



Pearson

GCE A Level Advanced Art and Design

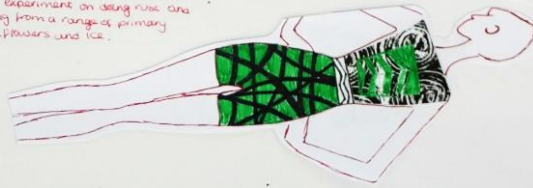
**Textile Design
Component 1**

SAMPLE 3.9

Total Mark 47 (39+PS8)

	AO1 Develop	AO2 Explore and Select	AO3 Record	AO4 Realise	Personal Study
Mark	9	10	10	10	8
Performance Level	3	4	4	4	3
	Total out of 90				47

Brief

[illegible]

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 really affect. My first 2 samples are experiments of rust print and then my third sample

Sample one

sample two

Sample three



is a development as I am combining 2 techniques together and creating 2 meanings (beauty and decay), the smocking affect symbolizes 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 fine hand embroidery, to incorporate the beauty onto the decayed fabric.

Marbling and Felt Making



To create this sample, first I pulled all tufts of wool fibre and then I placed them in a line, putting them on rollers wrap. Then I layed all a second layer of the fiber making them overlap in different directions. I added spritzes and soap 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 I rubbed 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 therefore beautiful to incorporate the decay element to the sample I would burn the edges, my 3d sample has a three-dimensional form which made interesting to look at, the texture of the sample is also interesting as it has a ripple like texture.



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 I moved it and my design 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 starting on printed fabric to give different colors. My samples are inspired by Robert Rauschenberg.

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 fabric makes the sample look more interesting. The circular shape of the dissolvable embroidery is inspired by sun primary source of a decayed/rotten onion. The technique is inspired by artist Charlotte Mills who uses dissolvable embroidery to create garments.

Charlotte Mills



Smocking

Sample one

Sample two

Sample three



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 aggressive however the use of beautiful colors and pattern also make the samples look beautiful.

Pears are inspired by Issey Miyake



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



Issey Miyake ←

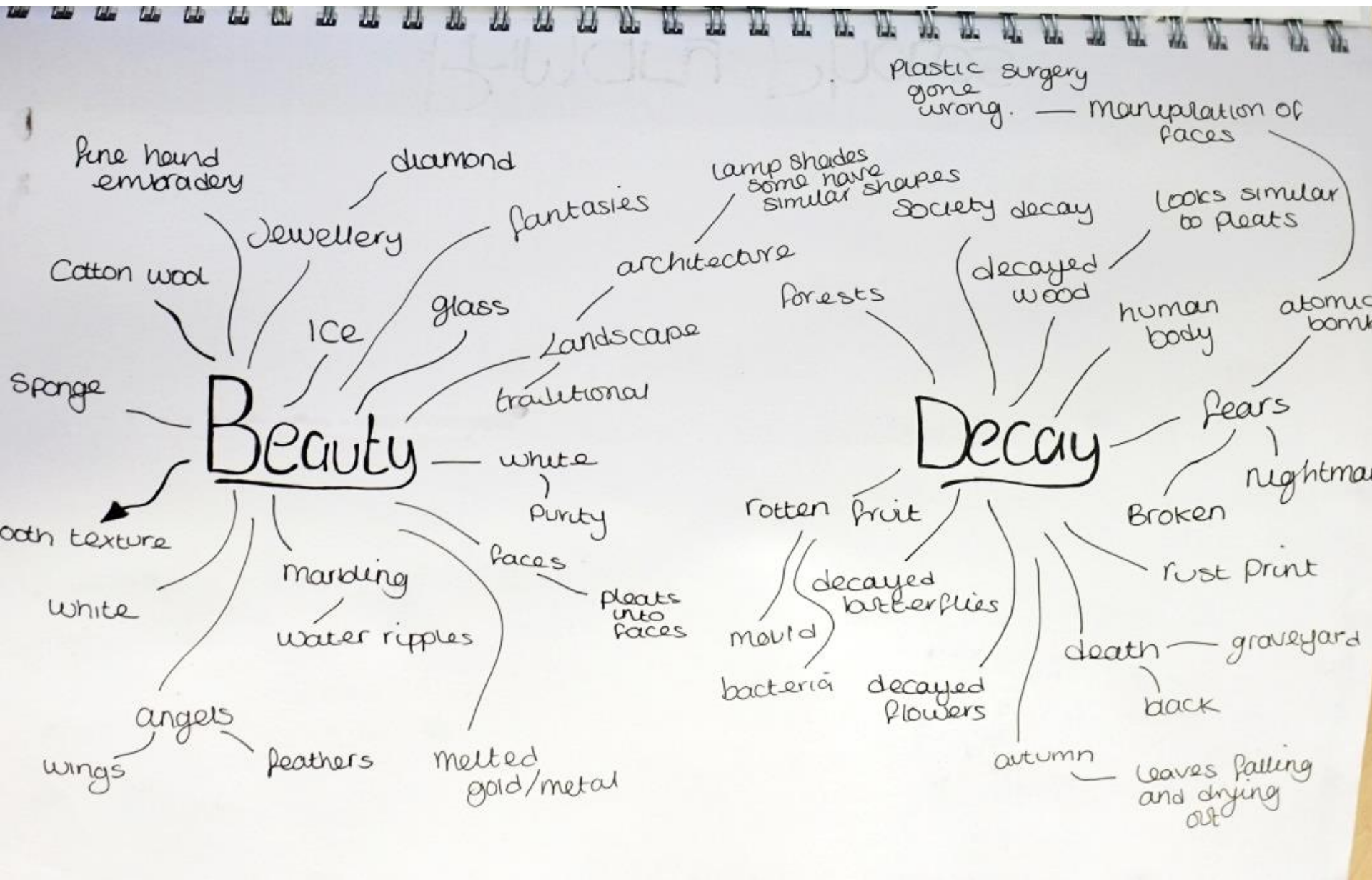
My pleat samples are inspired by Issey Miyake because of the architectural look. Looking at Issey Miyake's work has inspired me to experiment with different types of material to get strong textures that are 3D. I think my samples were quite successful this is because the pleats look quite architectural 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 attractive and looks complicated which gives a good effect on the samples.

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.

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.



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 photos to show the contrast between beauty and decay.

