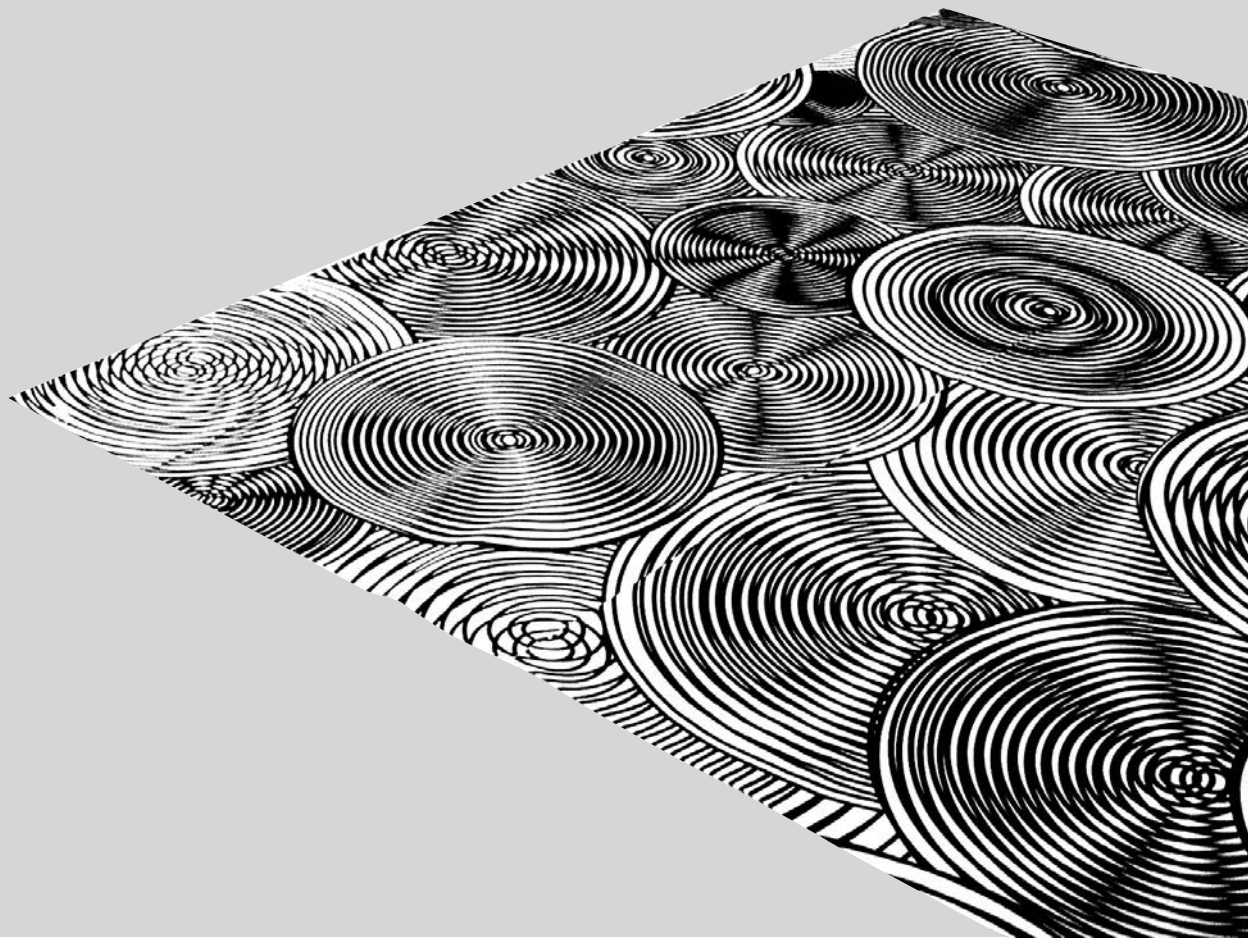


B

CRISTÓBAL BALENCIAGA MUSEOA

Digital pattern design and printing

DIY Workshop



Digital pattern design and printing

This theoretical-practical activity proposes an approach to pattern design. The theoretical aspect of the workshop will study the techniques for creating graphic repeat patterns, and the possibilities offered by today's digital tools. On the other hand, the practical development will have the objective of creating a personal design project and following its complete process, from the initial idea or sketch, to the rapport and precision of the design for its correct production. Each participant will work on creating a pattern, and will obtain their design digitally printed onto a metre-length piece of fabric.

