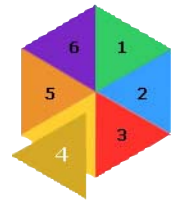# Textiles: Developing Design Ideas

Modelling

It is often difficult to imagine what a design idea will look like or how it will work. Modelling your design ideas gives you something to look at, think about and test.

Modelling will help you:

◆ clarify and develop your design ideas;

◆ evaluate your design ideas;

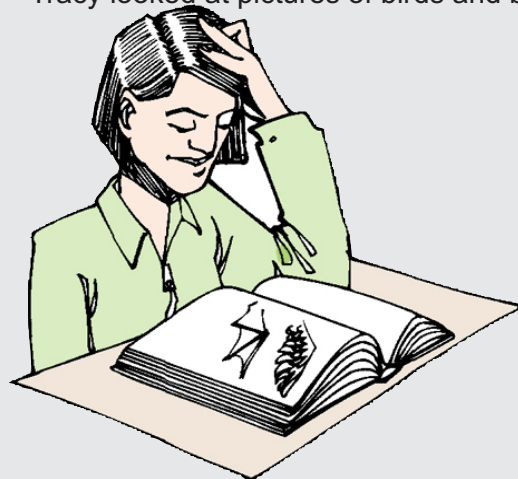◆ share your design ideas with others.

Modelling appearance

There are many modelling techniques, some of which you will have used at key stage 3. Here are examples of the way modelling techniques have been used to develop the designs for a pair of wings for Icarus, a character in the local drama group play.

1 By asking people about angels Tracy realised she needed to look at real flying.
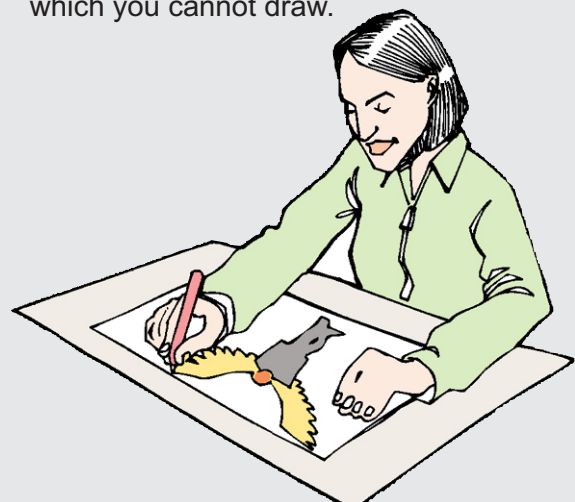
2 Using a source for the ideas
Tracy looked at pictures of birds and bats

3 Talking it through
By talking about her collection of wing picture Tracy began to form her own ideas. Talking abut what you want to do with other people will help you clarify your design ideas.
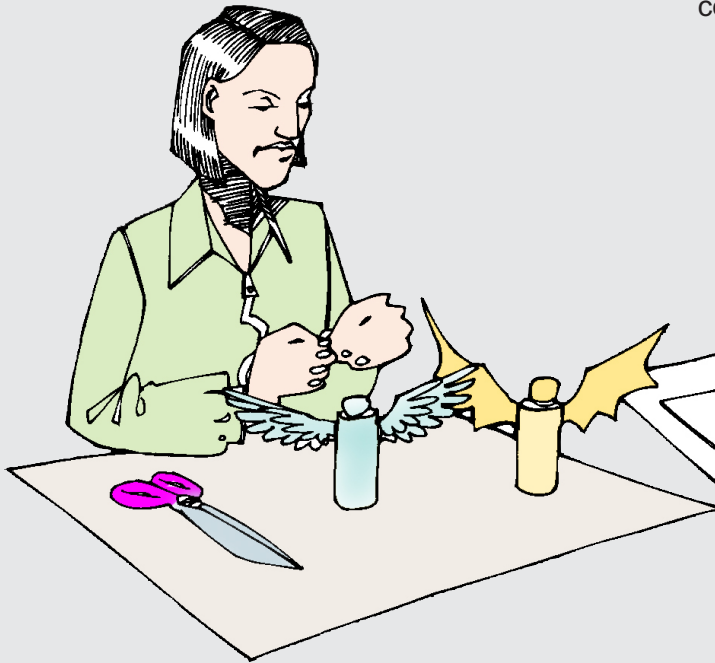
4 Thumb-nail sketches
Tracy made lots of small quick sketches and added notes that asked questions. This is a quick way of getting your ideas in a visual form.

