

Creating designs for children's clothes inspired by cubic art implemented with the remains of workshop fabrics in the Qassim region for the development of small industries

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Summery:

Innovative thinking began to be demonstrated in a positive way in the technical performance in fashion design, which is considered as an art that depends on the individual's ability to innovate and his ability to imagine and his skill in a work characterized by beauty to produce creative designs that perform their utilitarian and aesthetic function. His community that is designed for.

From here, we find that fashion design is affected by all events in our world, and is influenced by scientific and technological discoveries, as well as trends and technical schools that have given him scientific and technical studies and experts specialized in new standards that are in line with the technical foundations used in modern schools.

Since children's fashion design was one of the important plastic arts influencing the upbringing and behavior of children, therefore it became necessary to know the extent of the relationship and influence between the trends of some arts and fashion design, which has become one of the most essential arts in civilization, especially since today's child is the future human being and the owner of tomorrow's responsibility, Makes him worthy of care and study to achieve harmony between his morale, mental health and material needs, especially that clothes play an important role in his life as they affect his mood and behavior. If they are decent and attractive, he gets a higher position in the group and instills confidence in himself and makes him less aggressive, so therefore Attention to the lines of their designs is not considered a secondary thing, but it is a very vital matter that participates in developing the child's imagination, which is an important function in his development because it is a way to organize his activities and a basis for practicing his motor skills and activating his other activities.

Despite the technological advances that have been made in the garment and textile industry, there is not a significant waste in the various stages of the industry that results in fabric residues during the different manufacturing stages, and the remains of the fabrics are of little exploitation that should be taken advantage of, so the recycling of the fabric residues makes them usable for production Other products known as secondary products or new products that are environmentally friendly, as the world is now moving towards reducing and reducing the proportion of exhausts from fabrics to the maximum degree possible because of the economic and environmental burdens on society.

There are different methods that designers and artists follow in their handling of different materials from fabric residues, such as employing them in their artworks, and revealing more formative possibilities for fabric residues from the color and texture aspects, or using them as an expressive approach to producing innovative artworks. Exhausts and residues of fabrics

can be viewed with a conscious and innovative look by using them to Maximum extent possible by converting every neglected piece of different fabric and not of value into new and innovative clothing, artistic and economic value.

Recently, the so-called concerns that produce various types of fashion (women and children) have spread, which led to conducting several personal interviews of the owners of the workshops to know the policies that are taking place within these concerns and the problems that face them, especially since it has been observed that there is a large amount of waste material that is not used. After conducting several interviews, the researcher found that many of these residues result in particular from direct materials (fabrics), and these residues are of varying sizes ranging from a few inches or may increase to nearly a meter, causing accumulation inside the operator until they are disposed of as unused. From them, therefore, it is necessary to search in these remnants through which to obtain the remnants of raw materials with multiple technical and technical values and seek through design and experimentation to raise their value and turn them into work that can be benefited from and optimally exploited through small projects.

Modern art is one of the fertile sources that the fashion designer relies on, since art in the twentieth century has turned to intellectual truth more than its visual reality. Modern art does not reflect a mirror image of reality, but rather represents a group of innovative works that are not without deviating from Indeed. (Suleiman, Kafaya and Zaghoul, Sahar, 2007, p. 194)

Among the most important of these arts is the Cubist art that appeared in "Paris in 1907", and was interested in showing volumes through a circular vision about the thing in a vacuum, meaning to see shapes from all sides at the same time, so transparency was one of the elements of cubic formation as the artist contributed (Picasso) set the basic principles, especially its first stage. (Abdul Amir, Hadeel, 2015, p. 2026),

Industry is one of the most important branches of the national economy for its contribution to building the economic base by treating economic resources and raw materials and converting them into more beneficial goods and products on the one hand, and attracting manpower and eliminating unemployment on the other hand, and the importance of small industries is no less compared to the medium and large industrial sectors for their contribution to Produce and provide basic human needs, especially food, drink, clothing, housing, and other zeal.

