

# PORTFOLIO PROJECT 2

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S A B R I N A P R I M E L L E S

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S P A C E & M A T E R I A L I T Y

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# 2 A

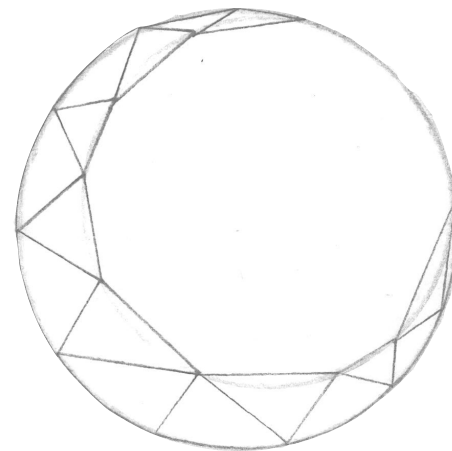
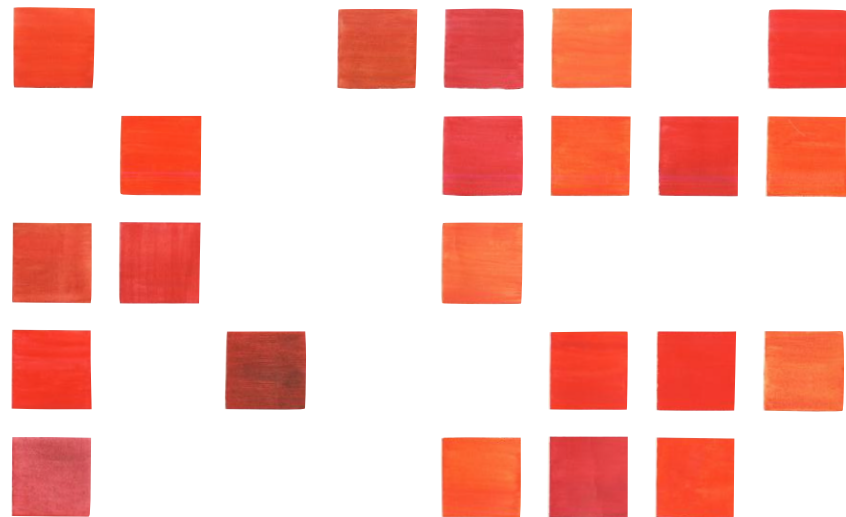
## VESTMENT:

### GRAFTING LINE, MODULE, AND FOUND OBJECT

For Project 2A I used the underlying geometries from my drawing and diagrams of the bell pepper in Project 1, to create a garment. The garment in Project 1, to create a garment. The garment had to interact with the hand, arm, and neck/shoulder. The three components had to be linked physically through alignment and pattern. The color of my garment has different shades of red, which represent the most essential colors in my color diagram of the bell pepper.

The diagram shown on the right is my color analysis which I used to create the garment.

