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Sculptural Fashion

Perry

Colorado State University, anna.perry@colostate.edu

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Sculptural Fashion

Anna Perry, Colorado State University, USA

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Contextual review and concept. Technologies have revolutionary impacts on designs (Wong, Teo, & Russo, 2012). New technology forces designers to alter design methods and thus potentially generate new products (Parsons & Campbell, 2005). The purposes of the design were to incorporate the latest high technologies into a design and to generate a sculptural fashion.



Process, technique, and execution. All possible design issues were tested before making a prototype. The designer drew sketches, made laser cuttings and 3D printing samples, and tested

the desired texture and stiffness. After that, the designer developed a prototype. To obtain desired sculptural shapes, the designer soaked laser cutting fabrics into a stiff liquid and molded them on paper models. The designer made and cut patterns, assembled apparel, and sewed the 3D shaped fabrics at the waist. Finally, the designer made a 3D printed gear-heart, as a smart necklace: the white heart becomes red once it meets the sun. Techniques included flat pattern-making, CAD, high technology, and fabric manipulation.



Aesthetics and visual impact. Design principles were applied. Different sizes of 3D fabrics repeatedly surrounded the waist, creating a visually focus point. This repetition also created a gradually changing rhythm.

Cohesiveness. The design process continued to go on until the design work met the following standards: 1) realized the concept and purposes through visual elements, and 2) achieved an overall harmony with aesthetics effect. Eventually, the concept, process, aesthetics, and the final design formed an integrated whole.

Design contribution and innovation. This design contributes to what is known and refines the design principles to create a sculptural fashion. This design also contributes to the apparel design field by showing an innovative way to combine high technology with traditional hand-crafting techniques.

References

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