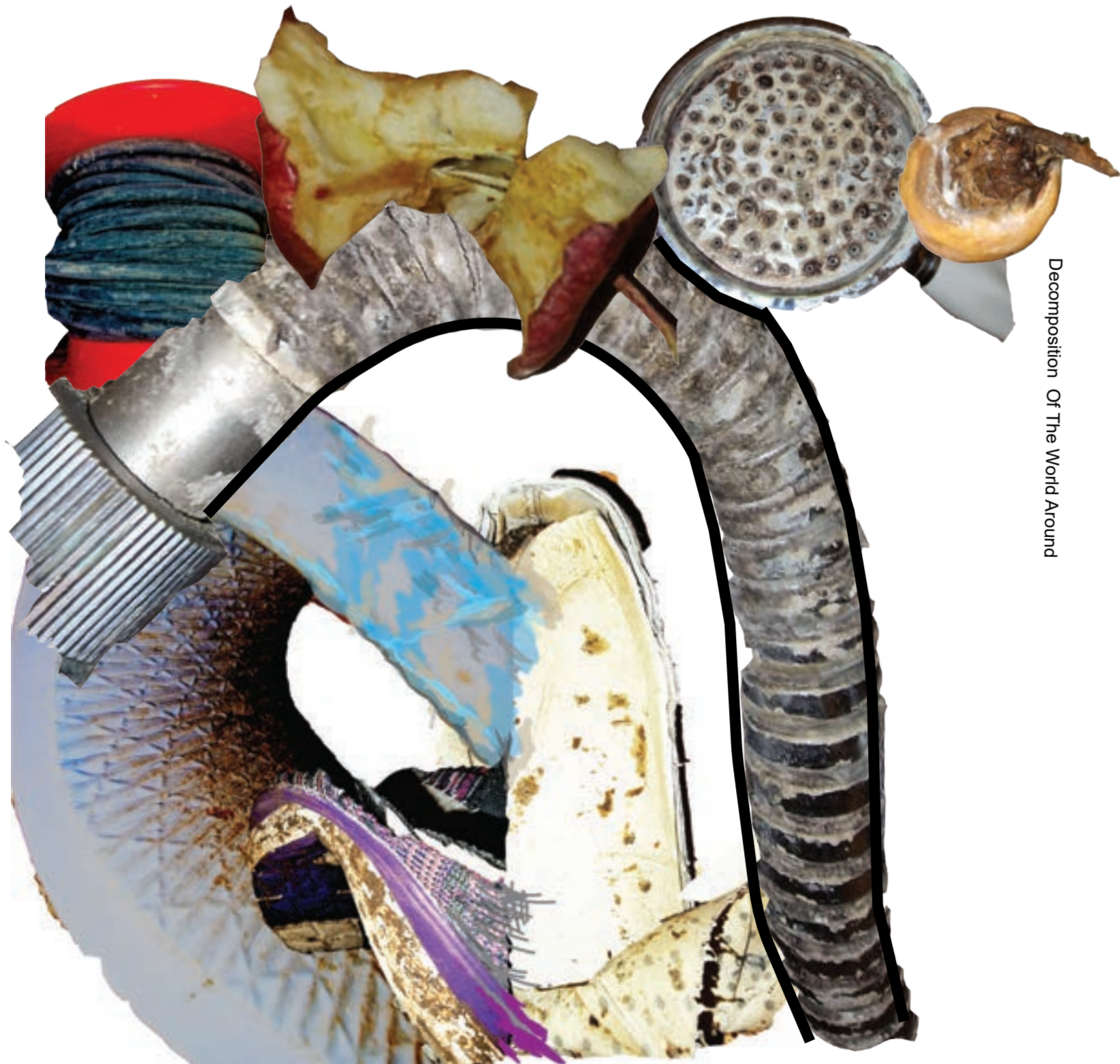
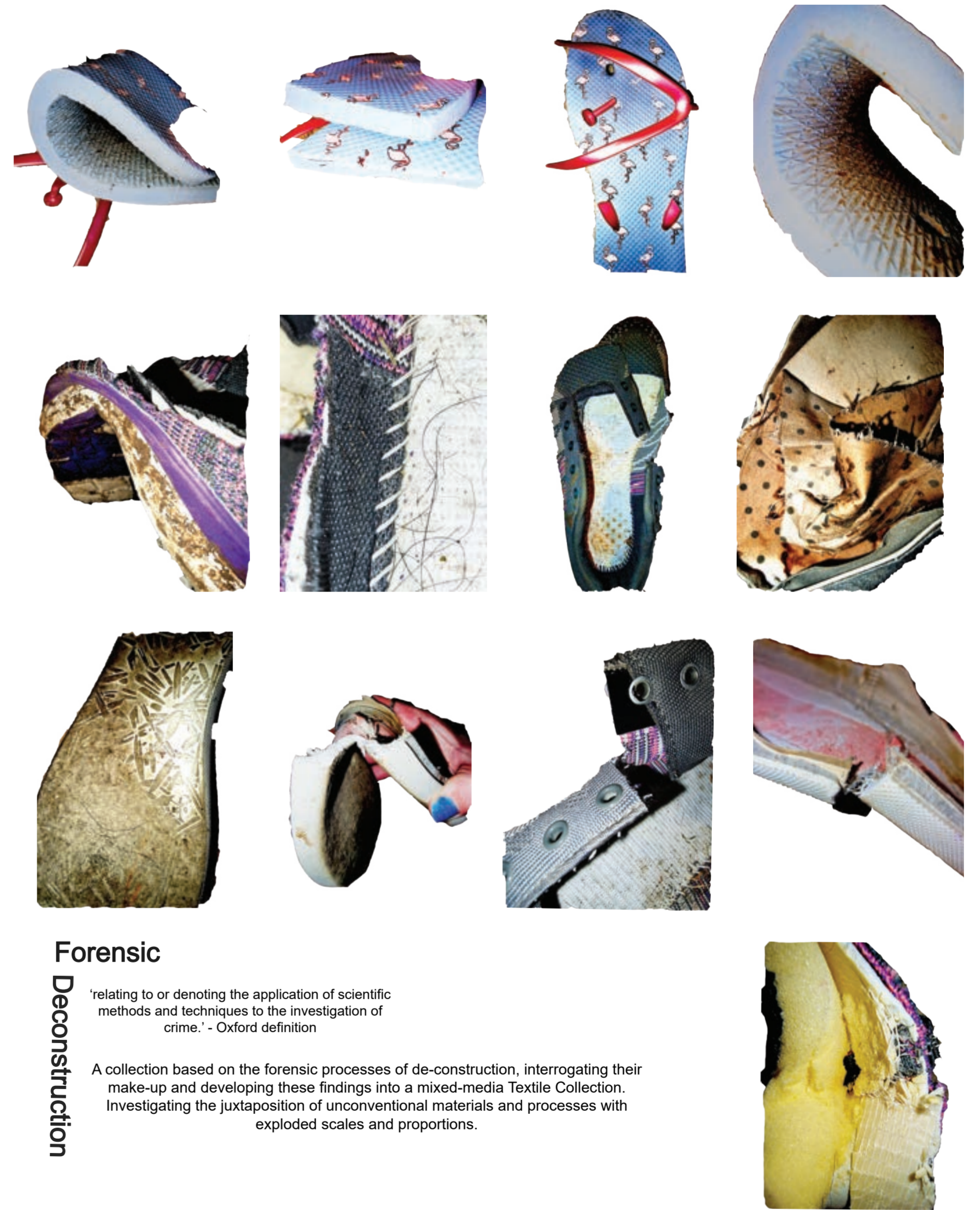


