



portfolio 2020

natalie

vencovska

My name is Natalie Vencovska and with this portfolio I would like to present you some of my latest works.

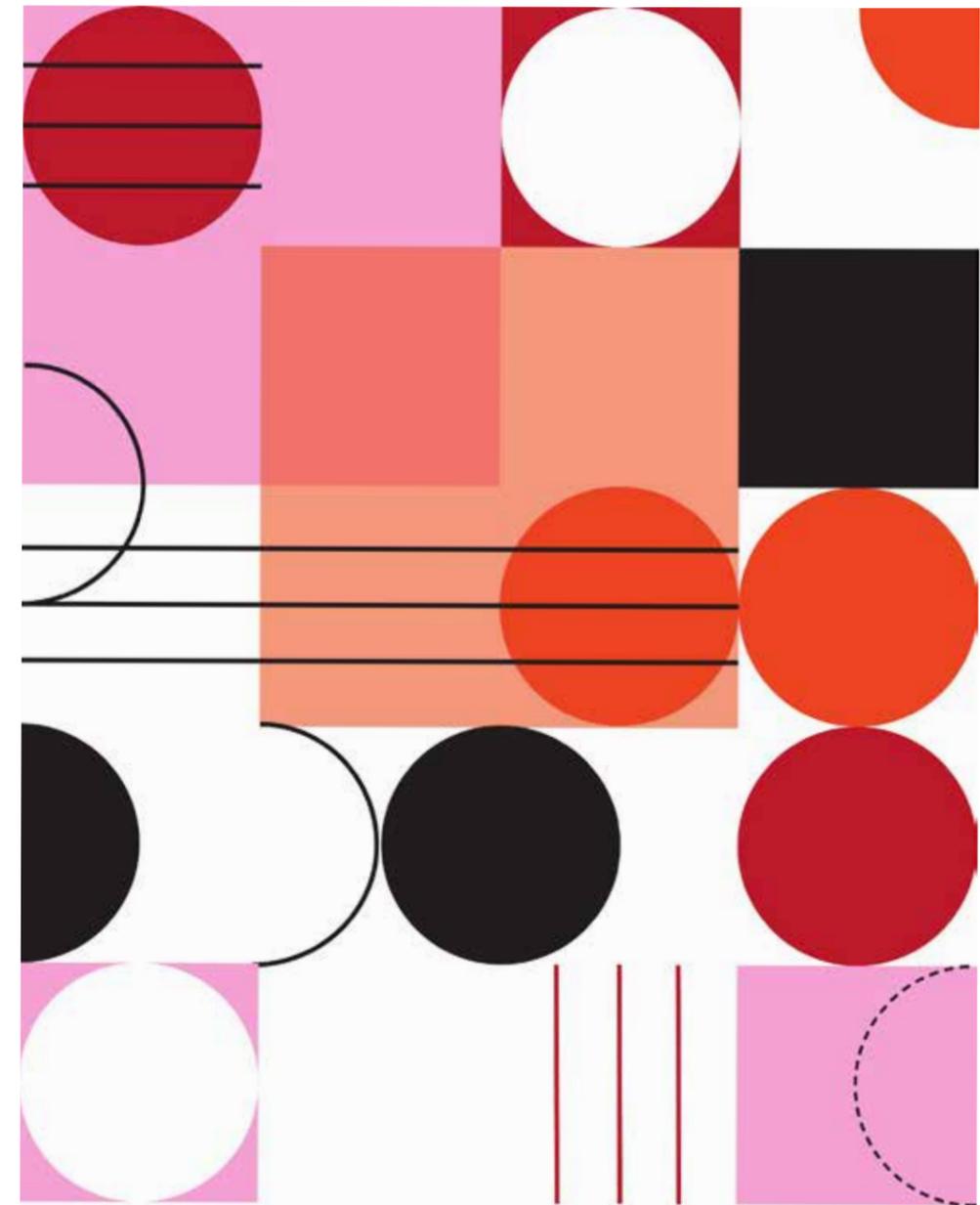
Since my very young age I have been a creative creature. I love dancing, painting and surrounding myself with beauty in general. At the age of 15 I chose Fashion design as the medium to express myself and my ideas, so most of the things you will see here are related to fashion. However I am not used to limit myself. I am curious about exploring and developing my skills in Textile and Communication design as well. Within my approach, the values of sustainability, creativity and playfulness come first and as the secondary thing I choose the medium to work with.

I hope you will find some creative and interesting ideas here that would refer myself as a good candidate for Design for Planet programme. Have a great and playfull time reading it!

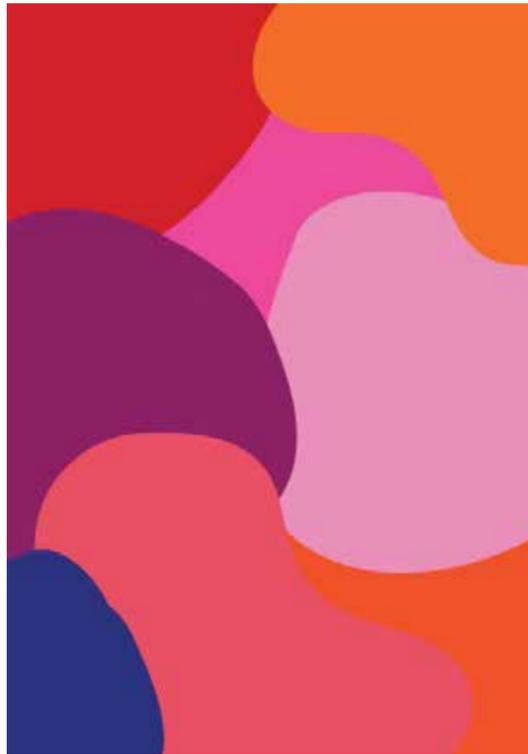
## Let's play

Is a project I made within a workshop with Judith ter Haar during my Erasmus exchange at DSKD. Working in pairs, our task was to create an object of our choice. We set the role of our group as Storytellers /Guides. Our value was **individuality, breaking stereotypes and exploring thru play**. Our output was puzzle game consisting of 25 squares with our own grafics. Instructions for users? None. As we didn't provide them the right sollution we actually gave them space for their own creativity. So then 20 users end up with 20 different variations of the right look of the „final object“.

