

Art x Fashion

From Analogue to Digital Spaces
(and back again....)

Art x Fashion

Fashion is often viewed as superficial and temporal. Art is transcendent and eternally beautiful.

Fashion and art have a long-standing relationship.

This relationship is the subject of an on-going debate as to whether fashion is art...

But, the real question is, not *whether* fashion is considered art, but rather, *when* fashion is considered art.

Fashion has been documented in art...



Franz Xaver Winterhalter (1854) *The Empress Eugenie*

and inspired by art...



Yves Saint Laurent (1965) *The Mondrian Collection*

Fashion is often viewed as sculpture...



Comme des Garçon (2014)



Issey Miyake (1985)

and exhibited in Museums...



Alexander McQueen (2012) *Savage Beauty* MET

or in some cases, becomes literal 'art'...



Viktor & Rolf (2015) *Wearable Art (A/W)*

Where do I fit?

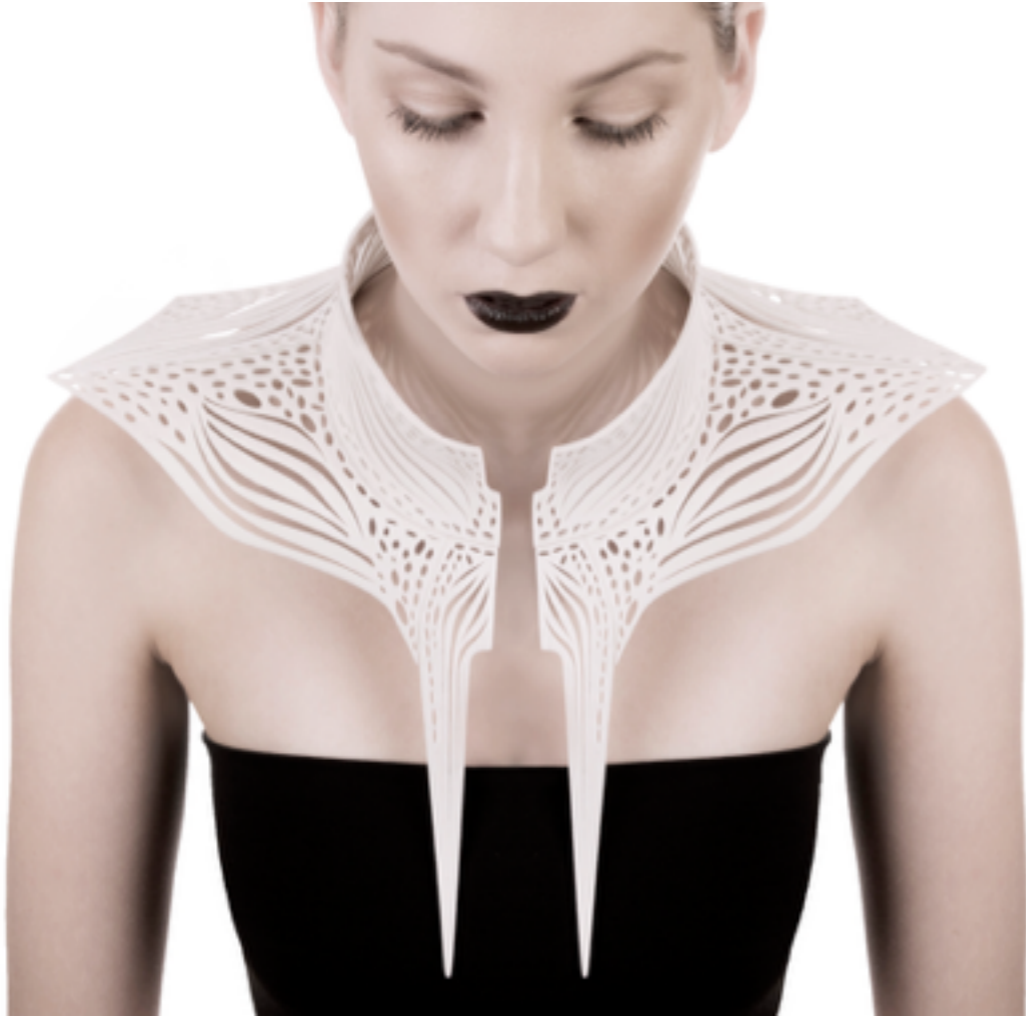
Fashion Artefacting

MY PRACTICE

Using **analogue** and **digital** tools to 3D prototype fashion artefacts.

Dual functionality. The fashion artefacts serve as forms of bodily adornment and exhibition pieces - they are to be viewed on the body and in the absence of the body.

Digital Nature | 2014



Mutari Corpora | 2019

Aim - to immerse myself in 3D prototyping technologies in order to independently digitally model and sculpt fashion artefacts for 3D printing production.

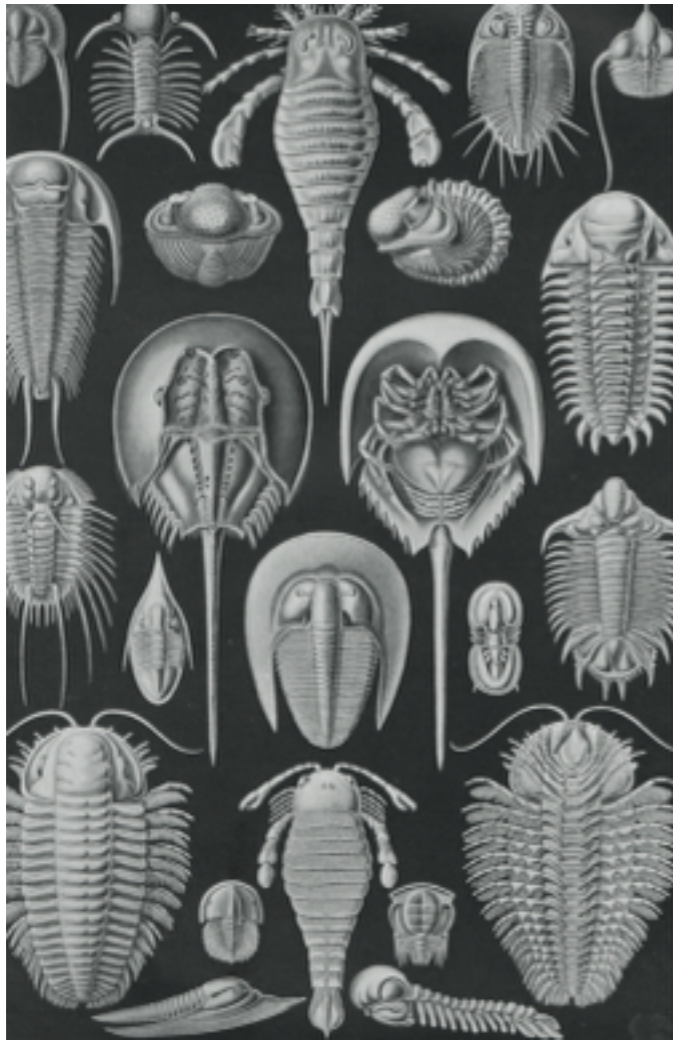
Exploratory work - developed a process that can be used by artists and designers who wish to enter the 3D manufacturing space.

