



Pearson

# **GCE A Level Advanced Art and Design**

**Textile Design  
Component 1**

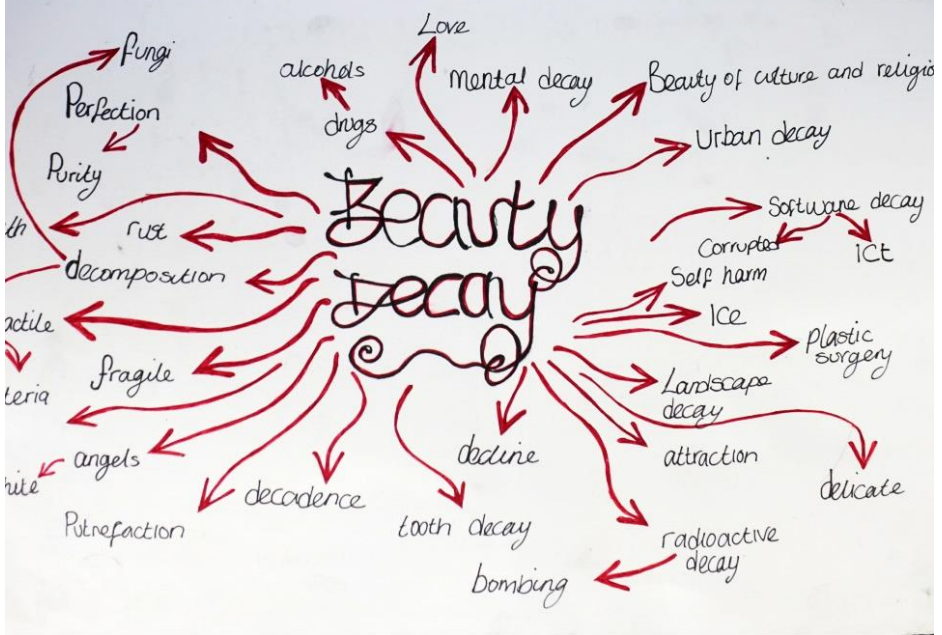
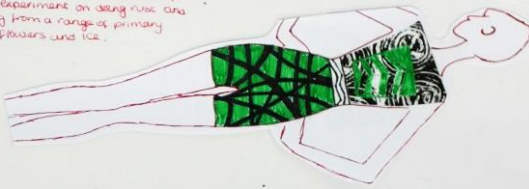
**SAMPLE 3.9**

**Total Mark 47 (39+PS8)**

	<b>A01 Develop</b>	<b>A02 Explore and Select</b>	<b>A03 Record</b>	<b>A04 Realise</b>	<b>Personal Study</b>
<b>Mark</b>	9	10	10	10	8
<b>Performance Level</b>	3	4	4	4	3
	<b>Total out of 90</b>				47

# Brief

During textures in the past few years has developed my interests towards textures, colors and structures as a garment and I will use to incorporate this aspect of textures into my sketchbook for this exercise until I start to like to incorporate this style of textures into my sketchbook. For this exercise I would also like to combine beauty and decay to create something piece of work that I would like to experiment on creating and something because this represents beauty because of the beautiful shapes created by manipulating the fabric, and this idea is mainly inspired by being inspired, I will also like to experiment with using clear glues in my samples to make it more attractive and beautiful. To combine both of the beauty and decay elements I would experiment on doing rust and then painting into it. I will be working from a range of primary colors as rotten fruits and vegetables, flowers and ice.



# BEAUTY DECAY EXPERIMENTAL TECHNIQUES

## Rust Print

For these three samples, I used the technique called rust print. I done this technique firstly by soaking white cotton with vinegar and then I arranged the pieces of rusted metal onto the white fabric and then I placed weight on top and then I covered it with plastic then I left it on for 24 hours. These three samples link to my theme of beauty and decay because rust is a form of decay, also the color and texture give a moody affect. My first 2 samples are experiments of rust print and then my third sample



Sample three is a development as I am combining 2 techniques together and combining 2 meanings (beauty and decay), the smocking affect symbolises beauty. To develop my sample further I would screen print onto the rust print, I would choose a contrasting image and then I could include Paris hand embroidery, to incorporate the beauty onto the decayed fabric.

## Marbling and Felt Making



To create this sample, first I pulled all bits of wool fibre and then I placed them in a line, peeling them or better wrap. Then I layed all a second layer of the fiber making them overlap in different directions. I added spirals and loop and I rubbed the fiber in circular motions so that it felt. I used a different color for the different layers then I rolled the felt together and pressed it together until it was felted. After it was dry I cut it up and then stitched them to

This sample links to my theme of beauty and decay, but the sample represents the ripple of water which could rain as beautiful however if the felt was white, it would look pure and innocent, and I would incorporate the decay element to the sample I would turn the edges of my sample has a three-dimensional form which made interesting to look at, the texture of the sample is also interesting as it has also a complex feel-like.



To create my marbling, I used eye dropper to the paint onto the water surface gently and as the paint spreads I used a pin to create patterns. I used 2 different colors to create my designs. Then I pass my fabric over the surface gently and then moved it, and my sample was created. I don't think my sample is too successful this is because the design is really plain, so to improve my sample I will try more complex designs and I will try marbling on printed fabric to give different ideas. My samples are inspired by Robert Wu.

# Dissolvable embroidery



For my dissolvable embroidery sample I created it by doing machine embroidery freely on Soluble fabric in black thread to represent darkness and decay and then I allow the fabric to dissolve by pouring water on it. After that I put my dissolvable embroidery on top of ~~the~~ the mark making sample to make it look even more decayed and the rough texture of the texture makes the sample look more interesting. The circular shape of the dissolvable embroidery is inspired by sun primary color of a decayed/rotten onion. The technique is inspired by artist Charlotte Mills who uses dissolvable embroidery to create garments.



Charlotte Mills



## Smocking



To improve my samples I would experiment on different types of fabric/materials, I would include broken glass into the smocking as the white would represent beauty and I would include diamond jewelry to also represent beauty. Also to develop my sample I would combine the smocking and plating techniques together. The geometric shapes and shapes look quite quite aggressive however the use of beautiful colors and pattern also makes the samples look beautiful.

Pears are inspired by Issay Miyake



In these samples I printed fabric out into linear pattern to where I want the pin to create the smocking affect, and then I stitched it into place by hand. My samples really and decay because they all have elements of beauty and decay for example the 15 a combination of beauty and decay because the technique represents beauty, black represents decay, sample two has mixture of beauty beautiful and sample three is pure.



Issey Miyake ←

My pleat samples are inspired by Issey Miyake because of the architectural look. Looking at Issey Miyake's work has inspired me to experiment with different types of material to get strong textures that are 3D. I think my samples were quite successful this is because the pleats look quite architectural they also have an element of beauty in them this is because of the clear white plastic material used, the material symbolises. Although I used a simple pleating technique but the finish is abstract and looks complicated which gives a good effect on the samples.

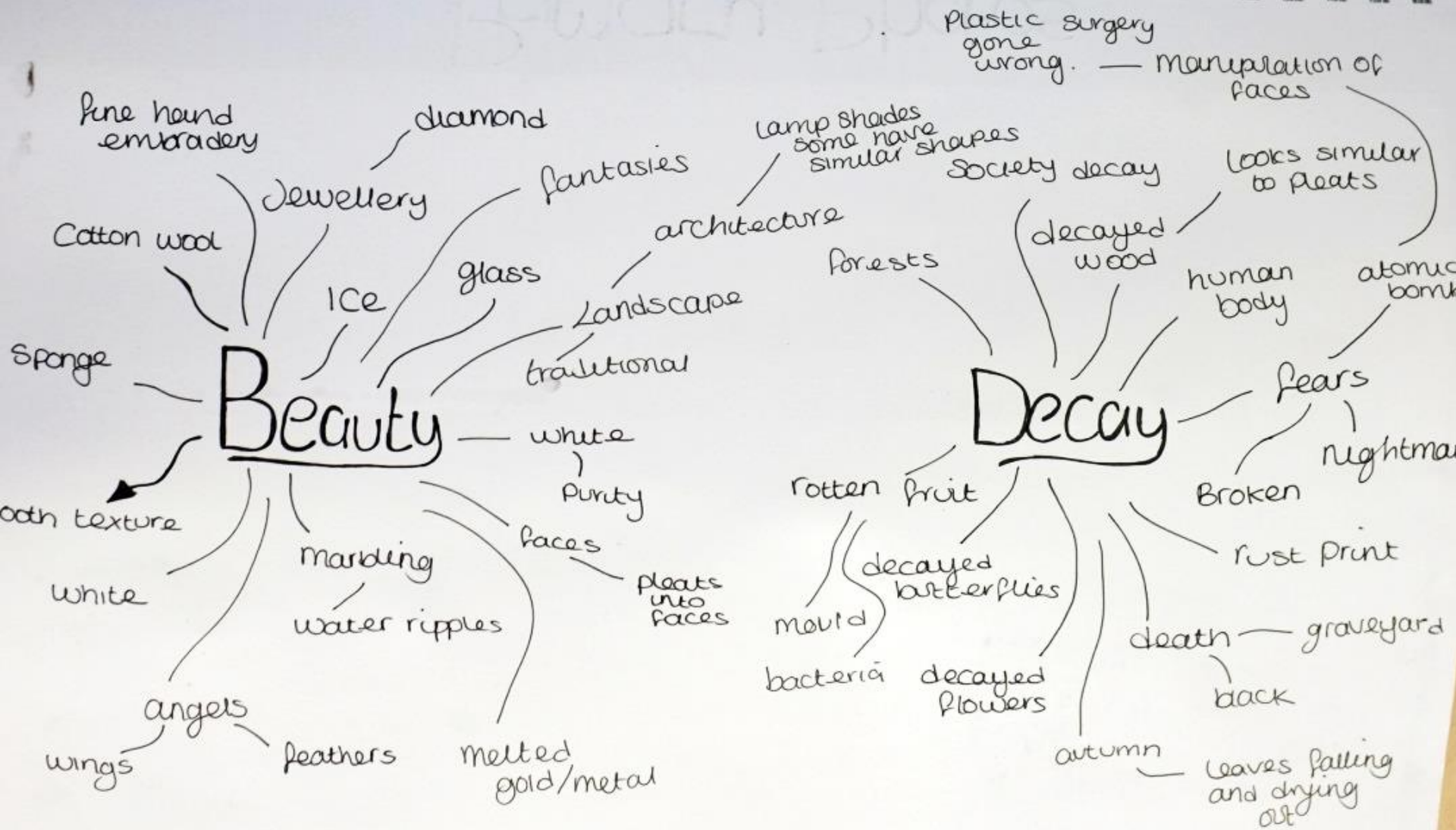


I was inspired by Issey Miyake's work because he experiments with different types of garment pleating, he uses the technique where he cuts and sews the garment first and it's sandwiched between layers of paper and then it's put into the heat press. Issey Miyake's designs are inspired by sensibility, technology, the flowing of fabrics, architectural and landscape. I will use to incorporate this into my own piece of work.

