

School of Art and Design
Graduating Student Exhibition

FASHION DESIGN / ART



State University
of New York





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The Fashion Design BFA artwork represents the finest of the illustrations that are executed in advance of construction of the garments. The original design illustrations and presentation layouts are selected from each of the Fashion Design specializations: Children's Wear, Intimate Apparel, Knitwear, Special Occasion, and Sportswear. Graduating students design, create, develop, and prepare 2D original visuals that are then translated into 3D professionally executed looks. Fashion Design students incorporate their expertise in fashion design art, computer-aided design, journaling, and art portfolio when developing a culminating body of original work, showcasing professionally executed versions of their original designs on multiple platforms, and communicating their conceptual ideas and design process. Through this process of fashion design realization and visual communication, each student's personal vision evolves and comes to life.



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Erica Carlson

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DISTORTED MINDS

Digital

This project is about movement of words and fabric constructions that stem from dyslexia. I personally have dyslexia and I wanted to present it in a way that others could understand it better. I made prints with missing parts of letters to make it harder for a non-dyslexic person to read. Other prints show the movement of letters and or a shakiness of text. I played with normal garment construction and used them a little differently. I wanted to mimic the way a dyslexic person's brain might change and distort information—words, numbers—into something that they see as normal by using fabric.

My Goal: To spread awareness of dyslexia and how common it is. Many people have it and they should be proud of their amazing brains. Dyslexics see the world in a different light and that's okay. Be proud even when it gets hard!

Kayline Corrales

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DREAMY BLOOMS

Gouache, color pencils, and pen

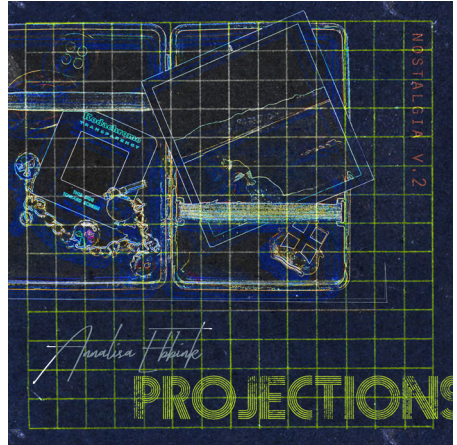
Coming from a Colombian background, I have always drawn my inspiration from my roots. It's helped me to explore places in Colombia I have not yet seen, as well as showcase my own experiences. In Dreamy Blooms I was inspired by Caño Cristales, a river I've not seen personally. The plants bloom to create a colorful river that I have translated into my loungewear

collection to being vividly bright garments that are comfy and flowy.

My goal after graduation is to start taking commissioned lingerie work. Meanwhile I'll be looking into finding an intimate apparel designer position and eventually starting my own intimate apparel company.

Annalisa Ebbink

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NOSTALGIA V.2: PROJECTIONS

Pencil and digital illustration

Throughout my creative journey I have been deeply influenced by distinct aspects of the past, present, and future. From a young age I have been fascinated by how these elements impact our lives, our choices, and the clothing that we wear. As a designer, I am constantly analyzing, distorting and fusing contrasting aspects and moments in style, history, and culture in order to create unique and thought-provoking concepts.

My Goal: I aspire to build an eclectic and empowering wardrobe for contemporary and forward-thinking minds; one that speaks to their memories and experiences. I hope to play a part in their individual pursuits of identity as they approach the future and become their own greatest vision.

Zhuo Ran (Jenny) Feng

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FACE OF THE MOUNTAIN

Photoshop, Illustrator, watercolor, ink

Born in China, I immigrated to the United States at age 6. Relocating in Brooklyn, I slowly became more connected to the American culture and unintentionally slowly disconnected myself from my Chinese background. Because I lost my connection with the Chinese culture, I set out to regain and understand my own cultural heritage.

This collection was inspired by Chinese landscape painting. It features weaving to represent the landscapes and white suiting/shirting in place of a canvas. The collection was meant to display one of China's top traditional painting styles, but it is also a chance for me to appreciate and learn about traditional Chinese art. My goal is to showcase my interpretation of the traditional Chinese painting style through fashion and art.

Tracy Garcia

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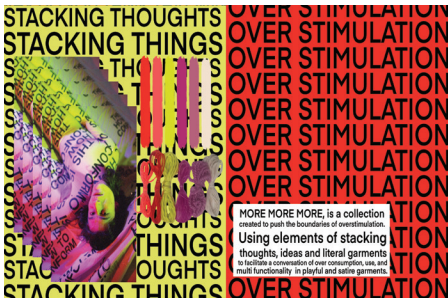
MEXICO LINDO

Digital art

My goal was to express my native roots. Mexico is a beautiful country, full of color and different art forms. I wanted to highlight the most prevalent art, such as Talavera hand-painted pottery, papel picado (decorative paper décor), tejidos (fabrics), and bordado (hand-embroidery). I was inspired by these art forms and made them core design elements within my intimate apparel capsule collections.

