

DesignaKnit –Set-in Sleeve Adaptations

- Short Sleeve
- Bell Sleeve
- Straight Sleeve
- Bishop Sleeve
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- Long Leg O'Mutton
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Airhouse Studios

Set In Sleeve Adaptations

Short Sleeve

There are two ways to design a short sleeve. Whichever way is chosen it is important to select the correct sleeve length as some people suit a shorter short sleeve while, for others, a longer short sleeve is more flattering.

Method 1:

- Select a basic set-in sleeve garment in Standard Shaping
- Take it through to the Body Measurement screen and go to Arm Length
- Put in the finished measurement for the short sleeve including the rib if any

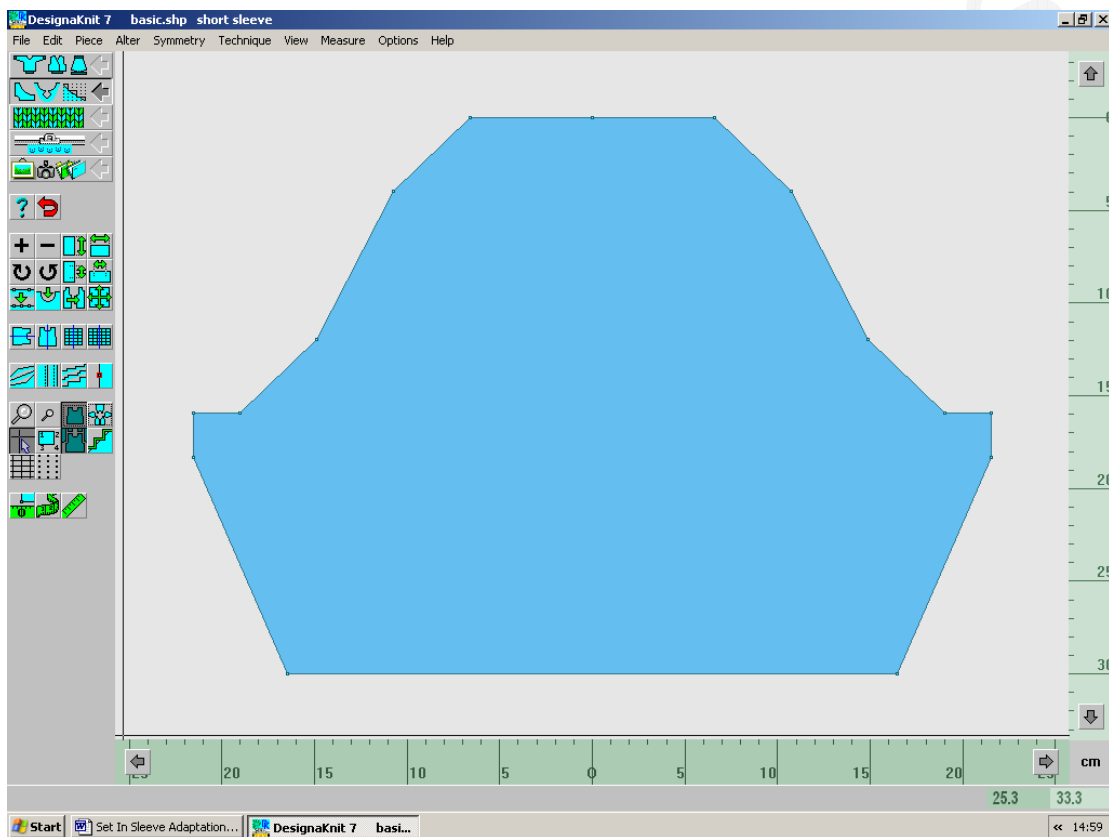
Adjust the arm width to the exact measurement of the upper arm where you want the sleeve to finish – do not add ease

Method 2:

