

# Project 12:01



Link to dancing dresses video



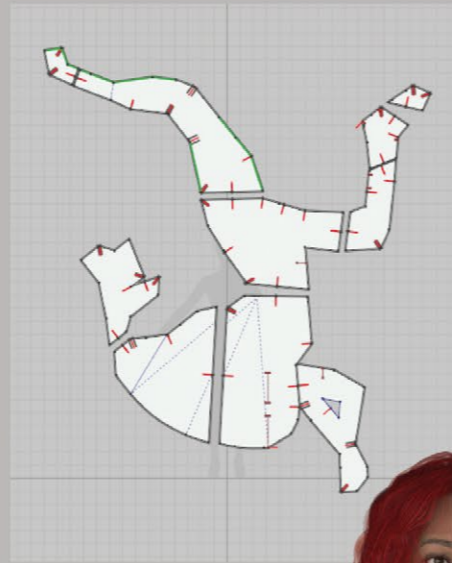
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## Synopsis

Introducing Project 12:01 – a visionary fusion of sustainable fashion and cutting-edge technology. Through pioneering virtual design and prototyping methods, this collection redefines the fashion landscape, offering a glimpse into a more sustainable, reactive, and innovative future for the industry.

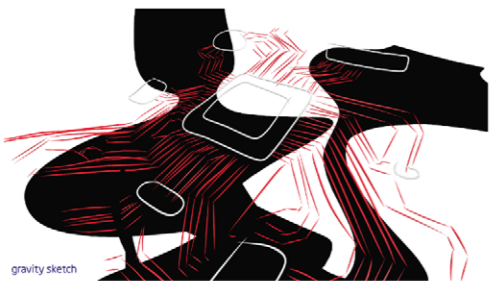
Inspired by the graceful movements of dancers, Project 12:01 seamlessly blends day and night wear, transcending conventional boundaries. Each piece embodies fluidity and innovation, driven by digital design methodologies that defy physical constraints. The collection showcases intricate digital sublimation prints on lightweight mesh fabric, creating vibrant dresses that celebrate the beauty of movement.

Groundbreaking pattern methodologies and garment conception techniques lie at the heart of this collection, pushing the boundaries of digital design and the capabilities of virtual reality within a fashion space. Through the lens of virtual reality and digital technologies, Project 12:01 introduces a new era of fashion, where creativity is intertwined with digital innovation.

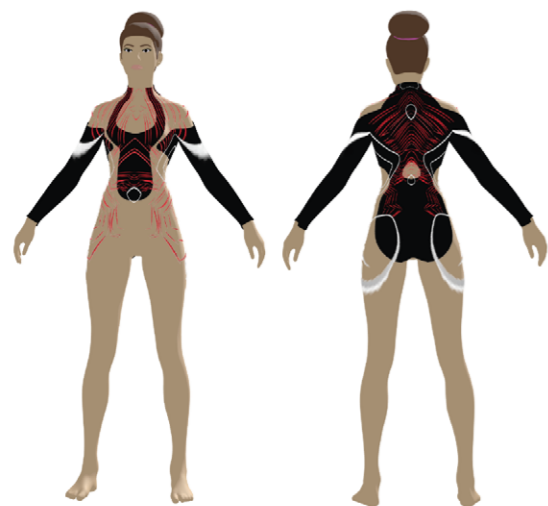




The clothing is the dancer, the dancer the pole

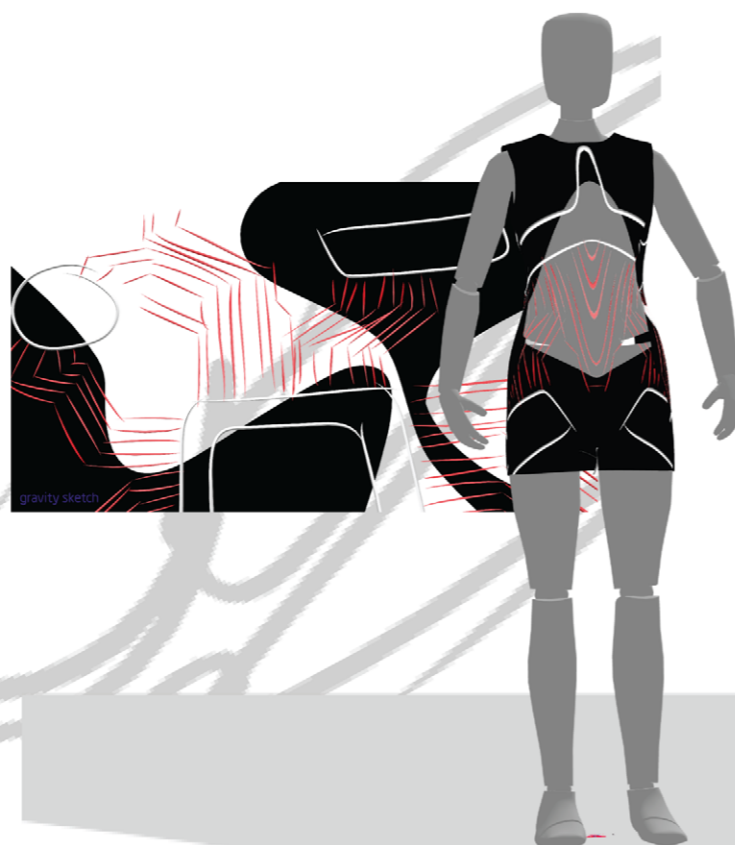


gravity sketch



During the initial phase of my project, I delved into retro-cyberpunk media and sought to merge it with virtual reality. I utilised Gravitysketch to import my research boards and extract abstract sketches from them.

Using the camera tool, I converted a 2D image of my sketch and applied it as a texture onto an avatar's skin. The AI embedded in the software then reconfigured the sketch to generate intriguing garment designs through image placement. Although I eventually transitioned away from this theme, I continued to incorporate the VR deconstruction concept in my experiments and for the final print on the white dress.