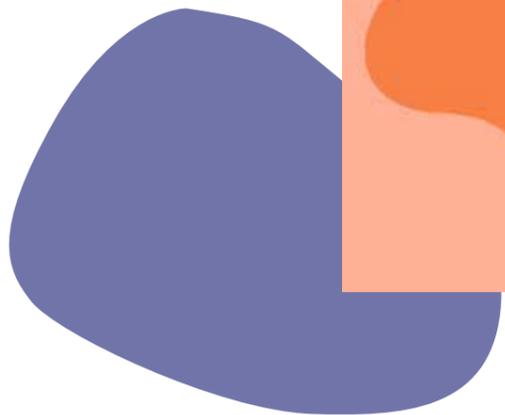
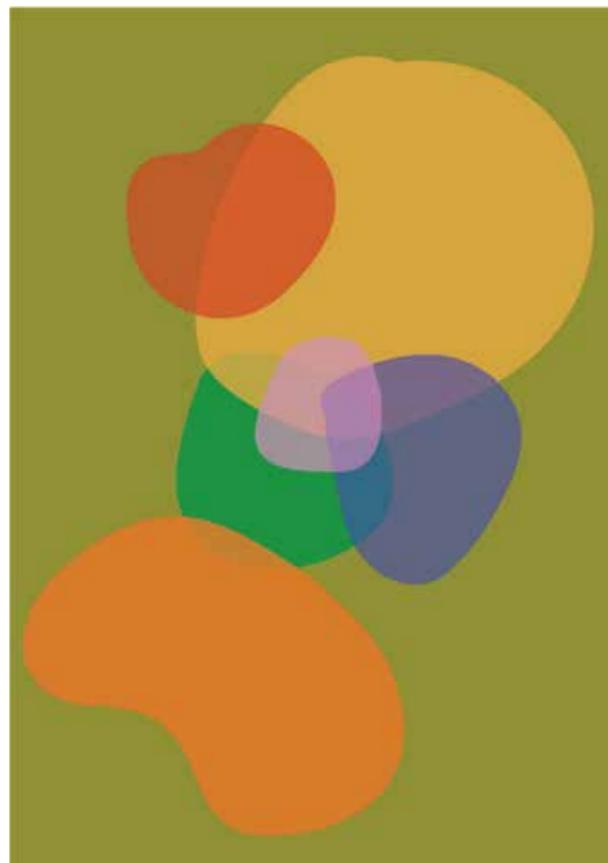
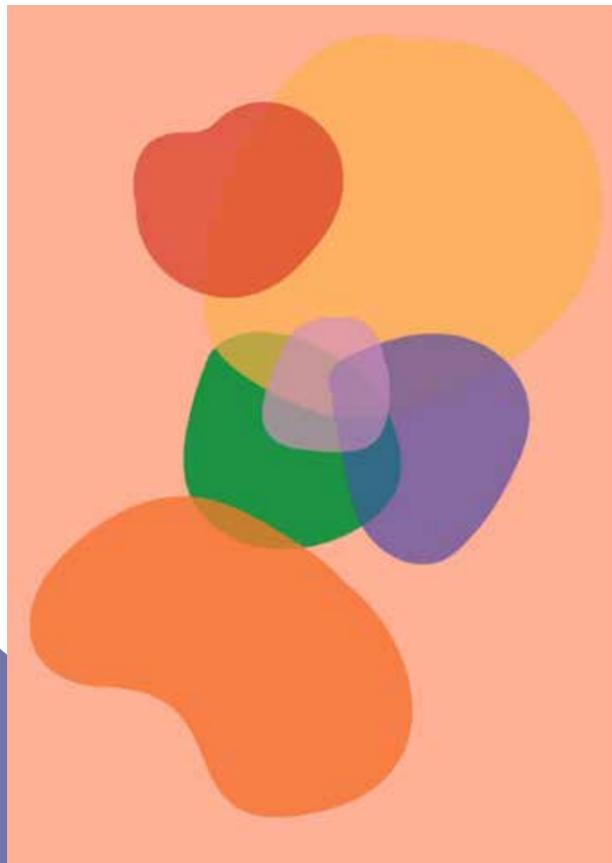
The same approach I applied to the collection realization, because I percieve the body as a predefined space as well. We are used to certain forms, appearences and logical contexts. **I tried to disrupt these established stereotypes of a body with abstract shapes in different sizes and colors** placed on the body/garment to create an illusional effect.



puzzle game grafic



For the garment aesthetics I had been exploring the relationships between colors. Different background, different sizes and different transparency. All these aspects are influencing the final look and feeling from garment on the body.



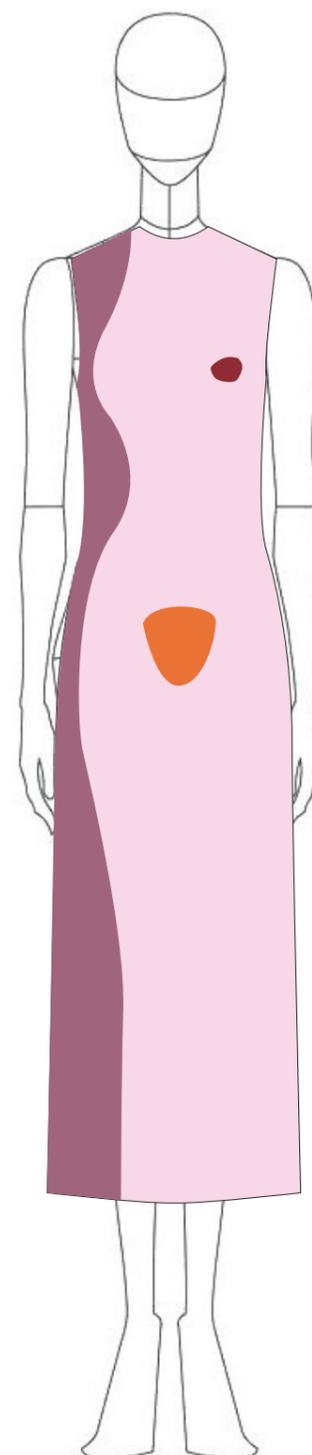
As we can see here, the way of placing a shape and its color affects our first impression of the body. All these aspects I considered while creating my collection, so then the final look can be playfull, atypical and illusional.



