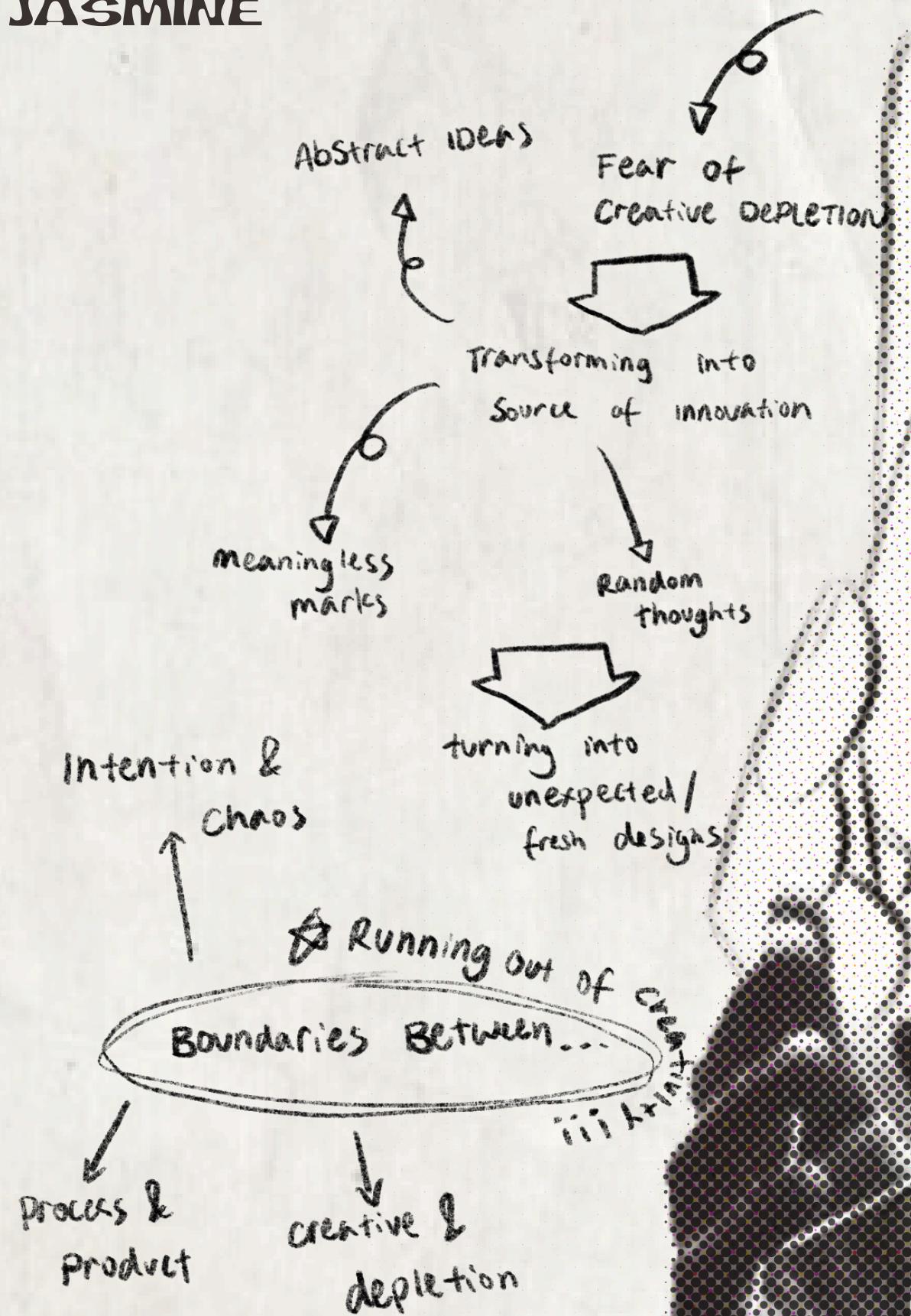


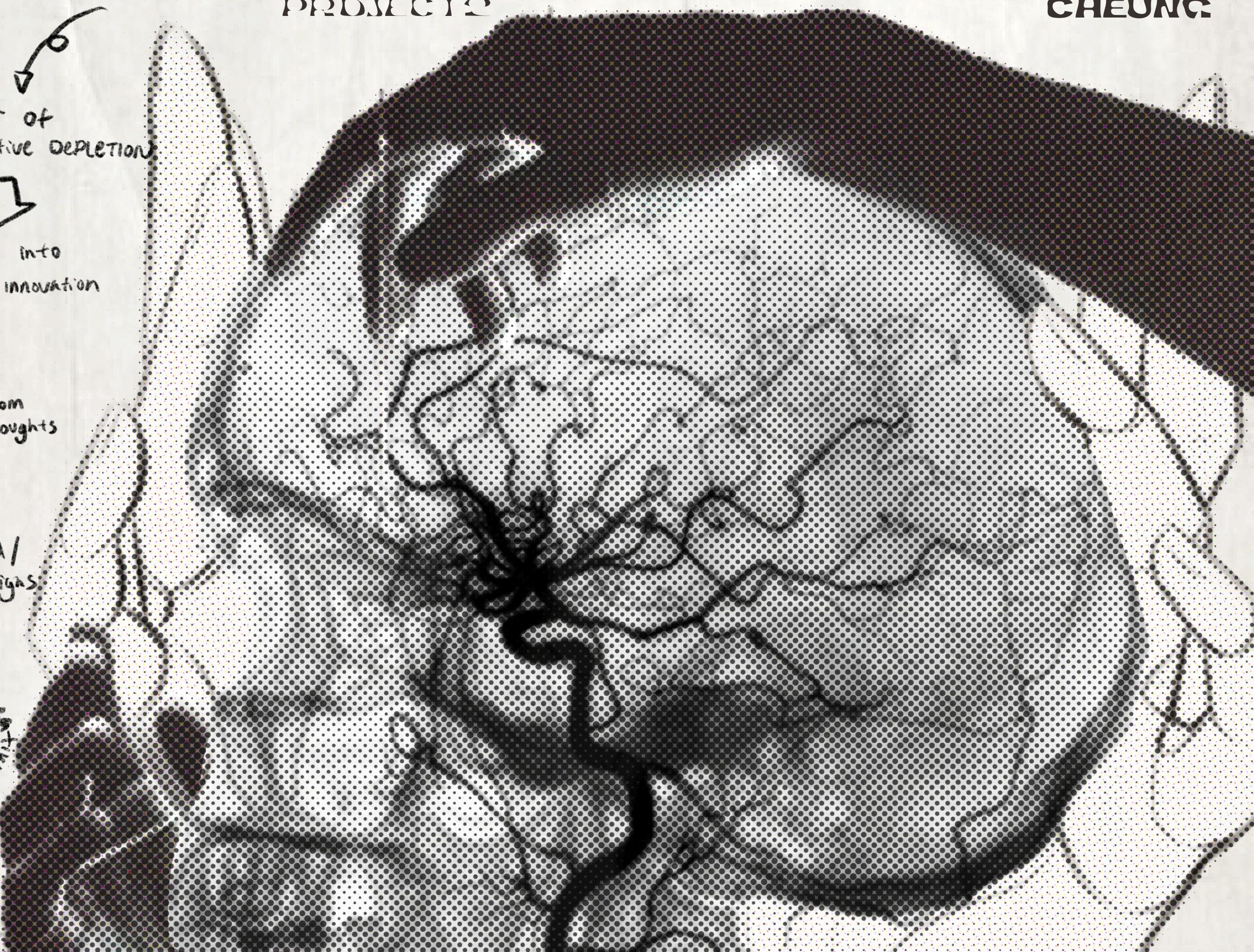
PORTFOLIO

JASMINE

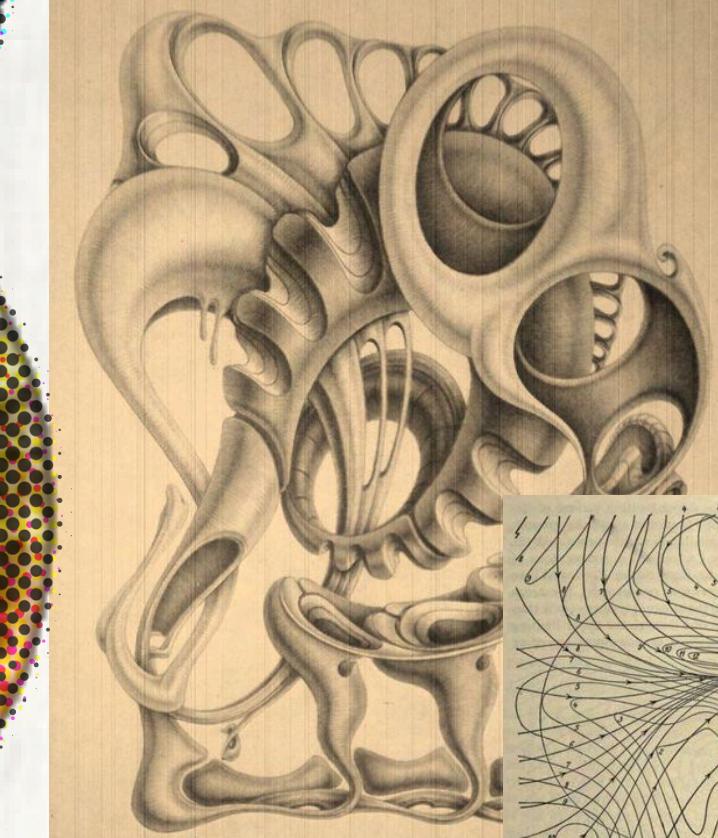
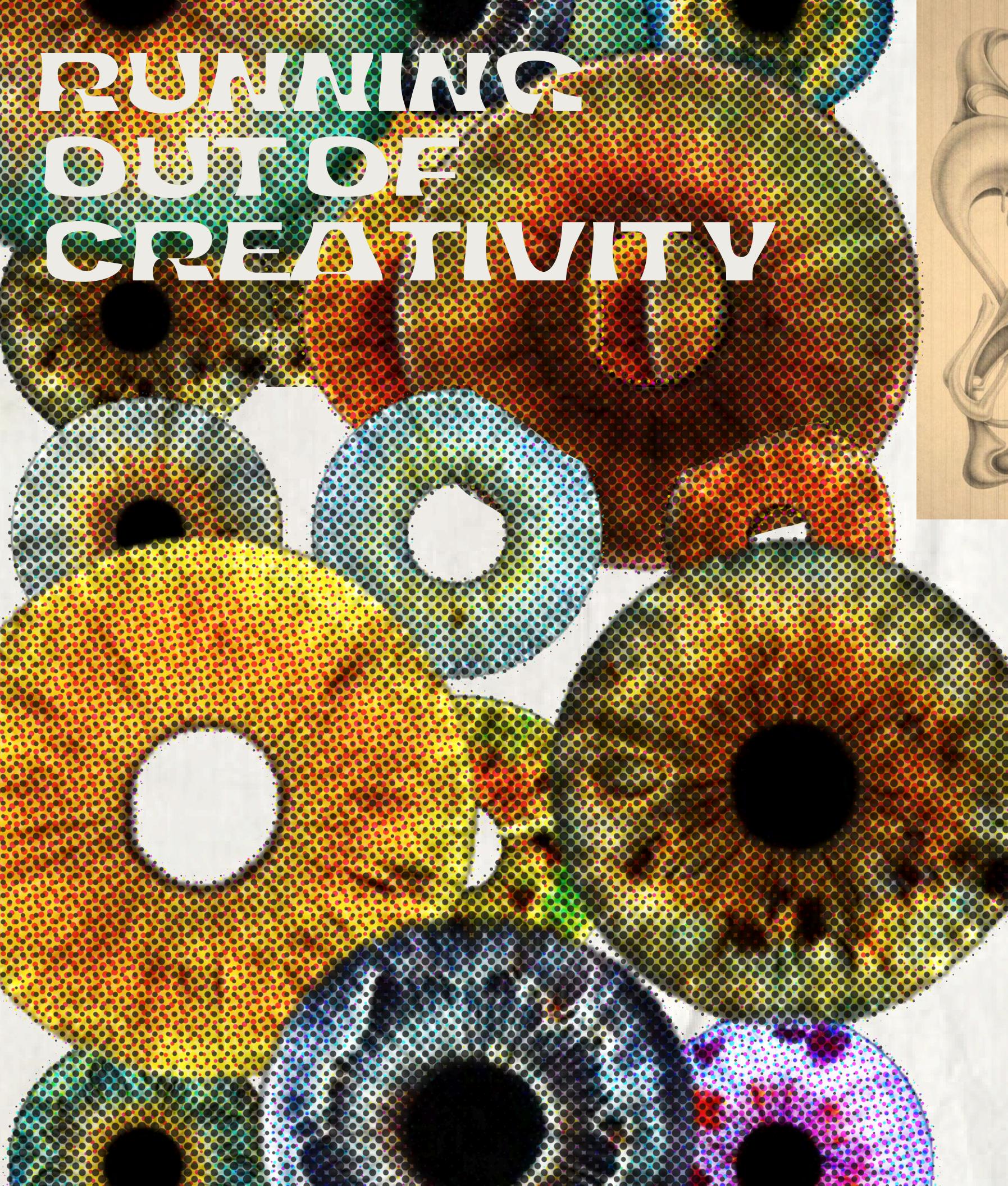


PROJECT

CHEUNG



RUNNING OUT OF CREATIVITY



Fractals in design

Creative Burnout

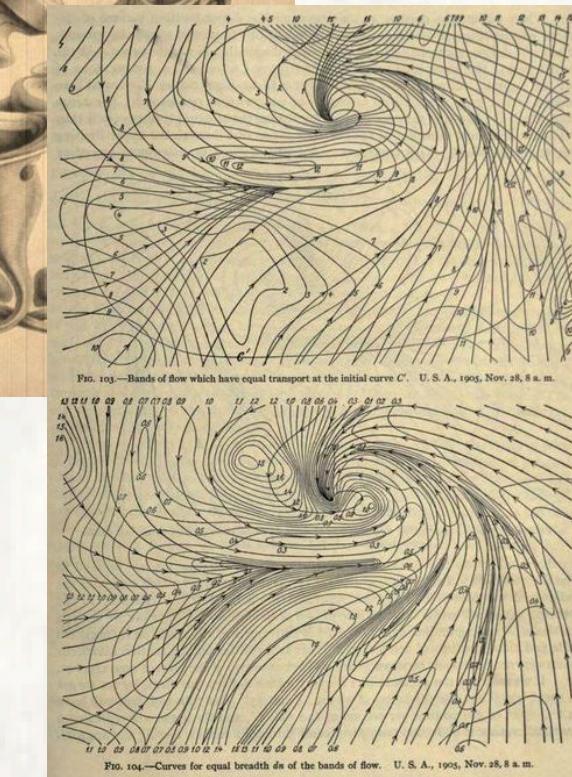
Creative SWUMPS

FEAR &
INNOVATION

CHAOS THEORY



In mathematics



unpredicted patterns

chaotic processes

butterfly effect

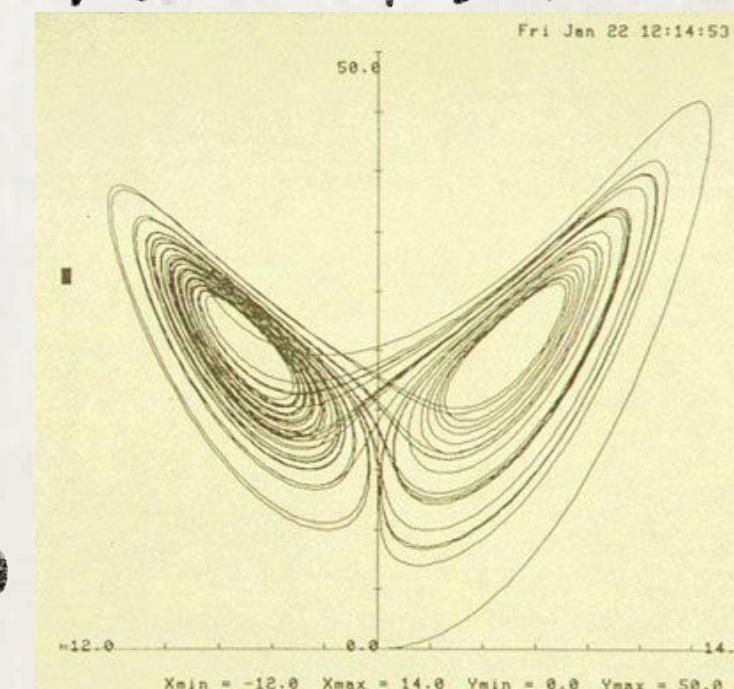


When tiny / insignificant actions or changes could lead to dramatic consequences later on

↳ how small / random marks could lead to new & unpredictable designs

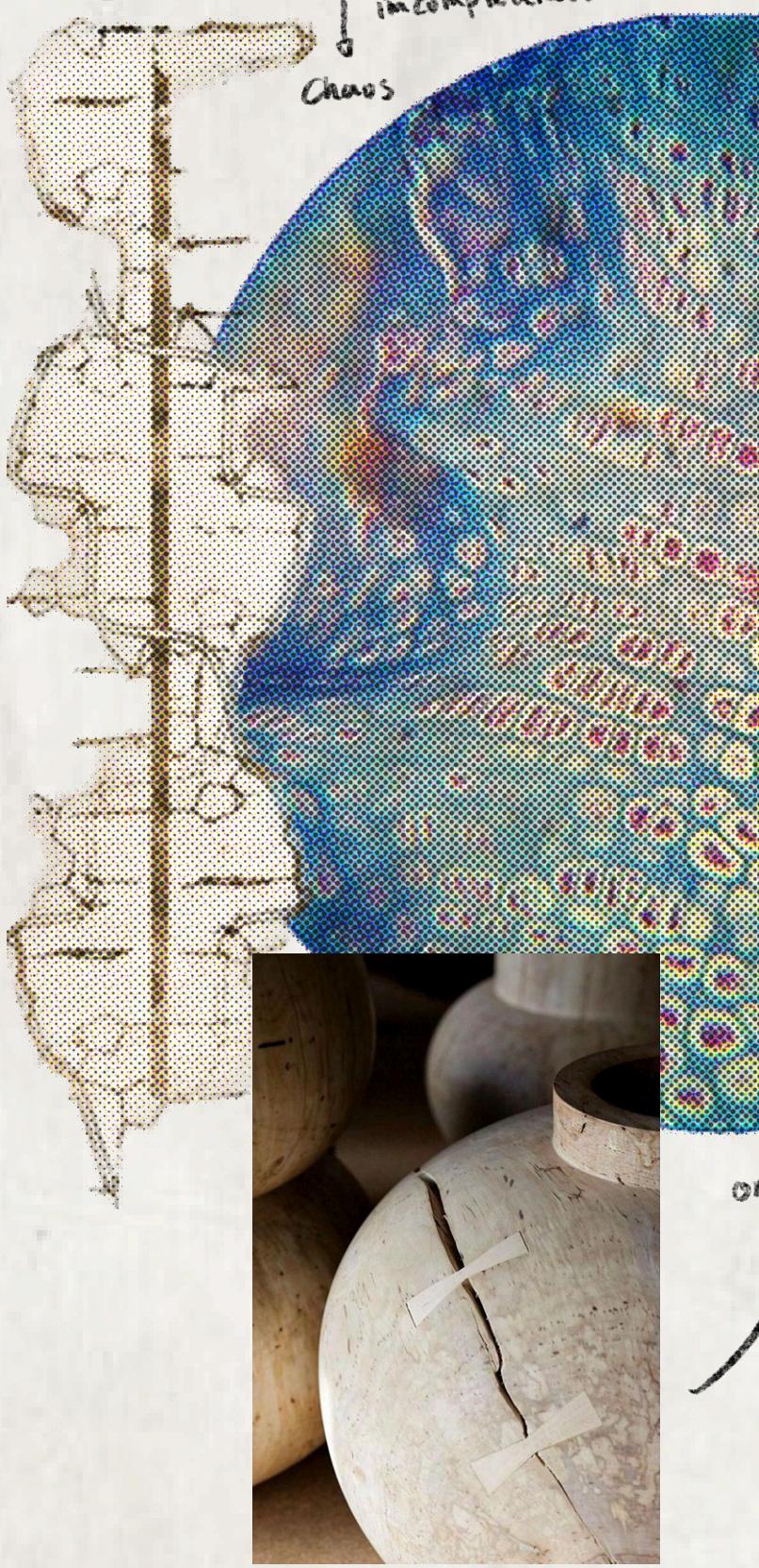
★ Nonlinearity & Iterations

Fri Jan 22 12:14:53 1988



WABI - SABI PHILOSOPHY

- ↳ celebrates imperfection / transience
 - ↳ randomness
 - ↳ incompleteness
 - ↳ unpolished



ART MOVEMENTS : DADAISM

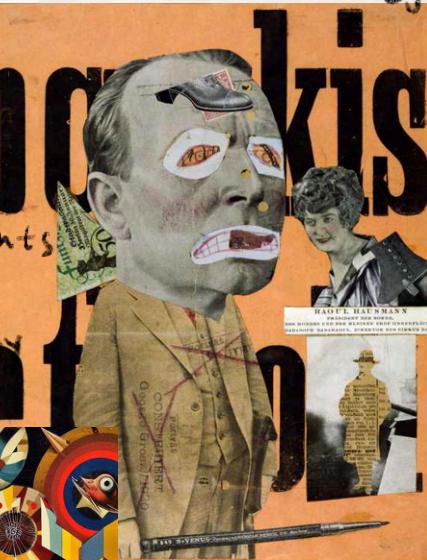
- ↳ randomness
- ↳ absurdity

- * could apply nonsensical or chaotic elements

- ↳ Back to the origin of losing creativity

= Fear of being "boring" / "ordinary"

- ↳ rejecting traditional aesthetics



CAUTION OUT OF

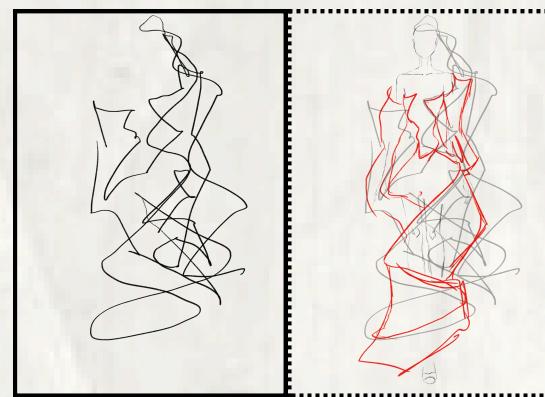
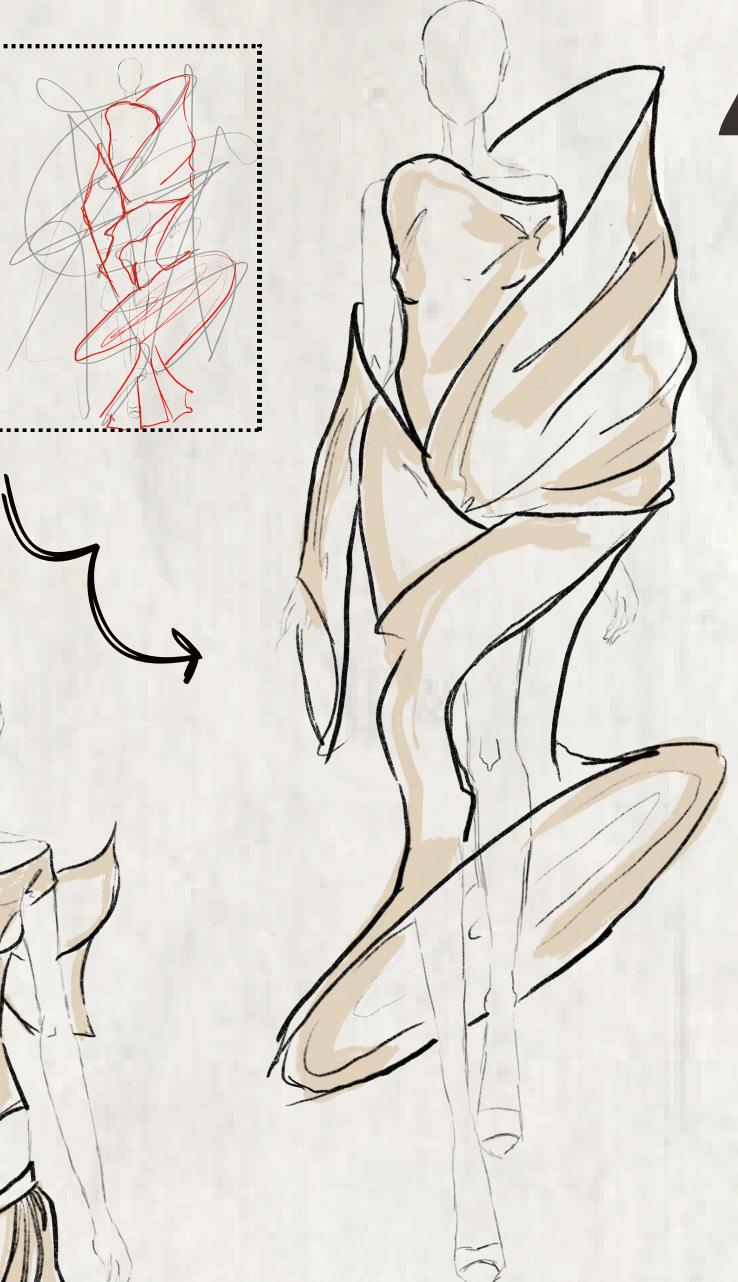
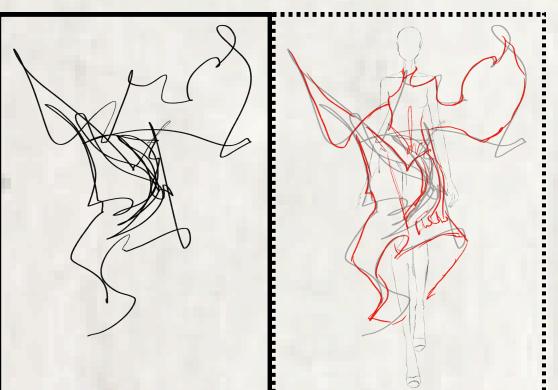
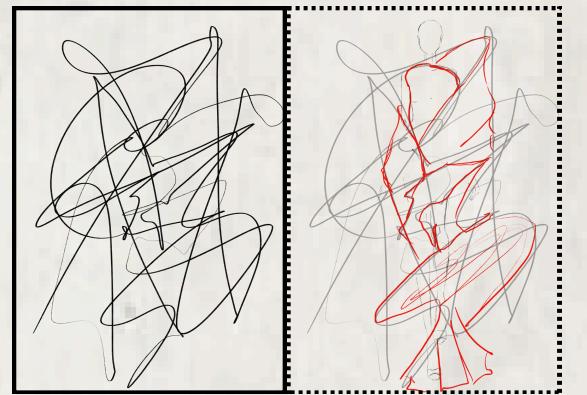
PROJECT STATEMENT

my project is inspired by the fear of creative depletion that many designers experience in the face of constant innovation and competition. By transforming random, meaningless marks, such as scribbles, into silhouettes, and collaging garment details, the collection pushes the boundaries of what defines creativity. Through an iterative design process rooted in randomness, absurdity, and chaos, the project challenges conventional ideas of originality and explores how even the smallest or most chaotic elements can lead to innovative outcomes. This exploration of creative anxiety is visualized through unconventional proportions, placements, and unexpected material combinations, turning fear into a source of inspiration.

