



Painted Warp Simulation

A number of years back I developed a system to visualize what cloth would result from a painted warp. All that is needed are a weave design program which allows one to produce a bitmap of the draw-down, and a photo program to manipulate the weave design and to create the painted warp.

I currently use Fiberworks PCW to create the weave design and Adobe PhotoShop® to create the painted warp, but I obtained equally successful results from other weave design software and Corel Paint.

1. Create the weave design making sure that the warp color is a good contrast with the weft, and the weft is the color(s) to be those used in the project (black in the illustration).
2. Zoom out so that the design is of the required size. Copy the design to the clipboard (control M in PCW) OR use SnagIt and capture the area required.
3. In PhotoShop create new document and paste the weave design.
4. Crop the design to create a section of the required size and shape, and to remove any threading, tie up, and treadling information.
5. With the Magic Wand tool, select the weft color, copy, and paste in a new layer. OR, if the weft has more than one color, use the Magic Eraser tool (uncheck contiguous) to delete the warp color.
6. Create another layer under the weft layer, and fill with a color. The color could be a gradient fill or something more complicated. Most photo programs have an amazing number of fills. Select or create one that fits your concept of the warp painting and one that you can manipulate to obtain colors and blends to match your dyes.
7. Delete any layers no longer in use.

And that is it!
Now if only I could get the program to do the dyeing . . .

