



“ HOOK ”

Many activities that men partake in are seen as harmless, but unfortunately there is often a destructive underside. Fishing is one of these destructive pastimes. There are two end goals for a fish when caught:

1) released or 2) killed and eaten.

While releasing the fish seems harmless, the fish usually die within weeks of release due to shock from being ripped from their world and the lingering trauma. Killing and eating the fish is not necessarily bad, but often fisher-people will club the fish and stun it before filleting it—essentially cutting it alive. This is not a humane method.



Abstract

Fishing is one of the oldest human activities. We created tools as a young species to better catch fish in order to sustain human life. In the past, fishing was primarily a necessity, but now humans have made this killing entertainment and sport.

During summertime when I was young, I would always follow my dad to the river when he would go fishing. I had no interest in this activity back then because I found it boring to sit there and wait without knowing whether we would be successful or never catch one at all. I didn't see the purpose in it. Back in Thailand, people do fish mainly for sustenance, but in other countries, I have found that fishing is more of a sport, a murderous game. The ones that are not murdered, but released back into the water, will have post-traumatic stress disorder (PTSD) for about a week and then die. Fish live in the water for their entire life—when people pull them out, they are literally taking them from their world and consequently from their life. Pulling something from below to above, a hook ripping a fish from its nature, works against gravity. It is therefore antigravity.

Antigravity inspired, during the draping process for this collection, the experimentation in the buoyancy of the fabric. I used thin fabric straps to hang the fabric, forcing it to go in different directions than gravity alone would keep it. This process guided me in the creation of the silhouettes in this collection, with which I was able to incorporate other elements—color story, fabric, and \ nature.



Process

To develop my collection, I used the draping process to embody the act of a fish being pulled out of its water with a hook. The garment uses strings to pull it up against gravity—giving form to antigravity.



Strings added
to draping process
as anti-gravity
experiment

Transparent

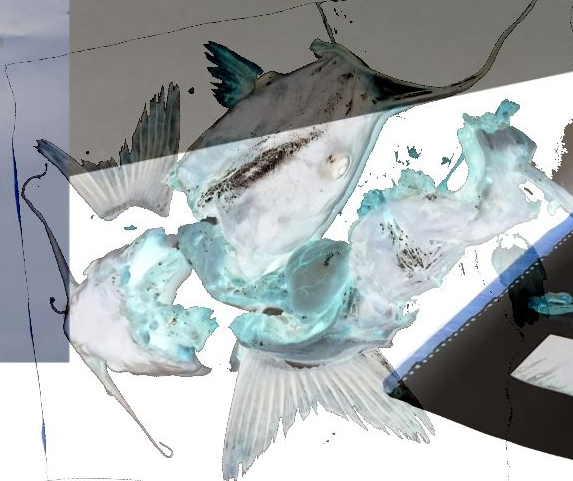


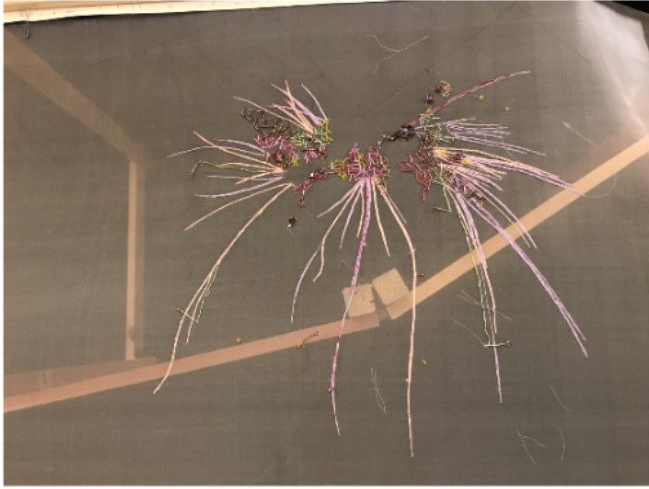


ROUGH SKETCHES FROM DRAPING PROCESS



When fish are caught and removed from their aquatic world, they suffer from the traumatic stress of being in the air of their taker. Most fish that are caught and released eventually die due to stress-induced issues from being caught. I developed textures and further manipulated fabric to incorporate this psychological concept. This information conceptually inspired the choice in beads that I used in this collection, as well. I picked the shiny material as it reminded me of in my childhood cartoons when the character would get hit or stunned by something—a sparkly halo would emerge around the character’s head to illustrate their mental stress or confusion.





