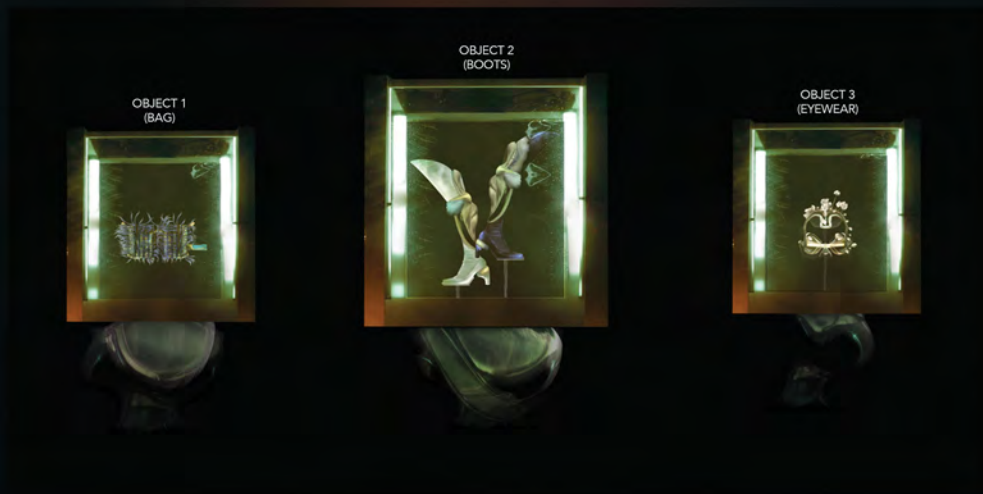


(ACCESSORIES/WEARABLES)

OBJECTS

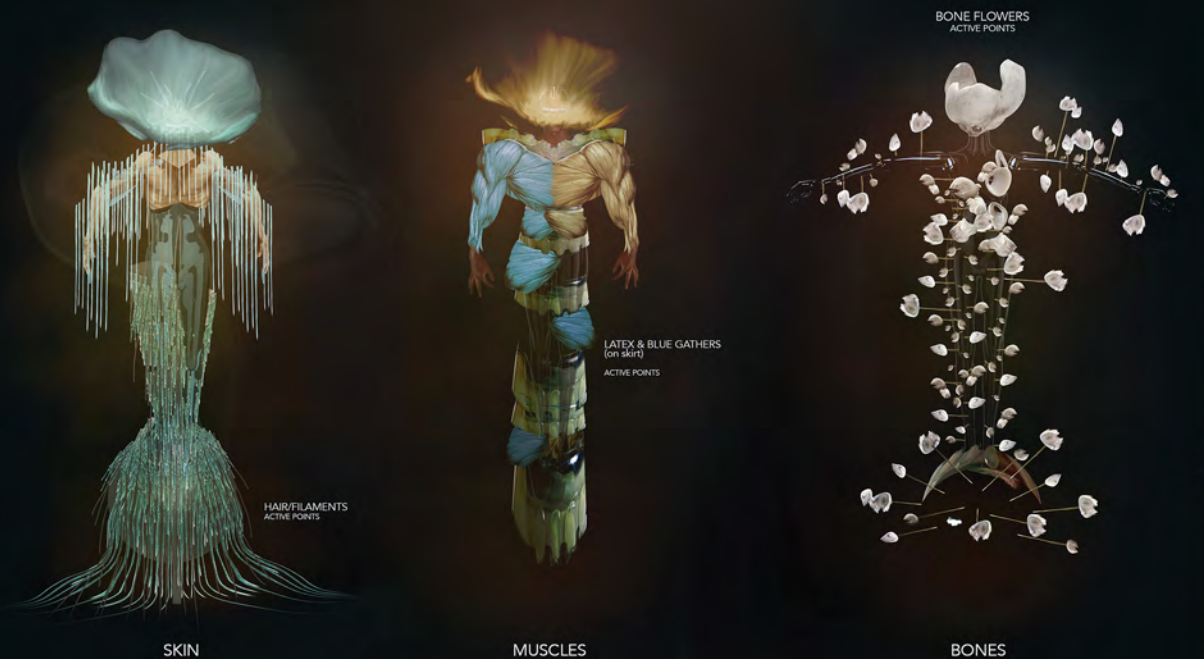
Individual shaping an artifact.



(BODY ARMOURS / EXOSKELETONS)

MONSTERS

Community shaping an artifact.



SPECTRAL OBJECTS

Provocation Piece

"SPECTRAL OBJECTS" is a provocation piece.

The purpose of this project is not to provide an answer but to create a unique, interactive world for anyone and everyone to come in and discover the connection between memories and identity.

It's an investigation into how touch triggers motion which then provokes different emotional behaviors.

