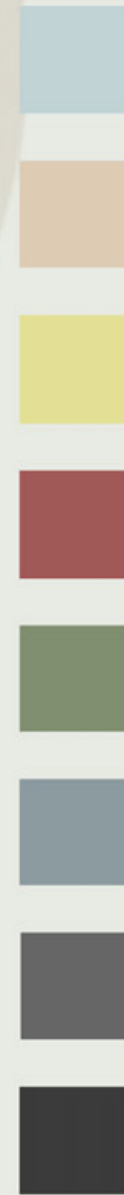


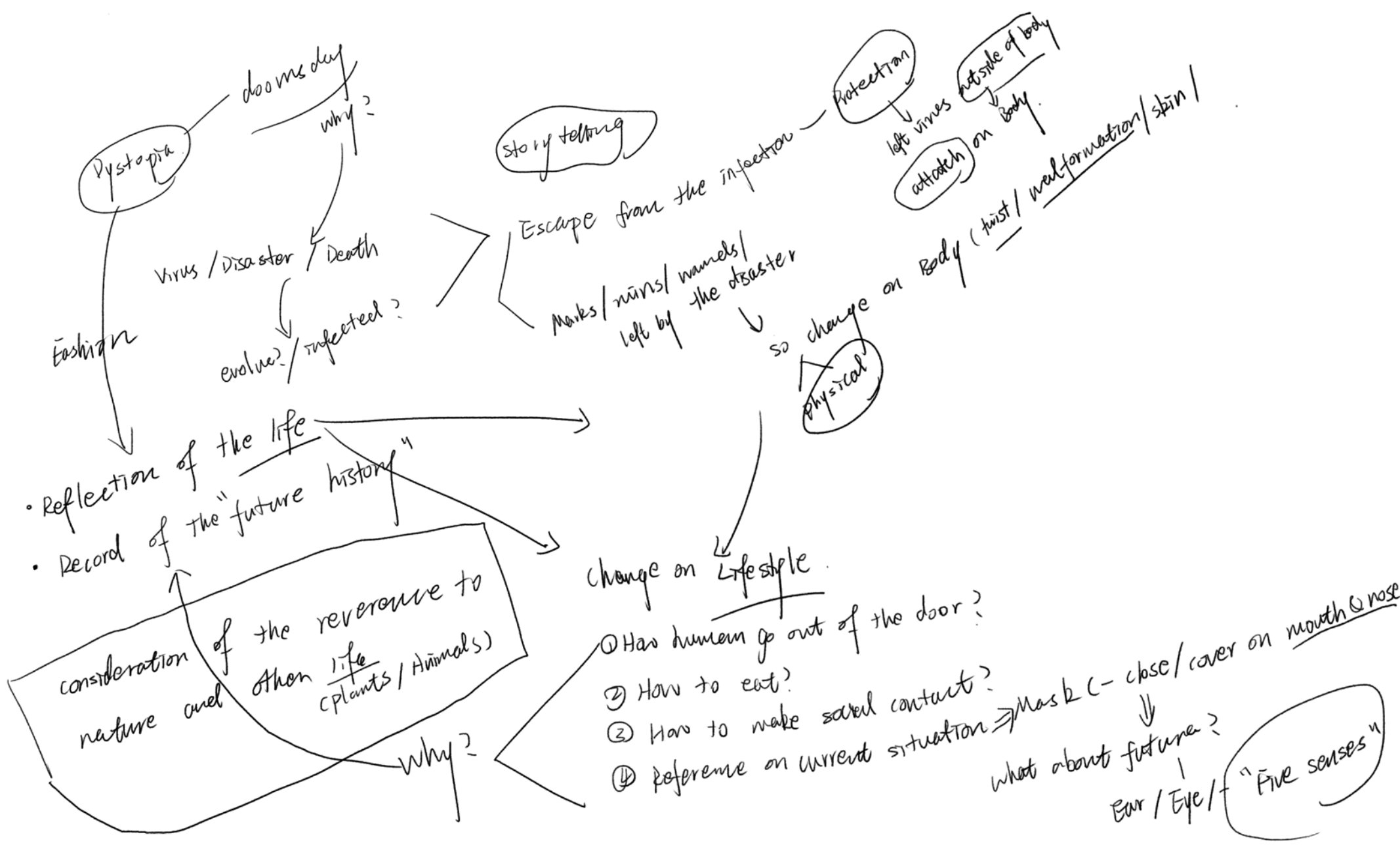


This collection was inspired by the recent explosion of COVID-19. The occurrence of any disaster is not accidental. This virus was thought to be originated from wildlife. This is not the first time that infectious disease came from wildlife, but there are still many people do the wildlife trade. Human beings destroyed the harmony of nature, so we have to suffer the punishment. This disaster is a wake-up call for human.

The technology world somehow kills human's respect for nature. But in this time, we have already witnessed that even we have high technology and well-developed medical system, it is still hard to stop the spread of virus.

In my collection, through the reflection of COVID-19, I want to shape a dark future that full of virus and death if human do not take action to protect our environment. Virus attach on human's body, humans struggle under the breathing tube, the malformation caused by more serious virus, and etc. I apply these elements in my design to state the future scene from human's clothing. The avant-garde silhouettes of this collection add more atmosphere of the doomsday.





Dystopia

dooms day  
why?

Virus / Disaster  
Death

evolve? / infected?

Reflection of the life

Record of the "future history"

consideration of the reverence to nature and other life (plants / Animals)

why?

Change on Lifestyle

- ① Has human go out of the door?
- ② How to eat?
- ③ How to make social contact?
- ④ Preference on current situation

Mask (- close / cover on mouth & nose)  
↓  
what about future?  
Ear / Eye /

"Five senses"

story telling

Escape from the infection

Marks / rinds / names / left by the disaster

so change on body  
Physical

Protection

left virus

outside of body

attach on body

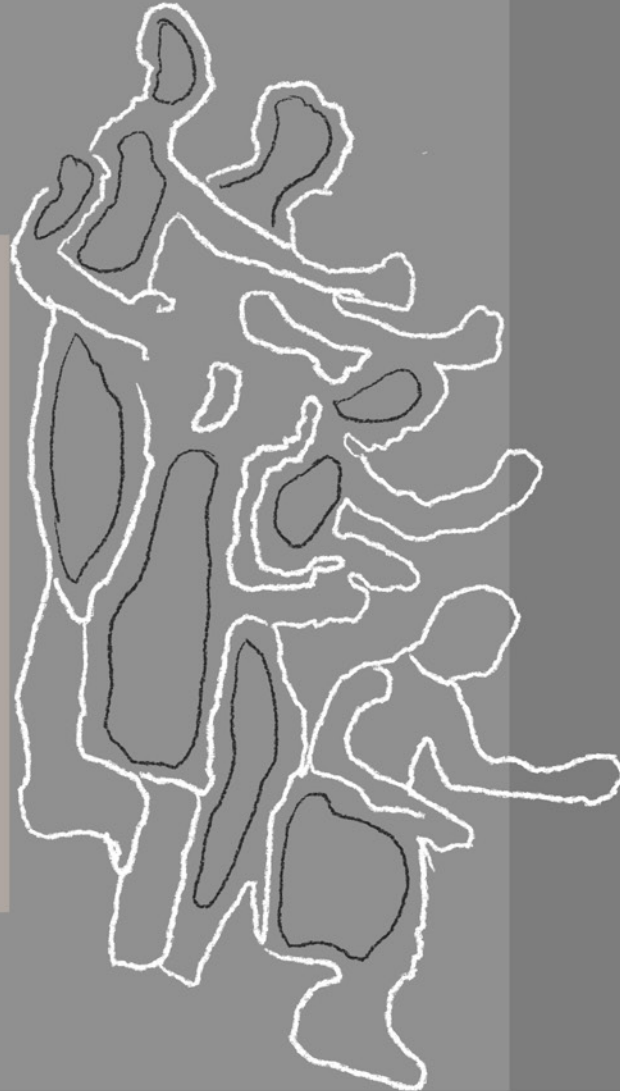
wrist / nail formation / skin

# Color story



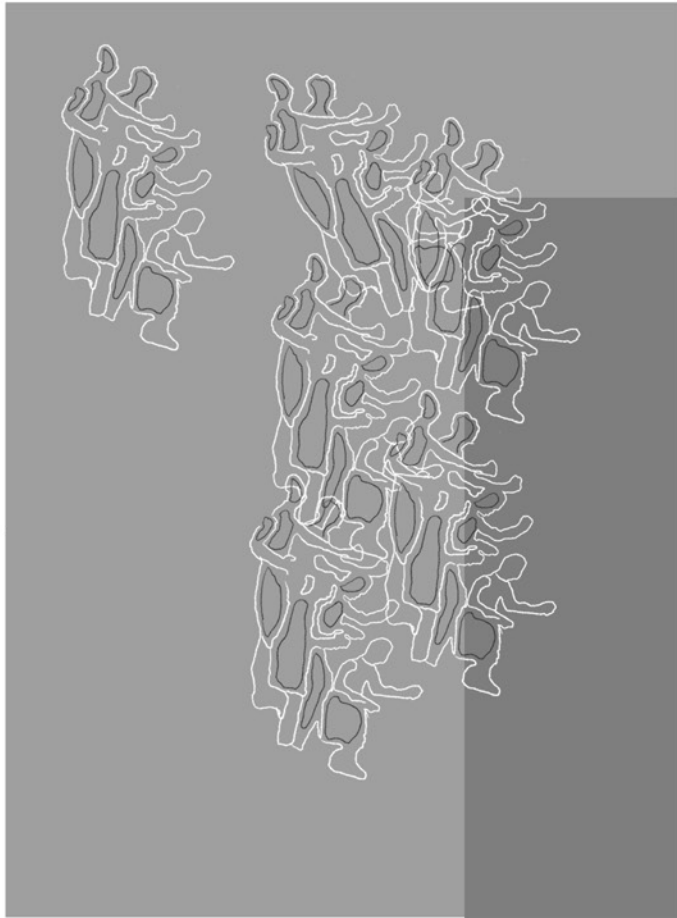


"Erosion on body" — pains bring by disease





— layers of fabric.

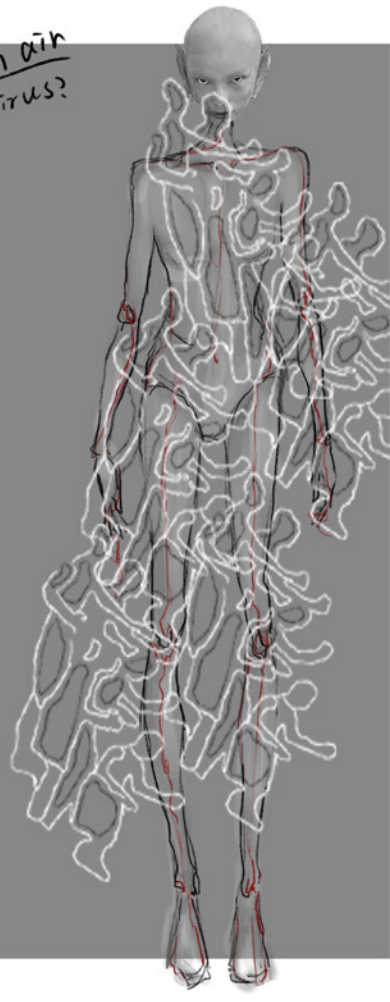


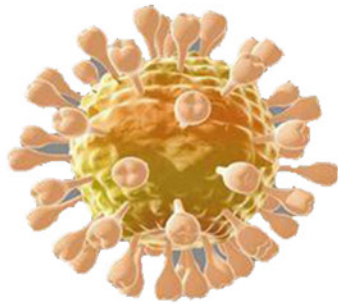
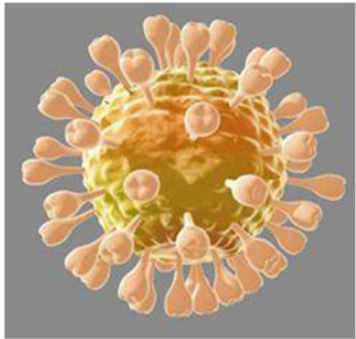
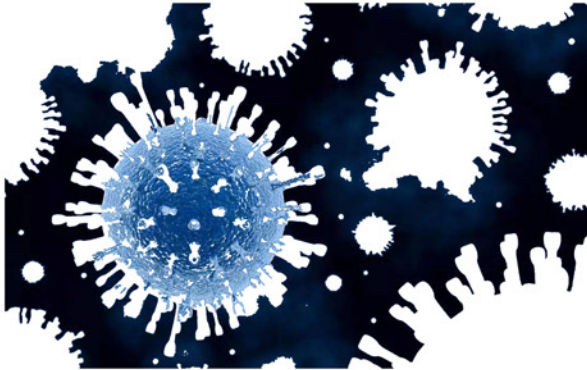
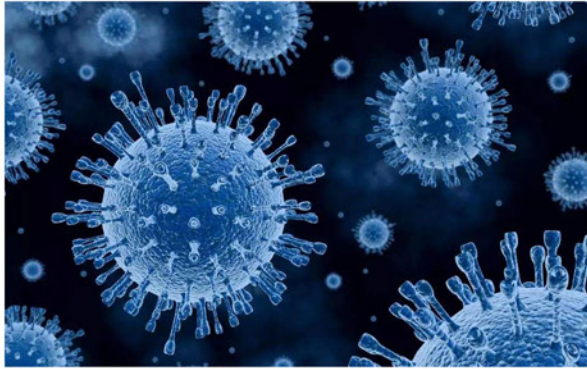
① Hard material  
↓  
helmet & armour  
(Protection)

② soft layers.  
→ stitch on top.



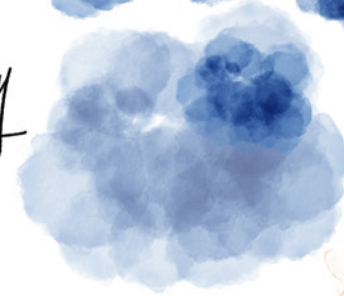
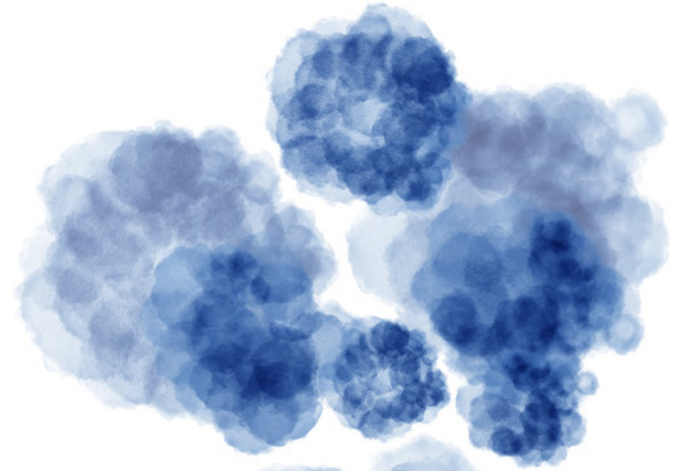
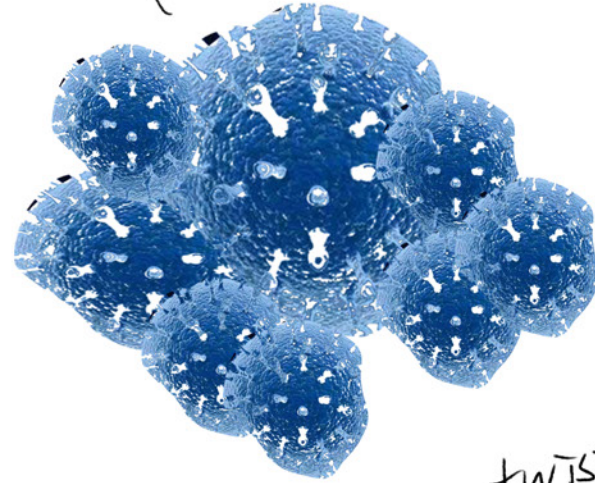
holes on top  
the contact with air  
virus?