#### C O L O R   A N A L Y S I S



D I A G R A M   F R O M  
P R O J E C T   1

## M A T E R I A L S

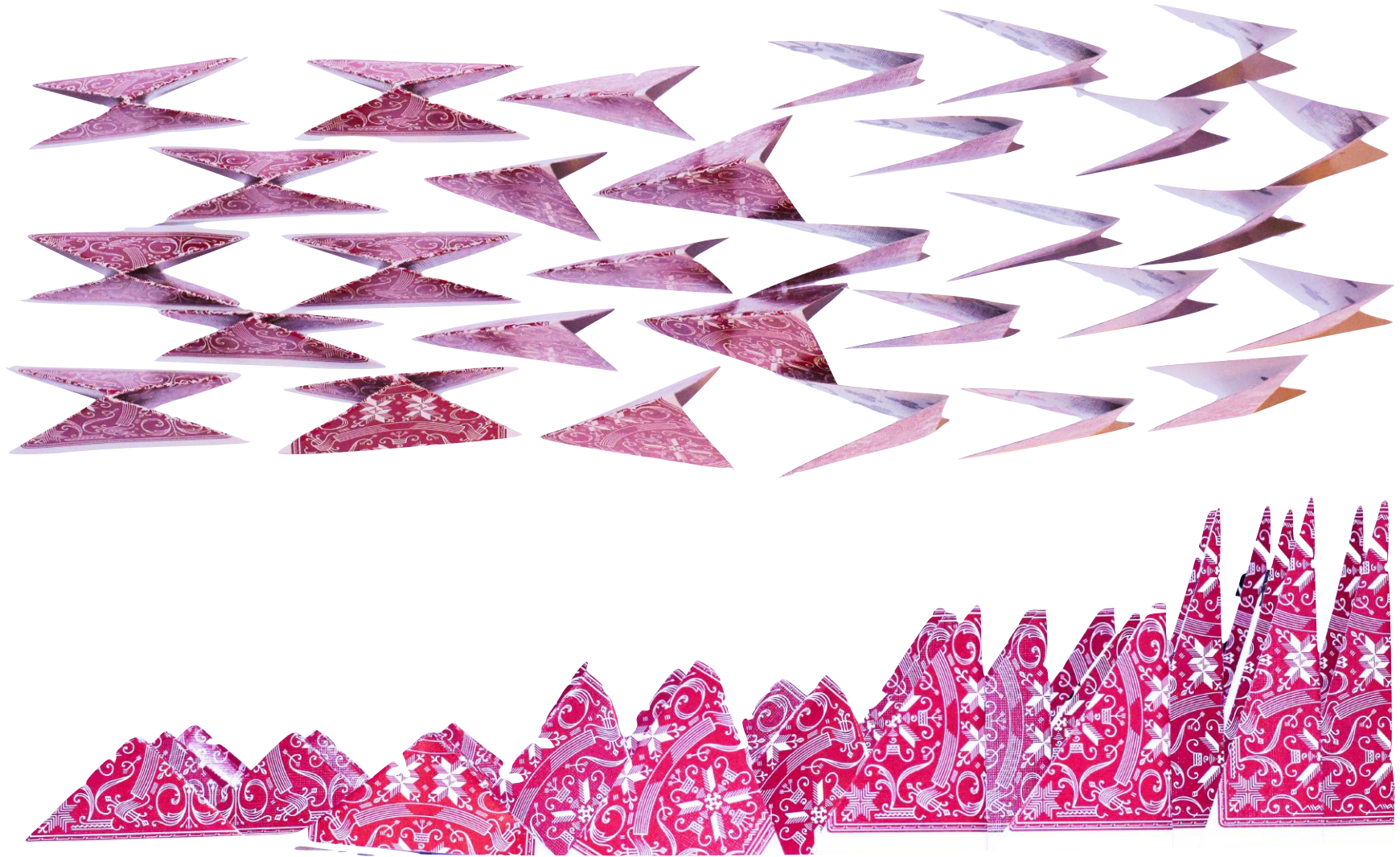


## P L A Y I N G   C A R D M A N I P U L A T I O N S

## MATERIALS & PROTOTYPE 1

In order to create the garment I had to find uncommon objects. I found a deck of red playing cards, red thread, and zip ties. After putting my materials on a table, I planed to hand-knit with the thread to create the structure for my garment in which I would then interlock my modules with.

I manipulated and folded the cards in different ways, creating triangles of different sizes. I made five different sizes, but at the end I decided to only use four for the garment. Then, I arranged them from small to big and created a pattern for how the cards would be laid.



