

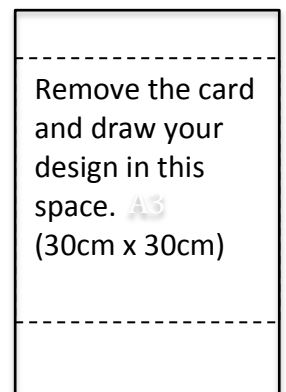
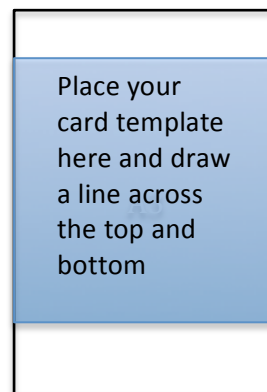
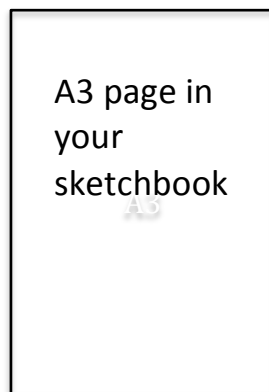
Design week 2:

In this workshop you will use your drawings from last week and learn how to combine them to make a beautiful and detailed design for embroidery.

Taking the individual motifs and putting them together to make a whole piece takes a lot of thought and practice.

Your finished design needs to be 30cm x 30cm (12inch x 12 inch) this will fit onto a sheet of A3 paper in your new sketchbook.

Use your card template to mark out the square, it will be the same width as your sketch-book. Place it in the centre of the page and draw a line across the top and bottom to mark the size onto your paper then remove the card and draw your design in the square.



Draw your design in pencil, work lightly in case you need to rub out any sections.

Don't make your images too small and remember to split large areas into stripes, the stripes should be about 1 to 1.5cm (quarter to half an inch) so they can be stitched easily by the embroiderer. The design must fill your 30cm square.

Look at the examples on pages 10 and 11, they show you different ways of putting your design together and how to make it simpler or more complicated. The proportions of your designs should look like the examples.

Scale is not important, this is a design or pattern and not a realistic drawing so it doesn't matter if a bee is as big as a rabbit or a horse is the same size as a flower!

The space between the shapes is as important as the shapes themselves, this is known as **negative space** and will be the white areas of your design or embroidery.

As you work try to look at your design as a whole, not as a picture but as a pattern of shapes and spaces, do they work well together? Does it look balanced?

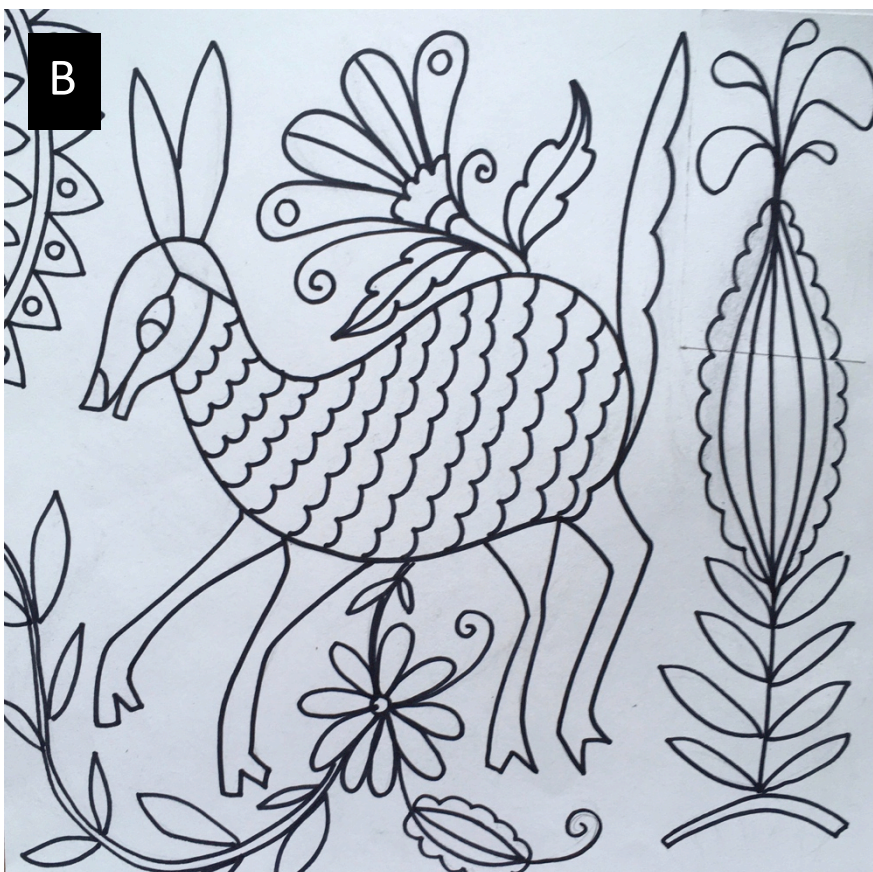
It doesn't matter if you don't finish your design this week, there is time to continue with it next week.