To develop my samples I would try pleating onto different materials and different colours, I would also try printing onto the materials first before pleating to make the sample look more complicated and also incorporate brown glass into the samples. Finally, I would try more advanced pleating.



Artist response to Issey Miyake. My sample is inspired by my primary image of glass which I translated into my sample by trying to achieve a similar texture. Also I used similar techniques as Issey Miyake to gain a 3D pleating effect. To improve my sample I should use black and white fabric to show the contrast between beauty and decay.

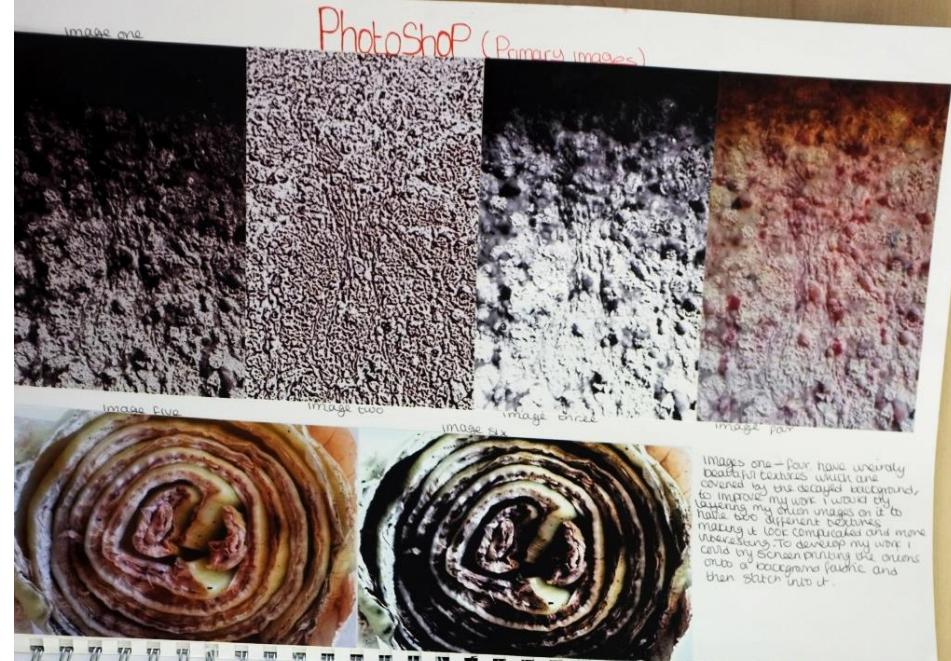




## Primary Photos



My primary images reflect my theme of beauty and decay and also my own take on these themes. Good vs Evil. To symbolise good I took pictures of flowers, fruit (melon) to represent beauty and to represent decay I took pictures of rotten fruit, skulls and decayed butterflies. With these images I would like to experiment by drawing and using them as a screen print design. For my theme of looking at natural decay and transforming decayed objects into beautiful outcomes. To develop my photos I would look at beautiful objects that decay such as onions. I could also develop these images by using Photoshop to beautify the decayed objects.

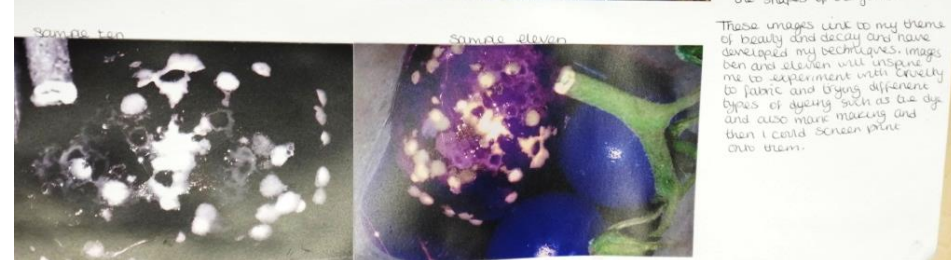


## PhotoShop (Primary Images)

Images one-four have various beautiful textures which are covered by the decayed background. To improve my work I would try layering my own images on it to have two different textures making it look complicated and more interesting. To develop my work I could try screen printing the textures onto a textured fabric and then stitch into it.



I used Photoshop to make my decayed images look to look decayed so that they still have the decayed and beautiful element glorifying the decayed objects. The main objective of my Photoshop images is to create weird textures that make the viewer's feel insecure but still appreciate the beautiful side of the samples. With samples seven, eight and nine I use how the light is shining on the glass which makes them look beautiful, especially in sample eight because the contrasting colors of black and white that are used with the reflection of light makes the sample have the beautiful element in the decayed background. The glass images could improve my work by using pearls and making them in the shapes of the glass.



These images went to my theme of beauty and decay and have developed my techniques. Images ten and eleven will inspire me to experiment with directly to fabric and using different types of aging such as the dye and also make printing and then I could screen print into them.





# Beauty and Decay - Screenprint Designs.



These two images are layered images of my illustration of a skull and a butterfly. I think the second image works better than the first image as it has been inverted it looks beautiful because which gives a beautiful contrast. I also like how a bit of the image is blurry, it makes the sample look less simple. Even though the butterfly and skull are still beautiful which links directly with decay.



I have manipulated a disgusting image of rotten onions into a beautiful decayed image. It even though I used simple Photoshop techniques it gives a very professional and sophisticated technique. I changed the colors of the original image to make the rotten onions look beautiful due to the vibrant and natural colors the mind likes. I think these images are successful because they link directly to my theme of Beauty and Decay. The last image I believe looks the most interesting because of the patterns created with the lines.



These two images I believe are the best because I think they are the best because it looks boring plain and designs would be good for the screen print because because there are too many grey tones to improve my and design idea I would make the images clearer and I could make the colour stand out more, to give a better contrast.

## More Photoshop



Sample three

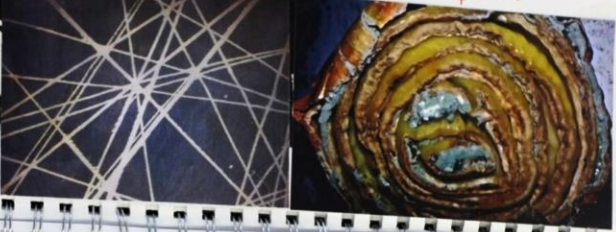


This sample is inspired by my primary pictures of onions. I had tried to create the same circular shapes just like the onions and the background color on my sample represents the mold decay that was created.

I think this sample was successful because it shows the organic and fluid shape of the onion and the mold. I used beautiful colors and textures. My sample is inspired by the decayed onion because its decay and mold will get the beautiful and the textures which I tried to incorporate into my sample. The sample was inspired by how busy the use of similar technique includes lines of using straight lines I experimented with circular and fluid lines.

Primary image

Fiona Duddy ←



### Screen prints

These screen prints were done with a clear screen print frame and then I kept string on each with black paint. Samples one and two are with black paint. Samples one and two are experiments of a new technique so they are simple but they still look effective. The monochromatic colors make the sample look good and easy however because the sample is quite plain to improve it I used a screen print onto my sample in a color that stands out.

Sample three is an improvement of sample one and two. I think this sample looks a lot better because it has a combination of colors and it isn't simple. I use three colors and different textures with some feminine lines. I think the sample links to my theme directly because it shows beauty and decay in the sample, the screen print of the heart represents decay and the smooth/feminine line of the heart makes it look beautiful.

Sample four is inspired by my other primary pictures because I have tried to incorporate the patterns created within the onions into my sample which I believe is a good idea. I used my sample I used screen print on top of white paint so that it stands out. I used screen print my onions to see if I got the inspiration point.



These images show how the images of my onions have developed through time. The first image just shows the first stages of the decay process where the onion is starting to lose its moisture and the rest of the images show how the mold develops as time goes on. The more the mold increases the more beautiful they look.

What I love about these images is the circular pattern and texture. The decayed stands out, texture looks soft and subtle. These images could inspire my other art, I will like to use the same created as my main inspiration for creating more circular and so samples that both combine beauty and decayed elements.

DEVELOPMENT OF DECAYED ONIONS

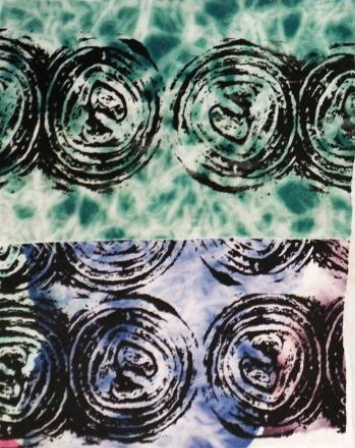
These samples are experimental printing techniques. The first sample is just black and white even though this represents beauty and decay, the white lines of the butterfly beautifies the sample however the sample is too plain so for my next samples I will improve them by screenprinting on backgrounds to make them more exciting. ~~To develop~~ To develop my samples further I would use these screenprints and play with them to make them create more exciting samples. I also developed my sample by using white fabric paint to screenprint it makes the sample stand out more, but to improve the sample I would use puff to create a more decayed look. The sample links to my theme of beauty with decay because ~~because~~ they have beauty and decayed elements in them.



# Idea Slide one Beauty

My first idea is mainly based on the beauty of nature where I will use nature to inspire my beautiful techniques such as imitating the living of cells and ripples. The petals of the flowers call of the glass can inspire my weaving and printing techniques. My photographs flower images are symmetrical which makes the flowers look even more beautiful, symmetry scientifically explains beauty.

Textures and colors grey will inspire my work and techniques because she uses colors to make her work look beautiful and exciting so that I would like to experiment with colors to make my samples more beautiful and less plain.



Iris van Herpen will also inspire the beautiful aspects of my work, even though his work is often outrageous and shocking he uses beautiful techniques and colors. I will use to also experiment with printing and printing with colors that are seen as beautiful.