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Decomposition Of The World Around



Forensic

'relating to or denoting the application of scientific methods and techniques to the investigation of crime.' - Oxford definition

Deconstruction

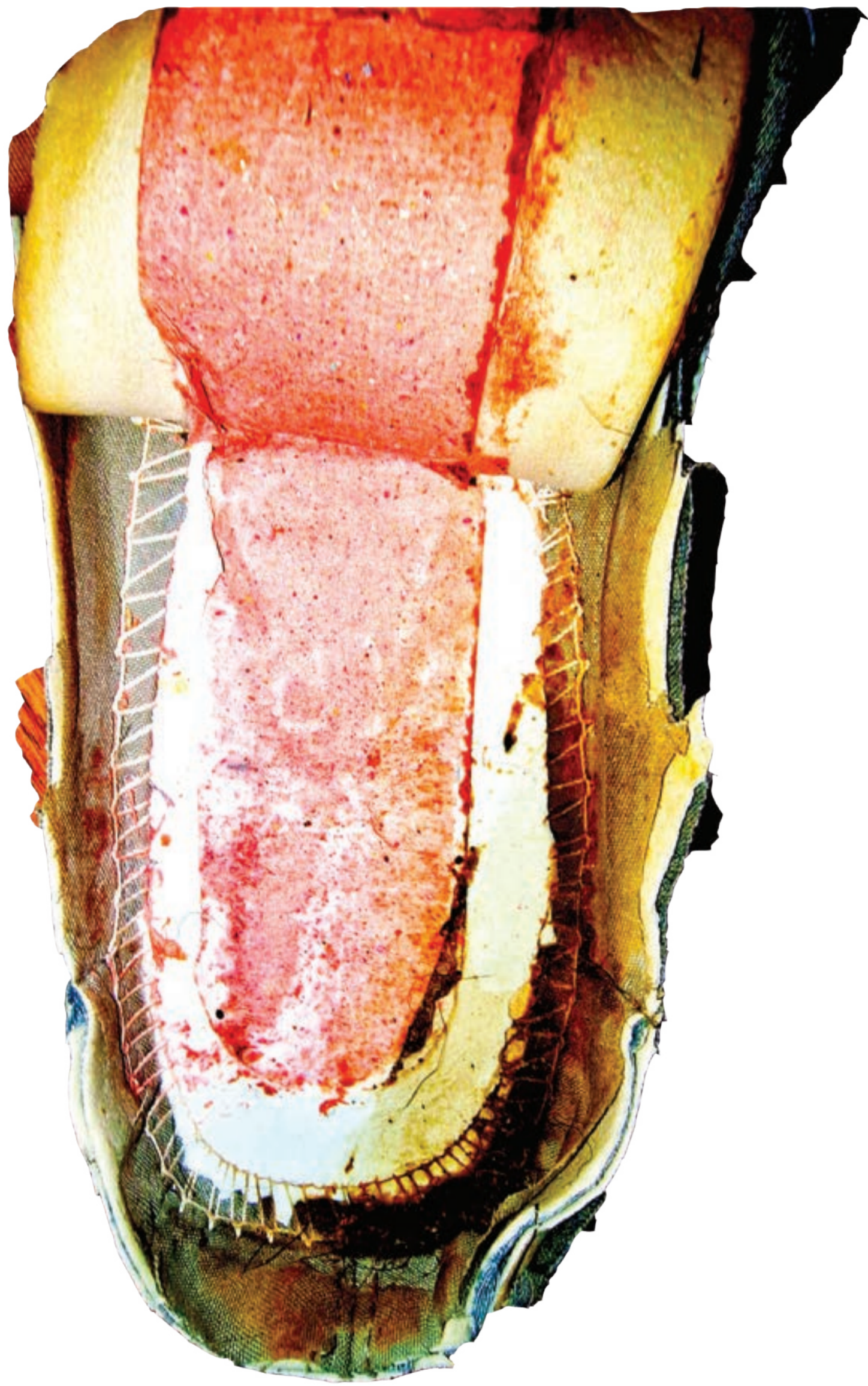
A collection based on the forensic processes of de-contruction, interrogating their make-up and developing these findings into a mixed-media Textile Collection. Investigating the juxtaposition of unconventional materials and processes with exploded scales and proportions.

The Trainer



the hidden layers and materials of its construction







Creating form on the manniquin with shoes and scrunched paper, this was done to inspire silhouette for contextualisation



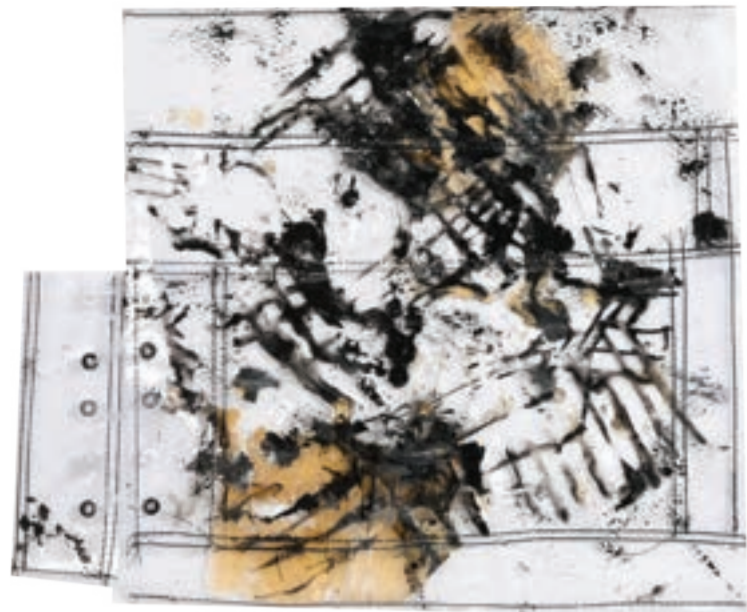
Contextualising samples through collage and printed shapes added to manniwains wiht fabric





