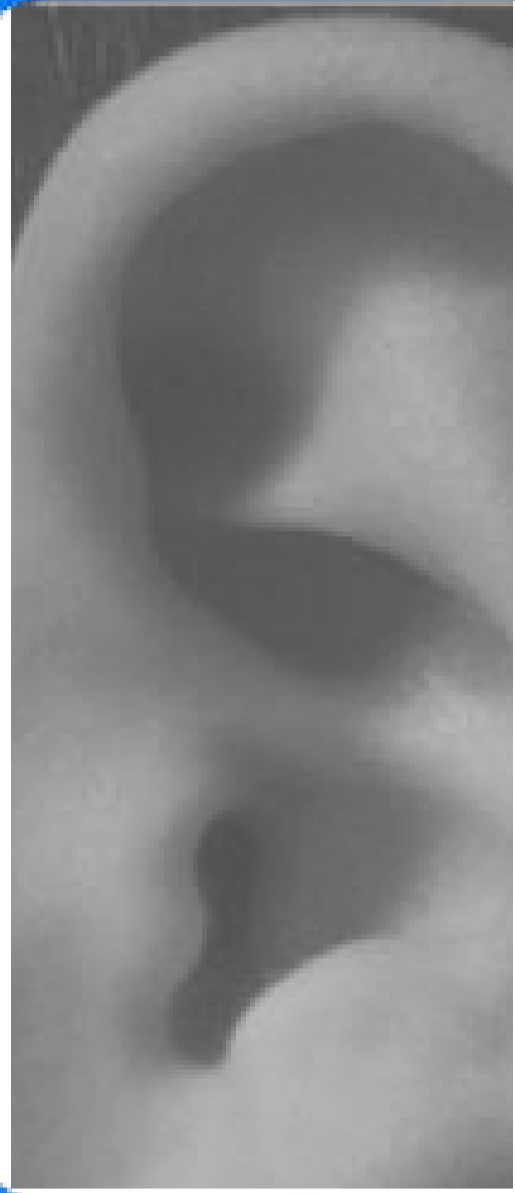
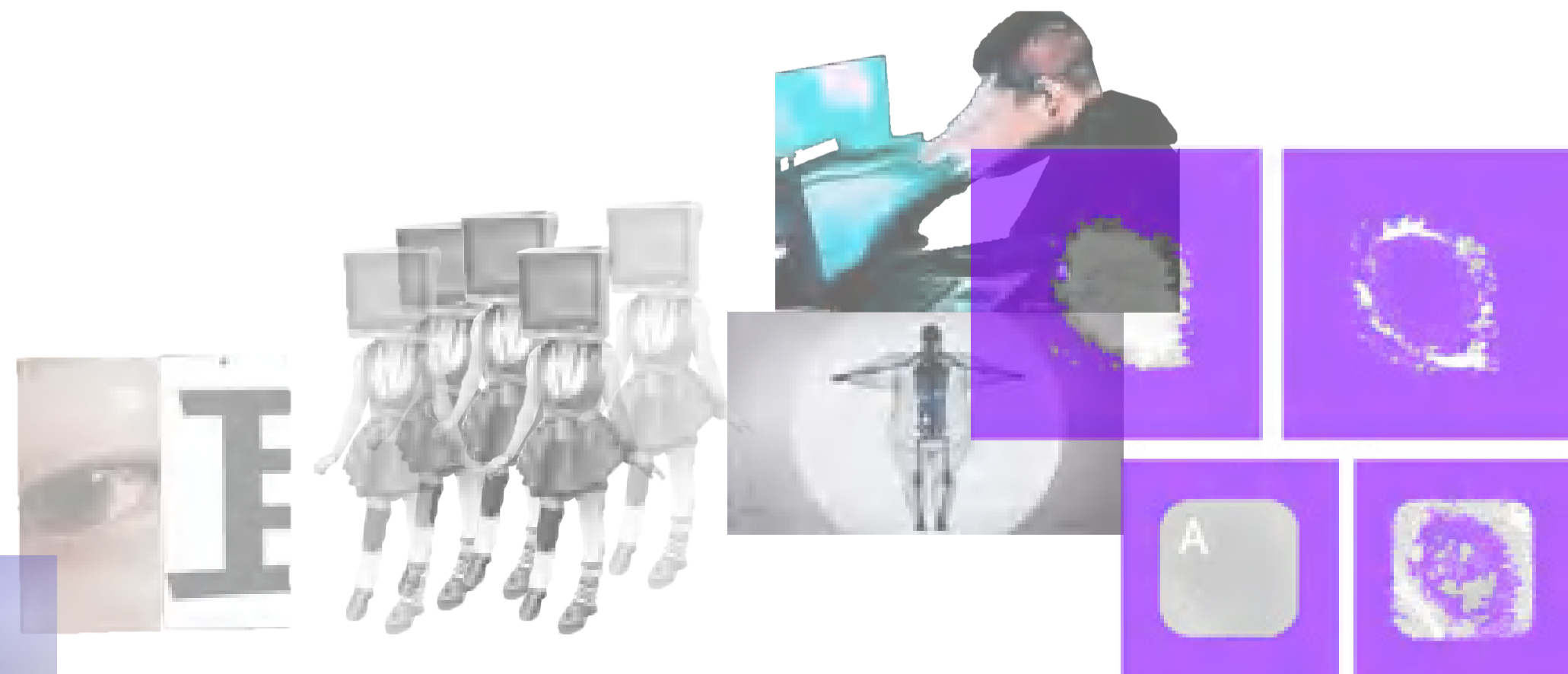


