

UNDER THE SHELL

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2021



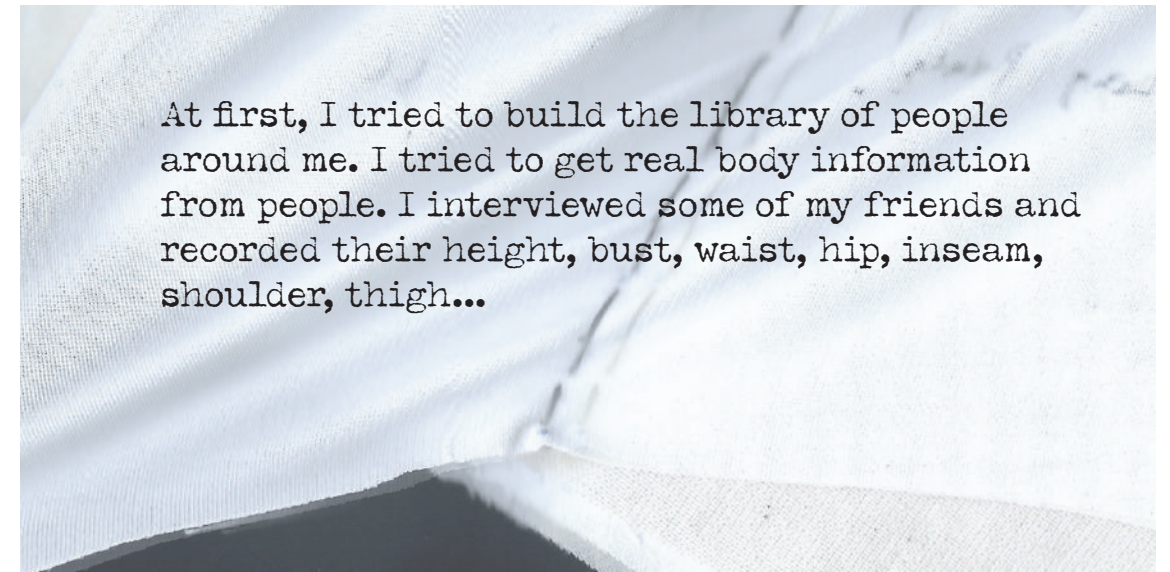
Restrain

Quest

Perceive

Demolish

Rebuild



At first, I tried to build the library of people around me. I tried to get real body information from people. I interviewed some of my friends and recorded their height, bust, waist, hip, inseam, shoulder, thigh...

Based on the interview, I did a experiment of circular cutting. The piont is how I show or hide my body through different holes on the garment.

Toile making



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P
W



Dive into Botany Bay.



The waves has the similar transparency and edges with fabric.





