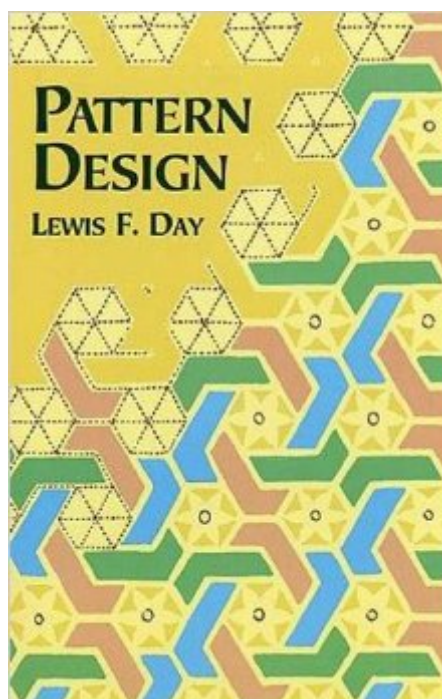


The book was found

Pattern Design (Dover Art Instruction)



Synopsis

Take any form you choose and repeat it at regular intervals, and, just as repetitive sounds produce rhythm or cadence, you have pattern. However, the use of pattern in design is no haphazard matter, but a disciplined activity in which the artists must impose a pleasing order and structure on the whole to achieve an aesthetically satisfying end product. This classic guide, revised and expanded by Amor Fenn three decades after its publication, teaches artists to do just that. Surveying a multitude of applications, from architectural detail to decorative textile printing and typographic patterns, Day provides insight into the geometric foundations of all repeating patterns, and treats in a practical way the anatomy, planning, and evolution of repeated ornament. He demonstrates the extent to which pattern is the essence of the ornamental arts, and offers a wealth of technical information for the student and designer. Generously illustrated with more than 270 designs ranging from old Japanese, Persian, and Arabian patterns to early 20th-century motifs, Pattern Design will stimulate the imaginations and advance the skills of novices and experts alike.

Book Information

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Customer Reviews

The first edition of this book was published in 1903. This would seem to place it as a popular work for the ornamental design of the previous decade (Victorian, etc). The second edition of 1933 was made over by an author named Amor Fenn who rearranged some chapters and added more about borders. The basic concepts of pattern design (i.e. wallpaper, rugs, etc.) are explained in that endearing early 20th century patter that turned everything around so they could say 5 words in 20;

pre-entertainment-overload days! I took these drafting examples right into Photoshop and Illustrator and created several rough MacIntosh like Victorian wallpapers in a short time... copy/paste, flip, and snap-to made this an easy trial. Taking the same trials and thinking 100 years into the future made web background pattern construction a breeze. Cool. ...and everything in between, this could get fun. An excellent reference shelf item

It is very rare that anything inspires me to gush. But I cannot recommend this book highly enough. Yes, the examples in the book (originally published in 1903) are in black and white - irrelevant. What is being taught here is not color theory but pattern construction. Learn to walk first, skipping comes later. Read with an open mind, this book will give anyone a solid foundation on which to build patterns. It is an invaluable resource to web designers, artists, and crafters of all kinds. I cannot remember the last time I took a class or read a how-to book where the lesson plan was laid out so logically and compellingly, each chapter building on what was already learned. And while the author's old fashioned prose takes a little getting used to, it is by no means dry or boring. Mr. Day, and his editor, Mr. Fenn, are both brilliant, opinionated, and enthusiastic about the subject of pattern - the writing of this book makes that clear even 100+ years after it was originally published. There are also excellent teachers, and if there is a Great Hereafter, I hope someday I'm able to thank them. I originally rented this book from my local library. Within a few chapters, I realized it was a keeper and I had to have it for my own.

This was written in the early 20th century for wallpaper designers. It's been more interesting to me as a historical document showcasing how manufacturing and design evolved together than as a guide to designing patterns. But it does explain repeats, symmetries, etc, and I have been able to design some patterns on my computer based on something written nearly 100 years ago. The language is dated.

For anyone interested in the art of repeat patterns, this book is fantastic. Filled with lots of good old fashioned advice and methods, it shows a whole bunch of ways to build repeating blocks that you can then manipulate and decorate to your own ends. Techniques are easily adapted to use in a vector graphics program too, so you can follow instructions with a ruler and pencil or with your computer.

This book promised to give the best information on pattern design and it delivered all that was

promised.

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