SAMPLES

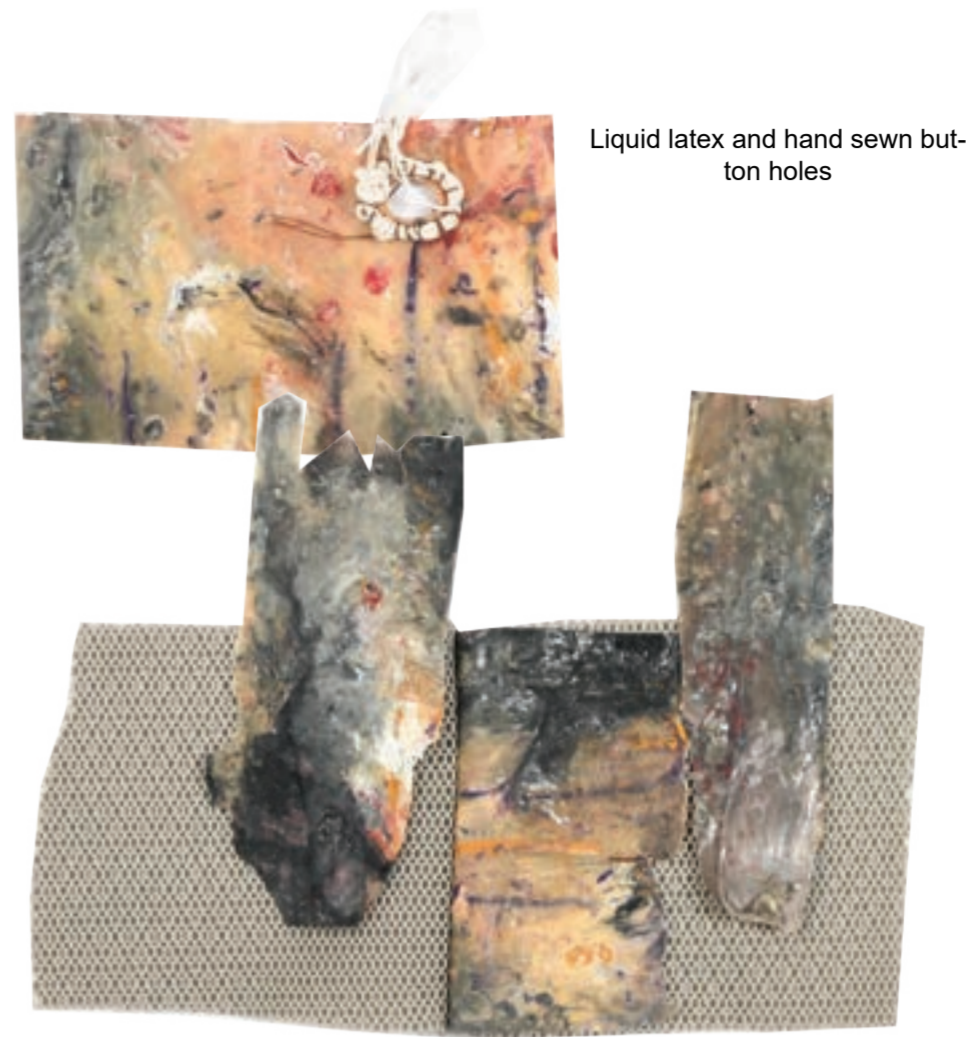
These samples stemmed from the primary images displayed on page 1.



