PHOXERA

At this point, we were given the task to design a shirt and pants for our sewing project, and for this, I thought about what I wanted to do, which made me think of a concept within a concept. For this project, I wanted to create a uniform—the uniform of a person living in Phoxera—and what I thought that would look like for this portion or sub-concept of the main concept. I wanted something that was a uniform within the world of Phoxera. This uniform showed your allegiance to the cause of Phoxera to take down the authoritarian government and to silently protest the current way of life. You are angry. This is where the personality of the clothes comes in. You are angry at the government; you want your old world back. You want to protest the government without retribution because the government is authoritarian, and you will be punished for doing so. Much like Singapore, where if you're upset with the government, you can't do much but stay silent or create your own form of protest and hope not to get caught or shut down because the government doesn't like it. You have to protest in silence, making it strong and impactful yet almost undetectable. You are the beacon of hope to show others it's okay to have your own thoughts and beliefs that deviate from the government. This uniform is a symbol of that—a fight for freedom, a fight against authority in the safest manner possible. This is a uniform for a fight for Phoxera.

The inspiration came from things I would see on my commute to school on the train: office workers in their uniforms, a shirt and pants set. They were all dressed the same, with their beings bound by their uniforms into a sea of the same people. But how did they feel about it? What were their real thoughts about what they were doing and the cage that bound them? Do they want to be bound by the cage? Do they have a choice, or is it just to satisfy their needs to live in society? Does putting this on feel satisfying to them? They don't have the freedom to express what they want to express through the uniform they wear from the start of the day to the end of the day, spending more time in that uniform than in what they choose to wear. They feed into this narrative of control and obedience to whatever they have to do.

From this, I wanted to create a uniform that broke those confines. Paying attention to the material of the uniforms and asking why? For comfort? For breathability? It's quick and easy to put on; I assume you don't have to think so much when putting on a uniform. It's just there. It can harbor meanings. You wear it for so many hours and, besides the color, lack any other choice of what you wear. What does my uniform show? What do I want to show the world in an intangible way?











When looking at people on their commute to work, this was what I mainly saw: shirts and pants, plain and simple, all the same. I thought about how I could change that and make it different. How would someone from Phoxera, who was angry but had no choice, dress for work? If I saw them on the train, what would my response be to them, and how would I perceive them and their thoughts? Would I have a spark to go look up what they stand for, and how would that be translated through their clothes? How would I, the observer on the train, perceive this Phoxerian, and how would I feel?

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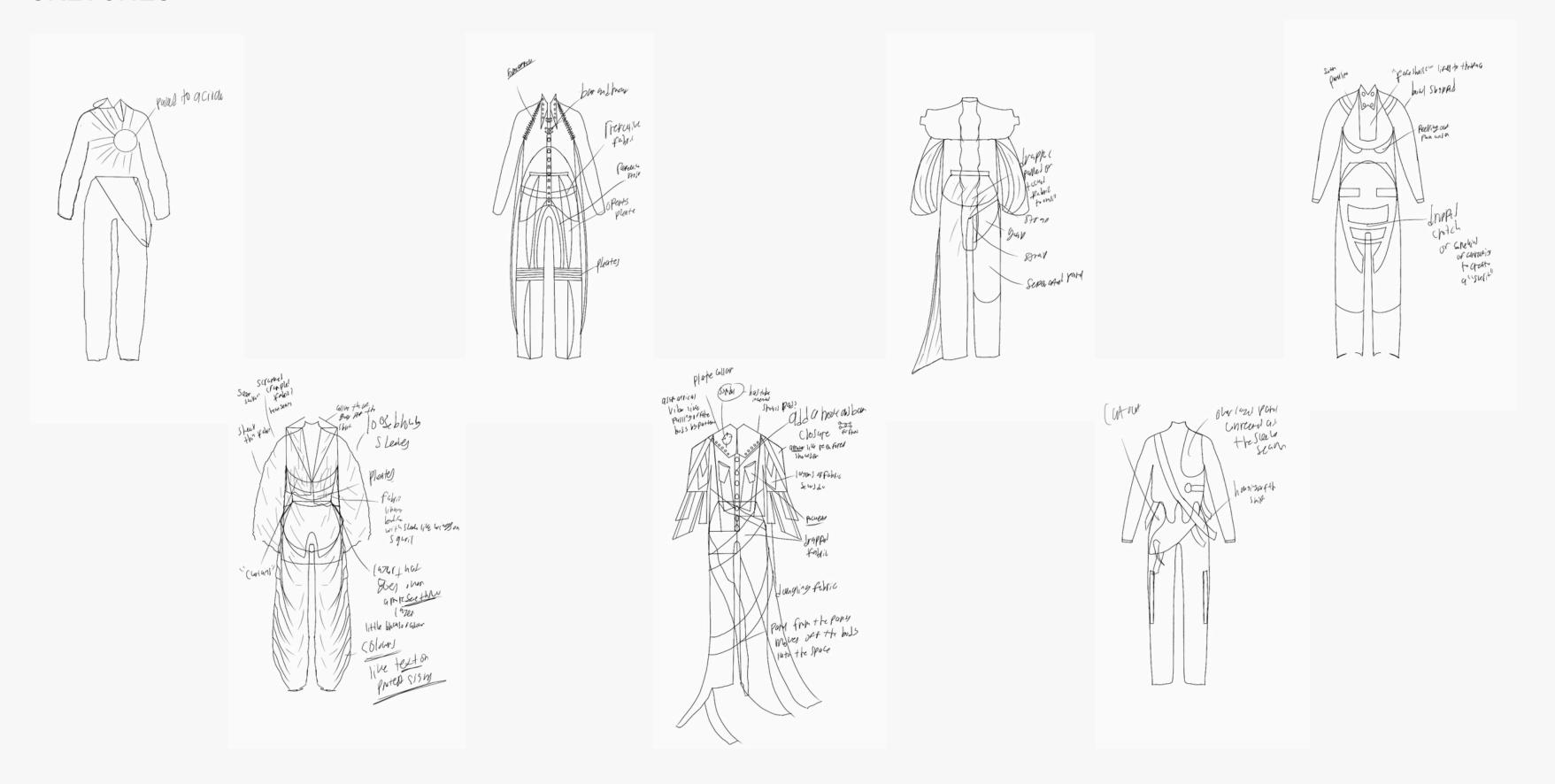
These were the sights I was looking at every day on my way to school: people in button-up shirts and trousers. When tasked with this project, it was the first thing I decided to look at—the office worker. From this, I started developing a design that would fit into the narrative of the office worker as well as the part of subtle protest for phoxera.

