

Week 5 Quilting Diagrams & Tip Sheet
For more information about the challenge, visit FMQchallenge.com



Week 5

This week we are finishing up the panel by addressing the teal ring as well as the remaining background. Not only are we learning how to deal with larger background areas, we are going to experiment with echoing (yet again!) as well as learn design ideas for the last teal shapes of our mandala panel!

Scan the QR code to rewatch the Week 5 video tutorial.





Your Challenge

If you're quilting along with me on the custom Mandala panel, finish the rest of the panel with the designs of your choice. You can try some of the ones shown in the video, or come up with your own variations.

If you purchased the coordinating thread collection, use the blue jay or lavender and white thread for this section.





First up the teal portions. Even though these sections aren't shaped the same as the rest of the colors on the panel, everything we have seen up to this point in the video series applies. We can still use echoing or other filler designs to fill them in!





Quilting the Background - Echoing

The first technique for quilting background areas is echoing, we are going to see echoing yet again! But this time, we are going to use the echoing to help separate the center mandala from the rest of the designs we will be putting in the background.







One of my favorite ways to deal with larger background areas is to divide and conquor. It allows you take something big and break it into more manageable chunks. There are so many different ways to go about this! In this instance, we are going to use arcs to break up the space. You can quilt the arcs so that each row is offset from the previous, or so that it echos the previous row.





Changing the scale of a design is another way to "divide & conquer" larger areas. Not only can it be an easier option, it allows us to practice a design in a variety of sizes.



Auditioning Designs
Use the graphic below to audition different designs for your panel.



