mission statement

Addressing such large, pervasive issues as recycling and the manmade effects on the earth’s ecology can seem daunting. Through involving these issues in everyday routines, or re-animating them in the centaurial parts of desirable objects, the process of re-use and recycling becomes more intimate. I wish to present these issues through wearable constructs that challenge the way recyclable or disposed materials are perceived. By creating wearable constructs, materials that are usually thought of as waste are brought close to body, encouraging the wearer to reconsider the role of disposed objects.

These wearable constructs will be crafted to be both provocative and beautiful. The material palette will be informed by current trends in waste management and recycling, involving anything from the fast paced turn around and disposal of technology to the ever prevalent problem of plastic bags. Inspired also by current trends in fashion, as well as thoughts on wearability, portability, even livability, these constructs aim to enliven the perception of re-use and recycling, as well as inspire viewers to become more responsible human beings.

exhibit

The exhibit will include a collection of wearable constructs, with each highlighting an area in which waste and re-use is particularly relevant. These themes can include, but are not limited to:

- technological waste
- feed packaging
- agriculture/self-sufficiency
- paper products
- plastics
- mailing/shipping packaging
- architecture/student scrap

Each full scale, wearable construct will be accompanied by a curated presentation of process work, technical drawings, and construction documentation. Being that the nature of the designs is wearable, the exhibit is inherently portable and lightweight.

The opening of the exhibit could feature a presentation of the wearable constructs in the form of a runway show. In a reception following the show, viewers can ask questions and interact with the wearers of the constructs. It may be assumed that the exhibit will display the pieces on fixed mannequins or hung, but ideally it would also provide an opportunity for viewers to wear the constructs themselves.

budget

As materials for this project are found or collected, the cost of the constructs primarily lies with the necessities of construction (ie thread/twine/floss, glue, tape, etc.) with the aim that everything involved be non-toxic and biodegradable. Seem as the materials may need to be brought in from recycling agencies, shipping costs may be a factor in the budget. Cleaning products will also be necessary to ensure the workability and safety of the materials. In the event that a design calls for the alteration of a material (molding plastic, pulp recycling), solvents and proper laboratory equipment will need to be acquired. Planning for the exhibit panels will be a cost associated with each construct as well. In all, each wearable construct can be estimated to cost around $200. This estimate is based on the cost of the project seen on the left of this poster, which cost about $70, plus the cost of plotting. Shipping, cleaning and lab equipment were not used for this construct, so these costs need to be taken into account. The budget will depend on the scope of the collection, but with about seven constructs, a plausible estimate for materials and construction would be around £2000.

schedule

After the finalization of designs, the major time factors will be the gathering of materials and construction. Because the materials for the proposed designs will come from a range of sources, the collection process can be estimated to take around three weeks. Using the example of the project at left, construction took roughly a week. Again, the schedule will depend on the scope of the project, but projecting for seven constructs as well as two materials for materials and construction would be around £2000.