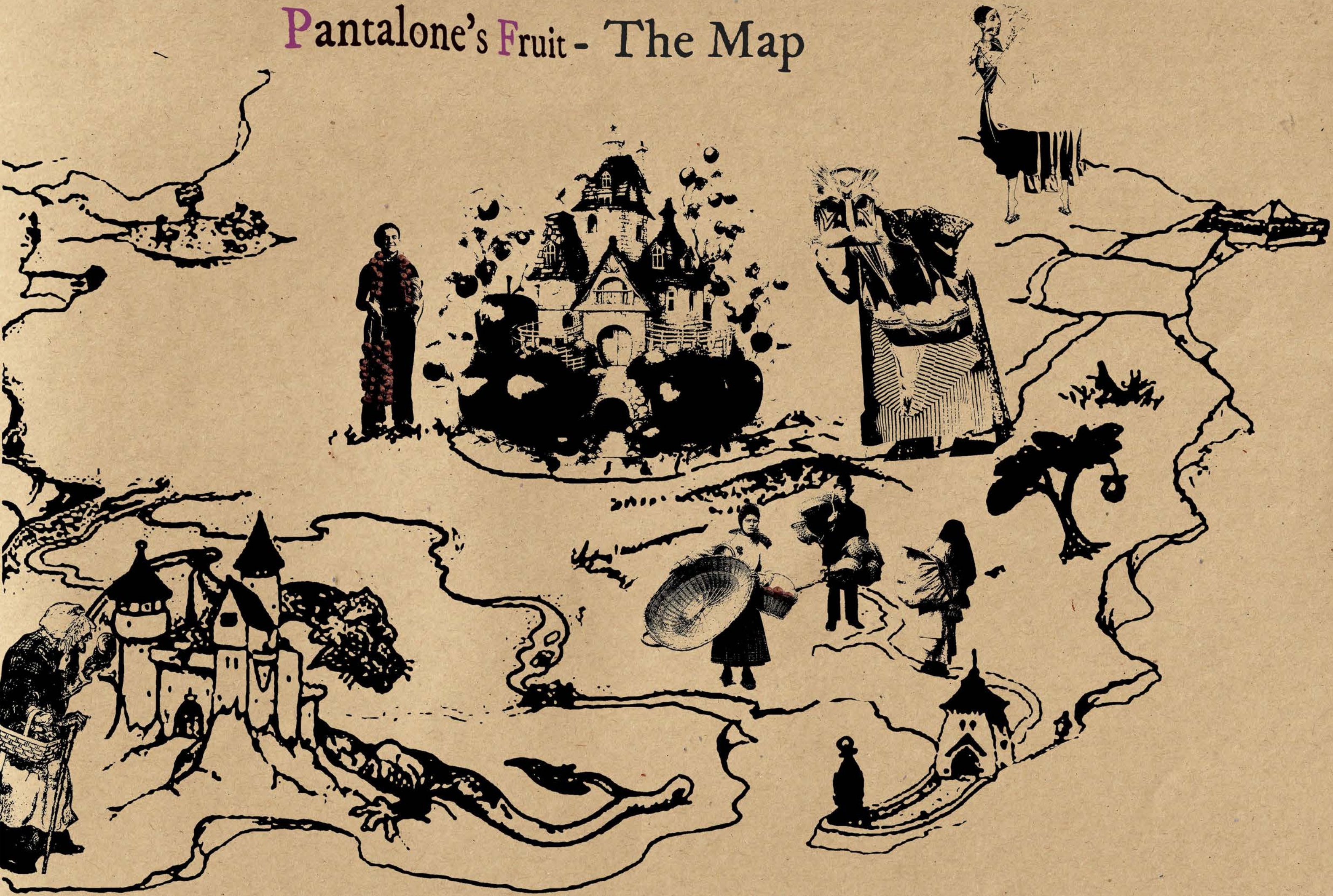




Pantalone's Fruit

Pantalone's Fruit is a Womenswear collection that follows an intertextual narrative inspired by fairy tales and their unapologetic blend of nonsense and reality. The allure of fairy tales lies in the journey of characters who start with nothing and end up with everything, highlighting the mundane tasks that must be undertaken daily to achieve one's aspirations. Whether it is the simple act of carrying a basket of food through the woods or gathering fruits, fairy tales magnify these ordinary actions through nonsensical and magical elements. By distorting these mundane activities, Pantalone's Fruit aims to alter the perceptions associated with routine tasks and elevate them into something extraordinary. By incorporating the stock character Pantalone from commedia dell'Arte into my own fairy tale story, the focus shifts towards the exploration of desire and fulfilment through a lens of nonsense and satire, creating a collection that paints a caricature of life.