The pattern of the beading developed from me trying to fillet a fish by myself. I laid out drawing paper under the fish before filleting it without a cutting board, letting the fish's blood drain out organically on the drawing paper underneath. I then traced the outline of the fish-blood and used it as the pattern for my beading and embroidery design.

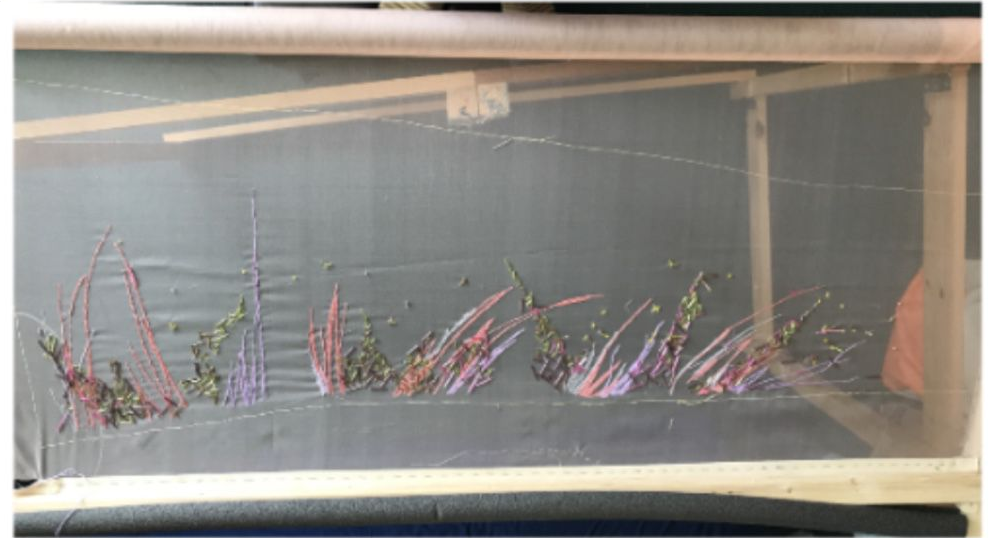
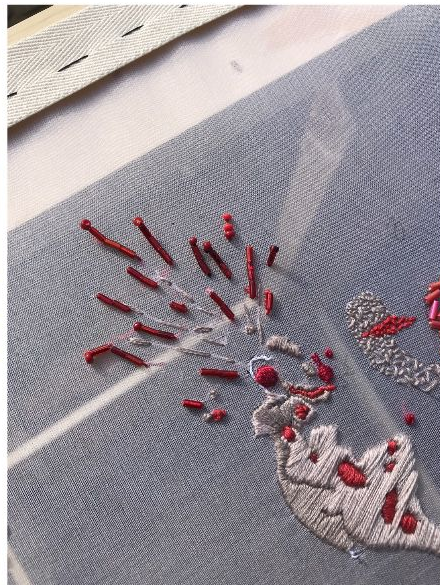
