Envisioning a Toolkit for Storytelling with Garments

Sabrina Lakhdhir, Sowmya Somanath
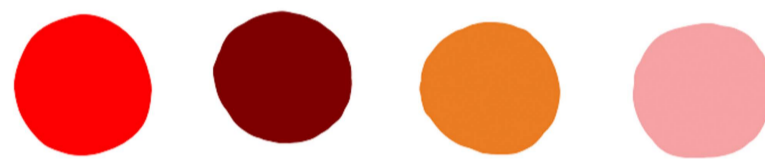
{sabrinalakhdhir, sowmyasomanath}@uvic.ca

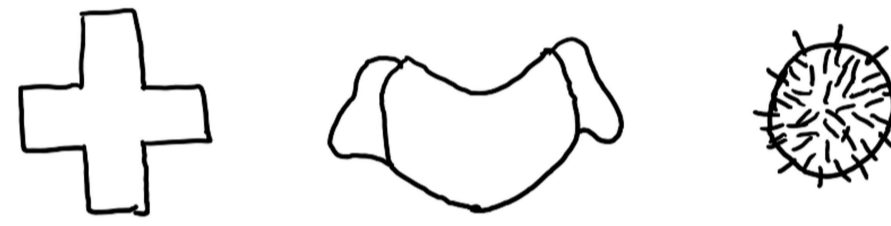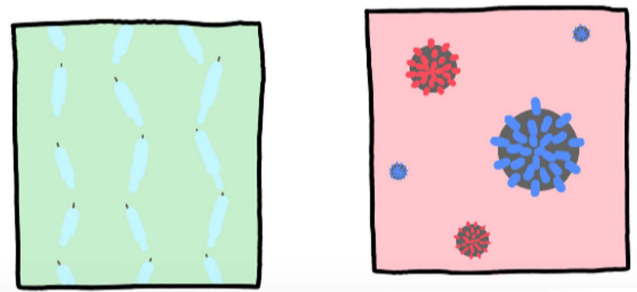## Step 2: Construct Garment Design

Visual Design

🔍 coronavirus

Colours

Shapes/Icons

Patterns

Sewers can scroll through options or get automated suggestions for visual encodings based on a search.
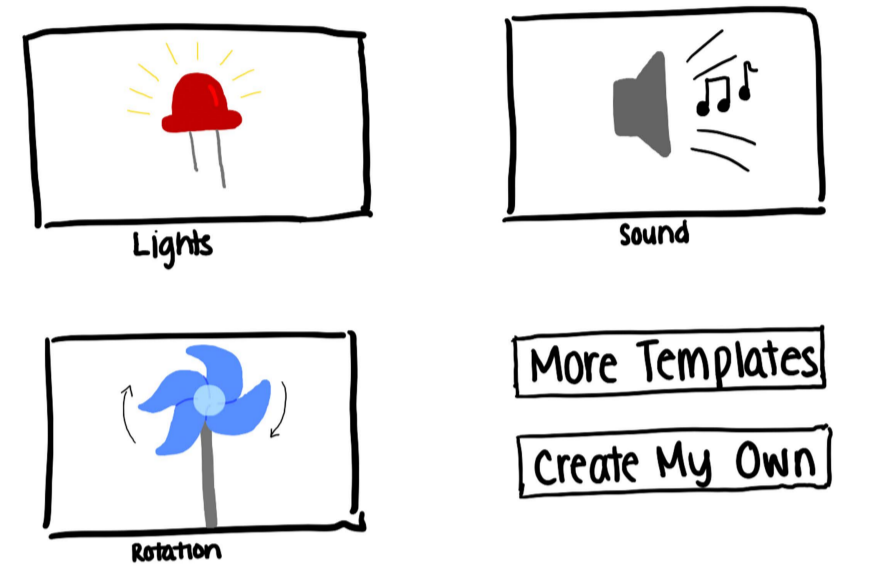
Dynamic Components