CREATIVITY

APPROACH 1

Turning scribbles into garments

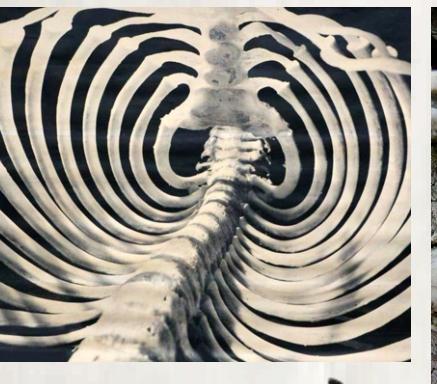


CHAOS IN NATURE

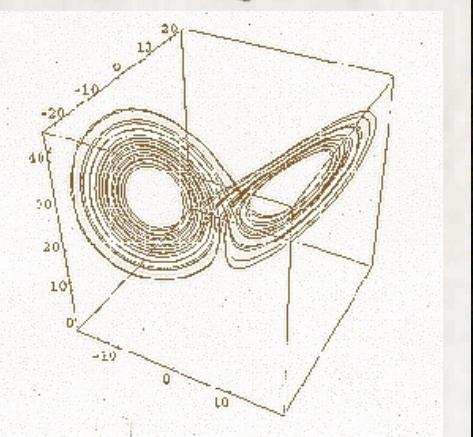


disruption

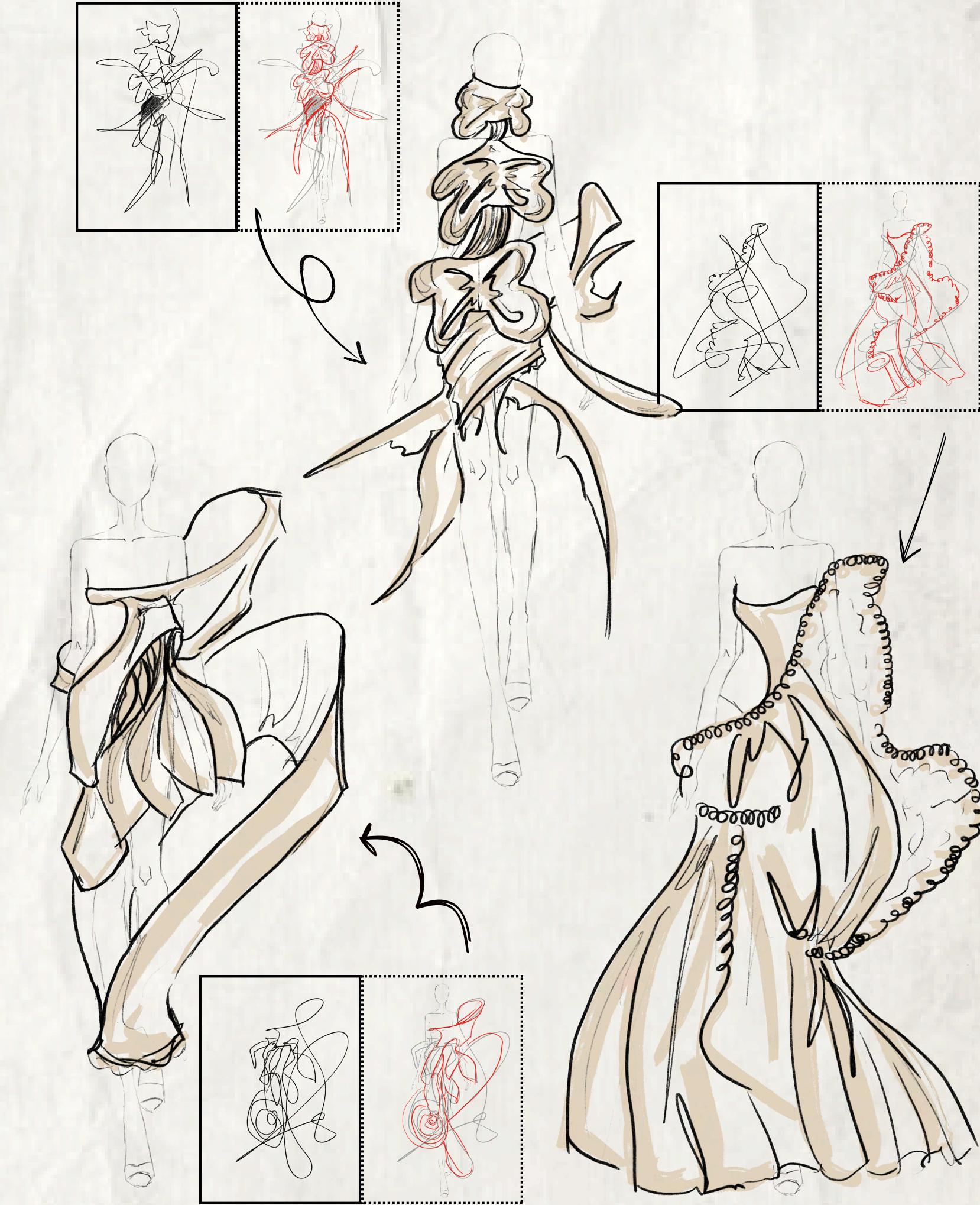
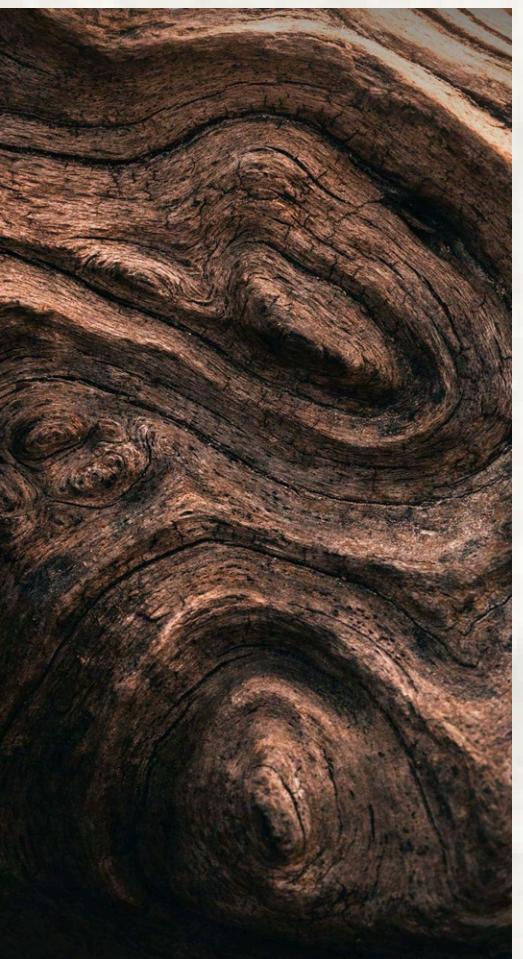


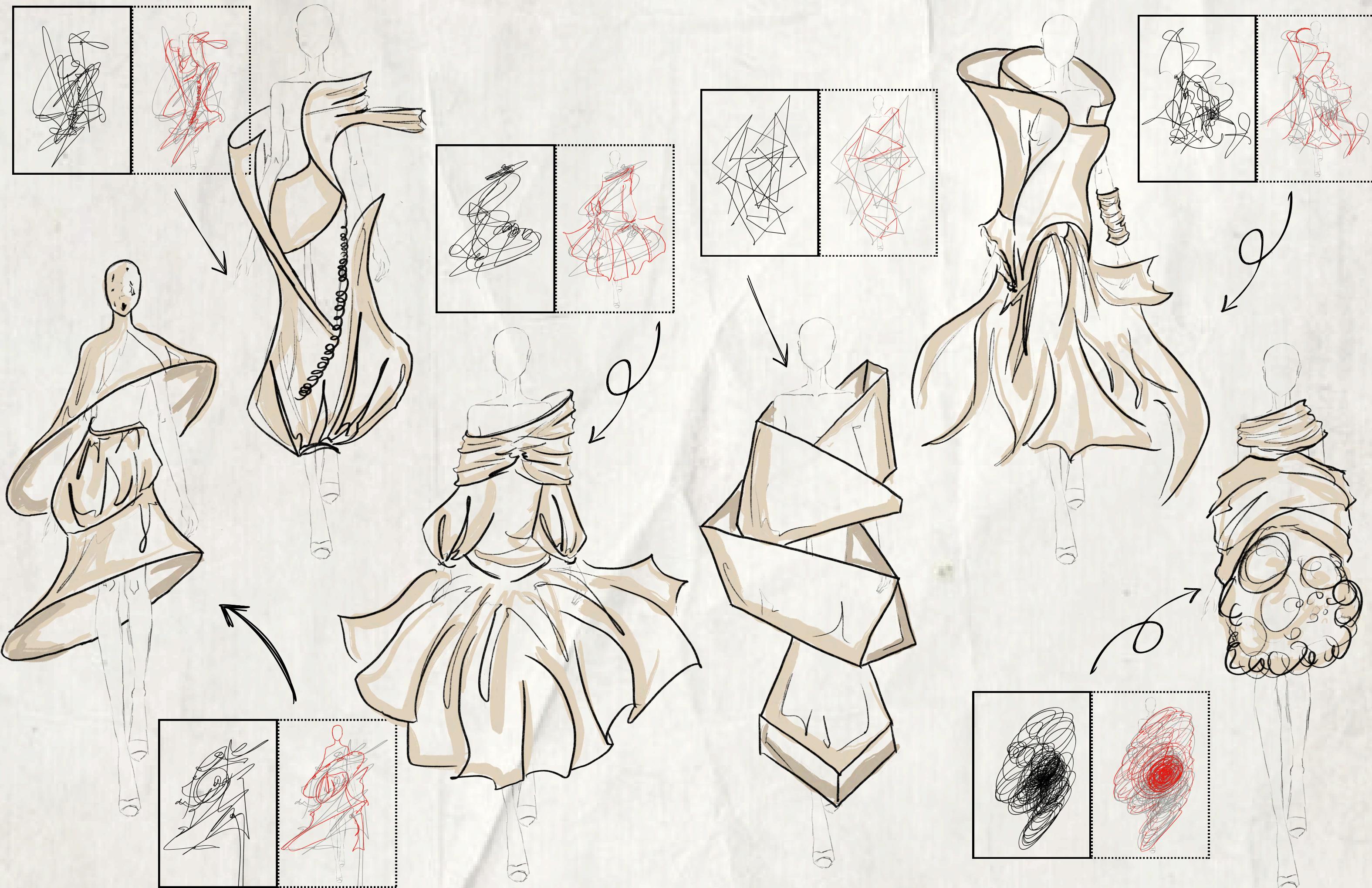


Fractals



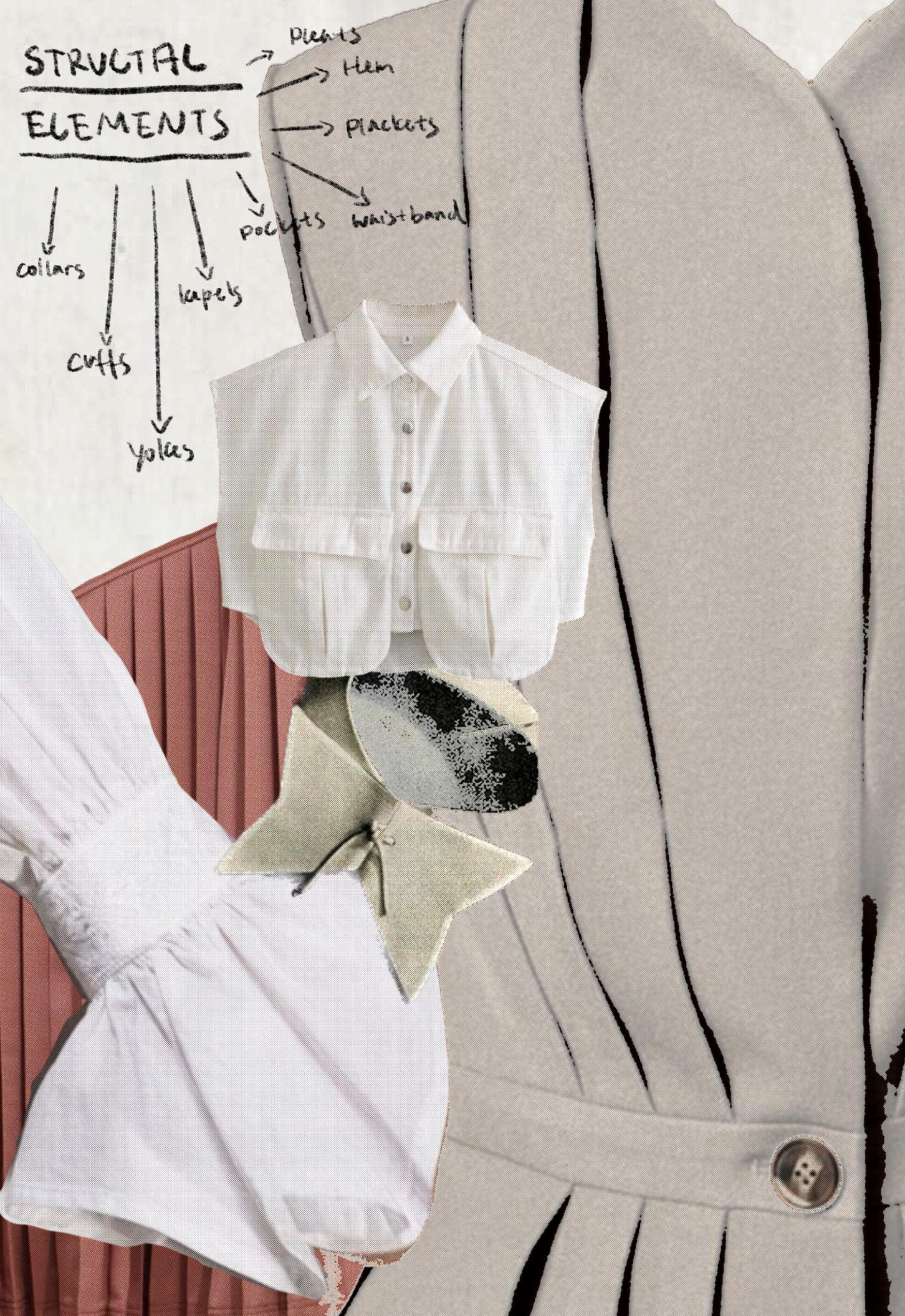
Butterfly effect



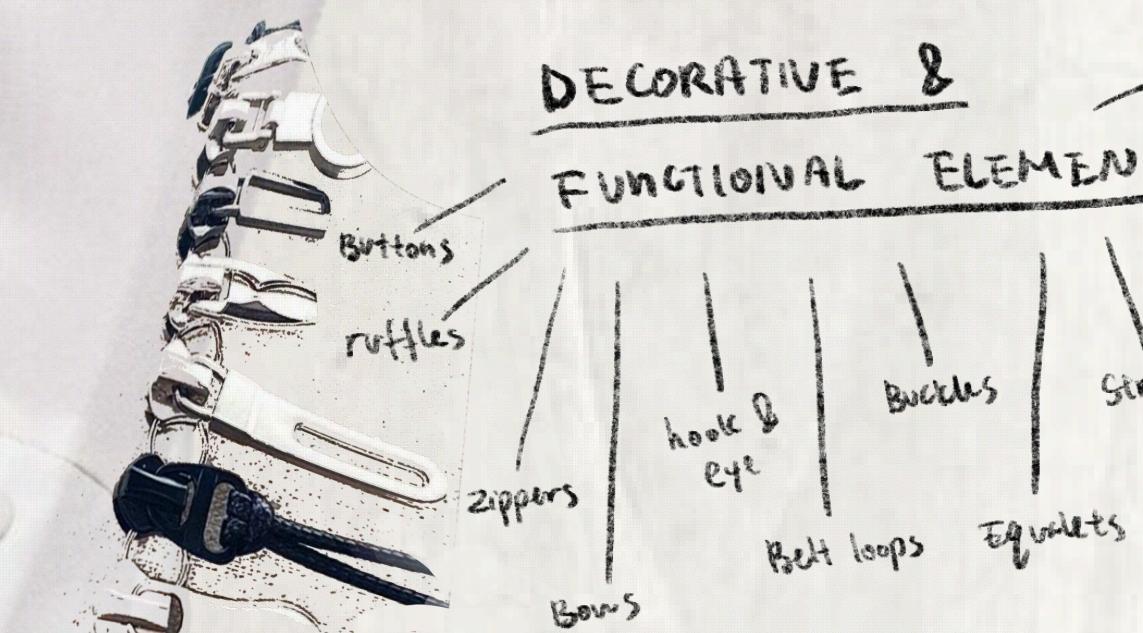


APPROACH 2





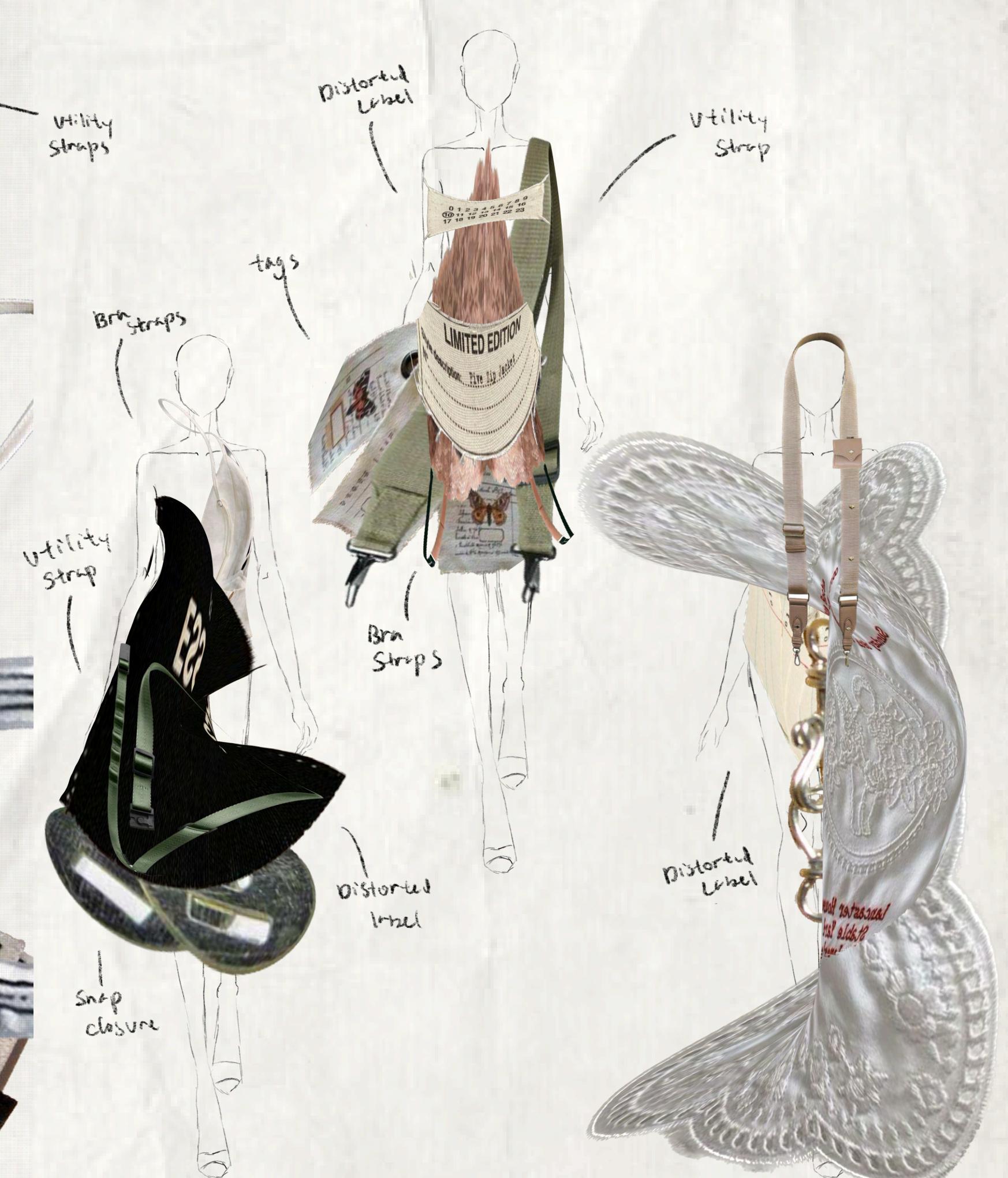
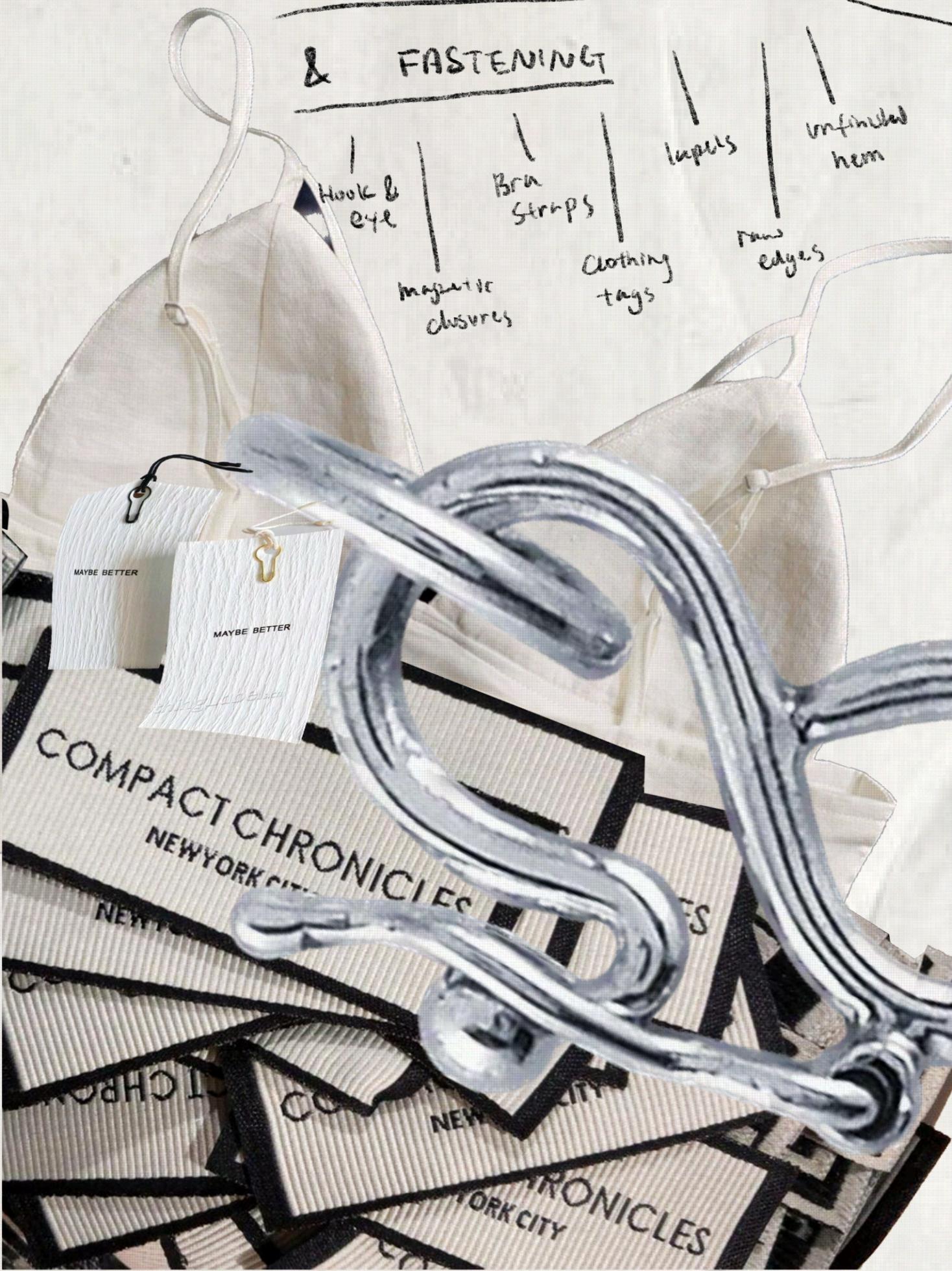






