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Project description

Clothes in Motion is one of a series of design based provocations that was developed in response to studying laundry practices and related washing behaviours. With a focus on domestic resource consumption, the provocations highlight spaces and opportunities where designers can work to rearrange the combined social and material elements that help to construct and organise laundry practices.

Clothes in Motion is based on a subset of findings from a yearlong laundry study which evidenced stretch, distortion and imprints left in clothes after wear as a key motivator to wash. It responds by shifting the conventional approach to fashion, where movement becomes the central tenet for design.

The trousers are designed, cut and constructed to reflect a lower sitting position while the jacket is designed around arm and elbow movement. In doing so, they skew the usual upright and stationary perspective that garments are designed from, changing both how design is approached and the cut and construction process. When the wearer stands straight the trousers sit taut on the calf and back of leg, tilt down from the hips and protrude at the knee giving the impression of a knee imprint.

This process of design and the resulting distorted aesthetic circumvents the accumulation of bodily imprints that prompt more frequent laundering to remove stretches and restore garment shape. Clothes in Motion offers an example of how designers can re-think the design process to create new aesthetics in every day wear that encourage greater thought and reflection on when a garment should be washed and different ways of developing laundry practices.

Acknowledgements

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Figure 1 Toile of jacket prototype with focus on elbow movement



Figure 2 Prototype jacket sleeves, inside view, pattern cut for movement



Figure 3 Prototype jacket side view, showing exaggerated elbow detail



Figure 4 Prototype jacket front



Figure 5 Prototype jacket showing exaggerated elbow developing aesthetics for movement



Figure 6 Sketch from initial design and development phase connecting movement to pattern cutting



Figure 7 Toile of trouser prototype developed from crouching position



Figure 9 Prototype trousers showing focus on knee movement



Figure 10 Prototype trousers showing exaggerated knee details

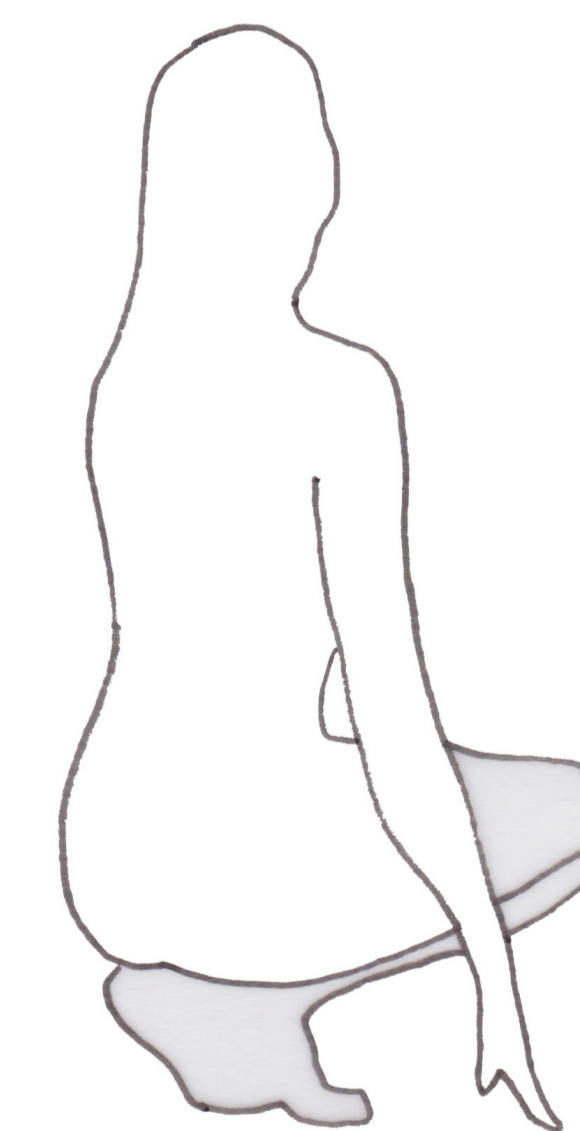


Figure 8 Sketch from design and development phase



Figure 11 Prototype trousers front