PVC encapsulating liquid latex and inc with eyelets



Hand stitching



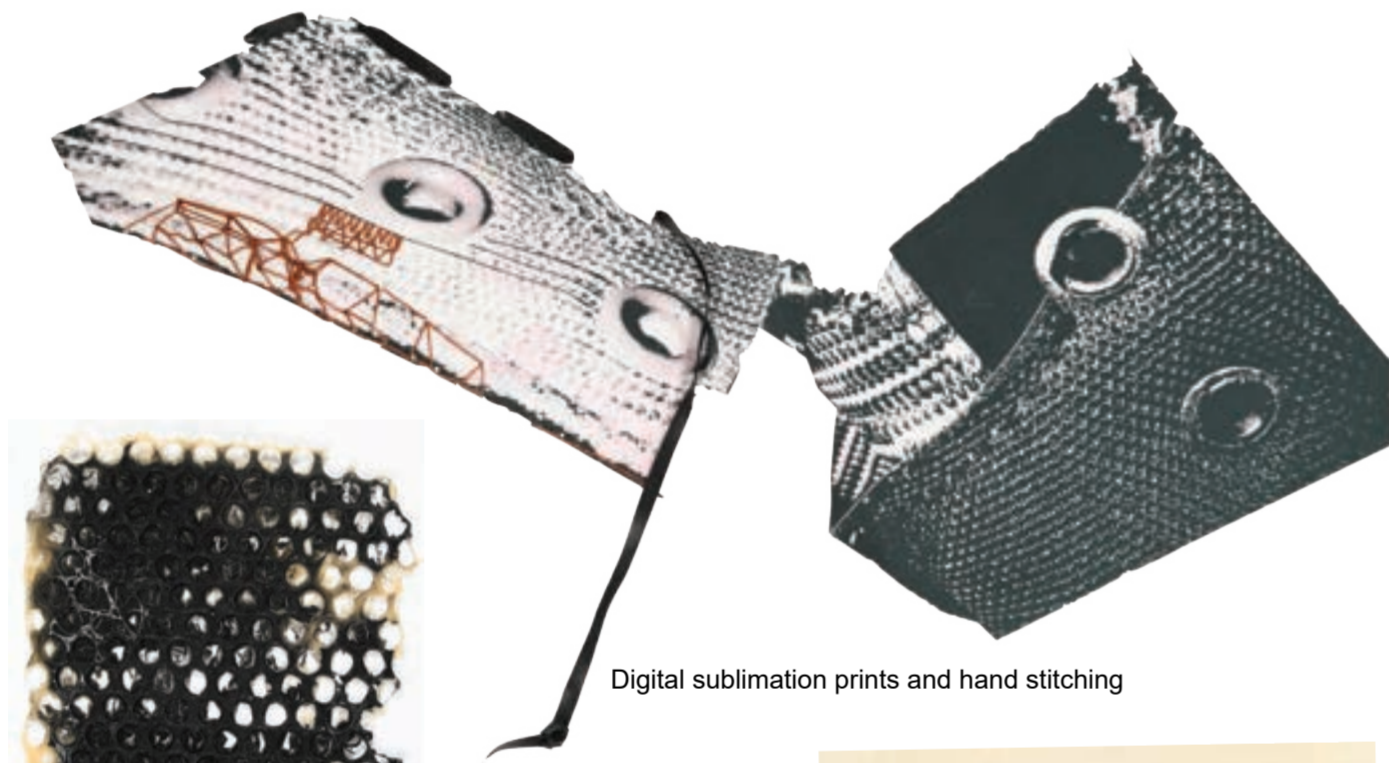
Liquid latex and hand sewn button holes



Large scale hand button holes with rope



Leather work



Digital sublimation prints and hand stitching



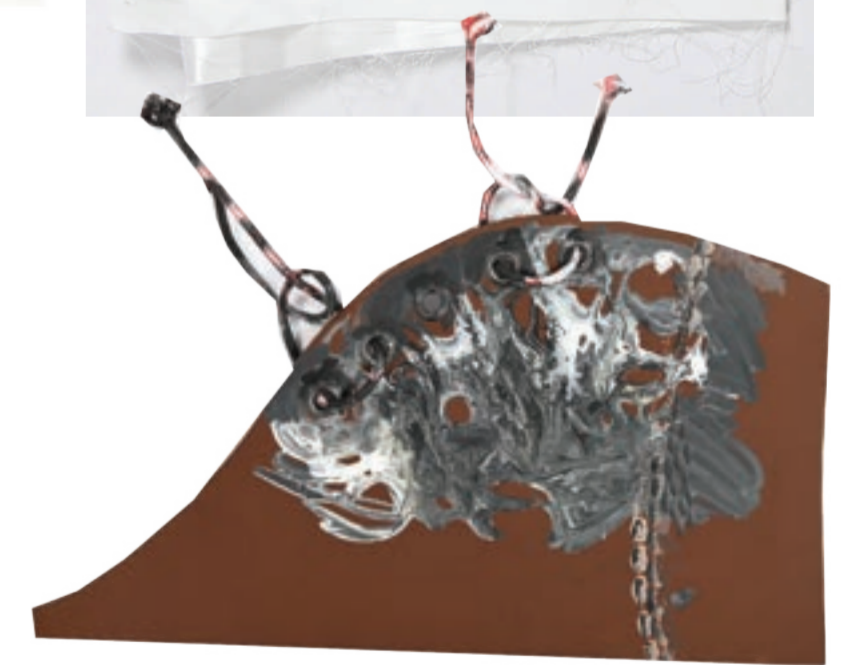
Embossing



Liquid latex on bubble wrap



With latex



Leather - Latex - Eyelets



Overlay of all materials



Using stuffing and downs



Braided rope



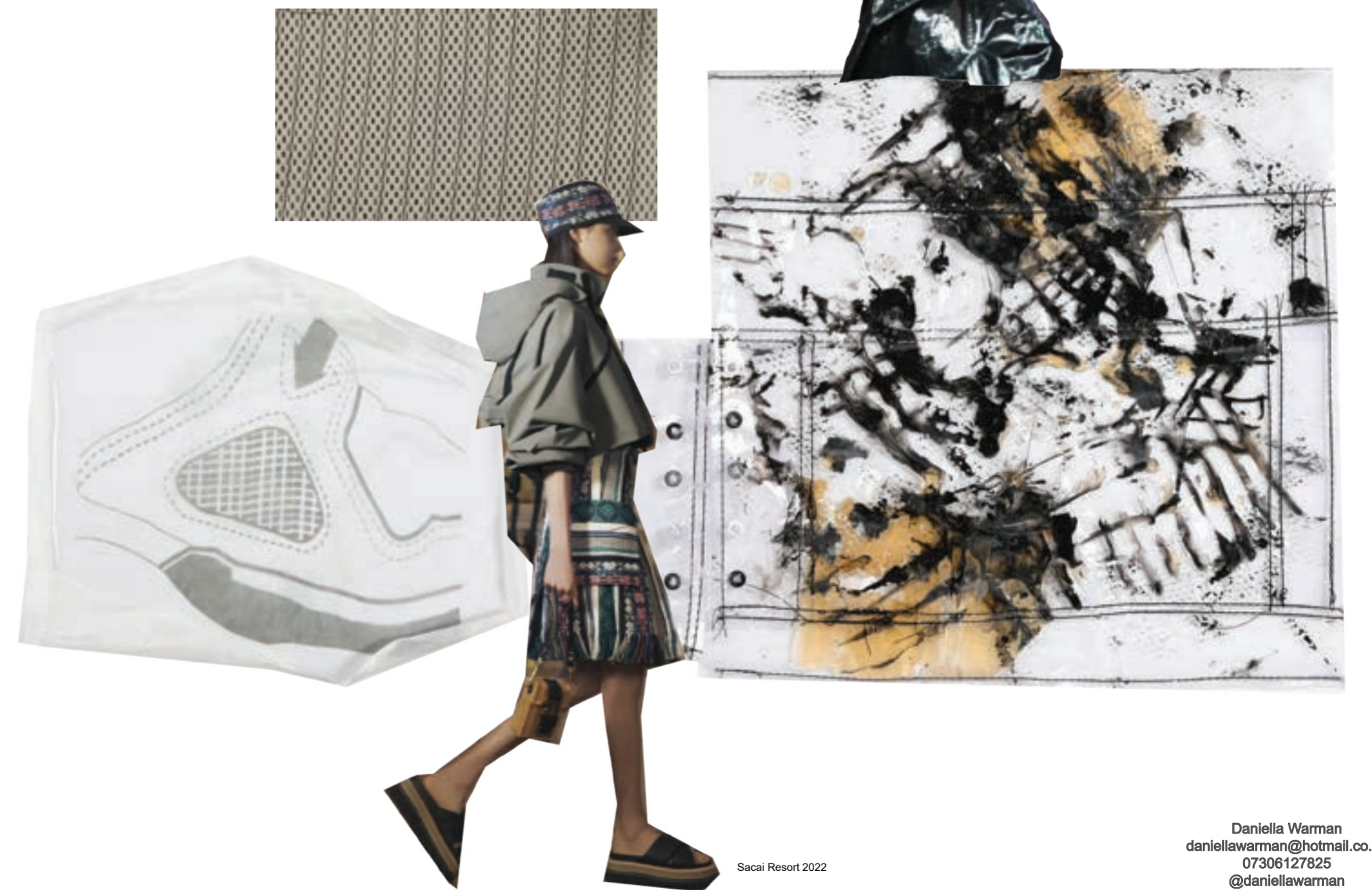
Styling my samples. Creating loose shapes and garment formations



2



Forensic
Deconstruction of shoes - Sport wear
development







Sleeveless long jacket with ski hood - nylon



Removeable puffed nylon jacket skirt



Dripped latex tailored coat



Downs puffed sleeve



PVC with latex ski hood



Printed latex hood with pvc surrounding it and an oversized waste band with blanket handstitch