Megan Mosca

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7TH SEMESTER PORTFOLIO

Digital illustration

Stacking thoughts and stacking things—I use familiar silhouettes to create functional yet impractical garments. These garments have a whimsical feel with a satirical message about overconsumption and overstimulation in our society.

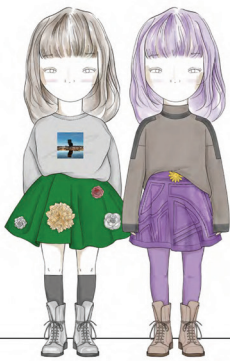
My goal is to continue creating sustainable, slow-paced fashion.

Weerada Muangsook

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UNTITLED

Digital

This fall collection is an exploration of architectural structures by Saunders Architecture. Looking at the way these modern, manmade structures juxtapose in their natural backgrounds, the idea of “manmade nature” is translated into the designs through fabrics and faux flowers.

MY GOAL: To have my own children’s wear brand back in Thailand!

Despina Parthemos

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THE REMAINS

Textile, pencil

I am inspired by social and environmental issues. “The Remains” details the deterioration and human degradation of the elephant poaching crisis. Outside of fashion, I am a freelance writer on several sites concerning climate change and animal advocacy. My focus this year has been the inclusion of human rights into major biodiversity issues—nowhere is “anti-people” conservation better exemplified than in sub-Saharan Africa where the rights of rural Africans are sacrificed in the name of wildlife preservation. My collection focuses on the need to recognize the interconnectedness of humans and nature for fully sustainable biodiversity, and to help put an end to the appalling ivory trade, which is only a few years away from driving elephants to extinction.

My goal is to use fashion as activism—I want to use textile art to bring attention and fundraising to comprehensive global issues.

Ponton Alejandro

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SOACRYLIC

Digital media (Adobe Photoshop and Adobe Illustrator)

Photographs of orchids and soap bubbles inspire this whimsical, magical, colorful take on fashion. This collection features original prints designed to imitate acrylic pouring techniques.

The purpose of this project is to explore new concepts in fashion design, breaking the limits and merging the aesthetics of traditional concepts like “sportswear” or “evening wear.”

Every component of the look is designed to create an optical illusion and to invite the eye to a new perception of fashion.

MY GOAL: To explore all aspects of art and design and to break the boundaries that exist through different design disciplines.

Melissa Posner

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Through my illustrations and garments, I like to portray a whimsy and spirited mood through bold color choice, complex garments, and playful line quality. In my look book, Tale of Two, I explored my relationship with my twin. My twin is my closest friend and family, becoming a source of comfort, liveliness, and wonder. I explored these aspects in my illustrations as well as a sense of ambiguity to allow for room for the viewer to relate to the illustrations and garments as I do with my twin.

MY GOAL IS: for viewers to feel a sense of connection and vividness towards my work.



TALE OF TWO

Pen, color pencil, and Photoshop

Sooyeon Son

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FAUX PAS

Marker and color pencil

This artwork is about my experience working in the fashion industry. I was limited with my creativity and was only seen as a moneymaker, not an artist. At that time, I felt rebellious and wanted to show my rebellious feeling by re-creating a woman's two-piece suit in a way that doesn't work as a proper suit.

My goal is to become a fashion designer whose creativity can be respected and who respects others.



Paige Walker

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IT ALL COMES DOWN TO TH(ES)IS

Markers, Procreate

The “It All Comes Down to Th(es)is” collection is inspired by workwear and construction. My parents were starting up their drilling company when I was a child, and I was forced to find creativity amongst the industrial settings I was placed in. I had set up my studio in my father’s office last summer when I found my surroundings began to work themselves into my designs. Geotechnical drilling is labor-intensive and taxing on the body. I examined various types of exhaustion and how different professions vary from using your mind to using your body. The collection blends business wear with protective wear; drilling

coveralls with power-shoulder suit jackets, details such as nuts and bolts, posture-corrective accessories and ratchet straps. To balance the industrialism, hyper-feminine elements restore the softer side of the Walker Woman.

Nia Young

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ASTRO GALAXI

Markers

This collection is inspired by the elements of astronaut space suits and space itself. While looking at the plethora of planets and galaxies, I was inspired to build a collection based on various shapes and colors to make wearable spacewear.

My goal is to take viewers through an intergalactic adventure. While on this adventure there are three stops: Planet Azure, Planet Midnight, and lastly Planet Neon. I hope you enjoy the obscurity of the Astro Galaxi.





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