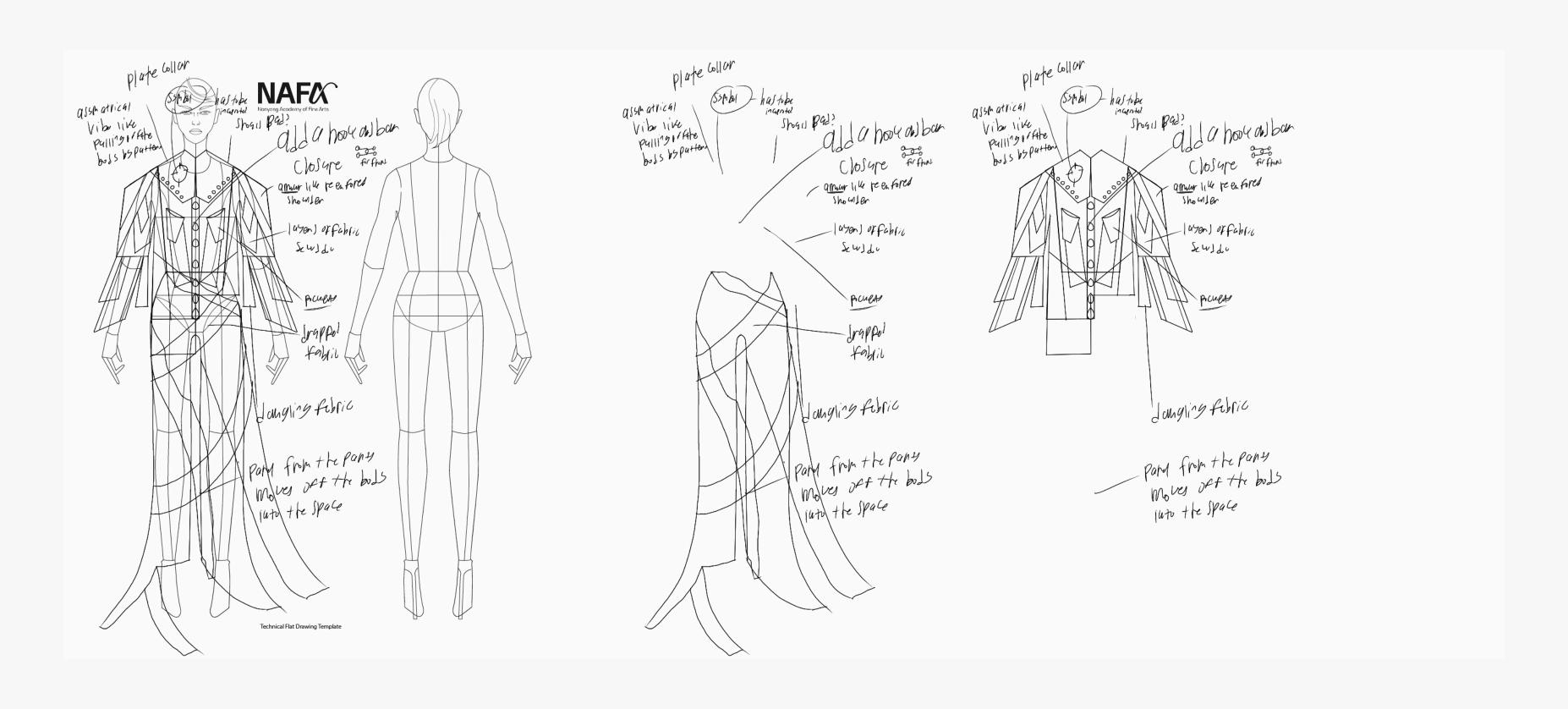


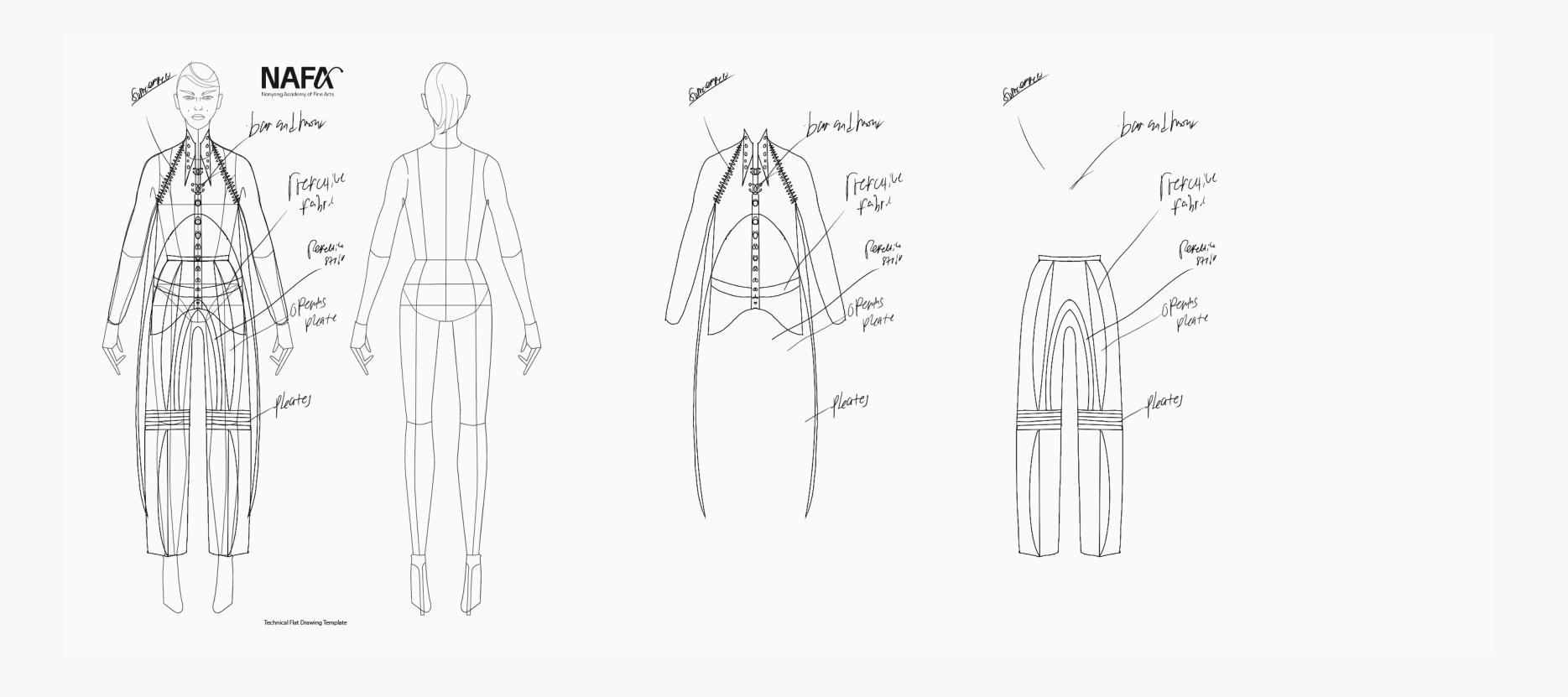