Faced multiple challenges as I tried to transition into digital modelling and 3D prototyping - such software and technology is not widely adopted in our community.

I worked with FDM and Selective Laser Sintering Technologies using biodegradable PLA and Nylon filament.

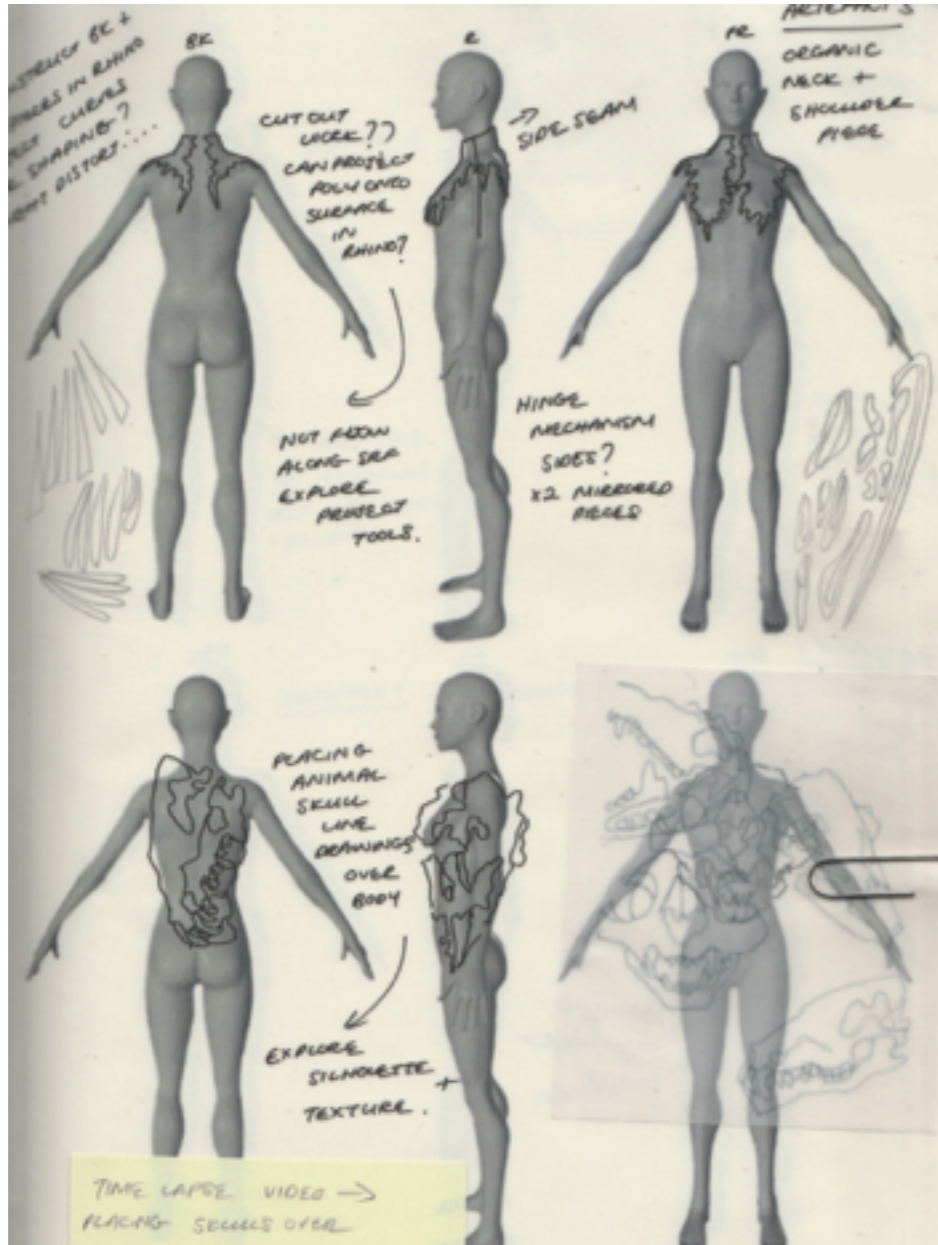
Creative Process

References and inspiration

