

G.R.O.W. MODULATED CLOTHING DESIGN SYSTEM

10 (A) ii. DESCRIPTION:

Definition

The G.R.O.W. Modulated Clothing Design System (G.R.O.W.) is an ecological and environmentally friendly system of clothing design whereby any clothing design(s) under this system uses, includes, incorporates, and/or comprises of any one or more of the cut lines as indicated in the attached Figure 1.0 as points of separation-and-reattachment by means of any type, method, design, and/or tool of fastener, closure, and or reattachment, such that each subcomponent piece of the clothing derived from the cut line(s) can be mixed and matched with one or more subcomponent piece(s) of clothing to form a whole piece of clothing.

Ecological Factor

G.R.O.W. is environmentally friendly in that it allows for design to be maximized and material to be minimized in clothing design.

G.R.O.W. indicates for clothing design to be modulated such that the total number of styles within a clothing design collection is the exponential of a fraction of the number of subcomponent pieces, depending on the number of cut lines that are used and the total number of sub-component pieces within a collection.

Given that all clothing are designed using the same exact cut lines within a clothing collection, we can calculate the exact exponential effect of G.R.O.W. using the formula:

$$(X)^Y = Z$$

where:

X is the total number of the same type of subcomponent piece,

Y is the total number of subcomponent pieces that a whole piece of clothing is divided into, and

Z is the total number of designs that can be derived within a collection using the same exact cut lines for all clothing designs.

Example:

A G.R.O.W. clothing collection has a total of 20 subcomponent pieces comprising of 2 subcomponent types, 10 tops and 10 bottoms. When the 10 tops are attached to the 10 bottoms, there will be a total number of 10 whole clothing pieces. However, the 10 tops can be combined with any of the 10 bottoms in any random order, so the total number of designs is actually $(10)^2 = 100$. Therefore, the same amount of material used to produce 10 pieces of clothing can now support 100 different designs, thus reducing the material usage by 90 percent.

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10 (A) iii. CLAIMS:

Gender of Subject

(Refer to human figure as represented in Figure 1.0)

While the subject in the attached Figure 1.0 is indicative of a female human figure, the premises for the protection of invention is not limited to the gender, race, and/or age of the subject.

Gender of Clothing

(Refer to clothing as represented in Figure 1.0)

While the clothing in the diagram is indicative of a woman's basic dress, the cut lines apply to clothing and clothing design(s) for all genders, races, and/or ages.

Unlimited Design Variations

(Refer to the design of clothing as represented in Figure 1.0)

While the clothing design in the diagram indicates a plain woman's dress the actual clothing design(s) may take on any material(s), shape(s), form(s), and/or combination(s) thereof, so long as they use any one or more of the cut lines as indicated in the attached Figure 1.0.

Cut Line Definition and Variations

(Refer to the cut lines as represented in Figure 1.0)

The definition of the term "cut line" here is any cut line, of any design, form, and/or shape, within 15cm when measured from the cut line(s) as indicated in the attached Figure 1.0.

Separation-and-Reattachment Definition and Variations

(Refer to the cut lines as represented in Figure 1.0)

The definition of the term "separation" includes, but is not limited to, dividing by means of cutting, snipping, tearing, and slicing.

The definition of the term "reattachment" includes, but is not limited to any type, method, design, and/or tool(s) that enable fastening, closing, and/or reattaching that are within any distance of the cut line(s), so long as it serves the purpose of reattaching the separate subcomponent pieces of clothing.

For illustrative purposes, some examples of fastening methods used commonly include, but are not limited to, zips, buttons, hooks, loops etc.