

THEME > Alternate world

A hypothetical world situated in a different dimension of space and time than the real world consisting of the universe known and experienced by human beings.



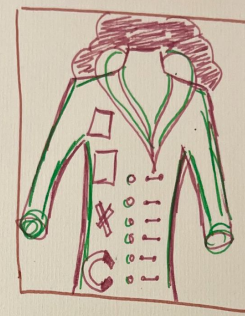
I chose this theme because I always was interested in fiction of alternate world and the creatures that might live there or exists. The fact that some of our Disney cartoons or Lego games and so many other universes might exist out there blows my mind. In my opinion, imagination based on some sources can be the best way of showing art because we can add or remove anything that we think suits the idea better. Alternate world is a real universe but no one has confirmed the exact condition in it. So I am going to use a mixture of my dream, imagination and actual resources to put them into my artwork and show them physically.

Space coat

I intend to create a fashion piece about the clothing of aliens in space based on their properties and the diversity of their species which helps me to combine more options as the detailed elements in my design. To further develop my sketch based on an alternate reality, I did some researches about sci fi movies and books to get inspiration from their characteristic behavior.

First step for designing my own work was to look after the fashion shows based on the concept of aliens and space to see how the concept is represented based on fashion values. Most of the designers have used a coat as the base and developed them based on their own creativity which made me think about to consider the base design also as a coat and for the additional parts I looked at couture fashion . I decided to consider an unusual part in my design to push it more towards the fantasy and imagination perspective for the people's vision which I figured it out during the next level ups of my process.

I decided to combine the initial idea with a completely unrelated topic to decorate with so it can be somehow representative of weird fashion concept to lay more with the meaning of alien costume. I Looked at electricity devices which I had at home such as bolt and nut instead of buttons, rusty materials, power outlet and wires.

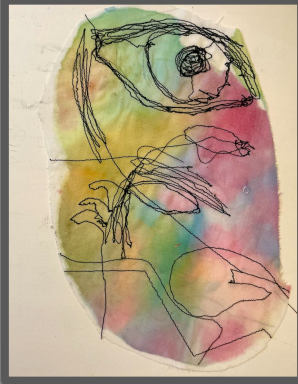


This design lead the mindset of the spectator to the kingdom and power and so I decided to add a up layered collar on the coat to show a highly reputed and well known character for its character who wears it.



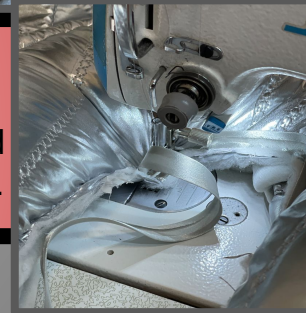
I quite liked the fancy and weird vibes of this type of couture fashion and how it can diversify the base design from its other simulators in kind. I decided to add two branches coming out from the coat so it can adds an identification from the alternative creatures.





First I did some experiments with sewing machine to try some of its techniques and learn how to sew from both back and front the textile, back stitch, zigzag and applique. I tried to do a simple but round shape such as eye to be able to challenge myself with sewing round corners.

In the process of sewing different parts of the coat, I found collar the hardest. Because I wanted to make it voluminous. First I sewed the round side on the top, entered the wire to make it stay up, put fiberglass inside and then sewed it completely. At the end, I sewed a silver ribbon for covering the edges..



After finishing my experiment, I stated to cut out the the pattern with the measurements that I figured out for th size medium. Then I put them on my synthetic textile and cut the it out so I could start sewing them.



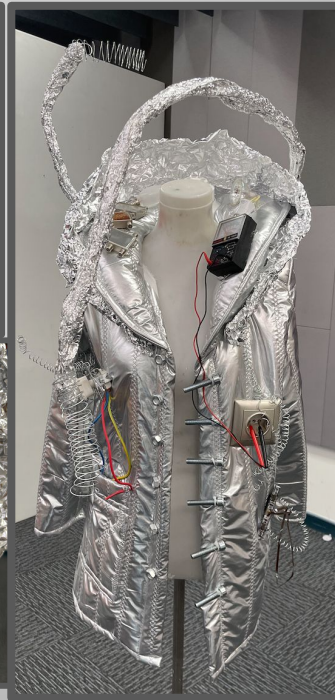
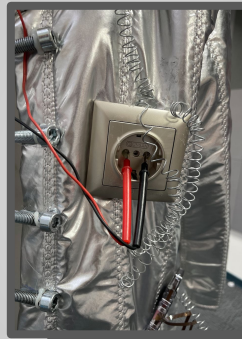
I started with sewing the seam allowance between the front and of the coat because in my opinion it was the easiest part. Then I moved on to the armhole which I had to turn the ending edges in and then sew from the inside.



