The Loomy Bin Tutorial I

Version 1.0, December 2001
by Shirley Wilson

## Getting to know the WEAVING and DESIGN Screens

This tutorial pertains to the standalone software, Version 1.0 of December 2001 or later. Certain features described in the tutorial are not currently implemented in the on-line version of the software. Software and documentation can be found at

http://www.theloomybin.com

Prior to using this tutorial, it will be helpful to read the on-line documentation.

A. Getting Started

When you start the downloaded software, you will see this screen:
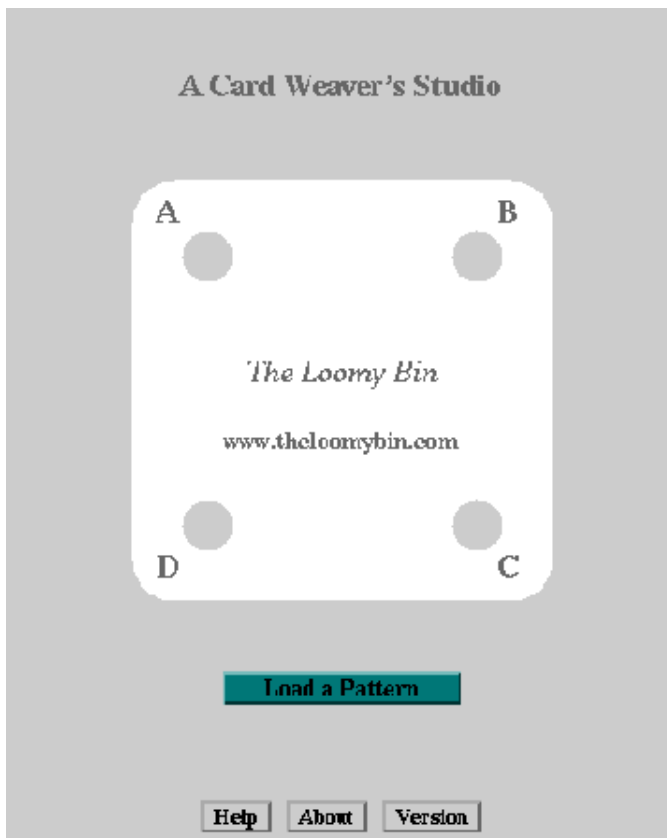
You click on the "**Load a Pattern**" button and locate the **dancer** file in the "**lib**" folder inside **The Loomy Bin** folder on your computer hard drive.

Note: If you have difficulty finding the file, click on Windows' **Start, Find Files**, and type in **dancer**. Then click the **Find Now** button. Click on the correct file and you should be ready to work through the tutorial.

Let's play with the **Dancer** design and get to know both the **WEAVING** and **DESIGN** screens.

B. Viewing the WEAVING Screen

Study the **Weaving Screen**.

You see the design showing seven rows of card weaving. Underneath the weaving is a row of slanted lines with colored dots on top representing threads of the top row.

