

EXPRESSIVE GOWN ✂

Summary

During the holidays, we dove into diverse books, creating collages from selected pages that fuelled our collective imagination. Merging these collages, we formed the foundation for our design journey, fostering interdisciplinary collaboration and innovative ideation. From this narrative collage, we crafted character profiles and a compelling storyline, leading us to experiment with materials and create a bespoke gown that embodied our collective vision. Our interdisciplinary approach allowed us to explore collaboration, culminating in a captivating short film based in Margate. We then created and showcased our gown in a public exhibition in Margate, offering the community a firsthand experience of our collaborative project and the creative journey behind it.

The books that fueled our collective creativity include: "The Library of Babel," "Concrete Island," "Alice In Wonderland," "The Long Earth," and "Dracula".

Narrative

The Lone Wanderer

The man was a curious soul, known for his deep contemplation as he wandered the library's serene aisles. On an ordinary day, hidden within the library's labyrinth, he stumbled upon a worn, leather-bound book. As he opened it, he found himself transported to a world where the lines between reality and fantasy blurred, setting the stage for an extraordinary adventure of boundless wonder and uncharted mysteries.

In this enigmatic world, his insatiable curiosity led him to consume a mysterious mushroom, the effects of which whisked him away to alternate dimensions. **Each dimension revealed unique landscapes, inhabitants, and challenges.** With every journey, he uncovered the remarkable ability to step into different realities, unlocking the universe's well-kept secrets one hallucinatory experience at a time.

As he traversed these dimensions, he underwent profound behavioural changes, transforming into a lone wanderer amidst a multiverse of **infinite possibilities**. In the swamp world, he adapted swiftly to a waterlogged environment, scavenging amidst submerged cities, navigating treacherous waters, and facing unpredictable creatures with unwavering determination.

Next, he ventured into a **surreal realm** that both fascinated and bewildered him. Here, tea parties with peculiar guests and games of croquet with flamingos intertwined with bizarre challenges and whimsical dangers. Logic and reason had no place, and his grip on reality slipped, just as the ground beneath him became increasingly unstable.

His journey led him to a grim, desolate landscape, where the remnants of humanity fought for survival among the ruins of a once-thriving metropolis. He learned to scavenge for food, evade ruthless scavengers, and adapt to a life stripped of modern comforts. Loneliness became his constant companion, and he grew increasingly isolated from the familiar world he had once known, speaking in riddles and muttering to himself as the landscapes shifted around him.

Throughout these dimensional travels, his unwavering quest for security and **mental stability** remained a driving force. Despite the ever-changing **nature** of the dimensions he visited, he sought a **place of state of mind that could offer solace** and a stable anchor for his ever-shifting **identity**.

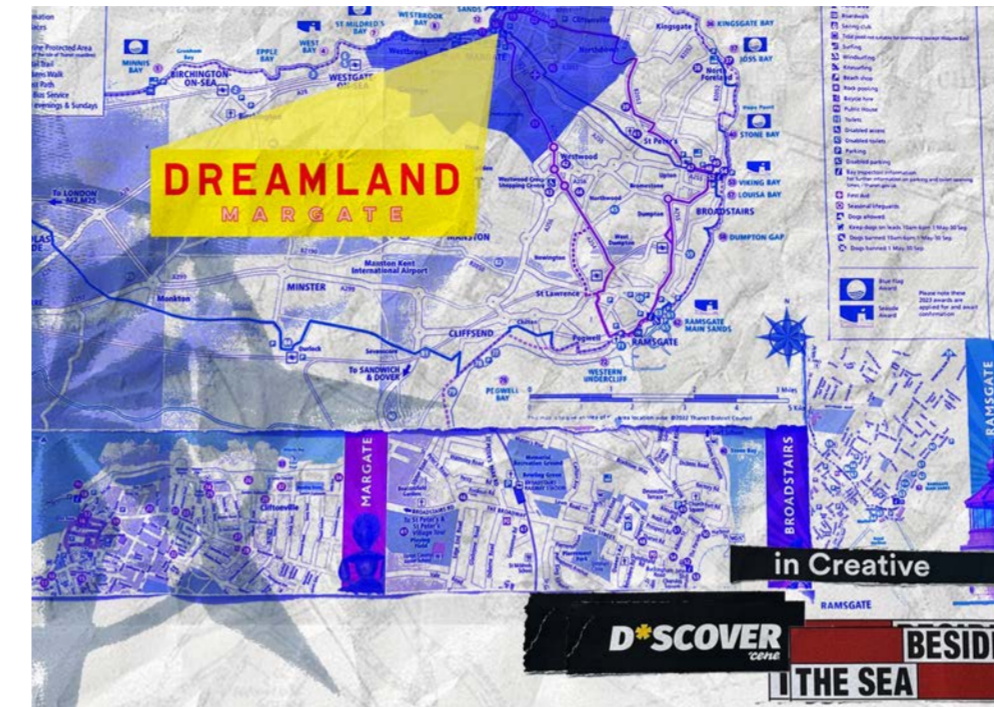
In the end, the man embraced a life of perpetual wandering, refusing to return to his original reality. He became a lone traveler, forever trapped in a kaleidoscope of alternate worlds. His **journey** was one of survival, adaptation, and a gradual descent into the madness of a fractured mind. In his relentless exploration of the boundless realms of existence, he became a living enigma, forever adrift in the labyrinth of his own creation.

Narrative Collage

We collaborated and created a group collage that combined the most prominent parts from our individual collages.