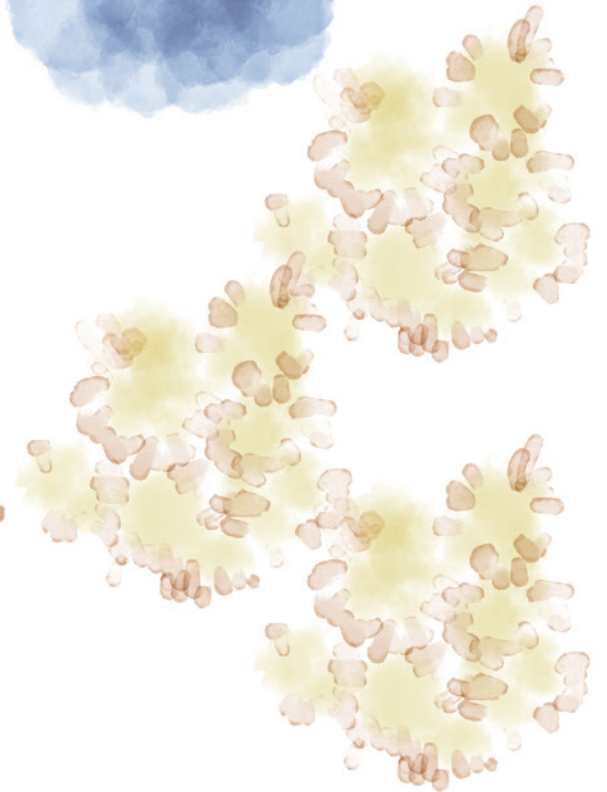
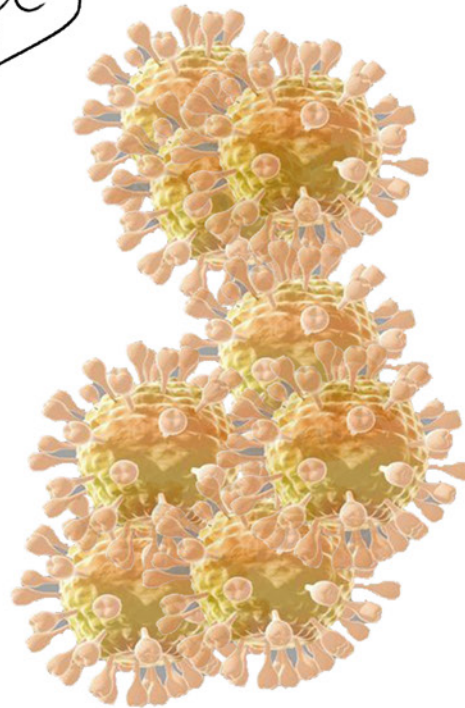
**Print/texture development**

Virus.



Shape  
Color

twist on Body

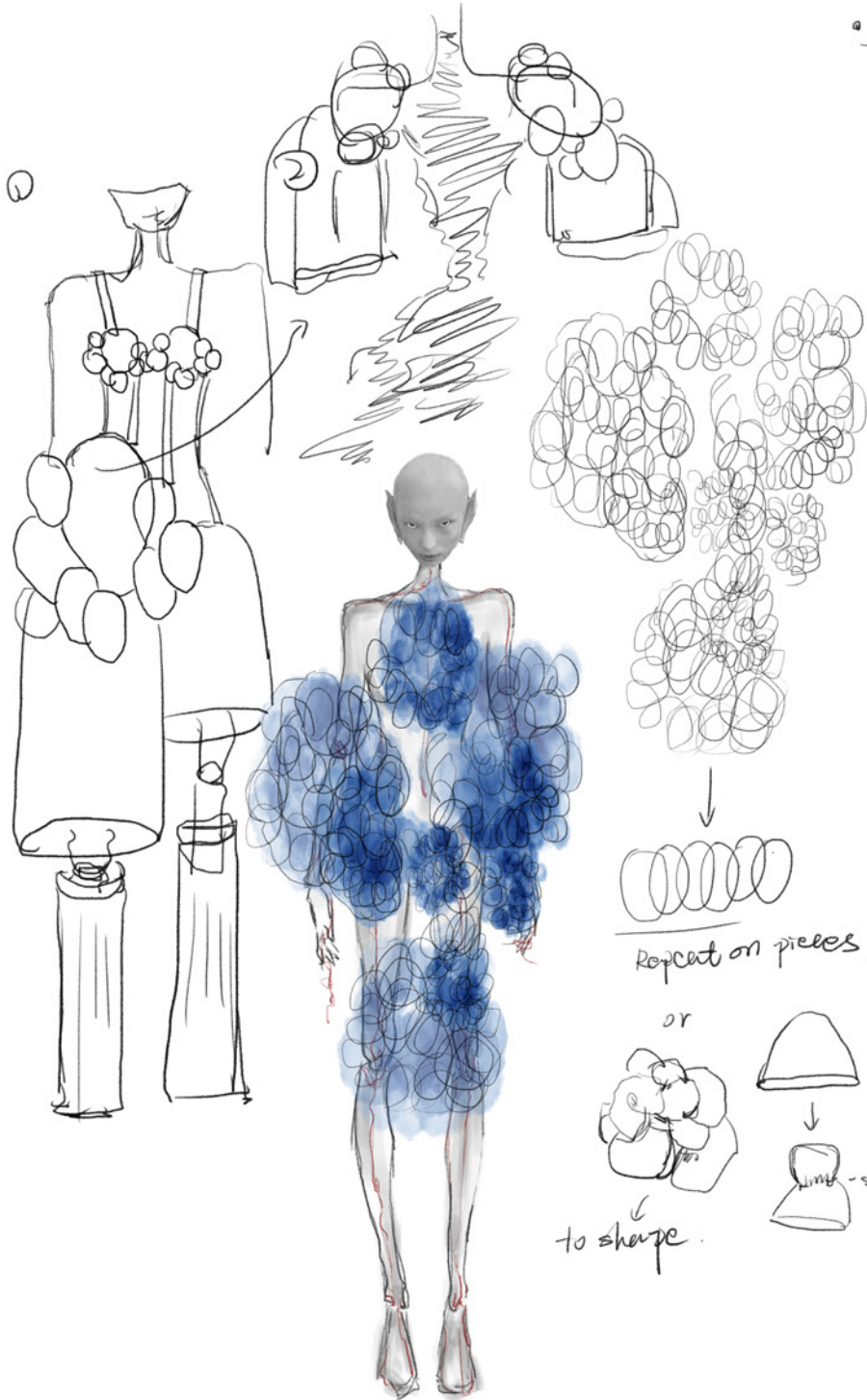
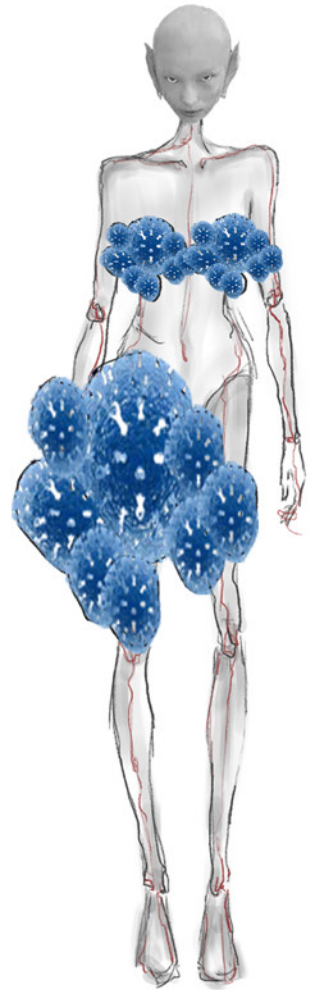


• virus/ "attach" on the outside of human's body

↓  
The Remaining

↓  
consideration of shape: keep these out  
virus

↓  
close Body on a "container"  
"protection suit"



Repeat on pieces.

or

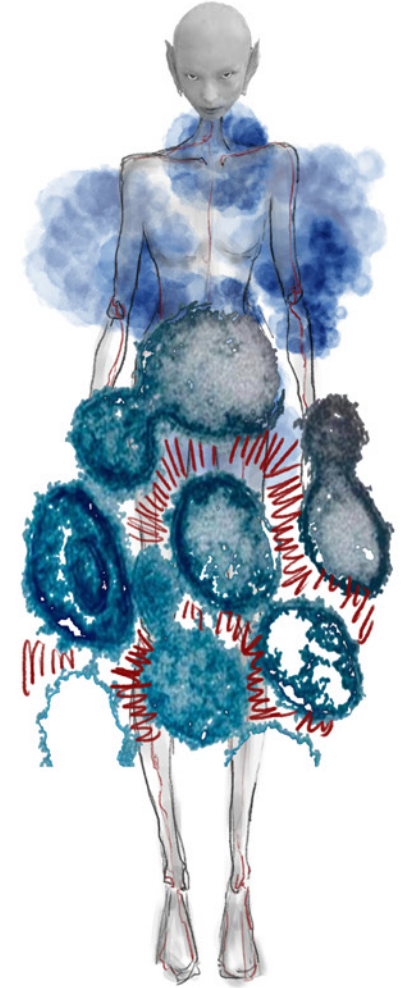
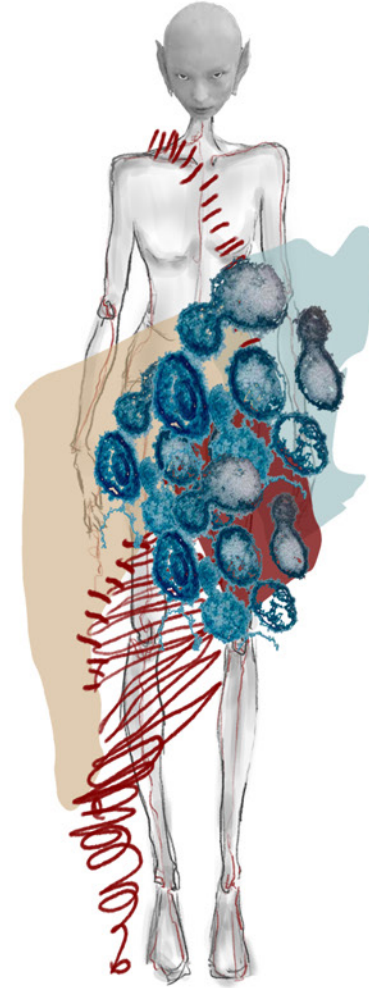


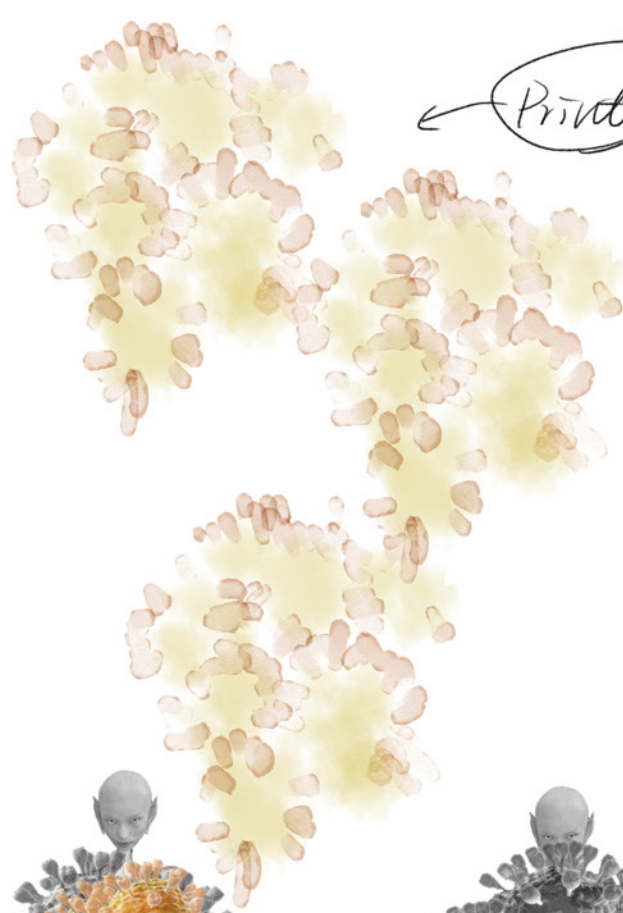
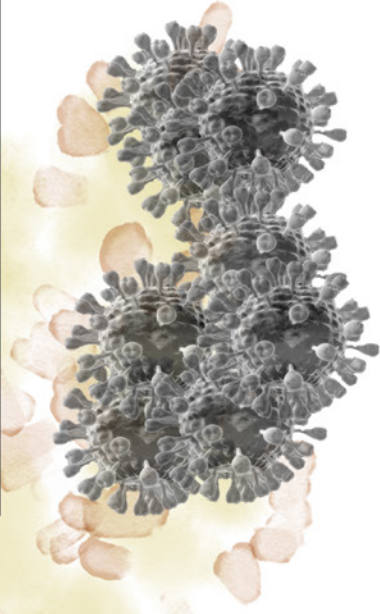
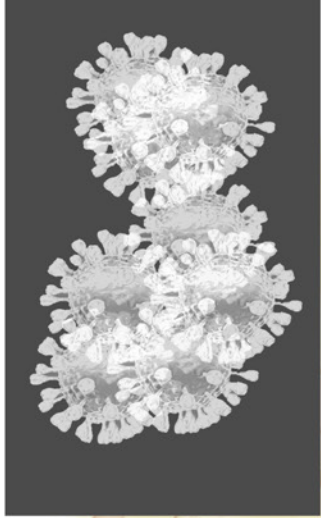
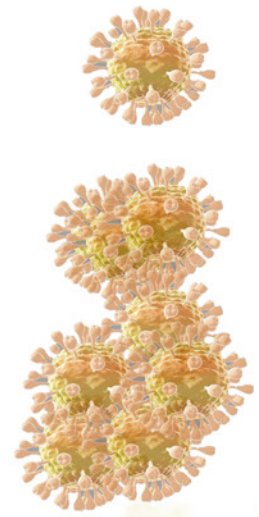
to shape.



stitch

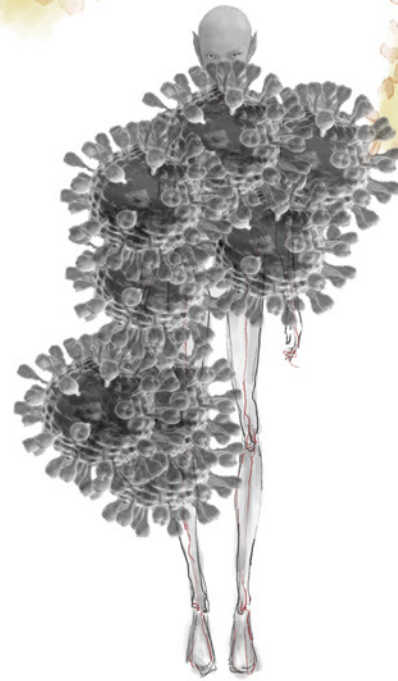
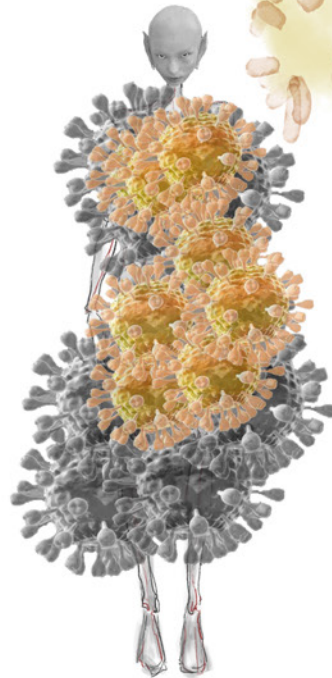
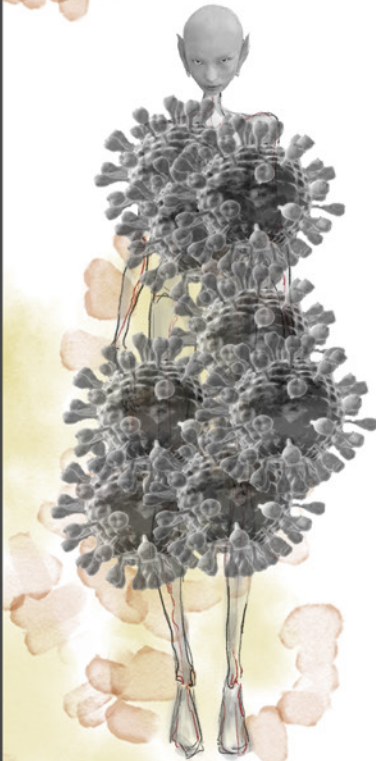
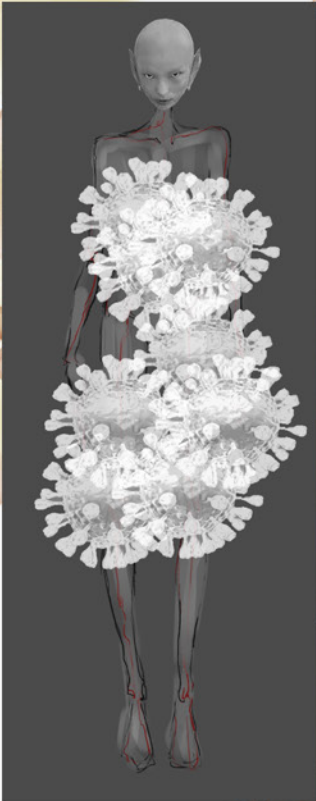


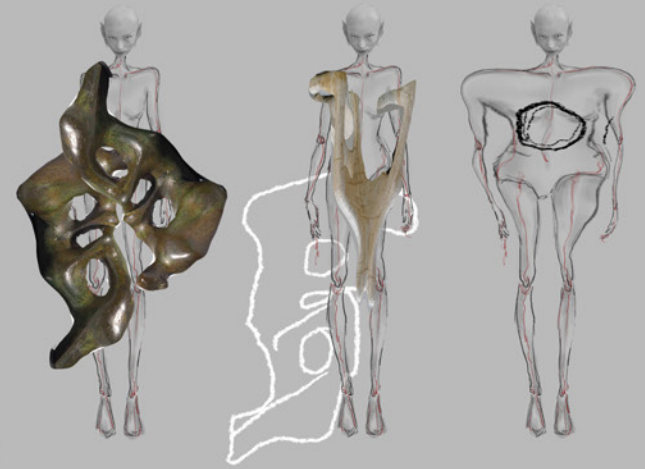
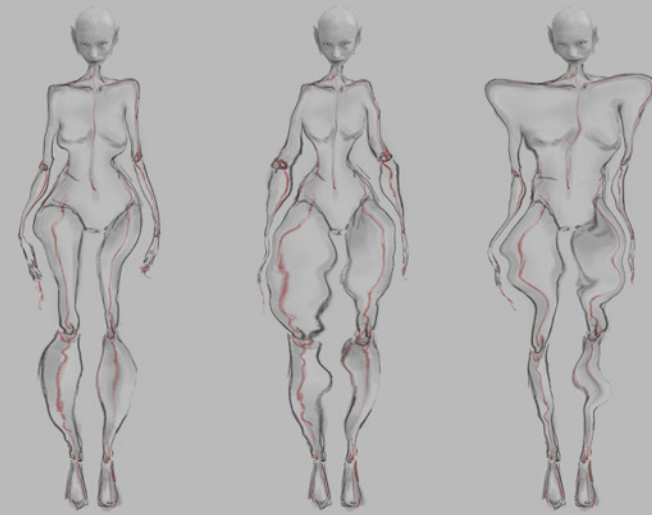




Print

transparent tube?

