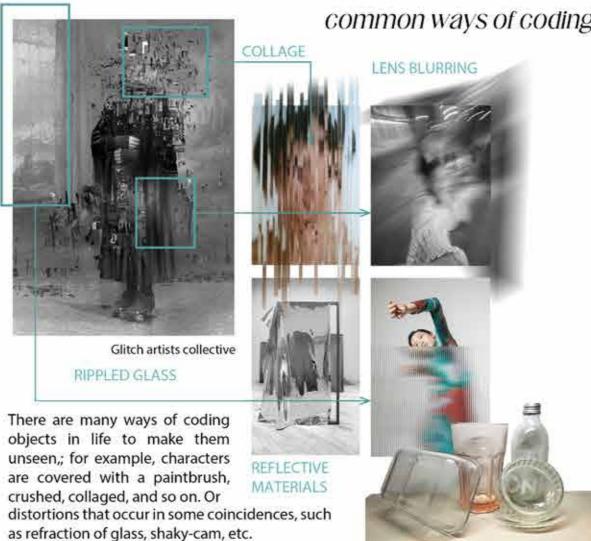
BE CODED

CONCEPT

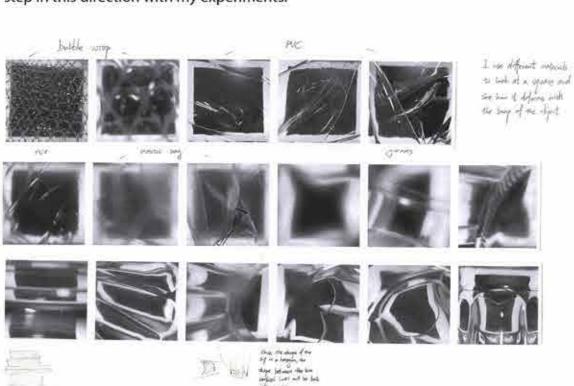
Nowadays, social media and companies often use "cloak of secrecy" marketing tactics to attract the interest of users for their own sales and promotional purposes. Blind boxes, article headlines that obscure important information, etc. are all products of this phenomenon.

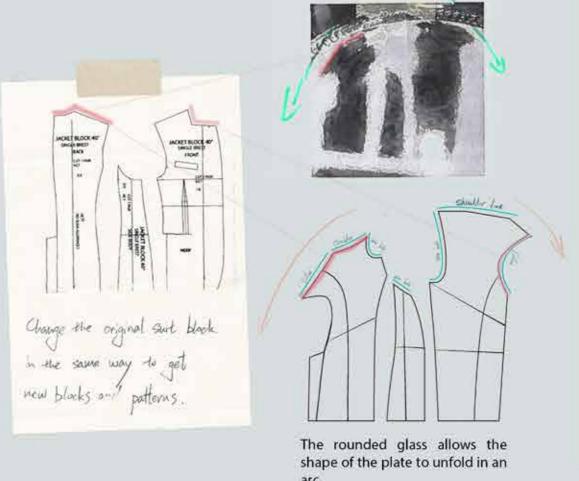
This project aims to explore what lies beneath the veil by examining the phenomenon of everyday coding and the "five tones and five organs" in the context of oriental occultism.

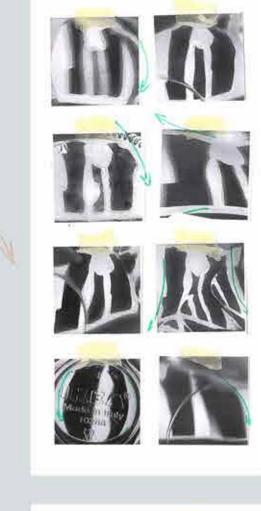
RESEARCH common ways of coding

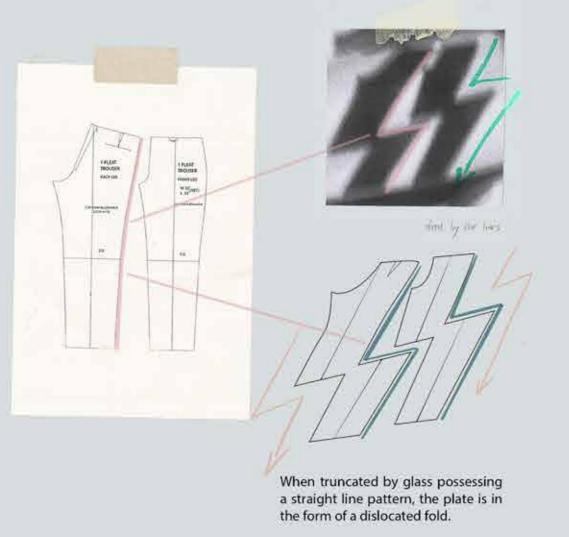


In my previous research I was particularly interested in the state of deformation that glass with patterns produces in objects, and took the next step in this direction with my experiments.

