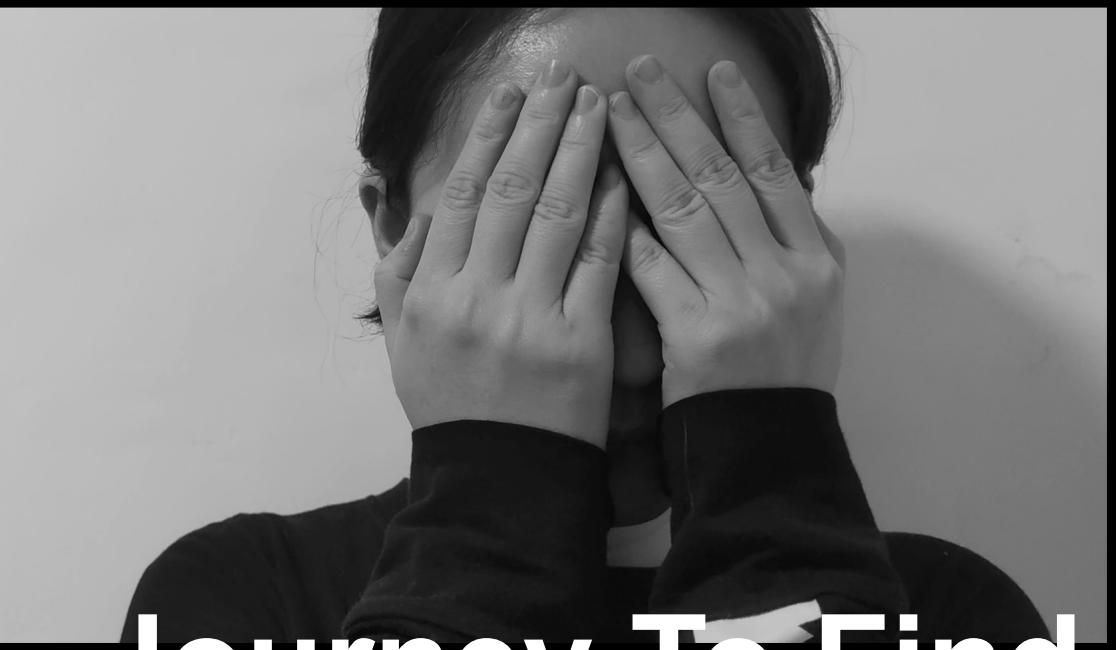

Journey To Find ‘My’ Memory

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Models: https://sketchfab.com/rukia

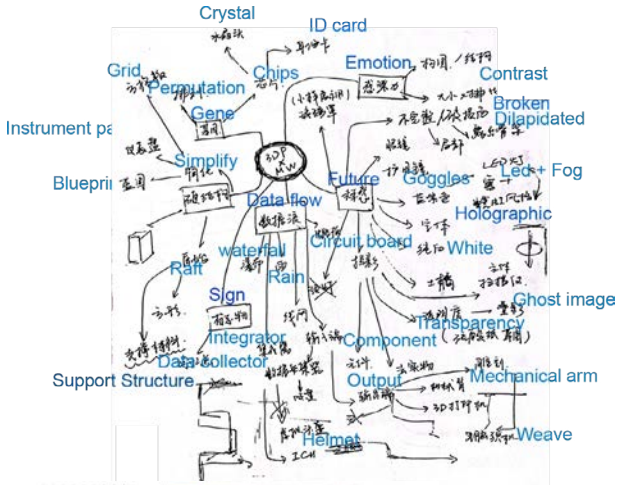
Research JTFMM

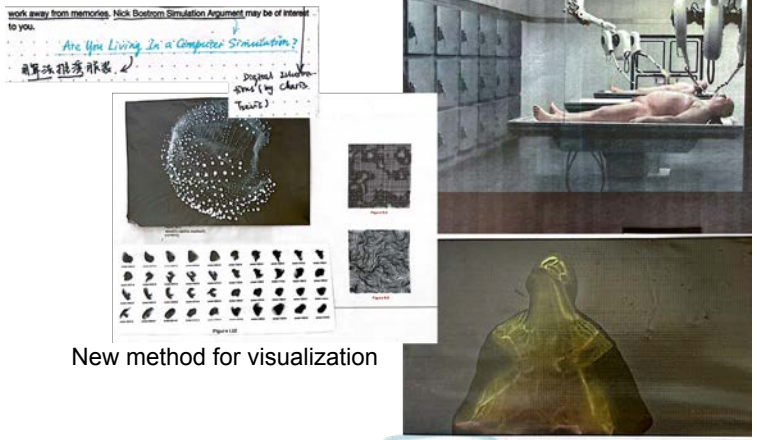
The Journey To Find ‘My’ Memory (JTFMM) is an innovative translation of coding memories into garment language, a revealing of an understanding of identity in the digital future by recalling and playing essential memories of individuals.

I name this project with the name “Journey To Find ’My’ memories” because I want this journey of find memory could be a reference to anyone who wants to redefine their identity through digitalized memories in the future. Feel free to access to my open resources via the links below.