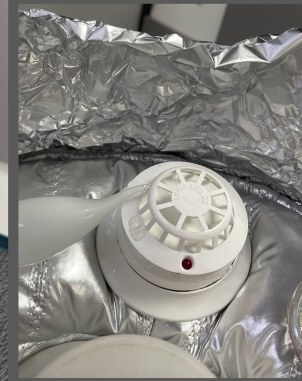
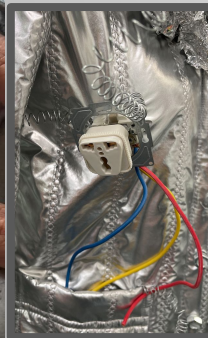
For making the branches to stay upward be formed as how ever I want while coming out from the coat, I added wire inside and covered it in news paper all in the aluminium foil which had cut earlier into two pieces.



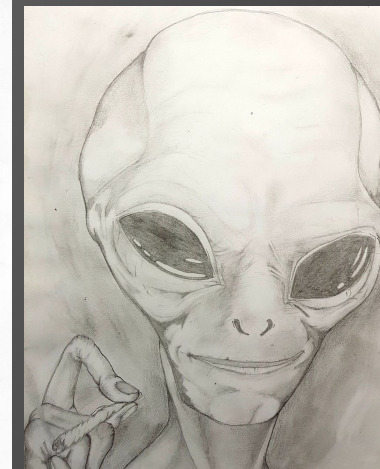
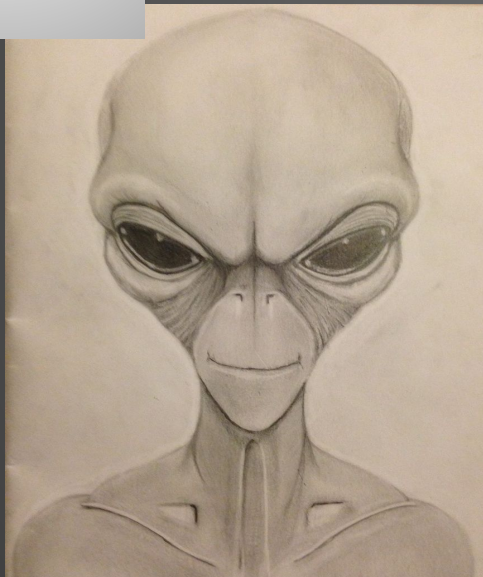
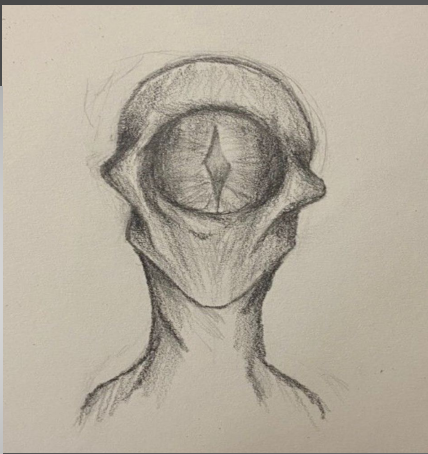
Decorating the coat by using glue gun to stick some of the rusty materials that I had available at home



bolt and nut
instead of
buttons



My sketch
development
for
constructing
alien



Victory bow

For making this piece, I got my inspiration from Ribbons decorations. Although I had the main idea about connecting the piece with but I also wanted to try out designing more varieties of fashion clothing to get the idea of what exact base and concept I want my piece to have.