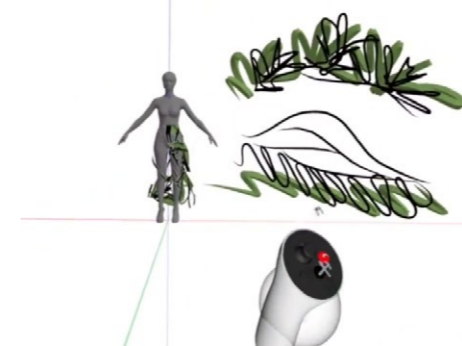
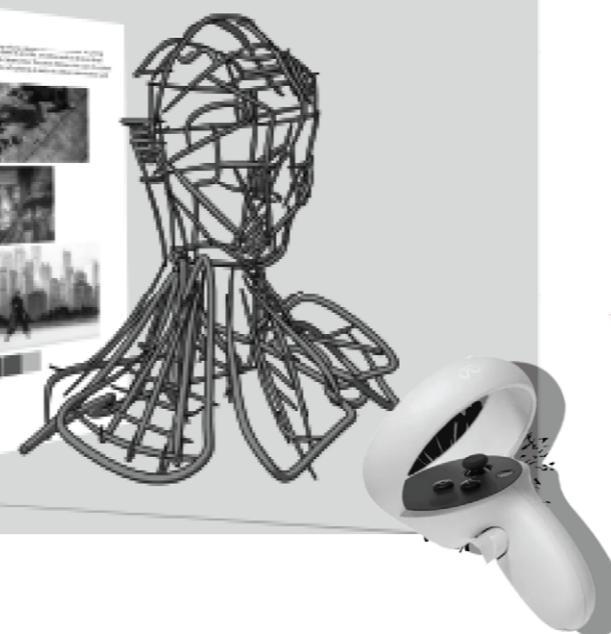


gravity sketch

Armitage III / 1981  
Eastern cyberpunk anime series with distinct East Asian influences. Set in the year 2048, a cop and his android partner (named Armitage) investigate illegally manufactured "class III" androids on colonized Mars.

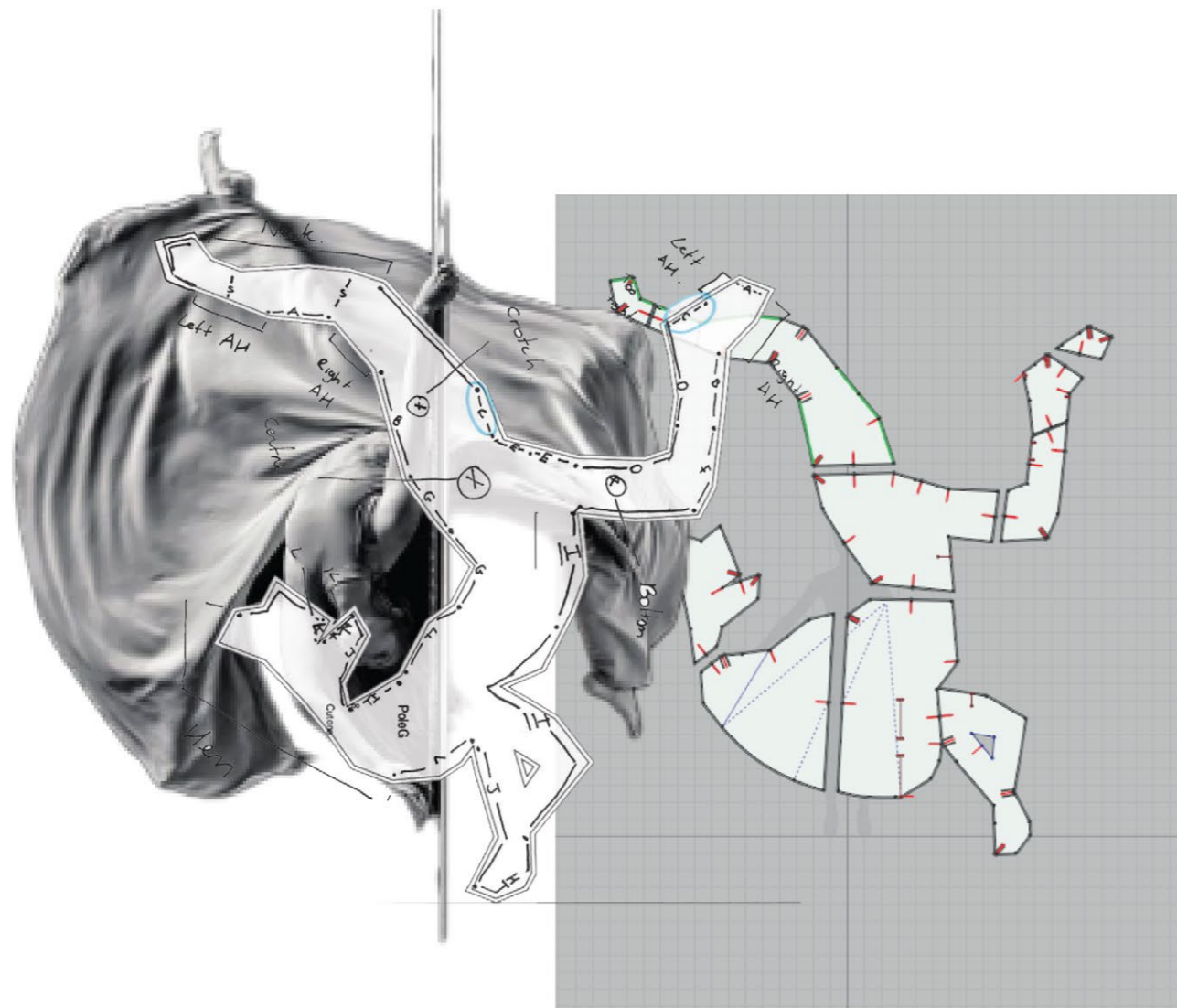


Neon-kajiki signs cover the city of future Los Angeles, with the same  
assassins and the digital "heywe" variety. The digital takeover is a  
"class III" androids looking, acting and feeling human, leading the  
between human and machine. The writer explores several themes: the  
the combination of Asian and Western merged into one, what it means to  
today.