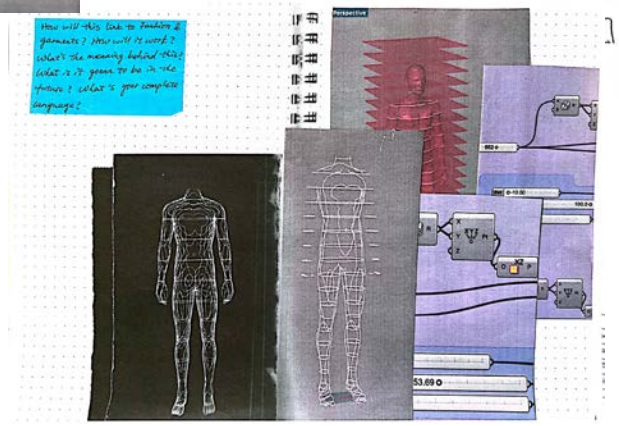
Mannequin?
Virtual or real human?

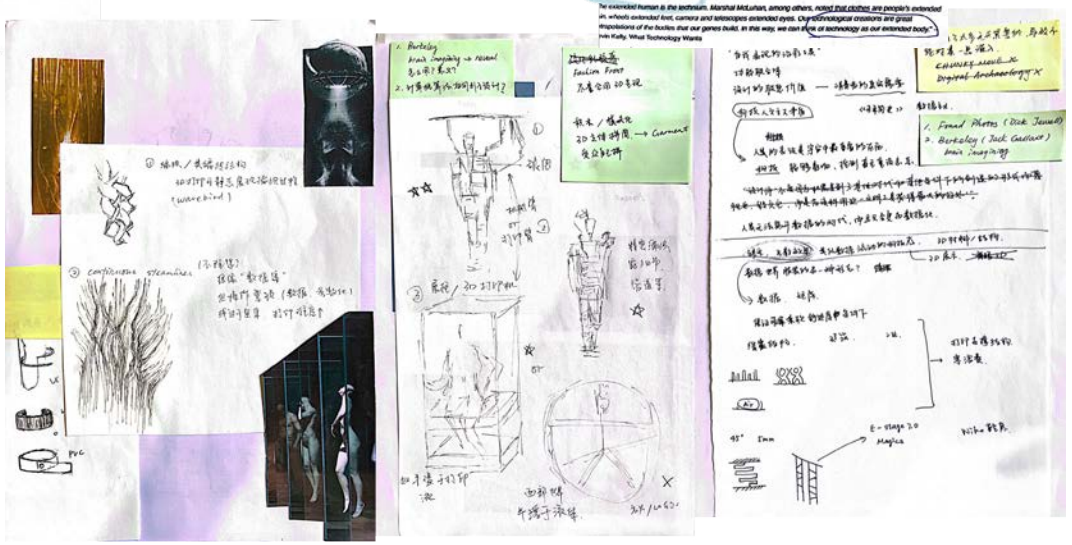
Environment
Own memory space/show romm/ digital catwalk