UNCONVENTIONAL DETAILS

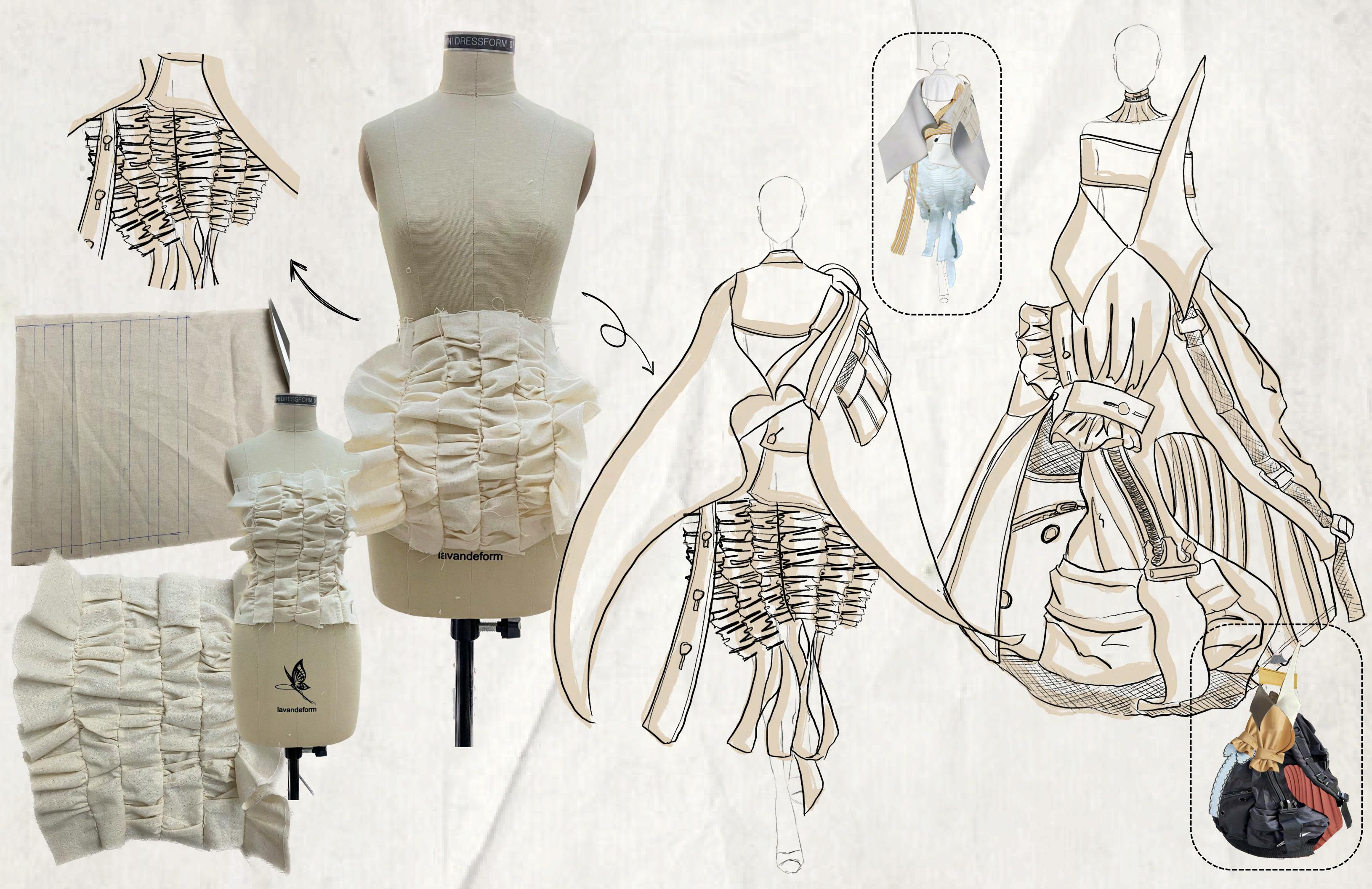
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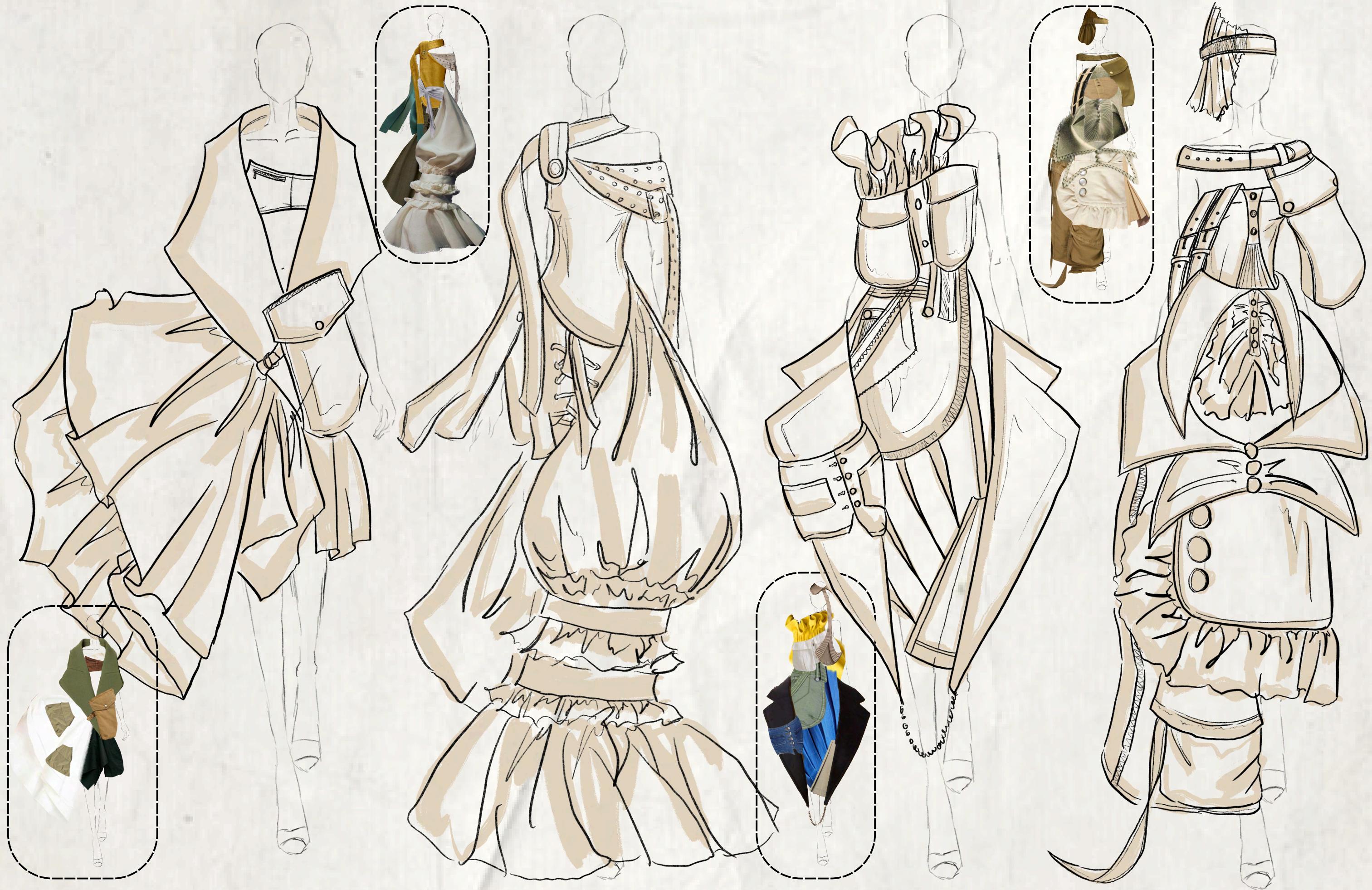


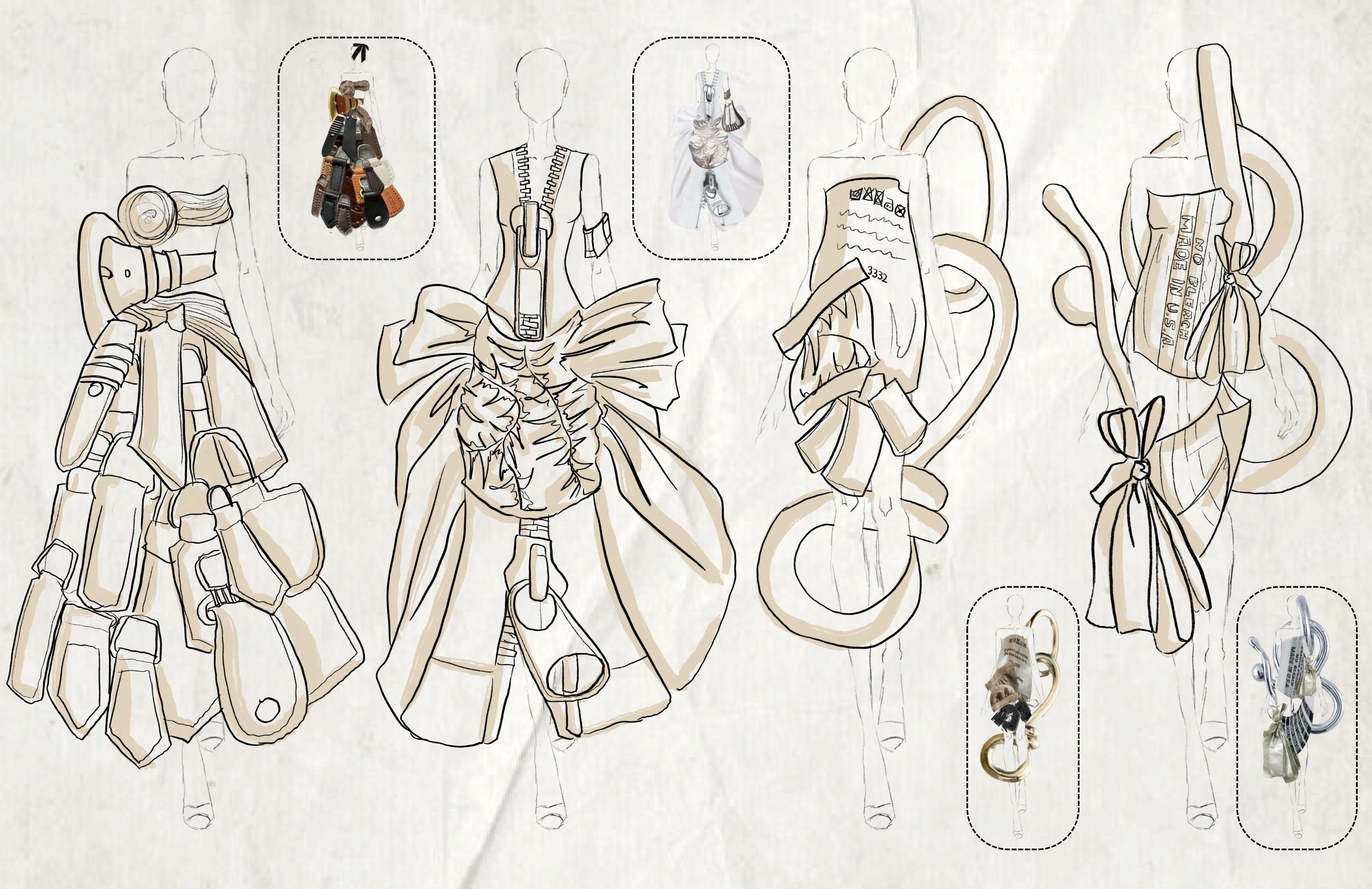


DESIGN DEVELOPMENT

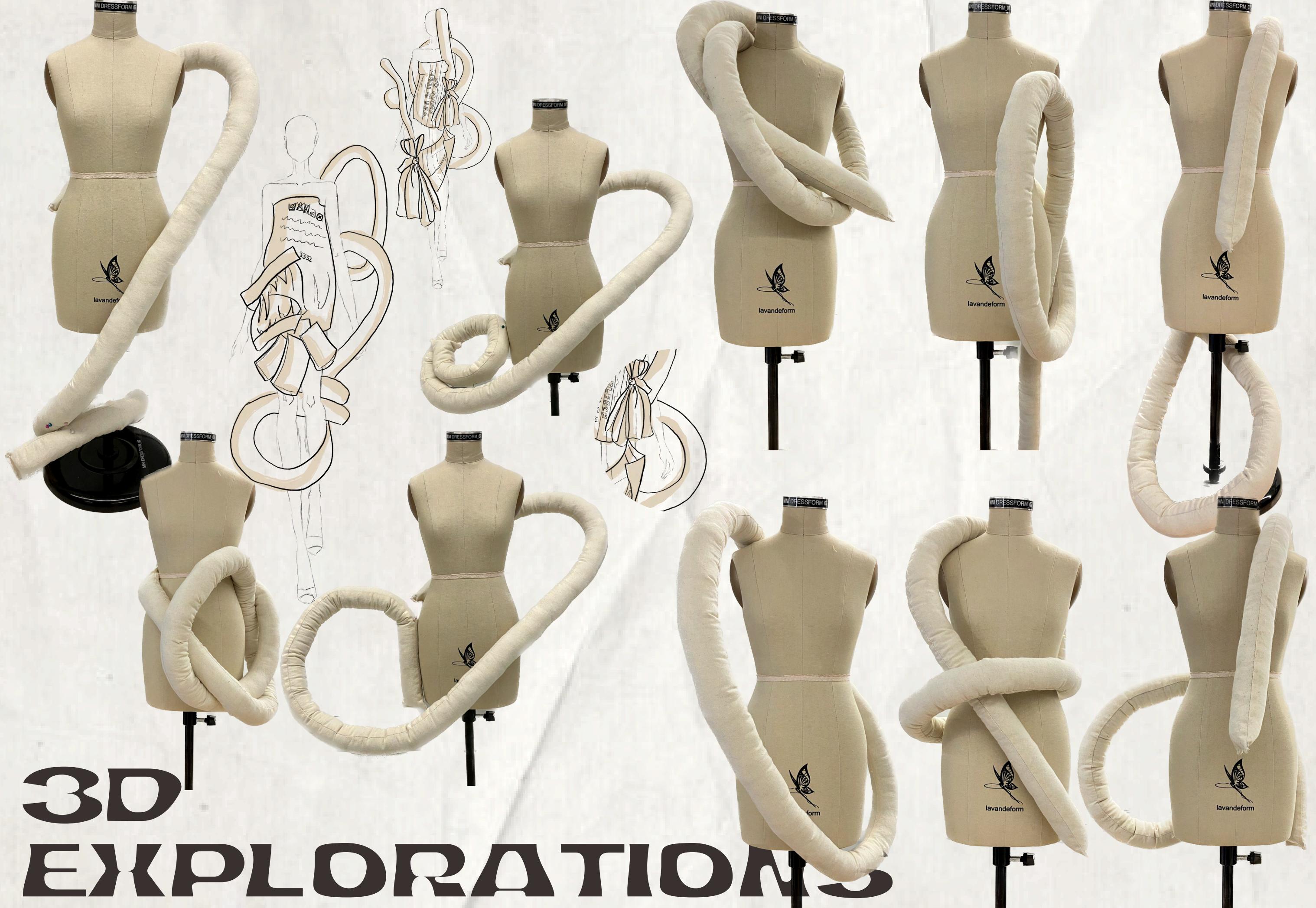






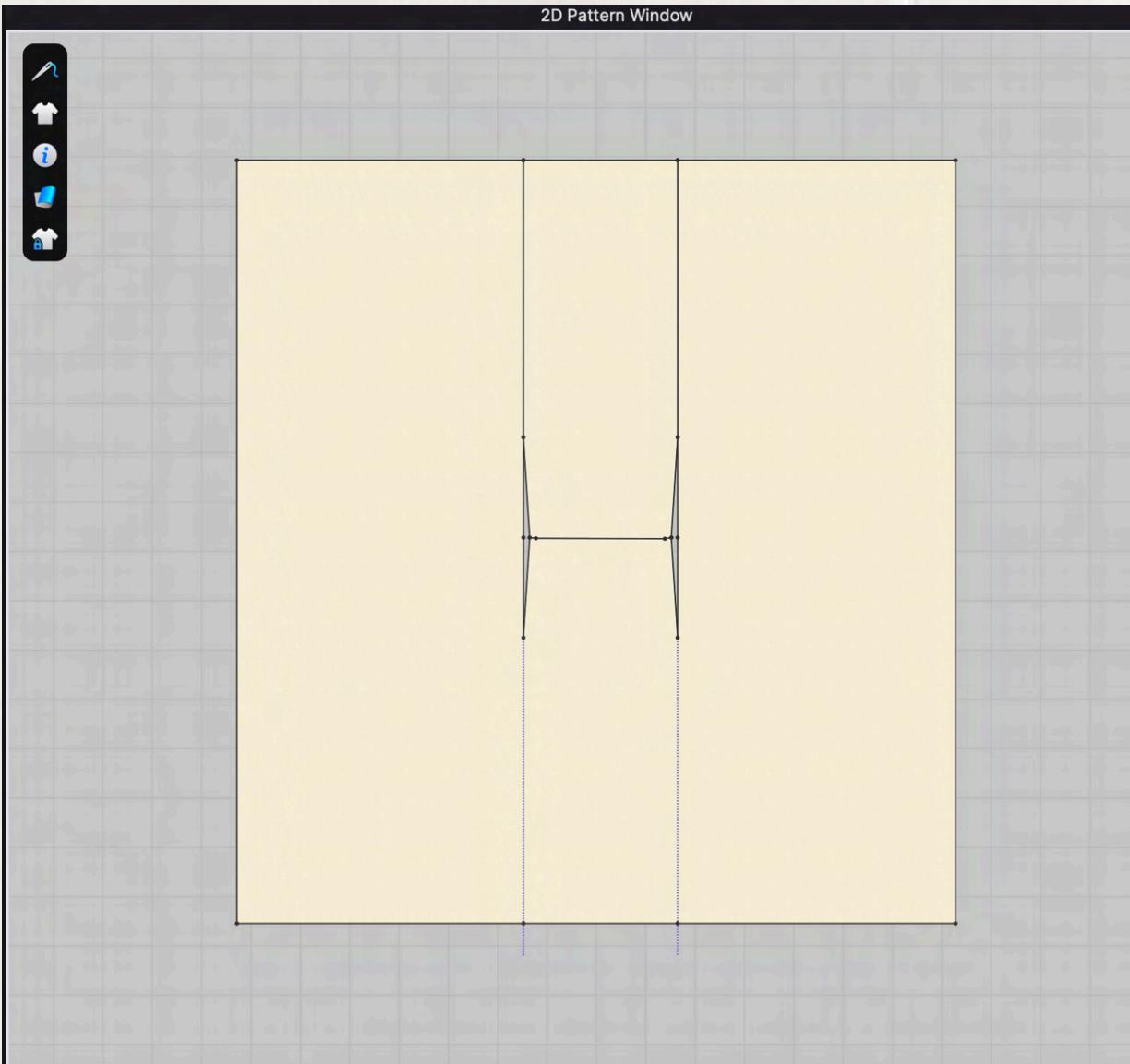


3D EXPLORATIONS





ITERATIONS



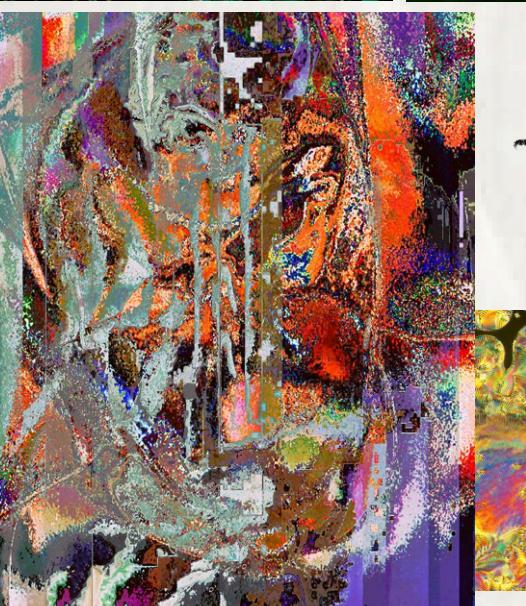
FROM SIMPLEST PATTERNS



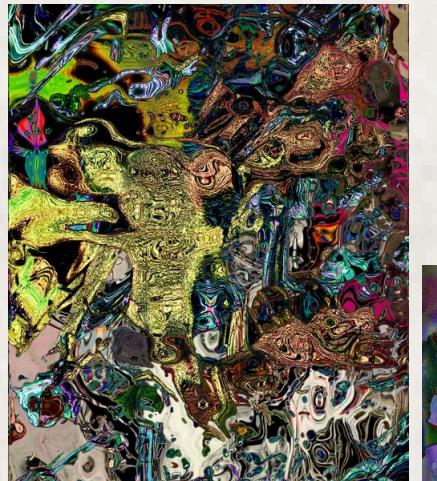
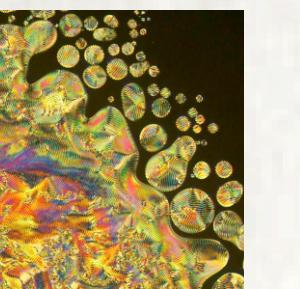


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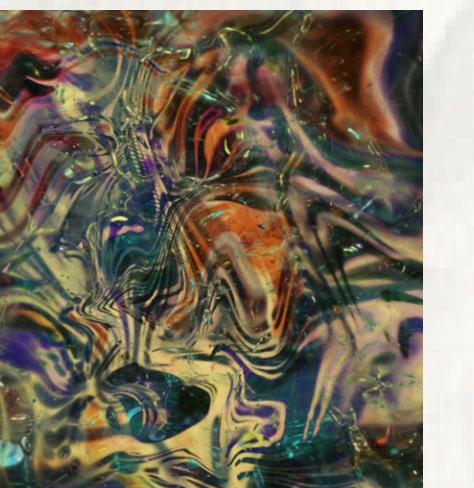
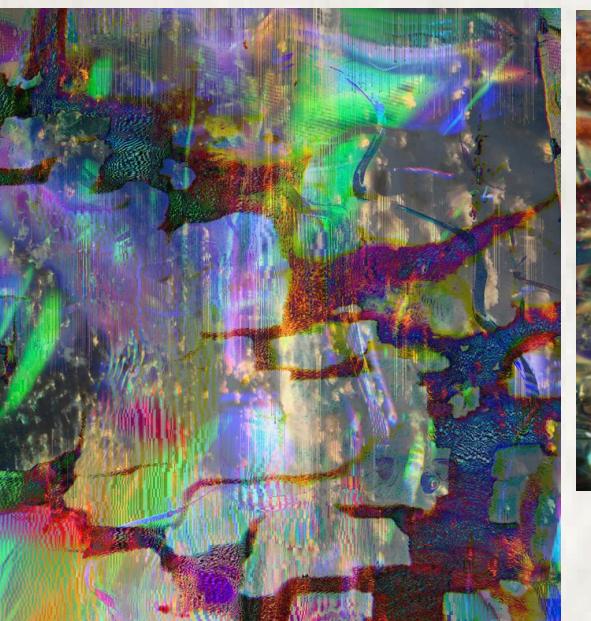




