ARTS
UNIVERSITY
BOURNEMOUTH

BRITISH
FASHION
COUNCIL

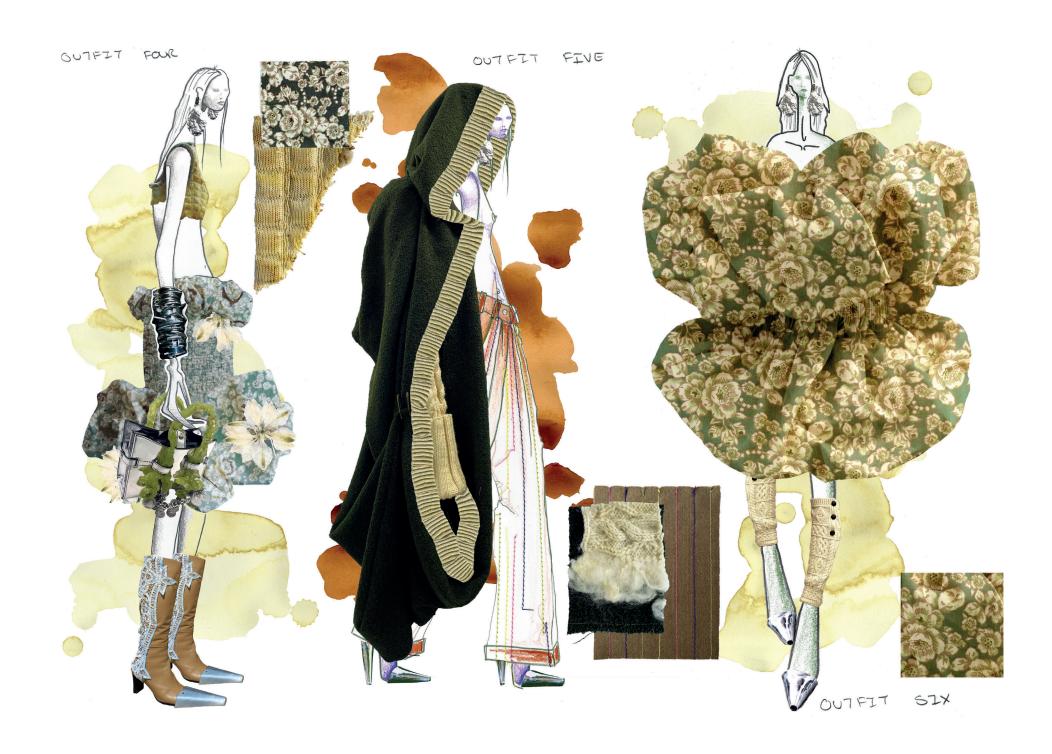
**GRADUATE PREVIEW DAY** 

2020















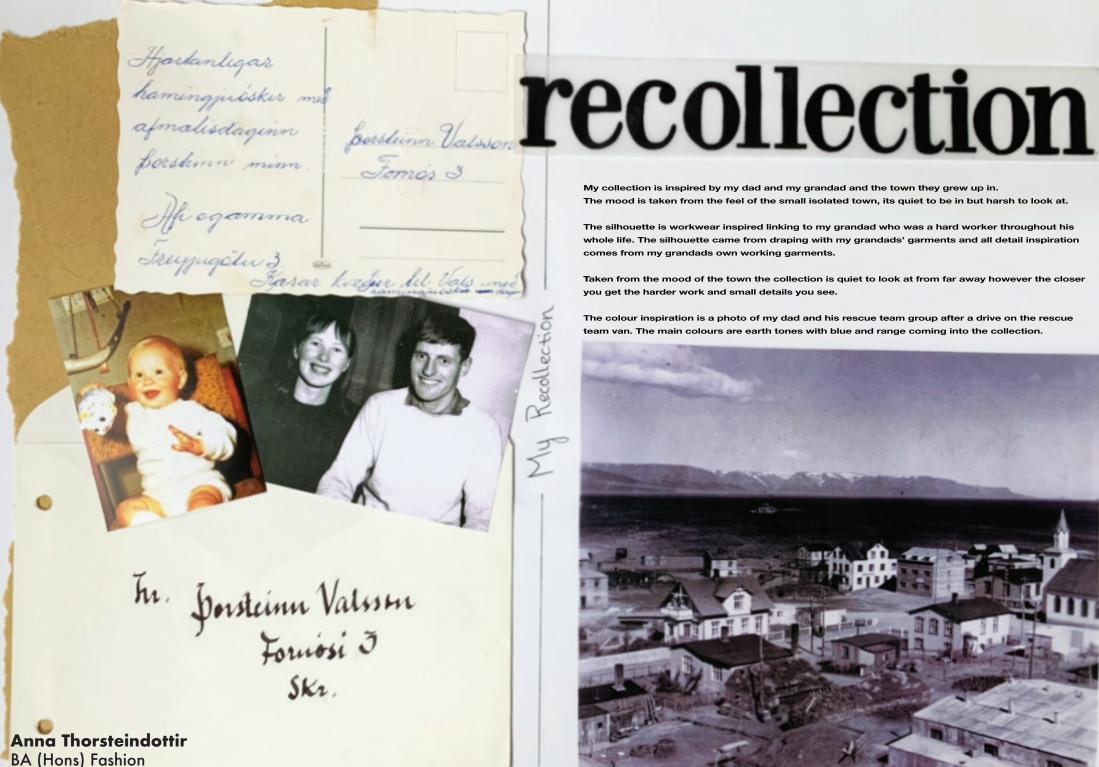










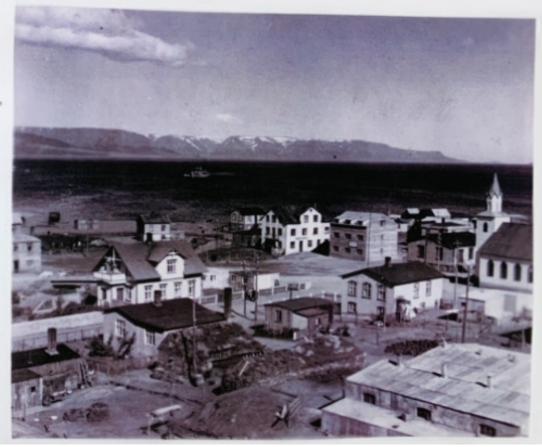


The mood is taken from the feel of the small isolated town, its quiet to be in but harsh to look at.

The silhouette is workwear inspired linking to my grandad who was a hard worker throughout his whole life. The silhouette came from draping with