

Textile Prints

Intro to Visual Arts Ms. MacLure

Name:

Objective: Using nature for inspiration you will create a rubber stamp (with the chisel and rubber provided to you) that you'll use to create a larger printed textile design.

Frameworks Objective(4.10): Students will demonstrate the ability to develop an idea through the multiple stages of designing, carving and applying a stamp to a printed textile design



Overview:

Relief Printmaking: This is the earliest technique among printmaking and very common in ancient China. It is the process of creating a design on a carve-able surface, then carving out segments (for our purposes, we will be using rubber) that leave a raised surface that the ink can be applied to, then stamped. Each print produced is considered an "original" although it is akin to making a copy. This is because each print differs a bit due to the nature of the printmaking process. Printmaking is not only chosen for its ability to produce multiple impressions, but rather for the unique qualities that each of the prints become.

Chisel: The tool used to carve images out of a rubber block. There are several different kinds of metal tips that offer varying marks. Some produce small, fine lines, while others are able to take out larger pieces of rubber creating a chunkier look.

Cool colors: Think of night time or under water- blues, purples, blue-ish greens

Warm colors: Think of tropical sunny days- reds, yellows, oranges.

Materials: Chisel, rubber, pencil, speedball ink, brayer, paper.



Demos:

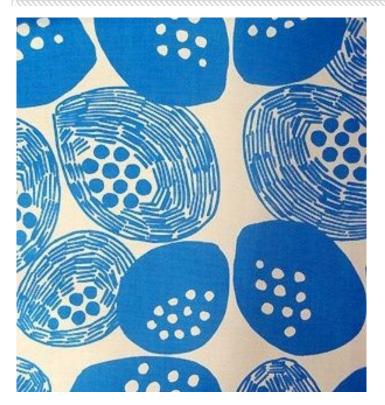
- Drawing out your stamp on rubber
- 2. Using a chisel to carve out image
- 3. Using a brayer to apply color
- 4. Printing your stamp to make a textile design

Textile Design: The art of creating a design for fabric. Textile designers make woven, knitted and printed fabric. Most commonly known as pattern making for manufacturing products like tapestries, fashion, carpets, towels, upholstery, textile design inspires trends in fashion and interior design.

Contact: Questions? Email Ms. Mac at amaclure@valleytech.k12.ma.us

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"It's not what you look at that matters, it's what you see".

-Henry David Thoreau

Use the following steps...

- -Following the homework, sketch out your stamp design on the rubber square (DEMO in class)
- -Begin to carve carefully with the chisel (DEMO in class)
- -Choose a cool or warm color scheme for your textile design, and experiment printing your stamp using the brayer and ink (DEMO in class)
- -Get the final piece of paper and use your stamp to create a finished textile design (DEMO in class)

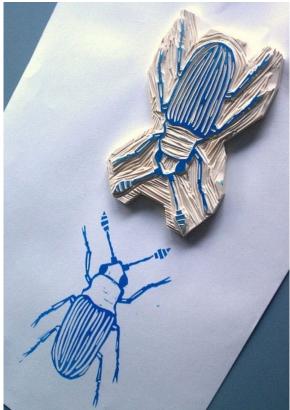
Assessment:

- -Effort: 20 points
- -Textured mark making evident in print *10 pts*
- -Used a reference from nature
- -Applied knowledge of a clear cool or warm color scheme *10 pts*
- -Demonstrates mastery of applying paint with brayer: *10 pts*
- -Demonstrates mastery of carving with chisel: *10 pts*
- -Final textile composition is interesting with overlapping elements *10 pts*
- -Used care with art materials: 20 pts



Prints, stamps and chisels

Textile Prints: Examples



Rubber cut stamp



Textile made with carved stamps







What the step by step process looks like

Textile Prints: Homeworks

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1. How is relief printmakii	ng and a stamp s	imilar? 20 ‡	ots	0
Name three specific fab look woven in, or printed?	•	r house that	have a textile	design. Do the patterns
3. What is a cool color scheme? What time of day might inspire a cool color scheme? 20 pts?				
4. What is a warm color scheme? What season might inspire a warm color scheme? 20pts:				
5. In the thumbnail spaces below, create 3 different sketches that might be used to carve tomorrow. Remember to use nature as inspiration. 20 pts .				

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