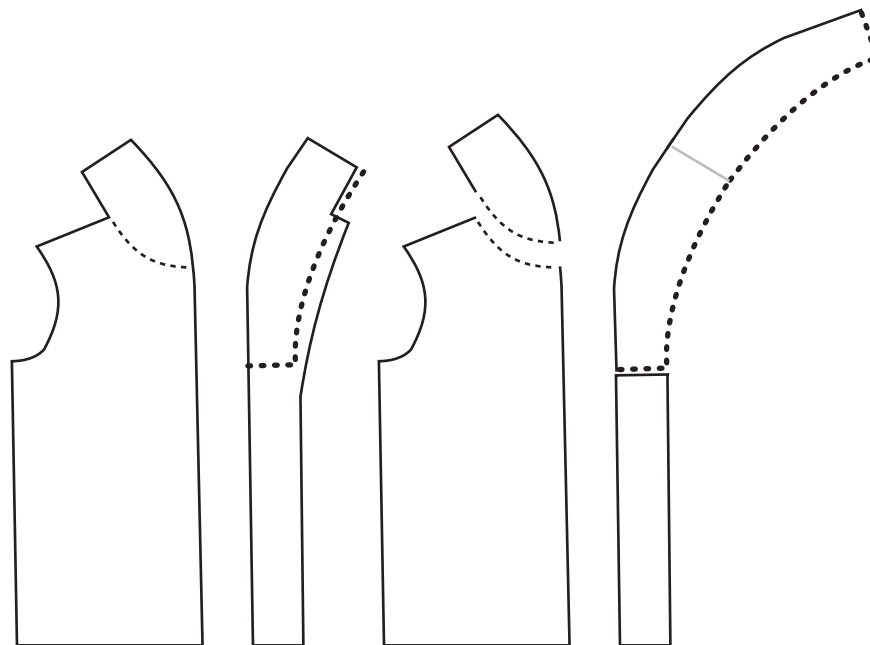
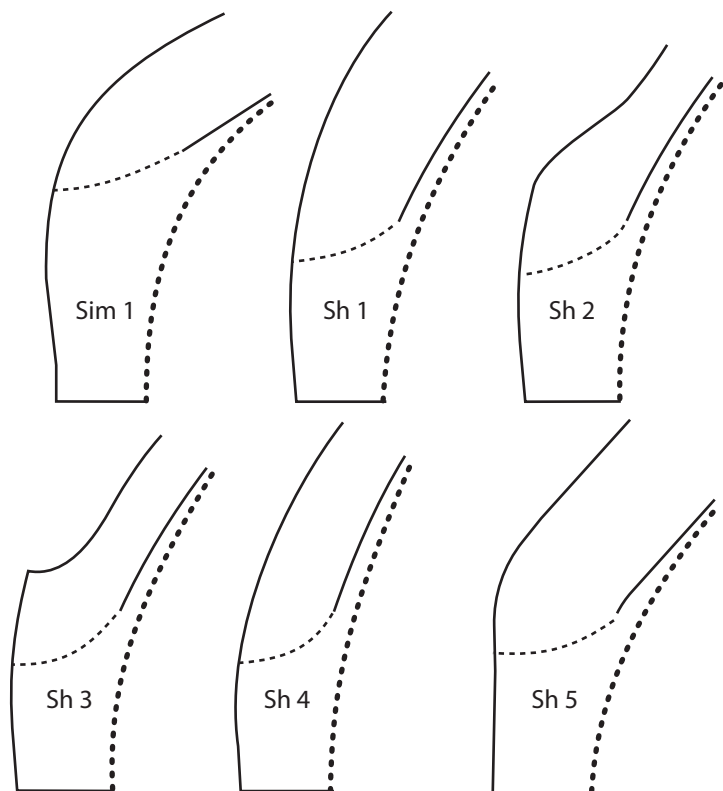
Bonus Blend from Sim 1 to Sim 2

