

## **TRIADEM® StylePlugs: Weaver**

Textile Design PlugIn for Adobe© Photoshop©

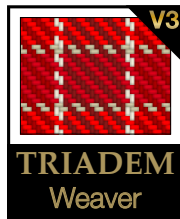
**WorkBook**

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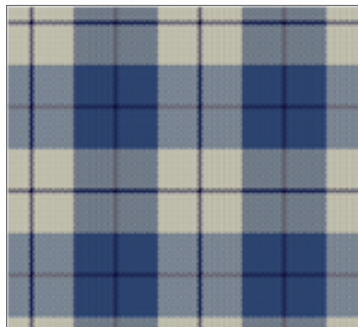
## **Weaver V3: Dobby weaving simulation – Getting Started Guide**



This WorkBook is designed to give you a quick start to creating dobby weaving simulations with the TRIADEM Weaver PlugIn. It guides you through the most important steps.

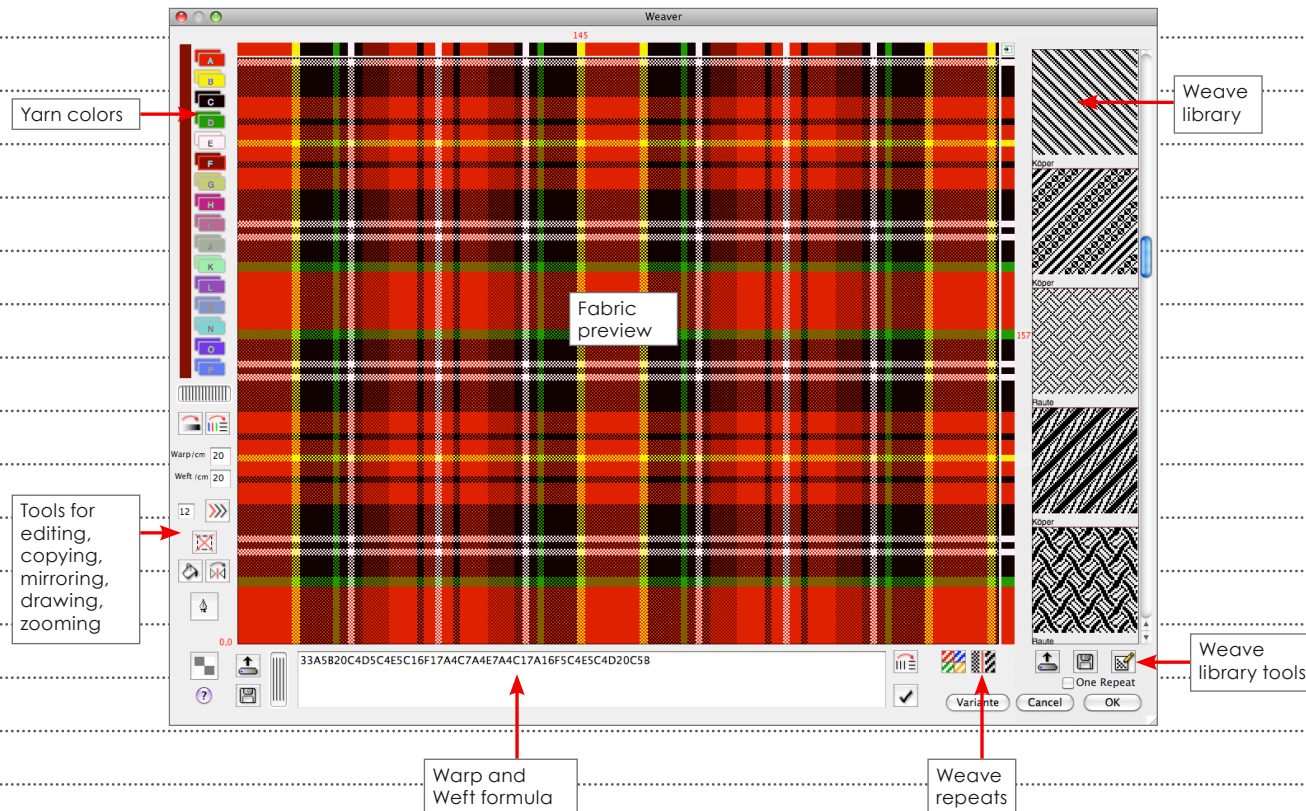
More detailed information as well as installation instructions can be found in the TRIADEM Weaver V3 handbook.

We wish you a good time working with our software!



## The Weaver window

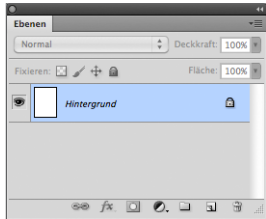
Notes:



## Photoshop preparations



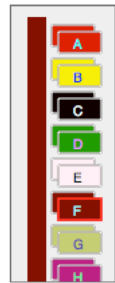
1.) Open Adobe Photoshop and create a new file including a background layer. Weaver supports RGB and CMYK color modes.



**Beware:** If you are working with layers, please be certain on WHICH layer you are working. The active layer has to have pixel fill (no transparencies), since Weaver works as a filter. Filters can only be applied to existing pixels! Transparent areas remain unchanged!

Notes:

2. Select menu FILTER > TRIADEM STYLEPLUG > WEAVER. The Weaver window opens.



### 1. Selecting yarn colors

Double-clicking on any color box opens the color picker allowing you to select your yarn colors. You can work with the Adobe or Apple/Windows color picker as well as TRIADEM Colorlist.

Set the color picker inside Photoshop: PREFERENCES > GENERAL: COLOR PICKER

Notes:

### Change the view from warp < > weft



Click this button to change the preview from warp view to weft view and vice versa.



### Copy color palette

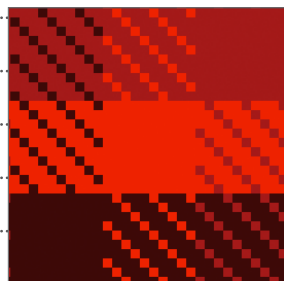
This button allows you to copy your color palette from warp to weft or vice versa, depending on the current view.

### Copy color palette with shading

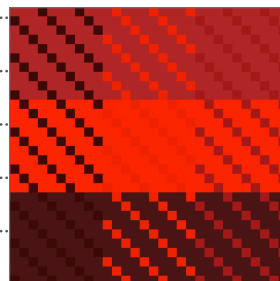


The colors are copied in the same way as before with the difference of shading being added to the copied palette.

This is especially useful to highlight the weave in simulations with flat colors.



Without yarn  
simulation



With yarn simulation

## 2. Entering warp and weft formulas

Enter your alphanumerical weave formula here:

10A20B30C

**Example:** The formula 10A20B30C represents

10 threads from color A

20 threads from color B

30 threads from color C



### Confirming

Click on the APPLY button to calculate your sequence. The fabric is now displayed in the preview.



### Change the view: warp < > weft

Click this button to change the preview from warp view to weft view. Repeat the formula entry procedure for the weft direction.

or:



### Copy warp/weft

Use this button to copy one sequence to the other resulting in a symmetrical fabric pattern.

**Please note:** The button copies the currently displayed (warp or weft) formula to the other (weft or warp).

Notes:

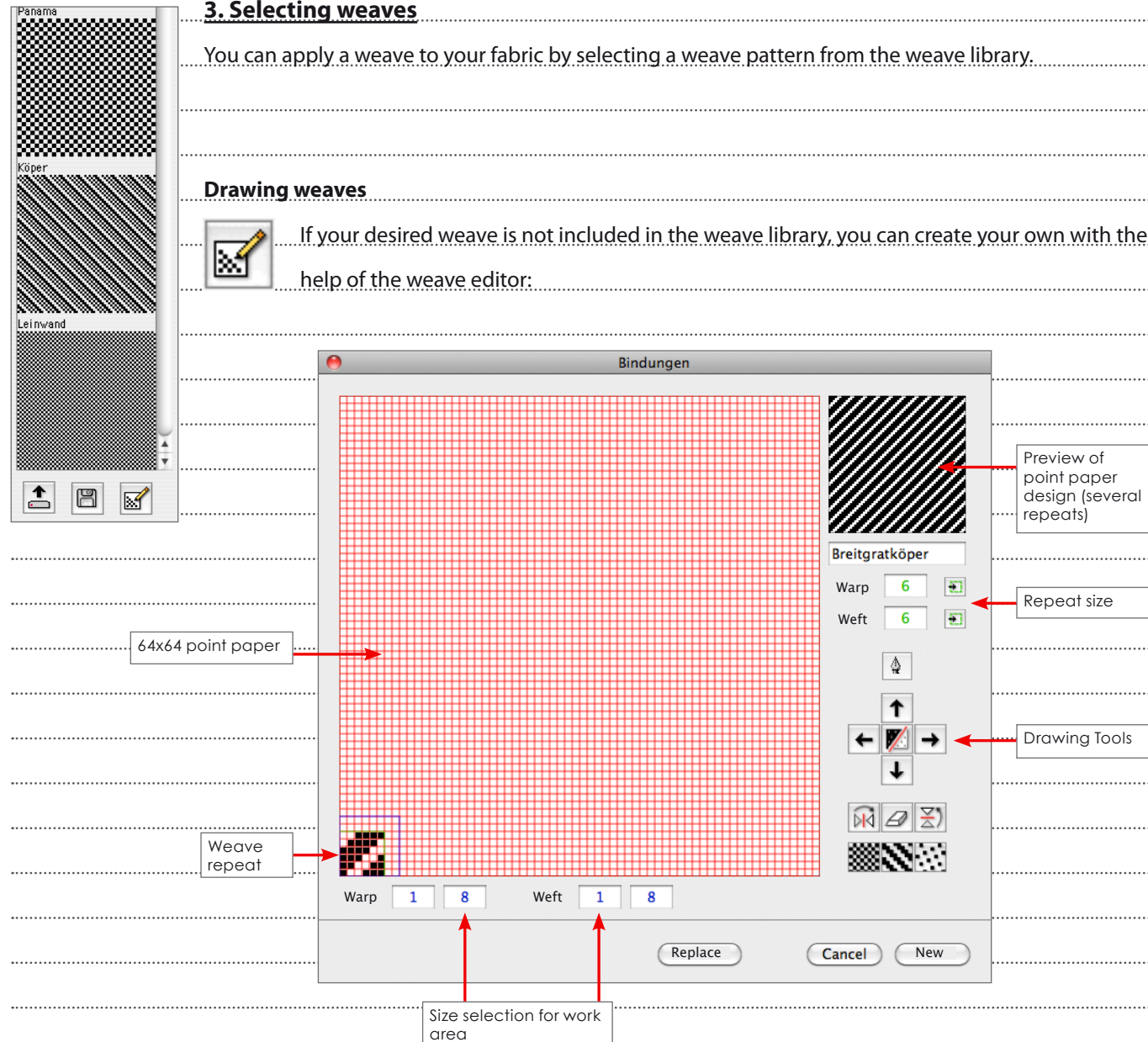
### 3. Selecting weaves

You can apply a weave to your fabric by selecting a weave pattern from the weave library.

### Drawing weaves



If your desired weave is not included in the weave library, you can create your own with the help of the weave editor:



64x64 point paper

Weave repeat

Warp 1 8 Weft 1 8

Breitgratköper

Warp 6 Weft 6

Repeat size

Drawing Tools

Preview of point paper design (several repeats)

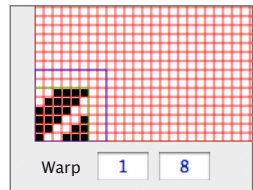
Size selection for work area

Replace Cancel New

Notes:



Click the appropriate boxes on the point paper to define the weave points.



**Black box:** warp yarn is up

**White box:** weft yarn is up

Notes:



### Work area selection

The SELECTION TOOL allows you to mark an area to work and use the weave tools in. The weave tools assist in quick weave drawing.

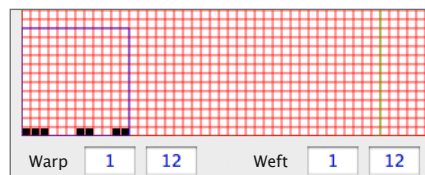
### Example: Drawing a twill weave

#### 1.) Selecting work area



Use the BLUE SELECTION tool to mark your work area. Mind that you are selecting the same number of warp threads and weft threads to make sure the weave is repeatable.

#### 2.) Defining the twill line

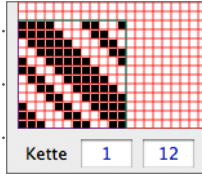


Set the twill line by selecting the boxes on the first weft thread.



Notes:

### 3.) Selecting the Twill button



Click the TWILL button and the program will automatically create a twill weave within your work area.

### 4.) Defining a direction



The MIRROR button allows you to create a mirror image of the weave. This way you can define the twill line direction (S or Z).

### 5.) Setting a repeat



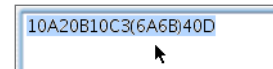
Click on the SET REPEAT button to mark the outline (all drawn points) of your weave repeat sequence automatically. Enter a name for your newly created weave underneath the preview.

### 6.) Confirming and closing the weave editor

Select New to add your weave to the end of the weave library or select REPLACE to replace the original weave with the new one.

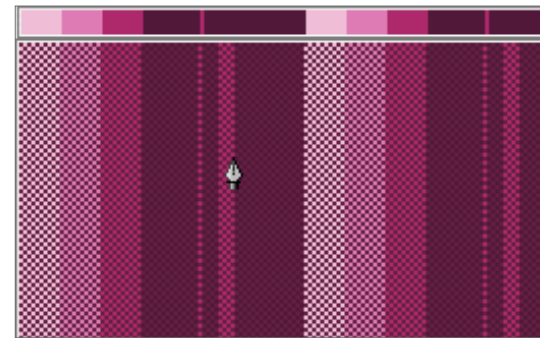
#### 4. Editing the design

Once the weave is created and displayed in the preview, different ways to edit and change the design become available. 3 methods are described below; please check the manual for others:



##### A) Changing the warp/weft formulas:

Here you can change the thread count and yarn colors.



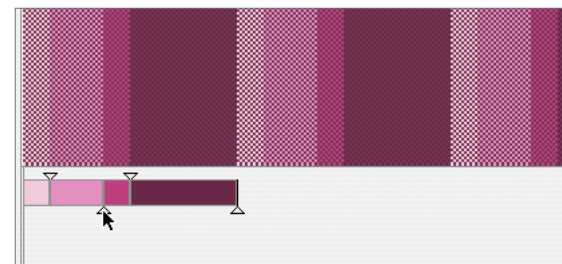
##### B) Freehand drawing:

Select a yarn color then click and hold your mouse while drawing within the preview. Always work within the FIRST REPEAT SEQUENCE!



**TIP:** You can use the Color Repeat button (top right-hand corner of preview) to outline the repeat sequence in the preview.

##### C) Editing the formulas with the graphic tool:



Click on the warp or weft ruler to open a graphic view of the formula. Here you can move the triangles to change the thread count.

Notes:

## 5. Weave repeat



You can define weave repeats for your fabric design. Here you can assign different weaves to selected thread sequences. The following example illustrates a warp pattern change.

Notes:

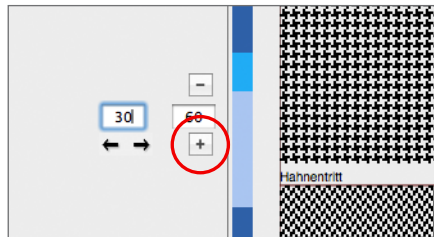
### 1.) Creating a weave repeat



Open the weave repeat window.

You will now see one weave which is applied to the entire fabric.

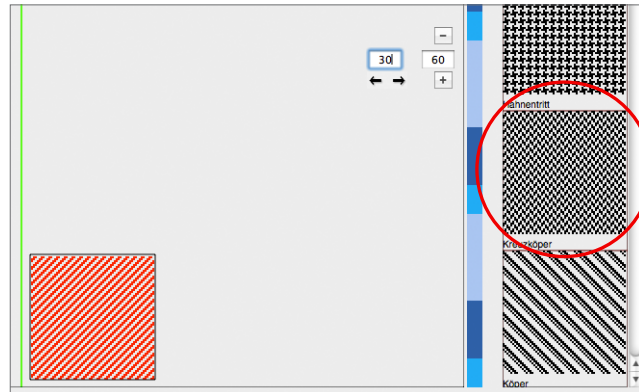
### 2.) Adding a weave



Click on the Plus button to add further weaves. The new weaves will be displayed to the right of the selected / active one.

The active weave is marked red and the entry fields are displayed.

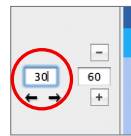
### 3.) Selecting a weave



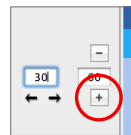
Select the weave you want to use from the weave library on the right-hand side.

Notes:

### 4.) Specifying thread count



Enter the number of threads to which the weave is to be applied into the number field.



Add as many additional weaves as required by selecting the Plus button. Define the thread count for each.

### 5.) Closing the weave repeat menu

You can close the weave repeat menu by again clicking on the WEAVE REPEAT button.



The newly designed weave pattern will be displayed in the preview.

## 6. Applying the weave

### 1.) Defining thread count

Kette/cm  
 Schuß/cm

Here you can set the number of warp and weft threads per cm. The entries apply only to the simulation rendered to the Photoshop file. Within the Weaver preview applies: 1 thread = 1 pixel

**Example:** 10 threads/cm: thick yarn, 1mm thickness

20 threads/cm: finer yarn, 0,5 mm thickness

### 2.) Yarn simulation

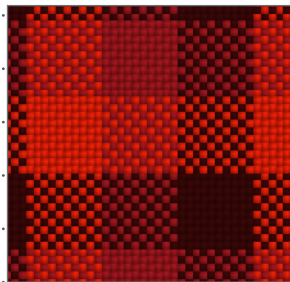
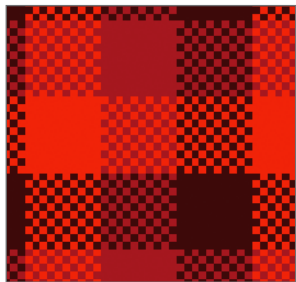
Decide with a click on the yarn simulation button whether the simulation is rendered with shading (to imitate the yarn structure) or as flat colors.



Flat colors



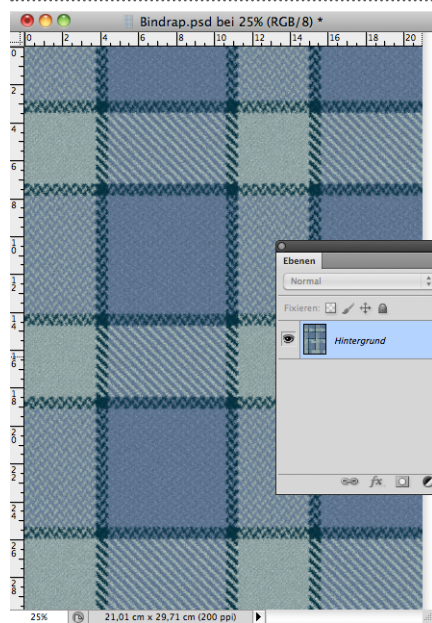
Yarn simulation



Notes:

Notes:

### 3. Confirming and closing the Weaver window



Click on Ok to render the weave simulation into the Photoshop file.

**Please note:** Weaver only affects existing pixels within the active layer!

Transparent areas are not filled!

## Using Photoshop actions

You can find Adobe Photoshop actions on the installation CD.

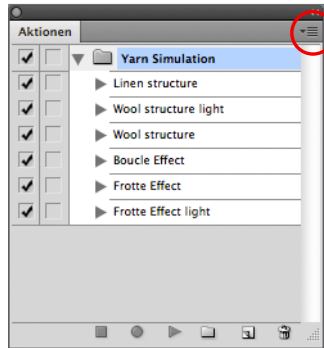
These consist of examples for yarn simulation filters.

### 1.) Copying file



Start by copying the action file “yarnsimulation.atn” from the installation CD to your harddrive. The files can be stored in any folder.

### 2. Opening actions



Now you can open the actions in the action palette.

Actions > Palette menu > Load actions...

The actions are split into subcategories. You can select BUTTON MODE from the menu to gain easy access to the available actions.

Click on the desired effect: mélange, terry, bouclé, linen, wool. The effect will be applied upon the entire fabric.

**TIP:** If you want to apply an effect only to a selection of the fabric, e.g. an area of a certain yarn color, you can first select the area in Photoshop before applying the action.

Notes:





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