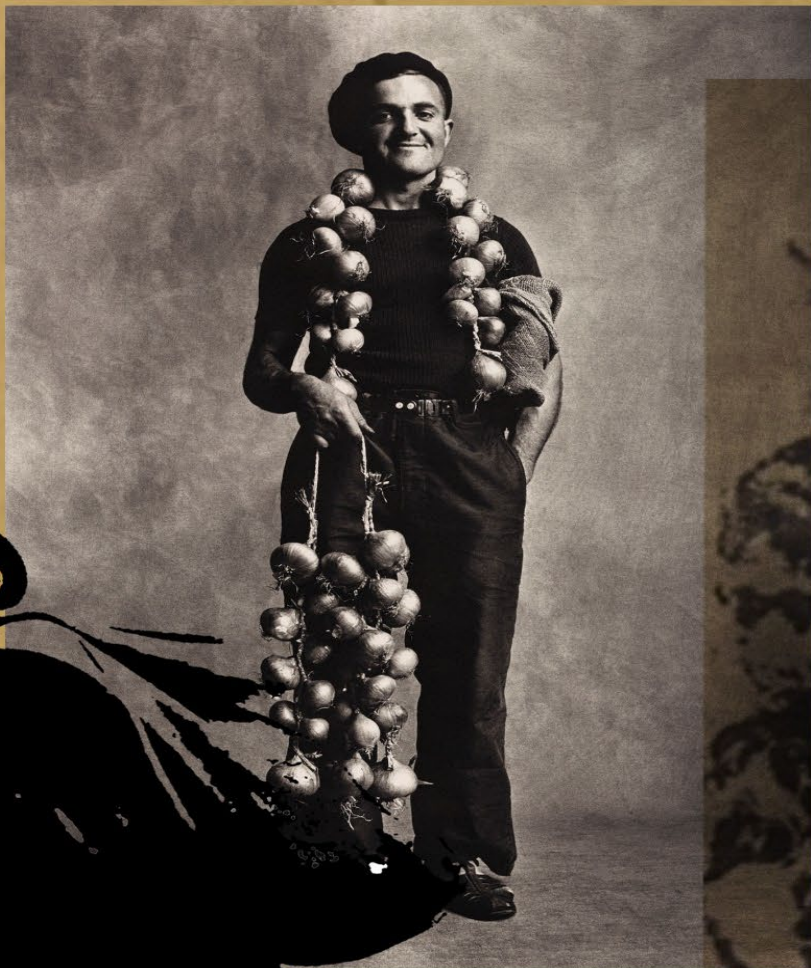
Pantalone's Fruit - The Map



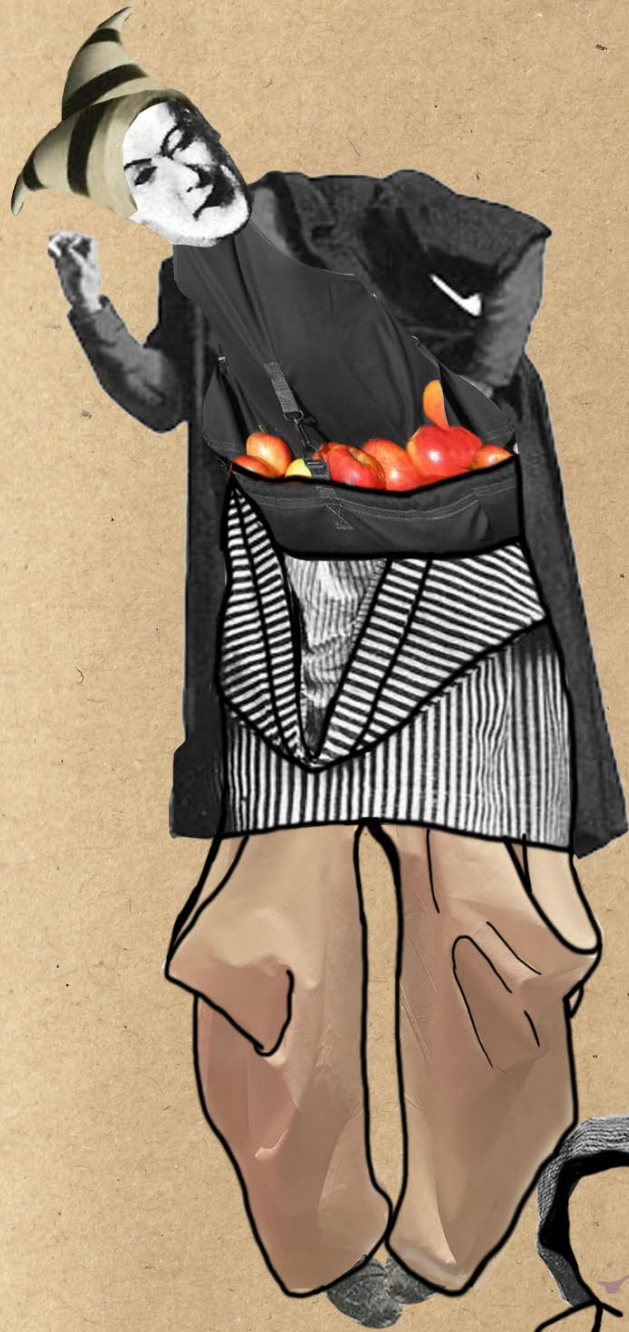
Concept Development



Concept
Development



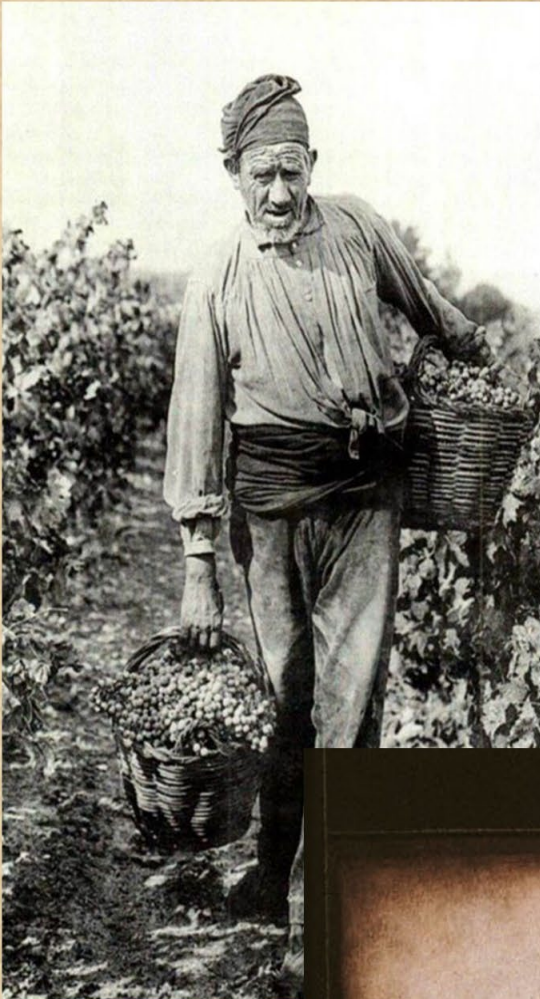
Design Development And Inspiration



Design Development And Inspiration



Design Development And Inspiration





Print Development

Once upon a time in a whimsical land,
there lived a merchant named Pantalone who owned a magical fruit garden.
This garden was no ordinary garden; it bore
fruits of all colours and flavours, each possessing its own enchanting properties.
Pantalone's garden was the talk of the town, and people from far and wide would
come to marvel at its wonders.



