

Connection between Type Selection and Material Application in Fashion Design

— Application of Two Degree Modeling in Fashion Design

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Abstract. In fashion design, recreation of fabrics has become an important method for representing the innovation ability. Along with the development of the apparel industry, the demand for clothing are higher and higher. The pure physiological demand is no longer the direction of pursuing. And the pure style changes also can't satisfy people's need. Innovation and creation of materials has brought new vitality to the development of fashion design. It also pays more attention to the contents of individuals and the characters of clothing.

Introduction

The clothing modeling, the selection and application of clothing material as well as the secondary fabric design have already represented the innovation ability for fashion design. With the constant developing of garment industry, the requirements for clothing personalization is also constantly improved. General design can't satisfy people's needs any more. However, the innovation and shape of clothing material bring a new vitality for the development of fashion design. Especially in recent clothing design competitions, almost all of the designers use two degree modeling of the material in design to highlight the individuation and fashion of clothing. With the development of modern science and technology, fabric designers have already designed fabric with some special texture and function by the help of science and technology. And the application of these new types of fabric in clothing make clothing style emerge in endlessly and make clothing have thousands of varieties and shapes. For a fashion designer, the understanding of the fabric, the master of the two degree design of fabric, the reasonable, flexible choice for material and the application to costume design can help combine the practicality of two degree design with enterprise needs perfectly. To a certain extent, the practical ability of students and designers can also be improved.

Current Situation of Fashion Design

As one of the most rapid-changing businesses, fashion design manifests personalization directly and emphasizes the artistry, practicality and commercial character. So in the apparel industry, garment designers can be divided into two categories. One is pure art personnel. They just play their imagination free without considering the market demand. The other is pure commercial personnel. They are submerged in the market. With the development of garment enterprises, the scale of

designers is expanding rapidly. Many young people think that people doing fashion design should have a certain connotation especially for fashion. In this decade, fashion design in our country has already stepped into the track and been in the line with international fashion gradually. The design means, design concept, design ideas and design position all have certain improvements. And fashion design also has been separated as a single business. However, there are many conflicting factors in domestic clothing enterprises and clothing education system. Copycat phenomenon is the most obvious one. When a garment sells fast, a large number of "buyers" will buy the hot cake timely. As a sample, the hot cake will be duplicated again and again, and then massive duplications of the hot-selling garment will be put into the market. For using different fabrics, the same clothing can be divided into grades, high, medium and low. It is obvious that fabric has a certain influence on fashion design. Designers should win victory and get innovation in fashion design by making use of clothing material. But, in practice, there exists a large gap between the clothing material and social reality for ignoring the innovation ability of design. Of course, in some universities, many students advocate art while they know nothing about relationship between design and products, but also don't understand the relationship and influence between clothing material and products.

Development of Material Design

In the 21st century, the development of fabrics is so rapid. The use of advanced technology makes the fabric texture change greatly, especially the two degree model. Two degree modeling which can also be called reconstruction has reached the growing change and innovation. This means that today's fashion design has some interest and can make an impress to the public.

Two degree material modeling means in the development of garment industry, fabric quality changes constantly to make the original fabric change on the texture. This is the so called fabric secondary design. Knowledge is used to change the clothing texture to realize the innovative design of clothing material. Combined with factors, such as different colors, texture patterns and three-dimensional space, ordinary fabrics can have fundamental changes on the structure and texture. And changes could be beyond "recognition". In addition, new methods and techniques can be used to change or even destroy to widen the usage of materials and the space design. This is one of the most important expressiveness of design and innovation for the modern designers. And this also provides more possibility for modern clothing art.