On the right hand side of the screen are five tile buttons. You may click on each of them and see the background area directly behind the design change. This is helpful to see how the pattern changes when the background changes.
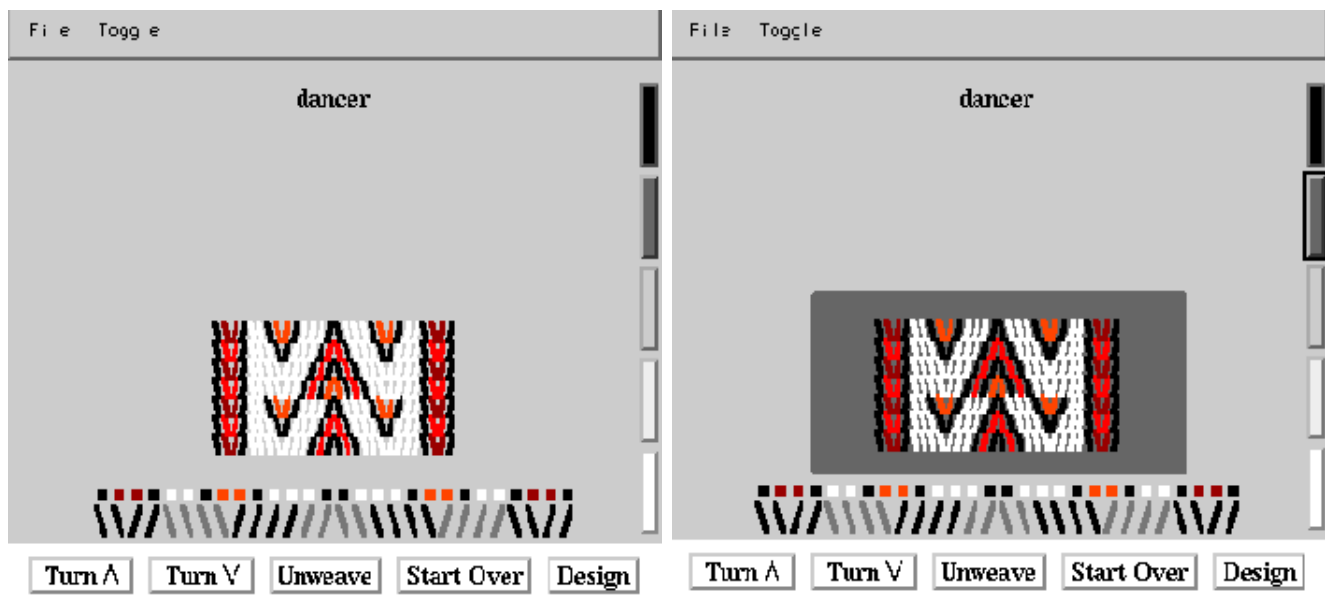
You can make more information visible. Click on the design to toggle the **weft** on and off. If you are unable to see the weft, click on one of the color tiles to the right of the screen (as shown above) to change the background. The weft could be the same grey color.
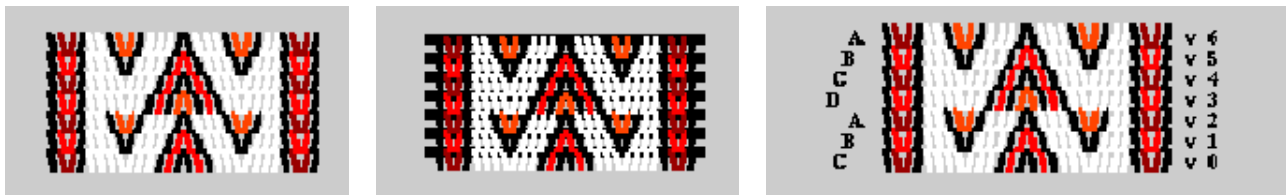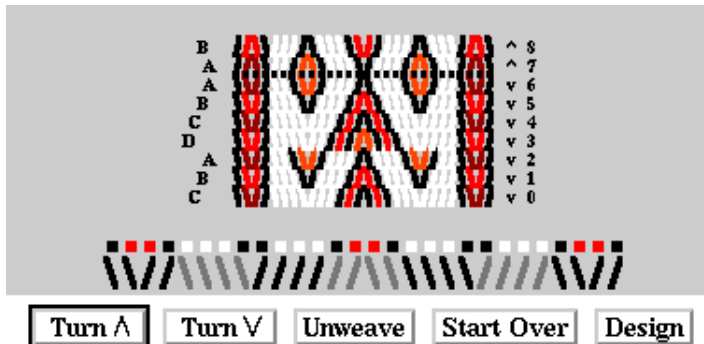

Click off the edge of the design, either to the right or left. You have entered "**info-mode**". For each row you see a row number and the direction the cards have been turned to create that row. Later on you will also see **black dots** in the weaving indicating reversal points.

Notice our design started with "C" and was turned down or backwards for six rows. The top row ends with an "A". Where you start and stop the weaving will determine the design screen.

Practice Exercise: Use the Toggle menu to toggle weft, info, and title.

There are buttons across the bottom of the screen.

| Turn ∧ | Turn ∨ | Unweave | Start Over | Design |

Click on the | Design | button first which takes us to the **DESIGN** screen.

C. Viewing the DESIGN Screen

The **DESIGN** screen provides basic set-up information such as:

- number of cards

- color/direction of threading.

It also offers a chance to better understand what is happening as we work with the cards.

Note that the top row "A" is the same as the top of the woven design row and is marked with a small > sign.

Click the | Cancel | button. **Cancel** makes no changes and returns to the **WEAVING** Screen.

D. Working with the Weaving Design

Click the [Turn ʌ] button twice.

Notice that our design shows the repeat "A" row and the direction change for rows seven and eight.