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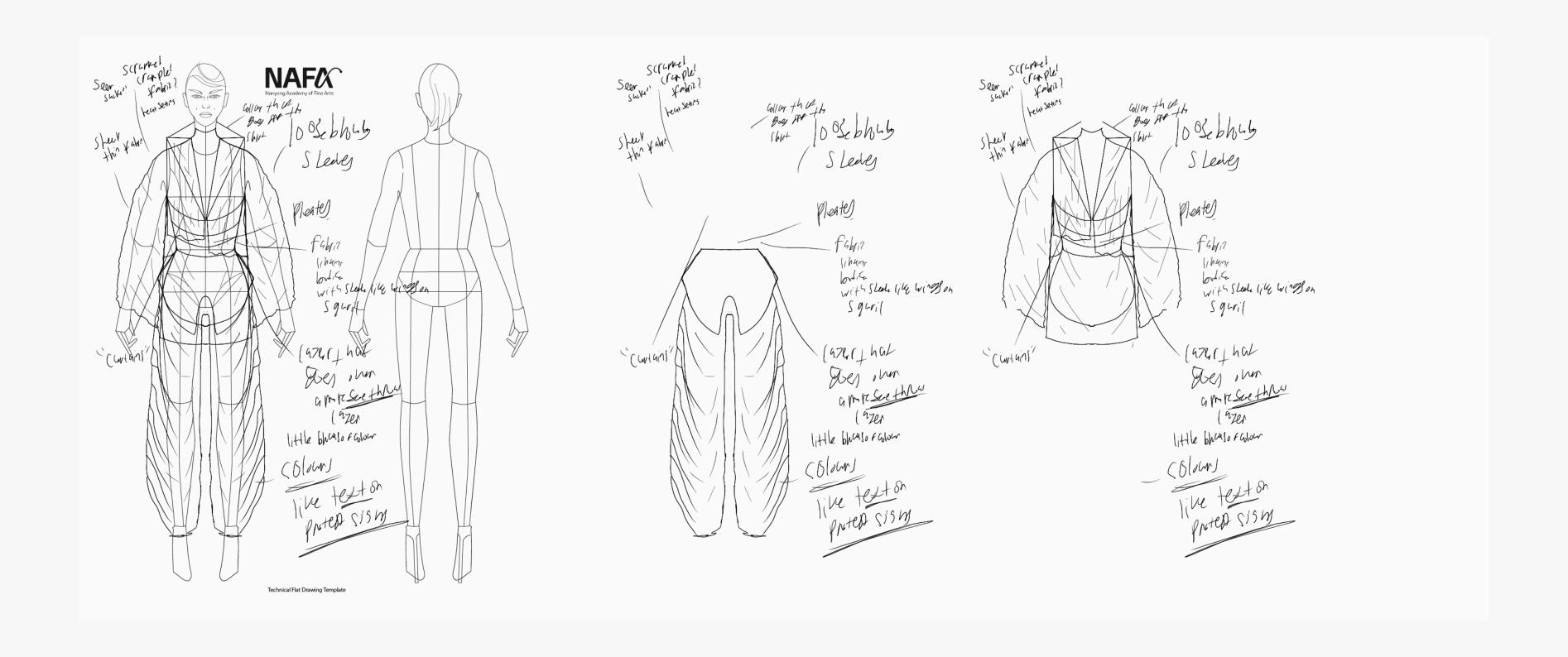
THE UNIFORM SKETCHES