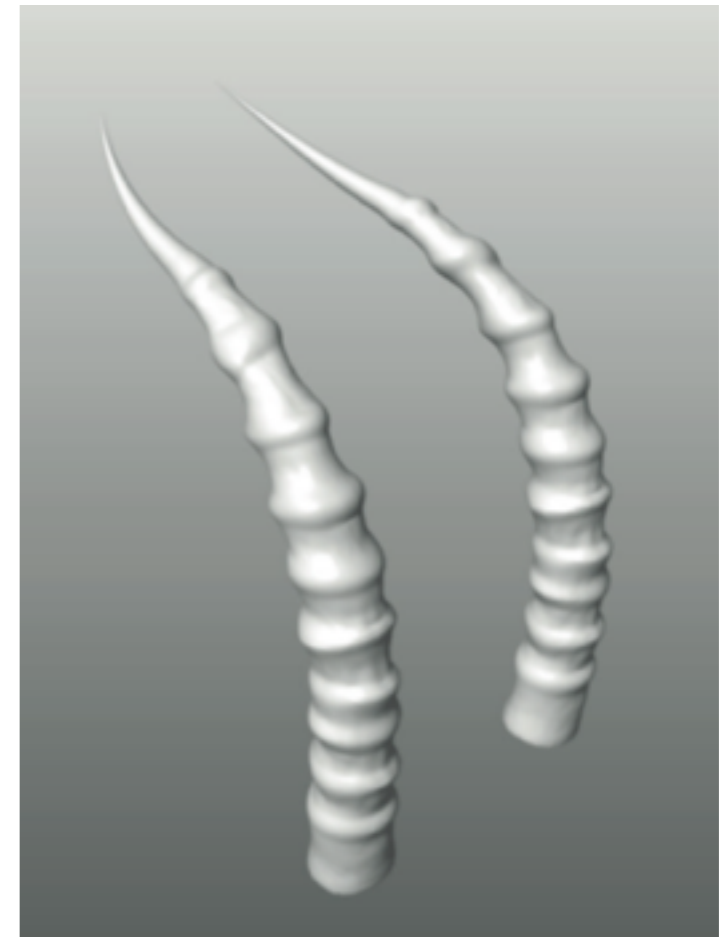
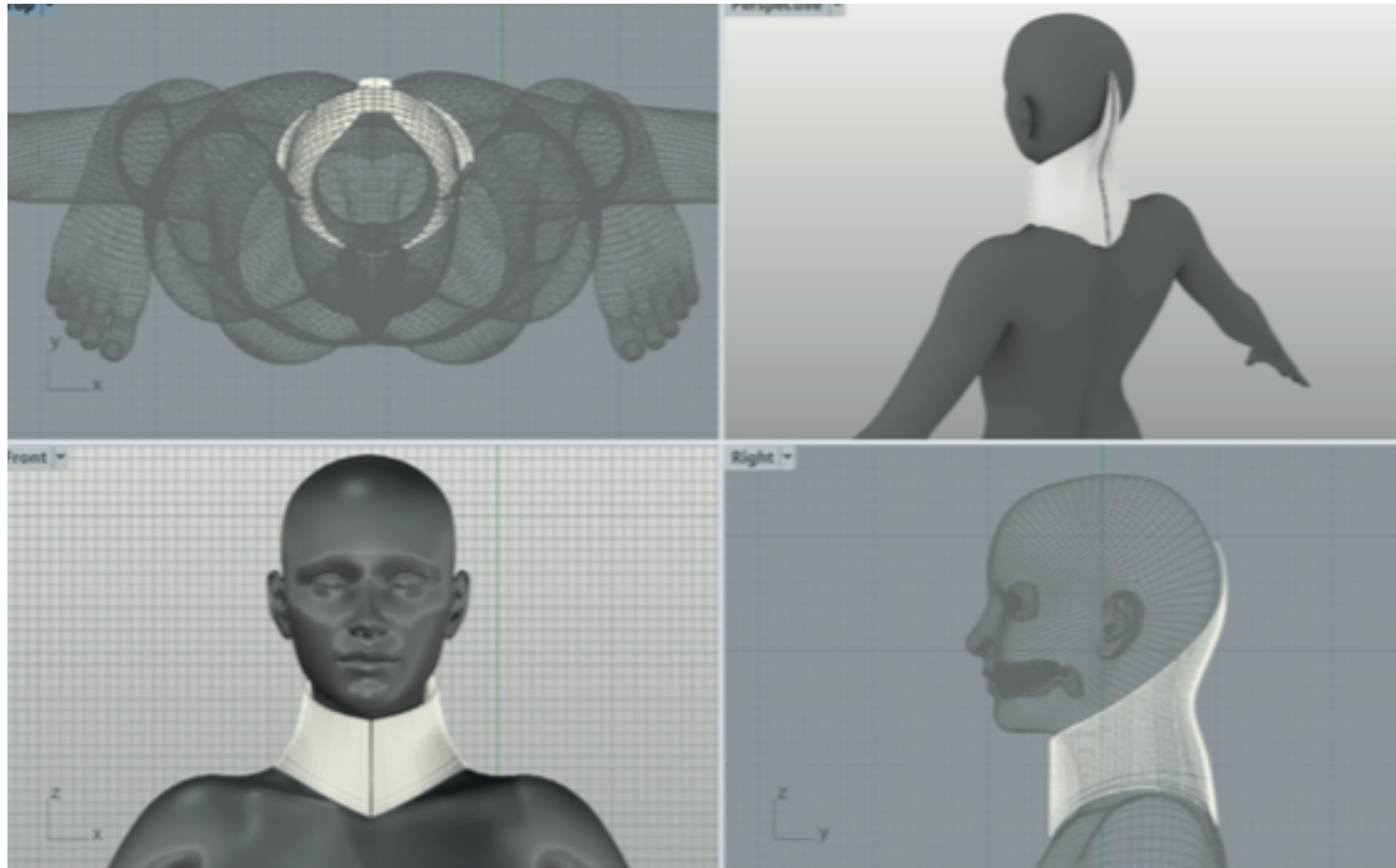


Ernst Haeckel | Albertus Seba | Natural Specimens

Artefact Planning | Free Sketching



3D Modelling | 3D Sculpting



References and inspiration



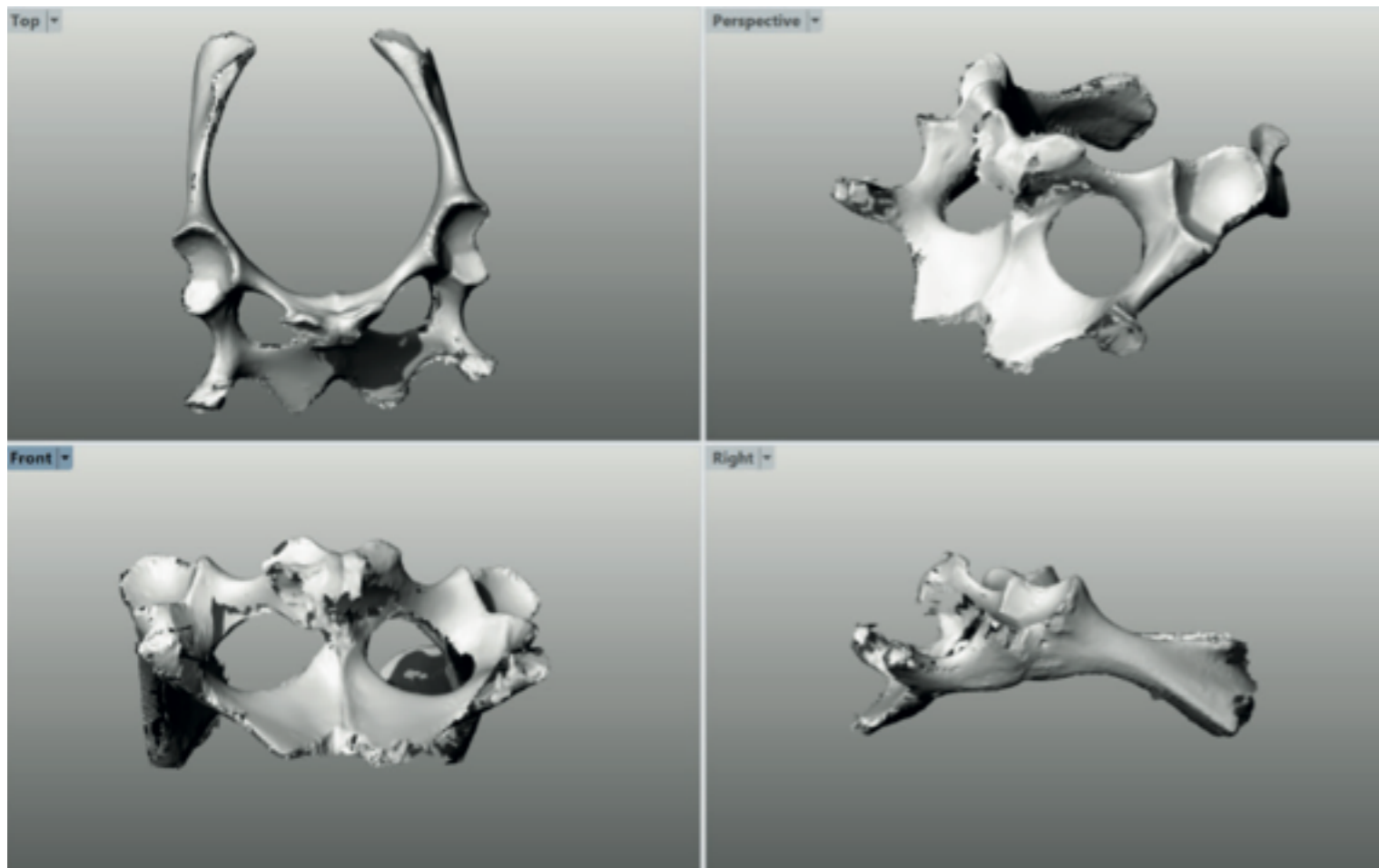
Tortoise hip bone | Animal skull (rodent) | Kudu horns