I experimented with angelina because I wanted to try pout working with new material that I hadn't have worked with before, but I didn't use it in my final work because it did not match with its concept

Experimenting with Angelina

The properties of these fibres result in an ability to provide luminescent-iridescent highlights: the "heat bondable" forms allows coloured fibres to be heat bonded to each other, creating a web of fibres, which further change in form and colour when the layers melt together.

this is what it looks like after melting:



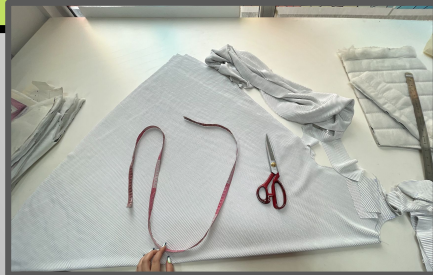
Digital sketches of bows

After this experiment, I decided to sketch different aspects of bows to be able to finalize the ribbon main idea to my design and start the work with combining all of my previous sketches and concluding as a dress with a big bow on to comply the classic, street style and party concept all as in one dress based on colors or textiles.



After I connected all of the bows together, I sew it on the dress that I made earlier based on pattern and cutting.

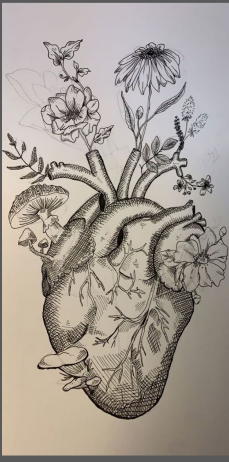
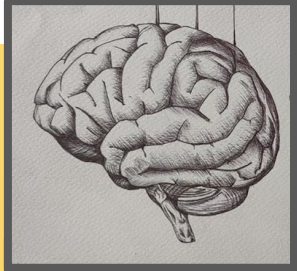
The textile I chose for the bows is called candle fabric. First I used the heat of iron for each of them to stick the layers of the upper part of the fabric together to make the bowtie , then I used sewing machine to sew the endings of of the bow ties so they can stay still in their place connected to the rest of the fabric.



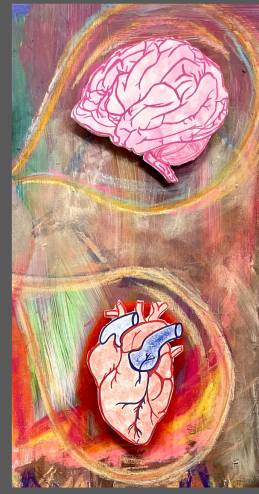
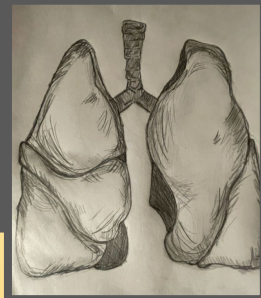
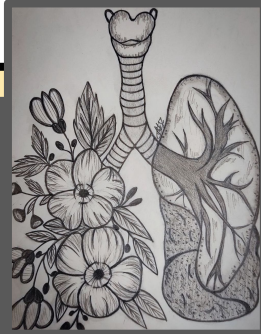
I wore the dress because I wanted to see if there is any problem that needs to be fixed but i didn't change anything except the order of the colors for the bow.

Distribution simulator

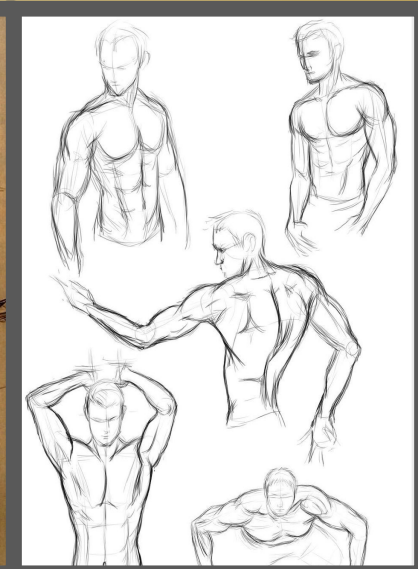
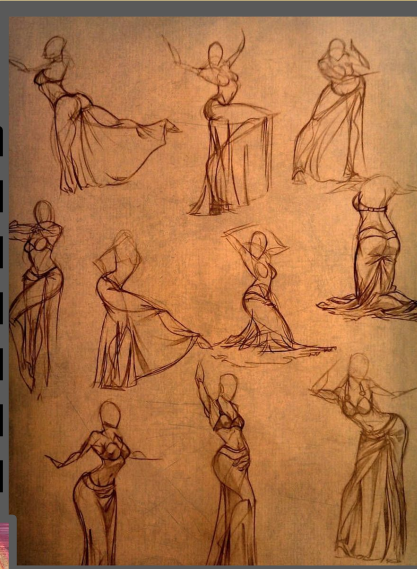
My initial idea for this piece was to show how gender discrimination is also applied in alternative world. So i decided to make a story about how a devil which represents the creator in this painting, make humans from their organs up to their skin and identity in a distribution simulator. The creations are only females because the devil does not want any man to have a contact with its women. To portray this meaning in my artwork, I needed to have both woman and man considered and also the process of making the body step by step.



