



a2w<sup>™</sup>  
ART 2 WEAR  
CIRCULARITY

2019

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**NC STATE** Design

## WELCOME TO ART2WEAR 2019: **CIRCULARITY!**



This is the 18th year of this platform for student learning by thinking and making. This year inquiry + creative passion fueled integration of arts, design, and material culture in our students' works.

Tonight, we will entertain and delight you on the runway and off with craft and ingenuity from students in our Department of Art + Design fibers and textiles & interactive media curriculum. In addition, students from across the College of

Design collectively shared their talents in graphic design, exhibition design, photography, and student leadership to design the entire Art2Wear experience.

This year students were given an unprecedented opportunity to have their creative visions extended by concepts of cradle-to-cradle design; sustainability; and materials upcycling. Student work was guided by the deep knowledge of the craft of fibers and textiles of Professor Precious Lovell and the global materials and sustainability entrepreneurial perspectives of alumnus Aly Khalifa from Designbox in Raleigh. Professor's Pat Fitzgerald, Emil Polyak, and Todd Berreth worked with students in interactive media to design mystical modern-day augmented reality zoetropes that reflect on issues of sustainability. We think that you will be pleasantly surprised to see how students transformed their research in the life cycle of everyday materials - from fibers to plastics - into garments to be worn and objects to inform.

Our student designers have been engaged in a series of events leading up to the Art2Wear runway show including: exhibition and research talks at D.H. Hill Library; a first look event at CAM- Raleigh; and opportunities to present their works to representatives from the global garment industry.

We are excited to welcome back VF Corporation as an Executive Sponsor of Art2Wear. Art2Wear is made possible by corporate donations as well as funding and support from many people and entities including local businesses; the College

of Design Alumni Leaders Council; College of Design staff and administrators from the Dean's Office, Department of Art + Design, Communications, Development, Finance, and Facilities.

Student leadership plays an important role in the production of Art2Wear. This year our student leaders Clara May and Tess Weigmann courageously navigated student engagement in Art2Wear through a year of transition. I would also like to thank the tireless dedication of Oami Powers (Designbox, Raleigh) and Erica Porter (Raleigh Event Planner & Change Maker) for their leadership in managing multiple layers of people and procedures required to produce Art2Wear.

It is with this support and creative passion that the 2019 Art2Wear once again brings a celebration of innovation that is driven by creative speculative explorations in art and design to NC State.

Our students have very promising futures as the next generation of designers who will change our world: from our attention to ecosystem to new forms of creative expression.

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**PAMELA L. JENNINGS, PhD**  
**HEAD & PROFESSOR**  
**DEPARTMENT OF ART + DESIGN**



## MISSION

Art2Wear™ (A2W) is an educational event where students gain experience by coordinating and producing an annual show. Young designers are challenged to imagine, create, and inspire by expressing their point of view through wearable art. This highly anticipated fashion show fuses the talents of several departments in the College of Design and beyond, exposing student designers to the broader field of fashion. A2W attracts approximately 1,000 attendees in addition to encouraging participation by engaging the student body, the Raleigh community, and the broader design industry.

## VISION

A2W's vision is to inspire and challenge our audience and designers to think about clothing in a different way. We plan to evolve from a highly anticipated event at NC State into a fashion focal point for the entire East Coast. A2W's intention is to establish and expand committed support from within the University, the city of Raleigh, and the creative community.

# ART/DESIGN

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The mission of the Department of Art and Design is founded in identifying, nurturing, and cultivating the unique qualities of each student. As our name, Art + Design indicates, we espouse an interdisciplinary and integrative approach to creative problem solving. Implementing innovative teaching methodologies that integrate a range of modes of thought, media, techniques, and technologies are our standard.

We believe it is essential that thorough examination of an idea requires an inclusive perspective; and therefore, the cultivation of a diverse and multicultural awareness and sensibility in our students. We are first citizens of the global community therefore as artists and designers who give form to ideas, emotions, artifacts that service the needs of this community requires knowledge, empathy, and sensitivity to the customs of the other.



