

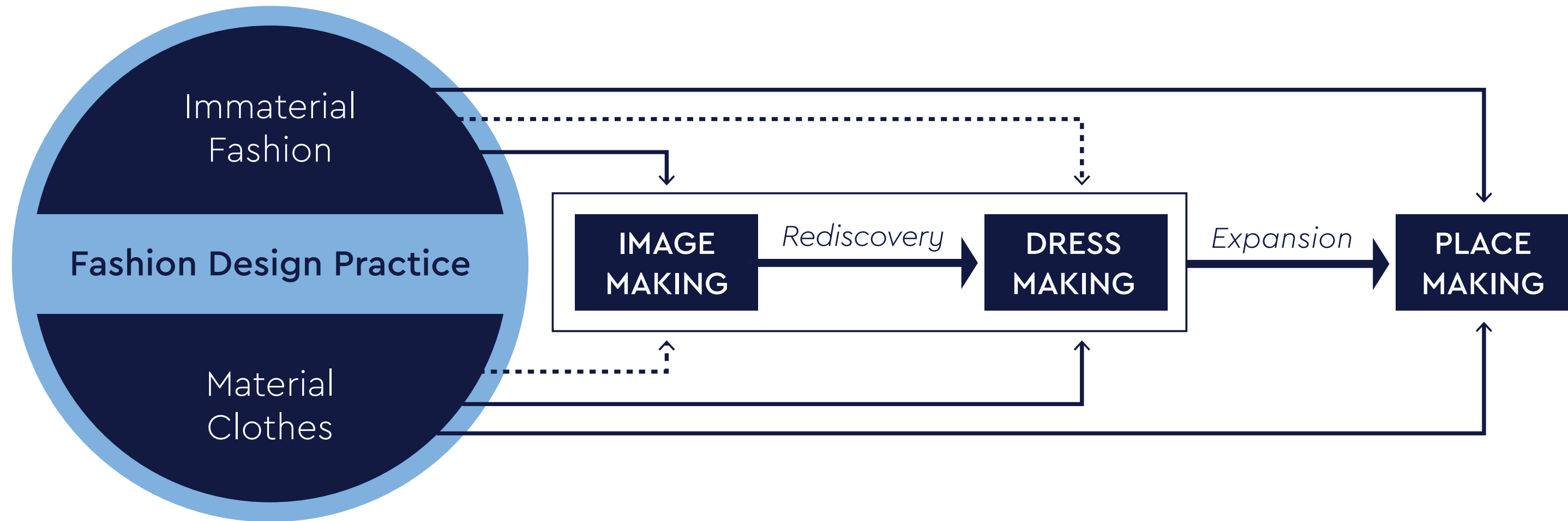
RE (*DIS*) COVERING FASHION DESIGNERS

