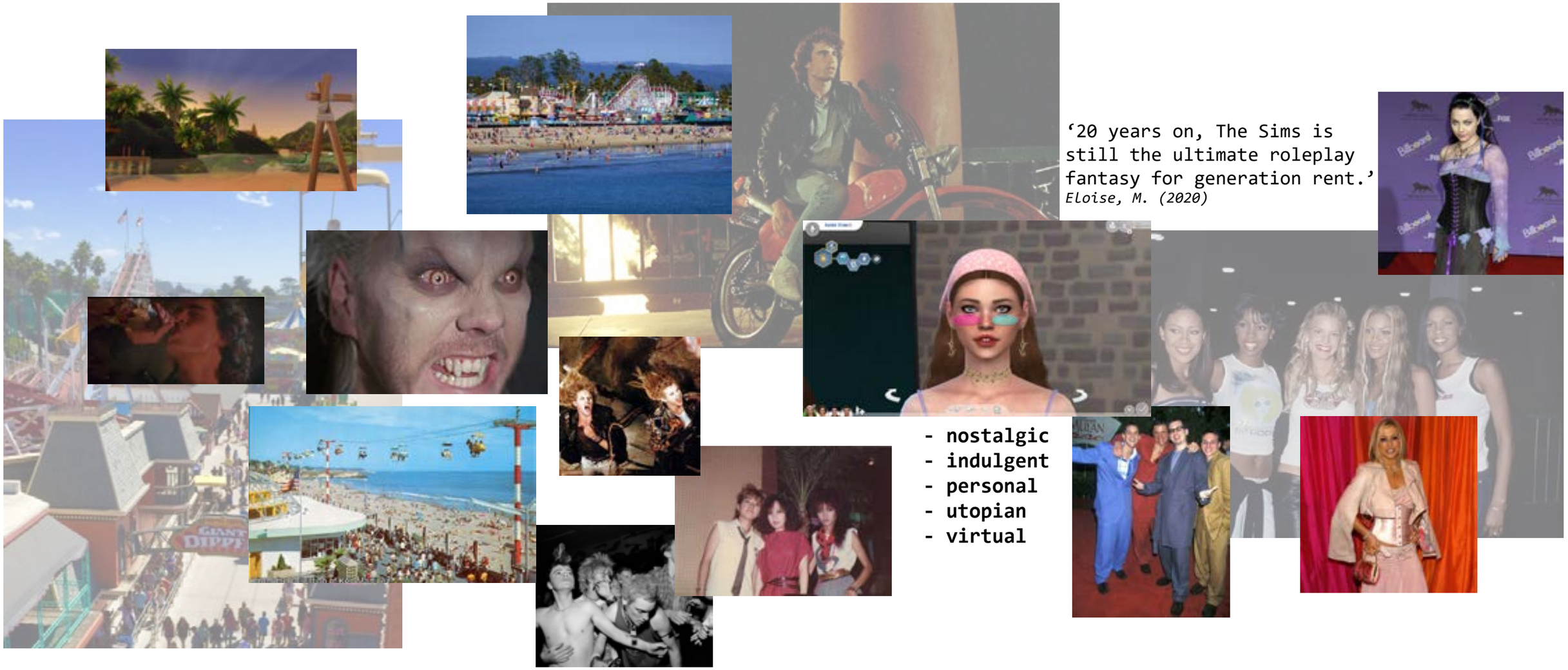
‘Sleep all day. Party all night. **Never grow old. Never die.** It’s fun to be a vampire.’ *The Lost Boys (1987)*



‘20 years on, The Sims is still the ultimate roleplay fantasy for generation rent.’
Eloise, M. (2020)

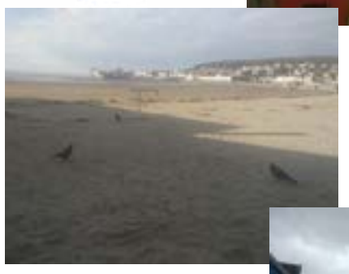
- **nostalgic**
- **indulgent**
- **personal**
- **utopian**
- **virtual**