The skin is the largest organ in the human body and acts as our first point of contact with the outside world. Spectral Objects proposes the idea of skin as a recording machine.

How can memories (of sound and touch) be preserved into a kinetic artifact?

How can memories shape the motion of this artifact? What happens when these artifacts interact through touch, not only with our bodies but also with an external environment?

2022 - IN PROGRESS



Physical Prototype - Test 01



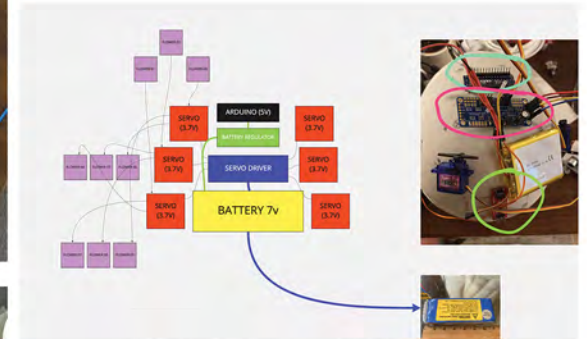
3D modelling and 3D printing, CNC machining, leather work,
airbrushed paint and hand finishes.

Materials: Upcycled Acetate (Sponsored by Algha)
and leather scraps.

PROCESS

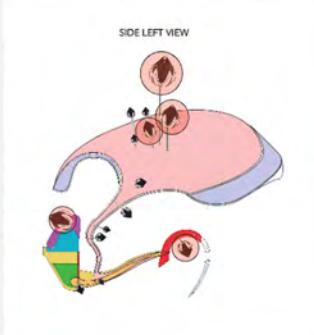


Airbrushed pieces (color test)



Skeleton for movable flowers)

Digital Illustration

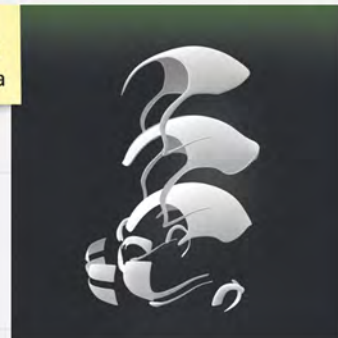


3D model with UV maps



3D printed pieces in colored resin

alto
cuello
estrella



PROCESS



WORK IN PROGRESS

ACRYLIC - STEEL SKELETON

Metal pipes, acrylic and servo motors.

Upcycled e-waste

Template for skeleton

Pointelle on single jersey stripes

leather velvet velvet

FINAL

Movable Hairs

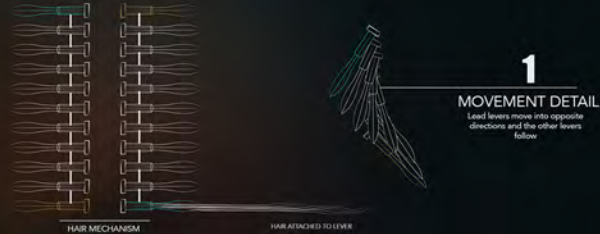
Hairs pass through knitted pointelle

Robotic Skeleton

Arduino and motion sensors.

SPECTRAL OBJECTS

SKIN



HAIR MECHANISM
2 lead levers on each row
GREY moves to the left
YELLOW moves to the right

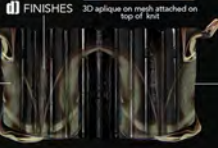
HAIR ATTACHED TO LEVER

2

LAYOUT
Levers layout on sample



SAMPLE 03

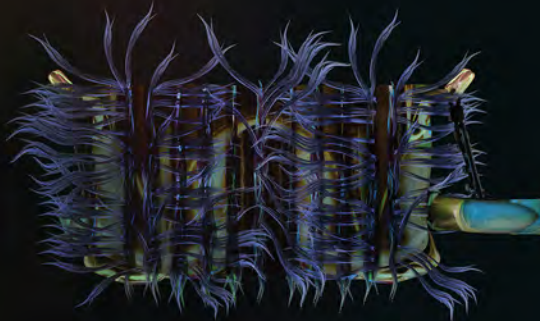


SPECTRAL OBJECTS *Individual shaping an artifact.*

OBJECT 1
(BAG)