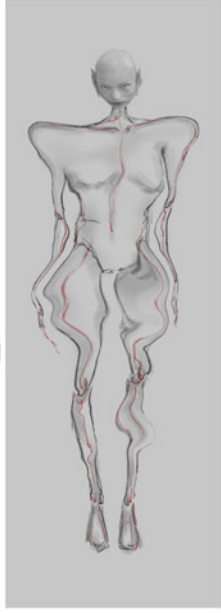
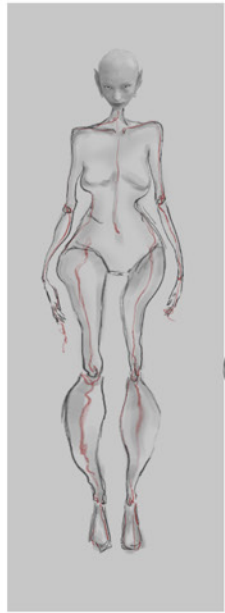


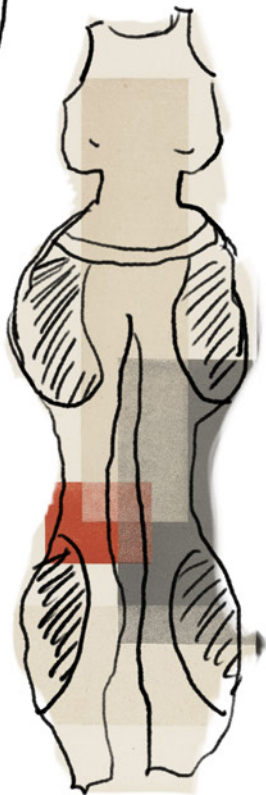


\* How would "plague" / virus / disease change human's body in the future?

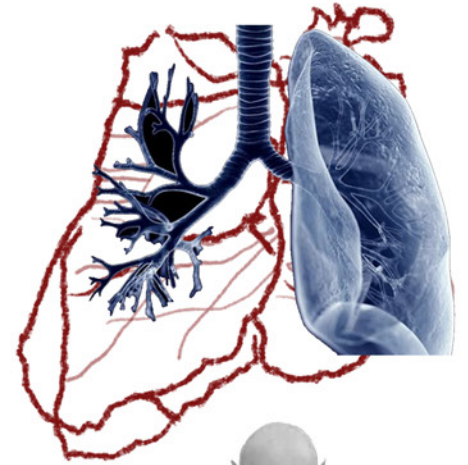
↓  
twist / malformation / → "evolve" or "degeneration" ?

Build the volume.  
Combine with Print / Textile.

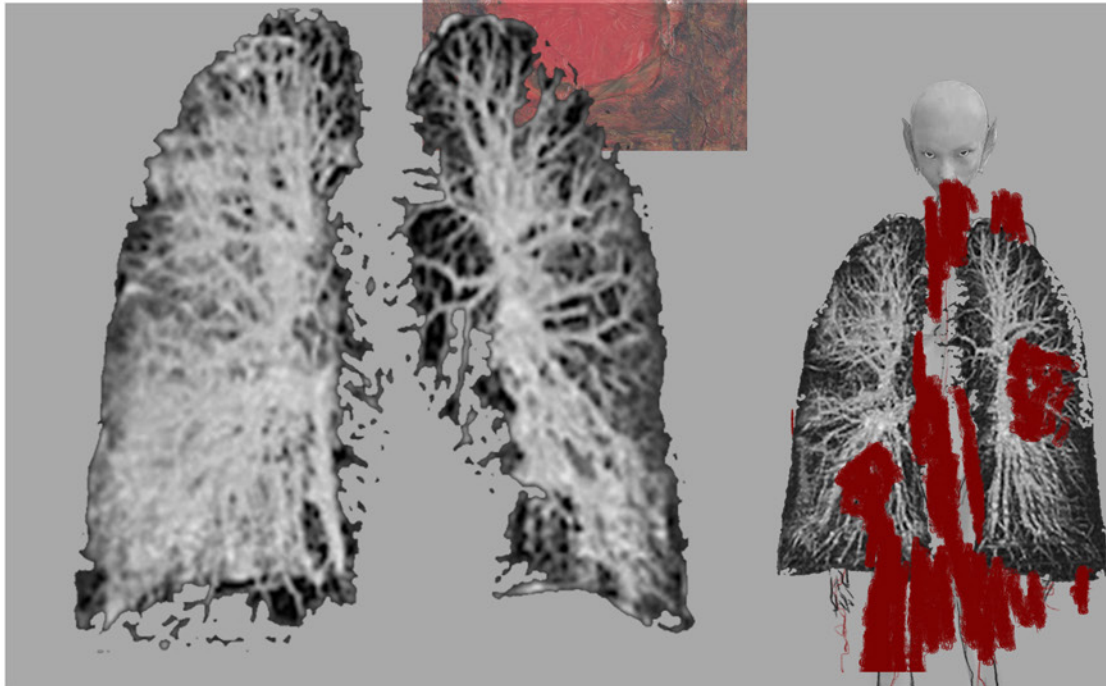
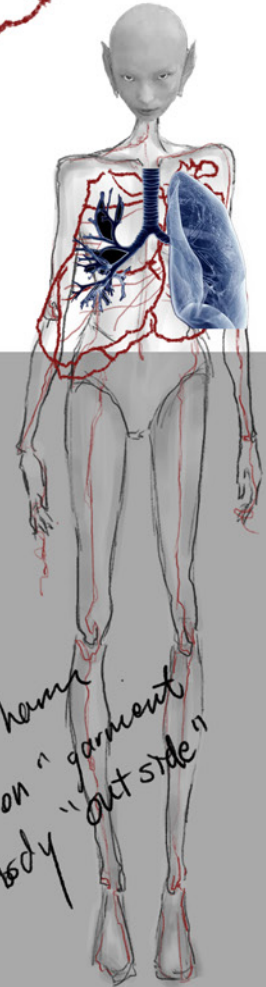
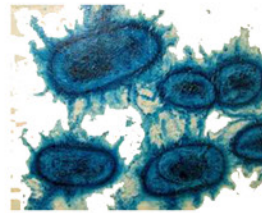
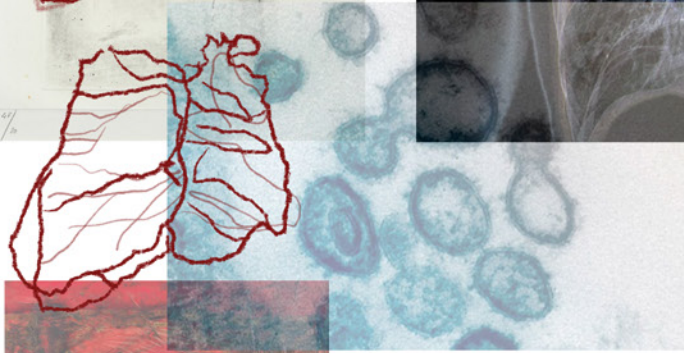




Michèle Koffi

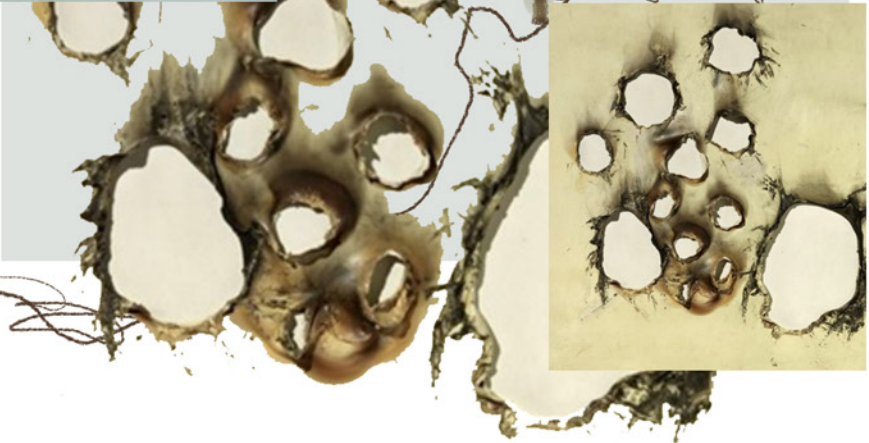


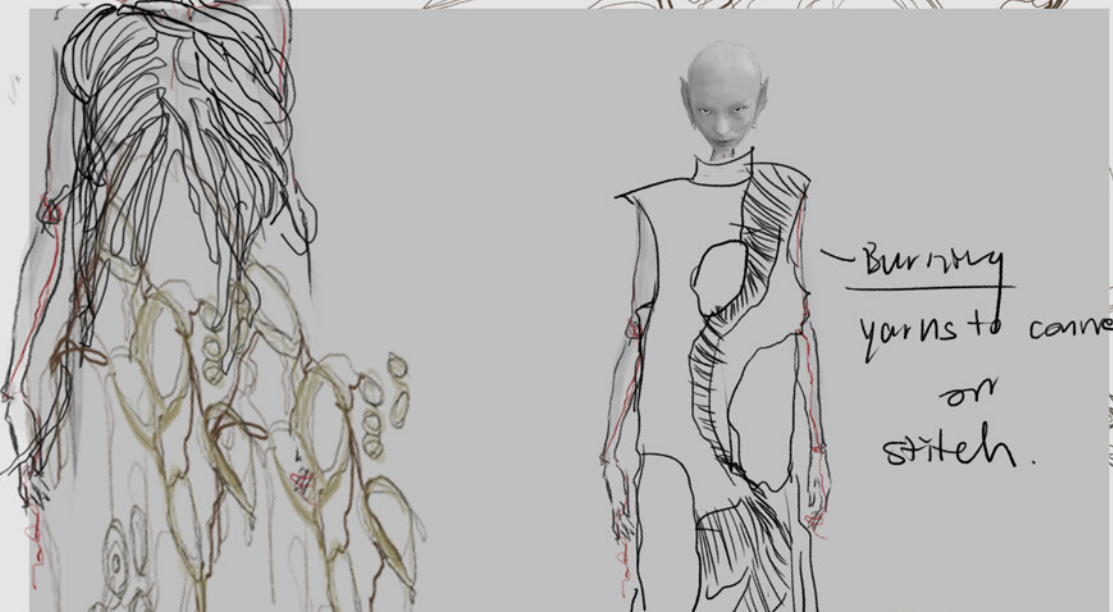
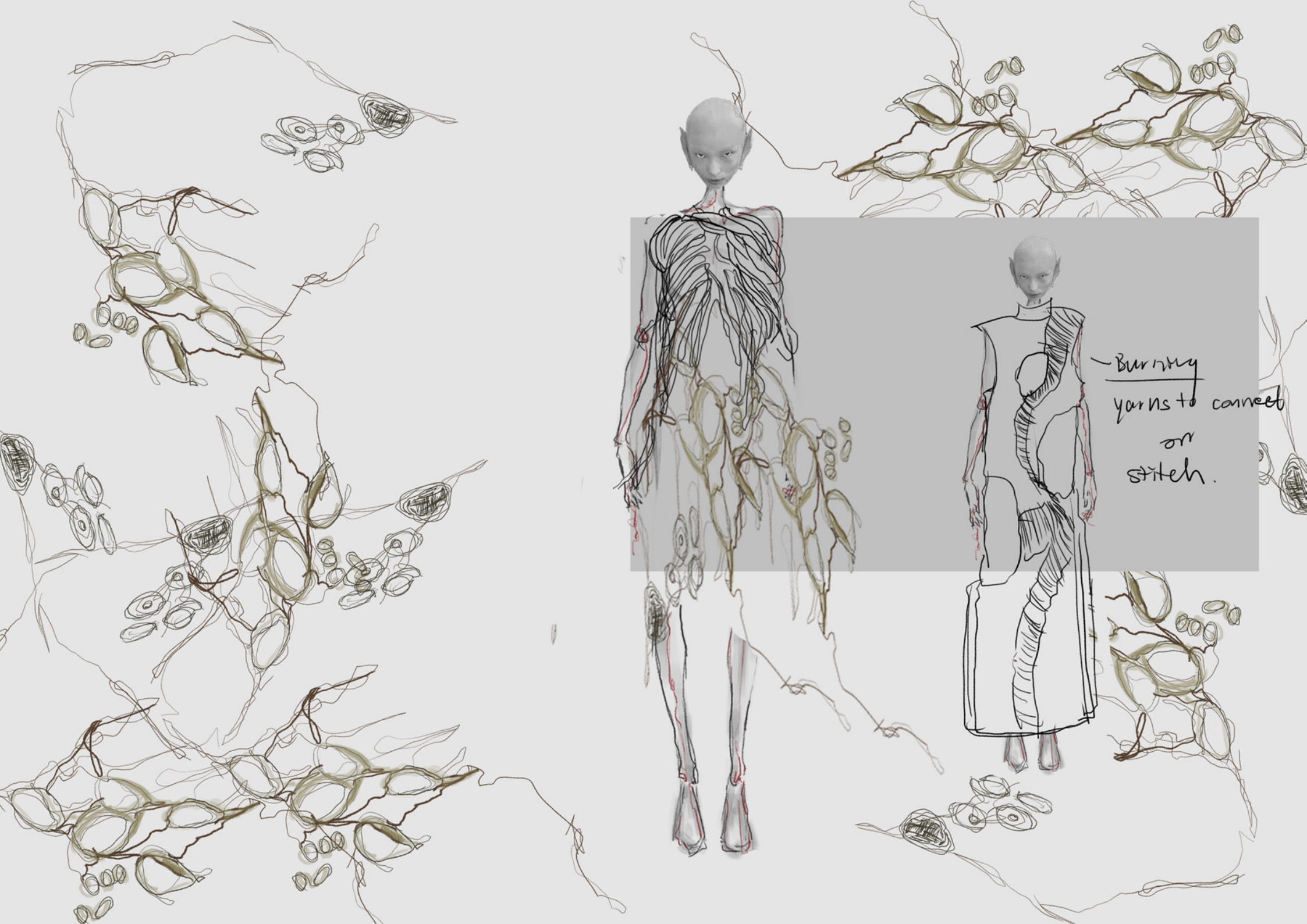
Alberto Burri