Digital space rendering

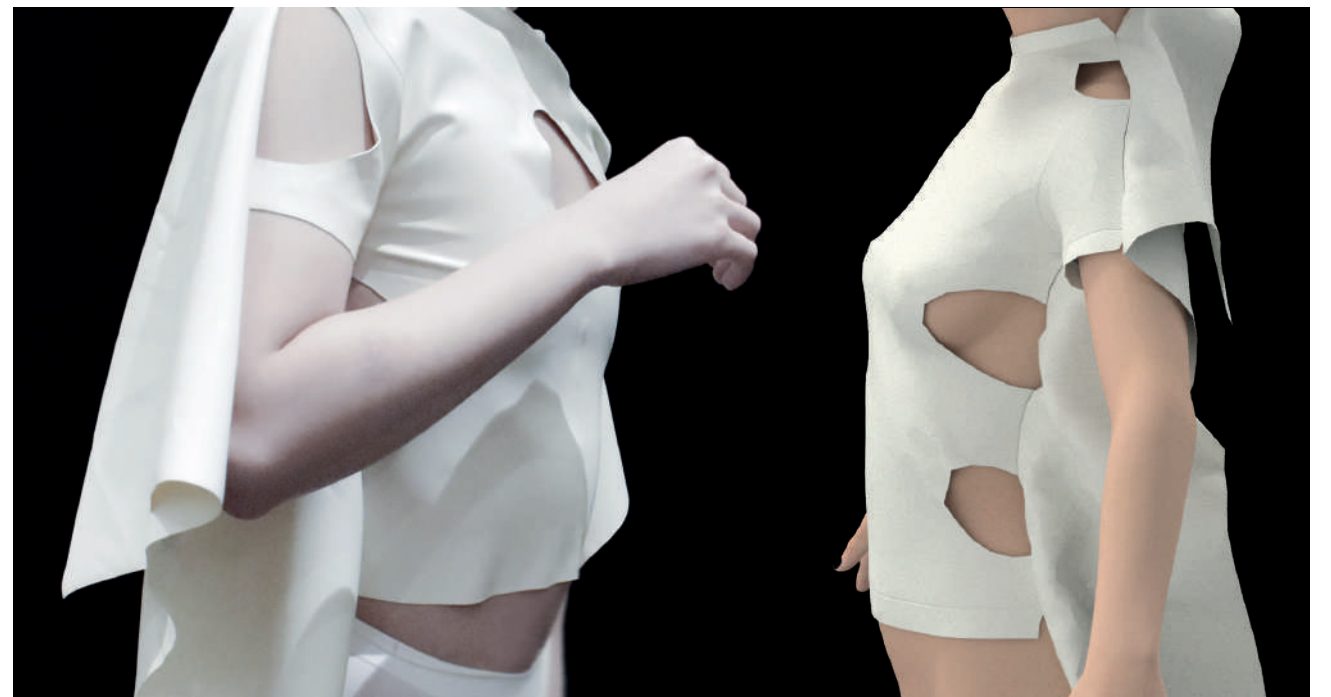




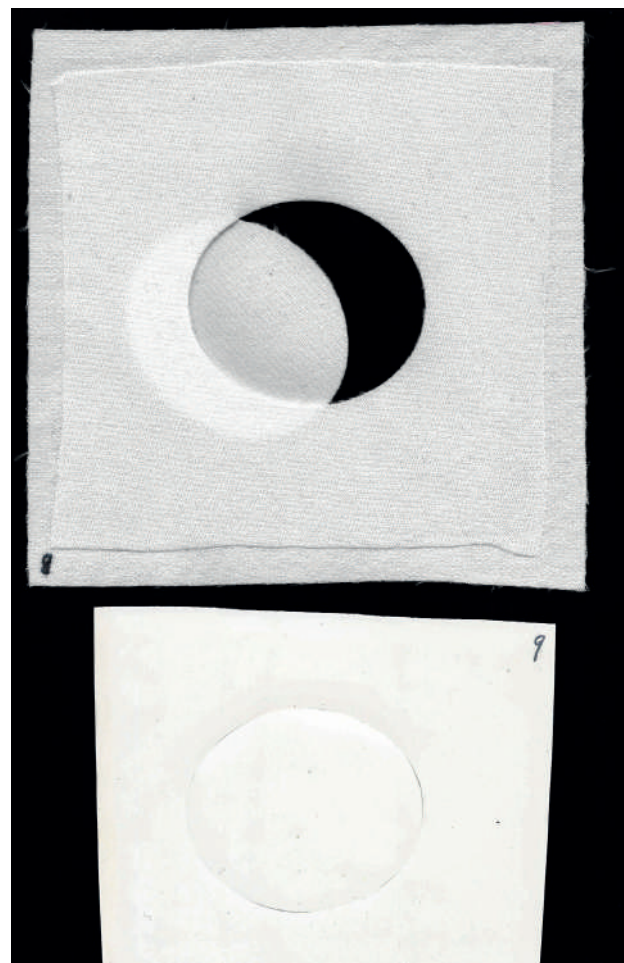
*Digital and physical
crossover world*



Digital rendering/ physical making



Digital rendering / physical making





Digital rendering/ physical making