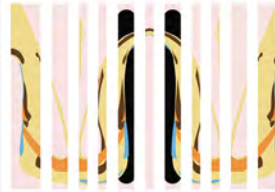


STATIC



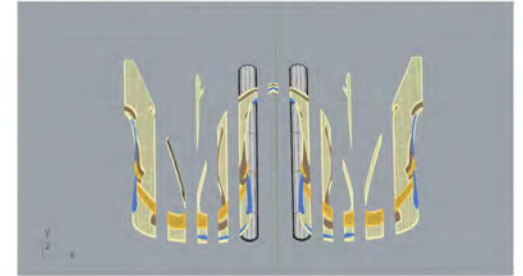
ACTIVE

Final Colors



3D printed embroidery and hardware

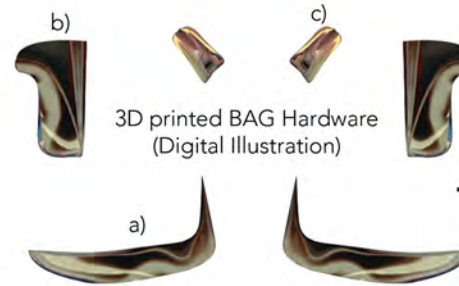
BAG - 3D printed embroidery



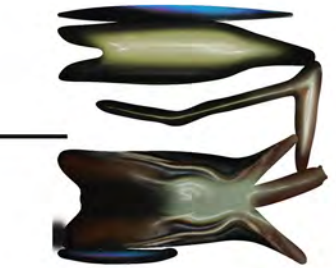
Paper Mock up - Patterns (43 pcs)



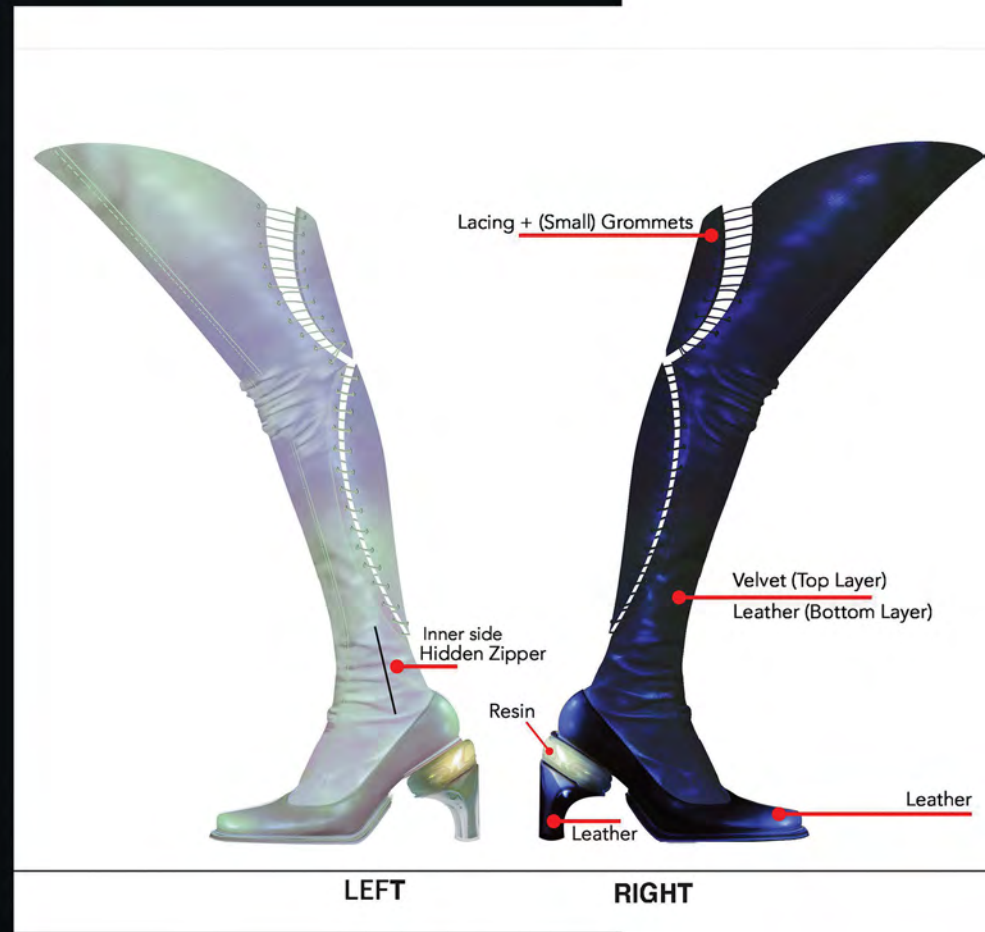
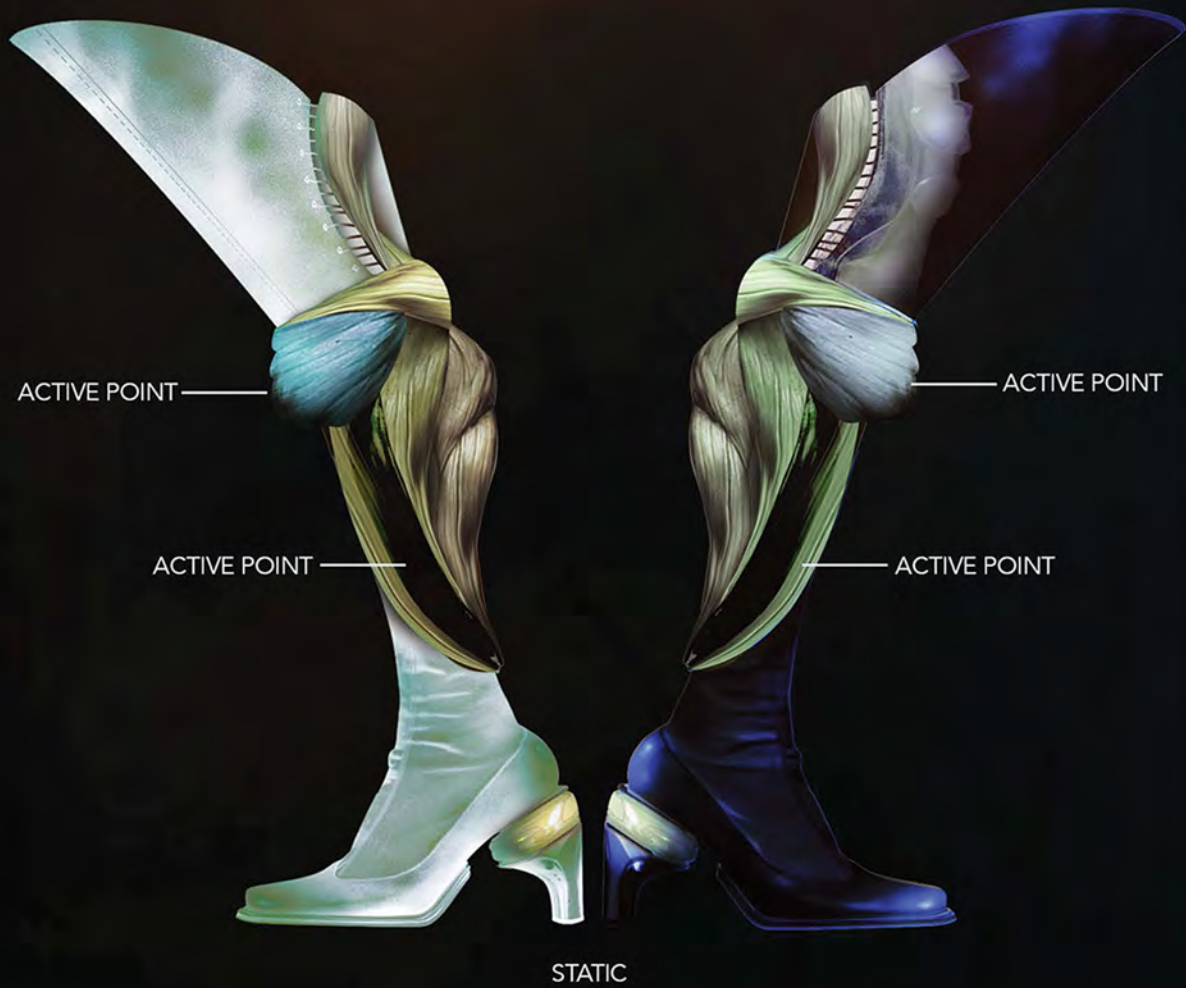
Paper Mock up with knitted panel