Iris Van Herpen uses organic and natural shapes and pattern within her work therefore it links in with the organic elements of the onions and flowers.



# IDEA SLIDE TWO - DECAY



My second idea is mainly based on the idea of natural decay and I will be looking at it from a scientific point of view as there are lots of natural formations and shapes which will inspire existing ideas from nature and decay. The images on the next page are primary images of decayed elements and have been manipulated to make the patterns even more obvious. These patterns created will help develop my ideas as incorporate mould/decayed elements into my samples. The photos give me the impression of scientific/futuristic clothes and styles. Even though they still look natural and fluid, which links to the Van Heppens work as she does futuristic work and looks at micro-organisms.

I will like to look at my work from a scientific point of view and start making my samples feel like scientific experiments.

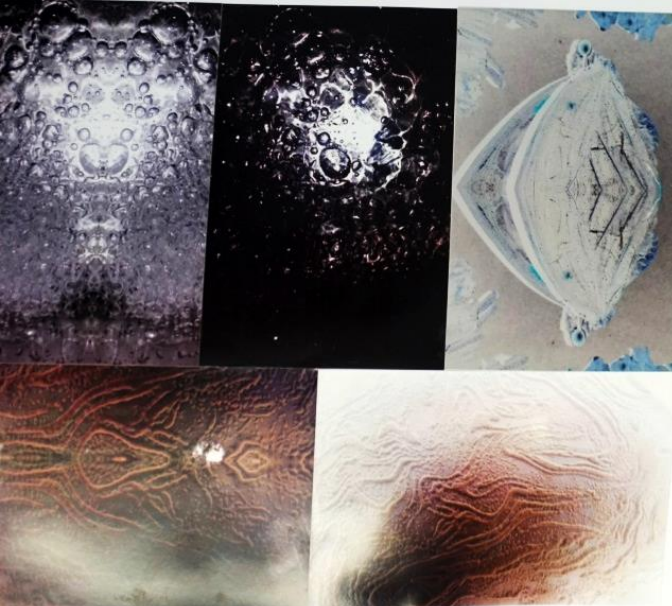


I did some research on mould and I found out that mould in damp conditions increases coughing, wheezing, allergic reaction and death. Also, mould grows alot faster in damp conditions so to speed up the increase in mould I will put the organisms in damp conditions.

Very large doses of some types of mould can be poisoning to humans and they are toxic. Even though moulds are natural parts of the environment they still have problem on human health.

For example a mould called aspergillus can cause respiratory infections. Although moulds are mainly bad they also have good effects on the body just like Alexander Flemings discovery of penicillin.

# IDEA SLIDE THREE - BEAUTY WITH DECAY



For my third idea I will combine both of my ideas on the previous idea page of beauty and decay. I will combine both techniques of beauty and decay together but in a scientific way. I want to create and question the viewer by combining beautiful and disturbing images and samples like to combine both together to show the contrast between good and evil.

With my final idea I would like to transform a decayed object into something beautiful and I will like to combine both decay yet and beautiful objects to create an outrageous piece of work.

These photos portray natural decay yet they look scientific and still have beautiful elements for it. My photoshopping will be to create an and beautiful and decayed elements on them.

# Issey Miyake - artist analysis

Issey Miyake is a famous Japanese fashion designer born on 22nd April 1939. He is well known for the technology driven designs. Issey Miyake opened the Miyake design studio in 1970 and in 1971 he opened Miyake's. The collections were inspired by traditional Japanese folk wear by using paper and making some of his designs 3D. In the 1980's he started to experiment with new and different ways of creating which allows flexibility of movement.

Some of Issey Miyake's designs are linked to anatomy, how some of his work uses 3D's which decompose as they still maintain the beautiful elements. Some of his work, the fabric flows gracefully, he sometimes uses paper to show the traditional wear of Japanese clothes. Throughout Issey Miyake's work there have been different and form.

Issey Miyake's work is beautiful sophisticated and outrageous. I will use that to inspire me in the future. His work demonstrates a

3D shapes, especially ruffles and fluid shapes. My decayed onions demonstrate a 3D shape. The onions layers through Issey Miyake's technique. Issey Miyake's style is very organic and natural therefore decay. I will also use my theme and ideas of natural materials like layers of ruffles and 3D patterns to create patterns due to the decayed process.

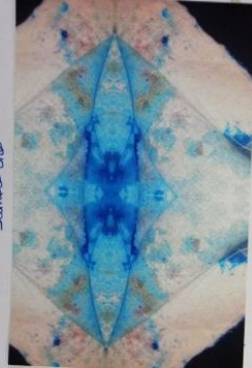


# Issey Miyake - artist response

For my first response to Issey Miyake I have tried to capture his amazing work by trying to create some geometric/3D pleated samples. At first this sample with paper as shown in the image above, I found the creating geometric shapes quite simple however it looks complicated and sophisticated. I chose to use a plain white card to create this sample because it presents purity and the geometric triangular shape represents decay and uses my primary images of paper because of the sharp angles. Because I found pleating on fabric was easy to improve my sample I would like to experiment with this technique on fabric to get the same effect but 15 times. I don't want to use a plain fabric, so I did some work on fabric before pleating. Even though I didn't get the same effect on fabric as I did on paper I think the sample still looks geometric.



The image at the top is the opposite side of my sample which I believe works better because it looks geometric even though it looks 3D. I think it works well in contrast to the original one. To develop this I photographed it to create patterns.



# Issey Miyake - artist response

For those first two samples I took a picture of my original sample and then I manipulated it on Photoshop to create a more exaggerated geometric shape than in the original sample. I think my first sample worked well because I achieved this even more by also manipulating the color of the photograph image. I think some of the work also better because the color of black and orange. It really looks like more decayed and the orange slightly burning in fire. These sample where inspired by my primary photo's because they look geometric shapes are quite sharp. Also these samples are quite sharp. Miyake because the shapes are quite exaggerated and like Issey Miyake's work.

To develop these samples even more I would like to do some more pleating on the fabric. I think that's more interesting because even though my Photoshop images look 3D and like like glass, you can't feel the texture.

So to develop my samples further I want to do some pleating technique fabric. I think this sample works well. My Photoshop images look as interesting as the same effect. I will try doing pleated samples are more 3D, also I would like to experiment with different fabrics to make my samples more interesting.

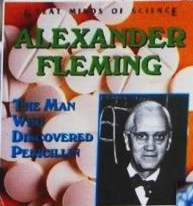
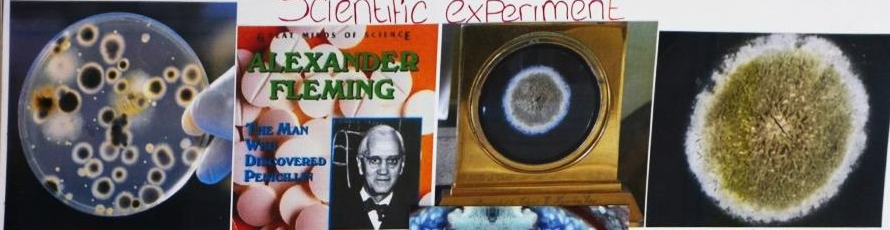


# MidPoint Review

After experimenting with different techniques and taking more developed images, I would still like to combine beauty and decay together to create amazing pieces of work. I would still like to experiment on more techniques such as pleating, smoking and screenprinting because this represents beauty because of the beautiful shapes created and I will like to concentrate more on creating structure and I will like to be inspired by the work of Iris Van Herpen and Gareth Pugh as their work is quite outrageous and beautiful at the same time. Also I will like to do this in a scientific way by doing research on mould and using a microscope to look deeper into the mould. I would like to start trying to imitate one shape created by my primary photo's the organic onions, I will also like to use images of glass to inspire me but in a more scientific way by taking pictures of basic cubes. To develop my work I would like to experiment more on developing pleats by trying to create geometric shapes and 3D pleats instead of them being simplistic in my past pages. I have used a range of primary images and all of them I would like to use/develop my images of onions and glass by combining them together to create a scientific image. Therefore my main aim and idea is to transform the decayed mould into a beautiful outcome.



# Secondary Research - Scientific experiment



I decided to do research on Alexander Fleming when I discovered the origin of his discovery. I was inspired by the story of Fleming and his discovery of penicillin in 1928. This led me to research on his research on moulds and antibiotics using keys in it.

Primary images

## WHY DO WE ASSOCIATE BEAUTY WITH REPETITION AND SYMMETRY

- Facial symmetry is a key component of human perception of beauty and symmetry influences the judgement of physical attraction and beauty. Studies show that symmetrical faces are considered more attractive compared to asymmetrical ones.

- Facial symmetry helps judge attraction due to the effects created when blending faces. Such as smoother skin and features.

- Evolutionary theorists in biology and psychology argue that symmetry is a sign of superiority in genetic qualities.



My primary images showed that I have found some interesting things. I was inspired by looking at some of the images below. These images show us how patterns and symmetry are related with beauty.



**IRIS VAN HERPEN**  
Iris Van Herpen was born on 5<sup>th</sup> June 1984, she is a Dutch fashion designer. She was an intern at Alexander McQueen in London she started her own label in 2007. Iris is known for her imaginative craftsmanship, handwork techniques, 3d printing and the use of innovative materials with futuristic digital technology. I chose to look at Iris Van Herpen in depth because the way her work is structured.