ABSTRACT



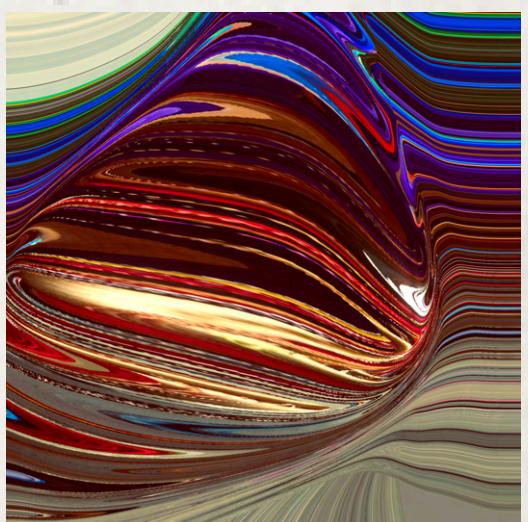
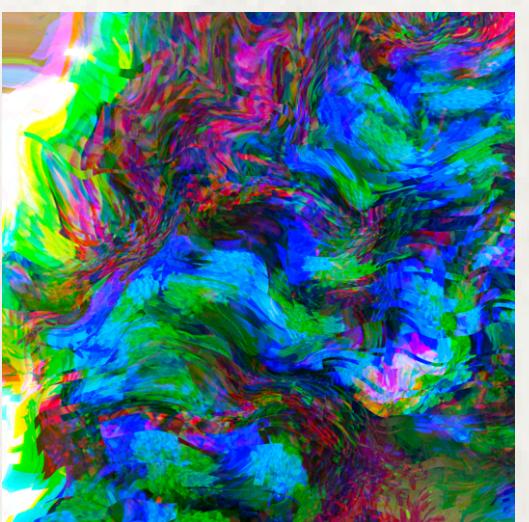
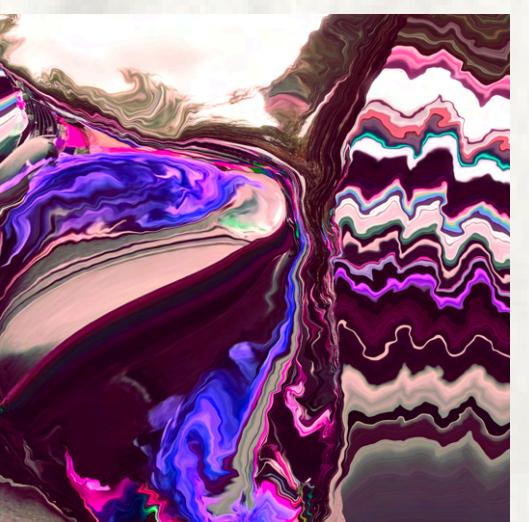
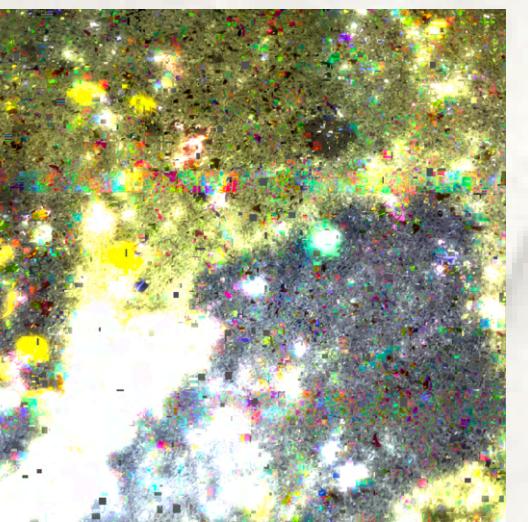
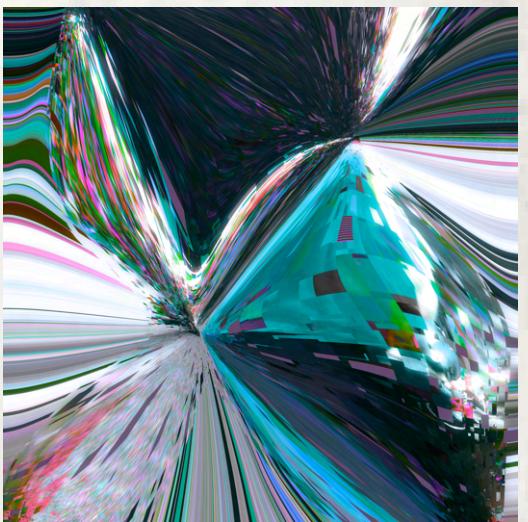
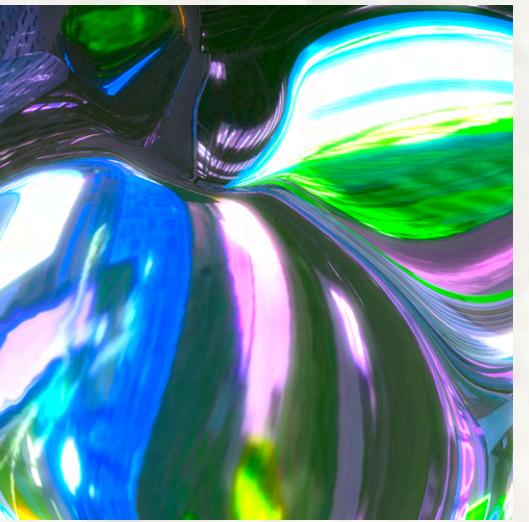
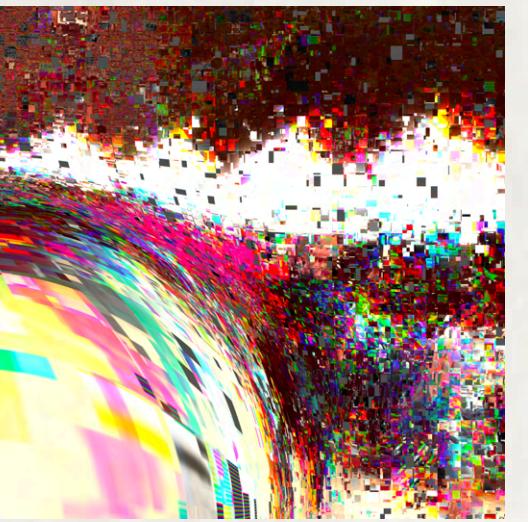
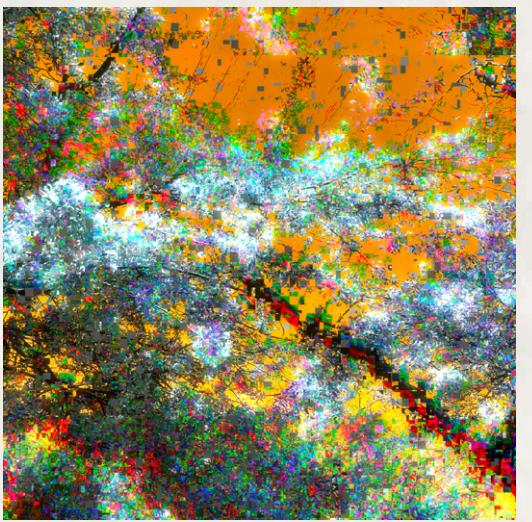
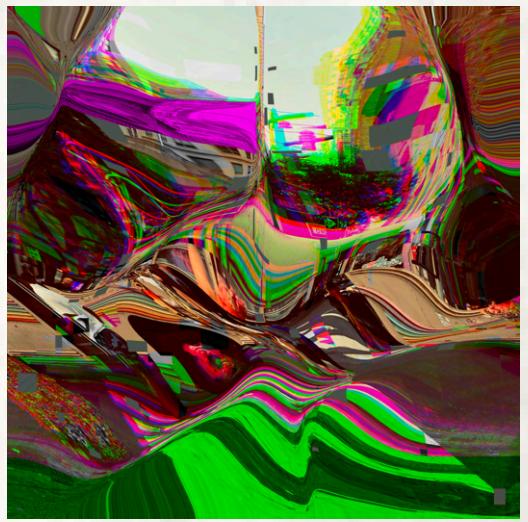
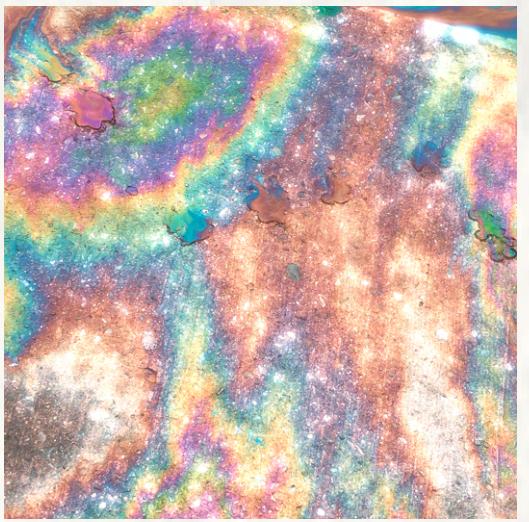
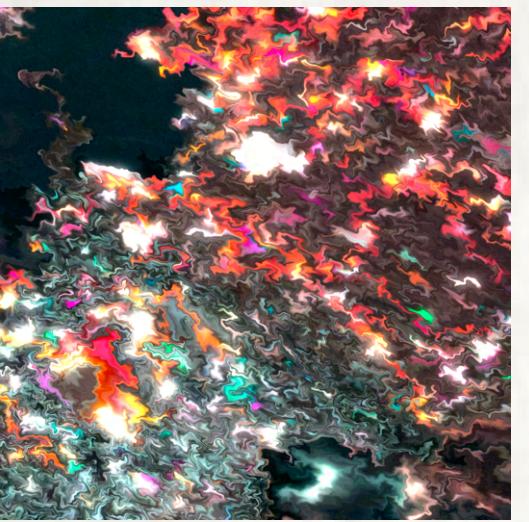
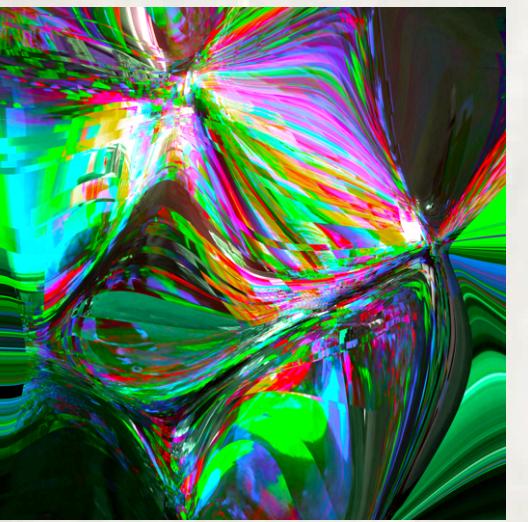
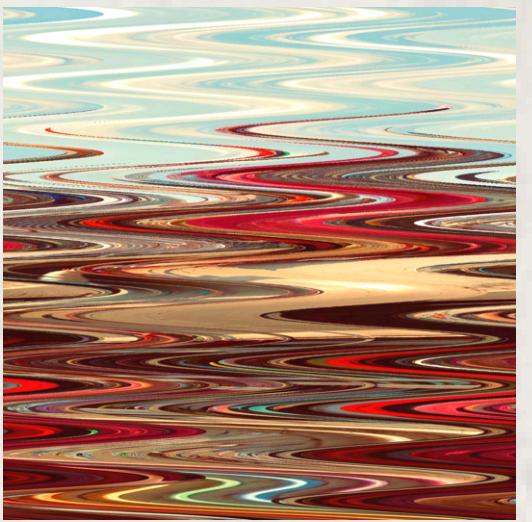
chaos
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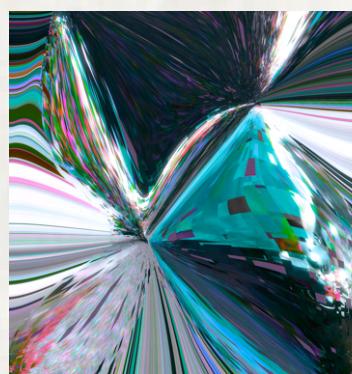
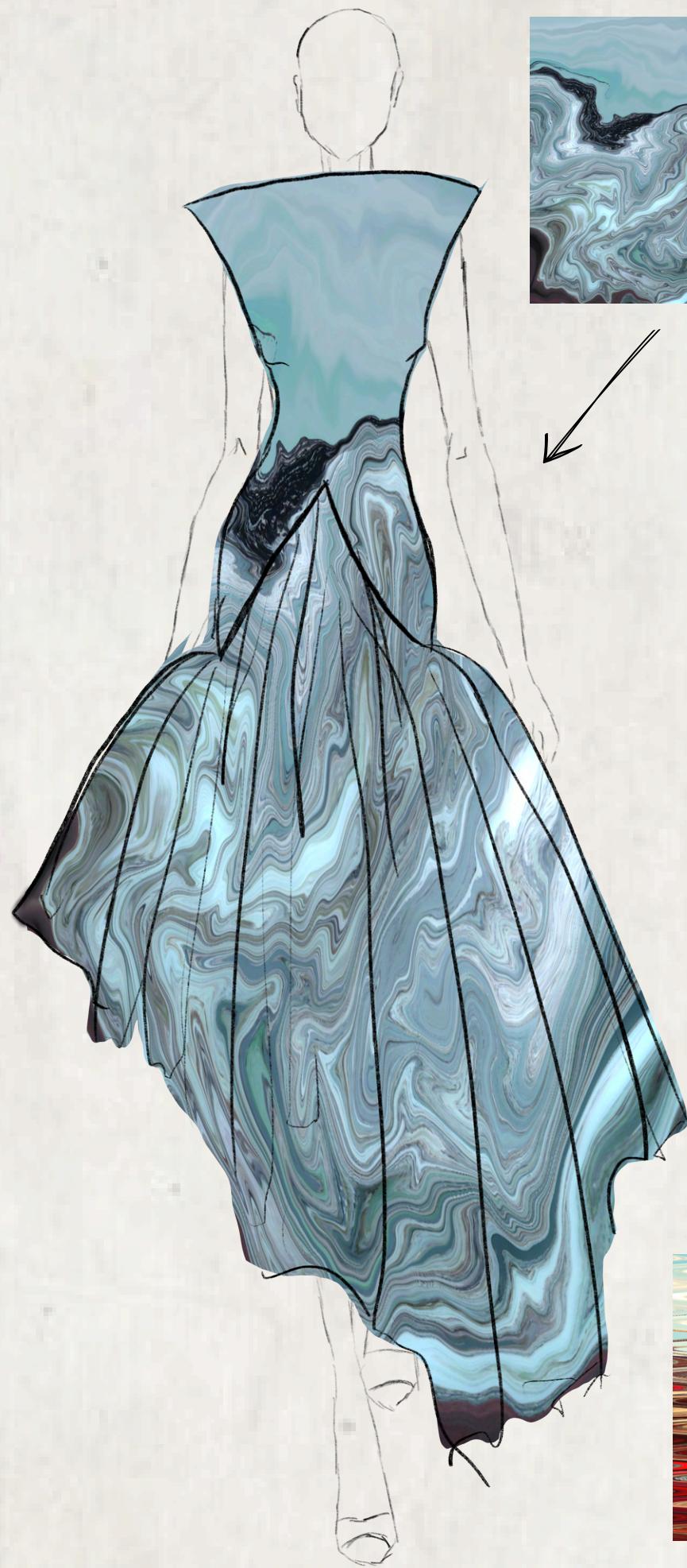


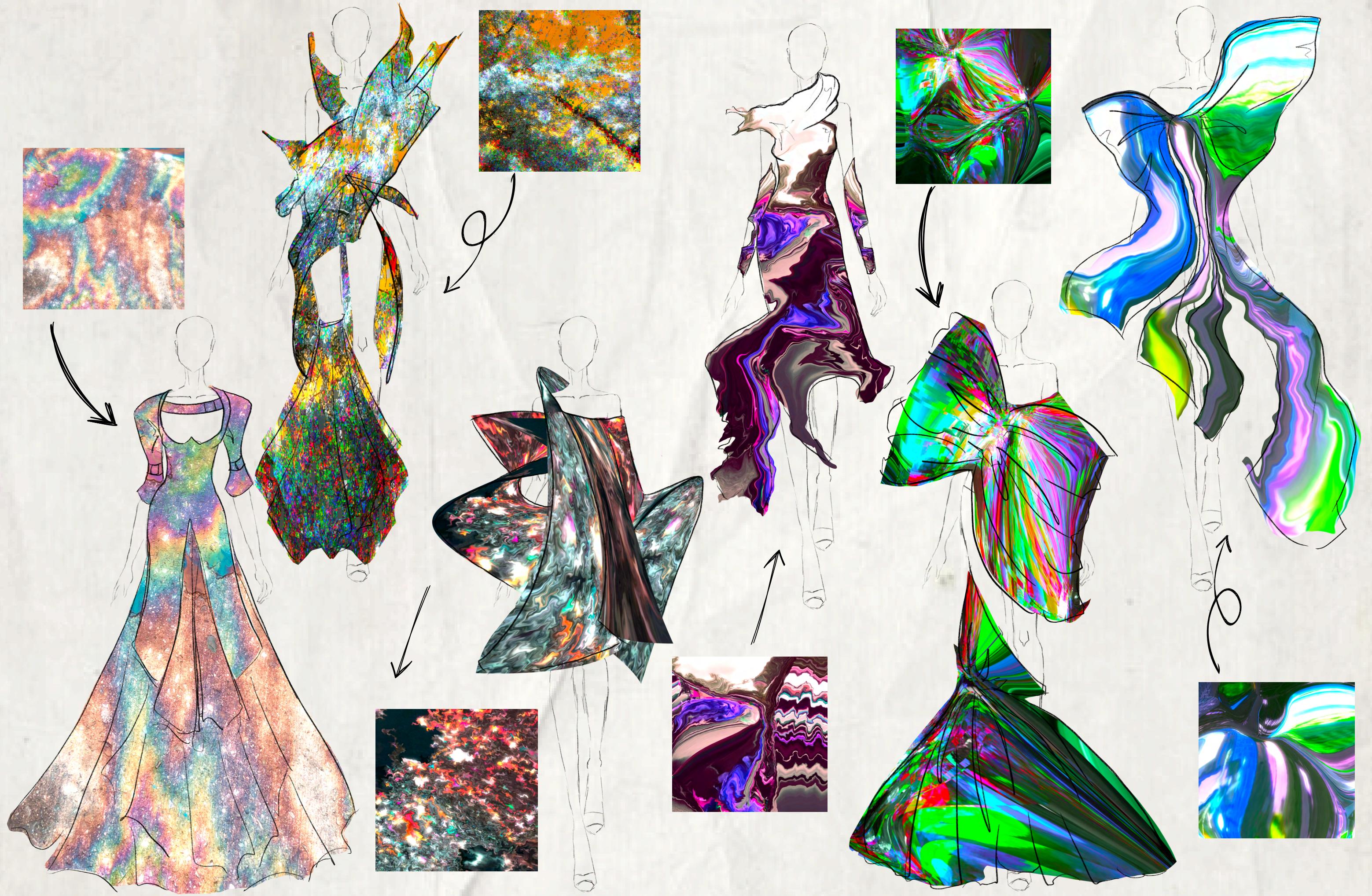
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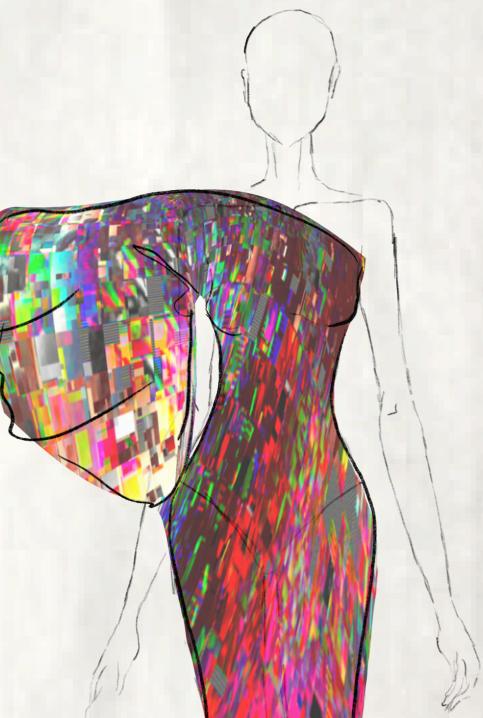
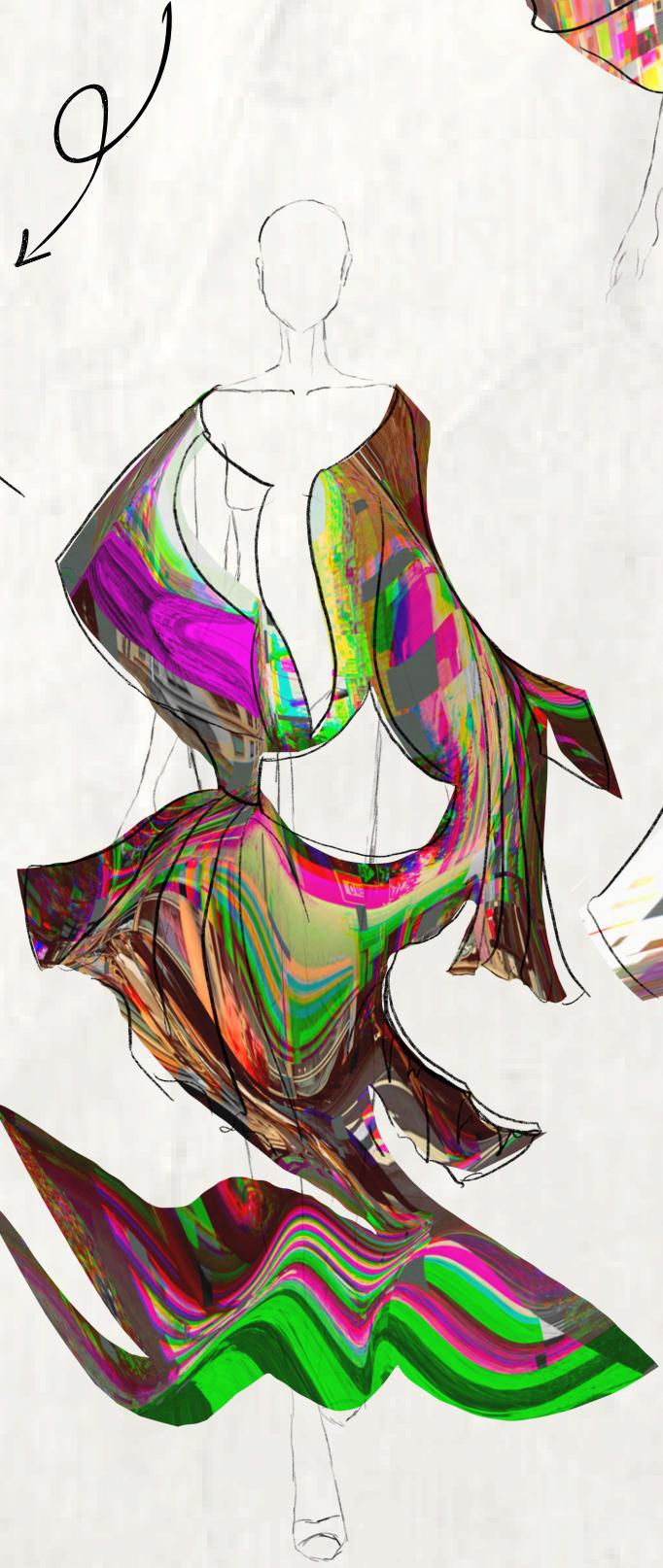
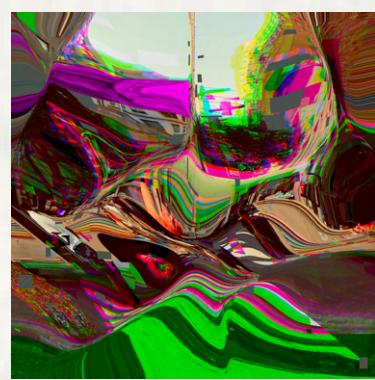
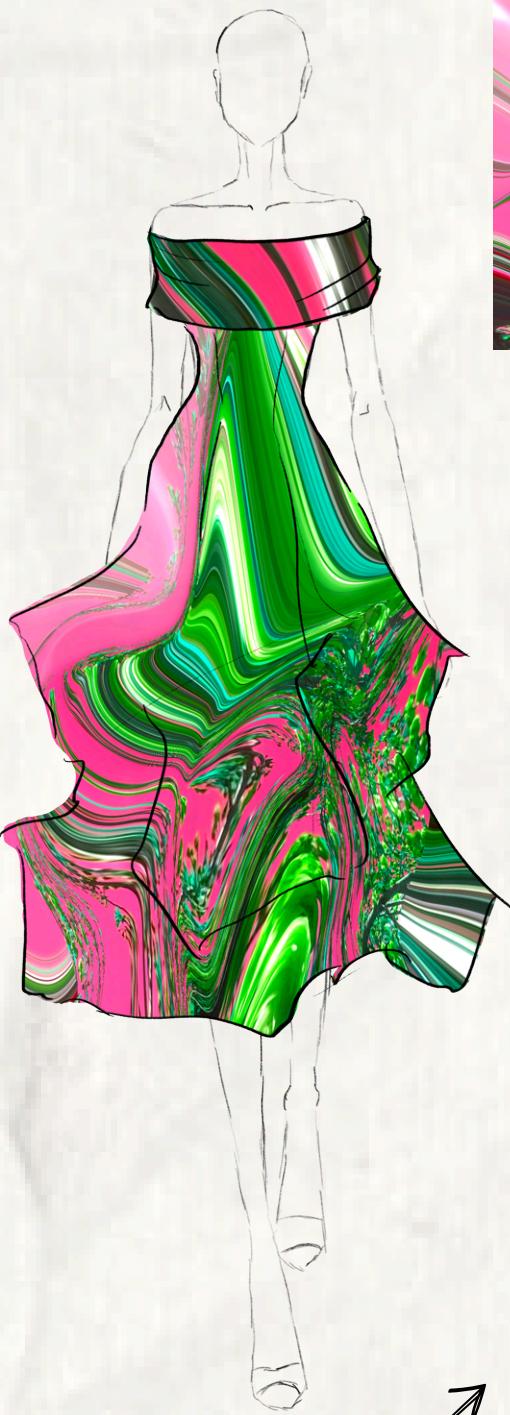
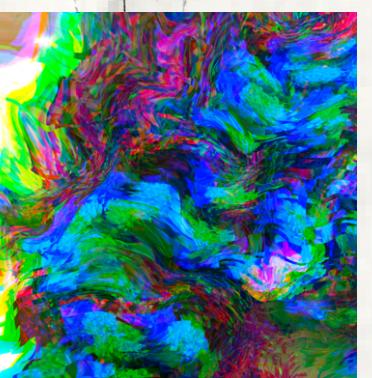
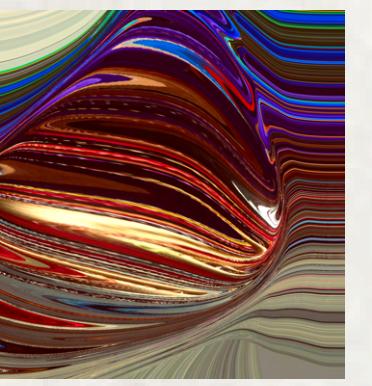
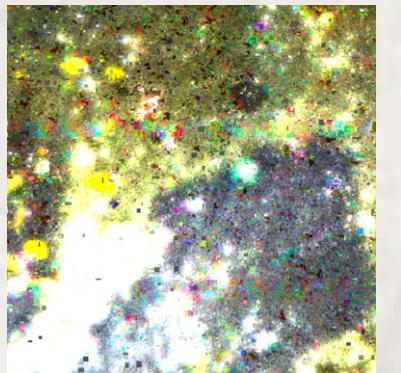
CHAOS - INSPIRED

EDITS + DRAWINGS

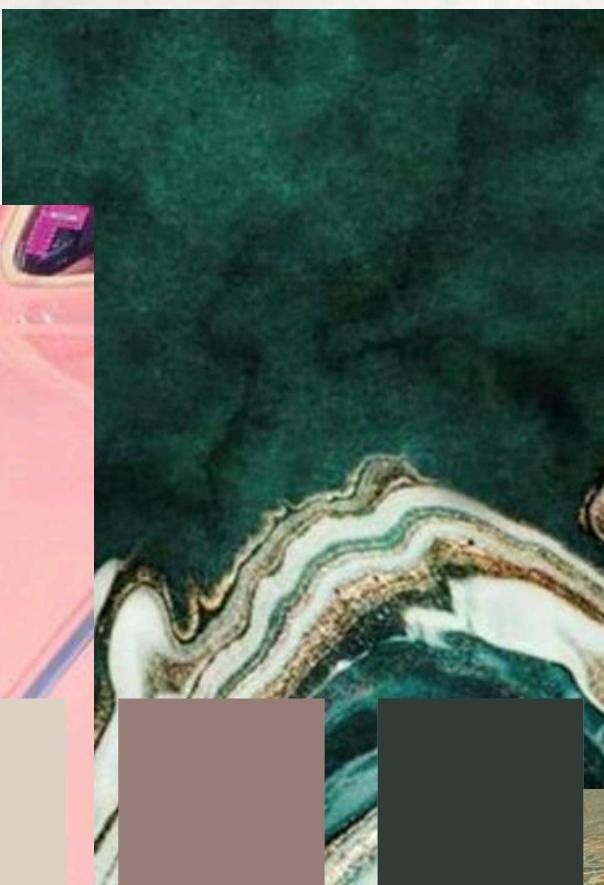
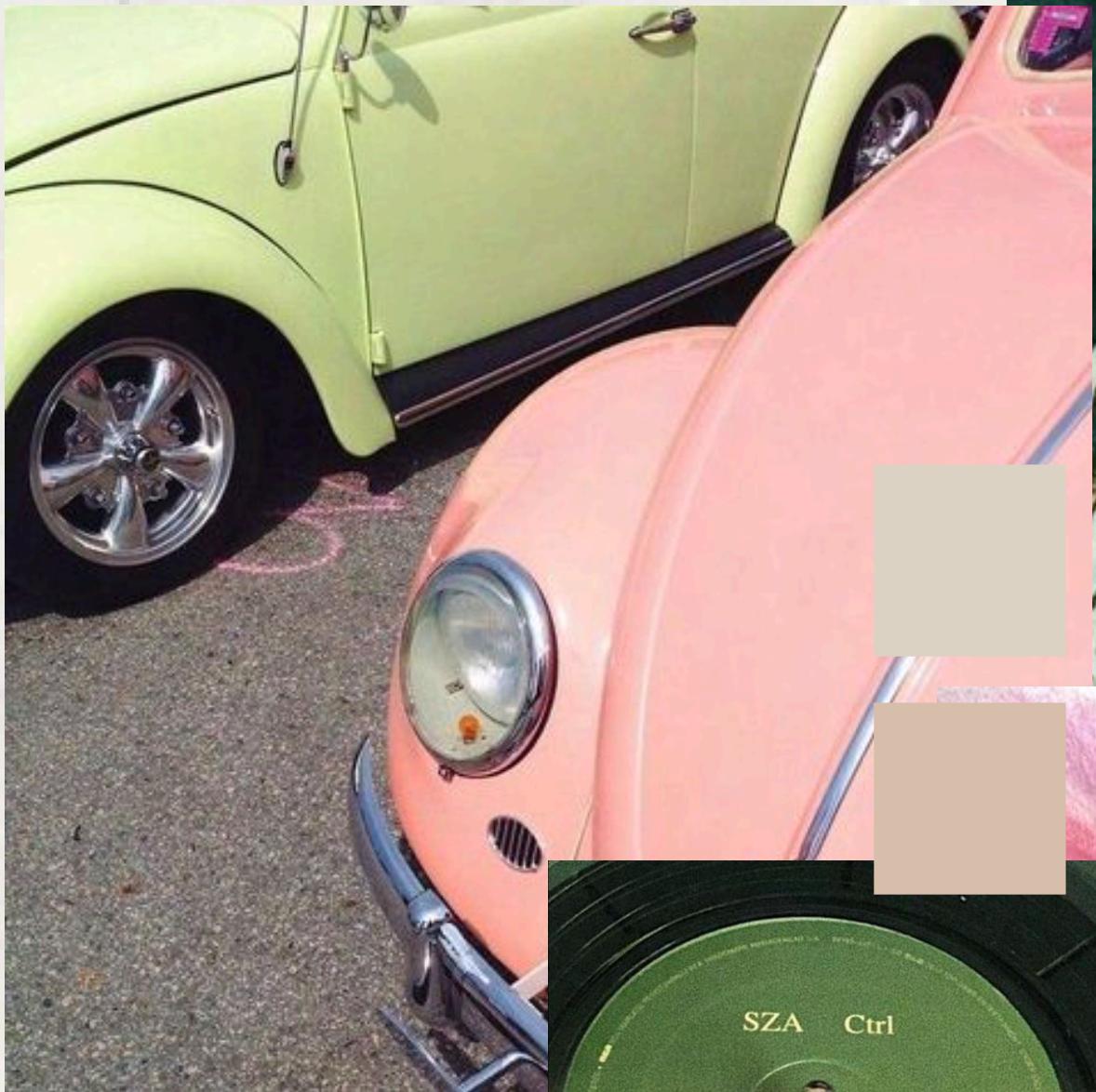








