



Print Design

Practical Manual

Class XII



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PRACTICALS

Unit - I: Introduction to Print Design

Practical 1.1

Objective: To understand the historical development of printed textiles to gain sensitivity towards its development.

Methodology:

Students may develop learning diary of historical textiles and they may

- Collect information of ten old printed textiles.
- · Divide the collected samples into various category.
- To write brief information about each category with reference to their origin/style and kind.

In order to know the historical references, students should visit Museum and exhibitions to see the rich heritage of printed textiles. Teachers should show textiles from other regions of the world to give them base understanding of intricacy of design, colours and printing methods with reference to design development.

Teaching Methodology:

- Class lectures and practical demonstrations.
- Class-room assignments to create designs for specific textile product. Display, presentations and discussions in class.
- Review and feedback on assignments.
- Market visit, survey and field visits to Textile stores.
- Visits to design houses (if possible).
- Special lectures and presentations by textile professionals.

- Written theory test: understanding.
- Practical assignments: application and skills.
- Design assignments: innovation in design ideas, creativity and functionality.
- Display and presentation: neatness and visual impact.



Practical 1.2

Objective: To sensitize students towards Old Indian printed textiles.

Methodology:

- Students may collect ten fabric samples/pictures/printouts of old Indian Textiles.
- To divide the collected samples into various category.
- To write brief information about each category.

Teaching Methodology:

- Class lectures and practical demonstrations.
- Class-room assignments to create designs for specific textile product.
 Display, presentations and discussions in class.
- Review and feedback on assignments.
- Market visit, survey and field visits to Textile stores.
- Visits to design houses (if possible).
- Special lectures and presentations by textile professionals.

- Written theory test: understanding.
- Practical assignments: application and skills.
- Design assignments: innovation in design ideas, creativity and functionality.
- Display and presentation: neatness and visual impact.



Practical: 1.3

Objective: To sensitize students towards printed styles.

Methodology:

- Students may collect ten fabric samples/pictures/printouts of Textile patterns.
- To divide the collected samples into various art movement.
- To write brief information about each category.

Teaching Methodology:

- Class lectures and practical demonstrations.
- Class-room assignments to create designs for specific textile product.
 Display, presentations and discussions in class.
- Review and feedback on assignments.
- Market visit, survey and field visits to Textile stores.
- Visits to design houses (if possible).
- Special lectures and presentations by textile professionals.

- Written theory test: understanding.
- Practical assignments: application and skills.
- Design assignments: innovation in design ideas, creativity and functionality.
- Display and presentation: neatness and visual impact.



Practical: 1.4

Objective: To sensitize students towards trends direction.

Methodology:

- Students may read Newpapers, Magazines, Books and online information to identify new trend.
- · Write brief information about the new identified trend.
- Pictures may also be collected to describe the trend.

Teaching Methodology:

- Class lectures and practical demonstrations.
- Class-room assignments to create designs for specific textile product Display, presentations and discussions in class.
- Review and feedback on assignments.
- Market visit, survey and field visits to Textile stores.
- Visits to design houses (if possible).
- Special lectures and presentations by textile professionals.

- Written theory test: understanding.
- Practical assignments: application and skills.
- · Design assignments: innovation in design ideas, creativity and functionality.
- Display and presentation: neatness and visual impact.



Practical 1.5:

Designing a textile requires knowledge of layout, color, tracing and painting techniques as well as correct use of art material, supplies and reference material.

Objective:

• Practical application of elements of design in textile design using layout, colour and repeat in a specific art movement style.

Methodology and Additional activities apart from the audio visual lecture: In order to achieve better understanding of the various topics related to chapter 1 and subunits teachers need to show different fabrics and design layouts. Teachers should also show already available design in different layout, repeat and colors.

A lab would require certain material and equipment in order to conduct the practical successfully. For this chapter, no laboratory practical assignments are required since the practical assignments can be carried out in class room itself. The study material and teaching methodology needs to be followed as provided in unit; however some class room equipment could be used to enhance the learning experience for the students.

