



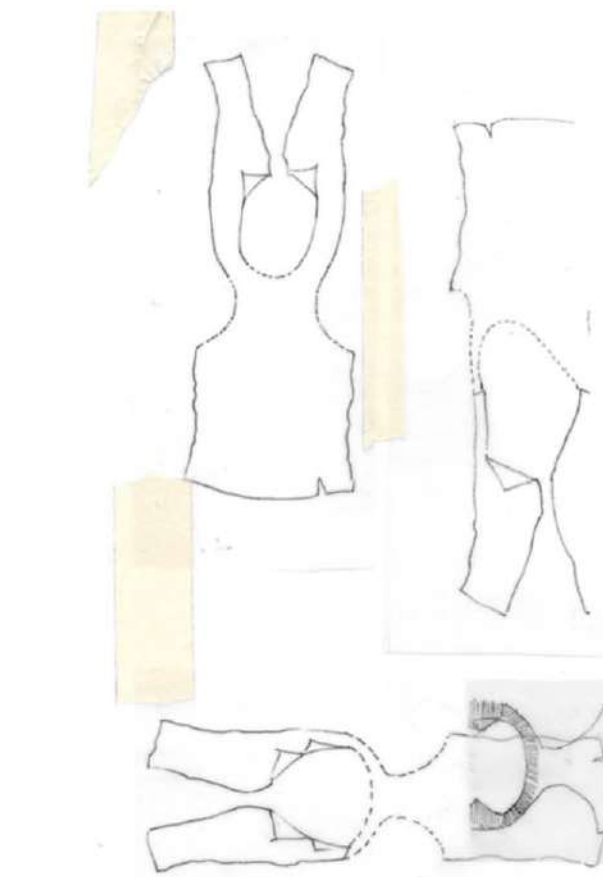
# CONCIOUS DESIGN

My work is heavily concept driven, helping me create a narrative. the processes of choosing materials are led by trying to have as little impact on the environment as possible. A lot of the textiles I will use in my final collection will be quality materials that are deadstock due to damage or offcuts of fabric I have found over the years. I can create these scraps into patchwork designs. Working for a year at a 'destination led' womenswear brand, Luna Del Pinal has established my design philosophy in terms of working with communities, such as artisans in Guatemala, to create an ethical and environmental supply chain to create beautiful, crafted garments. Working with people that have years of experience with their craft is beneficial, giving respect and appreciation to their art and build a healthy relationship in working together. They have made me really appreciate beautiful hand-crafted weaves. This placement year also helped alleviate my frustration with wanting

my craft to somehow benefit other communities other than high-end spenders. This is important to my creative practice as I believe a garment can have more sentimental value than its retail value and is why I want to create longevity in my garments; so that they last generations, and you can see the imperfections and how the wearer has mended.

From the organic shapes within an individual's form, I use two main intentions to create geometric shapes around with the windows making it look like a hand but reflected this motif in the wire structure below. While still juxtaposing the rest of the geometric shapes within the rest of the city scape.

# CONSCIOUS DESIGN

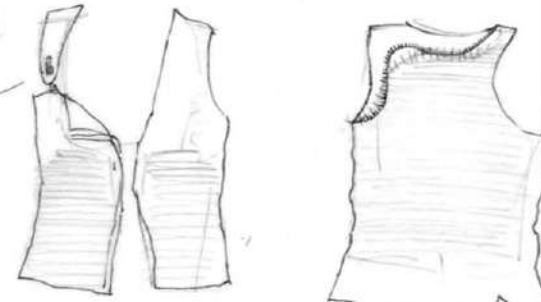


CAN BE WORN BACK TO FRONT.

