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Shadow Boxing

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Shadow Boxing
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Shadow Boxing was created as part of ongoing research that examines design approaches for zero waste garments. Rissanen (2013) asserted that to eliminate fabric waste in cutting it must be a consideration from the beginning, reversing industry practice of sketching designs before developing patterns. The purpose of this exploration was to work only with rectangular pattern pieces, the number and size determined by fabric width. The initial shape was dictated by digitally manipulated photographic art created for the digital textile print. Pattern piece sizes were loosely predetermined through experimentation on a half-scale form. Rectangles were scaled to the body, varying size but mostly retaining proportion. The original image was printed onto silk shantung and kept to the scale of the rectangles, thus some images are larger than others. Final design development was accomplished by manipulating the rectangles through a building process on the full size form, balancing image scale for visual movement while working with the play of light and dark on the body (Figure 1). Two long rectangles were added to the marker for front panels, with no waste added.

Moving back and forth between fabric layout and dress form, the process allowed analysis of design thinking when zero waste constraints are applied. Documentation through note taking and digital recording aided in analyzing process. As a secondary sustainability consideration, most pieces were retained in their original, uncut shape so they could easily be repurposed at some point in the future. Thus all pattern pieces in the finished jacket are uncut rectangles, with the exception of one that was divided diagonally to create a visual anchor on the back to support the large rectangle, and the sleeve, which has a single cut to allow it to wrap the arm (Figure 2). The arrangement of the printed squares was designed to take advantage of the play of light in the print as well as to move the eye in a diagonal direction.

Figure 1. Front view
Figure 2. Back view