Whenever you have a direction change, or a thread direction change, the design will have **small black dots** to indicate these changes. We will see more on this later in the tutorial.
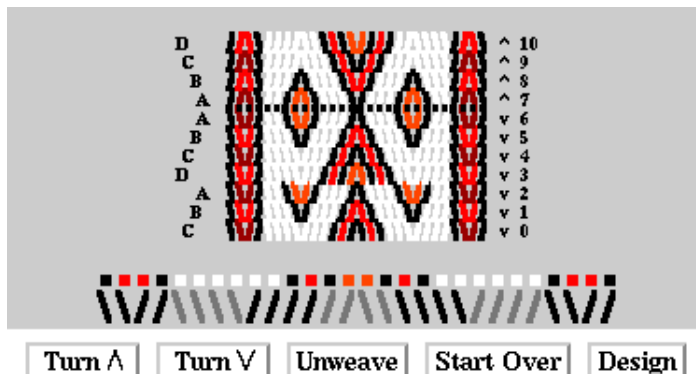
Now turn forward two more times. You will note that the information shows you are now on Row D.

(Check this by looking at both the **WEAVING** and the **DESIGN** screens.) Threading colors and directions remain the same.

E. Undo the Weaving

Let's assume we do not like the latest changes to the design.

Click the [Unweave] button four times. Notice that our design has returned to Row A and what we had before weaving four rows.

F. Changing Thread Direction

When we wove Row 7 previously you noticed that a reversal point was created for ALL cards. We will now recreate Row 7 - 10 but keep the twist on the border going in the same direction. After all, that is a main reason for having such a border.

Look at the slanted lines below the row of colors.

This shows the direction of threads.

Click on the four most left threads, changing 'S' direction (\) to 'Z' direction (/) and vice versa. Then click on the four most right threads.

Now weave four rows again clicking the **Turn ∧** button four times. Compare the border threads with the previous weaving. Notice that the **WEAVING** screen shows no change in the border threads on the last four woven rows. If you look at your design carefully, you will see **small black dots** to indicate the changes in the thread direction across the middle section but not across the border.
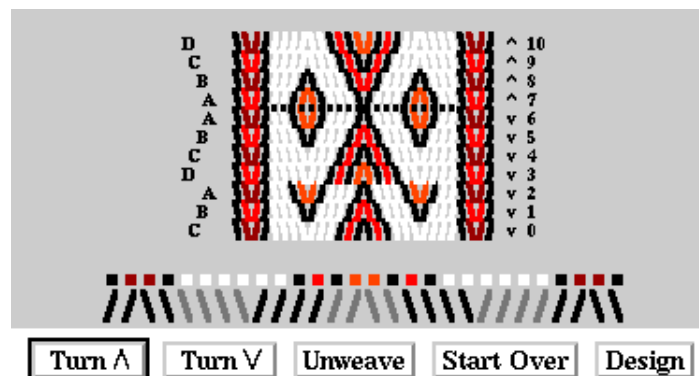

If you click the **Design** button, you will see that the **DESIGN** screen reflects the changes we have made.

Practice Exercise: You should return to the **WEAVING** screen and click to change direction on some of the white threads, then weave a row or two. Notice how the small black dots show the direction changes. Unweave to notice how the threads revert back to their original direction.

G. Experimenting with Color

Suppose you want to try the design using different colors. Let's see how easy it is to make changes in colors. Click on the **Design** button to take you back to the **DESIGN** screen if you are not already there. Notice the color bar.
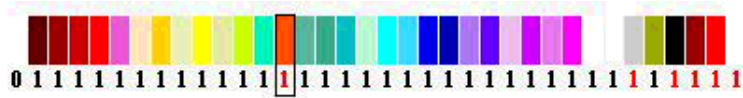
Colors with a red number are used in the design. The color surrounded by a black rectangle indicates the current color.
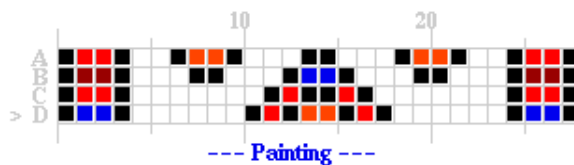
H. Changing Colors in the Warp, Square by Square

This part of the tutorial will allow you to see how a color change in certain threads might impact your design.

Choose the first dark blue color by clicking on it. It is now surrounded by a black rectangle indicating the current color.

