

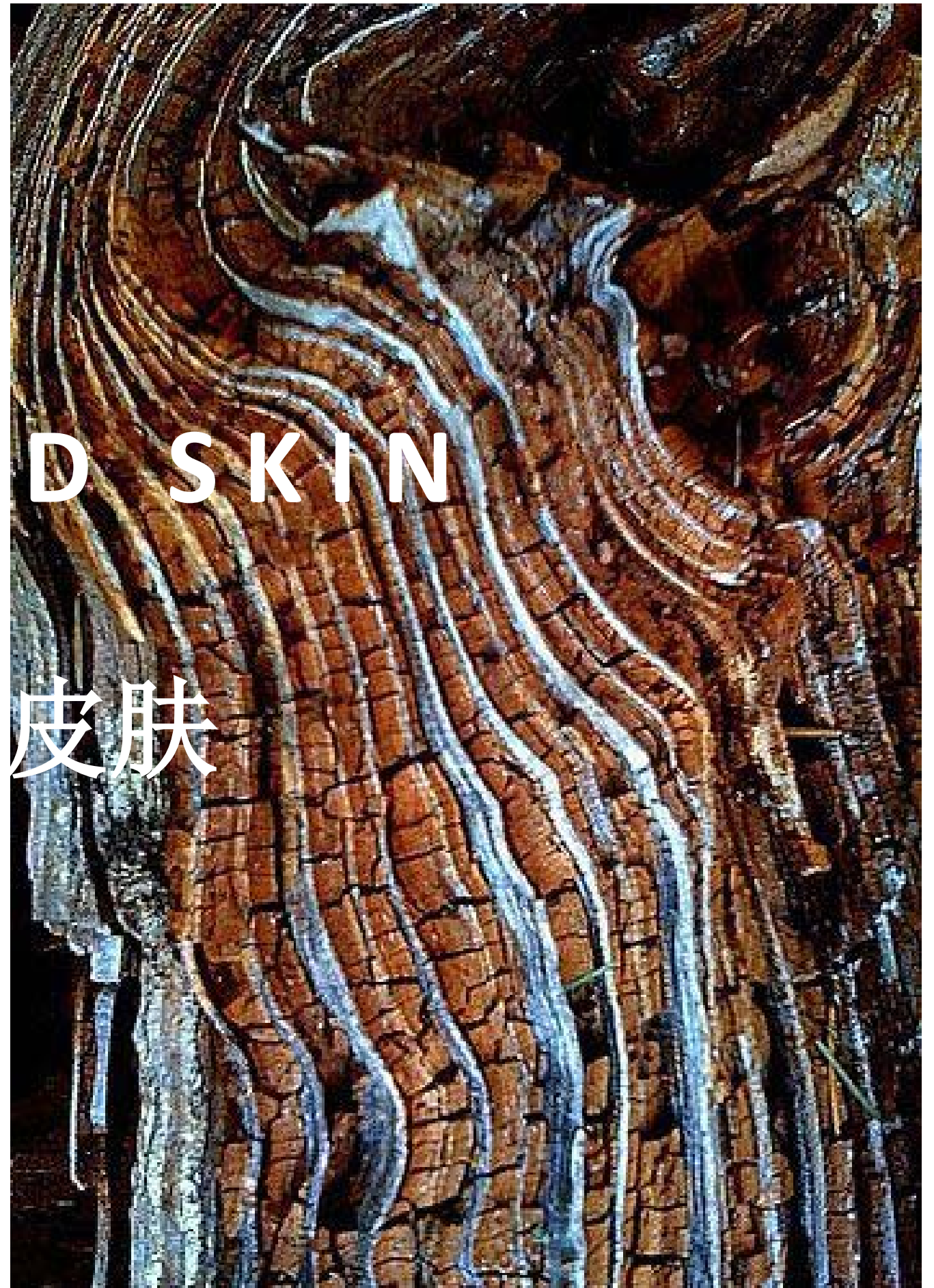
# BONE AND SKIN

## 骨骼和皮肤

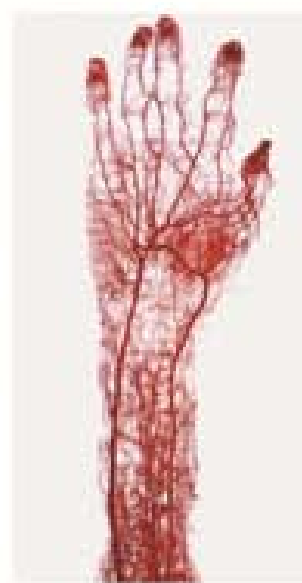