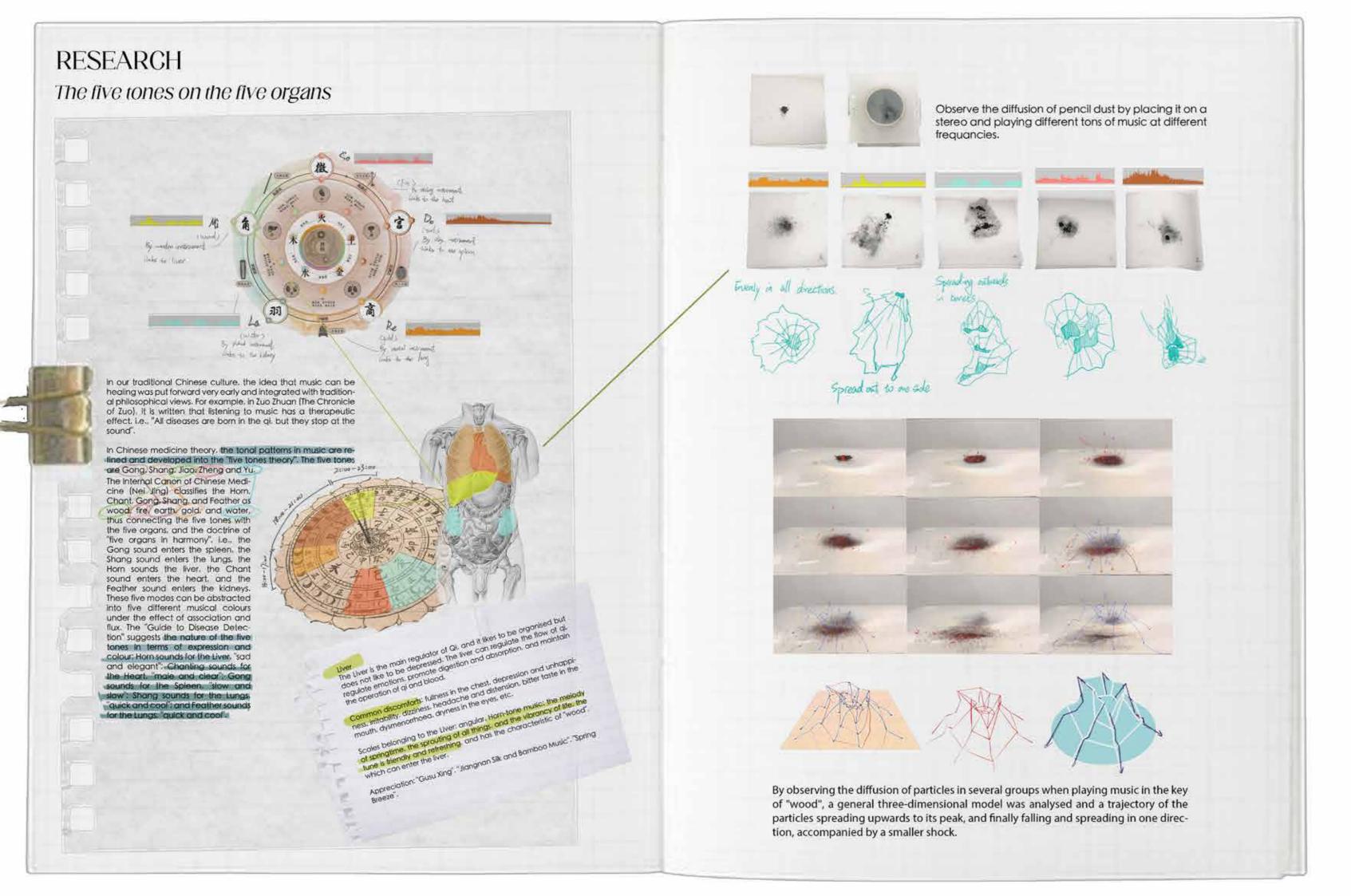




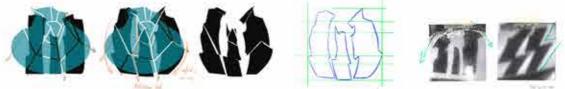








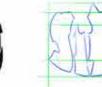
Applied to pattern changes









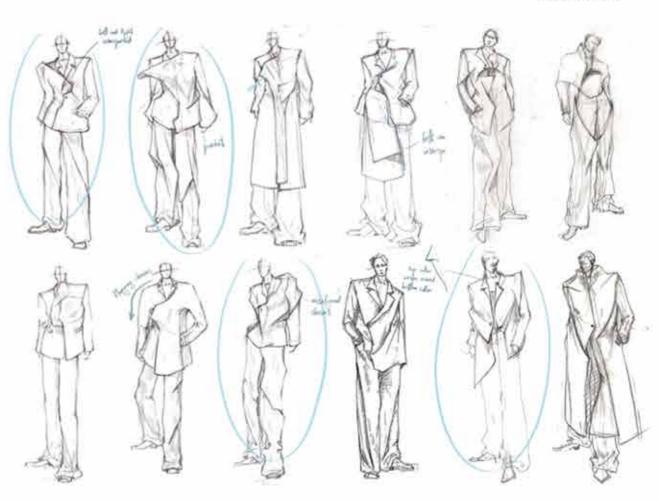




According to the previous experimental conclusions, the suit plate was changed and the sample was



Sketches





Model making process

3D model of the sound structure







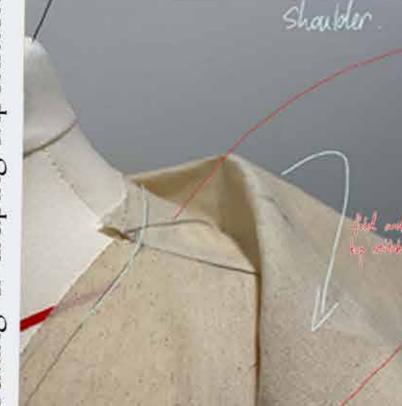


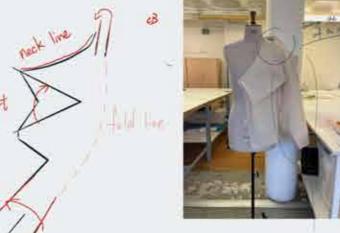




I carved a volcano-like structure out of jelly wax from a previous sound experiment and used it as a medium through which to view the suit behind me to get a series of deformed structures.

draping experiment Ø Pattern cutting



