



Visual Communications

:: project

Silkscreen

Can you use your new-found silkscreening skills to print some killer products (t-shirts, placemats, tote bags, scarves, etc.)?

:: project overview

You will create an original design to print using the silkscreen process. You will make a print on paper and a print on a t-shirt (you will get one t-shirt from the classroom). You will document your final t-shirt product by modeling it yourself (or ask a friend) and taking a digital picture to post on the wiki.

:: parameters

1. The artwork/design work must fit on a **14" x 12"** area (a larger size *is* available, speak with Lisa).
2. You must have 1 design that you mock up on a t-shirt or tote bag template to test scale and color(s). Look at our selection of t-shirts that are in the classroom so that when you are mocking up your t-shirt design, you may have a more accurate 'mock-up'. [View video tutorial here](#).
3. If you want to create a design that has different values, you must use the [half-tone tutorial](#) (this is good for those working from a photograph).
4. You will hand in: **1.** your digital mock up on the t-shirt or tote template, **2.** a picture of your final t-shirt or tote (posted to the wiki)
5. **ALL ARTWORK MUST BE COMPLETELY ORIGINAL; no borrowed concepts or imagery. No copyright protected material (including fonts). Just because an image is marked as 'free' does not mean that it is in the Public Domain and free for use.**

:: process

1. Collect some examples (from the internet or beyond) of t-shirts that you admire. Collect some art/cool images that are inspirational to you. You will also collect

reference imagery that you may need (ex.: if you want to create an illustration of a monkey, you will need a picture of the kind of monkey you want to illustrate as a reference).

2. Begin sketching (with physical or virtual materials) and experimenting in Adobe Photoshop or Illustrator to create the art for your silkscreen.
3. Complete the half-tone tutorial using an original photograph (if this relates to your imagery)
4. Once you have completed your final artwork, create mock ups (arrangements) and/or color concepts on t-shirt templates. **Get peer feedback.**
5. Print out your design in black and white on paper to test for scale.
6. Prepare your artwork to be printed on 8 1/2" x 11" transparencies (yes, you can use more than one sheet to piece together your work). These transparencies are called your 'film positives.'
7. After printing your transparency (or transparencies), use these film positives to expose your screen (20.0 units on the Mercury Exposure Unit).
8. Rinse out your screen with the power washer and let your screen dry. Then, tape off the open edges on the print side of the screen with the blue tape.
9. Mix your ink and make your first print onto *paper*. **BE SURE TO SEE LISA if you intend to USE WHITE INK!!**
10. Dry your t-shirt (or other fabric item) to cure the ink using the flash drier.
11. Post your results.

A note about care of your shirt: 1) turn inside-out when washing, 2) use mild detergent, 3) wash in cold water

Be aware: if you neglect to clean or treat your screen properly and it results in your screen getting clogged or damaged, then you will be charged \$20. to cover costs to send the screen back to the factory.

If you fail to properly clean up your spaces during this unit, you may be pulled off of the project.



:: beyond the classroom

- Create an online t-shirt shop using CafePress.com or Threadless.com
- Take additional pictures of your finished products for your portfolio
- Enter your design in one of the many online t-shirt design competitions (see wiki)
- Apply your design to: a messenger bag, a scarf, a pillowcase...whatever is flat and not heavily textured!

:: design considerations & tips

- ✓ Always mix your own colors; it *always* looks more thoughtful
- ✓ Create a sense of depth and/or perspective using layers
- ✓ Use your silkscreen space to have both solid shapes *and* line work to layer on top