Clothing TEXTILES

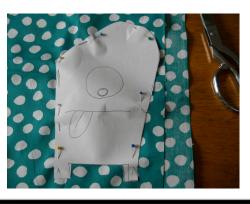
Knowledge of the **Elements and Principles of Design** provides there are endless options for applying creativity and innovation to the design of a variety of projects and creations. Here's an example of how the elements and principles of design can be applied to the design and creation of a stuffed friend.

1) To start, draw a design of an animal, monster or stuffed friend on a piece of paper. Use the elements and principles of design to add creative elements to your creation (such as color, line, shape, and form). In the example shown on the right the following elements were used: line, shape and space to create an image that resembles a goofy looking monster. The principle of design, balance was used to create an asymmetrical animal. By placing the monster spikes on one side and the tongue on the opposite side, the finished monster illustrates the use of informal balance.





2) After drawing the design, with fabric right sides together cut out the pattern pieces.





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3) Sew right sides together. Examples are shown to the right with the monster ears and tongue.





4) Turn right side out and press.



5) Place spikes, feet, etc along the raw edge of one of the monster body pieces (as shown above) toward the center of the animal. Pin in place.



6) On the remaining monster body piece, attach the tongue and pin the white circular eye piece in place. A blanket stitch and button could be used to give the eye a rough finished look. Create a stitch across the body for a mouth.



7) Before stuffing the animal, sew the main body pieces together (right sides together) leaving a six-inch opening to stuff and fill monster.

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