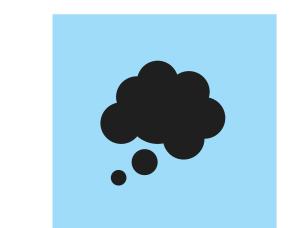
What other thoughts might influence their behavior?



capital,location/ particular time

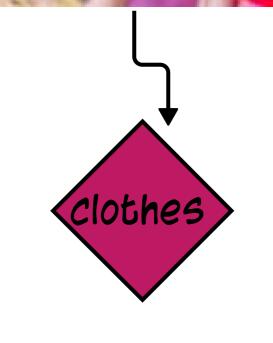
raw

materical

space, texture, color and tone, pattern, accessories

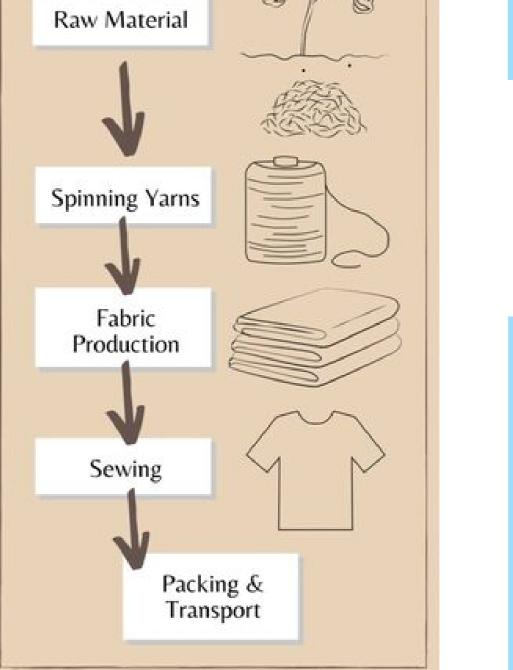
Diffusion fashion brand

The designer abstract idea of final entities

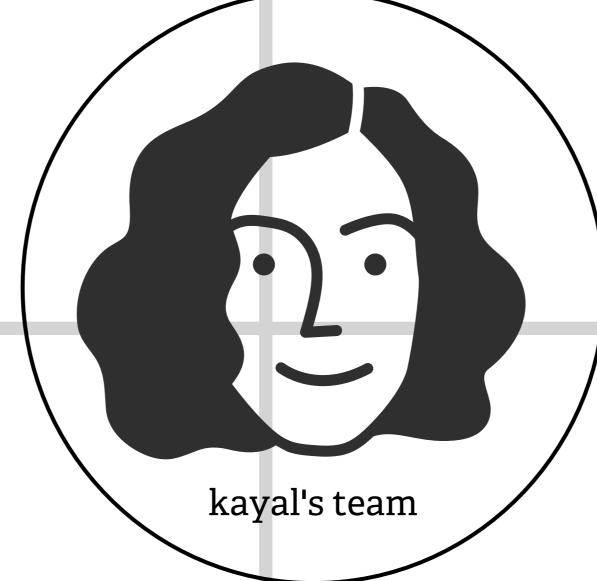


popular or on trend

mass market fashion brand



repetition



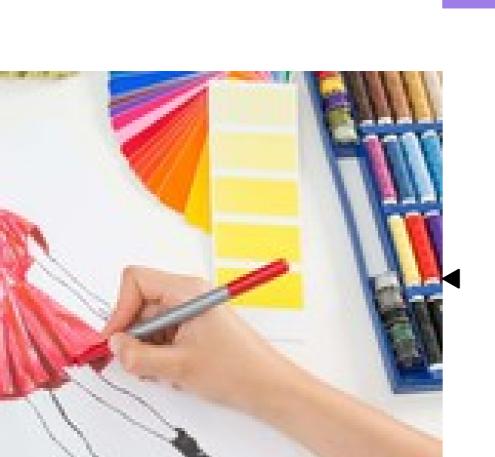
visual art ,start sewing

study fabrics

.fashion

theory

Graphic desing knowledge



sharper your technology skill

keep up on trend

create an impact portfolio



commercialization

evaluation of result

Does

What behavior have we observed? What can we imagine them doing?

What are their fears, frustrations, and anxieties? What other feelings might influence their behavior?



