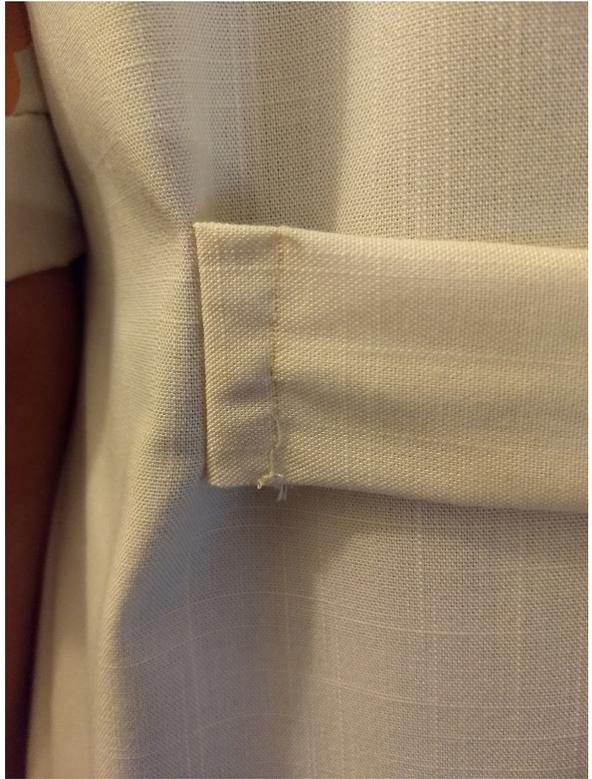


Question 1: For my final project, I made the jacket from the Cabana Ana skin in Overwatch. Here is the finished product:





I based it off a combination of the concept art and the in-game appearance. I liked the dark trim and the simpler pattern on the in-game version, but the buttons felt unnecessary.

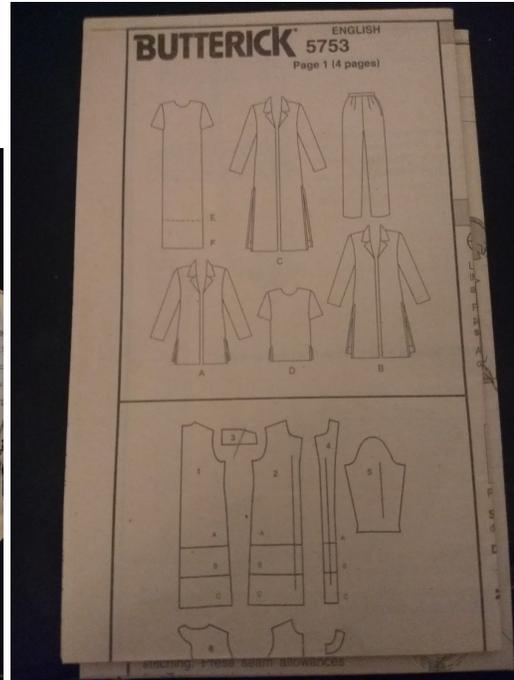


The hardest part was screen printing, since I didn't have any prior experience with it. I did one practice print on my muslin to get to know the process, then jumped straight into printing my fabric. I ended up using too much ink in some parts and too little in others, plus I misjudged the amount of paint I needed and had to re-mix some orange really quickly at the end. If you look closely, you can see that some of the flowers are a different shade from the rest, and some of them are a bit patchy. I accidentally smeared a bit of orange paint from my finger onto the back of the coat. Here are some pictures of the screen printing drying. I unfortunately did not get pictures of the screen printing in progress as I had to work quickly to prevent the ink from drying on the screen.



The fringe was also pretty tough to sew. I had trouble getting it to lay straight, and I had to redo a few spots to get it to stay on properly

It was my first time using a paper pattern AND making changes to a pattern, so I'm pretty proud of how that turned out! The pattern I used was a duster from Butterick 5753 Fast & Easy Classics (I found it for 25 cents at the IDEA store in Urbana), but I removed the collar and interfacing and added the bar on the back.



Question 2: My first learning goal was just to learn screen printing. The process was really straightforward— basically, you just cut out vinyl and put it on a screen the push ink across it. Overall, it wasn't perfect, but I'm pretty happy with how the screen printing turned out. I made a lot of mistakes, but the design is pretty big so the small mistakes aren't super noticeable.

My second learning goal was to practice making a muslin to get the fit right before jumping into using my nice fabric. I made my muslin from cheap white cotton, while the final coat was from a more expensive linen look fabric. While making the muslin, I got to practice putting together the sleeves (I used a blind stitch for the sleeve hems which I hadn't done before), check the fit, and adjust the cut of the front and the placement of the bar on the back. It made me a lot more confident when it came time to put the final product together! Here are some pictures of my muslin:



Question 3: I think the most significant thing I've learned from these assignments is to be comfortable with trying new tools. Looking at the list of suggested new tools and techniques, I'd be comfortable trying just about any of them with minimal assistance, while before this class I might have been intimidated and needed more hand-holding. It also helps to have some amount of experience with several different tools which gives me a frame of reference for learning new similar tools. For instance, learning screen printing wasn't too hard because I already had experience with using Inkscape and the vinyl cutter to make stickers.

Question 4: I don't think this course has spurred me to think about myself differently. I don't consider myself a maker. I suppose in a sense I am one, since I do like making things, but to me, the identity of maker implies a stronger connection to maker culture as a whole, so I prefer more specific terms for myself (eg. sewist or programmer).

However, I've definitely enjoyed the hands-on and personally meaningful learning of this class. I love that I was able to do things I would've wanted to do anyways (especially with this final project), with the class/grading aspect of things mostly being an impetus to get things done on a deadline. As a computer science major, most of my learning in college has been hands-on, but a lot of it has also been very impersonal, especially in bigger required classes.