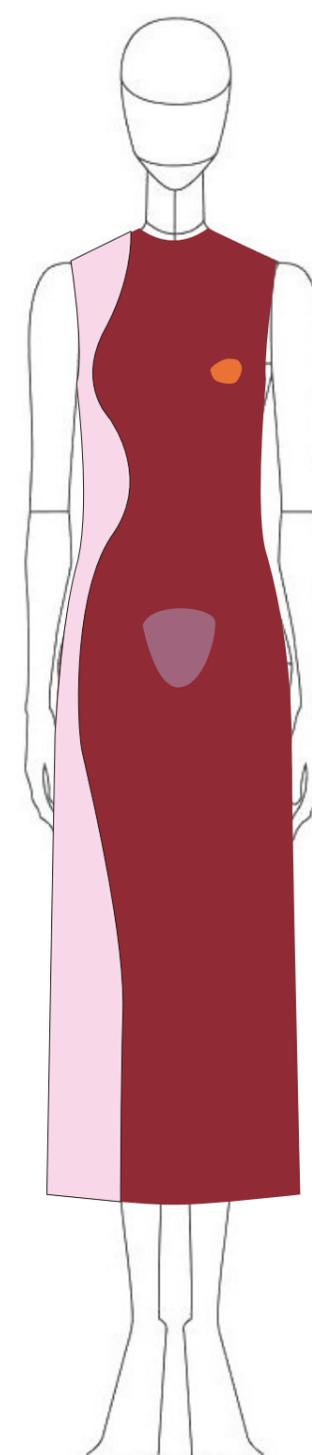
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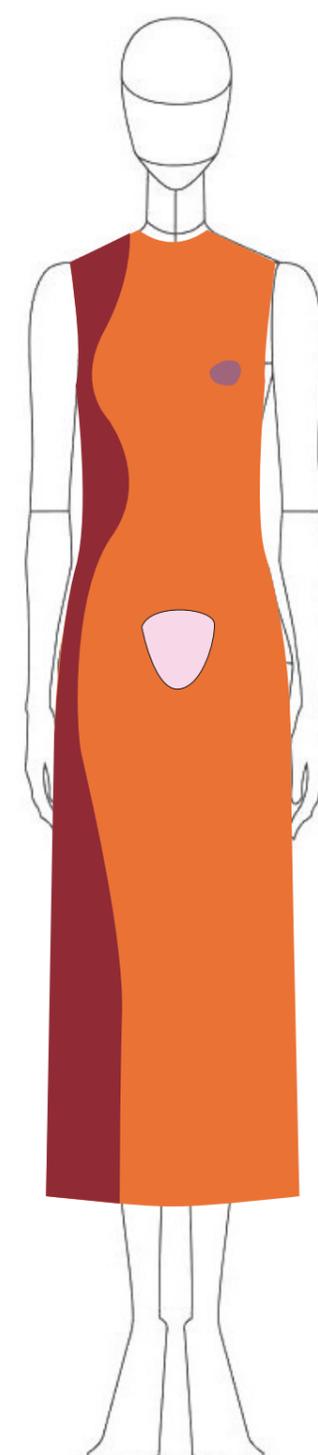
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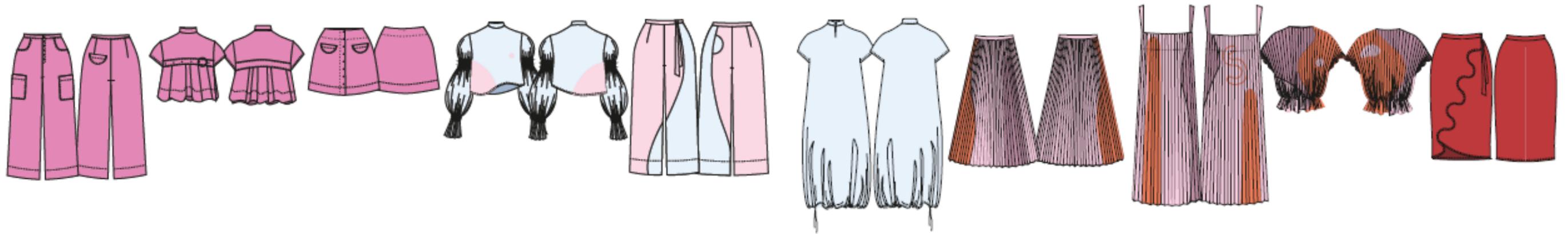


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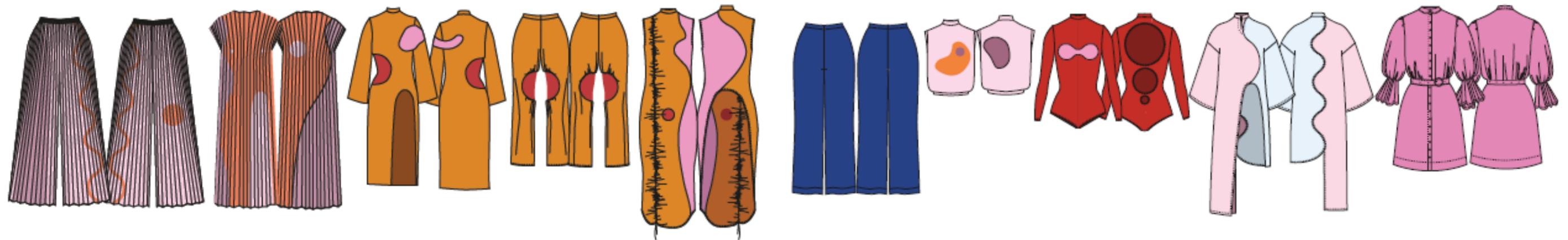