- Select a basic set-in sleeve garment in Standard Shaping
- Take it through to OPD
- Turn on Large Cursor
- Highlight one sleeve
- Centralise the highlighted sleeve
- Turn on the Vertical Mirror
- Set the origin at the top of the sleeve – if the Origin line is not central, add a point before setting the origin to the top of the sleeve
- Move the cursor down to the finished length of the sleeve less any rib i.e. take down 30 cm
- Move the cursor to the left until it is exactly half the width of the upper arm measurement, i.e. 16.5 cm
- Press F2 and check the position of the cursor that it is exactly 30 cm down and 16.5 cm to the left of the vertical centre line. Use the arrow keys to position exactly. Press Enter.
- Press Esc or F2 again to remove the Add Point tool
- Go to Piece then Separate
- You will be asked for a name for the new pattern piece. Enter “Short Sleeve”
- Move the cursor so that is on a line between the two new dots at either end of the upper arm measurement and on the left hand point
- Press enter then drag the mouse horizontally to the point on the right hand side of the upper arm measurement. Press enter
- The bottom half of the sleeve will now be highlighted
- Click with the right mouse button to move this piece away from the top of the sleeve

- Highlight the top of the sleeve and you will see that it is now named “Short Sleeve”.
- Delete the other sleeve and the bottom half of the sleeve you have been working on by going to Piece then Delete. Highlight Sleeve Left, hold down the Alt Key, and highlight Sleeve Right, click on OK. You will then be asked if you want to Delete Sleeve Left, Click OK and OK again when you are asked if you want to Delete Sleeve Right. As both sleeves are exactly the same there is no need to have a left and a right sleeve.

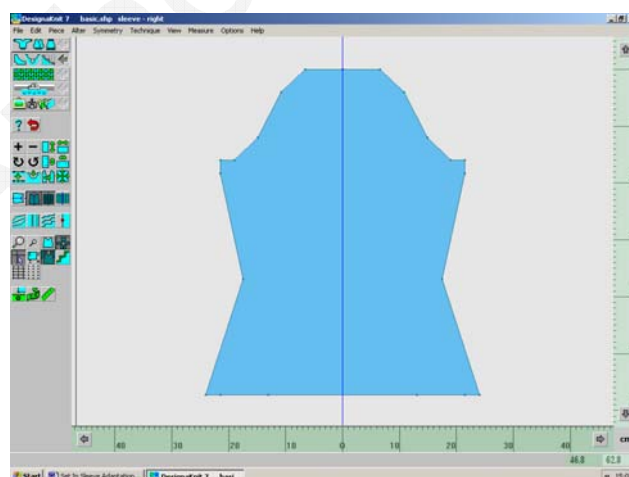
The Short Set In Sleeve in OPD



The Bell Sleeve

The Bell Sleeve can be full but if there is too much fullness in knitting then it can become heavy and uncomfortable.

- Select a basic set-in sleeve garment in Standard Shaping
- In Styling go to Sleeve and remove the ribbing
- Take it through to OPD
- Turn on Large Cursor
- Highlight one sleeve
- Centralise the highlighted sleeve
- Turn on the Vertical Mirror
- Go to the bottom of the sleeve and with the cursor at the left hand side move it up 1 cm
- Click on F2 and press enter adding a point 1 cm up from the base line
- Click on Alt and F2 and move the cursor down to the point on the base line and press Enter. This removes the point on both sides and the new base line now starts 1 cm up from 0
- Move the origin to the top of the sleeve
- Measure down from the top to the elbow
- Place a point on the left hand side where the elbow measurement comes to by F2 and enter
- Move the cursor to the base of the sleeve and along to the left bringing it in line with the armhole so that the vertical line of the cursor runs down from the armhole shaping to a point to the left of the sleeve base
- F2 then enter and the sleeve will be wider at the base and narrow in at the elbow widening out again to the armhole
- Move the cursor 2.5 cms to the left of the new point and press enter