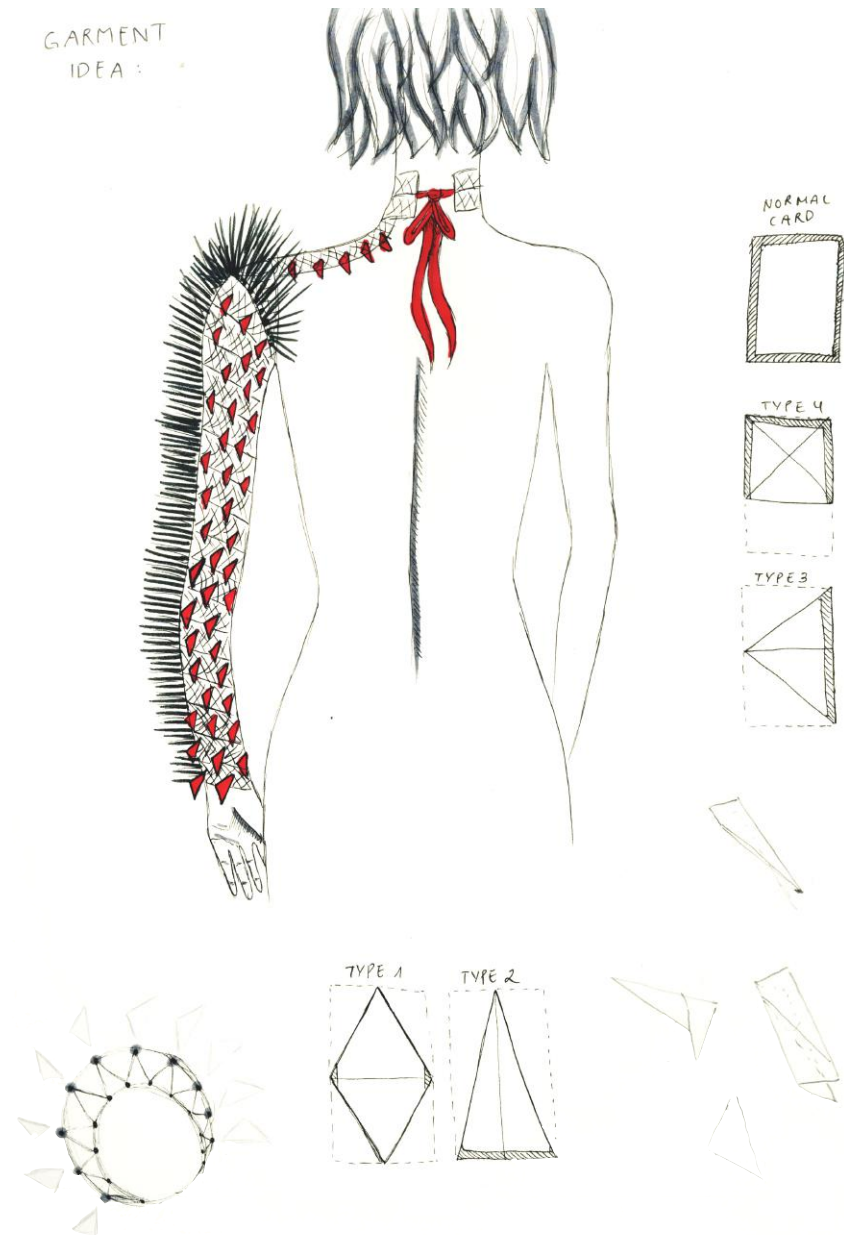
P L A Y I N G   C A R D   A R R A N G E M E N T S