## FASHION

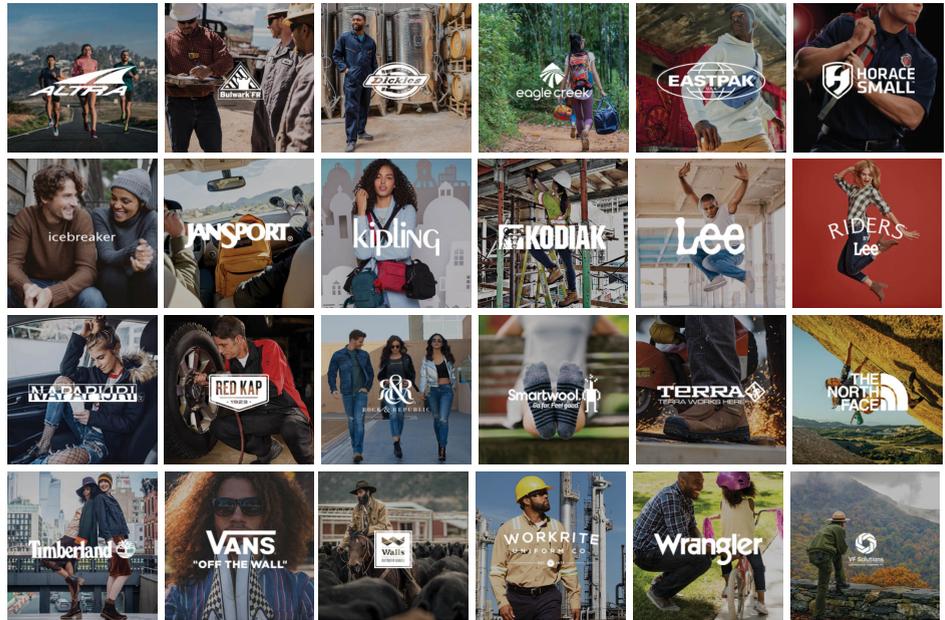
A product or sculptural piece that interacts with the body and serve as either a cultural artifact, an artistic expression, a reflector of society, an outward illustration of a person's identity (including but not limited to social class, religion and ethnicity), a starter of revolutions, an economic building block, a basic human need, or body covering.



## WELCOME TO ART2WEAR ALUMNI!

Art2Wear has been an annual event that celebrates the creative futures of our student designers and the fond memories of our alumni. For eighteen years, Art2Wear has provided a provocative campus-wide event for self-expression and creative discovery in the arts and in design. From First Year Experience experimentation with performative geometric costumes that invoke the Bauhaus - to art worn on the body as garment, as costume, and as bespoke, we are excited to conjure the magic of your memories of a time of speculative creativity.

# OUTFITTING CONSUMERS AROUND THE WORLD



# WELCOME STATEMENT



Thank you for joining us at Art2Wear. It has been a pleasure to work with a great team at the Department of Art & Design, with many supporting colleges, partners and sponsors, to make this complex effort come to fruition.

Fashion holds a special place in our society. It can be celebrated for its breakthroughs, empowerment and inventive materials. At the same time it is often challenged with criticisms of audacity, exploitation or carelessness. Ultimately, fashion is a timely reflection of how we see ourselves, our community and our environment.

This year we are tackling the concept of Circularity. Taking inspiration from the cyclical process of nature's own designs, we explore how garments can fit into a system that accounts for where it came from, what it can become, and where it will go next. Tonight you will see the results of hundreds of hours of work painstakingly pursued by dozens of highly talented people. And this all comes together at a critical juncture in society.

Globalism has divided design from craft more than ever before, but in fashion it still has to come together as a singular

exercise. That unification of purpose and skill leads to transformative experiences in design education, and learning through making tends to offer the most powerful lessons. This talented and fearless group of students have wrestled with complex issues of sustainability while at the same time inventing astounding ways of putting unusual materials together. What has emerged is a showcase of compelling creations and an inspired understanding of how design can not only spotlight our current societal challenges, but positively chart our future.