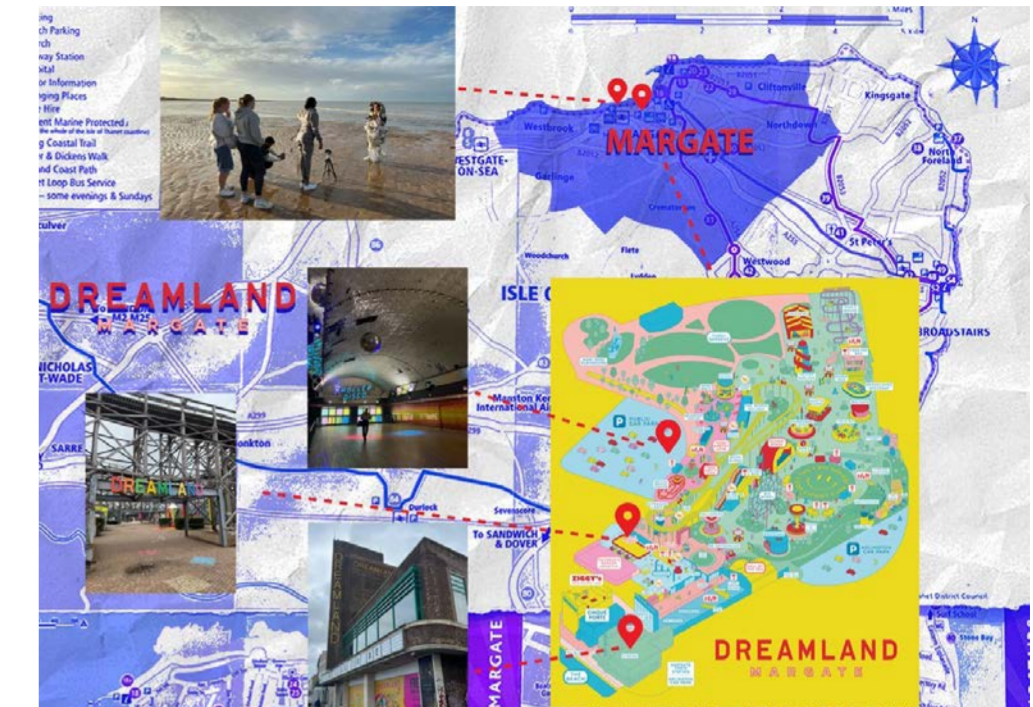


Location



Our site, Dreamland located in Margate is one of Kent's oldest coastal towns.

Site Interaction



Our site interaction took place in four areas in Margate: Dreamland Roller Room, Dreamland Arcades, Dreamland Amusement Park, and Margate Main Sands.

Character Profile

State of mind

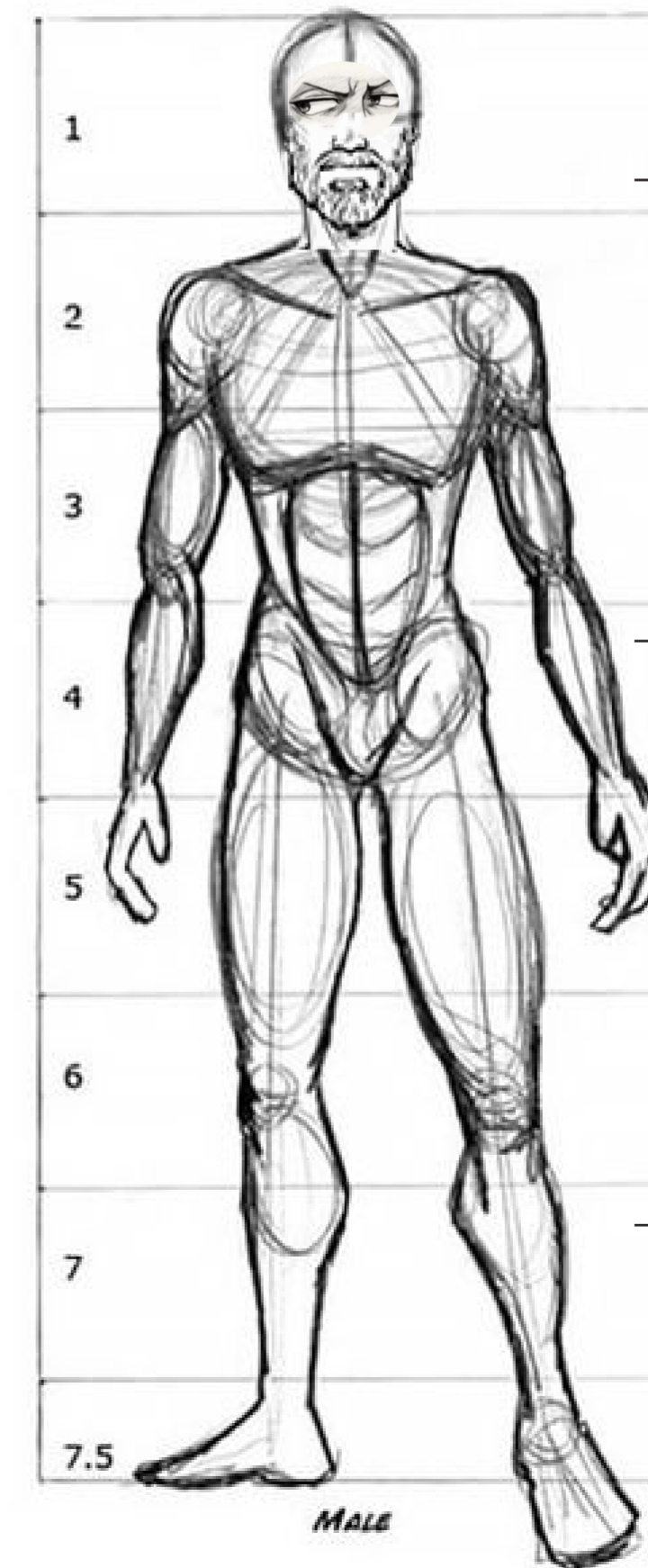
- OCD (Obsessive/collector)
- A warped perception of reality/time (his own)
- Physiologically strong (continues the journey)

Physicality

- Age range 30-40 years
- Long hair - unkempt
- Poor eyesight - glasses
- Aged/exposed skin
- Tanned/ worn skin
- Strength (build)
- Articulate

Personal profile

- A lone traveller
- Self chatter
- Observer
- Knowledgeable
- Mysterious



Occupation

- Time traveller
- Different environments
- Different dimensions

Journey

- Pursuit of knowledge
- Power
- Finding home
- Escapism from reality
- Going back in time to relive a memory
- Going to the future for freedom