Latex shorts



Oversized graphic shoe print jacket



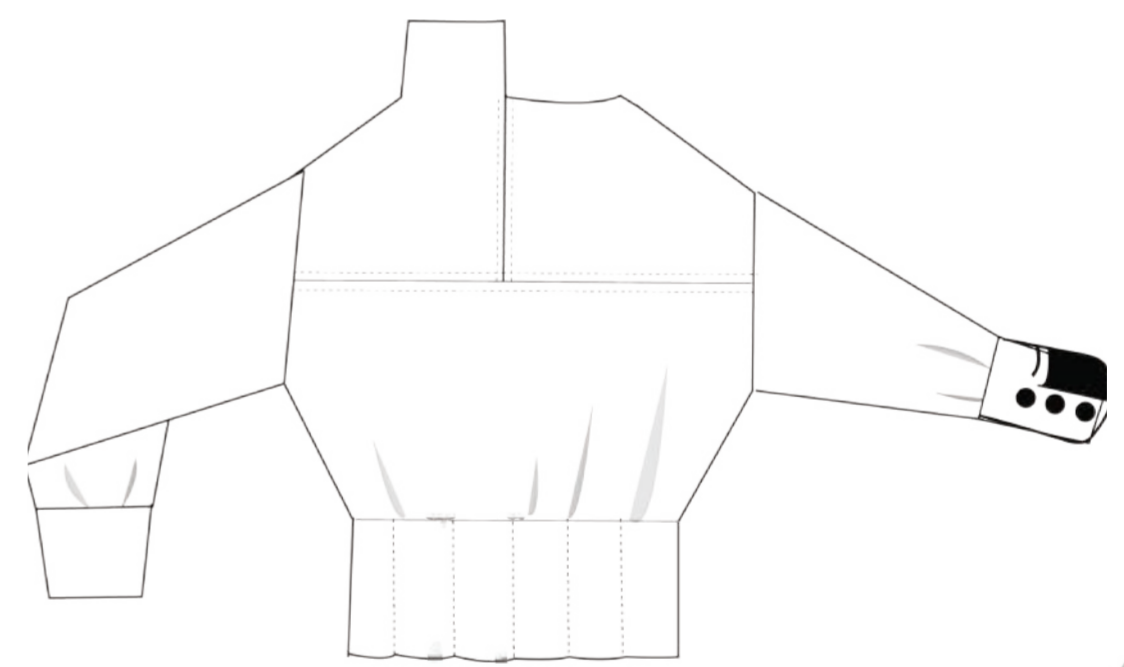
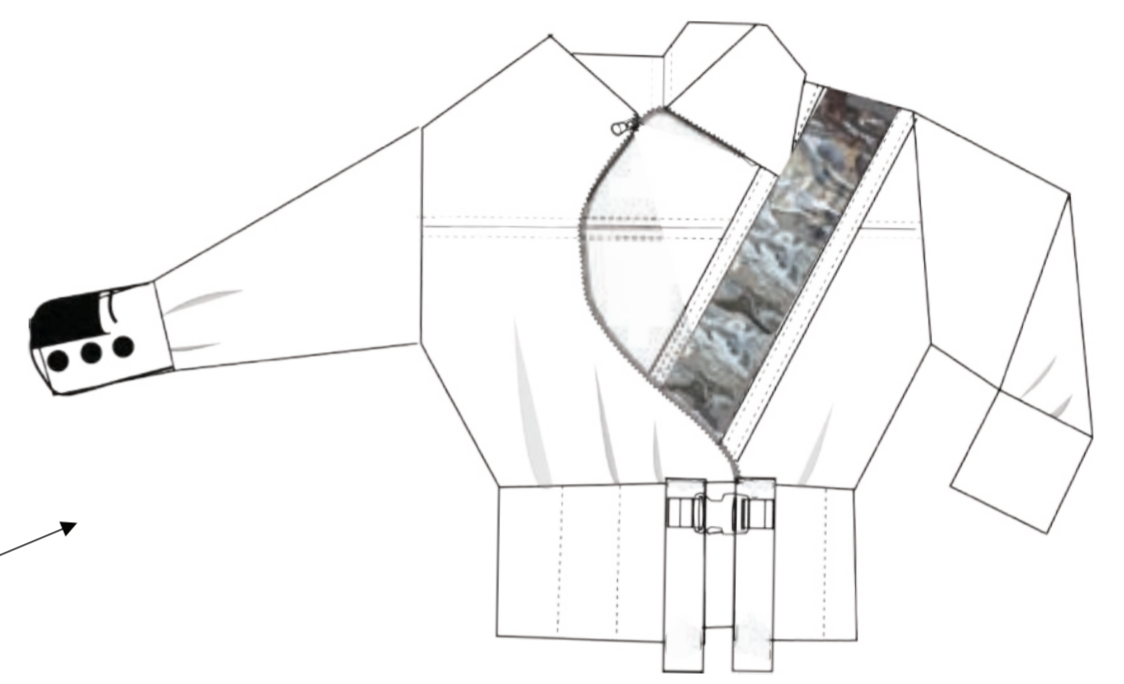
Oversized shirt and corset overlay

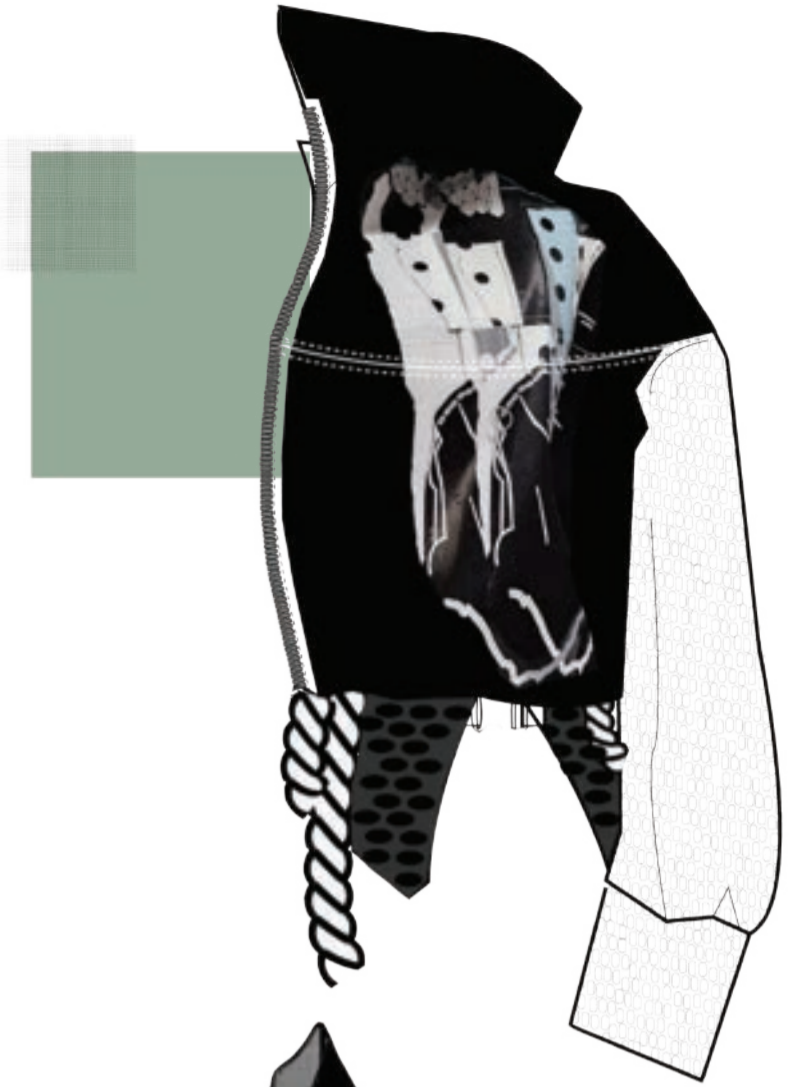
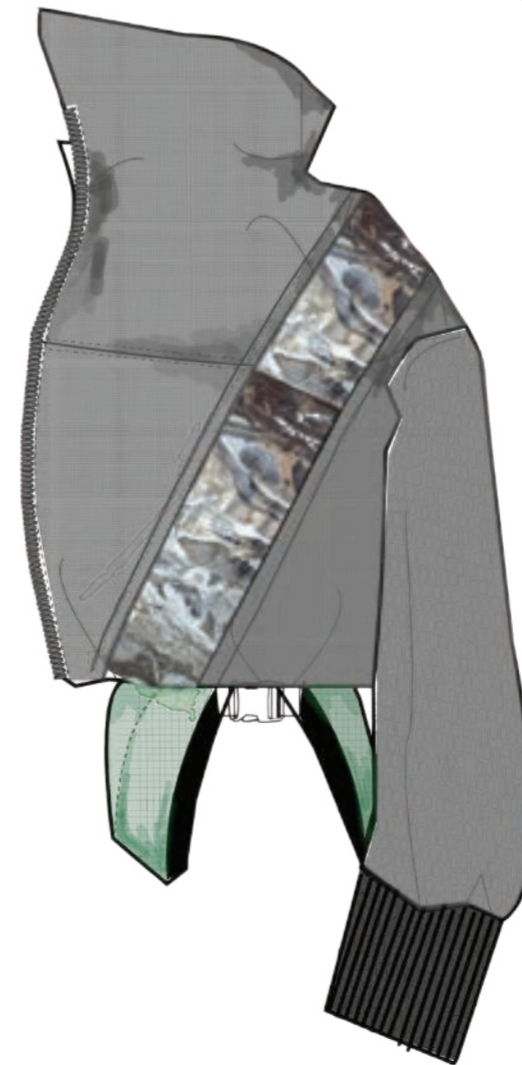


Fabrics I sampled with -



- Leather
- Liquid latex
- Paper Mache
- Rope - synthetic and cotton
- PVC
- Nylon
- Cotton-Nylon