All of the sessions will combine the theoretical contents specified in the programme with development of the individual project, and the participants will receive individual guidance.

PROGRAMME

The initiative will run for eight sessions, with a total dedication of 32 hours. Six of the sessions will take place at Tabakalera's Kutxa Kultur Moda workshop in Donostia-San Sebastián, and another two sessions at the facilities of the Cristóbal Balenciaga Museoa in Getaria. The sessions will take place every Saturday from May 4 to June 22, from 10:00 to 14:00.

SESSION 1

05/04/2019

CBM

THE DRAWING OR GRAPHIC MOTIF

Textile design is a creative process involving the application of a graphic idea to decorate and illustrate a textile surface. In this session, by way of inspiration to get the personal projects off the ground, you will analyse textile designs by other designers and/or artists who hold a relevant position in this speciality, while also examining the different kinds of graphic motifs found on prints (botanicals, geometric shapes, objects, landscapes, textures, glitches, etc.). The session will include a guided tour of the exhibition *Cristóbal Balenciaga. Fashion and Heritage*.

SESSION 2

05/11/2019

KKM

THE RAPPORT OR PATTERN

Graphic repeat patterns can be applied to all kinds of surfaces, using a wide variety of printing techniques to give the impression of a visual field of infinite variation. The pattern is devised in such a way that, when repeated, it maintains the continuity with no visible separating lines. By doing a simple exercise, the participants will observe the results obtained on repeating a *rapport* on textile.

SESSION 3

05/18/2019

KKM

TECHNIQUES AND RESOURCES FOR GENERATING A GRAPHIC PATTERN

A wide variety of techniques exist for generating a *rapport* that allows us to create designs of higher or lower complexity according to the repetition structure used. In this session you will analyse how the design and said structure condition one another, examining different formulas of repetition and specific computer applications (templates, digital applications, etc. that automate the pattern creating process).

PROGRAMA

SESSION 4
05/25/2019
KKM

INDUSTRIAL TEXTILE PRINTING PROCEDURES

This session will focus on the analysis of different printing procedures (digital printing, screen-printing, transfer, rotary, inkjet printing, etc.), their characteristics, their aptness depending on the model design and the desired results. You will be shown different kinds of inks used in digital textile printing, and will look at other textile illustration techniques (embossing, laser cutting, perforation, holography, flocking, etc).

SESSION 5
06/01/2019
KKM

COLOUR IN TEXTILE DESIGN

In this session you will study the modes, syntheses and dimensions of colour, as well as the chromatic contrasts. You will pay special attention to the chromatic correspondence between the original design and its reproduction to avoid undesired chromatic results in the textile printing process.

SESSION 6
06/08/2019
KKM

DESIGN VARIANTS AND MOCK-UP

With a view to increasing the field of possibilities for the design created during the previous sessions, you will explore and practice with a series of variants such as changes of scale, colour range, the relationship between the background/figure or the size of the motifs. In this same context, you will use a mock-up, which serves to recreate or simulate the design for its evaluation and adjustment before printing.

SESSION 7
06/15/2019
KKM

COMPLETION OF THE DESIGN PROJECT

This session will be dedicated to finishing the individual project. You will revise the technical aspects required to correctly print the design and send it off for printing. You will be given general information about the digital design and printing process (file formats, resolution, printers and related companies, pattern libraries, online printing, bibliography, etc.) in order that you may continue to work on future projects by yourself.

SESSION 8
06/22/2019
CBM

DELIVERY OF THE DESIGN PROJECT

In this last session you will receive the fabric printed with each of the designs, making the most of the occasion to study the qualitative difference between the creative experiments carried out over the different sessions and their final materialisation.