3D printed BAG Hardware
(Digital Illustration)



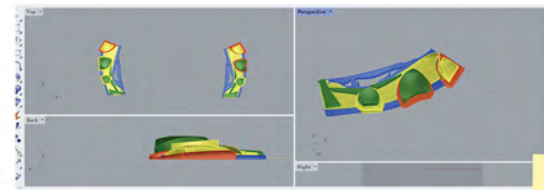
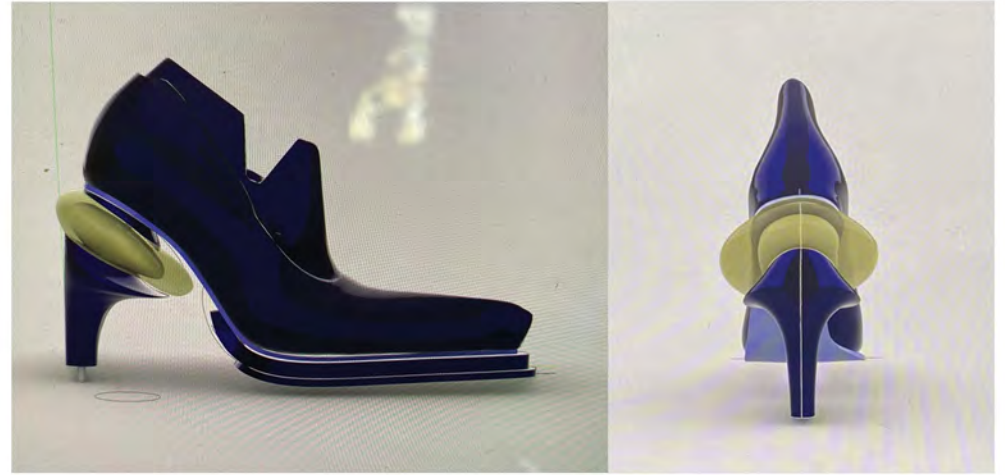
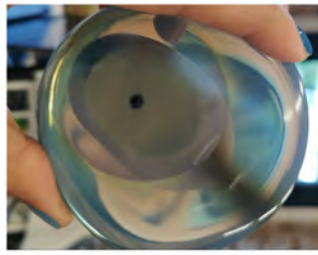
Texture Maps (Digital Painting)