You can also make notes to explain things which you cannot draw.

Textiles: Developing Design Ideas

5 Small-scale cut-outs

Tracy tried out her ideas by making paper cut-outs. If a design is simple it is sometimes useful to cut shapes out of coloured paper or card to see what your design will look like.

6 Annotated sketches

Tracy could now make detailed drawings which showed how her design would work and how it would look. Annotated sketches will develop the detail of the design. You can easily explore the supporting structure, its shape and the colour and texture of the covering.

7 Full-size cut-outs

To check that it would really work Tracy made full-size cut-outs. To see the true effect you can use full-size card cut-outs or paper toiles.

8 Collecting swatches

Tracy collected a range of fabrics to make sure she could choose the most appropriate. Looking at a range of possible fabrics will help you choose the right one.

srt 5c   2

Textiles: Developing Design Ideas

Textiles product design

Getting the properties you want

You can use the information in the two Fabric Properties Chooser Charts to help you choose the fabrics for your design. Remember it is always worthwhile checking your choice by using simple tests and investigations. You can download these charts from the Resources section of the website.

Fastening conventions
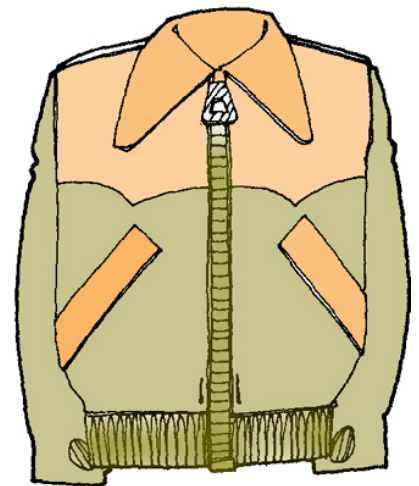
There are certain conventions in designing fastenings:

◆ women's front fastenings overlap right over left;

◆ men's front fastenings overlap left over right;

◆ side fastenings are usually in the left seam;

◆ shoulder fastenings are often on or towards the left shoulder;

◆ men's trousers and underwear are nearly always front-fastened;

◆ women's wear may be fastened back, front or side,

Different textile items will have different fastening requirements according to their use *and* the user- A sports bag fastening will need to be strong, possibly fairly watertight but not necessarily quick to use, whereas a theatrical costume might need fastenings that are quick to do up/undo but also highly reliable in wear. An outdoor coat for a young child needs to "do up' strongly and easily, so toggles or Velcro might be more suitable than buttons or zips.

The appearance of a textile item can be affected considerably by the fastenings used. In some cases you may want the fastening to be invisible as in hooks and eyes or Velcro. In other cases you may wish to make the fastenings part of visual style so buckles, buttons or toggles may be used.

In some cases fastenings are an inappropriate solution. In underwear or nightwear they may chafe the skin and the solution to getting in and out of the garment may lie with the stretchiness of the fabric or with loose-cutting rather than with fastenings.

You also have to consider how easy or difficult it is to fit the fastenings you might choose. The most appropriate fastening fitted badly will neither work well nor look good.

Can you see the difference the fastenings make?

You can use the Fastenings Chooser Chart to consider all these issues when you are deciding on fastenings for your design. You can download this from the Resources section of the website.

