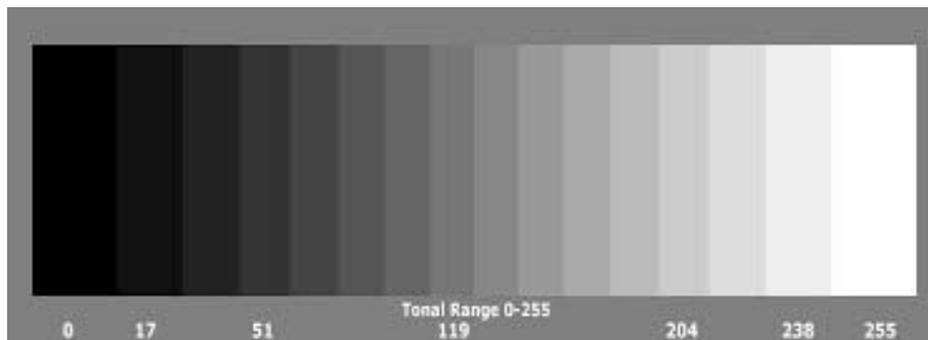


## Fowl Play Fabric Guidance

Fowl Play is a three-dimensional block that relies on **contrast** between the three fabric elements. You must be able to see a clear difference between each of them: the left column of fabrics, the right column of fabrics, and the dimensional Flying Geese (see unit diagram just above).

For your first block, I suggest that you keep it simple with very light lights in one column, very dark darks in the other column, and one accent color. Be sure the accent color shows up against both the lights and the darks.

We will talk more about auditions and the concepts of value and contrast in class. Here is what's called a gray-scale, to give you an idea of how color moves from dark to light:



Chose your darks from this range

Chose your lights from this range

Your lights can be all one color or they can be different colors. The **VALUE** is more important than the color. The same is true for your darks. **Value is defined as the lightness or darkness of a fabric compared to its neighbors.**

On the left, below, are light fabrics that are mostly white or off-white. On the right are fabrics that are mostly blacks, browns and dark grays.



# Fowl Play Fabric Guidance

Page 2

To begin with, choose fabrics that are fairly calm (reading as one color) so they clearly read as dark or light without a lot of interference. Later on you can add in more active fabrics. I'll show you how.

Here are examples of calm fabrics:



Here are examples of fabrics with interference:



More COLORFUL possibilities:

