



*Image credits: Grayson Perry; Yayoi Kusama; We Have No Fathers, Chromosome Residence; Dream, Akira Kurosawa; Max Mon Amour, Nagisa Ôshima; My Tuffet, Nancy*

**Project Theme:** Eccentricity

**Project Title:** The Must-have for Eccentric People

## Section 1 Review

The most significant thing I gained from this course is the diverse and big range of techniques and materials from all art disciplines. This widened the possibility of my work in fashion design, allowing me to emerge different disciplines and apply them into fashion. I have half completed my personal goal set on day 1, which is taking risks. I tired with things I've never used before, using hard materials like wood and metal. I still need to be much braver, taking risks, making mistakes, and experimenting with unfamiliar materials and techniques to realize my ideas. I also learnt something different about how a project starts. The starting point can be anything, such as personal objects and a location. Then from these actual things, we can dig deeper and focus on a particular concept.

## Section 2 Project Concept

In this project, I'm going to explore through the theme of "Eccentricity". Eccentricity is defined as deviating from the recognized and customary character. It is always something I feel naturally attracted and fascinated about. The way I dress and present myself is sometimes seen as eccentric in some people's opinion. And it's interesting how eccentricity is seen as positive in my opinion, but negative in some other people's eyes.

I want to look at different eccentric behaviours, hobbies, habits; obsessions towards certain things or people; eccentric objects and designs etc. I will research these things by interviewing people, from internet and books. I will go to different exhibitions and find out one eccentric element from each of them. Making a list of eccentric things and having a big range and diverse elements will help me generate ideas. I'll select a few ones that excites me the most and focus on them to create more experiments and development. I'm thinking of designing a garment for a person with a certain eccentric behaviour, constructing it in a visually eccentric way inspired by my research for a humorous and funny purpose.

Social context and culture are involved and relevant in my concept of "Eccentricity", the acceptance in society about different and weird things, people and behaviours. There are different perspectives and understanding of eccentricity in different countries for cultural reasons. Things you see it as eccentric might be something absolutely normal in other countries. Eccentricity is also relevant to moral issues, how different things and people are treated and accepted. Even the law can be related to in some cases, such as the LGBTQ group, which is considered to be illegal in a lot of countries because they are different and eccentric in their opinions. From a historical perspective, eccentricity was defined totally differently. I think the definition of eccentricity has always been quite different in different contexts, which would be something important for me to consider.

In this project, I would like to explore more in different media and materials and apply them into fashion design, rather than only using conventional fabrics. I will experiment with latex, silicon, wax, clay, mod roc, plaster and so on to create surfaces and textiles that are in response to some eccentric things I found. I also want to work with casting, creating objects that are relevant to the weird behaviours and habits from my research.

There is a book called "*Gadget Nation- A Journey Through The Eccentric World of Invention*", which includes a large collection of all sorts of inventions designed for solving small daily issues. They are absolutely fun and humorous. The design purposes are solving very small daily inconveniences and problems. A lot of the construction and visuals are extremely fascinating and interesting to me. By reading this book, there are a lot of elements I can take from. I think the thinking of these inventors might influence the way my project forms.

Eccentricity is tightly connected to fashion design because eccentricity can be very visual and strongly connect to human form. "Chromosome Residence" by Paty Abrahamsson is one of the most influential fashion designer for me. Their designs are quirky and eccentric. They play with fashion and aesthetics, creating weird combinations of design and use of materials.

## Section 3 Evaluation

I will use workflow every day for reflection at the end of the day, which is a good personal time for me to sit down and think about everything I did on that day, reflecting what went well or wrong and what I should do next. This makes sure that the project is going towards the right direction by clearly knowing the goal and what I want. At different stages of the project, I will check if this meets my expectation and plan in my timetable. Markers of success in my opinion for this project is if it is reflecting a deep understanding of the theme, "eccentricity" and create a humorous, quirky and weird aesthetics.

## Section 4 First 'doing' action

Select from the list of eccentric things, I will try to do the weird things and behaviours myself. Record down the feelings, shapes, texture, forms, construction and anything I find interesting from this experience of trying others' eccentric habit. Use different media and methods to record, photographs, video, mark making, textiles, model making and observational drawings.