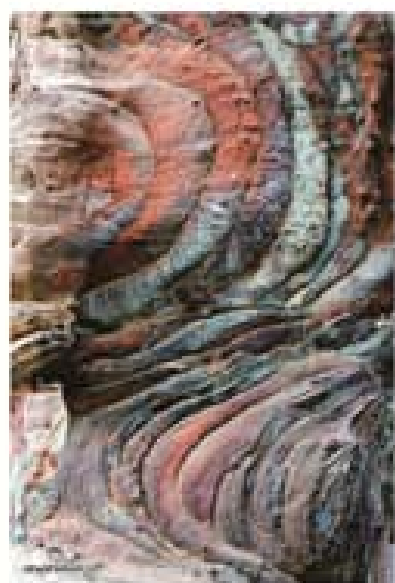
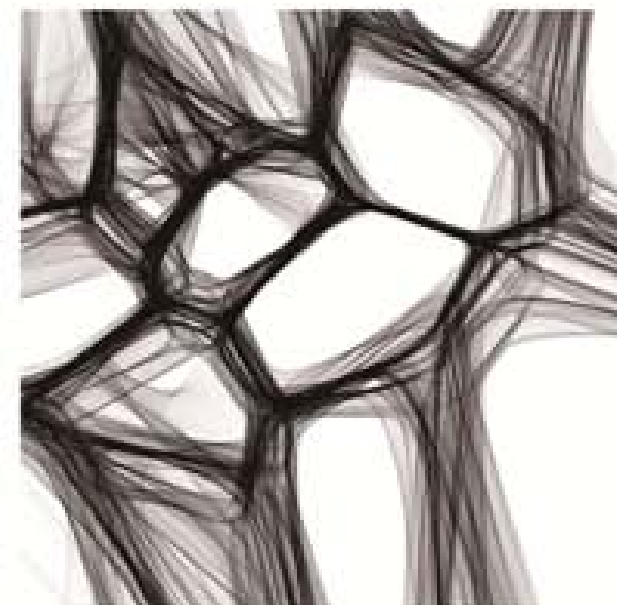
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指导老师：曾真



