"OFF BALANCE"

Yuensum Ho
19005622

Statement of Intent

My inspiration for this project came from the street skateboarding culture. I was really drawn to not just the energy and freedom of the sport, but also to the moments when skaters fall and still get back up without hesitation. That spirit of resilience — falling over, getting hurt, and standing up again — really stayed with me. I wanted to capture that raw, honest energy and bring it into my designs, not just focusing on the “cool” side of skateboarding but also the toughness and emotional side of it. Under this concept I was influnced by, I intend to express a feel of freedom and working on some non-traditional structural pattern-making will be pattern style.

For the design development, I mainly worked through draping and experimenting. I draped into different shape to mimic body movements when falling, and observed how the fabric would naturally twist, pull, or transform. I let these experiments guide my pattern-making process — especially in details like the garment facings and lapels, which I i let them break away from the standard structure such as the transforming long skirt in Look2. Denim was my main fabric choice because I personally love denim — it is easy to be structured, comfortable, and I feel it fits perfectly with the idea of falling and enduring. Through constant fittings and small adjustments, I gain my final patterns. In the final garment making process, I kept the firm and structured feeling of denim, but also played with topstitching with colour contrast and raw edges, like the back hem on the skirt in Look 2, to bring out that rugged, street feel I was aiming for.

CONCEPT

Skateboarding is a popular sport. The culture of skateboarding has a long history and represents not only a sport but also a **pop culture trend**. The thrill and sense of achievement of skateboarding is a key factor in its popularity. In this project, I studied the **movement trajectory of skateboarders**, especially the changes in **body shape** when experiencing a failed **fall**, and combined it with the culture of skateboarding clothing to create a line of garments.

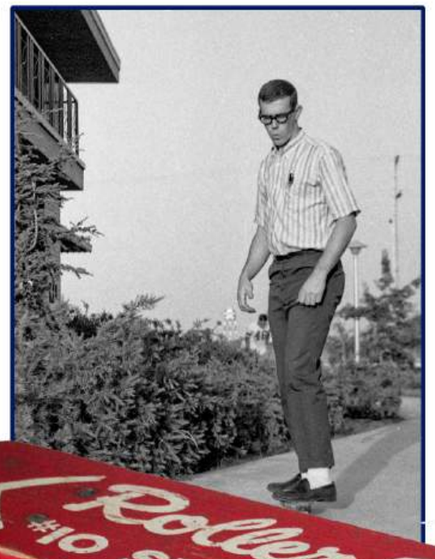
Skateboard

A skateboard is a type of sports equipment used for skateboarding. It is usually made of a specially designed 7–8-ply maple plywood deck and has polyurethane wheels attached to the underside by a pair of skateboarding trucks.

Research

History in The 1950s

By the early 1950s, the origins of skateboarding could be traced back to surfing. A skateboard was first developed in two places in the world: California and Hawaii. They use shorter surfboards and metal wheels with no bearings.

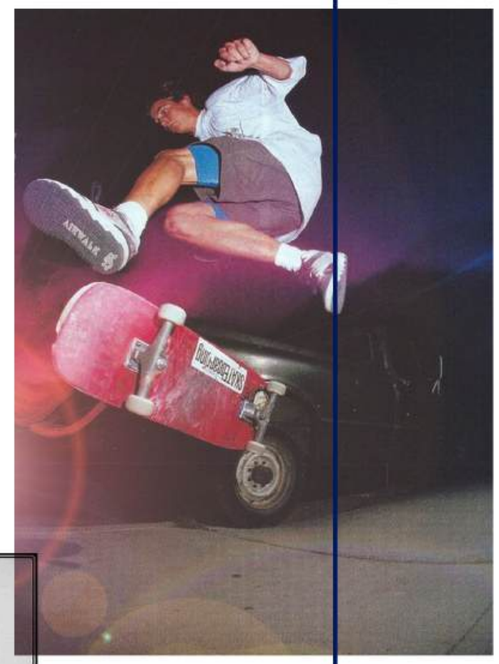


In the late 1950s, skateboarding experienced its first peak. In 1959, Roller Derby released the first official skateboard that had been developed with some new technology and thus improved handling characteristics. For this reason, skateboarders are able to create new tricks and moves.