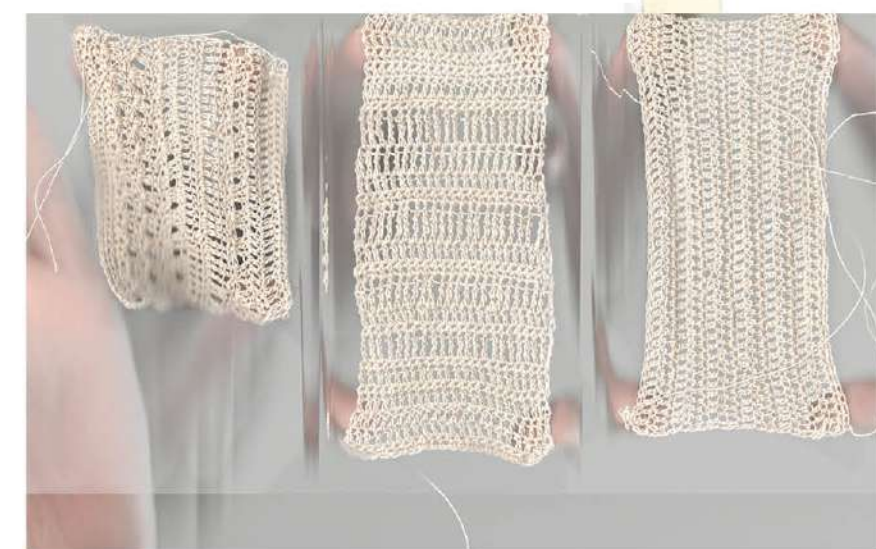


LEATHER TRIM KNOT

PATTERN FROM UTILITY DRESS



LINEN EX



## HAND-MADE GAME BAG EARLY 20th CENTURY

This French, hand-strung hunting bag, dating to the early twentieth century, has a series of metal loops around the closure that allow the bag to expand to hold larger game. The open seams of the bag lets blood or water drain without collecting - much as later, more structural, game bags would have a separate lined or plastic-lined section to allow it to be washed out. The detailing here reflects the care expended on what is a functional but beautifully made item.



# DETAILS



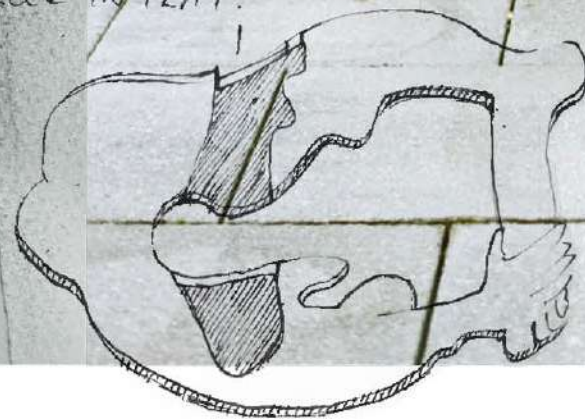
CLASP/FASTENER IDEA METAL

PULL AND RELEASE

[BOLT MECHANISM]

made out of cardboard.

INSTEP TO ALLOW TO LOCK IN FLAT.

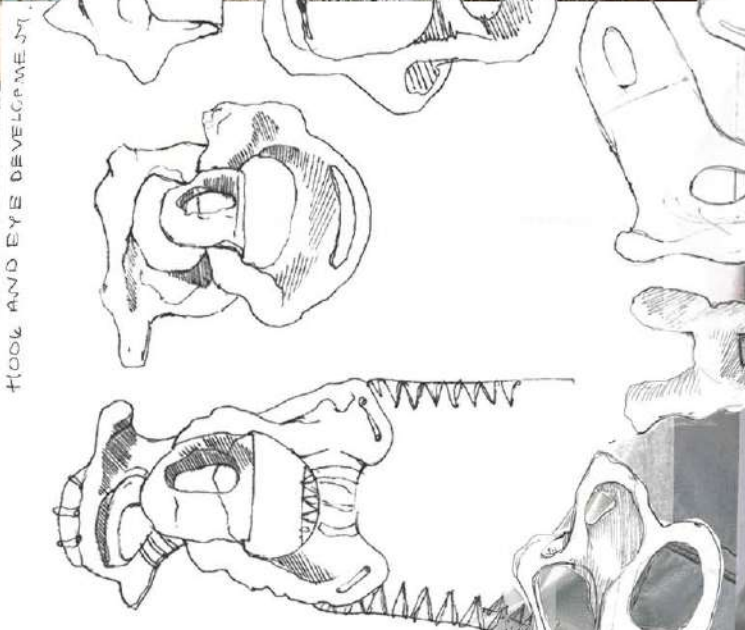
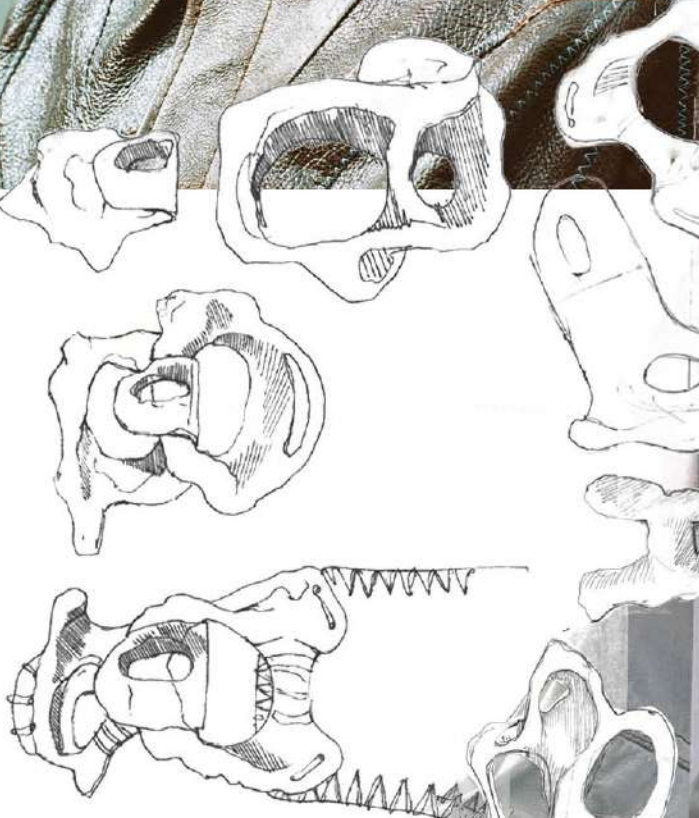