# CONCEPT



We encounter many social stimulants on a daily basis, such as our relationship with and dependence on technology, whether it be dependence on mobile phones, endless emails, conference calls, red dot alerts for software upgrades, etc, ***people have now become slaves to technology and servants to the machines of our own invention.*** This pressure to co-exist and compete with machines is stressful and can lead to a number of "passive addictions", such as ***off-duty drinking and excessive reliance on electronic devices***, which can lead to a range of physical health problems and a blurring of perceptions of information. For this project, I wanted to create a suit-based garment for women based on ***"perceptual amnesia"***, ***"wear and tear language"*** and ***"disorder caused by occupational burnout symptom"***.

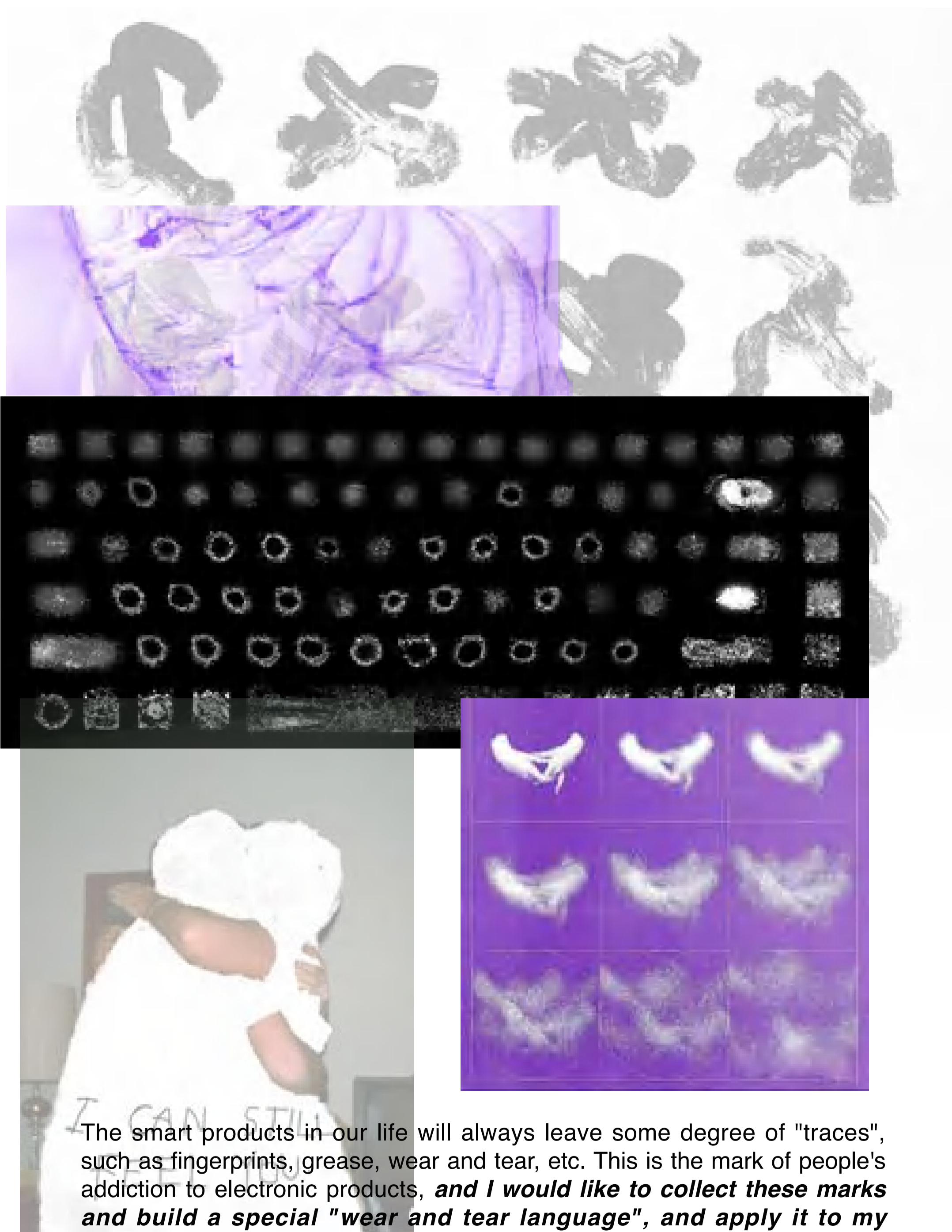
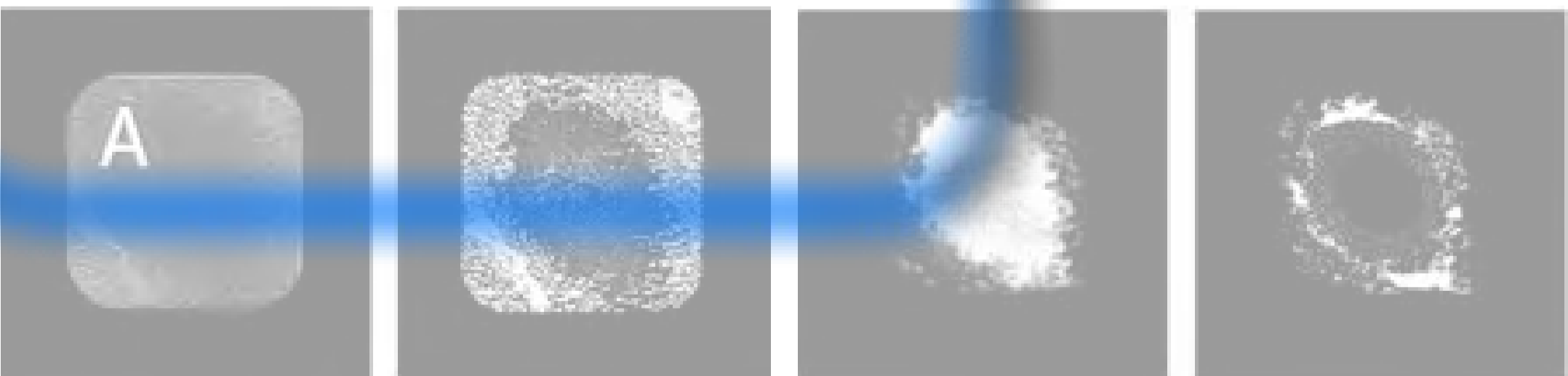
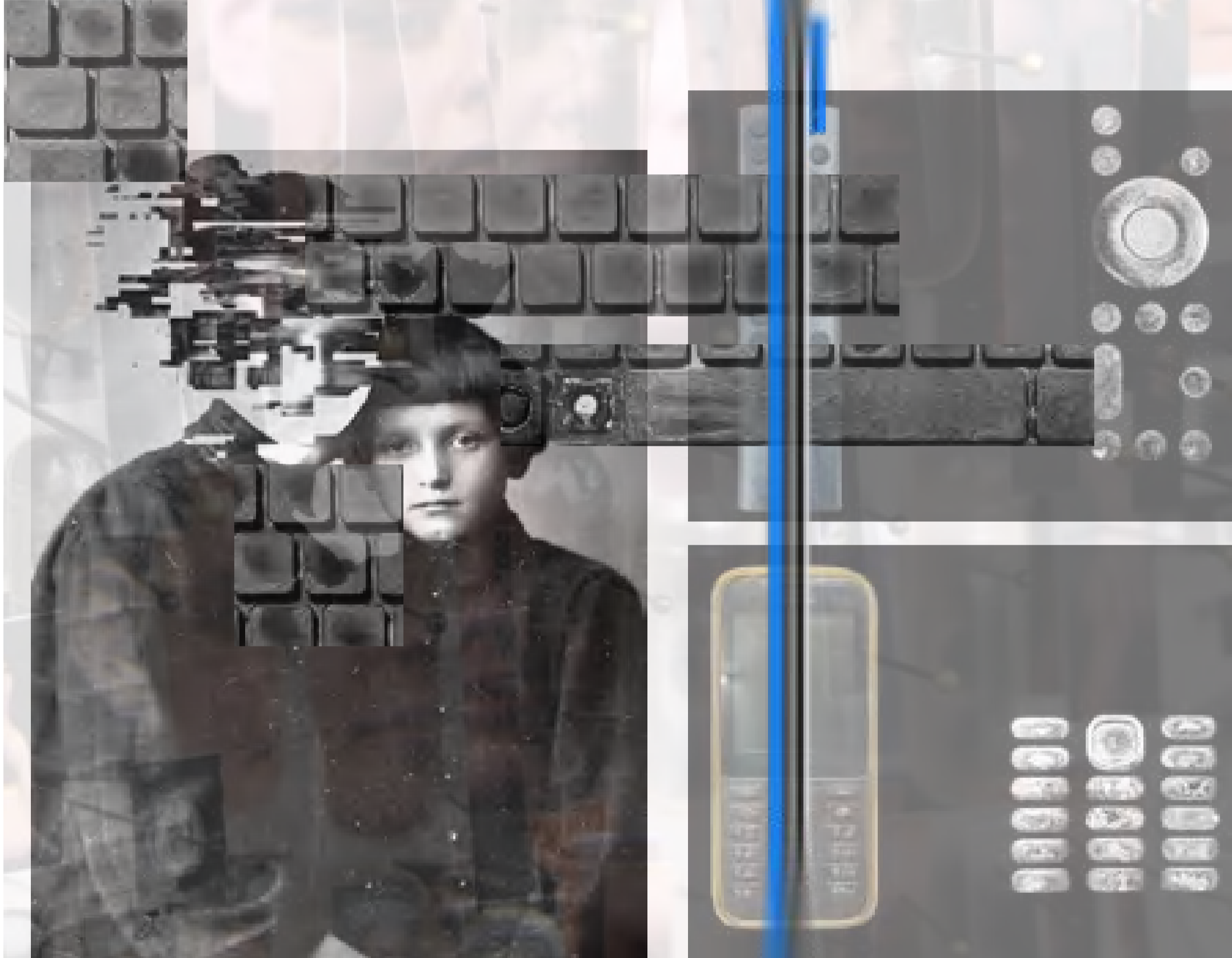


