

PROJECTS

PROJECT 1: INVESTIGATING THE KNITTING INDUSTRY

Challenge: Working in small groups prepare a presentation summarising an aspect of the knitwear industry. Topics of interest might include specialist areas such as the major exhibitions and trade fairs, knit construction techniques, knit forecasts, the future of knitting technology, careers and areas of employment within the knitting industry.

Objectives:

- To explore, examine and gain greater knowledge and understanding of the knitting industry.

Strategy:

- Divide into small groups of 4 to 5 students and discuss how you will work together.
- Decide on a topic of interest to research.
- Work out the structure and content of your presentation.
- Research and prepare notes and visuals.
- Present your research topic, communicating your findings through the use of concept boards, a PowerPoint presentation or hand-outs.

Reading:

Chapter 1: The Knitting Industry pages 12 to 33
Resources pages 200 to 204 (includes useful addresses and websites for organisations and associations, trade events and museums and galleries, as well as internet resources/useful websites and suggestions for further reading)

Notes for Instructor:

- Discuss potential topics of study with your students.
- Encourage your students to look at different resources and to use the Resources section at the end of the book.
- Provide guidance on the organisation, structure and content of the presentation, including the preparation and presentation of visuals.

Timing: 1 day

PROJECT 2: RESEARCHING AND DESIGNING A KNITWEAR COLLECTION

Challenge: To design a collection of knitwear using a selected theme or design concept as your initial source of inspiration.

Objectives:

- To understand the design process and to explore season, trends, silhouette, colour palette, pattern, texture, yarn selection, stitch structure and garment detailing for a selected target market.

Strategy:

- Select a theme that can be used as an initial source of inspiration for your knitwear collection. Sources might include: nature, architecture, art movements, the seashore, fantasy, a particular era, a different country.
- Undertake visual research to explore your selected theme. Consider colour and texture and keep in mind the theme's potential to be interpreted into knitted textiles.
- Think about design considerations such as the season you are designing for, your target market, the type and style of garment you want to design.
- Research the seasonal forthcoming trends predicted for fashion and knits.
- Analyse the design process to help you plan your collection from initial concept through to the final garment range (see design process chart on page 39).
- Develop, document and sketch your ideas. Present them in a range of formats such as moodboards (see downloadable tips sheet), colour and fabric development boards, sketchbooks and design sheets.
- Make sure your work gives maximum impact by displaying your design ideas, colour stories and sample ranges as effectively and professionally as possible.

Reading:

Chapter 2: Research and Design pages 36 to 75

Notes for Instructor:

- Encourage your students to explore their selected themes through research.
- Discuss design considerations and the design process with your students.

Timing: 2 days

PROJECT 3: WORKING WITH COLOUR AND TEXTURE

Challenge: To use your design ideas from project 2 to develop a cohesive range of knitted fabrics which explore your selected theme/concept and to develop a colour palette and fabric ideas.

Objectives:

- To understand yarn and yarn selection.
- To explore tension and texture.
- To develop a colour palette

Strategy:

- Using your theme from project 2, devise and develop a colour palette.
- Consider and research into the different types of yarn, such as natural, synthetics, combination, speciality yarns, innovative new yarns and finishes, and their relative weights and performance. Think about which type will work best for your theme/concept.
- Knit sample squares exploring texture and tension through gauge, yarn choice and stitch structure or through the application of a combination of techniques.
- Experiment with a range of yarns and selected knit techniques appropriate to your theme, such as tuck, lace and intarsia, to create a number of samples which explore texture and structure in different colourways.
- Collate your findings on a fabric moodboard or a yarn moodboard (see downloadable tips sheet).
- Produce a final sample range of knitted fabrics which work well together and that are appropriate for your selected theme in terms of design, colour palette, yarn selection, fabric weight and fabric

design. To show your final design range, present your fabrics professionally on a sample board.

Reading:

Chapter 3: Working with Colour and Texture pages 78 to 133

Notes for Instructor:

- Provide creative and technical support and, as required, demonstrate a range of knit techniques appropriate to the themes.
- Discuss the considerations required when selecting, editing and displaying knit samples to form a cohesive picture and to communicate a selected theme professionally.

Timing: 2 days

PROJECT 4: USING INNOVATIVE TECHNIQUES

Challenge: To create a collection of inventive fabrics which explore more freely the knit process.

Objectives:

- To investigate and experiment with fabric development and to push the boundaries of design and the capabilities of knitting by combining techniques and new technologies.
- To explore working with new and exciting yarns and materials.

Strategy:

- View the work of the leading contemporary and cutting-edge designers:
from the innovative designs of Issey Miyake, Yoshiaki Hishinuma and Yohji Yamamoto, to the 'extreme knitting' of Dutch designer Christien Meindertsma and the sculptural approach of the influential Swedish designer Sandra Backlund.
- Think about yarn characteristics and composition, and the distinction between one type of yarn and another (i.e. the fibre content, ply, structure and finish of a yarn), including new and innovative yarns such as steel and light-reflective

yarns, metal threads, steel yarns, elastics and washable paper yarns, rubbers and latex.

- Research initial design ideas and source materials required.
- Experiment with various three-dimensional knit techniques such as short-row or partial knitting, or moulding and sculpting, to produce a collection of innovative fabrics.

Reading:

Chapter 4: Innovative Techniques pages 135 to 165

Notes for Instructor:

- Discuss with your students examples of creative thinking that can occur in the interpretation of visual research into a knitted textile. Consider the following: exaggerating scale, distorting and transforming stitch structures, sculpting knit, merging craft and technology, distressing knit, combining woven and knit, mixed-media applications and experimentation with various knit finishes, and crossing the boundaries between knitting and art to transform fabrics into something new and unique.
- Enable your students to sample and test out their ideas and discuss the importance of making notes for future reference on the various stages and on the results of experimental sample making.

Timing: 2 to 5 days

PROJECT 5: EXPLORING GARMENT DESIGN

Challenge: To produce a garment design by developing the silhouette from a flat two-dimensional drawing into a three-dimensional structural form (a toile), through the process of flat pattern cutting, modelling on the stand or a combination of both.

Objectives:

- To be able to analyse a garment design and to produce a specification/production drawing of the garment design to scale, clearly labelling the position of pockets, collar types and any other

main features.

- To draft a pattern and toile a garment.

Strategy:

- Choose a garment designed for your collection in project 2 or design a new garment. Analyse the design of your garment, considering the relationship between fabric development, the silhouette and the body.
- Produce a garment specification: a technical drawing of the garment illustrating both the front and back of the design, and listing all garment measurements including the amount of ease to allow. (A blank garment specification form for a long sleeve top and a measurement record sheet are available to download.)
- Draft a pattern of the garment to scale, working out the position of the style lines, neckline and armhole shapings, sleeves and design features.
- Produce a toile or prototype of your garment, exploring and challenging the design shape for fit and form, and analysing the final proportions of the garment on a body or mannequin.
- Knit a tension square using your selected yarn, appropriate tension and stitch structure. Take an accurate tension reading and calculate the measurements required for knitting your design.

Reading:

Chapter 5: From Design to Production pages 168 to 198

Notes for Instructor:

- Explain the stages involved, from creating and analysing a design, pattern drafting and pattern calculation through to garment production and finishing.

Timing: 2 days