Abstract

CREATIVE PROJECT: Exploring the Process of Deconstruction of Used Garments in Development of a New Method called Tattering

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PAGES: 229

Clothing is acquired and cycled through stages of wear and care, and also active and inactive storage. For reasons of economics, aesthetics, and/or sustainability, discarded clothing can be claimed by another person to wear it in its current condition, or it may have appeal when altered or restyled, or several garments can be reassembled into one new article of clothing. This study was used to re-vision used clothing into wearable clothing in a new method called tattering. Not only did this study record the process and create step-by-step instructions, but it identified the channels of clothing disposal where materials can be found. This information was added into a new clothing consumption model that updated Winakor’s 1969 model. Previous information from tattering a man’s garment was used to pre-plan several process steps in tattering three women’s dresses, and to compare any difference in design for man vs. woman’s form. Activities that occurred in the design process were categorized in steps of acceptance, analysis, definition, ideation, selection, implementation, and evaluation. Illustrations and text were created for a manual that was tested with a small sample group, and can be published in the future to be shared with others. This study has shown that recycling used garments can sustain or increase the value of once loved garments, rather than send them to landfill.