Final Project

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Concept

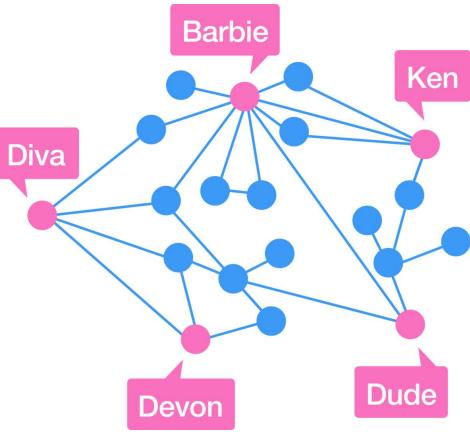
- 1. Collect clothing from my network of friends that they are willing to donate
- Cut pieces of the clothing to make "puzzle pieces"
 a. Example pieces: bodice, sleeve, collar, pant leg
- 3. Viewer interaction with the pieces by building their looks using the pieces of fabric from the donated clothing.
- 4. There can be several different variations so two people shouldn't necessarily create the same look.
- 5. Inspired by how fashion paper dolls let you change their looks by choice of the user.

Key Questions

- 1. Why is repurposing old & unwanted clothing important?
- 2. How can design be accessible to everyone?
- 3. How can design empower both the designer and the user?

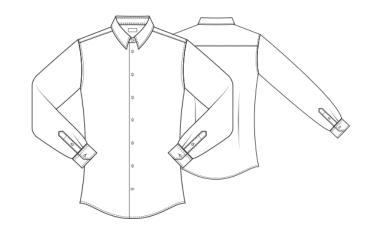
Collecting Clothing

• Conduct a clothing drive for everyone in my "friend network" who wants to donate a piece of clothing for me to use.



Repurposing!

- Cutting up the donated clothing my "friend network" donated to me.
- Cut the clothing in order to create separate pieces which can be reassembled in a variety of ways.



Making it Interactive

• Human paper fashion doll!

- Let the class interact with the pieces of clothing.
- Pieces can be put together with velcro
 - There can be multiple possibilities on how to put the clothing together.
 - Each person in the class/whomever interacts will be able to have something completely different.



Inspiration - Upcycled Fashion



Objective

- What I want to do is create garments that can be altered in various different ways by the active participant (or in this case, "designer")
- All of the pieces that will be used in this project will be coming from my own friend "network"
- What my main goal is to give old clothes new life while focusing on the network these clothes come from.