## **Bibliography**

Applin J. (2012) *Rethinking Sculptures in 1960s America*, Conn: Yale Univerisity Press

Collins M. (2004) *Eccentric contraptions and amzing gadgets, gizmos and thingamabobs*, Devon: David & Charles

Steve G. (2008) *Gadget nation: a journey through the eccentric world of invention*, New York: Sterling

Justrus N. (2008) *Feeling modern: the eccentricities of public life*, Urbana: University of Illinois press

Neale W. 11 crazy habits of silicon valley geniuses, Available at: <https://www.whoishostingthis.com/blog/2014/07/30/habits-of-tech-elite/> (accessed: 29. July, 2018)

## **Books**

Gadget Nation-A Journey Through the Eccentric World of Invention

Eccentric Objects- Rethinking Sculpture in 1960s America

Eccentric Contraptions and amazing gadgets, gizmos and thingamabobs

Feeling modern: The Eccentricities of Public Life

## **Online resources / websites / blogs**

<https://www.whoishostingthis.com/blog/2014/07/30/habits-of-tech-elite/>

Instagram account: uglydesign

## **Films / Television programmes**

How to be eccentric (Video Recording DVD): The Essential Richard Massingham

The Amazing Interiors- Netflix TV programme <https://www.netflix.com/title/80184067>

Max, Mon Amour- Directed by

## **Practitioners**

Grayson Perry: obsession with colourful dresses

Yayoi Kusama: obsession with dots

Chromosome Residence

ORLAN- plastic surgery altering her own face as art practices

## **Visits (Museums / exhibitions / shops etc): Find one eccentric element from each visit**

Tate Modern: Joan Jonas

Tenderpixel Gallery: Becoming Plants

Hauser and Wirth: Spiegelgass

Yamamoto Keiko Rochaix: Yoi Kwakubo: I/ body/ ghost

Whitechapel Gallery: Isself Collection: Bumped Bodies



## Timetable

<p>Week 1 23<sup>rd</sup> July</p>	<p>Activities: You will be exploring possible themes this week and drafting the proposal. Daily workshops will relate to your discipline, politics, culture, sustainability, and the audience and site for your work.</p> <p>Wednesday: independent research visits and library appointments</p> <p>Record research into sketchbook and start to do some quick responses</p> <p>(No workshop access this week)</p>
<p>Week 2 30<sup>th</sup> July</p>	<p>Activities: Focus on research and experimentation.</p> <p>Tuesday: main research all recorded in sketchbook</p> <p>Wednesday- Friday: Quick responses, experiments, draping, material testing Start drawing initial ideas and designs.</p> <p>Monday: Submit a full draft of your proposal to Moodle by 10am Tutorials.</p> <p>Wednesday: Contextual Practice, Last Language class, visa session 3-5pm</p> <p>Thursday: Upload final proposal to Moodle</p> <p>(No workshop access this week)</p>
<p>Week 3 6<sup>th</sup> August</p>	<p>Activities: Test materials for final outcome.</p> <p>Design Development, quick sketches of different versions of similar designs.</p> <p>Focus working on final design.</p> <p>Wednesday – Contextual Practice 10.30 – 1pm Friday – 1 day special taught activity</p> <p>(workshop access: Monday – Stitch only / Tuesday – all workshops)</p>
<p>Week 4 13<sup>th</sup> August</p>	<p>Activities Monday: Final design decided</p> <p>Tuesday: Work on toil</p>

	<p>Wednesday: Toil Development completed</p> <p>Make changes, improvement and refinement from the toil.</p> <p>Thursday and Friday: Start making the final garment  <i>Monday + Tuesday: Progress Tutorials + InDesign and Photoshop workshops</i>  Wednesday – Contextual Practice all day  (workshop access: Thursday + Friday – all workshops open)</p>
<p>Week 5  20<sup>th</sup> August</p>	<p>Activities:  Focus this week is on completing an outcome.  Deadline of finishing the garment: Tuesday  Refine and final changes to the final garment on Wednesday.  Wednesday – Contextual Practice all day  Thursday – Photography session 1</p> <p>(workshop access: Monday, Tuesday, Thursday – all workshops open)</p>
<p>Week 6  27<sup>th</sup> August</p>	<p>Activities:  Monday is Bank Holiday, college closed  Tuesday to Friday focus in on project presentation  Edit photographs of final outcome.  Think about different ways of final presentation, e.g. photoshoot, film  Review the whole project, sketchbook and workflow  Tuesday – Photography session 2  Wednesday – Contextual Practice all day</p> <p>(No workshop access)</p>
<p>Week 7  3<sup>rd</sup> September</p>	<p>Monday 3<sup>rd</sup> September is the hand in date. All work from Unit 7 must be submitted in studio 102 at 10.30am for assessment.</p>