sketches



final



Digital sketches for different poses

The final men body sketches are covered with my own hand prints to show how they are eliminated through the production and the women body are oppositely shown in the simulator with faded colored techniques.



final

My artist of inspiration for this artwork is an American artist called Jean Michel Basquiat which his art movement is Neo-Expressionist a movement characterised by vivid colours, emotional intensity, and a return to figurative art – a reaction against the minimalism and conceptualism that had dominated the art scene throughout the 1970s.

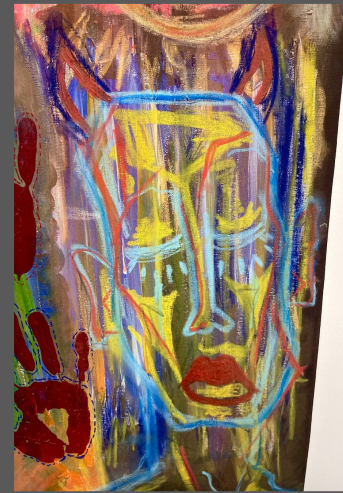
Based on this information, I did some sketches about the the devil that I wanted to include in my painting with the use of this art movement to show the technical and conceptual connection in my artwork.



Artist artwork



My experiments



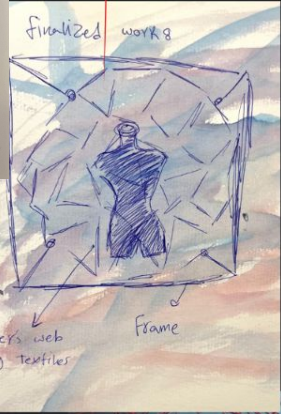
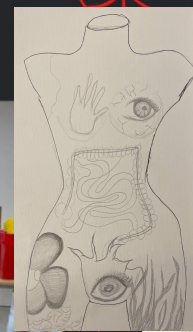
My final

The artwork has long been recognized as a striking self-portrait, portraying Basquiat in a devilish form. With its sporadic brushwork and a vibrant blend of colors overlapping a fiery black devil at its core, the painting captivates viewers with its intense energy. Originally, the artwork found its place in the esteemed collection of art dealers Adam Lindemann and Amalia Dayan in New York. Lindemann acquired the piece for a remarkable \$4.5 million at the prestigious Sotheby's contemporary art evening sale in London during June 2004.