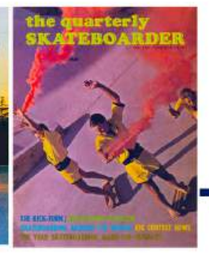
Research

History in The 1960s

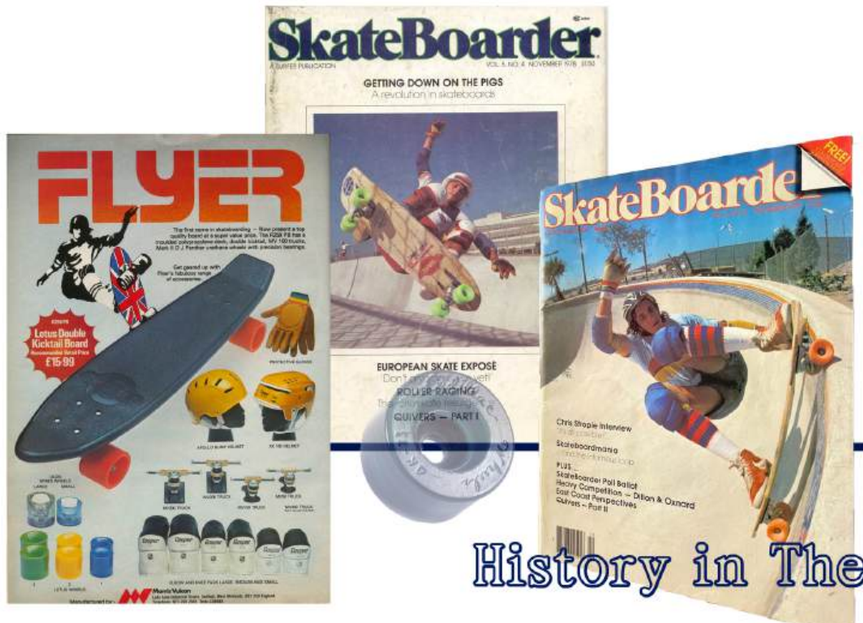
Skateboarding in the United States has grown rapidly from a recreational toy to a professional sport on the East and West coasts, with Patterson Forbes pioneering the industrialisation of skateboarding in 1962, revolutionising wheel frame design, the first skateboarding tournament in California in 1963, pushing the technology forward, and skateboarding is moving into tricks, with branded sponsorships emerging.

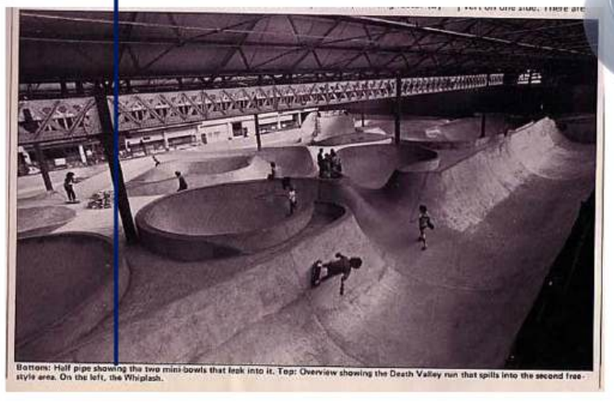


1964 The Quarterly Skateboarder, the first professional magazine, is launched. In the same period, Vans (founded in 1966) and other brands drove the industrialisation of skateboarding clothing, forming a complete industrial chain.



Research





Bottom: Half pipe showing the two mini-bowls that leak into it. Top: Overview showing the Death Valley run that spills into the second free-style area. On the left, the Whiplash.

History in The 1970s

• The polyurethane wheels invented by Frank Nasworthy in 1972 took skateboarding to an other level. Nasworthy founded the Cadillac wheel company, using new materials to make gliding smoother, faster, and more comfortable.
• 1975 New magazines such as <Skateboarder Magazine> are published.
• In 1976, the first artificially created skate park opened, and new parks introduced new elements such as vertical ramps and throws.

All different styles of skaters are enhanced with many new tricks. As a result, the skateboard hardware evolved more and more: the shape changed, the board became wider, more concave, and had a nose and tail.
• Then in 1978, Alan Gelfand invented a move that revolutionized skateboarding with yet another jump: the "Ollie" (Ollie done on the bowl), considered the greatest trick of all time, revolutionizing skateboarding. up skateboarding.