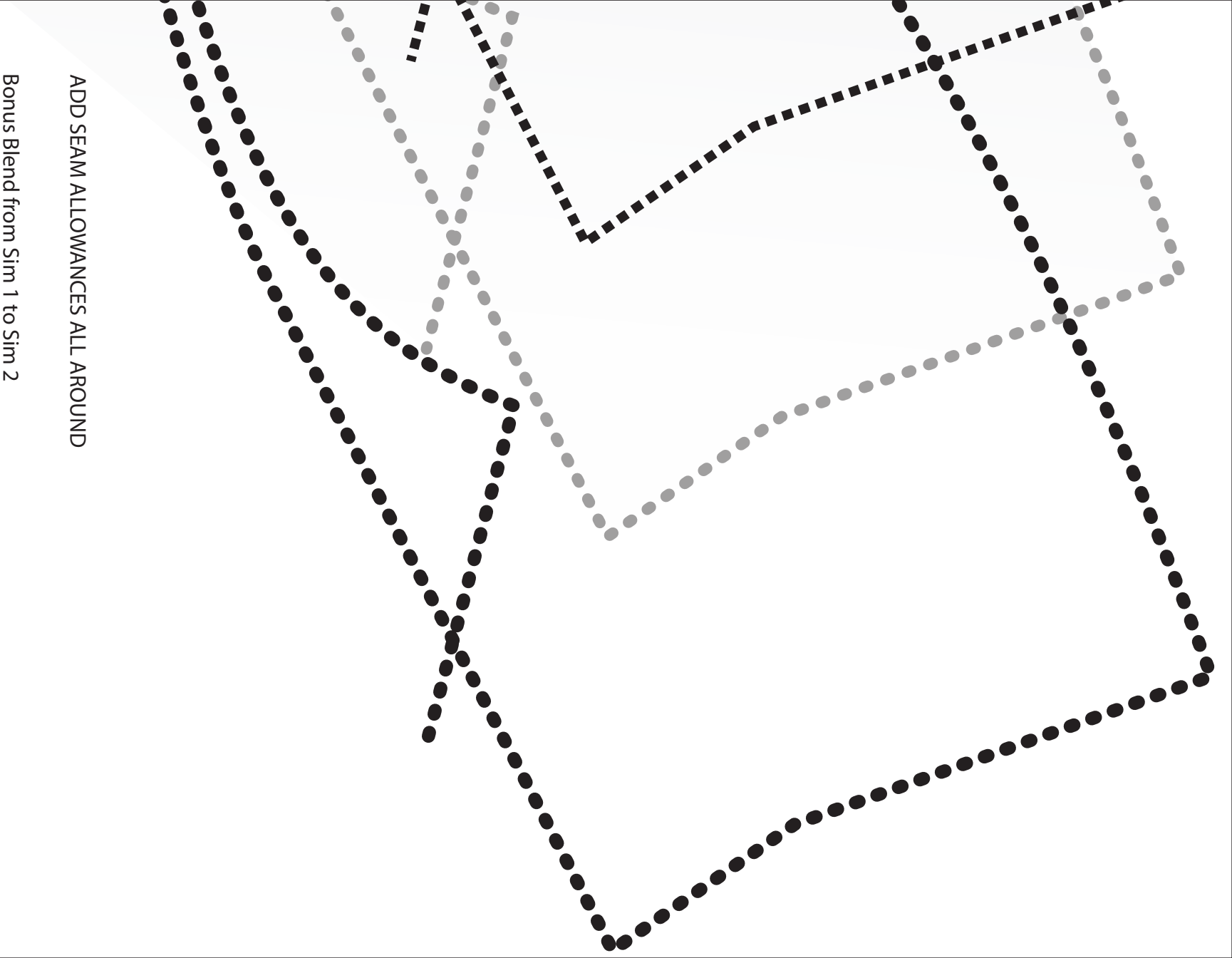


## Convert Shawl Collars to Combination Collars

Note how easy it would be to redraw all the shawls here, or similar shapes from other patterns, to have a separate undercollar, simplifying the construction without changing the look in any way, because all these shapes are already one-piece collar-garment or collar-facing combos, with no shaping difference needed between the under-collar and neckline curves, nor even any existing front neckline, as the original shawl patterns don't have front necklines, so the new undercollar curve also becomes the front neckline.

Apply the neckline curve (·-·-·-·) to the garment front, and the facing curve (·-·-·-·) to the existing facing, separating it into three pieces, thereby also eliminating the CB seam.





ADD SEAM ALLOWANCES ALL AROUND

Bonus Blend from Sim 1 to Sim 2

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