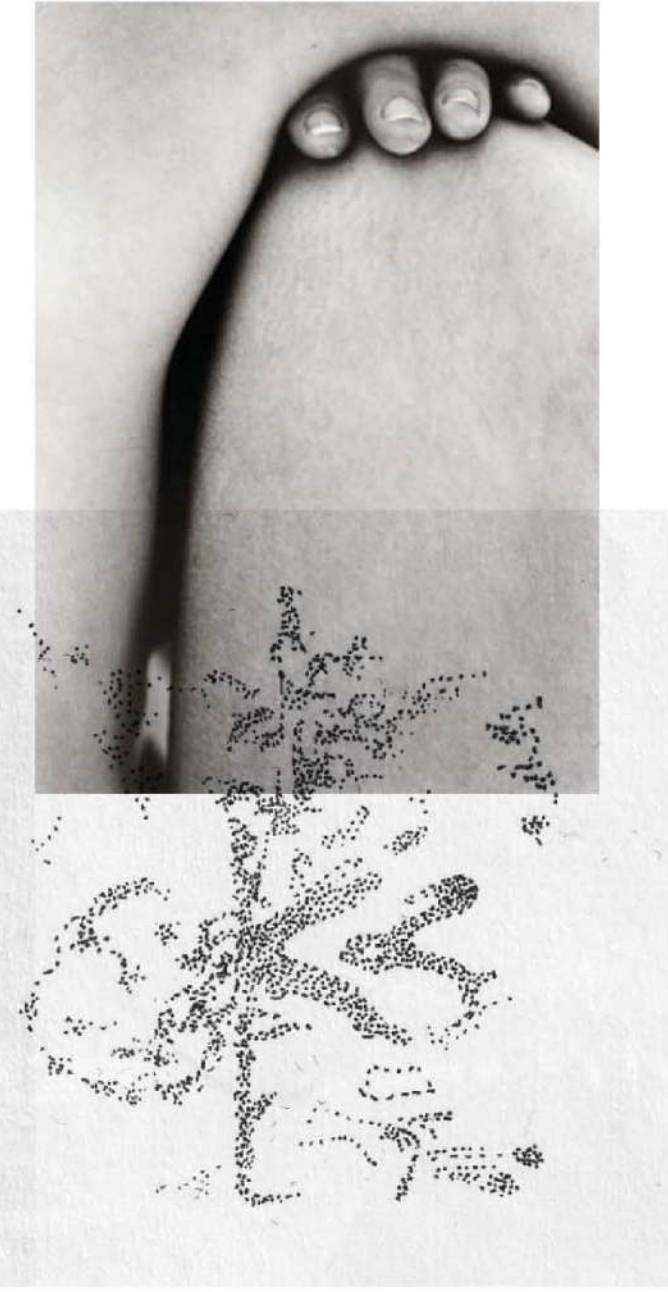
CLOTHING DRAWINGS, PHOTOS OF SHORTS, SKETCH OF TIGHT DRESS.  
SAMPLE - JAPANESE BORO. TEST ON DIFFERENT THICKNESS FABRIC