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110 -160 €



120 -200 €



170 -300 €





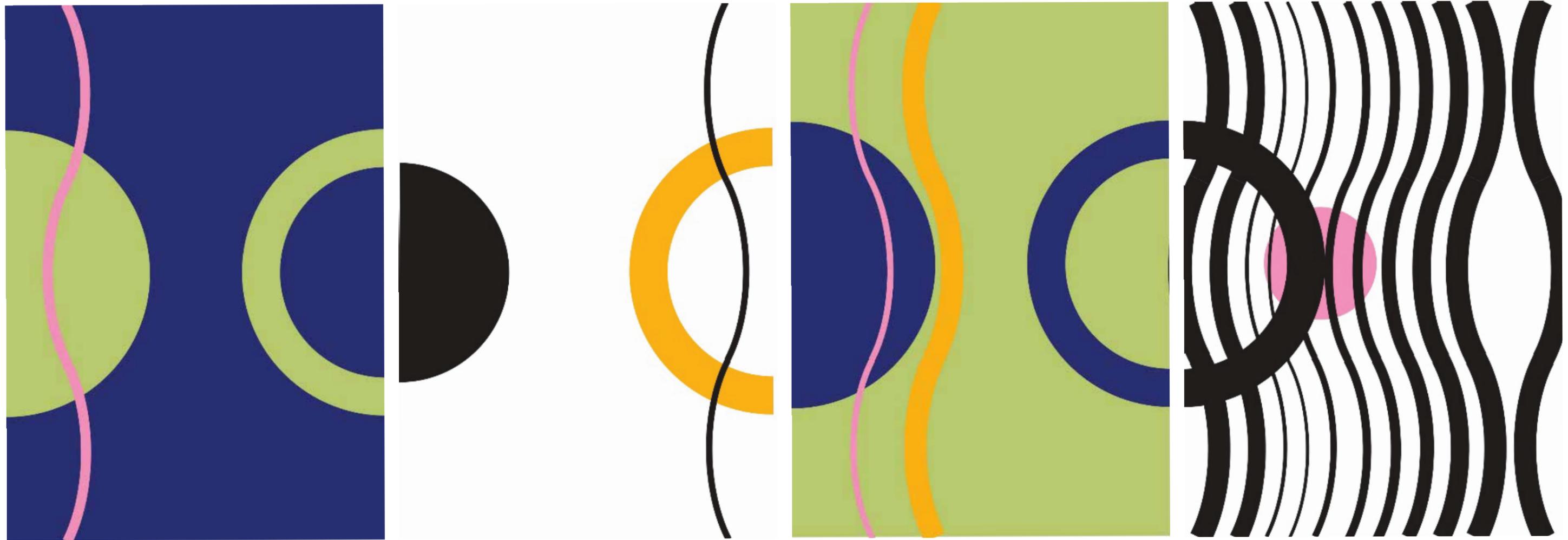
final presentation

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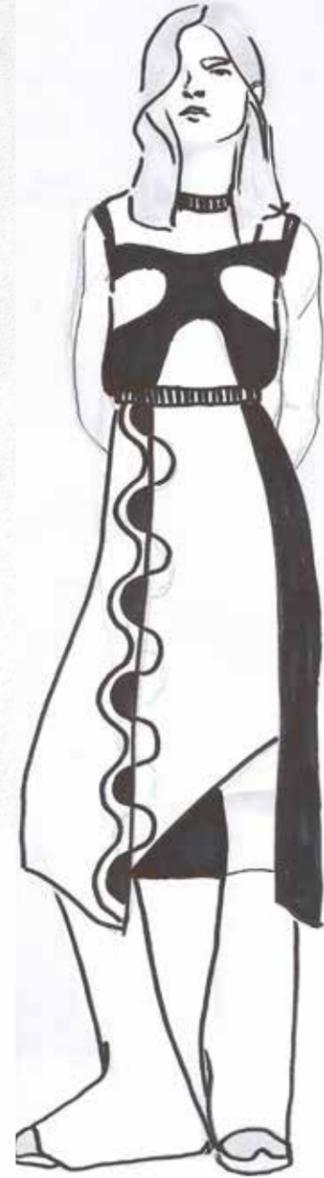
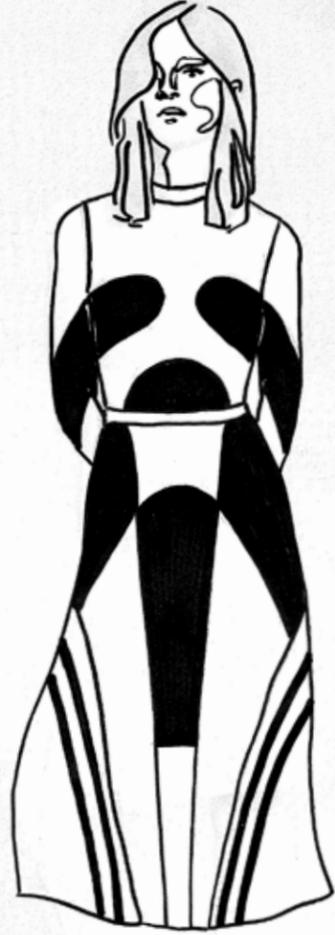
We are at the beginning of a sixth mass extinction and in 2030 the planet Earth will become irretrievably damaged – the aim of my latest project is not to solve or to find the best ecofriendly way how to produce/make clothes. It's purpose is to inform and **teach people to ask: Who made my clothes? What am I wearing? Do I really need more clothes?** I had designed my own knitted material and then I produced it in collaboration with a local company.

The whole collection consists of six looks. Two of them are made with zero waste. They are made out of 100% bamboo knit, as it's one of the most comfort and ecological material. Next four looks are meant as prototypes for a fully fashion production. This technology provides a manufacture process without any wasted material and provides total reduction of the seams on the garment.



