

Haute Couture Objects (S,M,L)

Type:	Individual work
Requirements:	Research, Renderings, Prototypes and Material Investigations
Due Date:	26th April 2012

"With me, metamorphosis is a bit like plastic surgery, but less drastic. I try to have the same effect with my clothes. But ultimately I do this to transform mentalities more than the body. I try and modify fashion like a scientist by offering what is relevant to today and what will continue to be so tomorrow."

Alexander McQueen

Abstract

The fashion industry uses a unique model for design, fabrication, business and presentations (i.e. the runway show), which you will research and then adapt to produce and ultimately show your objects and pieces of Haute Couture Objects (S,M,L).

Program Challenge

Using the Fashion Industries methodologies and practices as a model, you will design and fabricate three (S,M,L) haute couture, limited edition objects, products and/or furniture able to become mass-produced (like a piece of clothing, for example).

- **S** – the S for small can be a candlestick holder or tabletop object (or similar size)
- **M** – the M for medium can be a stool or coffee table (or similar size)
- **L** – the L for large can be a table or chair (or similar size)
- **S,M,L** – the collection should be developed simultaneously and be aesthetically similar, as if you're presenting an entire collection of products.

Course Objectives & Methodology

- Develop awareness and understanding of humanitarian, ecology and global trends
- Use computer graphics and visualizations for design ideation
- Hone research, critical thinking and presentation skills
- Assume the role of initiator, educator, and producer
- Appreciate cultural, economic and social differences
- Gather and synthesize information from a variety of sources
- Identify the parts, materials, and production methods of a product
- Produce a presentation and printed document that demonstrate these acquired skills

This course will embrace the interaction among material research, computation, visualization, simulation, and fabrication as techniques in articulating design ideologies. Through an understanding of these techniques, students will develop a logic for deploying and sequencing each as a communicative strategy. Collectively, these techniques will constitute a cumulative process of design.

Specific emphasis will be given to integrating design ideologies, materiality, material assemblies (systems), graphical communication and visualization throughout the design process (models, drawings, renderings, etc.) and discovering new *territories*.