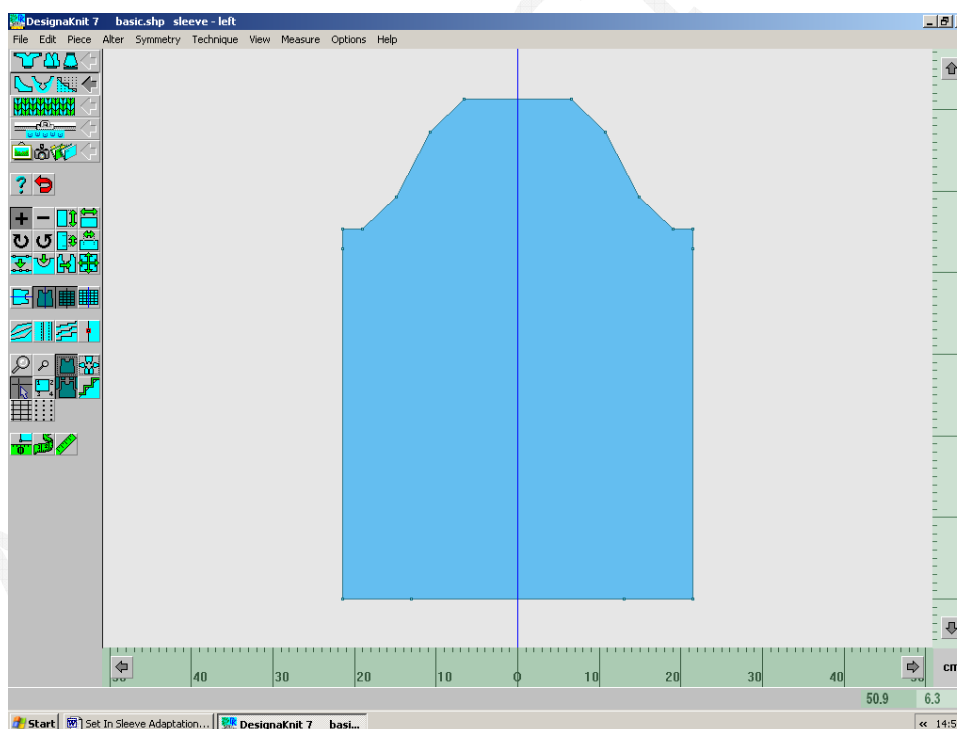


**Bell Shaped Sleeve
in OPD**

Straight Sleeve

Straight sleeves are easier to knit as there is no shaping on the seams apart from the sleeve head. The sleeve can be started off in waste yarn, the cuff knitted afterwards and then Fig.8 grafted to the base of the sleeve.

- Select a basic set-in sleeve garment in Standard Shaping
- Take it through to OPD
- Turn on Large Cursor
- Highlight one sleeve
- Centralise the highlighted sleeve
- Click on the Insert Length button and take the double arrow to somewhere in the lower part of the sleeve i.e. well away from the sleeve head as you do not want to add any length in the sleeve head area
- Click on the LMB and when asked how many cms you wish to add, type in 1.5
- Square the sleeve from the underarm seam to the base of the sleeve by adding a point to the left at the base