Methodology:

- 1. Choose any trend and develop motifs.
- 2. Stylize the motif in any of the selected Art movement style.
- 3. Develop color palate based on trend direction.
- 4. Develop motifs in different sizes inspired from trend direction and art movement. Make a composition in repeat.
- 5. Color motifs in selected palette. Make as many color variation in-terms of proportion for each developed motif.
- 6. Place the colored motifs in selected repeats for a development of an apparel design in 15 inches x 9 inches.
- 7. Color the background.

Materials: Students would require

- 1. A3 sheet or A2 (cartridge or buff)
- 2. Pencil
- 3. Brushes sizes 0, 1, 3, 5 including round and flat brushes etc
- 4. Black pen or fine tip marker or Black micro tip pen
- 5. Any color mediums, for example poster colors, pencil colors, water color etc.



Sample Layout on A3 sheet

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Description		
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Note: Based on the basic layout teacher can guide the students to create their own creative layouts.

The teachers should conduct the practical assignments in order to provide guidance to students.



UNIT - II: Print Categories

Practical 2.1

Assignment:

Make two geometric prints by cutting out geometric shapes from colored glaze paper and stick them on a white or colored background sheets.

Objective:

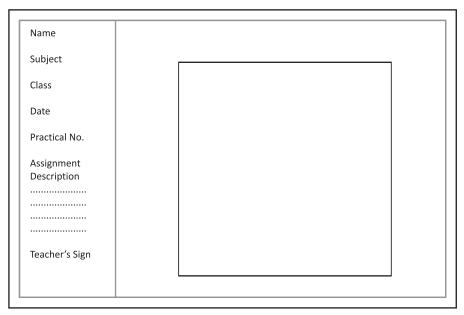
- To develop an understanding of geometric prints.
- To be able to identify the typical characteristics of geometric prints. Eg. They all have geometric shapes.
- To understand where such prints are often used. Eg. On jackets, furnishing fabrics, car seat covers etc.
- To develop confidence to design similar prints.

Materials Required:

- 1. Basic Drawing material (Pencil, eraser, sharpener, scale)
- 2. Cartridge sheet A3
- 3. Glazed paper (different colors)
- 4. Scissors
- 5. Glue
- 6. Poster paints
- 7. Brushes
- 8. Palette
- 9. Water bowl



Sample layout for submission of practical assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 2.2

Assignment:

Make two liberty print designs. Cut out two pictures of liberty prints from old magazines or internet and paste them on a sheet paper. Paint similar design in different colors based on these pictures

Objective:

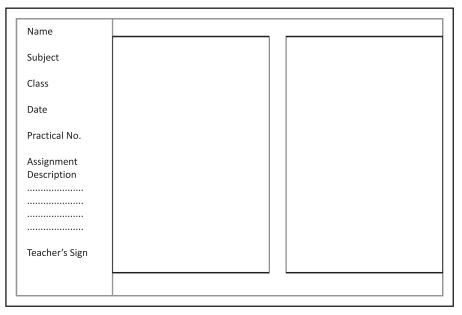
- To develop an understanding of liberty prints.
- To be able to identify the typical characteristics of liberty prints. Eg. Small size flowers, all over prints.
- To understand where such prints are often used. Eg. Ladies shirts, kids clothing etc.
- To develop confidence to design similar prints.

Materials Required:

- 1. Basic Drawing material (Pencil, eraser, sharpener, scale)
- 2. Cartridge sheet A3
- 3. Pictures of liberty prints
- 4. Scissors
- 5. Glue
- 6. Poster paints
- 7. Brushes
- 8. Palette
- 9. Water bowl



Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 2.3

Assignment:

Make a design inspired by an animal. Cut a picture of an animal like a Tiger or Cheetah and stick it on a sheet of paper. Try to imitate the texture and color of the animal.