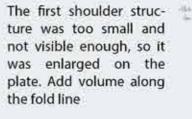












Taking inspiration from previous experiments, I used pattern cutting and draping to achieve the desired structural effect. In this shoulder structure, I used draping to create extra bumps and dislocations in the shoulder structure by folding and adding provinces.







3D model of the sound structure



Observe the prototype suit through the created diorama and observe the deformation of the suit.



Sleeve structure









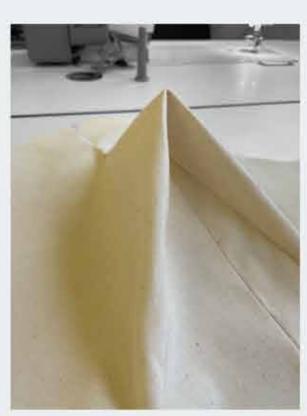
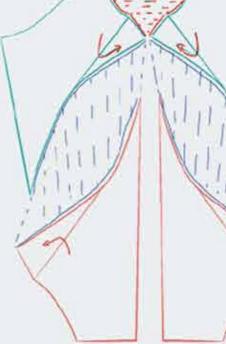
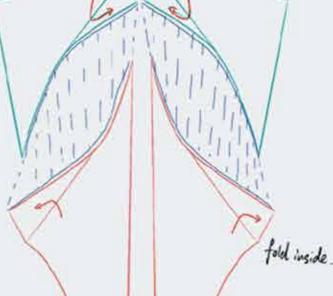


plate into four pieces, top, bottom vers and folds to give the sleeves a od look.