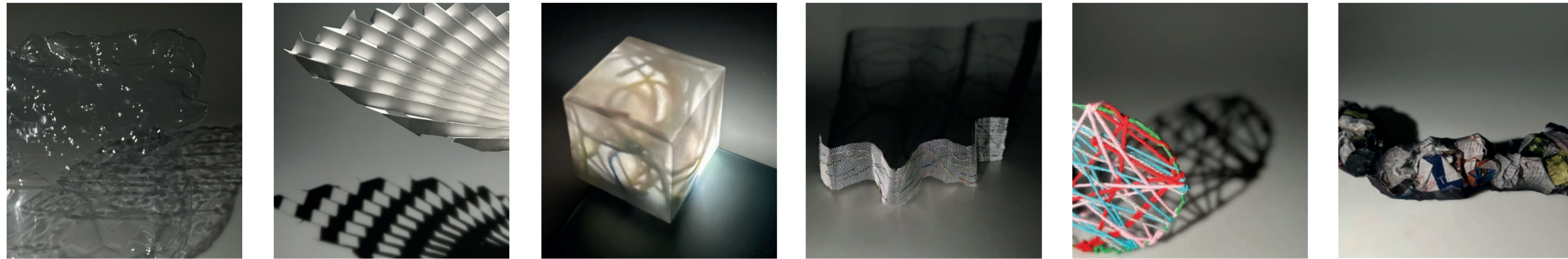
Destruction

- Time
- Reality
- Movement (chaotic disturbance)
- Himself
- Truth

PROCESS ✂

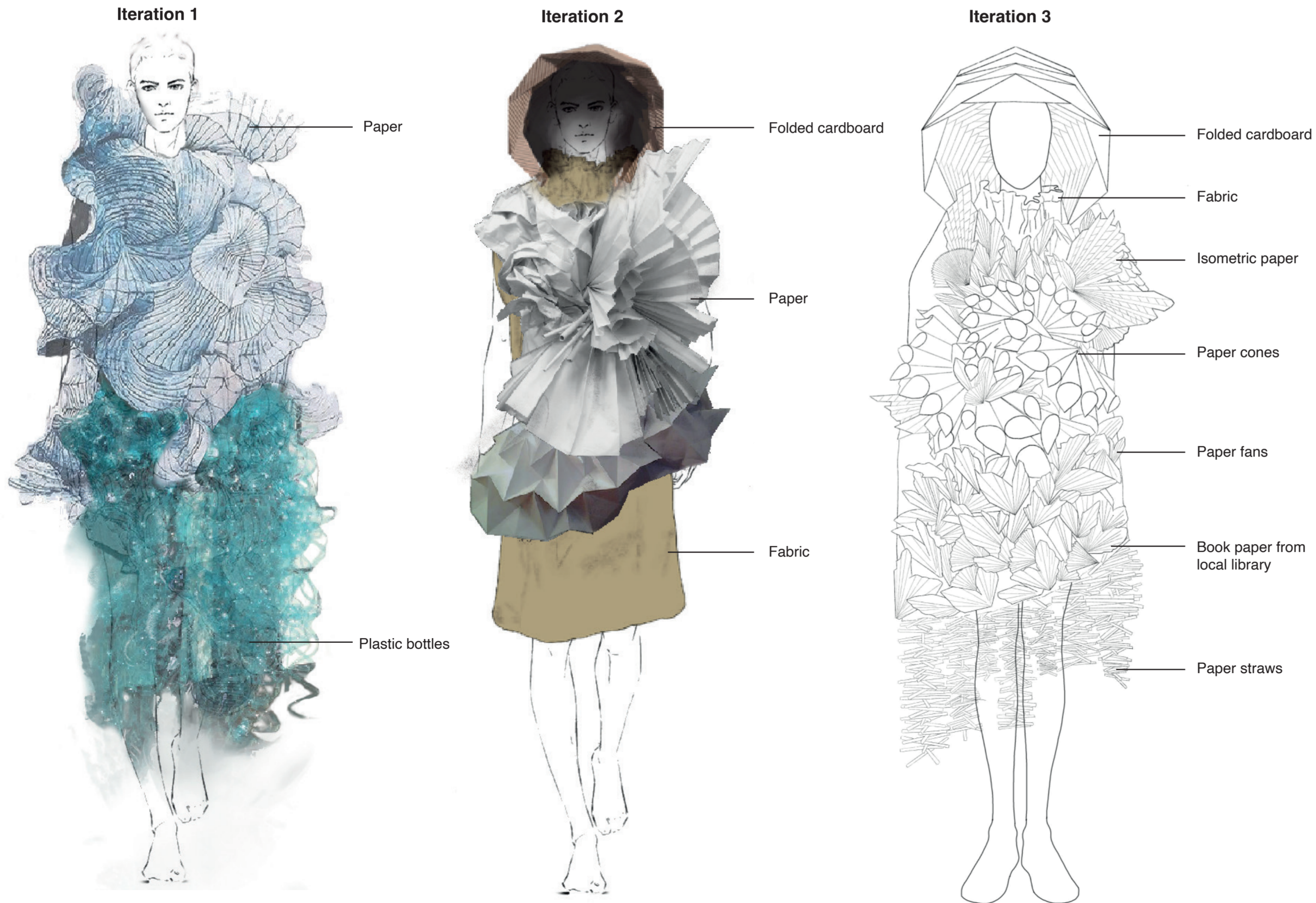
Concept Models

We experimented with a variety of materials to create concept models that would later inspire the design of our gown. We tested melting plastic, bending metal, using colourful wool, stuffing tights with paper, and various styles of paper folding. Ultimately, we chose paper as our primary material due to its versatility and its ability to cast interesting shadows.



Idea Planning

We initially experimented with plastic as our primary material, attracted by the potential to incorporate light into our design. However, we found that plastic did not effectively convey the story aligned with our six keywords. Consequently, we decided to switch to paper, as it more strongly represented our narrative.