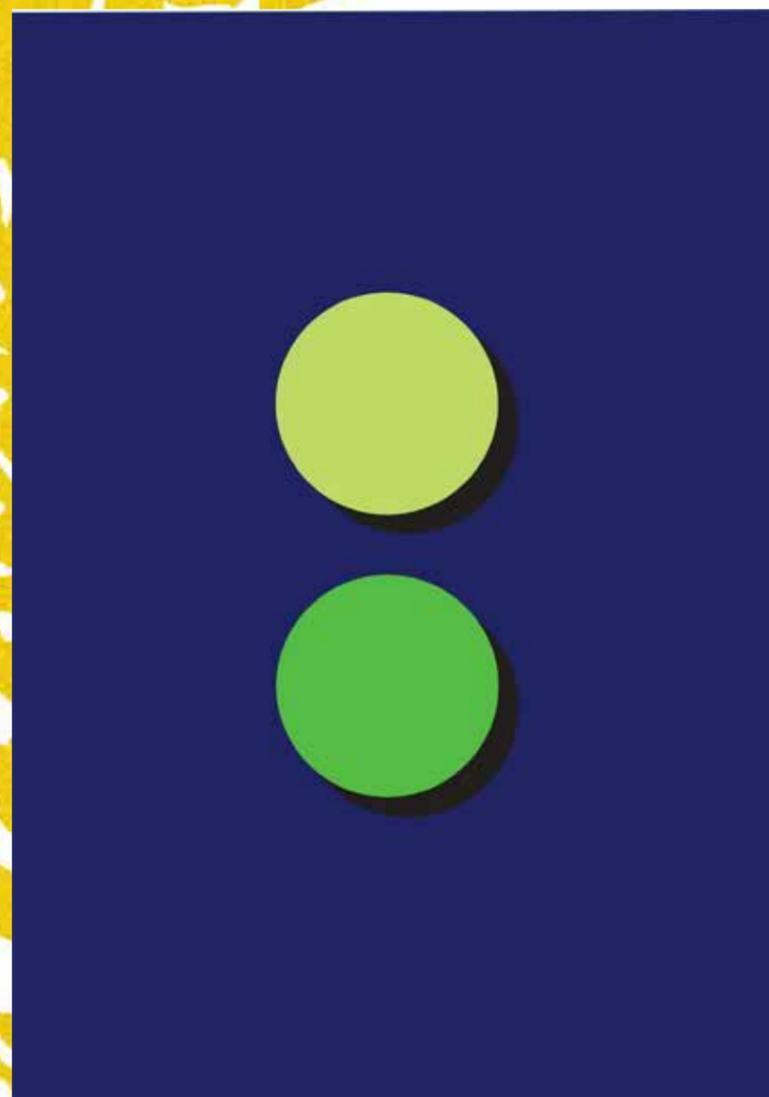


The inspiration for designing this knit was the aesthetic from my previous project Let's play. By following it I have further extended the idea of working with an illusion and deconstruction of a body by abstract shapes.