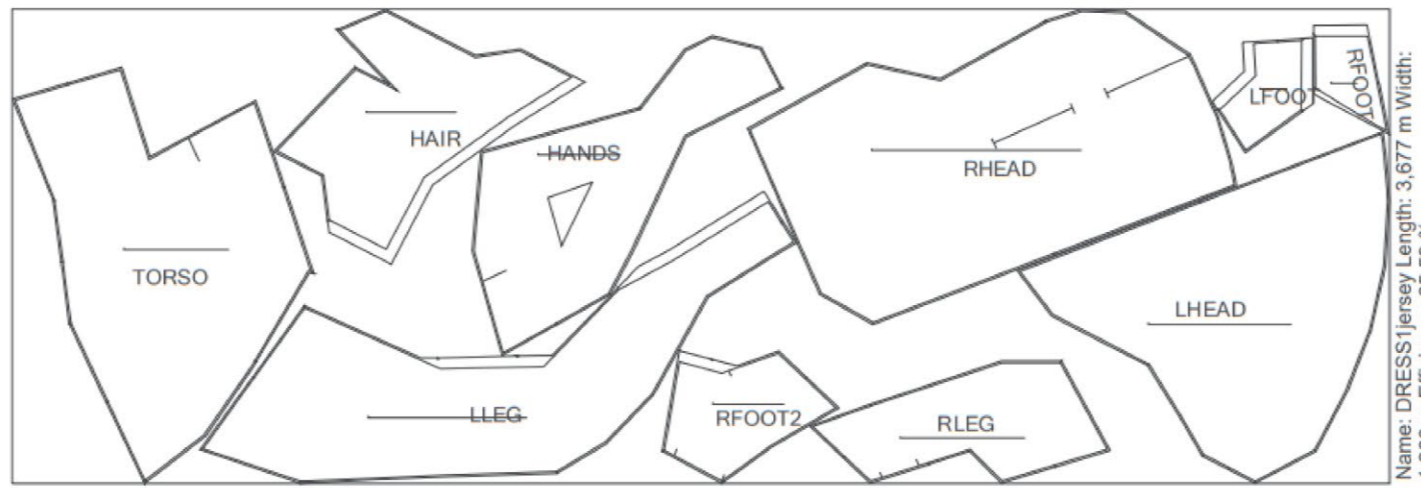
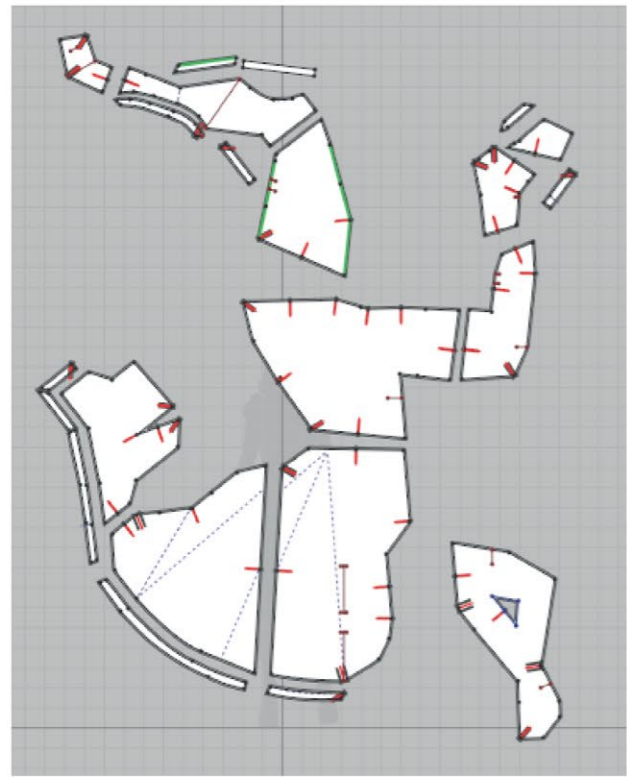
Link to video showing process

(Click for web link)



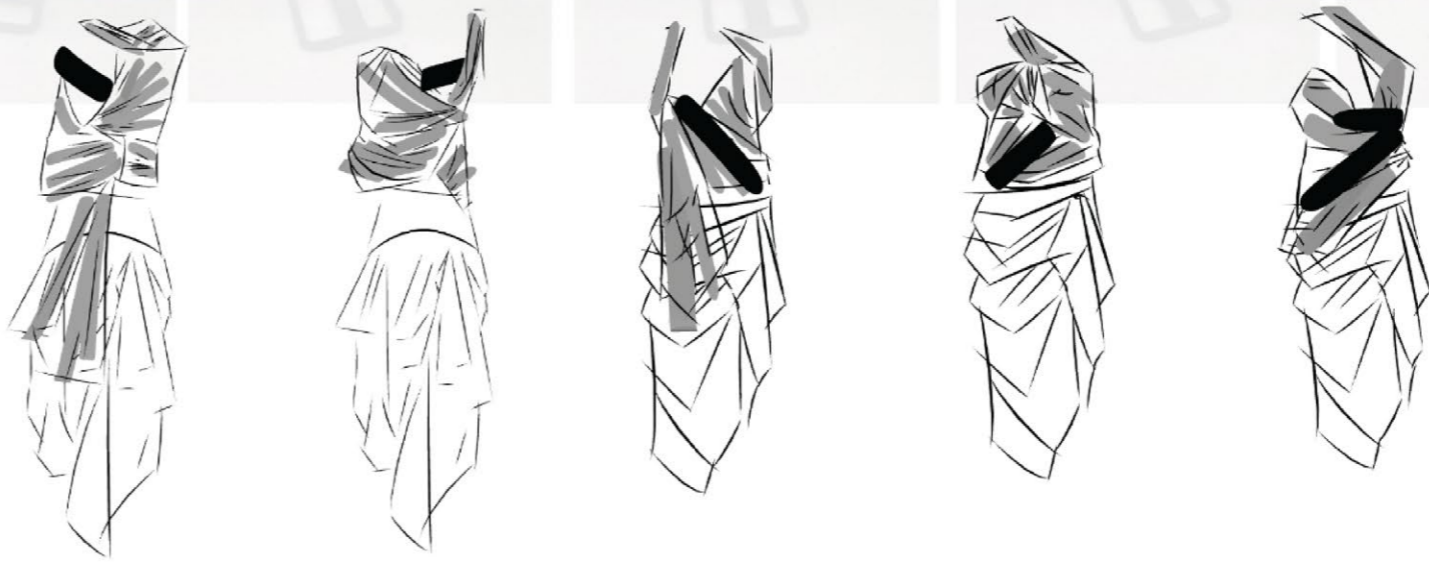
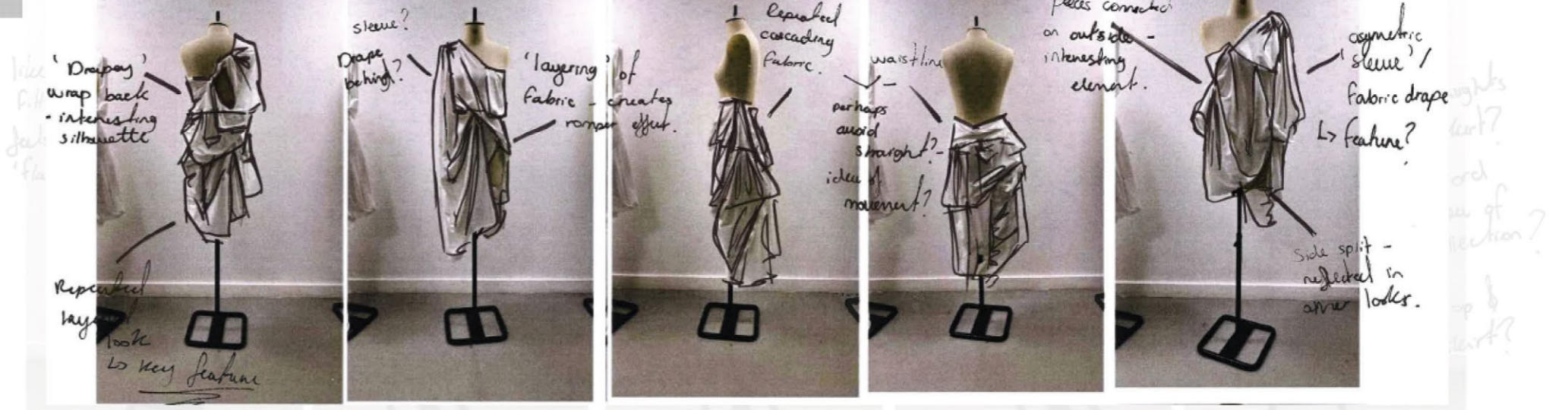
Using imagery of dancers, I recreated the silhouettes in Clo3D and draped them on a virtual avatar. Once satisfied with the placement, I produced the physical version and made the necessary adjustments to improve fit.