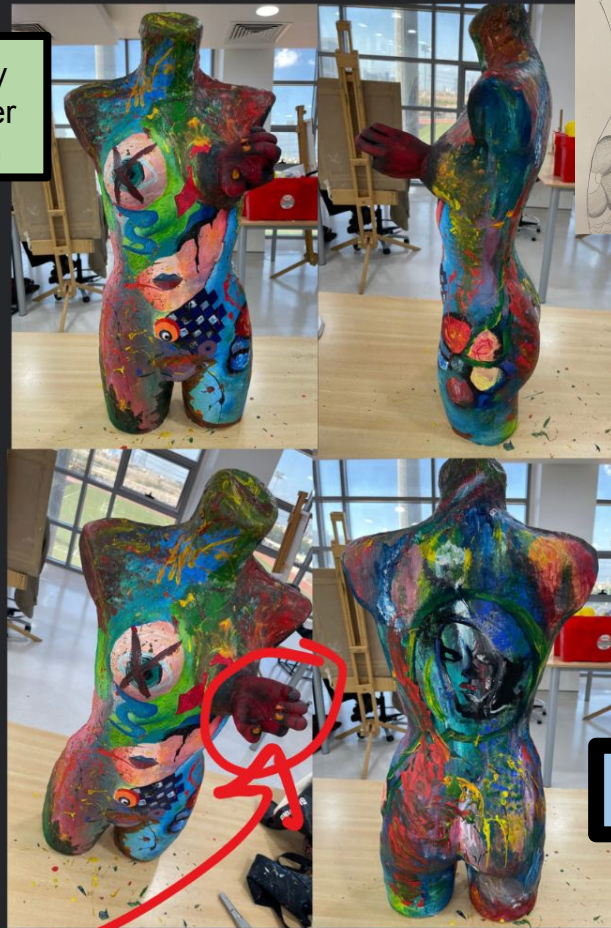
Cursed body



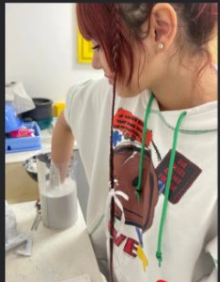
Making the body
by putting plaster
over mannequin



My inspiration for the final idea

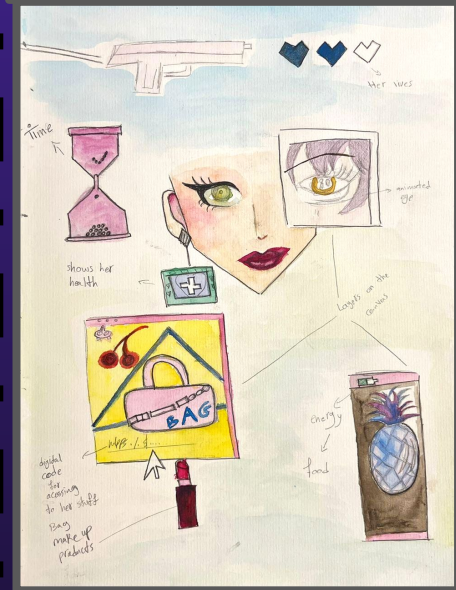
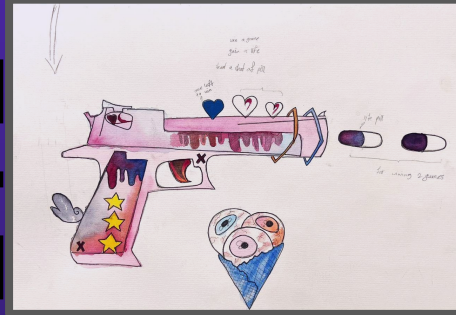


I made this hand by using the layering of plasters same as the body but it wasn't stable so So I decided to make another one by casting my hand , let it dry out and color it with dry brush and scumble techniques.

