student name:

student numbre:

optional: other research images that are relevant for your design proces. Be selective in what you present.

week:

week 1

Pick an apron. Be as specific as possible. In this assignment you will brainstorm about the embeddedness of your chosen apron in the world, and the world in the object.

How can it be dissected conceptually? What does this apron mean to you? How is it situated in the world and how is the world situated in it? You will explore the many dimension through which you can look at your chosen apron and analyze it.

Find the assignment via this link: https://2223.mywdka.nl/VGWMAJ13MQ/2023/03/29/dissect-the-apron-homework-3-april/?filter=author

Upload images of your apron. Choose 3 dimensions that you find interesting and decribe your apron and research findings.

Images chosen Apron:

1
kick off

week 2

In this class you will be introduced to using the Clo Library. By adapting patterns of existing aprons in the Wdka library you make a virtual version your apron of choice.

Your virtual replica (front/side/back):

2

week 3

Minimalistic

Having a fabric that we keep his shape and will follow the movement of the body

Mixing elegance and workwear

Create 3 design variations in which you alter the original **volumes and proportions**. This means you can change the total volume of the garment, or change the volume of its parts. How can this tell your story?

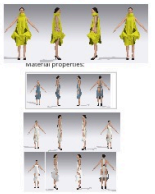
Create 3 design variations in which you play with the **material properties**. Change the texture and material properties of your apron, or parts of your apron. Can it be furry or glossy? Can it be thicker? or very thin? How can this tell your story?

Create 3 design variations in which you play with **functional details or decorative elements and their function** such as straps, buckles, trims etc. NB your final design will include a minimum of one pocket. You can also introduce elements you found that relate to your apron and its context such as heads, skirt parts or other layers that you found in your research. How can this tell your story?

Create 1 design variation in which you play with the **relation to the wearer**. How does changing the body that wears your apron design influence your story?
Archive all variations in CLO 3d as a stage by using "save as..". Make an image of each variation.

volume and proportions:

material properties:



Functional details and decorative elements:

relation to wearer:

3

week 4

I spent most of my childhood in Brittany where farming and fishing are predominant careers. These are both tough jobs. For this design, I was inspired by the fisherman's apron. I wanted to try and talk about a job that we don't see much of, but which is extremely complex from both a social and an environmental point of view.

Choose your 3 favourite variations from your previous study. Improve the design based on your findings. What worked well? Which choices tell your story the best? Make 3 variations and upload the pattern aswell.

Describe which one you have chosen to excecute. Why did you choose this design? How does it tell your concept or story? How does it refer back to your research? max 3 sentences.

i chose this particular apron because it represent the best my idea of minimalistic design but it also keeps the idea of the fisherman apron it still protect the body but also bring some elegance to the wearer

4

week 5

Choose your 3 favourite variations from your previous study. Improve the design based on your findings. What worked well? Which choices tell your story the best? Make 3 variations and upload the pattern aswell.

5
midterms

week 6

week 7

week 8

week 9

You will study all aspects of your apron by making little samples. Study minimum 3 pockets and/or details. In these study you do try-outs for your final pocket and details in you final piece. Use real fabric/buttons/zippers for this. Choose what is most relevant to your project.

Prototype:

Based on your printed pattern you create a prototype of your apron. Take pictures from your prototype everyweek (front/side/back). By doing so your study:

1. Volume: How do I achieve the right volume?
2. Construction: Does it need support fabrics, or interfacings?
3. Fitting: How can it be worn on the body? Does it need a closure? What happens when the body moves?
4. Seams: How do I finish it? What stiches are needed? How do I finish round edges?
5. Concept: How can I tell my story with the material, fit and shape?

The final apron design is 1 object, with minimum 1 pocket and finalized details. In three samples you study for example:

1. Details: what buttons/zipper/flap do I use?
2. Seams: What stitch length / yarn / finishing is fitting my story?
3. Pokets: which parts does it contain? How are they sewn together? How is it sewn on the garment? How will it be connected to the apron?
4. Material: What material do I use? How do I work with this material? What is the best way to cut it?
5. Concept: How do my details refer back to my research? How can I tell my story with it?

Describe your findings of the prototype and pocket/detail studies. What did you change or improve? Max 5 sentences.

for the realisation of the final p^roject my first issue was to sew the fabric together I am using a type of synthetic leather with a thick polyester thread at first was using a normal sewing machine with a needle of 110 and a teflon foot but I didn't work the pressure was also hard to calibrate to have some nice stitching so I had to move to the heavy duty machine and everything worked better I could put together my design.

NB: Please also the above shown process from week 6-9 phisically. Please bring these materials to the table, so we can touch them and see them.

6

7

8

9
assessment

miro