If you are enjoying the design process then you can make more, try the three different layouts from the examples.

Examples of different design layouts:

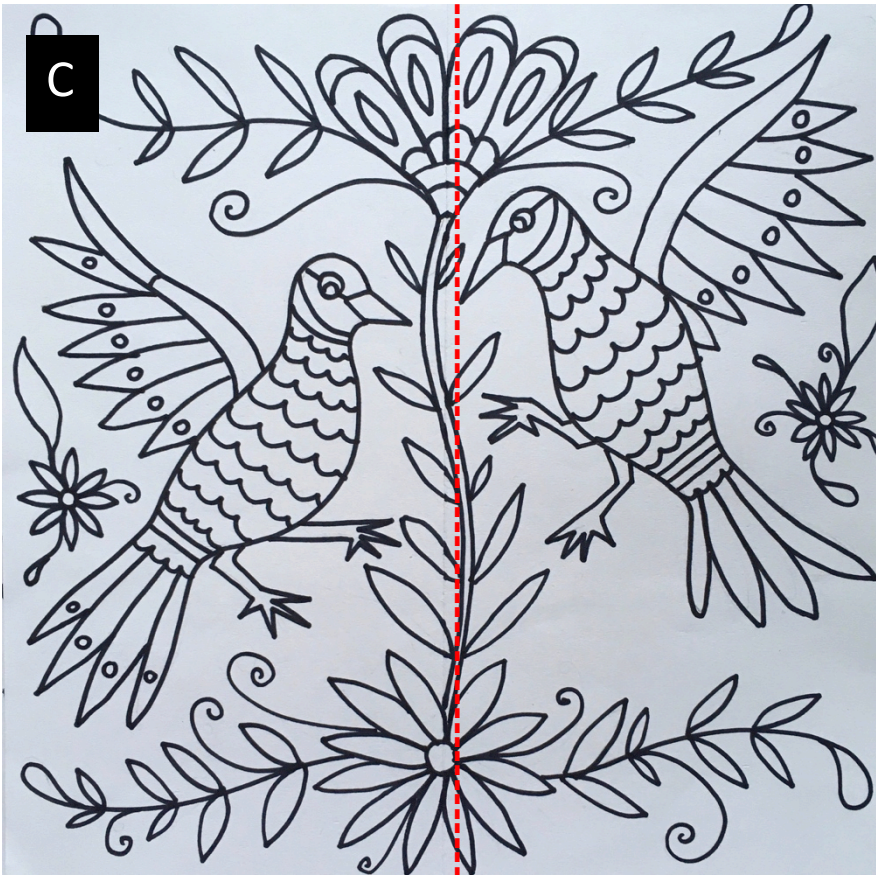


Design A is put together almost like a picture. The animal is the main motif with flowers and plants around it. The large shape of the animal's body is striped which will make it easier to stitch. Notice how the stripes curve round the shape of the animal this gives the animal a look of movement. The shapes and spaces work well together and fill the square. This will be the simplest design to stitch.



