

EMBODIMENT

G A R M E N T

P R O J E C T

por

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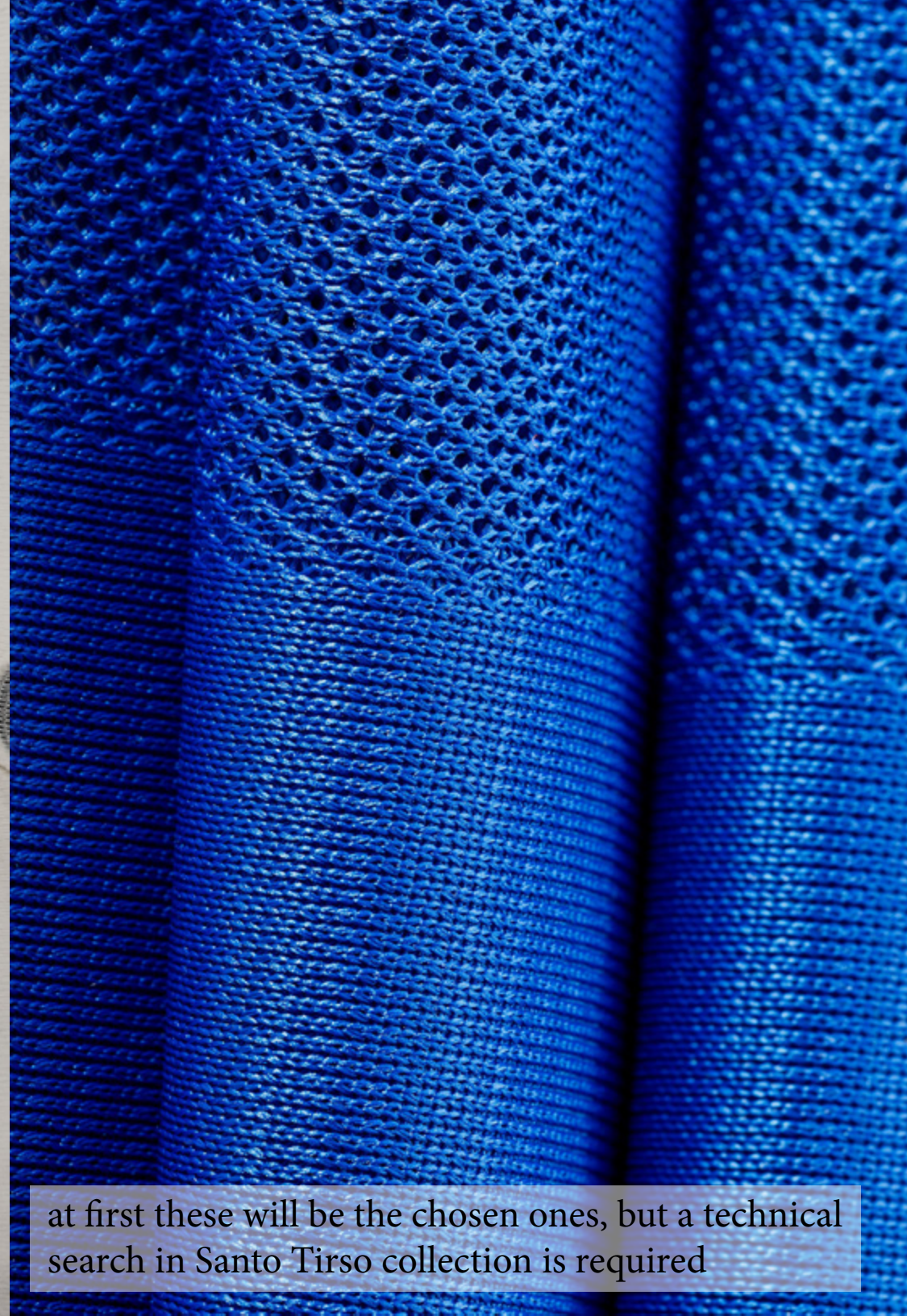


Embodiment
Garment
Project

aims to develop garments that integrate within passive prostheses. This work can increase and step up the clothing's phenomenological discourse as a body organ whereas expanding the dialogue of prosthesis as an identity aesthetic element.