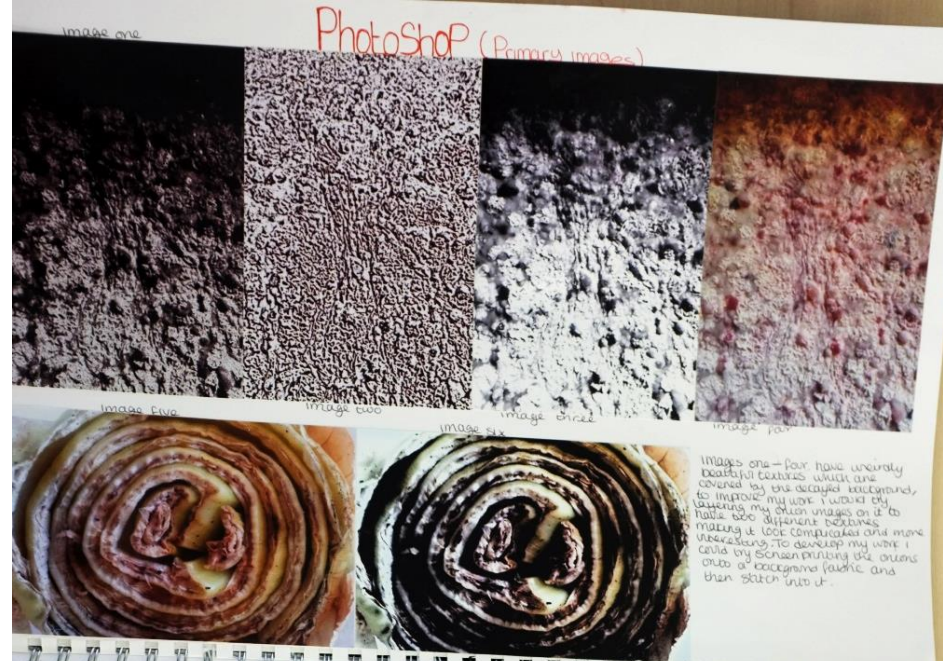




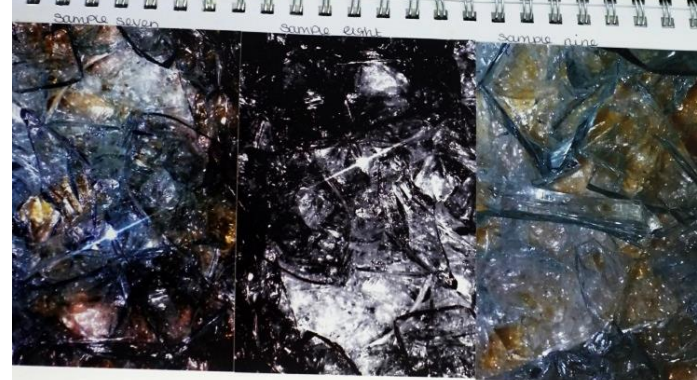
Primary Photos



My primary images reflect my theme of beauty and decay and also my own take on theme. 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 I looking at natural decay and transforming decayed objects into beautiful outcomes. To develop my photo's 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.



Images one-four have already beautiful textures which are covered by this 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 onions onto a background fabric and then sketch into it.



I used photoshop to make my decayed images look to look beauty so that they still have the decayed and beautiful element glorifying the decayed objects. The main objective of my photocopied 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 will have 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 inspire my work by being 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 texture to fabric and using different types of dying such as tie dye and also mark making and then I could screen print onto them.



These images have been manipulated on photoshop to create a beauty and decayed effect. I have used different colors to show the difference between beauty and decay. The 4th image represents decay because of the colour black that's used.

The color images all represent heavily because of the vibrant colors that are used. I would like these images to help me develop my screenprint designs by using the white, black, gray and a color scheme. I have patterns that are good describing with the flower illustrations. These photocopied images are also inspired by images of owls in the previous page. I have these patterns. They can also develop my work further if I tried creating the same type of texture on fabric.

Inspired by
Lucy McLauchlan

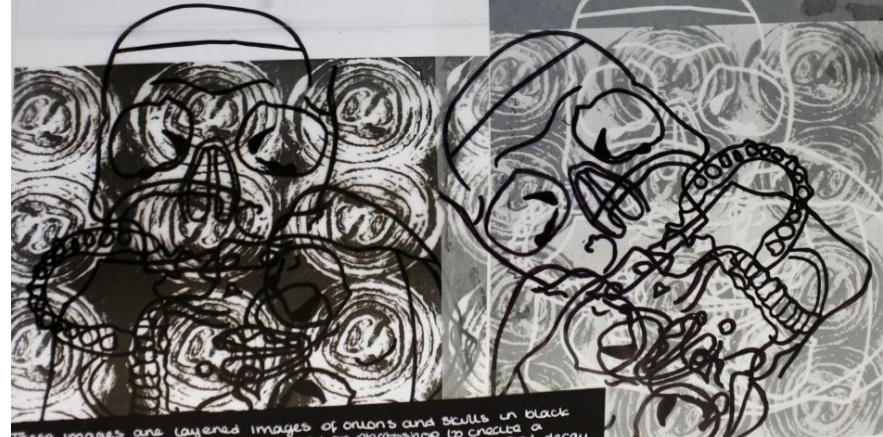
Screen Print - Beauty + Decay

This drawing is from my own primary
series of decayed death butterflies which
links directly to my theme of beauty and
decay. I think my designs are as important
if I added more patterns and the drawings
to make it more interesting.

Sample three
Sample three is an improvement/development of sample two because I've added more patterns into my drawing of a flower. I'm using just black and white, which shows the contrast in beauty and decay. The white representing the black represents



These images across photocopied into black and white images to prepare it for screen printing; I think these images would be good for screen printing because of the simple & repetitive nature of them. The images are made up of two parts: one is an image printed onto crumpled paper, I think this is of beauty and decay because the image of onions are rotten and when photocopied they look like the skin of onions. The other image is a solid layer, two different and contrasting images together. The repetition links to beauty because of aesthetics beauty.





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 of the vibrant white colour which stands out against the black which gives a beautiful contrast. I also like how a bit of the image is blurry, it makes the sample look less simply. Even though the butterfly was and decayed they still beautiful which links directly with decay.

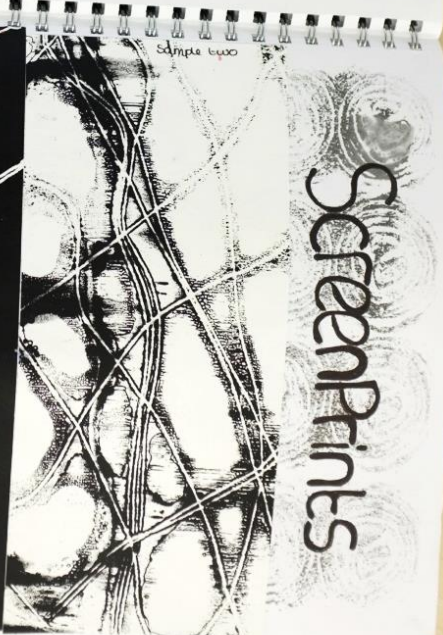


These two images I believe are the best because I believe the last one is the best because it looks like a butterfly and a skull. I think these two designs would be good for the screen print because there are too many grey tones to improve all my and design idea. I would make the images clearer and I could make the colour stand out more, to give a better contrast.



I have manipulated a disgusting image of rotten onions into a beautiful decayed image of that looks disgusting the more you look at it. I even though I used simple Photoshop techniques it gives a very professional and sophisticated look. I changed the colors of the original image to make the rotten onions look beautiful due to the vibrant and natural colors the more looks like velvet which is an expensive material. 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.

More Photoshop



ScreenPrints

Simple does not mean the imprisonment of sample
color and texture. I think this sample works alot
better because I use it as a combination of
colors and it isn't simply, I like that there are
different features on the sample such as smoother and
rough 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 skull represents decay and the smooth
feminine line of the skull makes it look beautiful.