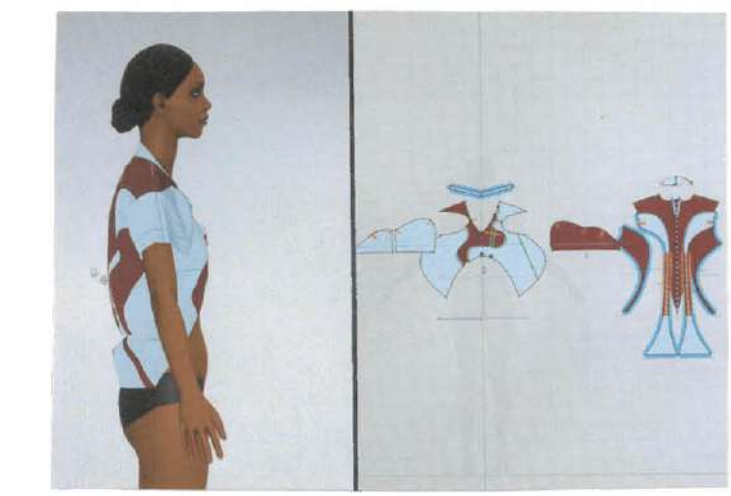
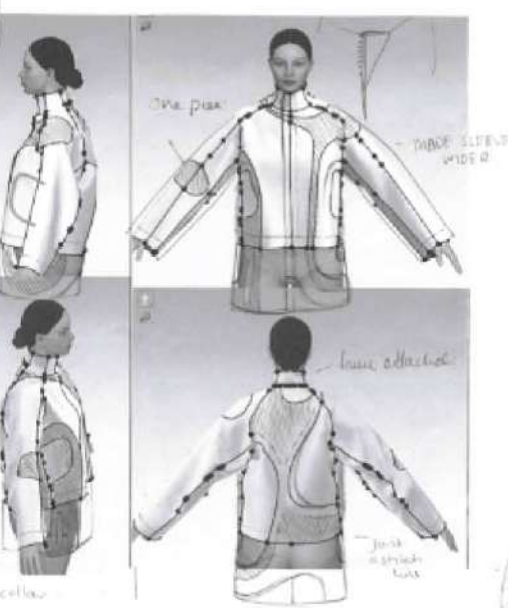
- POCKET IDEAS.
- embryo design.
- leather - some machine - hole punching.
- BUT DO NOT FABRIC - FOLDED POCKET. - TRAPPED EDGE.
- METAL CLASPS.
- FIND SOURCE FOR UNWORN MATERIALS.