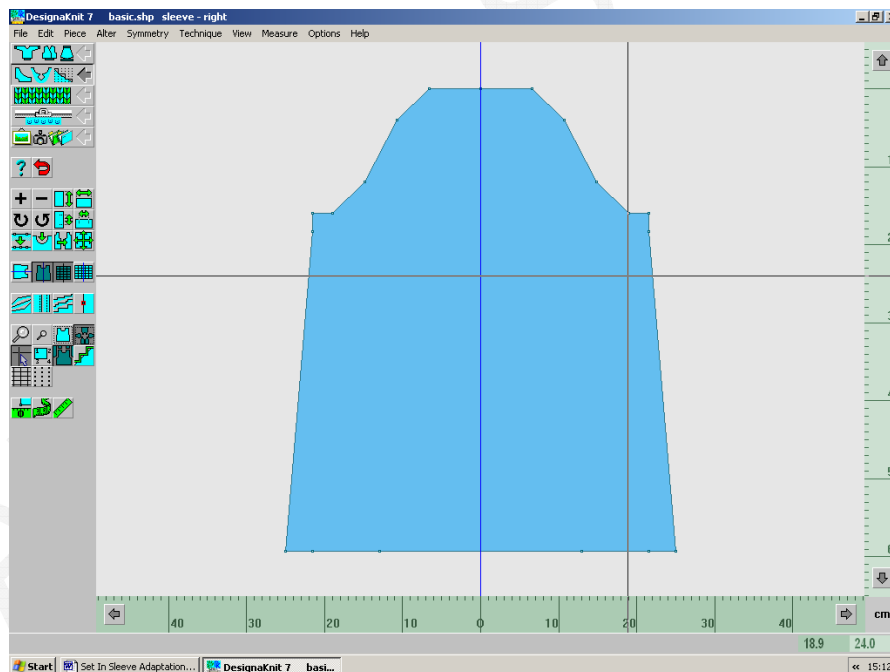
Straight Sleeve in OPD

The Bishop Sleeve

Select a basic set-in sleeve garment in Standard Shaping

- Take it through to OPD
- Turn on Large Cursor
- Highlight one sleeve
- Centralise the highlighted sleeve
- Turn on the Vertical Mirror
- Set the origin at the top of the sleeve – if the Origin line is not central, add a point before setting the origin to the top of the sleeve
- Add 2 cm length to the sleeve by using the Add Length tool and taking the double arrow towards the base of the sleeve and clicking in that area.
- Square the sleeve from the underarm by adding a point to the left at the base of the sleeve
- Then extend that point out a further 3.5 cm

This sleeve is then gathered at the bottom often into a narrow hem rather than an actual cuff