Sample Four is inspired by my own primary pictures because I have tried to incorporate the paper I created within the design into my sample, which I believe I did quite successfully, so, in my sample I would screen print on top of white paint so that it stands out. I would screen print my own to show where I got the inspiration from.

I think this sample was successful because it shows the organic and fluid nature of this online and thus establishes a beautiful synergy and atmosphere.

My sample is inspired by the delayed online because it's ordinary yet when it leaves its ordinary and mind will get stuck in the flow and safe behaviors which lived in the past into my sample. This is because my sampleprint samples was inspired by Homi Bhabha as the use of a similar technique involved lines of using straight lines in patterns with circular and fluid lines.

Primary image

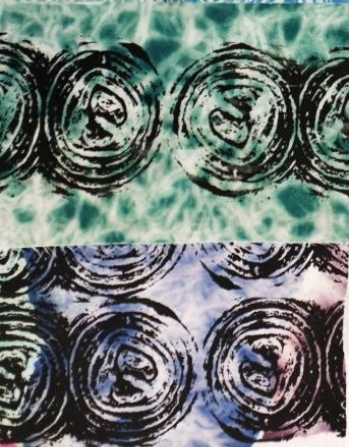
Fiona Duddy ←

What I love about these images is the circular pattern and texture ~~looks~~ created stands out, texture looks quiet soft and subtle.

these images could inspire
my work also, I will like
to use the shape created
in the images of the Orion
as my main inspiration
of creating more
circular and 3D samples
that both combine beauty
and decayed elements.

DEVELOPMENT OF DECAYED ONIONS

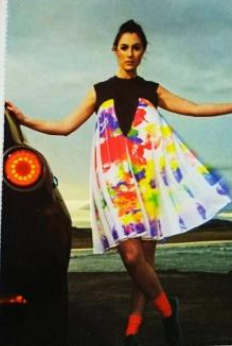
These samples are experimental printing techniques. The first sample is just black and white. Even though this represents beauty and decay, the white lines of the butterfly beautifies the sample. However the sample is too plain so for my next samples I will improve them by screenprinting on backgrounds to make them more exciting. ~~Then I will use these~~ 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 use nature to inspire my beautiful techniques such as imitating the design of cells and ripples. The petals of the flowers cell of the glass can inspire my shaping and creating techniques. My photocopied flower images are symmetrical which makes the flowers look even more beautiful. Symmetry scientifically evaluates beauty.

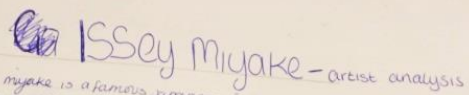
Textures artist Maggie Gray will inspire my work and techniques because she uses colors to make her work look beautiful and exciting so that I would like to experiment with colors to make my samples more beautiful and less plain.



Iris van Herpen will also inspire the beautiful aspects of my work, even though his work is quite outrageous and shocking he uses beautiful techniques and colors. I will like to also experiment with drawing 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.



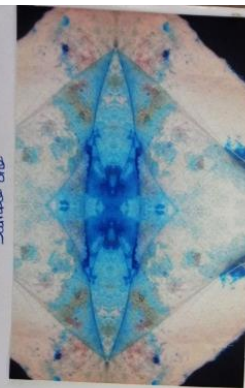


Issey Miyake is a famous Japanese fashion designer born in 1938. He is well known for the technology driven designs. Issey Miyake operated the capsule design studio in 1970 and in 1974 he operated Miyake's international brand. He received his first collection in Tokyo and New York. The collections were marketed by traditional young people and were loved by traditional. One of his technologies like water by using plastic and was also marketed. Issey Miyake used a range of fabric such as traditional Japanese fabric. In the 1980's he started to experiment with new and synthetic fabric. He created a fabric which allows flexibility of movement.

Some of Issey Miyake's designs are linked to anatomy, how some of his work are like those which decompose or melt into each other, making beautiful elements. Some of his design is the fabric flows gracefully, like combed water, there is places to show off traditional wear of Japanese women. Through Issey Miyake's work there have been different ways of expressing his work to comfortably flowing with existing shapes.

Issey Miyake

Looney Mayneke's work is somewhat sophisticated and deliberate. I will like their work more in the future. Their work demonstrates a delayed process, conceptually difficult and vivid shapes, my collection of 3D shapes therefore I can see the future and the others lay a through Looney Mayneke's technique. Looney Mayneke's style is very organic and natural, therefore decay. I will also like to use niffler and 3D. I believe to evaluate the layout of a niffler and perhaps not often to segments due to the delayed process.



Sample one



Sample two

15 Sey Miyake -
artist response

For those first two samples I took a picture of my original sample and then I manipulated the original photo to create a more exaggerated shape than the original. I think my first sample worked well because I achieved my aim however to develop the colour of the photoshopped image. The second sample did not matter because the colour of black and white is not a primary colour like red and yellow. The third sample was inspired by the primary photo of the sample where I inspired the geometric shapes and because they are not a primary colour. I inspired on using a photograph because the shapes are not exaggerated just like Issy myka's images work.

To develop these samples even more I would like to do some more fusing techniques that are 3D and you can feel the texture because even though my photoshopped images look 3D and look like glass, you can't feel the texture.

So to develop my samples further I want to do some painting technique which I firstly researched on the internet. I think this sampling works well as it does look as interesting as my photospun. I made to do help get the same effect. I will try doing pleats. Samples are more 3D, also I would use fabrics to make my samples more interesting.



Issey Miyake -
artist response



my first response to
seeing myake I have tried to
try to his amazing work
to create a
series of 60 painted stamps.
At first the stamps when
ever as shown in the image
I found the creating
stamps quite simple
however it looks complicated
and sophisticated. I chose to
print white card to create
the stamps because it
presents purity and the
triangular shape
represents decay and unity
to my primary images of
loss, because of the sharp

... Because of a short
ages. Because I found pleating on fabric
like able to improve my sample I had
the same technique on fabric to get the
time I don't want to use a plain fabric, so I
start making on fabric before pleating. Even though I don't get the
same effect on fabric as I do on paper I think the sample still looks
better.

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 simple. I think it works well in contrast to the original side. To develop this I photocopied it to create patterns.

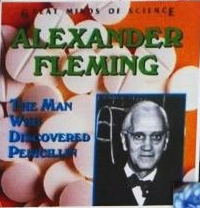
MidPoint Review

After experimenting with different techniques and taking more developed images, I would well like to combine beauty and decay together to create amazing pieces of work. I would well like to experiment on more techniques such as pleating, smocking and screenprinting because this represents beauty because of the beautiful shapes created and I will like to ~~define~~ concentrate more on creating sculpture and I will like ~~more~~ one main artist to inspire me to be 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 moulds and using a microscope to look deeper into the moulds.

I would like to start trying to imitate the 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 glasses.

To develop my work I would like to experiment more on developing prints by trying to create monochrome images and 3D prints instead of them being simplistic in my past pages. I have used a range of primary images and set of art them I would like to use developer my images of animals and plants by combining them together and create a scientific image. Therefore my main aim and idea is to transform one decayed print into a beautiful outcome.