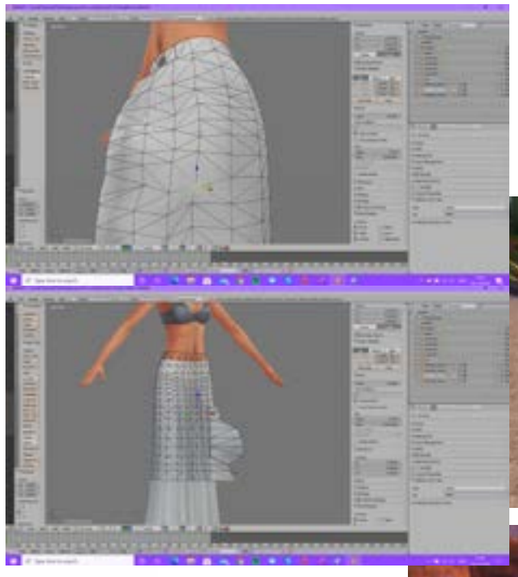
I started my project by looking at a few things. Firstly, the 1987 film The Lost Boys was a big inspiration to me. I wanted my project to embody it’s themes: eternal youth, finding identity, posthuman beings and otherness. The Sims, to me, is a platform for virtual identities in the form of customisable avatars that are beyond the limitations of physical bodies.
The aesthetics and silhouettes for my designs came from nineties and noughties fashion and my colour palette was inspired by seaside towns, I decided to use these influences because these things are very nostalgic and idyllic.
I also started looking at virtual fashion because it is a sustainable alternative to the current fashion industry.

welcome to santa carla - part 1

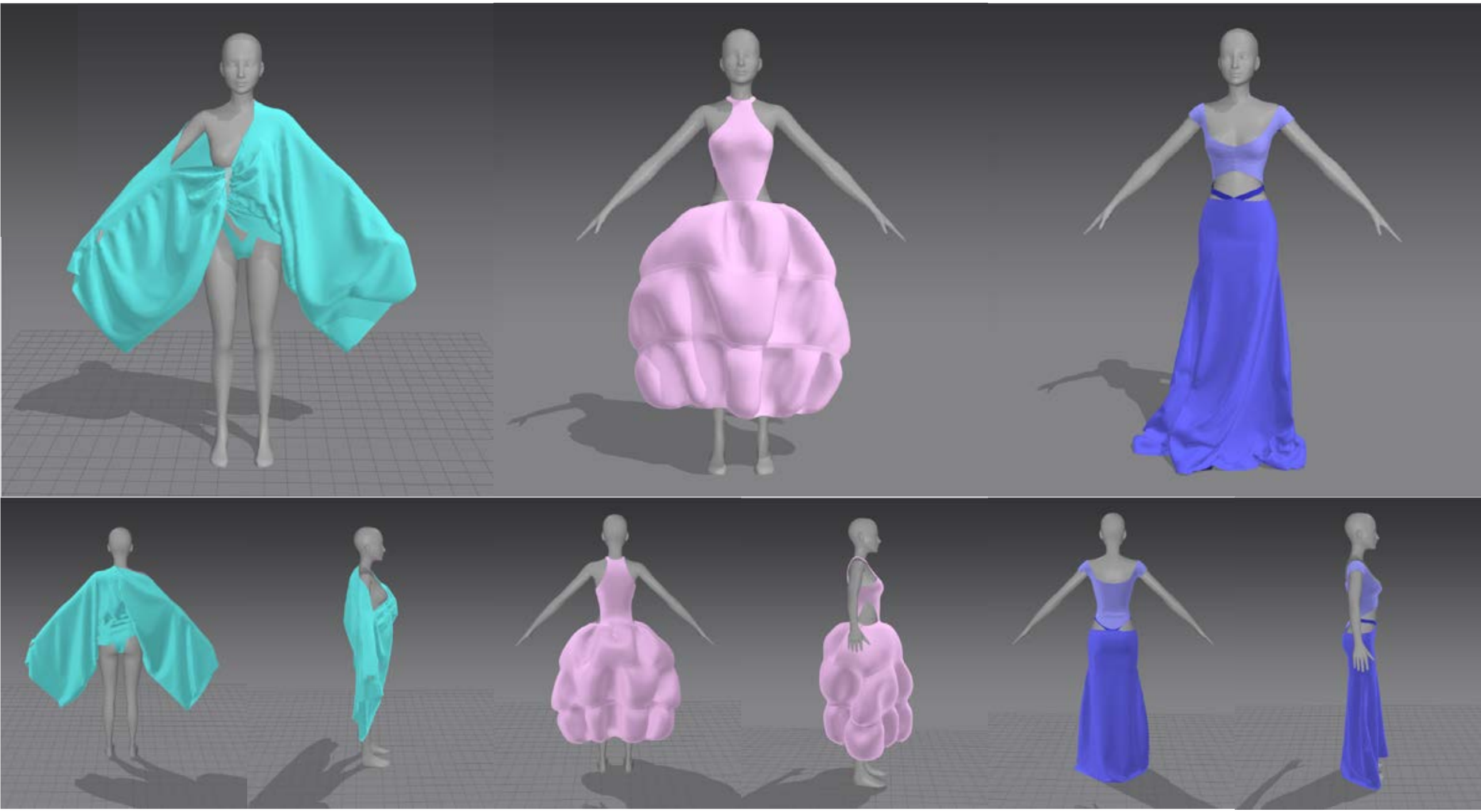
- dated
- idyllic
- picturesque
- artificial