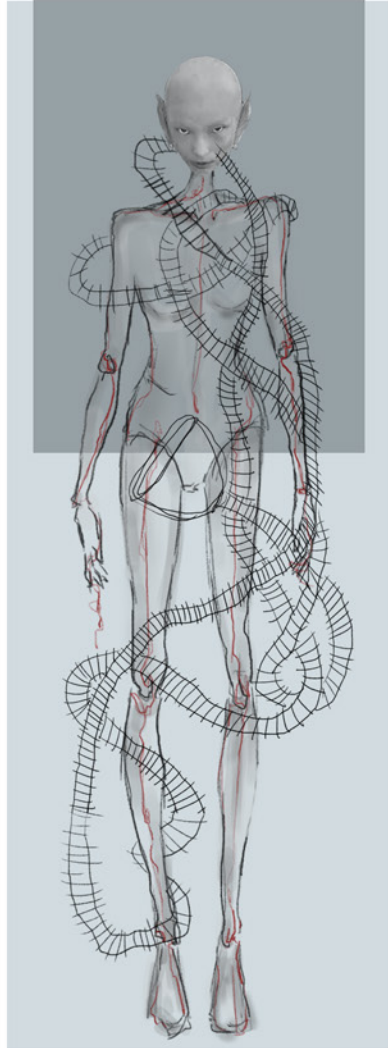
Covid-19  
 ↓  
 Harm on lung  
 ↓  
 Alberto Burri's Broken  
 Texture → Record of the harm

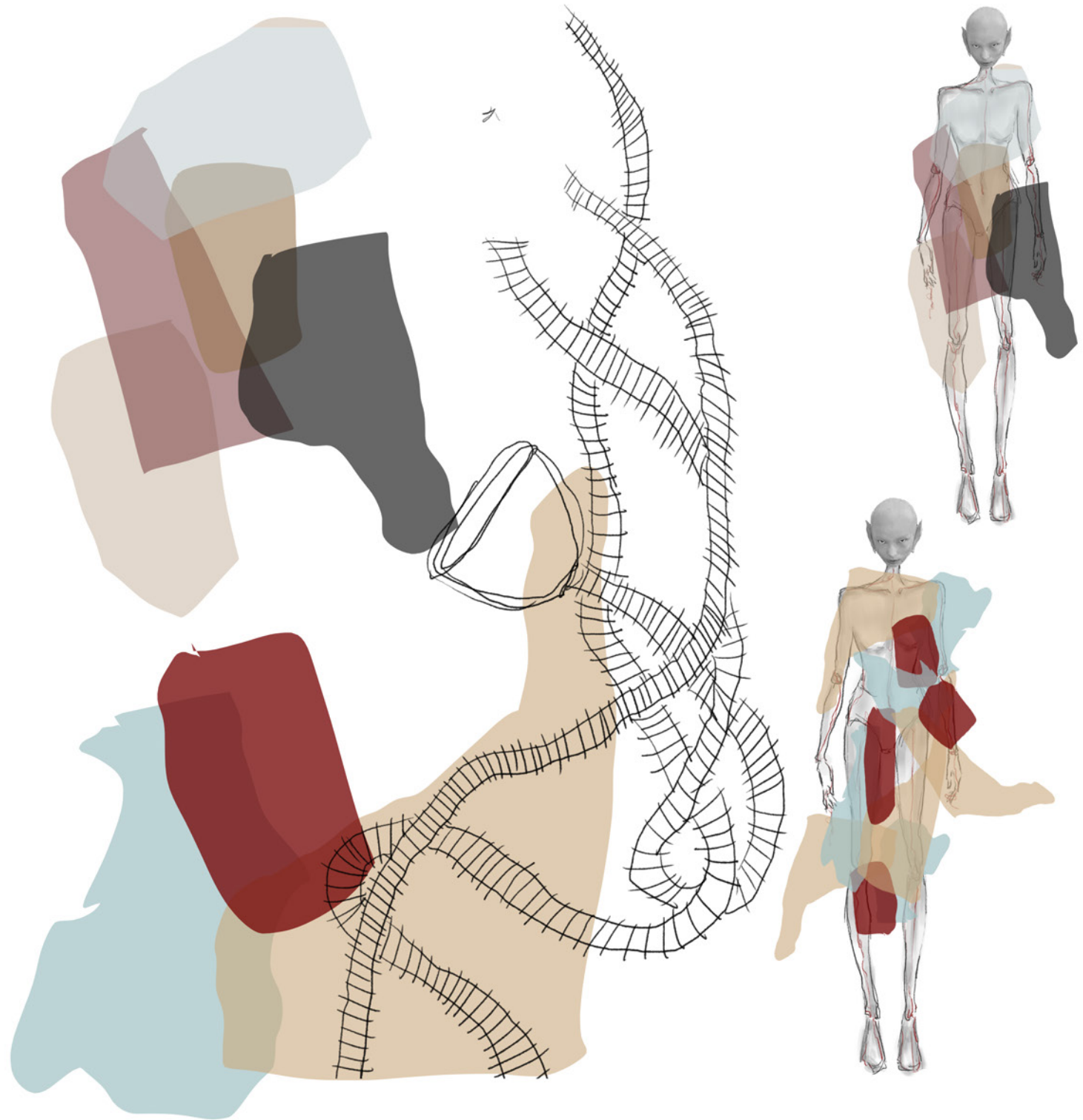
- \* Virus - keep virus "on" garment
- \* Reflect "inside" body "out side"

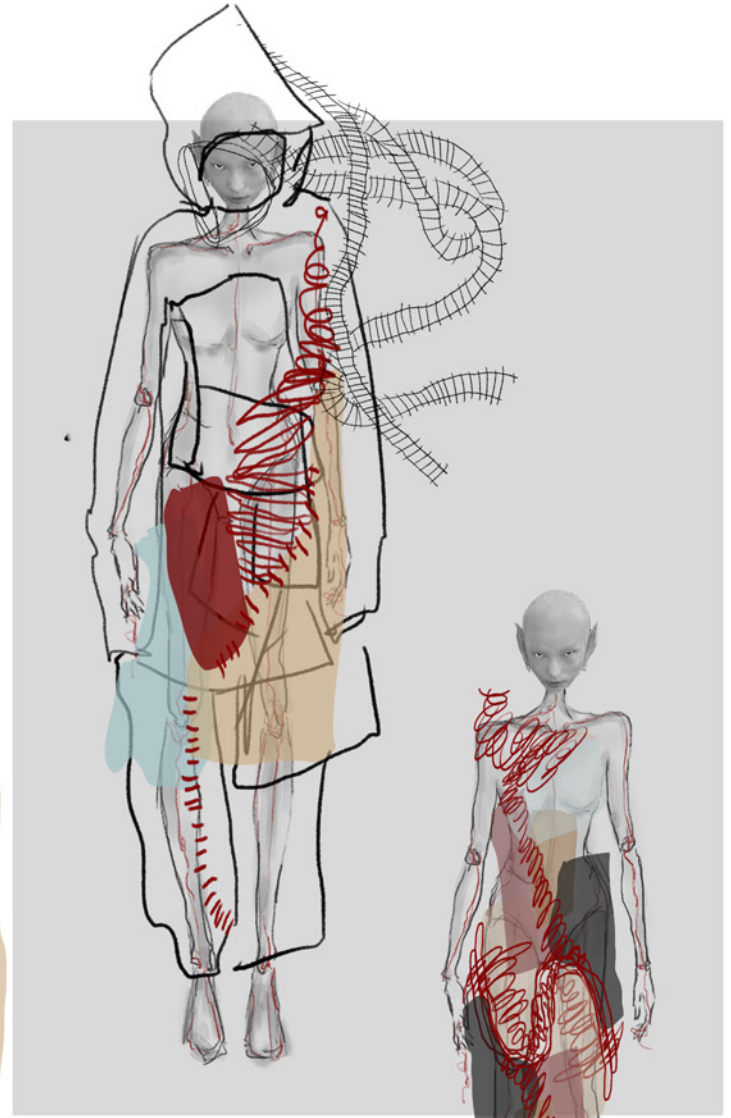


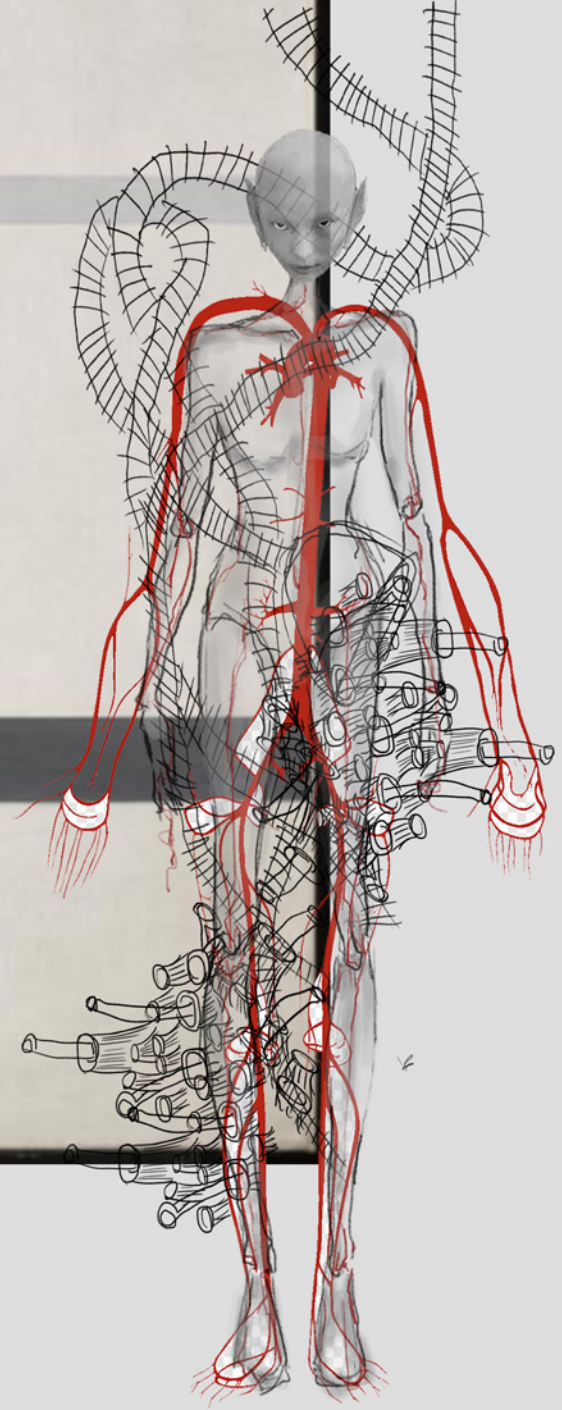


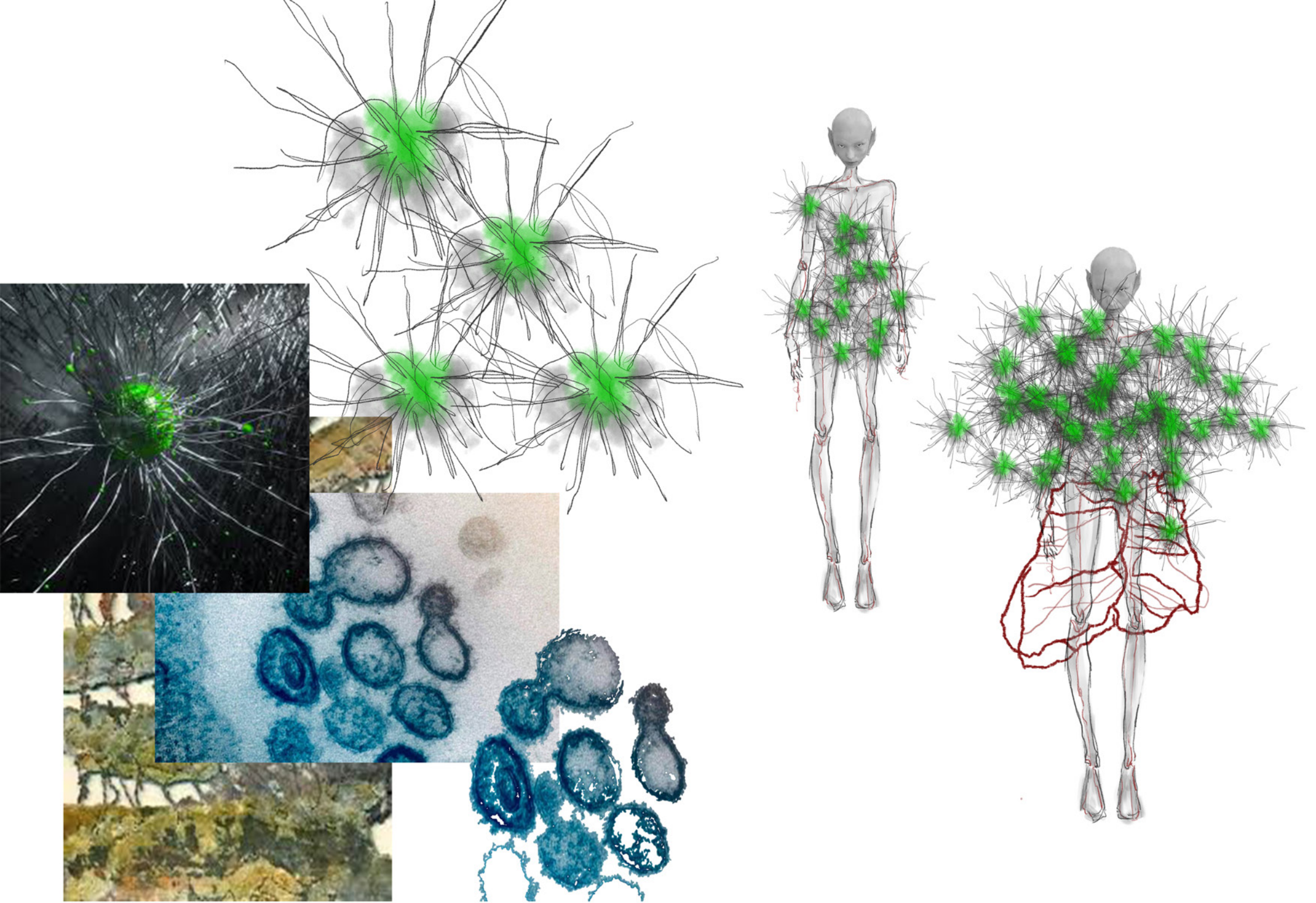
- Burying  
yarns to connect  
or  
stitch.