Research

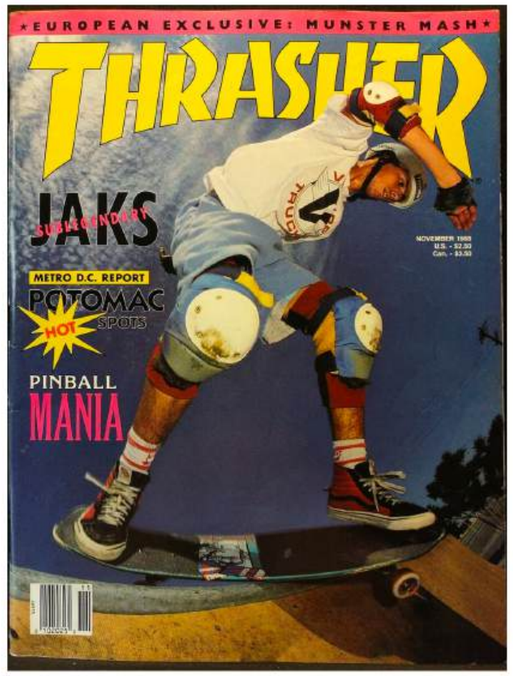
History in The 1980s

In the early '80s, the popularity of skateboarding began to decline. However, a particular skateboarding scene in the 1986 film <Back to the Future> brought skateboarding back to prominence.

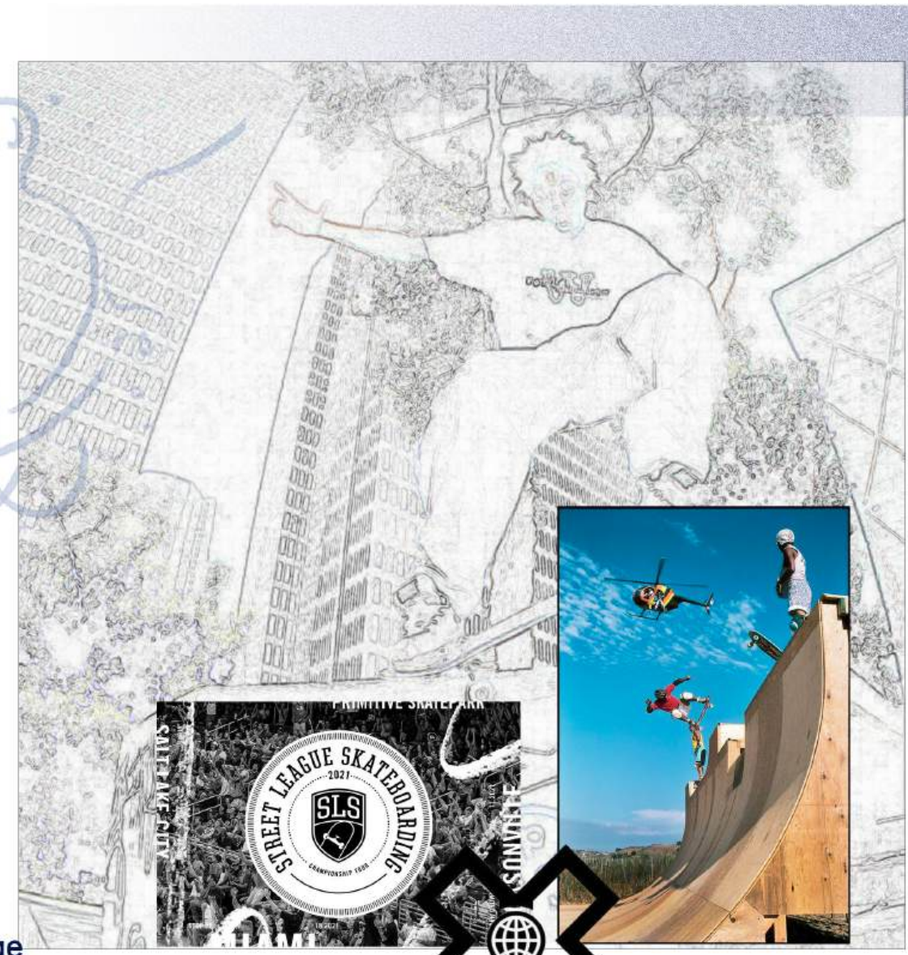
In 1981, <Thrasher Magazine> was launched and since then, Thrasher magazine has represented street skateboarding, the hardcore skate scene, punk rock, and the lifestyle slogan "Skate And Destroy".