- How do they create structure, texture and reaction from the viewer?
- Iris Van Herpen uses different types of materials to achieve outrageous structures, the materials she uses include leather, wood, synthetic latex, rigging, plastic, PVC, metal, whalebones from children's umbrellas and she invents new treatment of fabric produced through technology. She uses this range of materials in order to create sculptural garments. To achieve structure she also uses 3d printing for example to achieve a bone-like structure in her wedding embroidered collection the used Marivault Steinstilthography.
  - My initial response to Iris Van Herpen work makes me feel quite insecure which gives off a negative vibe and a dark atmosphere however her use of contrasting colours and techniques makes her work consist of both beauty and decayed elements. The beautiful elements in her work is the use of the colour white in some of her garments and the decayed elements are shown by the alien like structure created with a lot of geometrical shapes. The elaboration of the surface of some of her garments makes the viewer feel quite awkward as they look quiet weird and invasive. There would be a range of reactions created by looking and touching her garments, for example looking at her Micro collection the first reaction would be that the texture of her work is quiet sharp, tactile and...
- How has Iris inspired me to create structure, texture and reaction within my work?
- In Iris Van Herpen's Crystalation collection she uses laser cutting, and 3D printing to create freely gridded lines of the fabric this makes the garment lightweight and flexible this creates visually interesting effects as it creates an illusion, she does this by using plastic (PVC) which makes it easier to manipulate and create structure. I feel like to use this same idea and technique but with different resources as I don't have the same advanced technology but I will use this idea to create strange structures that also will be inspired by my primary image of onion.
  - I will use my primary image of decayed onions to create a reaction from me to make the viewer feel disturbed by the disgusting outcomes. To develop this idea of creating an outraged reaction with my images of decayed onions I will use Iris' inspiration from her Micro collection to improve my primary images. In Micro collection Iris she is looking at natural elements more deeply, to better understand the way to work and putting them under a microscope to get a better understanding of the structure created. I will use this same technique to look at natural decay under microscope to also inspire the way I create structure within my work.

## Iris Van Herpen

## Artist Response

For my artist response to Iris Van Herpen I tried to create similar textures as the images on one less and one so I cut straight lines on the leatherette fabric and then I manipulated one sample as the fabric in order to create 3D/ structural samples. To improve one sample I decided to use a different material to give a clear idea of how one sample more obvious and outrageous. To make one sample more obvious and outrageous I used a layer of samples in fabric which was made like Iris Van Herpen's work and complicated just. My second sample is one improvement as I used a different material to make a circular sample which is also inspired by my primary image of onions. I tried to include some symmetrical patterns to create beautiful outcomes. To improve one sample I will make one sample as a circular sample in fabric which was made like Iris Van Herpen's work and complicated just. My second sample is one improvement as I used a different material to make a circular sample which is also inspired by my primary image of onions. I tried to include some symmetrical patterns to create beautiful outcomes. To improve one sample I will make one sample as a circular sample in fabric which was made like Iris Van Herpen's work and complicated just. My second sample is one improvement as I used a different material to make a circular sample which is also inspired by my primary image of onions. I tried to include some symmetrical patterns to create beautiful outcomes.



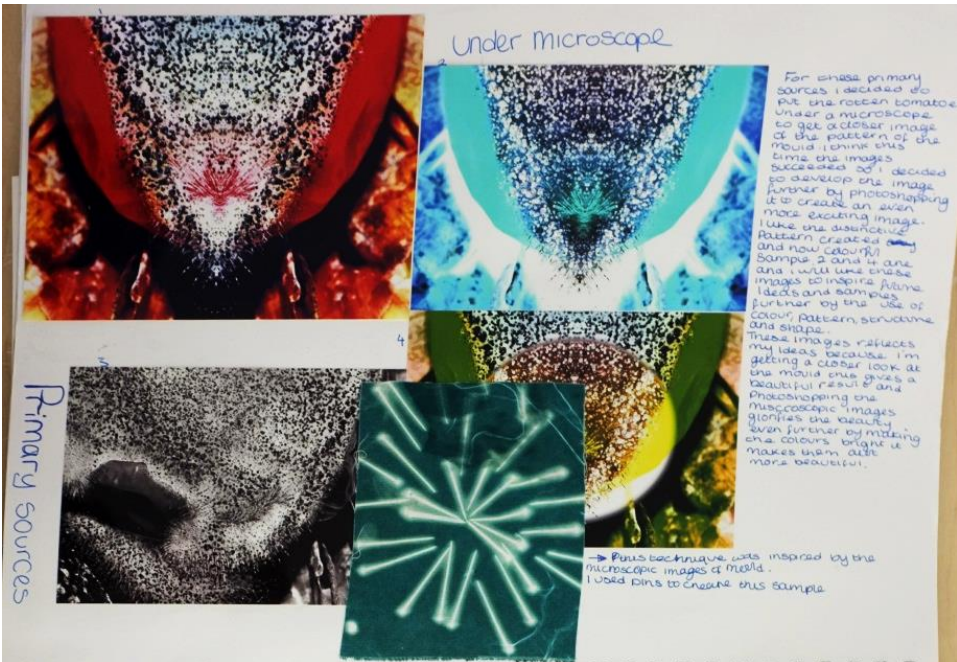


In to Van Herpen, much like her work she uses a lot of materials, and I was inspired by her use of materials. I decided to use clear plastic on the back plastic with a mixture of moldy yellow and pink these colors seem to against the black. Even though the colors worked effectively on the black plastic it was hard to create and some fabric manipulation technique because the material was too soft to manipulate so I decided to use PVC because it's less soft and able easier to manipulate. I used 2 layers so that you could see the white when pink underneath however I wasn't able to achieve this very well it would have worked with clear plastic. This sample was inspired by my primary images of my photocopied test tubes, to inspire the structure and color of my sample.

## Science Experiment - under microscope



Doing my artist analysis on Iris van Herpen as she truly just helped the experiment more with different materials but also has helped me find more inspiration. I discovered that her Micro collection was inspired by a scientist why do she used microscopes to get a closer look at insects to get inspired by the structure created so I decided to also do the same thing but with my robot skins. However I didn't get an exactly microscopic image or pattern that could inspire my ideas further, I was quite disappointed with the result in comparison to the other images on the left, the microscopic image is quite plain and boring whereas the other images are filled with intricate, symmetrical patterns and fluid shapes. Therefore to improve this idea to get a better outcome I will use a different moldy object to get a more effective microscopic image and pattern.



## Under microscope

For these primary sources I decided to put the robot tomatoes under a microscope to get a closer image of the pattern of the mold. I think this time the images succeeded so I decided to develop the image further by photoshopping more exciting images. I like the structure pattern created and how colorful sample 2 and 4 are and I will use these images to inspire future ideas and samples further by the use of color, pattern, structure and shape. These images reflect my ideas because I'm getting a closer look at the mold and with a beautiful result of a photoshopping the microscope images glorifies the beauty even further by making the colors bright it makes them all more beautiful.

Primary sources

→ Photo technique was inspired by the microscopic images of mold. I used pins to create this sample.

## Science experiment - more mold

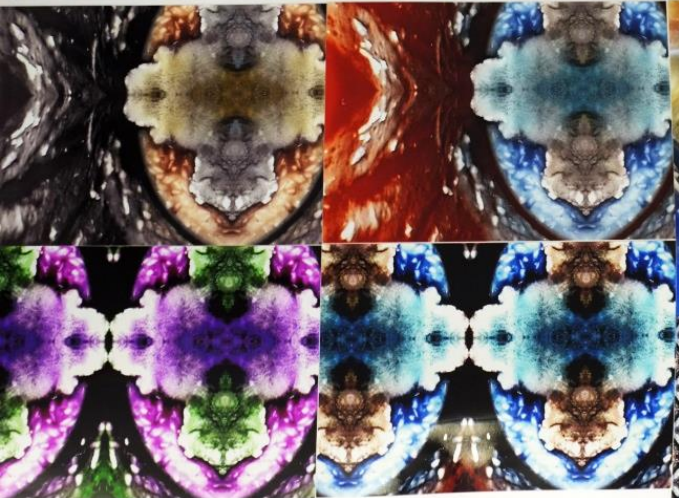
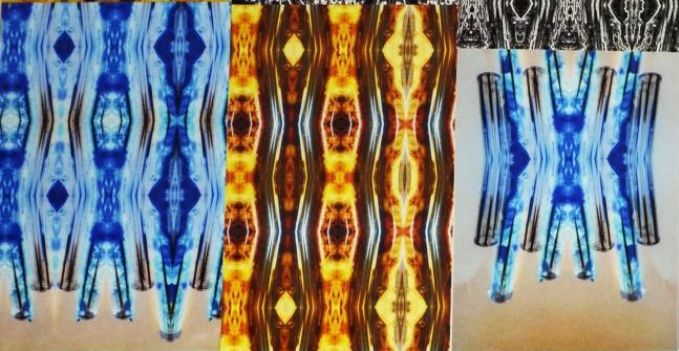


These images are a response to my secondary research on test tubes. Firstly I started off with an ordinary image of the test tubes then I photoshopped the images to create more exciting patterns. I then decided to insert moldy tubes and tomatoes into them and then I took a photo which I then photoshopped it to create repetitive and symmetrical patterns which beautifies the images of the mold. I will preserve the mold in the best color to make it mold quicker and so I will get a stronger image.



To develop my previous image on the previous page, I decided to make the decayed colors use the same which to present it. Then I took a picture and then manipulating it to create a more geometric and symmetrical pattern.

These images link to my theme of decay and aging because the images reflect inside the same color, representing decay as it's disgusting and when photographing the images became beautiful because of the geometric pattern.



For these images I took a picture of mold and then manipulated it on Photoshop to create use of a striking image and create something more beautiful. I did this by manipulating the colors, making it cut more symmetrical and making the patterns repeated. These techniques are known to be what defines beauty. These images link to my own interpretation of beauty and decay as they include the combination of beauty and decay. To improve these images I used layer 2 images together to make it more complicated. For example I could use the best work image layered on top of each other to create my secondary primary images.



For these images I used a variety of colors and textures to create a more complex and interesting image. I used a variety of colors and textures to create a more complex and interesting image. I used a variety of colors and textures to create a more complex and interesting image.



For these images I decided to develop my previous image by using different colors that represent mold and the decay of the color. The dark colors represent decay and the use of the color white gives the image a beautiful element.



# FURTHER RESPONSE TO ISSEY MIYAKE (1<sup>st</sup> IDEA DEVELOPMENT)

Primary Photo



These samples have been inspired by Issey Miyake's pleating technique, which he uses sophisticated and outrageous structures - I tried to incorporate this into my samples. For this particular sample fashion designer inspired me to start using more adventurous materials, so I used plastic for this sample and then I screenprinted onto it and then pleated into it and then I added wine to make the colours all more obvious. This sample was also inspired by my primary photo of manipulated test tubes, I used this image to inspire me in a scientific point of view. Even though I think this sample works well it doesn't fully fit my theme of beauty with decay because the sample only has beauty elements and no decayed elements incorporated into the sample; therefore to improve my sample I would add decayed elements - by using black plastic instead.

This sample is a development of the image below this is because instead of using a plain fabric I am mapping printing first then pleating into it. I think this works all better because it looks more exciting.