Objective:

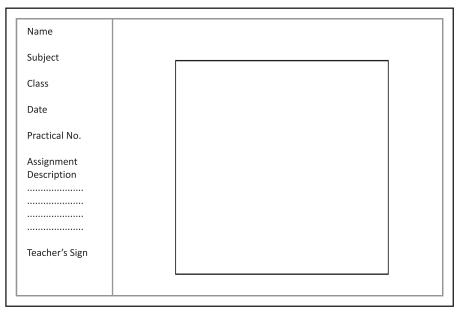
- To develop an understanding of animal prints.
- To be able to identify the typical characteristics of animal prints. Eg. They resemble
 the fur or skin texture of animals especially reptiles, the print color usually matches the
 original color of the animals.
- To understand where such prints are often used. Eg. Scarves, dresses, coats, hand bags etc.
- To develop confidence to design similar prints.

Materials Required:

- 1. Basic Drawing material (Pencil, eraser, sharpener, scale)
- 2. Cartridge sheet A3
- 3. Pictures of animals
- 4. Scissors
- 5. Glue
- 6. Poster paints
- 7. Brushes
- 8. Palette
- 9. Water bowl



Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 2.4

Assignment:

Make a motif print design. Take a white 8"x8" sheet of cartridge paper, select any motif like butterfly, apple, fish, tree, boat and repeat any one of the motifs all over the white sheet. Then paint the motifs in different colors.

You can also first paint the white cartridge sheet with multi color poster paint. Let it dry. Draw the motifs on it and paint them with white or black color.

Objective:

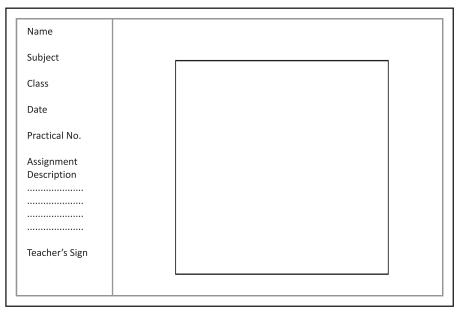
- To develop an understanding of motif prints.
- To be able to identify the typical characteristics of motif prints. Eg. They resemble the original object, motifs are found in regular straight repeat.
- To understand where such prints are often used. Eg. Kitchen apron, towels, swim wear, children's clothing etc
- To develop confidence to design similar prints.

Materials Required:

- 1. Basic Drawing material (Pencil, eraser, sharpener, scale)
- 2. Cartridge sheet A3
- 3. Scissors
- 4. Glue
- 5. Poster paints
- 6. Brushes
- 7. Palette
- 8. Water bowl



Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 2.5

Assignment:

Make a print design using dots as an inspiration. Take a white 8"x8" cartridge sheet. Draw circles or dots all over the sheet using oil crayons of different colors. Make a watery paint of a dark color like dark blue, dark green, brown or black. Dip thick, soft brush in this paint and paint over the white sheet very lightly. When the sheet dries the colored circles will be seen and a textured look will appear on the surface of the design.

Objective:

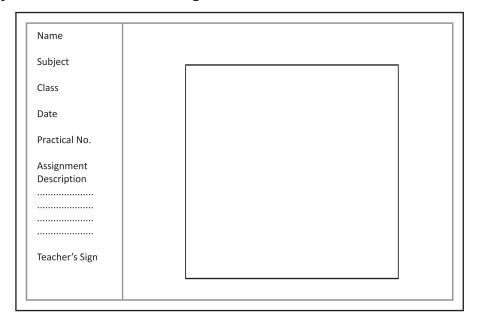
- To develop an understanding of dot prints.
- To be able to identify the typical characteristics of dot prints. Eg. Polka dots, dots circles.
- To understand where such prints are often used. Eg. Children's clothing, bed sheets, umbrellas etc.
- To develop confidence to design similar prints.