In 1983, another well-known magazine <Transworld Skateboarding Magazine> was also established. The first skateboard videos appeared on VHS, and photography became more and more important to the scene.

Starting in the mid-1980s, there was a lot of money to be made as a professional skateboarder, and the skateboarding industry boomed in the United States.



History in The 1990s and after



In the early 1990s, due to the increase of various trendy sports, skateboarding entered a deeper stage. So skateboarding went back to its roots. But thanks to digitization, skateboarding has maintained a presence among the public.

From the mid-1990s, modern skateboarding entered its next era, which continues to this day. Large events such as the "X-Games" have been launched and televised.

Due to the increase of various trendy sports, skateboarding has entered a deeper stage. So skateboarding went back to its roots. But thanks to digitization, skateboarding has maintained a presence among the public. Beginning in the mid-1990s, modern skateboarding entered its next era, which continues to this day.

Supreme® & Palace

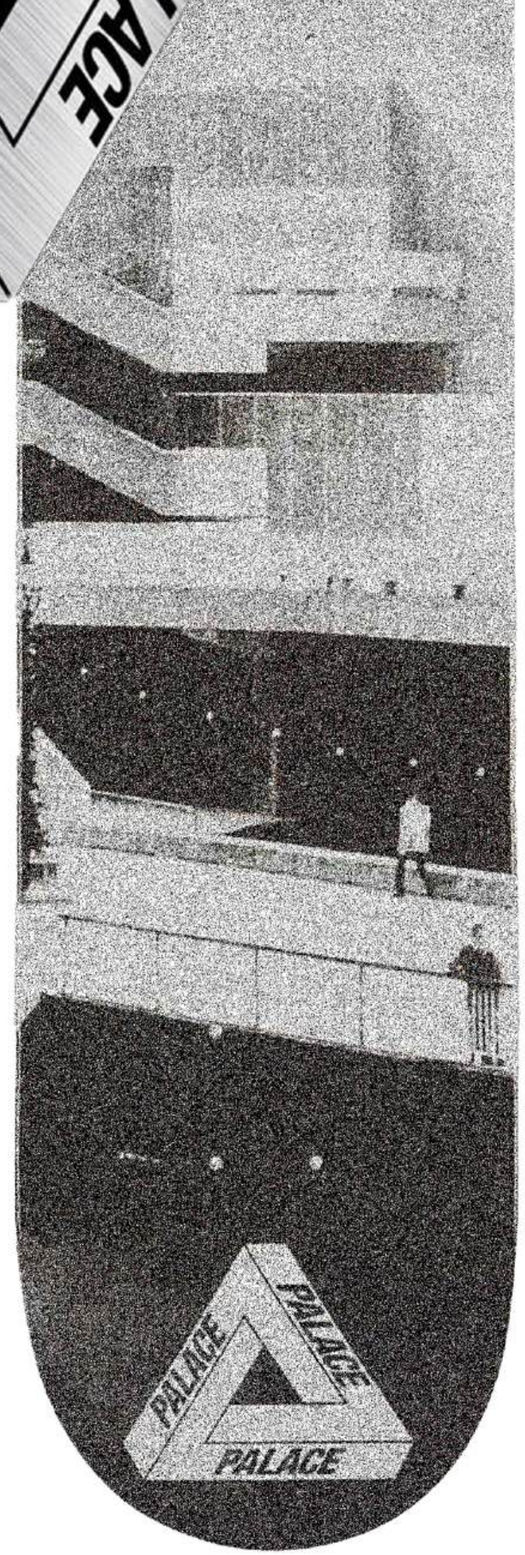
Supreme

Founded in 1994, Supreme started out as a small shop based on skate culture, headquartered in New York City.