# BONE AND SKIN ——— 灵感来源

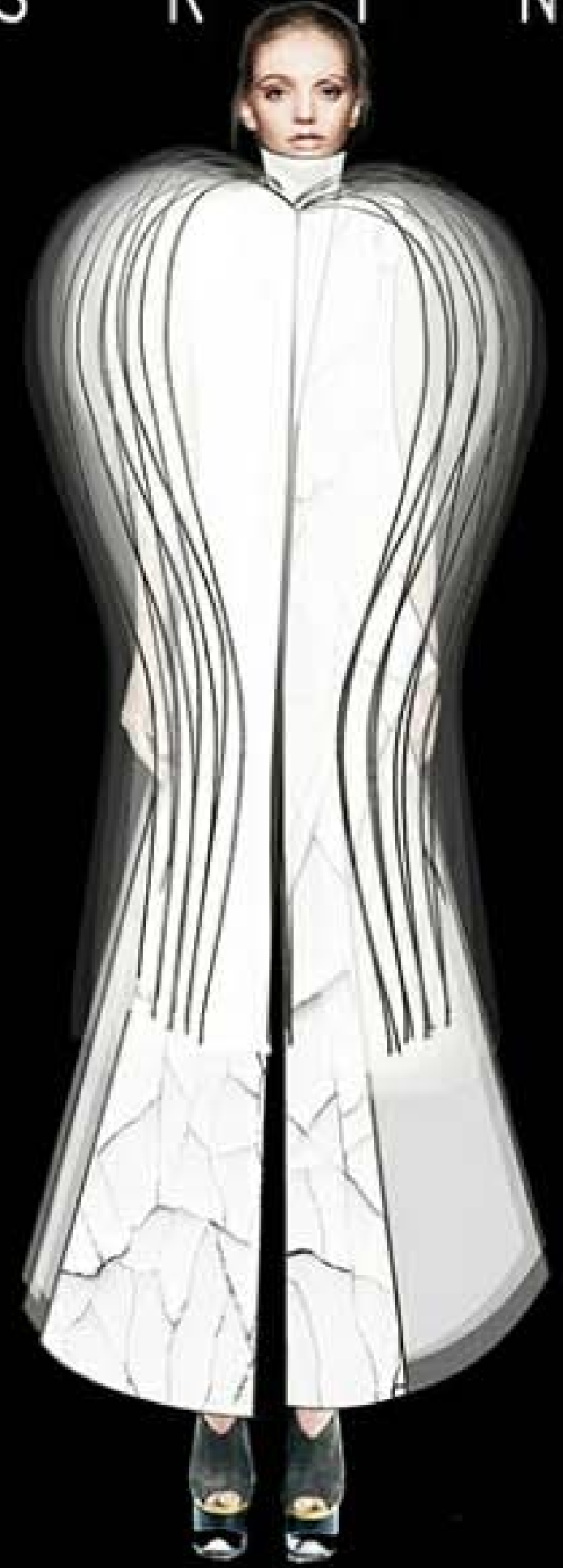
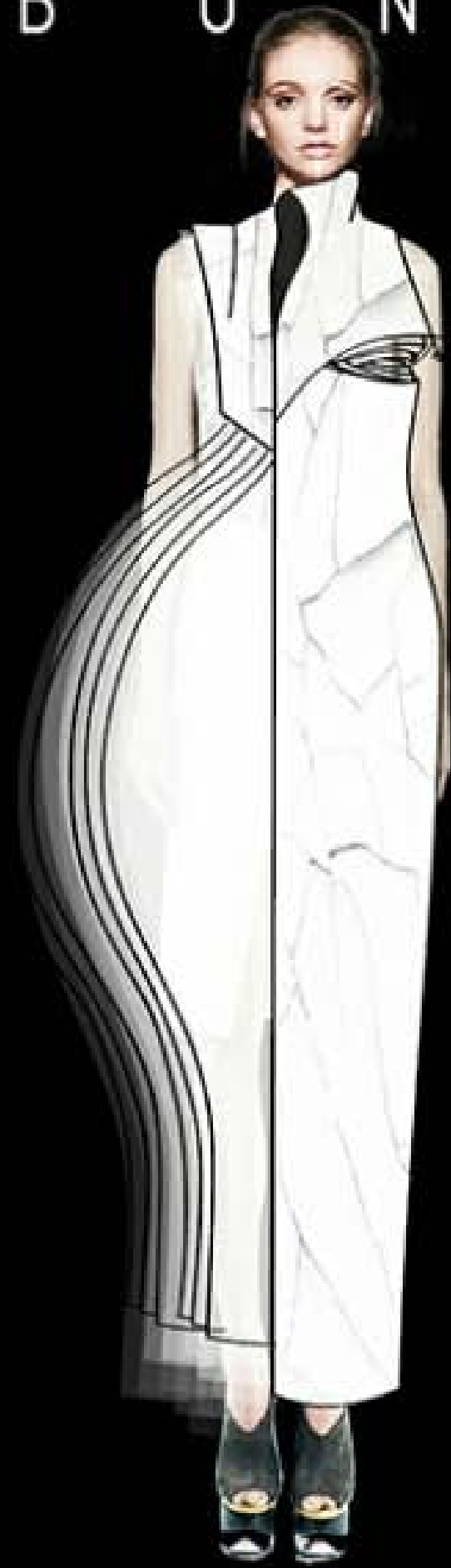