COLOUR BOARD





REFINED PRINTS





CLO3D



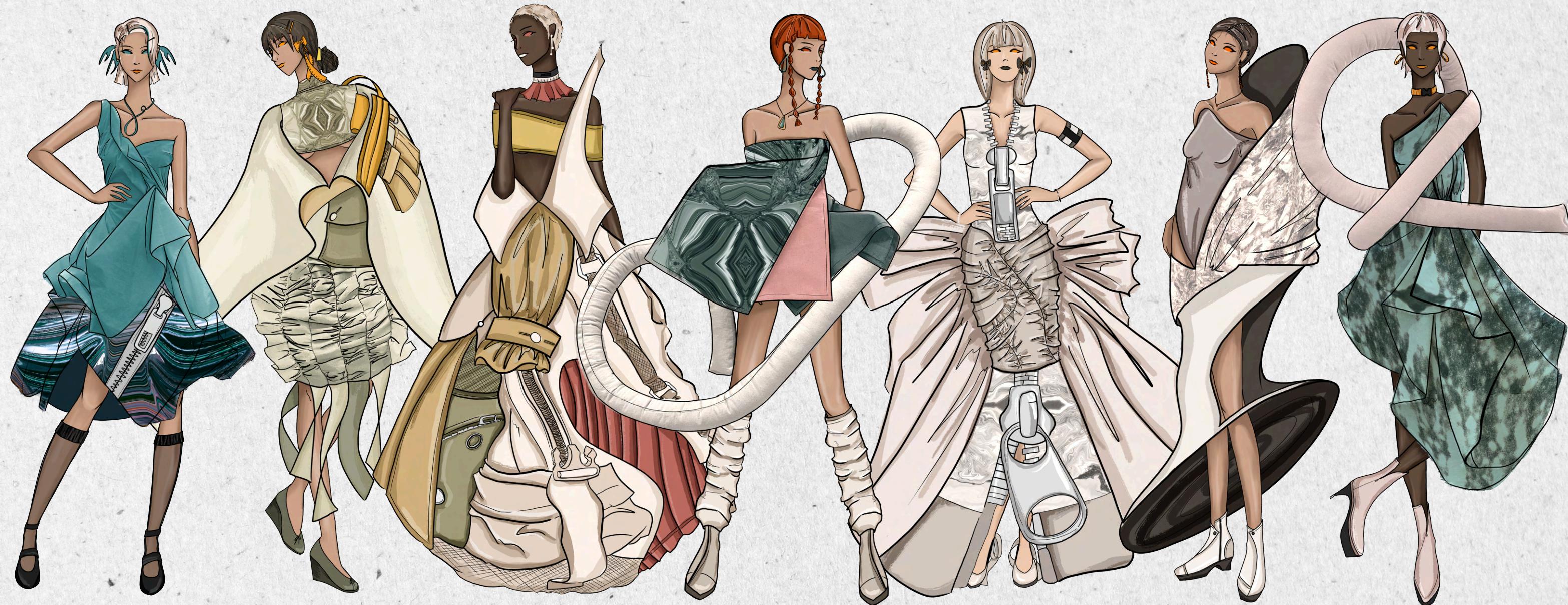
FINAL

LINEUP



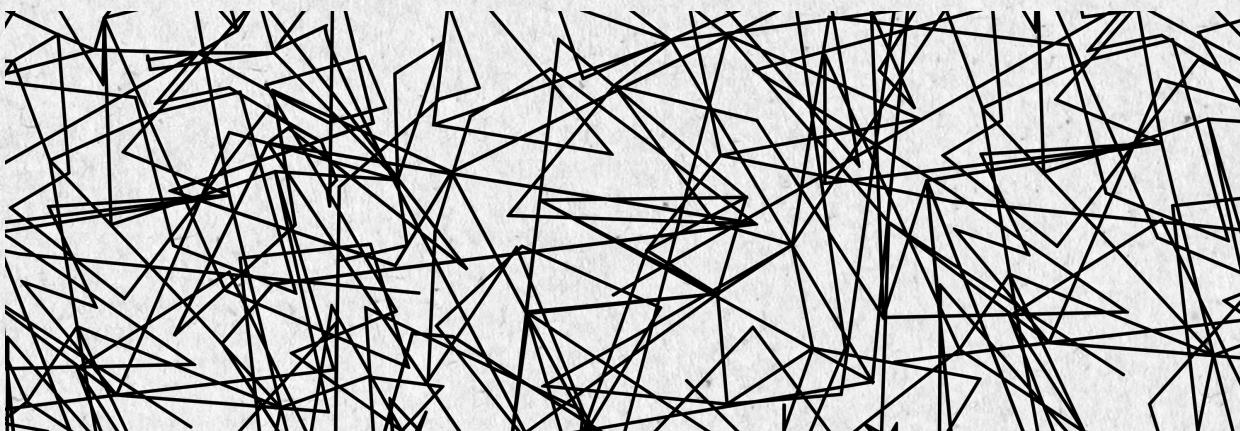
FINAL

LINEUP





LOOKBOOK



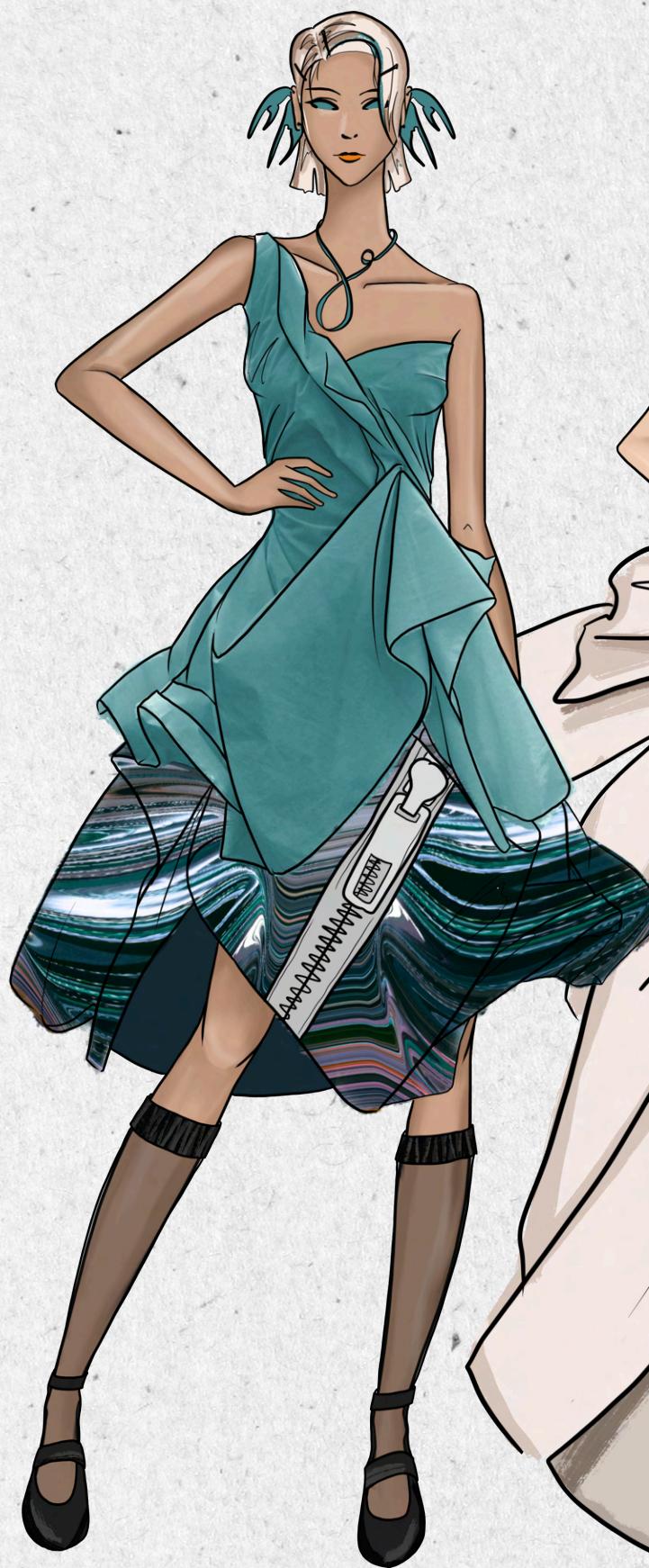


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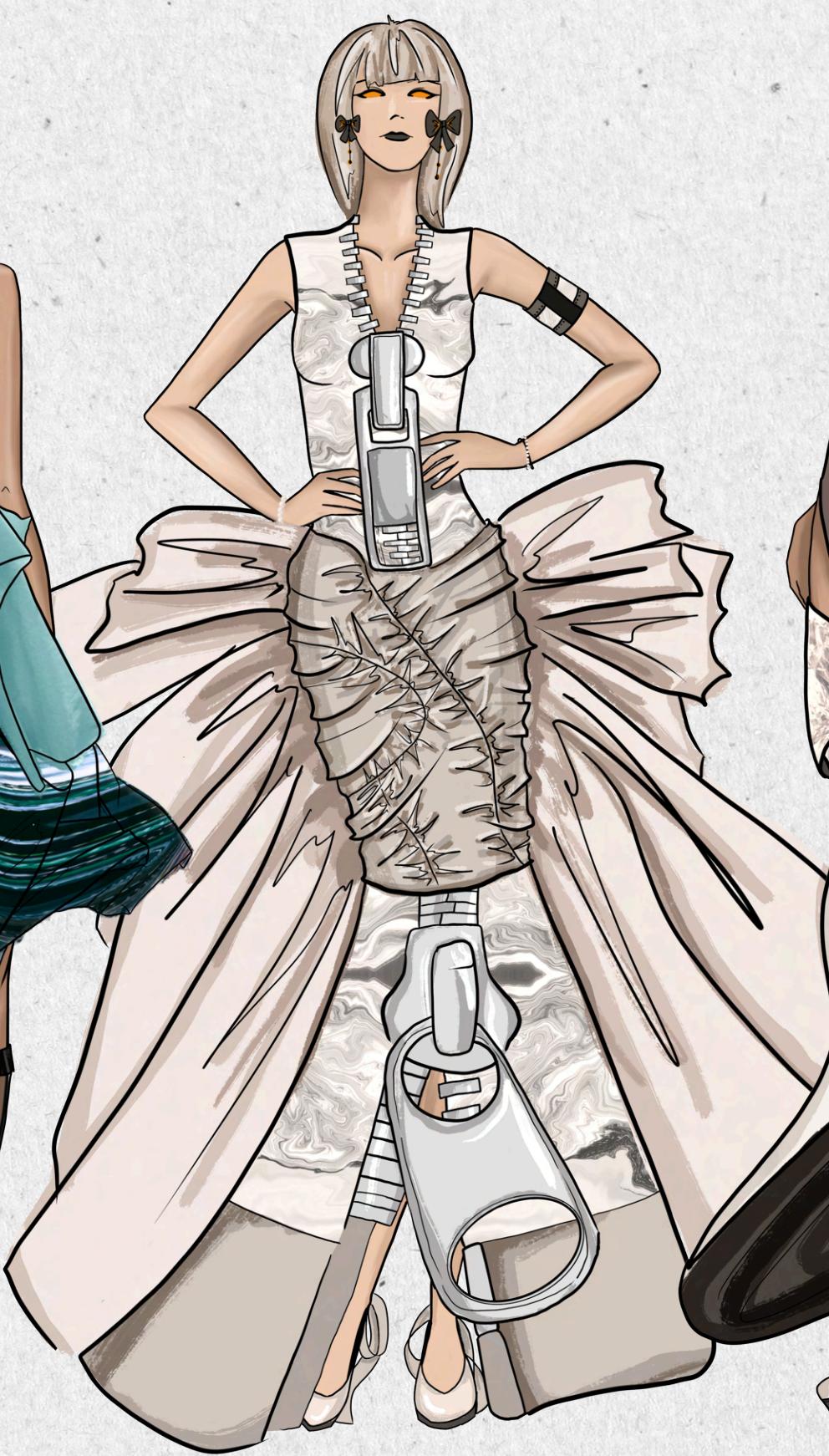
look 2

look 3





look 8



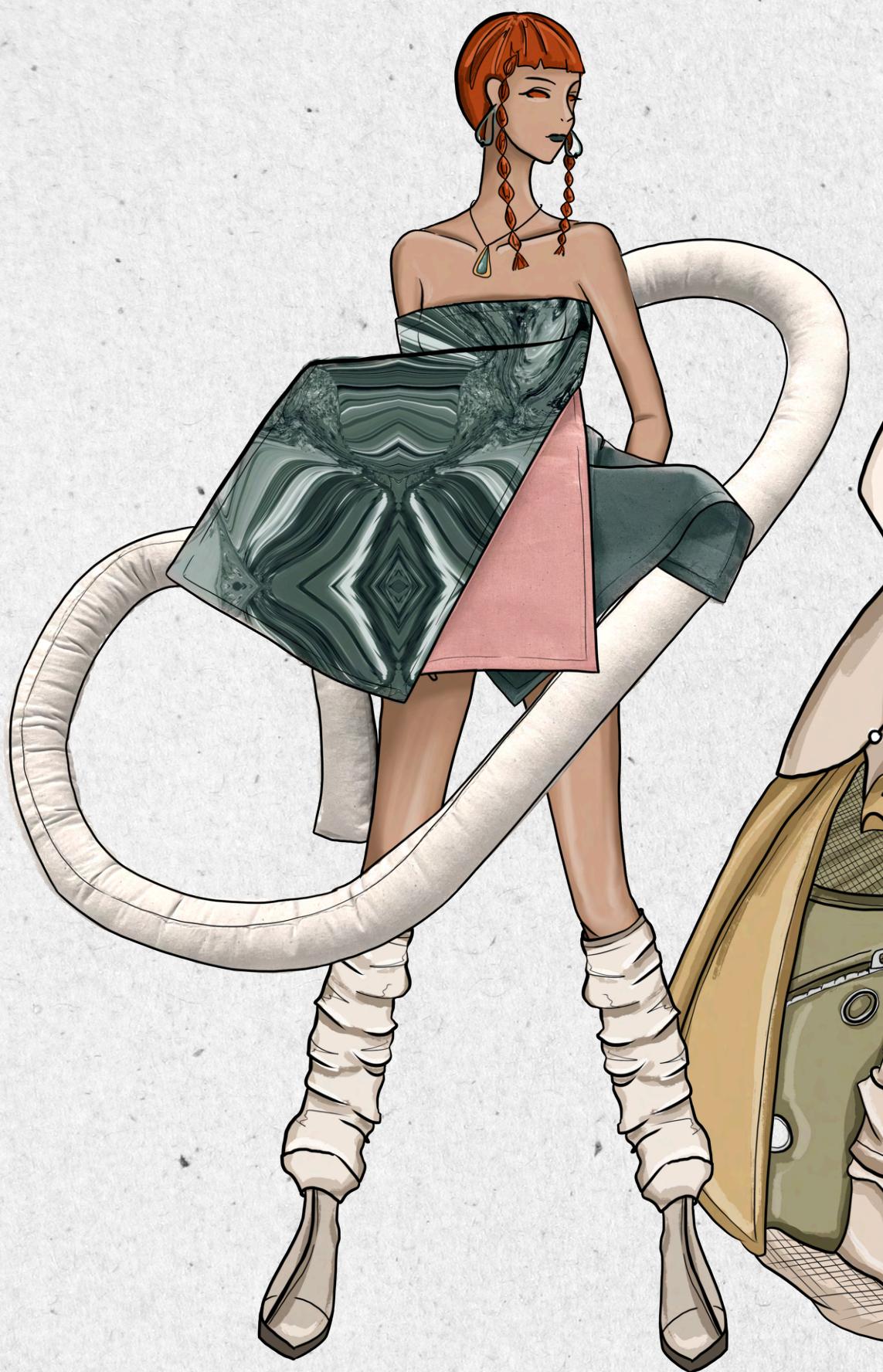
look 9



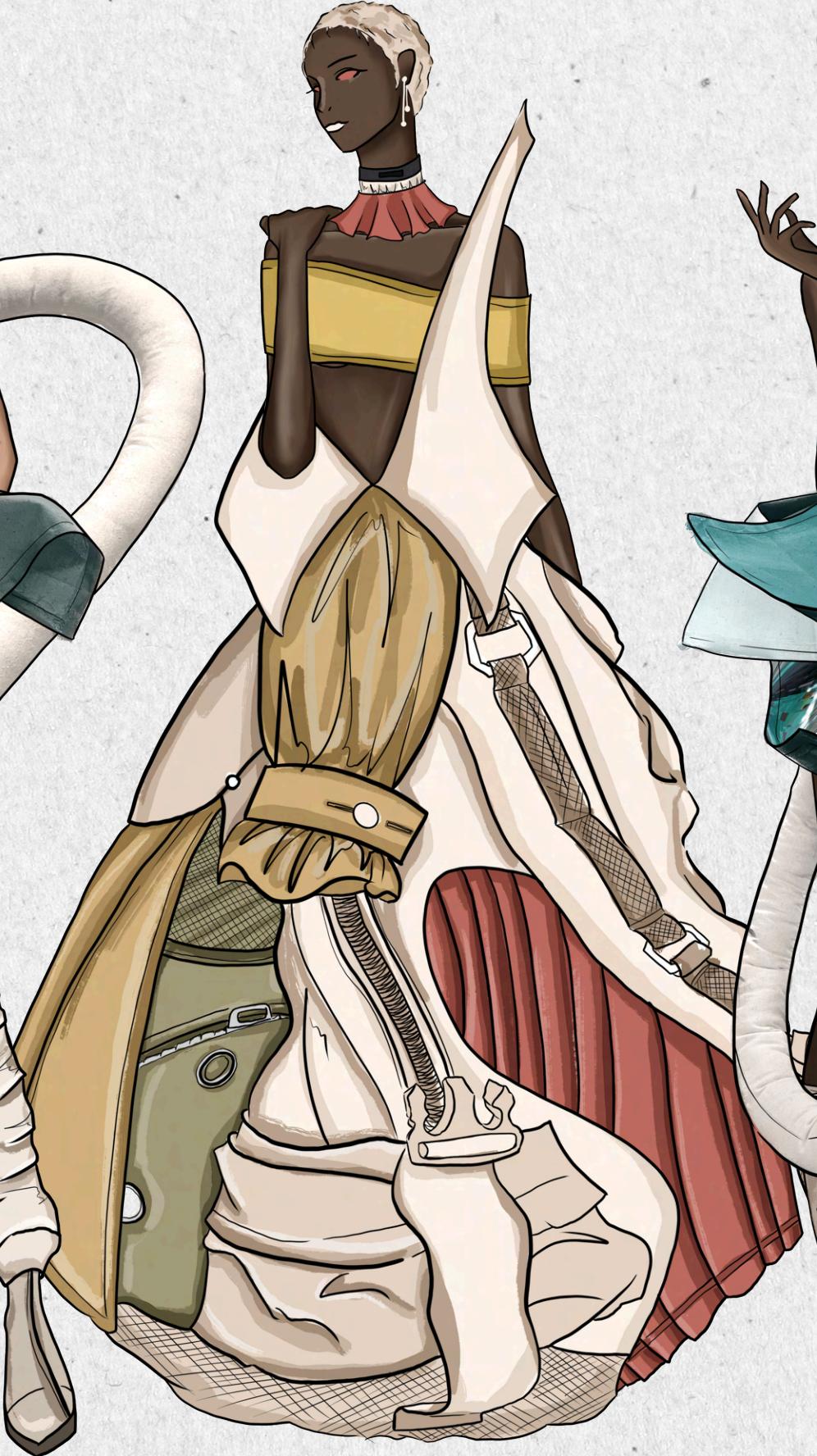
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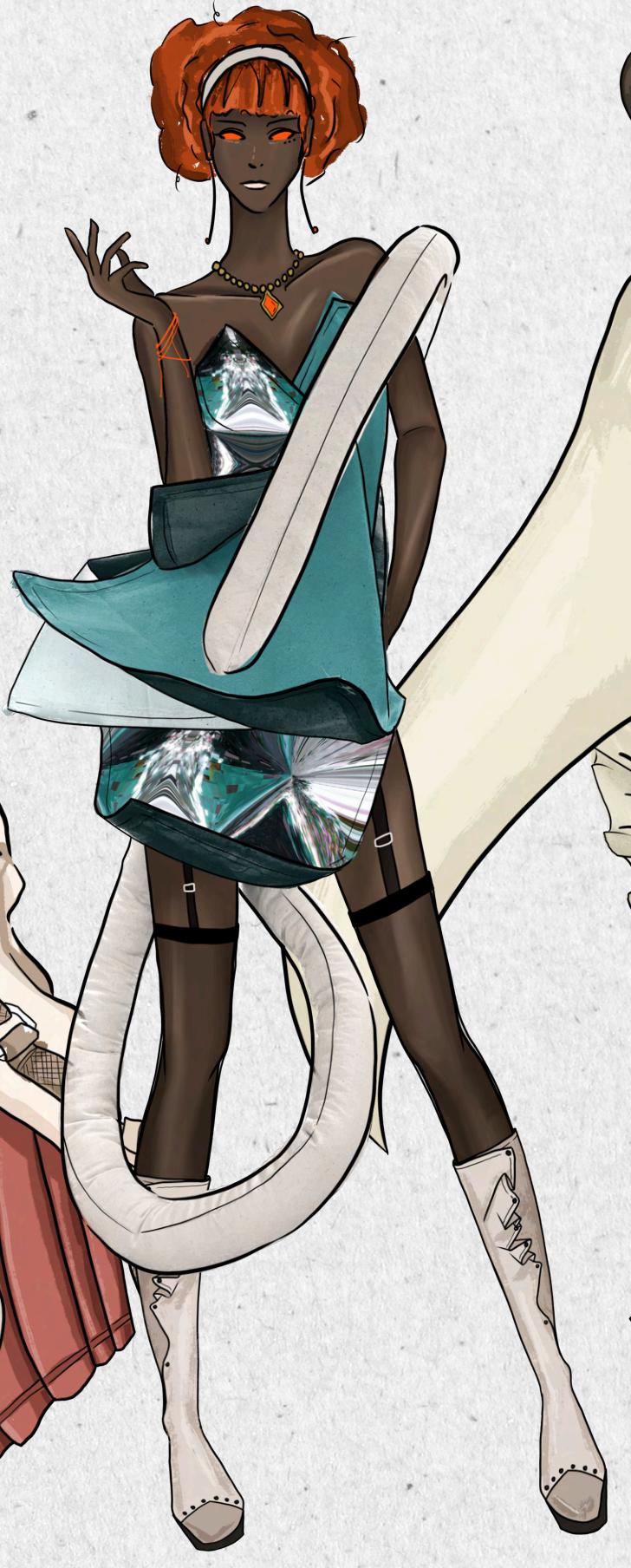
look 11