Pattern





Sheiches



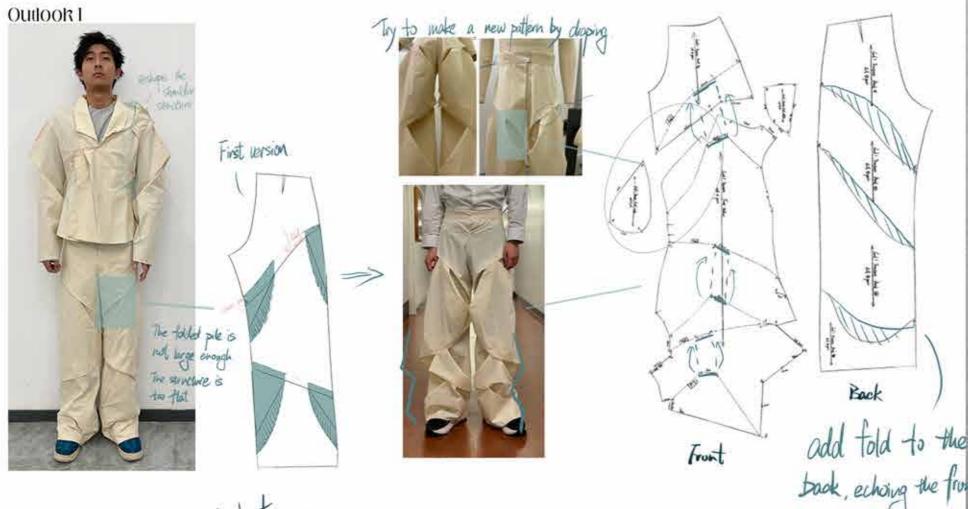
Undulating curves connect in fluid lines all over the body



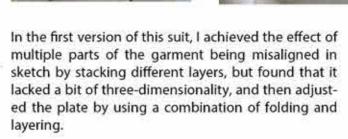
Tried to apply the details of the prototype to the rest of the costume and drew some sketches