I would like to thank all the creative students who invested themselves so deeply and inspired us all. Special thanks to Pamela Jennings who gave me the chance to participate in this project, Precious Lovell who challenged and supported the designers throughout the year, and Oami Powers who delightfully stewarded the whole process.

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**ALY KHALIFA**



# CIRCULARITY

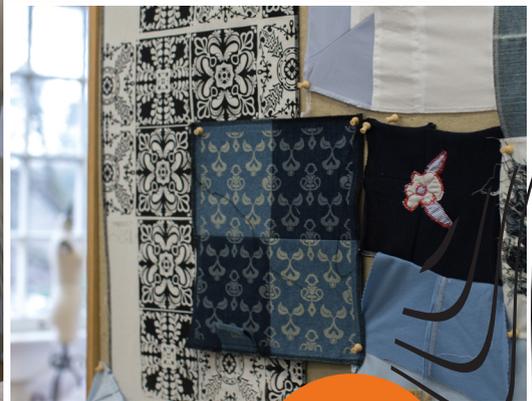
## 2019 THEME

“To eliminate the concept of waste means to design things - products, packaging, and systems - from the very beginning on the understanding that waste does not exist.”

William McDonough

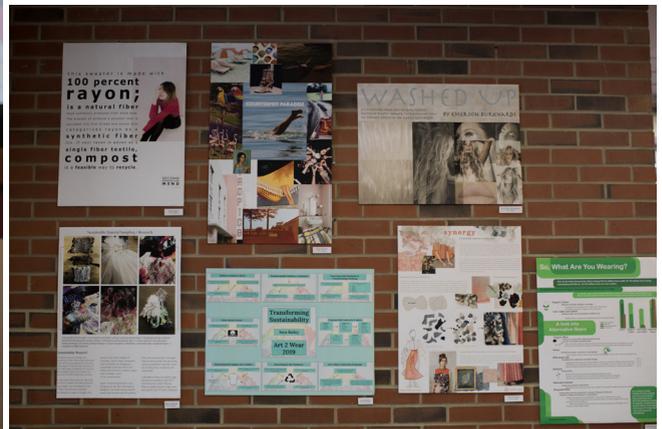
# MATERIALS + PROCESS



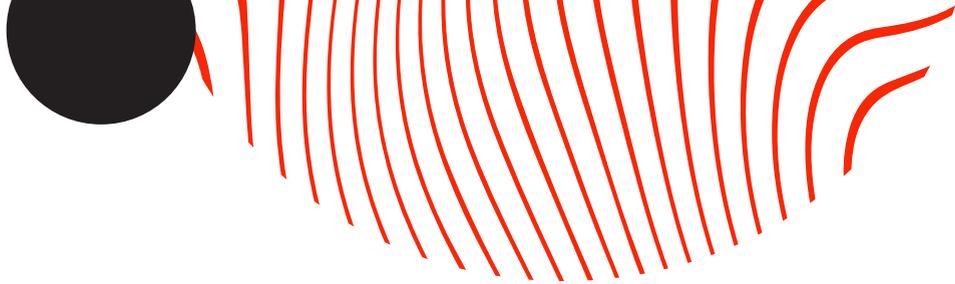


# MATERIALS + PROCESS





# STUDENT BOARD



**CLARA MAY**  
CO-DIRECTOR



**TESS WIEGMANN**  
CO-DIRECTOR



**QUINN HARRISON**  
EXHIBITION



**GILLIAN JOHNSON**  
EXHIBITION

**TESS COLAVECCHIO**  
EXHIBITION



**CLAIRE TRACY**  
HEAD, PHOTOGRAPHY



**ASHLEE MOODY**  
PHOTOGRAPHY



**KYLE WILLIAMS**  
PHOTOGRAPHY



**NAJEEL RANGE**  
PHOTOGRAPHY



**aw**  
ART 2 WEAR

# STUDENT BOARD

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**ADDIE LEIGH MILAM**  
FUNDRAISING &  
OUTREACH