Bishops Sleeve in OPD

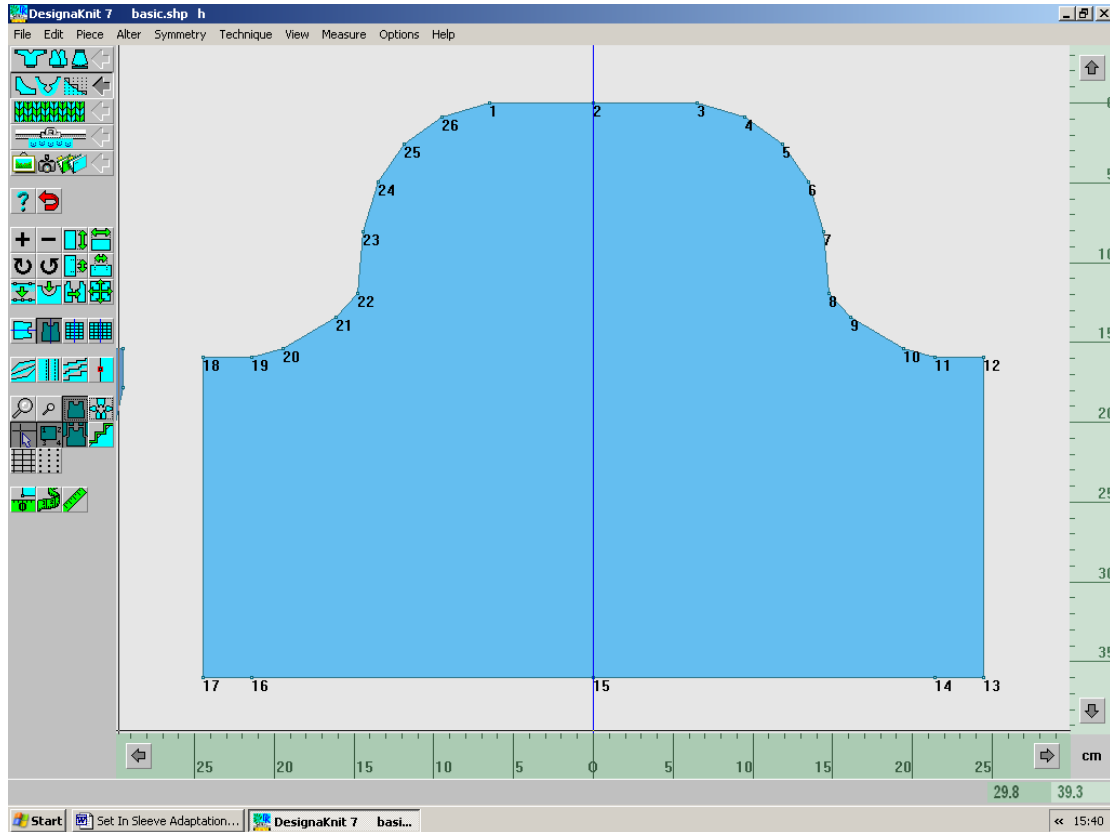
Short Puff Sleeve

- Select a basic set-in sleeve garment in Standard Shaping
- Take it through to OPD
- Turn on Large Cursor
- Highlight one sleeve
- Centralise the highlighted sleeve
- Shorten the sleeve to the required length
- Go to Piece then Separate. You will be asked for a name for the new pattern piece. Enter ShPuffSl.
- Move the cursor so that is on a line between the two new dots at either end of the upper arm measurement and on the left hand point
- Press enter then drag the mouse horizontally to the point on the right hand side of the upper arm measurement. Press enter
- The bottom half of the sleeve will now be highlighted
- Click with the right mouse button to move this piece away from the top of the sleeve
- The Sleeve Head now needs to be altered to allow for the Puff at the top of the sleeve.
- Remove the Point, Alt/F2 from just below the start of the armhole shaping
- Extend the Point at the Armhole out by 3 cm and square down to the base of the sleeve
- Click on the Insert Length Tool and take the double arrow towards the top of the sleeve head. Add 4 cm.
- The shaping of the sleeve head from now on is trial and error to find a shape that looks good to you.

Try the following:

- ✓ Turn on the numbers
- ✓ Remove the third point at the start of the armhole shaping which is Numbered 16 in this exercise
- ✓ Then remove the point down from the top of the sleeve head which has now been renumbered 16
- ✓ Use the curve tool between the two points now towards the top of the sleeve head. Select Curve style 6 and pull it outwards to obtain a rounded shape at the head.
- ✓ Use the curve tool again between the two points below the new curve. Add 2 points and use Style 1. Curve inwards. Keep experimenting until the shape looks right.

Short Puff Sleeve in OPD



When you raise the sleeve cap more than 3 cm up to 7 cm, you will need to add shoulder pads. When using shoulder pads it is probably better not to shape the shoulder seam and to take the width of the shoulders in by at least 1 cm. This helps the garment to support the shoulder pad.

