

Oh Fish in the Sea

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Keywords: digital textile printing, drawn thread work, conceptual themes

The purpose of this piece was to explore how predetermined conceptual themes influenced the creative design process and examined how 2D design informed 3D design. Handcrafted Ediciones Vigia books were used as inspiration for construction techniques used and for developing of conceptual themes (i.e. conceal and reveal, use of text, and sound). Several Ediciones Vigia books were carefully examined and construction techniques, themes, and color stories were all documented. After careful reflection and review of the designer's notes, several overarching themes were identified. These themes included as the use of text, use of borders, elements of surprise, reveal and conceal, and sound.

One of the books was particularly inspiring because of its interpretation of the theme conceal and reveal and additionally the color palette was captivating and different from the neutral tones used in many of the books. This book portrayed images of an ocean and had small hidden paper fish held within its pages. The book used bright blues and greens in its depictions of the fish. The elements from this particular book inspired this garment. The themes of reveal and conceal, the use of text, and sound were focused on during the design process. To incorporate the theme of conceal and reveal, I decided to take inspiration from the books themselves and created "pages" on the front of my garment which were interpreted as "sails" to go along with the inspiration and story of the garment. The theme of the use of text was addressed by digitally printing a story told by my grandfather when I was young which included the line "oh fish in the sea", thus the name of the garment.

Additionally, construction techniques were also used to emulate the Ediciones Vigia books. The design process used a no waste technique constructing the garment completely out of triangles. The 2D design process included digital textile printing, drawn thread work, crocheting, and hand bead work. With handcrafting as the main focus for construction of the garment several of the seams were also hand sewn.



The 3D design of the garment was informed by the already constructed 2D elements which led to the creation of a garment that could be read by the viewer by flipping through its pages. The main fabric of the garment was a digitally printed linen in which the designer used images of water and scanned pieces of burlap to create the digital textile print. The linen fabric added another element of texture to the garment which complimented that of the burlap being used. The images of the water and burlap were overlaid and blended using Adobe Photoshop.

Additional materials included: actual burlap, glass beads, yarn, and bells. The bells were hidden in small handcrafted pouches which coincided with two of the themes: sounds and conceal and reveal. The predetermined themes were experimented with in several ways and challenged the designer's traditional design practices. Several prototypes were made and small samples were used to test different construction techniques. None of the sails or pages of this garment were the same and were all crafted as individual pieces. The bringing of these 2D individual elements together to form the overall 3D garment was a lesson in balance and form. This creative design project contributes to the field as it expands the upon the current practice led research that explores at how 2D design informs 3D design (Briggs-Goode, Townsend, & Northall, 2010). It also examines how the design process changes when conceptual themes are implemented.



References:

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