

FASHION

PURSUE ENVIRONM

ENT CONSCIOUS FASHION



2023, SOGANG
DESIGNED BY BOHYUN

Upcycled Dress

Making dress by collage of fabric images of **old clothes**
Using createGraphics and image.mask() function

20221124 최보현

Motivation

Collage is a great help to make the **existing look interesting**.

Because of the fast fashion market,
many clothes are thrown away, causing environmental problems.

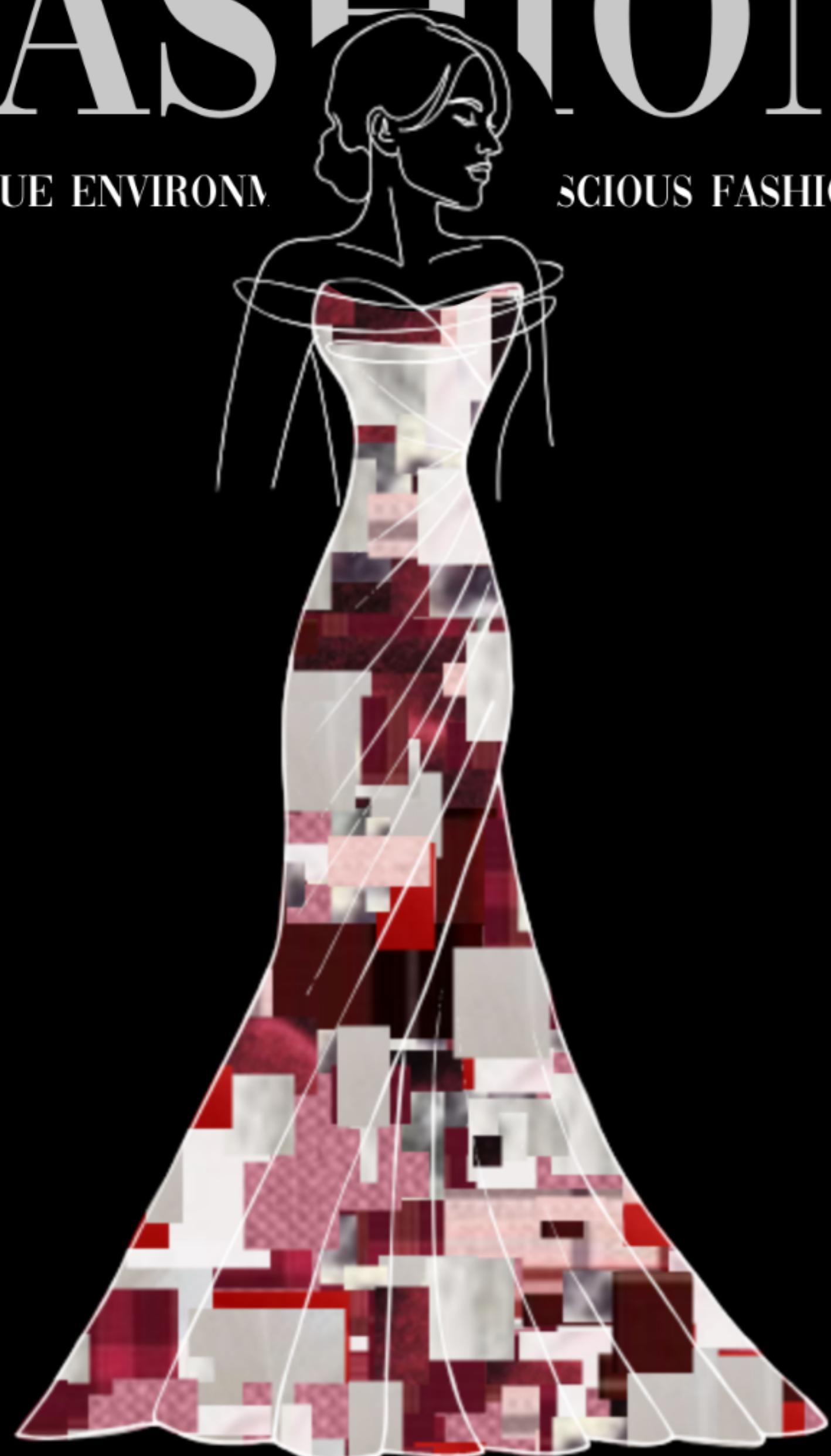
So using the characteristics of collage,
I want to implemented it in p5.js using various functions
to make the **combination of old clothes look beautiful**.