my grandads' garments and all detail inspiration comes from my grandads own working garments.

Taken from the mood of the town the collection is quiet to look at from far away however the closer you get the harder work and small details you see.

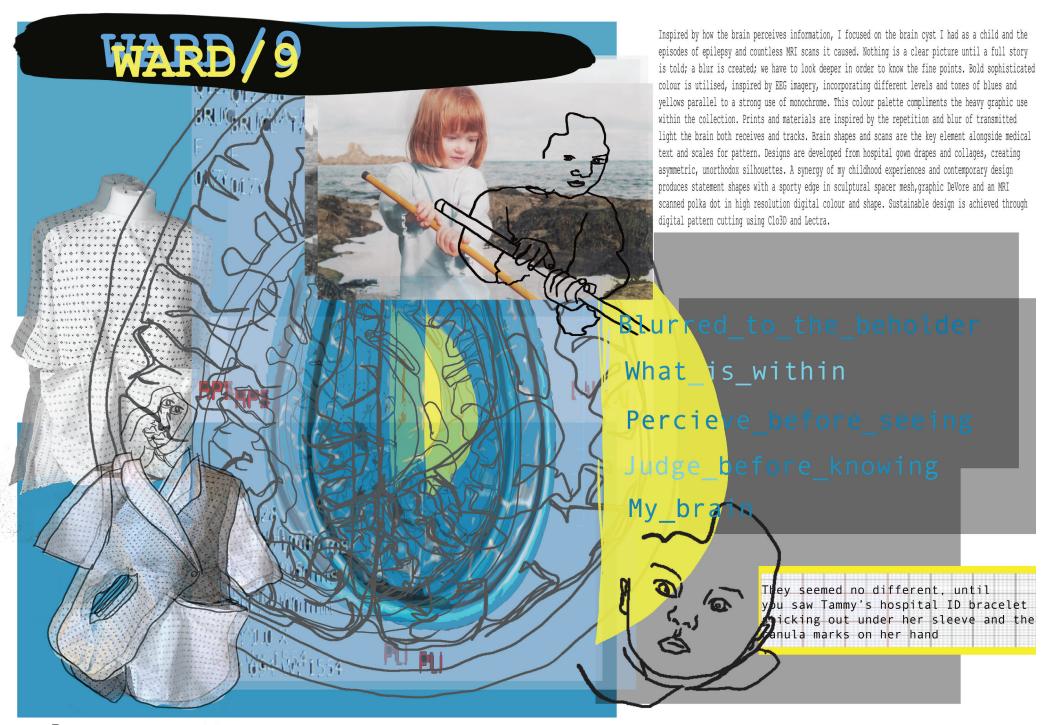
The colour inspiration is a photo of my dad and his rescue team group after a drive on the rescue team van. The main colours are earth tones with blue and range coming into the collection.