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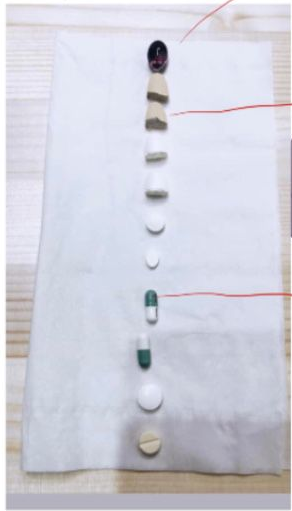
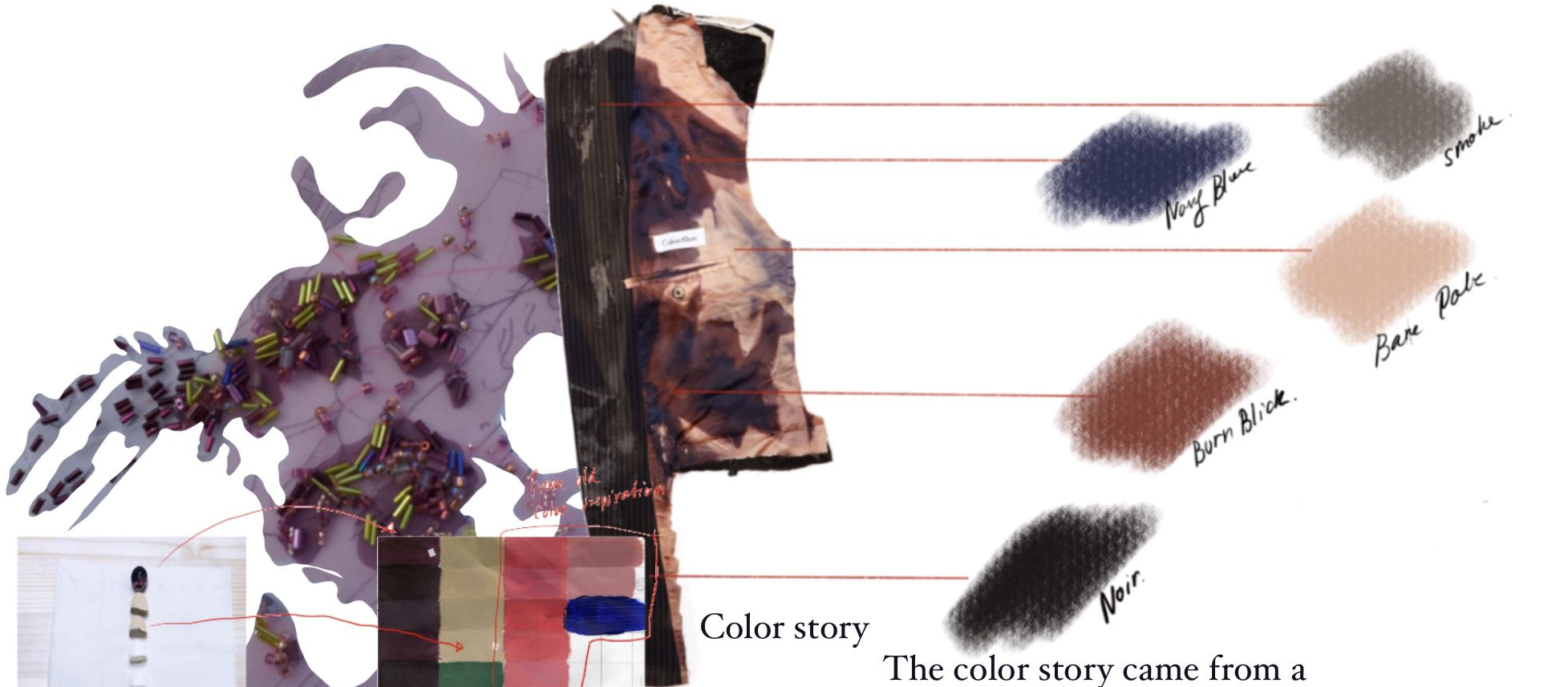


PATTERN



FINAL EMBROIDERY





Color story

The color story came from a bleaching experiment of a previous collection of mine, the bleach eating away at the fabric's fibers and killing the color beneath. In addition, I used the colors of the pills that one of my friends takes when she gets stressed.