Secondary Research - Scientific experiment



I decided to do research on Alexander Fleming when he discovered the discovery of his penicillin, which is the substance that kills bacteria. I decided to do research on Alexander Fleming because he was a scientist and I want to be a scientist. I decided to do research on Alexander Fleming because he was a scientist and I want to be a scientist. I decided to do research on Alexander Fleming because he was a scientist and I want to be a scientist.

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 fact that faces created when blending faces. Such as smoother skin and features. - Evolutionary theories in biology and psychology argue that symmetry is a sign of superior genetic qualities.



My primary images show how I have transformed the primary images into something that is more abstract and more artistic. These images show us how primary colours and repetition is associated with beauty.



IRIS VAN HERPEN

Iris Van Herpen was born on 5th 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 Iris' garments are outrageous because of 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, symmetrical, light, plastic, PVC, metal, whatevers 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 embossed collection she used Maroon's Stereolithography. My initial response to Iris Van Herpen's 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 quite 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 quite sharp, tactile and...

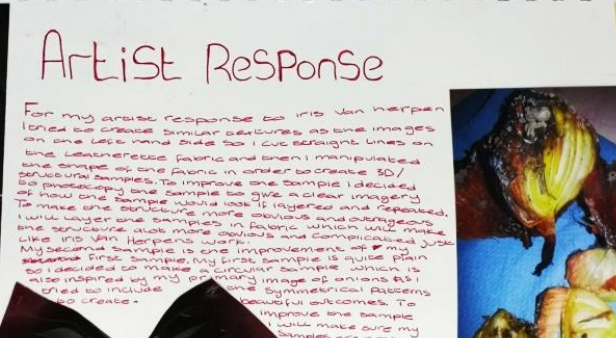
How has Iris inspired me to create structure, texture and reaction within my work?

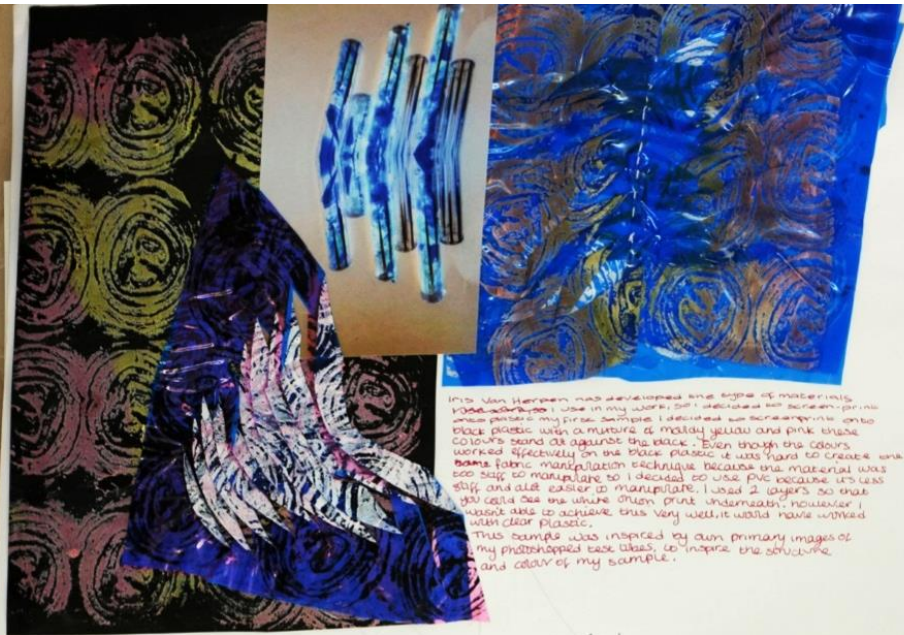
In Iris Van Herpen's Crystalization collection she uses laser cutting and 3D printing to create freely printed lines of the fabric this makes the garment lightweight and flexible this creates visually interesting effects as it creates an illusion, she does this by using plastic (PVC) which makes it easier 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 onions. 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 image of decayed onions I will use Iris' inspiration from her Micro collection to improve my primary image. In Micro collection Iris is looking at natural elements more deeply, she is 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 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 left hand side so I cut straight lines on the leatherette fabric and then I manipulated the shape of the fabric in order to create 3D/ sculptural samples. To improve one sample I decided to print the sample with 11 layers and repeated. To make one sculpture more obvious and outrageous I will layer one sample in fabric which will make the sculpture look more obvious and complicated just like Iris Van Herpen's work. My second sample is one improvement of the first sample, my first sample is quite plain so I decided 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 of my samples are rather like cutting symmetrical patterns in the fabric and then I will use the same technique to create a reaction from the viewer.



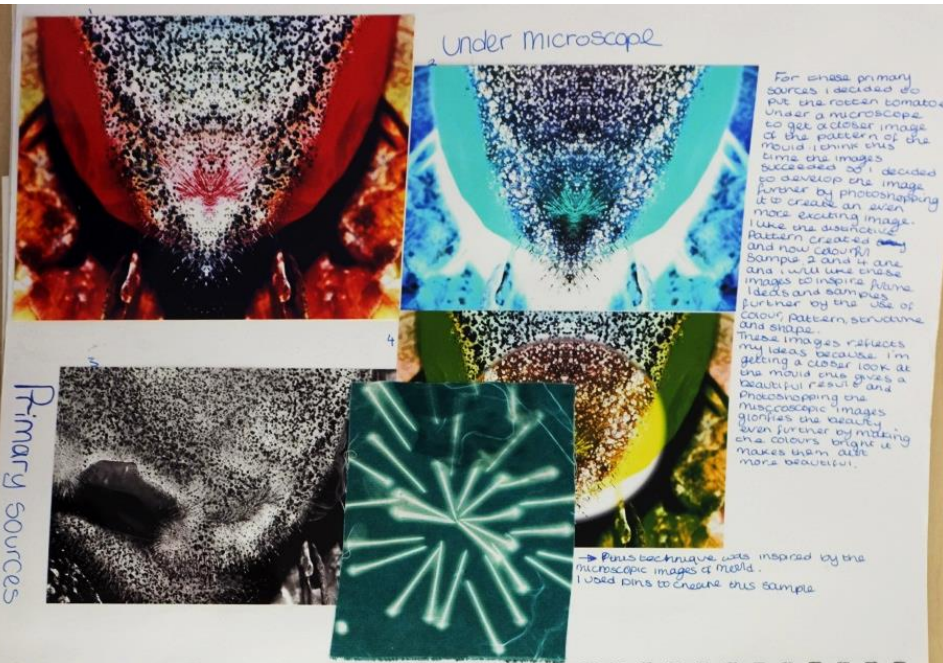


In the Van Heerpen, much detail comes from the use of materials. I used in my work, but I discovered that because of the black plastic with a mixture of muddy yellow and pink these colours stand out against the black. Even though the colours worked effectively on the black plastic, it was hard to create with fabric manipulation technique because the material was too soft to manipulate so I decided to use PVC because it's less stiff and able to manipulate. I used 2 layers so that you could see the white then 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 colour of my sample.

Science Experiment - under microscope



Doing my artist analysis on the van Heerpen as not 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 the science. Why do the scientists 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 rotten onions. However, I didn't get an exciting microscopic image or pattern that I can inspire my ideas further. I was quite disappointed with the result in comparison to the onion images on the left, the microscopic image is quite plain and boring whereas the onion 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 maddy object to get a more effective microscopic image and pattern.



