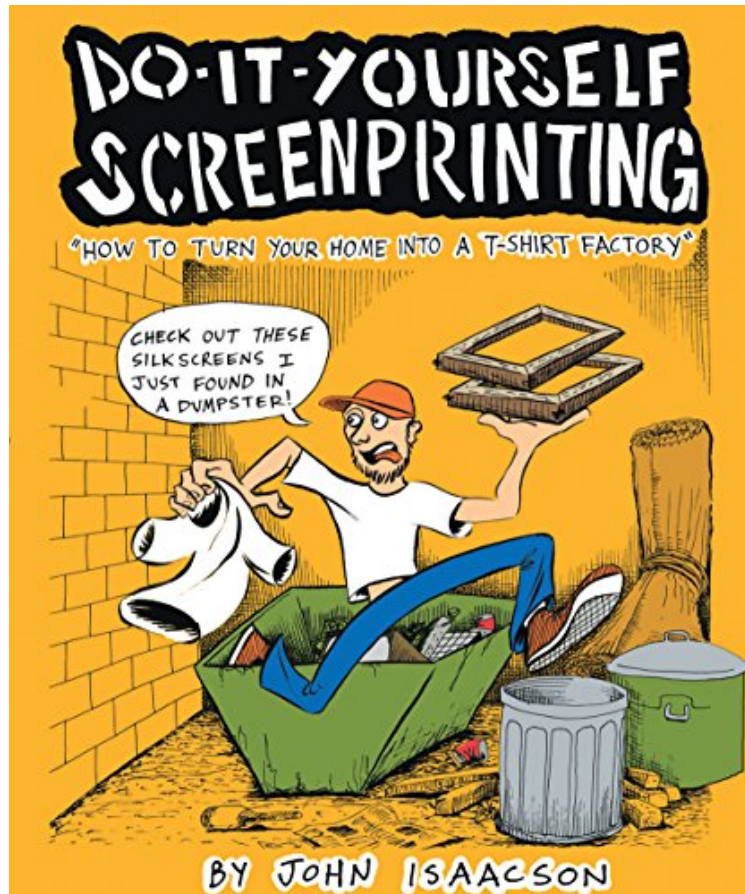


DIY Screenprinting: How To Turn Your Home Into a T-Shirt Factory

John Isaacson

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John Isaacson : DIY Screenprinting: How To Turn Your Home Into a T-Shirt Factory before purchasing it in order to gage whether or not it would be worth my time, and all praised DIY Screenprinting: How To Turn Your Home Into a T-Shirt Factory:

11 of 11 people found the following review helpful. Covers more than you'd think...By R. BlaisThis book is a departure from the standard narrative of a craft or hobby book, and as such, I think it's one of those things; you'll either like it or lump it. Me? I didn't lump it, but I enjoy comics 'toons anyway. The book was a quick read, but then again I'm a quick reader. I've only just gotten interested in screen printing, and have not yet created any of my own prints. But for the price, this book is a great value for an introduction and overview of simple to advanced processes.The book is in the form of 3 "zines", comic books that are interspersed with profiles of artists and people in the screen printing trade.Chapter 1 describes the process of obtaining a screen and making simple prints at home. Described are the processes of attaching screens, using emulsion, burning the screen, and inking. After the 1st chapter is a profile of a screen printer, and then an "insert", explaining that the comic is not intended as a "single source" for screen printing,

and should be used as a "visual complement" to the booklet included in the "Diazo Photo Emulsion Kit". Then transparencies, photo emulsion, mesh count, supplies list, and curing cleaning are explained. Another profile follows. The next chapter, or "zine" shows our protagonist's first experience selling shirts as a vendor in Berkeley. It's amusing and informative, and contains the F-word. Another profile follows, and the 3rd and last "zine" is about the author's adventures in a silk screen shop. And while I've never worked in one, it seemed to be a good overview of a shop, and discusses techniques and equipment, such as color separations, fixing stained shirts, registration marks, coating screens, fixing mistakes, setting up the screens so they'll be centered, washing out the screens, taping the screens and setting up troubleshooting the multi-station press. This section is pretty detailed. Mixing ink pantone color matching is also touched on. Squeegeeing, color registration testing are covered next. Then on to curing checking the cure. After that, it's on to discussing a couple of different techniques, flash-drying and reclaiming screens. After another misadventure, there is a small discussion touching upon different methods and techniques to achieve a few varied effects. After a thank you page, and another profile, there's a section about printing on paper, and building a vacuum table. Drying methods are talked about as well as troubleshooting. Then, another profile. At the end of the book are sections on manual color separations, cutting stencils by hand, squeegee moves (techniques), recommended reading, a last printer profile, a glossary, online resources, and some sample drawings to give you some inspiration. Unlike the other reviewer I found this book to be very informative. Yes, the narrative is different, but is by no means unreadable. Neither is it lacking in detail. I've read a couple of other books, and none of them mentioned newtons (a measurement of force) or a durometer (a device to measure newtons). Of course it's not intended as a book for "professionals" - the subtitle is "How to turn your home into a T-Shirt factory". I've yet to read an honest DIY book that is intended for the reader to become a professional based solely on the information in that book, and for any profession, a book intended as a DIY is most certainly going to be rudimentary, and lacking in depth for professional knowledge. I found it accessible and thorough enough that coupled with a few online tutorials (yay Makezine.com!) and practice, I'll be making great prints in no time. And, I've found a new catch phrase to describe someone that ticks me off. You'll know it when you read it. I hope you enjoy this book, should you decide to buy it. 0 of 0 people found the following review helpful. this book IS BAD, it tells you to do a bunch of ...By HILARY SEE PENNA this book IS BAD, it tells you to do a bunch of stuff wrong as far as diy printing. the comic-style is pretty cool but the information is all wrong. i am amazed at how wrong it is, i donated this book with basically the same notation inside. DO yourself a favor and get "How to print t-shirts for fun and profit" by Scott O Fresener instead, its a much better resource for home printing 0 of 0 people found the following review helpful. If you just need a little info - great By CodingChris Informative for some short-run ideas you may have. I probably could've found this information online at no cost, however.

A fascinating graphic novel that details the art and science of screen printing. John Isaacson's clear line drawings demonstrate the whole process of creating and selling a silk screened t-shirt. His unique approach walks you through inception to printed t-shirts to working in a print shop to understanding line screens, to hawking your printed wares on the street! How to build a screen, burn an image, test how things are going, pull ink, wash out screens, know what screen mesh to use, and creative ideas. It's a true joy to see the exaggerated illustrations while learning such a useful and practical craft. How to turn your home into a t-shirt factory! Essential for people who don't know how to screen print or those a bit rusty.

Drawings and instructions take you step-by-step through every part of the process, in a chatty, funny, pretty darned entertaining style. Last Gasp About the Author John Isaacson has been screenprinting on t-shirts, paper, and tree bark for over ten years. He is also a cartoonist and musician living in Berkeley, California. He has lived in Ireland, Peru, Chile and China, and is currently at work making comics, t-shirts, and teaching an afterschool cartooning class.