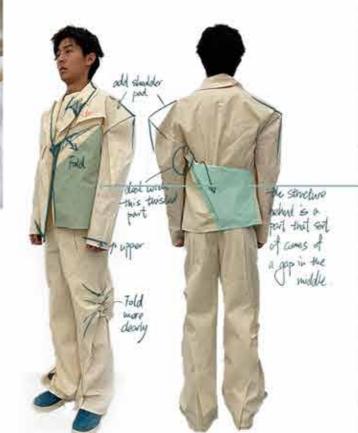


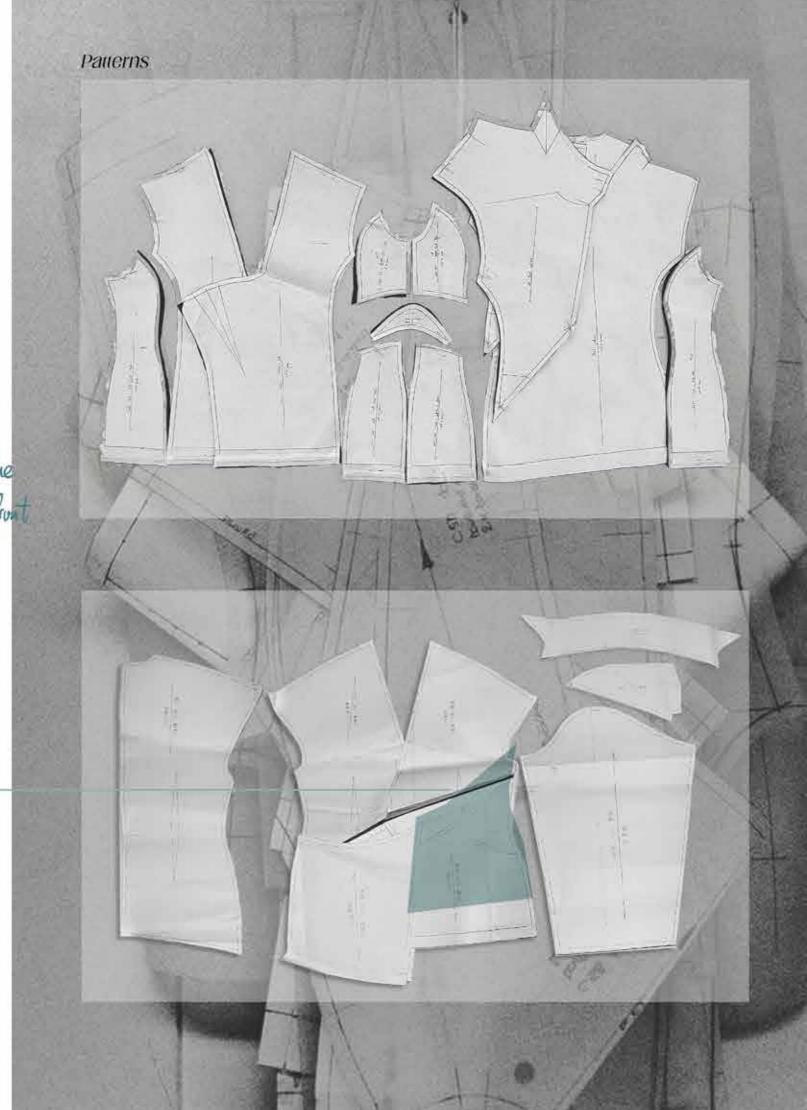
Pattern development & fitting

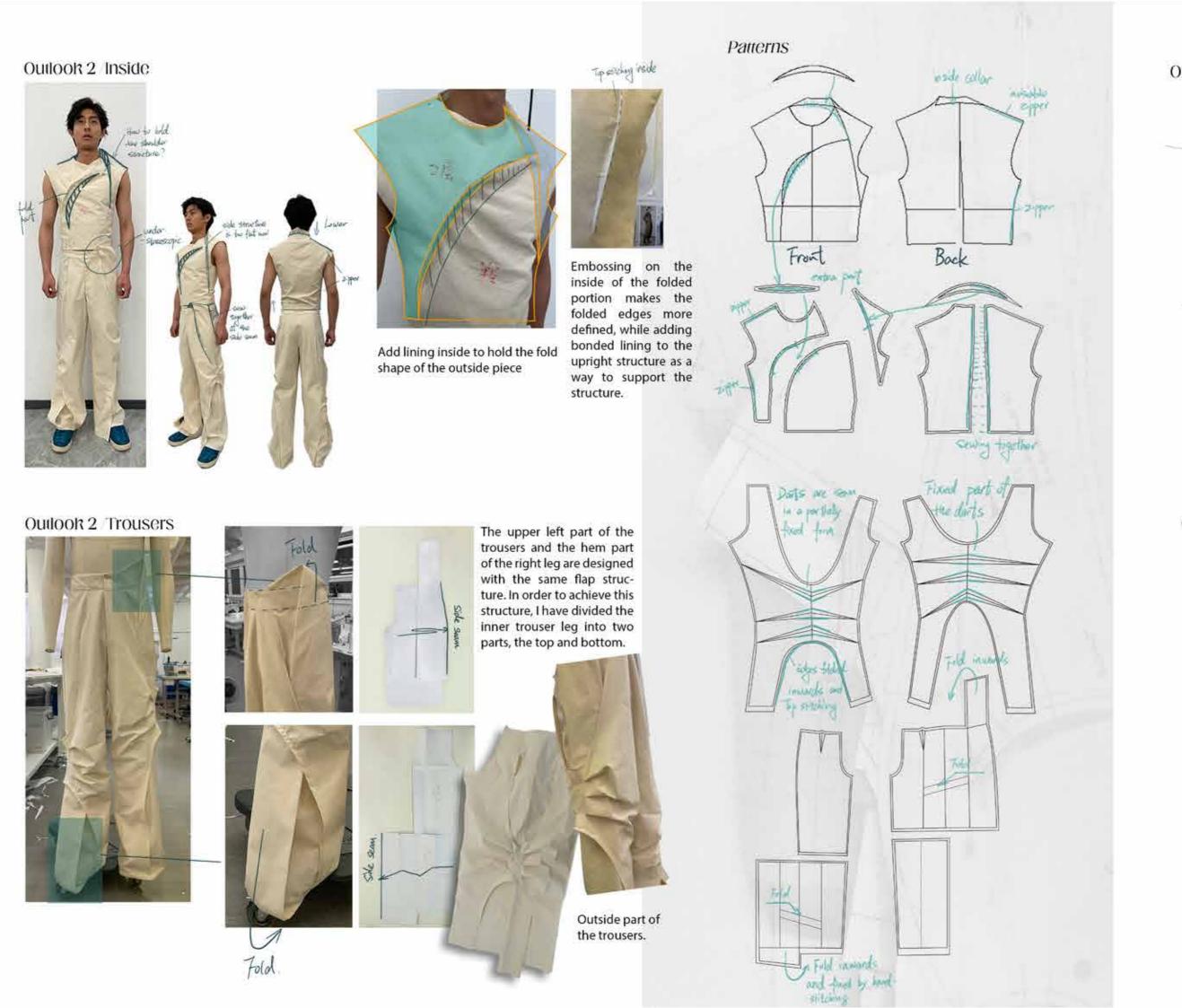


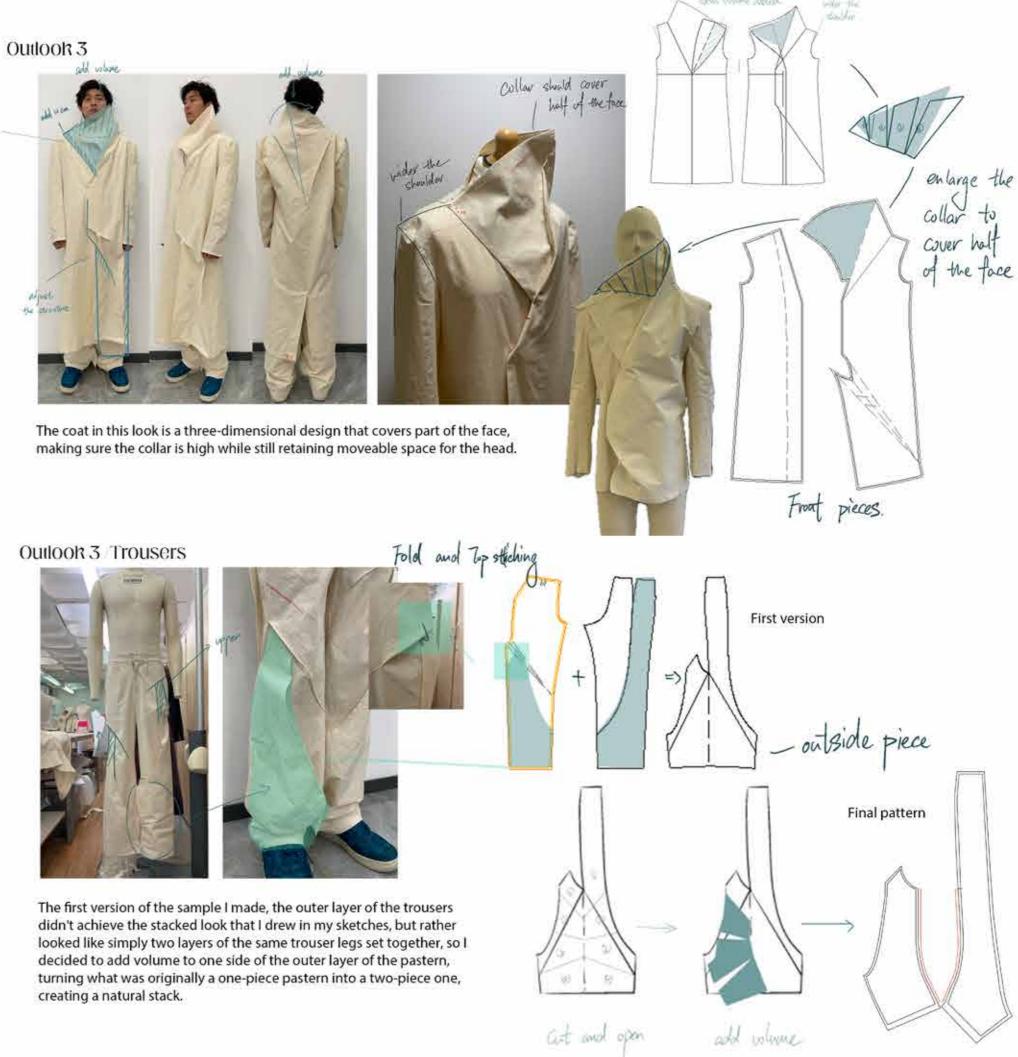




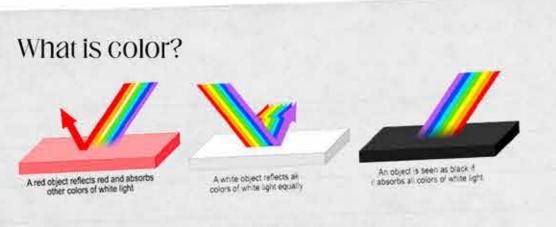








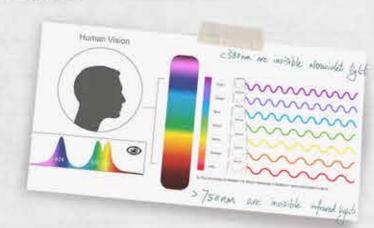
COLOR

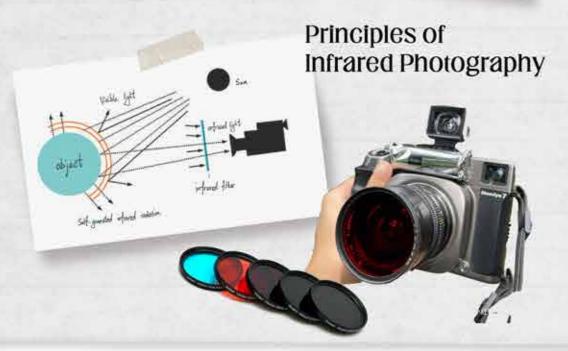


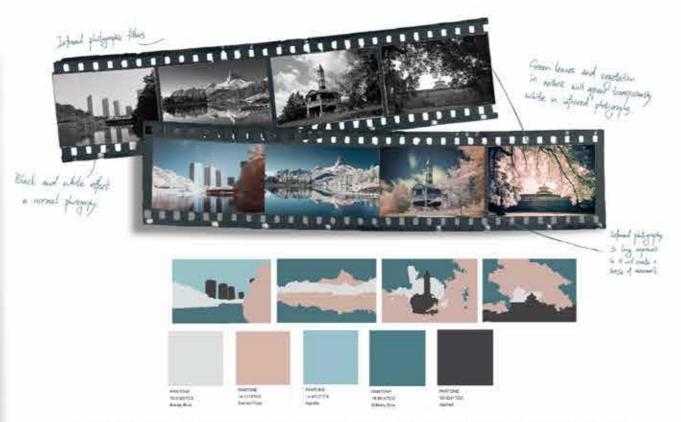
The 'colour' of an object is the wavelengths of light that it reflects. This is determined by the arrangement of electrons in the atoms of that substance that will absorb and re-emit photons of particular energies according to complicated quantum laws. So tomatoes are red because the pigment atoms in the skin absorb photons of all energies except those that correspond to red wavelengths of light, which they reflect back to your eye.