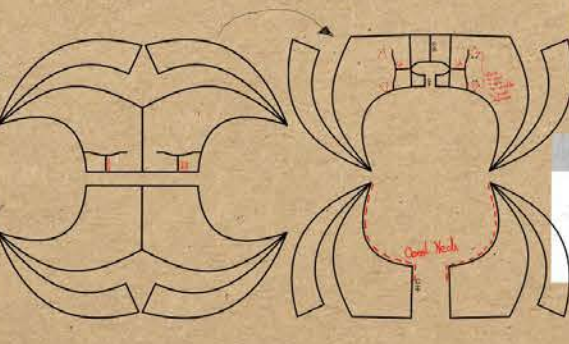
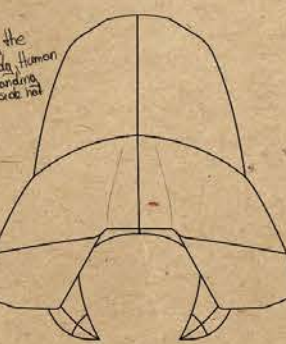
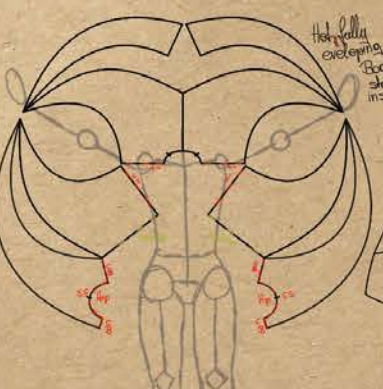
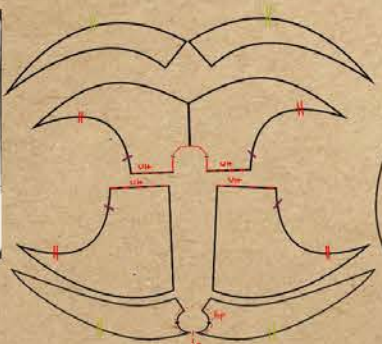
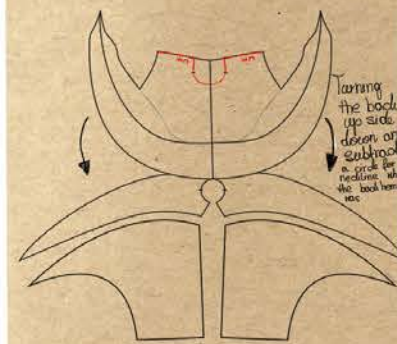
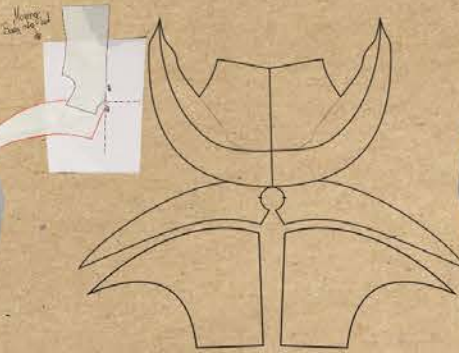
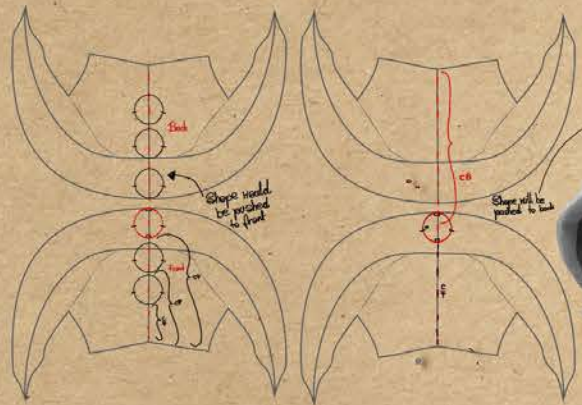
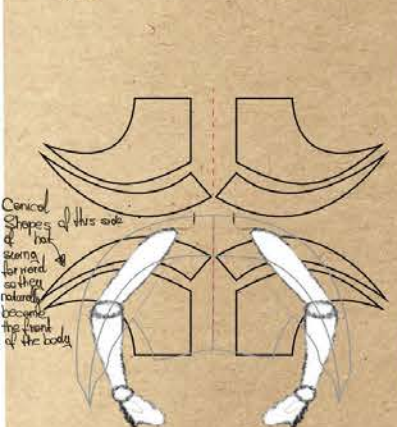
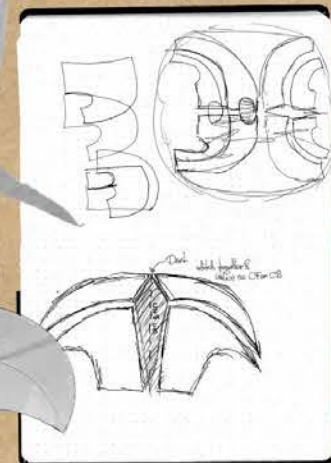
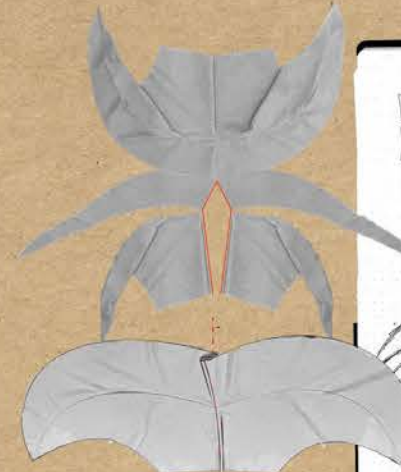
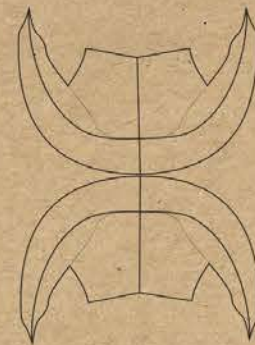
Initial developments and Experimentations