Repeating this process, I experimented with different designs through virtual reality for manipulation and design generation, eventually finalising my garments to produce a six-outfit line-up. This approach allows for achievements that would be nearly impossible through traditional physical methods alone due to the complexity of each garment.

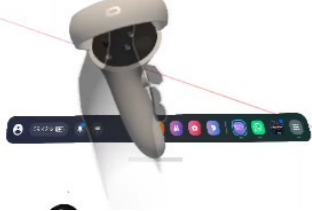




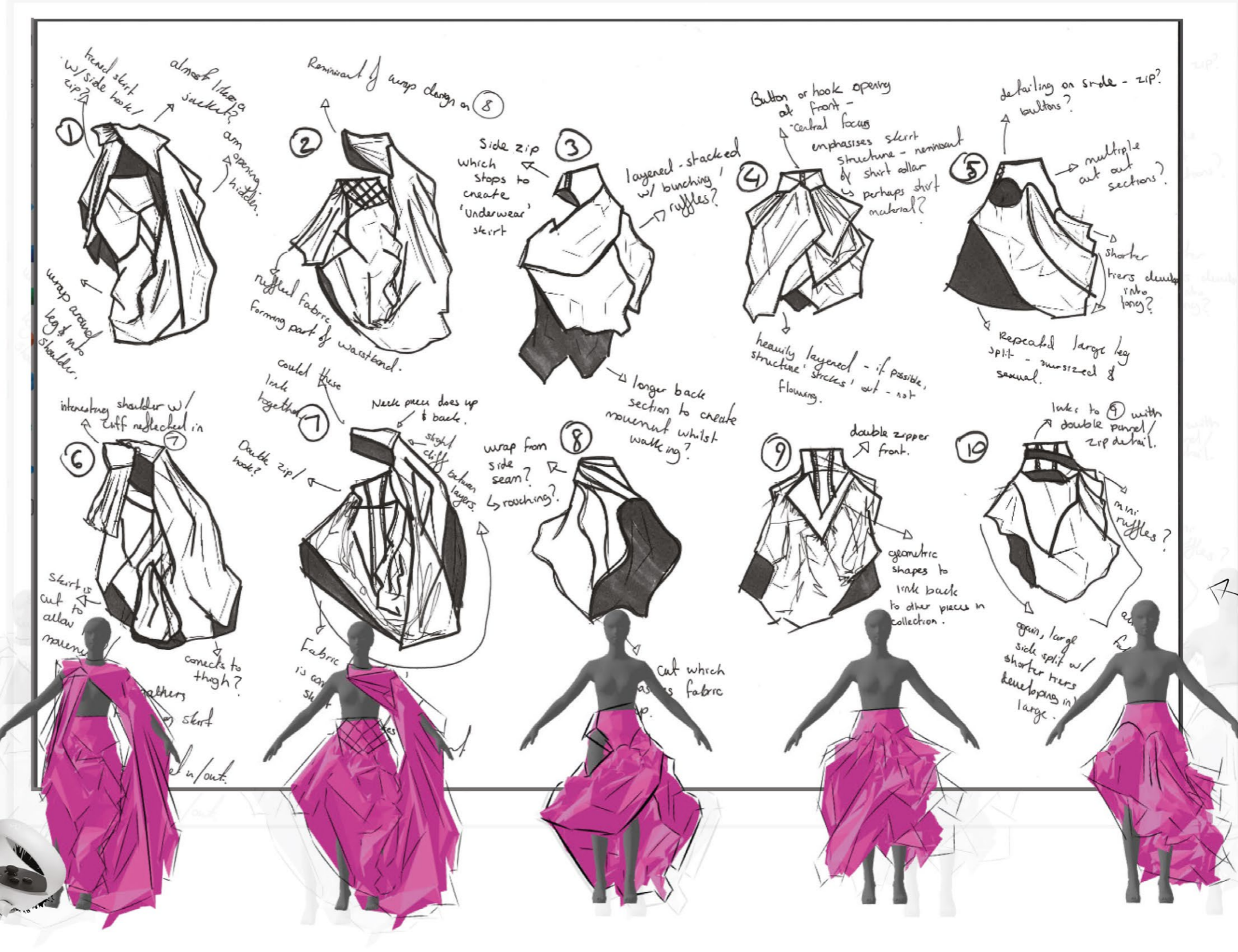
Short-listed Designs.



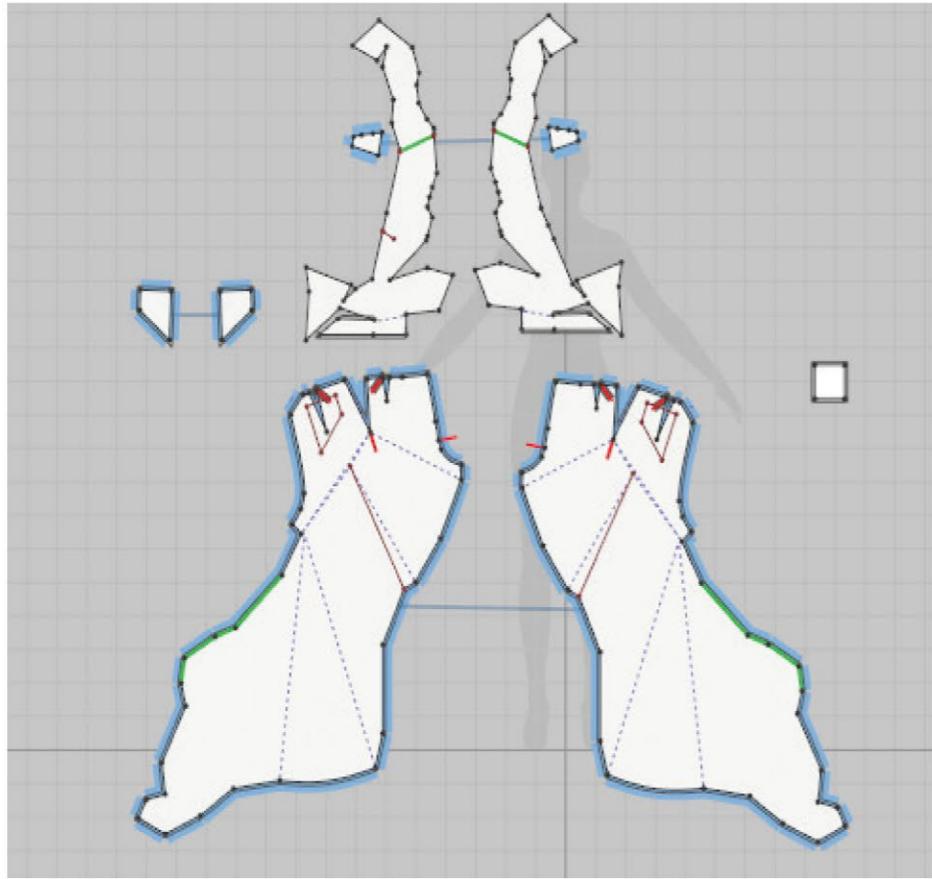
Importing my physical draping experiments into virtual reality, I extracted key lines to form 3D sketches. Using these sketches, I then developed new garment ideas from my work, leveraging virtual reality to help with design generation from previous toiles.



