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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Introduction; Chapter 1: Textile design and print in the digital age; Chapter 2: Digital design tutorials; Tutorial 1: Using filters in Photoshop; Tutorial 2: Creating complex color blends; Tutorial 3: Building floral motifs; Tutorial 4: Cross-stitch effects; Tutorial 5: Engineered prints; Tutorial 6: Sequin effects; Tutorial 7: Photomontage; Tutorial 8: Building a brush palette; Tutorial 9: Textured effects; Tutorial 10: Creating a color palette; Chapter 3: Patterns and repeats; Tutorial 11: Photoshop repeat - basic block repeat Tutorial 12: Photoshop repeat - block repeat with offset filterTutorial 13: Photoshop repeat - simple half-drop motif; Tutorial 14: Photoshop repeat - half-drop repeat; Tutorial 15: Photoshop pattern - gingham; Tutorial 16: Photoshop pattern - creating stripes; Chapter 4: Introduction to illustration; Tutorial 21: Displacement maps; Tutorial 23: Creating graphic silhouettes; Chapter 5: Digital craft; Designer profile: Richard Weston; Designer profile: Rebecca Earley; Chapter 6: Technology for digital textile printing; Glossary; Resources; Index; Credits
Sommario/riassunto	With the increasing sophistication of CAD and other design software, there is now a wide array of means for both designing and fabricating

architecture and its components. The proliferation of advanced modeling software and hardware has enabled architects and students to conceive and create designs that would be very difficult to do using more traditional methods. The use of CAD technologies in the production of physical models, prototypes and individual elements is increasingly widespread through processes such as CAD/CAM, CNC milling and rapid prototyping. This translation of computer-genera