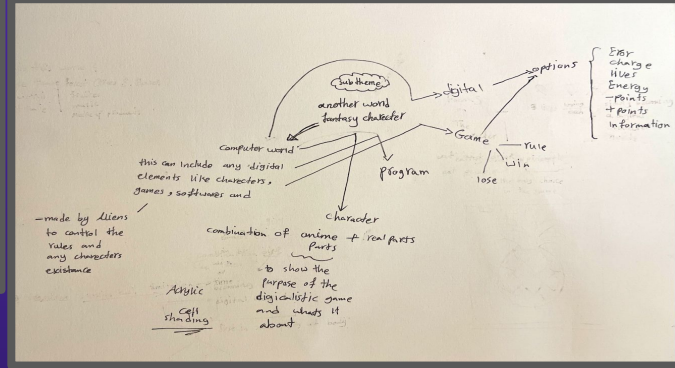


Digital landscape

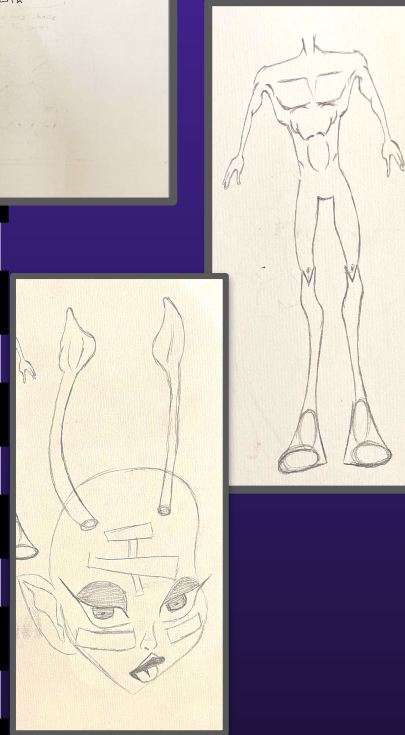
my original plan was to develop a fictional digital setting with a lead character. I was inspired to create this piece of art because I've always thought of this world that we live in now, as existing in another reality. It could have been made by aliens or it could be a virtual reality world where we are merely characters in a game. I have therefore always believed that these beliefs are either partly true or completely false. These are a visual representation of my necessities for surviving and advancing in the game as if I were truly living as a character.



My initial mind map to develop the sketch of my ideas for the first piece



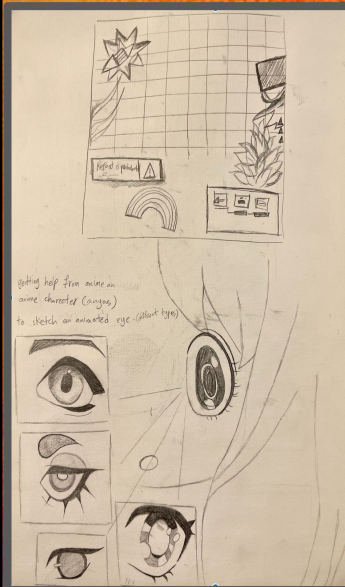
One of my initial idea for the character was to combine the emotionless features to it so it seems like that it has been through different stages of the life cycles in the game, it kept losing and gaining life chances and finally getting passed from the stage of showing emotions to regular things. So i thought that adding features like crosses on her face can be a symbol that she has been in the simulation of wars in the digital world.



I decided to add the robotic hand to the character to illustrate the actual controller for playing games which can act as an symbol to portray the importance of the digital reality of the artwork.



For the background of the artwork I wanted to portray a mixture of street art, pop art and also that game atmosphere. So I focused on doing an experiment with acrylic paints to find out right combination of colors as faded, lined up and messy textures. For the symbolic elements, I also tried out some popular elements used by street artists. For the techniques, I applied the free hand drawing and also defined shaping. Some of the artists I took a look for are Jenny Holzer and Barbara kruger.



I knew that I wanted my character to have the feature of both anime characters and also game inspired faced and clothed instructions. So here is my sketches for developing the anime part to the character

I used pallet knife techniques to paint the controller to make it stand out in between the other parts of the painting because of its relevant texture so it can communicate the depth of the meaning of the painting to the people and catches their eyes.



experiment

I wanted to show the imaginary depth of the painting, so I knew that the use of outline shape and fill in shape techniques could help to illustrate elements with the fictional function .



experiment

Here is my experiment with pallet knife but as I reviewed it again it, I thought of not applying the paint in this way and instead tried to first put the acrylics on and then tap the knife pallet over the combine the colors while also being not blended fully.



final



And these are some of the outlined and full shapes n my final work.



finals

The space of games are usually full of shadows and uncertain textures and patterns to define the 3d space. So I tried dry brush, dabbing and streaking techniques to apply these factors in my painting.

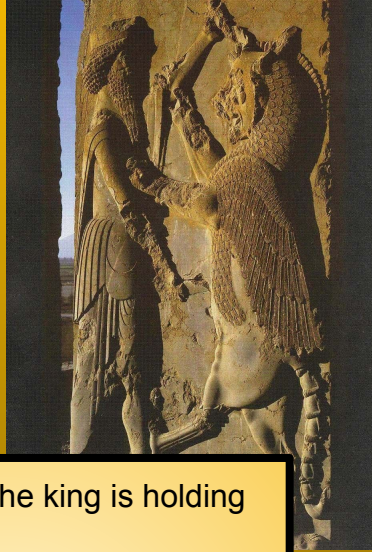


Takhte Jamshid

I wanted to make an art piece which could show my other skills and conceptual thinking in painting. So I decided to connect this piece with the tradition of my home country Iran and portray a part of our kingdoms symbol in an alternative world. This piece is specifically showing the battle of shahriar and Lion which is a fictional character in persepolis.