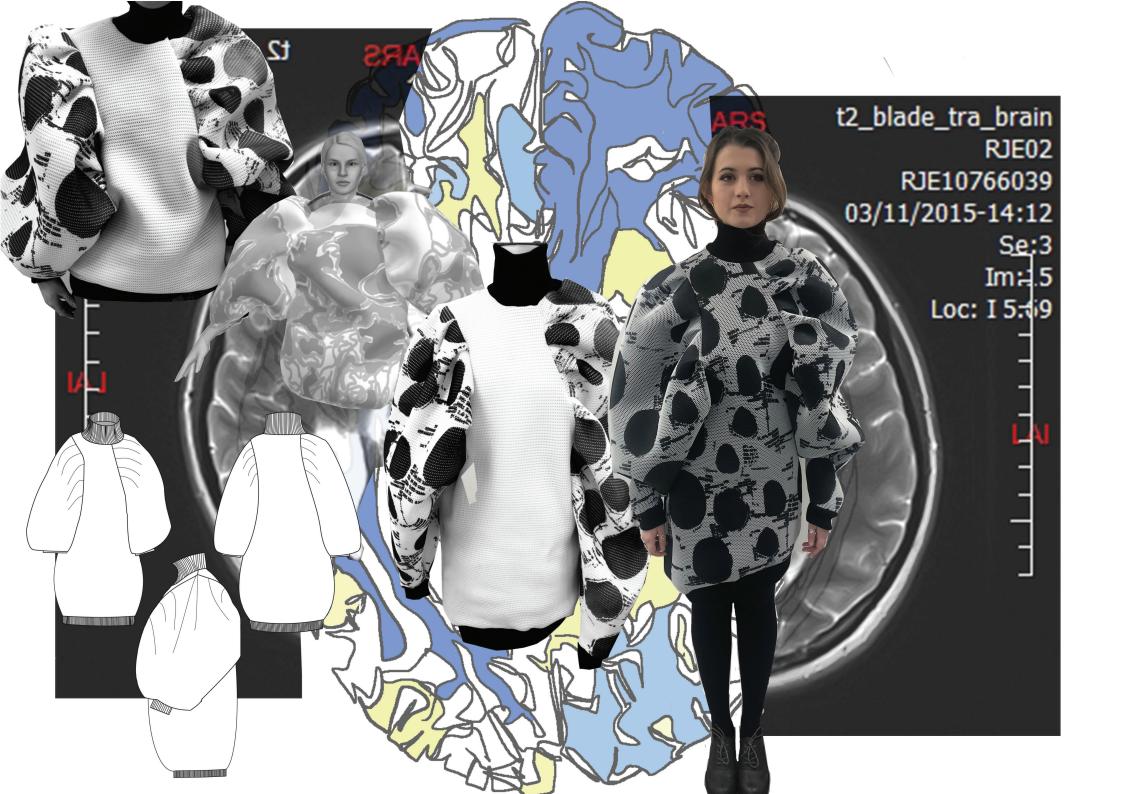






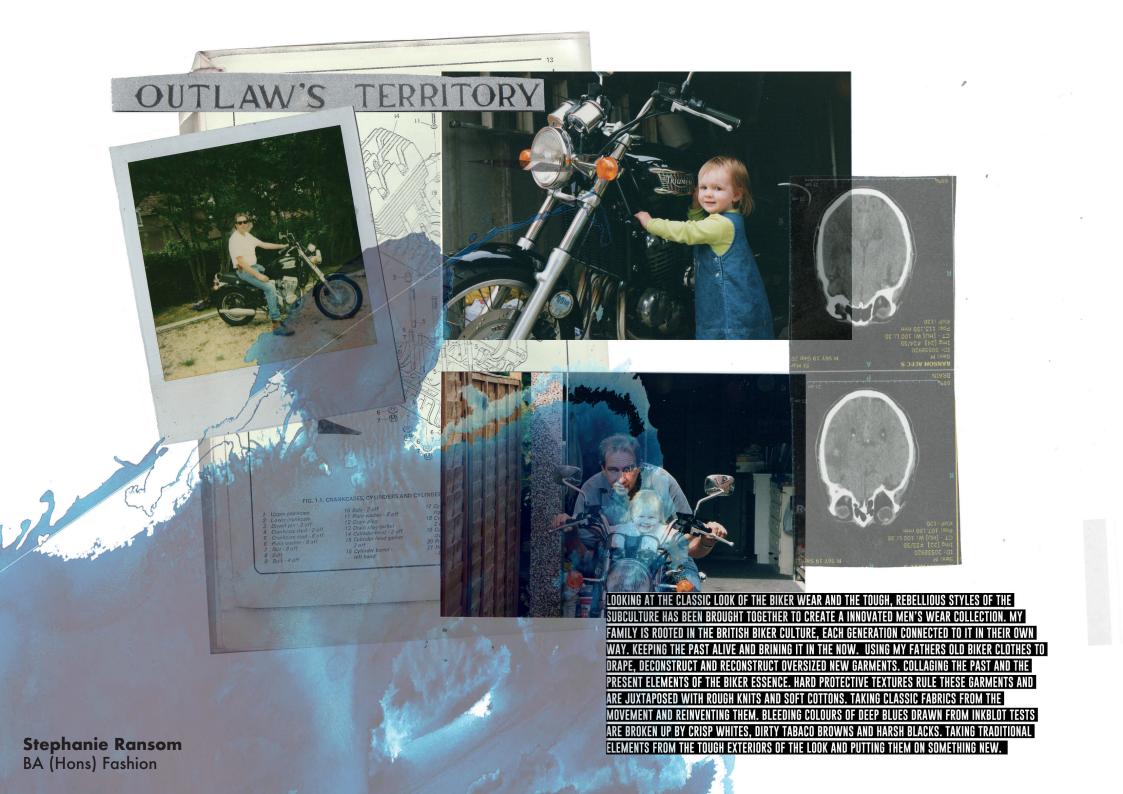


**Tammy Bruce**BA (Hons) Fashion













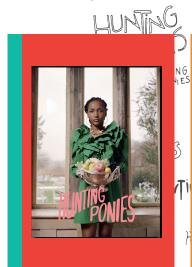
SYNOPSIS

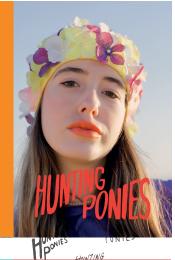


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HUNTING PONIES pories

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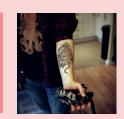
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## /7/FINAL PRODUCTS



























Beside the Seaside PONIES



Stuck in the 90s



BUILDING A RELATIONSHIP
WITH THE READERS IS
ONE OF THE KEY THINGS
FOR HUNTING PONIES.
WORKING AS A COMMUNITY,
HUNTING PONIES PROVIDES
A PLATFORM FOR YOUNG
CREATIVES TO CONTRIBUTE
THEIR WORK AND MAKE
THEM VISIBLE ONLINE.



40000





**FMP** 

FOR MANY YEARS
YOU WILL LET
YOURSELF
BE BROKEN BY
THE SAME
HANDS



EVERY ONE

HUN TING PONIES

Issue 1 Nostalgia coming soon

PREORDER

AMERICA

















## **NATASHA WILSON**



This project combines both fashion and gaming to create an innovative new app in proposal for Burberry. The app is inspired by the surge in gaming and virtual reality within fashion. *Burberry World*, is an interactive "virtual world" with options to explore Burberry flagship stores and cities from across the world.

The app has three main features. The first feature allows the user to create their own avatar, with options to change the facial features, colours and styles to produce their own digital self. The second feature is a digital map of the city that the user can explore to discover hidden virtual Burberry items, including limited edition incentives. The final feature is a digital changing room where the user can dress their avatar in the items they've collected, with options to purchase items.

The app is a playful and interactive touchpoint for the consumer. Using bold colours and illustrative graphics, *Burberry World* offers a new way to not only shop, but experience the Burberry brand.





**Natasha Wilson** 

BA (Hons) Fashion Branding and Communication