look 12



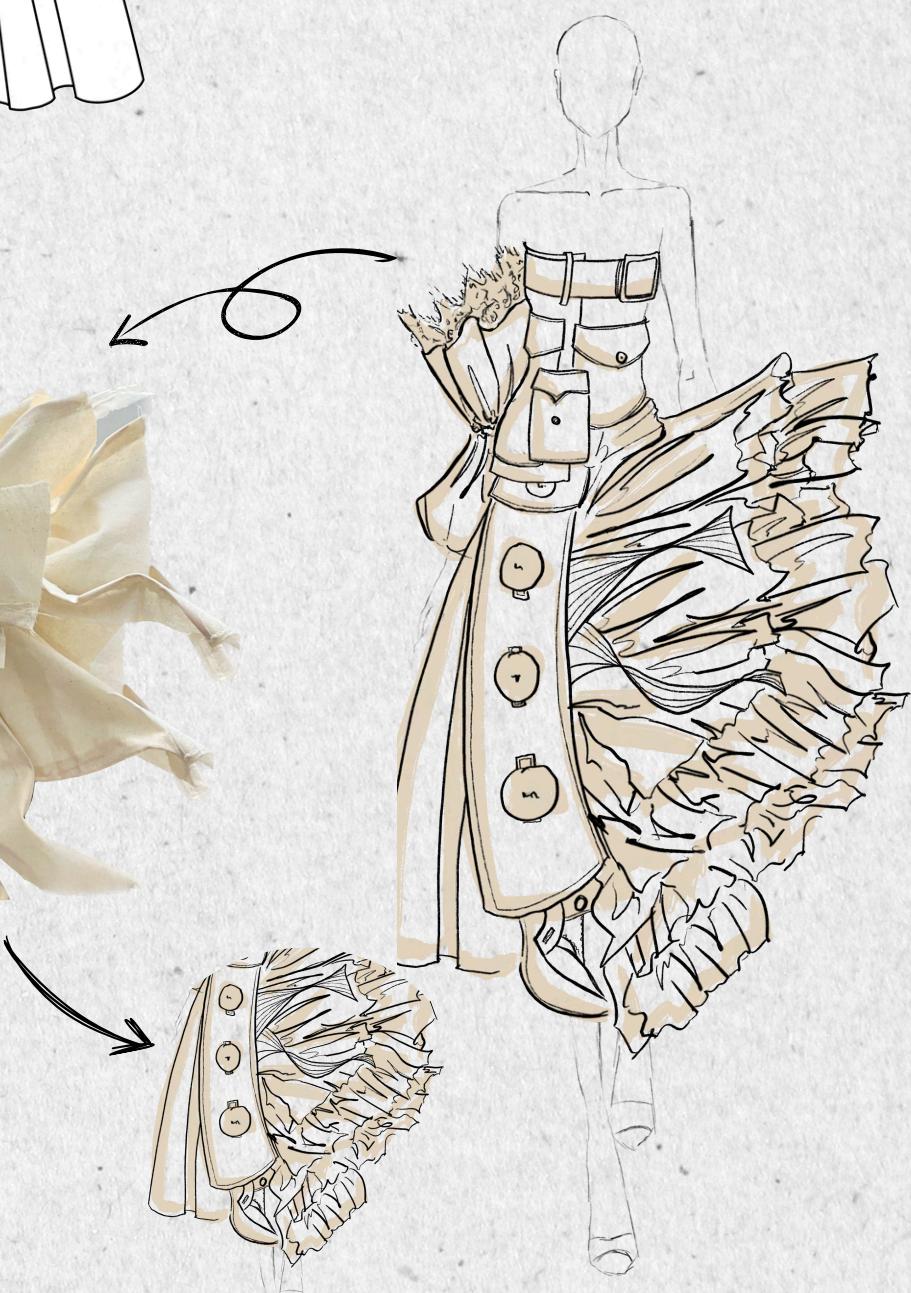
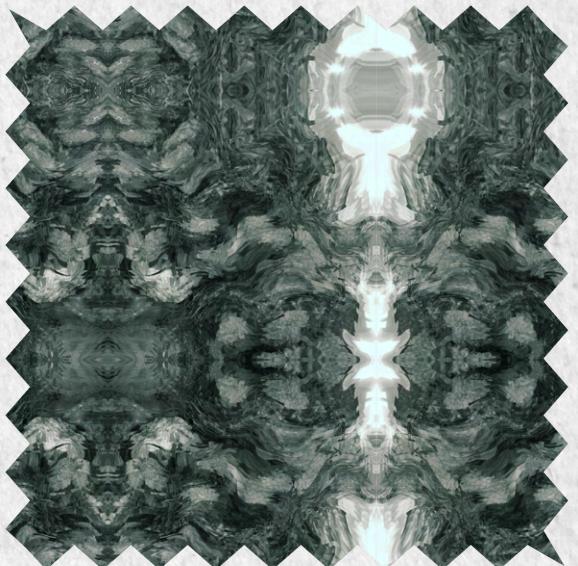
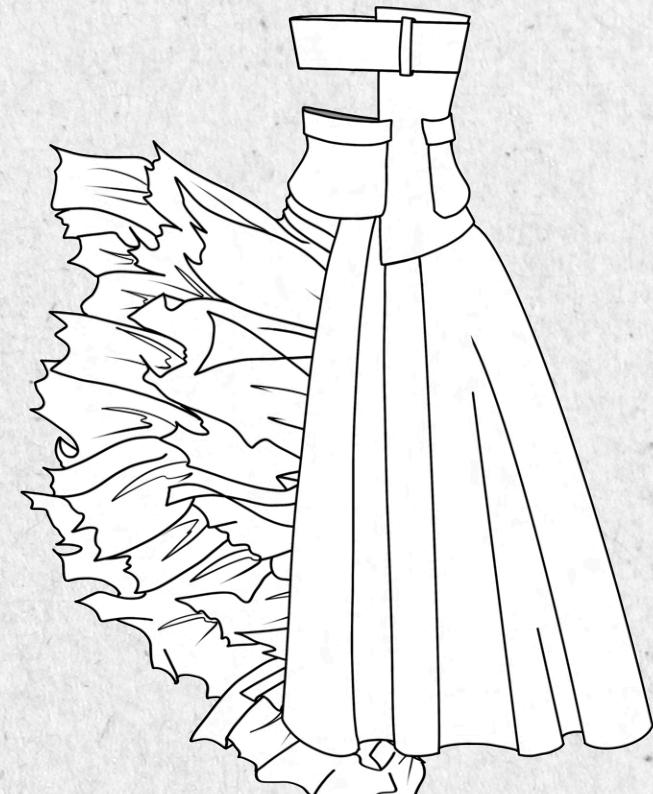
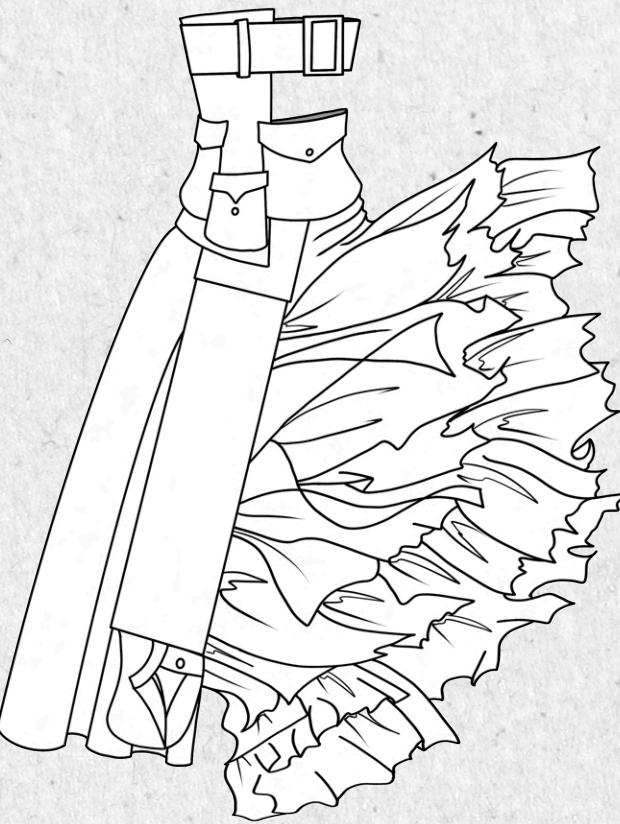
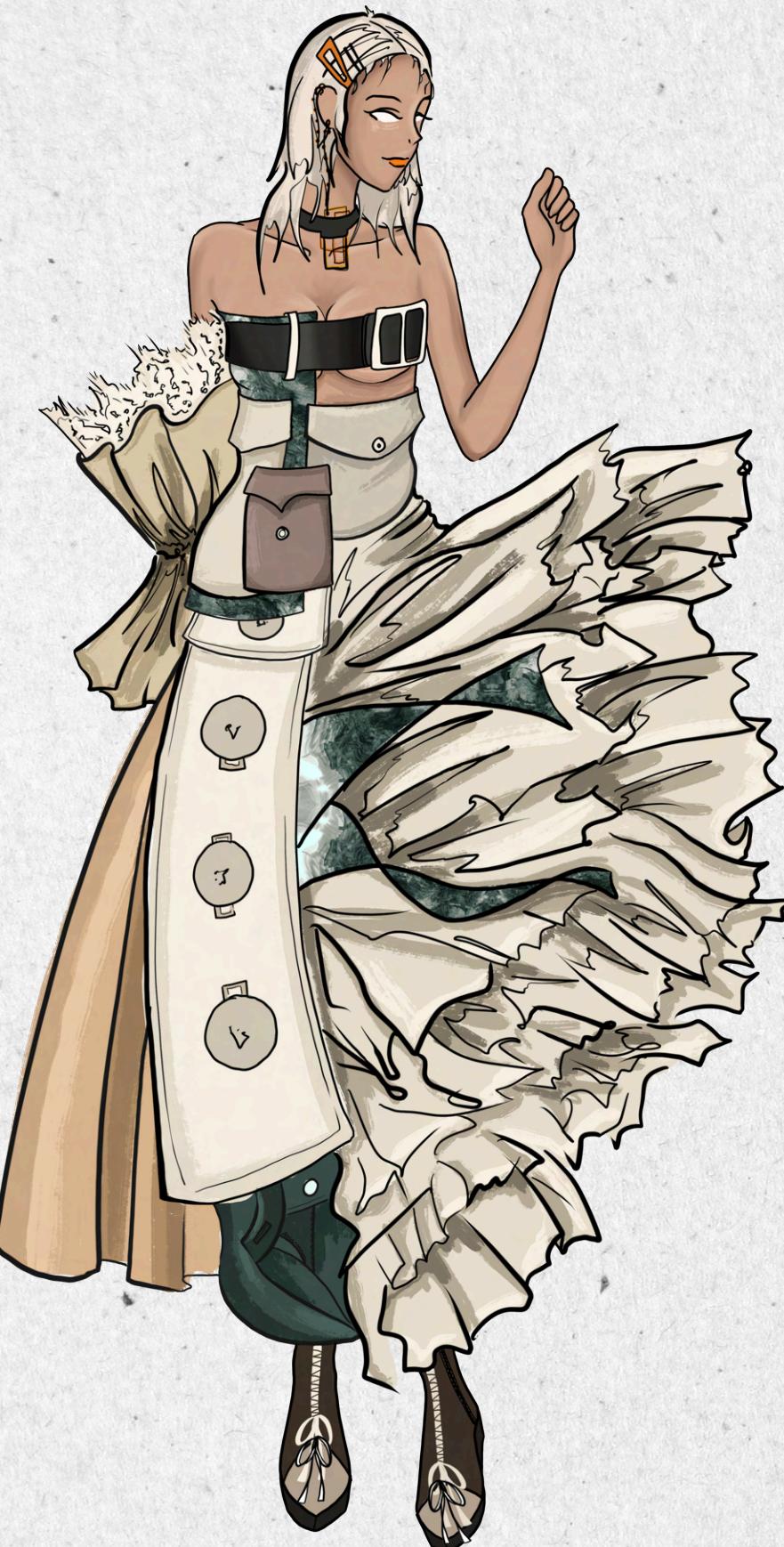
look 13



look 14

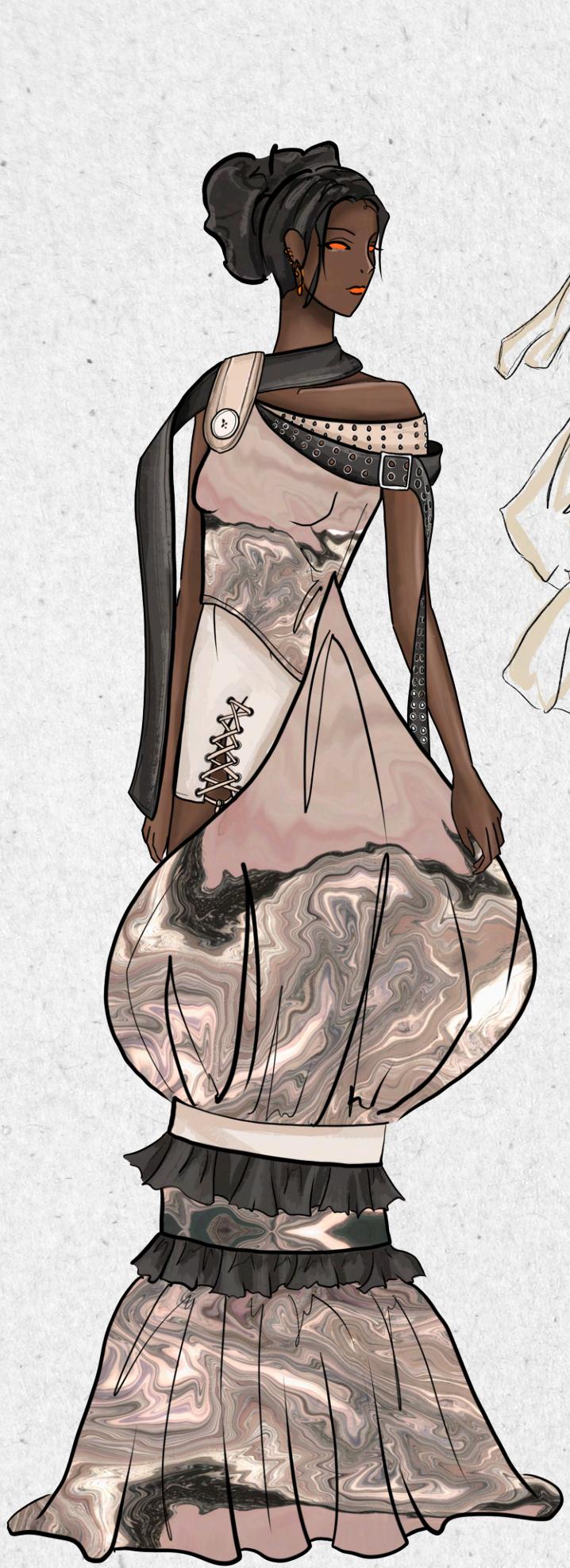


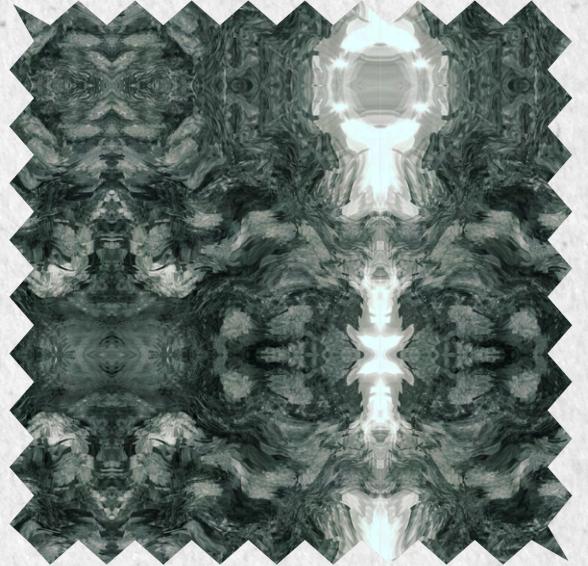
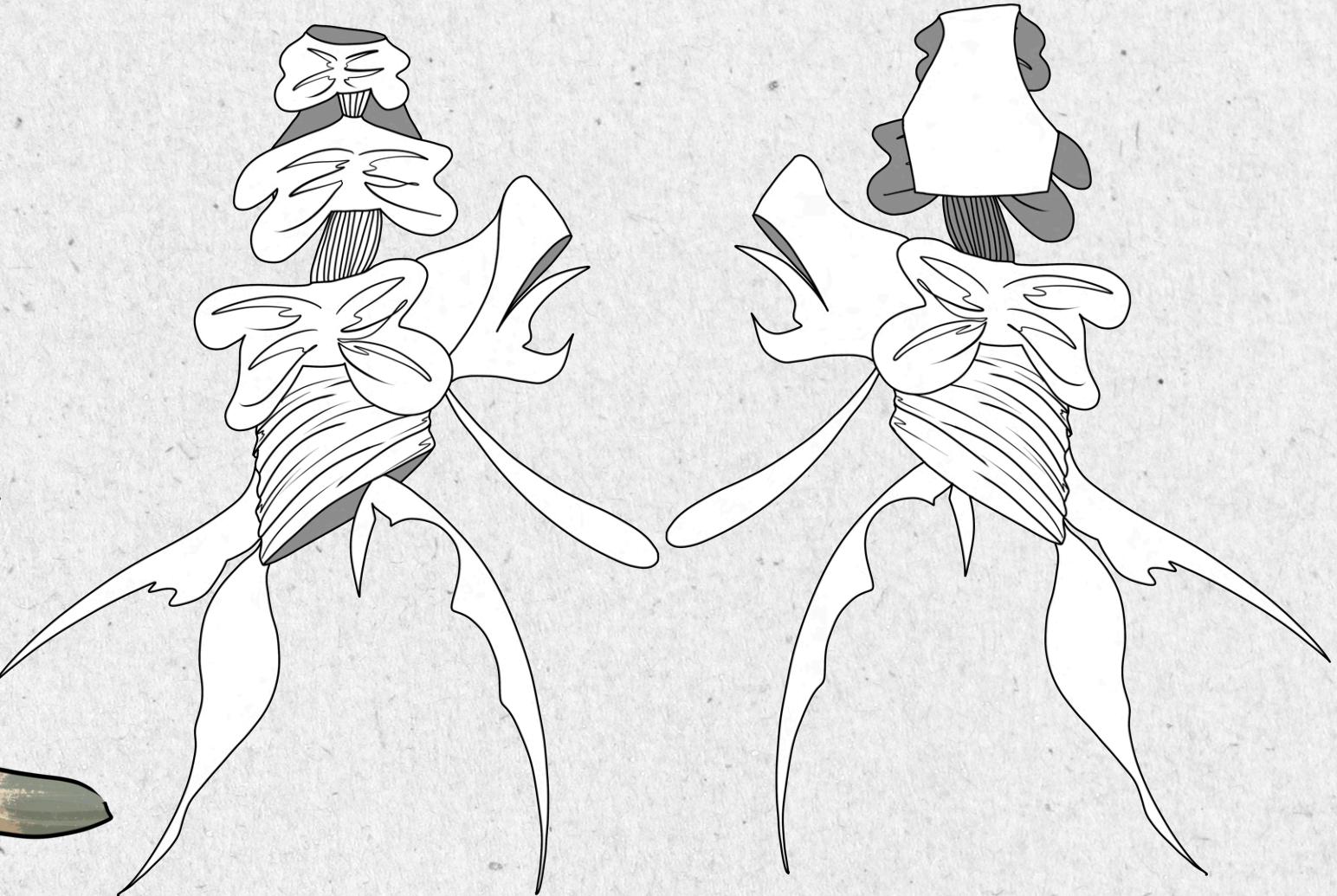
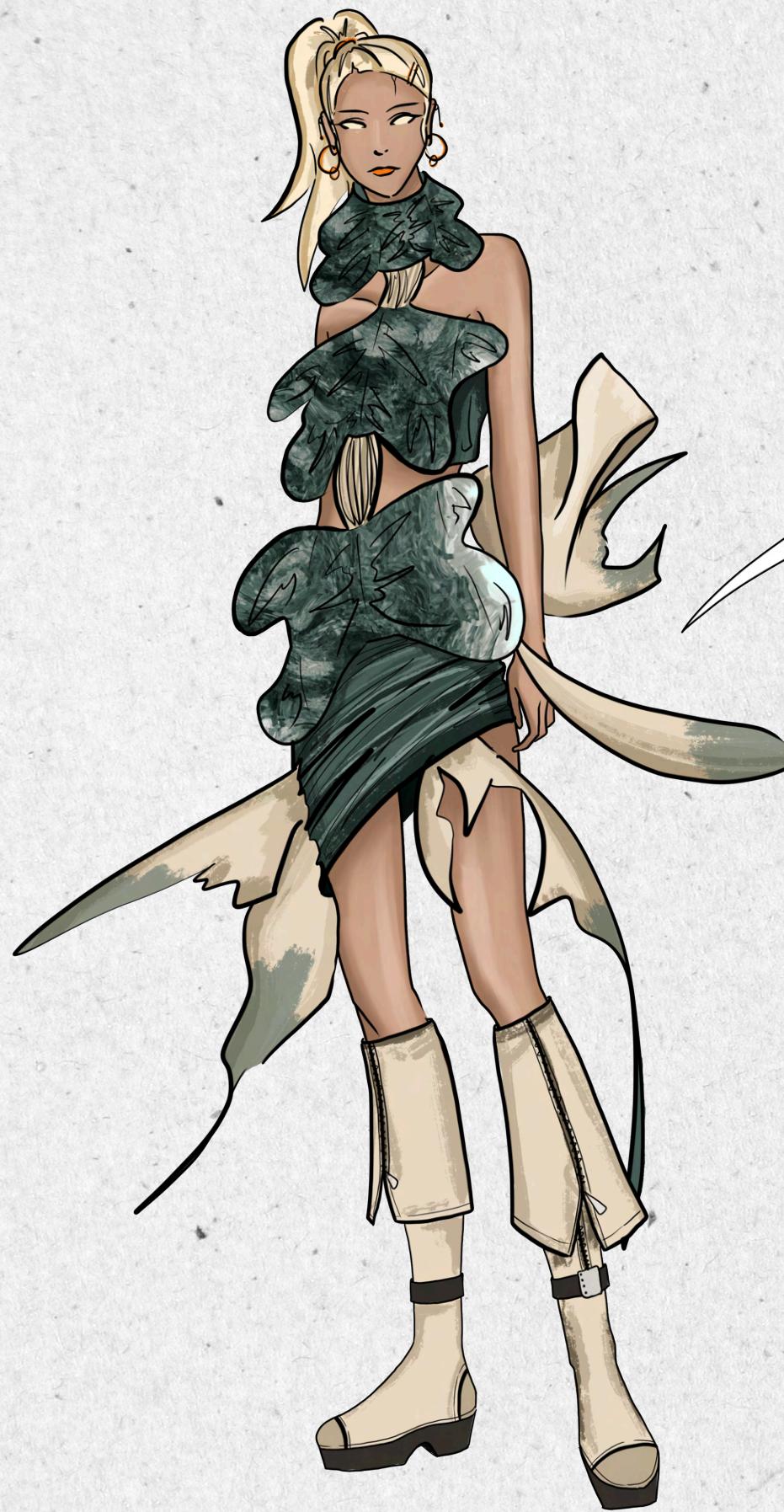
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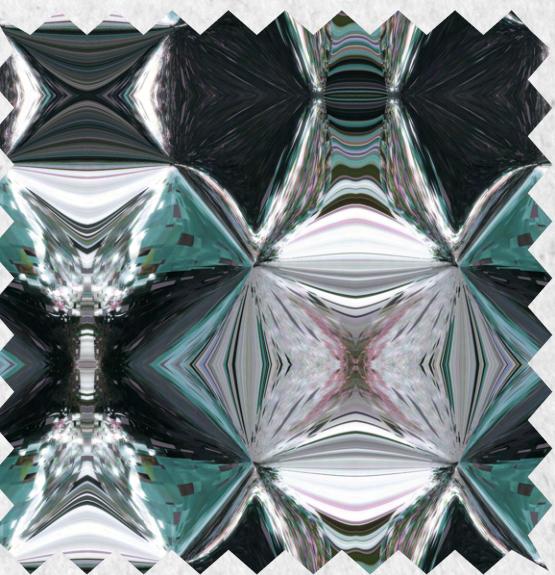


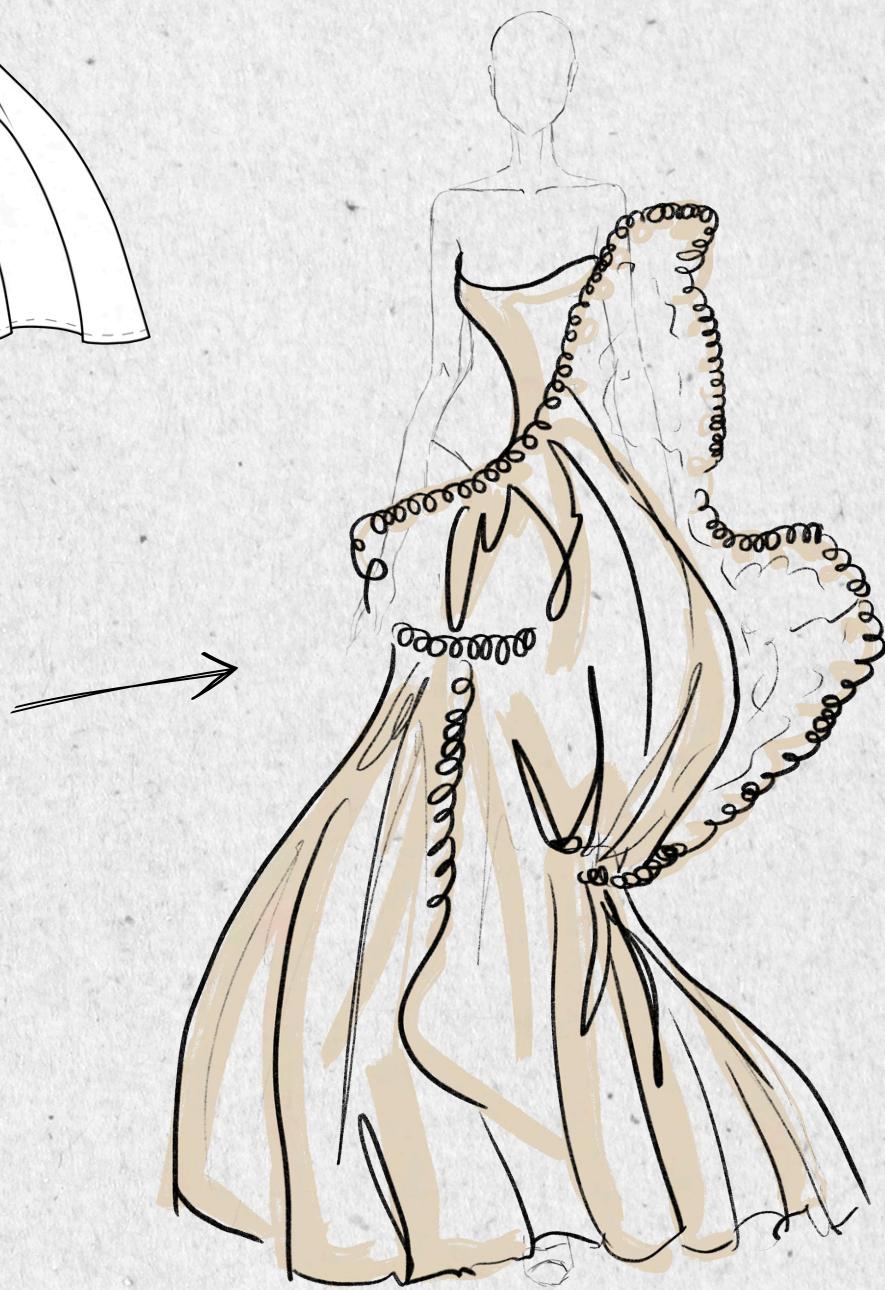
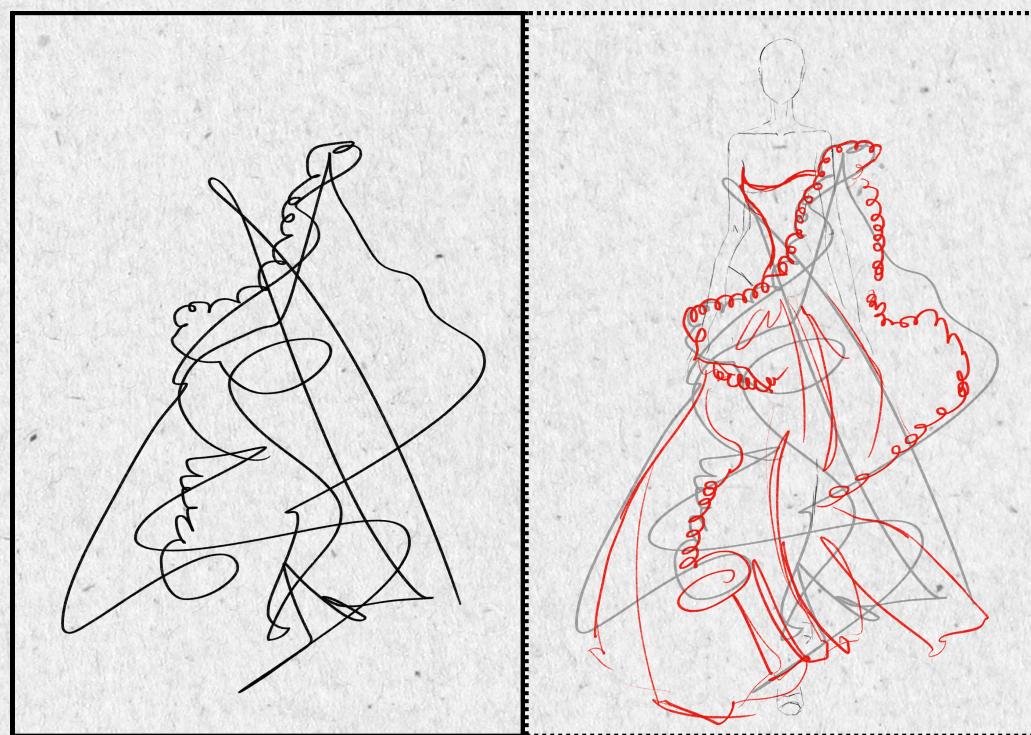
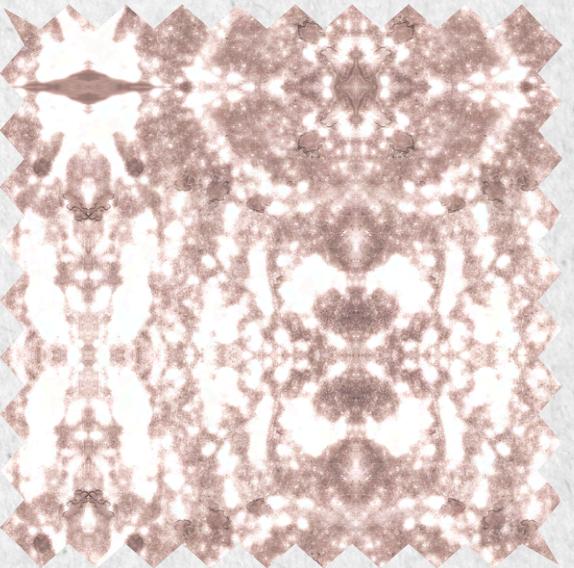
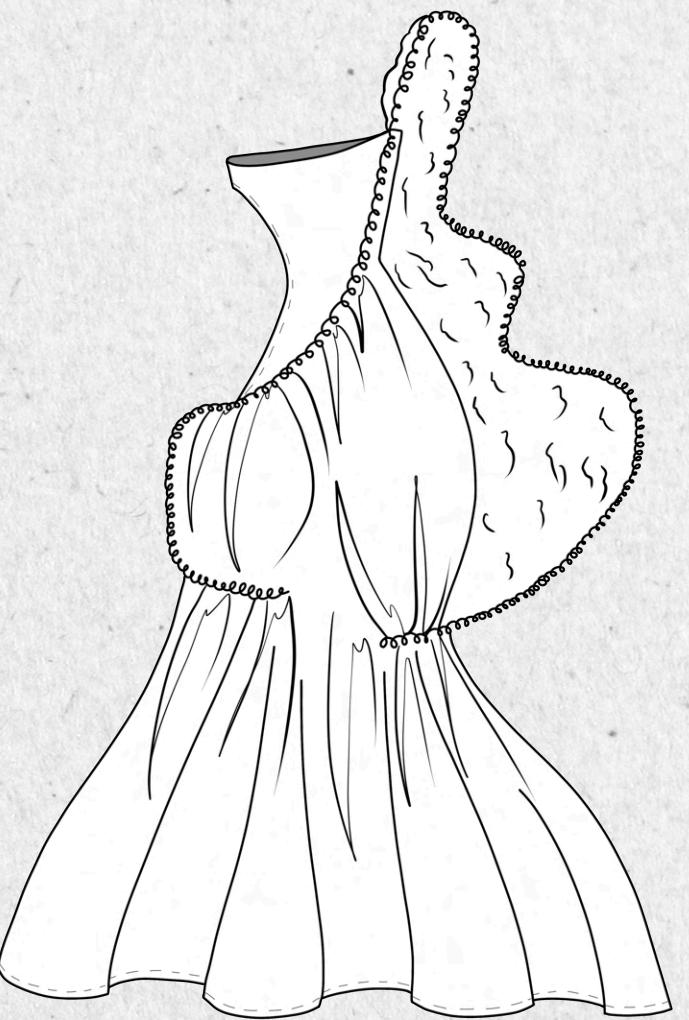
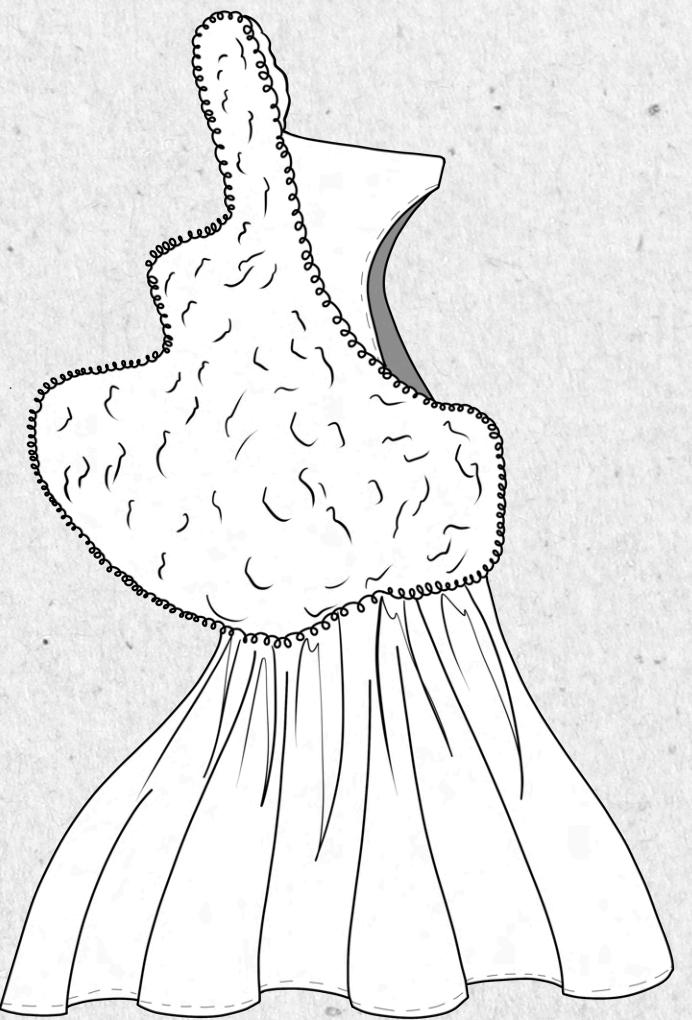


