

Costume Design with Application of Sea Motive and Images

Hae-Kyung Shin

Fashion Design Major, Dongseo University, Korea

I . Introduction

The sea is a vast space that teems with mystery. It has been presented in many various design elements since it is closely connected to human life. Nevertheless, due to the vastness of the images that the sea provides, the sea, as a design element, has always been somewhat limited. In many cases, though, those designs focused on the color of the sea, while costume design, through visual and symbolic meanings, is still new. This study, which will focus on the sea as the theme in costume design, aims to examine existing design approaches and to portray the image of the sea as a whole in costume design. In addition, it will redefine concrete visual images of the sea, and will study and produce practical results, such as the selection of the material and its processing, as well as the detail of the design, among other things. With the this purpose and goals in mind, the study has completed the following processes.

The costume design was formed out of redefining the atypical images of the sea by investigating its visual images through literature. The study examined the color images of the sea and established a concrete color plan for the work. and based on such selection, it produced costumes and accessories.

II . Methods

The main method applied in this study was the research of relevant documents and design work in the field. Visual and conceptional images was conducted by publications, articles, and magazines. Design work was formed out of redefining the atypical images of the sea by investigating its visual images, and established a concrete color plan for the study. Finally, the study selected images that best showed the meaning of the sea, it produced costumes and accessories.

III . Artistic Costume Design

1. Visual Image

The representative visual image of the sea is color, it can be regarded as the most inclusive color that the sea can have blue. The second image is the "transparency" of the sea, which is more inclusive because of visual reflection, among other factors. The third image is "wave," which can be expressed as a "wave motion" or "surge." A wave is a visual image that is readily associated with the sea, particularly the seaside. The fourth image is the fluidity of the sea. The space of the sea consists of water and other substances that contain more water than any other thing on land does. In addition, living beings in the sea possess a large amount of physical fluidity compared to living beings on land because the former must function while resisting water currents. Such a large amount of fluidity requires skin of sea organisms to be highly elastic, resembling viscous liquid or a jelly. The sea is believed to be both visual and conceptual.

2. Proposal for the Materials

Choosing a material requires detailed attention to a model that has complex images rather than to one that consists of simple visual images. This study chose the ramie fabric because it is a natural fabric, is semi-transparent, and has a more loose structure compared to any other fabric. These characteristics make it appropriate in portraying the characteristics of the sea.

3. Design Description

The necklace was made of silk, it was a style type of jewelry. It connected the silk to an aluminum wire in a wrapping motif. Its form was inspired by "Sea Fan", a rare coral, while the color of the silk used for wrapping corresponded to the color chart carefully chosen previously. It was intended to express the variegated colors of corals.

A necklace design that uses wrapping techniques. Silk has a unique sheen and a clear color. Wrapping many different colors of silk, therefore, can bring out varied kinds of feel. In addition, aluminum wire is light, flexible, and easy to process, making it a good material to use after wrapping silk. The wrapping motif used in this study was about 10 cm. long, and the shape of each motif was fixed, using the aluminum wire. The general concept was inspired by the image of the corals under the sea.

IV. Conclusion

The Sea is one of prime elements of nature. The colorful, visual images of the sea give us endless inspiration in design and, in fact, many products are the result of such inspiration. We can find many lifestyle products that were inspired from the visual images of the sea, particularly in the aspect of color. This study aimed to produce new Art Wear by transforming existing conceptual images of the sea into visual images, and applying them to costume design. For this purpose, the study examined the literature to investigate the visual or color images of the sea, and tried to graft those images on the design, as well as on the material, color, and production techniques.

Creating designs based on nature may become problematic due to the vastness of nature. The process then allures designers to see their subjects only a microscopic pointview. This study overcame such a problem by understanding the conceptual view of the sea. It objectively created a design with nature as a subject, using these objectified elements in a design process.

References

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