Green ripstop
Nylon



PVC

Fabrics - Latex
Nylon cotton - eggshell grey
Grosgrain tape - polyester
Jersey white - mesh lightweight
Interfacing - light and heavy
Ripstop Nylon - green

Green open ended zip 26 inch - 66cm
Metal buckle 53x30 mm

Measurements -

Waste band - 34 inch - 98cm - waste
length around the waste
20cm wide
wrist width and length for cuffs - 12cm
long width 24 cm
sleeves - 44cm



Nylon cotton



Grosgrain tape



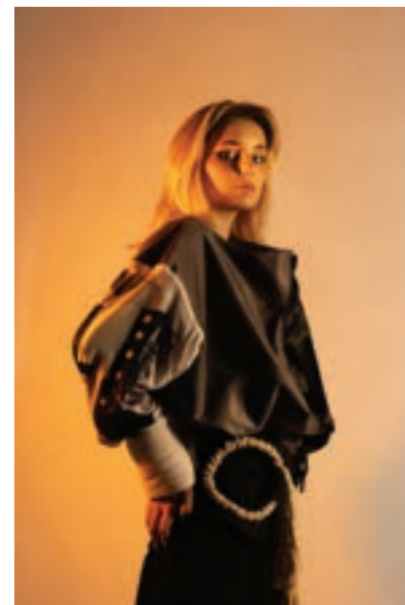
Fabrics - Print
Nylon cotton - eggshell grey
Grosgrain tape - polyester
Jersey white - mesh lightweight
Interfacing - light and heavy
Ripstop Nylon - green
Black spongy thick polyester

Black open ended zip 26 inch - 66cm
Metal buckle 53x30 mm

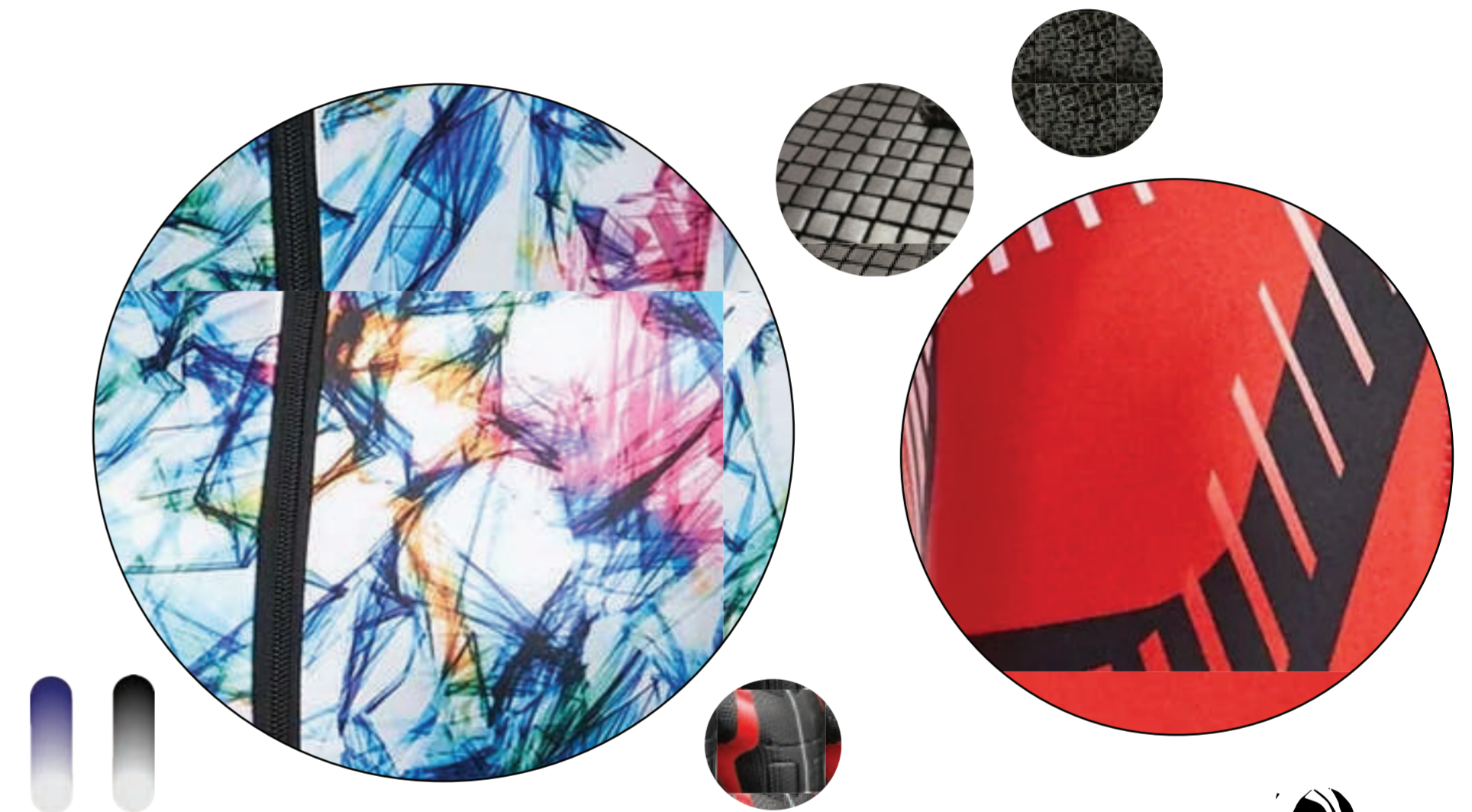
Measurements -

Waste band - 34 inch - 98cm - waste
length around the waste
20cm wide
wrist width and length for cuffs - 12cm
long width 24 cm
sleeves - 44cm

WORKING DRAWINGS AND FABRIC CHOICES



The collection sprung from futuristic game design, games like Warframe and Borderlands being the foundation, with the use of shape and print. Joshua Rife interprets futuristic material in a 3d digital form, which led to research of futuristic materials and textiles I could use to create texture and practicality.




GALACTIC

**COMMERCIAL
SPACE SUIT**



DESIGN DEVELOPMENT

The neckline embroidered brand name is part of the lining
 Jersey - knitted - tetencel lining

