Digital Curation of Forgotten Motifs

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Abstract

Making clothing involves three processes: production of raw material, making garments, distribution, getting the product from the maker to the consumer, and using the clothing. The system is fiercely competitive at all stages, partly but not entirely because clothing is a fashion good. Although some garments may seem to be little affected by fashion, their production and distribution are highly competitive.

Fashion design had come a long way from the days when every level of the design process had to be completed by hand. Fashion software or computer-aided design (CAD) software is used in virtually every design house today. In the present work, motifs have been generated by the use of CorelDraw (2D) software.

Keywords: Craft, Corel Draw, Design, Endangered, Material.

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Introduction

Clothing is used to cover the body and is also a part of decoration as it includes painting, dyeing, printing, and embroidery. Painting is one of the oldest forms of surface ornamentation of fabrics and garments. Painting is like ornamentation, which gives elegance and grace to a piece of clothing. It is an art of beautiful drawing, harmonious color, and elaborate needle skill. The Paintings in India are many and varied. The word 'motif designing' refers to the total composition of lines, forms, colors, shapes, and textures decoratively. Technological advancements have brought computer-aided designing systems in all areas, including the textile and garment industry. Five motif designs suitable for clothes such as 'salwar', 'dupatta', and skirt are developed in CorelDraw(2D) software. The integration of motif with clothes is presented by combining preferred motifs of different categories based on visualization of designs suitable for cloth. The aim of conducting this research is to explore different Endangered Crafts.

Perhaps in prehistoric times, or on the frontier of pioneer America, isolated family units produced all their clothing. But in fact, most people probably hunted in groups for large, fur-bearing animals and specialized in doing certain tasks. Production of apparel has always been highly labor-intensive, and evidence of specialization appears early.

An excellent design is one created by the human mind, and It is a triumph of human imagination over materials, methods, and innovation to put a man into possession of his earth. Over the decades, computers and fashion have developed gradually, changed with time, taste, and trends. However, nobody knew that a time will come when these fields will complement each other so well. Today garment design has reached new heights by computer-aided methods

of design. As a result of this, the computer industry has got its new customer. Computer technology is making waves in the fashion design zone. From determining textile weaves to sizing designs, computers are a vital component of the fashion industry. Computer-aided design (CAD) programs reduce the demand for manual sketches. New software programs continue to replace old manual skills. Going by the wayside are "old-fashioned" flat pattern construction, pencil sketching, and traditional math-based pattern sizing. Those who lag in math and falter at sketching can now breathe a little easier. The use of new information technologies and software provides the possibility to solve problems connected with raising work efficiency. At present most companies use computer-aided software.

The computerization of different processes in the garment industry is necessary to reduce the costs of a product and raise competitiveness. Computer systems allow making two-dimensional as well as three-dimensional product illustrations and visualizations. It is possible to create computer-aided garment constructions and gradations and create a virtual first model pattern. Such computer-aided operations significantly decrease the time consumption and cost necessary to design a product. The costs of the

product itself can be calculated with the help of the product management systems.

The software can help draw, create woven textures, drape models to create patterns, adjust sizes and even determine fabric colors. Introducing this technological aspect will enable students to understand better and try various combinations in their design.

So I tried to create a garment pattern for women adults with joint pain with the help of Gerber Software. We have heard a lot from older adults about the difficulty in finding attractive and comfortable clothes that they can quickly put on and take off by themselves. Mobility and dexterity limitations can make this everyday process a nightmare. We have been told that it sometimes feels like the person with arthritis is a prisoner in their clothes. So the main challenge is to create a garment that they can easily wear and take off.

Objective of this Study

The main purpose of this study is to explore endangered motifs and make them in Corel Draw to preserve them for future use.

RESEARCH METHODOLOGY

The study has been designed as primarily exploratory in nature. For this some older persons of villages were approached. The basic criteria for choosing villagers are 75 years or above who have seen this craft in childhood. Data will be collected using various methods (i.e., one to one interaction, Documents, and records). So this research aims and objectives are primarily exploratory in nature, it is qualitative, and therefore, it considers qualitative data collection methods (e.g. interviews) and analysis methods (e.g. qualitative content analysis).

OBSERVATIONAL ANALYSIS

Based on the discussion and analysis of their older collection, the products they have or some paintings, the result was taken out, results of this analysis will provide additional qualitative information on different motifs used in everyday living. What common motifs are used for wall paintings and what motifs are used for garments or home décor items like bedsheet, pillow covers etc.