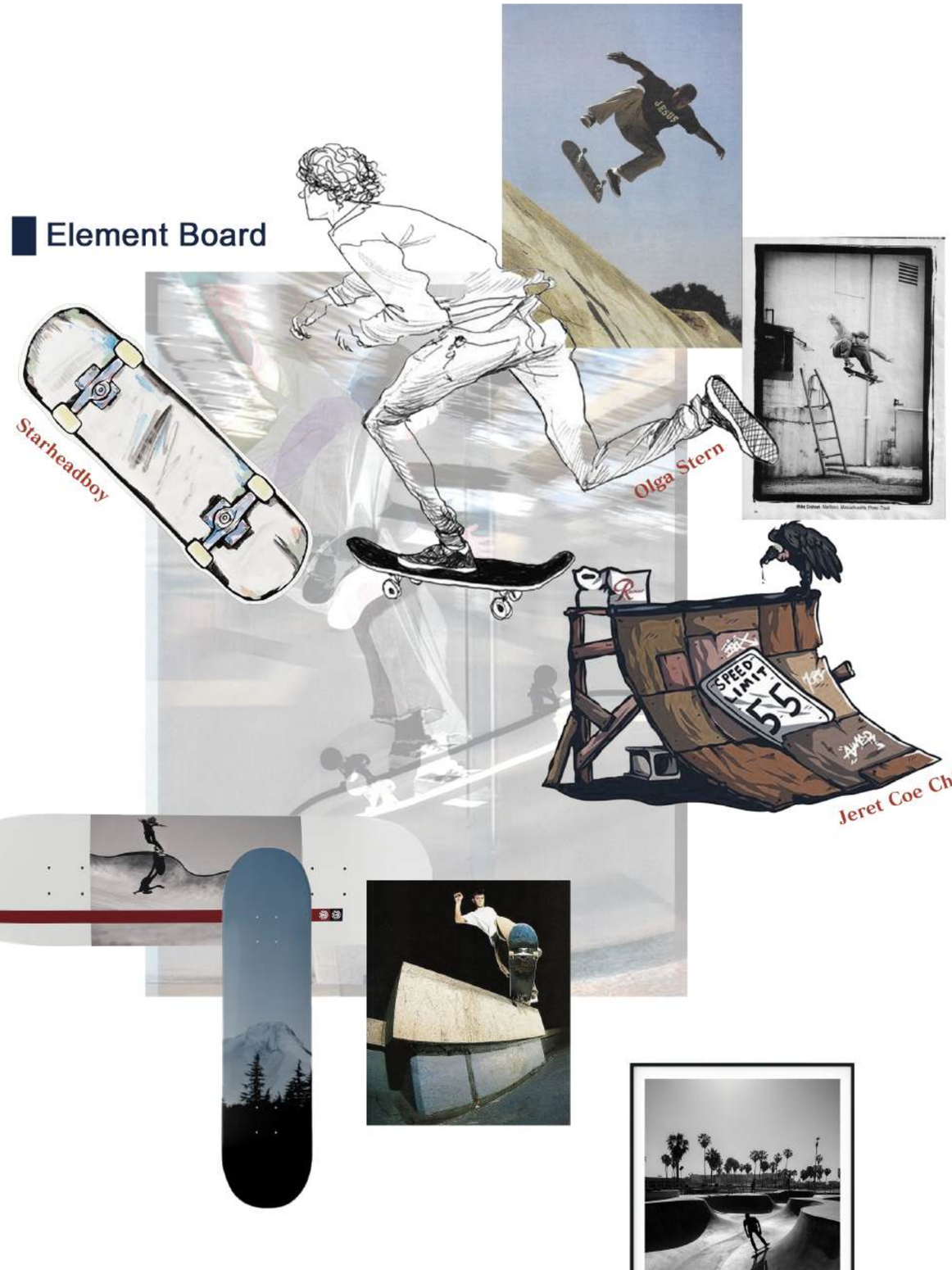
Supreme is known in skate culture for its unique logo, limited-edition merchandise, and collaborations.

