



## CREATIVE USE OF INSPIRATION SOURCES FOR DESIGN DEVELOPMENT

Janace Clarke

Kent State University, Kent, Ohio 44242

The purpose of the projects was to com-pel students to think creatively and to expand inspiration sources beyond fashion magazines, runway shows, and video fashion. The objectives were to (1) engage students in utilizing their senses to spawn creative think-ing, (2) encourage students to seek less obvious forms of inspiration, and (3) design and illustrate cohesive lines of apparel clearly communicating the inspiration source.

The first project employed the use of music as inspiration. A few songs from a variety of music categories were played for the students during class as they sketched ideas that came to mind as they listened. The students then developed fabrics and a line of apparel inspired by one of the songs of their choice from those played in class.

For the second project, students were challenged to design the most outrageous fantasy garment they could imagine, inspired solely by one item selected from their inspira-tion file. The second half of the project utilized the fantasy garment as the inspiration for a line of apparel. The challenge was to pare down the fantasy garment, just as details or components of couture garments would be re-adapted for the ready-to-wear market.

The students were able to identify with the power of music and its ability to inspire creative designs. Students also enjoyed the freedom to design the most outrageous garment they could imagine and to find the means to re-adapt it for a very wearable line.