

"Stuff™"—A User's Guide

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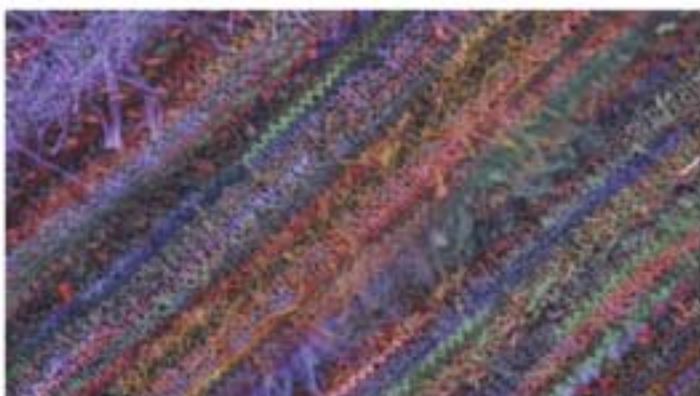
For those of you who haven't yet ventured into the wild world of Prism's "Stuff™ yarns, here is a quick explanation and some helpful hints.



Highlands Neat Stuff™ in triangle modules.

"Wild" "Neat" and "Cool" Stuff™ are interchangeable in yardage, gauge and price. They work on a # 8 needle. All Stuff™ yarns are mostly cotton, rayon and nylon. Wild Stuff™ has about 25% kid mohair, fine wool and alpaca, with a lot of eyelash and metallic. Cool Stuff™ has no wool or mohair, less eyelash, and about the same amount of metallic. Neat Stuff™ has no eyelash, metallic or really wild yarns, and more kid mohair and wool. Light Stuff™ is a lighter weight to work on a 5 or 6 needle. Light Stuff™ has no wool or mohair, some metallic and very little eyelash. The skeins have more yardage, and generally make a lighter weight garment.

Each kind of Stuff™ has its own unique color range. If you don't like eyelash, but want a color of Wild Stuff™ consider knitting the garment, then clipping off the eyelashes that you don't want. This really works! The yarns are quite flexible if you use your imagination.



Each type of yarn consists of many different textures of strands that have been hand dyed and gauge coordinated. Some of the yarns are single, some double and some three strands to maintain consistent gauge. They are tied together by hand, end to end in varying lengths, so that one yarn changes to another as you knit.

Progressions color ways are unique. They consist of a long, graded range of colors that are lined up in order in the skein. When knit, they go from color to color in an organized way. For example, Cantina goes through a rainbow run of spectral colors, and on an average sweater front you might get through one and a half or two runs.



Cantina, a Progressions colorway

To join a ball of a *Progressions* colorway, wind through the new ball until you reach a place that matches where the old ball ended. This will preserve the color gradation. Save the extra for finishing, or to complete another ball on another piece—nothing will go to waste!

Before beginning to knit, you need to wind the skein into a ball. Loosen the skein, and place it on a swift or around a willing helper's outstretched hands. Keep tension on the skein to avoid snarls. Notice that there are three white ties around the skein. Two are tied to the actual ends of the yarn. The third one is the security tie. Make sure that all of the strands in the skein are going in the same direction before you cut any of the ties. Clip the ties, and with one end, begin winding. Do not untie each yarn! When your ball is wound, you are ready to knit.

Left, Senegal Light Stuff™ worked on the diagonal