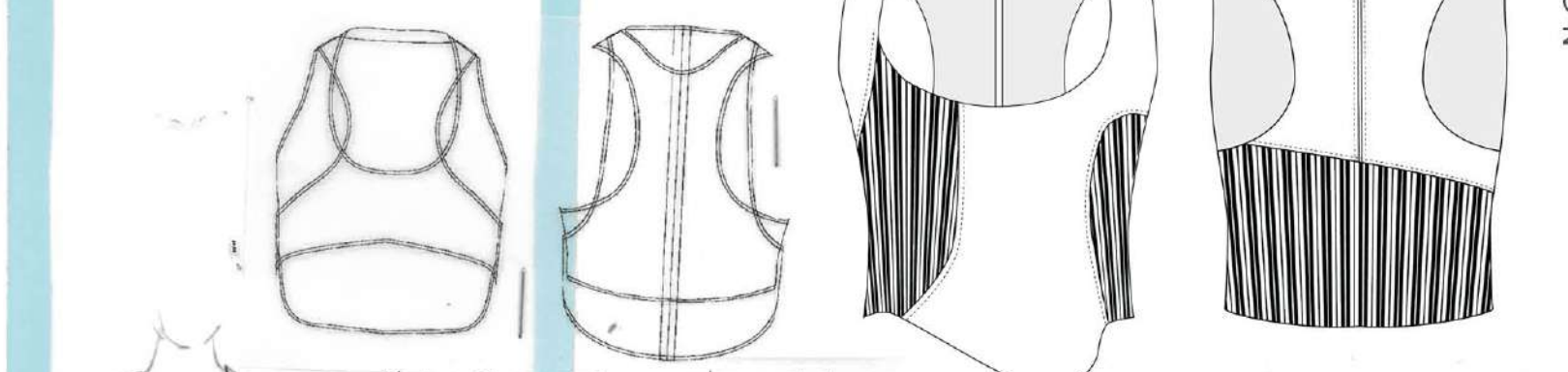
FOOD AND EYE DEVELOPMENT







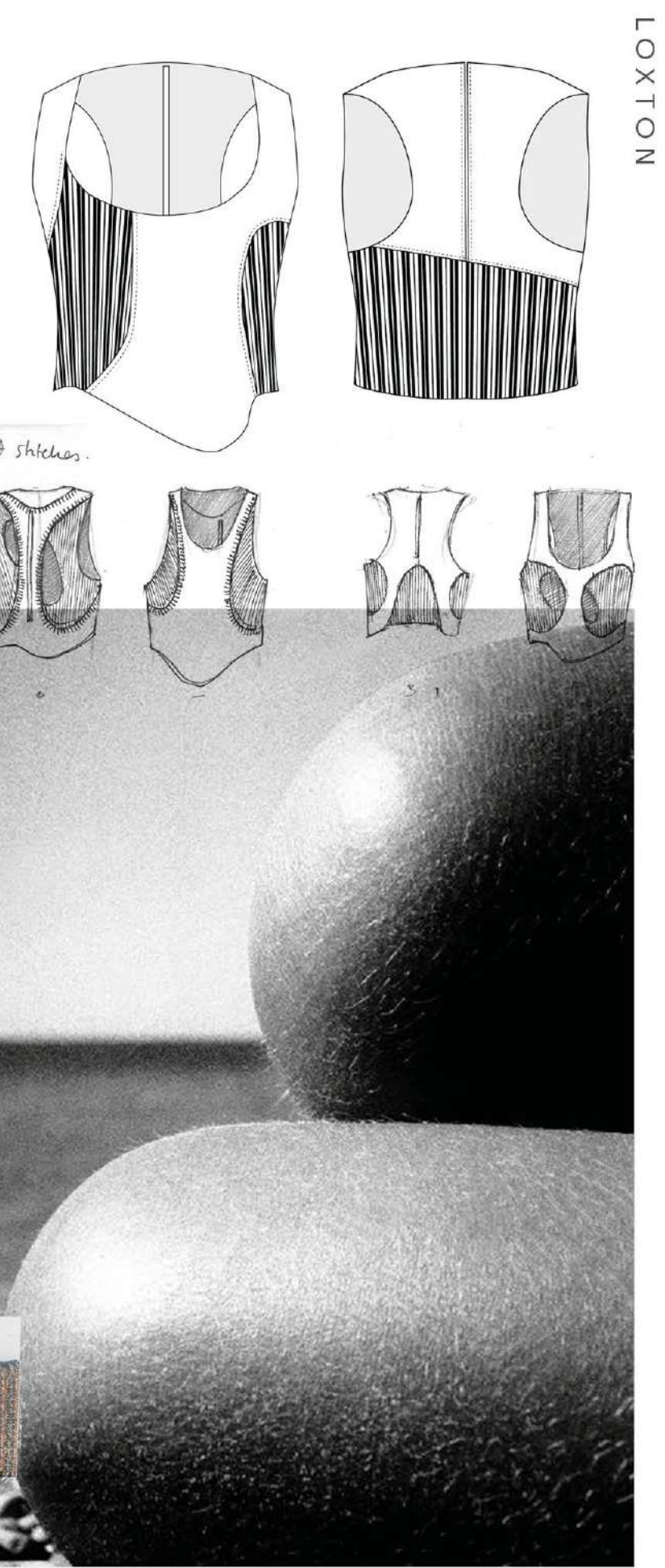
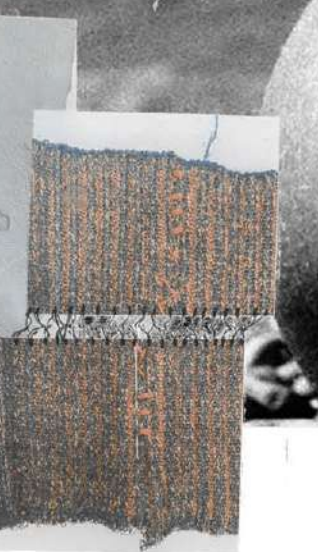
- CLO 3D DEVELOPMENTS -  
(CONTRAST COLOURS).