PROCESS



Toile



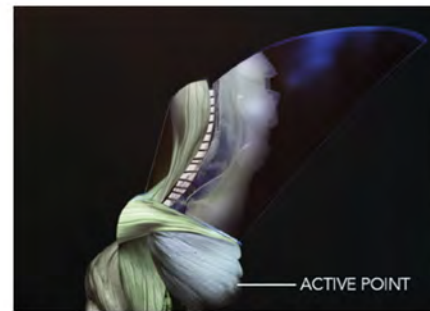
3Dprinted
applique



3D model



CNC Milling



adjust colors /
change to
normal velvet

BIOMIMICRY X Ai-Da

LONDON
2021



THE TIMES

“10 things to see at the London Design Festival.”

LFW's hottest model? A humanoid artist in a shapeshifting, biological dress



Photography Mika Kallias



Presented as part of the 19th London Design Festival, we developed a multi-layered project across both the physical space of the Victoria & Albert museum and the metaverse.

Ai-Da the robot took over a corner of V&A's fashion gallery, dressed in a custom gown. The dress itself grew in real-time through an oxidation process that hardens a special liquid into sparkling, colourful crystals. Simultaneously, Ai-Da drew self-portraits, seen through the cameras in her eyes which capture the reflections of the evolving look in an adjacent mirror.

Alongside this performance, those visiting also were able to interact with the robot – asking her questions, and exploring some of her recent artworks, including glass sculptures and a computer-gaming golden egg.

PHYSICAL GARMENT

Project Manager, Digital Artist, Material Research and Prototyping.

A sculptural mullet dress made from recycled perspex and crystals, geometric-cut absorbent papers, and embroidered panels. This design follows on from history-making AW21 offering Biomimicry, which became the first VR collection shown on the London Fashion Week schedule.

BIOMIMICRY X Ai-Da

LONDON
2021



Side View - BACK PANEL

Front View
FRONT PANEL



Floating Base and suspended
FRONT PANEL with Train



2 **SKELLETON**
Perspex Understructure
BACK PANEL



1 **SOFT CRYSTALS**
Crystallization Process - Oxidation on Paper Cuts.
36 - 48 hrs

Gelatine encapsulated in Perspex



3 **GELATINE**
Mounting on Perspex
BACK PANEL with Train

BIOMIMICRY X Ai-Da

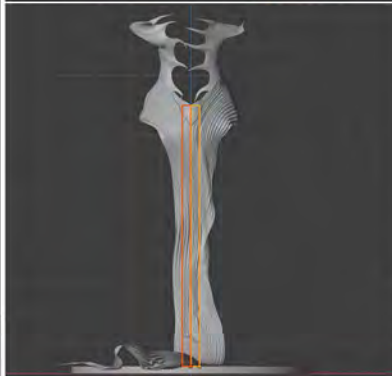
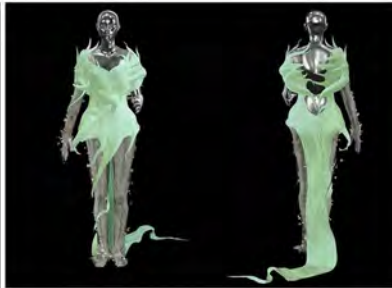
LONDON
2021