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Square Collage

Press Mouse to
Left Up → square collage will be appeared

```
switch (mouse_point) {  
  case "LU":  
    luCanvas.imageMode(CENTER);  
    for (let j = 0; j < 500; j++) {  
      let i = int(random(0, 10));  
      let temp =  
        cloth[i].get(0,random(10,50),random(10,50),random(10,50));  
      luCanvas.image(temp, random(0, 600), random(0, 800));  
    }  
    img = luCanvas.get();  
    break;
```

```
// *****COLLAGUE*****//  
img.mask(maskImage);  
image(img, width / 2, height / 2);
```

Line Collage

Press Mouse to
Right Up → **line collage** will be appeared

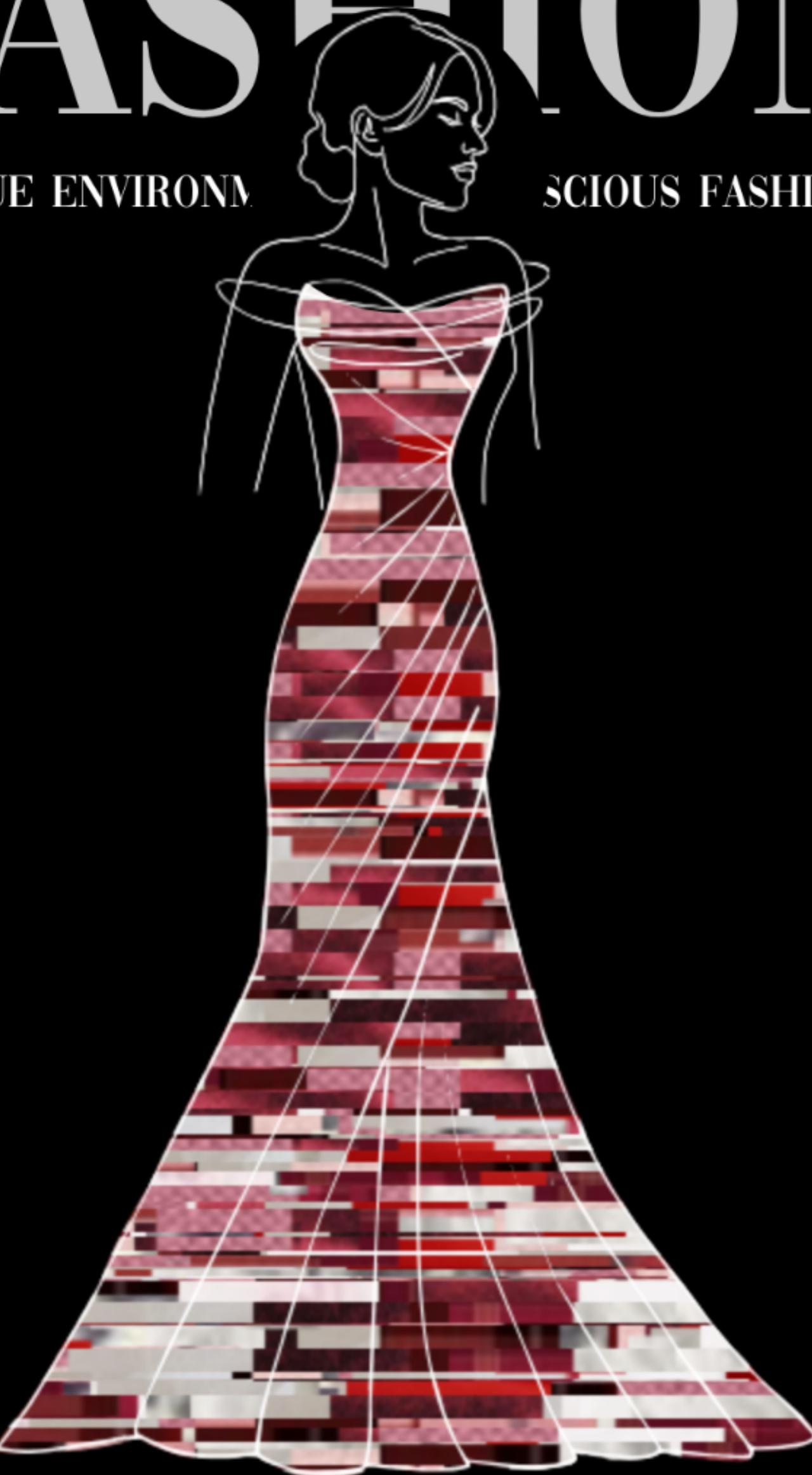
```
case "RU":  
  
    for (let y = 0; y < height; y += 10) {  
        let stripYPosition = int(random(0, img.height - 10));  
        let strip = img.get(0, stripYPosition, img.width, random(1, 20));  
        ruCanvas.image(strip, 0, y);  
    }  
    img = ruCanvas.get();  
    break;
```

```
// *****COLLAGUE*****//  
img.mask(maskImage);  
image(img, width / 2, height / 2);
```