ORGANZA
100% SILK



SILK 4 PLY CREPE
100% SILK



SILK FAILLE
100% SILK



SILK 4 PLY CREPE
100% SILK



SILK FAILLE
100% SILK



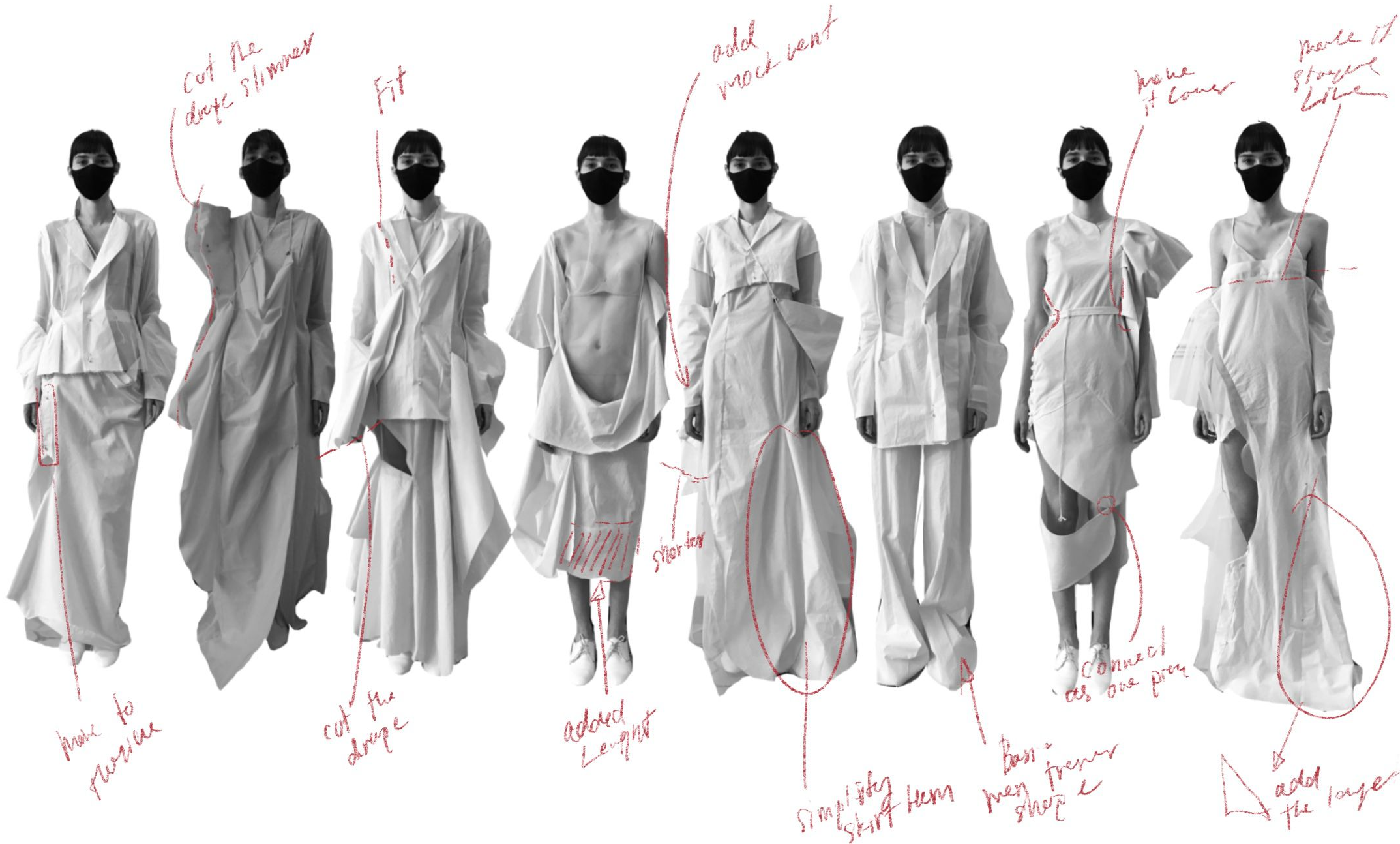
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— BEADS



