

## Beyond the Needle Skills

All levels-Use what you learned in the Design Basics Chapter in the Beyond the Needle Project Manual to create original designs on garments or accessories.

### Beginner Level (**not** eligible for State Fair)

1. Use fabric spray paint to refurbish a t-shirt with an original design (page 51)
2. Repurpose used garments by removing patch pockets from used garments, embellishing them and reattaching to a different garment or accessory. (page 54)
3. Create a repeated pattern on a garment or accessory using purchased or created stamps and fabric paint. (page 57)
4. Add a design to a garment using purchased or created stencil and fabric paint. (page 63)
5. Hand paint designs on a garment or accessory using fabric paints. (page 68)
6. Highlight an area of a garment with buttons. (page 71)

### Intermediate Level (eligible for State Fair)

1. Use synthetic or natural dye to change the color of fabric, garment or accessory. (page 75)
2. Change the color of a garment or accessory by using dye and one of these methods: Resist (Shibori or Batik). (page 79)
3. Create a design on fabric, garment or accessory using bleach. (page 81)
4. Age the appearance of fabric, garment or accessories by using coffee or tea. (page 85)
5. Decorate fabric, garment or accessory by using decorative stitching. (page 90)
6. Decorate fabric, garment or accessory by using grommets and eyelets. (page 95)
7. Change the color of a garment or accessory using the ice dye technique. (page 98)
8. Change the color of a garment or accessory using oatmeal as a resist and then dyeing it. (page 101)
9. Change the color of a garment or accessory using rust's staining qualities. (page 104)

### Advanced Level (eligible for State Fair)

1. Manipulate fabric to add interest to garments or accessories by ruffling, smocking, pleating, tangling, or adding texture. (page 109)
2. Attach a two-dimensional shape to a fabric base using machine, hand or reverse applique. (page 117)
3. Create a design on fabric, garment or accessory by hand painting and machine stitch a design. (page 122)
4. Create a design on fabric, garment or accessory by using beads. (page 127)