

## Maya and Aztec Civilizations as an Inspiration Source for Textile Printing and Clothing Design

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### Abstract:

There are many cultural and artistic variations in ancient civilizations that gave humans a breeding ground for beauty and fashion. Among these civilizations are those that arose in Mesoamerica, including the Mayan and Aztec civilizations. The purposes of this study are: 1) focusing a spotlight on the civilizations of the Aztec and Maya, putting into consideration that they developed great art and architecture; moreover, they produced woven fabrics and clothes; 2) creating a collection of textile printing designs inspired by these two civilizations using Adobe Illustrator and Adobe Photoshop programs; and incorporating these print designs into apparel designs. The researcher employed a descriptive analytical approach, which involved describing and analyzing the elements and units of Maya and Aztec civilizations, along with an experimental approach to create design collections suitable for women's clothing. A questionnaire was conducted to measure the success of these proposed designs and their clothing applications by specialists. According to specialists' opinions, the questionnaire's results revealed that the average evaluation relative weights for all the textile printing designs and their related apparel designs were between high and very high acceptance degrees. Mesoamerica is a region containing diverse ancient cultures that were distinguished in the Americas for three millennia, from approximately 1500 B.C. to A.D. 1521, when Europeans arrived. These societies shared common religious beliefs, art, architecture, and technology. These societies built a group of civilizations, including the Maya and Aztec civilizations.

**Problem of the study:** Mesoamerica is a rich civilization with historical events, great art, and architecture, in addition to their woven fabrics and clothes, it doesn't have enough study and research in textile and clothing design trends in order to benefit from the aesthetic values of this old civilization. So, the problem can be expressed as how the designer can use different components and inputs from this civilization to create new stylish textile and clothing designs from the symbols of this era.

**Significance of the study:** First, a study of an old civilization is one of the key approaches to study art and costume history that provides an essential 'databank' through which we can develop the future of textile art and clothes. Second, opening new contributions that may develop a future consciousness for researchers and art activity practitioners by using these historical data, and finally, applying this view to courses in art, costume history, textiles, and fashion design.

**Objectives of the study:** focusing a spot light on the civilizations of the Aztec and Maya putting into consideration that they developed great art and architecture, moreover they produced woven fabrics and clothes. Creating some textile printing designs that are inspired by the two civilizations. Suggesting applications for these designs inspired from the two civilizations on some women's clothing.

**Hypothesis of the study:** The research assumes that the created textile printing designs are inspired by and express the Aztec and Mayan civilizations and will be accepted by specialists. The research

assumes compatibility and harmony in the principles and structural elements of design, as well as the achievement of a modern formative formulation for the created designs inspired by the Aztec and Mayan civilizations. The research assumes the designer's success in using different filters for graphics programs to add effects and a variety of materials to the created designs. The research assumes that the employment of the created designs and their suitability for the proposed apparel designs is generally accepted by specialists in the field of clothing. The research assumes the designer's success in the compatibility and harmony of color groups, lines, and textures and adding shadow and light to show the created designs with the appropriate space and size for the proposed apparel designs.

**Methodology of the study:** The researcher employed a descriptive analytical approach, which involved describing and analyzing the elements and units of Aztec and Maya civilizations, along with an experimental approach, to create design collections suitable for women's clothing.

**Tools of the study :** The sources used include books, scientific research, the Internet, Adobe graphic applications such as Photoshop and Illustrator, and a questionnaire.

**Research Procedure:** Textile printing designs inspired from Aztecs and Maya symbols. Evaluating of the created textile printing designs and their related filters and apparel designs

**Results:** The overall evaluation of the average relative weight of specialists' opinions revealed that designs no. 2 and 5 ranked first regarding the two main axes, with an average evaluation relative weight of 4.587. Meanwhile, design no. 6 ranked second with an average evaluation relative weight of 4.582, design no. 4 ranked third with an average evaluation relative weight of 4.473, and design no. 1 ranked fourth with an average evaluation relative weight of 4.363. Finally, design no. 3 finished last with an average evaluation relative weight of 4.317. According to specialists' opinions, the average evaluation relative weights (RW) for all designs was between high (H) and very high (VH) acceptance degree.

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Maya, Aztec, textile design, apparel design.

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