

Lazertran Band T-Shirts

(art + music; art + technology)

Ask any of your students and they'll tell you — it's all about the music. Technology is opening new doors for music in everyday life and its relationship with the visual arts is synthesized in video and graphic imagery. This lesson plan recognizes the correlation between the two art forms as students create a band T-shirt using visual descriptions of particular music styles. Discussion of career choices in graphic design, textile design and visual marketing can be incorporated. Students design a logo and apply it to a shirt using current technologies that will help them achieve professional-looking results. Lazertran Iron-On paper is an easy and effective way to make the transfer. The designs can be further enhanced with fabric paint and pens.

Grade Levels 9-12

Preparation

1. Use this lesson to teach the importance of copyright laws. Students should not use the name or artwork of existing bands. Here are some suggestions for legally and responsibly selecting subjects:
 - A) Challenge students to create an imaginary band, using a name they make up. Use the internet to research trademarks.
 - B) Assign to the entire class an imaginary band name that you all agree upon. Students may create a design that reflects their own tastes.
 - C) Listen to composers from the past and either design a T-shirt for that composer as if they were part of pop culture today or design a shirt based on a particular piece of music.
2. Define boundaries. Students are accustomed to seeing controversial images in conjunction with music. Make a clear list of images that will not be acceptable.

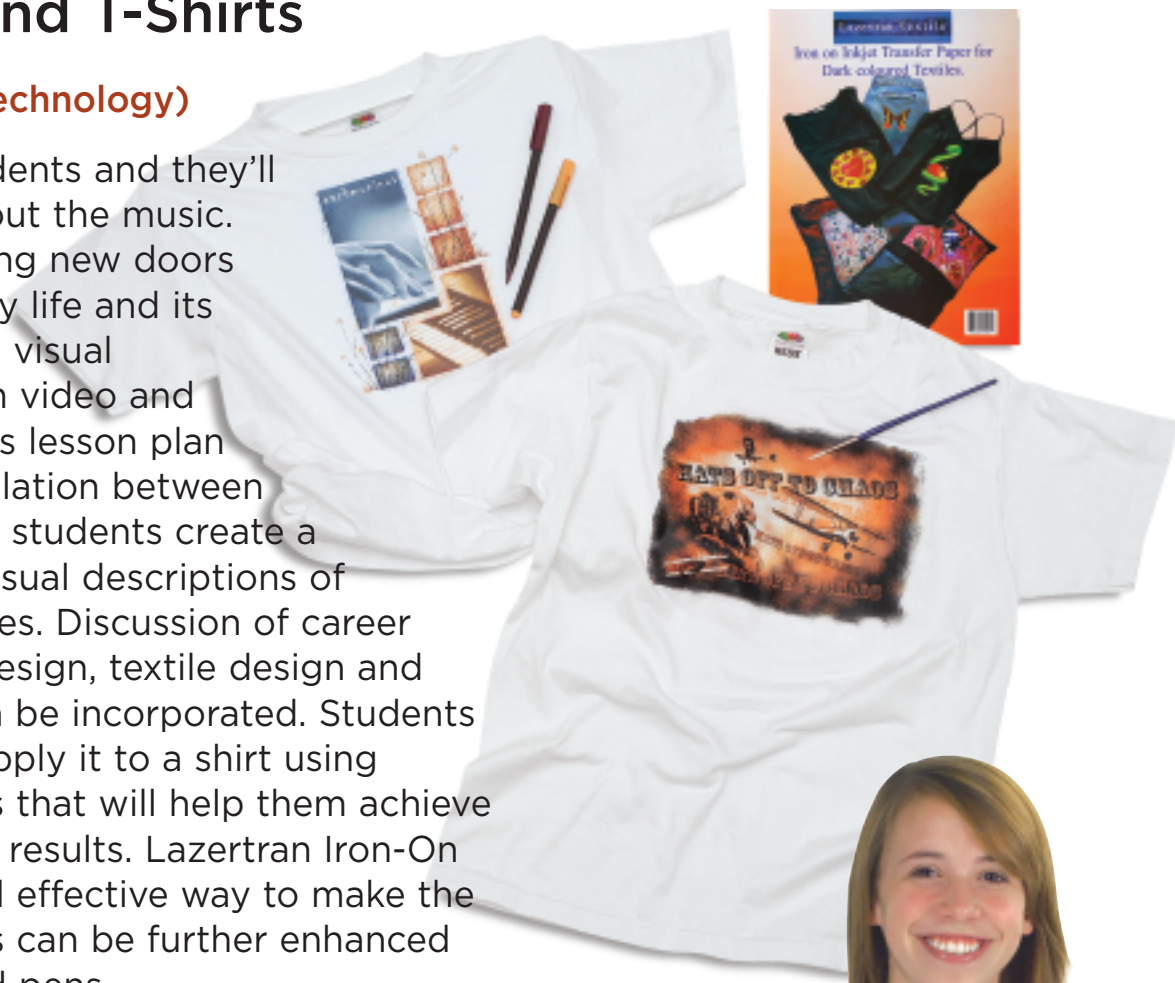
Process

1. Design the logo based on final print size. Lazertran sheets are 8-1/2" x 11". To economize, plan to print multiple images on one sheet. Two images on a sheet will be approximately 8"W x 5-1/4"H (vertical) or 10-1/2"W x 4"H (horizontal). Three images on a sheet will be approximately 8"W x 3-1/2"H (vertical) or 10-1/2"W x 2-1/2"H (horizontal).
2. Have students design the logo, keeping in mind that it can be extended, colorized and embellished with paint or markers after application. In classrooms with access to computers, logos can be designed using fonts, digital or scanned images, clip art, patterns, filters, etc. — whatever your software supports. If computer time is limited, have students select a font and plan to add hand-drawn images, patterns and colors after printing. If computers are not available to students, logos may be designed with traditional drawing methods: markers, pen and ink, paint, etc. Hand-drawn logos will need to be scanned for ink jet printing.
3. Test the final image first on a plain piece of paper. **IMPORTANT:** designs will need to be printed in mirror image in order to transfer correctly! Once printer set-up is ready, ink-jet print images onto a piece of Lazertran paper on the plain (non-gridded) side. Cut apart images or trim away excess with scissors. If applying to shirts of deep color, use Lazertran for dark fabrics and trim away any white edges that you don't wish to print.