**SYDNEY CLINE**  
FUNDRAISING &  
OUTREACH



**HARRISON KRATZER**  
GRAPHIC DESIGN



**KATY SPORE**  
GRAPHIC DESIGN

**KARUNA GANGWANI**  
GRAPHIC DESIGN



**KAYLA WATSON**  
GRAPHIC DESIGN



**LILY REED**  
GRAPHIC DESIGN



**MICHAEL ZAMOJCIN**  
GRAPHIC DESIGN



# SHOW LINE UP

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## **OPENING STATEMENT**

Erica Porter + Precious Lovell

## **ART2WEAR INTRODUCTION**

Clara May and Tess Wiegmann

## **WEARABLE PAPER PROJECT**

First Year Experience



# STUDENT WORK

## **PSYCHOGENIC**

Samantha Bratze

## **WASHED UP**

Emerson Burkhardt

## **POP!**

Sara Bailey

## **COUNTERFEIT PARADISE**

Evan Smith

## **INTERMISSION**

Committee Head Introductions:  
Clara May and Tess Wiegmann

## **POLARIS**

Keshauna Parker

## **PERCEPTION**

Anthony Ross

## **MEND**

Katie Rant

## **SYNERGY**

Emily Sikkel Sikkel

## **FINAL WALK**

Clara May and  
Tess Wiegmann

## **CLOSING STATEMENT**

Pamela Jennings



*I'd like to give a special thanks to my friends and family—especially my mom for being my emotional rock and my dad for helping me realize my dreams and potential. Also, many thanks to my professors for encouraging me to set high goals, and never failing to help me achieve them.*



# SAMANTHA BRATZE

Art + Design



The inspiration for this line came from the concept of human perception and how human beings understand and interpret each other. Brushing by a stranger in a crowded city can illicit no emotional response and perhaps not even a second thought, but as soon as you get to know that stranger—when you learn about their subtle quirks, when you discover what makes them special, and when you hear them talk about their passions— your view of that person gradually shifts. They no longer are faceless body that you pass in the street; they are a complex human being with whom you share your life. For my concrete visuals and materials, I chose things that trick the mind or perception; I wanted to create a visual duality to represent the contrast in how human beings experience our shared presence. I used plastic, which is destroying our earth and turned it into something fashionable, tactile, and beautiful. I also drew inspiration from things that change the physical attributes of humans—like plastic surgery, performance art, and tight lacing corsetry— as these things are a more literal interpretation of altered perception. My goal is to mend the gaps between sinister, ominous, and elegance.

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## PSYCHOGENIC

# WASHED UP

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This collection was made to highlight the issue of plastic straw pollution. I am giving a second life to a one-use item which is greatly polluting our earth. I wanted to create different textures using the straws and keep the collection clear to highlight the nature of the straw.



**EMERSON BURKHARDT**

Art + Design

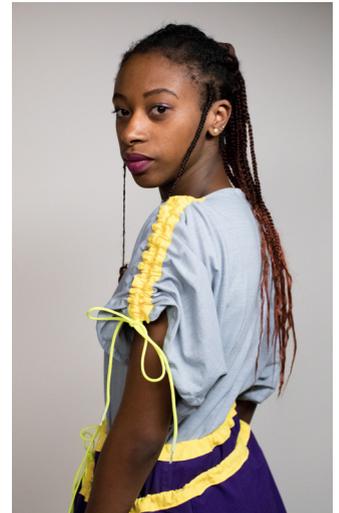


*I would like to thank Precious Lovell for always pushing me to do my best, my family and my boyfriend for all their help and support, and all my friends and family friends who came out to support me. Thank you!*





*Special thanks to my family, Mama, Daddy, and Grammy, for their love and support. Special thanks to Precious Lovell for her guidance throughout the semester.*



# SARA BAILEY

Design Studies



I am inspired by the bright colors used by pop artists, such as Andy Warhol, and 80s fashion. I used elements from these as inspirations for the color schemes and silhouettes of my collection. Clothing that is created today is fixed in its silhouette, shape, and size. For Art2Wear, I have created a collection of transformable clothing. I have used drawstrings carefully placed throughout my pieces so that their silhouettes and fit can be adjusted. I used all upcycled t-shirts (100% cotton) as material to construct my garments. The garments I have made are more versatile than most seen today as they will be able to be worn multiple ways, thus leading to a longer life cycle for the garments.