Circuit Templates

Lights · Sound
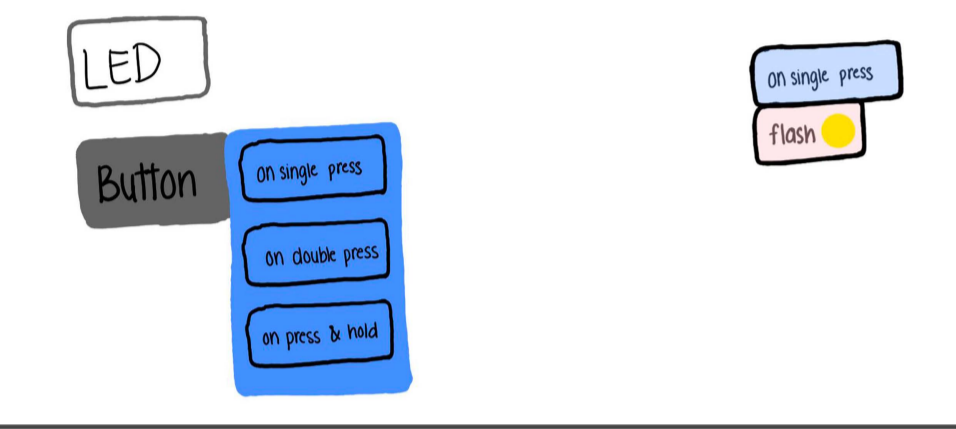
Rotation

More Templates · Create My Own

Sewers can also integrate dynamic components and the tool would facilitate users to build circuits.

Program

Your Circuit components: · Actions:

LED

Button · on single press · flash

on double press

on press & hold

The programming interface would guide end-users in defining actions and responses for their integrated electronic components.

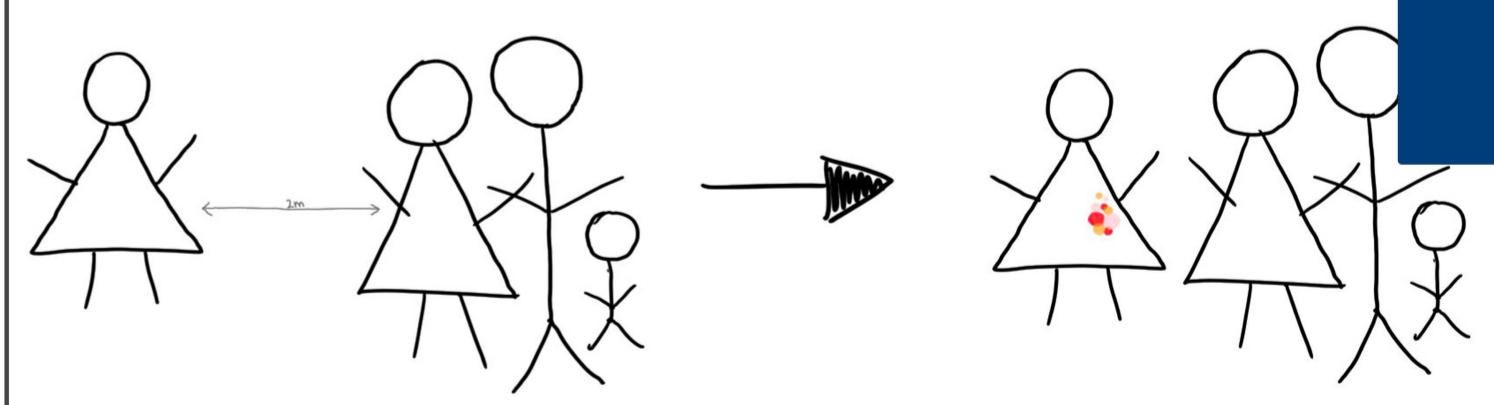## Step 3: Generate Option Previews

Collection 1:

Collection 2:

+

Sewers can generate and preview multiple design variations before working with physical materials.

Help sewers construct different types of stories to tell through the garments they make.

Help sewers preview how their conveyed stories will look on the garments they create.