Design B is very similar to design A but it has been made more detailed by using scalloped lines for the stripes on the animal's body and by adding more details to the plants. This will take a bit longer to stitch and will be slightly more complex. Both designs will look bright, colourful and traditional when completed.

Examples of different design layouts:



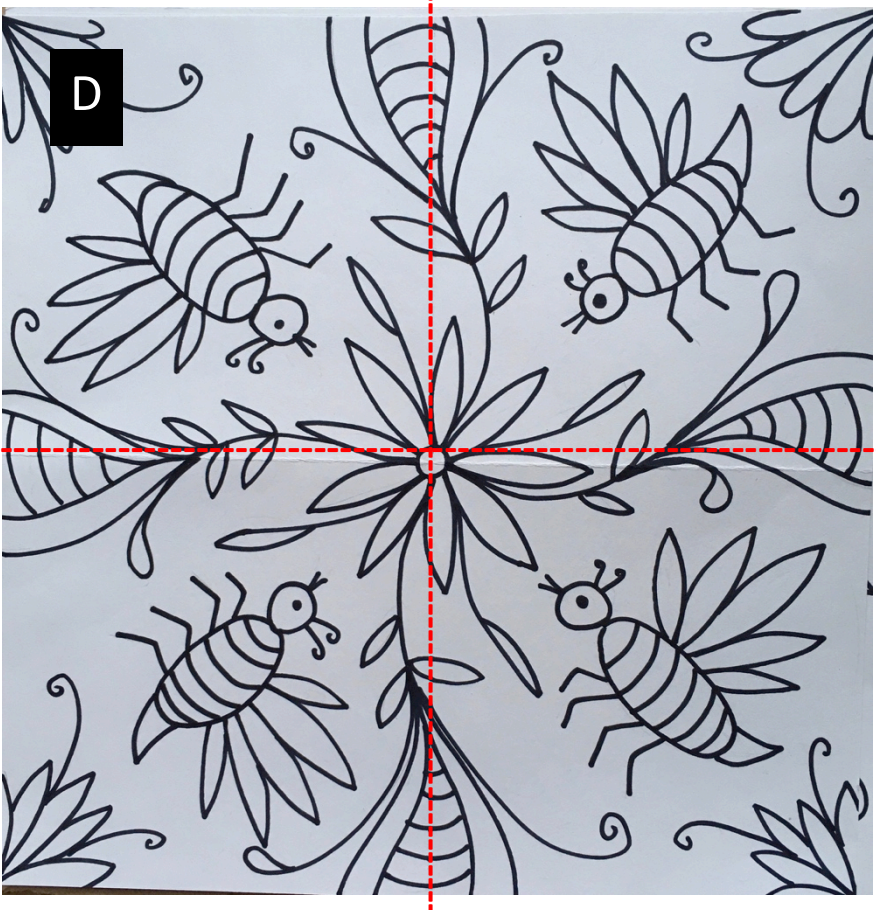
Design C is a symmetrical or mirror-image design.

Although they are not completely identical each side of the design is very similar to the other, as if you had placed a mirror down the centre.

To make a symmetrical style design draw a light pencil line through the centre of your square, shown by the red line in the example.

Begin with a plant climbing along this line then everything you draw on one side copy or draw a similar version on the other side.

This is a very detailed design, you can make it simpler by using straight lines instead of scalloped on the birds, leave out the circles on the feathers and the patterns on the petals at the top and remove the small flowers on the right and left.



Design D is a 'quatrefoil' this is an old French word that means 'four-leaf' like a clover. The design is split into four similar parts.

This more complex design looks the same from all directions.

To make a quatrefoil design begin by drawing faint lines across the centre of your square from top to bottom and left to right, as shown by the red lines in the example.

Start with a central motif, I've used a flower then I've divided the design into four parts with a trailing leafy plant and added a bug into each quarter.

Although the design is complex it will be quite easy to stitch because the lines are straight and the bugs are simple.

Think how you could make it even simpler or more complicated.