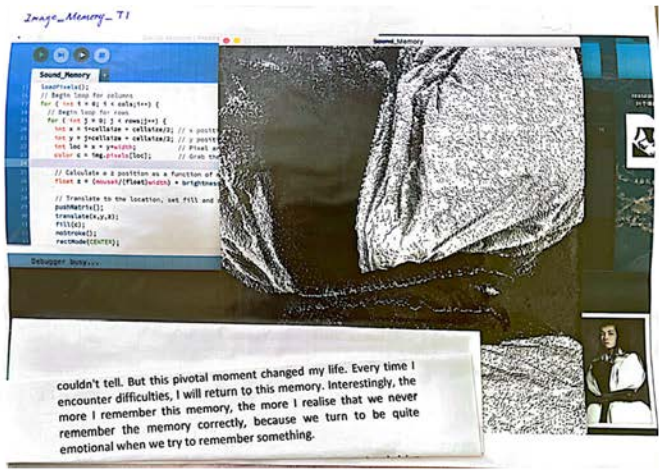


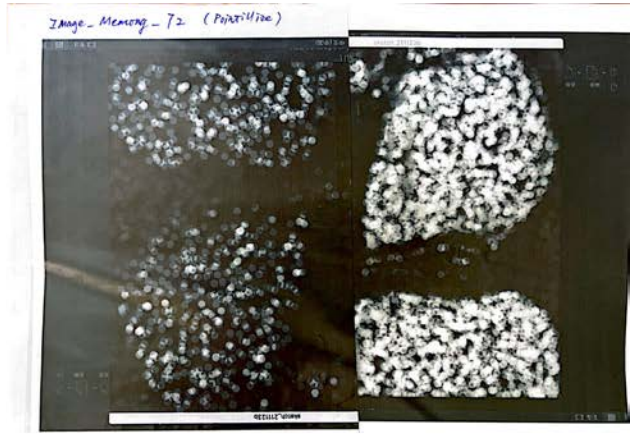
New method for visualization

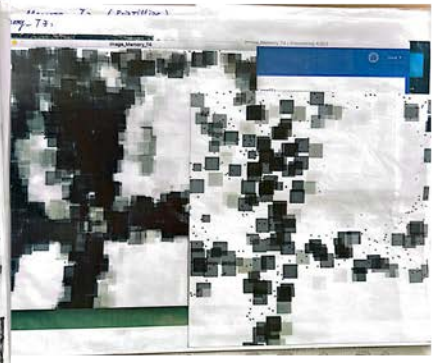


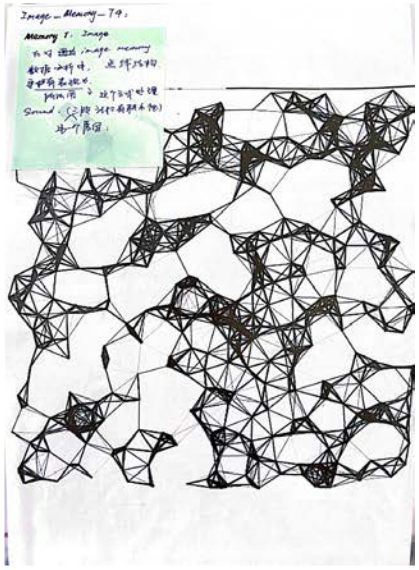


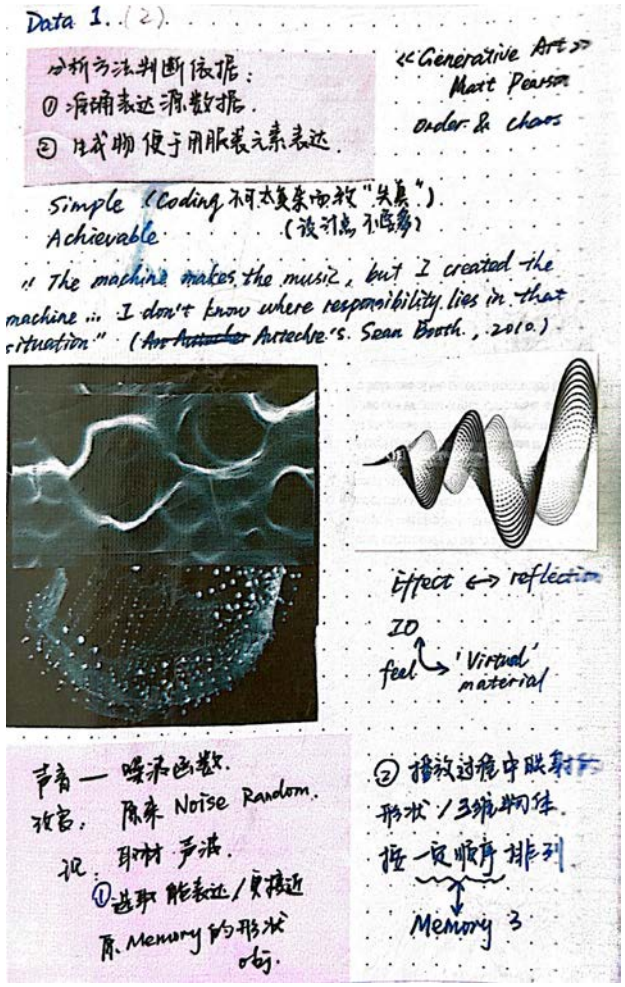
Memory analysis and visualization







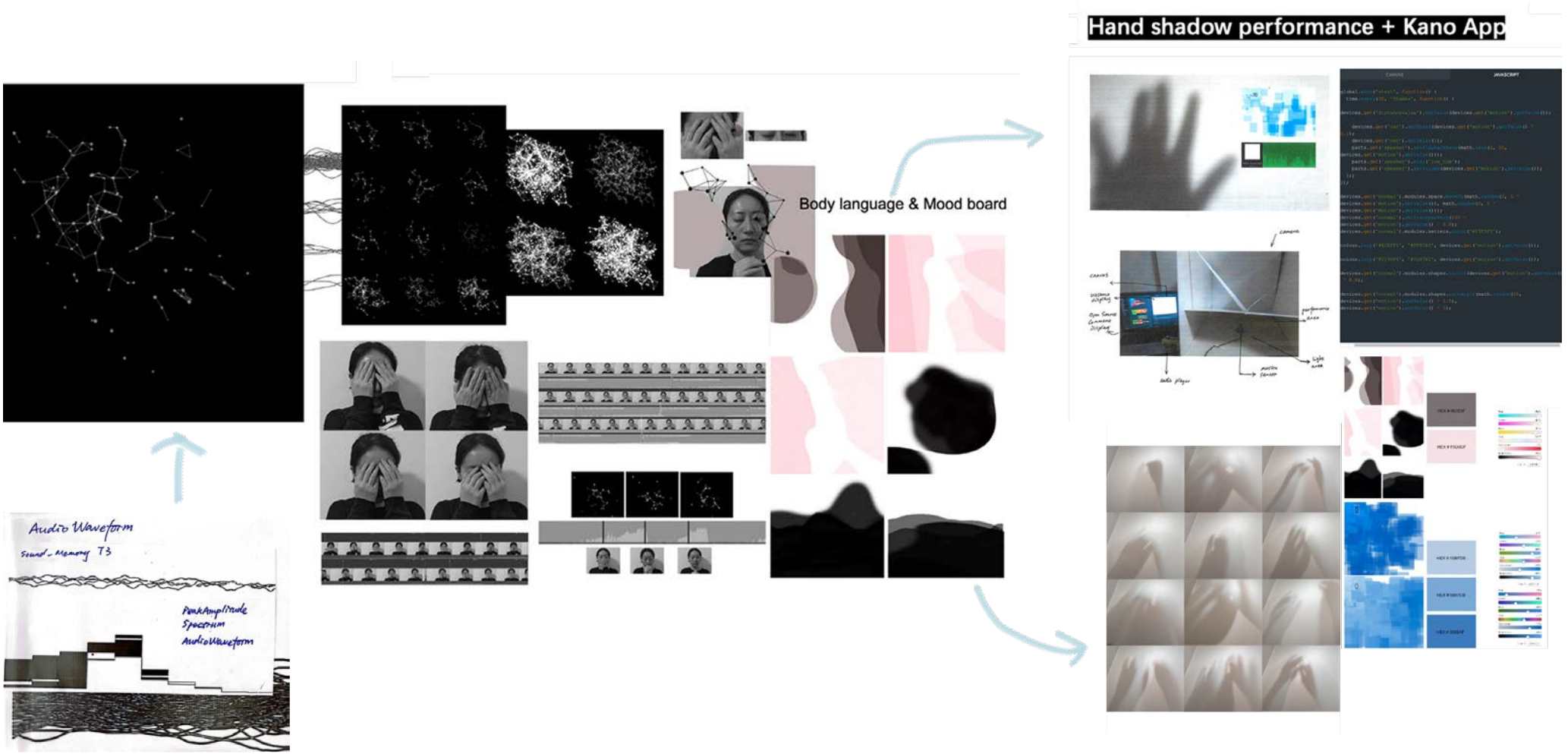




Through analysing the image in software Processing, information like colour, pixel, positions of points were acquired. New images and videos were generated based on these data. The most noteworthy is that the memory image itself did not be displayed on the new images, it was just an initial statistics database.