3D Development & Prototype



cut the drape slimmer

Fit

add mock vent

make it lower

make it stay like this

more to provide

cut the drape

added length

shorter

simplify skirt hem

Bust a men's shape

connect as one piece

add the layer



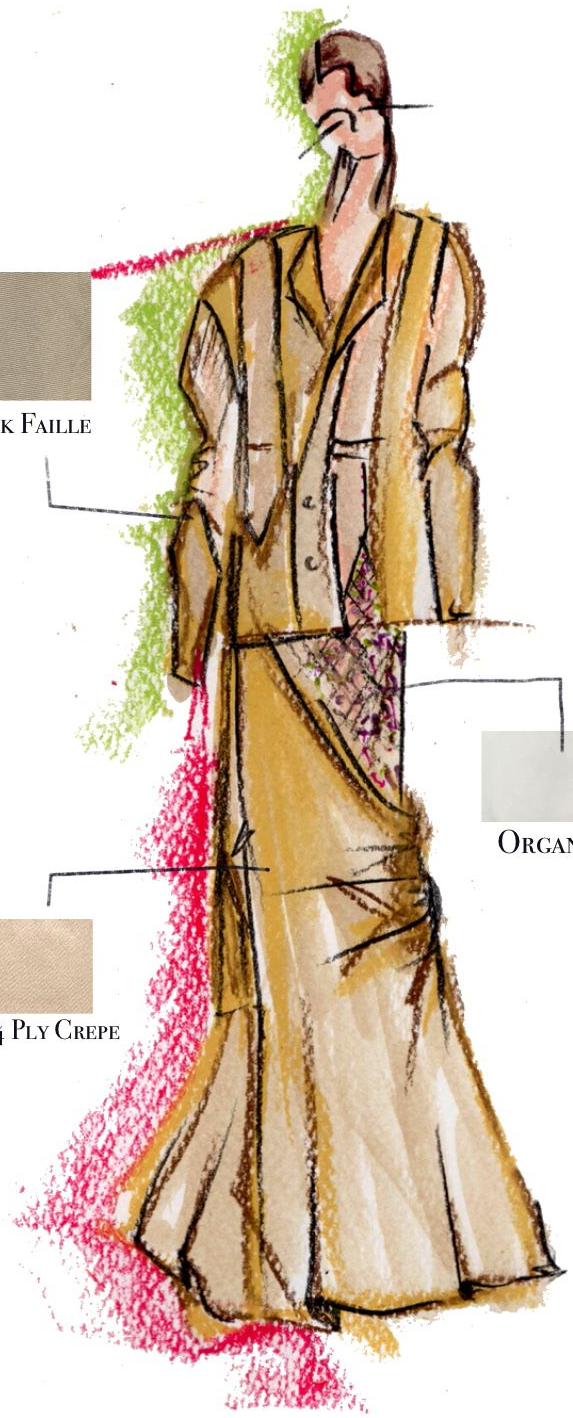
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SILK 4 PLY CREPE