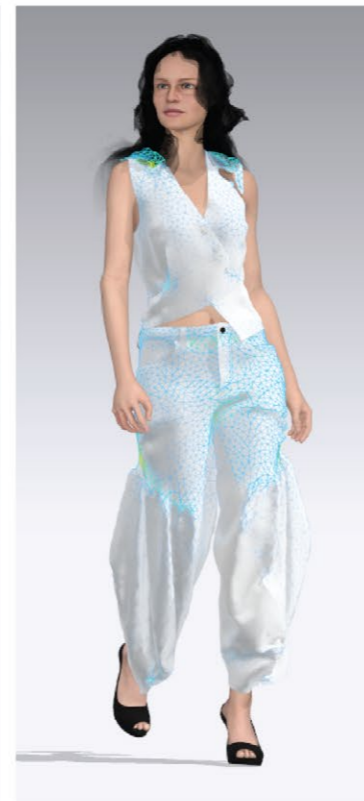
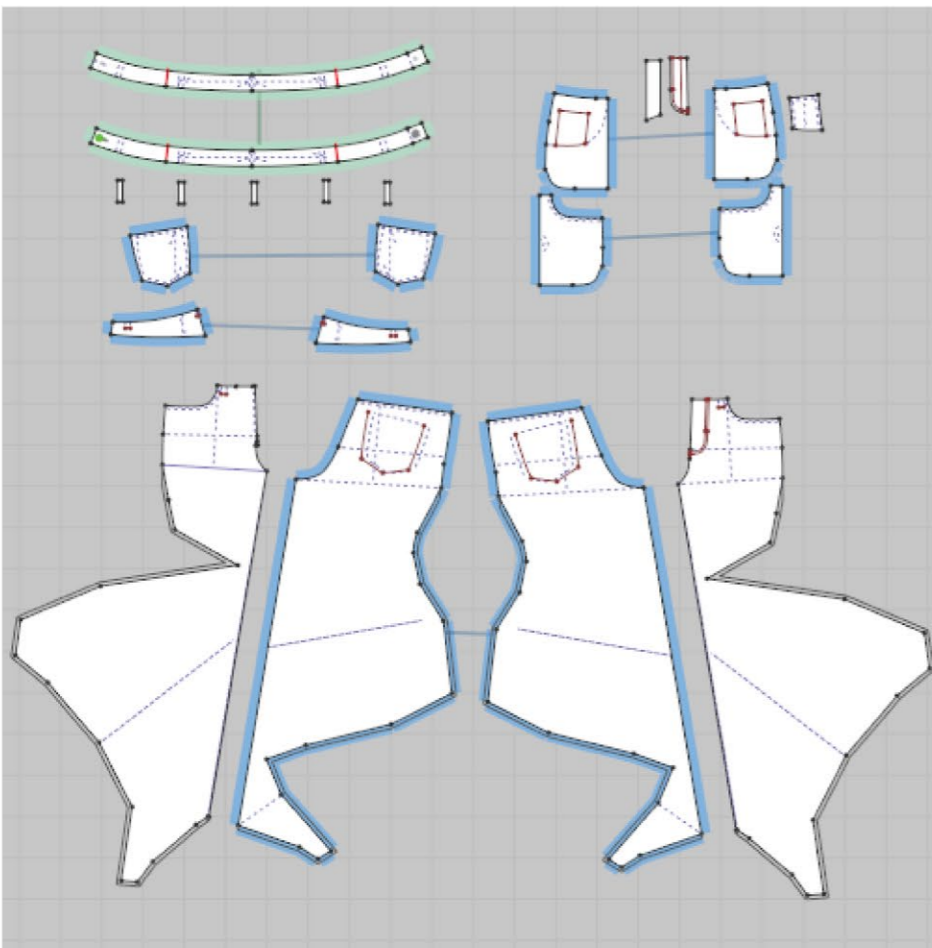
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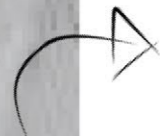


In Gravitysketch, I utilised the SubD tool to manipulate virtual avatars that are not bound by physical constraints, enabling the creation of innovative garment concepts that are not feasible in Clo3D. This approach expanded the scope of garment design using virtual technology, facilitating the development of new conceptual garments for my collection.