Expression Form and Application of Material Change in Fashion Design

with the change of domestic garment industry, the form of clothing material also has a new breakthrough, three-dimensional construction effect. It means that the so-called secondary recreate design is applied to different fabrics tentatively to make the fabric make a personalized texture pattern after change. The three-dimensional sense of the clothing make the whole garment has a strong visual impact. For example, creases is a very common expression for clothing fabric. Japanese design master Issey Miyake give clothing new vitality by the change of material and creates his own style. His work could be both simple and powerful. And fabric texture also varies from the initial simple plait to today's three-dimension or even four-dimensional artworks. Although creases of Issey Miyake is unique and most famous, his clothing is no lack of practicality. Asymmetry, layer collocation, looseness and rag are the common expressions in his design, which also presents his personal style. Alexander McQueen is also a excellent designer who adore and advocate texture style. He often use plastic bags to shape different hairstyles. His clothing often use some patchwork of feathers too. Clothing is strongly artistic but not practical enough. The clothing

is extremely beautiful while the cost is also too much.

So fashion design has to adopt two degree modeling to make the clothing outstanding. The main forms of expressing is listed below. (1) Embossing the material. Embossment is a common kind of sculptures. By accumulating the ordinary fabrics the fabric texture can be changed and fabric thickness is also higher after accumulation. Such an approach makes the fabric achieve a three-dimension or four-dimension effect. (2) Damaging the pilotaxitic texture of yarn and fabric texture. As a very common method, the so called damaging process means the secondary change of fabric. Such a method costs low and the operation of it is also relatively simple. (3) Convex-concave shaping of the fabric. The fabric is processed to shrink regularly to especially for those shinning silk fabrics to gain a strong sense of light and shadow. (4) Splicing fabric of different colors materials and textures. The corresponding fabrics are chosen for innovation design and manufacture by secondary change. Of course, the process of it is most tedious. It is the most complex two degree modeling of material too. But the final effect of splicing is very desirable. The fabric presents outstanding and colorful beauty after process.

Application of Clothing art Expression in material

Process of soft material. Loose model and pleating effect is common for fabrics such as silk and flax. Characteristics of the fabric such as gloss, flexibility and thinness are used to perform the flowing of fabric and to achieve the artistry of clothing. Plait is the main approach for the two degree modeling of soft material. Techniques, such as beads, sequins and superposition are used to increase the stereo feeling of fabrics.



Fig. 1 Process of soft material

Process of stiff material. This kind of fabric can be used to highlight the accurate design of clothing to achieve the form-fitting effect. The fabric texture characteristics can be used directly for two degree modeling to express the personality of clothing without the second design of fabric. For example, the design of suits is clear and stiff.

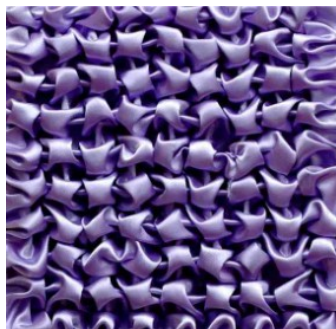


Fig. 2 Process of stiff material

Process of luster material. From the appearance of the clothing, the surface of the luster fabric has strong reflective effect. Generally, this type of fabric has satin fabric structure, such as the

fabrics for cheongsam or costume. This fabric is commonly used to make evening dresses and costumes and the usage of it has to meet the plot and roles. And the effect of stage and light also produces a magnificent visual impact. Tools such as gleaming bead can be used to gain the "crystal clear glistens" effect.

Process of heavy material. Generally, heavy material refers to pile fabric of which the basis is grinded by a certain way to gain the plush. After grinding, the surface of the fabric appears mercerizing. Heavy fabric can make people thick and tidy, it also has a swelling sensation. So damaging expression should be used on both the front and the back of the fabric. For example, laser engraving machine can be used to clean the pile fabric to reflect the bottom of pile fabric. After engraving, the fabric can be changed fundamentally. And the fabric will be given the three-dimension effect.

Process of transparent material. Transparent material mainly refers to fabrics such as organza, lace, chiffon, chemical fiber, georgette, satin, silk. The common expression of such materials is stacking. Stacking can add three-dimensional layered sense to the material. By such way, the clothing modeling can be exaggerated too.

Conclusions

Two degree modeling is the recycling of resources and economy. The reconstruction of a variety of fabric or the recreating of a single kind of material can not only improve the layers of clothing but also create a new kind of texture structure.

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