

School of Art and Design
Graduating Student Exhibition

ACCESSORIES DESIGN



State University
of New York



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Graduating students in the Accessories Design AAS and BFA programs conceived and executed their collections around the concept of “Ambiguous Clarity.” Each student developed their own interpretation of what that theme means to them as a designer. The students did in-depth research, fully exploring their inspirations, customers, and seasons, before producing their collections. Their designs feature a wide variety of materials, including plastic, wood, textiles, precious metals, and leather. Each student had the opportunity to specialize in footwear, handbags, millinery, or art. The works were conceived and created entirely by the students and were selected for the exhibition by faculty members and industry critics.



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THE IV PROJECT: “ENIGMATIC”

Faux croc leather, veg tan, mesh, paint, silicone, yarn, clay

The IV Project presents “Enigmatic,” a collection featuring mixed media, textiles, paint, and 3D appliques inspired by ceramic pottery and apparel. The collection is created by sourcing scrap fabrics, melting resins, modeling clay, paint, and dyes to create a new unique accessory. Self-expression is always used in a form of art. Maison Margiela uses self-expression to create “wearable art” and he inspires me to work with solid and nontraditional materials that would have been considered “ugly.” While I designed this collection, I wanted to celebrate imperfection and use this opportunity to express my artistry in different ways. New York designer Rosie Assoulin creates silhouettes with bold, bright-colored silicone and plastic composites; this has inspired me to continue experimenting. The IV Project’s “Enigmatic” collection is the expressive approach to embrace an artificial element with a spontaneous outcome.

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REFRACTION OF SPRING

Rhinoceros 5, Key Shot, Adobe Photoshop,
iPad Procreate

This collection was inspired by the rainbow refraction of spring. My creations reference organic shapes such as creatures and plants, combining various relationships between nature and fashion. These pieces reflect my anticipation of spring and the termination of quarantine. The series uses light refracted through my window into rainbow colors and corresponds with different creatures displaying those colors. Although I have used various materials and methods in other projects, my approach for this series was to create it digitally. Rhinoceros 3D was used to create the initial 3D model, then the rest of the designs were developed on an iPad. The brush strokes and rendering methods mimic traditional watercolor rendering, therefore the series is a combination of innovative and traditional techniques.

Nicole Estevez

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NURTURE OVER NATURE

Calfskin leather, leather trim, corduroy, canvas, muslin fabric, pearl beads, cloth dye, and decorative laces

The concept of my collection “Nurture over Nature” comes from the psychological debate of human behavior. The debate of whether human behavior should be influenced by those around us because it is in our “Nature,” or if our behaviors will be “Nurtured,” either by new ideas, new experiences, different cultures, or the environment. This inspired my collection because that topic resonates with my beliefs of being different and refusing to copy the actions of others!

In this collection, “Nurture” refers to the encouragement of growth representing my experience with developing different artistic

skills that took many years and a lot of trial and error.

As for “Nature,” rather than human behavior, plants and flowers and their many beautiful varieties of color are my objects of inspiration. I have also developed this into a four-part collection representing the important females in my life.

My goal is to show my how hard I have worked over the past few years, and how important it is to stick to your gut feeling and pursue something that makes you happy rather than sticking to the norm.

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SHOOR

Leather, faux fur, cotton webbing, gunmetal brass hardware, heat transfer vinyl (HTV)

I call this collection "Shoor." Shoor is a Persian word that means passion. All these pieces are designed with passion and love. As a designer, nothing is more important than vividly telling your story with your designs. I love to design bold, different and multifunctional accessories. To achieve this goal I used:

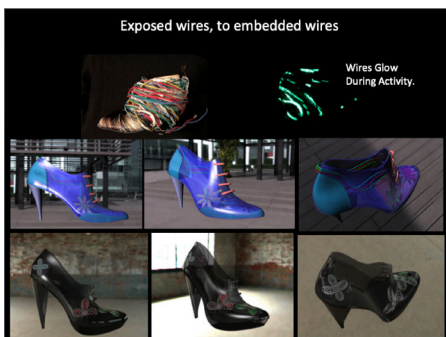
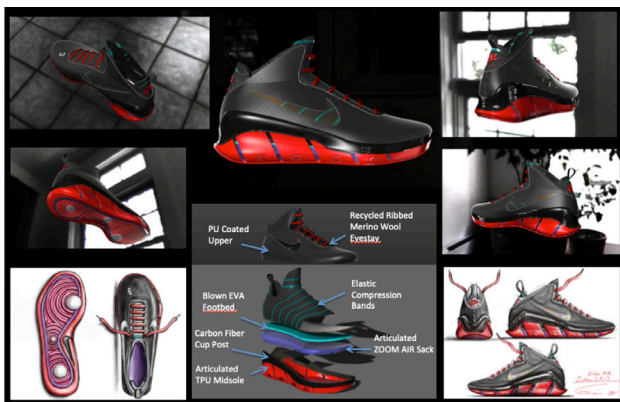
- 1) different material with different textures (different)
- 2) a touch of color by adding HTV and striped webbing (bold)
- 3) different straps, detachable pieces, multiple pockets (function)

My Goal: To create high quality, different, bold, and functional accessories.