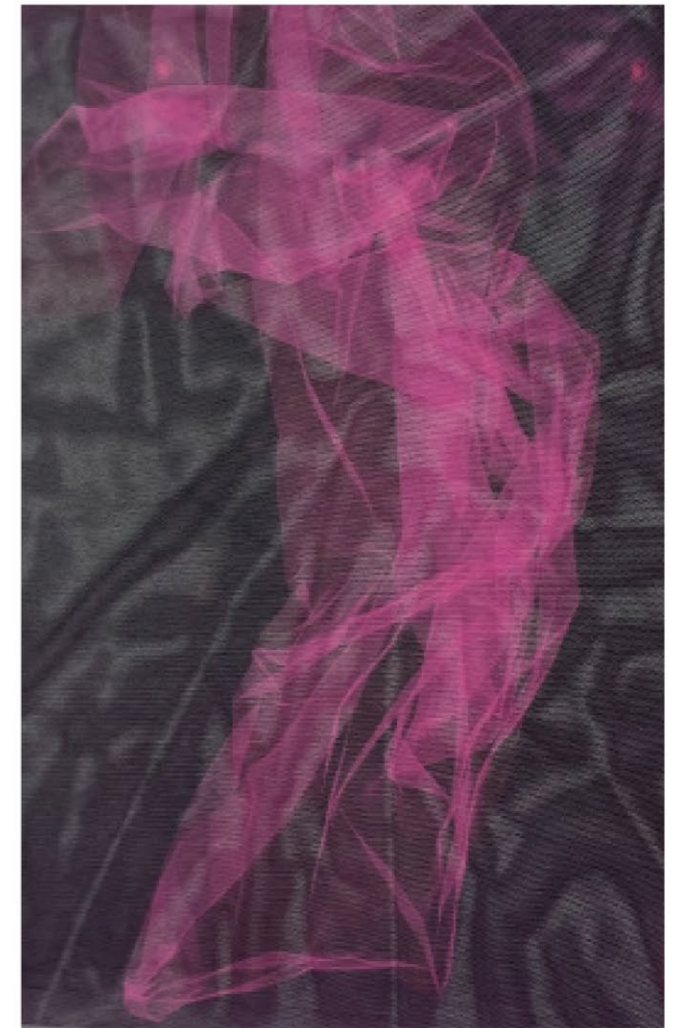
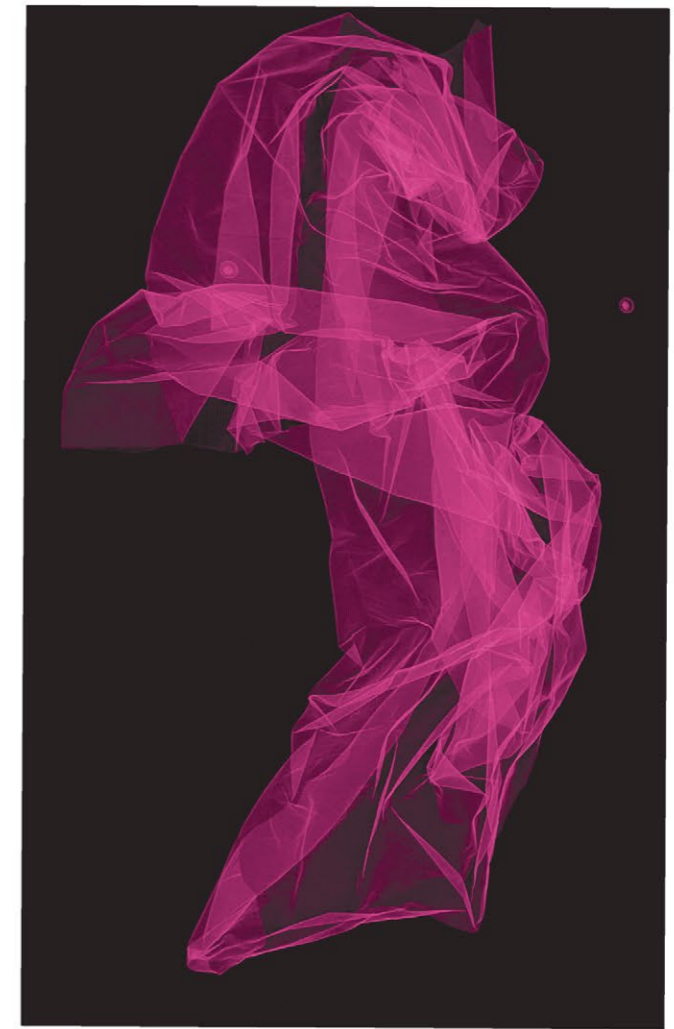
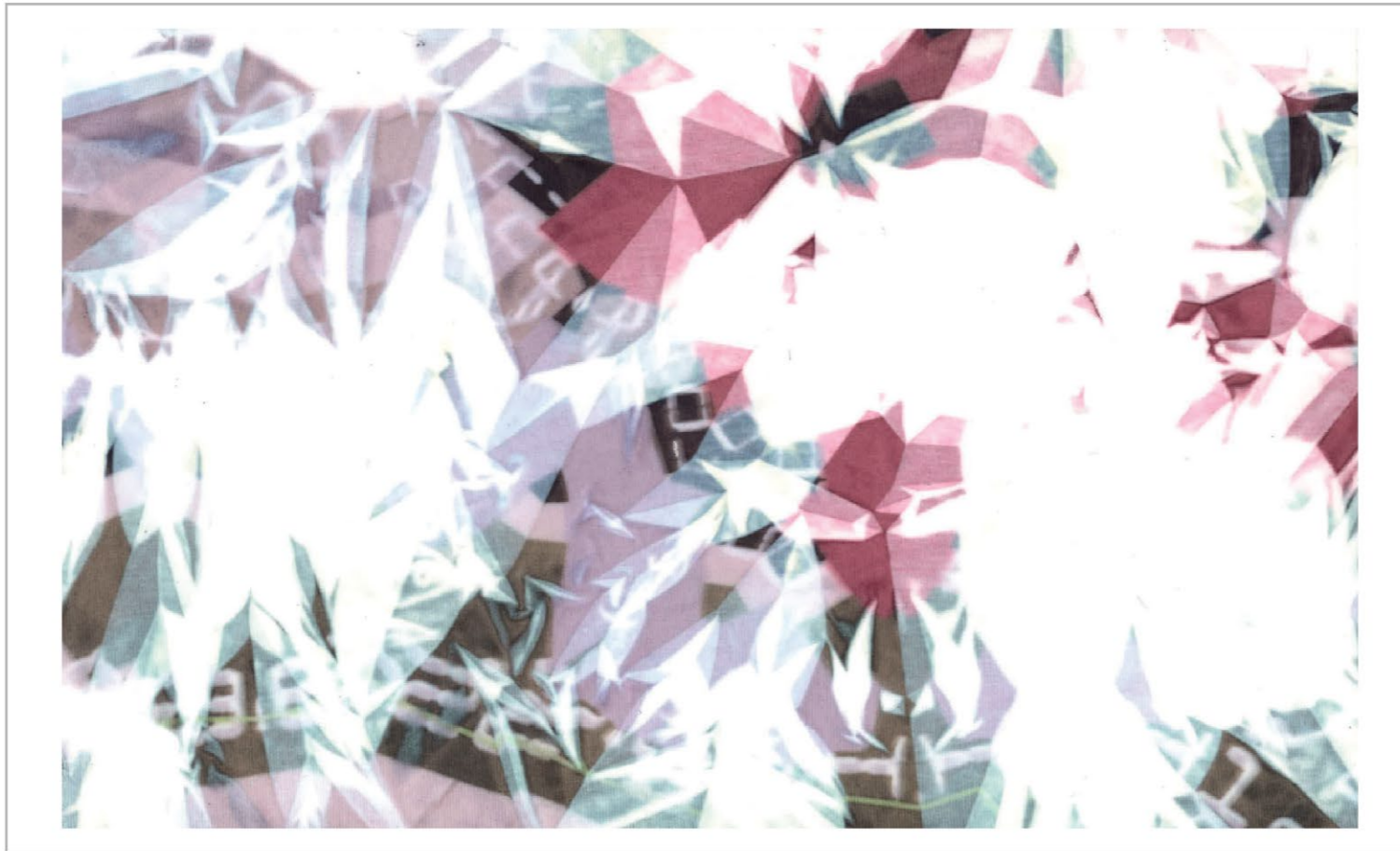
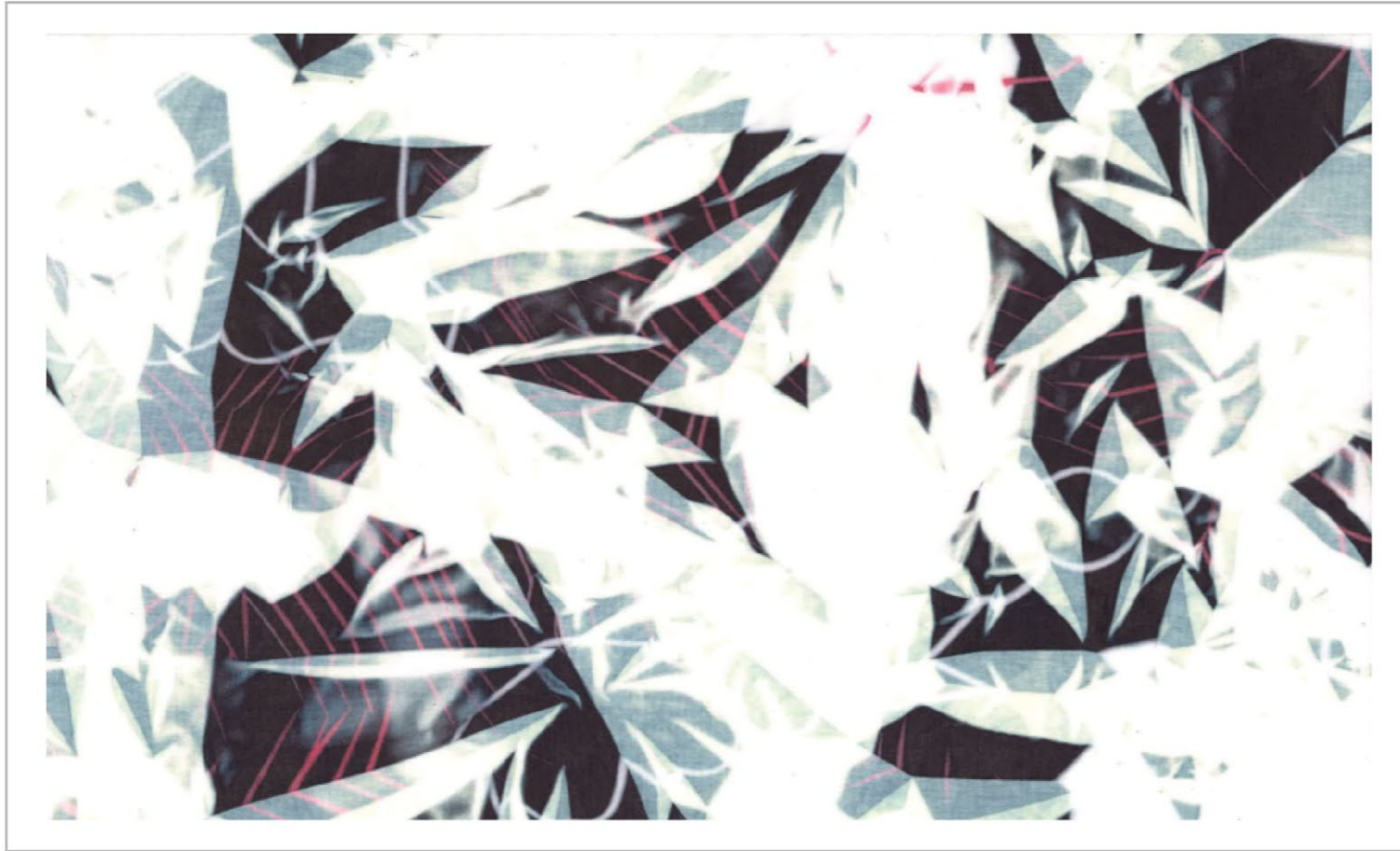