3D RENDERS AND PATTERNS

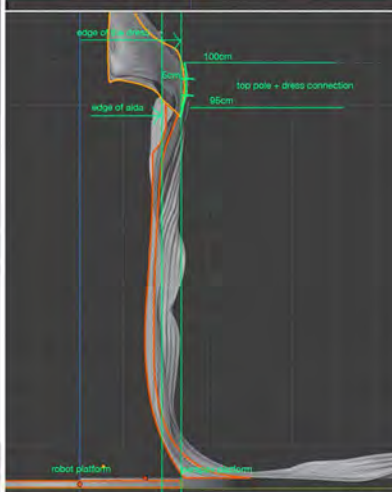


MULLET DRESS

Sculpting and Pattern Drafting
Blender and Clo3D

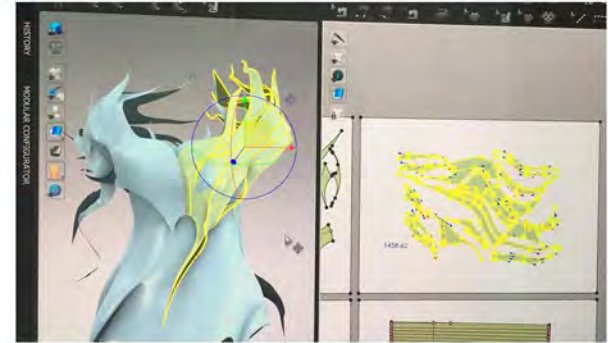


Back View



FLOATING STAND
Side View

PATTERNS Clo3D- Pattern Drafting



Ai-Da's 3D SCAN



TOTAL:
0.016841 m3 = 16.841 kg

PATTERNS
Flat Patterns for Laser cutting and Volume estimations

AUROBOROS

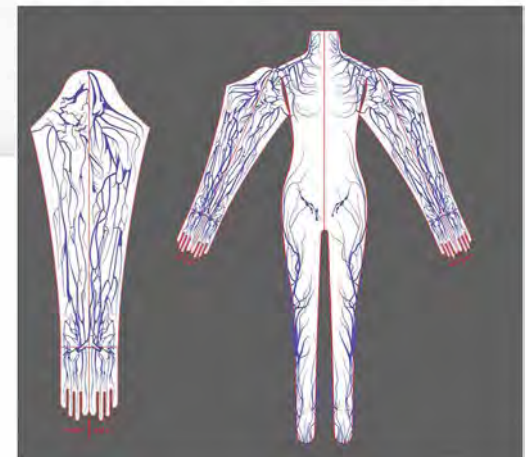
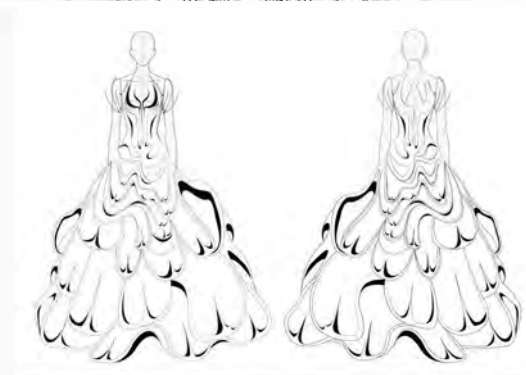
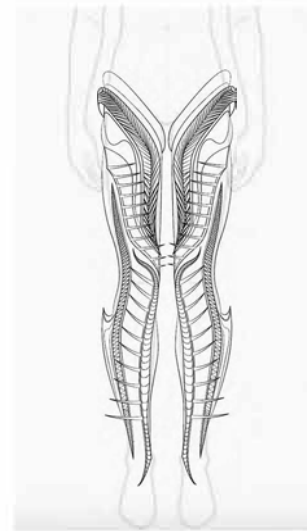
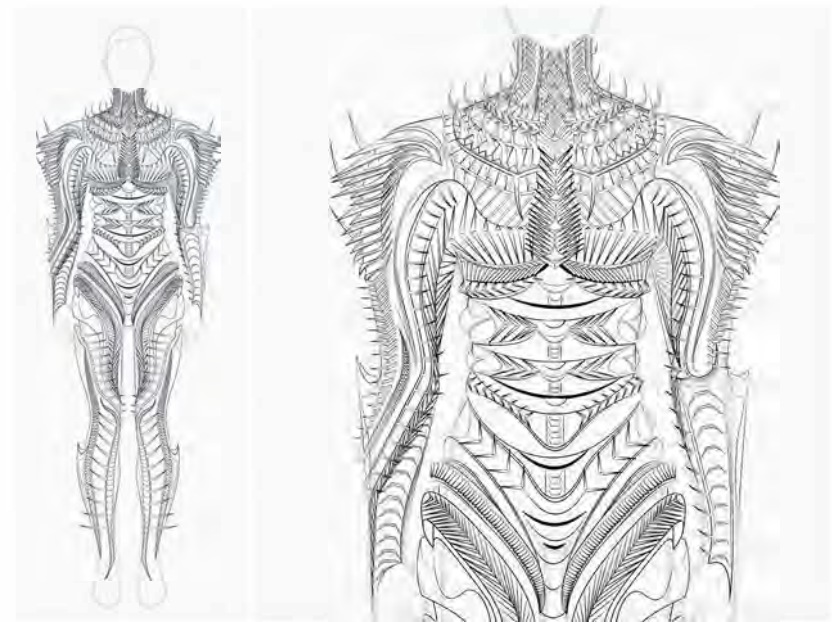
LONDON
2021

3D RENDERS AND CONCEPT ART

Couture Collection 2022



Illustrations and renders for physical collection.