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## POP!

# COUNTERFEIT PARADISE

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My collection is inspired by the transition into young adulthood. We all have an idea of what becoming independent is going to be like; a false assumption that freedom will bring us happiness without consequences. This collection embodies the period between childhood and becoming a complete adult. Holding onto youthful ideals while indulging in all the exciting opportunities offered in adulthood. The clothes I have designed and made are resortwear for a warm or tropical destination. Every piece is easy to wear, comfortable, and appropriate for a wide variety of occasions. The color pallet is bright and was dictated by the colors used in mid century architecture in Miami. The collection is made from approximately 75% upcycled materials. In an effort to make the collection as sustainable as possible I have used only single-fiber fabrics, which allow for disassembly. Finally, two of my garments are made using zero waste patterns. Zero waste implies that the pattern fits perfectly into a rectangle so no textile is wasted.



**EVAN SMITH**

Art + Design



*A special thanks to my models who have all inspired me in different ways, Quinan Dalton who introduced me to fashion design, and my parents who have supported me through my entire academic journey.*



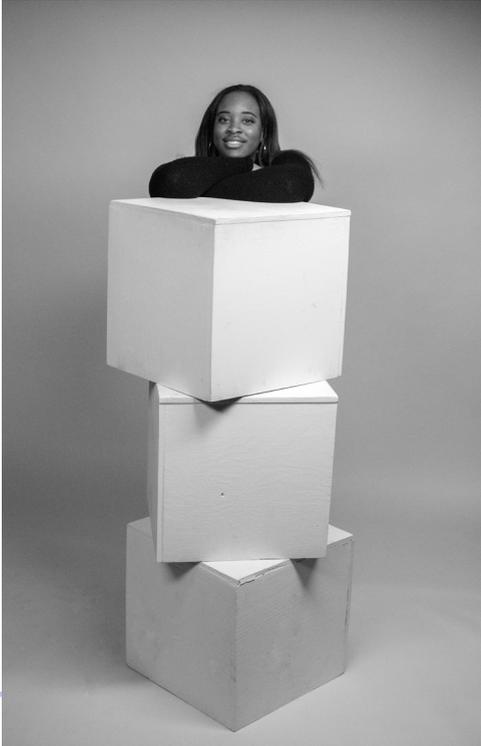


*I would like to say thank you to my family and friends for giving me emotional support, and my professors for pushing me to do my best. I would also like to thank a few local businesses for donating free fabric and materials. Most of all, I want to thank my mom. She's always been there for me no matter what.*



# KESHAUNA PARKER

Art + Design



Polaris is a screen printed and naturally dyed collection meant to inspire people to get involved with healing the environment. This collection is specifically focused on the Clean Air Act by showcasing the beauty of space. Because of air pollution and densely populated industrial cities, every year it becomes harder and harder to look up into the sky and see the wonders of space. I want to use my prints to remind people how great it could be if we could see past the smog and heavy lights and once again enjoy the skies.

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## POLARIS

# PERCEPTION

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Perception—the ability to see, hear, or become aware of something through the senses. Fresh from the womb, a beautiful stage in life where we don't know anything. A different world we see from everyone else around us. As time holds us hostage, we soon become the young playful kids, so soft and delicate, carrying out memories that we hold forever. Next, into our teenage years, we get a glimpse of this concept called “reality”. Not quite knowing how to face this can cause darkness, confusion. As a young adult, in today's society, “reality” seems to hit harder than anticipated due to rapid changes in social norms and we become far more aware of the wild issues and obligations we face every day. We realize that the world, yet again, is not what it seems like at a younger age. This is where the rampage begins.