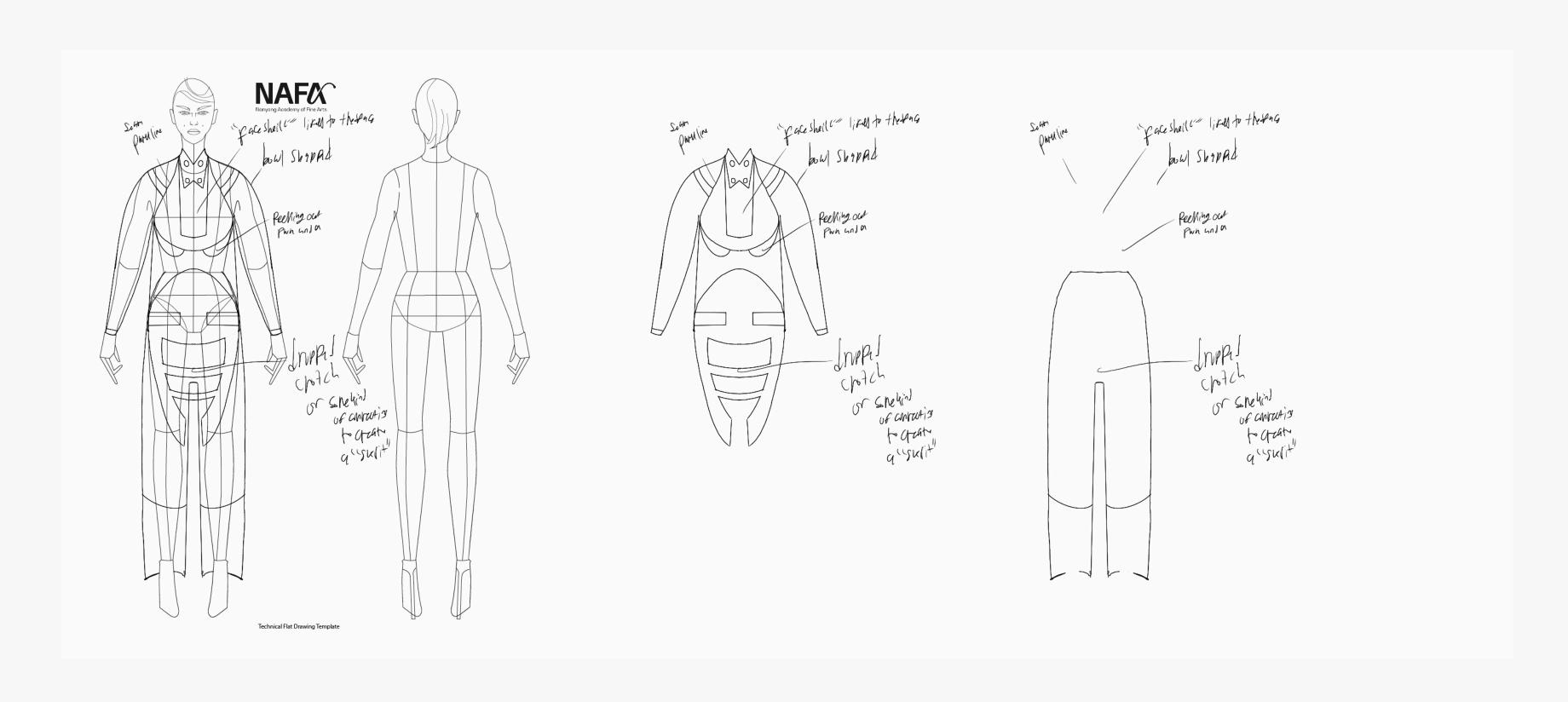
For the design, it respected the shirt and pants as they are, their form, their shape. They are recognizable but different. I decided to come up with a few sketches based on that thought and started developing from there. from the concpet of the uniform I took in elemts from other uniforms as well and expanded on them

