

Using the Design Process

There are many different ways to begin a tatting project. Most designers start with an idea then look for photos, pictures, etc. of the subject; others just rely on their memory or imagination. Sometimes a new design comes from a previously designed pattern. And some designers just pick up the shuttle(s)/needle and thread then begin tatting. Others make sketches first, these are often very rough, and often include notations, ideas.

If you are a beginning designer you may want some structure to help you get started; using a design process can help with this. Later through experience you will learn your preferences.

The steps of a Design Process, although usually very similar, are not always described the same depending upon the field of study and source of information.

For Tatting Designers, we will use this version I have compiled from many sources; I feel it will work very well for Tatting Design.

These steps and sub-steps are **only guidelines** which may happen in a different order or some may not be used at all; it depends upon the Individual designer's preferences and the specific project. This is not usually a straight-line process.

- A. During this entire design process **document** everything in detail.
- B. Please **do not discard** any documentation or tatted bits & pieces - they may be useful in future project. You can keep them in a notebook, binder (punch holes in baggies to add into the rings), labeled envelopes or baggies.
- C. **Incubation** time is important will be used more than once throughout the design process
- D. **Evaluation** is considered a step also but is also needed at times throughout the design process.

1. Concept	<ul style="list-style-type: none">• Research & collect ideas, pictures, samples, color schemes, etc.• What/who is the project for? A new idea, a technique, a challenge, an assignment or for teaching etc.• Select project possibilities & narrow down to 1 or 2• Brainstorm Lists, very rough sketches of possibilities on a design template, plain or lined paper, graph paper, polar grids for circular designs, in sketch books or even on napkins.
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2. Plan	<ul style="list-style-type: none"> • Select the best idea or sketch, refine it • Make a mind maps or list for the design • Considering the design details such as: <ul style="list-style-type: none"> Size, Shape, Color, Tatting Path, Tatting Techniques, Stitches Threads & Colors • Select the best possibility & make a couple copies of it to use for markup and changes in the next step.
3. Create	<ul style="list-style-type: none"> • Begin a Prototype - this is the Trial Stage so: <ul style="list-style-type: none"> ○ Explore, Experiment, Play ○ Stops and new starts usually happen with lots of retro tatting (undoing stitches) and re-tatting. ○ Note preliminary stitch counts (this can be easier if you have sample pieces in different sizes of threads. ○ Begin your Instructions
4. Evaluate Q & A	<p>Are there any specific problems: design, technique, path, threads, colors, etc.? If so brainstorm possibilities:</p> <ul style="list-style-type: none"> • Review design elements & principles • Research other technique & stitches to use • Revisit previous steps for possible changes to help. • Collaborate • Explore, experiment, retro tat & redo • Refine, improve, add details • Repeat last 2 steps until there is a viable prototype • Or set project aside for incubation time, then repeat
5. Test	<ul style="list-style-type: none"> • Have the pattern test tatted by others • Evaluate • Collaborate • Refine, Improve
6. Produce Final Version	