While refining my abstract digital draping technique, I delved into its potential applications for creating various garments, including trousers, jumpsuits, and coats. I also focused on refining the fit of these garments on a human form by adjusting the digital patterns to align with my design concept.





Virtual reality  
drawings from  
retro-cyberpunk  
media turned into  
abstract prints  
through  
sublimation print



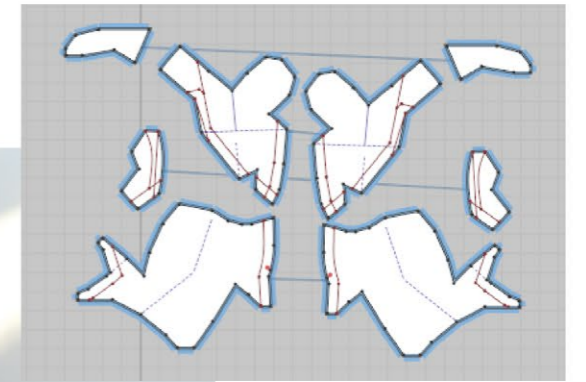
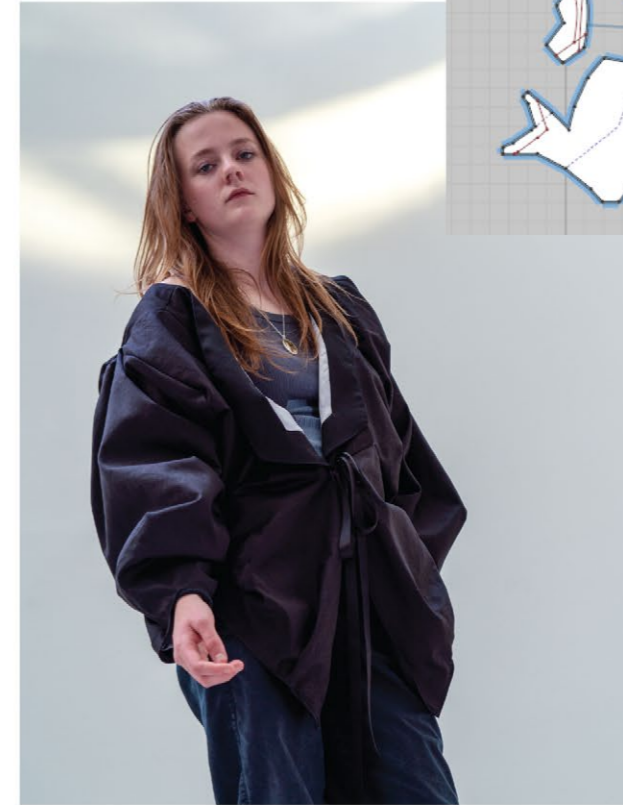






Link to turntable video of digital garment

(Click for web link)