vs natural





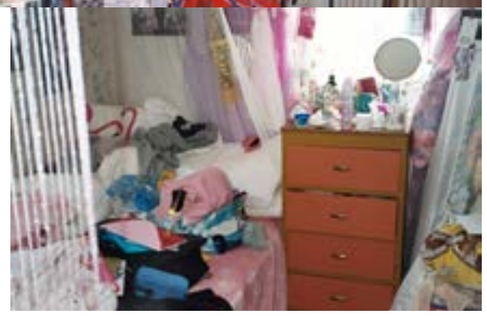
editing
pre-existing
sims 4 meshes



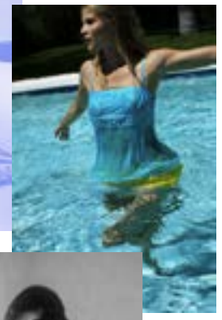
‘Being in control is, in many ways, **escapism of the purest kind** for a generation that’s desperate to find meaning offline’ *Eloise, M. (2020)*

creating a safe space

Maria Clara Macri
- In Her Room



Gant SS09



Josefina Bietti

The Lost Boys
(1987)

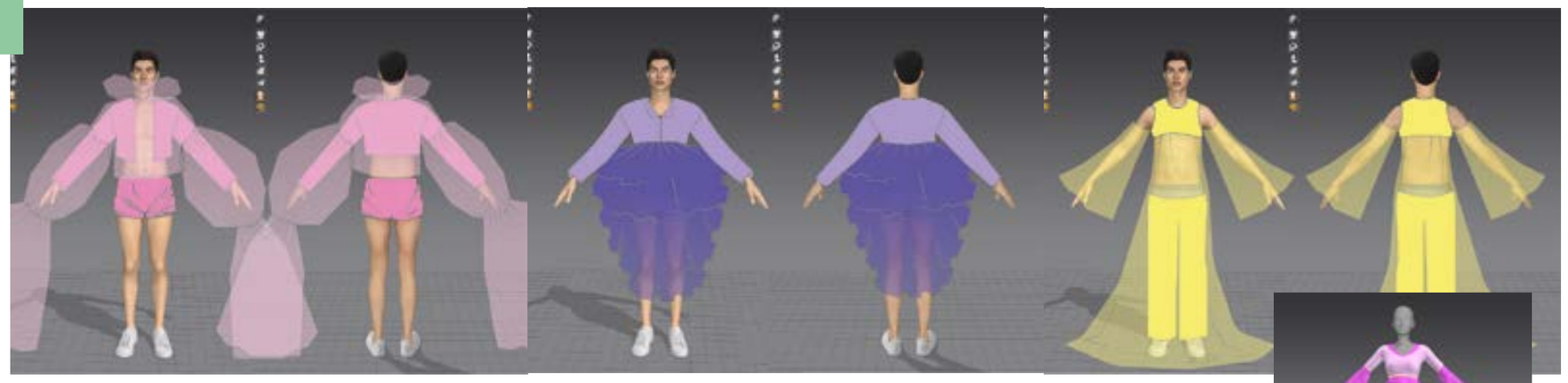