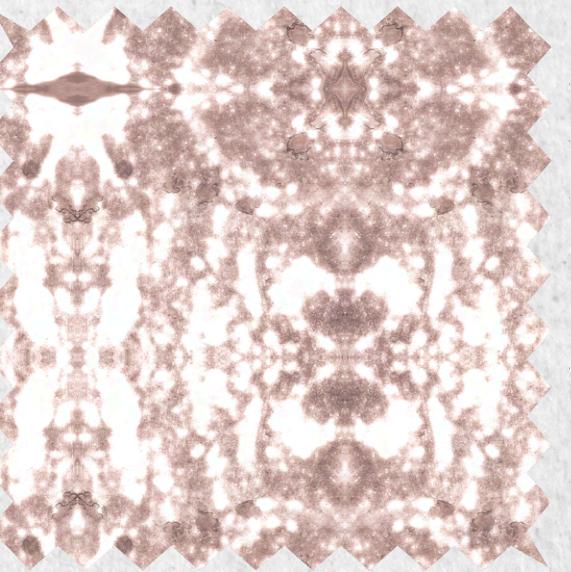
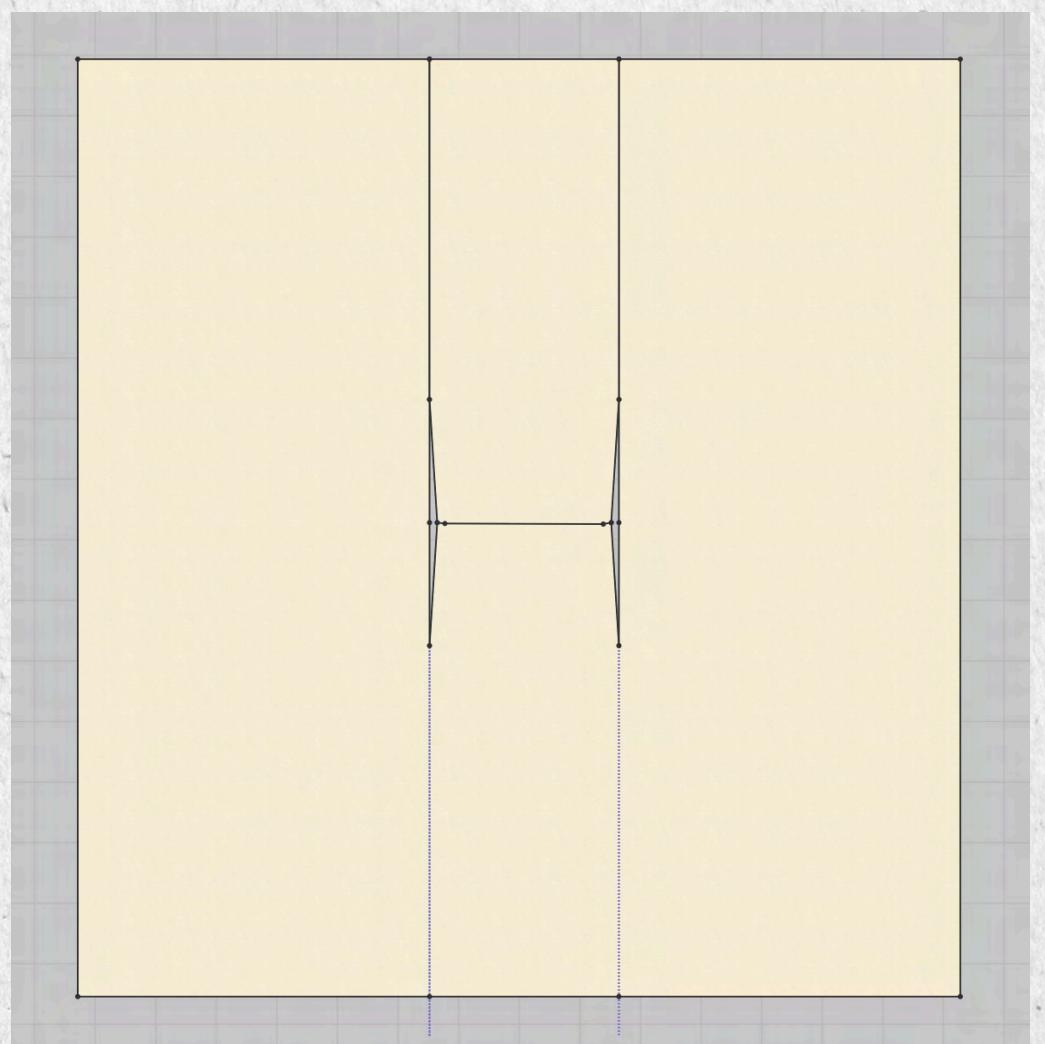


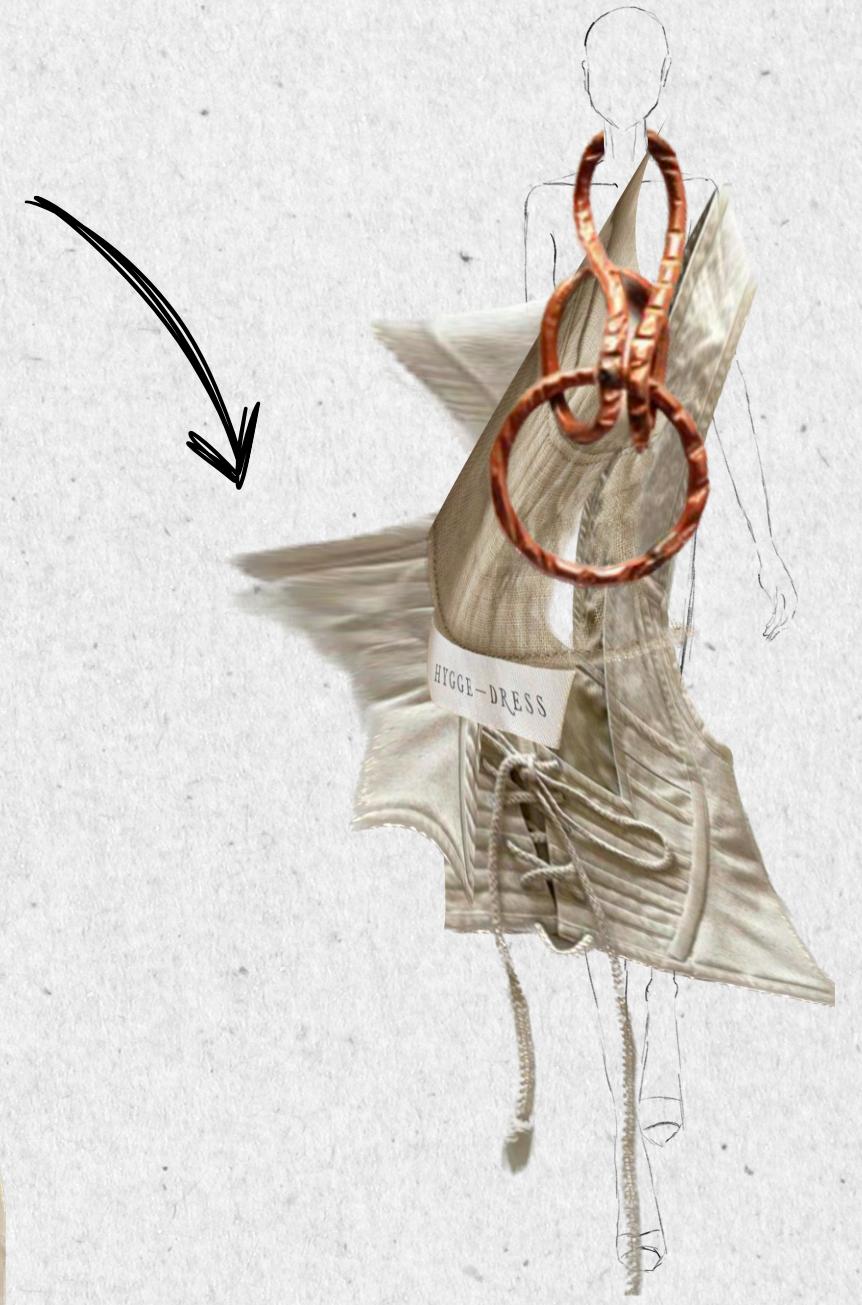
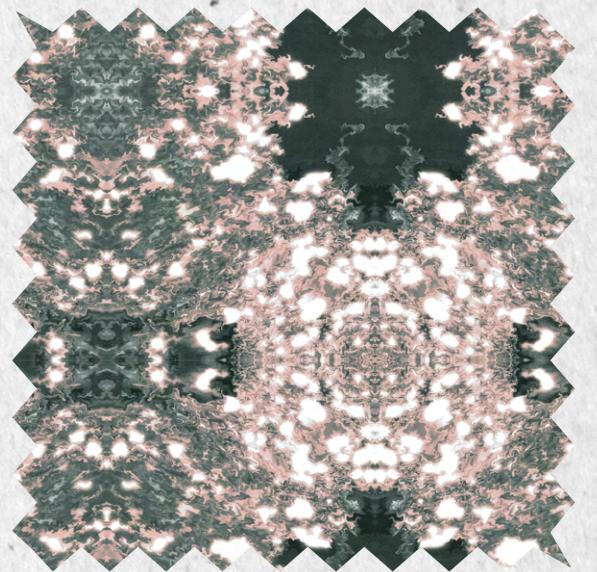
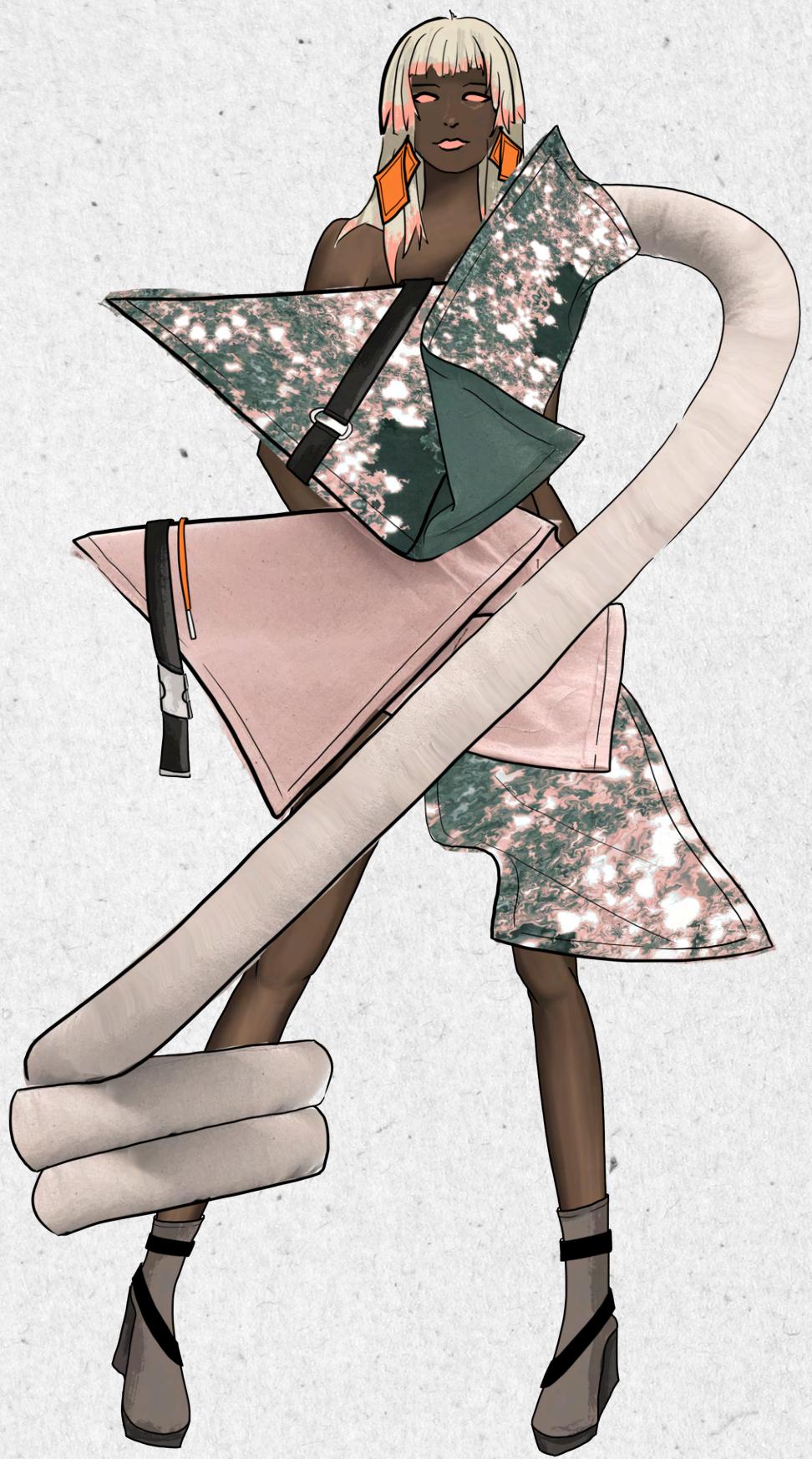


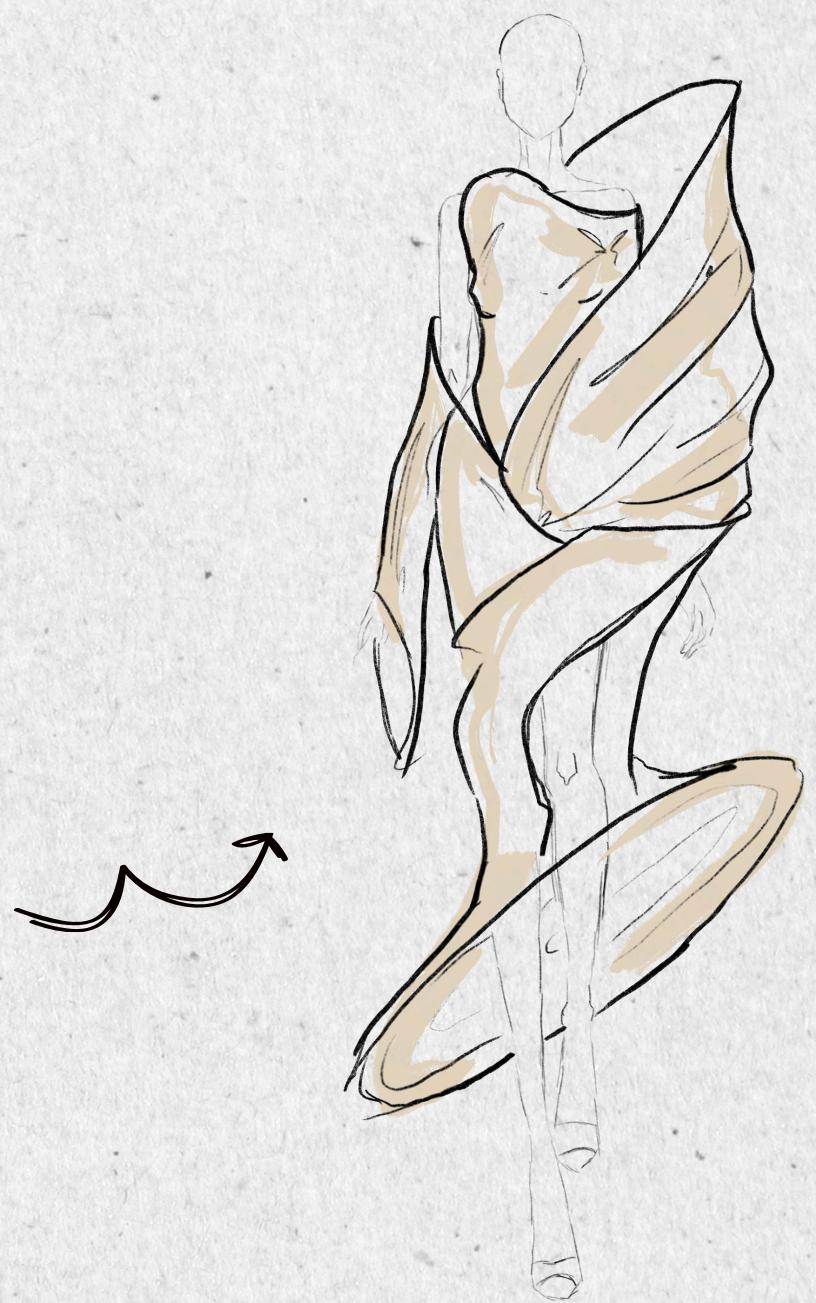
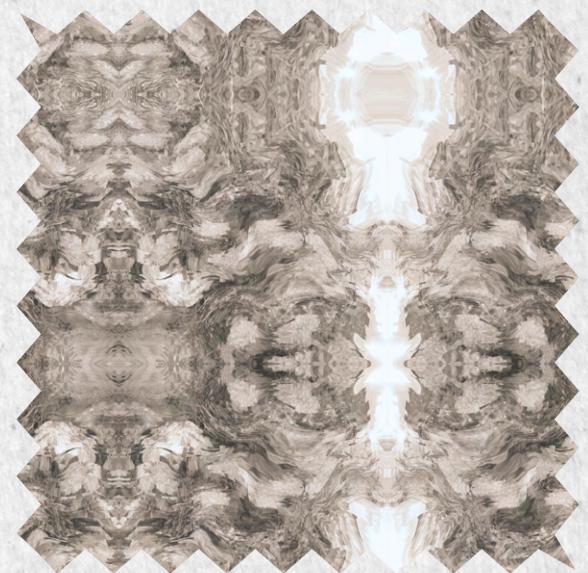
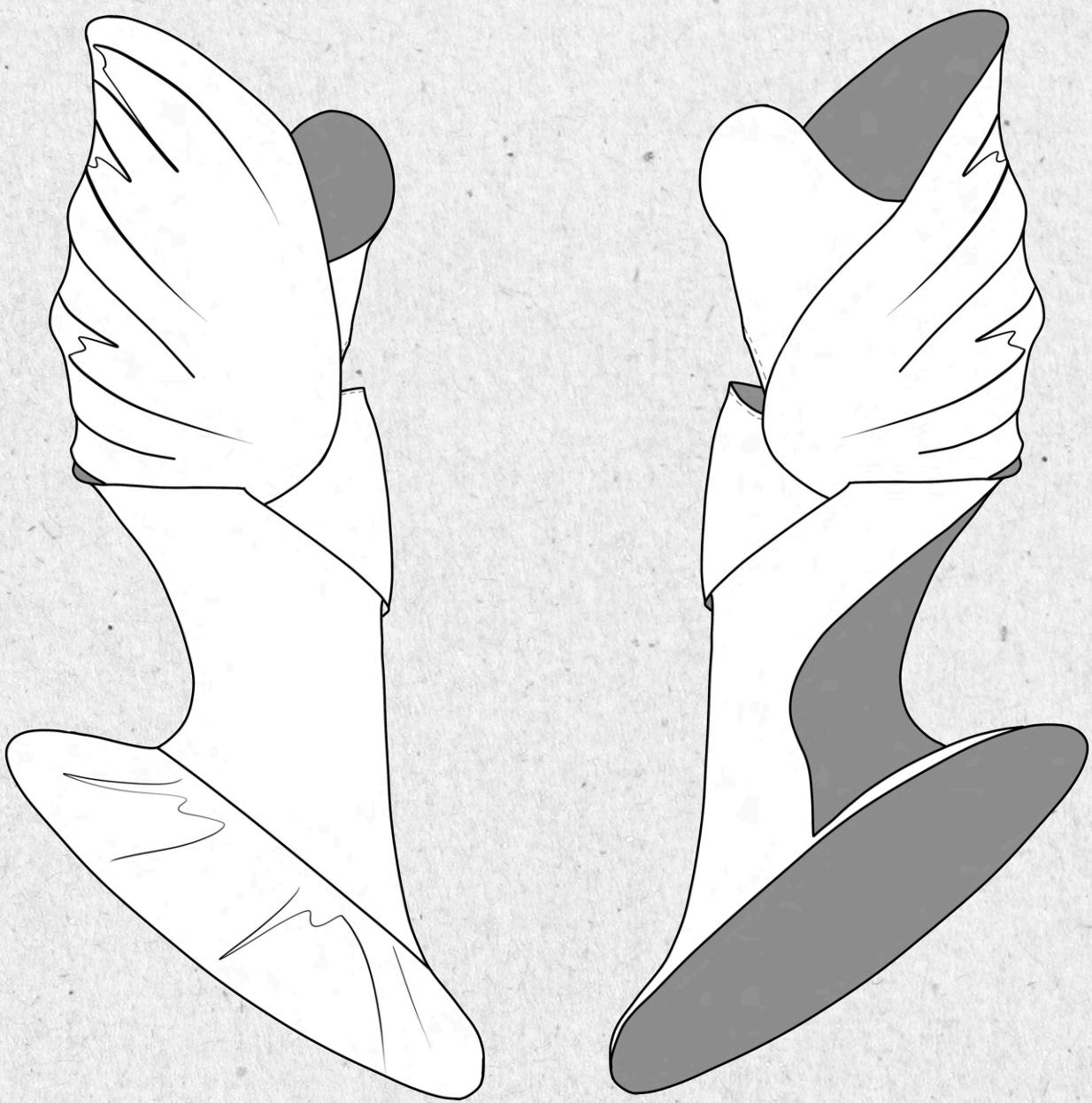