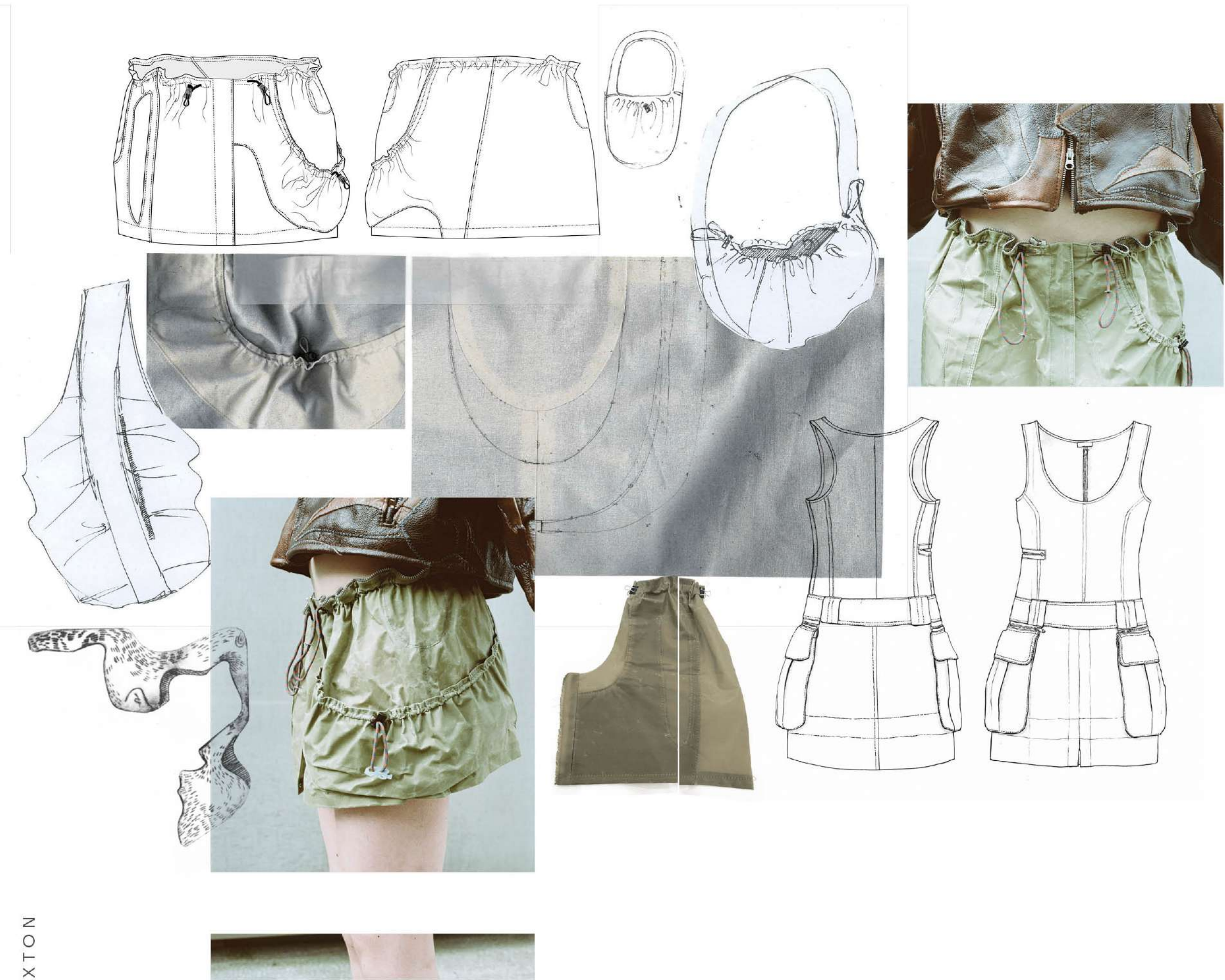


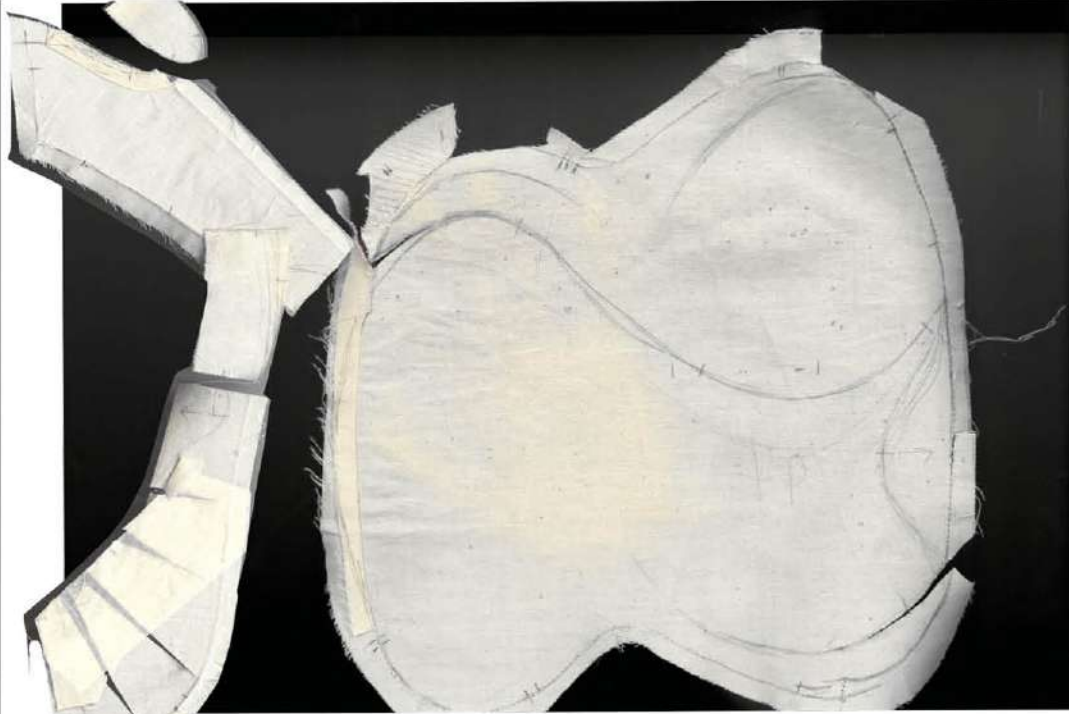
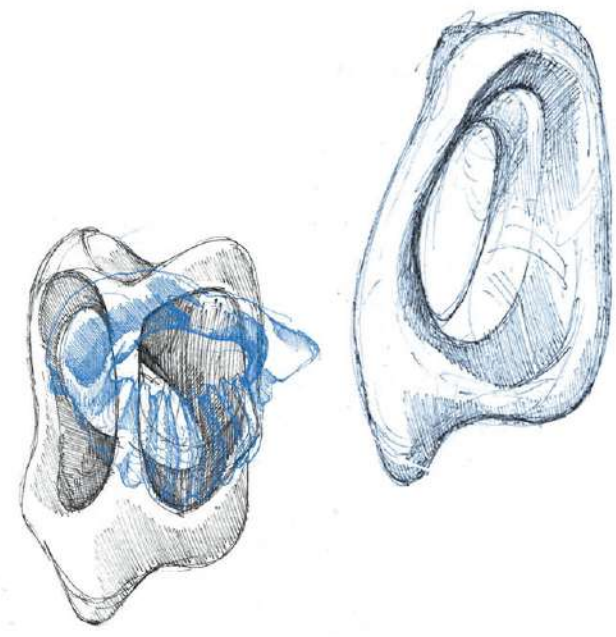
Embellished knit on leather, and crocheted stitches.