Rounded shoulder pads

Profile patch on the side

Long covered zip down the middle

Hip patches of pleated fabric to allow for easy movement and aesthetic appeal

Communication centre panel on the left wrist

Piping round edges of the pads and pockets

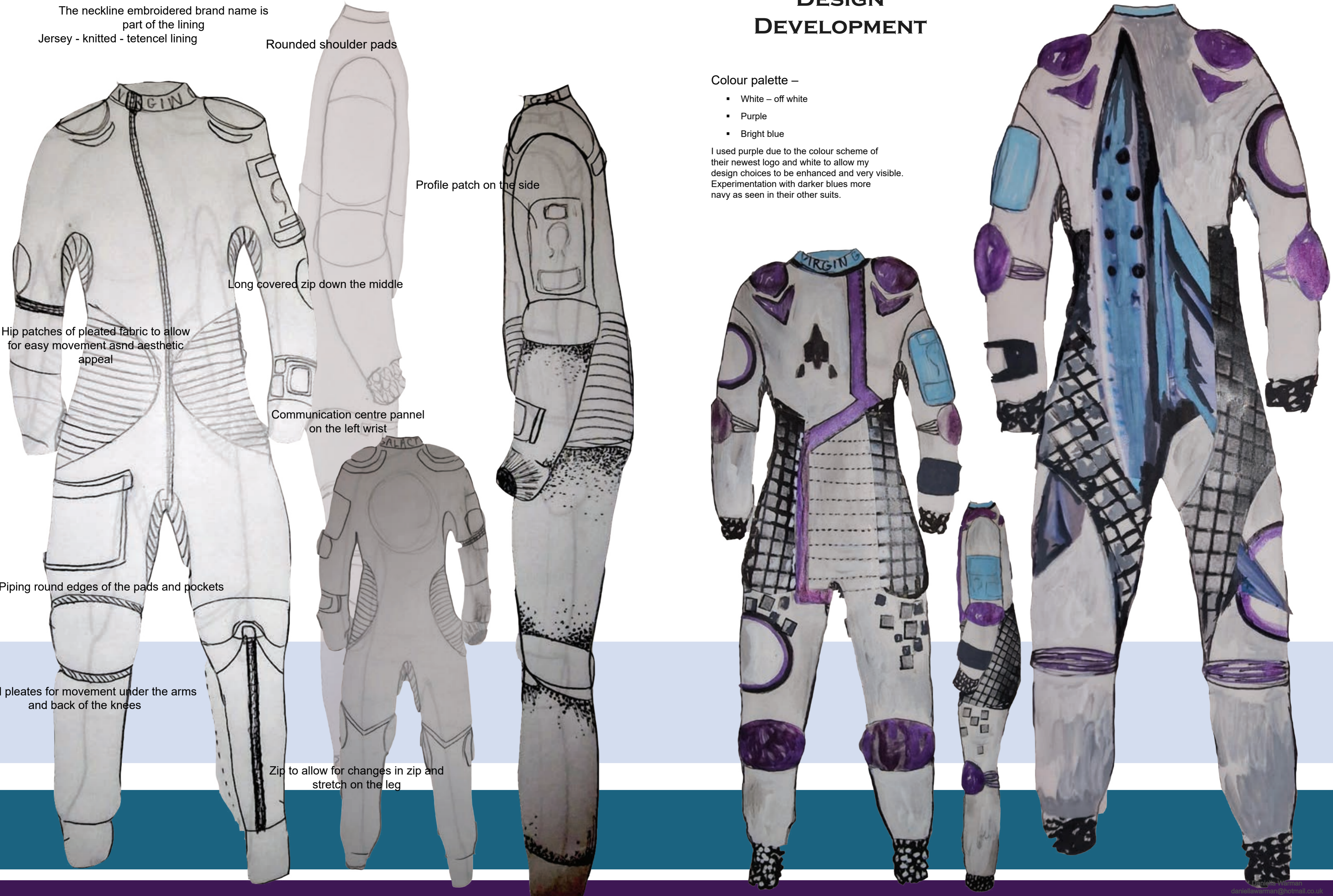
Small pleates for movement under the arms and back of the knees

Zip to allow for changes in zip and stretch on the leg

Colour palette –

- White – off white
- Purple
- Bright blue

I used purple due to the colour scheme of their newest logo and white to allow my design choices to be enhanced and very visible. Experimentation with darker blues more navy as seen in their other suits.



COMMERCIAL SPACE SUIT - VIRGIN GALACTIC

Components -

Shoulder knee and elbow pads small rounded bright purple to resemble the new logo branding colours and to contrast the white. Rubber logo and personal patch - this includes

- picture
- flag
- personal note - self statement
- clear photo slot

The blue neckline is part of the under garment that comes up through the space suit. The text is printed on the undersuit for Virgin Galactic. Round pockets - concealed purple zips and black rubber piping. Aesthetic stitching across front that matches the folds of the pleates. movement areas under the arms, crotch, back of knees and elbws - these are small rectangles of pleates with purple stitching that pokes through this allows for better movement.

There is also a controls panel - touch to speak on the left wrist which has a basic screen for necessary information a push button and speaker for communication.

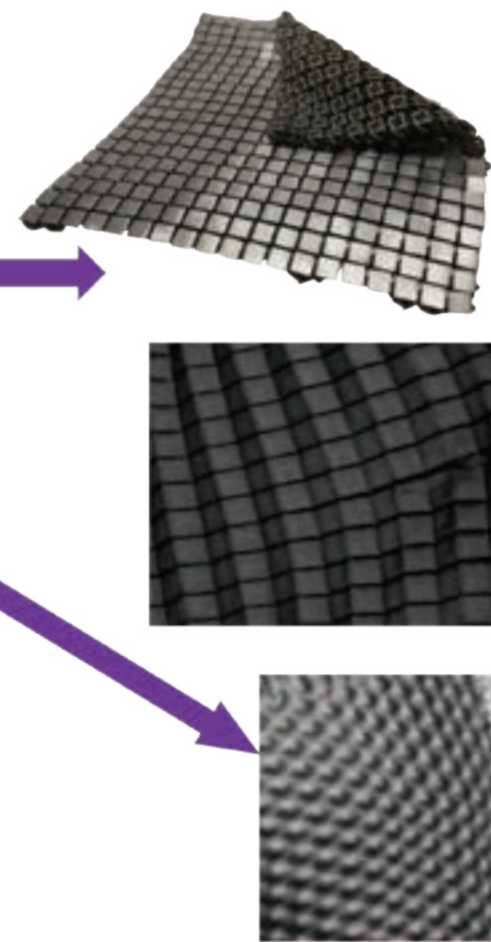
Further collection -

Shoes - formula one and climbing shoes as refernce - flat tight boots much like socks. Inner suit under garment - comfy easy to wear like a second skin. Fabric helmet - nothing bulky or oversized - similar appearance to a ski hood.