In the initial phase of the project, I have digitized all elements of the jester hat and adjusted the patterns to a suitable size for the half-scale mannequin. The primary objective was to effectively utilise the inherent components such as curves, points, and shapes present in the jester hat to establish a connection with the human body. The focus was directed towards the conical shapes of the jester hat, exploring how they could be leveraged to create a relationship with the natural movements of the human body.

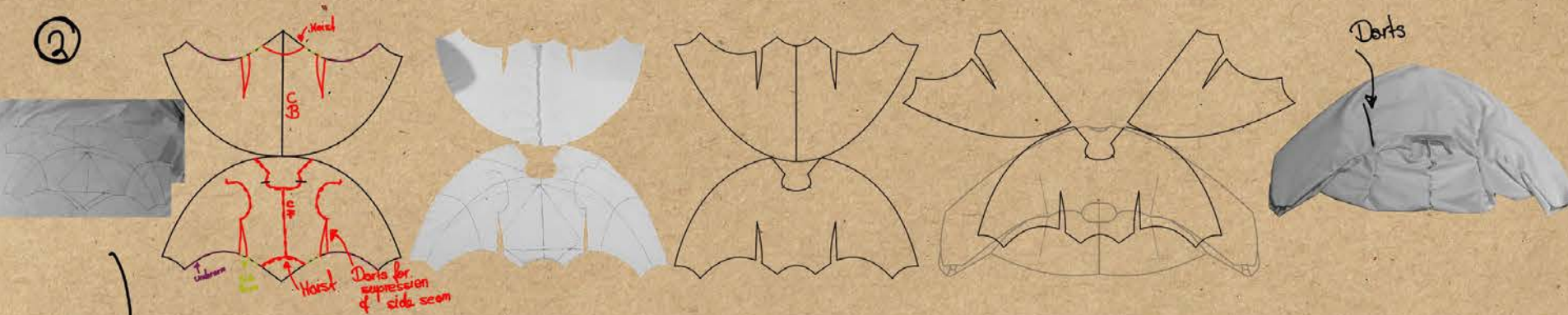
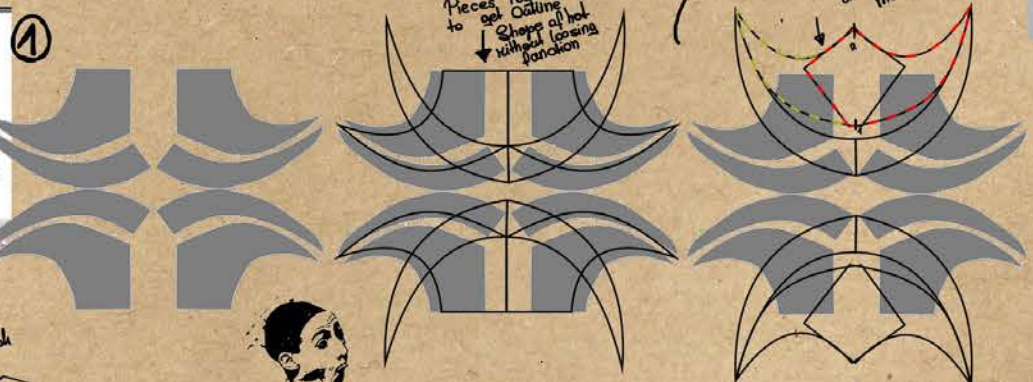
To achieve a harmonious balance in the representation of the inside-outside narrative, it was essential to determine a process, where the jester hat encircled the body while simultaneously being enveloped by it.



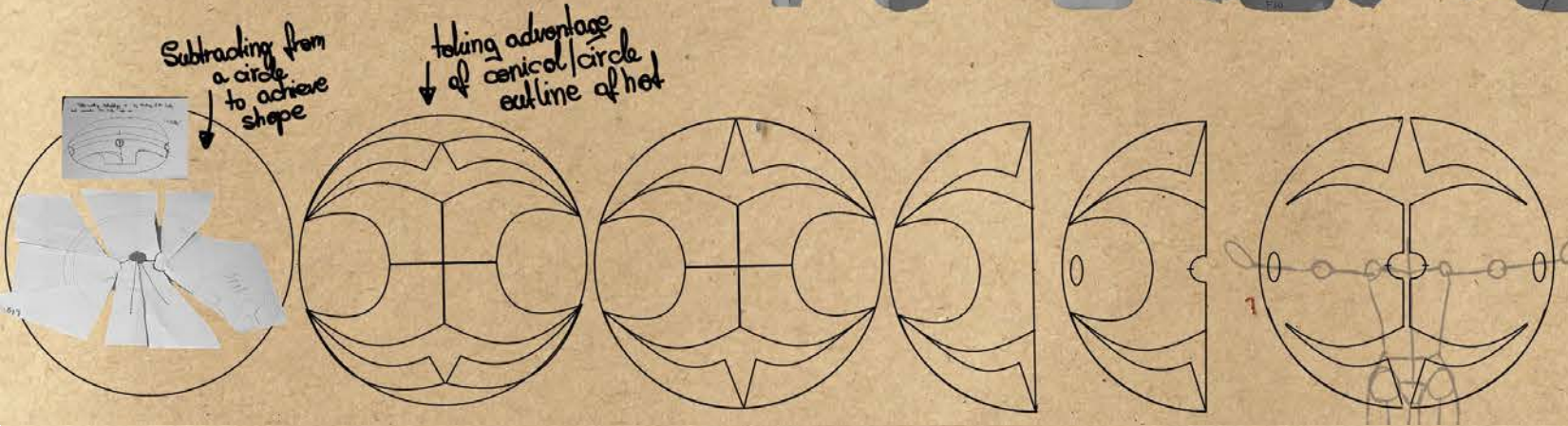
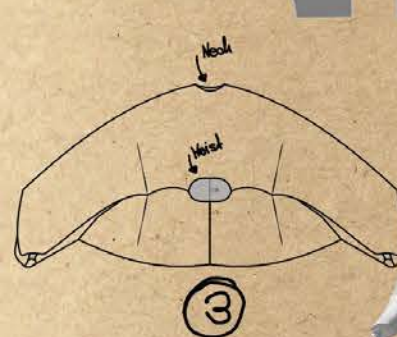
1 Hat- 5 Outfits

