

2D/3D

We like to think about the textiles as 2D objects only, while we don't need much to turn them into 3D objects. I would like you to think about textiles in that context and discover their structural potential using traditional methods of starching the fabric.

Starching fabrics is a simple method of structuring cotton and linen textiles. It is used especially for curtains to provide body and resistance to wrinkling.

1. You will need a piece of cotton textiles that you don't use anymore (old t-shirt, curtain, pillow case etc.) and potato starch. Prepare a solution of potato starch and water. Apply it on small pieces of textiles and leave it to dry. Try different proportions of water and starch to test how stiff the samples will get.

2. When you find the right proportion of starch and water try to find new shapes for your textiles. Use objects like jars, candle holders, bowls, bottles as a mould for your textiles. Wrap the textile around them, apply a mixture of potato starch and leave it to dry again. Create 10 different shapes using that process.

3. Think about different possibilities of application of created objects. How can it be used? As a shade for a lamp or maybe a vase? Prepare one 1:1 model which shows it.

4. Document your journey through that project. Don't worry if something is not working. That's the part of the process. Try to show your entire path from choosing the fabrics to presenting the final object. Find a beauty in imperfection and show it with great photos.

References that might be helpful:

1. Catalogue of "I'M NOT WASTED" project. You may see how I presented my process of making.

<http://majasobura.com/im-not-wasted-process/>

Simon Hasan

<https://www.instagram.com/simonhasanlondon/?hl=pl>

Doshi Levien

<http://www.doshilevien.com/projects/the-wool-parade-2/>

Installation view at Minnesota Museum of American Art

<https://knightfoundation.org/articles/a-fresh-take-on-fiber-art-at-minnesota-museum-of-american-arts-project-space/>