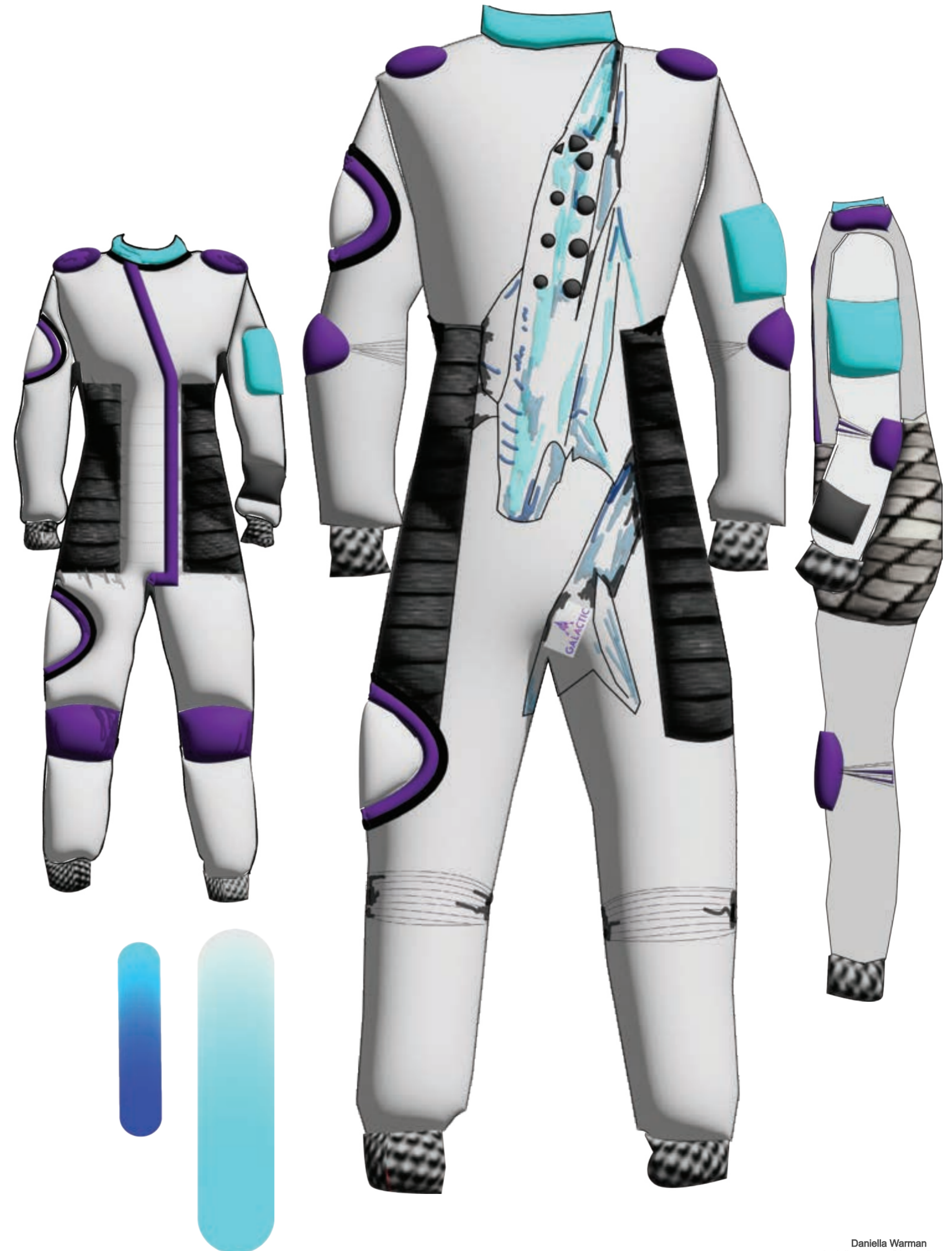
Fabrics -

Lining bright blue - tencel thin - infrared temperture changing print. Outer body - gortex or kevlar mix - ribstok harder feel - concealed nylon zips purple. pleated tickened knit jersey to add stretch and permanent pleates to the hips for functional and aesthetic purposes. Patches and piping on the edges of pockets are make of a layered rubber. Front logo is embroidered. Cuffs are made from a textured heat manipulated black thick jersey. Thread is purple made of Kevlar.

Fabric examples -



These are the fabric and technogoly I invisioned for the cuffs and hip areas - permanent pleats



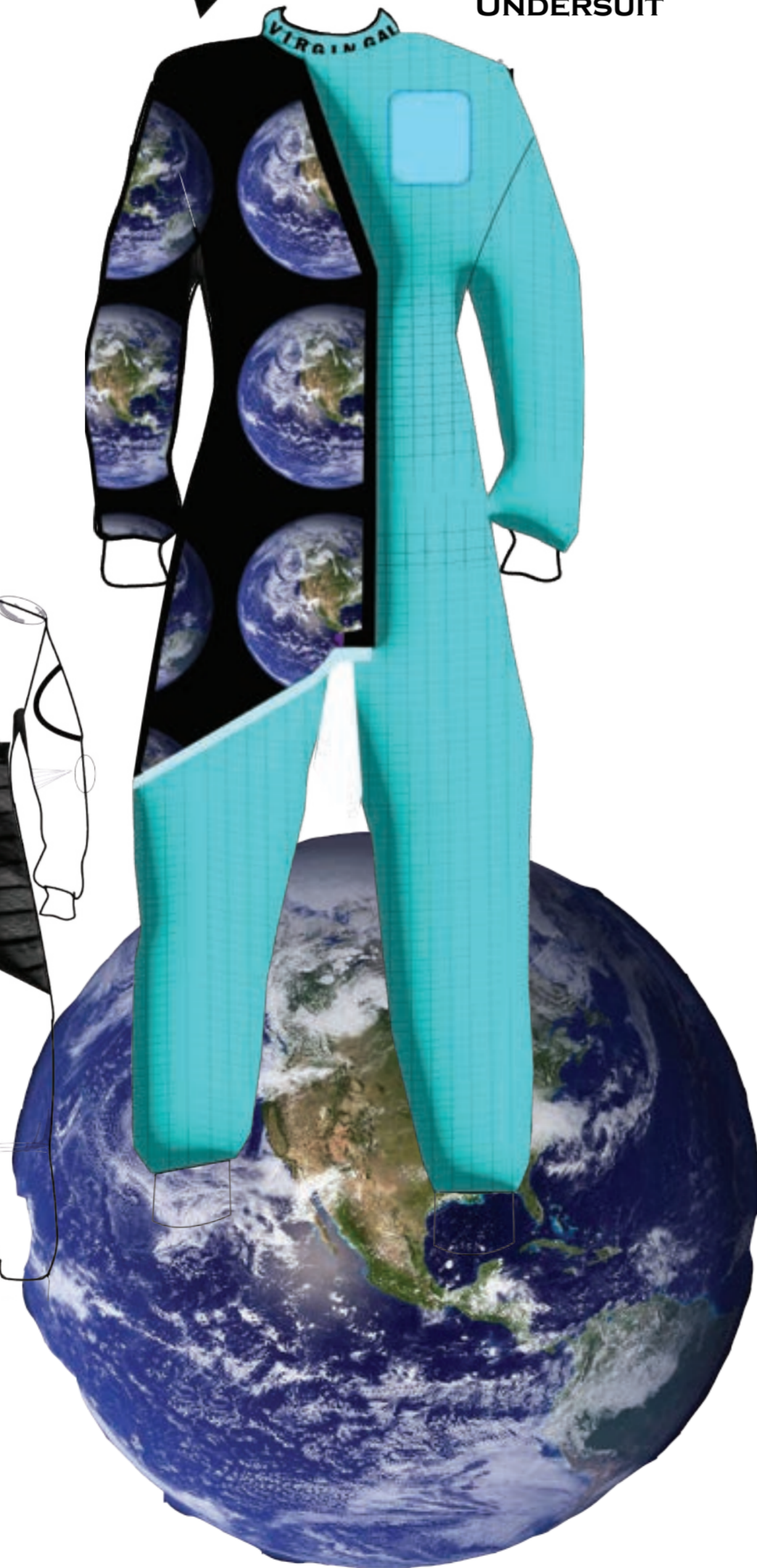
Rubber arm patch - profile - left arm



▪ **HELMET**

The helmet I designed with the same colour palette and theme of my space suit – with similar materials – including the permanent pleats which are used instead of Elastic round the neck for additional movement alongside elastic in between the panels. The top has purple padding for safety and comfort. The back has a softer area which had micro breath holes to allow better airflow and temperature balance. Made of a strong plastic.

UNDERSUIT



THE COLLECTION

▪ **Bag**

The bag I wanted to be very modern still practical – I strayed away from a classic

Duffle and went for a backpack style, I wanted the bag to be fun big and give a child like

Adventurous appearance keeping in with the colour scheme.

▪ **Shoes**

The shoes came from formula 1 inspiration, with taking the base shape and breathing ideas

And making them into something more practical for weightlessness. The shape round the ankle is light purple elastic.



Working Drawing