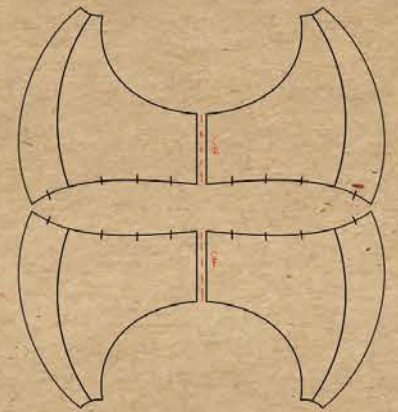
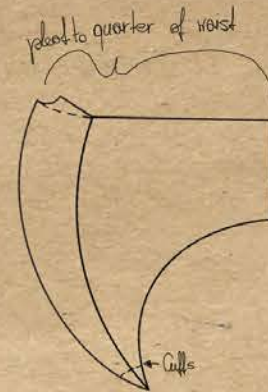
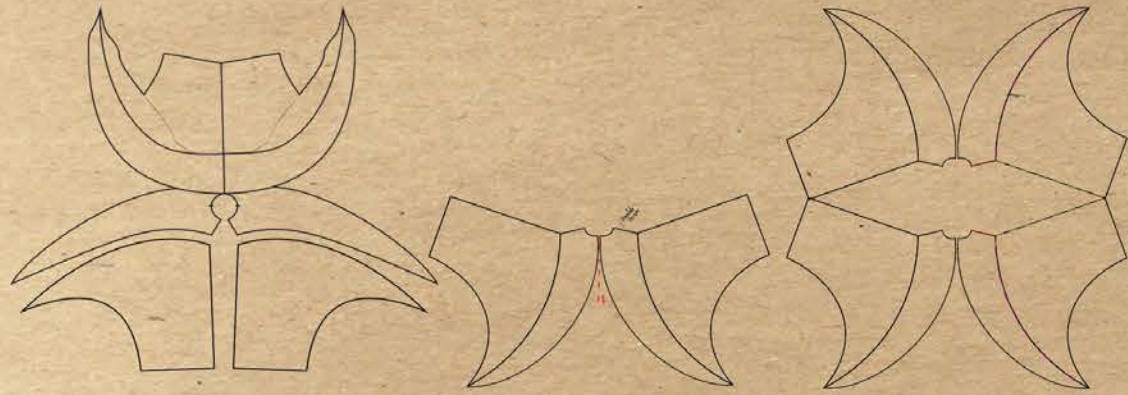


Initial developments and Experimentations.
 Exploring innovative approaches to expand the "inside-outside" theme in my design, exploring ways that leverage the unique conical shapes inherent in jester hats. Here, I am primarily focusing on the outlined shape of the hat before integrating elements from the bodice.



