Blue Bonnet

Side view of paper patterning shape of bonnet. Paper version created to check scale and size.

Blue Bonnet

Covering the inside and outside of the brim with fleecy domette to smooth before adding fabric.

Blue Bonnet

Crown and Tip covering in fleecy domette. Tip covered in final fabric to display the domette making a smooth finish.

Blue Bonnet

Adding lace trim to brim before adding bias strip to finish edge.

*Women of* \_\_\_\_ Wire Hat

Up close shot of millinery wire support and connections for front shape.

*Women of* \_\_\_\_ Wire Hat

Fosshape head base’s wired edge covered with bias tape.

Projection Mapping

In costume design we did a project in conjunction with the projection class. Each team had 3 designers and 1 projectionist. Designers individual picked a video game as an inspiration and built a sculpture together to project onto. Our team’s projectionist, Jesse Easdon, then 3D mapped the sculpture. The designers used this map in Photoshop to create a design inspired by their game. My inspiration was the game Horizon Zero Dawn. Pictured is the map with design and the final product.

*Women of* \_\_\_\_ Wire Hat

Beads glued on to jointed pre-shaped sections of floral grade wire.

*Women of* \_\_\_\_ Wire Hat

Backside of back fan. To keep the curved shape of the fan, a rounded surface was use when creating the pleats.

Geisha Silk Painting

Process shot showing stretching square silk scarf onto frame. The image was placed underneath for tracing.

Geisha Silk Painting

Process Shot of tracing outline. The outline was made using black gutta by squeeze bottle or brushes to achieve stroke effect.

Color Matching Project

Process of creating swatches. Heating dye water to appropriate temperatures.

Cobra Box

Laser cutting out the front and side of box.

Cobra Box

Front view of completed unpainted box.

Servo Brace

3D printing brace for servo on a Lulzbot 2. Modeled in Fusion 360 a 3D modeling software.

Servo Brace

Finished print of brace on 3D printer bed.

Servo Brace

Brace placed and mounted into Cobra box.

Laser Cutting

Laser cutting name plate for Cobra to credit fabricators and computing makers.

Cobra Box

Painting finished box before adding the rest of the cobra structure.

Cobra

Finished Cobra displayed at Makers Faire Austin. Physical computing students: Jiajin Qi and Kaiwen Fa. Fabricators: Vanessa J. Lopez (scales and coils), Chun-Kang Chen (head), and Samantha Cole (box, 3D parts, and general support)

*Women of* \_\_\_\_\_ *(a song not song)*

By I-Chia Chiu

Production shot

Costume Design by Delena Bradley

Set Design: Iman Corbani

Lighting Design: Austin Shirley

Integrated Media Designer: Kaiwen Fa

Photo by Austin Sherley

Bonnet

Research Image: Bonnet created from this image from 1811 plate of head wear.

Bag of Sadness

*Women of* \_\_\_\_\_ *(a song not song)*

By I-Chia Chiu

Costume Design by Delena Bradley

Draper: Samantha Gashette

First Hand: Samantha Cole

Photo by Delena Bradley

Servo Brace

Image of brace in Fusion 360.

Collar

Fall for Dance

*The History of 6 Points*

Costume Design Lindsey Thurston

Draped by Poua Yang

First hand: Samantha Cole

Photo by Lawrence Peart, Courtesy of The University of Texas at Austin

Portia Dress and Jacket

*Merchant of Venice*

Costume design: Jessi Rose

Draper: Chun-Kang Chen

First Hand: Samantha Cole

Photo by Lawrence Peart, Courtesy of The University of Texas at Austin

Portia Dress and Jacket

*Merchant of Venice*

Costume design: Jessi Rose

Draper: Chun-Kang Chen

First Hand: Samantha Cole

Set Design: Tucker Goodman

Lighting Design: Aaron Curry

Photo by Lawrence Peart, Courtesy of The University of Texas at Austin

*Women of* \_\_\_\_\_ *(a song not song)*

By I-Chia Chiu

Production shot

Costume Design by Delena Bradley

Set Design: Iman Corbani

Lighting Design: Austin Shirley

Integrated Media Designer: Kaiwen Fa

Photo by Austin Sherley

Flamingo Dress

Draped by Samantha Cole

*Women of* \_\_\_\_ Wire Hat

Created by Samantha Cole

Designed by Delena Bradley

Veil created by Tonya Olalde

Half Scale Bustle Skirt and Jacket

Draped by Samantha Cole

Bonnet

Created by Samantha Cole

Color Matching

Gemstones by Alphonse Mucha

Dying swatches of Wool, Cotton, and Charmeuse

Geisha Silk Painting

Traditional Japanese Ukyio-e style illustration of a Japanese woman in kimono by Katsushika Hokusai

Geisha Silk Painting

Clear water soluble gutta was mixed with the blue pigment and applied with a fine squeeze bottle to great the lines on the kimono.

Flannery Costume Designs

Unrealized Designs for Film by Samantha Cole

*Flannery* by Kristen McGary and Amy McGray

*Women of* \_\_\_\_\_ *(a song not song)*

By I-Chia Chiu

Production shot

Costume Design by Delena Bradley

Set Design: Iman Corbani

Lighting Design: Austin Shirley

Integrated Media Designer: Kaiwen Fa

Photo by Lawrence Peart, Courtesy of The University of Texas at Austin

Barmaid Shirt

*Good Country*

Draped by Samantha Cole

Costume Design by Stephanie Fisher

Scenic Design by Tucker Goodman

Lighting Design by Kendra S. Wiley

Photo by Logan Smith

Barmaid Shirt

*Good Country*

Draped by Samantha Cole

Costume Design by Stephanie Fisher

Scenic Design by Tucker Goodman

Lighting Design by Kendra S. Wiley

Photo by Logan Smith