Materials Required:

- 1. Basic Drawing material (Pencil, eraser, sharpener, scale)
- 2. Cartridge sheet A3
- 3. Oil crayons
- 4. Scissors
- 5. Glue
- 6. Poster paints
- 7. Brushes
- 8. Palette
- 9. Water bowl



Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 2.6

Assignment:

Make a print category scrap book of approx. 12 pages. Collect fabric samples for each category from the cloth market, old clothes etc. Cut each sample into 8"x8" and paste each sample on an A3 sheet.

Objective:

- To develop an understanding of print categories.
- To be able to identify the typical characteristics of the each print.
- To understand where such prints are often used.
- To develop confidence to design similar prints.

Materials Required:

- 1. Basic Drawing material (Pencil, eraser, sharpener, scale)
- 2. Cartridge sheet A3
- 3. Scissors
- 4. Glue

- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



UNIT - III: Print Design Techniques

Practical 3.1

Assignment:

Make a design inspired by animal prints using wax resist technique.

Objective:

- Preparation of Textile designs using different techniques
- Development of print designs in different techniques and mix media.
- To develop print designs based on the knowledge acquired in the previous unit of print categories.

Materials Required:

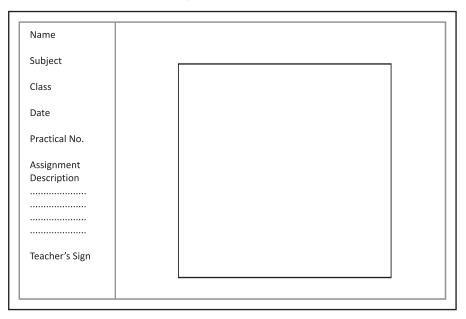
- 1. Drawing/ Cartridge sheet
- 2. Photo ink/ water colours
- 3. Paintbrush
- 4. Water container
- 5. Colour palette/ Mixing bowl
- 6. Oil Crayons/ Wax crayons

Method:

- 1. Take a Drawing/ Cartridge sheet.
- 2. Make the outline of your design on paper using a pencil inspired by animal/ jungle.
- 3. Now colour the design with the wax crayons using force.
- 4. Prepare thinned down photo ink/ water colour paint on your palette.
- 5. Apply photo ink/ water colour all over the design with a very light hand.
- 6. Leave the print design to dry.
- 7. The colour of the wax crayon and water colour should be preferably contrasting.
- 8. Make sure that you apply the photo ink/ water colour on the wax crayon for maximum resist effect
- 9. Use the crayon with a steady hand so that no white spaces are left on the paper.



Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 3.2

Assignment:

Make a design inspired by nautical prints using bleach technique.

Objective:

- Preparation of Textile designs using different techniques
- Development of print designs in different techniques and mix media.
- To develop print designs based on the knowledge acquired in the previous unit of print categories.

Materials Required:

- 1. Drawing/ Cartridge sheet
- 2. Photo Ink/ Water colours
- 3. Paintbrush
- 4. Toothpick
- 5. Water container
- 6. Colour palette
- 7. Mixing bowl
- 8. Bleach
- 9. Tissue
- 10. Kite paper

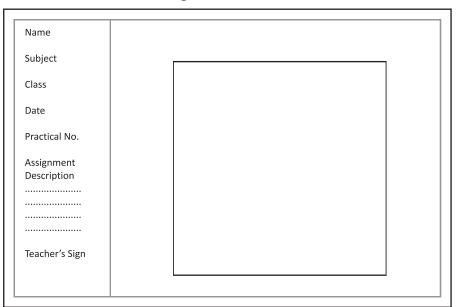
Method:

- 1. Take a Drawing/ Cartridge sheet.
- 2. Paint the entire sheet with Photo Ink/ Water colours as a background.
- 3. Let it dry completely.
- 4. Create designs with bleach using a paintbrush/ toothpick over the sheet.
- 5. Leave the bleach for about a minute, and then carefully blot it with a tissue.
- 6. If the area does not look white enough after one application, apply the bleach again. The lighter the base colour, the faster the bleach will work.
- 7. Let the bleached area dry well before reapplying colour.



