Wearable art in Fashion Draping
(An innovative design vision inspired by the COVID 19 pandemic)

Amjad Jamil Abdullah Ali
PhD. Program Scholar, Department of Fashion and Textile - College of Human Sciences and Design, King Abdulaziz University, KSA
Lecturer at Taibah University, KSA, fashiondraping0@gmail.com

Prof. Abeer Ibrahim Abdelhamid Ibrahim
Professor, Department of Fashion and Textile - College of Human Sciences and Design, King Abdulaziz University, Jeddah, KSA. aeebrahim@kau.edu.sa

Abstract:
Wearable art is considered as the visualization of a unique artistic product that can be produced by a fashion designer. The method of work entails that the designer writes a story inspired by wearable art, based on a starting point and keywords, then design and implement the costume. Innovative thinking is one of the most important roles in designing Fashion as innovation is necessary for access to creativity in order to have draped fashion of authenticity that has never been reached before, where the designer's thought, emotion, cultural and formalistic knowledge can be transformed into an innovative and stereoscopic product using fabric or any other materials. The Coronavirus (COVID-19) recently emerged is seen as threatening epidemic spreading across the world. So, with its emergence, it is noted that “face masks” or “muzzles” has become the common keyword. Therefore, it was deemed by the researcher to deal with masks as formative material through which a design in the draping style could be created. The research problem was as follows: What is the potential of making use of paper masks in preparing an innovative, wearable artistic design in the draping style? And to what extent can the aesthetic, artistic and functional design be achieved from the specialists' point of view? The research aims to take advantage of medical masks in preparing an innovative artistic wearable design in the style of draping, so that the innovative and artistic value can be reached through that design with the method of draping. The importance of the research is attributable to demonstrating the impact of the COVID-19 pandemic on the designers' and researcher's method of design thinking, and then highlighting new prospects and ideas for inspiration in draping, as well as achieving new artistic dimensions in the field of wearable art. This research adopted the semi-experimental approach for its suitability to achieve the objectives of the research. Through the arbitrators' response to the items of the questionnaire on the design, and the research hypothesis stating that there are statistically significant differences between the averages of the specialists' opinions to achieve the aesthetic, artistic and functional aspects in the proposed design. The results demonstrated the achievement of the research objectives in employing the aesthetic, artistic and functional aspects, and had an approval rate of 95%, which is a High positive percentage that indicates the achievement of the aesthetic aspect. As for the functional and artistic aspects, their approval rate reached 82.5%, which is a high positive rate indicating their achievement. After calculating the general average ratios for the aesthetic, functional and artistic axes, it becomes clear that the design had a rate of 86.66%, which is a high percentage showing the success of the design. This success may be due to the emergence of the inspiration aspect of the Corona pandemic, along with the compatibility of materials and their colors with each other, in addition to the design's achievement of authenticity and contemporary at the same time.

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