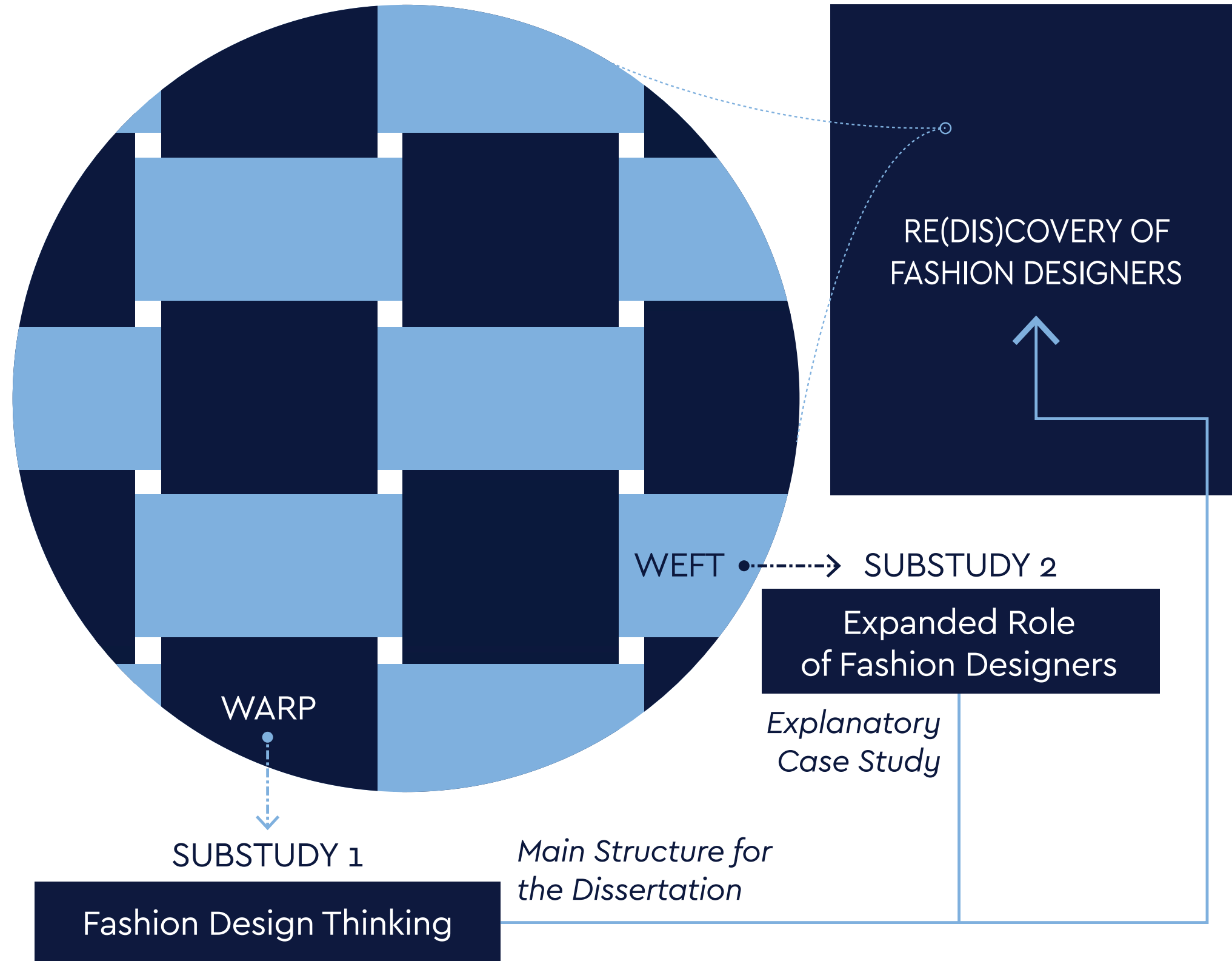
Interweaving Dressmaking and Placemaking