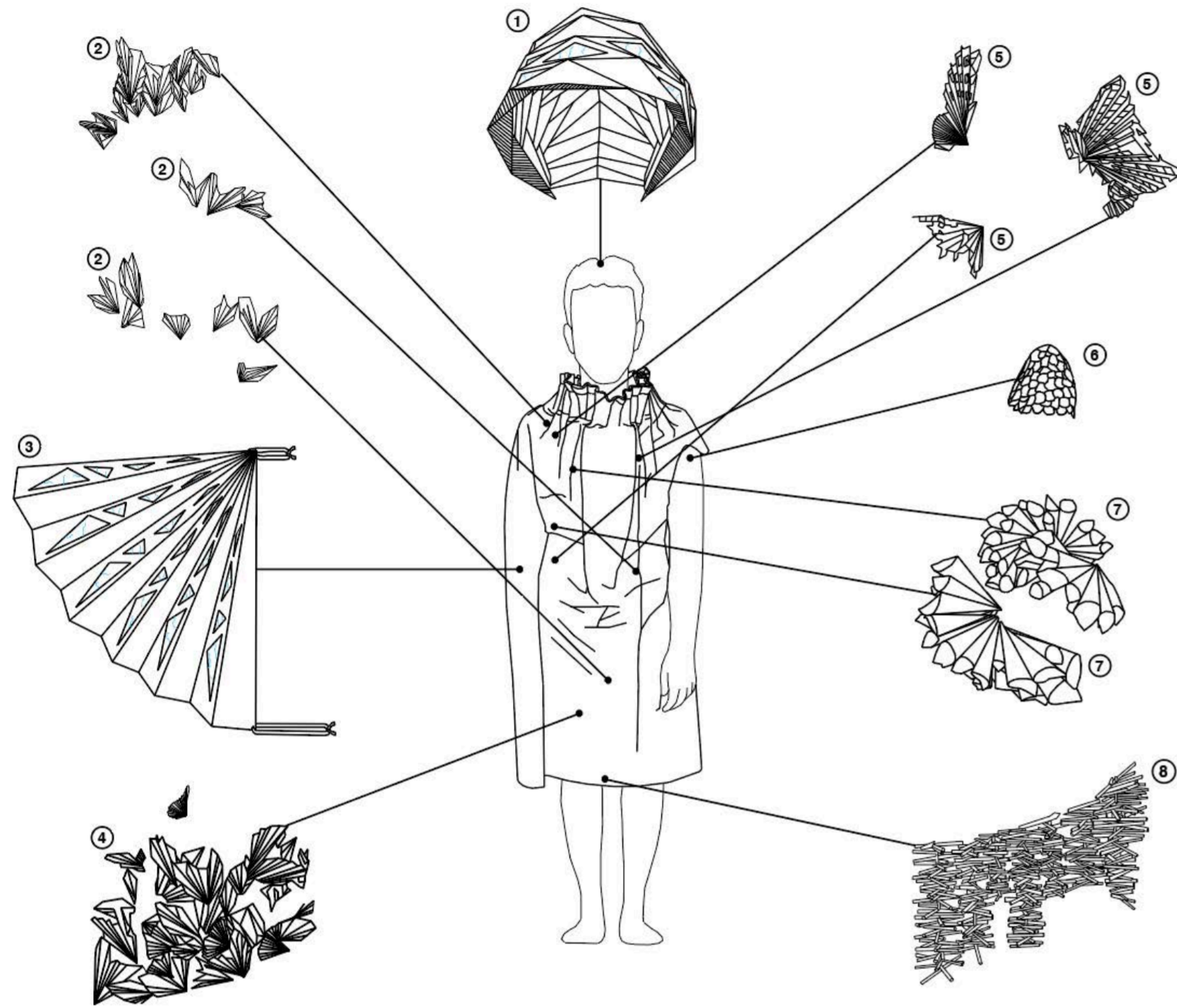


Process of Creating Gown

We experimented with light and shadows using projections and torches to understand how our gown would interact with our site. Additionally, we explored various origami styles to construct our wearable structure.



Components of Gown



Key -

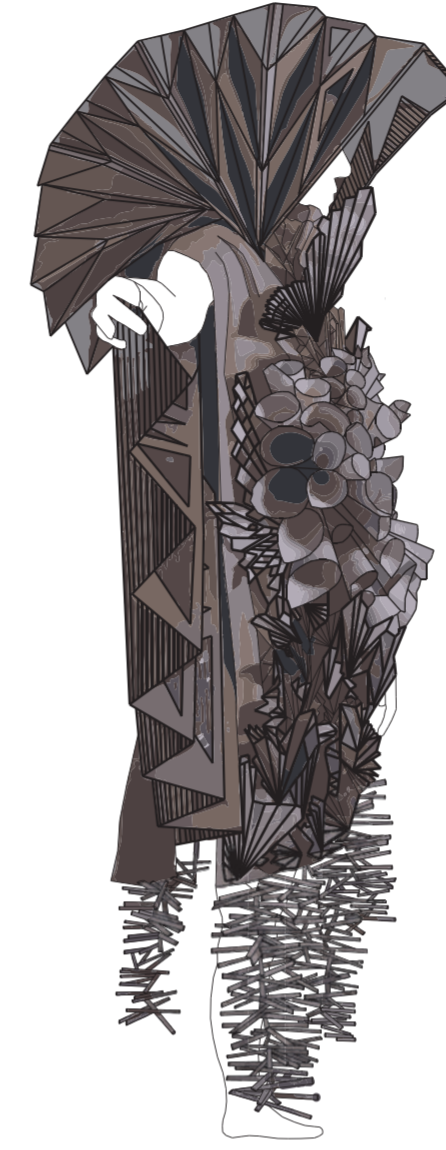
- ① Hood Movement
- ② Brown Packing Paper Fans
- ③ Wing Movement
- ④ Paper Fans
- ⑤ Paper Half Butterfly
- ⑥ Paper Shoulder Armour
- ⑦ Paper Cones
- ⑧ Paper Straws