## BONE AND SKIN ———— 灵感来源

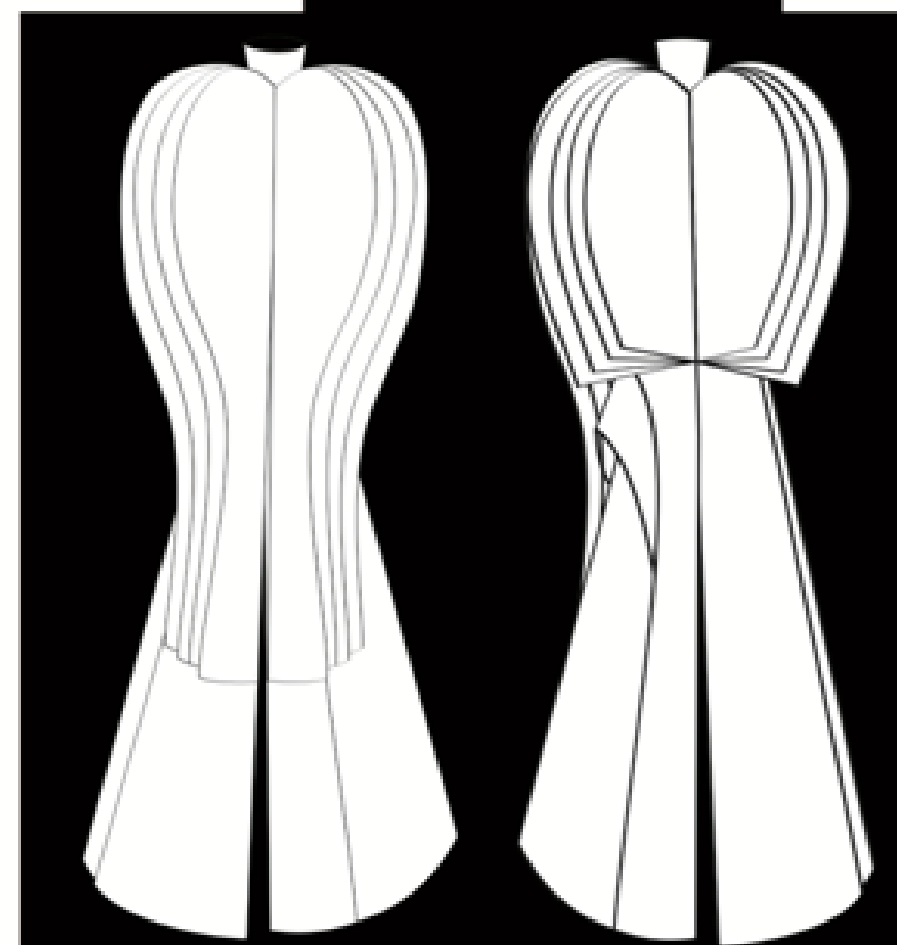
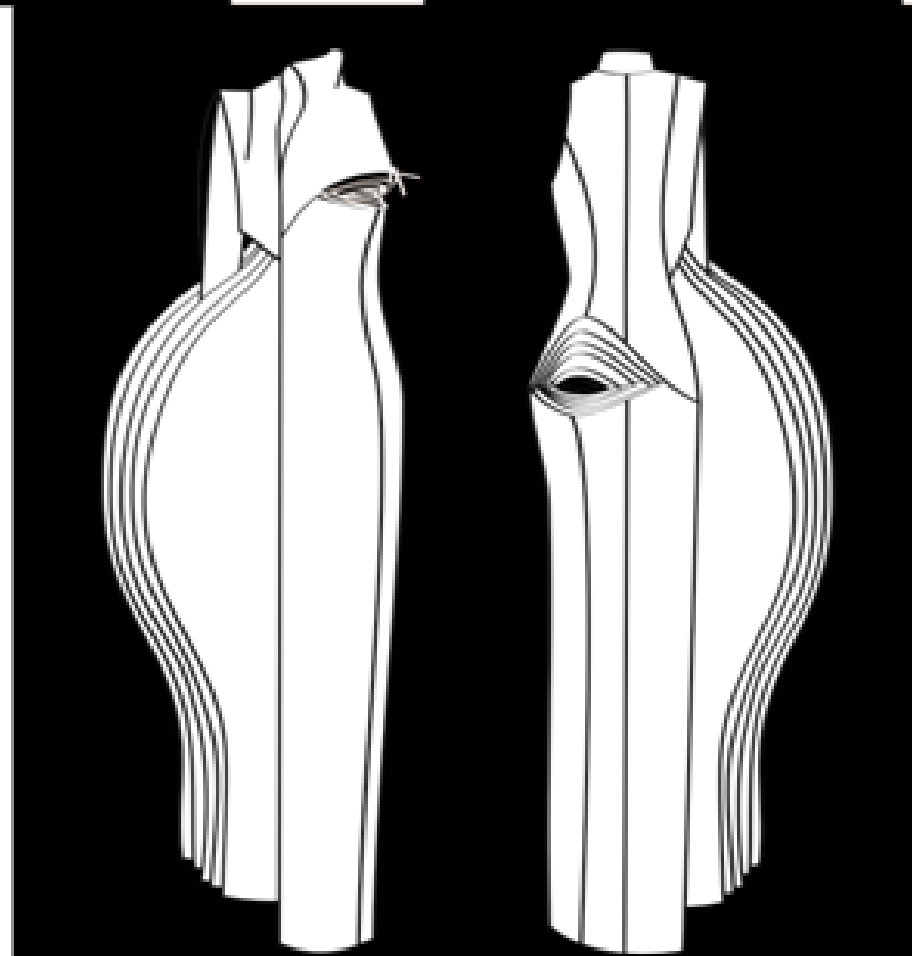
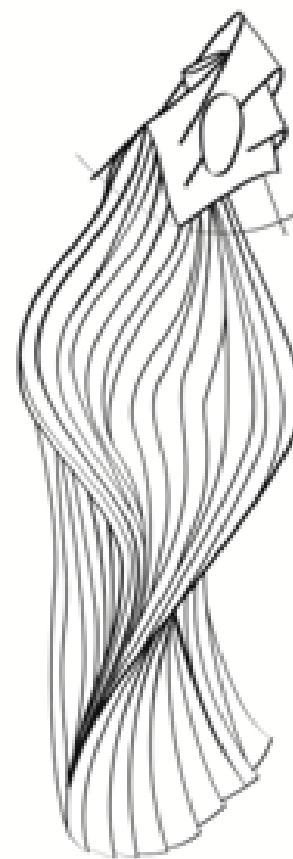