Focusing on outlined shape of hat rather than its individual pieces





'Dressing inside and Outside the lines'

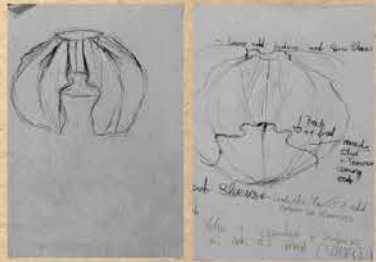


Yester hat turned Skirt pulled up at back -> Inside and outside of hat visible with body on inside

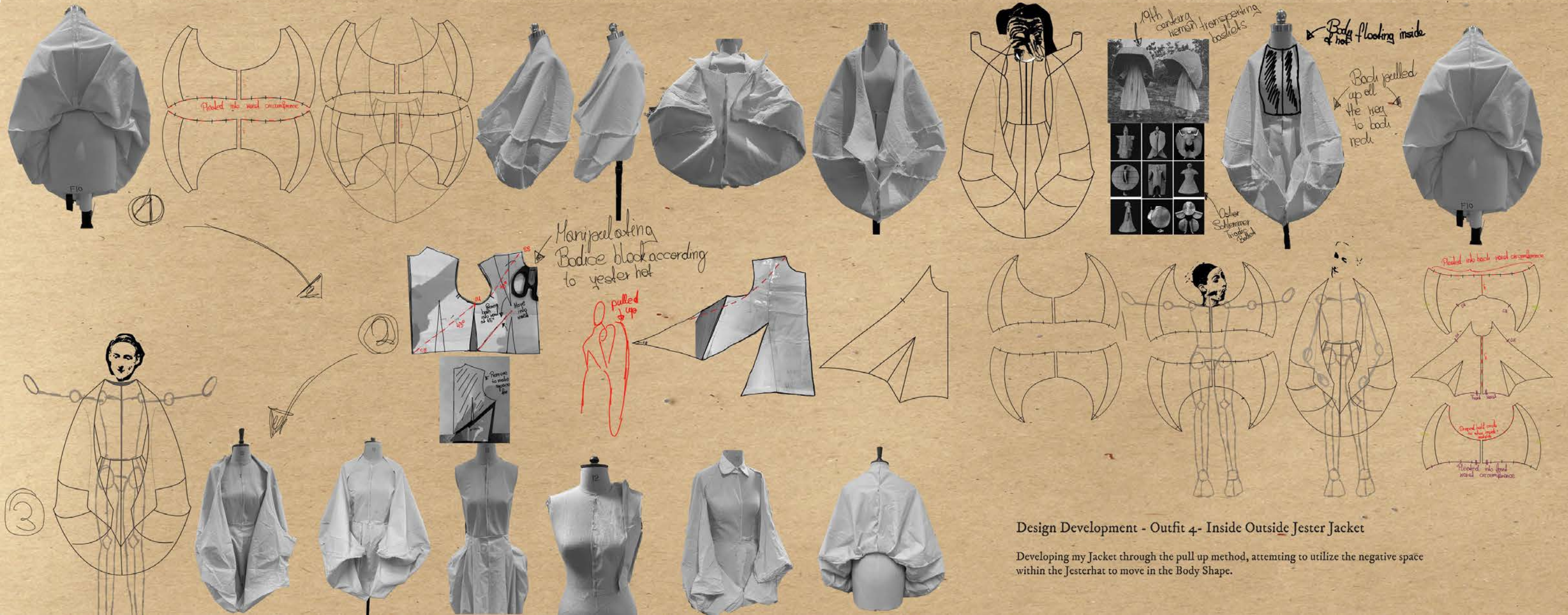
moving to waist and experimenting with different pull up methods



Initial Design Development - Exploring Different perspectives of the hat and changing the shapes accordingly.



F10



Pleated into waist circumference

Manipulating Bodice block according to yester hat

pulled up

19th century women transparent bodices

Body floating inside

Body pulled up all the way to body neck

Osler Schlemmer frock outfit

Pleated into back waist circumference

Should pull into the waist

Pleated into front waist circumference

Design Development - Outfit 4- Inside Outside Jester Jacket

Developing my Jacket through the pull up method, attempting to utilize the negative space within the Jesterhat to move in the Body Shape.

Illustrations