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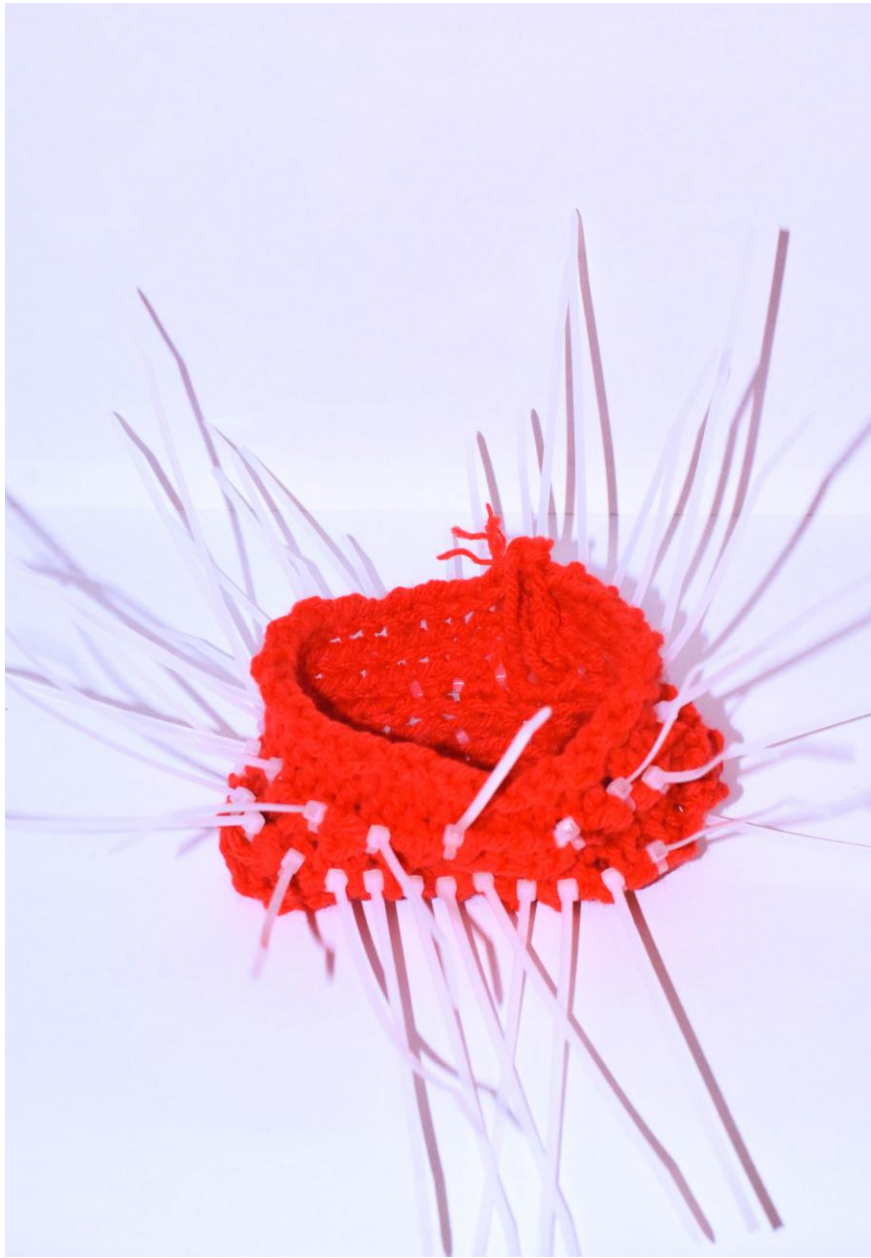
## SKETCH, PROTOTYPE 2 & 3

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On the right is my first sketch of the garment. I wanted to incorporate both the zip ties and the deck of playing cards in my design. Using my diagram, as a model on how to join the cards and zip ties in the garment, I created a prototype (Prototype 2) in which I fastened the knitting with zip ties. After trying it on, I realized it stretched and wouldn't fit my arm anymore. For the next prototype (Prototype 3) I stretched the knitting on purpose, and fastened it with thread. After I completed the knitting for my forearm I started to interlock the cards in the arrangement I made previously, starting with the smaller of the card manipulations.



