Ever-Changing Mind

Jung Soo Lee
Hongik University, jsoolee@gmail.com

Hyunji Roh
Seoul National University, hyunji.roh@gmail.com

Follow this and additional works at: https://lib.dr.iastate.edu/itaa_proceedings

Part of the Fashion Design Commons

https://lib.dr.iastate.edu/itaa_proceedings/2015/design/94

This Event is brought to you for free and open access by the Conferences and Symposia at Iowa State University Digital Repository. It has been accepted for inclusion in International Textile and Apparel Association (ITAA) Annual Conference Proceedings by an authorized administrator of Iowa State University Digital Repository. For more information, please contact digirep@iastate.edu.
Ever-Changing Mind

Jung Soo Lee, Hongik University, South Korea
Hyunji Roh, Seoul National University, South Korea

Keywords: 3D projection mapping, wearable technology, textile design

Everything around us is changing fast. We sometimes find ourselves feeling confused and fragile in this world. The purpose of the design was to reflect our ever-changing minds. We created various images of the textile designs that express different emotional statuses, and then displayed them in a blank dress.

Wearable technology has drastically improved for fashion. Various forms of wearable tech fashion have been proposed in different ways--garments that respond to the environment or sound (Amy Winter, 2015) or dresses that change the pattern of lights activated merely by looking (Ying Gao, 2015). We proposed here an idea of a future fashion design which is able to display the textile images just by plugging a USB drive. We focused on aesthetics and intended to suggest the concept of wearable technology using cutting-edge technology: 3D projection mapping.
For this process, ten textile designs were created by two designers: one designer hand-drew the flowers from her imagination using oil pastels. Another designer developed the graphic designs using a CAD program (Colour Matters) to express the complexities of her mind. All textile designs were converted to JPEG files and loaded on MadMapper (Video apping software). In this program, each 2d textile image was reshaped and adjusted to exactly fit to a 3d object (the white cotton dress in this design) when playing with the projector. The white dress functioned as a display screen. Ten textile design images are shown continuously. The viewing time was approximately two minutes.

This design showed the real-time reflection between the self and the clothing as it amplified the original meaning of the clothing. This also means a future form of fashion that plays on the expression of momentary emotions of the self.

References