I worked with references unique to my environment

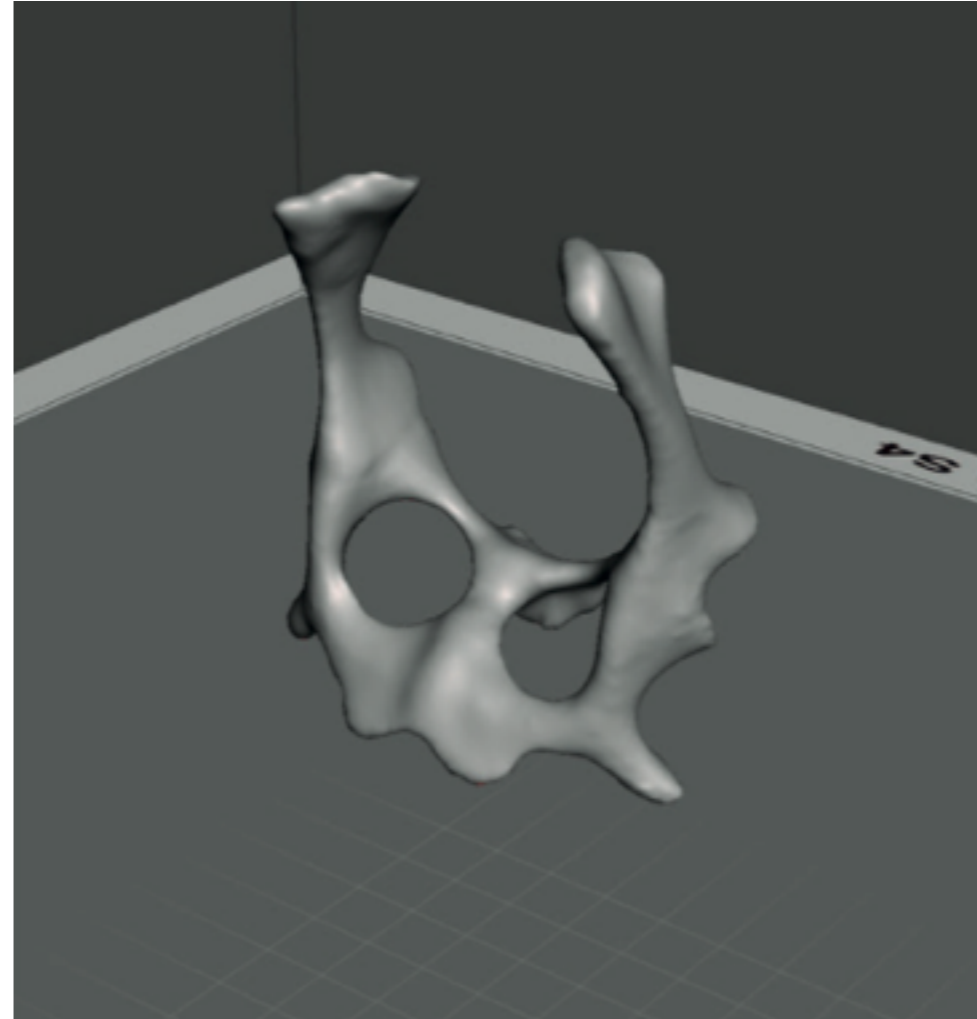
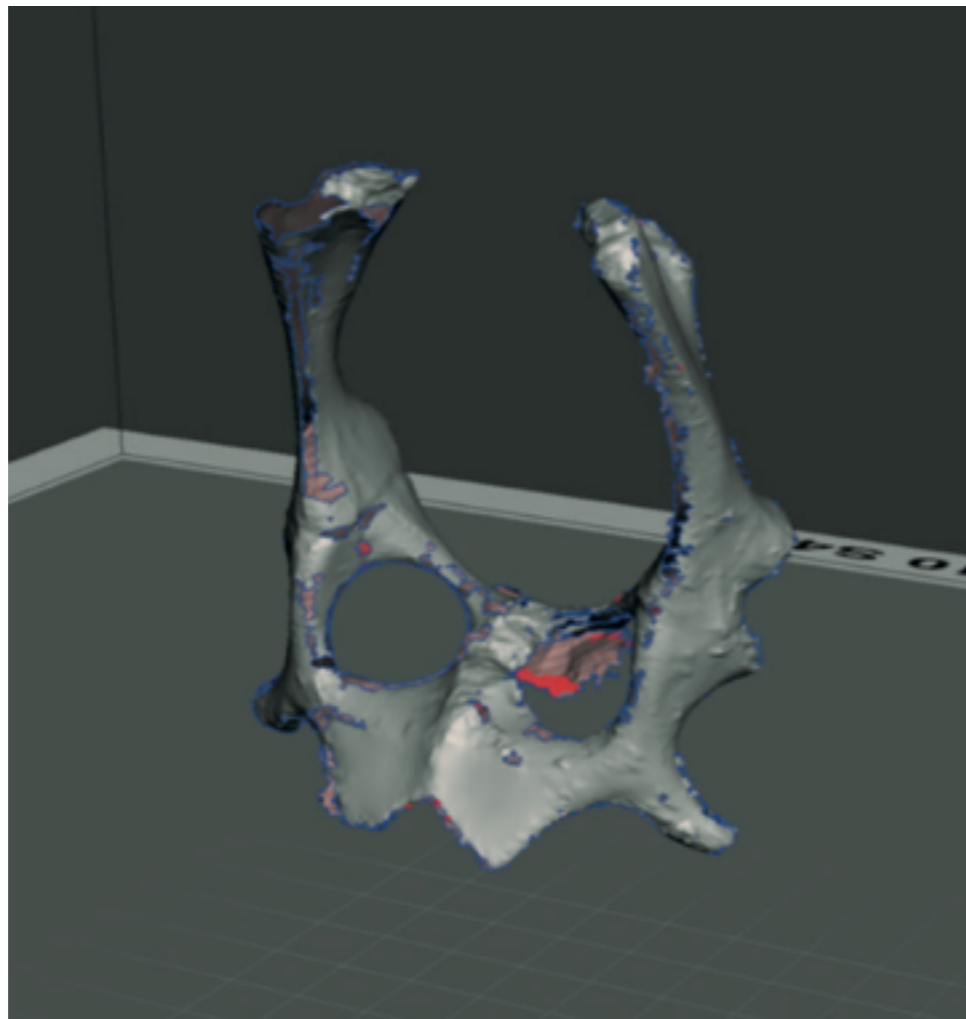
Reverse Engineering | 3D Scanning Bones



