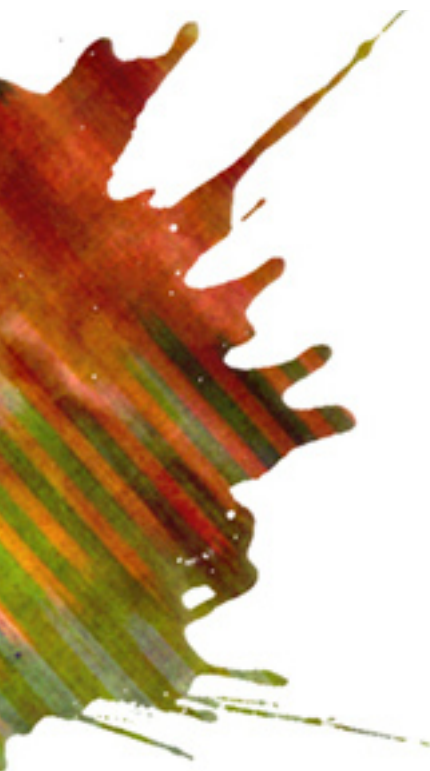




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Modern technologies in ancient arts

“Our company entered the world market 12 years ago,” said Sharma. “It is an excellent tool which helps make carpets, develop new carpet designs, and sell them. I have learnt recently that carpet making in Uzbekistan is a bit different from techniques used in other countries. Therefore, I would like to study your technologies and make relevant changes to the software. We are adapting it to the Uzbek system so that it may be used to design not only carpets but also clothing and furniture.”

Slowly but surely, modern technologies are making their way into Uzbek handmade carpet weaving which has a history that spans thousands of years. On the fifth day of the Art Week, specialists from Germany and India taught a master class which focused on the use of computer designing in carpet making. About 200 students, young designers and applied arts professionals came together at Tashkent Institute of Textile and Light Industry, the venue for the master class.

The German and Indian professionals introduced to those gathered two latest software programmes, “exploRUG.net” and “Galaincha-computer graphics, innovation in carpet weaving”.

The presentation, conducted by Abduvakhid Suleimanov of the German Society for Technical Cooperation and Shreeniwasa Sharma, one of the creators of Galaincha (India), was composed of five parts.

The first part focused on the purpose of the programme. More specifically, these programmes help to visualise designing ideas on a computer, to save time in creating a pattern or a design of a whole carpet, to select colours and combine them, and to see with the help of photos how the carpet will look in a particular room.

The second part included a video presentation of the programmes. The audience had a chance to learn the structure of using the software. For example, it enables its users to see a work in process three months before it is finished.

In the third part, Sharma delivered a brief training session on the use of the software.

The two professionals used the fourth part to demonstrate ten latest updates in the software since it was launched. For instance, users are now able to calculate the costs of making one carpet and determine the quantity and type of resources needed for the creation of an item.

Lastly, the audience was provided with information about famous people who place orders for carpets, choosing a particular design created with the use of the software.