For this sample I tried similar techniques to the sample on the previous page on material and even though it doesn't work as well I think it would be easier to mold onto a mannequin or a body. Because the sample was so plain I decided to manipulate the ~~image~~ sample by inverting the color to make it look more similar to my primary image of my photoshopped best case. This sample was inspired by type pleating and colors used in his work and I believe lets however to improve the sample I would include surface decoration first before pleating so that the sample is more exciting. This sample uses to my theme of ~~the~~ the colors have been inverted the sample looks beautiful.

they makes beautiful work I tried to incorporate the complicated type pleating and colors used in his work and I believe that it looks well because of how complicated and sophisticated this sample looks however to improve the sample I would include surface decoration first before pleating so that the sample is more exciting. This sample uses to my theme of ~~the~~ the colors have been inverted the sample looks beautiful.

# Gallery Visit - National History Museum



around the Museum showing what's on

**Support the Museum Donate today!**  
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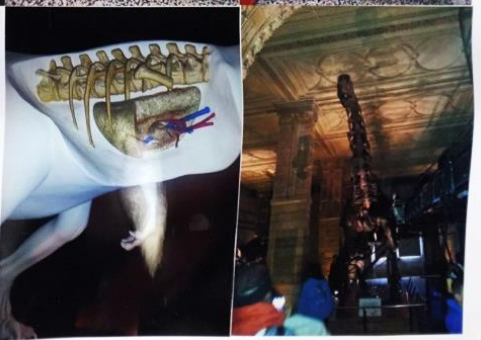
**NATURAL HISTORY MUSEUM**

**£1**

**MAP**  
and visitor information



After going to the National History Museum I found it to be quite visual. I took pictures of dinosaurs although this a completely different approach to my work. I wanted to look at different types of decay that could inspire and develop the main structure of my work. For example, they could help develop my cut through/fabric manipulation techniques. I instead like to make them look a bit more like bones and less like reptiles to make the viewer feel quite weird and obscene. Although these images are decayed they don't fully achieve my interpretation of beauty and decay ~~as~~ as both elements are not combined together. However, I would use the same technique to show how lost the surface of the fabric could be represent beauty.



# Final development of Onions

throughout my sketchbook you can see the transformation of the decayed onions through time. As they get more decayed the more beautiful they get when manipulated. The more decayed they get the more interesting they are to look at. To improve these images I would make them more symmetrical or find Repeat them to create a more beautiful pattern.

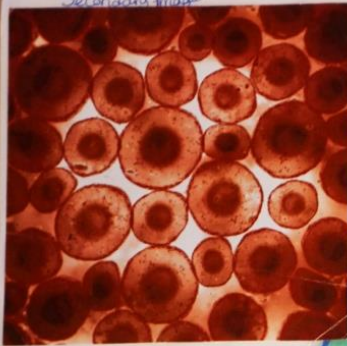


# 2nd Idea development

sample one      sample two      sample three

I carried out this idea because I wanted to create structure in my work by being inspired by my primary image of the onions and fabric. This work is successful because my first and second sample have the same circular structure. For my first sample I used sea water with contrasting white and then I braided it together and then I manipulated the shape to achieve a circular shape. For my second sample I used calico fabric to make a more 3D interpretation of my onion image and then I incorporated elements of my first sample by braiding a separate fabric and trapping it into the sample. To improve the sample I would use white thread so that it looks neater and more professional, also to improve the sample I would print strips of the fabric first before I pleat it to make the sample more exciting. For my last sample I was sewing flower petals on a marbled background. I don't think the sample often means - I think that these samples don't have any elements of beauty in them so to improve I would add elements of beauty into them to fulfil the purpose of my brief fully.

Secondary image



For this sample I experiment with the marbling technique to create different surface decorations. For this particular sample I looked at it from a scientific point of view. It was inspired by a secondary image of bacteria cells so I tried to imitate this as a surface decoration which look like my decays. I think this sample is quite boring and plain so to develop this and improve this sample I will create more exciting patterns, also to improve this sample I will use darker colors. I don't think this sample was successful because it doesn't have beauty and detailed elements. I will also add beautiful elements.



3rd Idea Development - surface print inspired by Decayed Onions + Beautiful Flowers



For these samples the design was inspired by Robert W's beautiful surface prints. My samples were also inspired by my primary image of decayed onions and beautiful flowers. I combined the two images to create a small pattern which has both elements of beauty and decay. The pattern created is fluid and organic just like the flowers and onions. The same colors used in the samples represent decay but to improve this sample I would use dark/muddy green to represent the onion's theme. Also to develop my samples I would play with them and manipulate them by coloring into them in order to create structure.



Primary image



For these samples I used the marbling printing technique firstly but then I decided to develop the idea by playing into it to create a 3D shape. I believe that this sample works well because I believe the samples fits in with my brief well because the color looks dull and muddy and the colors look / feels like the different layers of my onion photo. To improve this sample I would play in a circular motion to create the illusion of the onion. For my second sample I decided to combine 2 techniques together to create a more detailed with screen print and combined marbling technique with cutting through. I printed on the opposite side of the fabric so that when I manipulated the fabric by cutting through so that when I printed on the opposite side of the fabric you can see the contrast of the onion print. I deliberately chose to use dull colors so that it looks similar to my decayed onion because there are no elements of beauty in the sample so develop it I will choose the colors more carefully.



4th Idea Development



Primary image

Primary image

I carried out these samples in order to develop my samples on the fabrics paper. I developed it by using a different type of fabric (leather) and then I screen printed into the material with white fabric paint - I think this works well because of the contrasting colors of the sample. The white fabric paint is used to create the effect of mold just like my primary image. After screen printing I cut through the material and then I manipulated the white fabric paint. This technique is inspired by the van der Meer's work because he uses leather + manipulates the fabric to create texture. This sample link directly to my theme of beauty with decay because the dark white screen print look like the moldy rotten onions. To develop this idea further I would use white to create texture on the back leather and then the green puff represents the mold. To develop this idea further I would use white when my sample to create an even more abstracted sculpture, also I would use white puff binder to match with the white so that it blends in more.

# Artist analysis -

Nicole Savoy



Middle school is increases in the combination of art, science, biology and technology to create interactive designs. She uses the test tubes to represent the scientific side of her and the flowers represent the arts side. The flower is her favorite so that messages can be introduced into the test tubes. Her work is simple but it is a statement because its different, however her jewelry is very long because of the lack of colors to make it better would have chosen silver or gold if I was like someone that into my own work.

Nicole Savoy



Primary Images

With these images my intentions were to find the beautiful side of a scientific experiment. I use the bright colors chosen as dark colors which represents beauty and decay. Although these images show the beauty within science, the images are quite plain so to improve it I would include the technique of using puff binder and then I will use photoshop to manipulate the images the puff will represent mold.

Artist response

# Artist Response

The first 2 images were inspired my both of my samples shown on the next page. My first sample was inspired by the primary images on the previous page as I had to recreate it by including paint into the tubes. The sample is meant to represent decay because of the chosen colors, however I think the sample is quite plain and boring so I decided to add puff binder onto it my second sample to create different textures. Although the puff represents decay and mold the added glitter gives a shine to it also making it look beautiful. The contrast between the beauty and decay elements make the sample more interesting to make the samples even more interesting I use pictures of the test tubes and then I used photoshop to manipulate it.

I think the photoshopped images stand out and although the colors green represents mold, the green is bright and the symmetry also makes it look beautiful.





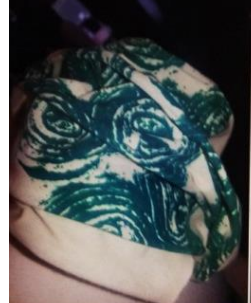
Gallery visit to the Clothes Show Live 110<sup>th</sup> December 2013]

As part of the exhibition I saw a number of university stands and the one that caught my eye inform and answer my question easier to answer because being able to feel and react to this creates structure by using wire to create the structure to look more obvious. The middle image below is of Iris Van Herpen's work which is quite similar to Collette Dobson's work as the shapes created are quite similar this as allowed me to understand Iris' work even better.

Collette Dobson gets her inspiration for the structure and print of her work from jelly fish as she says 'The collection has been inspired by the many factors of the jelly fish, from the shape of the creature as it moves through the ocean, the transparency and the colours created from the glow of their body.'<sup>10</sup> She also incorporates led light into her work to highlight certain parts of her garment to also represent the jelly fish. The jelly fishes also inspired her surface decoration such as the print in her work overall all her garments make the viewer feel quite calm because of the transparent light and how fluid her work is. The LED work in the future because my own. Seeing her work in flesh made me understand more on how it was constructed in order to create the exaggerated structure created also watching a video on her work it made me recognise what she was trying to achieve more and that even in the darkness her work still glows and still looks beautiful. Her work creates a happy atmosphere and would make the viewer feel joyful.



Mock up



for the first 3 pictures I tried to create exaggerated shapes for the shoulders to make the garment look a lot more complicated than on the neck because I tried creating a spine effect for the black and white work.

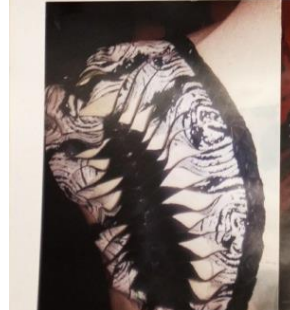
I then tried different printing techniques and ruffles to see whether it would work well but it didn't like the colors as they were dark enough and there wasn't any black there so I changed my ideas.



Draw Collette Dobson



for this image I tried to create a spine effect however the material wouldn't hold the shape of the garment



for these images I tried to do the same manipulation of reactions to give shape in that area of creating the spine effect I wanted.

- because I don't want the shape that Collette's work was made with I was worried that it would be too similar to that of Collette's work.
- so add to the structure I included beads to give a different texture to it.



For these images I tried to experiment on different layouts and different techniques

- The first image I used different layouts and layering to create more of a draped structure and however I don't think it works well.
- Then with the second image I tried to create a more orthogonal structure by exposing a different technique although I think this works well.
- I don't believe I think this works well match the structure of the garment because it overlaps the rest of the mock.
- The last 2 images show how I create the fabric manipulation/cut away pieces.



- The first image on this page was an attempt at making a necklace which I think works well because of how simple yet sophisticated it was however to make the structure hold better I would use thicker leather.

- Second image was a combination of the fabric manipulation and ruffles which I believe works well because of how complicated it was however I wouldn't like to take this idea forward because the structure isn't innovative enough.