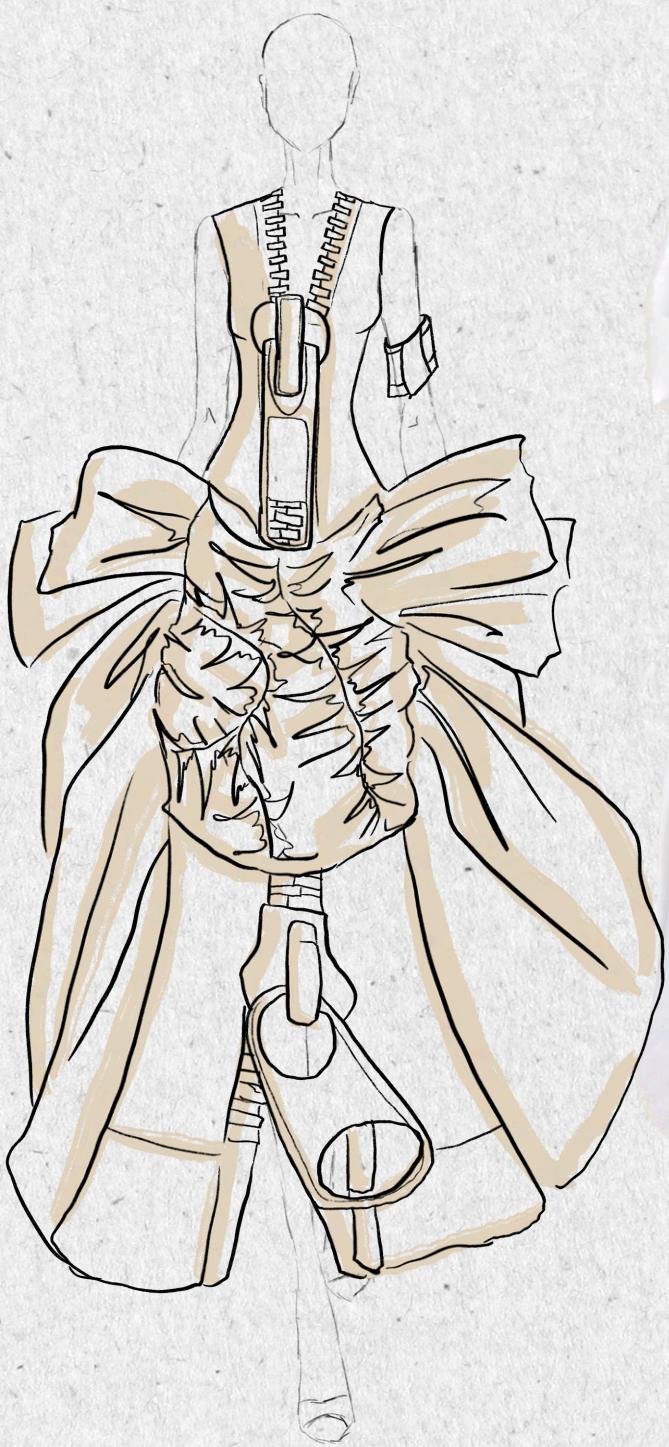
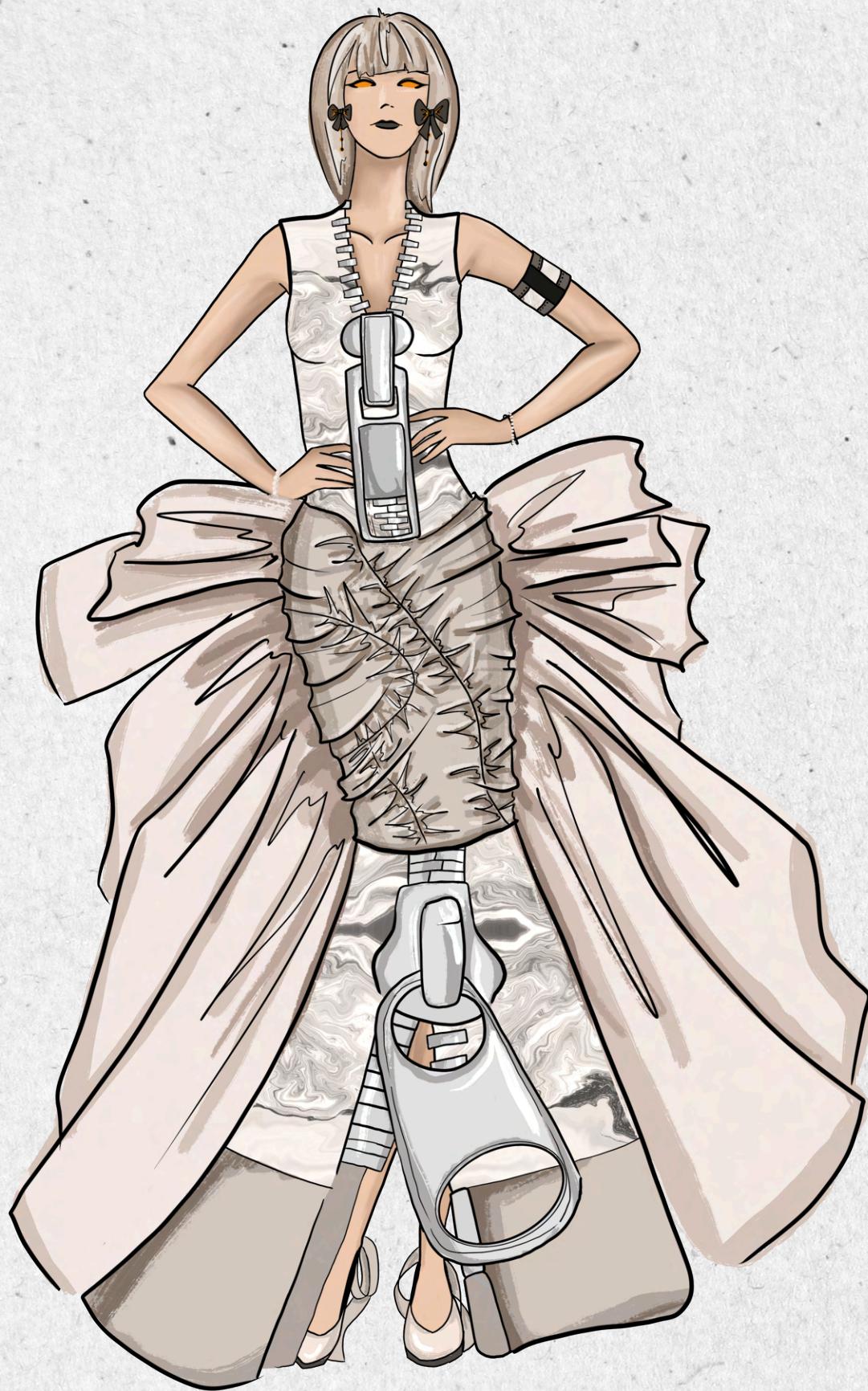


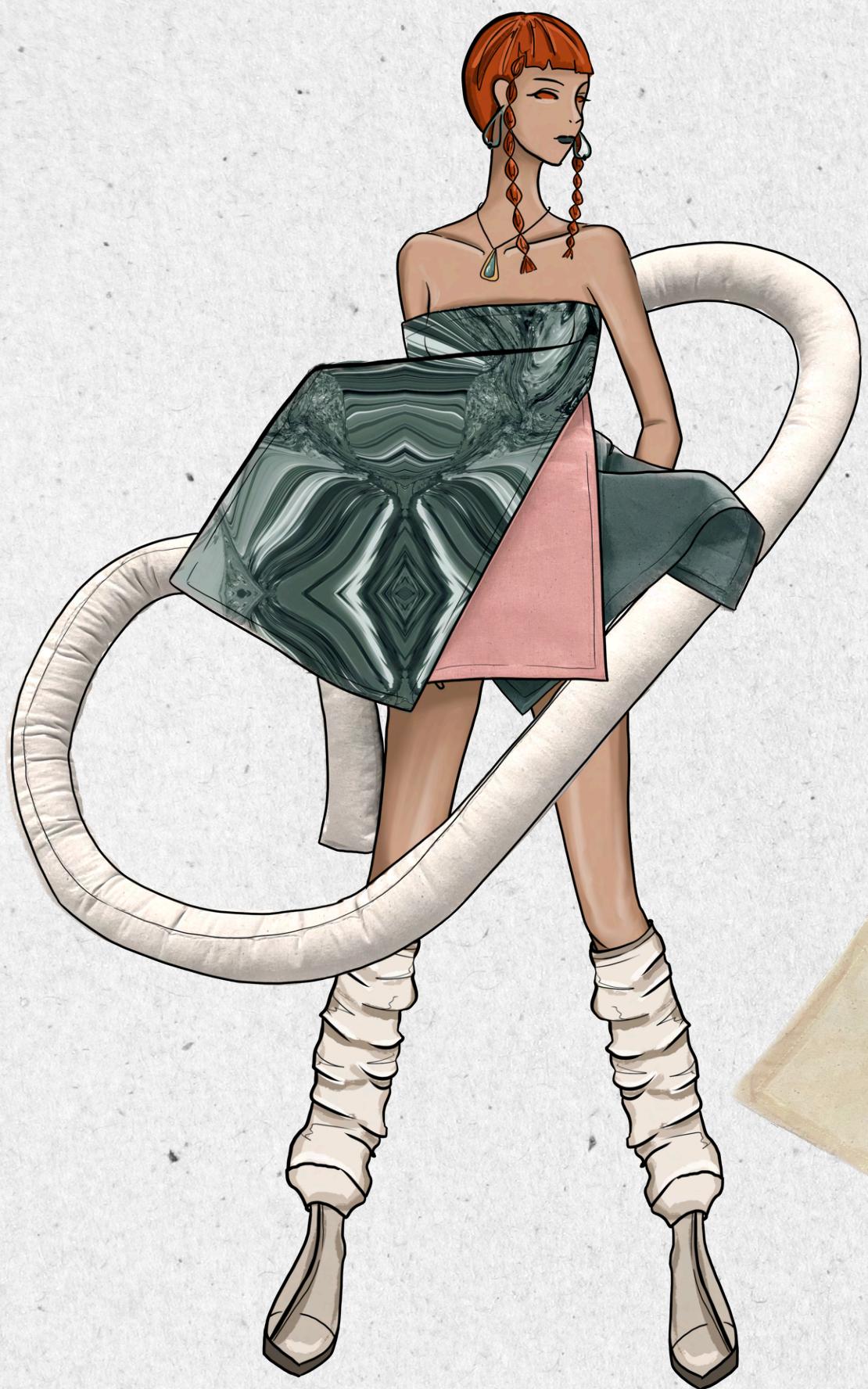


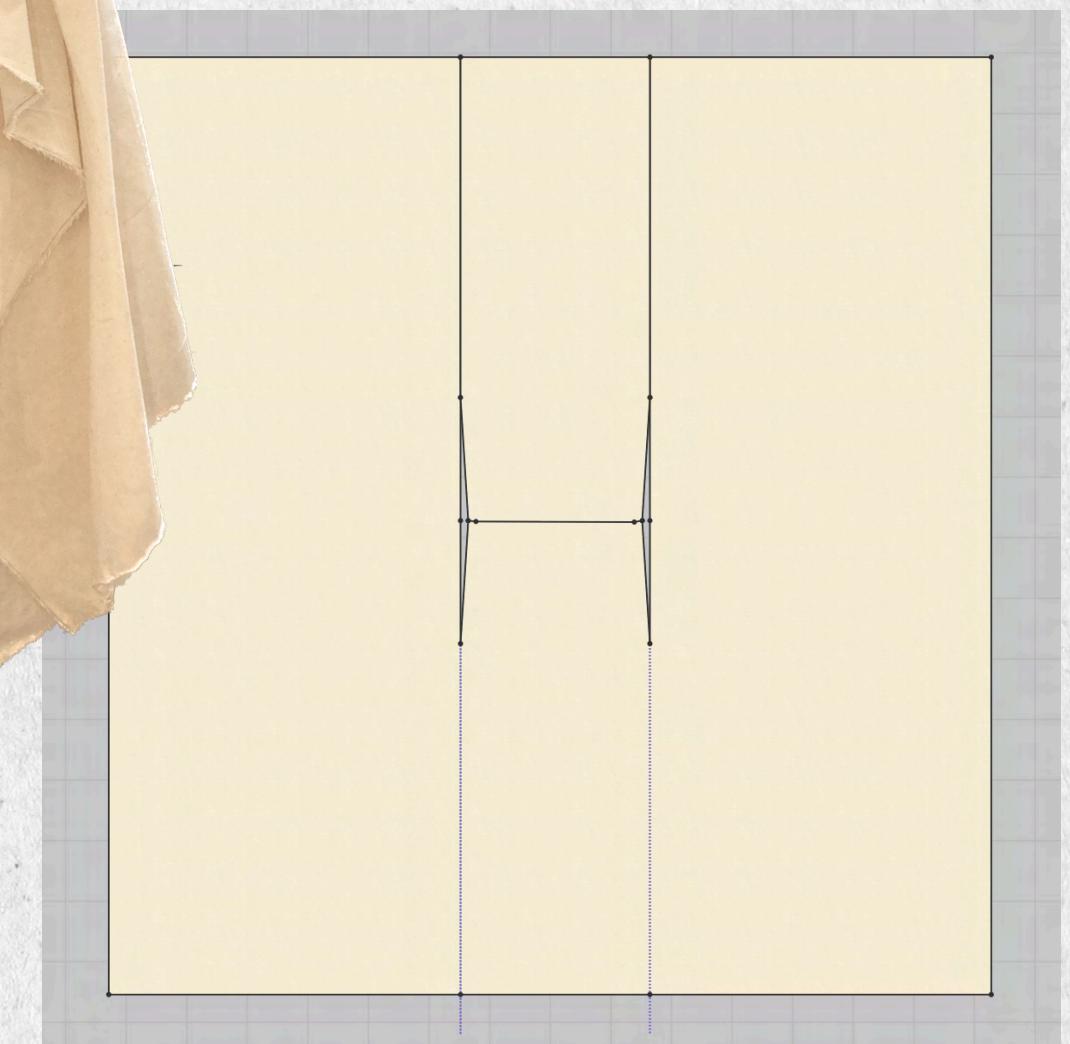
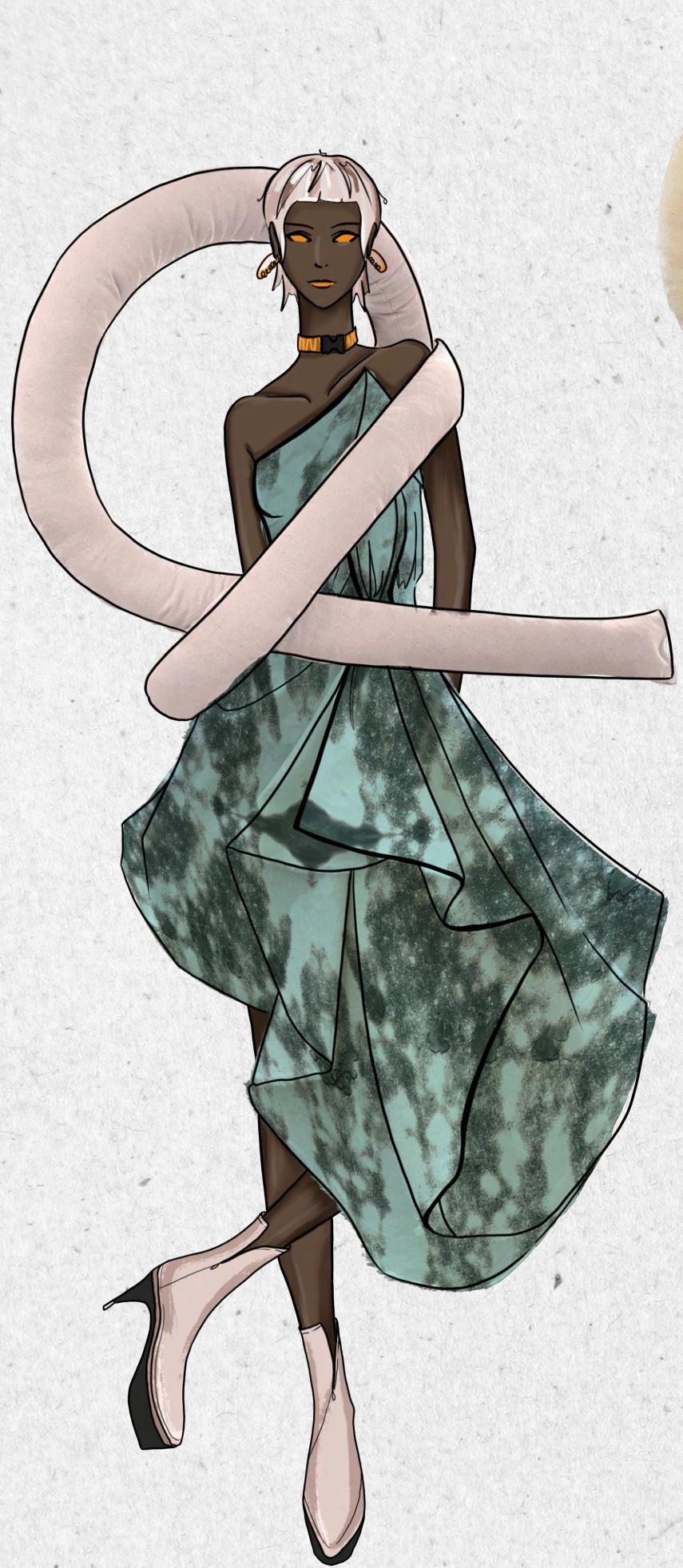


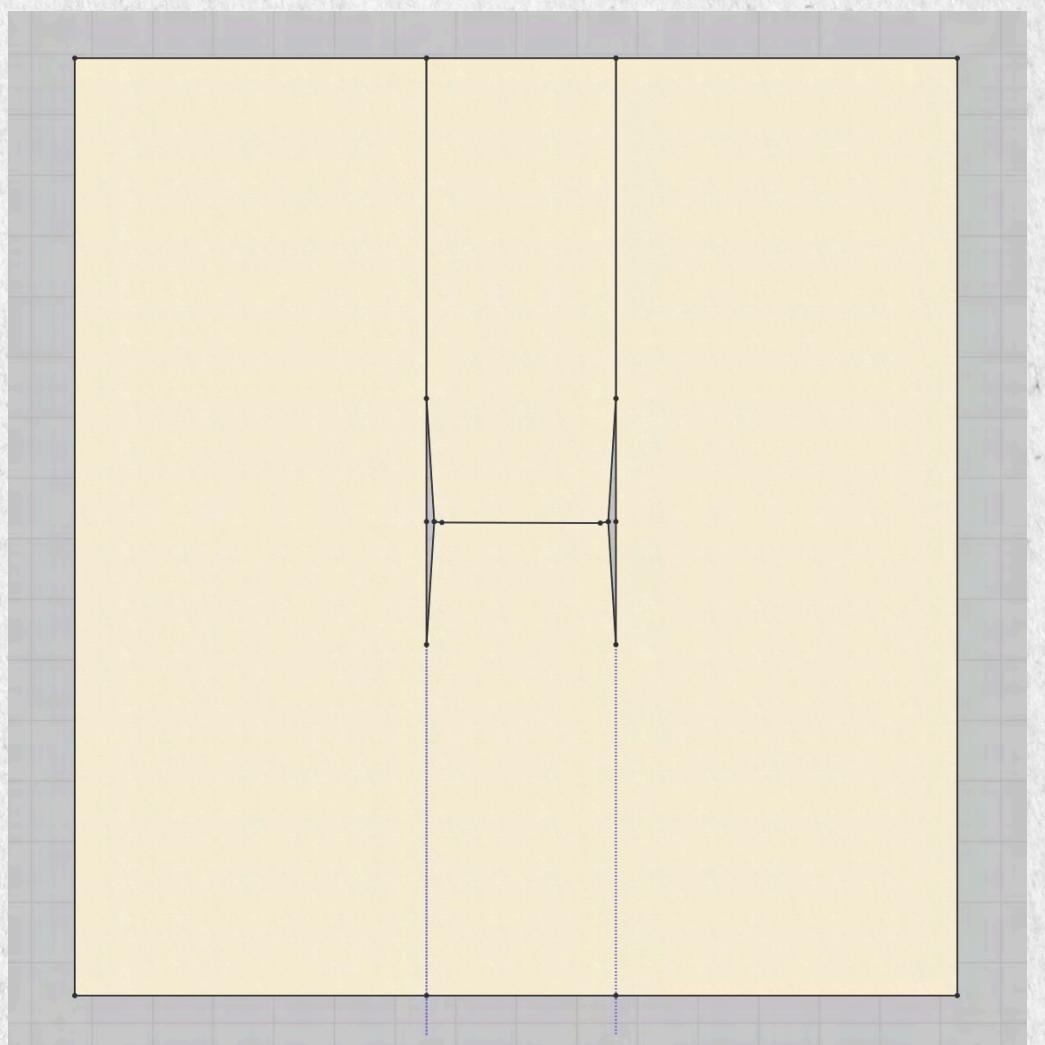


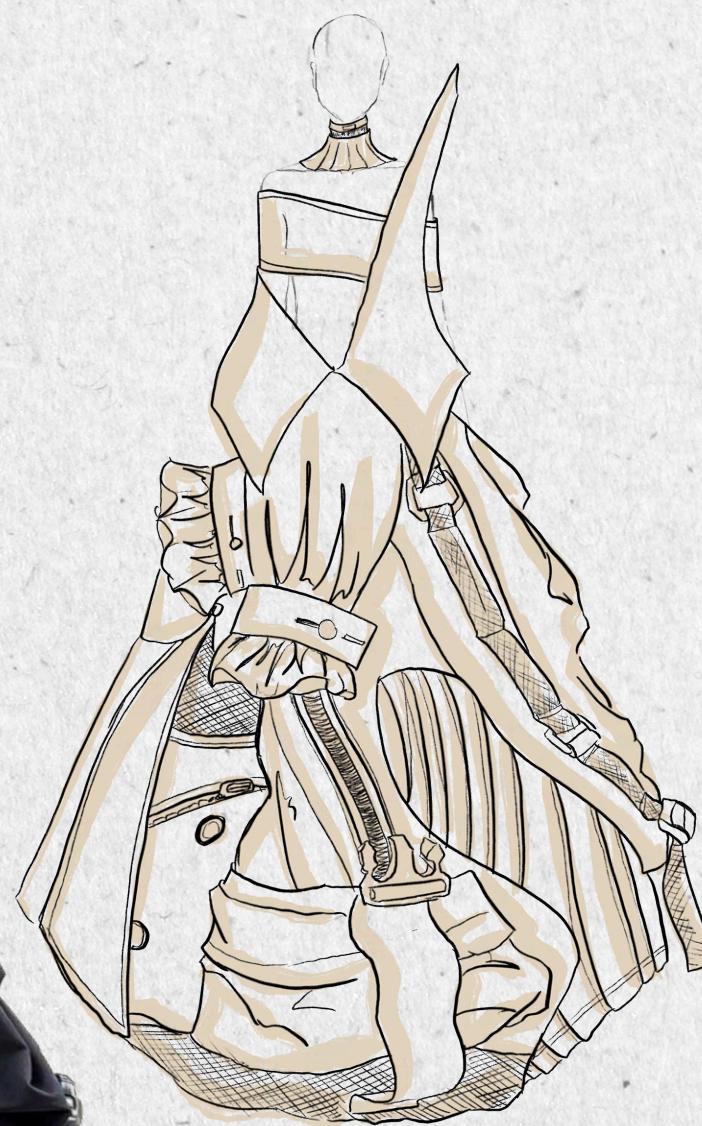
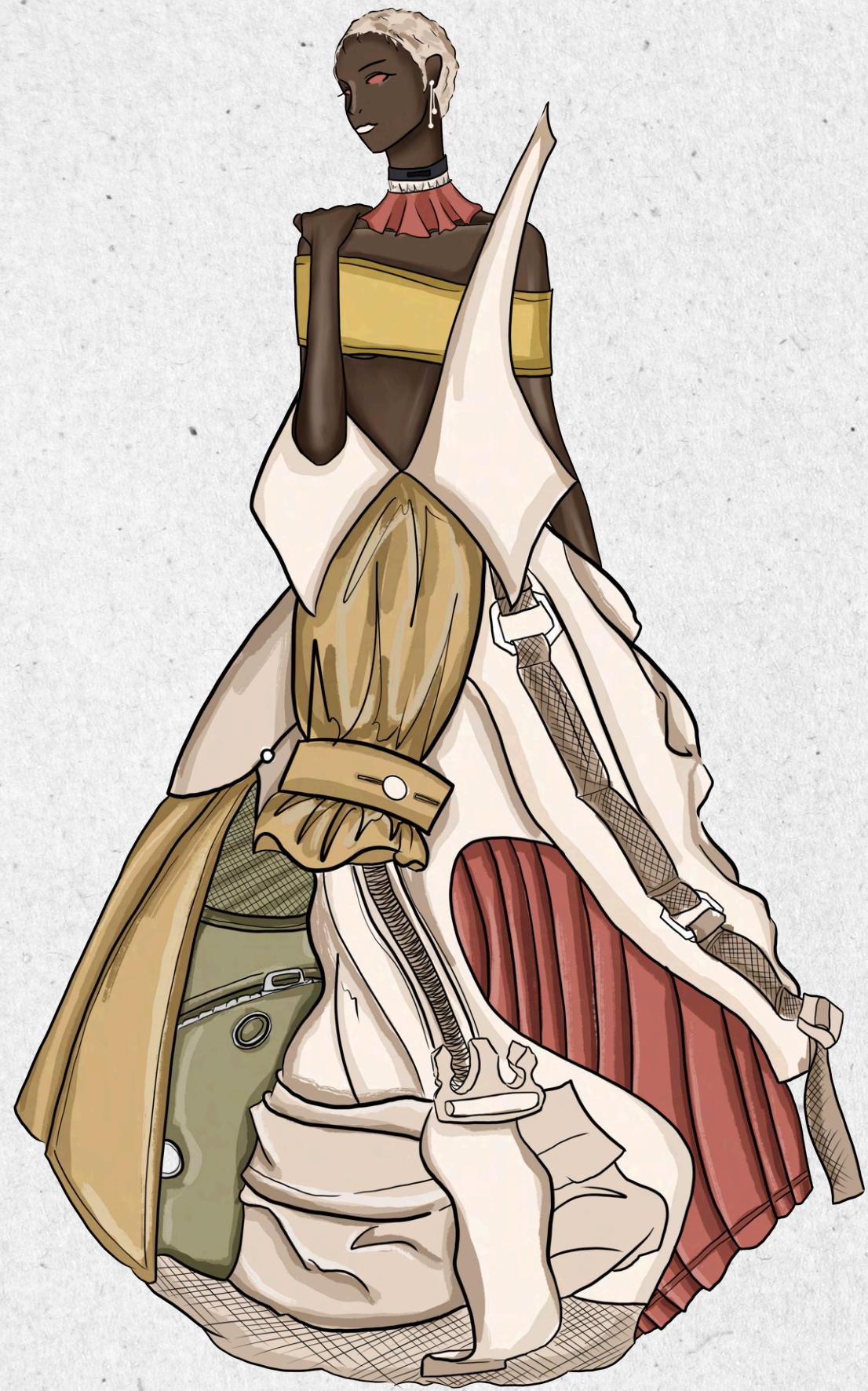












SWATCHES