While watching videos generated by new images, I took a screenshot when I can vividly recall details and feelings of the initial memory. Structures in the trial 4 have more expressive force than others. Thus this kind of point and line structures were applied into the expression of sound memory.

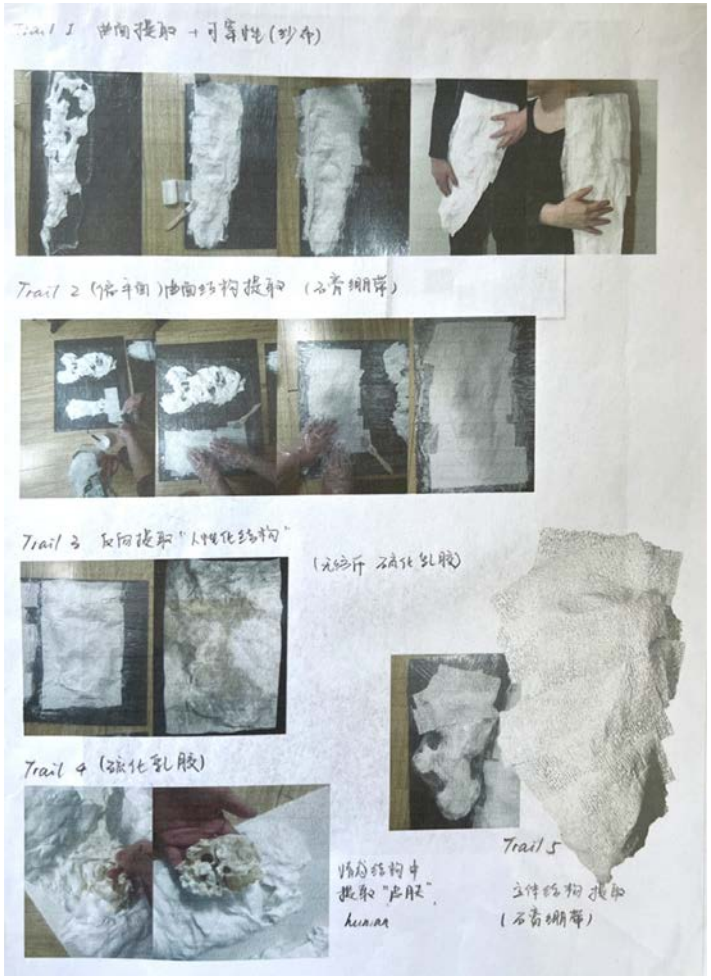
Sound Memory visualization and interaction



Videos were created in Processing software based on the analyzation of PeakAmplitude, Spectrum and AudioWaveform. Also, I took a screen-shot when I can vividly recall details and feelings of the initial memory.
a) Mood swings with and without soundvisualized videos respectively via films
b) Expression of emotion(sound visualization by body language) and illustrations of emotion were also recorded.