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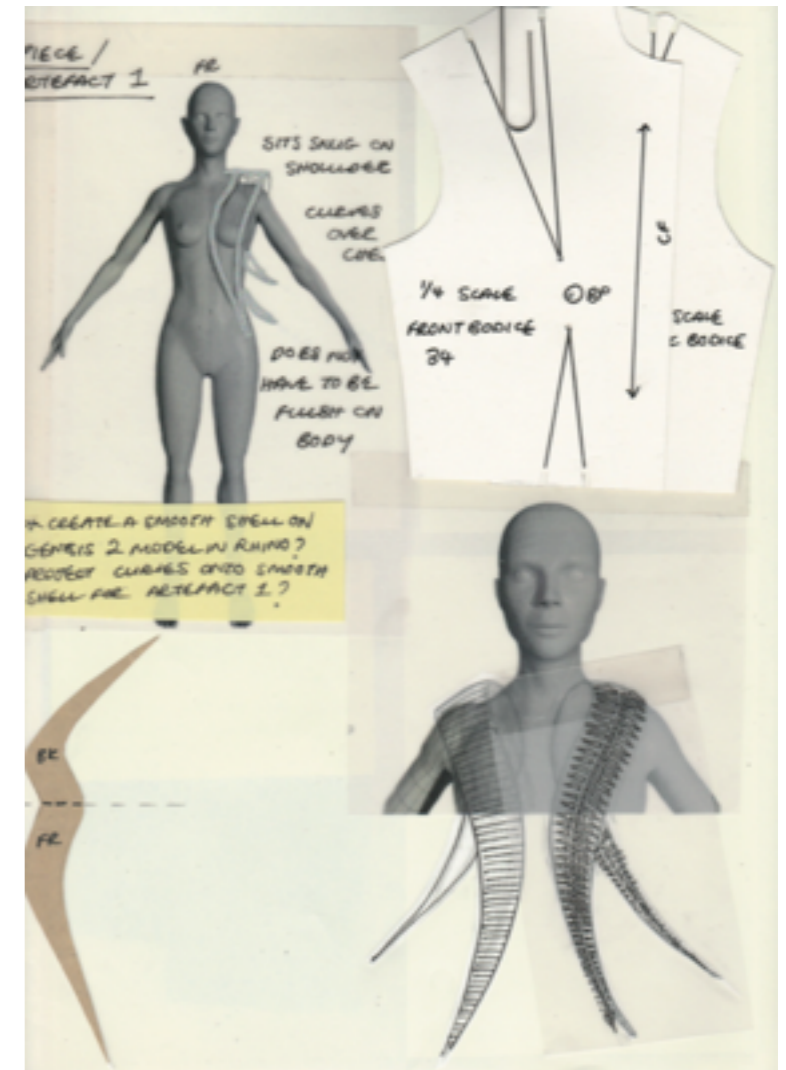
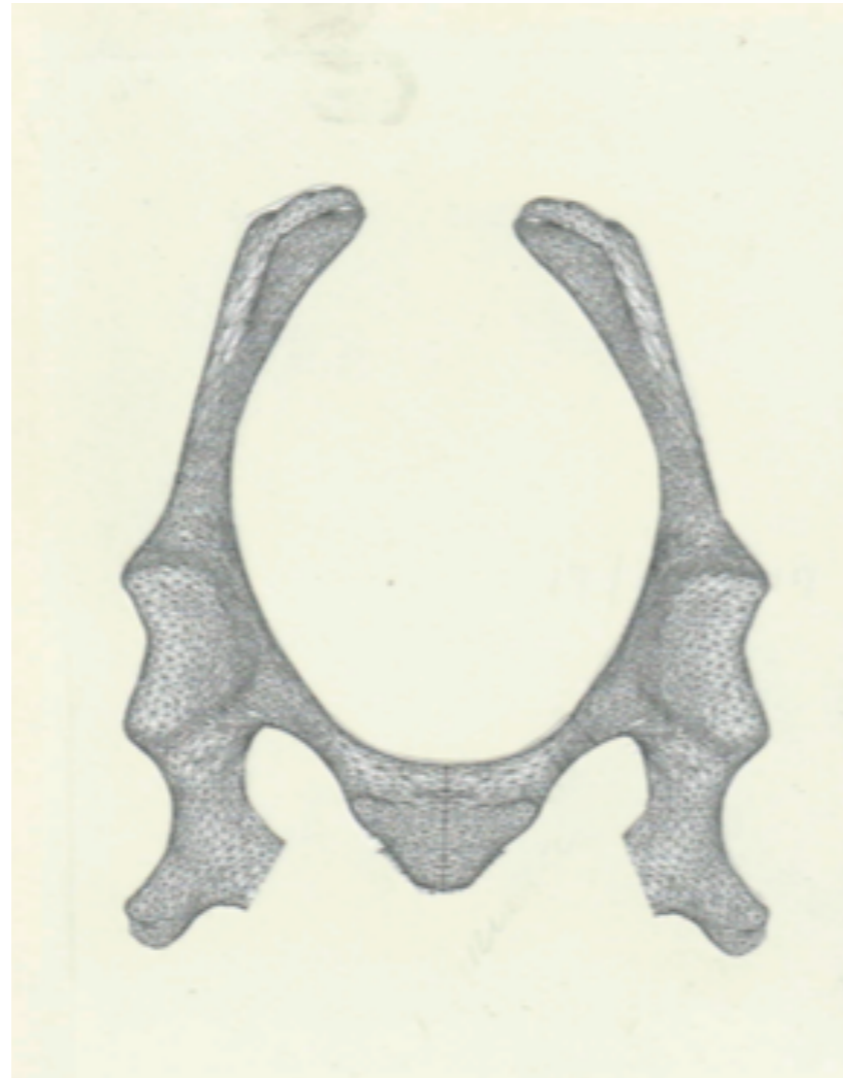
Mutari Corpora | 2019