# THEME 1: DISORDER CAUSED BY OCCUPATIONAL BURNOUT SYMPTOM



East Asia is a traditional humane society, with a **high emphasis on identity**. Drinking is a signalling mechanism. Because **excessive drinking is harmful to health, one party can gain the other's trust by paying a certain cost**. Japan is a country where social pressure is very high and people tend to dress in suits, but due to excessive drinking for socialising in the workplace and partying and indulging after work when they have free time, we can often see a lot of well-dressed offices on the streets of Japan, which is a great sense of contrast. I think the suit element, the pose of them falling to the ground and some physical effects of alcohol consumption are referential.

# THEME 2: WEAR AND TEAR LANGUAGE



The smart products in our life will always leave some degree of "traces", such as fingerprints, grease, wear and tear, etc. This is the mark of people's addiction to electronic products, **and I would like to collect these marks and build a special "wear and tear language", and apply it to my collection**

## Project 1

# DEVELOPMENT



I wanted to create an exaggerated look for the suit, so I modified some of the components in the version of the original suit based on the results I got from workshop.



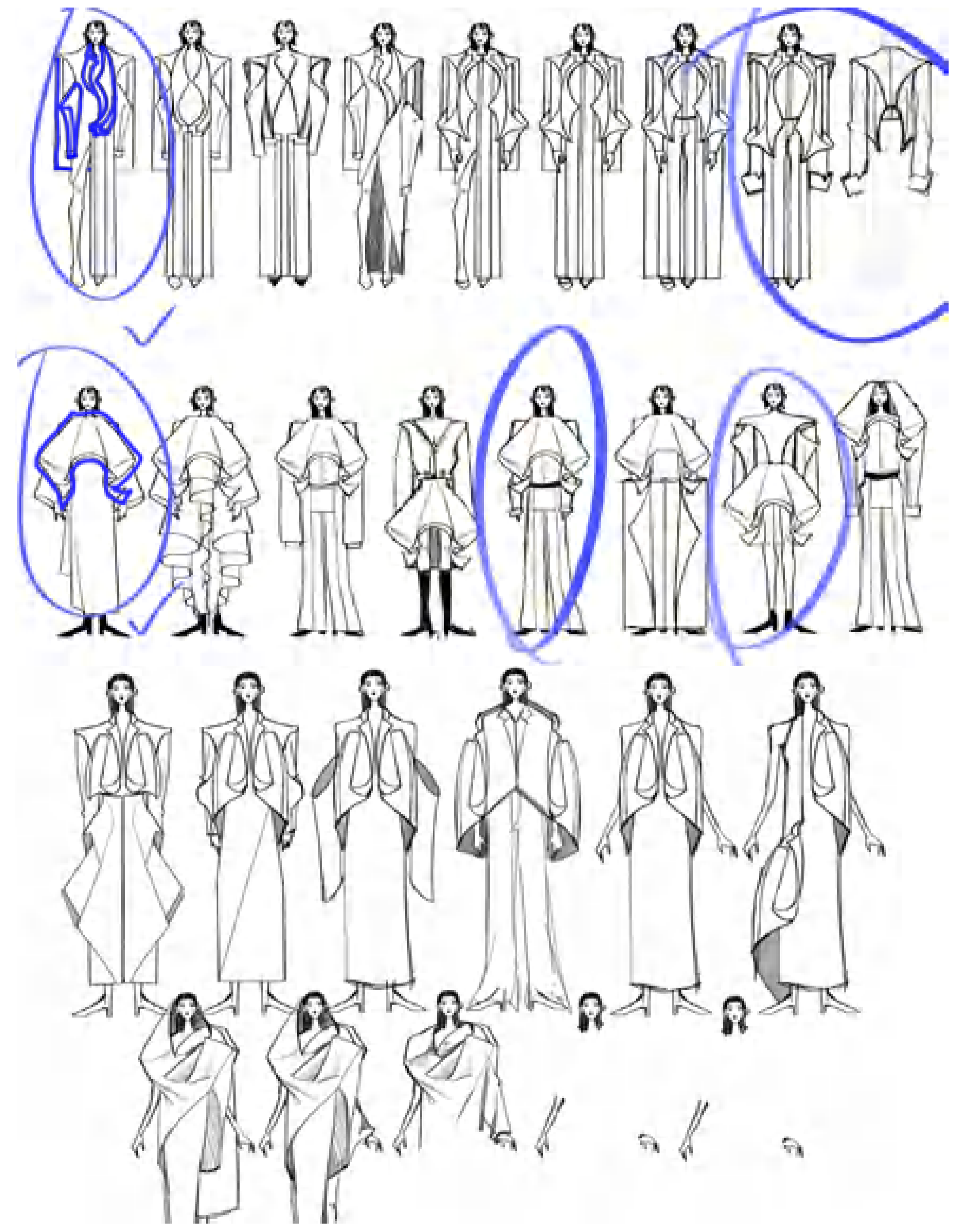
I developed the silhouette elements taken from workshop into a calico.

## Project 1

# Development



Put the suit in different shapes on the mannequin.



## Project2





# Look2







**Look3**







# Look4