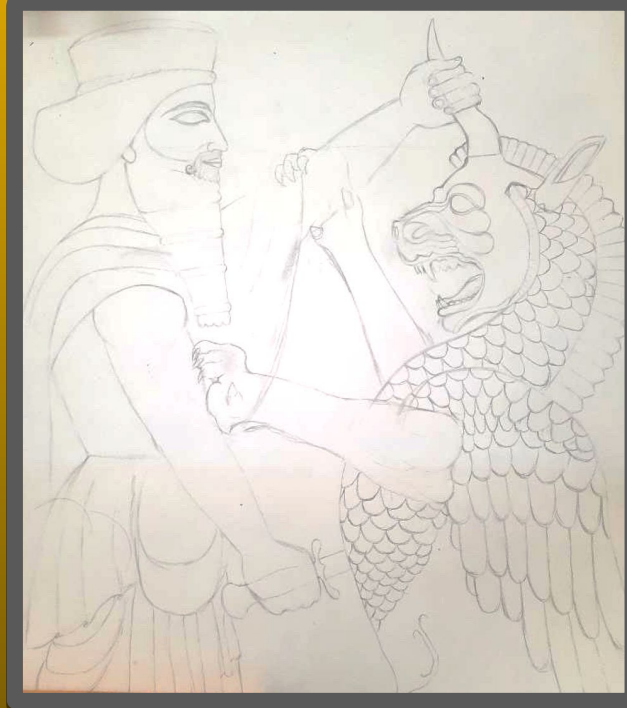


The weapon that the king is holding is called Akinake.
The akinakes, also known as the acinaces, is a type of dagger or short sword that was used primarily in the first millennium BCE in the eastern Mediterranean Basin. It was utilized by various ancient civilizations, including the Medes, Scythians, Persians, and Caspians, as well as the Greeks.



There are some emotions behind the characters and the meaning they convey. The king is a symbol of calmness because he is completely unbothered and the other creature which is called winged lion shows anger and the willingness to fight.

Here is my initial sketch



I chose a different medium for this painting because I wanted to try different techniques with gouache. I used wet on wet and wet on dry techniques.

I added the silver and gold colors as shadows at the end to make the piece more valuable and eye catching.



My experiments with gouache to try the techniques



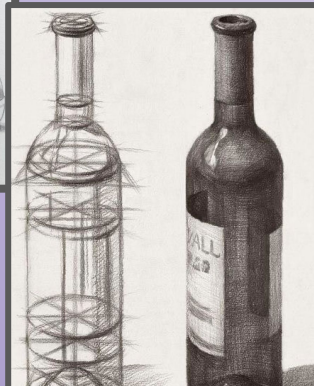
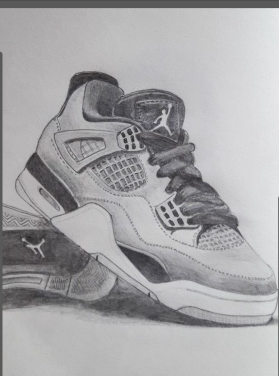
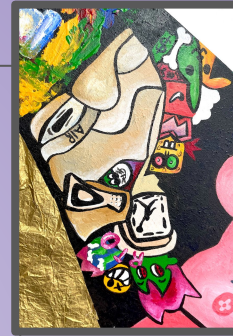
Applying the techniques in my final work

Absolute art

My initial idea was to combine textiles, papers and painting to illustrate an alternate dimension of fashion. I chose 3 brands: louis vuitton, chanel and Jordan and I developed my most favorite products from each and added fictional elements or combined them with another kind of products and brands. For instance I combined macdonalld with chanel for the makeup product package designs and also a famous drink brand with the matter of art.

I used the techniques
pallet knife, out line
shapes washing, wet
on wet and gel
medium.

Here are my initial
sketches, inspirations
from products and the
final outcomes.



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