

"Interactive Fashion Design with "SCB" Technology"

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Abstract:

When heuristic paradigms change, the world itself changes with it, and as a result of new indicative paradigms, the world adopts new tools and looks to new directions. "Thomas T Kuhn, Structure of Scientific Revolutions. With the beginning of the third millennium, no one can deny that the greatest engine of humanity as a whole is now the science that has become The supreme word and imposing an idea of its development on all aspects of life, and creativity in the design process has become dependent not on proportions and functional aesthetics but also on the use of all available tools and the selection of appropriate technological techniques. Interactivity represents the transition from the traditional idea of "product as an object" to the idea of "product as an events" in which the values given to behavior, the dynamic verb, the services provided, and the environment or the surrounding space become more important. Integration between fashion and informatics arises in the transition from the physical dimension of fashion to a set of applications that depend on the user's cognitive processes and information handling, communication, interaction, analysis, organization, generation, and retrieval, in ways that are available and appropriate to the nature of the user. Therefore, the integration between fashion and information technology applications represents a new addition to the definition and classification of design in this era in the broader field, which can be determined by the intersection of four main inputs which are "performing arts", "multimedia", laws of kinetic performance "ergonomics", Interactive design, which is the design model in which the physical dimensions of design and the electronic dimensions that have become part of our contemporary life are integrated. The approach adopted in this research paper suggests the integration of the study in the design methodology between the interactive dimensions based on the study of the human behavior of the wearer and the physical dimensions of product design Based on achieving the job in a framework of formative values that satisfy the desires of the user, and trying to develop a design methodology within the framework of this new thought put on the scene. The research aims to shed light on the concept and characteristics of interactive design, and identify the problem of the complementary relationship between the design of informational fashion and the nature and characteristics of fashion design and its impact on changing the application frameworks for it. And that is through a basic premise, which is that design in this era assumes the abolition of constants, continuous change, and the reduction of the time and space factor, and the research method starts from the analytical descriptive approach through three main axes which is the inferential analysis of the nature of interactive design and its impact on the change of the application frameworks of the fashion design methodology. Then describe the technology of SCB through the concept and steps and its impact on fashion. This was followed by a descriptive analysis of some models and experiments and their effectiveness. The study examined the effect of "SCB" technology on fashion design. The research presented a set of models for interactive fashion designs using SCB technology. Their ideas revolve around converting the power of inhalation and exhalation of breathing into a light form, translating the movement of the body into a light form and lighting the clothing when a person stops moving, the disappearance of lighting when moving The wearer and lighting the dress as a response to listening to music or as a response to positive emotion towards the people.

Keywords:

Stretchable circuit board
Interactive design
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High tech fashion

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