

## Two are enough

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### Contextual Review and Concept Statement:

This ensemble was designed by using a new conceptual method based on the Flow theory, which explains how creativity flourishes within multiple actors under certain conditions (Csikszentmihalyi, 1996). Baughman and Mumford (1995) found that the quality and the originality of creative performance were higher when a task was more challenging due to conditions and limitations. People innovate better under constraints which is because they could better ponder the issue narrower and deeper following plausible and effective solutions (Acar et al., 2019; Perry, 2017). Therefore, the present design was an experiment to challenge the ‘design restrictions’ of the patternmaking process to fuel the designer’s creativity.

### Aesthetic Properties and Visual Impact:

The ensemble used different fabrics for different pattern pieces to highlight the patternmaking and the construction of the garments. Fabrics were chosen to contrast each other to make the separation clear. The restrictions upon design helped the designer develop the initial slit on the side seam as a part of the closure. The excessive fabric around the hem of the pants participated in making the cocoon look and gave volume to the overall silhouette and added mobility to the wearer.

### Process, Techniques, and Execution:

The creative process started with making a collage of random existing design elements such as a scoop neckline, cocoon bottoms, and hourglass silhouette (Figure 1).

The creative patternmaking process started with a collage of a scooped neckline, hourglass silhouette, and cocoon pants. Design restrictions applied to the creative patternmaking process were (1) the final garment should only consist of rectangles as pattern pieces and (2) the final garment should only have gathers to shape the ensemble. The top had shoulder straps and side panels with gathers around the waist to maintain the scooped neckline and the hourglass silhouette. Moreover, the final garment was designed to accommodate the crotch curve with gathers on rectangular pattern pieces (Figure 2) and developed in creative pattern shapes. The pattern



Figure 1. The first step of making collage in ‘Flow with Constraints’ (Sources for the collage: Abercrombie & Fitch, n.d.; Free People, n.d.; Shein, n.d.)

has been developed from the size 6 sloper with a flat patternmaking method. As it has to have only two pieces and the overall silhouette has to be with pants, it started with combining pants sloper with the top sloper in a unique way. The garment had left and right pattern pieces with asymmetrical closure on the side while incorporating design elements included in the collage from the beginning. It was constructed to have left and right pieces instead of front and back

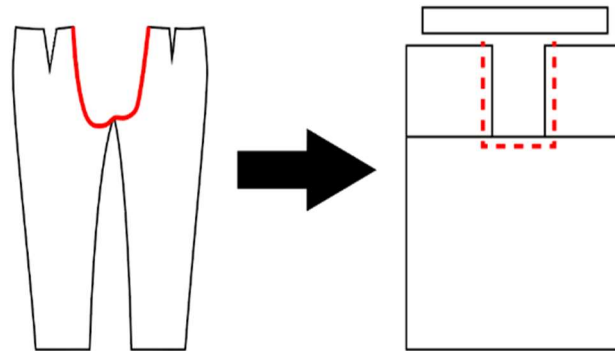


Figure 2. Pants patterns with gathers to accommodate the crotch curve.

pieces as the most suitable way to draft the pants shape with two pattern pieces was to have them in jumpsuit format with the left and right panels. Each right and the left panel had their inseams connected since drafting the patterns because the outseam/ side seam had to have skipped stitches around the waist to use them as a slit to fasten the garment to maintain the hourglass silhouette. Although the shell garment was drafted to have only two pattern pieces, it has been adjusted when making the real garment by adding two more facing pattern pieces which are partly identical to the shell garment pattern pieces. The strap fastener and the slit on the side seam were supported by fusible interfacings from the inside. All pattern pieces were stitched flat hem with lock stitches while each piece was finished with overlock stitches.

### Cohesion:

The scoop neckline of the design and cocoon-shaped pants shared the curvy silhouette of the entire ensemble. The strap around the waist added continuity to the look by revealing the natural curves of the wearer's body despite these two main pattern pieces being constructed with contrasting fabrics.

### Originality and Innovation:

The design is unique because of how it was constructed and how the designer made decisions at each stage of patternmaking, such as where to put the openings, how to meet the restrictions, and how to finish the garment while providing the wearer the best efficiency and comfort. Therefore, this piece has its originality in the development of the pattern pieces and how it visualizes an ensemble based on limitations. Most fashion design collections were designed to share their inspirations, not visual characteristics. The fashion collection developed based on Flow theory would share the same visuals as continuity and bring unexpected shapes of the pattern pieces to the collection to form an ensemble.



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