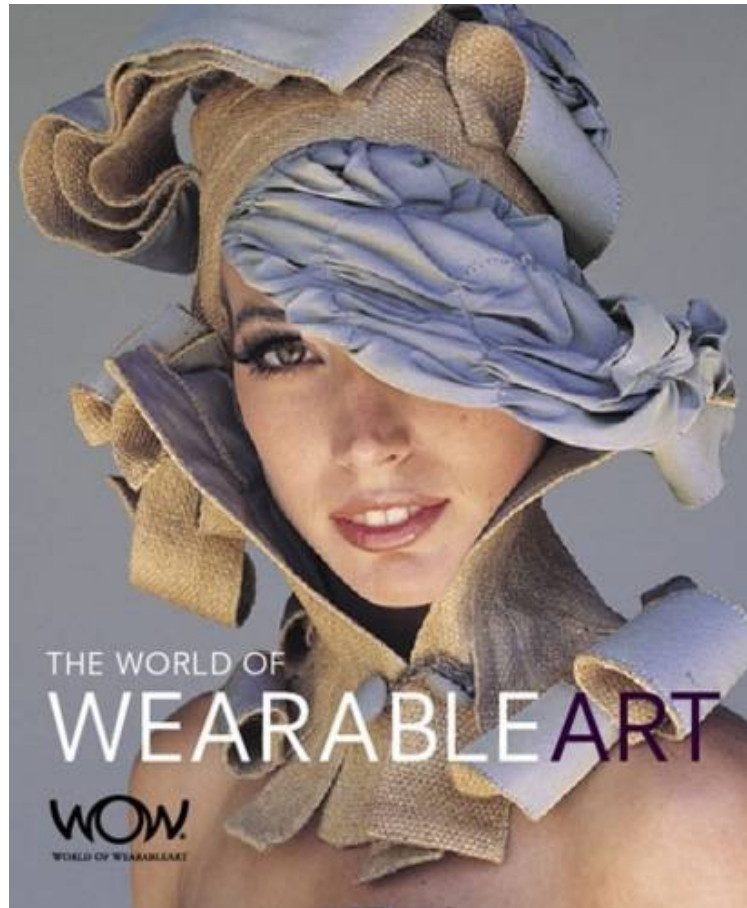


The World of Wearable Art

From Potton Burton

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From Potton Burton : The World of Wearable Art before purchasing it in order to gauge whether or not it would be worth my time, and all praised The World of Wearable Art:

0 of 0 people found the following review helpful. Essential for art, design, and fashion fans, but recommended for anyone. By Craig M Sisterson In short, The World of Wearable Art is the perfect coffee table book; ideal for flicking through again and again, admiring the ideas, intricacy, and brilliance that went into many of the garments on show. The more you look, the more you see, and the more you're impressed. Car parts, wood shavings, potato chip packets, seaweed, slices of toast, old telephone parts, paper clips, corrugated iron, gloves, feathers a mind-boggling array of unusual materials have sparked entries from fashion designers, artists and costume makers the world over. In effect the book is a lovely photo-essay of a remarkable Nelson-born competition and award show that has become a cultural phenomenon, deservedly lauded here and overseas. Essential for art, design, and fashion fans, but recommended for anyone.

One of the most interesting cultural phenomena in New Zealand over the past 20 years has been the spectacular

success of the World of WearableArt, an annual competition and award show that explores the intersection between fashion and art, through a genre popularly known as wearable art. This unique event, which draws an audience in Wellington of around 35,000 people, has encouraged an explosion of creative activity, inspiring a wide range of fashion designers, artists, costume makers and other craft artists from all over the world to participate. The range of garments produced for this event is breathtaking, as the rules of competition mean that anything of quality that is in any way wearable can find a place on the catwalk. What this also means is that the garments are constructed from an extraordinary array of materials - car parts, wood shavings, zips, silk, potato chip packets, seaweed, slices of toast, old telephone posts, paper clips, corrugated iron, gloves, feathers - the list is endless. As well, the thematic range is impressive, with a dizzying amalgam of ideas and influences, including metamorphism, concepts around entrapment and blindness, eroticism and fetish, pacifica, fantasy and flight. The World of WearableArt is the second edition of this inspirational and truly original visual design sourcebook. Completely revised with all new photographs, it features the best garments that have been entered over recent years in a remarkable celebration of the diversity and creativity of wearable art. Any one with an interest in fashion, design and the craft arts will find this book inspirational.