4. Shirts should be pre-washed and pre-ironed. Preheat iron to the highest setting and place the image face down on the fabric, with grid side up. Use a ruler and the grid on the paper to make certain design is positioned correctly. Iron for 60-90 seconds, using circular motions and making sure all edges receive adequate heat. Allow to cool, then gently peel backing paper away.
5. Use textile paint or markers to complete the design, if desired. Colors may interact with the transferred image. A T-shirt board or other barrier will need to be placed inside the shirt in order to keep color from soaking through the fabric onto the other side. Some textile paints and markers require heat-setting in order to be permanent. If heat-setting is required, protect the transferred image with a piece of baker's parchment paper — do not allow hot iron to touch the transfer area directly.

Variations

Instead of designing a band logo, create T-shirts for school organizations or special events. Makes a great fundraiser!

Copyright © 2006 Dick Blick Art Materials. All rights reserved.



Materials

Lazertran Iron-On for Textiles. For light-colored (01245-1010) or dark-colored fabrics (01245-1020)

T-shirt, one per student. Adult sizes (44927-) or youth sizes (44959-)

Armada Lollypop scissors (57057-1007)

Blick plastic ruler (55403-1012)

Ink jet printer

Iron

Baker's parchment paper

Fabric Paint and Markers recommended:

Jacquard Textile Colors, assorted (01208-)

Yasutomo Fabricmate Markers (01202-), assorted colors. Brush nib creates fine or broad lines.

Marvy® Decofabric Paint Markers (01227-), for light or dark fabrics

Optional:

T-shirt board, assorted sizes (44943-), stretches fabric taut and keeps color from migrating from front to back

National Standards

Content Standard #1 — Understanding and applying media, techniques and processes

9-12

Students conceive and create works of visual art that demonstrate an understanding of how the communication of their ideas relates to the media, techniques and processes they use

Content Standard #3

Reflecting upon and assessing the characteristics and merits of their work and the work of others

9-12, advanced

Students correlate responses to works of visual art with various techniques for communicating meanings, ideas, attitudes, views and intentions

Content Standard #6 — Making connections between visual arts and other disciplines

9-12

Students compare the materials, technologies, media and processes of the visual arts with those of other arts disciplines as they are used in creation and types of analysis.

9-12, advanced

Students synthesize the creative and analytical principles and techniques of the visual arts and selected other arts disciplines, the humanities or the sciences.