

# GID 53B: INTERMEDIATE T-SHIRT DESIGN & GARMENT PRINTING

## Foothill College Course Outline of Record

Heading	Value
<b>Effective Term:</b>	Summer 2022
<b>Units:</b>	4
<b>Hours:</b>	3 lecture, 3 laboratory per week (72 total per quarter)
<b>Degree &amp; Credit Status:</b>	Degree-Applicable Credit Course
<b>Foothill GE:</b>	Non-GE
<b>Transferable:</b>	CSU
<b>Grade Type:</b>	Letter Grade (Request for Pass/No Pass)
<b>Repeatability:</b>	Not Repeatable

## Student Learning Outcomes

- Produce works of communication design and personal expression for garment printing.
- Demonstrate an understanding of the business practices of garment printing.
- Critically evaluate, define and discuss his or her own projects and the projects of student peers.
- Recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds.
- Prepare production art and screen print artwork for multi-color garment printing.
- Practice the management of a printmaking studio including scheduling, supply management, equipment maintenance, safety, and clean up.

## Description

Continuation of GID 53A. Intermediate instruction in design and printing for wearable art. Students learn digital skills for image creation and preparation of multi-color artwork for screenprinting on t-shirts, fabrics and wearable substrates. Focused development of personal visual style with emphasis on portfolio quality work. Basic business procedures of the garment printing industry are put into practice.

## Course Objectives

The student will be able to:

1. produce works of communication design and personal expression for garment printing.
2. prepare production art and screen print artwork for multi-color garment printing.
3. demonstrate using software to make spot color separations.
4. practice the management of a printmaking studio including scheduling, supply management, equipment maintenance, safety, and clean up.
5. demonstrate an understanding of the business practices of garment printing.

6. critically evaluate, define and discuss their own projects and the projects of student peers.
7. recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds.

## Course Content

1. Garment printing design
  - a. Designing for clients' needs
  - b. Designing for cultural expression
  - c. Designing for two colors of ink on color garments
2. Preparation of artwork for garment printing
  - a. Production art for two colors of ink on color garments
  - b. Prepare artwork with tracing paper and oil-based paint markers
  - c. Prepare artwork with software
  - d. Outputting film on inkjet printers
  - e. Exposing emulsion on screen for printing on pocket, left chest, inside collar and industry desirable locations
3. Screens
  - a. Mesh count
  - b. Mesh count requirements specific to the job
  - c. Materials used to make screens
  - d. Purchasing screens
  - e. Storing and maintaining screens
4. Printing
  - a. Mixing ink for multi-color printing
  - b. Printing two colors of ink on color garments
  - c. Press types and their different requirements
  - d. Micro-adjustment and color registration
  - e. Proper placement of image on t-shirt
5. Ink
  - a. Ink types and suitability to garment material
  - b. Mixing ink for multi-color printing
  - c. Quantity of ink required
  - d. Properly clean-up and methods to avoid the ink from drying in the open-mesh
  - e. Environmental concerns
6. Mixing water-based ink
  - a. Benefits and concerns of printing with water-based inks
  - b. Water-base ink characteristics
  - c. Mixing water-base pigment with base to achieve a smooth and consistent ink ready for print
  - d. Technical concerns
  - e. Clean up
  - f. Environmental concerns
7. Mixing plastisol inks
  - a. Benefits and concerns of printing with plastisol inks
  - b. Plastisol ink characteristics
  - c. Proper management and disposal
  - d. Proper cleaning using the soy-based bio-degradable cleaners
  - e. Nylonbaum ink for printing on nylon
  - f. Environmental concerns
8. Software
  - a. Raster graphics—Adobe Photoshop
  - b. Vector graphics—Adobe Illustrator

- c. Digital color separations
- d. RIP software and inkjet printing
- 9. Business practices
  - a. Management of a printmaking studio
  - b. Scheduling
  - c. Supply management
  - d. Equipment maintenance
  - e. Tutoring new workers and new students
  - f. Safety and safety practice
- 10. Critique
  - a. Criteria for evaluating client centered projects
  - b. Criteria for evaluating fine art and works of cultural production
- 11. History
  - a. Contemporary print artists
  - b. Contemporary print studios

## Lab Content

Concept development sketches, planning and production sketches, preparation of color separations, inks, screens and plates for printing, printing, curating of finished work and documentation.

## Special Facilities and/or Equipment

1. Facilities: 24" x 36" table space for each student. Screenprinting stations including base, screen, registration system, squeegee, flash dryer. Light table, screen exposure unit, screen washout unit, print drying rack, inkjet printer for film positives, darkroom facilities, ink curating unit.
2. When taught via Foothill Global Access: ongoing access to computer with email software and capabilities; email address; JavaScript-enabled internet browsing software.

## Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Evaluation of assignments and projects  
 Evaluation of studio practice  
 Tests, quizzes or research assignments  
 Student's ability to analyze their work and the work of their peers

## Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentations and classroom discussion using the language of screen printing and t-shirt printing  
 In-class reading of screen printing and t-shirt printing texts by the instructor and students followed by instructor-guided interpretation and analysis  
 Group presentations of major projects followed by in-class discussion and evaluation

## Representative Text(s) and Other Materials

Fresener, Scott. How to Print T-Shirts for Fun and Profit. 2005.

This textbook is old but remains the best textbook for this course. The technology of t-shirt printing has not changed significantly since its

publication. Research has demonstrated that another text as suitable as this has not entered the publishing marketplace.

## Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Weekly reading assignments from text, online resources, and outside.
2. Weekly lecture covering subject matter from text assignment with extended topic information. Class discussion is encouraged.
3. Laboratory exercises and demonstrations: Weekly lab exercises. Each lab exercise may include individual or group participation and covers assigned reading and lecture topics.

## Discipline(s)

Art or Graphic Arts