**Facilitate storytelling through clothing to enable self-expression and information sharing.**

Step 1: Define Story

social distancing = minimized risk

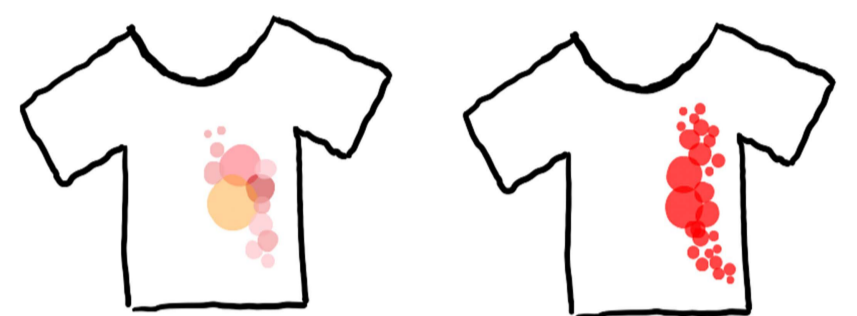close to others = shirt visualizing potential spread

Sewers can enter keywords, sketches, or storyboards, and the tool could generate a potential garment design, or let end-users build and design from scratch.
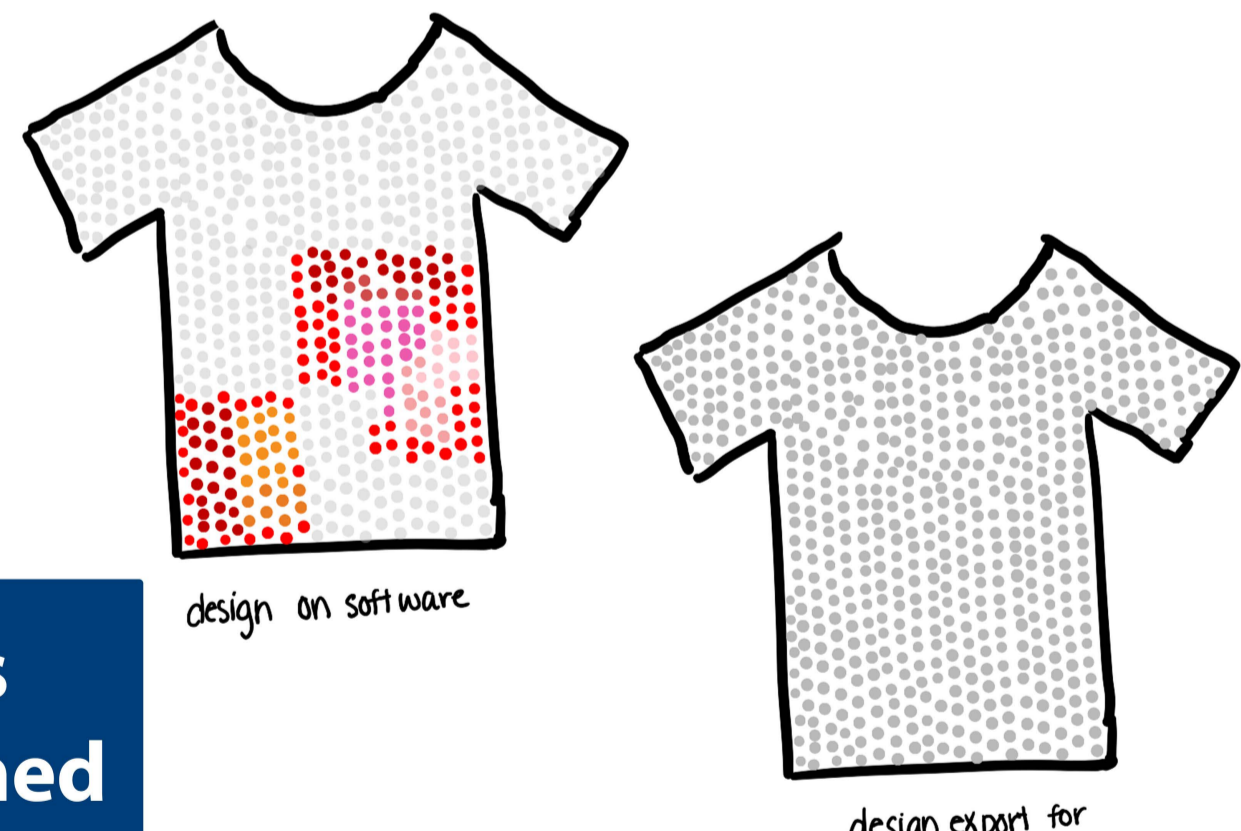