Thus, for the CREATEX - creative residency
-, it is intended to create “skins”, printed
by 3D printing technology,
inspired by the functional knits
present in Santo Tirso textile collection.



at first these will be the chosen ones, but a technical search in Santo Tirso collection is required



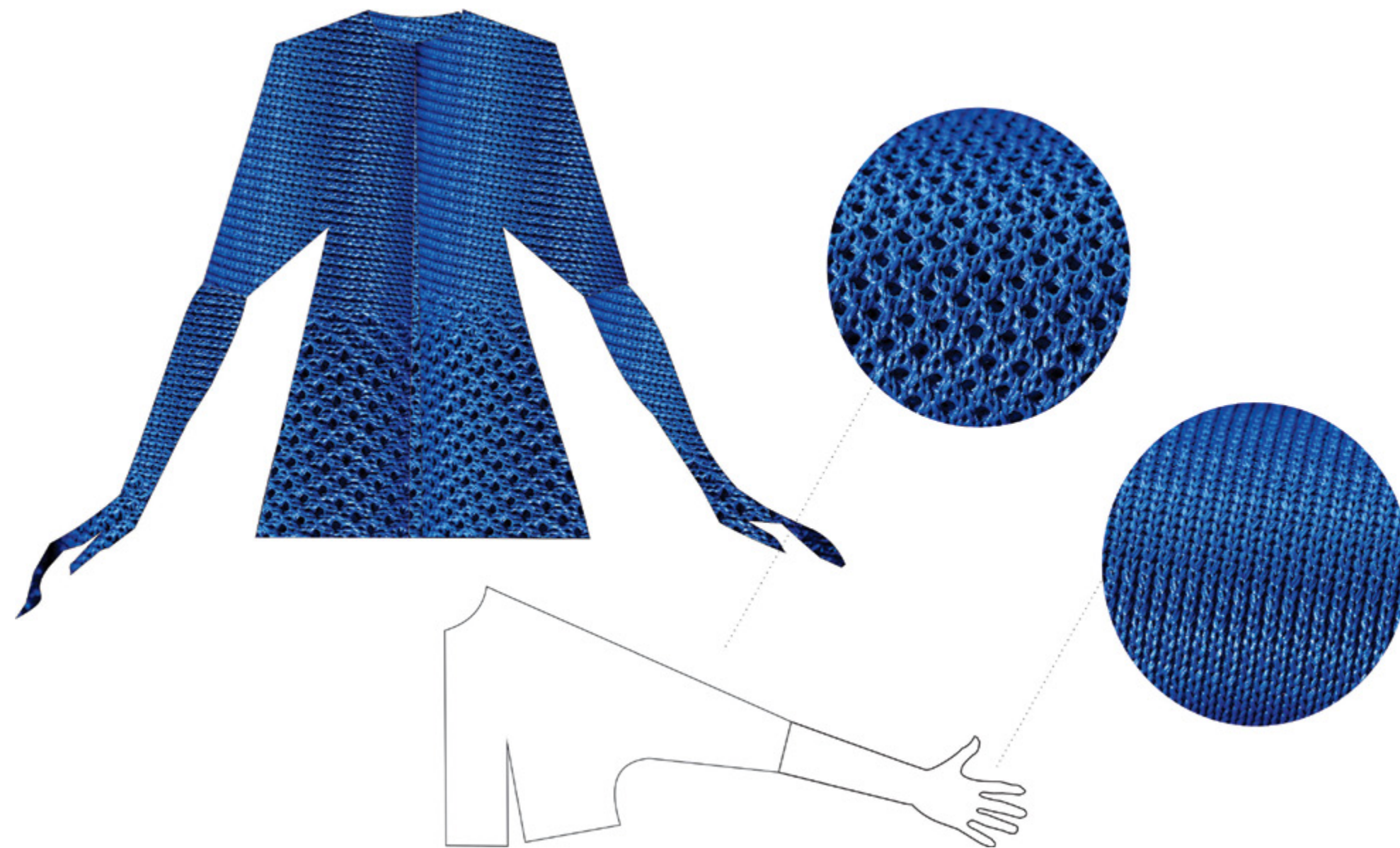
From then on, those “**skinks**”
printed in a flexible material (TPU)
will be used to create **2 wearable pieces:**
a dress, and a coat

This **glove** designed by me is the first step in the development of **prostheses** that are integrated into **garments**

then, two sleeves models were chosen and integrated into the design of the pieces