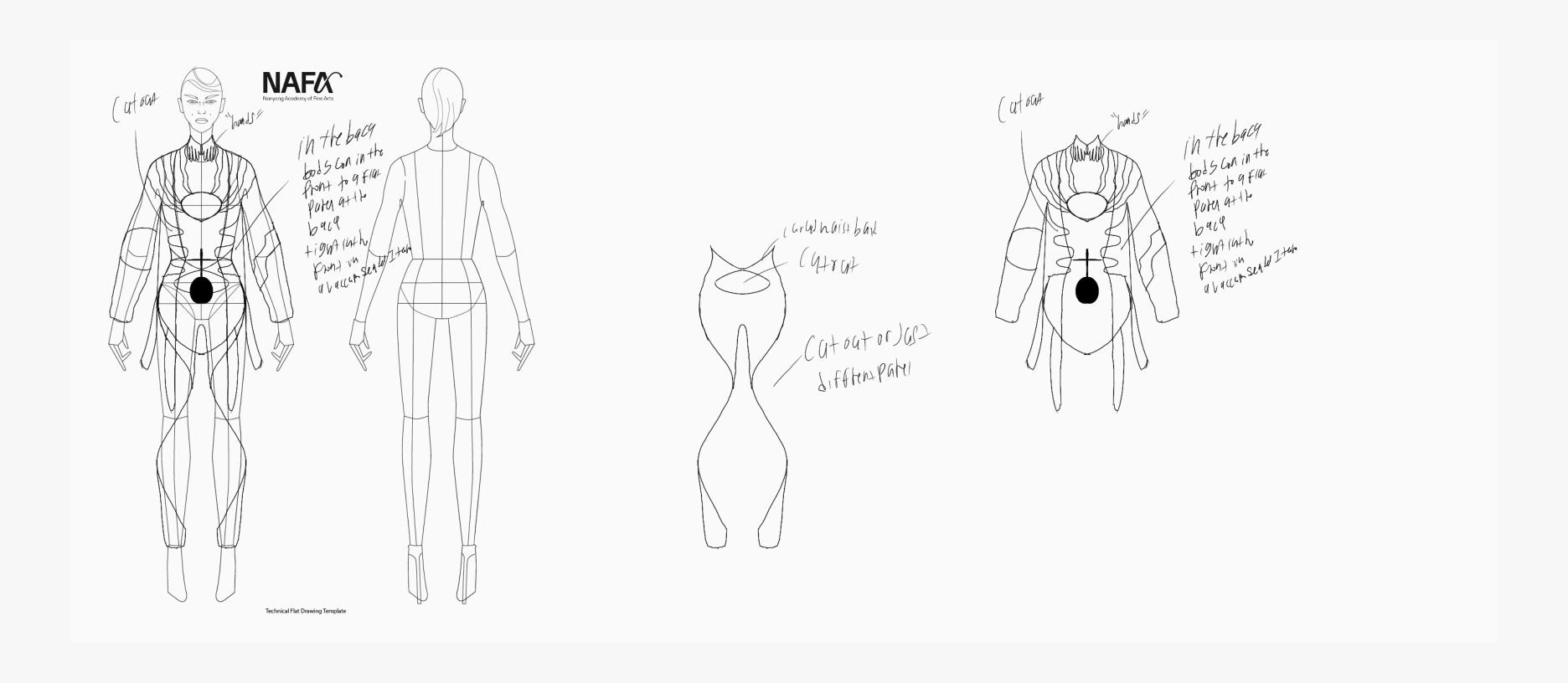


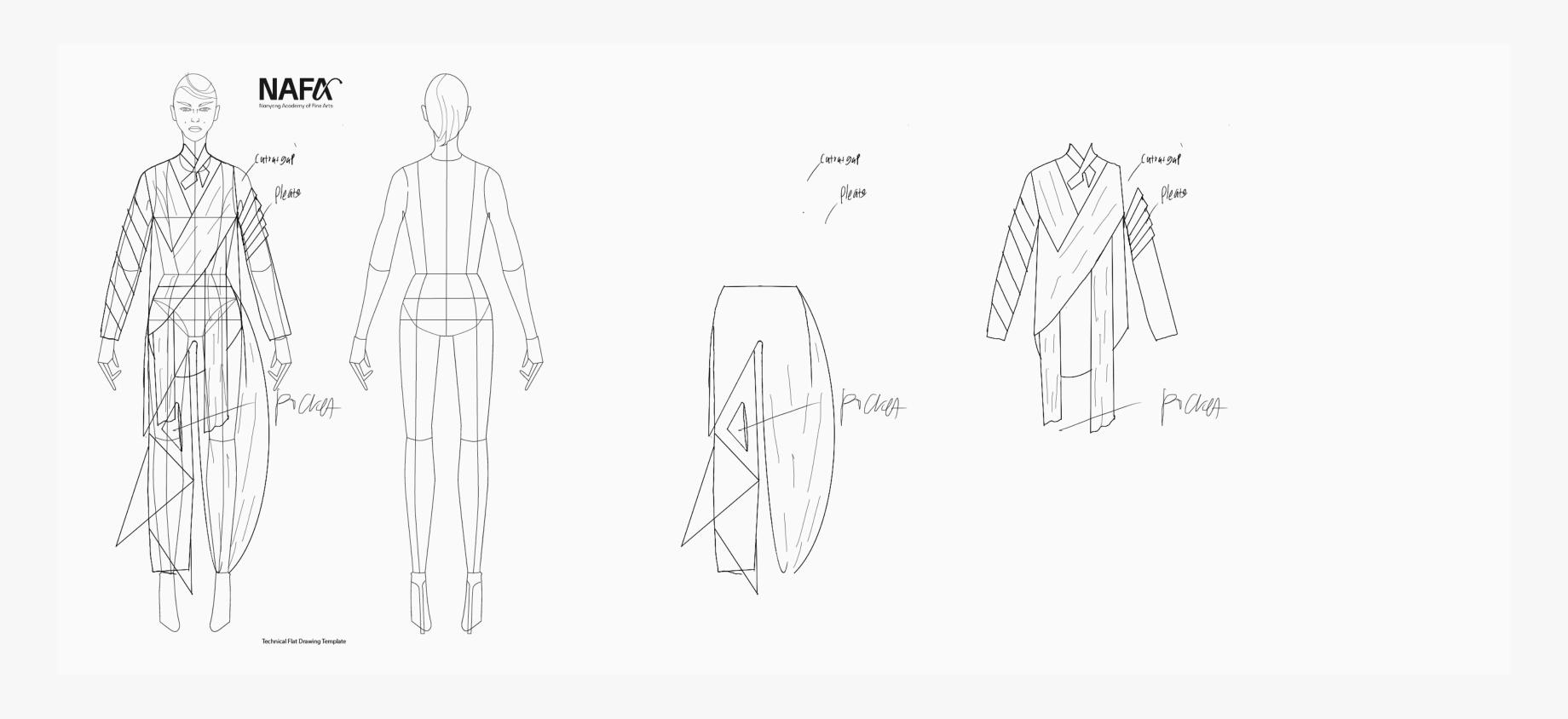


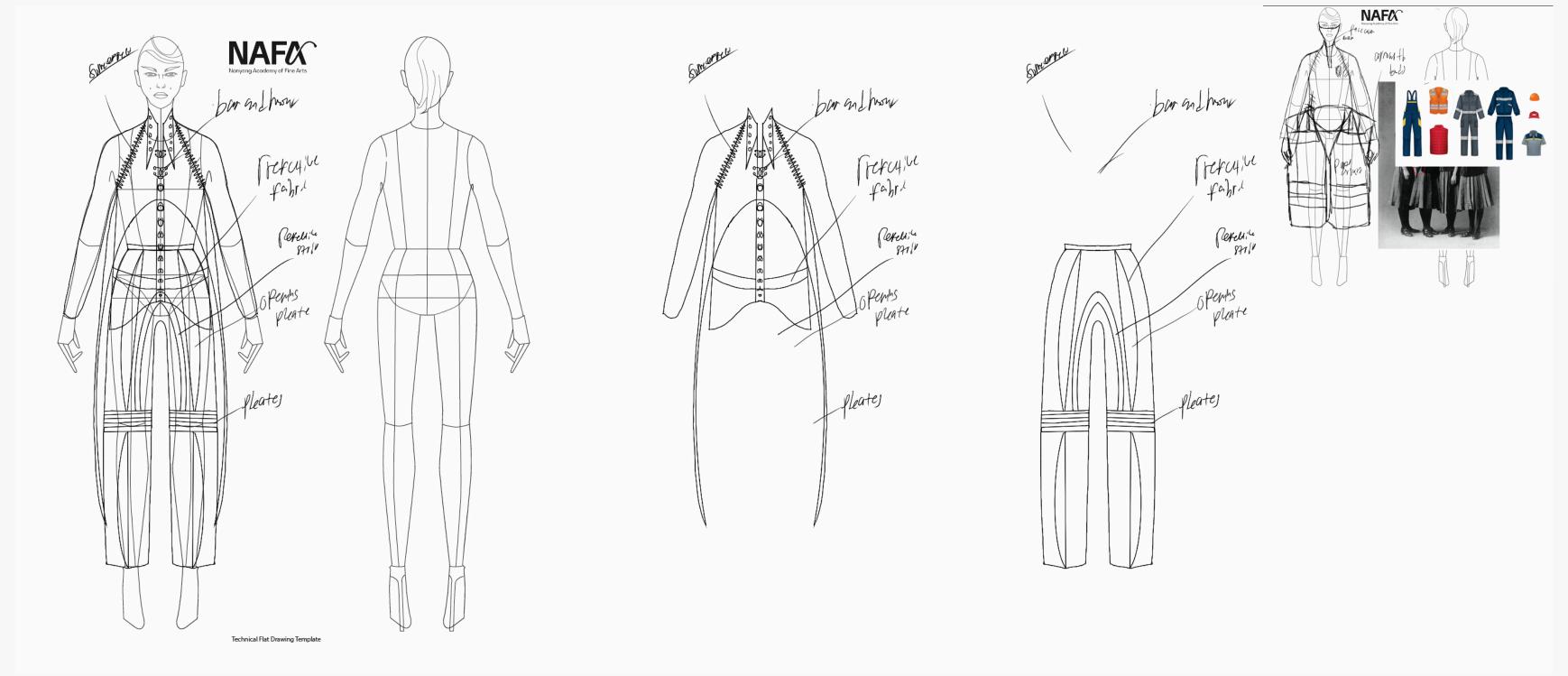






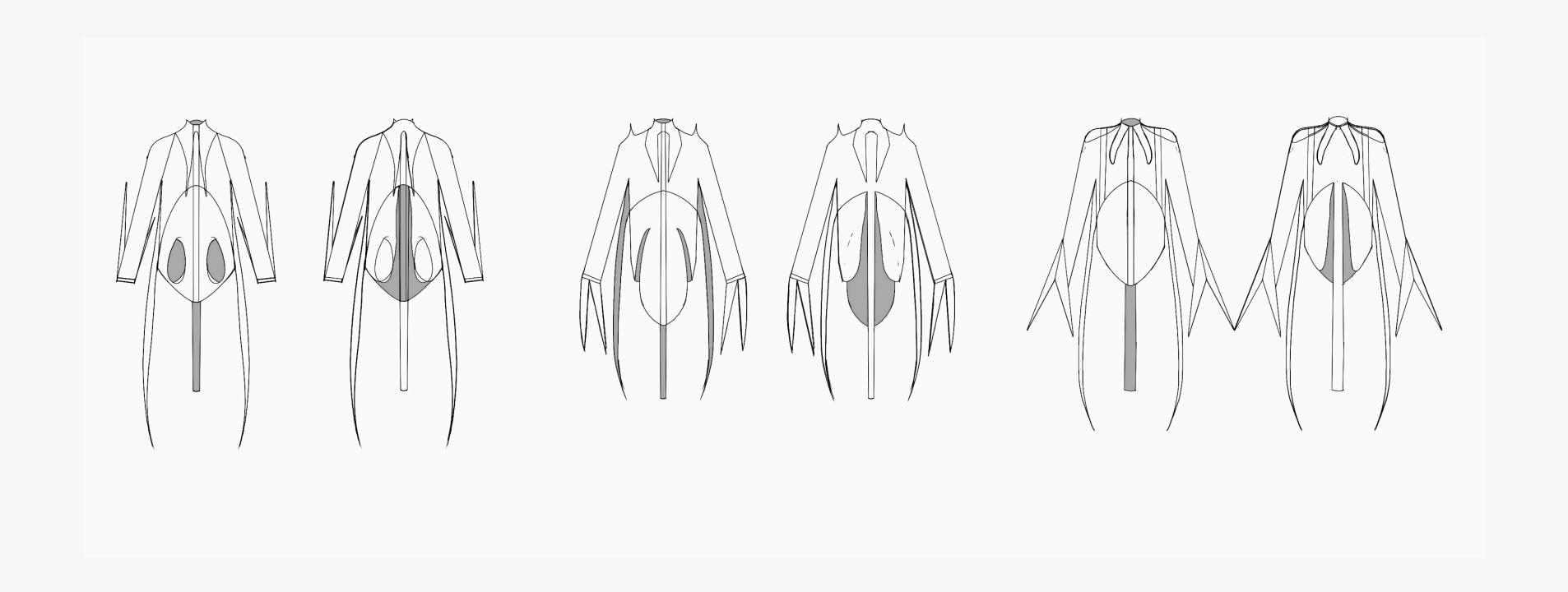




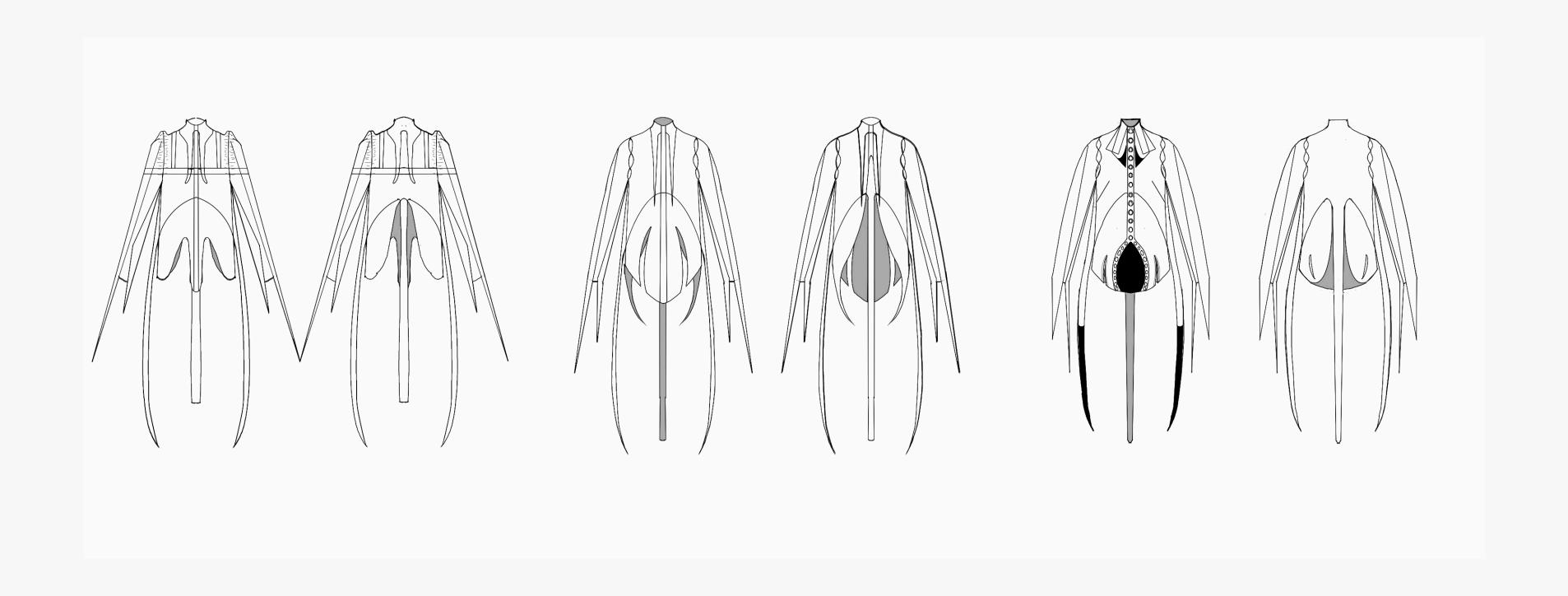


This was the design that was chosen as the one to develop, and so I did. I started off with increasing proportions of certain elements as well as to give the body some kind of liberation from the uniform. This was a liberating uniform, one you wore because you didn't really have a choice, but with this, it gives you the choice. You can put it on and feel different; you are no longer bound by what you had to wear before. You are free and expressive, showing off your stance on how your world is through what you wear.