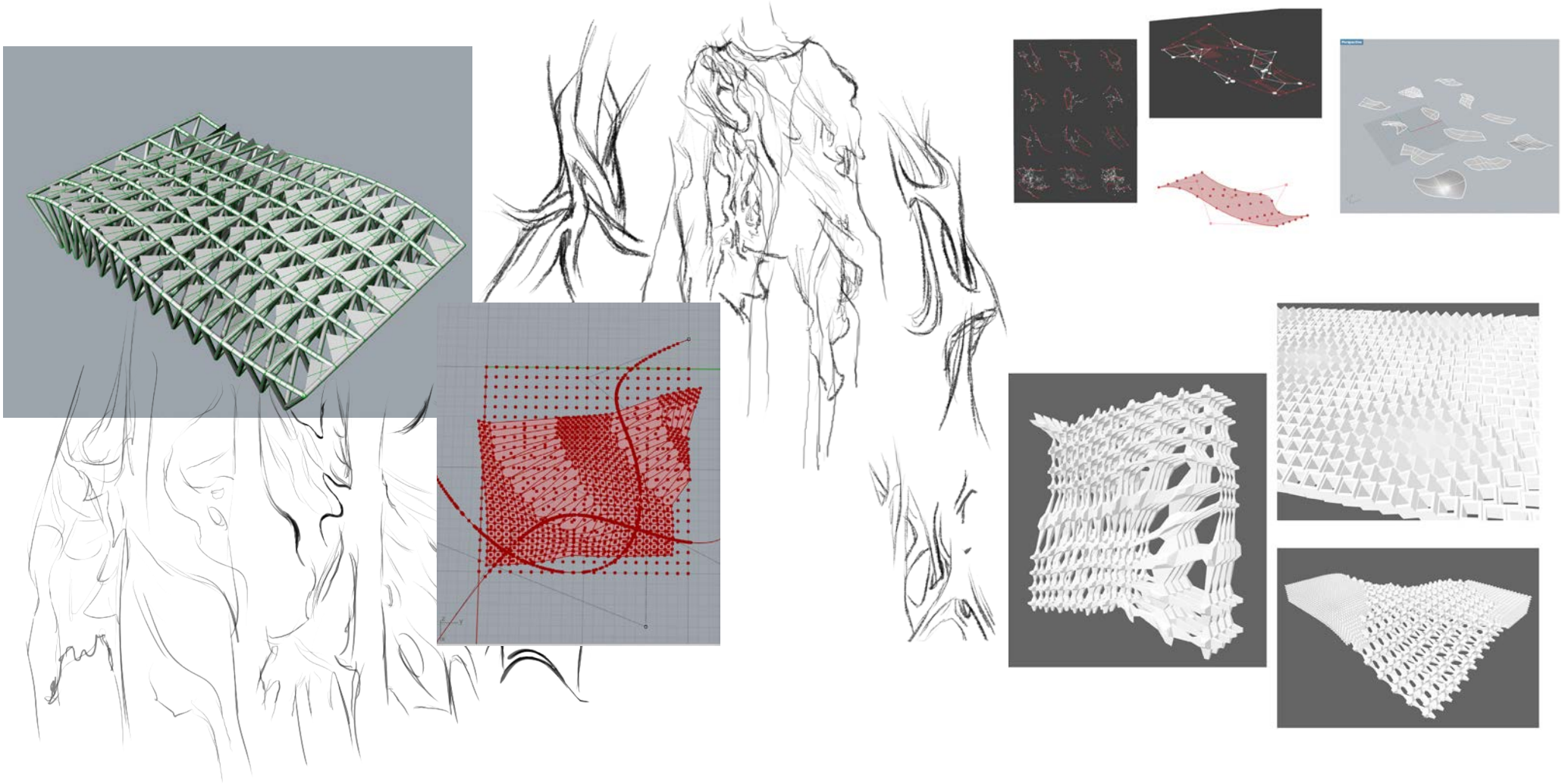
With the interaction of Kano Sensor, the hand shadow performance was transferred into videos and sound.

Material experiments : Fabrics and memory emotion



Further material tests using silk and organza(lines, light and shadow), poplin + non-woven fabrics(structures) and vucanized latex(human,emotion,scan,softness...)

