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Project Evaluation
Fashion 2 pathway

In my final project, I decided to explore the connections between friends and also the ways that they are dynamic. I think mostly I followed what the original thoughts in my project proposal has set out, yet there are still some points I've been missing or changing throughout this project development.

First of all, for the sketchbook development, I mainly got the inspirations from the collages of childhood games and visual language in dance and movement. My aim is to use those elements to symbolise the relationships between friends or one another. However, I felt when I actually do the sketches, it was quite hard to see how those ideas can relate to my very concept—kinship. I've noticed this problem at the end of this project. Therefore, if I could start my project again, I would focus more on showing a clearer idea of representing friendships rather than making it complex, then the viewers would have a better understanding of my outcome.

By doing my research part, it has definitely influenced my project outcome. From the early stage of doing research to design development, there are lots of inspiring images and artists have helped me to create a visual link to my original concept. For example, the artist Erwin Wurm inspired me a lot with how would I use human body to communicate with the viewers in a very interesting way, I found he is constantly using distinct objects to represent the relationships between one and the other, and this informed me of doing the performance art with my friend by using my final garment.

For this project, I spend mostly my time on creating my final piece; obviously, it is a huge amount of knitting work, and it took me a month to come up with that oversized knitwear. Therefore, if I have more time on this project, I'd like to spend more effort on doing design development and more sample makings. Personally, I felt for this project, I didn't do as much design development as before, I found its pretty struggle when I was designing. I think the problem is that this time I'm doing a transforming knitwear (many ways of wearing it); therefore, it is a bit hard for me to take shapes from collages, it is easier for me to finish the garment first, and then manipulate onto the body to find the shapes and also creating volumes. However, I'm happy as well that I used another way of doing design, and surprisingly, I felt more comfortable with this way of working. This comes to a conclusion, I am always exploring distinct ways of doing projects, sometimes it's successful, sometimes it's painful, but they will all become a learning process along the way.

In general, I think I am satisfied with my final project, the process of doing design development have taught me to be more experimental with the visual communication between the garment and the wearers. In addition, I don't think I have a good time management, so for the future projects, I will plan everything ahead of a time, then I won't be rushing before the deadline.