- The last three images are images of a mock with the different layers they create of quite a soft atmosphere.



This is a sample from my mock up which I think works well because of how simple yet sophisticated it was however to make the structure hold better I would use thicker leather.

- Second image was a combination of the fabric manipulation and ruffles which I believe works well because of how complicated it was however I wouldn't like to take this idea forward because the structure isn't innovative enough.

- The last three images are images of a mock with the different layers they create of quite a soft atmosphere.

These images are photoshopped into black and white for screen printing. I think these images for screen printing, however I would like to use design one. The middle image is an image printed onto tracing paper. It looks to my friend of beauty and decay because the image of onions are rotten and when photoshopped they look beautiful. To develop my photoshopped images I could layer two different and contrasting images together. The repetition unit is beauty because it evaluates beauty.

Thumbnail  
Sketches

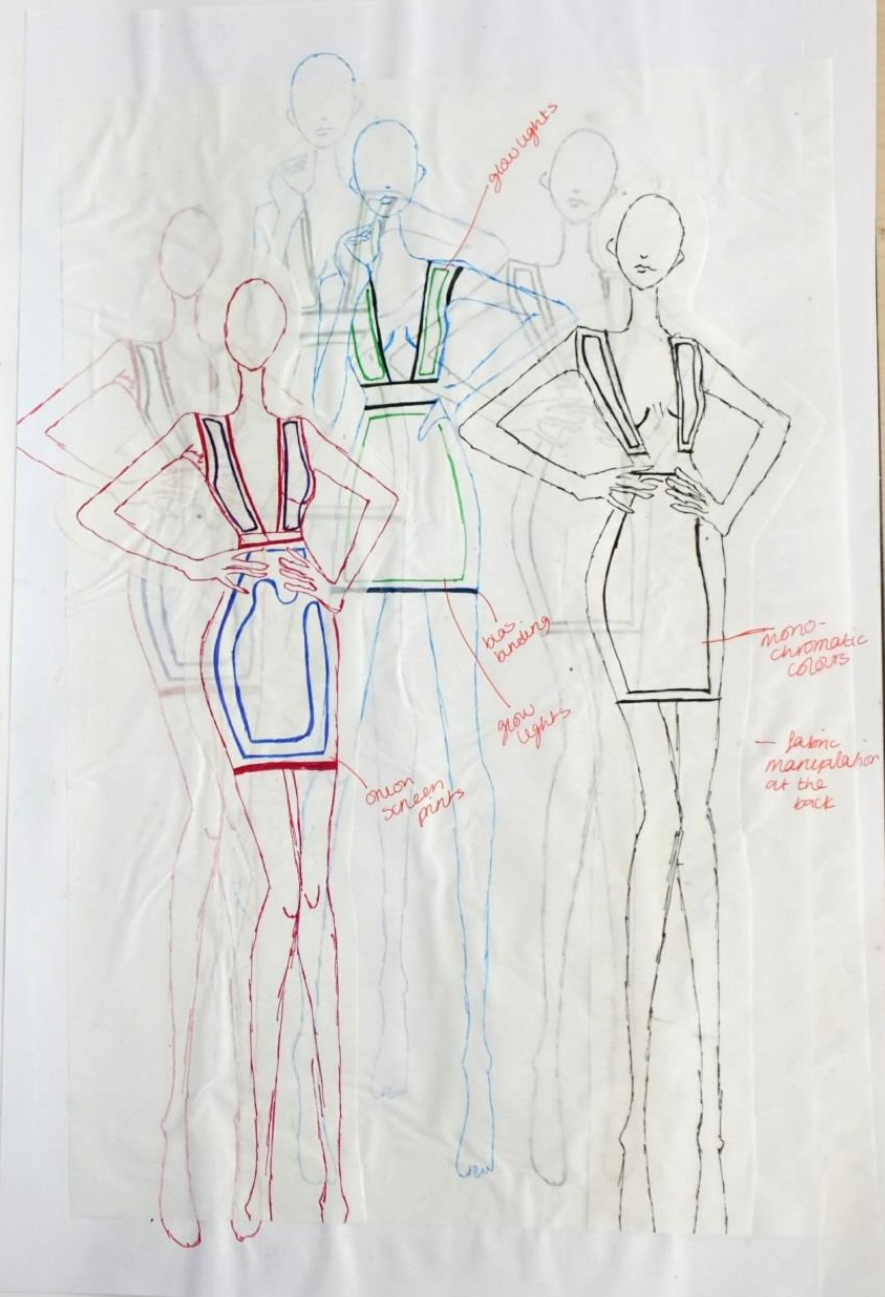


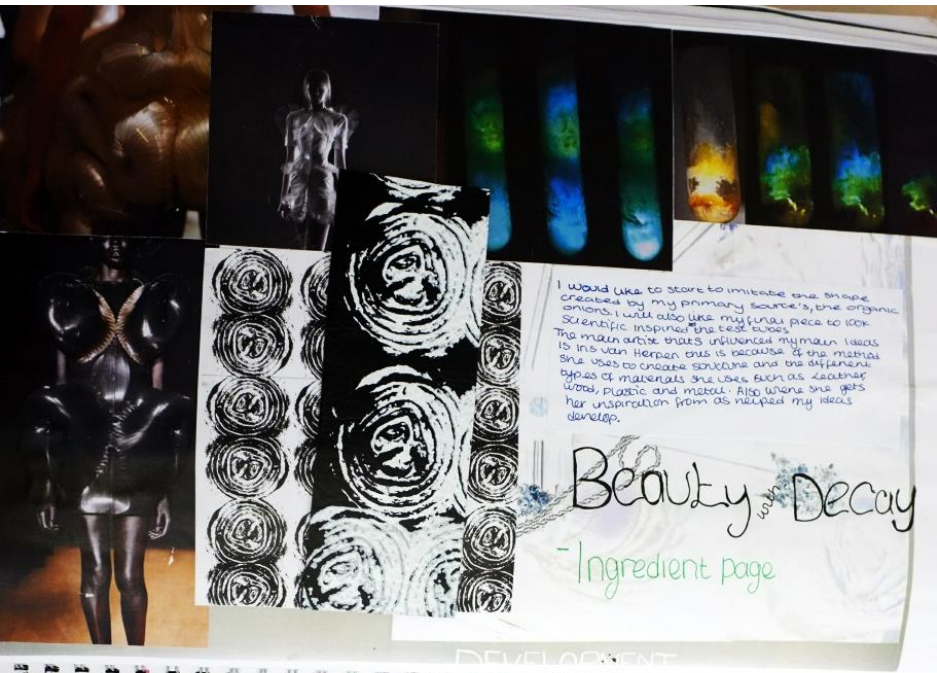
-For these sketches I tried visualising my ideas by using cut enough technique, this makes my ideas more obvious, for these particular sketches they were inspired by Graneth Agha.  
- I used the photocopier to get different colours and to see which one looked the best and I think back at which works the best.





Final thumbnail sketch







## How do artists create a reaction through their work?

### Introduction:

The main reason why I chose to look at extraordinary styles and outcomes is because I want to explore the way structure is created and manipulated using different types of materials so that I will be able to incorporate this into my own piece of work. This will help inspire my ideas and develop my samples that will challenge the viewer.

Pushing the boundaries and creating outlandish and extraordinary pieces of fashion has always been a goal of mine. My main ideas for Unit 3 involves taking something that is decayed/grotesque and evolving it into something beautiful. The main formal elements that I will be looking at include pattern, shape and structure. In my eyes these are elements that shock the viewer and bring attention to a piece of artwork. The artists that I will be looking at in-depth create different types of geometric, circular and 3D shapes within their garments as this links directly to my primary sources of decayed onions and broken glass. My main aim is to take these decayed and broken sources and transforming them by manipulating the elements through repeat print and 3D structure.

The artists that I will be looking at use structure and texture to create specific types of reaction and emotions deliberately through their work. To answer this question I will be looking at Iris Van Herpen and Issey Miyake because of the outrageous structure created also because their work are very different but still have some similarities. For example they both have different concepts with their work however they both create structural pieces. Through this in depth analysis and research I would like to gain inspiration on how to create innovative techniques that you have never been able to do before, to help push my ideas that will create reaction, use of material and techniques. I am going to use different types of sources to research my essay such as websites, documentaries/videos and books. I will use websites to gain basic information on the artist such as what inspires them and more information on the techniques but I will use documentaries to get more in-depth understanding of the movement of the fabric when worn, I will get more understanding on the process used. I will use books to understand the psychology behind what scares and shocks the human mind. Viewing THE FACE which is a television show where Iris Van Herpen's garments were worn and portrayed a fierce and incredible impact on telly. This caught your eye and influenced your unit 3 work right from the beginning of the project. Discuss how you went to the V&A and clothes show live this year and saw many collections in the flesh and although I did not see my chosen artist, I did see outlandish designs and fabric manipulation that has influenced my design ideas.

Throughout my in-depth artist analysis I would like to refer to 3 main points to ensure that I stay on track and answer my question completely. The first is where does the artist find and acquire inspiration for their ground-breaking creations? How does each artist create a

reaction and emotion through their garments? And how does each artist use colour, texture and structure to create a reaction?

### In-depth Artist Analysis: IRIS VAN HERPEN –



From Iris Van Herpen's website

Iris Van Herpen was born on 5<sup>th</sup> June 1984; she is a Dutch fashion designer, she was an intern at Alexander McQueen in London the she started her own label in 2007. Iris is known for her imaginative craftsmanship, handwork techniques, 3d printing and the use of innovative materials with futuristic digital technology. I choose to look at Iris Van Herpen in depth because Iris' garments are outrageous because of the way her work is structured.

Iris van Herpen uses different types of materials to achieve outrageous structures, the materials she uses include leather, wood, synthetic boat rigging, plastic, Plexiglas, metal, whalebones from children's umbrellas and she invents new treatment of fabric produced through technology. She uses this range of materials in

order to create sculptural garments. To achieve structure she also uses 3d printing for example to achieve a bone-like structure in her wilderness embodied collection she used Mammoth Stereo lithography. My initial response to Iris Van Herpen's work makes me feel quite insecure which; gives off a negative vibes and a dark atmosphere however her use of contrasting colours and techniques makes her work consist of both beauty and decayed elements.