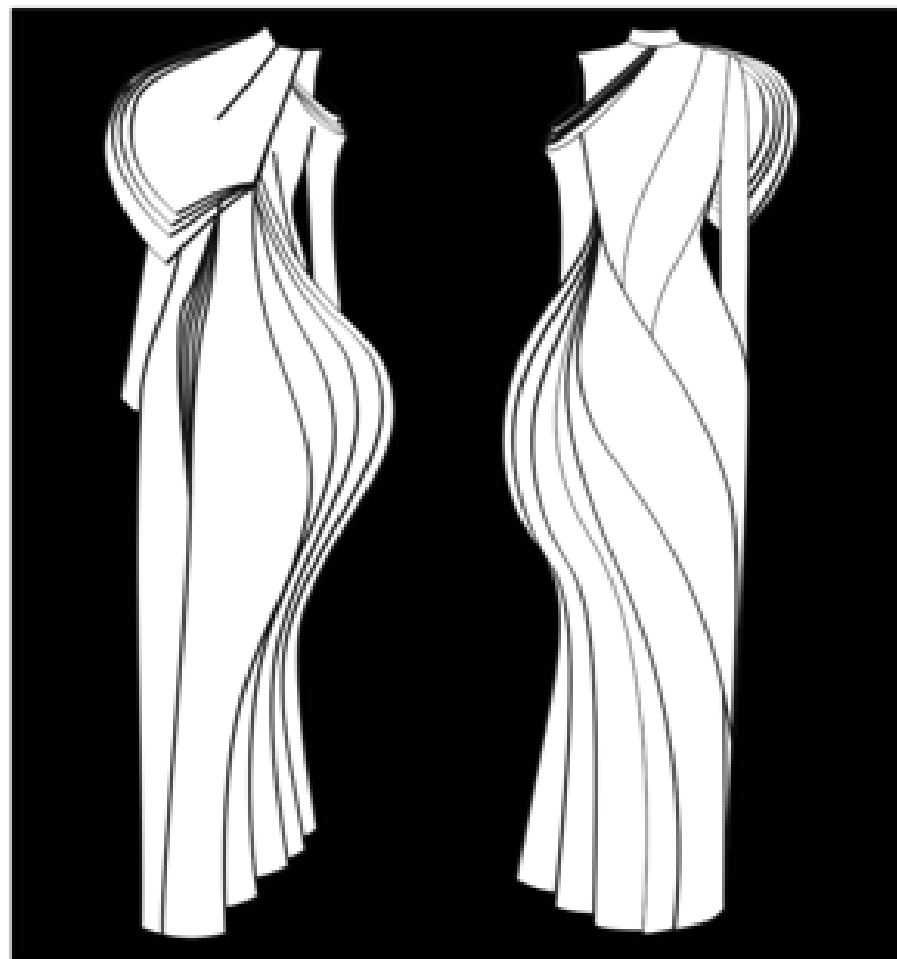
本系列灵感来源于树木枝干生长过程中所形成的树纹，以及墙面在经过岁月的洗礼后形成的裂纹，天然形成的树纹，虽然不再青葱，但是它形成了世间最独一无二的纹路，我以这些树纹为灵感它们组合整理，在服装中继续体现它们的美。