Getting the surface decoration you want

You can use the Fabric Decoration Chooser Chart to decide which surface decoration is right for your design.
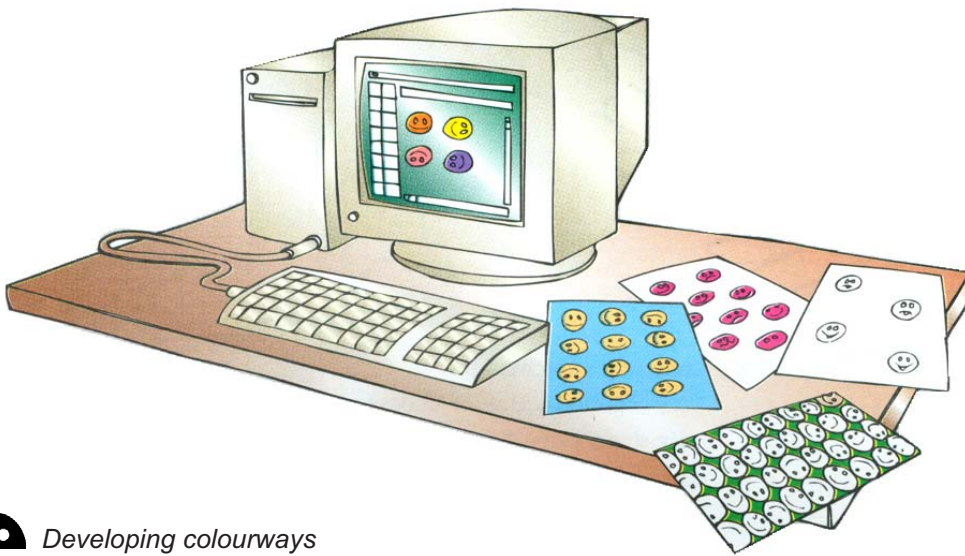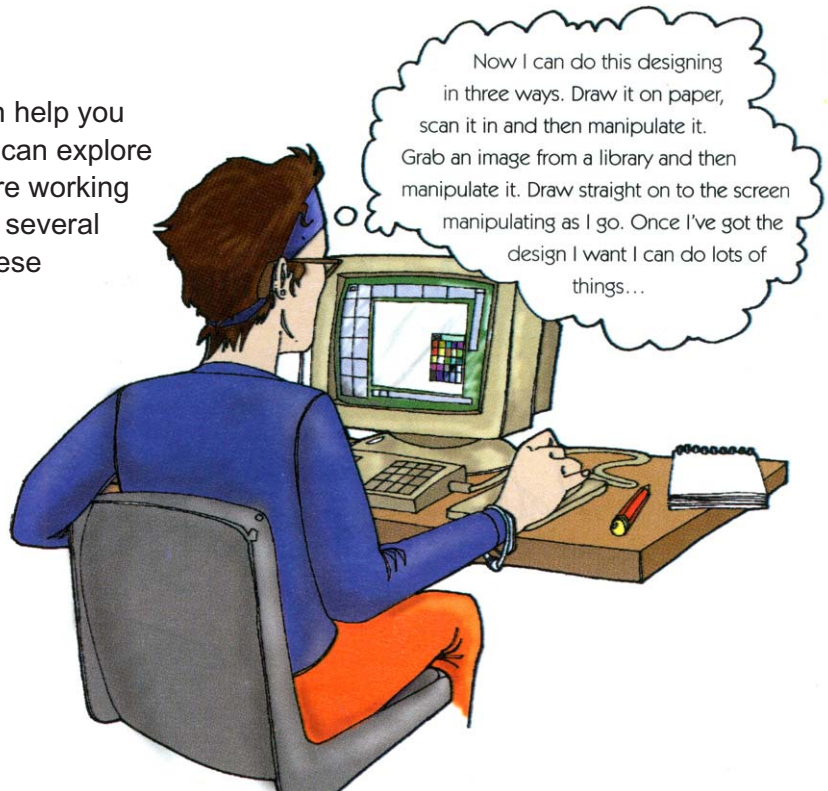
Getting the feel you want