Human visiable color

The human eye's visible light range of 380nm to 750nm, more than 750nm is human invisible infrared light, but human beings also often use this invisible light to complete the observation of special objects.







Infrared photography is the process of achieveing special effects by capturing infrared light that is invisible to the naked eye. The wavelengths used for photography range from about 700nm to about 900nm.

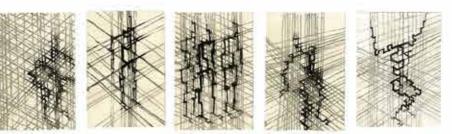
FABRIC



MATERIAL DEVELOPMENT

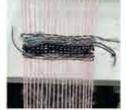


Based on the deformed shapes obtained from the previous experiments, the fabrics were modified by combining the knitting method to create a "coded" effect.





1-2 Embroidery thread, 3-8 Mohair, 9-10 Leather thread, 11 Webbing, 12 Polyester braid, 13-14 Copper wire



left some of the weaving

open to create a hollow

Different threads were weaved according to the irregu- Securing weaving to the wool Finally, each warp thread

pink colours were used as warp threads, hidden from en-needle poking needle

woolly fabrics first.

gether with the less by embroidery using the

same yarn.

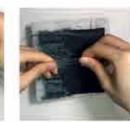






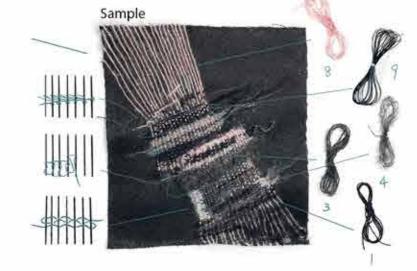
lar shapes derived from previous experiments. Bright fabric by felting it with a sevil is fastened to the fabric







Finally, felting the fabric with colored wool to give it a natural transition.