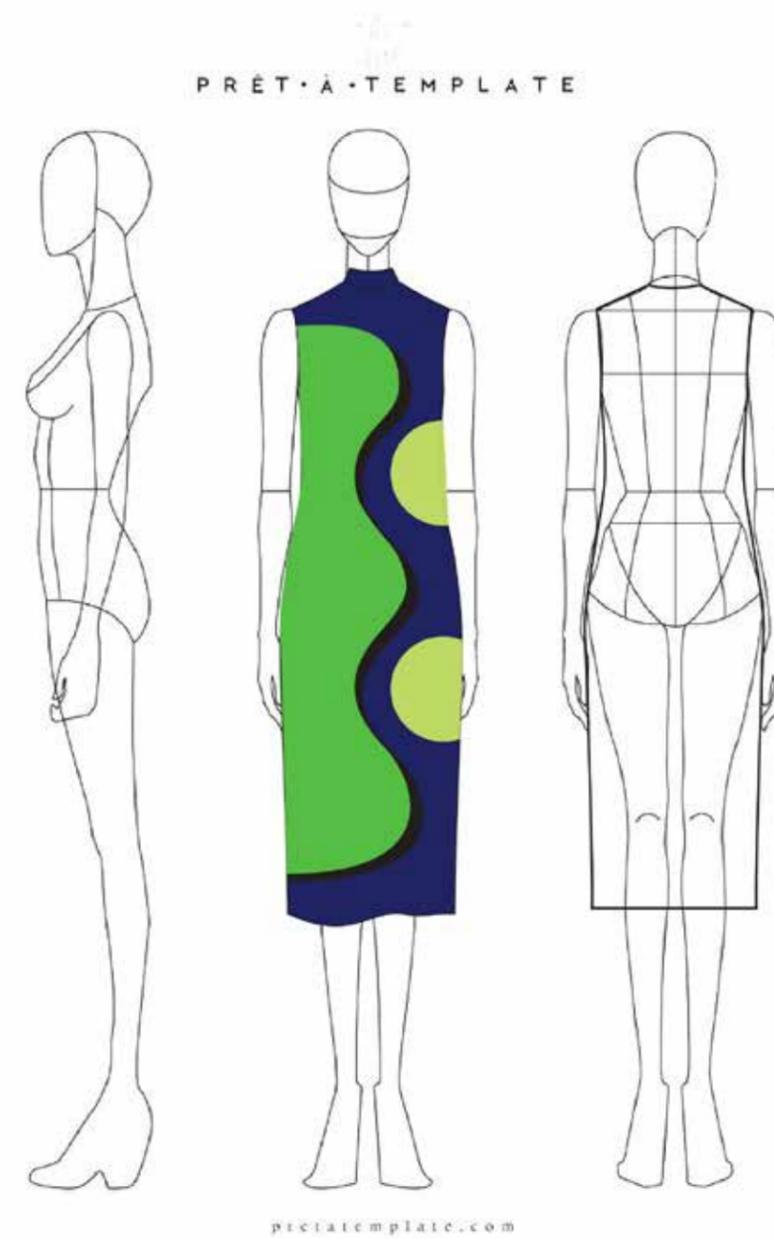




moodboard

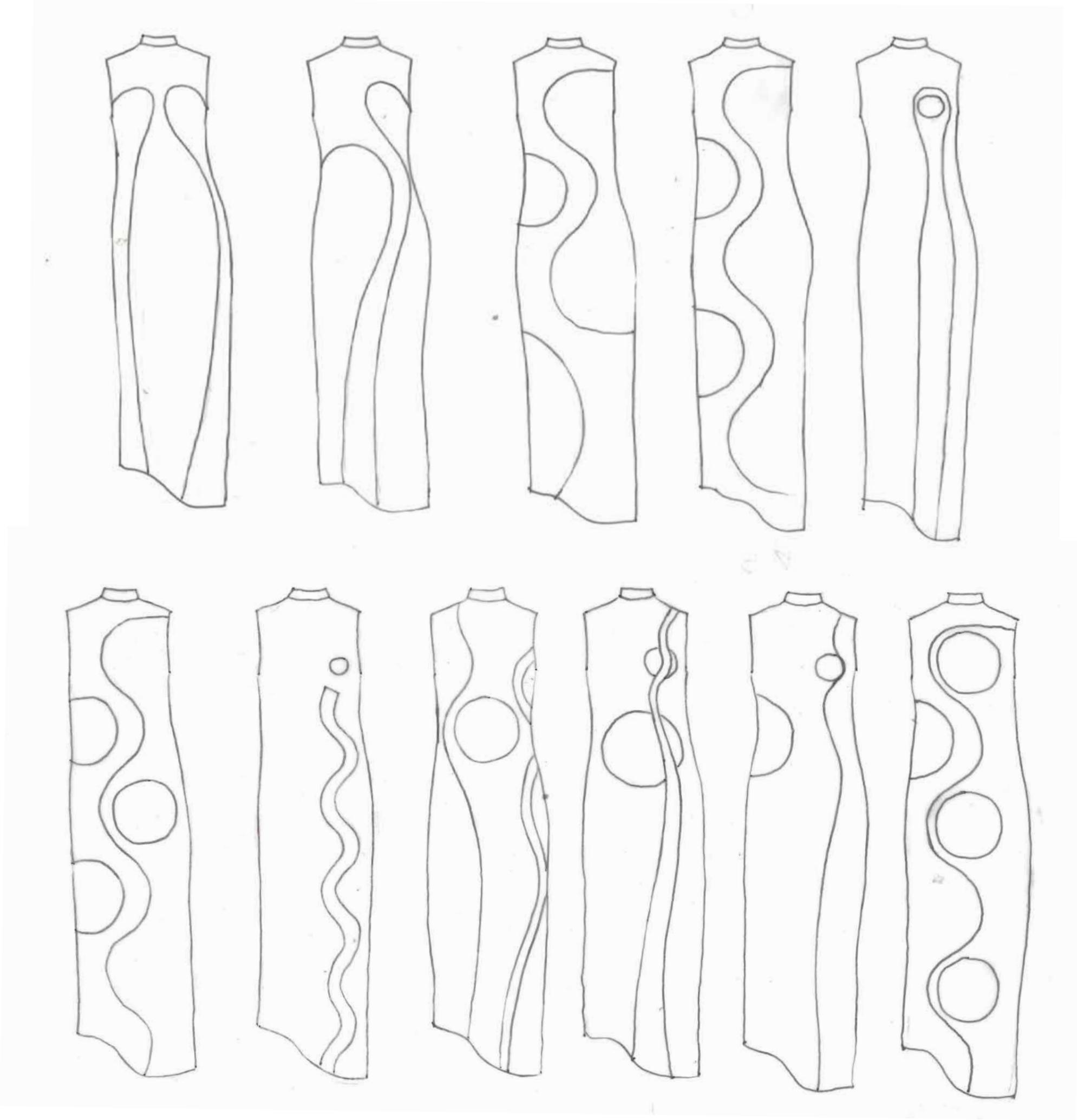


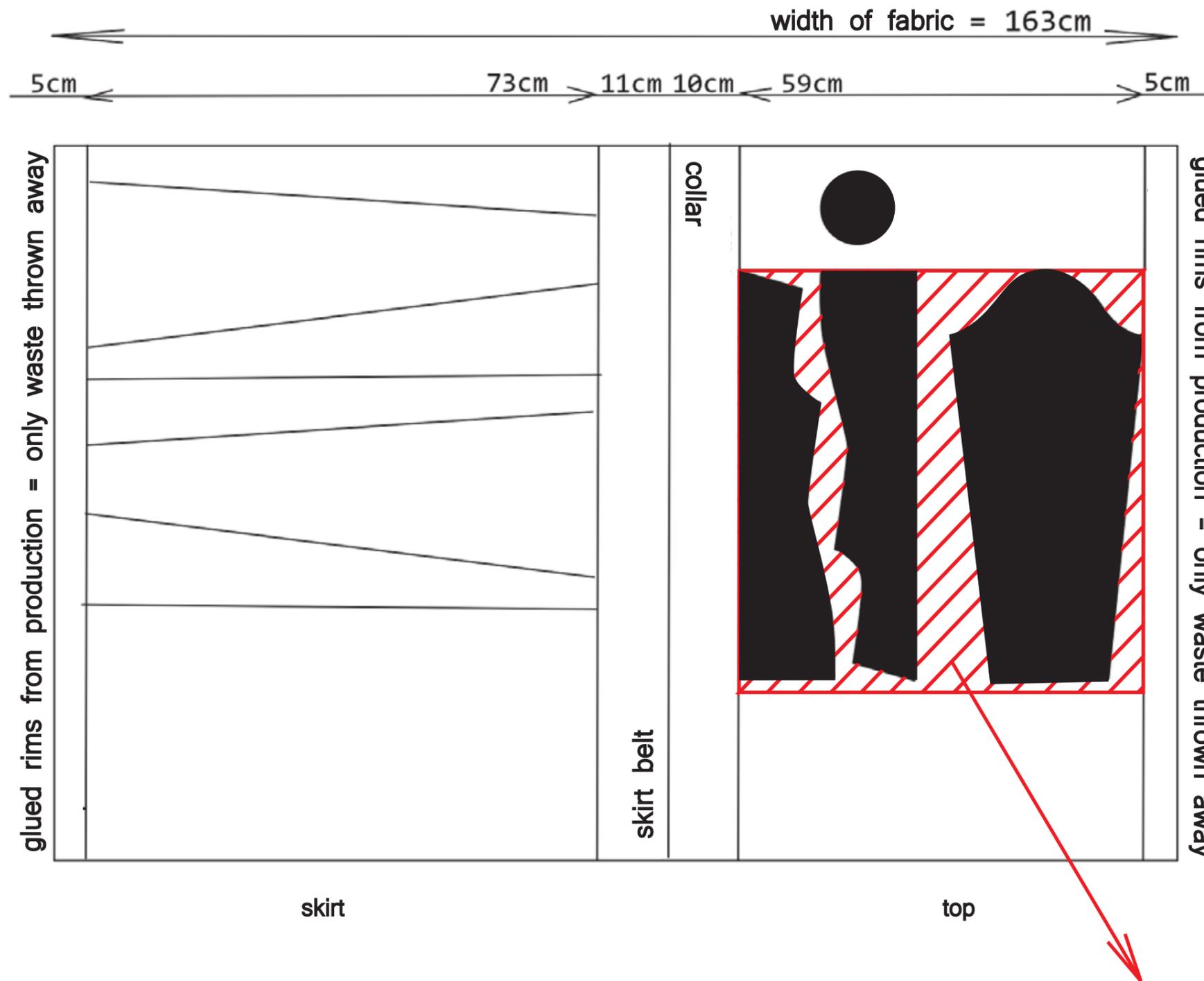
pattern of jacquard knit



techn. drawing of final look

variations of jacquard dress





placement of the pattern on the fabric

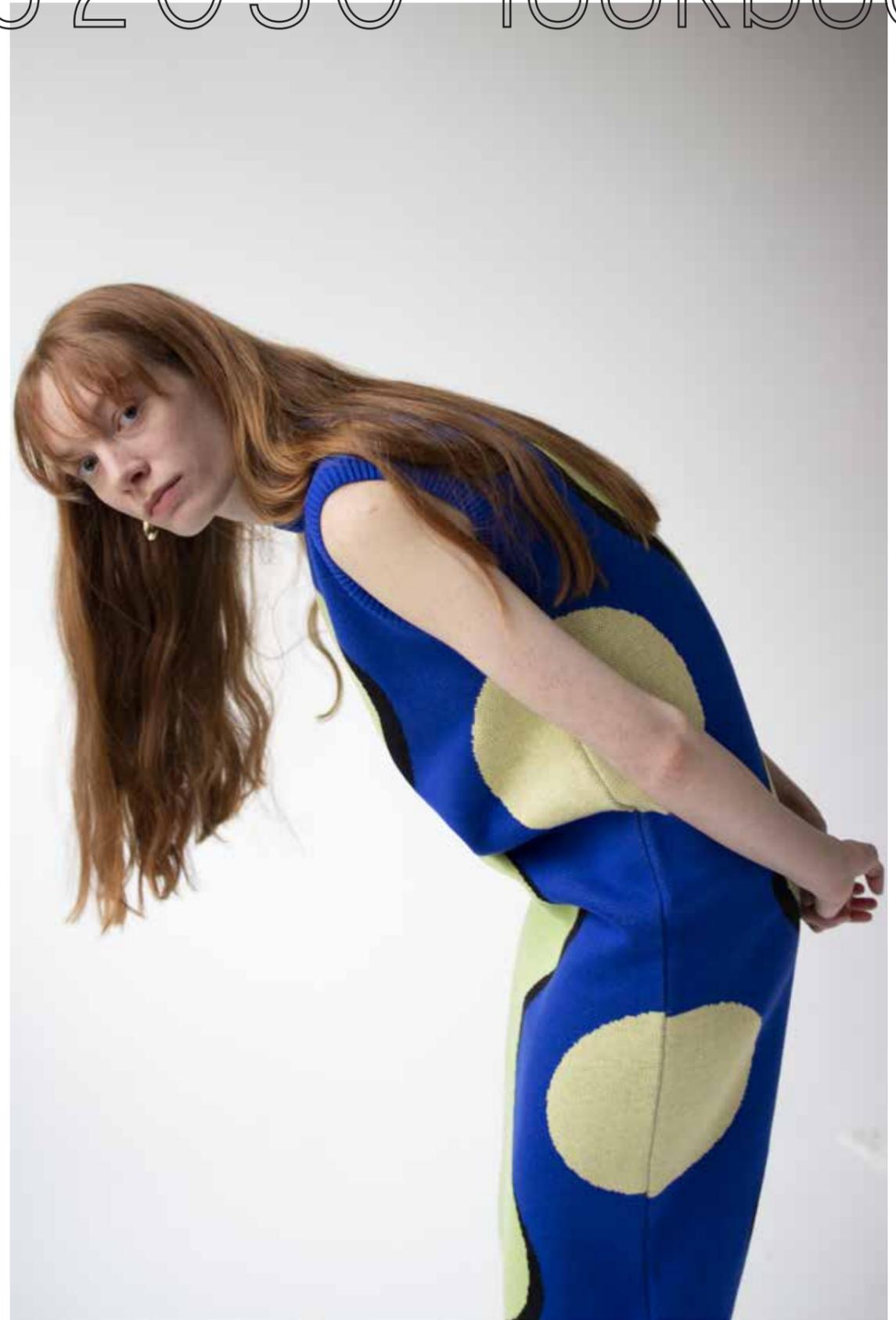
This part demonstrates the area of a fabric which left after cutting the pattern. I used this residual material to make the second sleeve of the top so there were no leftovers.



draped sleeve from leftovers



0.62030 lookbook









# Second skin

My biggest inspiration for this project was the wearer herself. This collection consisting of four pair of underwear was made by woman for women.