The beautiful elements in her work is the use of the colour white in some of her garments and the decayed elements are shown by the alien like structure created with a lot of geometrical shapes. The elaboration of the surface of some of her garments makes the viewer feel quiet awkward as they look quiet weird and innovative. There would be a range of reactions created by looking and touching her garments, for example looking at her Micro collection the first reaction would be that the texture of her work is quiet sharp and tactile. This is the reaction I want to portray within my own artwork/textiles; I want to create sharp edges with intricate cut through fabric manipulation that portrays a sci-fi futuristic style.

Some people are scared and unsure about scientific and futuristic alien inspired discoveries and this is a good starting point to create a reaction through my work. When I look at Herpen's collections it makes me feel uncomfortable and out of my comfort zone which;

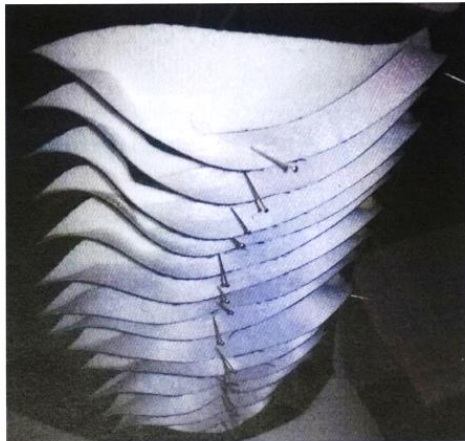


MICRO – January 2012, Paris Haute Couture Week

creates the desired reaction I want from my work.

In Iris Van Herpen's Crystallization collection she uses laser cutting and 3D printing to create finely printed lines of the fabric this makes the garment light weight and flexible this creates visually interesting effects as it creates an illusion, she does this by using plastic (PVC) which makes it easier to manipulate and create structure. I will like to use this same idea and technique but with different resources as I don't have the same advanced technology but I will use this idea to create strange structures that will also be inspired by my primary image of onions.

I will use my primary images of decayed onions to create a reaction from mould to make the viewer feel disturbed by the grotesque outcomes.



Mock up

### Valentine by Carol Ann Duffy

Not a red rose or a satin heart.

I give you an onion.  
It is a moon wrapped in brown paper.  
It promises light  
like the careful undressing of love.

Here.  
It will blind you with tears  
like a lover.  
It will make your reflection  
a wobbling photo of grief.

I am trying to be truthful.

Not a cute card or a kissogram.

I give you an onion.  
Its fierce kiss will stay on your lips,  
possessive and faithful  
as we are,  
for as long as we are.

Take it.  
Its platinum loops shrink to a wedding-ring,  
if you like.

Lethal.  
Its scent will cling to your fingers,  
cling to your knife.

<sup>1</sup>

This poem expresses the beautiful side of onions and how an onion can symbolise love, which is seen as unusual because the onion is a very unflattering, plain, smelly, acidic and unromantic

object. Duffy tries to show us how an onion portrays the true nature of love. The onion is compared to a man/woman and that love sometimes leaves us in tears.

'The last two lines again imply the smell of the onion and introduce the knife. This is violent imagery which implies that the two lovers have become enemies. This is when the image of the moon (Diana) as huntress becomes relevant, as the dark side of romantic love (or the moon) reveals itself in the later stages of the relationship'<sup>2</sup>



Secondary image



Primary image

<sup>1</sup> [http://famouspoetsandpoems.com/poets/carol\\_ann\\_duffy/poems/8116](http://famouspoetsandpoems.com/poets/carol_ann_duffy/poems/8116)

<sup>2</sup> <http://smartenglishrevision.wordpress.com/2013/03/29/gcse-poetry-analysis-valentine-by-carol-ann-duffy/>

My two primary images of the onions reflects the meaning of this poem; the first image shows how the onion is seen as something that expresses love because of the heart shape created in the onion which is also seen as a beautiful thing. However when love dies and love goes wrong and the lovers become enemies the onion also dies and the heart shape created within the onions is lost because of the growth of mould which is seen as decay. This can make the reader feel uncomfortable. The onion has been the most influential primary source because the more it decayed the more interesting it became the more the structure changed and this enabled me to change and develop my ideas.



Primary image

To develop this idea of creating an outraged reaction with my images of decayed onions I will use Iris' inspiration from her Micro collection to improve my primary images. In Micro collection Iris she's looking at natural elements more deeply by putting specimens that are dead and dried up and putting them under a microscope to get a better understanding of the structure created, so I will use this same technique to look at natural decay under a microscope to also inspire the way I create structure within my work. The microscopic camera changes the colours and texture of the



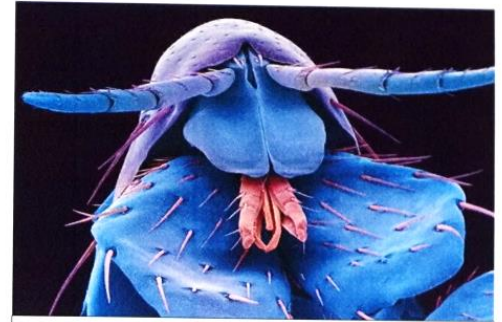
Primary image (microscopic image)



Mock up

decayed onion and therefore transforms my decayed primary source into a beautiful source of inspiration. This has inspired me to take my decayed onions/specimens and use them to make beautiful outcomes, beautiful screen prints and fabric manipulation.

Iris Van Herpen is inspired by a range of things such as wild nature, abstract sculpture, architecture however she mainly focuses on microscopic organisms and exoskeletons fused with Japanese culture as source of inspiration and a lot of the concept of her work is quite abstract as she doesn't like to create an image that is based on an old one as normal rules don't apply. Therefore to achieve this she uses innovative materials within her work and she sometimes invents an entirely new treatment of fabric and she develops her own techniques, reinventing forms to create a completely new image. One of her most creative technique is 3d printing which is done by tiny lasers that draw lines and the places where the lines are drawn the material



Iris Van Herpen- Microscopic images of insects

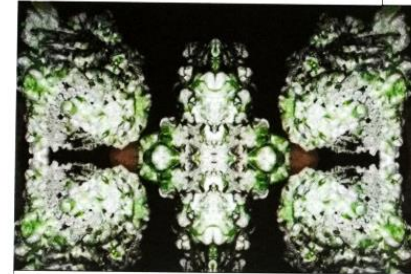


Photo manipulation of the puff binder

becomes hardened. She also uses a technique called Laser Sintering an intricate lace-like texture was created with precision by lasers for her garment. This inspired me to use puff binder to create a defined and 3d texture in the form of my decayed onion prints. The puff 'technique' works when heat is applied to it, first I add the puff binder to the area I want and then I use a heat gun to apply heat to it which

causes the puff to rise. Iris Van Herpen has inspired not only 3d elements within your work but also 2D texture relief which invites the viewer in to look at your artwork. This kind of reaction questions the viewer and can cause a reaction as the texture is soft, fuzzy and unusual.

The structure and lack of movement of her Micro collection was inspired by pictures of dead, dried, and chemically fixated objects which; preserve and stabilise their structures and this has inspired the way Iris



Car advert- featuring Iris's garments

Van Herpen creates structure in her work.<sup>3</sup> Iris Van Herpen designs for Avant Garde in the spring/summer collection was inspired by the combination of underlying symmetry and structure of the splash of water that create secret lines this also inspires the movement of her garments and she believes that movement within her work is 'so essential to and in the body, is just as important in my work. By bringing form, structure and materials together in a new manner, I try to suggest and realize optimal tension and movement.'<sup>4</sup>

This has then inspired me to move away from the decayed onion prints and to experiment with symmetry pattern and structured pleats within my work in a scientific view. Iris Van Herpen sees the similarities between fashion and biology and she tries to incorporate this into her work which makes her do a lot of interdisciplinary research in order to be able to add that element into her garments. Iris also gains a lot of her inspiration from collaborations with different artist, musicians, dancers, scientists and architects she says that 'I need to [avoid getting] stuck in my own little bubble or in the small world of fashion. I need it to not get crazy. I believe if you do a collaboration the right way with the right people there isn't any limitation for your own creative pursuits. My creative processes are triggered/enriched by collaborations.'<sup>2</sup> Doing research on what inspires Iris I have learnt that her main source of inspiration and ideas in her Crystallization and Micro collections that we both have the same purpose for our work, we both want to create outrageous structures that creates visually interesting effects such as creating illusion. In her micro collection she says "I wanted to show the beauty of them, because in my eyes they are the most bizarre, unbelievable and most imaginative creatures imaginable."<sup>5</sup> I have a passion and background within biology and therefore it has led me to look to the science department for inspiration that a normal artist may not have thought to do. So therefore Herpen has inspired you to look at unusual sources of inspiration.

'Bacteria multiply by binary fission, in which one cell divides into two daughter cells, doubling the number of cells every generation. The time taken for a bacteria population to double is called generation time. Under optical conditions some bacteria can divide as frequently as once every 20-30 minutes'<sup>6</sup> doing research on this helped inspire my Ideas of using symmetry and repetition because as the bacteria in the mould increases the more the cells divide and double in number.

Watching videos of Iris Van Herpen's work such as 'Dutch profiles: Iris Van Herpen'<sup>7</sup> and another called 'The Face'<sup>8</sup> has made me understand more about the movement of the fabric used in her work. A lot of her designs are restricted to movement, they are quiet stiff and structural but some of her designs have flexibility. This allows the garments ease of

<sup>3</sup> <http://hypemuch.com/2011/03/21/microscopic-insect-photography-by-steve-gschmeissner/>

<sup>4</sup> <http://www.irisvanherpen.com/about>

<sup>5</sup> <http://thecreatorsproject.vice.com/blog/dressing-bj%C3%B6rk-meet-fashion-designer-iris-van-herpen>

<sup>6</sup> OCR Revise Biology A2

<sup>7</sup> <http://www.youtube.com/watch?v=9vZktNvLCal>

<sup>8</sup> <http://www.youtube.com/watch?v=aRGgfChrovY>

movement giving an optical effect and some have been made to have a different and weird sense of movement which makes her work stand out from the rest as it is outrageous which would create different reactions to the viewer.