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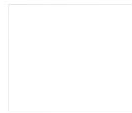
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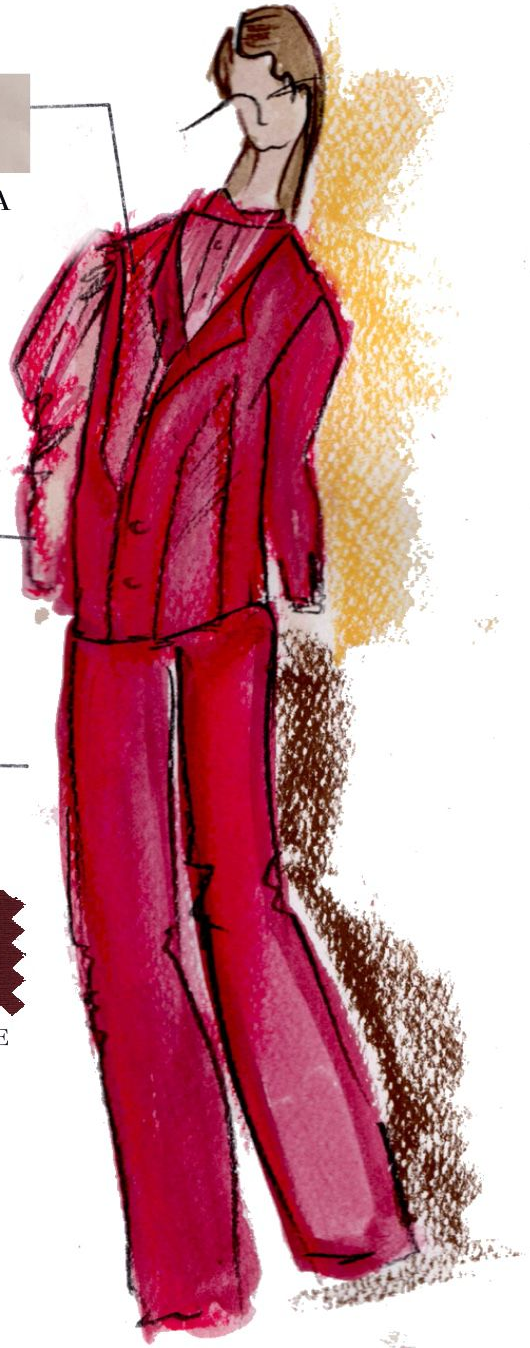


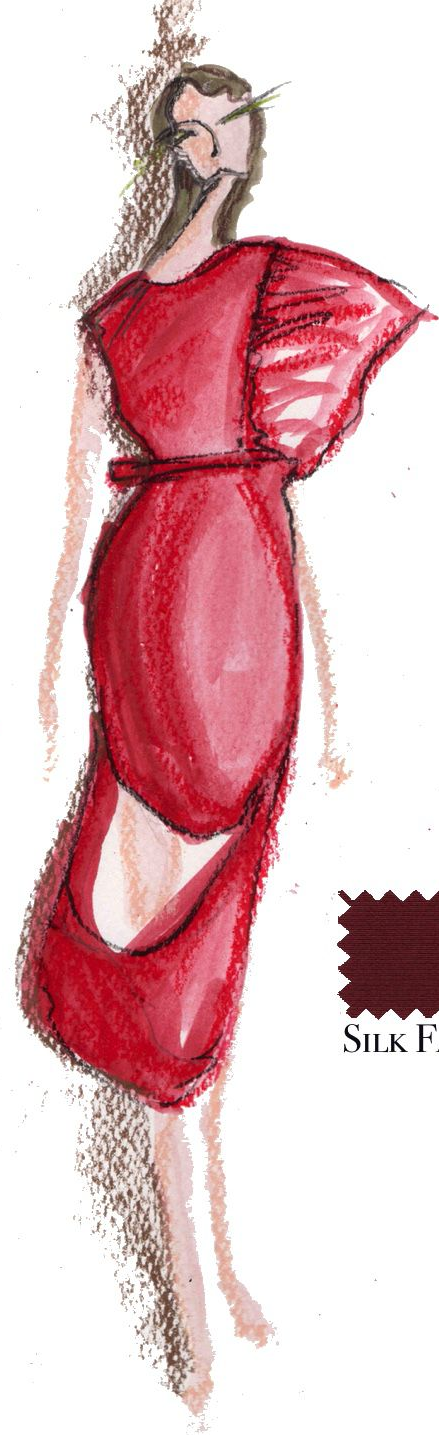


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