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OUR REVOLUTIONARY PROCESS

Vinyl, electrical wires, phosphorescent tape and spray, shiny lamb skin, and love

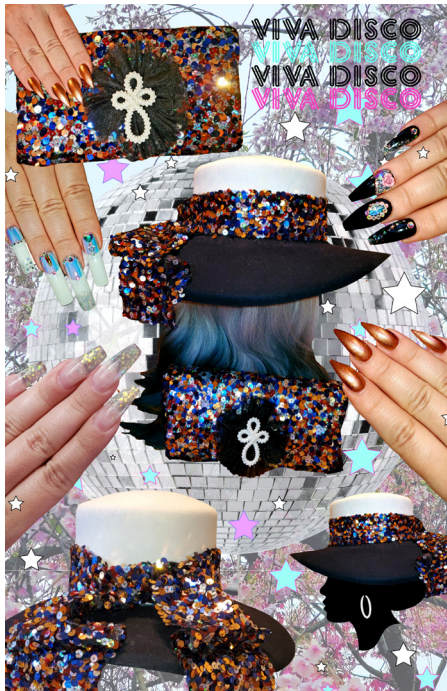
“OUR REVOLUTIONARY PROCESS” is a reflection of my intrinsic desire to creatively grow and evolve. As depicted, the process of design development begins with the simplest, but most challenging aspect, which is: how to get started. This first step can be messy, unattractive, and sometimes discouraging. However, at some point I experience a few eureka—AHH HAA!!!—moments that allow me to place all of the pieces of my imaginative puzzle into a cohesive design pattern.

Now in an innovative zone, the only challenge I may face is when to end it, as I am never satisfied. So, sometimes I revisit previous sneaker designs in the effort of improving various aspects that I may have missed. In doing so, I utilize new 3D software skills to further illustrate various structural components that may need more accurate interpretations.

My Goal: I have talents and I do not want to waste them! So, I will see you in the future!

Amanda Rivera

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VIVA DISCO

Natural and synthetic fabrics, acrylic, metal



“Viva Disco.” Disco forever. I wanted to create an over the top, embellished, and expressive collection inspired by the opulence and softness of the rococo era combined with the decadent sparkle of the disco era. I’m a musician and the importance of music in aesthetic expression permeates my designs and personal aesthetic. This collection is a fun, vibrant, eye-catching collection of acrylic press-on nails, shades, bags, and hats.

My Goal: I want to design unique accessories that turn heads and make one feel like they’re on top of the world.

Gabe Santoriello

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ARMORED ELEGANCE

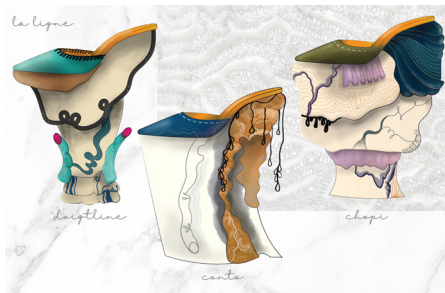
Oil-dyed, vegetable-tanned leather;
hammered nickel; hand-forged/3D-printed
hardware

Growing up, my heart was smitten by fantasy stories such as *The Lord of the Rings* and *Eragon*. I have always had a deep fascination with weapons and armor, often role playing with my friends and my dad. As I have grown older, this deep passion with medieval times combined with my love of making has led me to the forging of my thesis: “Armored Elegance.” The collection consists of oil-stained leather and handmade hardware/fastenings to create my durable, one-of-a-kind bags, shoes, and small leather goods. My style often includes durable materials, overlapping panels, geometric silhouettes, chain mail, metal rivets with moving construction, and a natural-toned palette.

My Goal: To create high-quality, ultra-unique accessories for men that speak to their inner boy.

Gunwoo Simon Shim

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LA LIGNE

Mixed media and digital renderings

At the age of 5, I recall tearing out a sheet of sketchbook paper and starting to scribble lines to convey my perception of a mood to a drawing. Drawing, painting, rendering, lines are a vital mode of my communication since then. "La Ligne," meaning the lines in French, is inspired from the heritage of Art Nouveau, and the chopine, a 15th-17th-century platform shoe. Through the usage of delineate contour lines, sinuous curves, and shapes and forms, the collection conveys a magnificent story to tell.

My Goal:

To launch an accessories maison and to launch a brand exclusively featuring accessories (men's and women's shoes, bags, belts, etc.) of exceptional quality. I wish to create my maison to be an environment of high culture, and one that gives back to society in as many ways as possible, (donating leather, used handbags and shoes to fashion institutions). I want to implement bio-friendly materials in my collections by making sustainability in fashion a crucial component of the brand.

Edison Tran

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BREAKING THE MOLD

Adobe Photoshop, Adobe Illustrator, Adobe InDesign

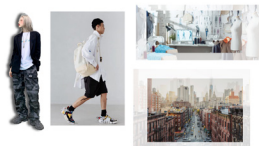
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MATERIAL
04



CUSTOMER PROFILE
02



ORTHOGRAPHIC
05



IDEATION
03



SES
06



When was the most recent time you went against the grain? What is your earliest memory of a time when you defied or challenged others' expectations?

We all have a rebellious spirit within us. This desire and willingness to avoid conformity is what makes every individual unique in their own way and has been at the forefront of my mind throughout my design process. Through the "Breaking The Mold" collection, I drew inspiration from an unconventionally styled fishnet blazer, the uneven cracks in ground fissures, and the vivifying energy from the global

environmental movement known as Extinction Rebellion. The shoes are covered with perforated leather, which allows customers to style their own laces. A cushion pad in the footbed includes a hidden inspirational message. With every step, customers are reminded of this message and it further inspires others to fuel their rebellious spirits and have more confidence in their own beliefs.

MY GOAL IS: To create a functional and meaningful product that can inform and inspire people.



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