Fashion interpretation of animal anatomy indigenous to Southern Africa presented as adornment for the female body. The collection explores the relationship between analogue and digital.

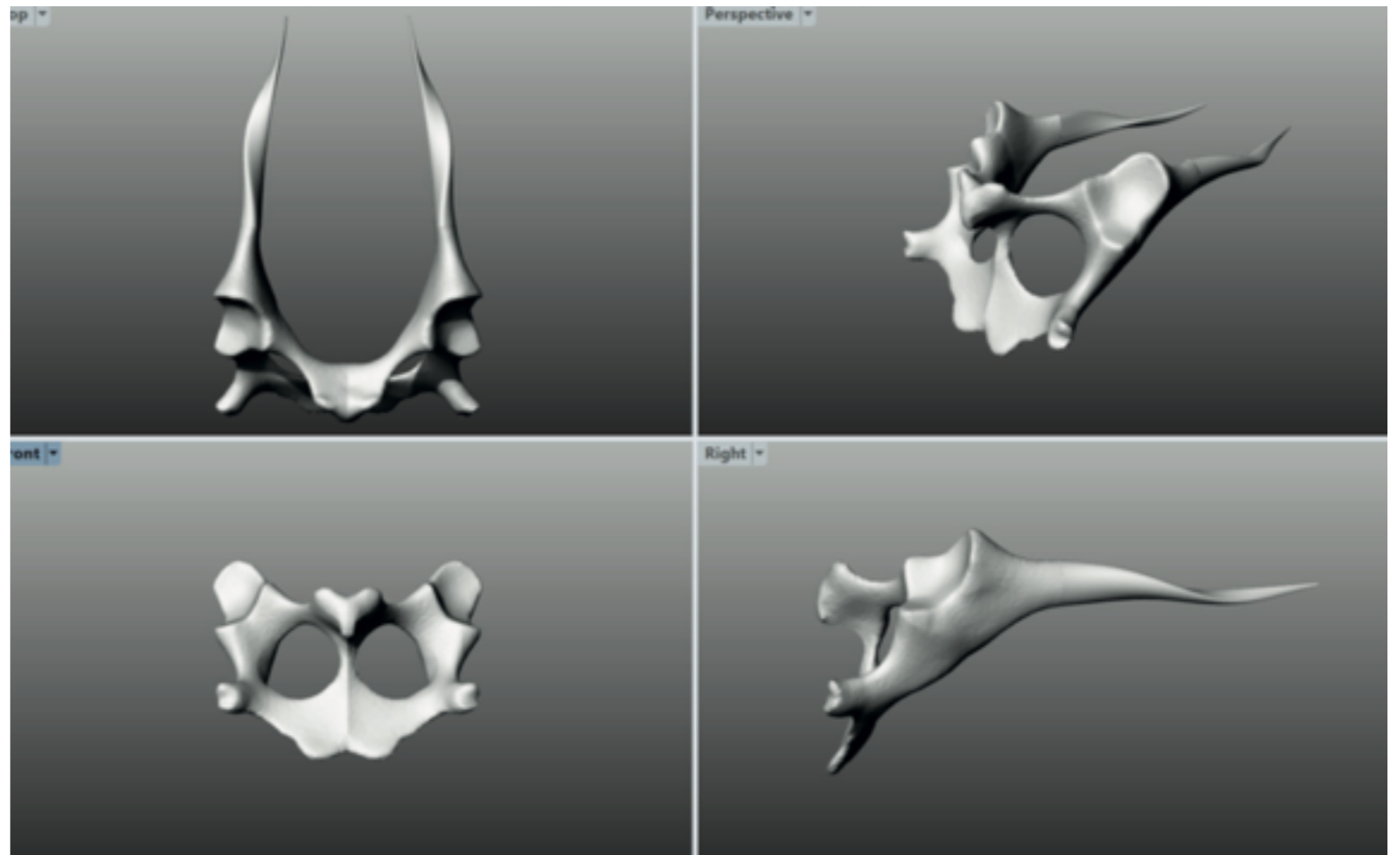
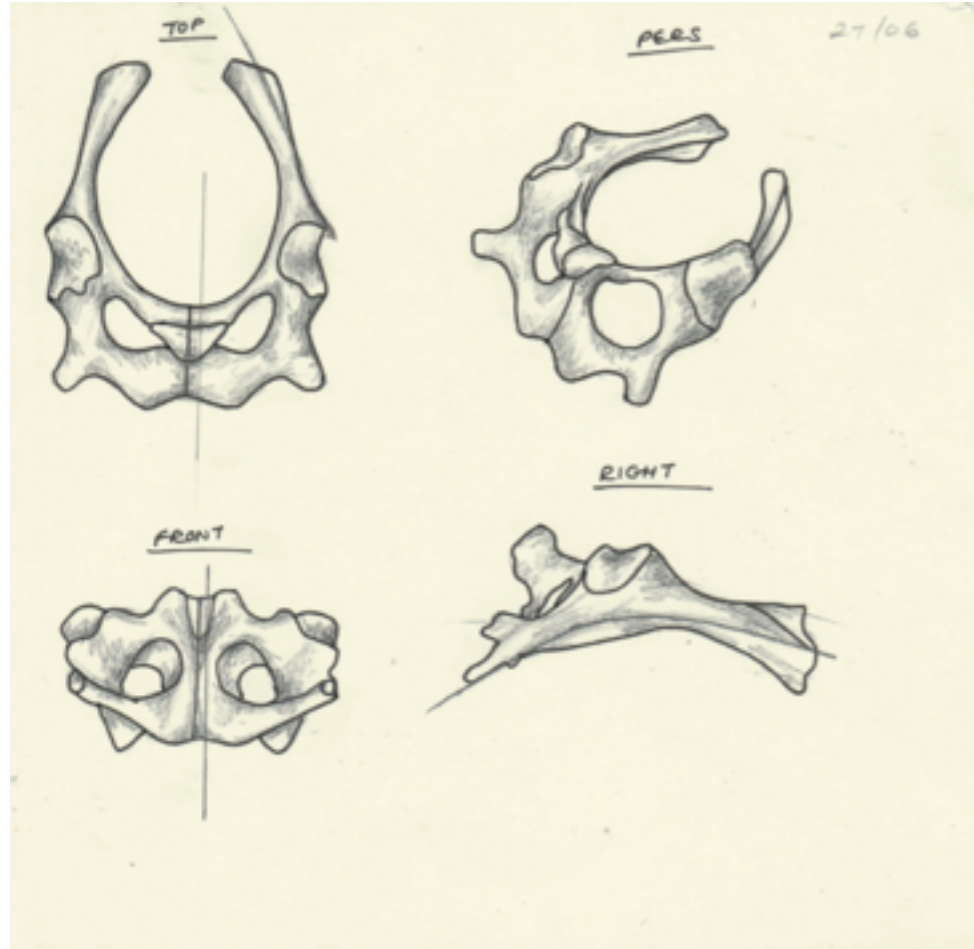
I created 'exo-skeletal' artefacts that conceptualise interior and exterior animal anatomy on the body - hybridity of human and animal biology.