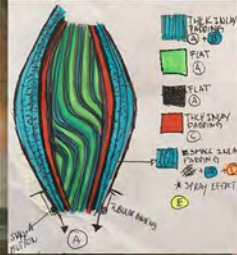


PATTERNS

Technical Drawings, Patterns and Embroidery



NEON PINK VAMPIRE QUEEN
Published on P&P Magazine
2019 (Italy)



YARN - All garments and swatches were made using deadstock/sample Yarns upcycled from AUSSCO's Factory. (Shenzhen, China)



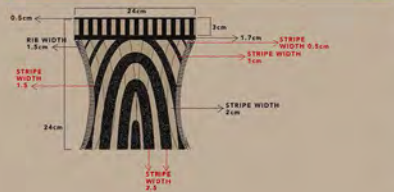
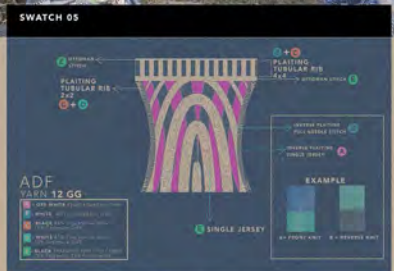
DIGITAL KNIT - Training, Equipment and Studio Space sponsored by In-Dhouse. (Hong Kong)



DEMON TWINS: RED & BLU
Published on P&P Magazine
2020 (Italy)



OXYGEN



2019 - 2020

CONCEPT

Onion X-ray

Ostrich feather hat, Balenciaga, 1955.
X-ray by Nick Veasey, 2016.



Onions mammography X-ray photo
Julian Köpke.

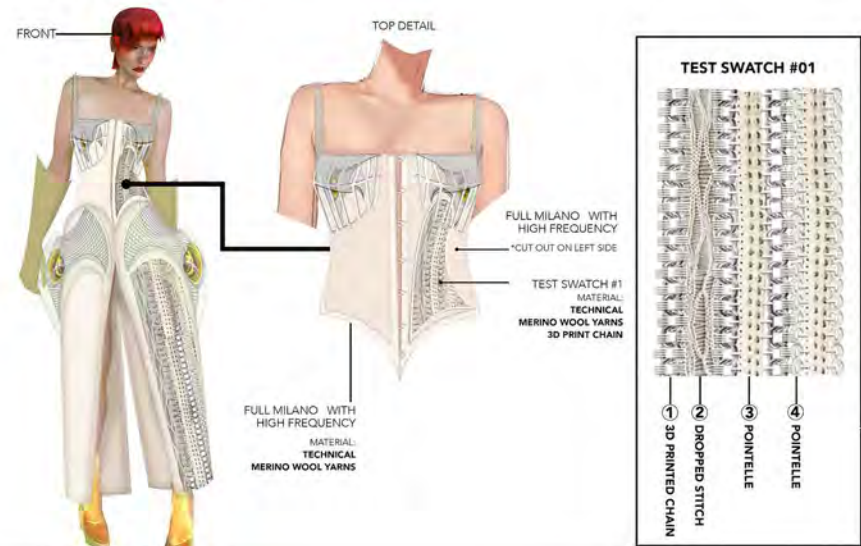
Evening dress, Balenciaga, 1965.
X-ray by Nick Veasey, 2016.

A NEW WAY OF MAKING
CONCEPT AND DEVELOPMENT FOR DYLOAN X
D-HOUSE LABORATORIO (MILAN)
IN COLLABORATION WITH WOOLMARK,
STRATASYS AND BOND FACTORY.
Currently being displayed at Pitti Filati 2021.

THE ONION DRESS

This project explores the making of the skeleton of a garment.
Taking a contemporary approach from couture-making
techniques in corsetry, embroidery and tailoring, a combination
of Virtual Draping, 3D Modeling, 3D Printing and Digital Knit
are employed in order to build and expose the several intricate
layers that give structure to a garment.

