



TEACHING COLOR THEORY THROUGH FIBER ARTS, QUILTING AND THE COMPUTER

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In three weeks, freshman level students from four disciplines were given several tasks to acquire the skills and knowledge to create colors to match a given set of color chips. Given the basic rules and principles of color matching, students were then required to create a 2-dimensional composition on unbleached muslin measuring 9" x 9" using dyes and paints through stenciling, painting, tie dyeing, and stamping. Prior to this exercise they created twenty samples with various techniques to design a quilt block that possessed a back-ground, middle ground, and foreground. Four smaller samples (4.5" x 4.5") representing the larger 9" x 9" square were made and distributed to fellow classmates to create their own handsewn quilt block. One hundred eighty 9" x 9" and 4.5" x 4.5" blocks were then pieced together by the instructor to make two separate quilts. Students were also required to dye a white T-shirt and/or take the color off, and/or use dye resist techniques. Students were then introduced to the Animator II computer program for color matching. They were given one color chip to match and were immediately reviewed and critiqued by the instructor. Altogether, the projects were sequenced in a progressive matrix to organize the class in a simple and logical way to teach color theory.