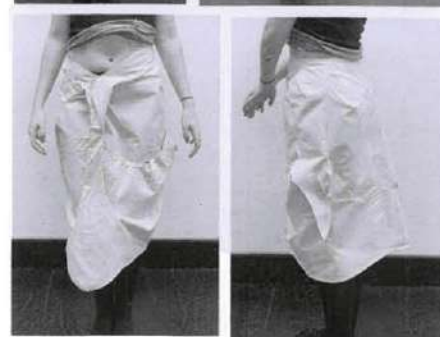
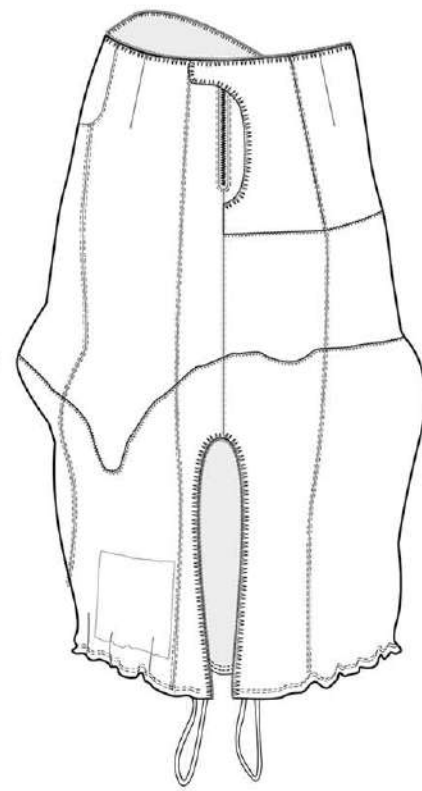
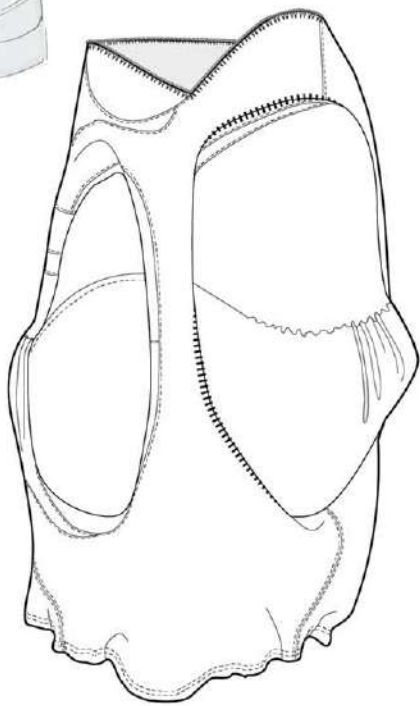
TOP CUT ON BIAS FOR STRETCH.







