

City & Guilds Foundation Programme - Knitting

CGI.M2-A11: Texture – Explore the use of different textural techniques to produce three samples



Assignment Eleven

Objective

For this assignment you'll be using the information you gained in the earlier texture tutorials and tasks to produce new samples based on your own design and choice of techniques.

Part One

Look back at your sketchbook work and find an image that you think will translate well into a knitted fabric that incorporates textural techniques. If your chosen image is complex, it may need to be simplified and refined to create impact in your design. Your piece can be 2 or 3-dimensional so feel free to be creative!

Consider what technique/s you might want to use, what material/s and the effect you want to achieve to interpret your design. You can use a technique from your earlier samples or a technique of your own. Make notes and sketches of your ideas, including why you chose a technique/yarn/style and any alternatives you may have considered before deciding on the final sample.

Using your notes, sketches and image as a guide, create a sample at least 40 sts wide and write down your method in the form of a knitting pattern. You may want to start with longhand then re-write the instructions using abbreviations and knitting pattern 'protocols'. Use a chart, written instructions or both, whichever works best for you. You can find information about knitting pattern structure and abbreviations in the reference sections.

Finish your sample by sewing in all ends, pressing and blocking.

Parts Two & Three

Using the same image or a different one, make two further samples. Again, write down your knitting instructions as above.

Finish the samples as before.

Part Four - Reflection

Review your samples. Do you think you made good choices in your design with regard to the technique, the yarn used and the effect you were looking for? How might you use your samples in a larger design project? What might your samples be suitable for? Are there any limitations to how you might use your samples? How might you adapt them to achieve your end design?

Make notes of your findings, reflecting on what you liked or thought was successful and what you might have done differently. How well do you feel you interpreted your original images? What else would you like to try?

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