SKETCHES - KNIT



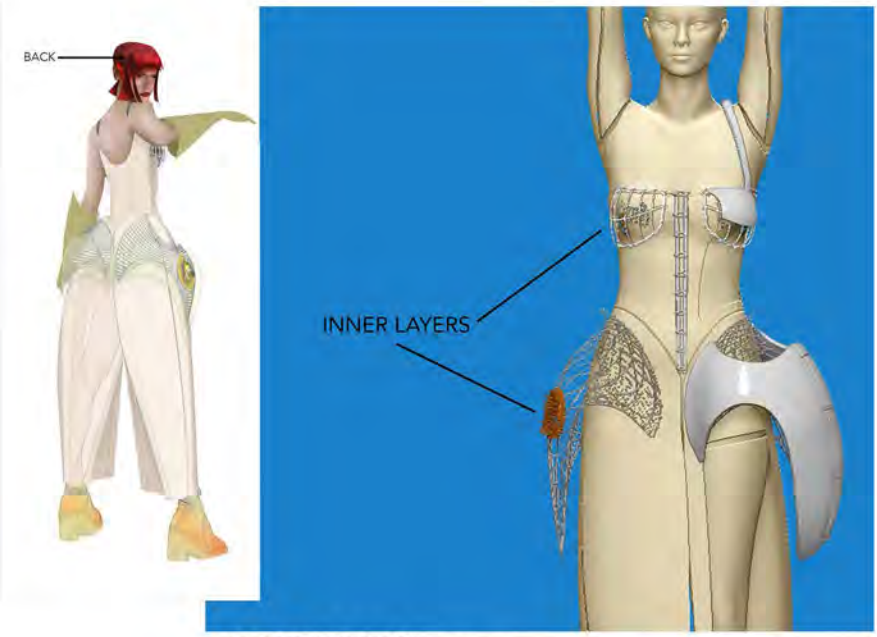
GARMENT 01
Onion Dress

THE ONION DRESS
 PRODUCED IN ITALY
 2021



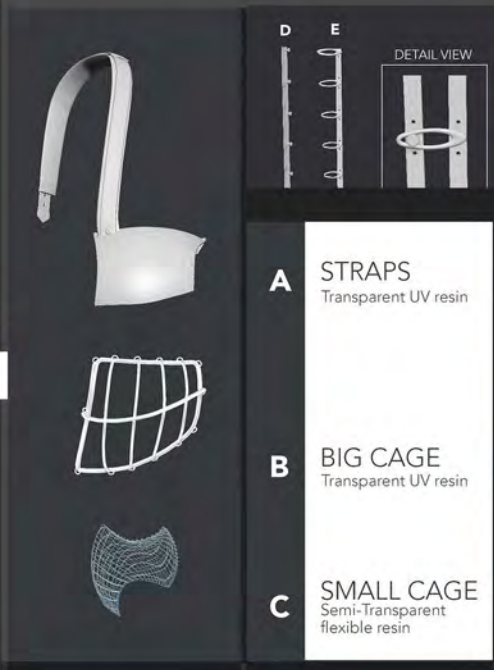
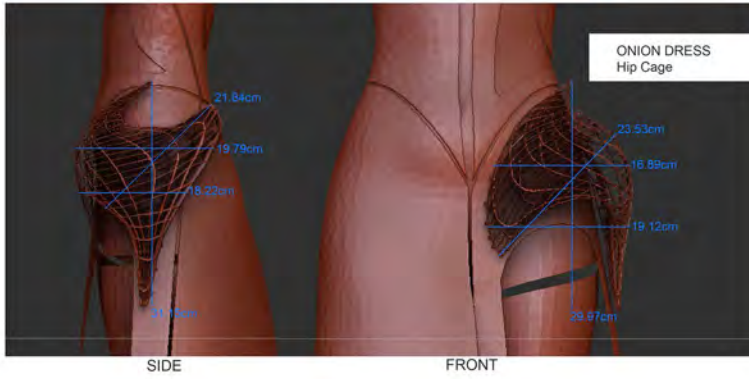
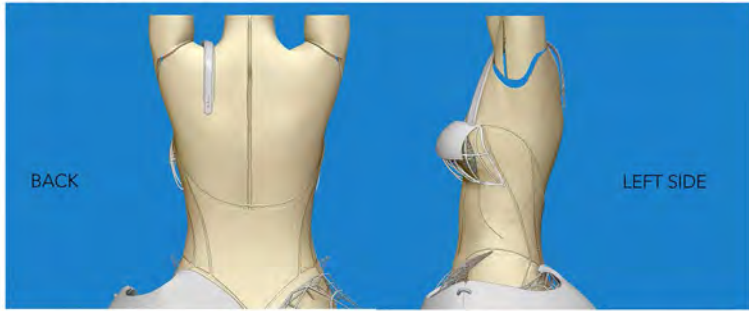
ONION DRESS KNIT (base layer)
CLO 3D

PITTI FILATI 2021



ONION DRESS 3D PRINT (top layer)
Z-BRUSH

ONION DRESS TOP DETAILS



THE ONION DRESS 2021