Orthographic Drawings

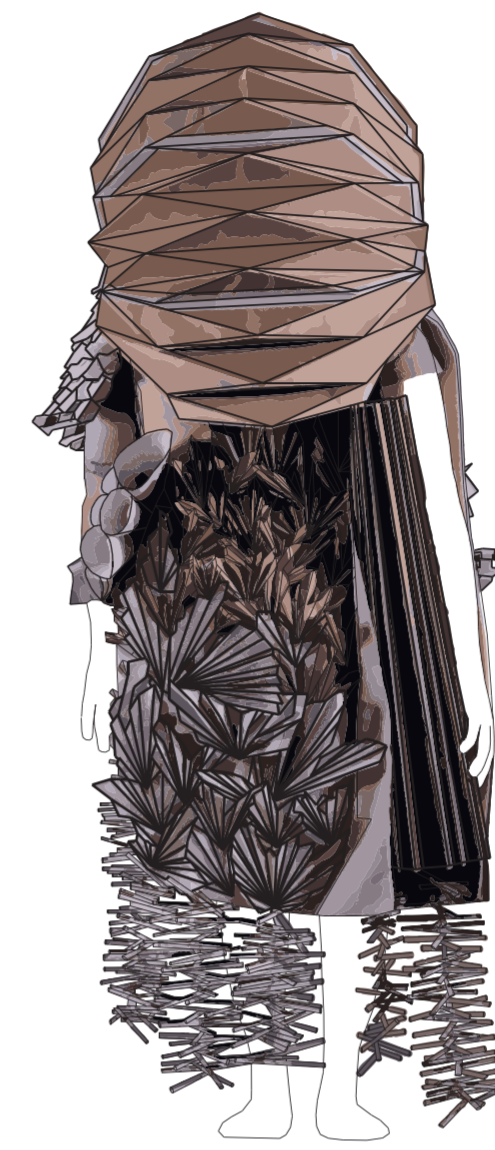
Elevations of Gown



AA - North Elevation



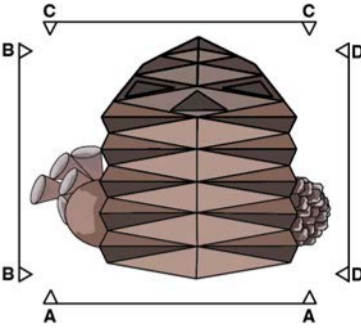
BB - East Elevation



CC - South Elevation



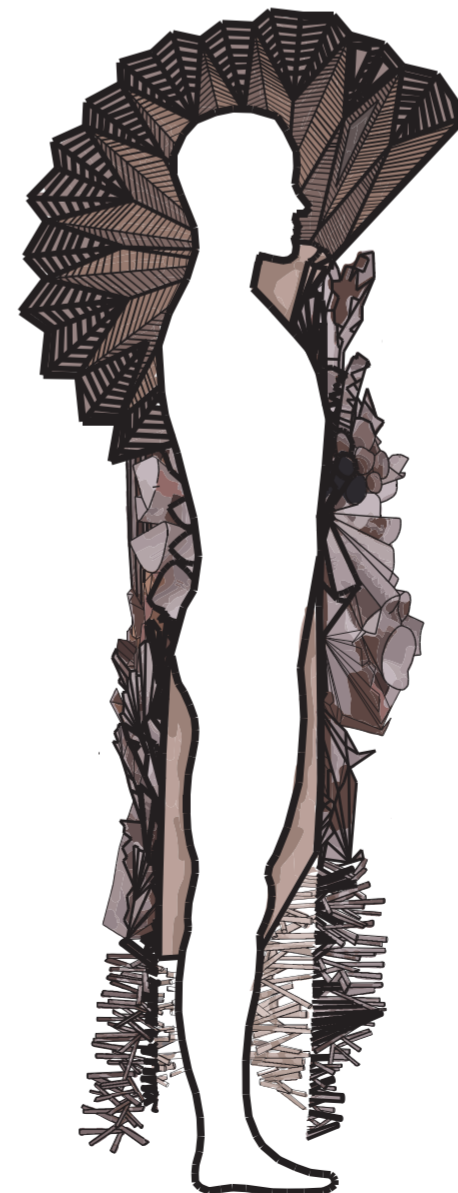
DD - West Elevation



Sections of Gown



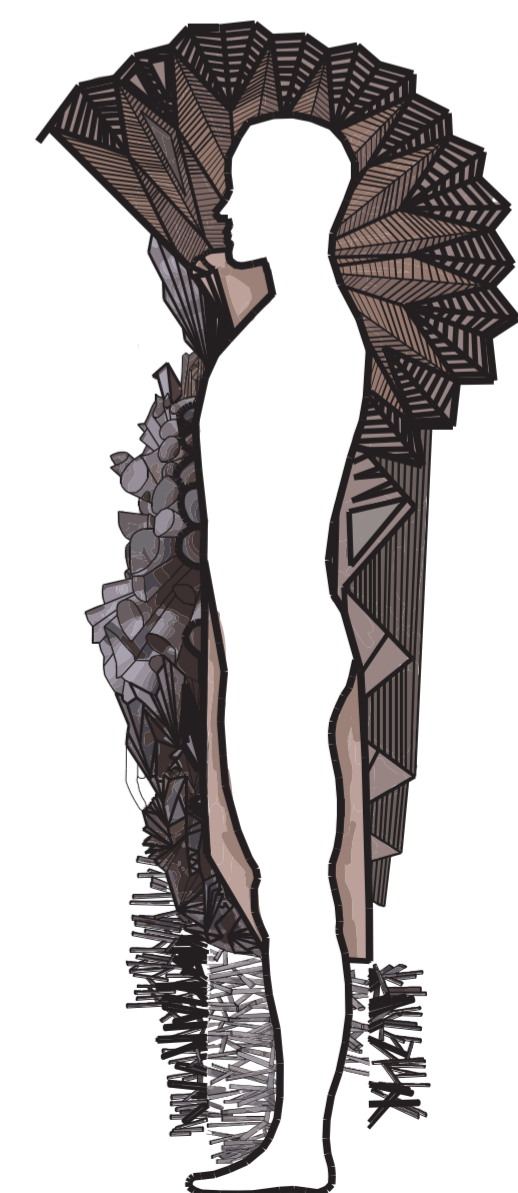
AA - Transversal Section



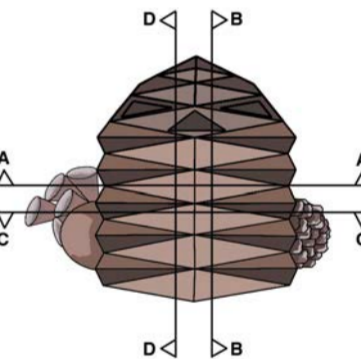
BB - Longitudinal Section



CC - Transversal Section



DD - Longitudinal Section



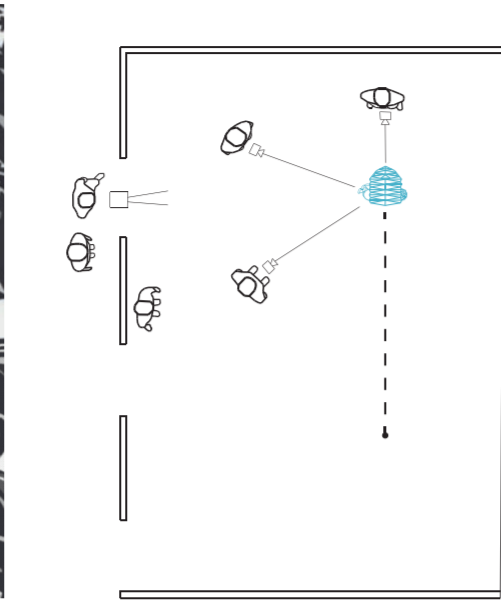
ANNOTATION ✂

Site Annotations

Dreamland Roller Room:



The Dreamland Roller Room located in Margate.

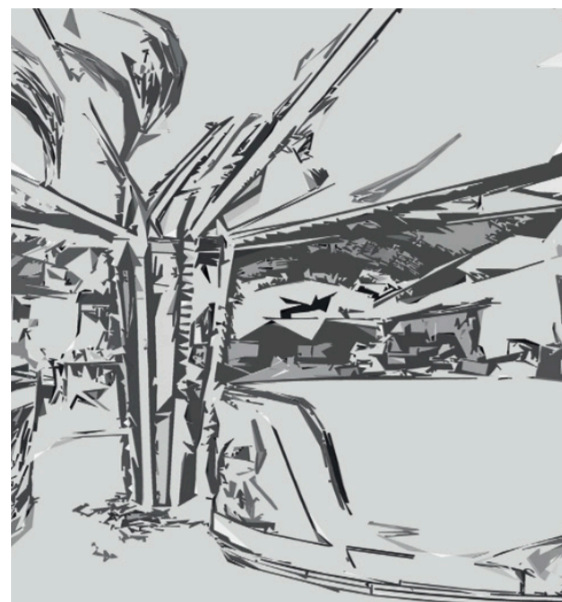


Capturing the movement of the gown and behind the scenes crew with cameras and a projector.