Chanel Spring 1999
Couture

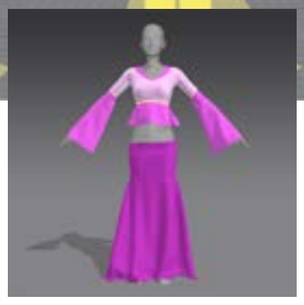
Anna Sui
Spring 1994

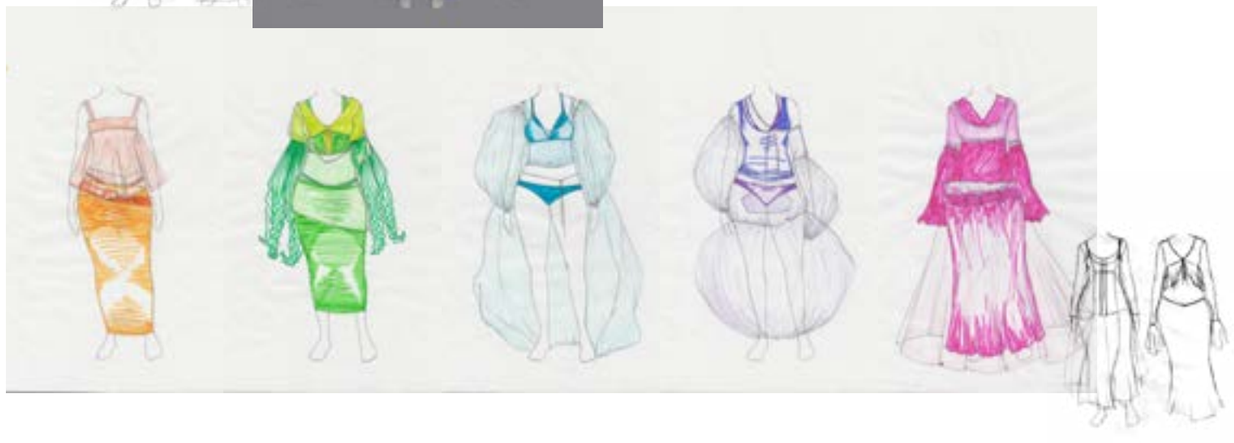
Anna Sui Spring
1993

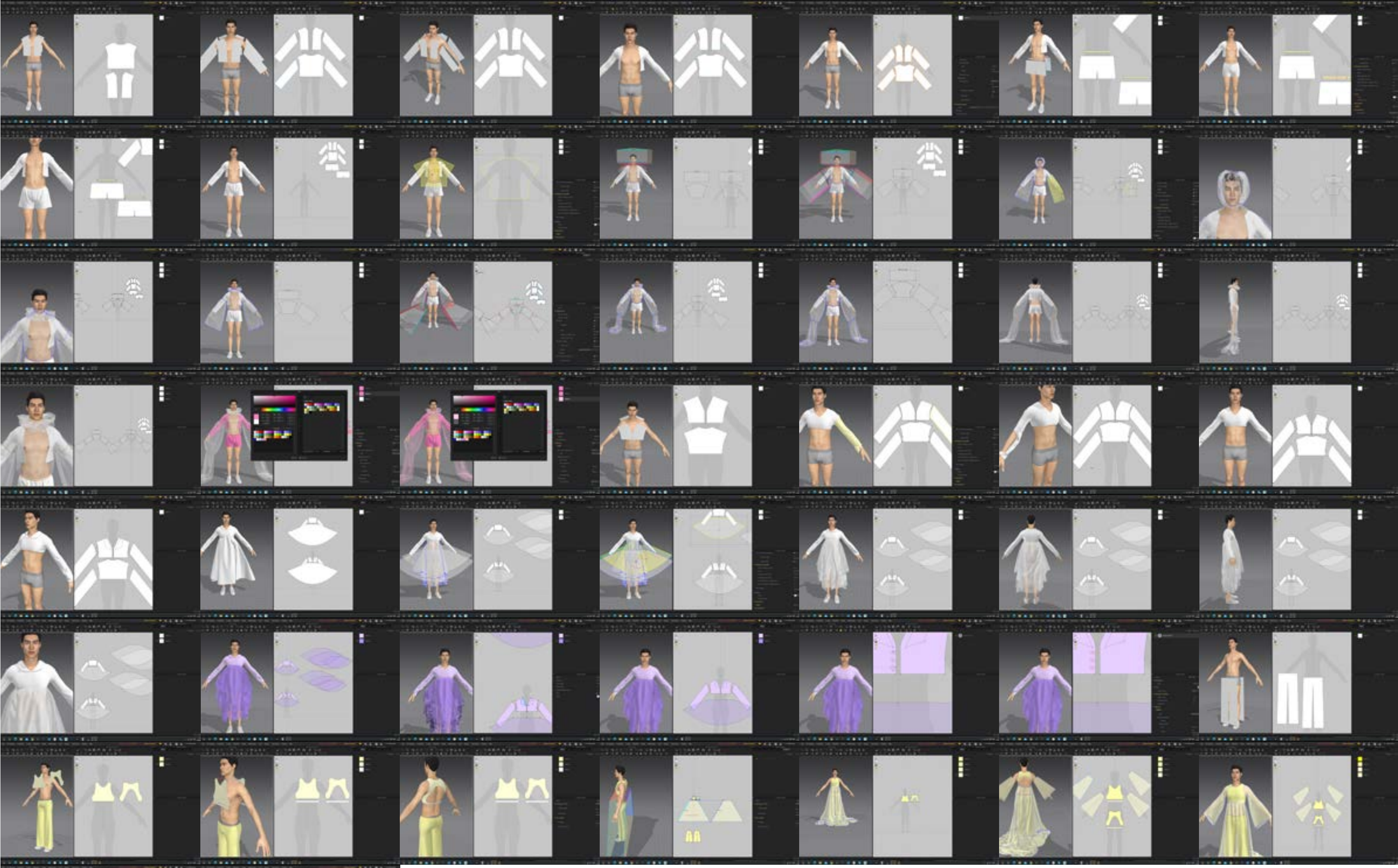
Expanding on my previous work, this project was all about creating a safe space within a virtual world, which the Sims 4 could provide.
I looked at how the residents of the game act and dress and what the player can do with their avatar.
Instead of doing more traditional silhouettes, I looked at creating avante garde, over-the-top garments that would be impractical in the real world but work in a virtual one. I wanted to take advantage of the video game physics and play around with designs that were gravity defying.
I intended to start experimenting more with the program Marvelous Designer and to develop my 3D design skills.