This series of inspiration stems from the growth of trees in the process of the formation of tree lines, as well as the wall after years of baptism after the formation of cracks. The natural formation of the tree, although no longer green, but it has formed the world's most unique lines, I am inspired by these trees. The combination of finishing, in the clothing to continue to reflect their beauty.

B O N E A N D S K I N



BONE AND SKIN ——— 工艺说明





B O N E



E A N D



S



K I N





B O N E A N D S K I N





# BONE AND SKIN ——— 工艺说明



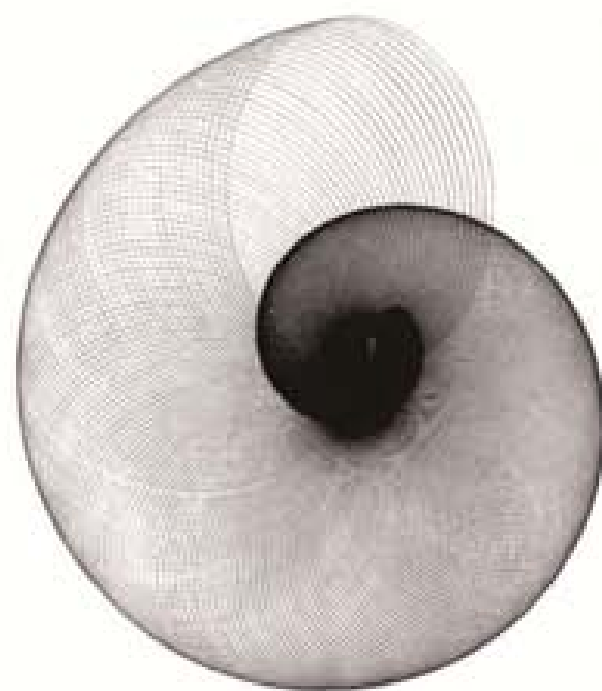
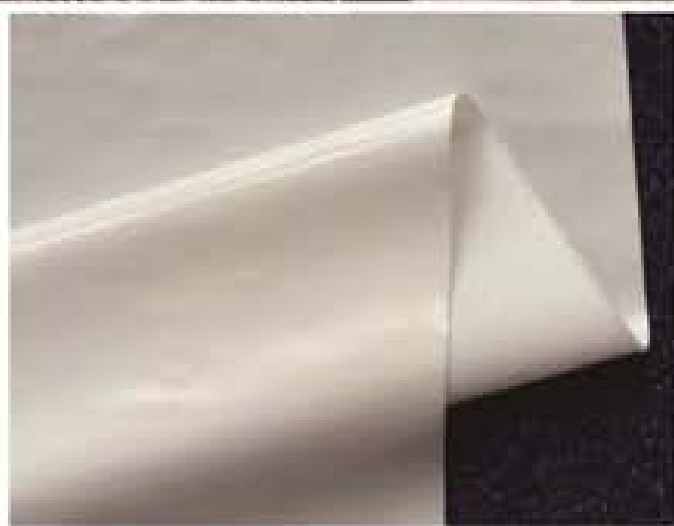
我们会用轻薄透的面料来表现下摆的裙片，想表现一种裙片渐变的感觉，随着人体活动，裙片可以表现出灵动的感觉。另外在制作时会将布片的边与不变本身来一个反差色，可以加强裙片的线条感。

# BONE AND SKIN ——— 工艺说明



在制作这个细节的时候我们会将层叠的裁片交错重叠，以保证片与片之间的空隙感，这种细节会设计在肩部、胸部等人体有曲线的部位。

# BONE AND SKIN ——— 面料说明



制作时会用硬一些的欧根纱或磨砂不透明的TPU来制作层叠的裙摆，而其他地方用中等厚度的皮质面料，为了营造墙体脱落的肌理感会进行切割烫卷小裁片在进行复合。

**THE END**