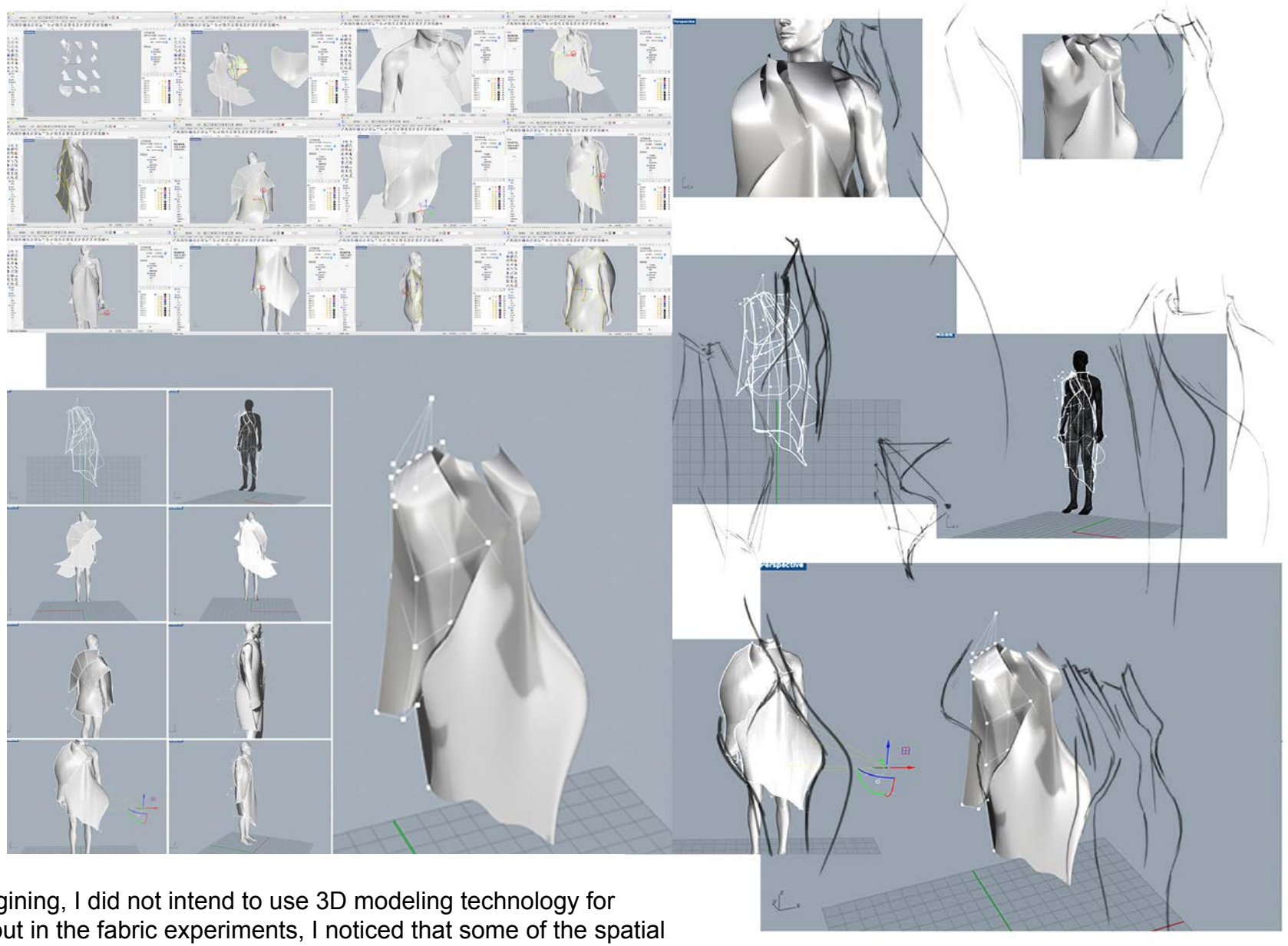
Material trials in Rhino



The same with material experiments but in 3D Rhino

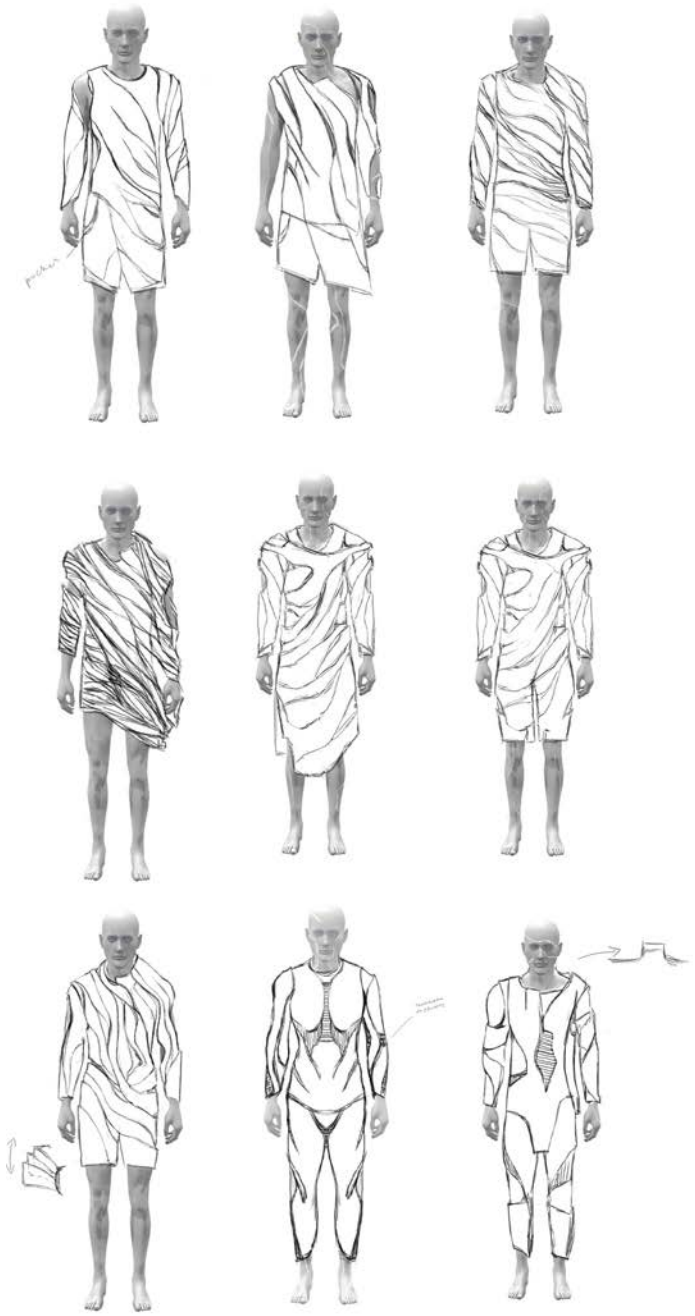
Projection on bodies

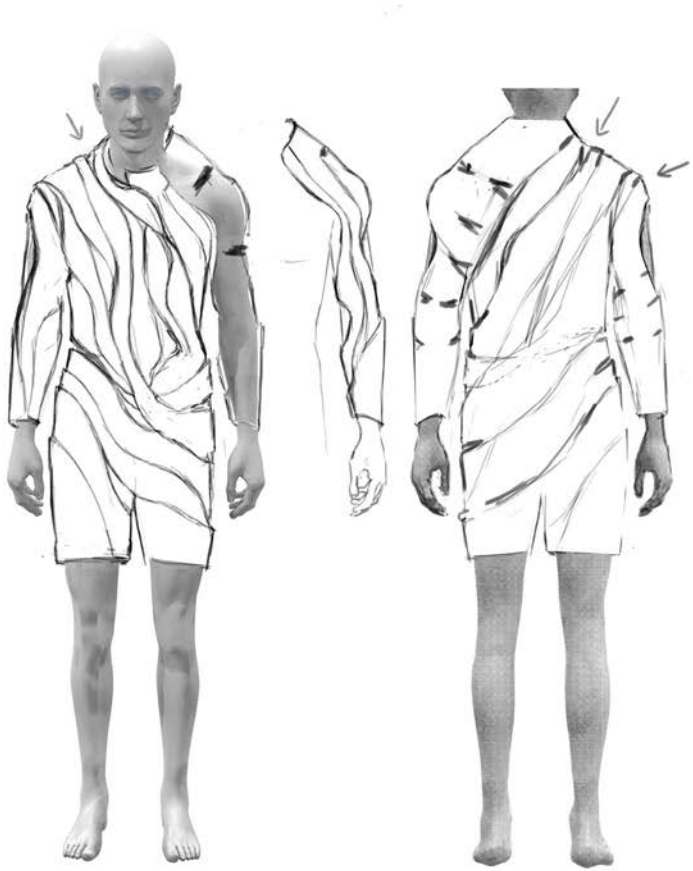
Drapping on 3D model



At the begining, I did not intend to use 3D modeling technology for design , but in the fabric experiments, I noticed that some of the spatial curves I obtained were difficult to achieve with ordinary fabrics due to spatial gravity personally.