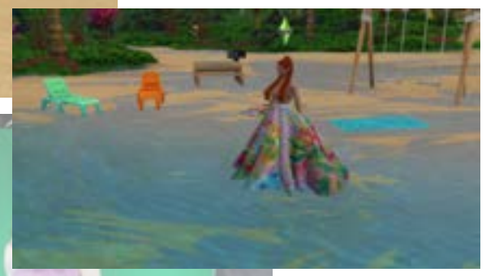
welcome to santa carla - part 2

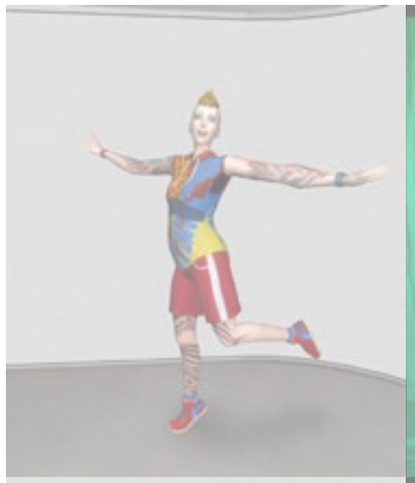


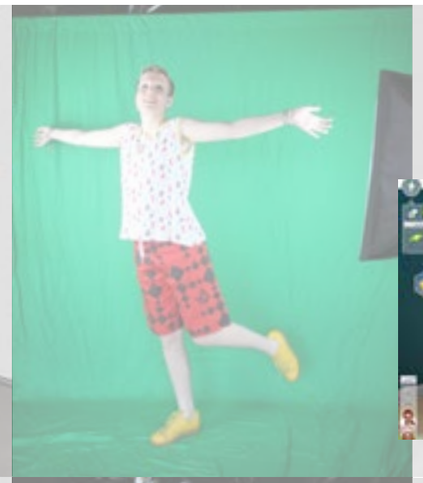


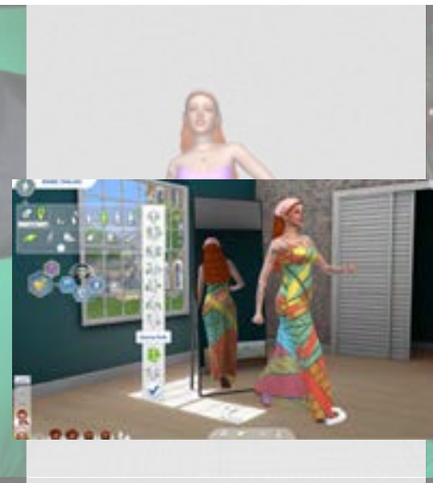


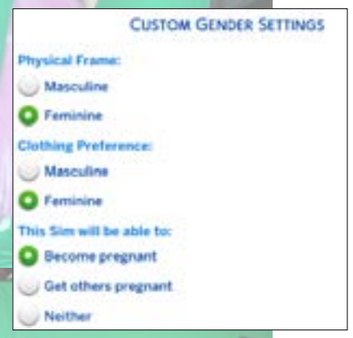




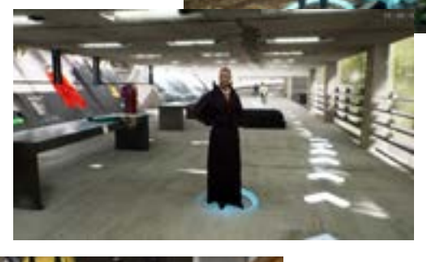


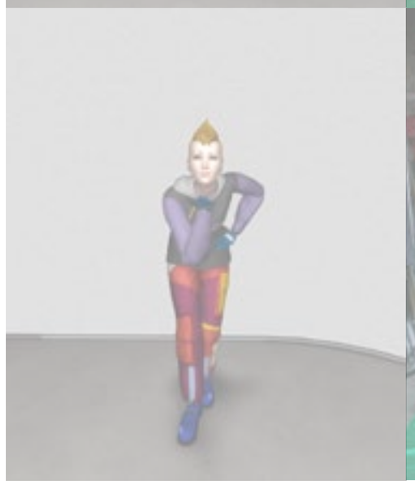


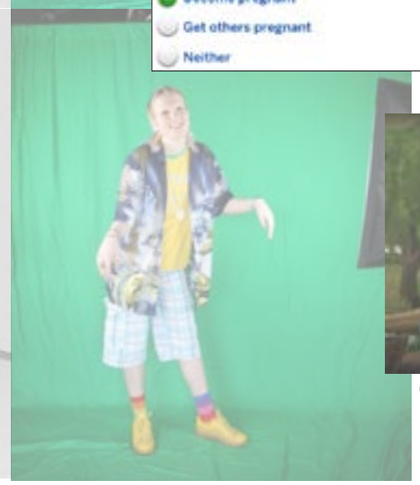




Balenciaga - Afterworld

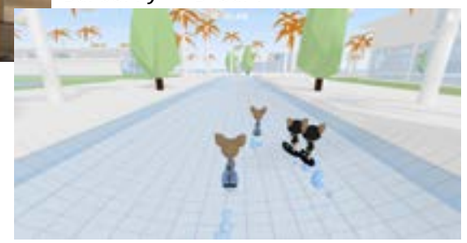


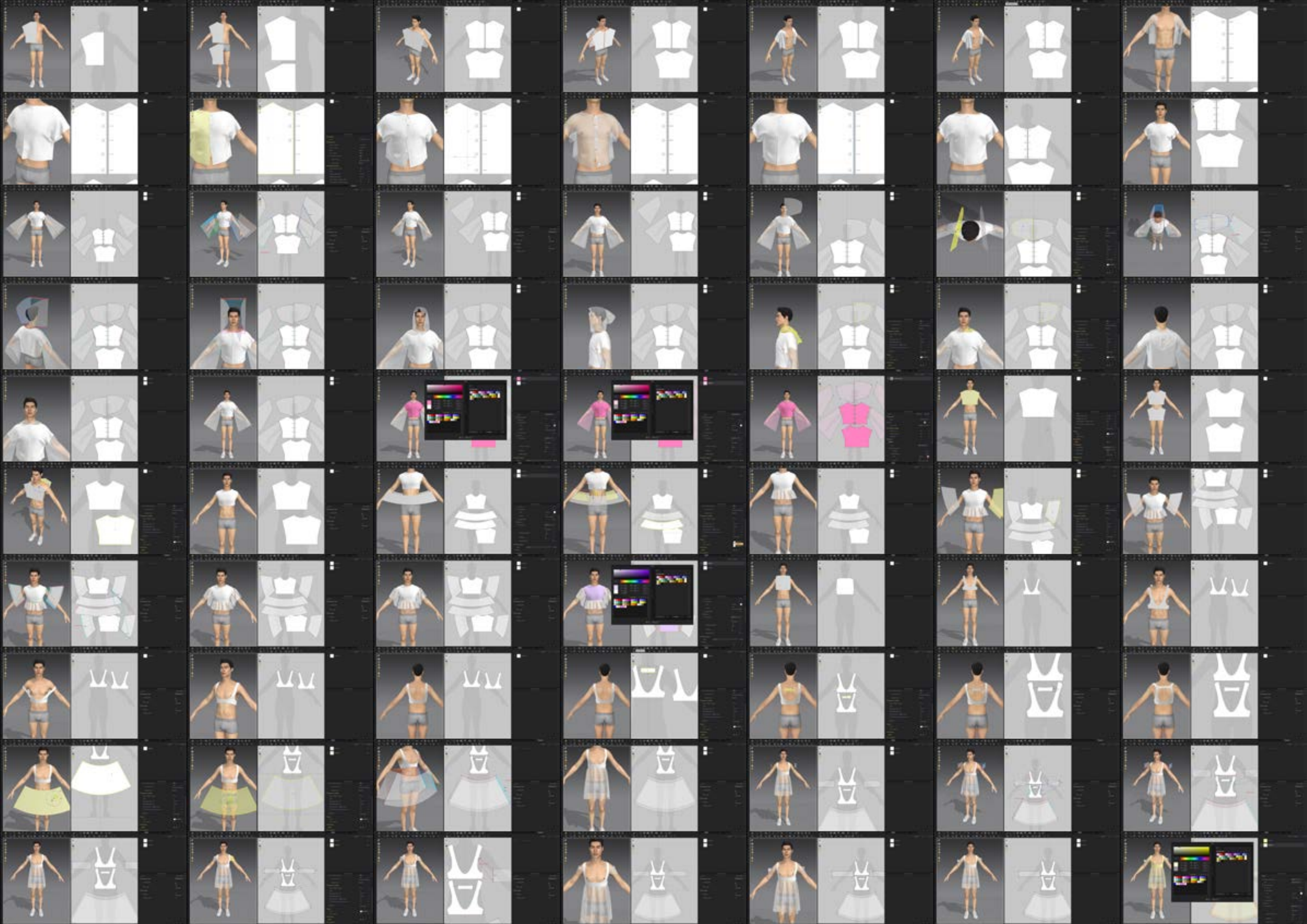




Gucci x Grimcookies

Burberry - B Surf



This project was going to be less about research and development and more to do with adapting my previous collection so it could be imported and used in The Sims 4. Because the game was not designed to allow people to import their own content into it, it is a difficult process. I had to change my designs from my previous project so they had fewer pattern pieces and were similar to pre-existing Sims clothing so I could make them work in the game.

welcome to santa carla x the sims 4