„**Second skin**“ is meant to be nothing more than another thin comfy layer on woman's skin. **And what could possibly be more natural for body than natural fibre?** Made of 100% bamboo knit for real sizes of a body and its needs. Every piece was dyed by natural dyers as: turmeric, avocado, onion peels and madder.









My latest work is my bachelor's project. Now I am still in the stage of sketches, moodboards and collages. The inspirations comes from the Czech late 20's art movement Artificialism. The essence of Artificialism is in imaginativity, transcendentality and it's rootes came from Synthetic kubism. That is what I am trying to transfare into the collection as well. I am creating absolutely new world where everything is possible. I have chosen 100% natural fibres as organic cotton and silk. My aim is to create fully zero waste collection as every leftover piece of the fabric is going to be used to create „Artificial picture“ on the garment.





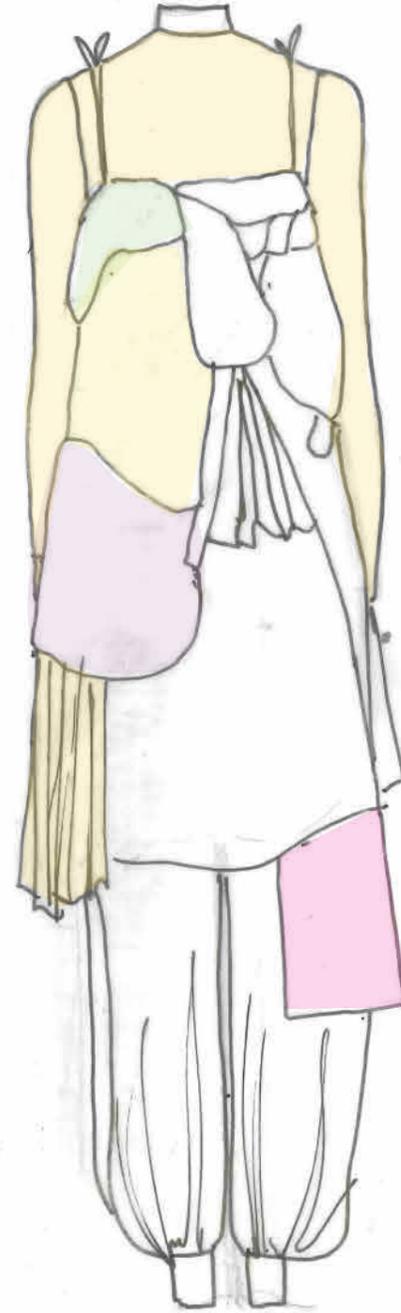
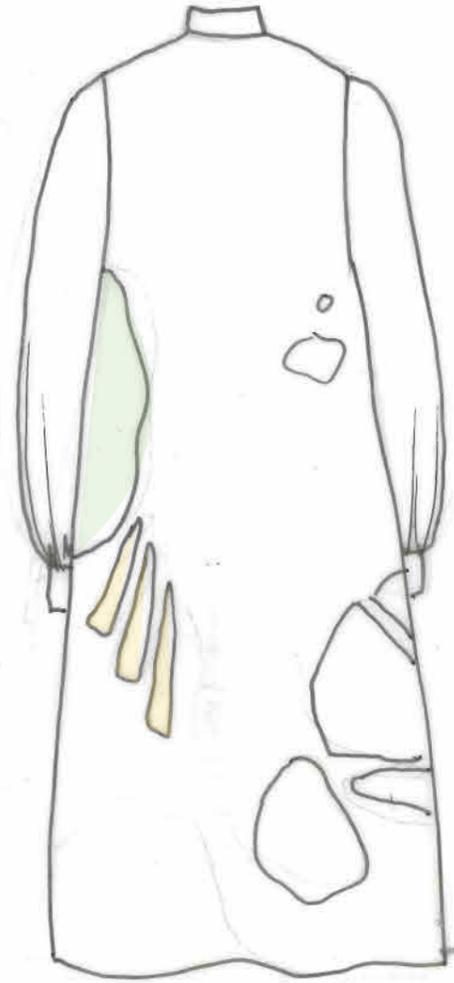
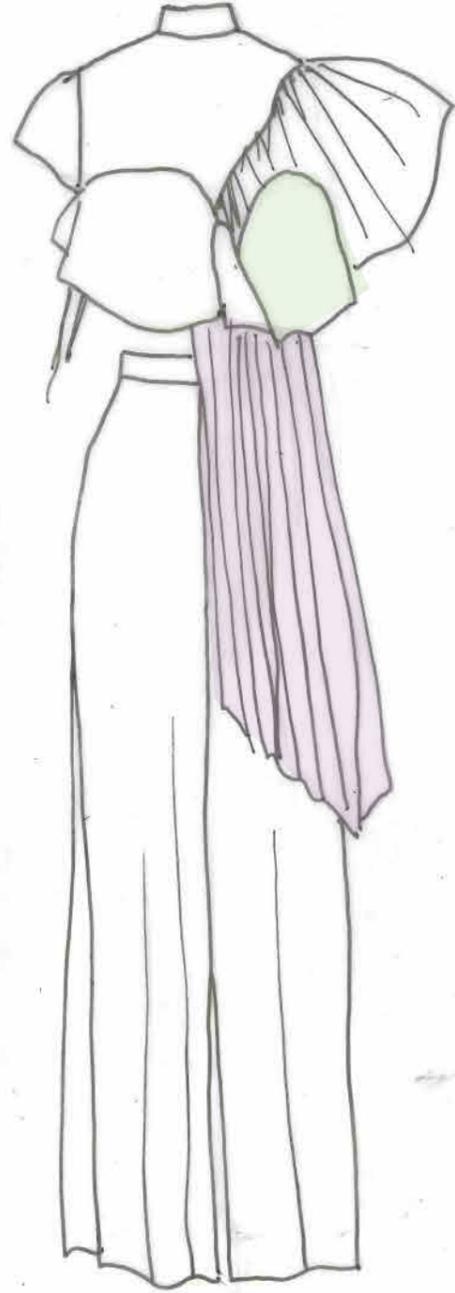
draping





watercolor collages

suggested final 5 looks



and here a small example of  
my previous works...