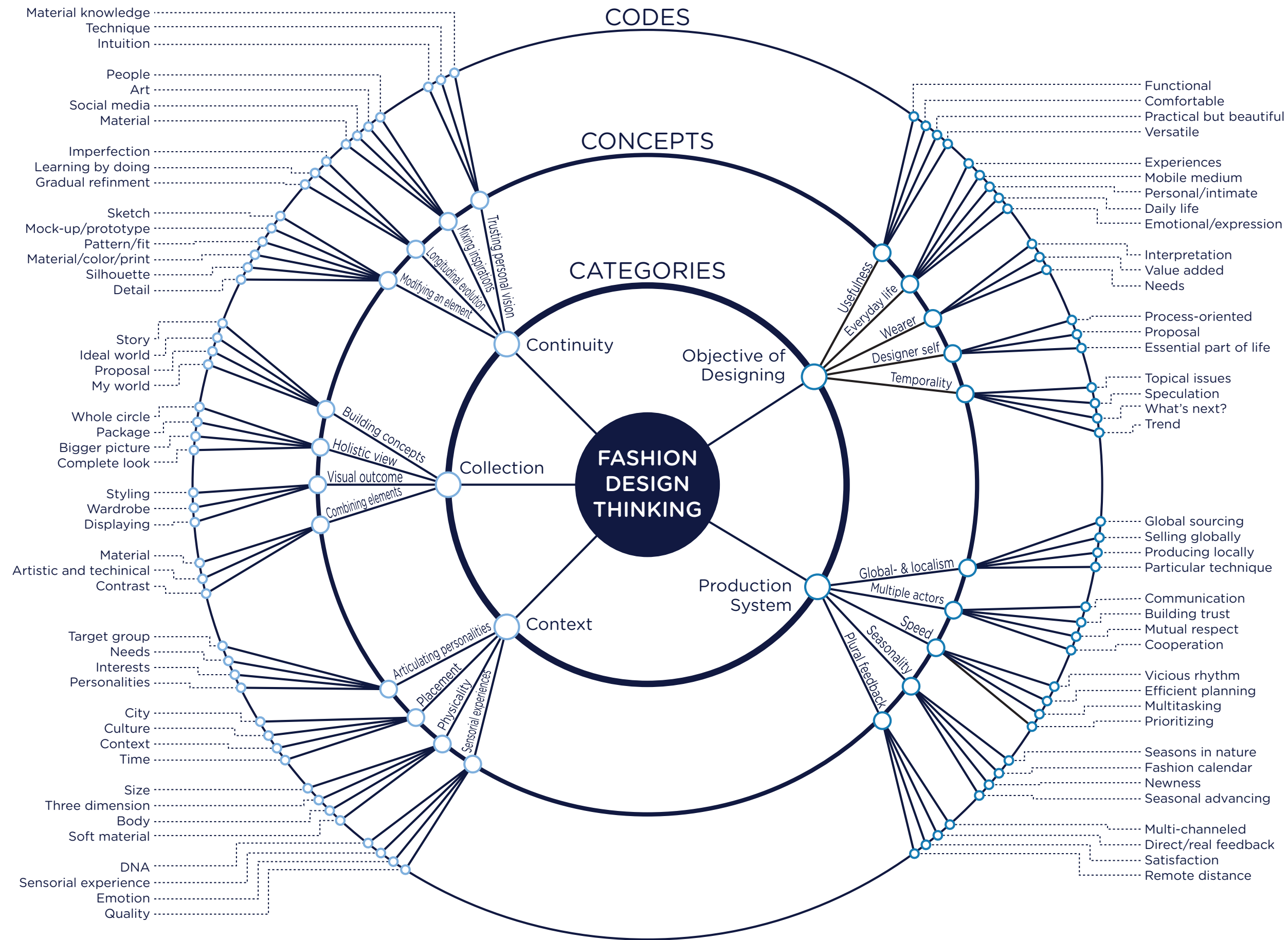
NAMKYU CHUN

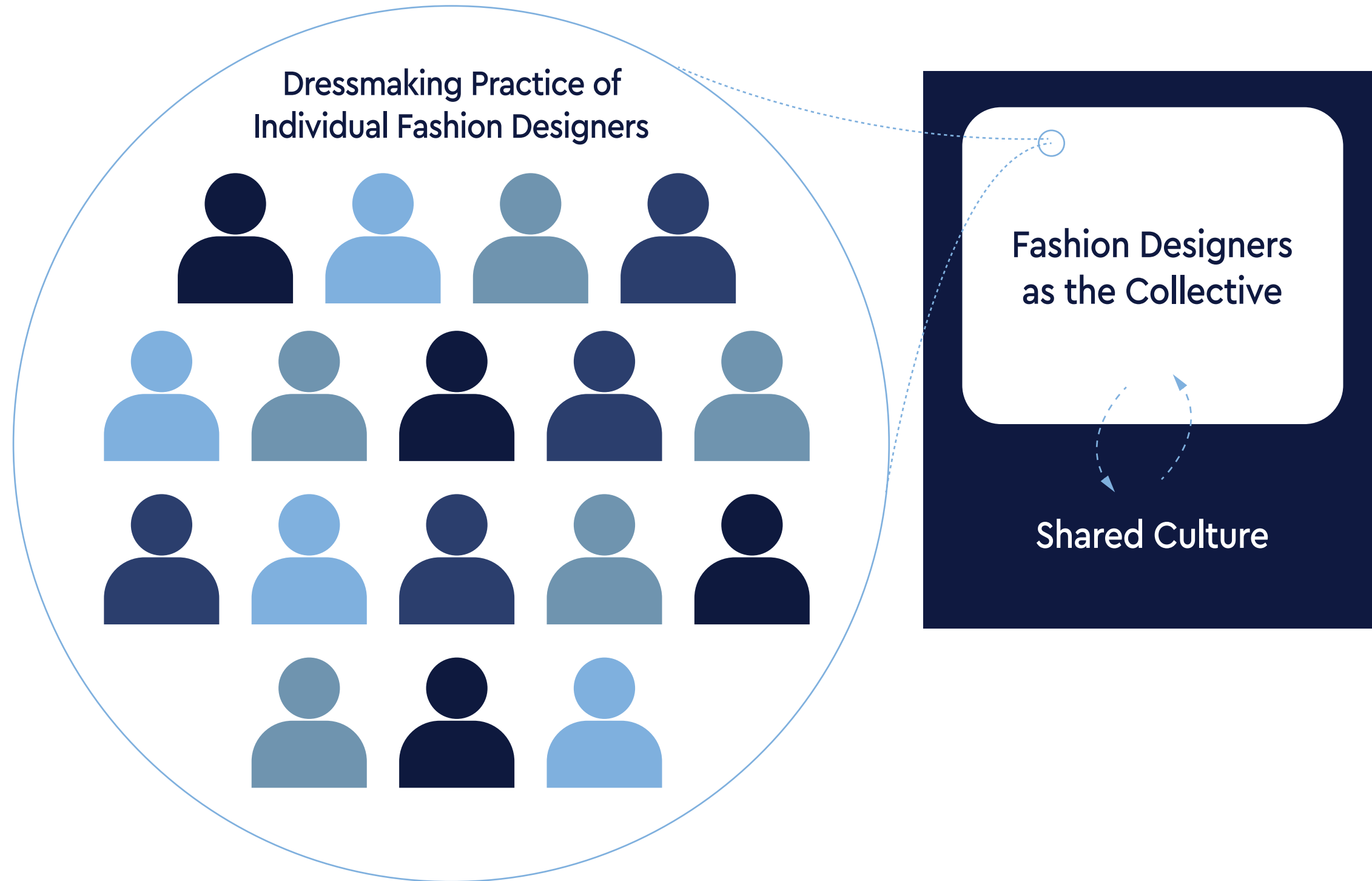


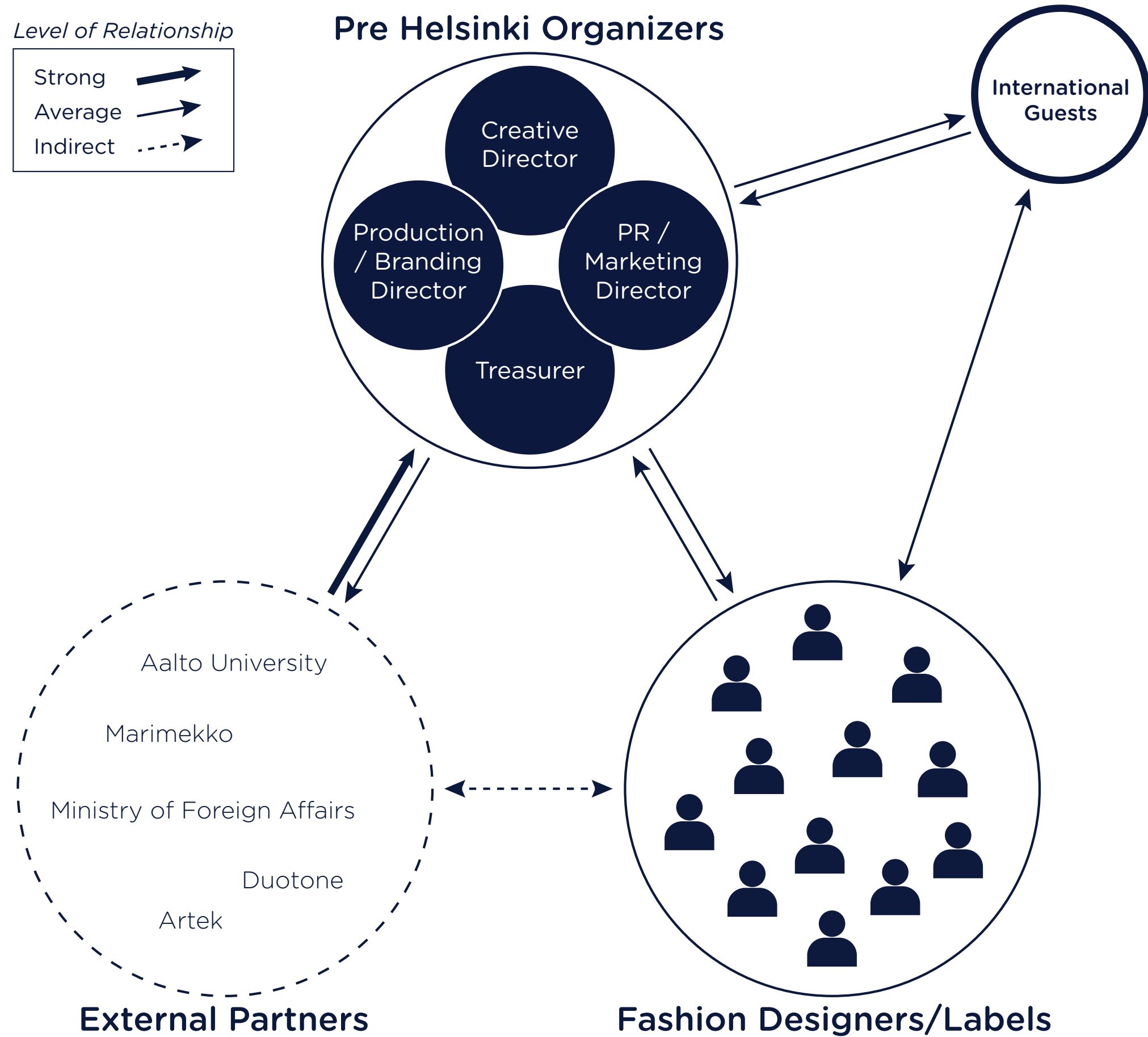
INTRODUCTION

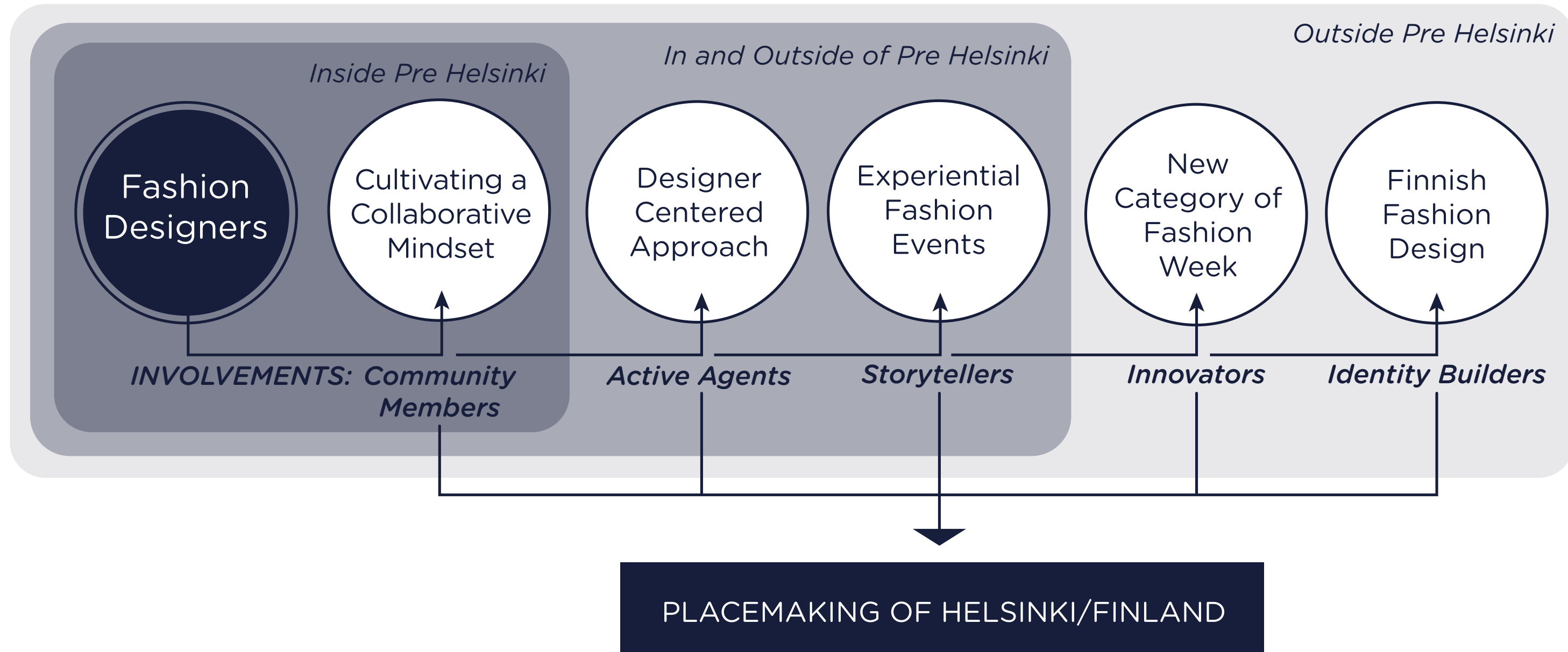












STUDIES WOVEN TOGETHER

FASHION DESIGN THINKING			DESIGNERS' INVOLVEMENT				
CATEGORY	SUB-CATEGORY	CONCEPT	I1	I2	I3	I4	I5
Fashion Design Culture (Internal)	Objectives of Designing (Meaning)	Usefulness	■	■			
		Everyday Life	■	■	■		
		Wearer	■	■	■	■	
		Designer Him/Herself	■	■	■		
		Temporality	■	■	■		■
Fashion Design Practice	Continuity (Process)	Trusting Personal Vision	■	■	■		■
		Mixing External Sources of Inspiration	■		■		■
		Longitudinal Evolution of Design			■		■
		Modifying a Specific Element of Design					■
	Collection (Outcome)	Building Design Concepts	■	■	■	■	■
		Having a Holistic View	■		■	■	■
		Stressing the Visual Outcome	■	■	■	■	■
		Combining Different Elements		■	■	■	■
	Context (Use)	Articulating Personalities		■	■		
		Placement of the Design		■	■	■	
		Negotiating the Physicality in Use			■		
		Creating Sensorial Experiences through Materials	■	■	■	■	
Fashion Design Culture (External)	Production System (Material)	Coexistence of Globalism and Localism	■	■	■	■	■
		Multiplicity of Actors	■	■		■	
		Speed	■				
		Seasonality				■	
		Plural Feedback	■	■	■	■	■