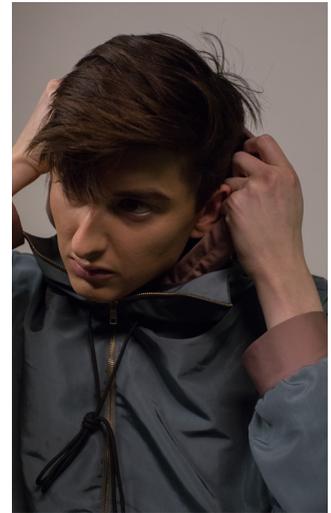


**ANTHONY ROSS**

Industrial Design



*Special thanks to  
Precious and Justin  
Leblanc, and everyone  
who has supported me  
through this process  
and journey.*





*I am eternally grateful for  
everything you've taught me. I  
wholeheartedly appreciate all  
your guidance and support:  
Precious Lovell, Mokuan Lin,  
Mom, Dad and Megan*



# KATIE RANT

Art + Design



## MEND

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By encouraging all consumers to re-evaluate their current clothing consumption habits, Mend intends to design garments for the greater good. Primarily focused around sustainable design practices, the collection is constructed with used, cast off clothing. Consumers are informed of the fiber contents incorporated into each individual component. This concept of 'circular fashion' is based on principles of circular economy and sustainable development. The 'life after garment' is thereby considered while also celebrating craft traditions from around the globe. Mend embraces new explorations in surface design through laser removal of indigo on denim and screen printing with water based inks.



# SYNERGY

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Synergy is the combined power of a group of things that, when working together, achieve greater energy than when working independently. This transformative collection captures the spirit of circularity with a modular textile system. It showcases graphic prints and modular shapes inspired by aerial view images of places that are meaningful to my cultural identity with rice terrace fields from China, palm tree farms from Singapore and tulip fields from Holland. From a distant vantage point, one has the opportunity to appreciate our home as a whole, to reflect on the Earth's beauty and fragility all at once. This overview captures the sense of wonder gained from a new aerial perspective. Some prints show faces of those close to me to contrast the larger, more representative macro inspired prints. The pattern made up of these faces exists as a micro inspired symbolism of what "home" means to me- the people around me that create the synergy of who I am.



**EMILY SIKKEL**

Art + Design



*Thank you to my family and my friends for their endless love and support. To my professors at the College of Design, whose guidance has helped me grow so much. To my beautiful models and the incredible Art2Wear team for bringing this production to life. To my mum and dad who have never stopped believing in this passion of mine. This collection is dedicated to all of you.*



## GAMES IN AUGMENTED VIRTUALITY

To provoke new ideas and engage in deeper understanding of game play paradigms across the virtuality continuum, we designed an experiment that utilizes a real-world, moving physical set in real time in a computer game. The experiment itself is a creative and technological challenge and our students worked very hard to integrate not only beautiful hand crafted elements but also design games that evolve around sustainability as the overarching theme. The development included narrative, aesthetics for physical and digital game art, fabrication, specialized image acquisition and real-time communication between a game engine and a robotics system. All elements artistically converge into an augmented virtuality experience creating a unique interplay between real and virtual. We present the games, findings and challenges, and the tools we have developed during the process.

The project was supervised by faculty: Todd Berreth, Patrick FitzGerald, and Emil Polyak.

## BEFORE THE RUNWAY

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Putting the viewer directly in the mind and over the shoulder of the designer, Before the Runway is an intimate look at the motivations and processes behind each featured Art2Wear collection. This documentary series explores storytelling through the empowering of platform immersive media.

Rhett Hissam, a senior in art and design, produced and directed this exhibit utilizing the unique skills she gained working as an immersive media designer at NCSU DELTA under Mike Cuales' direction in combination with years of experience in multimedia exploration at the College of Design.

