COSMIC HORROR

HOW CAN AN INTEGRATION OF TECHNOLOGY INTO FASHION APPEAR LESS ALIEN-ERA AND MORE SINISTER?
"COSMIC HORROR" IS A SUBGENRE OF WEIRD AND HORROR FICTION THAT EMPHASIZES THE ROLE EXPERIENCED THROUGH THE UNKNOWABLE AND INCOMPREHENSIBLE. IT INTERTWINES THE CONSEQUENCES OF SCIENTIFIC PROGRESS AND SUPERSTITION, POSTHUMANISM AND THE EXPLORATION OF THE COSMOS (NOT UNIVERSAL).
THE ANALYSE CREATES TEXTURES AND GARMENTS AS A COLLECTION THAT SEEM UNFAMILIAR. THEY MORE STRANGELY THAT SEEM TO ADDRESS THE MACHINE OR BE ALIVE. TRYING TO DISPLAY AN FUNNEL OF HOW THE FIELDS OF MAT AND TECHNOLOGY CAN BE COMBINED AND SERVE AS AN FOUNDATION WITHIN THE PIECE AS WELL AS TO THE WEARER AND OBSERVER ON A PHYSICAL LEVEL. ENDING A MODULARISING OF BEING HUMAN AND A PROCESS OF REWIRING. ON ONE HAND DESIRED TO THE HUMAN EYE, SEEN AS FUNCTION - LEVEL MOVEMENTS AND THE DESIRES AS THE MEASUREMENTS FOR CREATING THIS MOVEMENT ARE BEING SENSED FROM MOVEMENT FROM THE EVERYONE AT A SPECTATOR THAT THE PERSON WEARING IT IS CONSIDERING IT BUT ALSO WITH SUFFICIENT DESIRE - TURNS INTO THE MATTER REGARDING THE SUPPORTED FUNDAMENTALS OF ANTHROPOCENTRISM.
THE MOCKUPS SHOWN ABOVE, THEY ALSO ACT CONVERTED AN IN PERFECT THE SKIN SEAL TO CREATE AN ATMOSPHERE OF SOUND PIECE. USING SOMEWHERE THE COSMIC SOUND RECORDED AS DESIRED TONES IN "SOUND OBJECTS" WHICH THE MOTION DESIGNER, BLOGS ON THE EXPERIMENTAL EARTH, THAT SUGGESTS OF A TRANSCENDENTAL OR COSMIC LIFE GETS FED INTO A FIBERTAL PROGRAM, WHICH INTERACTS DIRECTLY USING INDUCTION SOUND BEING PROJECTED INTO THE GARMENT, CREATING THE ILLUSION OF AN ALIENATED MOVEMENT.
THE INTERACTIONS TOGETHER TRYING TO VIVICATE THE SENSORY OVERWHELMING FEELING OF COSMIC HORROR - AN ABSTRACTED BUT VERY TECHNICAL OBSESSION.

PROCESS

MAPPING THE GENERAL BODY AND THE MOVEMENTS BEHIND THEM TOGETHER WITH THE INTERCONNECTIVITY

SKETCHING AND FINDING PLACEMENT OF MOVEMENT

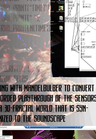
PLANNING THE CIRCUIT BOARD FOR PASSIVE MOVEMENT AND SENSOR INPUT ON AN ESP32

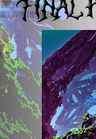
INCORPORATING THE CIRCUITS AND CABLES WITH SNAPS INTO THE DRESS AND GLOVES SO THAT DETECTED MOVEMENT SENSORS SEARCH AND DESTROYS THE FABRIC OF THE GLOVES

"FLOAT" 3D-PRINT CONSTRUCTION FOR THE ACCIDENTS WHICH WILL INTEGRATE THE SENSORS

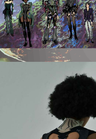
THE PROGRAMM RUNNING ON THE ESP32 IN EXPERIMENTING WITH AND VALIDATE CONNECTIVITY FOR FASHION CONTROLS, ALLOWING TO SWITCH BETWEEN DIFFERENT STATUS OF MOVEMENTS IN THE GLOVES

PROGRAMMING SENSOR INPUT THROUGH A MOTION SENSOR IN PURE DATA, CHANGING PRE-MADE SOUNDS AS WELL AS CREATING OWN WORK WITH SEVERAL SMALL COMPUTERS





WORKING WITH MODELBUILDER TO CONVERT A RECORDED PLAYTHROUGH OF THE SENSORS INTO A 3D FASHION WORLD THAT IS SCAN-COMPATIBLE IN THE SCANNERSPACE



FINAL RESULTS

3D-PRINT, MADE IN BLENDER AS A MODEL, PROTOTYPE INCORPORATING FINAL TECHNICALS

OUTLOOKS

THE OBJECTIVE FOR THE FUTURE WILL BE TO INTERCONNECT PARTS OF THE PIECE ON HANDLING MORE THE ORIGIN, MORE TO CREATE A SIMULATED OVERALL FUTURE REGARDING THE AESTHETICAL AS WELL AS THE ARCHITECTURAL SIDE. THIS WOULD MEAN, E.G. USING 3D PRINT AS COMPONENTS OR SENSORS USING INFRARED WAVE FOR MORE TARGETED AND BIGGER MOVEMENTS WITH LESS POWER USAGE OR CHANGING OF MATS TO BIOREPLICABLE ACTIVE ELECTROMAGNETIC WAVE CONTROLS.