1. I am not Ellen Lupton.
A t-shirt press: is it necessary?

Posted by: Julia Lupton
http://www.thinkingwithshakespeare.org
Added: Nov 15, 2006 at 8:22am

No, of course not! A t-shirt press, designed for applying ink-jet images to fabric, is a heavy, expensive, and unlovely item. And iron transfers have a frank commercial look, lacking the artistic attitude of silk-screen or fabric painting. Yet I grew obsessed with owning my own t-shirt press after browsing a store-grade machine at a colleague. It was so heavy that it took two people to move it, and so hot that it took an hour to cool off. Not recommended for home use!

But it made beautiful shirts, depositing crisp, evenly pressed, almost instant images that look great and launder well. I discovered that a 'hobby-dye' press is a valuable for fanatics like me, and I eventually placed my order.

Comments (3)

Thanks, Julia!
Posted by: Jennifer Wells
Added: Nov 15, 2006 at 9:03pm

*shameless plug alert* www.jensandjulie.etsy.com
Julia, you should open an Etsy shop for all the creative shirts you'll be making - I'd buy one!

Turntable cover
Posted by: Julia
Added: Nov 15, 2006 at 4:32pm

Today we made a cover for my husband's turntable as a birthday gift. A large piece of teal polar fleece, a dark gray circle of fleece that we traced with a record, an orange labeled circle on top. We made a graphic on the t-shirt press, and then glued the pieces together with fabric glue.

Congratulations, Jennifer, on your new Etsy shop!

maybe not...
Posted by: Jennifer Wells
Added: Nov 15, 2006 at 2:49pm

but it is extremely cool! I'm sure you will get your

D.I.Y. KIDS
DESIGN PROJECTS FOR KIDS

Saturday, July 29, 2006

Sand Socks

It's a craft. It's a sport. It's ... sand socks! This is a fun activity for beach or sand box. Take old socks, fill with sand. Tie top with rubber band. Draw faces on socks. Then play bean bag games - toss, balance, etc.

Invented by Hannah, age 9. Designed by Hannah and Izzy, Lucy, and Ellis, age 6.

posted by lupton at 2:35 PM - 0 comments

about us
Ellen and Julia Lupton are designers, writers, mothers, teachers, and citizens who have worked in the fields of design and literary studies over the past two decades. It's our job to share our passion for thinking and designing with a broader public.

link
www.design-your-life.org
www.DesignWritingResearch.org
www.ThinkingWithShakespeare.org

prevous posts
EIV WordSearch
Funny Ferguson
Building the Brand, Trader Joe's grade
Photo card becomes composition
D.I.Y. KIDS

Design your own characters, lettering, patterns, invitations, party supplies, pop-up cards, stoppers animals, pixel art magnets, T-shirts, wearables, and more.

Ellen and Julia Lupton
2. D.I.Y. design: not just scrapbooking
Who...

> scholars
> working writers
> writing workers
These people **NEED DESIGN**

(*though they may not know it yet*).
What...

> branding
> self-publishing
> social capital
I promote branding because I HATE brands.
rebranding ventures from
People Products and Code Pink
I promote branding because I love brands.
From Plato to Play-Doh, Western culture has been in search of ways to fuse images with ideas.
3. branding on the ground
my brands

thinking with SHAKESPEARE

JULIA REINHARDLUPTON

studio 28
MUSIC ART
MEDIA DESIGN
KITCHEN 28 Virgil Court
branding a group
branding a practice
branding a public person
4. design in the classroom
DESIGN FOR NON-DESIGNERS

a humanitech workshop on designing for print

Monday, March 5, 1-3 PM, Humanities Hall 217


event and registration information at http://www.humanities.uci.edu/humanitech

HUMANITECH

theory
design literacy

practice
designing better flyers
design literacy in a humanities seminar
readings
the two Beechers
the two Janes
the other Lupton
activities