I 3D scanned animal bones and horns that could be digitally manipulated and 3D printed as a form of **Reverse Engineering**.

Pattern Making | Paper Models



Artefact 1 | Ring/ Face Piece



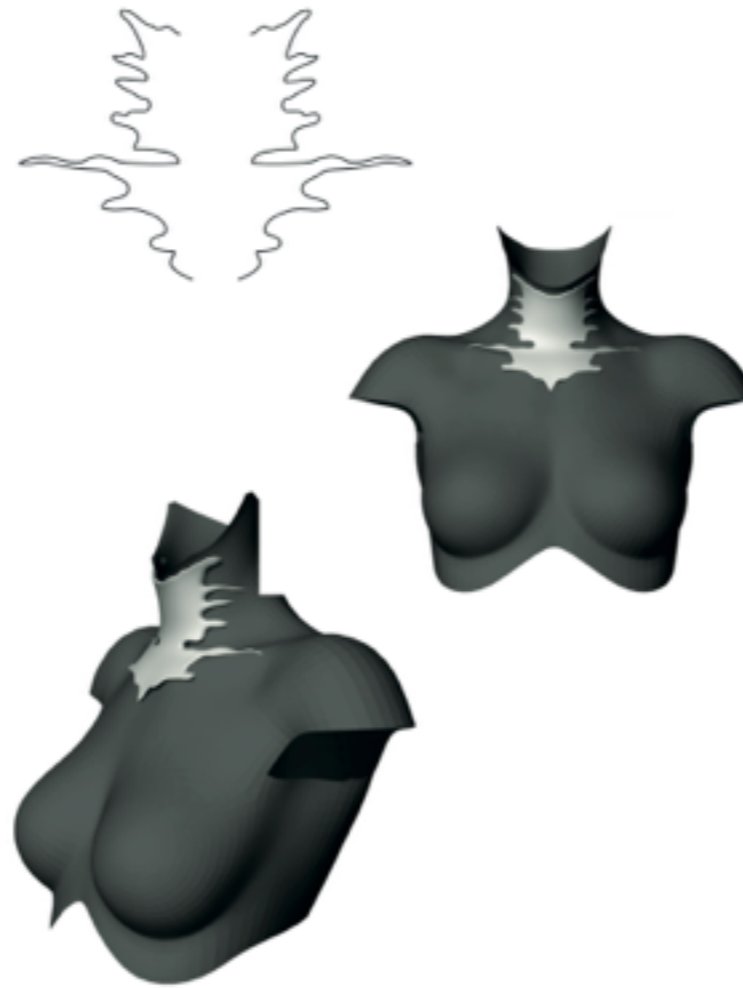
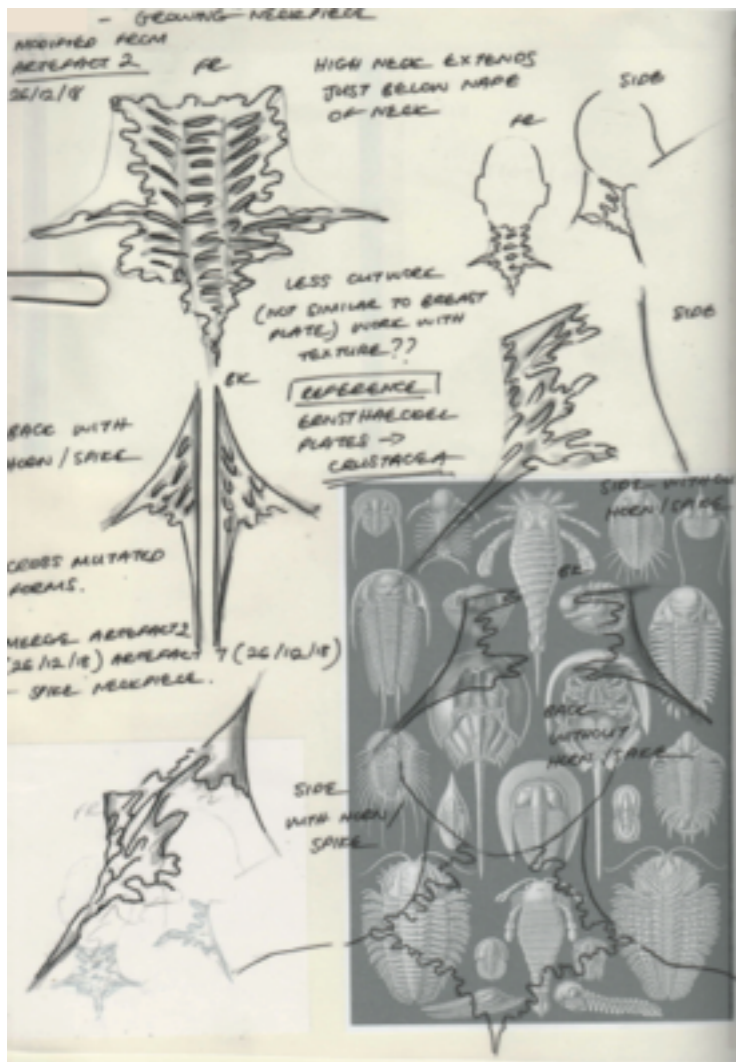
Artefact 1 | Ring/ Face Piece