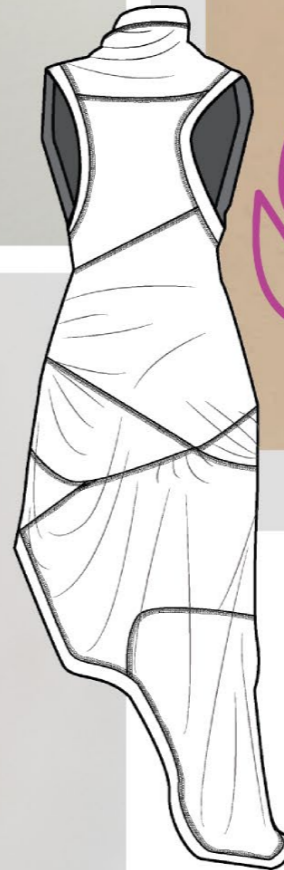
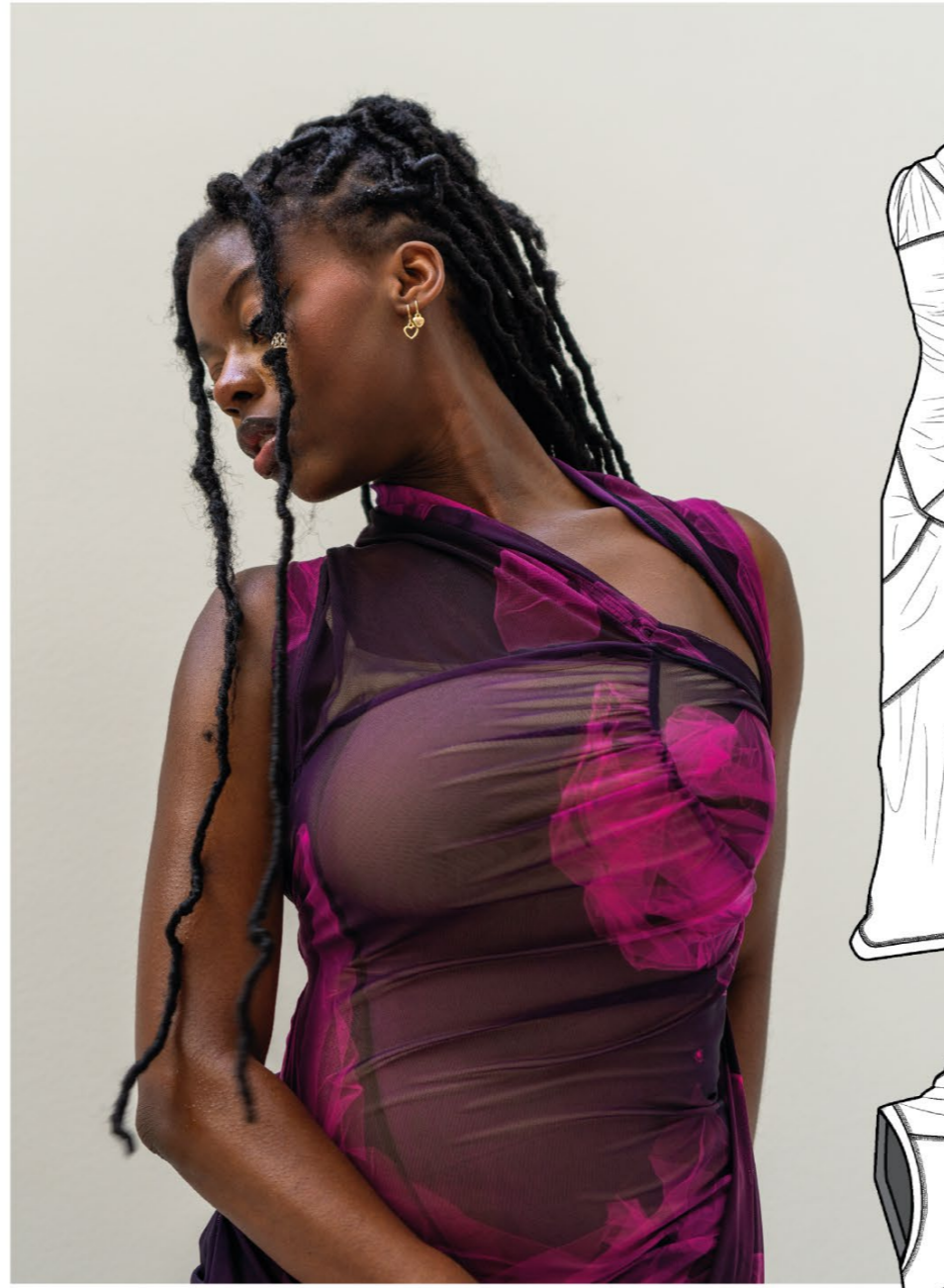


Designed as a transitional piece with voluminous sleeves that accentuate the natural curves of the arm, this jacket is designed to take the wearer from day to night. The loose fit allows for movement, with pink and black ribbons contrasting with the sublimated satin lining. Hidden pockets add an extra layer of discreet luxury.

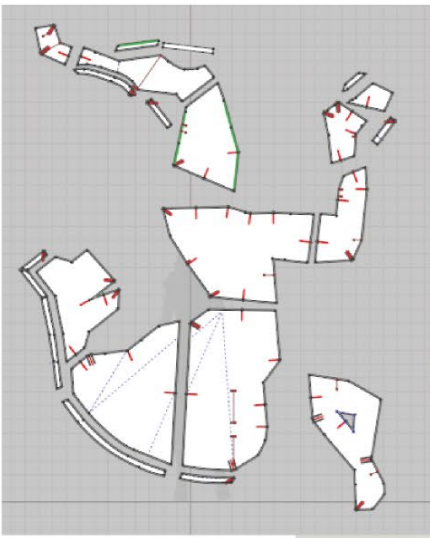


Link to turntable video of digital garment

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Crafted from digitally created tulle and hand sublimated onto pink mesh fabric, this dress embodies the essence of digital innovation. Drawing inspiration from a 'butterfly' pose, it gracefully accentuates the waist and chest, with gathered detailing around the left bosom that cascades into an intersecting, ethereal skirt. The fusion of digital and traditional techniques results in a distinctive and progressive silhouette.



Link to turntable video of digital garment

(Click for web link)

Drawing inspiration from VR technology, this garment embodies cutting-edge innovation through its application of digital pattern cutting and virtual reality manipulation. The updated silhouette, a contemporary reinterpretation of the original pink version, has been reenvisioned using virtual reality and refined further through digital pattern cutting. By combining retro cyberpunk elements to create abstract sublimation prints and integrating intricate digital features, this design represents a truly unique and forward-thinking creation. This garment encapsulates the project's progression, achieving a seamless integration of the physical and digital realms.