Guide sewers through a defined workflow while introducing a set of integrable elements
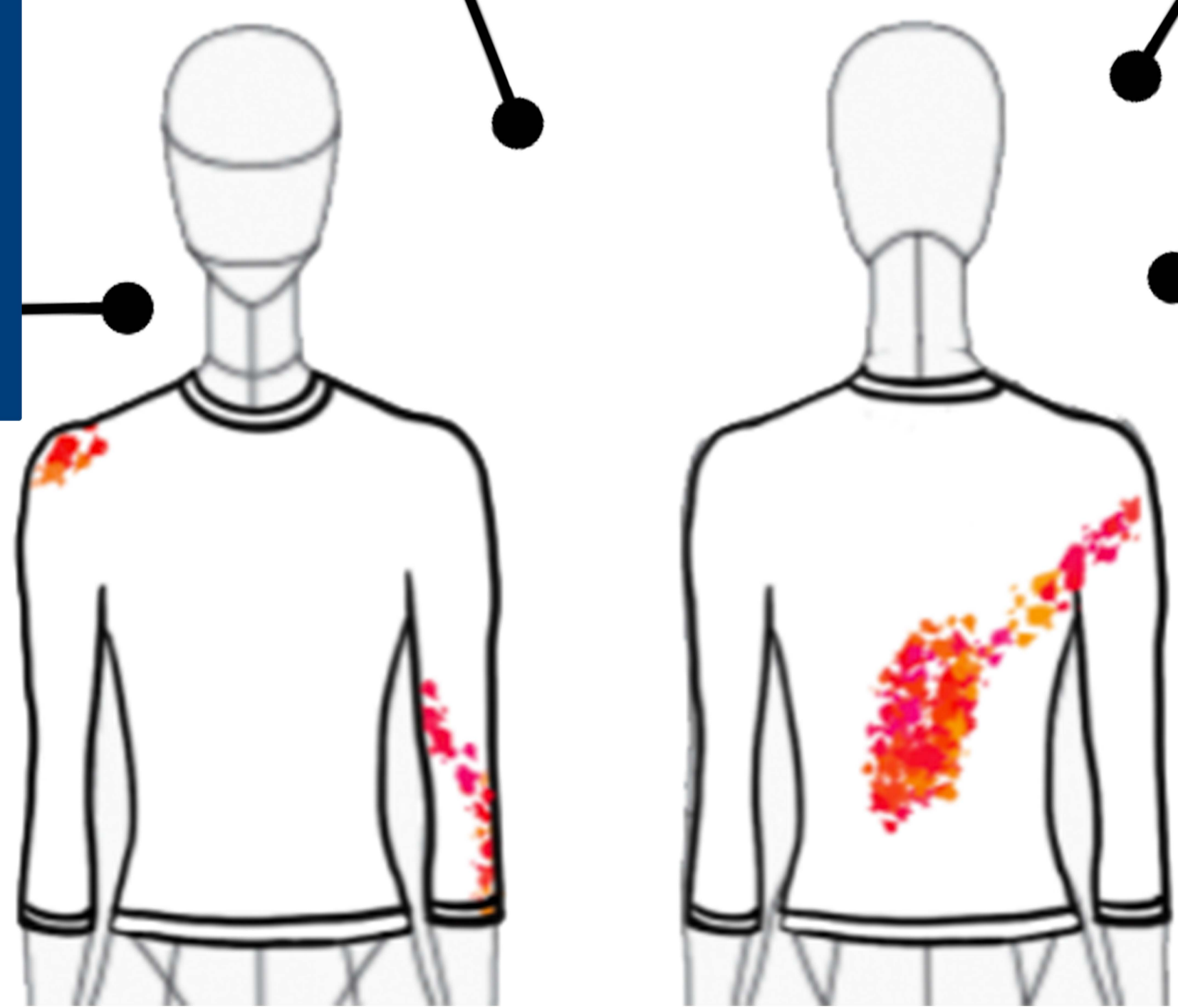
An example of a storytelling garment that tells the story of the invisible spread of coronavirus.

Step 4: Transfer Digital to Physical

design on software

design export for transfer

Sewers can transfer their design from the software onto their physical form using tool-generated transfer templates (e.g. iron-on mediums or for cutting on a CNC) and assembly instructions for seamless integration.