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Sprial Collage

Press Mouse to
Left Down → sprial collage will be appeared

```
case "LD":  
    let radius = 10;  
    let angle = 0; //changes overtime rotating  
    while (radius < width/2-50)  
    {  
        portionX = int(random(0,img.width-tileSize));  
        portionY = int(random(0,img.height-tileSize));  
        portion = img.get(portionX, portionY, tileSize, tileSize);  
  
        ldCanvas.push();  
        ldCanvas.translate(width/2,height/2);  
        ldCanvas.rotate(angle);  
        ldCanvas.translate(radius,0);  
        ldCanvas.rotate(random(0,TWO_PI));  
        ldCanvas.image(portion,0,0);  
        ldCanvas.pop();  
  
        angle += radians(6);  
        radius += 0.5;  
    }  
    img = ldCanvas.get();  
    break;
```

```
// *****COLLAGUE*****//  
img.mask(maskImage);  
image(img, width / 2, height / 2);
```

Circular Collage

Press Mouse to
Right Down → circular collage will be appeared

```
case "RD":  
    let radius_ = 10;  
    let angle_ = 0; //changes overtime rotating  
    while (radius_ < width/2-50)  
    {  
        tileSize = random(10,80);  
        portionX = int(random(0,img.width-tileSize));  
        portionY = int(random(0,img.height-tileSize));  
        portion = img.get(portionX, portionY, tileSize, tileSize);  
  
        rdCanvas.push();  
        rdCanvas.translate(width/2,height/2);  
        rdCanvas.rotate(angle_);  
        rdCanvas.translate(radius_,0);  
        rdCanvas.image(portion,0,0);  
        rdCanvas.pop();  
  
        angle_ += radians(8);  
        radius_ += 0.3;  
    }  
    img = rdCanvas.get();  
    break;
```

```
// *****COLLAGUE*****//  
img.mask(maskImage);  
image(img, width / 2, height / 2);
```

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Circular Collage

Press Mouse to
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```
case "RD":  
    let radius_ = 10;  
    let angle_ = 0; //changes overtime rotating  
    while (radius_ < width/2-50)  
    {  
        tileSize = random(10,80);  
        portionX = int(random(0,img.width-tileSize));  
        portionY = int(random(0,img.height-tileSize));  
        portion = img.get(portionX, portionY, tileSize, tileSize);  
  
        rdCanvas.push();  
        rdCanvas.translate(width/2,height/2);  
        rdCanvas.rotate(angle_);  
        rdCanvas.translate(radius_,0);  
        rdCanvas.image(portion,0,0);  
        rdCanvas.pop();  
  
        angle_ += radians(8);  
        radius_ += 0.3;  
    }  
    img = rdCanvas.get();  
    break;
```

```
// *****COLLAGUE*****//  
img.mask(maskImage);  
image(img, width / 2, height / 2);
```

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