

Textile Design Project

Goal: The idea is to create a colorful imaginary fabric or textile in Photoshop, using repeated patterns (e.g. filled objects, imported images [from the Internet or scanner]) and painted brush strokes, gradients, textures, etc. Imagine a tie, silk scarf, wallpaper, or fabric for curtains or sheet you'd like to custom-design based on repetitions of the "swatch" you build in Photoshop. In this project, obtaining the appearance of **texture** is essential. Equally as important, in this exercise you will explore ways of compositing or digital collage effects, using a variety of techniques and approaches. Working with collaged or superimposed images is one of the most powerful advantages of working with Photoshop, in that you have control over blending and merging objects in countless ways (for instance, masking). Aside from including textural elements in your swatch, the other necessary component of your textile is the appearance of an general **pattern** to your swatch. This can be achieved through compositing and duplicating images into your swatch or adding additional repeating motifs with unique brushes, shape objects, or designs from Illustrator.

The most powerful keys to successful compositing lie in your ability to select objects accurately and manipulate them in layers. Basically, if you can get an object or objects placed in individual layers, you can do just about anything with them!

You should push your creativity and use of Photoshop tools; you can be bold and wild, but in a controlled way in terms of placement and "ordered chaos". You want to build a swatch that can be replicated again and again into a distinct pattern.

Instructions: (follow carefully as usual)

- Create a new white 8" x 8" file at 150 ppi resolution. Build up a basic fill color, textured gradient, paint strokes, use various filters, etc. The idea is to build a textured color background. Then you can overlay that in layers with your basic design elements, compositing them over the background in a pattern array.
- potential image sources (use one or more of the following sources):
 - A. Go to the Internet and find a simple image or graphic on the WWW to incorporate into your design (e.g. plant, animal, face, etc). To find what you want, you can try various standard search engines from (e.g. Google, Yahoo) or other online image resources for locating images. Note: most Web images are low resolution (72 ppi) and in compressed jpg. or .gif formats – quality may be low and you will need to change resolution (e.g. resample at 150 ppi) in Photoshop and probably edit the image to improve/alter its quality. Consider copyright laws and your use of copyrighted images!!!!!!
 - B. Create a unique design in Illustrator, save it, and open it in or copy/paste it in PhotoShop (it will be rasterized, and you will have to choose a resolution, etc)
 - C. Use the new Photoshop shapes tools to create either vector or bitmap geometrical shapes (I'll demonstrate)
 - D. [optional; time permitting]: you can scan a personal object you bring in (at no less than 150 ppi), and modify that image so that you can then import it or part of it into your design. You can alter the scanned image (e.g change color, filters, etc) in Photoshop.
- You will probably have to use scaling, masking, blending, smudging, cloning, or other compositing tools and techniques to make all your elements merge and blend

seamlessly and smoothly. When you've completed your 8 x 8 composite, save it in native Photoshop (.psd) format.

- [optional] Time permitting, you can do some other stuff with your 8"x8" image, including recursive tiling. For example, you can shrink your original 8x8 into a 1"x1" tile and use that as a pattern to tile a new 8x8 square image with it. Using alternative inverted samples of the 1x1 as tiles will fill the new 8x8 with a checkerboard pattern of intricate tiles. You can use your imagination to see the possibilities of recursion.

Try to enjoy this project, combining technical and artistic process, and come up with something unique, but you should try to use Photoshop's features with skill and precision. Here's some Photoshop-related tools/concepts I'd like you to use in your work, or at least explore and get familiar with:

- increasing resolution (resampling) of low-resolution Web images in Photoshop and editing them (e.g. changing their color, contrast, etc) for your needs.
- making complex selections and saving them as alpha channels using the "save" and "load selections" submenu items under the main "Selection" menu.
- exploring the use of "Quick Mask" help you surgically edit your selections by literally painting them with brushes, etc. [This is a powerful work strategy]
- Using adjustment layers (e.g. hue/saturation/value, levels) to allow you to reversibly and dynamically edit and change colors, contrasts, etc in various layers at any time without affecting actual pixels in the target layer or layers.
- Compositing & Masking methods: many different approaches from crude to refined; some useful compositing/collaging methods (to be demonstrated):
 - a) "classical" methods, including use of various erasers, rubber stamp, and other basic tools that work as brushes
 - b) copying & pasting a carefully selected (and feathered?) region from another image onto your composition (and de-matting/de-fringing)
 - c) by using "Paste Into" command
 - d) by grouping with layer beneath
 - e) by using layer modes and opacity slider
 - f) by using layer threshold sliders
 - g) by creating a layer mask (this is probably the most powerful technique; be sure to learn how to apply this approach in your project)
 - h) other masking techniques (e.g. vector masking, clipping paths, "extracting" images knock-out method { this is optional demo stuff, so time permitting})
- using feathering, the rubber stamp (cloning) tool, erasers, smudge tool, etc. to smoothly blend and composite selections
- Unsharp Mask (sharpens image or selection), Gaussian Blur (blurs them) and various Distortion filters; try other filters too (e.g. Noise, Texture), to try to get unique texture or artistic effects. (Note: you can apply these filters to masks, too, and you can use gradients to create unique masking effects).
- Scaling and rotating a selection with Free Transform (using zT or Edit ® Free Transform) command; copying and moving masked and/or feathered selections.

- Layer modes, opacity and blending sliders (these can be fast and easy ways to mask certain types of objects)
- creating and using your own custom patterns, brush strokes, and/or filter-applied textures (
- tiling: using the Pattern Fill command and or pattern stamp tool to make tiled or patterned backgrounds; principle of recursive tiling (optional)