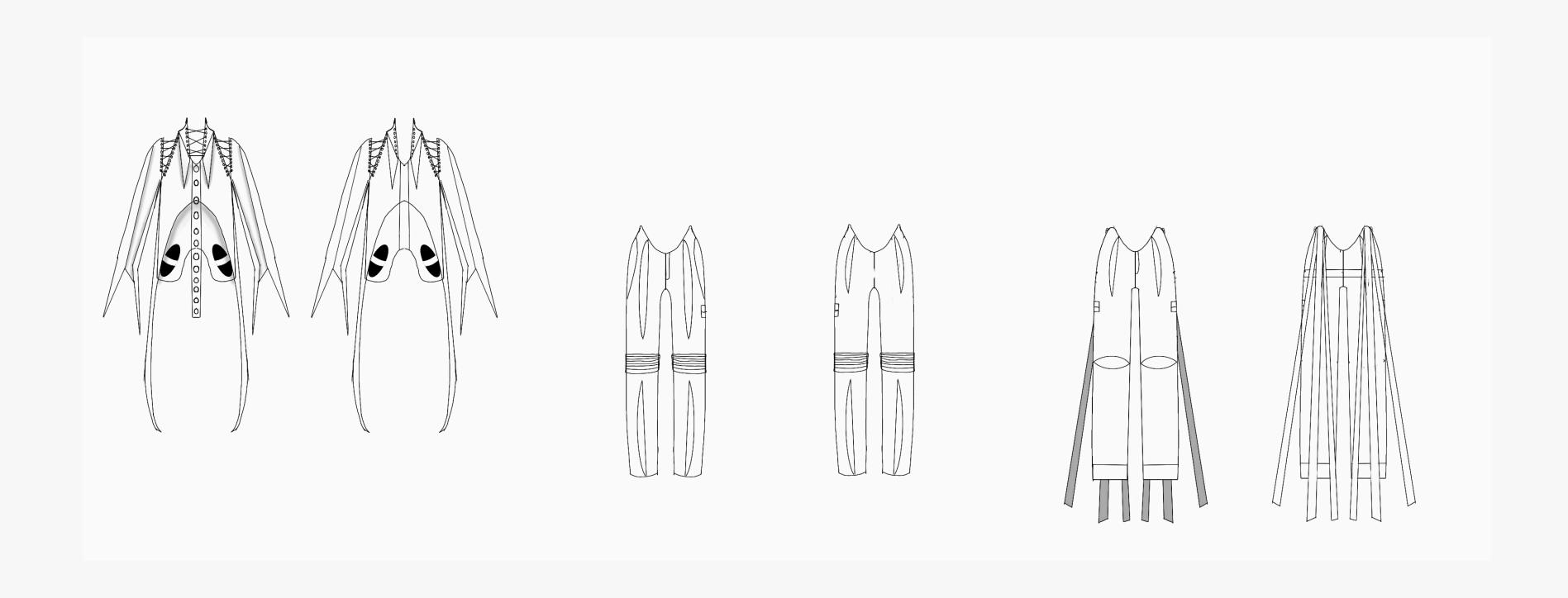
DEVELOPED SHIRTS

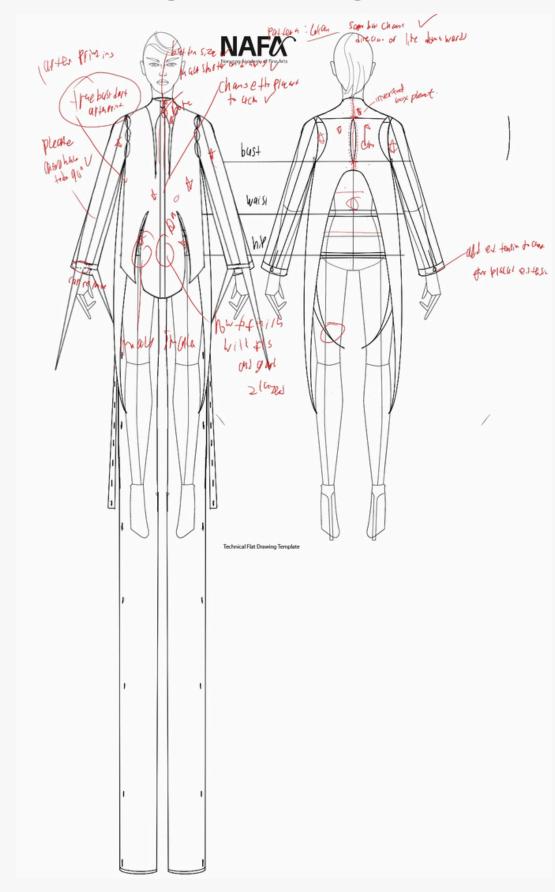


DEVELOPED SHIRTS



DEVELOPED SHIRT AND PANTS





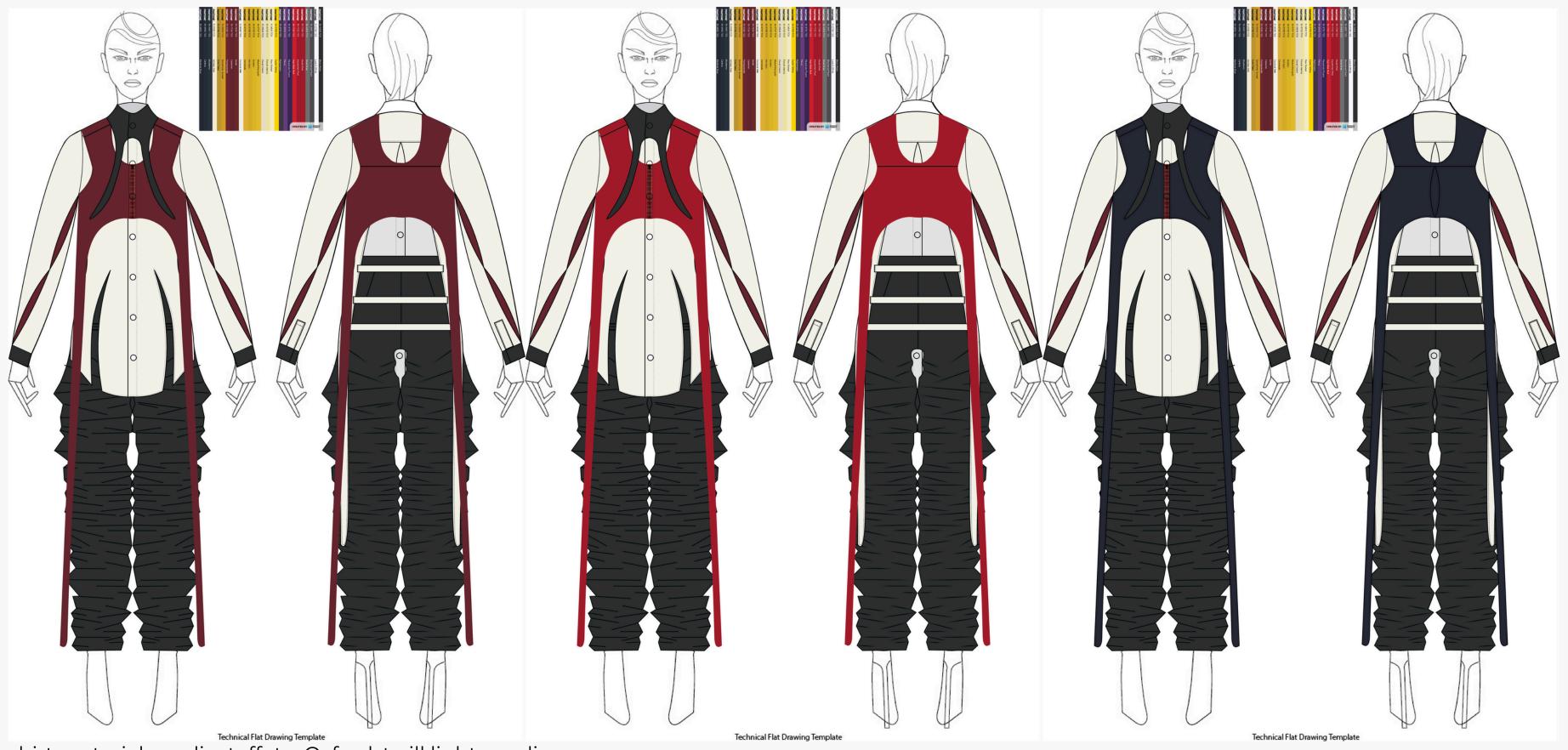
This was the design I ended up landing on and refining to get to what I wanted the shirt to be. I took the design of the shirt and decided to develop it a little more, as well as took the pants and decided to make them long and adjustable. With the pants being scrunched up on the leg, it created a very otherworldly look that was also optional for the wearer, depending on how they wanted to present the pants that day, with adjustable buttons on the pants for them to button at the different points for that customizable look.



the fitting toile of the uniform. I had to change a few things to improve the design regarding how it behaves when worn. I also had to change certain aspects of the design for sewing and pattern reasons. For the collar, it was too fine and could not really be sewn and inverted, so I had to make it wider. By doing so, I also decided to make it longer to make it more proportional. I also had to make the slits on the sleeve fall better on the body as they were opening up; hence, I decided to add tack stitches in the middle of each slit to give it the desired effect. Also, because the sleeves were too heavy, I had to change them a little bit by adding interfacing on the inside of the sleeve cap to support the sleeve slightly, as well as to give it a rounded look in the shoulders instead of the sleeve pulling the shoulder down, giving it a very flat look.







shirt material: poplin, teffeta, Oxford, twill light muslin

pants: course cotton

vest: wool

For the uniform, I decided to do a few color ways before I landed on one. I was also thinking about what materials to buy so that I could make the process as quick as possible.



This was the final color palette I decided to use for the uniform as well as the design.

