Print the body. Clothes printing project

INTRODUCTION

Skin has become the main fabric of the 21st century, enabling the body itself to become the new customised apparel. Over the last three years of my studies, my research was based not only on style considerations, but also on moving away from contemporary industrial constraints and going towards a new clothing production method. My research was focused on developing an artisanal process that makes clothing comparable to 3D printing.

I drew on my research of human anatomy and the body to rethink the construction of clothing. My work is an analogy between body and clothing. My designs are based on human muscular weaves. All my patterns are extracted from human anatomy to create a new, wearable skin. This method of construction allows people to wear their own anatomies, exposing the internal construction of their bodies. Each piece is entirely made of a single recycled thread. This experimental method is hand-crafted, without the use of a sewing machine. Because this process is handmade, the goal is to develop a machine that is capable of sewing customised apparel based on a 3D body scan. While doing my PhD in fashion textiles, I have collaborated alongside engineers to produce this new technology. This method both eliminates textile waste and proposes a different form of industrial customised clothing production.

HOW TO CITE

Vicerial, Jeanne. 2018. "Print the body. Clothes printing project". *Temes de disseny* 34: 44-47.

Human muscular backbone: The first picture shows the construction of a human muscular backbone. This pattern is then reproduced in textiles with threads. The idea here is to recreate textile muscles to make a wearable muscular envelope. The work done here is like that of a garment surgeon. We attempted to build a new body: the garment. To produce this series, we used a single 50 km long thread, some resin and anatomical charts. Photographer: Maxime Imbert / Model: Julia Gault Designer: Jeanne Vicerial Technique: thread & resin Drawing: from the Encyclopaedia of Medicine (Feher, György. 2000. *Le grand cours d'anatomie artistique: homme, animaux, anatomie comparée*. [S.l.] : Könemann.)

Backbone Dress: Produced in 2015: A dress produced with the muscular weaving technique to represent the garment as the body. This dress was hand-crafted and made with a single 150 km long thread in about 900 work hours. In association with the robotics laboratory at the Paris School of Mines, we are now making a robot which can automate the production of these custom-made garments. Because each piece is made with a single thread, the clothing produces zero waste. A 150 km long thread and some resin / Photo: Maxime Imbert / Model: Lydia Ragot / Designer: Jeanne Vicerial.

Dissection: This is a textile dissection made at the “Clinique Vestimentaire” studio. We work the thread like the body’s internal organs. This also shows the relationship between fashion design and textile design. Designers: Jeanne Vicerial & Jennifer Chambaret / Photo: Vivien Bertin / Studio: Clinique Vestimentaire / Fabric and thread.

Collection Preview 2018: The following images show a preview of “Clinique Vestimentaire” studio’s next collection. We mix custom-made products and textile design. We designed our apparel to include adjustable size systems: our clothes can fit French sizes 36 to 42. We do not use standard sizes: every garment is adaptable to our morphology. We place the human being at the centre of our clothing design. Furthermore, we develop our own textiles: weaving & dye. Here, we work the thread in multiple ways, mixing stitching and weaving within the same technique. We called it “tricotissage”, or “knit-weaving”. These original materials allow us to make the neutrality of our colour range vibrate. Our garments show the construction of the body they clothe. Drawing: Jeanne Vicerial & Jennifer Chambaret / Design: Jeanne Vicerial & Jennifer Chambaret / Photo: Vivien Bertin / Studio: Clinique Vestimentaire.