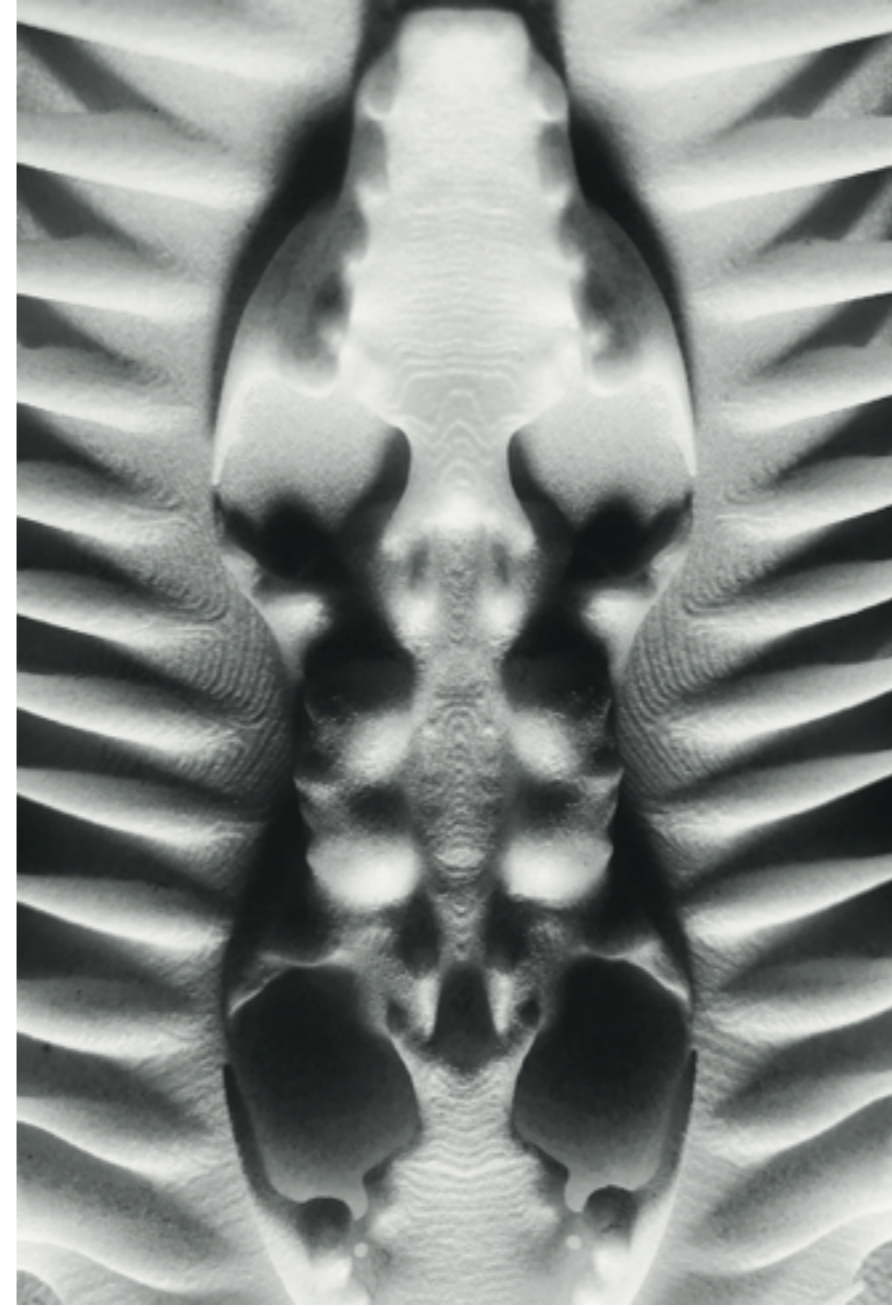
Artefact 1 | Ring/ Face Piece



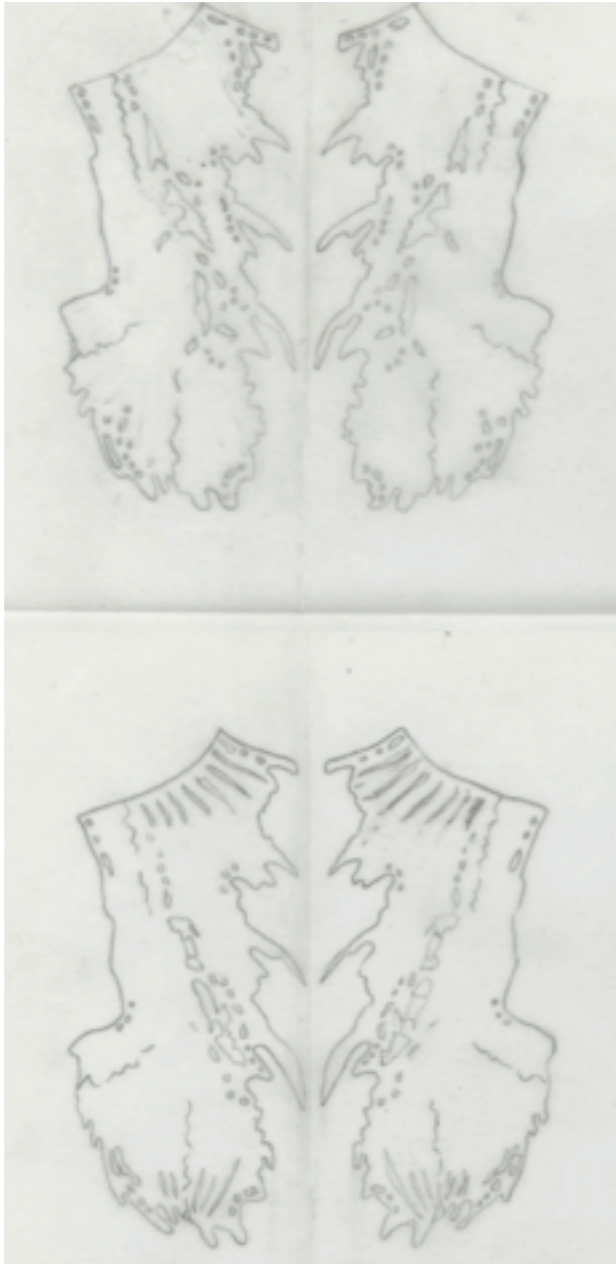
Artefact 2 | Neckpiece



Artefact 2 | Neckpiece



Artefact 3 | Breastplate



Artefact 3 | Breastplate



Mutari Corpora | Fashion Film