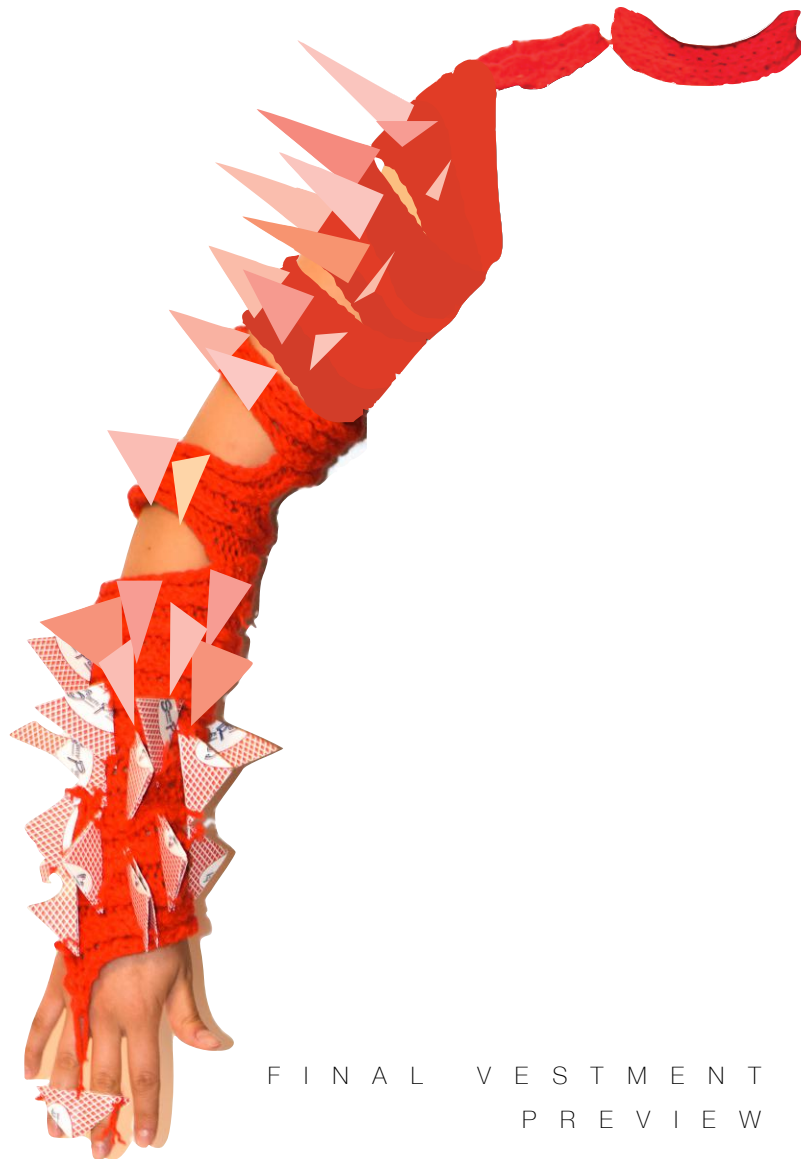




P R O T O T Y P E   2



P R O T O T Y P E   3



F I N A L   V E S T M E N T  
P R E V I E W

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## FINAL VESTMENT

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Before completing the garment, I made a preview on what the finished garment would look like on an arm. I incorporated the four different sizes of the card manipulations from small to big. I left some spaces in the knitting, to make the garment more comfortable and wearable. When I saw the preview of the finished garment I realized that in the upper arm section I would only be able to join the cards on the posterior part of the arm in order to maintain the wearability. The final vestment turned out to be very comfortable and wearable.



F I N A L   V E S T M E N T :  
F R O N T   V I E W





F I N A L   V E S T M E N T :  
S I D E   V I E W



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## PATTERN DRAWING

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On a 18x24" sheet paper I made a pattern drawing on how to assemble my garment. My drawing shows the garment as if the hand touched the neck, as if someone was wearing it. I used hatching to show the grain of the knitting across the different sections stitched together. The playing cards are white in order to show only their shape and location.