Malús Arbide



Malús Arbide is an artist, graphic textile illustrator and specialist in different printing techniques. Her professional activity focuses on artistic practice, pattern design and textile printing, which she combines with her work as a teacher specialising in these areas. She has presented her work as a designer of textile prints at specialised international fairs such as Indigo, Salon International du Dessin et de la Création Textil in Paris, 2004, and Tissu Premier in Lille, 2006.

Among the awards and mentions she has received are the Diploma Selected 2018, the Proyecto Innovador Sustatu Prize in 2002 from the Department of Economic Promotion of the Provincial Council of Bizkaia for her work *Tela Digital: Diseño y estampación textil digital* (Digital Fabric: Digital textile design and printing) or the Artistic Creation Grant from the Provincial Council of Gipuzkoa to produce the project *Repertorio de recursos gráficos para el diseño de moda* (Representation of the dress: Repertoire of graphic resources for fashion design).

www.malusarbide.com

INFORMATION

DATES

Every Saturday from May 4 to June 22, 2019.

TIMES

10:00 – 14:00

LANGUAGE

Spanish.

PARTICIPANTS

This activity is intended for all people interested in learning digital textile design and printing techniques and methods.

REQUIREMENTS

The participants must have basic knowledge of at least one of the programs to be used as a work tool, Photoshop and/or Illustrator. The participants must also have a computer and at least one of the said programs.

REGISTRATION

Registration will be open from the date on which the activity is published until April 26 (inclusive), or until all places are taken. There are 20 places which will be filled on a strict first come, first served basis. Those interested must complete the Museum's online registration form or send an email.

PRICE

190 €

The price includes the materials and one metre of fabric printed with the design or project developed, which will be delivered at the end of the activity and has an approximate value of 45 € per participant.

PLACES LIMITED

REGISTRATION REQUIRED

In the event of failing to meet the minimum number of participants, all of those who have registered will be informed of the activity cancellation and will receive a refund where appropriate. A certificate of attendance will be issued at the end of the activity.

CONTACT

T +34 943 008 840

didaktika@crislobalbalenciagamuseoa.com

Collaborators



kutxa kultur
moda
kutxa FUNDACIÓ

donostia
san Sebastián **UP!**

donostia
moda
MODA SUSTATZEN
IMPULSO A LA MODA
IMPULSE TO FASHION

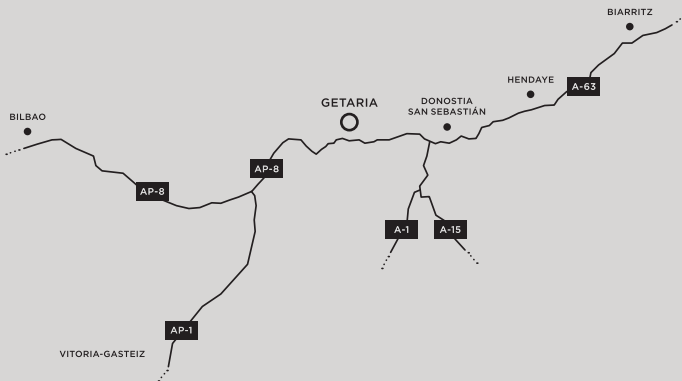
 **DONOSTIA**
SAN SEBASTIÁN
Alkateordeza
Tenencia de Alcaldía

donostiasustapena
fomentosansebastián
DESARROLLO ECONÓMICO DE SAN SEBASTIÁN
DONOSTIA SUSTAPENA FOMENTOS
SAN SEBASTIÁN ECONOMIC DEVELOPMENT

B

CRISTÓBAL **BALENCIAGA** MUSEOA

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Biarritz — 71km
Bilbao — 81km
Donostia/ San Sebastián — 25km
Iruña-Pamplona — 97km
Vitoria-Gasteiz — 83km

GPS
43° 18'6.92" N
2° 12' 18.77" W