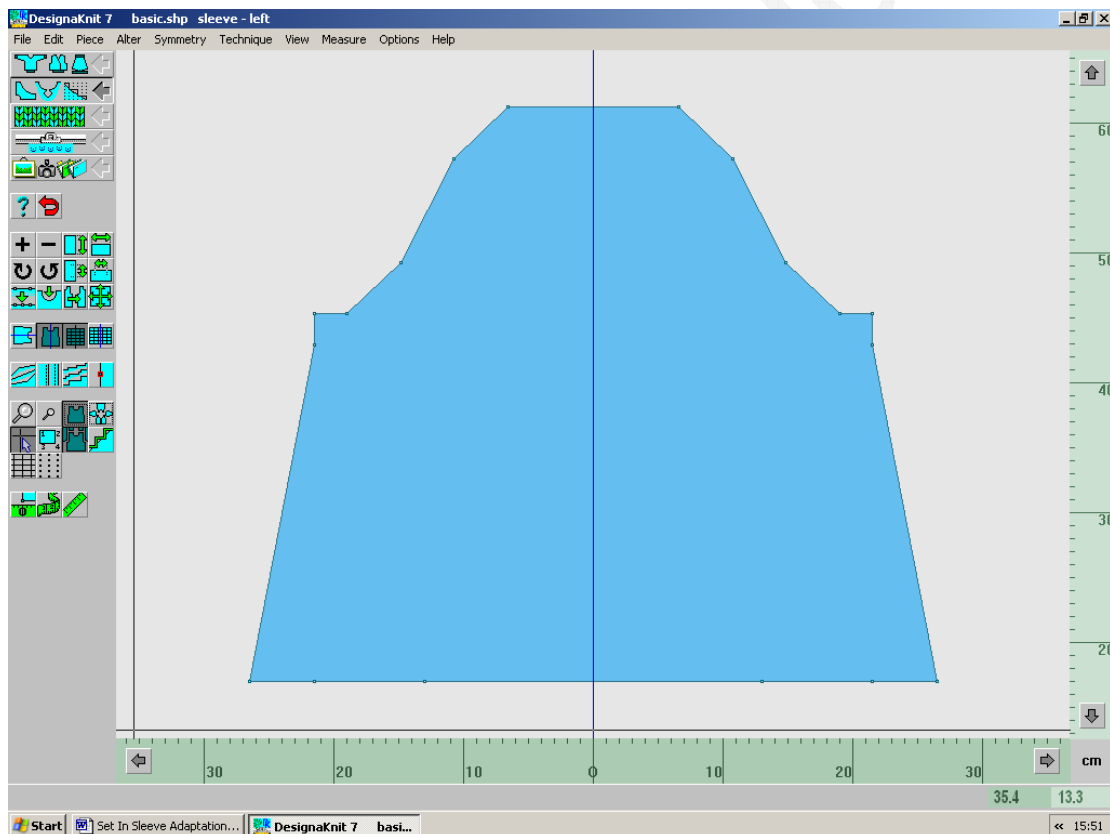
The Short Puff Sleeve can have the sleeve head altered only and the bottom of the sleeve is shaped as the Short Sleeve. In this instance you would only need to add 1 cm as opposed to 3 cm at the underarm side seam.

Alternatively, you can have a short sleeve with a puff at the cuff only in which case you would not alter the sleeve head at all and extend the base of the sleeve out by 3 cm beyond the armhole seam.

Long Leg O'Mutton Sleeve

- Select a basic set-in sleeve garment in Standard Shaping
- Go to Sleeve under Body Styling and enter the length of cuff, e.g. 17 cm.
- Take it through to OPD
- Turn on Large Cursor
- Highlight one sleeve
- Square down from underarm seam by adding a Point – F2
- Add another point to the left 5 cm out

