Introduction

There are numerous freeware, shareware, and commercial weaving programs. While the vary somewhat in the features they offer, they all are based on a common model in which the user can create and modify drafts in conventional ways.

This chapter describes some programs that use ideas contained in this book.

The first program, Painter’s Weaving Language, is hidden inside a commercial software package designed for artists. It is was the initial inspiration that led to the explorations in this book.

The second program uses Boolean algebra as the basis of design. The third program focuses on designing draftable color patterns.

The final program is one based on the ability to evaluate functions dynamically; it is a “programmer’s program”, not one for the general user — but the one used by the author of this book for developing and testing most of the ideas in it.

Look at these programs for ideas — and for unconventional approaches to weave design.