A scene from the Pre Helsinki 2016 program



RE (*DIS*) **COVERING** *FASHION DESIGNERS*

Interweaving Dressmaking and Placemaking

NAMKYU CHUN



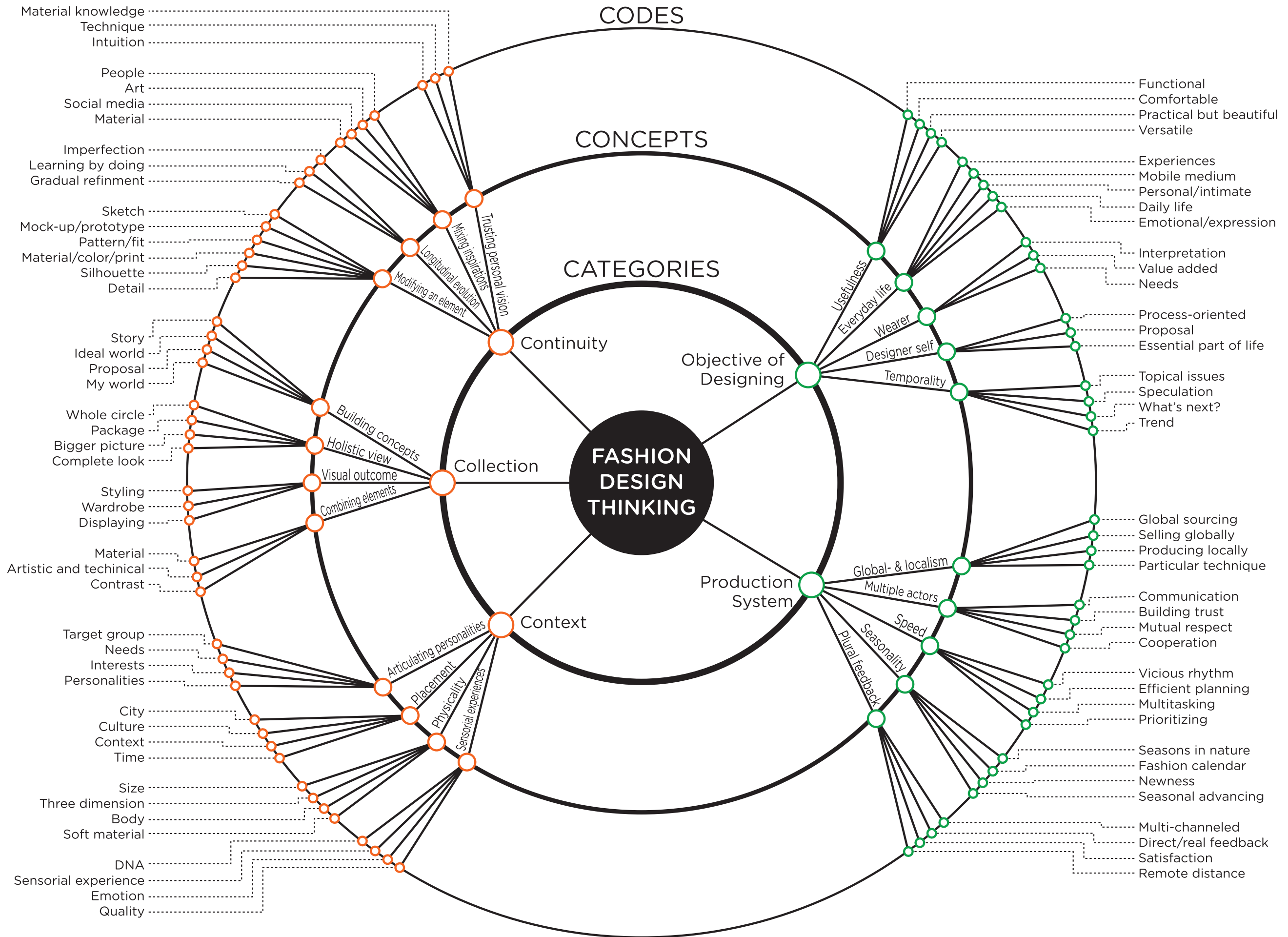
RE (*DIS*) COVERING ~~FASHION~~ DESIGNERS

Interweaving Dressmaking and Placemaking
Artifact Meaning

~~NAMKYU CHUN~~
YOUR NAME



FASHION DESIGN PRACTICE



FASHION DESIGN CULTURE

YOUR DESIGN THINKING

YOUR DESIGN THINKING			YOUR PROJECT				
CATEGORY	SUB-CATEGORY	CONCEPT	1	2	3	4	5
Design Culture (Internal)	Objectives of Designing (Meaning)	Usefulness					
		Everyday Life					
		Wearer / user / consumer					
		Designer Him/Herself					
		Temporality					
Design Practice	Continuity (Process)	Trusting Personal Vision					
		Mixing External Sources of Inspiration					
		Longitudinal Evolution of Design					
		Modifying a Specific Element of Design					
	Collection (Outcome)	Building Design Concepts					
		Having a Holistic View					
		Stressing the Visual Outcome					
		Combining Different Elements					
	Context (Use)	Articulating Personalities					
		Placement of the Design					
		Negotiating the Physicality in Use					
		Creating Sensorial Experiences through Materials					
Design Culture (External)	Production System (Material)	Coexistence of Globalism and Localism					
		Multiplicity of Actors					
		Speed					
		Seasonality					
		Plural Feedback					