Long Leg O'Mutton Sleeve in OPD



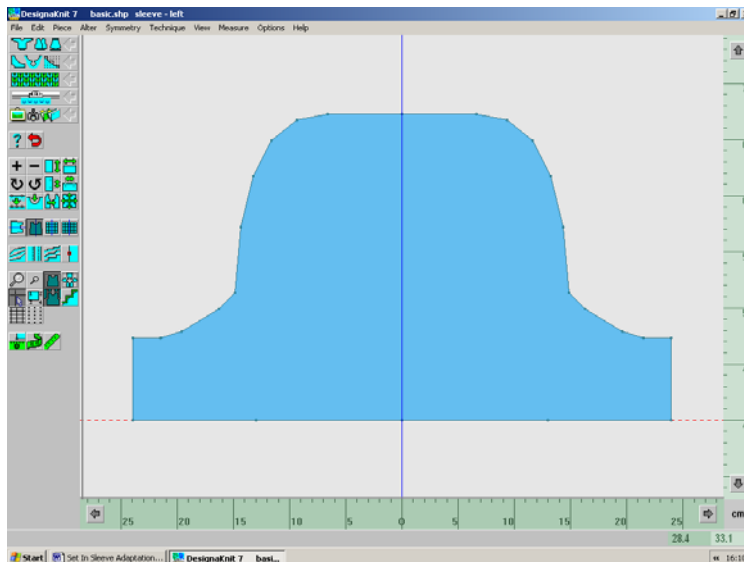
Leg O'Mutton Sleeve

- Select a basic set-in sleeve garment in Standard Shaping
- Take it through to OPD
- Turn on Large Cursor
- Highlight one sleeve
- Centralise the highlighted sleeve
- Shorten the sleeve to the required length
- Go to Piece then Separate. You will be asked for a name for the new pattern piece. Enter LogOMut.
- Move the cursor so that is on a line between the two new dots at either end of the upper arm measurement and on the left hand point
- Press enter then drag the mouse horizontally to the point on the right hand side of the upper arm measurement. Press enter
- The bottom half of the sleeve will now be highlighted
- Click with the right mouse button to move this piece away from the top of the sleeve
- The Sleeve Head now needs to be altered to allow for the Puff at the top of the sleeve.
- Remove the Point, Alt/F2 from just below the start of the armhole shaping
- Extend the Point at the Armhole out by 3 cm and square down to the base of the sleeve
- Click on the Insert Length Tool and take the double arrow towards the top of the sleeve head. Add 4 cm.
- The shaping of the sleeve head from now on is trial and error to find a shape that looks good to you.

Try the following:

- ✓ Turn on the numbers
- ✓ Remove the third point at the start of the armhole shaping which is Numbered 16 in this exercise
- ✓ Then remove the point down from the top of the sleeve head which has now been renumbered 16
- ✓ Use the curve tool between the two points now towards the top of the sleeve head. Select Curve style 6 and pull it outwards to obtain a rounded shape at the head.
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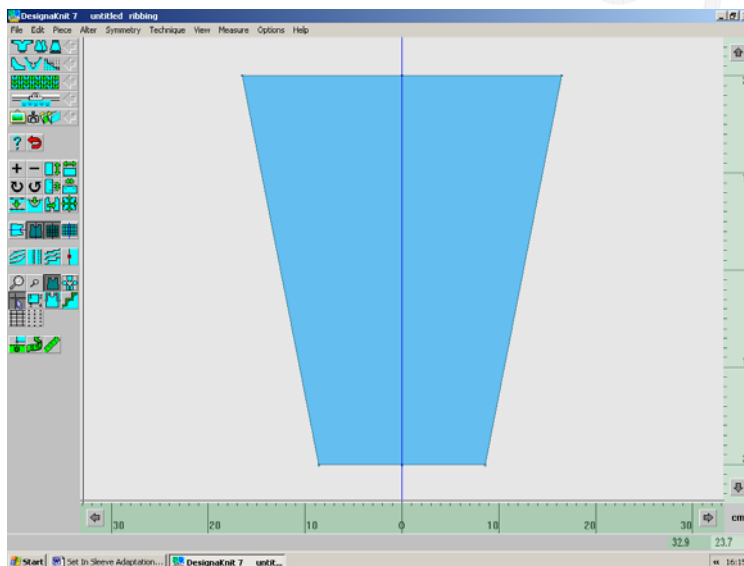
Add 2 cm to the bottom half of the sleeve to allow the sleeve to drape over the ribbing which will be around 40 cm long



**Leg O'Mutton
Sleeve in OPD
allowing for 40 cm
of ribbing**

Ribbing

Start a New File for the Ribbing. Go to File/New then Piece/Block and fit to the width at the upper arm. Fit to the Length – 40 cms - then add a point half the width of the wrist at the bottom on the piece to the left of the vertical line. Use fully fashioned shaping on the rib to give a very impressive sleeve.



**40 cm Ribbing
for
Leg
O'Mutton
Sleeve**