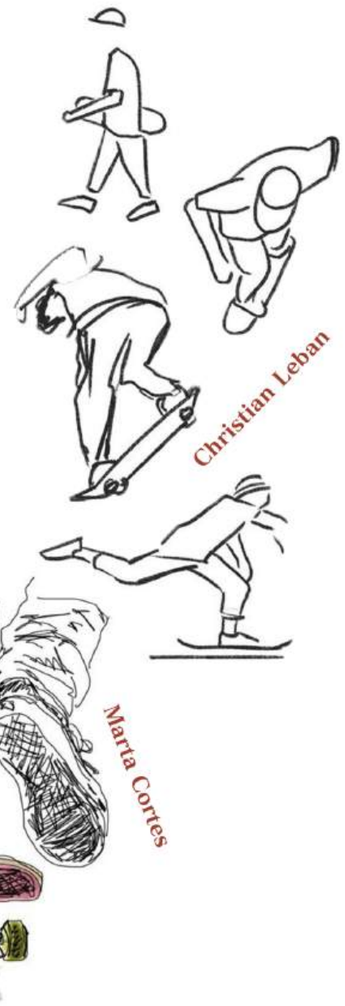
Founded in 2009 and based in London, Palace initially focused on skate gear and apparel.

Blending humor and creativity, the brand offers stylish and functional options for skaters and trendsetters.

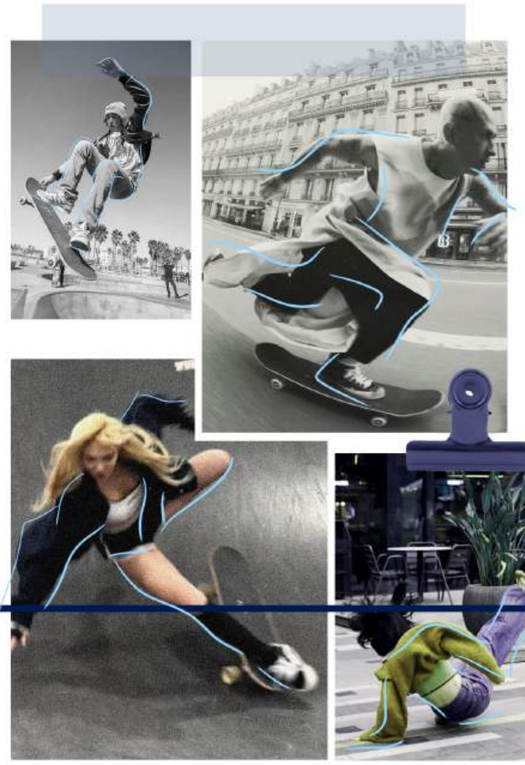


Element Board

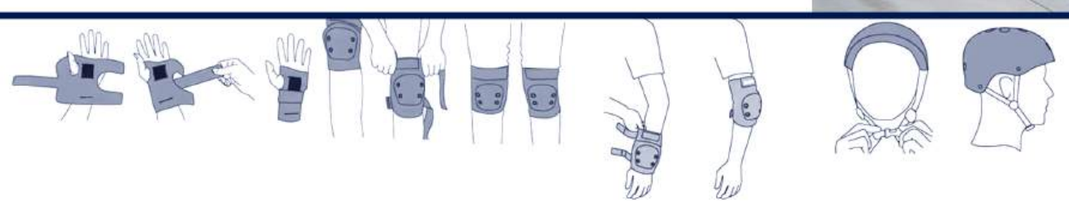




Using skateboarding as inspiration, I investigate the dynamic characteristics of skateboarders when they fall and the changes that occur in their clothing.



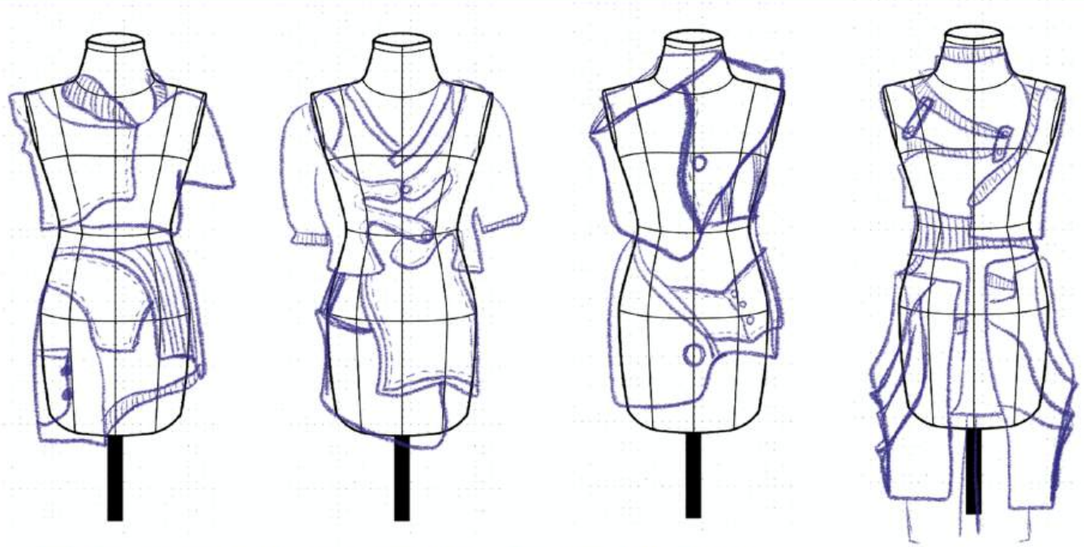
Some beginners are afraid of getting hurt and will wear protective gear for protection.