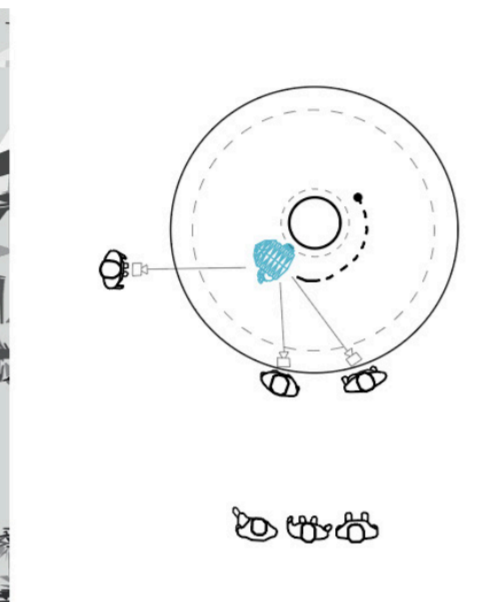


The gown visually interacting in the Roller Room.

Dreamland Arcades:



The Dreamland seating area located next to the Roller Room in Margate.



Capturing the movement of the gown celebrating the existing column and the behind the scenes crew with cameras.

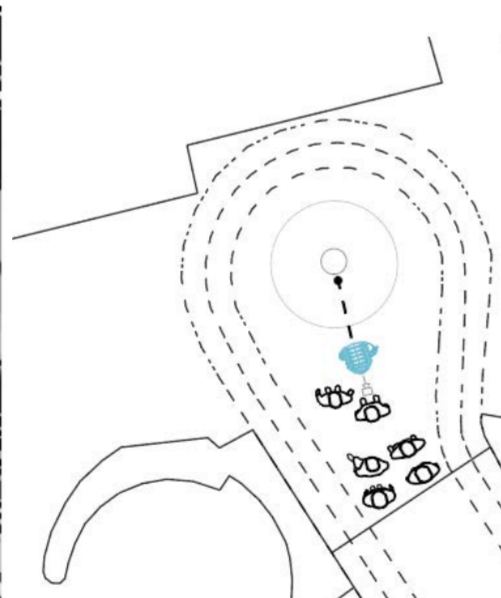


The gown visually interacting with the seating area.

Dreamland Amusement Park:



The famous Amusement Park 'Dreamland' located in Margate.



Capturing the gown's movement amid Dreamland's xylophone area, a reflective structure resembling the seating area column, encircled by England's oldest timber Scenic Railway.

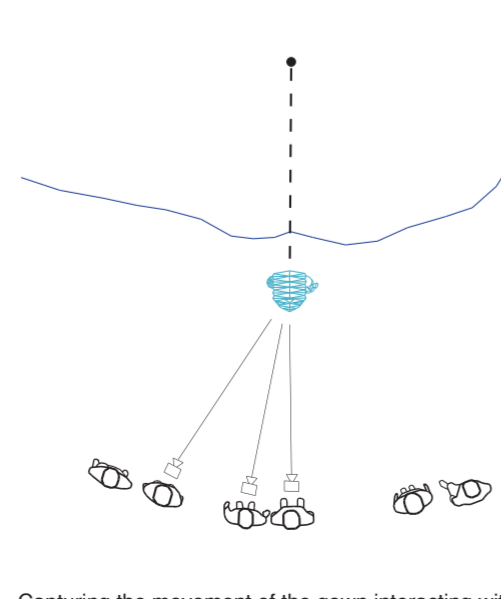


The gown visually interacting with the materiality of the extruded structure in the amusement park.

Margate Main Sands:



The famous seaside located in Margate.



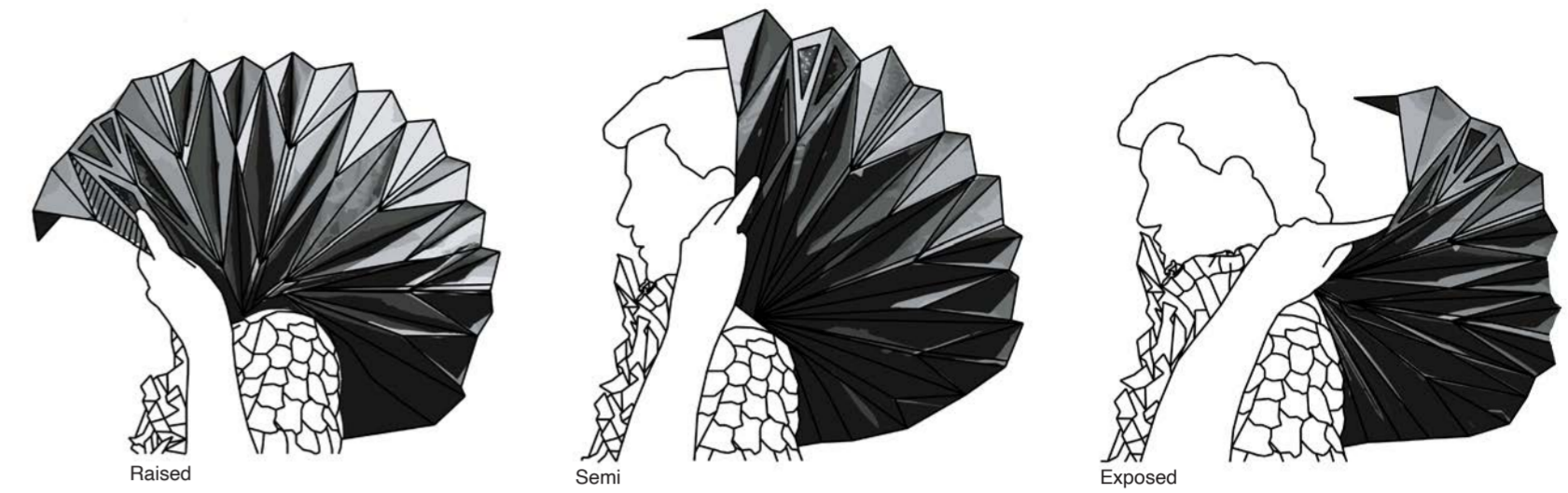
Capturing the movement of the gown interacting with Margate's landmark and behind the scenes crew with cameras.



The gown visually interacting at the seaside.