draw your living space

chart your meal

field trip: IKEA

Location of Meals: Tuesday, April 25th, 2006

Pippin Commons - Breakfast and dinner

Drinks  |  milk
--------|--------
        |        

Drinks  |  milk
--------|--------
        |        

My Car - Afternoon Snack
I prepared this meal

I sat here

Salad Bar
JANE ADDAMS
University of Chicago
+
Hull House
= higher education
(on the ground)
5. D.I.Y. design: case studies
"I believe that it is a severe limitation of literary and cultural study today that a good bit of it tends not to interest itself much in what might be called the religious or theological traditions of writers and cultures, ideologies in favor of a more or less exclusive infatuation with the three mythological graces of contemporary humanistic study: Race, Class, and Gender.

As Paul de Man, of all people once said to me,

'Religious questions are the most important.'

— J. Hillis Miller

Questions Concerning Religion

Jennifer Williams, professor of English
www.questionsconcerningreligion.org
selected recent courses:


Gender Studies 560, feminist theory (fall 2002)

affiliated/participating:

use department of english

use institute for multimedia literacy

vector journal: "the stolen time archive" (multimedia collaboration with Raegan Kelly, 2005)

mit/aiga digital design camp (2005)

visible knowledge project (georgetown): project: "multiple media for cultural analysis & critique" (2002-04)

I teach in the English Department at University of Southern California. Along with a number of my colleagues and students, I have been thinking for the last few years about new ways of presenting 'academic' arguments - departures from traditional books or essays that engage readers in unexpected ways. I have taught a handful of experimental courses, sponsored by USC's Institute for Multimedia Literacy, where students make projects (these have included zines, comics, collages, and games) that present critical analysis in alternative forms. My own research is about the various kinds of creative and intellectual labor (secretarial, editorial, design) that go into the making of literary texts. I'm not a designer by training or experience; I came to camp to try and get a better conceptual (and hands-on) sense of what the work process is like for designers.
Liz Losh,
writing director and scholar of digital rhetoric
www.virtualpolitik.org
Peter Lunenfeld, Editor of Mediaworks Pamphlets (MIT Press)
6. D.I.Y. Kids
Imagine if objects could come to life. Where would the fun go, and where is the body?

Office Workers
Designed byelp. age 11

Dust Bunny
This character has its very own font. Designed by Hannah. age 9
Decorated Boxes

Boxes are useful for storing your stuff or for packing up gifts. So many boxes get thrown away each day, especially around the holidays. Why not make them beautiful and unique by adding your own designs?

Decoupage Boxes

1. Cut cereal boxes into sizes and shapes you like, or find an old gift box or other container.
2. Cover with paper using a glue stick or liquid paste.
3. Paint them with decoupage glue (Mod Podge is good) for extra shine and durability.
4. When your boxes are dry, add colored tapes, buttons, beads, or tiny toys to make them even more spectacular.

Supply Boxes

These boxes are covered with our own patterned paper. The patterns were made by scanning ordinary objects—cotton, ribbons, rubber bands, and wooden letters. (For instructions, see page 59.)

What perfect boxes for storing money and supplied. We added some abandoned Barbie shoes and other old plastic toys to glue our boxes an extra bit of fun. Designed by Ioskal, Eliz, Hannah, and Danielle, ages 6–9.
The party aisle at your local megastore is filled with prefab cups, napkins, and goody bags. Why not make your own personalized decorations with inexpensive picnic ware or plates and silverware borrowed from the china cabinet?

**Party Picnic Goods**

1. Draw a cool character. Scan or photocopy your character and print it out in different sizes.
2. Stick your character on paper cups, goody bags, and flatware wrapped in strip of paper.
3. For a quick and easy placemat, tape together two sheets of paper.

**More Ideas**

Put your character on your own custom party favors. Send your friends home with a pack of stickers, a tin of mints, or a T-shirt, all imprinted with your awesome character.

**Party Animal**

The one-eyed bunny is everywhere at this casual birthday party.

**The Funky Setup**

Uses cheap picnic stuff. Character designed by age 11.