FALL/WINTER 2020/BLENDED REALITY



BLENDED REALITY

This collection was created during quarantine after the Covid-19 outbreak, Considering the technology that allowed us to be comfortable indoors and the new appreciation that was found in outdoor activities.

The shapes and silhouettes were inspired by the flow of human anatomy, fantasy world of robots, and the exploration of geometric shapes. Used pleats to create functional, ergonomic activewear. Prototyped garments with Clo3d digital software, and finalized patterns saving a lot of time and material in the process.

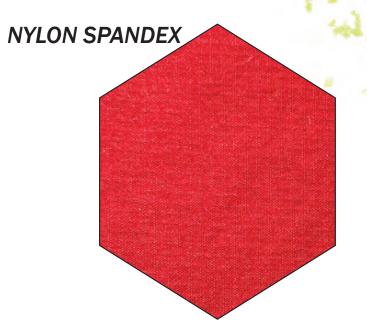




PHYSICAL FABRICS





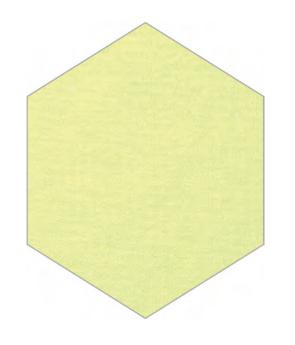


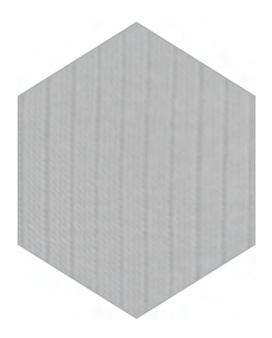


DIGITAL FABRICS









LOOK 01



-DRESS, FRONT AND BACK OVERLAPPING