**BURBERRY** 

Burberry are one of the luxury fashion brands leading the way in digital innovation. Burberry have already ventured into the world of gaming with their online game *B Bounce* that celebrated the launch of their new monogram puffer collection in 2019.

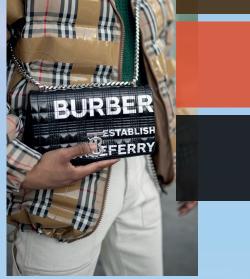
Burberry also have a mobile app, where users can shop the latest collections and keep up to date with Burberry news and stories.

With Burberry already adopting a digital approach to fashion, I wanted to take these digital elements and explore them further when creating Burberry World.









## THE APP VIDEO















THE BURBERRY GAMING APP







BURBER









Pocket Money is a non-profit organisation with the aim to replace the lack of funding for creativity within the education curriculum and be a platform for visual learners. Our approach to design is to make the struggle playful and cause a sense of confusion, by making creativity conceptual. We provide a supportive platform by utilising the creative means of graphics, typography, conceptual and fashion photography for young creatives. Each zine is influenced by a different visual symptom of dyslexia: Rotate, Backwards, Flip and Shake, each zine implements these actions within the design execution and additionally has the influence from popular colour

Pocket Money encourages one to be experimental with creativity.

guards. Further influence from innovative artists such Basquiat colour pallets and his disordered weighted style. We strive for inclusivity and equality by putting each learner on the same page, through the practice of accessible activity zines, creative workshops and an art publication exhibiting the relationship between type and

OCKEY

"A hypical dais noom has 29%.
Visual learner"



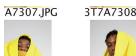
Creatives urge government to address decline of arts in schools





BA (Hons) Fashion Branding and Communication





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