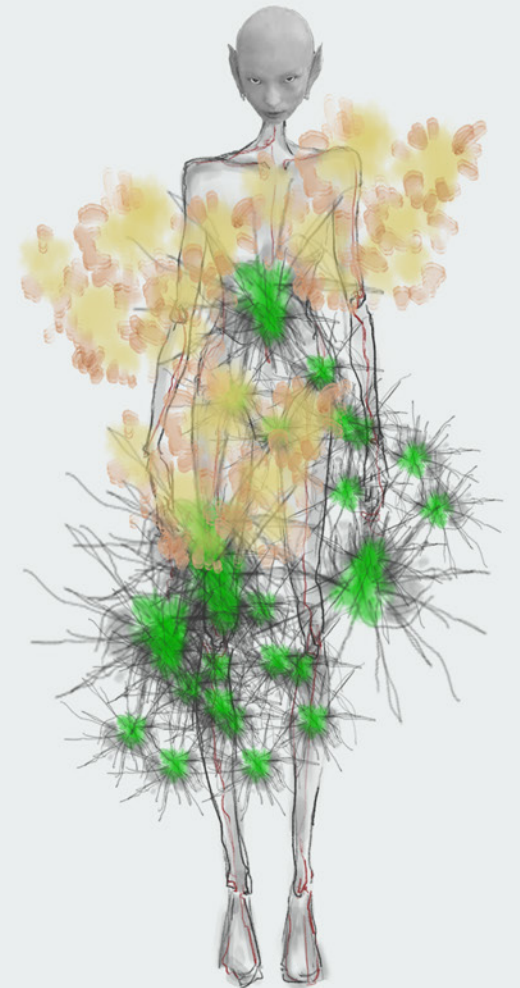
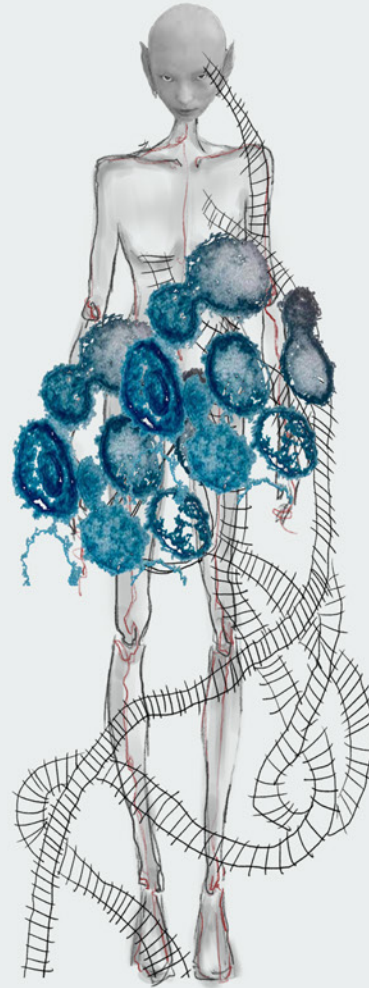
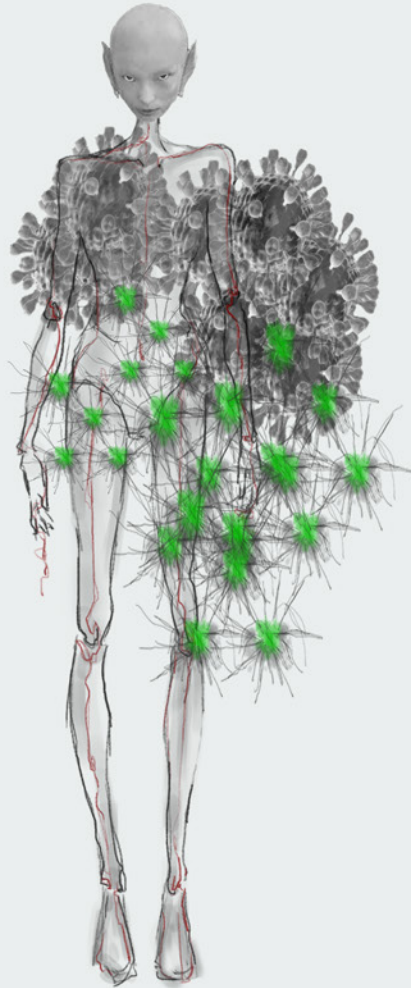
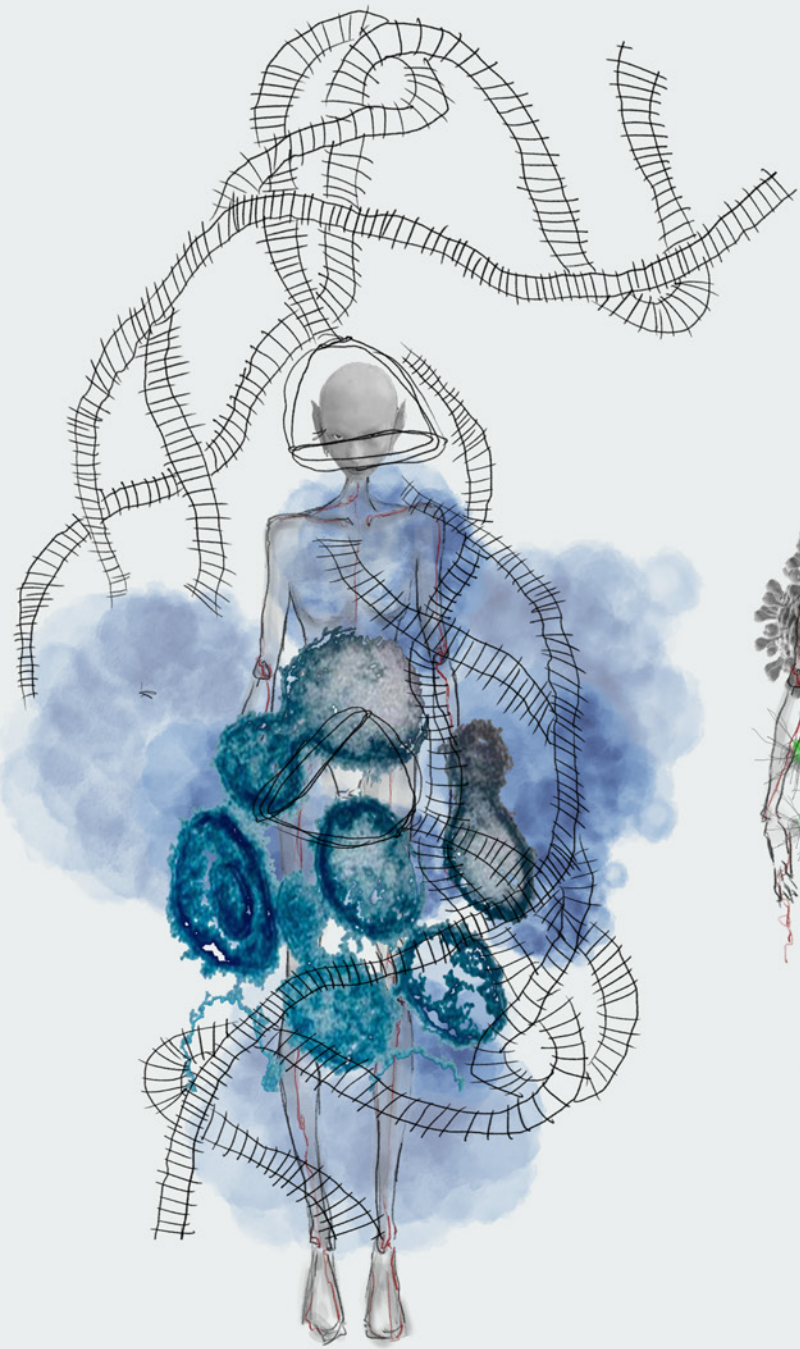






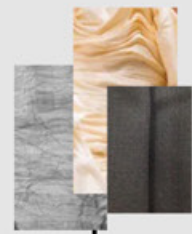
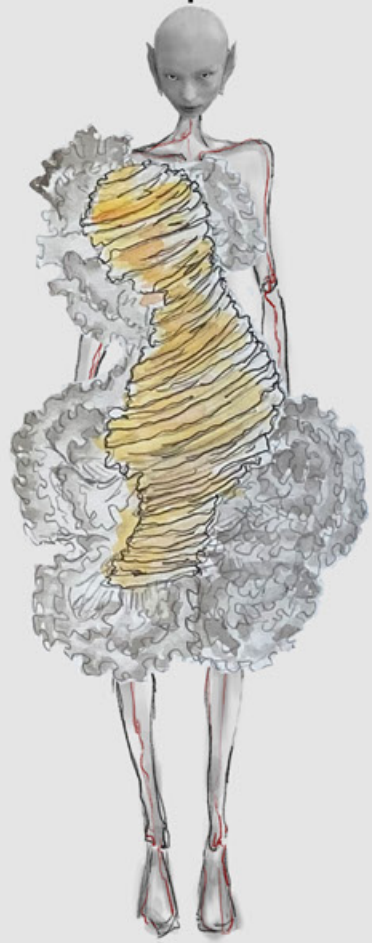




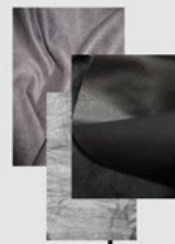




①



②



③



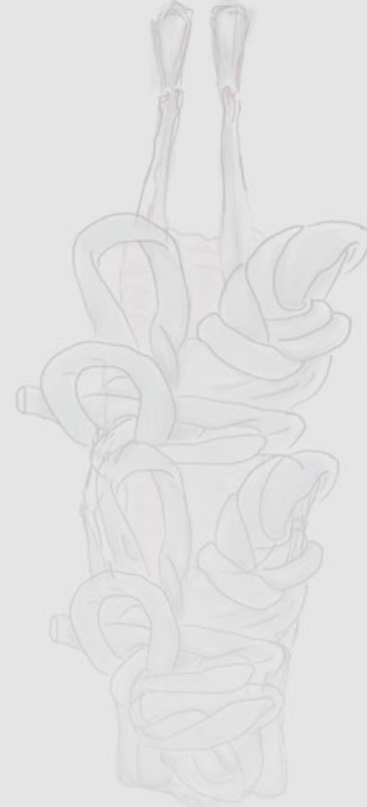
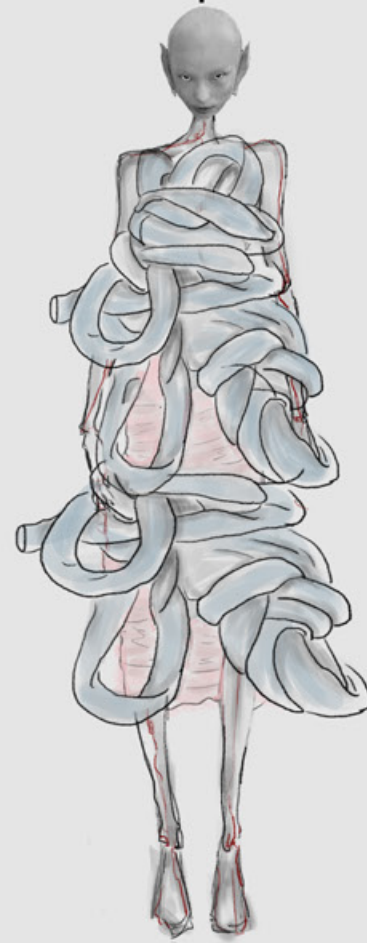
④



⑤



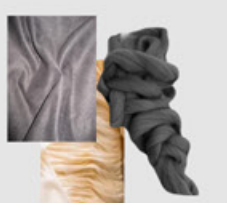
⑥



⑦



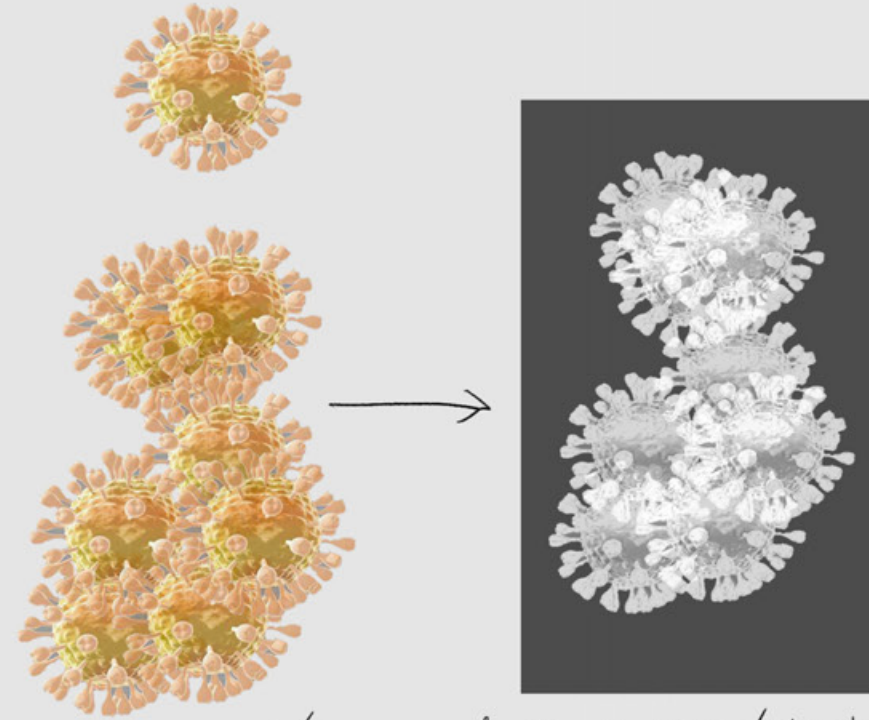
⑧



⑨

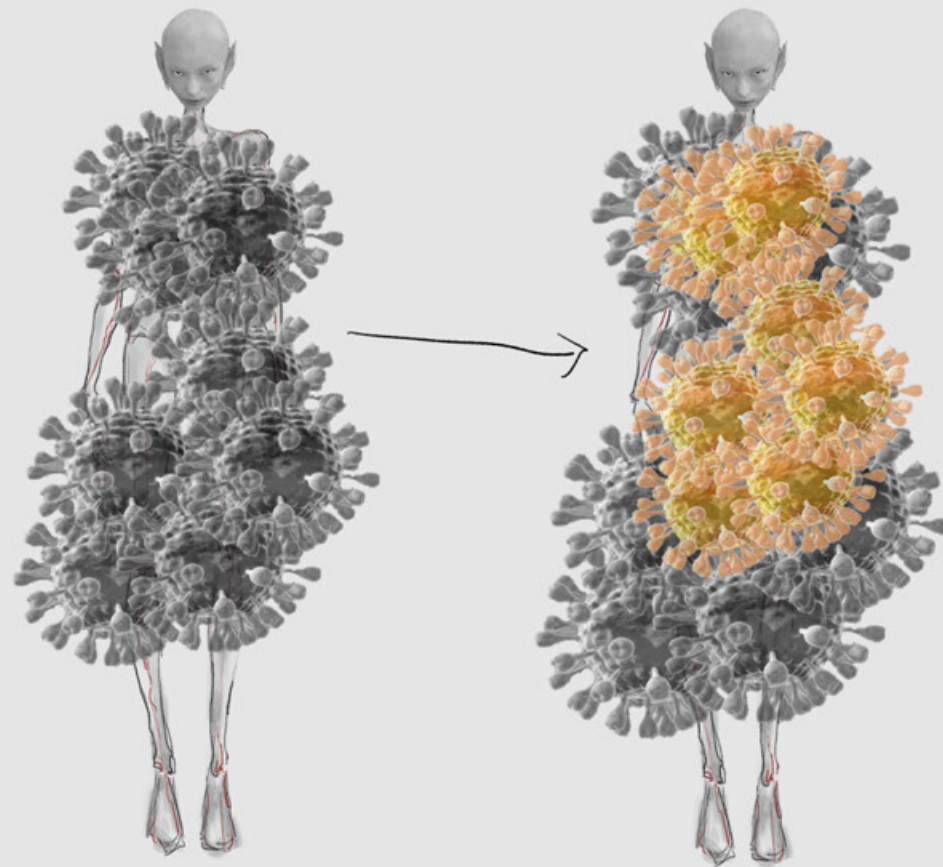
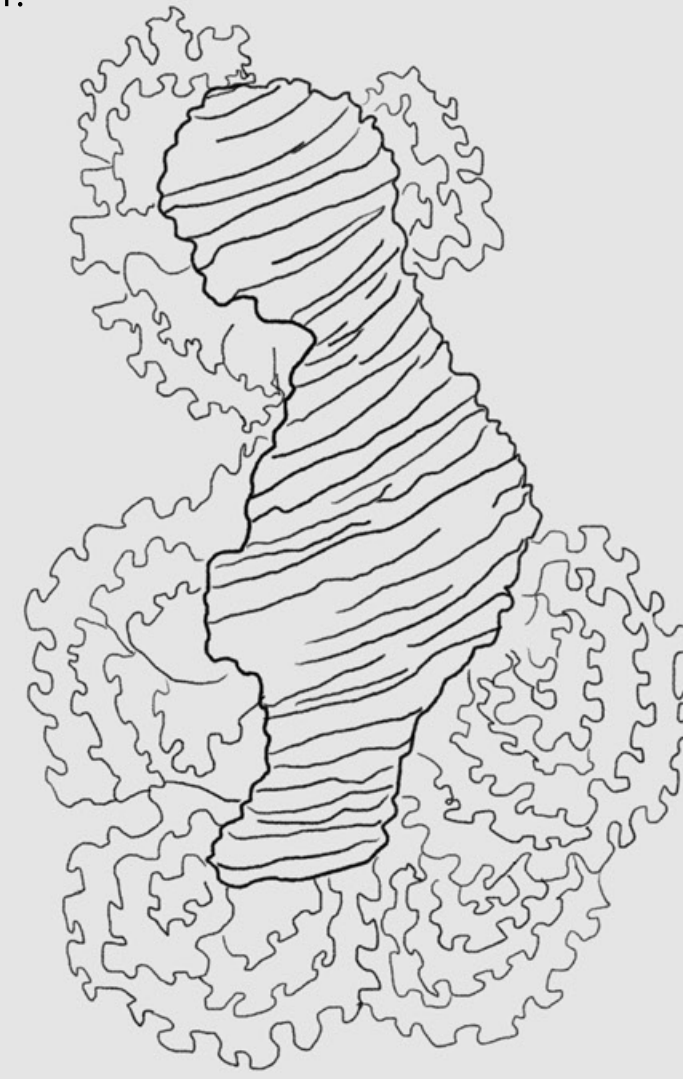