Sketches

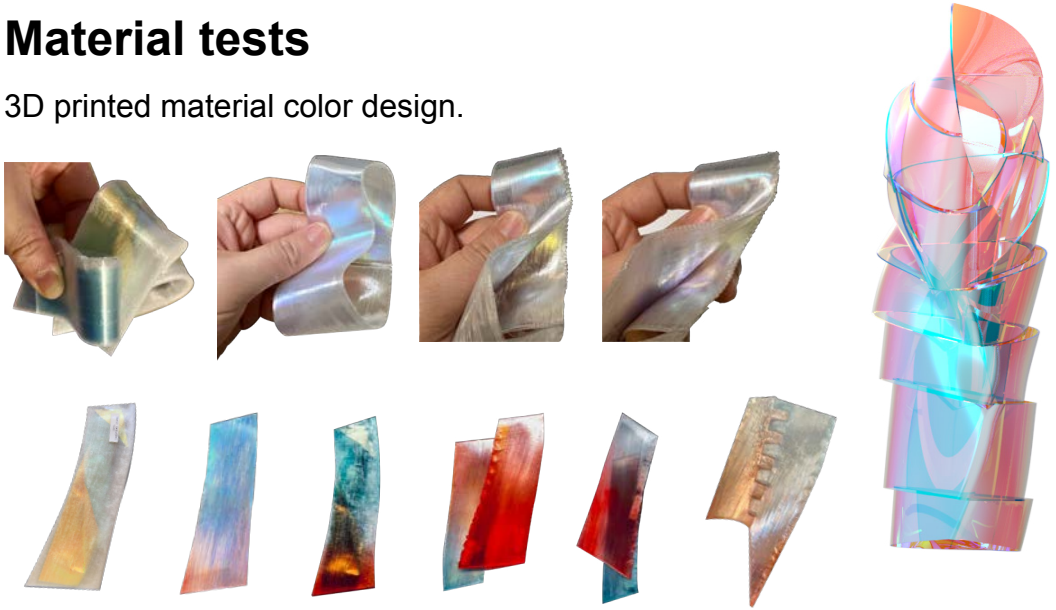




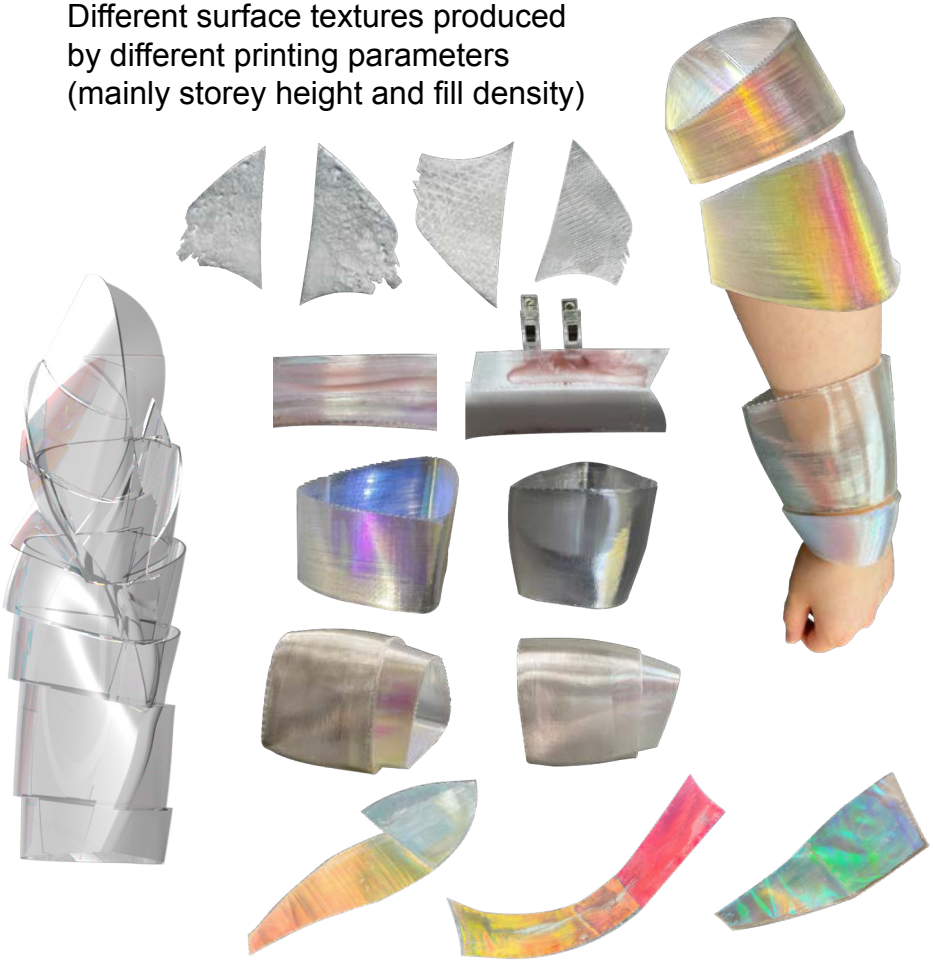
Final Rendered look

Material tests

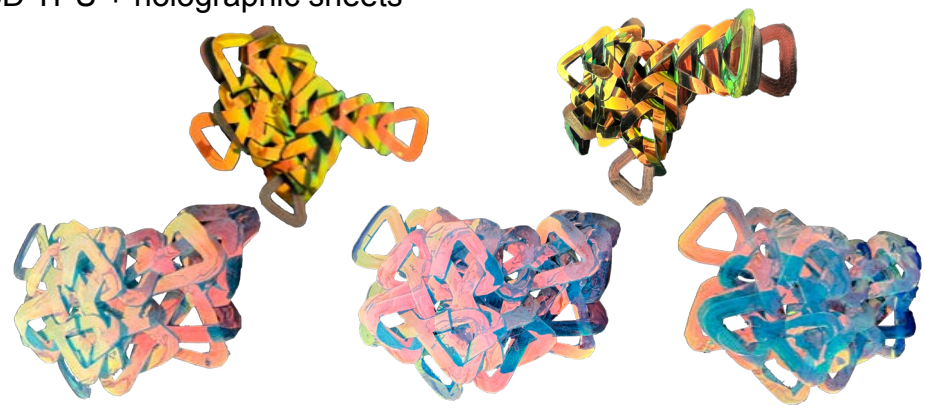
3D printed material color design.



Different surface textures produced
by different printing parameters
(mainly storey height and fill density)



3D TPU + holographic sheets



Material tests

Material and structure design based
on my printing experiments.

Fitting

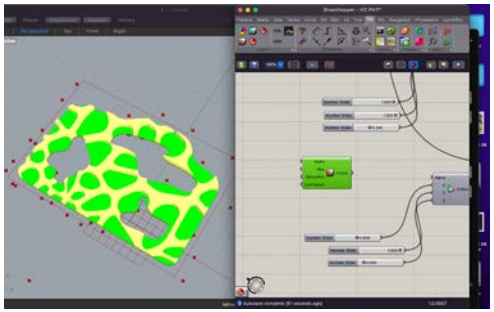
Model: Levi @DUO

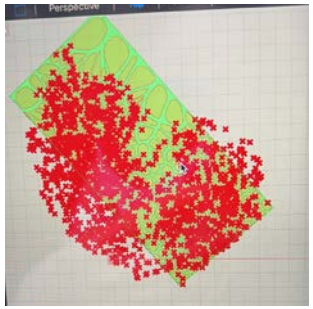
Final work

Collebration & Overdesign

Yujie Wang
Instagram: _yujie_wang
Material tests for Simulation of water.

Hangzhi Tang
Instagram: hazel_tang
Bag design based on the Slime mold growth simulation system we built in Rhino and Grasshopper.





Tiankuo Chu
3D printed bones and soft component tests.