CONCEPT DERIVED

Apart from experiments in color combination, there is a great deal of experimentation in designs as well. Such prints could at one point be found only on kurtas or sarees, but now with the modern transformation in fashion and style, block printing can be found on skirts, scarves, and dresses as well.
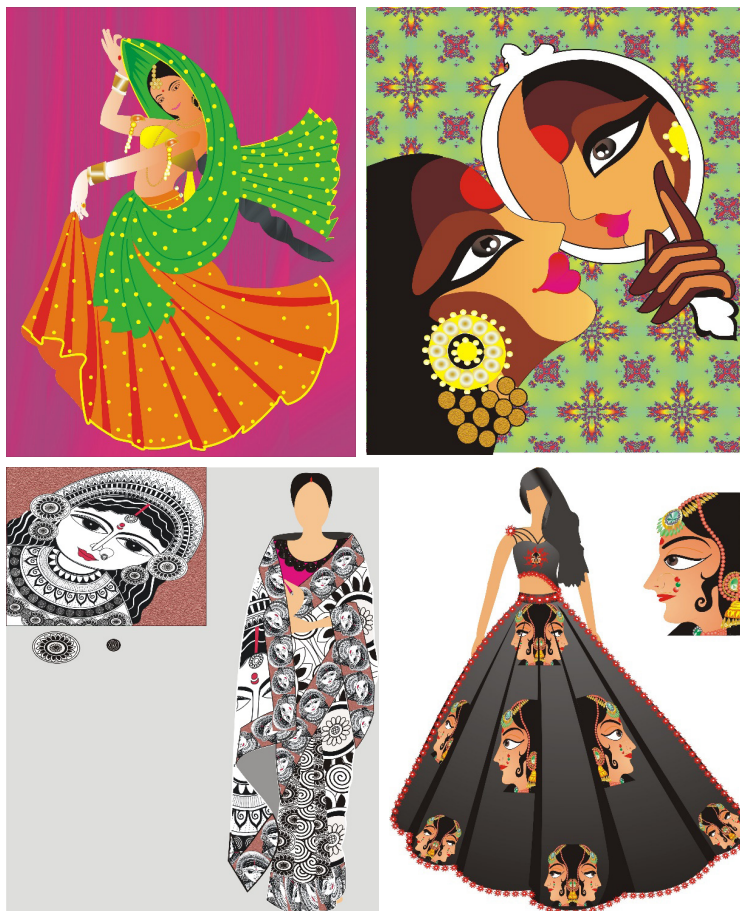
With this print finding its way on dresses, skirts, and scarves, Indian fashion has become popular not just with silks and chiffon but with light and fun-filled designs like that of the Sanganer print as well. Several designers and international stores have used this pattern to showcase Indian prints.

Design Created using CorelDraw Software

An attempt is made to create motifs using the Corel Draw(2D) software. The motifs created in Corel Draw have been placed on the garments made in Corel Draw to show motif placement. A different patterns of motifs are created using Corel Draw and placed on garments, and the results are discussed.

Conclusion

In this article, a qualitative method was used, employing data collection by in-depth interviews and observations. The researcher did a detailed thematic analysis using predetermined codes to aid analysis of all the information gathered from ten female participants of the study. The researcher found why these motifs were missing in the clothing that the participants wore in their regular lives and worked with them to find out what they wanted to preserve these folk motifs in their clothing. This study was able to aid the curation of some motifs and use that on their daily garments. This design concept is unique in this society's context and will help many others in the future who want to curate these crafts.

Designs and motifs in traditional embroideries have deep-rooted cultural significance. They were symbolic of the community's beliefs which created embroidered masterpieces using the simplest of raw materials and stitches. The designs and motifs used were very specific to embroideries and characterized by selective treatment. In order to sustain this craft, the author considered it crucial to document the original designs and motifs along with other aspects of the craft. The themes represented in this paper are well known and have been interpreted by many scholars. However, the varied motifs used in the embroideries need to be documented, which was the focus of this paper. In an exploratory field survey, it was observed that current embroiderers were not well versed in drawing and did not have access to the traditional themes, designs, and motifs. Therefore, some "motif design" was developed for the capacity building of artisans and for use as reference material to create awareness of traditional themes, designs, and motifs. This paper presents the research undertaken in the production of the "motif curation", which included processing different motifs, development, and placements on garments.

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