

Pixels to Pizzazz!!!: Freeform Computer Design for Quilters

Five days / all levels / studio design class

Leave your stash and your sewing machine at home, and bring your laptop and your drawing tools. This workshop combines the best of Caryl's Computer Design workshop with her freeform design class.

The goal in this workshop will be to design and create a full size drawing for an original art quilt, which goes beyond the traditional grid format. We will also have fun designing and printing digital fabric.

What you need to know how to do before you take this workshop:

- ~How to plug in your computer and make it work.
- ~Basic windows operations: How to open and close programs, windows, and files. ~How to save files.
- ~How to use your mouse or track ball. How to point, click, select, drag, copy, cut, and paste.
- ~How to switch between open programs.

On the first day of this class, Caryl will demonstrate many of the computer techniques she uses in designing her own quilts. She will lead you through a series of simple exercises so that you can try each of the functions of the program, and familiarize yourself with what it does and how it can be used in designing quilts. This will include freeform designs as well as square blocks. We will start with the simple, basic stuff, and build on that. You will have a chance to try each operation yourself before we move on to the next level.

On the second day we will work with original freeform designs. You will have a chance to scan your original doodles, sketches, and drawings into the computer so they can be manipulated and colored. If you have designs you want to work on, bring them along.

On the third day of the workshop Caryl will lead a series of design exercises geared toward finding your personal visual vocabulary, and then effectively translating your inner vision into concrete viewable form. This will involve a combination of drawing by hand, and drawing in the computer. You will have a chance to work through the entire design process, including translating your computer design into a full size drawing, with templates ready to be used for cutting your fabric. The questions often arise when you start finding out what you really want to do with a program. Working through the whole process in the class will give you a chance to get your questions answered on the spot.

Caryl does her own work in Corel Graphics Suite (Version 11 as of July 2004) , so that is the drawing program she will be teaching. Many of the same functions can be done in other programs, but she is not familiar with all programs on the market.

You may come with a design idea in mind, or you can plan to develop a new idea in the class. The focus will be on techniques for developing original designs. A number of machine sewing techniques for creating freeform designs will be demonstrated as vehicles for greater freedom of expression. You can bring your stash, and sew on the last two days, or you can focus on your design skills, and spend the last two days refining designs that will be ready to sew when you get home.



Supplies Needed:

1. Drawing Tools :
 - a. pen, good pencils, ruler (both long and short if you have room in your suitcase), good eraser
 - b. compass
 - c. Fine point and ultra fine point, indelible markers (black)
 - d. flexible curve
2. Small Portable Light Box (If you are driving and already have one)
3. Paper
 - a. Pad of Tracing Paper (thin, see-through paper)
 - b. 100 sheets of Plain White 8½" x 11" or A4 copier paper. This will be for printing, drawing, and taking notes.
 - c. Freezer paper for your full size drawings.
4. Cellophane tape (preferably non-shiny) Scotch brand magic tape is recommended.
5. Litter Bag
- 6. Inspiration:**
 - a. 5-10 Magazines or Books with colored pictures, preferably nature or science (ie. National Geographic, Scientific American, Smithsonian, etc.)
 - b. Photograph of a piece of abstract art in any medium that moves you or that you find inspiring.
 - c. Photographs you have taken that you would like to translate into quilt designs.
- 7. Hardware:**
 - a. Computer (please bring one that has been your friend for a while) It needs to have a screen resolution of at least 1024x768 and an operating system compatible with Corel Draw (see requirements on the Corel box, or on the Corel Website).
 - b. Mouse, track ball, or tablet (whatever gives you have the most control) It will be difficult for you to draw if you are only using a touch pad.
 - c. Writable or re-writable CD's for sharing files.
 - d. Surge protector strip for plugging in your computer.
- 8. Software:**
 - a. Some version of Corel Draw already installed on your computer. You don't need the latest and greatest version. Versions 8, or 9 will do nicely. Get the "graphics suite" version that includes Corel Draw and Corel Photo Paint rather than the "office" version. You can often find older versions of Corel Graphic Suite on the Internet at a greatly reduced price.
 - b. If you are a MAC user, CorelDRAW® Graphics Suite 11 is designed for both Windows® and Macintosh®, and supports the latest operating system releases, including Mac® OS 10.1 and Windows XP.

OPTIONAL

9. Jump drive for sharing files.
10. Digital Camera
11. Portable printer
12. Scanner
13. All in one scanner/printer (Caryl will have at least one in the class)
14. Fabric: You don't need to bring fabric unless you plan to sew. If you can't stand to spend a whole five days without fondling fabric, bring a range of values, including some light colors and some black or very dark colors. A limited supply of graduated and painted fabric will be available for sale in the class. To preview: see Caryl's Internet store
15. Sewing Machine: You won't need to bring your machine unless you plan to sew on the last two days.

To see the computer design process used in several of Caryl's quilts go to:
http://www.bryerpatch.com/gallery/computer_design_quilts.htm