Through some of her work you can tell what reaction she is trying to achieve, what her inspirations were, it makes us see what Iris' dream is in her own work. When I saw Iris Van Herpen's work I thought it looked a little awkward and painful to wear, as the garments were rigid and sharp. This then inspire me in my want to incorporating images of cut glass into my work to create this drastic reaction. Below are screenshots from the episode of The Face where the models are trying to walk and run in Herpen's clothes as this demonstrates how shocking the clothes quite painful to wear. I would therefore like to incorporate this into my own artwork by making the garment quite rigid and uncomfortable to wear. From looking at this source I would like to add the element of restriction to movement into my work however I will not like to incorporate the dangerous and fearful elements. This links to Thanatophobia which is known as the fear of death, because Iris Van Herpen's work looks quite dangerous it could cause a fear of death 'And, as I argue in The Art of Failure, it is precisely this unconscious fear that holds us back from exercising choice and freedom'<sup>9</sup>

#### In-depth Artist Analysis: Issey Miyake



Issey Miyake- Pleats Please

Issey Miyake is a famous Japanese fashion designer born on 22<sup>nd</sup> April 1938. He is well known for the technology driven designs. He opened the Miyake design studio in 1970 and in 1971 he opened Miyake's international, he show cased his first collection in Tokyo and New York, the collections were inspired by what traditional Japanese people wear and he used this in his work by concentrating on pleats and oversized clothing.

In the 1980s he started to experiment with new and different ways of pleating which will allow the flexibility of movement. Issey Miyake's work is structural, sophisticated and outrageous; I will like this to inspire my work further.

<sup>9</sup> <http://www.psychologytoday.com/blog/hidden-and-see/201304/should-we-be-afraid-death>



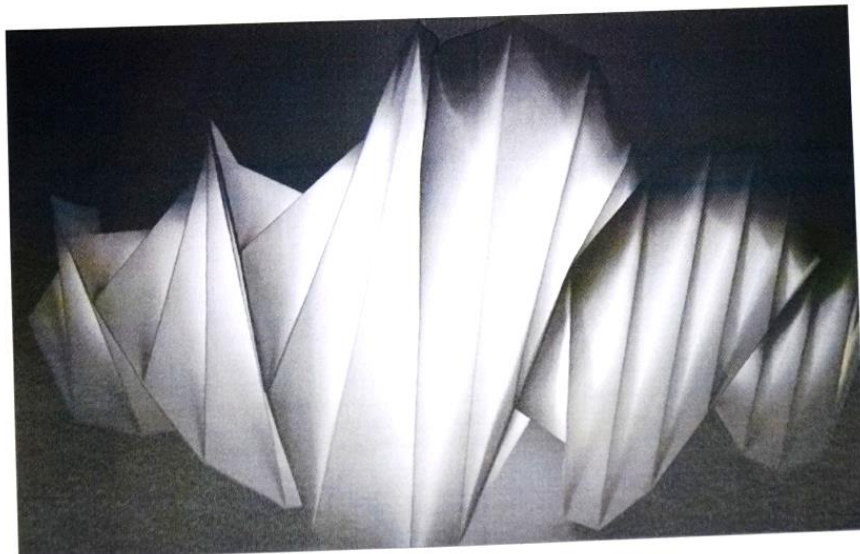
Issey Miyake- in the Design Museum Collection



Issey Miyake- Pleats Please

Some of Issey Miyake's designs are linked to anatomy; how some of his works are like bones which decompose but they still maintain the beautiful elements.

In some of his work the fabric flows gracefully, he sometimes uses pleats to show the traditional wear of Japanese women. Throughout Issey Miyake's work there have been different styles and a constant flow of exciting shapes and forms. Issey Miyake's work demonstrates a lot of layered shapes especially ruffles and fluid shapes. My decayed onions demonstrates these fluid, structure and 3D shapes therefore I can start evaluating the layers of the onions through Issey Miyake's pleating techniques. Because Issey Miyake's style of work is very organic and natural therefore this links with my theme and ideas of natural decay with beauty elements. Looking at Issey Miyake's work has inspired me to explore the forms and motion of the body to create structured garments using different types of



Issey Miyake- IN EI for artemide

material other than fabric such as plastic, paper and wire. The main reason I was inspired by Issey Miyake's work is because he experiments with different types of complicated garment pleating techniques and example is the technique where he cuts and sews the garment first and then it's sandwiched between layers of paper then its put into the heat press. I would also like to experiment with different types of complicated pleating techniques but with more interesting materials.

Issey Miyake's 'IN-EI' collection was exhibited at Milan's design week 2012. This collection was named after the Japanese word shadow, shade, nuance and the pieces are causing a play of light and shadow through layering. This collection inspired my ideas of pleating with different materials such as paper because paper is easier to manipulate as it holds its structure a lot better compared to fabric. Also Issey Miyake's origami pieces have inspired my ideas and experimentation with pleats as I have tried to create different forms and dimension to make them a lot more outrageous in order to create a more extreme reaction to the viewer.

#### Practical response to Issey Miyake (please see above image)

By carrying out an in depth analysis and practical response to Issey Miyake's work, it has allowed me to develop my ideas and techniques further by adding a different dimension and shape to my work. I have started to incorporate pleats and wire into my work by using different types of materials combined with plastic and leather. Adding wire and pleats into



Practical response to Issey Miyake



my as proven to be very beneficial because it creates more of a reason to the viewer because it creates weird shapes it makes them feel quite weird aswell . 'Issey Miyake's work tries to find a balance between the practical and the beautiful, a concept that is as relevant today as it was when he started the fashion house.'<sup>10</sup>

**Gallery visit to the Clothes Show Live (10<sup>th</sup> December 2013)**



As part of the exhibition I saw a number of university stands and the one that caught my eye and caused a reaction was viewing Derby's University degree work. This has helped to inform and answer my question easier to answer because being able to feel and react to this outrageous and extraordinary work makes me understand how the artist Collette Dobson creates structure by using wire to create the structure to look more obvious. The middle image below is of Iris Van Herpen's work which is quite similar to Collette Dobson's work as the shapes created are quite similar this as allowed me to understand Iris' work even better.



Collect Dobson – Transparent light graduation collection

<sup>10</sup> <http://www.fusedmagazine.com/2013/01/25/issey-miyake-features-in-the-design-museum-collection/>

Calotte Dobson gets her inspiration for the structure and print of her work from jelly fish as she says 'The collection has been inspired by the many factors of the jellyfish. For example, the shape of the creature as it moves through the ocean, the transparency and the colours created from the glow of their body.'<sup>11</sup> She also incorporates led light into her work to highlight certain parts of her garment to also represent the jelly fish. The jelly fishes also inspired her surface decoration such as the print in her work overall her garments make the viewer feel quite calm because of the transparent light and how fluid her work is. The LED lights beautifies her garments even more so I would like to incorporate this into my own work in the future because my own. Seeing her work in flesh made me understand more on how it was constructed in order to create the exaggerated structure created also watching a video on her work it made me recognise what she was trying to achieve more and that even in the darkness her work still glows and still looks beautiful. Her work creates a happy atmosphere and would make the viewer feel joyful.

Collette Dobson says he 'work is mostly inspired by weird and wonderful things in nature' which is similar to what I am looking at such as microscopic images of mould. This gave me the idea to highlight the mould as if you are looking at the mould through a microscopic camera. So I would like to add lights into my work to create a scientific affect and use of light would create a surprised reaction to the viewer.

<sup>11</sup> <http://collettedobson.weebly.com/transparent-light-graduate-collection.html>  
<http://vimeo.com/75512387>

**Direct messages > with Collette Dobson**

Jan 16  
 I'm thinking about using the wires, but do you reckon it would still glow even if I use black leather?

Jan 16  
 I used wires on my garments! It depends on if you have them on the surface or underneath.

Jan 16  
 There are a few ways you can do it so it shows up! So either way is possible

140 Send message

Jan 16  
 Hi Mary, My work is mostly inspired by weird and wonderful things in nature!

Jan 16  
 The collection with the LED instalments are inspired by the glow of certain species of jellyfish

Jan 16  
 you can see more if you check out my website [collettedobson.weebly.com](http://collettedobson.weebly.com)

Conversation with Collet Dobson on www.twitter.com

## Compare and contrast

At the start of this project Issey Miyake was my main source of inspiration as he made me realise the route I wanted to take and the techniques I wanted to experiment on, but then Iris Van Herpen took over as his work reflected on what I wanted to achieve in my own final piece. Iris Van Herpen took over because she is influenced by scientific research and I wanted to take that route in my own work and her inspirations also inspired to look at different types of sources for inspiration such as micro-organism's, mould, symmetry and repetition . This has been my main source of inspiration throughout my sketchbook. Iris Van Herpen has helped me the most because she has made me take more risks which is why my work started being influenced by test tubes and mould which helped create a reaction. Because Issey Miyake is mainly inspired by architecture he wasn't able to inspire my ideas as much as Iris because I didn't want to take that route however he did help me to start including different dimensions in my work to make my work stand out more and create a reaction from the viewer.

Although Iris Van Herpen uses futuristic digital techniques such as 3D printing to create outrageous structures and textures I have been able to use the same concept to create exaggerated structures whereas Issey Miyake as helped me experiment on different types of pleating techniques to create different forms and dimensions . Therefore both artists have helped me push myself further to create outrageous structures however Iris Van Herpen has been the most useful because doing a lot of research on her as helped me understand how to create structure mainly by finding a material that is stiff and therefore easier to manipulate.

Both artists use structure and texture in their garments to create different types of reactions. For example Iris Van Herpen uses monochromatic colours so that there isn't too much going on and the viewer isn't confused because she uses a lot of the complicated techniques she uses in her work. Her work is quite striking to the viewer because of the outrageous structure created within her work, which is like a puzzle this makes the viewer think and solve the problem, questioning the viewer. Issey Miyake also uses monochromatic colours within her work it gives a sense of beauty with decay, this creates a balance in reaction as the colour white is combined with the black.

## Conclusion

Doing my analysis on both Iris Van Herpen and Issey Miyake has helped me develop my ideas, my approach to my work and my techniques. I have used the same concept of inspiration and techniques of fabric manipulation of Iris and the experimentation of Issey Miyake's use of material. These artists have both helped answer my questions as I now know how I will create structure, texture and reaction through my work, I will do this by

manipulation of my fabric and the use of colour. Doing this essay has helped develop my ideas and techniques further because of the research I have done on each artists as it has helped me understand more about the importance of source of inspiration, such as using image manipulation and scientific equipment to take microscopic images of the mould. With the right type of primary source, secondary source and research it is easy for ideas to be developed. Although both of these artists have been extremely influential in my approach towards creating structure and a reaction they haven't been extremely useful in my approach towards texture as they both don't create patterns or surface decoration within their work

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