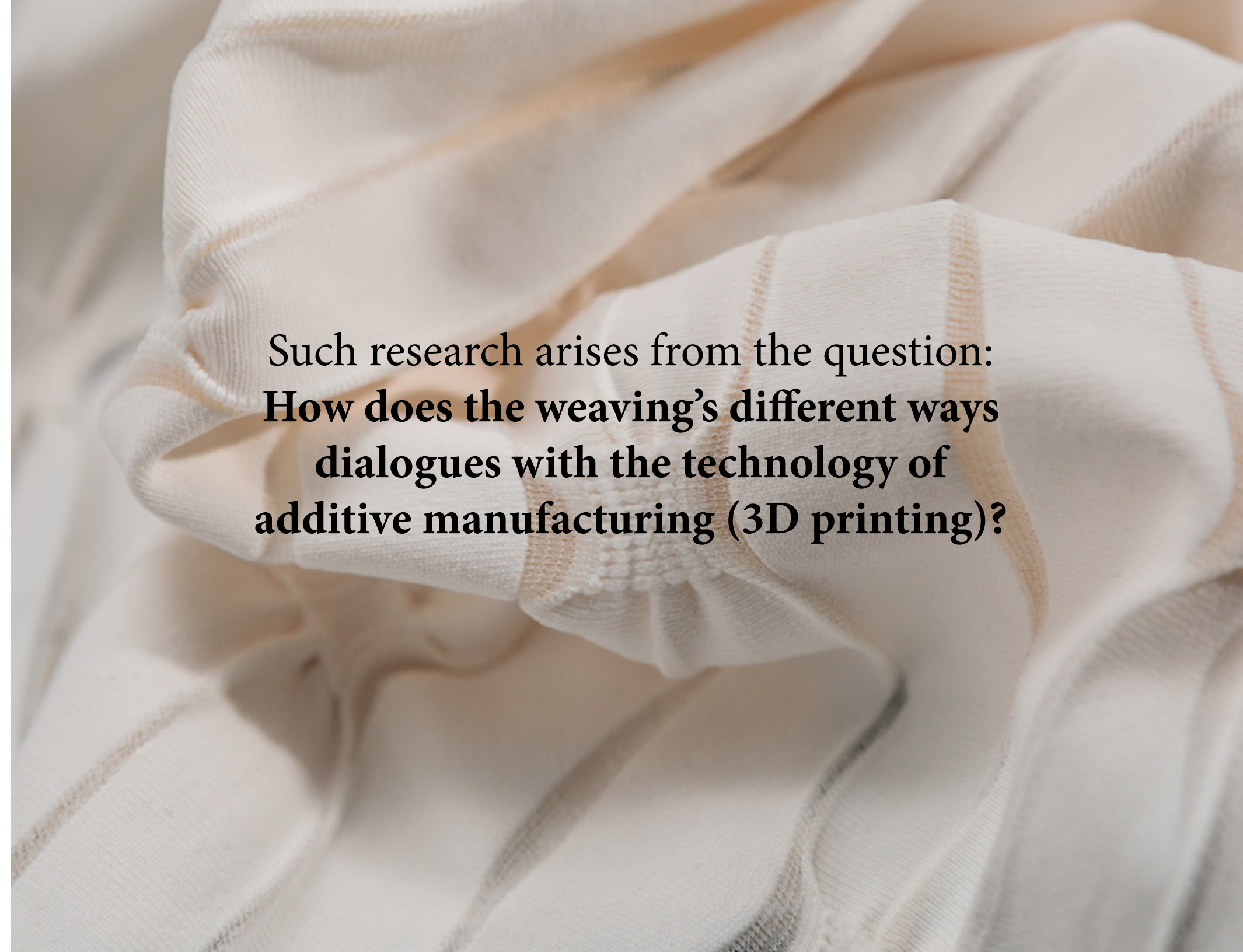
Wearable 1: a Kimono dress



Wearable 2: a puffy coat



Such research arises from the question:
**How does the weaving's different ways
dialogues with the technology of
additive manufacturing (3D printing)?**



Such request will be investigated during the creative residence and, **as expected results**, in addition to the **2 wearable pieces produced**, it is intended to provide the **3D digitalization of functional knits**, previously selected of Santo Tirso textile collection, that will serve as a **document for future researches**, as well as its feasible reproduction in large scale.