- 8. You can also use strips of kite paper and apply bleach on it in order to add colour and texture.
- 9. Avoid any contact of bleach with the skin as it may cause irritation.
- 10. Let the paint dry completely so that the bleach doesn't blot/spread.
- 11. Do not leave bleach on the paper too long and do not cover large areas with bleach or the surface of the paper will be eaten away.

Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 3.3

Assignment:

Make a design inspired by geometric prints using fevicol technique.

Objective:

- Preparation of Textile designs using different techniques
- Development of print designs in different techniques and mix media.
- To develop print designs based on the knowledge acquired in the previous unit of print categories.

Materials Required:

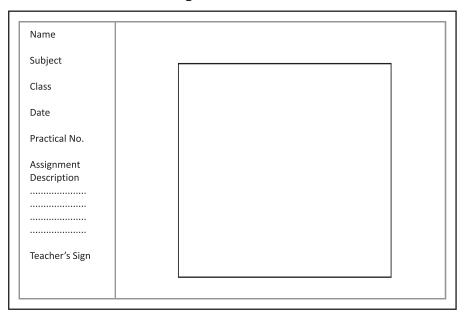
- 1. Drawing/ Cartridge sheet
- 2. Photo ink/ water colours
- 3. Paintbrush
- 4. Water Container
- 5. Colour palette/ Mixing bowl
- 6. Fevicol

Method:

- 1. Take a Drawing/ Cartridge sheet.
- 2. Use Fevicol to create an interesting design or texture.
- 3. Let the Fevicol dry completely.
- 4. Once the Fevicol has dried, apply the photo ink/water colour on the design.
- 5. The area resisted by Fevicol will absorb minimal amount of the Photo ink/ Water colour and will create an interesting pattern/texture.
- 6. The Fevicol should be completely dry so as to resist the Photo ink/ Water colour.
- 7. Use minimum amount of water over the Fevicol so that it doesn't get wet again.
- 8. Use a thin layer of Fevicol to make the design so that it dries faster.
- 9. Avoid intricate designs since the Fevicol has a tendency to spread.



Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 3.4

Assignment:

Make a design inspired by script print using etching technique.

Objective:

- Preparation of Textile designs using different techniques
- Development of print designs in different techniques and mix media.
- To develop print designs based on the knowledge acquired in the previous unit of print categories.

Materials Required:

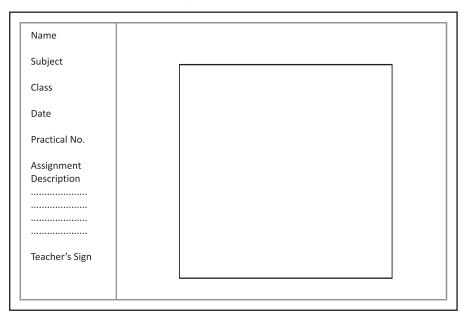
- 1. Drawing/ Cartridge sheet
- 2. Poster colours
- 3. Paintbrush
- 4. Oil pastels/ wax colour
- 5. Blade

Method:

- 1. Take a Drawing/ Cartridge sheet.
- 2. Colour the entire sheet with bright shades of wax crayon in random patches.
- 3. Use a darker colour wax crayon/ poster paint as the top layer of colour over the previous layer.
- 4. If poster paint is used, let it dry completely.
- 5. With the help of a blade or any sharp object, carve an interesting pattern, scraping off the upper layer.
- 6. Dust off the scraped colour from the surface of the sheet.
- 7. While colouring the first layer makes sure no white spaces are left.
- 8. For the second layer, make sure the previous layer is not visible.
- 9. While using poster colour use thick paint and minimum amount of water.
- 10. While using a blade or sharp object, do not tear the paper.



Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 3.5

Assignment:

Make a design inspired by motif prints using intercutting technique.

Objective:

- Preparation of Textile designs using different techniques
- Development of print designs in different techniques and mix media.
- To develop print designs based on the knowledge acquired in the previous unit of print categories.