As technology advances and our environmental resources continue to deplete, our future increasingly lies in the hands of designers. Aptly suited for this year's theme of Circularity, 360 video provides a new and compelling way to share experiences. Believing in the potential of 360 video to create empathy rather than providing an escape from reality, Rhett hopes to combine her passion for environmental and social change with a career in immersive media post graduation



Rhett Hissam  
Katie Brooks  
Sasha Chirova  
Justice Dunne  
Andrew Evans  
Tyler Farlow  
Katharine Hall  
Sarah Laughlin  
Cassandra Ortiz  
Charina Paras  
Jordan Pollard  
Heather Rahl  
Jordanna Schmidt  
Sara Schneider  
Micaelah Scott  
Caitlyn Shanahan  
Sloane Townsend  
Melissa Van Deventer

# SPECIAL THANKS

## **FACULTY ADVISOR**

PRECIOUS LOVELL / Associate Professor of the Practice, Art + Design

## **A2W LEADERSHIP TEAM**

ALY KHALIFA / Director of Innovation, Designbox

OAMI POWERS / Project Manager, Designbox, Artist + Designer

ERICA PORTER / Raleigh Event Planner + Change Maker

CLARA MAY, Student Co-Director, Graphic Design

TESS WIEGMANN, Student Co-Director, Graphic Design

PAMELA JENNINGS , PhD / Professor and Department Head of Art + Design

## **COLLEGE OF DESIGN DEAN**

MARK HOVERSTEN / Dean of College of Design

## **COLLEGE OF DESIGN ADMINISTRATIVE SUPPORT**

JEAN DRISCOLL / Executive Director of Development and External Relations

JACLYN HAGE / Assistant Director of Development and External Relations

MONIQUE DELAGE / Director of Communications + Marketing

MEGHAN PALMER / Digital Content + Social Media Specialist

## **COLLEGE OF DESIGN FACULTY SUPPORT**

EMIL POLYAK / Assistant Professor of Art + Design, Co-Director of Graduate Programs in Art + Design

PAT FITZGERALD / Associate Professor of Art + Design

TODD BERRETH / Assistant Professor of Art + Design, Chancellor's Faculty Excellence Visual Narrative Cluster