Look ①

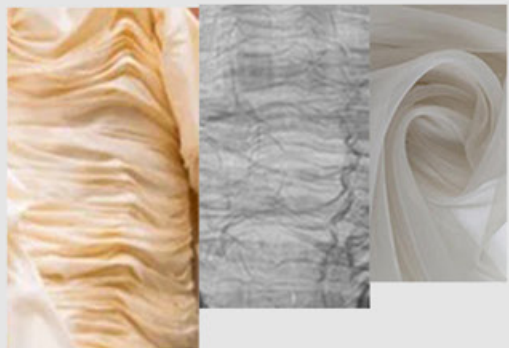
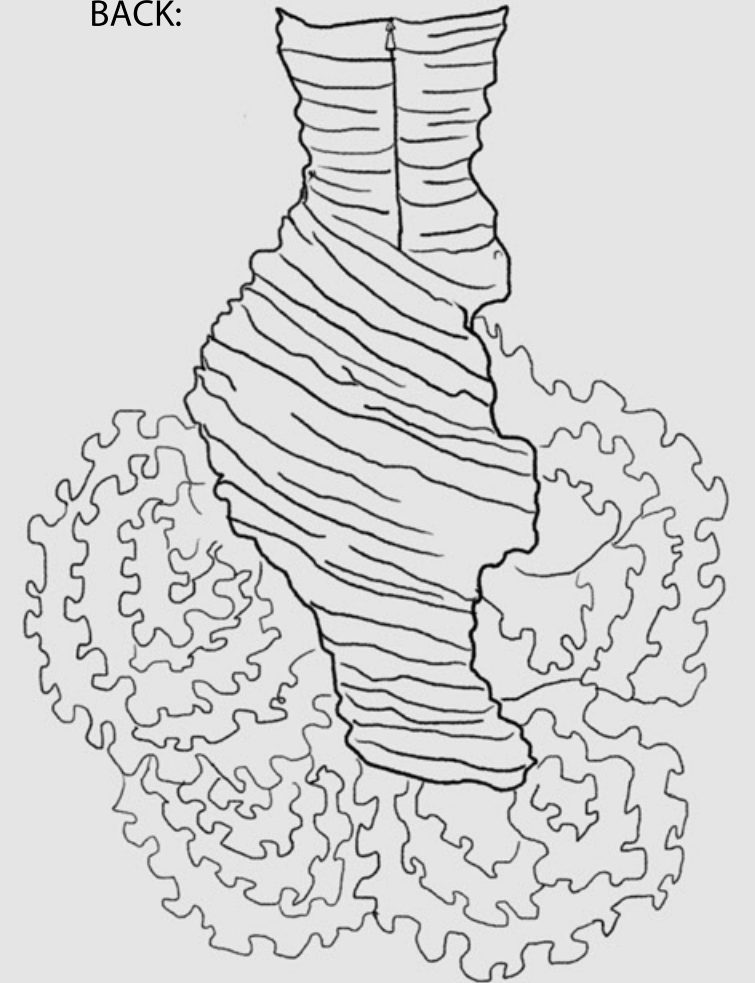


Repeat/layers of the texture/structure of virus

FRONT:



BACK:



Look ②



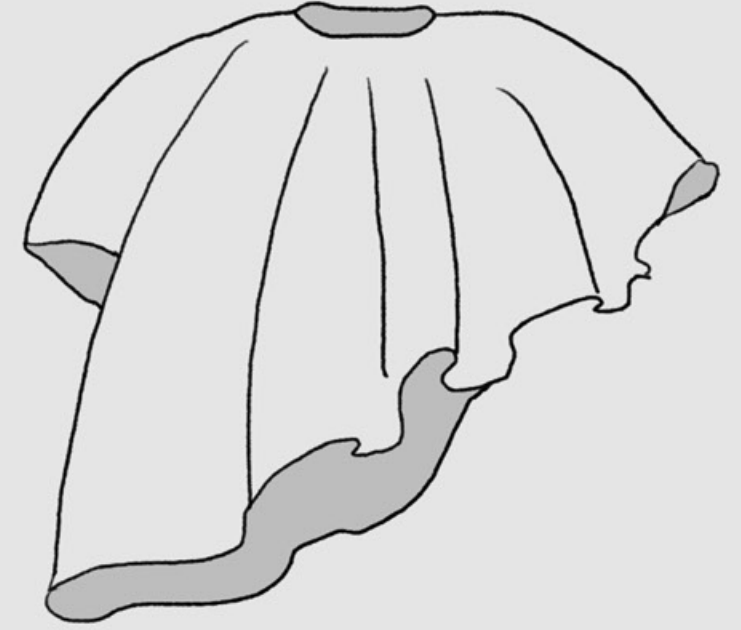
FRONT:



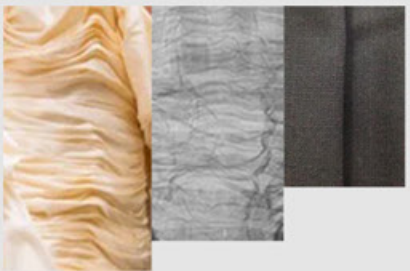
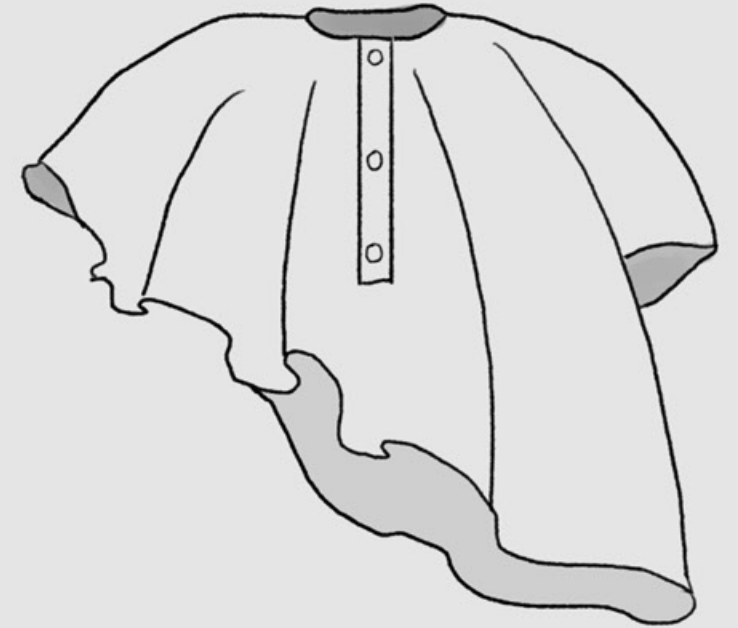
BACK:



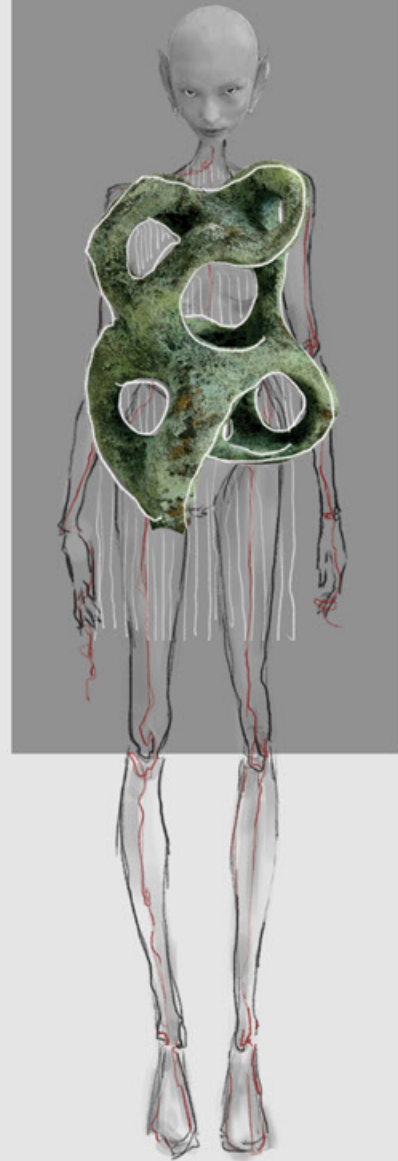
F:



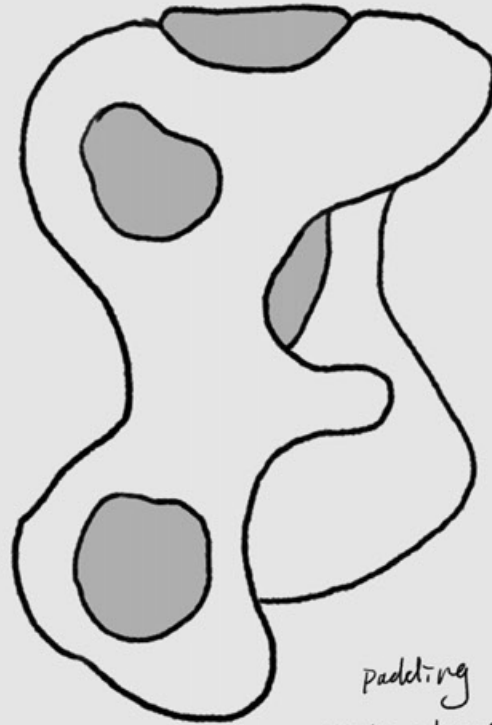
B:



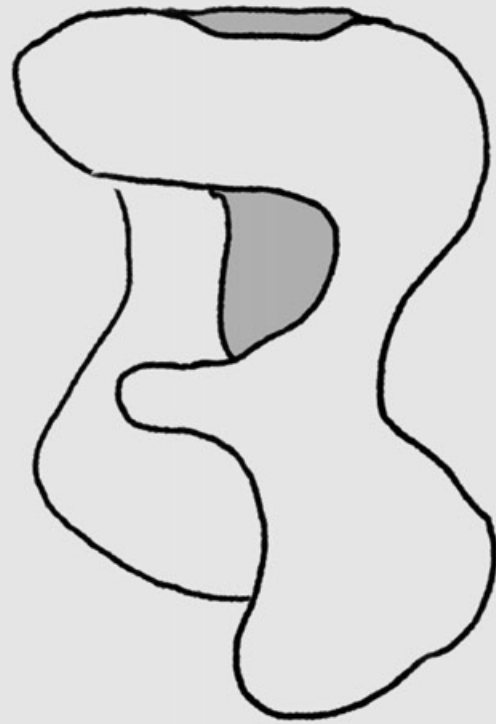
Look ④



F:

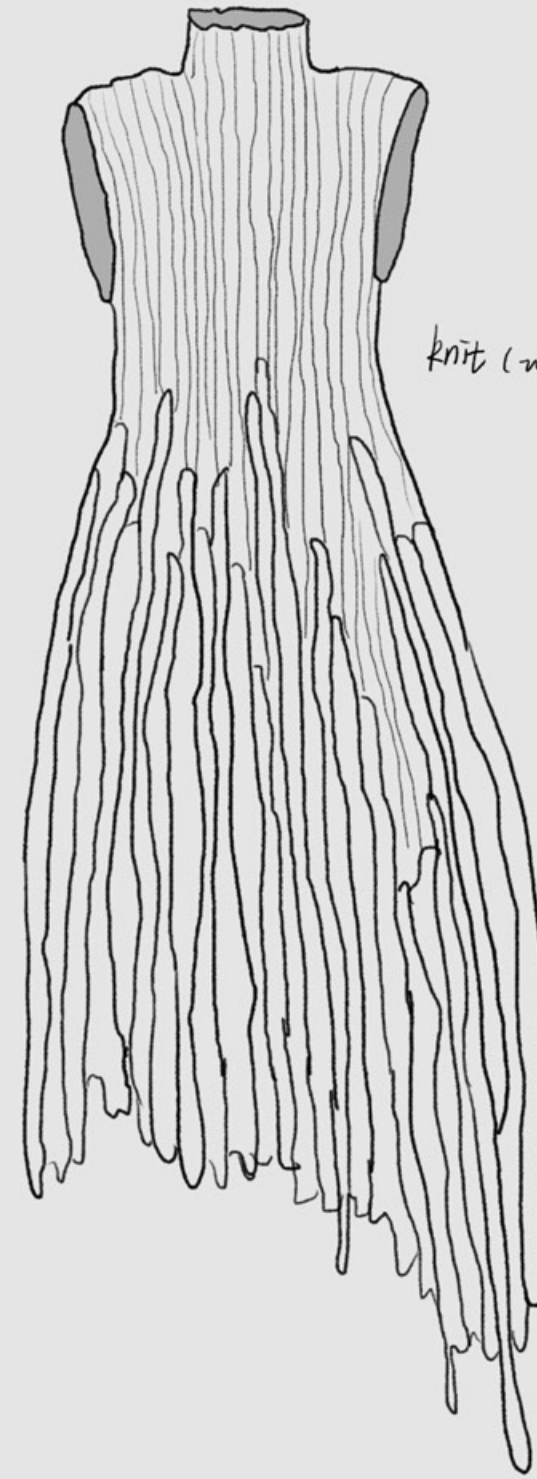


padding inside  
to shape the  
silhouette  
Space wadding

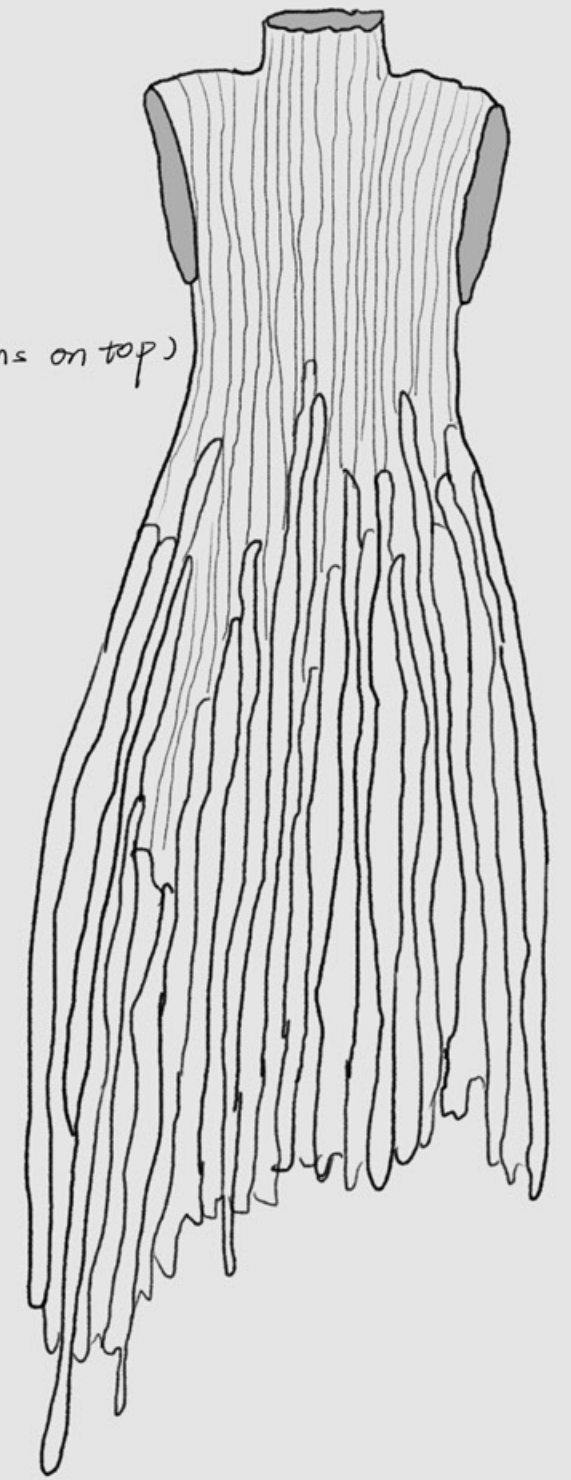


B:

F:



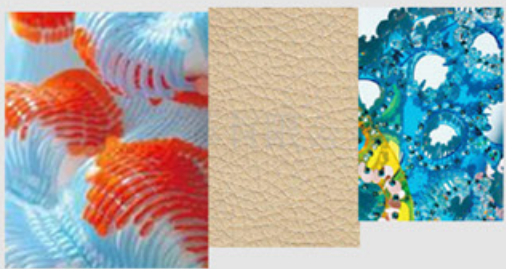
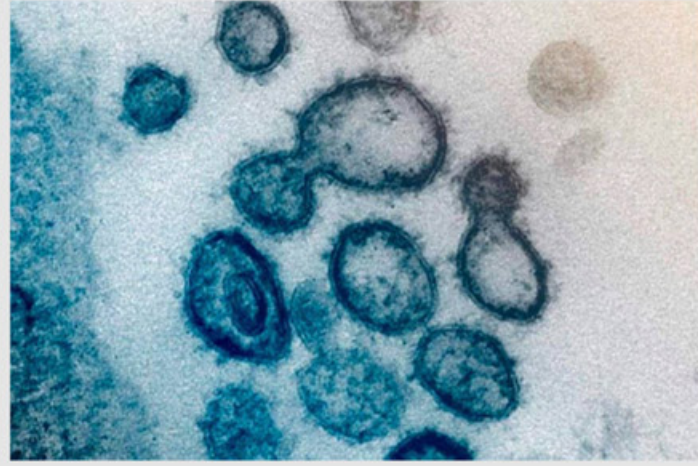
B:



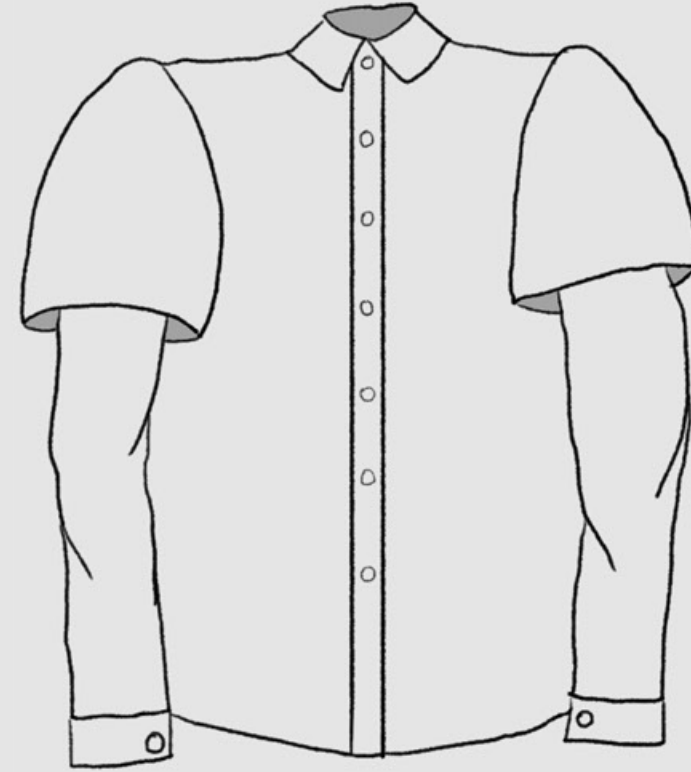
knit (with yarns on top)



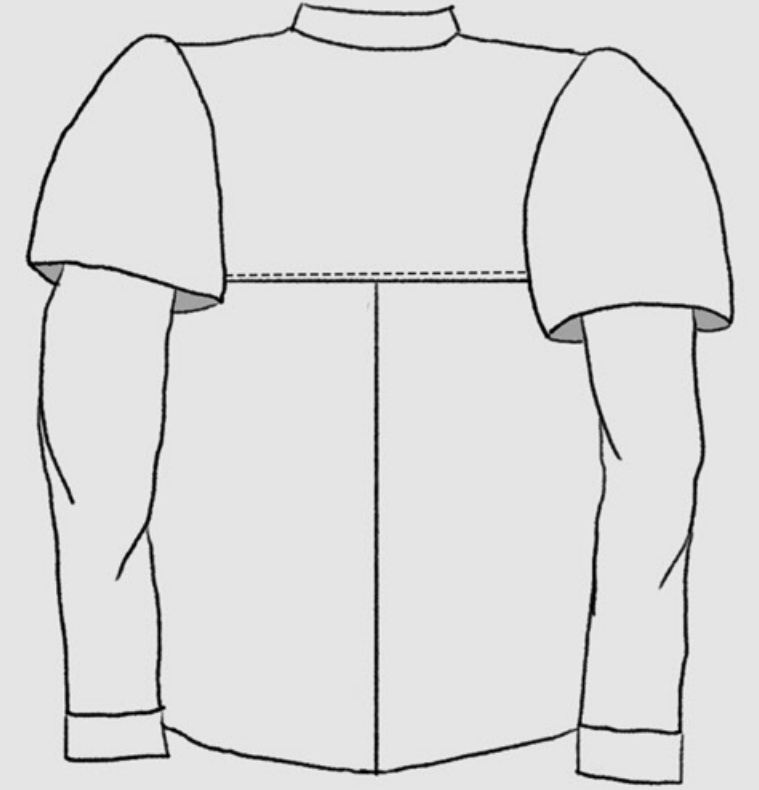
Look ⑤



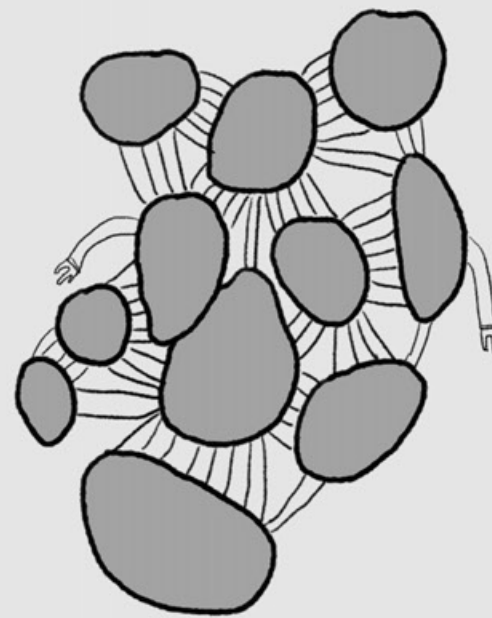
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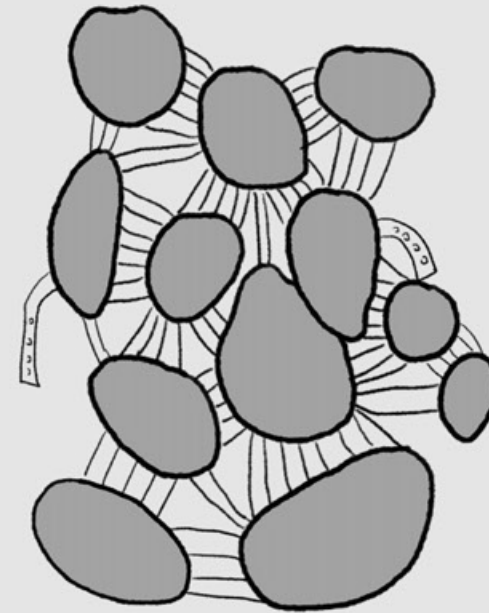
B:



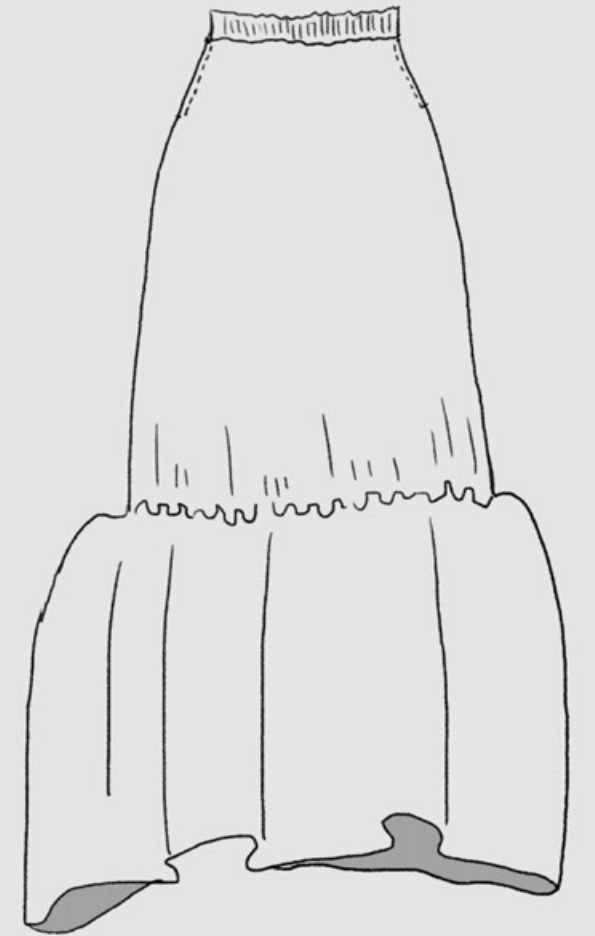
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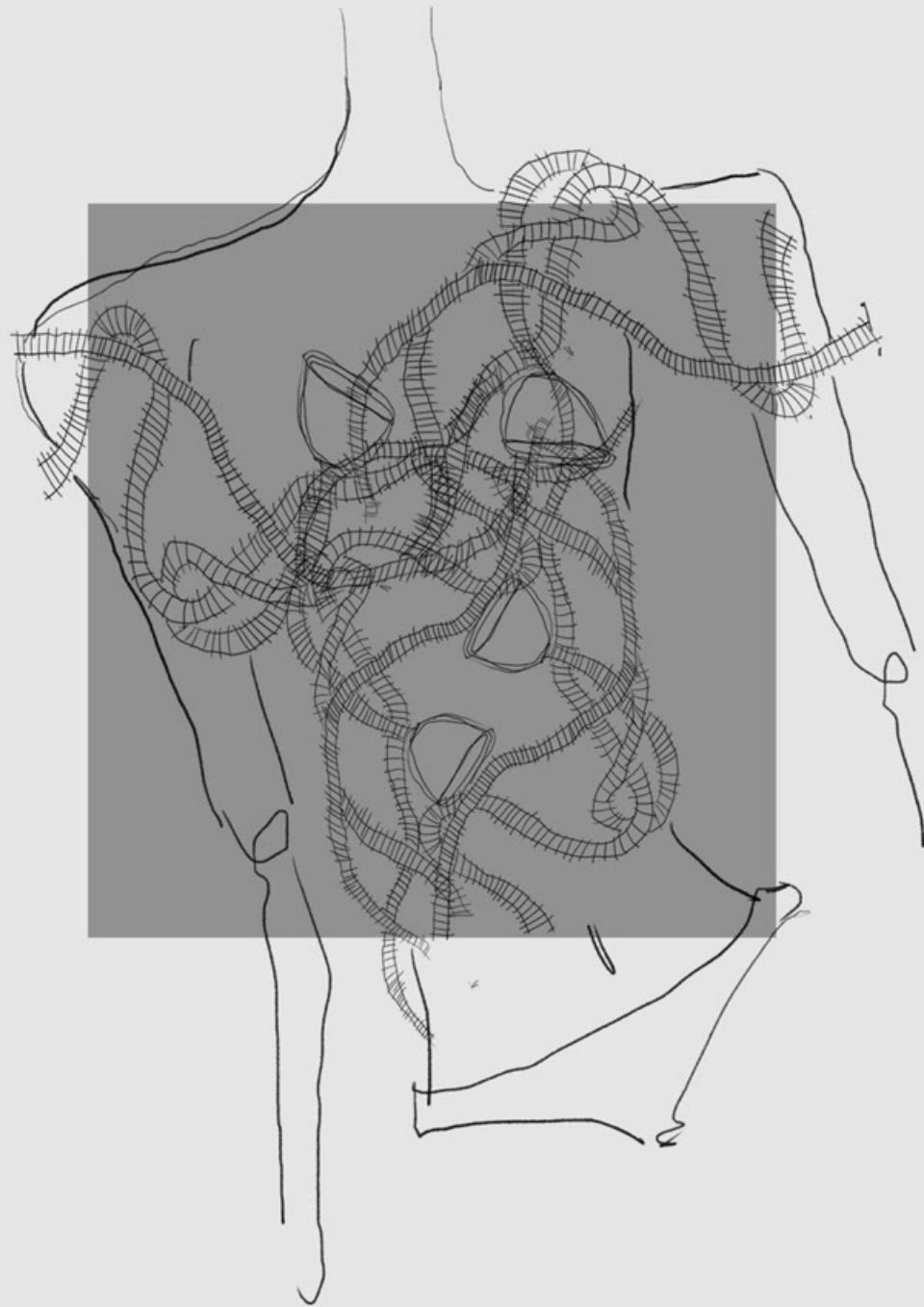
B:



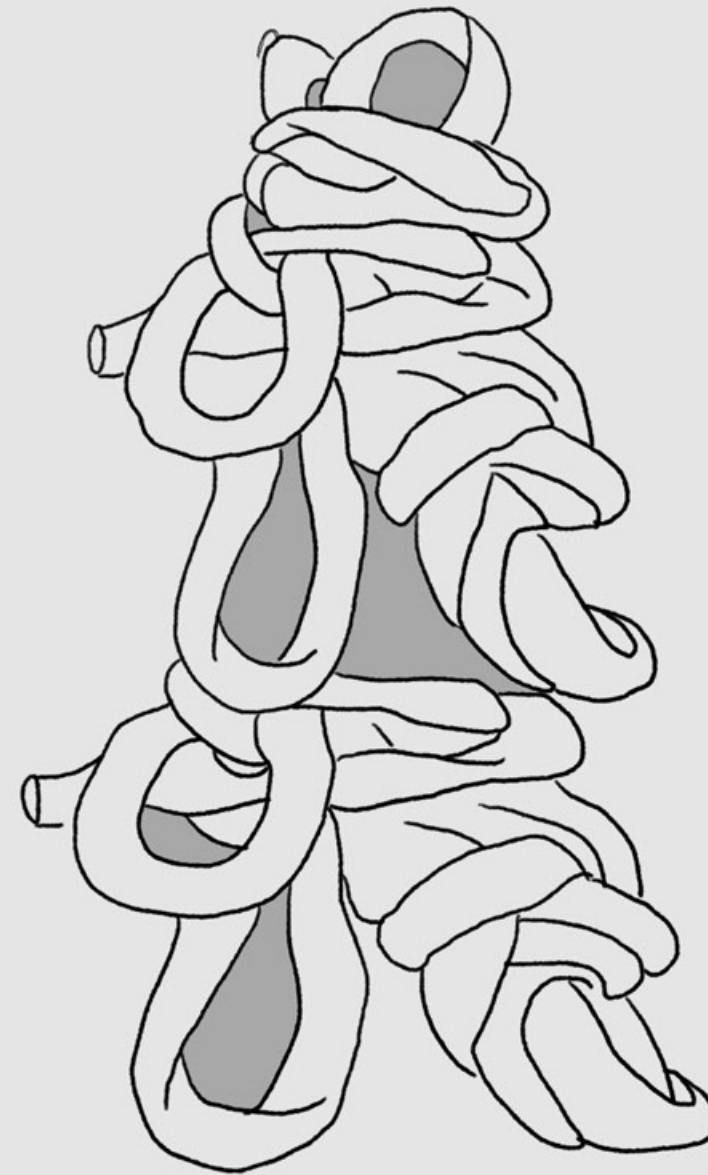
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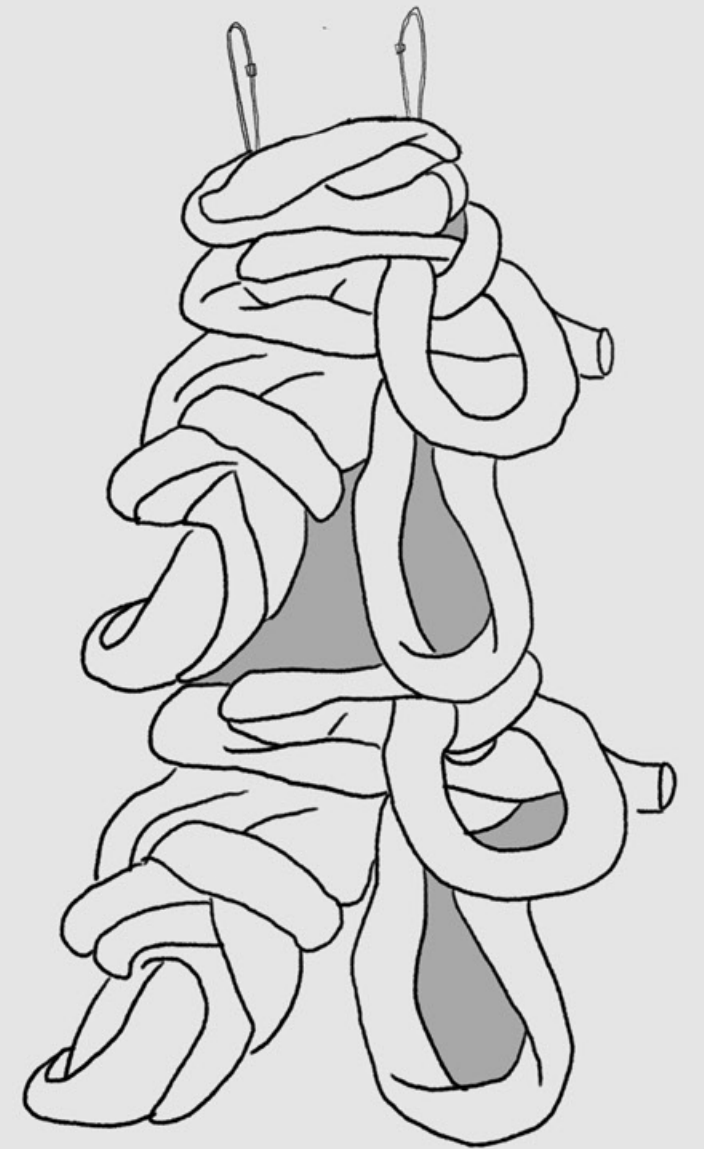
Look ⑥