You can use the Fabric Feeler Chooser Chart to help with this, indicating the weight, resilience and texture for a range of fabrics. You will need to use the key carefully. You can download these charts from the Resources section of the website.
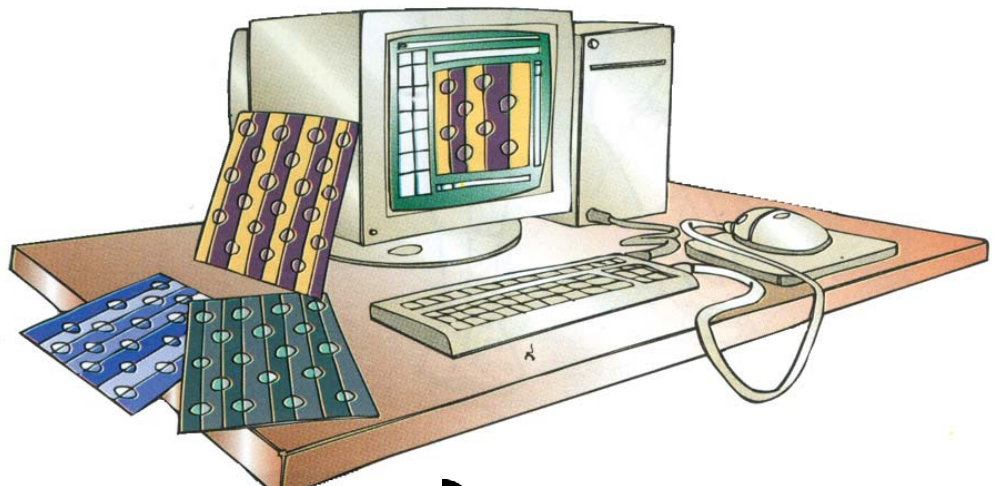
Textiles: Developing Design Ideas