Gown Annotations

Hood Movement:



Raised

Semi

Exposed

Our primary movement involves the transition of the hood, concealing the character's personality and portraying the idea of shape-shifting. When the hood is raised, it emphasises the character's mysterious nature. In contrast, revealing the face depicts a more stable state of mind, allowing the character to be seen.

Wing Movement:



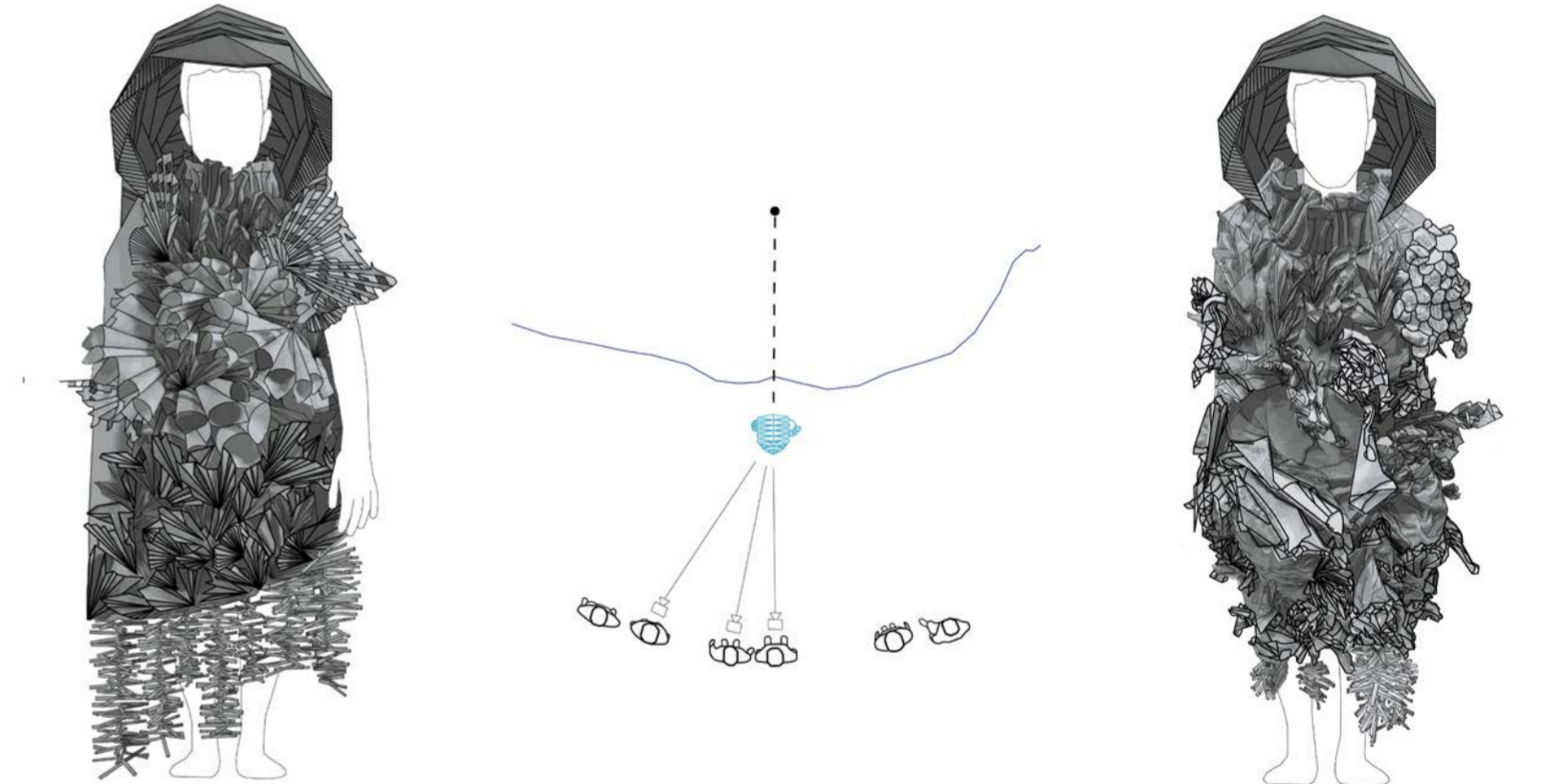
Hidden

Semi

Exposed

Incorporating movement into our garment, we designed a wing that accentuates our character's mannerisms. This wing allows light to pass through the plastic, casting intriguing shapes when exposed.

Deterioration:

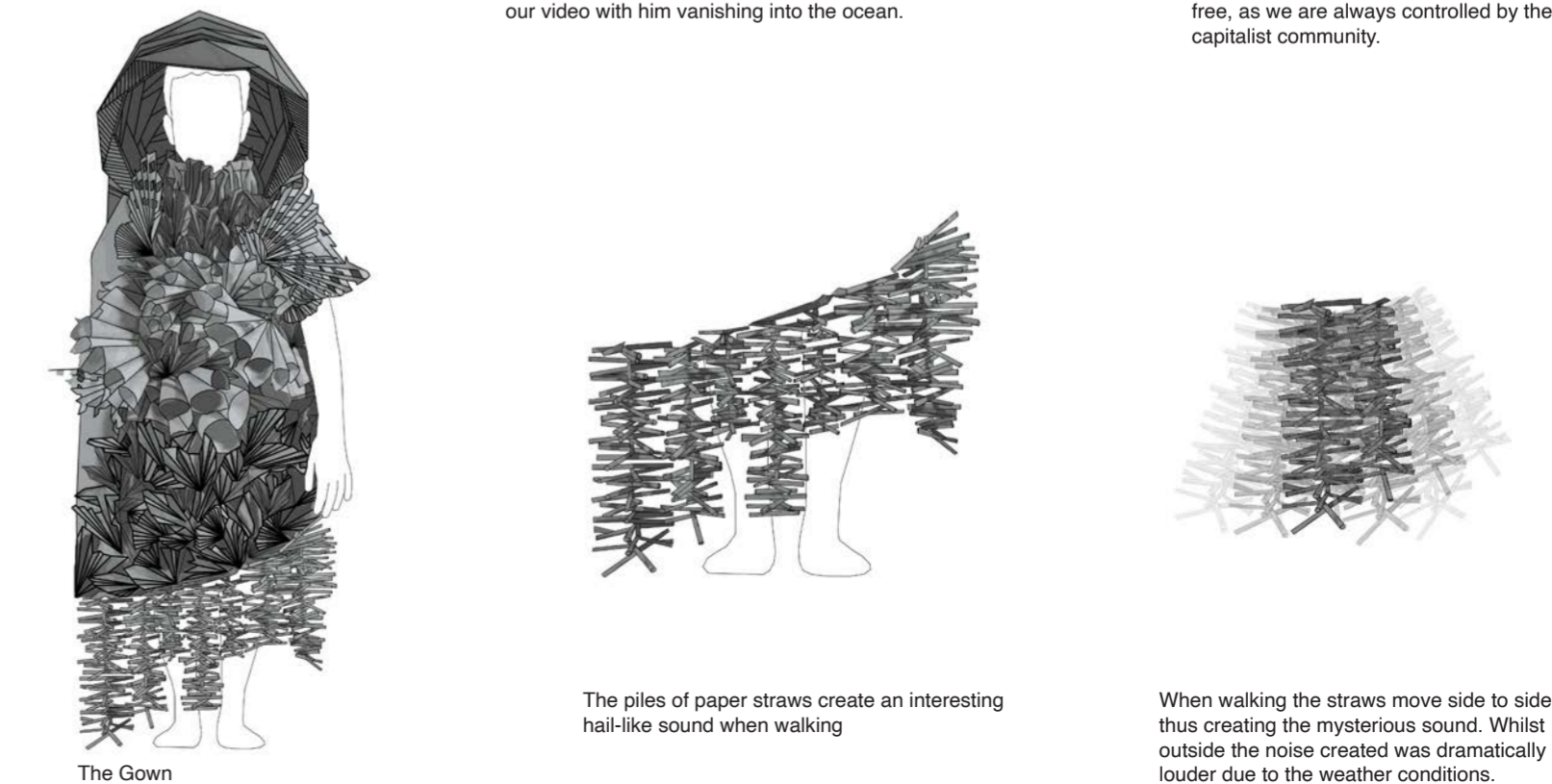


The Gown

Utilising Margate's landmark attraction we decided to visually express the character becoming free from society, by ending our video with him vanishing into the ocean.

The destruction of the gown expresses how in society we are never completely free, as we are always controlled by the capitalist community.

Sound:



The Gown

The piles of paper straws create an interesting hail-like sound when walking

When walking the straws move side to side thus creating the mysterious sound. Whilst outside the noise created was dramatically louder due to the weather conditions.

END RESULT ✂

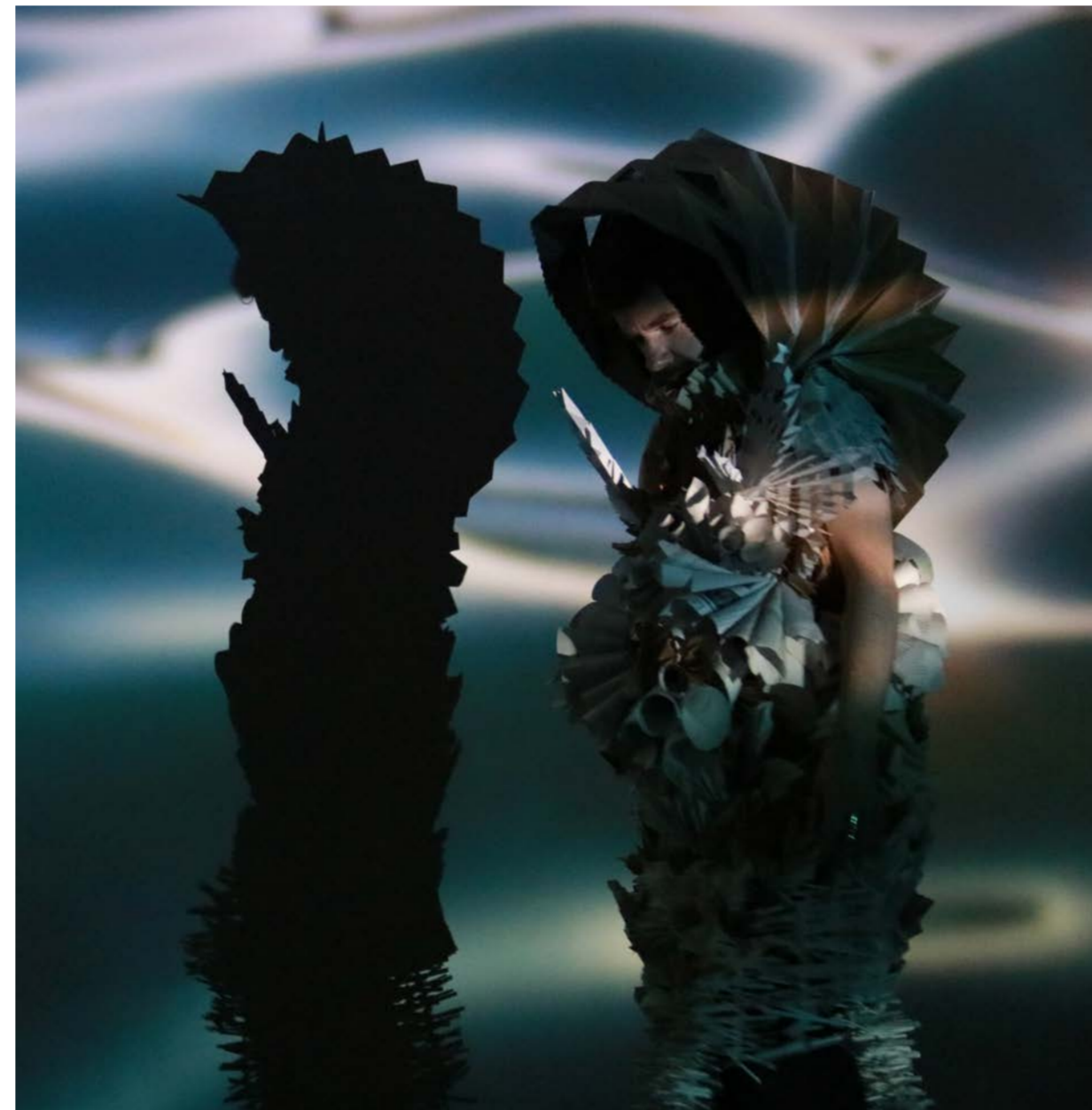
The Video:

We crafted a video that beautifully illustrates the Lone Wonderer's journey as he traverses between four distinct locations: Dreamland Roller Room, Dreamland Arcades, Dreamland Amusement Park, and Margate Main Sands. This visual narrative not only showcases his adventure but also highlights the seamless transitions between each destination.

Scan the QR code to view the Expressive Gown video:



Final Images:



Exhibition:

We hosted a public exhibit at Dreamland in Margate, featuring our Expressive Gown. Alongside, we designed an interactive stand to showcase the intricate process and final outcome of the gown, ensuring an engaging and captivating experience for viewers.



Creating Exhibition Stand:

