

INTRODUCTION TO INKLE LOOM WEAVING

What you need

Loom, threads, shuttle

How it works:

The inkle loom is threaded with the **warp** threads according to the weaver's design. There is alternance between yarn that that can be raised and lowered, and yarn that remains in the same “plan” through the use of the **heddles**. The raising and lowering of these warp threads creates the shed through which the **weft** thread will be carried on a shuttle. The weaver passes with the shuttle with each opening of a shed through pulling up and then lowering of threads.

A simple raising and lowering of threads creates a plain-weave band in which warp threads are slightly offset (see the effect on pattern). The weft threads are only visible at the edges of the band and will be less visible if the sides of the band have the same color/fiber.

As the weaving progresses, the warp threads will shorten on the loom and the weaver will need to adjust the tension periodically. As the inkle band progresses, it will also get closer to the heddles. You will need to slide the warp thread toward the bottom of the loom to recreate more weaving space. The easiest way to do so is to reduce the tension when you are ready to advance the warp. Once you have done so, tighten the tension again and restart weaving.

For both of these reasons, a good inkle loom should allow for easy adjusting of the tension!

NB: choice of fibers!

NB2: common problems. Some can be prevented, some can be solved, some are really bad.

Warping your inkle loom <http://www.palmerlooms.com/palmerlooms7.html>

What to do with it

Belts, trim, etc... Small looms are easy to take with you at events, use during court or classes....

Bibliography

Inkle Weaving by Helen Bress (1975)

Card Weaving by Candace Crockett (1991)

Weaving Primer: Complete Guide to Inkle, Backstrap and Frame Looms (Chilton's creative crafts series) by Nina Holland (1978)

Sources:

Palmers looms: <http://www.palmerlooms.com/>

White wolf and the Phoenix: <http://whitewolfandphoenix.com/>