Materials Required:

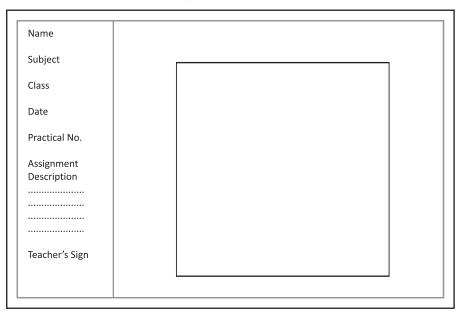
- 1. Drawing/ Cartridge sheet
- 2. Photo Ink/ Water colours
- 3. Paintbrush
- 4. Water container
- 5. Colour palette/ Mixing bowl
- 6. Cutter
- 7. Cello tape

Method:

- 1. Take two or three Drawing/ Cartridge sheets depending on the design to be created.
- 2. Create interesting backgrounds using various techniques.
- 3. Now take one of these sheets and cut out some motifs creating windows.
- 4. Stick pieces of the other sheets behind these windows to completely cover each on of them using cello tape at the back.
- 5. Be careful while cutting the pattern using a cutter.
- 6. Combine sheets with contrasting techniques and colours.
- 7. Make sure that the piece/ patch is big enough to cover the entire window.
- 8. Stick the patch securely at the back with cello tape.



Sample layout for submission of assignment:



- Originality in design- 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Practical 3.6

Assignment:

Make a design inspired by dot prints using bubbles technique.

Objective:

- Preparation of Textile designs using different techniques
- Development of print designs in different techniques and mix media.
- To develop print designs based on the knowledge acquired in the previous unit of print categories.

Materials Required:

- 1. Drawing/ Cartridge sheet
- 2. Photo Ink/ Water colours
- 3. Paintbrush
- 4. Plastic cups/ containers
- 5. Liquid soap solution
- 6. Straws

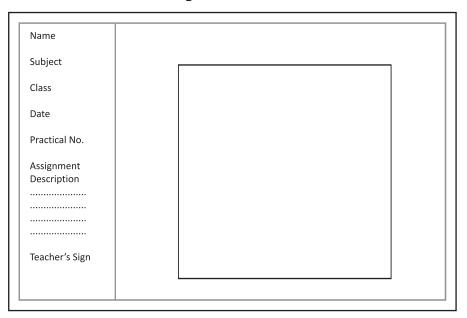
Method:

- 1. Take a Drawing/ Cartridge sheet.
- 2. Take the number of cups/ containers depending on the number of colours required in the design.
- 3. Pour in a few drops liquid soap solution and colour in each cup/ container.
- 4. Fill half cup/ container with water.
- 5. Now with the help of straws blow into each cup creating coloured bubbles.
- 6. Gently place the paper on top of the cups, overflowing with bubbles.
- 7. Let bubbles burst on it, forming colourful circular patterns.
- 8. Remove the paper from the top of the cups and let it dry.
- 9. Repeat this process for each colour.
- 10. Use the right amount of soap solution so that maximum bubbles are formed.



- 11. Keep blowing into the cups to generate more bubbles.
- 12. Place the paper very gently over the cups for maximum bubble effect.

Sample layout for submission of assignment:



- Originality in design 20 marks.
- Use of technique for making the design- 20 marks.
- Overall neatness in presentation- 10 marks.



Unit - IV: Style and Methods of Printing Textiles

Practical 4.1

Assignment:

Make a scrap book of approx. 20 pages. Collect fabric samples for each category from the cloth market, old clothes etc. Cut each sample into 8"x8" and paste each sample on an A3 sheet.

Objective:

- To develop an understanding of print categories.
- To be able to identify the typical characteristics of the each print in term of style of printing.
- To understand where such prints are often used.
- To develop confidence to design similar prints.

Materials Required:

- 5. Basic Drawing material (Pencil, eraser, sharpener, scale)
- 6. Cartridge sheet A3
- 7. Scissors
- 8. Glue

Evaluation Criteria

Fabric description in term of styles method, categories & influences.