From here, the research problem can be summarized in the following questions:

- 1- What are the technical features of cubic art media?
- 2- What are the sources of fabric residue in the Qassim region?
- 3- What is the possibility of setting designs for children (girls) in middle childhood suitable for the morning period, executed from the remains of the workshop fabrics and inspired by cubic art in the design of sketch for the field of small projects?
- 4- What are the opinions of (a- specialists, b- producers, c- consumables (mothers) in the proposed designs?
- 5- What is the possibility of implementing some of the proposed designs for the field of small projects?

research aims:

1. Identify the artistic features of the Cubist art.
2. Learn about the sources of fabric remains in the Qassim region that can be used in designing children's clothing.
3. Designing designs for children (girls) in middle childhood suitable for the morning period, executed from the remains of workshop fabrics and inspired by cubic art in the design of sketch for the field of small projects.
4. Studying the opinions of (a- specialists, b- producers, c- consumables (mothers) in the proposed designs?
5. Implementing some of the proposed designs for the field of small projects.

The importance of research: - The importance of research lies in that it: -

- 1- It helps in adding innovative solutions and new approaches to artistic visions towards enriching the field of designing and implementing children's clothing for girls
- 2- Spread productive awareness among girls by opening a job market to reduce unemployment, increase income, and occupy free time
- 3- Clothing and textile students inside the various educational institutions may benefit in training on how to present innovative design proposals in the field of children's fashion design.
- 4- Highlights the importance of linking different arts, such as the Cubist School, and the art of fashion design, to deviate from the norm during the innovation process.
- 5- Provides actionable design proposals for the field of small projects, which receive demand from consumers and producers.

Search limits: - The current search is limited to

- 1- Remnants of available fabrics from women's laboratories in Al-Qassim region (cotton, tarat, hill, satin, jubeir, viscose, wool, jeans).
- 2- Selections from works for cubic art flags and employing vocabulary building for its artistic composition in creating many design visions for women's clothing products.
- 3- Various designs for children, middle school girls, that combine functional and aesthetic aspects.
- 4- Implementing selections from the proposed designs that obtained the highest results by the three research samples

Research methodology:

- Follow the current research, the descriptive approach, to solicit the opinions of each of the tweets, producers and consumers in the proposed designs with the application through the implementation of a selected elite of them, which got the highest grades by the research samples.

The research sample: The research sample consisted of (44) singles distributed among "specialists, producers and consumers" as follows: -

- Specialists: They number (10), at a rate of (22.7%), and they mean (professors, associate professors, assistant professors, and assistant teachers) allocating clothes and fabric to get acquainted with their views towards the proposed designs that are inspired by the work of the surrealist school artists.

Producers: They are (4), at a rate of (9%). They mean the manufacturers of children's outerwear to get acquainted with their views towards the proposed designs.

- Consumers: They number (30), at a rate of (68.2%), meaning community members from mothers with higher education to know the extent to which they accept the proposed designs. "And the reason for choosing this sample is that the child at this age cannot take the purchasing decision individually.

search tools: -

1- A questionnaire to know the opinions of specialists in designs inspired by the work of the artists of the Cubist School.

2- A questionnaire to know the opinions of the producers on designs inspired by the work of the Cubist school's artists.

3- A questionnaire to determine the extent to which "mothers" consumers accept designs inspired by "the works of Cubist school artists".

4- Adopt illustrator program for drawing a design proposal and a "dope photo shop" to color the design proposals.

Summary of results: The results yielded positive opinions from the research samples towards the proposed designs, and their rankings were as follows:

1- The fourth design was the best design from the point of view of the specialists in the total questionnaire, followed by the designs (first, second, third, eighth, seventh, sixth, fifth, tenth, ninth).

2- The fourth design is the best design from the producer's point of view, then the designs follow (first, fifth, second, third, eighth, sixth, seventh, tenth, ninth)

3- The second design is the best design from the consumer's point of view, followed by the designs (first, fourth, fifth, eighth, third, sixth, seventh, tenth, ninth)

From the above, it became clear that the two samples of specialists and producers agreed to arrange the fourth and first designs respectively, while the second design came from the consumer point of view, followed by the first design, and the first and fourth designs were chosen for implementation by setting an operation plan for the product for ease of application in small industries.

Recommendations: In light of the results reached, the researcher recommends the following:

1- Attention to study modern arts with new visions to enrich the field of children's fashion design.

2- Establishing small projects based on fabric residues, in cooperation with the competent authorities and productive families contributing to open the way for new projects.

3- Holding training courses to educate consumers about the importance of recycling fabric residues to rationalize consumption and reduce environmental pollution.

4- Holding art exhibitions to spread the culture of different arts through the art of fashion design.

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