Using a Design Process

There are many different ways to begin a Tatting Design and only through experimenting and experience will you find the ways that work best for you. Sometimes the design itself or the purpose of the design can influence your choice. If you are a beginning designer you may want some structure to help you get started and using a Design Process can help with this while you're learning your preferences.

A typical Design Process may have about 5-12 or so steps depending upon the field of study, art, craft or industry to help guide you through your designing. This is not a straight-line process but more circular or looping. These steps or stages may happen in a different order or sometimes in a back-and-forth manner.

During this entire design process, you need to **document** everything, in detail when possible, and **for tatting keep all your "bit's" and pieces** which might be just right for a different project.

Two steps that happen throughout the entire process are:

1. **Incubation** which is important and will be used more than once throughout the design process.

2. **Evaluation** is considered a step also but is also needed at times throughout the design process.

1. Concept, Ideas & Research	You may have a design idea or a technique already selected; if not begin by Researching: Ideas are everywhere in our world all around us! • Consider what/or who is the project for? A new idea, a technique, a challenge, for teaching a class …. • Brainstorm possibilities: subject ideas, techniques, thread colors … • Collect ideas, photos, pictures, samples, color schemes, etc. • Study what has already been done: <u>look for what hasn't been done!</u> • Make very rough sketches of possibilities or take photos • Consider all the possibilities and begin to narrow down what possibilities might be best.
2. Plan & Refine	• Choose the best possibility and begin planning the design. Considering the design details such as: Size, Shape, Color, Tatting Techniques, Stitches, Threads & Colors and select the best possibility • Write down the plans using a Project Planning Worksheet, by Mindmapping or any recording method that works for you. • Refine your Sketch and Begin Diagraming the Design • Tat sample of any techniques you are not familiar with

3. Prototype & Instructions	• Begin a Prototype - this is the Trial Stage so:
	
	    ○ Explore, Experiment, Play
	
	    ○ Begin your Instructions & Diagram(s)
	
	    ○ Stops and new starts usually happen with lots of retro tatting/frogging (aka: undoing stitches) and re-tatting.
	
	    ○ Note preliminary stitch counts (this can be easier if you have sample pieces in different sizes of threads.
	
	• Continue Prototype & Instructions

4. Evaluate, Collaborate & Adjust Q & A	Are there any specific problems: design, technique, path, threads, colors, etc.? If so, brainstorm possibilities: • 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
5. Testing	• Have the pattern test tatted by others • Evaluate • Collaborate • Refine, Improve
6. Produce Final Version	