Using computers

If you use computers properly they can help you develop your design ideas so that you can explore many more possibilities than if you were working just with a pencil and paper. There are several ways to start using the computer as these examples show.
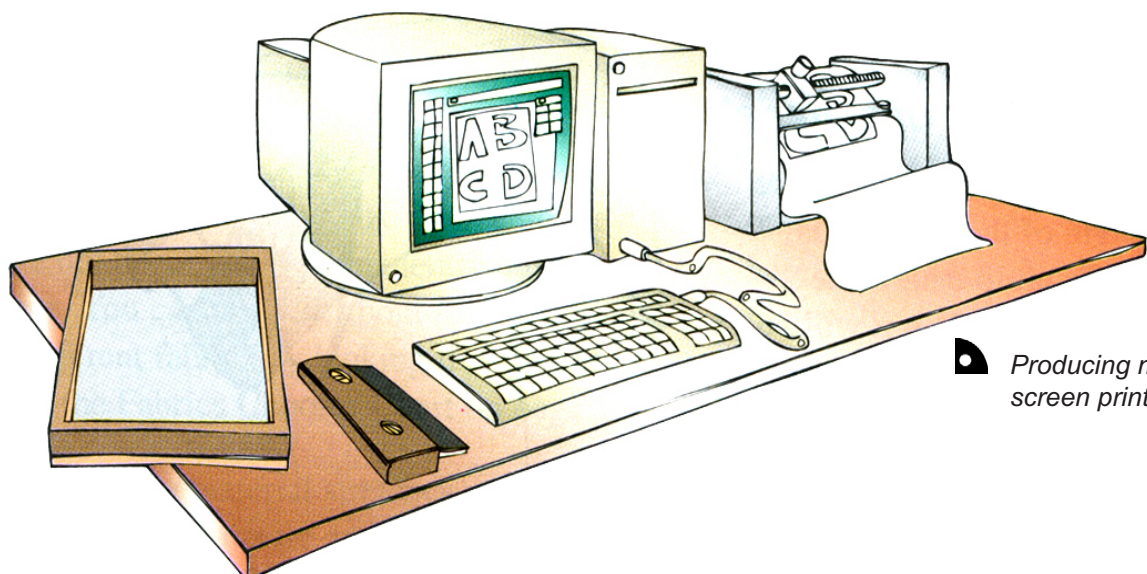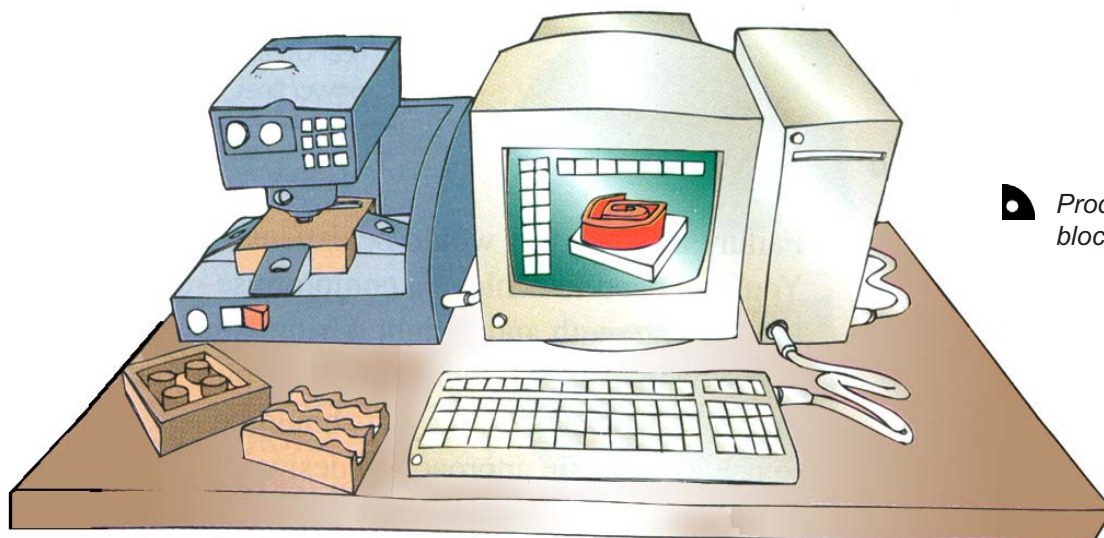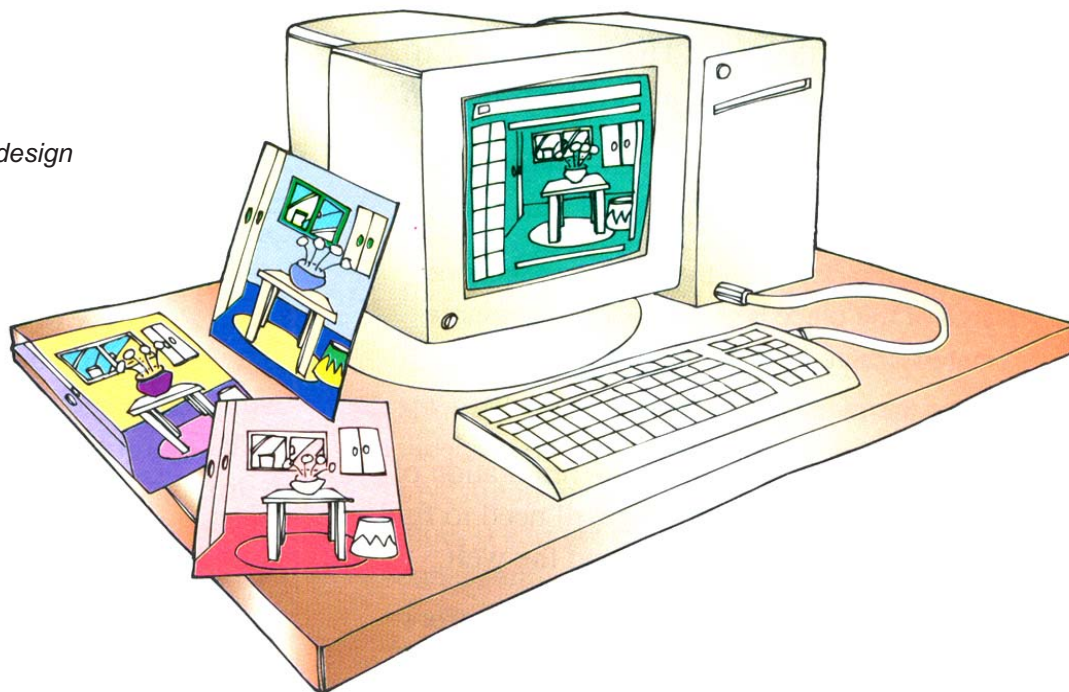
Now I can do this designing in three ways. Draw it on paper, scan it in and then manipulate it. Grab an image from a library and then manipulate it. Draw straight on to the screen manipulating as I go. Once I've got the design I want I can do lots of things…

Developing colourways

Developing decorative patterns

Textiles: Developing Design Ideas

▶ *Producing masks for screen printing*

▶ *Producing interior design schemes*

▶ *Producing printing blocks*