Click the red squares on Row D, cards 2-3 and cards 26-27 and on Row B, cards 14-15.
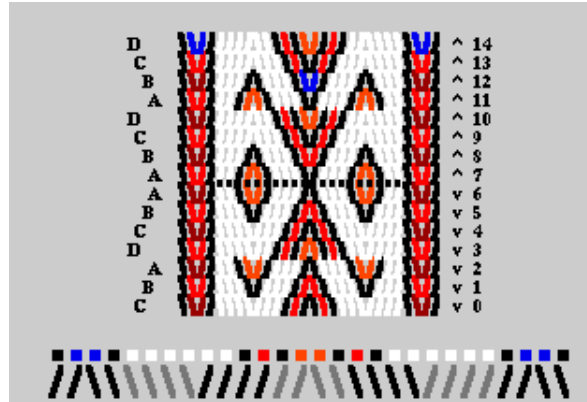

--- Painting ---

When you click on an individual square you are changing only that thread color. Notice the blue in the palette now has a red 1 indicating use in the design.

Click the **Apply** button to return to the **WEAVING** Screen.

You see no change in the design yet but the change will take affect when you weave.

Click the **Turn ∧** button four times.

Now you see the blue threads appearing in the center of Row 12 and in the borders on Row 14.

Note: If you click on the selected color you are likely to change the number underneath it. Try clicking in lower part of the black rectangle, then click in the upper part. Is the number changing?

Practice Exercise: You might like to continue to try different colors in other squares and weave a few rows to get a feel for how the color changes flow through the design as you turn forward ^ or back ^V.

I. Changing Palette Colors

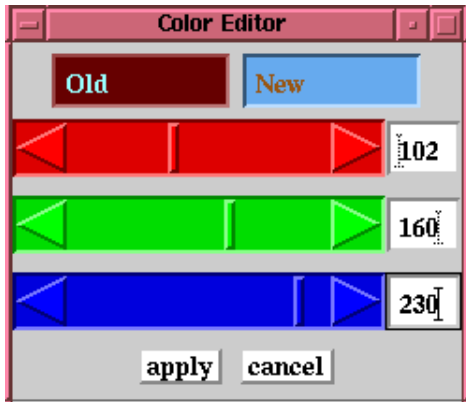There is a way of changing an existing color in the palette.

Click on the first color on the left which has a 1 below it.

Click on the **Edit Color** button which will bring up the **Color Editor**.
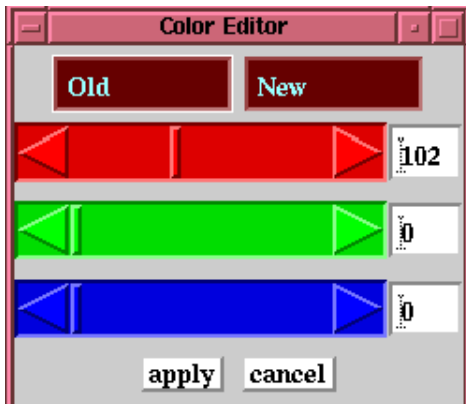
Notice that each color bar has a vertical bar, as well as numbers.

Slide the vertical bars until the numbers change to match the example to the left.

The **New** color is now a blue shade and can be used in painting blocks in your design.

Click the **Apply** button to return to the **DESIGN** screen where you can now paint different threads in your design.

Note: The appearance of the sliders depends on the platform. You may see grey vertical bars on your machine.

Practice Exercise: Try clicking on different squares to change the color, apply to the design, return to the **WEAVING** screen and turn forward or backward to see the effects.

Remember: You can **Unweave** if you don't like what you have.

J. Changing an Existing Design Color

Reload the original **Dancer** design.

Note: Whenever you reload an original design, you will return to the opening screen and do the same process you did in the beginning of the tutorial.

Click the Design button to go to the **DESIGN** screen. We will change the bright red to a bluish green color throughout the design.
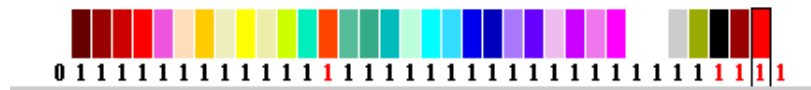
Click on the red color on the far right. Notice it has a red number 1 under it and is surrounded by a black rectangle indicating the current color.

Note: This is the first time we are choosing a color used in the **Dancer** design.