Under microscope

Primary sources

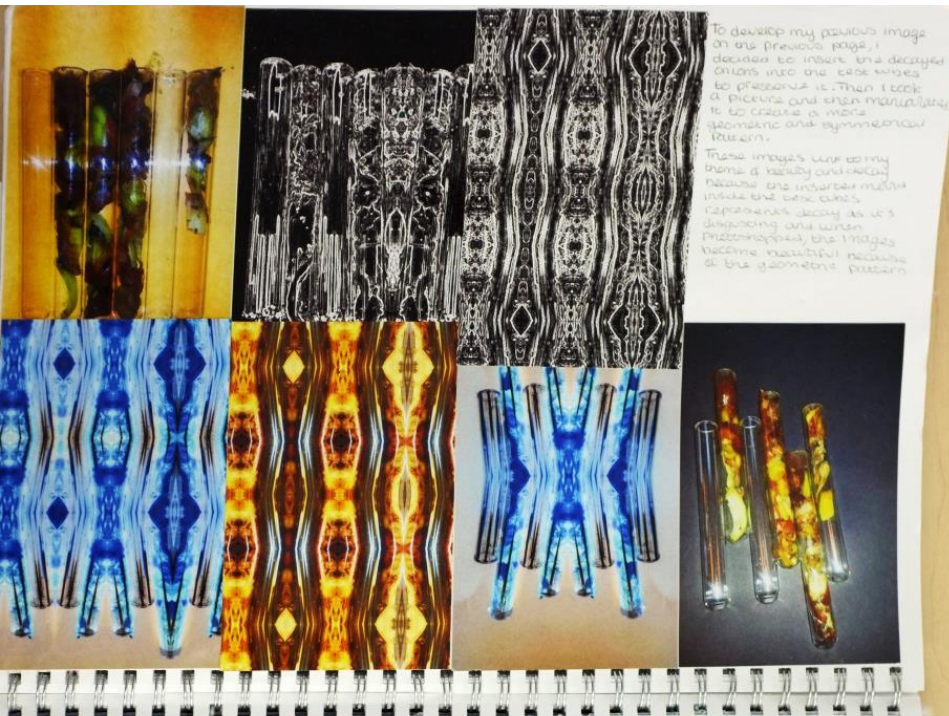
For these primary sources, I decided to put the rotten tomatoes under a microscope to get a closer image of the pattern of the mould. I think this time the images succeeded so I decided to develop the image further by photoshopping it to create an even more exciting image. I like the discoloured pattern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

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

Science experiment - more mould

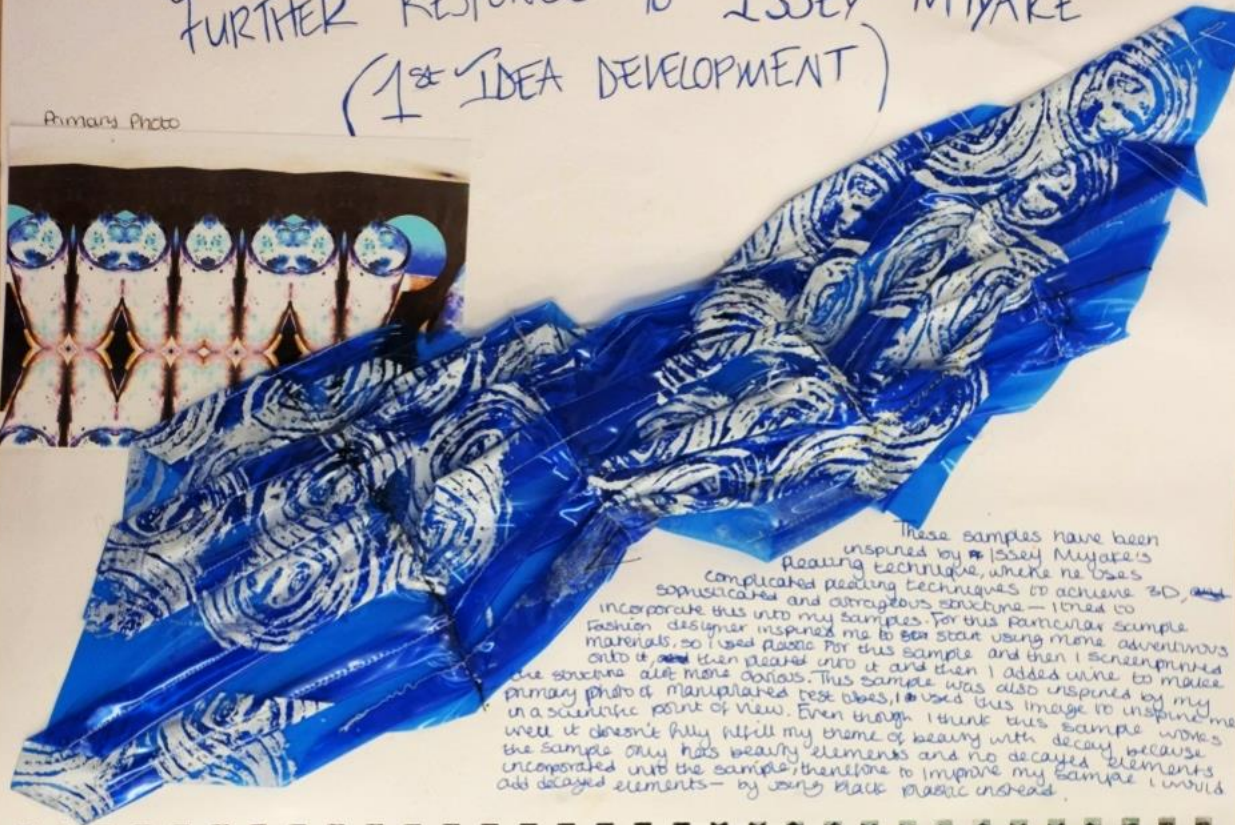


These images are a response to my secondary research on test tubes. Firstly, I started off with an ordinary image of the test tubes and I photoshopped the images to create more exciting patterns. I then decided to insert maddy onions and tomatoes into them and then I took a photo which I later on photoshopped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



FURTHER RESPONSE TO ISSEY MIYAKE (1st IDEA DEVELOPMENT)

Primary Photo



These samples have been inspired by Issey Miyake's pleating technique, which he uses complicated and outrageous structures to achieve 3D, and 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 fulfill 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 making 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 ~~that~~ it would be easier to mold onto a mannequin or a body. Because the sample was so plain I decided to manipulate the ~~original~~ sample by inverting the color to make it look more similar to my primary image of my photoshopped best wife. This sample was inspired by type pleating and colors used in his work and I believe it's however to improve the sample I would make it more exciting. This sample links to my theme of ~~the~~ the colors have been inverted the sample

they may be beautiful work I tried to incorporate the complicated type pleating and colors used in his work and I believe it's however to improve the sample I would make it more exciting. This sample links to my theme of ~~the~~ the colors have been inverted the sample

Gallery Visit - National History Museum



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and visitor information

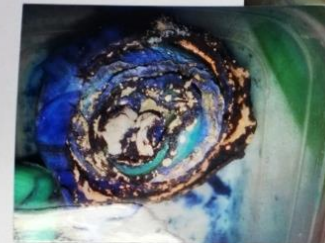


After going to the National History Museum I found it to be quite visual. I took pictures of dinosaurs, although this is a completely different approach to my work. I wanted to look at different types of decay that could inspire and develop the main structure of my work. For example, they could help develop my cut through/fabric manipulation techniques. I wanted like to make them look old, more like bones and less like replicas to make the viewer feel quite weird and insecure. 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 decay but 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 they get 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

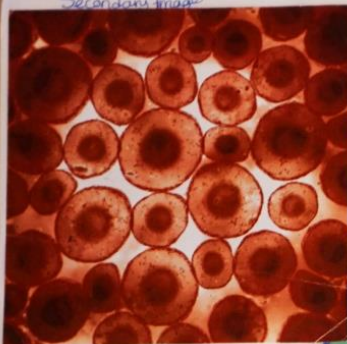
sample two

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. I believe this was successful because my first and second sample had the same circular pattern. For my first sample I used sea water with contrasting white and then I broke 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 creating 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 used it to make the sample more exciting. For my last sample I was seeing how plants on a marble, especially the structure of the sample often more. I think that these samples don't have any elements of beauty in them so to improve my samples I would add elements of beauty into them to fulfil the purpose of my work 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. I was inspired by a secondary image of bacteria cells so I tried to imitate this as a surface decoration which look like my decaying. 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.

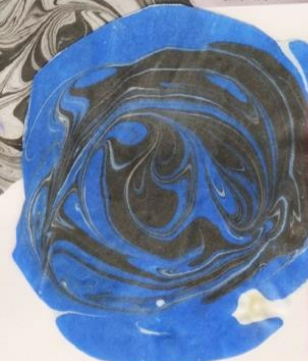
3rd Idea Development - surface print inspired by Decayed Onions + Beautiful Flowers



Robert Wu
Biology Copyright Robert Wu, 2005

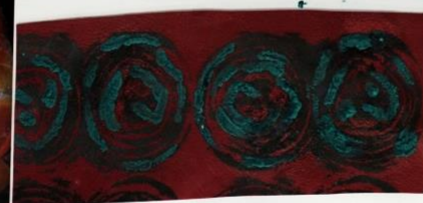
For these samples the design was inspired by Robert Wu's beautiful surface prints. My samples were also inspired by my primary image of decayed onions and beautiful flowers. I combined some from the images to create a small pattern which has both elements of beauty and decay. The pattern created is fluid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

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 put in with my brief well because the color looks different and the colors look like petals. 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 decayed with screen print and combined marbling technique with cutting through. I printed on the opposite side of the fabric so that when I manipulate 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 to develop it I will choose the colors more carefully.

4th Idea Development



Primary image

I carried out these samples in order to develop my samples on the Proton page. 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. After screen printing I cut through the material and then I manipulated the white paint bands out fully to the edges of sample to create the effect of mould just like my primary image. After doing that I then added puff binder to my theme of beauty with decay because the leather is a soft material. This sample went directly to my theme of beauty with decay because the white screen print let me to create texture. To develop this idea further I would use white puff binder on top of the black leather and then the green puff represents the mold. To develop this idea further I would use white screen print to create an even more abstract sculpture, also I would use white puff binder to match with the white screen print so that it blends in more.



Primary image

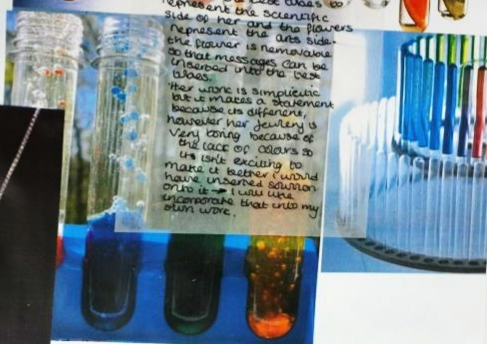
Nicole Savoy



Needle sawing is increased in the combination of art and biology and technology to create innovative designs. One uses the form of

represent the scientific side of her and the players represent the other side. The power is remarkable that these messages can be introduced into the book.

Her work is simplistic but it makes a statement about the difference, however her jealousy is very strong because of the lack of others to the race decides to make it better. World have innered solution but I will use incorporate that into my own work.



with these images my intentions were
to find the beautiful side of a scientific experiment.
I done this by using bright colours aswell as dark colours
which represents Beauty and Decay.
Although these images portray the beauty within science,
these images also depict the horror of it. I would
include this technique of using pop bander and
then I will use philosophy to manipulate the
images. The puff will represent nihil.

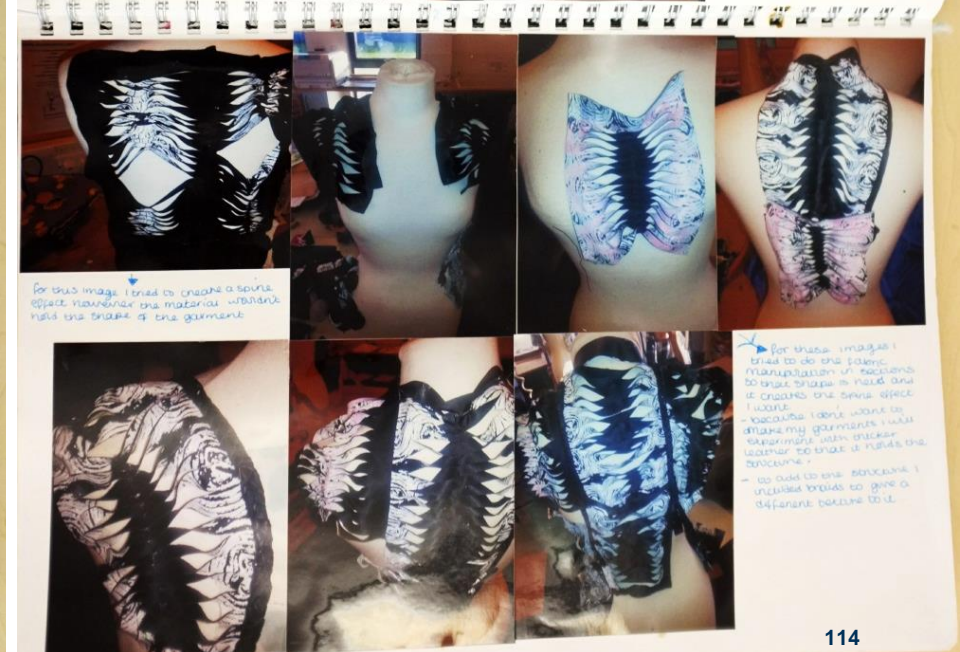
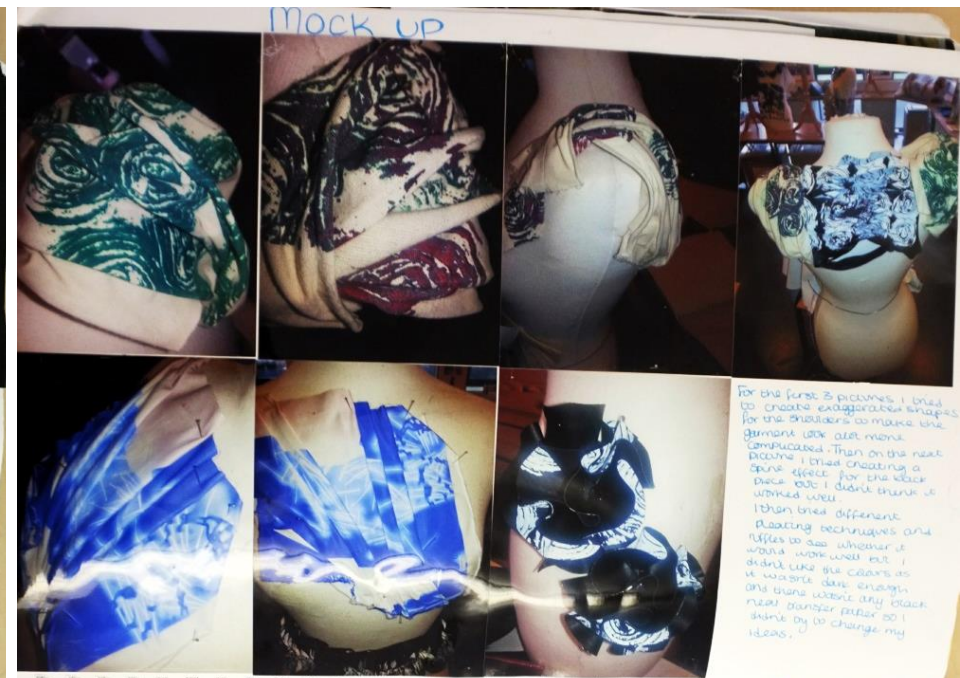
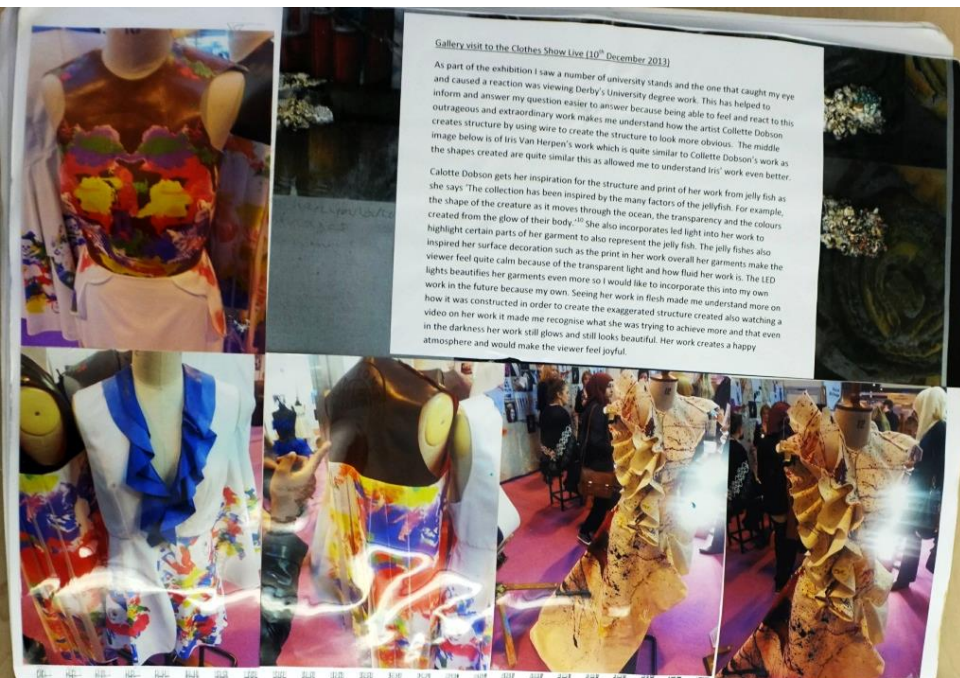
Artist response

The first 2 images were inspired by each of my samples shown on the next page. My first sample was inspired by the Primary colours on the previous page so I tried to recreate it by mixing paint into the glass. The sample is meant to represent decay because of the chosen colour, however I think the sample is quite plain and boring so I decided to add pink binder onto it. My second sample is made different sometimes. Although the pink represents decay and mind 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 took pictures of the best glass and then I used photoshop to manipulate it.



I think the photoshopped images sound like and although the color green represents mind, the green is bright and the symmetry also makes it look beautiful.







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

- The first image I tried different layouts and layering to create more of a 3D effect. However I don't think it works well.
- Then with the second image I tried to create a more abstract shape by exposing a different technique. Although I think this works well, I don't believe that the shape would 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 edge, 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 looks. However to make the shape look better I would use thicker leather.

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

- The last three images are images of a mask with the different layers they create on quite a dark atmosphere.

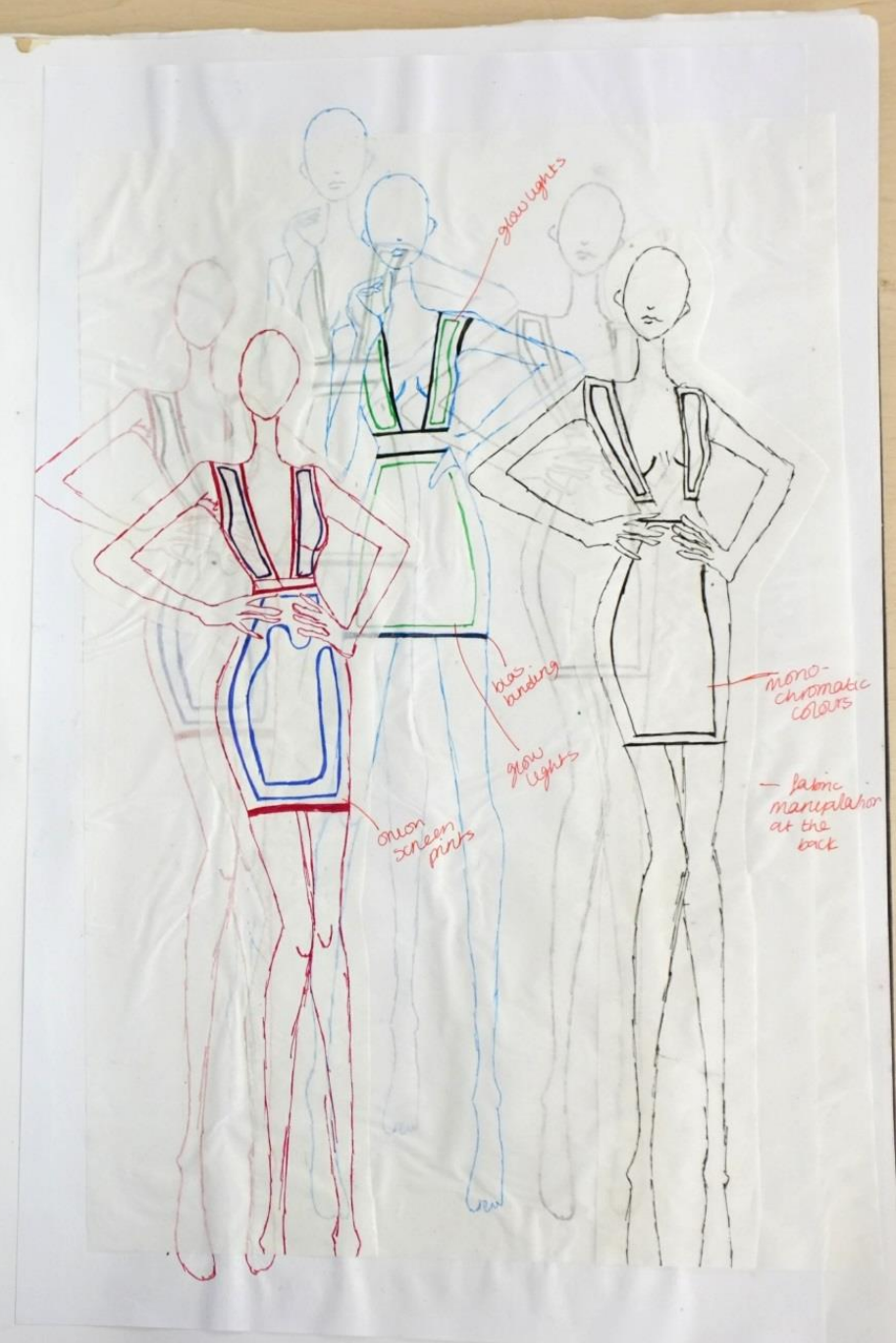


These images are photoshopped into black and white. I think these images are good for screen printing, however I think these images are good for screen printing. However I think these images are good for screen printing. However I think these images are good for screen printing.

Thumbnail Sketches



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





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 5th 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;

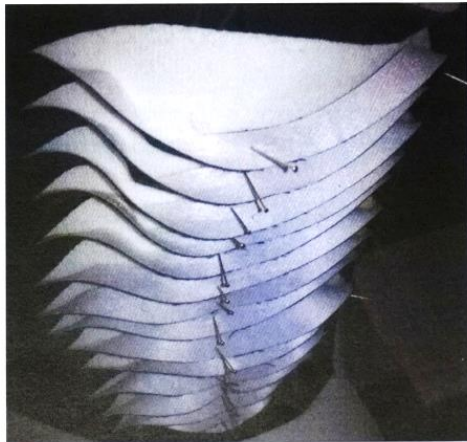


MICRO – January 2012, Paris Haute Couture Week

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.

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'²



Secondary image



Primary image

¹ http://famouspoetsandpoems.com/poets/carol_ann_duffy/poems/8116

² <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



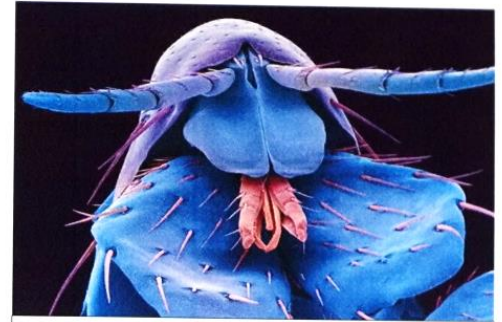
Primary image (microscopic image)



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

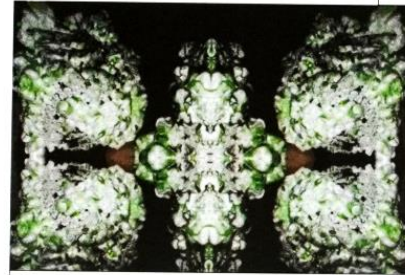


Photo manipulation of the puff binder

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.³ 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.'⁴

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.'² 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."⁵ 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'⁶ 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'⁷ and another called 'The Face'⁸ 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

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'⁹

In-depth Artist Analysis: Issey Miyake



Issey Miyake- Pleats Please

Issey Miyake is a famous Japanese fashion designer born on 22nd 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.

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

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

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

⁶ OCR Revise Biology A2

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

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

⁹ <http://www.psychologytoday.com/blog/hide-and-seek/201304/should-we-be-afraid-death>



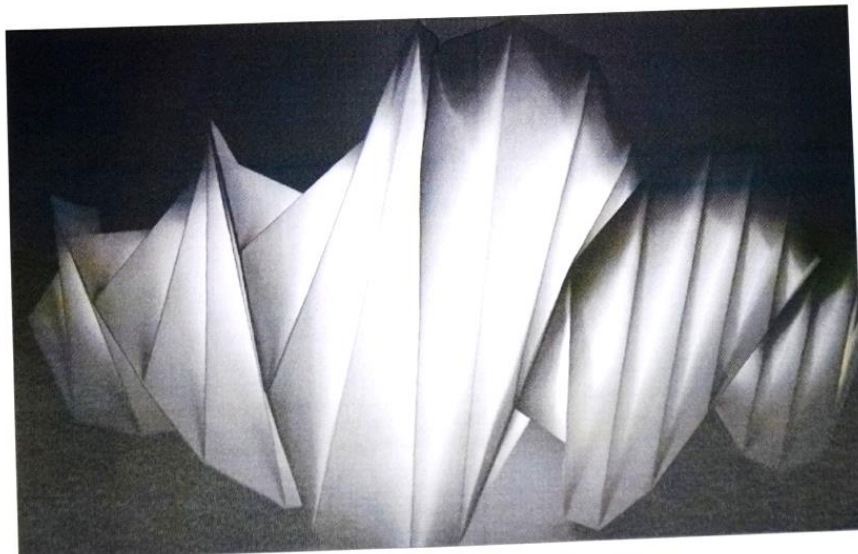
Issey Miyake- in the Design Museum Collection



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



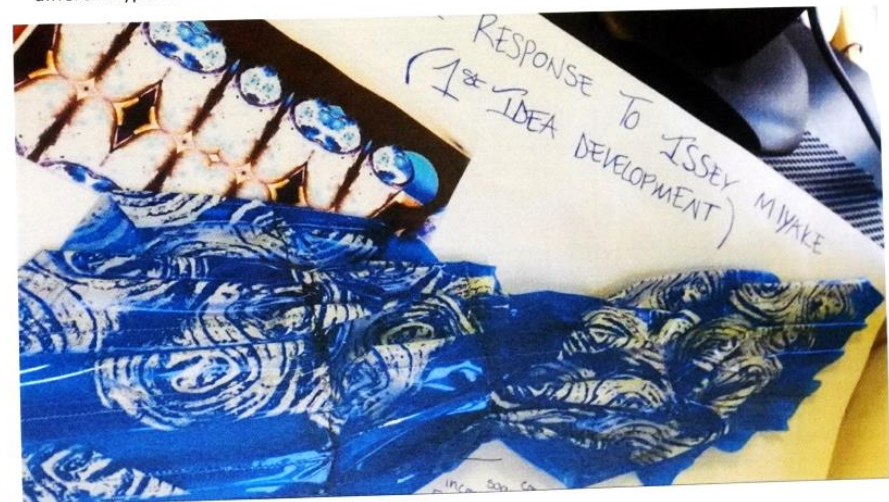
Issey Miyake- IN EI for artemide

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 it's 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 as well. '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.'¹⁰

Gallery visit to the Clothes Show Live (10th 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

¹⁰ <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.'¹¹ 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.

¹¹ <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

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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