CHANDRA COX / Alumni Distinguished Professor of Art + Design

SALLY VAN GORDER / Assistant Teaching Professor of Art + Design

ADRIENNE MACKENZIE / Assistant Teaching Professor of Art + Design

## **DELTA FACULTY SUPPORT**

MIKE CUALES / Associate Director, Creative & Multimedia



# SPONSORS

## EXECUTIVE SPONSOR

VF CORPORATION

## PATRON SPONSORS

ALPHA PRODUCTION GROUP  
DESIGNBOX

## CONTRIBUTOR SPONSORS

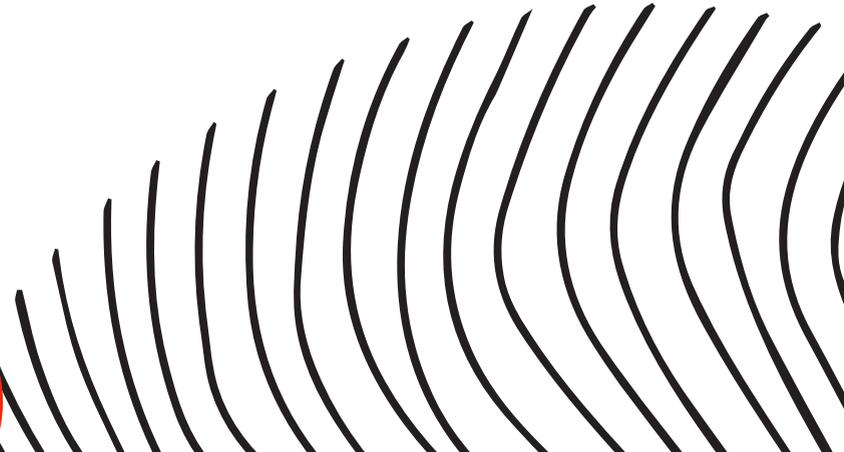
PAUL MITCHELL THE SCHOOL IN RALEIGH  
AVEDA INSTITUTE CHAPEL HILL

## SUPPORTER SPONSORS

S. TECTOR METALS  
CAM RALEIGH

## THE DEPARTMENT OF ART AND DESIGN WOULD ALSO LIKE TO THANK

RALEIGH SCREEN PRINT  
JERSEY MIKE'S  
SPOONFLOWER  
GOODBERRY'S FROZEN CUSTARD  
GROUCHO'S DELI







*Photo by Sally Van Gorder*

Art2Wear has an 18-year legacy of design excellence, creativity, and craftsmanship. This year, it turned a corner towards the future with the theme of Circularity. Sustainable fashion design has evolved from being an option to being a necessity. As the faculty advisor for this year's show, I could not be more proud of the student designers in my class who created the "Wear" in Art2Wear. They have taken thoughtful research intensive, first steps towards incorporating sustainability into their garment designs. The students from Animation and New Media also participated in the event this year. They, too, designed work responding to the Circularity theme that is featured in the event venue.

It should be noted that the students incorporated a variety of skills they learned in Art+Design into their conceptual and functional sustainable fashion designs. They included environmentally friendly hand dyeing and screen printing, hand embellishment and embroidery, laser cutting and embossing, sewing and construction and traditional and zero waste patternmaking and draping. They created materials from plastic straws, plastic shopping bags and other plastic waste. And they upcycled used clothing and fabrics to give them new life and delay their entry into landfills and thereby reduce pollution and overall consumption. Their designs are a direct reflection of their education at NC State's College of Design.

We could not create an event like Art2Wear without the steadfast sponsorship we have received from the Raleigh community and beyond

over the years. This year we say thank you to the following organizations for their help in making Art2Wear 2019 a reality: VF Corporation, S Tector Metals, Alpha Production, CAM Raleigh, Aveda and Paul Mitchell The School of Raleigh. We are immensely grateful for your support of our students.

Let us not forget the most important and dedicated sponsors of Art2Wear, the parents and families of the student designers! We know how important your support is to this endeavor and we want you to know how much it is appreciated. While facing many challenges this year, the students embraced them and used their design training to work through them to achieve a standard of excellence. They could not have achieved that standard without the love and support of family.

New to Art2Wear this year was the formation of a leadership committee led by Aly Khalifa and included Oami Powers and Erica Porter. We thank you for your commitment and dedication to this process from day one! A variety of student committees worked with the leadership team to develop this event. These committees deserve to be mentioned by name, they are, Photography, Graphic Design, Videography, Exhibition Design and Fundraising. These committees were guided by this year's incredible student co-directors, Clara May and Tess Wiegmann. Without the efforts of the students on these committees this event would not be possible. All of the student designers involved in A2W deserve accolades for

their collaborations, dedication and hard work in making this event the success that it is!

Also new to Art2Wear this year was the concept of radical inclusivity. In lieu of a jury for the selection of participants, any student who wanted to participate in A2W was accepted. It was wonderful to watch how the students supported each other so that everyone would be proud of what they created for this show regardless of skill level. The student fashion designers become family by the end of this year-long process. They come to realize they can accomplish anything by working together. What they experience in the Art2Wear studio prepares them for the real world by working collaboratively as a community.

It has been an honor and a privilege to be the faculty advisor for the student fashion designers this year. I am a firsthand witness to the blood, sweat and tears they put into their collections, and yes, there was blood, sweat and tears! But through it all, they stayed focused on their goals and their pursuit of excellence and they did not disappoint us tonight! Wishing everyone a safe and peaceful journey home.

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## **PRECIOUS LOVELL**

**Associate Professor of the Practice, Art + Design  
Faculty Advisor, Art2Wear**



## 2019 - CIRCULARITY

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