FRONT:



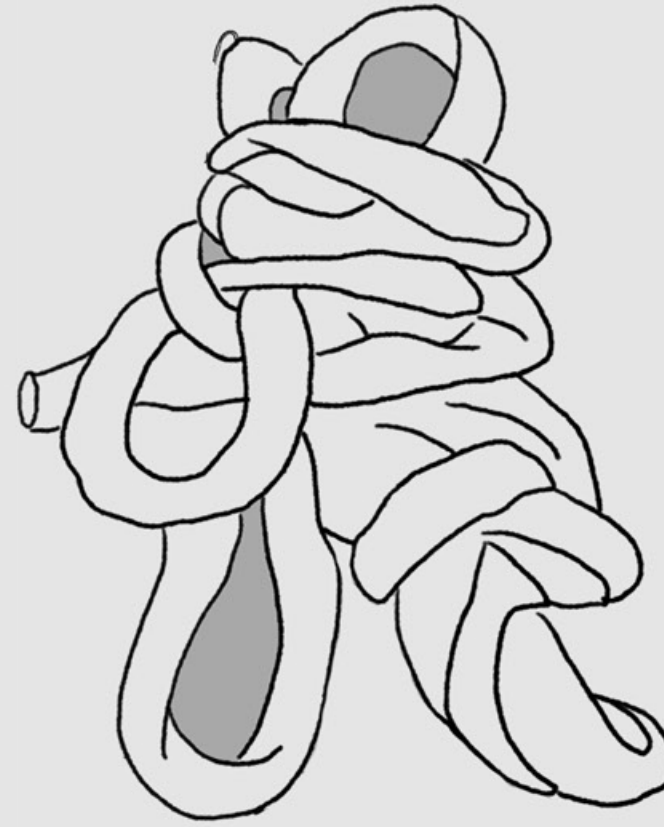
BACK:



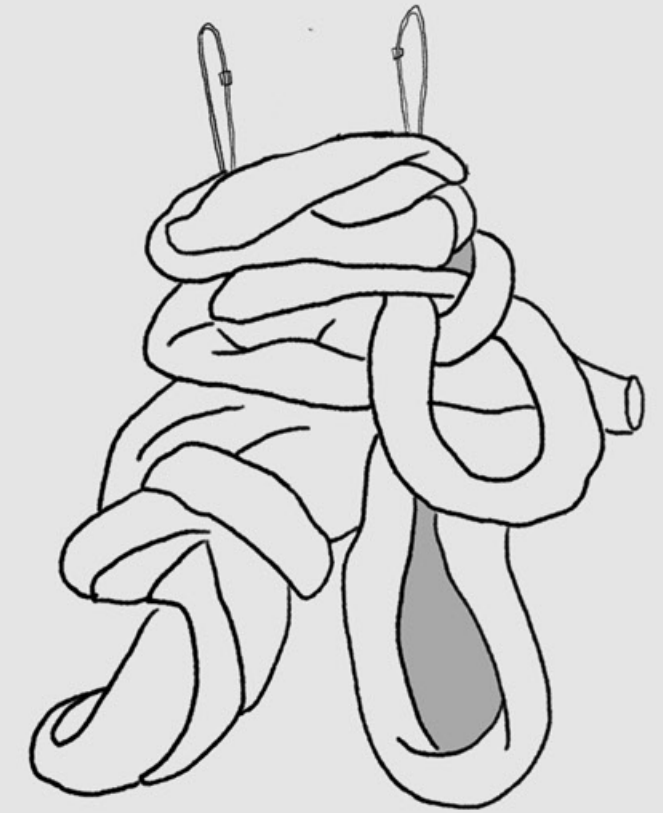
Look ⑦



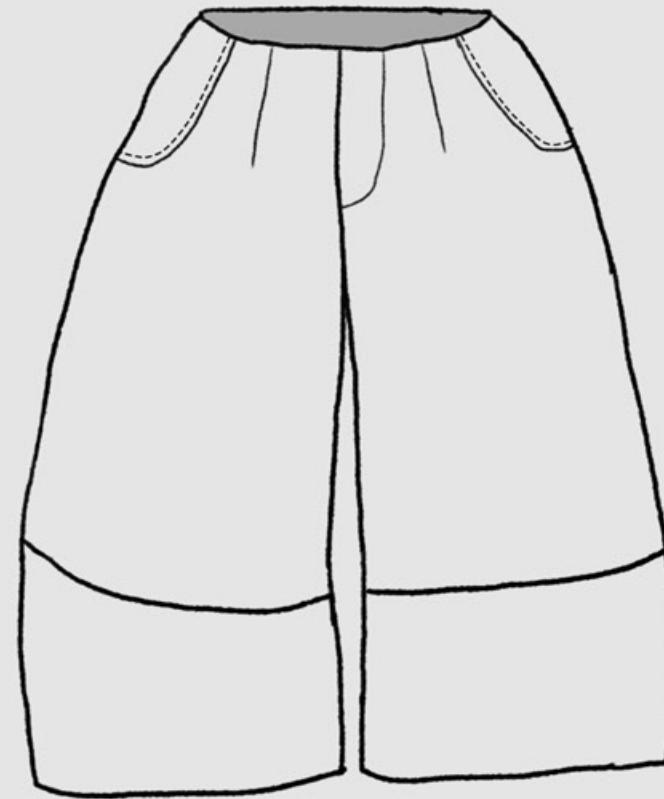
F:



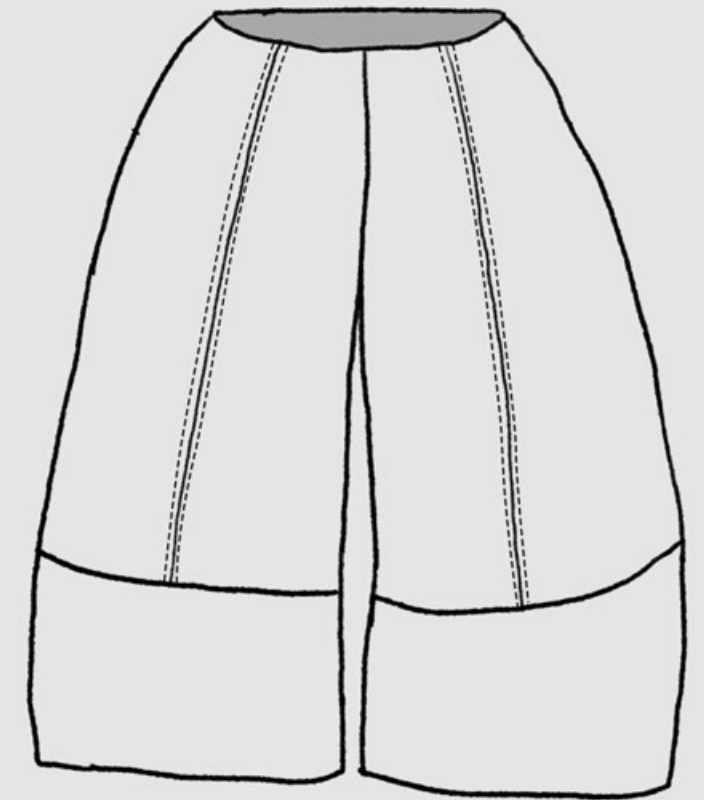
B:



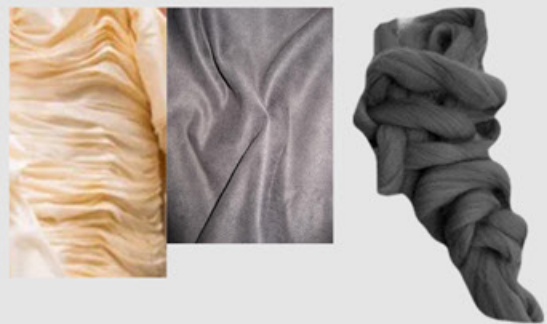
F:



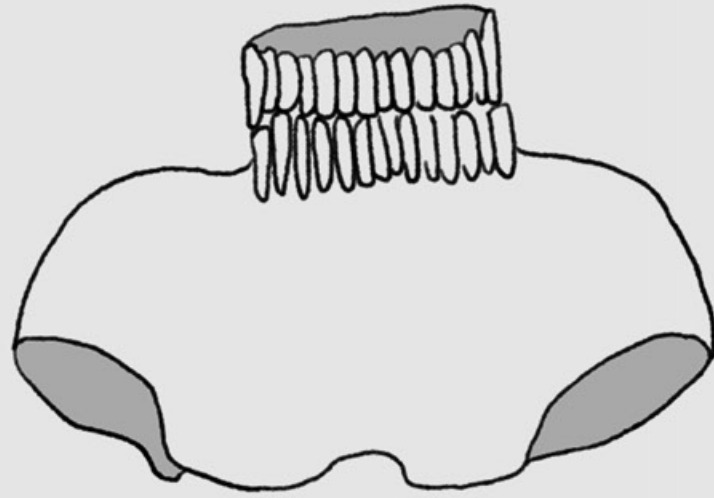
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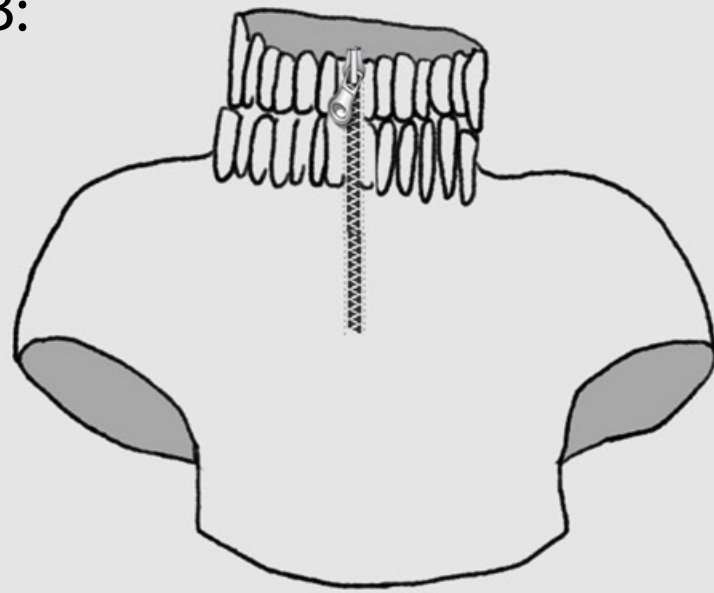
Look ⑨



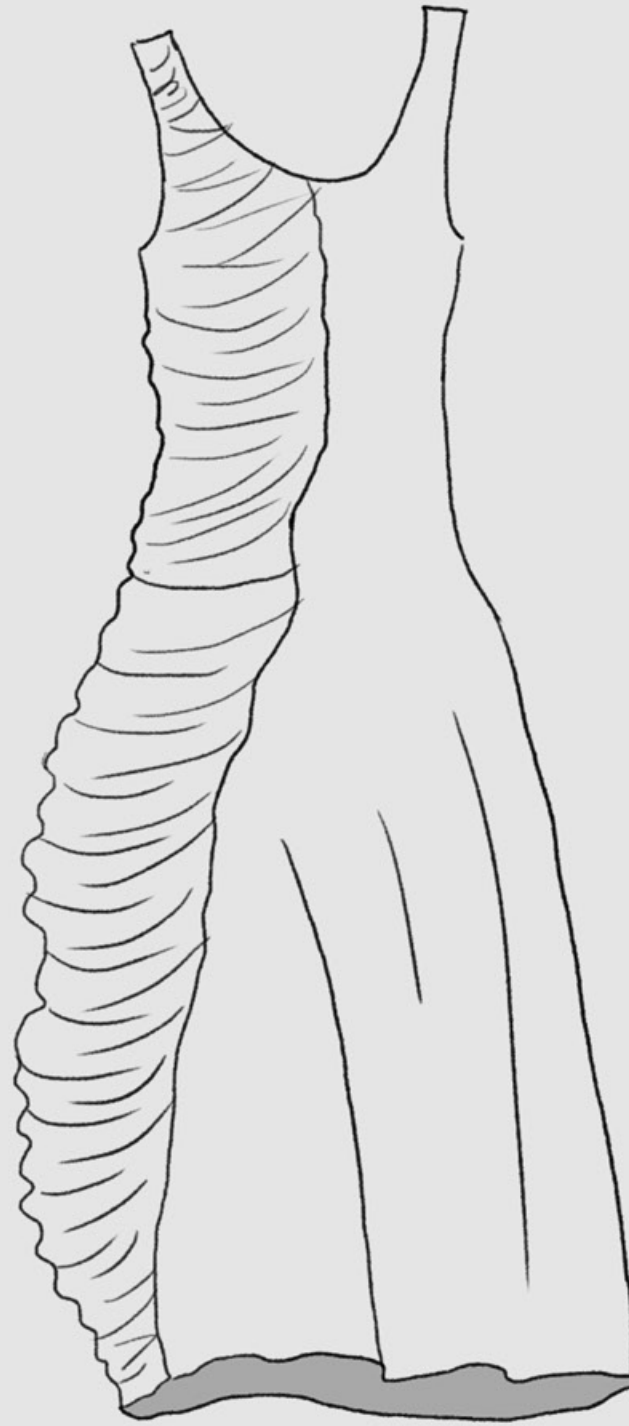
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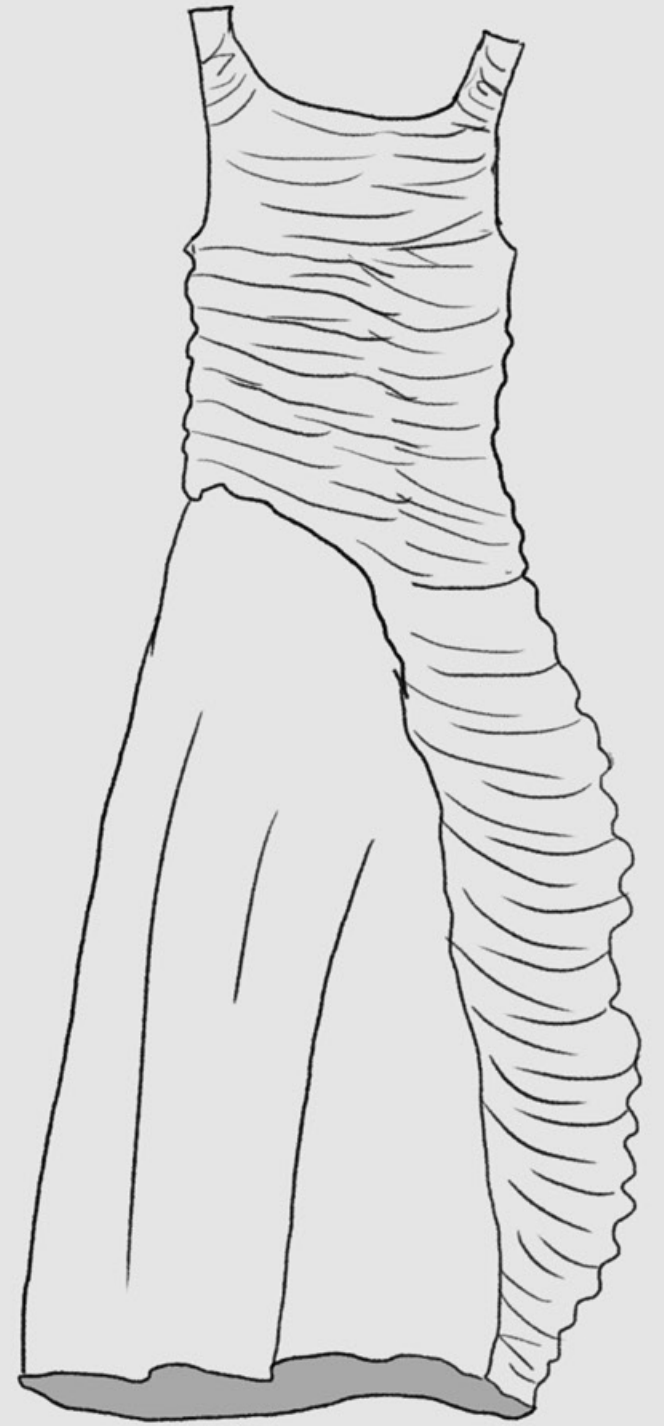
B:



F:



B:



**- The End -**  
Xinyao Ye