Click on the Edit Color button.
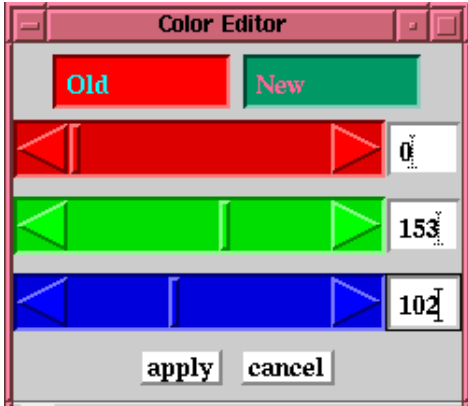
- Type 0 in the red number box. Press enter.

- Type 153 in the green number box. Press enter.

- Type 102 in the blue number box. Press enter.

Notice the new color has now changed to a shade of bluish green.

Different monitors will show a variation in colors.

Now click the **Apply** button of the color editor, closing the **Color Editor** and returning to the **DESIGN** screen.

You can see that the original red has changed to your new color. Click the **Apply** button to go back to the **WEAVING** screen.
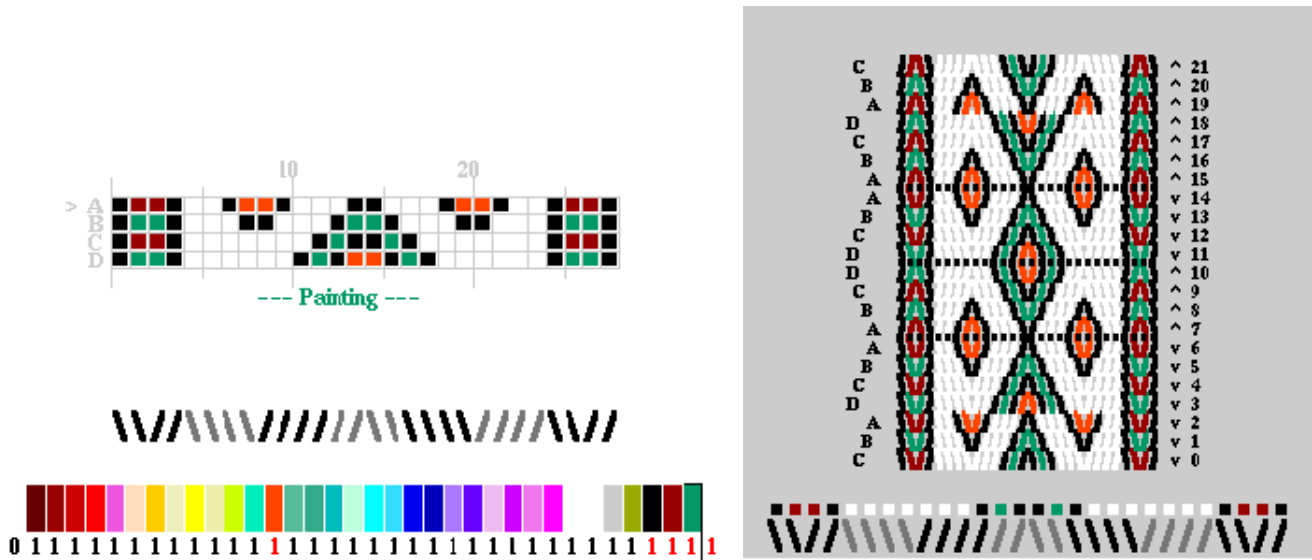

The weaving reflects the new color because we chose to change one of the design colors.

Practice Exercise: Vary the number of turns to weave forward and back to see some of the possibilities.

Here is another example, playing again with color changes and playing with the turning sequence but using the same basic design to start.