- developments  
to LEATHER  
- USE MODULAR  
NATURAL CREST  
LEATHER



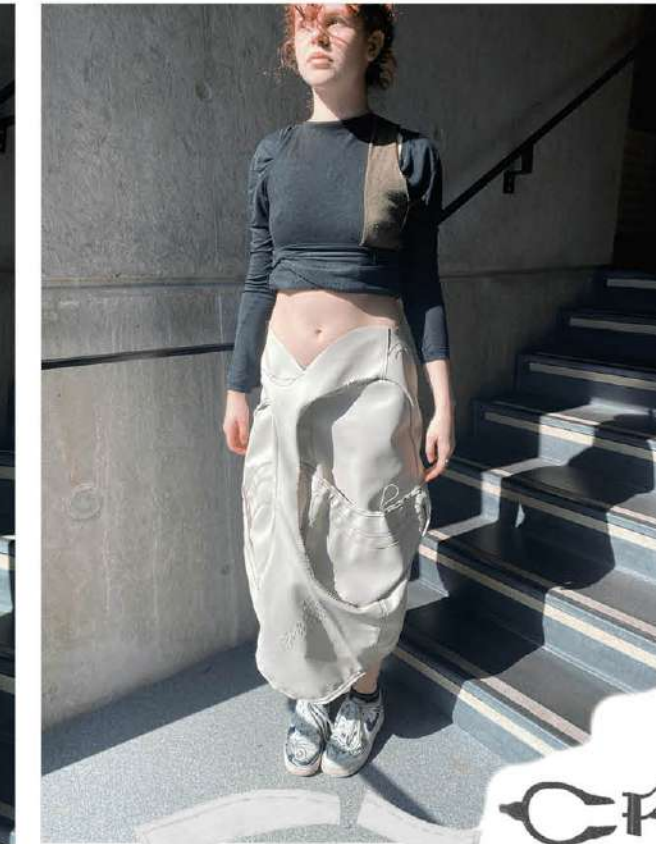
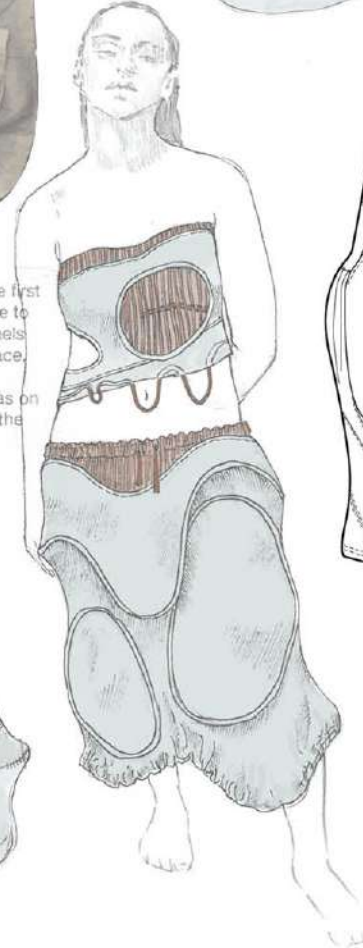
Full scale

Upscaled the pattern to full scale. This was the first time seeing how it would look on the body, due to the different sizing of the mannequin extra panels where added and darts where in the wrong place.

The biggest issue was how the centre back was on the diagonal due to the unconventional cut of the skirt

Also extra weight of the larger scale showed magnified issue areas, particularly top arches

Added 12 cm to the length



CREATIVE  
CUT

add to each pattern piece

- STOP IS CAPTURING THE PROCESS.

GET RID OF - ELASTIC AND USE ALPH LEATHER.

STOP ELASTIC PULLS!