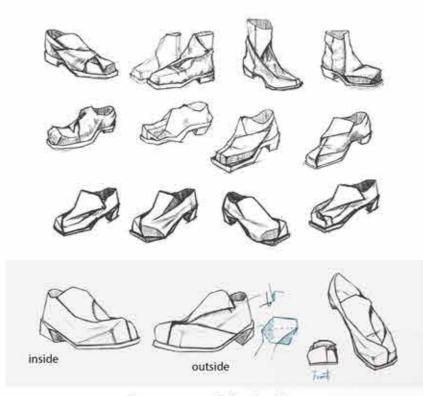




ACCESSORY/SHOES



I use the same method of looking at a suit to see how the structure of a shoe changes in structure under a 3d model.



Three views of the final design

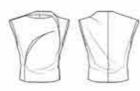


The shoe's last is a square toe shape with a thicker and slightly upturned toe.

LINE UP

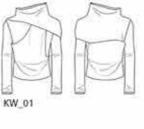






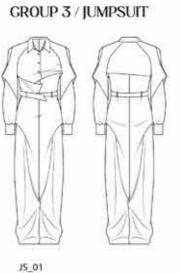
VT_02



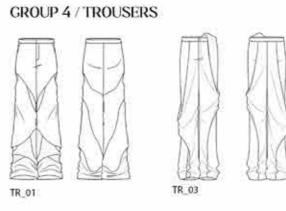


GROUP 2 / RNITWEAR



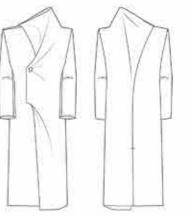


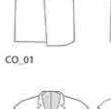


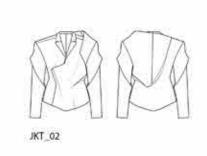




GROUP 5 / OUTERWEAR









CO_02



LOOR BOOR





















































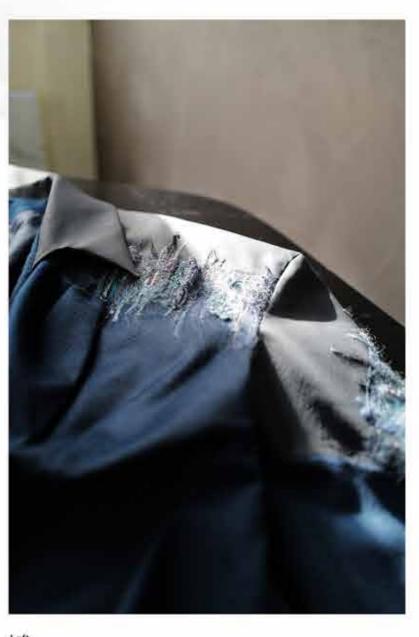




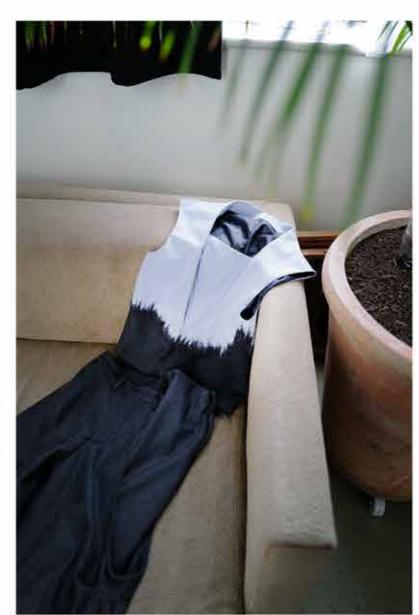


Designer: Tian Qiu **Photographer:** Liu Sheng **Models:** Songyuan, Derek









-Above Right
Figure 004. Liu, S. (2024) Outfit1 [Photography]. Edinburgh.
-Right
Figure 005. Tiu, Q. (2024) Outfit3 detial [Photography]. Edinburgh.





Figure 00.6 Liu, S. (2024) Outfit4&6 [Photography]. Edinburgh.

Figure 007. Liu, S. (2024) Outfit6 [Photography]. Edinburgh.
-Right
Figure 008. Liu, S. (2024) Outfit4 [Photography]. Edinburgh.

Designer: Tian Qiu Photographer: Liu Sheng Models: Songyuan, Derek