Notice the new title. It was entered in the design screen using the top field labeled **"Title:"**
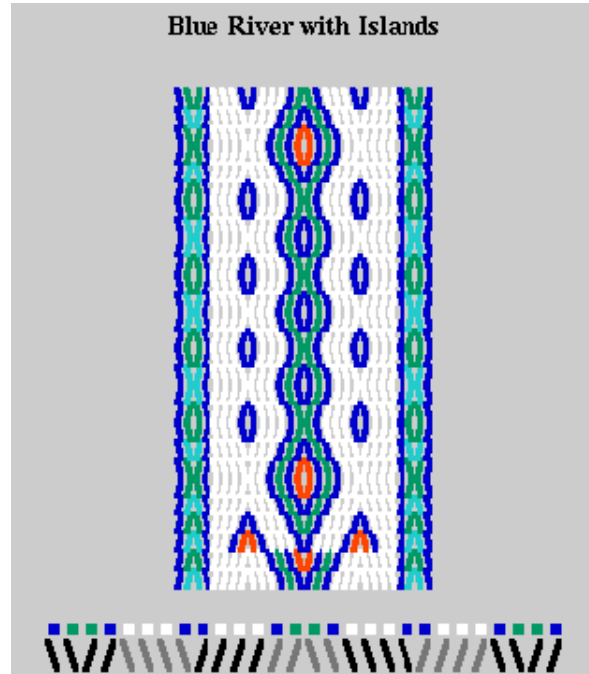
Practice Exercise: Recreate the following color variations of the original design:
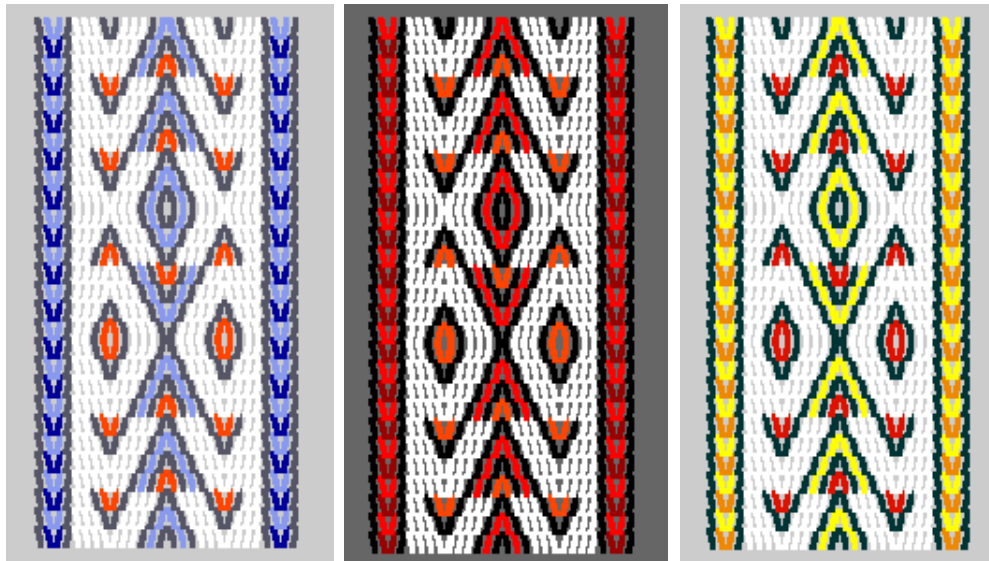
There are a number of Internet sites that give color information. One site providing a very clear color table on the RGB numbers needed to make different colors is found at:

http://www.visibone.com/swatches/decimal.html.

K. Adding and Deleting Cards

We will work with the original **Dancer** design and remove some of the original cards.

Reload the **Dancer** design. Click on the **Design** button to move to the **DESIGN** screen.

Click on the **Delete** button.

Notice we are now in **Deleting** mode.

Click on card 5 which marks it. Card 5 now has a red frame.

Click on card 6 which marks this one, nothing is deleted.

Click again on card 6 and card 6 is deleted.

Repeat for card 23.

Since deleting is a two step process, you can change your mind after selecting a card. You can mark a different one or leave **delete** mode by choosing a different button.
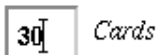
Now let's add two cards in the very center.

Click on the **Add** button. Notice we have changed to the **Adding** mode.

Click two times on card 14, in the center. We have duplicated the center cards with a Z threading. If we want to create symmetry in the threading we would click on the / for card 16 turn and turn it into a \.
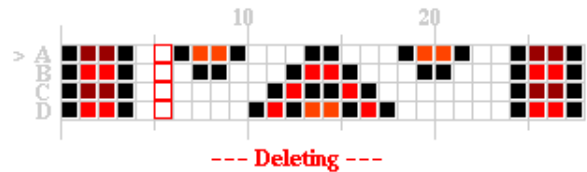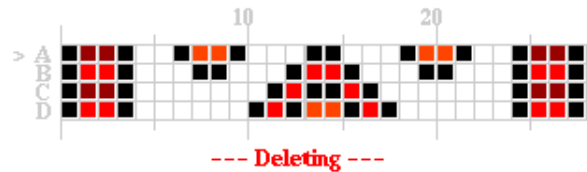
Practice Exercise:

There is a fast way to add or delete cards on the right side of the pattern. You can enter the new number into the text field entitled: *Cards*. This is an efficient way to create a plain white background. You first delete all cards by setting the value to"2", paint the second card using the color white, then set the counter to a higher value, say 30.

