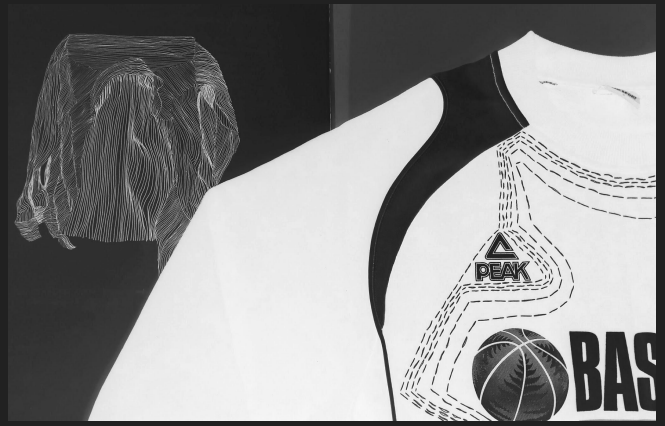
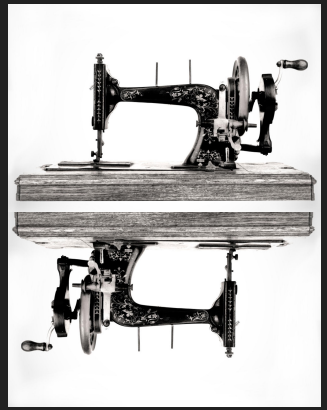
Open Fashion: Exquisite Corpse

Intersections Exhibition Proposal





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‘Open Fashion: Exquisite Corpse’ is a sustainable fashion/textiles decision making system being developed by ‘The Space Between ’ team that will focus on bringing participatory, human-centered design thinking and co-creation practices to the challenges and issues caused by the negative impacts of the fashion industry, in particular those caused by waste. These practices will drive and inspire fashion and textile design to form a system that creates new meeting points with the consumer. The system will inform and improve decision-making in regard to consumption and will enable engagement with the true cost of clothing, including environmental and ethical costs, helping users to navigate the complexity of sustainable fashion.

The system is evolving around a new collection of garments that utilize pre-consumer clothing waste in combination with the development of a web-based information and decision making platform. The collection focuses on the capacity of textile and fashion practice to transform garments alongside the ability to engage users in design and production through the familiarity of many textile processes. Grids, both analogue and digital, are used as a visual starting point signifying the intention to reveal and make accessible the design and production process. The collection also draws on notions of ‘dark’ and ‘critical’ design through the development of satirical motifs drawing on the history of clothing and textile production and technology that aim to engage consumers critically, and perhaps humorously, in ideas around the sustainability.

Dependent on space available, the exhibition contribution proposed will show the first phase of the project through means of i) a graphic representation of the evolving system, which brings attention to both the 'internal' collaborations between the different expertise within the project team including fashion, textiles, sustainability, graphic design and web development, and 'external' collaboration between designer and user to illustrate how each informs and drives design in this context, ii) a video sharing design and production processes that will form part of the information platform, and iii) two garments from the collection displayed interactively to show the co-creation potential and outcomes of the system via projection or by means of screen based moving image. The stop motion files submitted with this abstract show the evolving design and making process to give a visual indication of the emerging collection.

https://spacebetween.ac.nz/fashion-lab/open-design/

Supporting Image/video 1: Exquisite corpse Embroidery

Supporting video 2 :Exquisite corpse animation

Supporting video 3 Laser Cut developments video