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London architect Daniel Widrig has collaborated with fashion designer Iris van Herpen and digital manufacturers .MGX by Materialise to create a collection of digitally printed clothing.



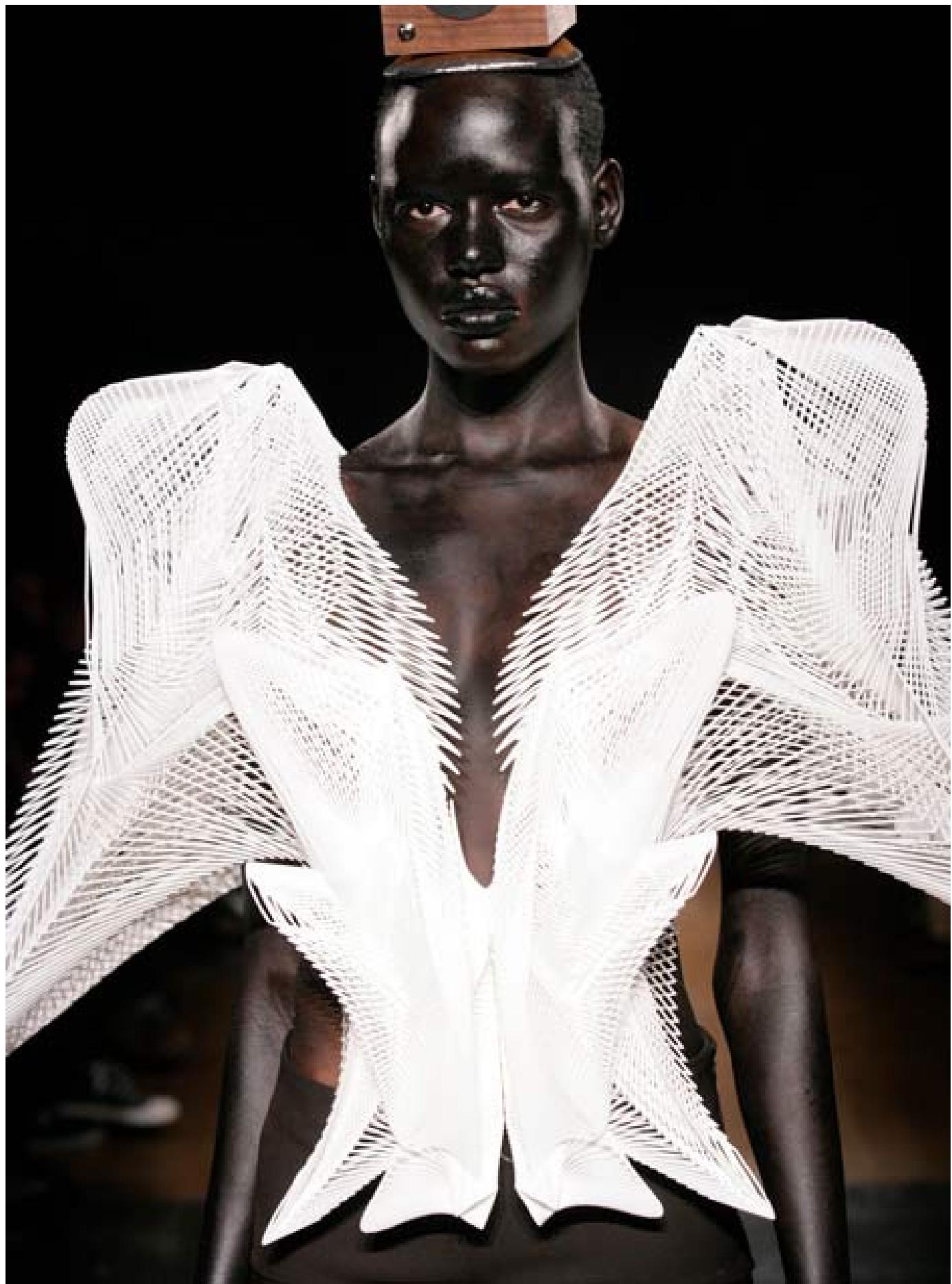
Called Escapism, the project is a development of an earlier collaboration between the designers (see our earlier story), to make more lightweight and flexible 3D printed dresses.



The collection was presented at Paris Fashion Week.



Photographs are by Michel Zoeter.







