



ADDITIONAL EXERCISES TO ACCOMPANY TUTORIALS IN:

Digital Textile Design by Melanie Bowles and Ceri Isaac

CHAPTER 2: DIGITAL DESIGN TUTORIALS

Tutorial 1 (pp. 40-43)

Illustration effect using filters

- Take a portrait or figurative photograph. Open your image in Photoshop, making sure it is an RGB image.
- Go to Filters > Artistic > Cutout. Use the sliders to alter the Levels, Edge Simplicity and Edge Fidelity and then apply.
- See how easy it is to create a collage effect with your illustration that has a hand-rendered feel.

Tutorial 4 (pp. 52-55)

Design a canvas tote bag

- Research traditional stitch work, such as Blackwork or Canvas work.
- Follow steps 1 to 4 and then build up a repeat stitch using steps 5 to 6.
- Trace a motif of your choice and scan in.
- With the Select tool, colour in your stitches following your scanned-in motif which is placed under your stitching.

Tutorial 6 (pp. 62-65)

Button dress

- Scan in some of your favourite buttons.
- In Photoshop use the Lasso tool to select outside a button. Edit > Define > Brush Preset and name 'Button Brush'.
- As in Step 4, scan in a drawn motif to act as a template.
- On a new layer select your 'Button Brush' and 'stamp' around the motif to build up a button design.
- If you wish, follow Step 6 to add a shadow in the layer style palette.

Tutorial 10 (p. 80-85)

Experimenting with colour blends

- Create a stripe design by following Tutorial 16 (pp. 104-105).
- Working from Step 1 of Adding Filters and Effects (Tutorial 10, pp 84-85), duplicate a layer and alter the layer opacity to reveal the layer underneath.
- Now experiment with the Blend Modes to create overlay effects.
- When desired effect has been achieved, flatten the layers.
- Now using the Distort-Wave filter create some movement effects.

CHAPTER 4: INTRODUCTION TO ILLUSTRATION

Tutorial 22 (pp.130-135)

Fashion illustration using texture mapping and line drawing

- Scan in a figure drawing, making sure the lines are all connected with no gaps.
- Scan in your digital textile design, making sure both resolutions of the images are the same.
- Select all of your design, Edit > Copy.

- Go to your line drawing, select an area of your garment and go to Edit > Paste Into. Adjust the scale of pattern using the Transform tool.
- Continue this until your garment is filled with pattern. If you wish to add a drape effect, follow

Step 10 in Tutorial 23 (p. 139).

- When complete add a coloured background and finally flatten the image.

CHAPTER 6: TECHNOLOGY FOR DIGITAL TEXTILE PRINTING

Printing samples using a digital-print bureau (p. 185)

- Develop a series of related design ideas or 'sketches' and lay them out as a set of samples to print all together onto 1 metre/yard of fabric at a bureau or within your college facilities.
- You may want to take a section of a stepped-out repeated design, as well as to try your ideas at different scales and as different colour ways.
- The end result should be a kind of 'collage' or 'patchwork quilt' that tests out your ideas. A coherent carefully chosen colour palette will help.