

7. HEAT TRANSFER OF REPEAT PATTERN

Repeat pattern - **Repeat Patterns** in art and design are the repetition of lines, shapes, tones, colours, textures and forms.

Symmetrical – A design made up of exactly similar parts facing each other or around an axis; showing symmetry.

When using repeat patterns these can be created by hand and then uploaded onto a computer or design software to develop the design. This process is called **CAD**. **CAD** – Stands for Computer Aided Design.

Heat transfer printing is a newer decoration method. With **heat transfer** a design is created/ drawn or **printed** onto **transfer** paper and then ink is thermally transferred from the paper to your fabric using **heat** and pressure.

When the image is transferred onto the fabric it often creates a **mirror image** of the design. Meaning it is **reflected**.

The piece of equipment often use in heat transfer printing is called a heat press.

8. BLOCK PRINTING

Reflection—When light, sound or heat is bounced from a surface without absorbing it.

Woodblock printing is a technique for printing text, images or patterns.

Repeats - also known as translation. This is a where the motif is simply repeated over and over along horizontal and vertical lines.

Half drop repeats- also known as glide translation. This is where every other line of motifs are staggered.

Reflection Repeat- This is where the original motif is simply reflected across a line.

Rotation Repeat-This is where the original motif is simply rotated around a single point axis.



9. FABRIC CRAYON

Elaborate—**Elaborate** means many carefully arranged parts or details; detailed and complicated in design and planning

Fabric Crayons—Fabric crayons are a dry media that can be used to add pattern and colour to fabric without the need for water/dyes or stitch. Fabric crayons are **'fixed'** onto the fabric when heat is applied either using an iron or heat press.

Before using fabric crayons you need to create a basic design using **pencil**.

When using the fabric crayons to add colour you need to build the coverage of the design by creating **multiple layers** of one colour.

You can use the same colour in blocks and add **highlights** to your design to represent where light hits an image using a white.

You can add **lowlights** (shade) to your design to represent where shadow or darker areas would be by using a darker tone of crayon.

You cannot **blend** colours well using fabric crayon.

10. EMBROIDERY

Embroidery - Embroidery is the craft of decorating fabric or other materials using a needle to apply thread and other components eg. Beads and buttons.

Development—Development is the process of a product or project progressing over time.

The equipment you would use for embroidery is a needle, thread, fabric, an embroidery hoop and scissors.

The hole in the needle where you insert the thread is called **the eye** of the needle.

Stitches can either be decorative or serve a purpose. You should always use an arms length of thread to stop unwanted knots being made.

Buttons are commonly used as **fastenings** however they can be decorative. They are also components.

When **components** such as beads, buttons and sequins are added to materials for **decorative** purposes, these are often referred to as **embellishment**.

11. APPLIQUE AND ENTRAPMENT

Dimensional relates to measurements of an object or drawing.

Appliqué – Applique is to decorate fabric by cutting pieces of material and **applying** them to the surface of another using stitch.

Entrapment is similar to applique where by you cut out pieces of materials and apply them to the surface of another using stitch.

However with **entrapment** you place beads, sequins and other small decorative items under the fabric that is stitched down.

The fabric used for entrapment is usually **transparent** or **translucent** (semi – transparent).

Transparent mean that a material allows light to pass through so that objects behind can be seen.

Equipment you would need for **entrapment** are the same for applique and embroidery.

12. INITIAL DESIGNS

Initial designs – Initial designs are the first drawings of what a product will look like, including any embellishments on front and back views.

Composition—Composition means the way in which a whole or part of something is made up. A synonym would be layout.

When creating your initial design it is important to note

It must meet your **design brief**. Make sure it is suitable for your **target audience**.

(See box 1 term 1 for definitions of these terms)

Your back **MUST** include some ideas from your previous drawings and use textiles techniques.

Use colour **rendering techniques** to **accurately represent** your idea.

Annotation—You will need to annotate design ideas carefully. Annotations are labels of what you have drawn. E.g. Write the colour of thread or technique you want to use.