Above: shoes are by United Nude













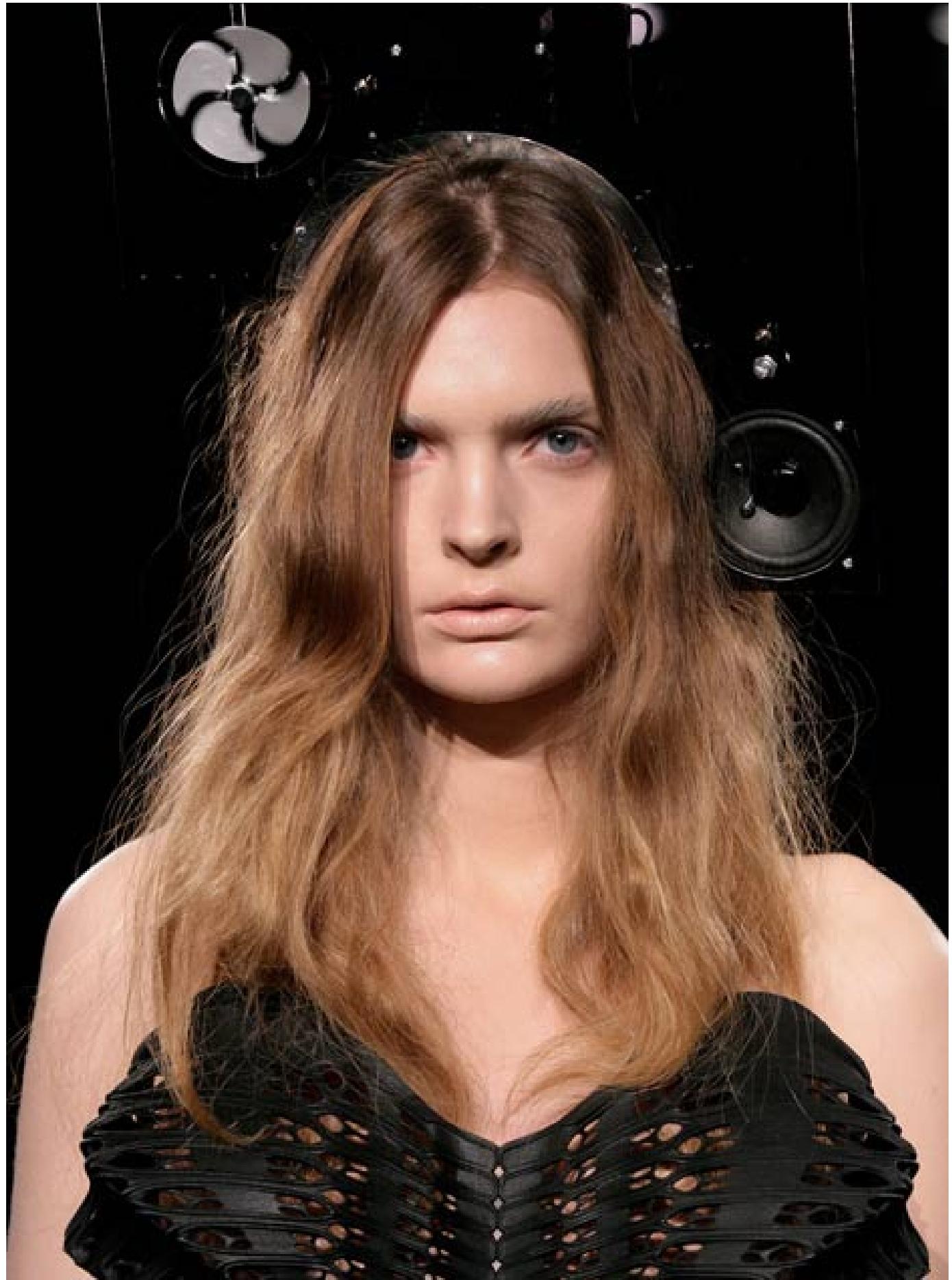




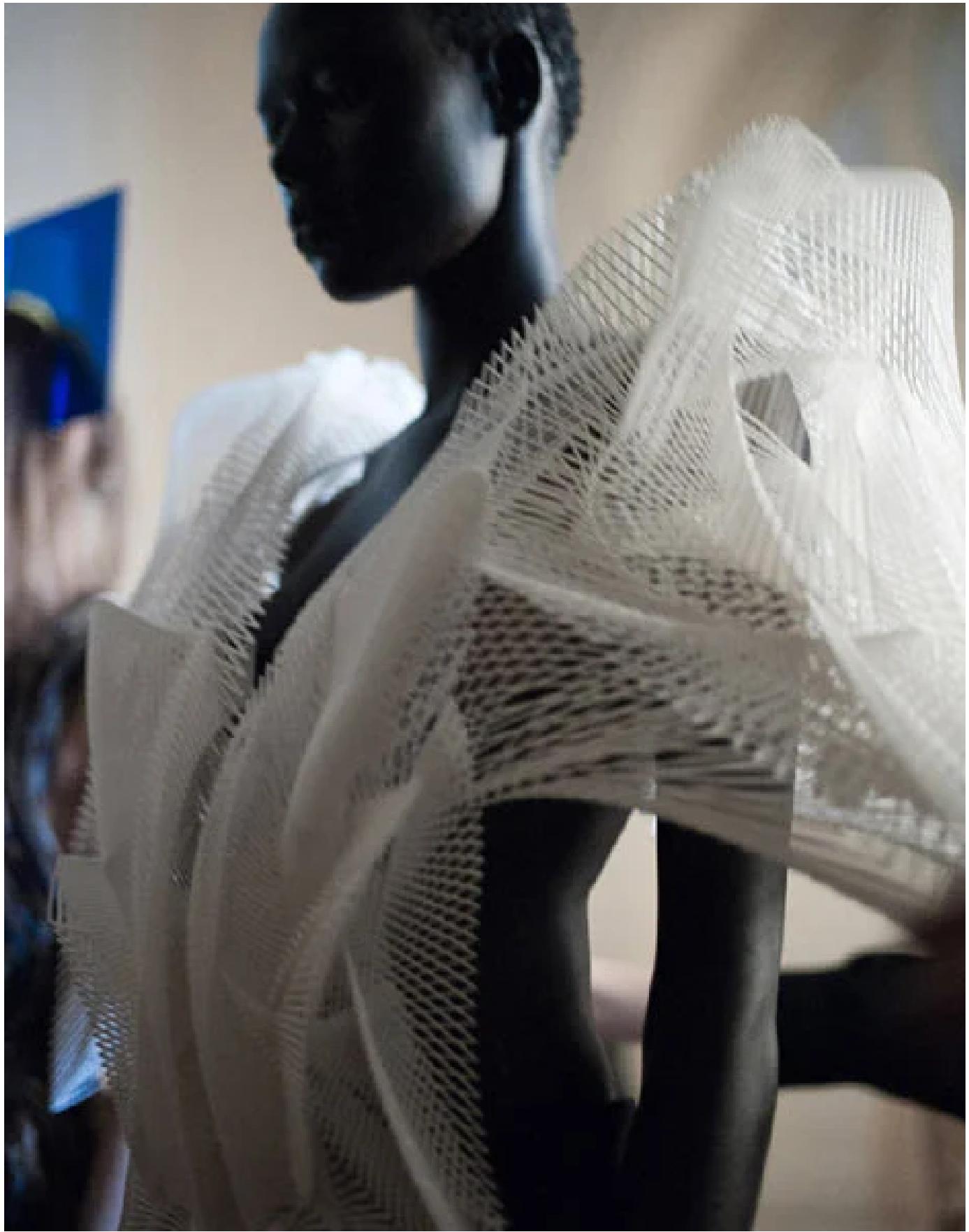


Above: shoes are by United Nude









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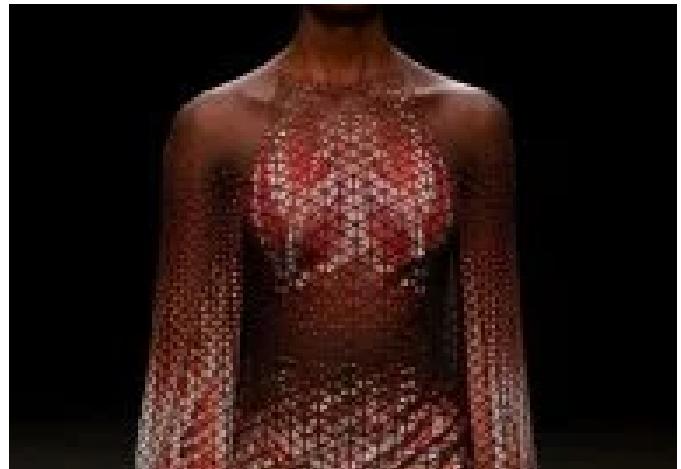
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JUN NAKAU, sewing the invisible.

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hollymcquillan • 11 years ago

The point is that fashion has been made the same way since the industrial revolution - by the hands of generally underpaid and overworked people. If this is part of the future of fashion the forms need to capture the imagination of both designer and consumer/viewer. It is not about wearability at this stage - its about imagination and possibilities in an industry that is largely unchanged for 100 years.

[^](#) [v](#) • Reply • Share >
Sara • 11 years ago

As with that kind of architecture you can see that is no feeling.
It's looks really steep and I have seen a lot more interesting fashioncloths sculpture before. Good computerskills, but otherwise I can not see the point.

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Jennifer • 11 years ago

The tendency to escape from daily reality or routine by indulging in daydreaming, fantasy, or entertainment. escapism.....Amazing designs , love it.

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felicity100 • 11 years ago

I wonder who their modeler is....(for the 3d forms.... not the girls....)

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boo • 11 years ago

Can't see the point of the digital exercise.

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nofelix • 11 years ago

I think it's the right decision to not try too hard on the fashion design side. if they did it would detract attention from the material itself. the point is to make wild forms that show the abilities of the material, not so much the abilities of the designer

it's simple to make the forms more sympathetic to the body later

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Renata • 11 years ago

Amazing Daniel !
Reminded me of Skin + Bones expo at Somerset House.

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Marco • 11 years ago



taste.

[^](#) | [v](#) • Reply • Share >**fashionweakling** • 11 years ago

It's obviously good work, but I fear the story would be just as interesting if they had made basic t-shirts.

Why is it that the majority of designers are emerging with the same formal language and rhetoric when using "advanced digital design techniques" and 3d printing?

Surely the whole point is that there are meant to be fewer constraints.

[^](#) | [v](#) • Reply • Share >**amanda.m** • 11 years ago

amazing pieces of sculpture!

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