Practice Exercise: Just to see exactly what is happening, you might want to change one color square in the design and practice adding or deleting cards. Once you do, click the **Apply** button to return you to the **WEAVING** screen.

Important Note: When you add or delete cards in the **DESIGN** screen, you should click the Start Over button when you return to **WEAVING**. Otherwise, the top row and your new setting will interact in ways that you did not intend.

Turn the cards either forward or backward to see the change.

Remember: You can always **Unweave** and try new changes.

L. Understanding Start Over

Very often you want to see what happens when you start on a different card row (A, B, C, or D). To help you view what will happen, try the following exercise.

Begin with the original **Dancer** design which begins with Row C.

Clicking off the edge of the design, either to the right or left, to show each row number. This will make it easier to see the effect.

Notice the design currently ends in Row A. Now click the Start Over button.
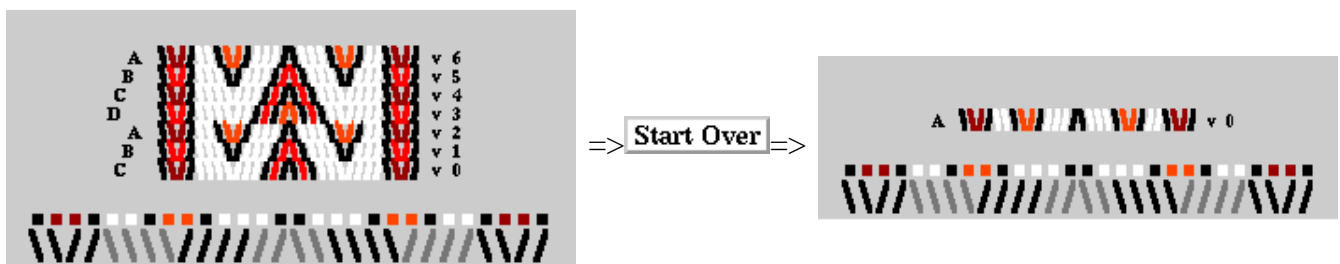
Only Row A shows with the thread colors matching Row A.

Click the Turn A button six times with the last being Row B. Again click the Start Over button.
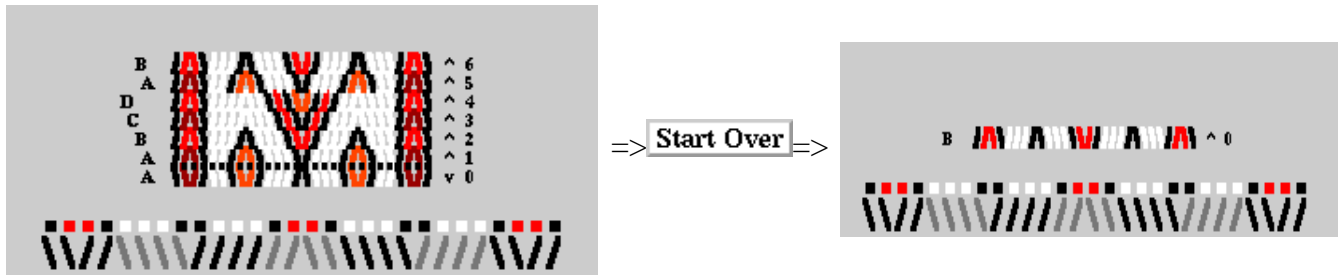
Notice that the starting row is now Row B.

Colors may vary depending on what you had clicked in the **Design** screen.

When you choose to start over, the **last row woven** will be the **new starting point** and will reflect any color or thread direction changes you might have made.

Start Over also gives you a handy way to clean up your weaving screen when experiments with turning sequences have filled it up.

M. Saving a Design

At any time, in the **WEAVING** screen, you can save a design. Following the normal procedure, click **File** and choose **Save** or **Save as**.

Have fun! Corrections or additions to this tutorial are welcome! Send comments to:

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