Fabric

Skateboarder's favourite denim fabric is used as the main fabric, together with comfortable cotton and jacquard fabrics.

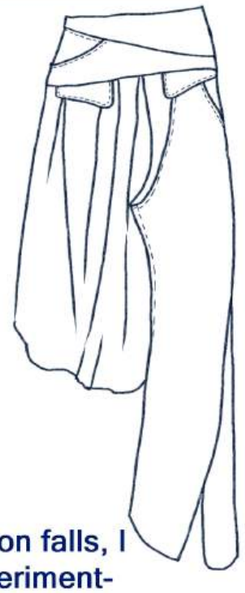
Design Development



Crushing & Reassembling Design Sketches.

Clothing torn after a fall.

Design development



■ Inspired by the skirt fluttering in the air when a person falls, I designed a mini skirt with adjustable length. After experimenting with draping, I finalised the silhouette.

Draping - transformation mini skirt

■ After the long skirt, I am making this transformation structure in a mini skirt again but without the front and back yoke. Also I made the skirt into a bubble hem for more ease and a playful touch.

Design development

Draping - Cape 1

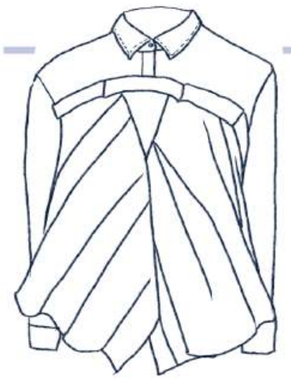
■ I add buttons and waistband as I want more fun details.

■ My concept board features many free and expressive movements. I want to design a outershell that reflects this and I hope it to be asymmetrical.

■ Loose clothing that blows in the wind while skateboarding.

Draping - Cape 2

I use different box pleats on this cape to add volume and ease. Then, I experimented with draping new silhouette by reversing front and back.



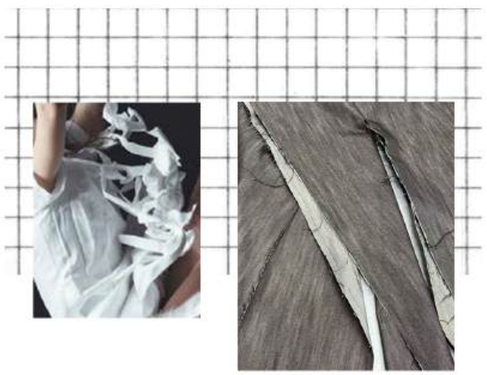
I draw a shirt design based on draping outcome.

lay flat.

Design development

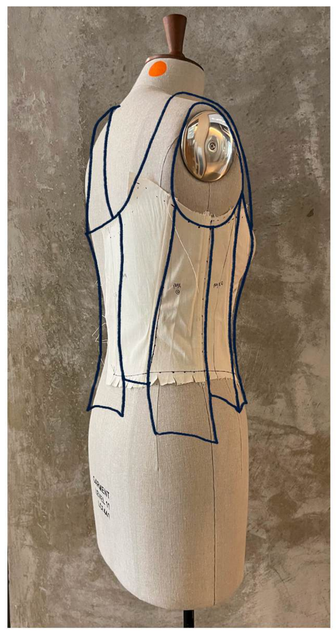
Draping - Raw top

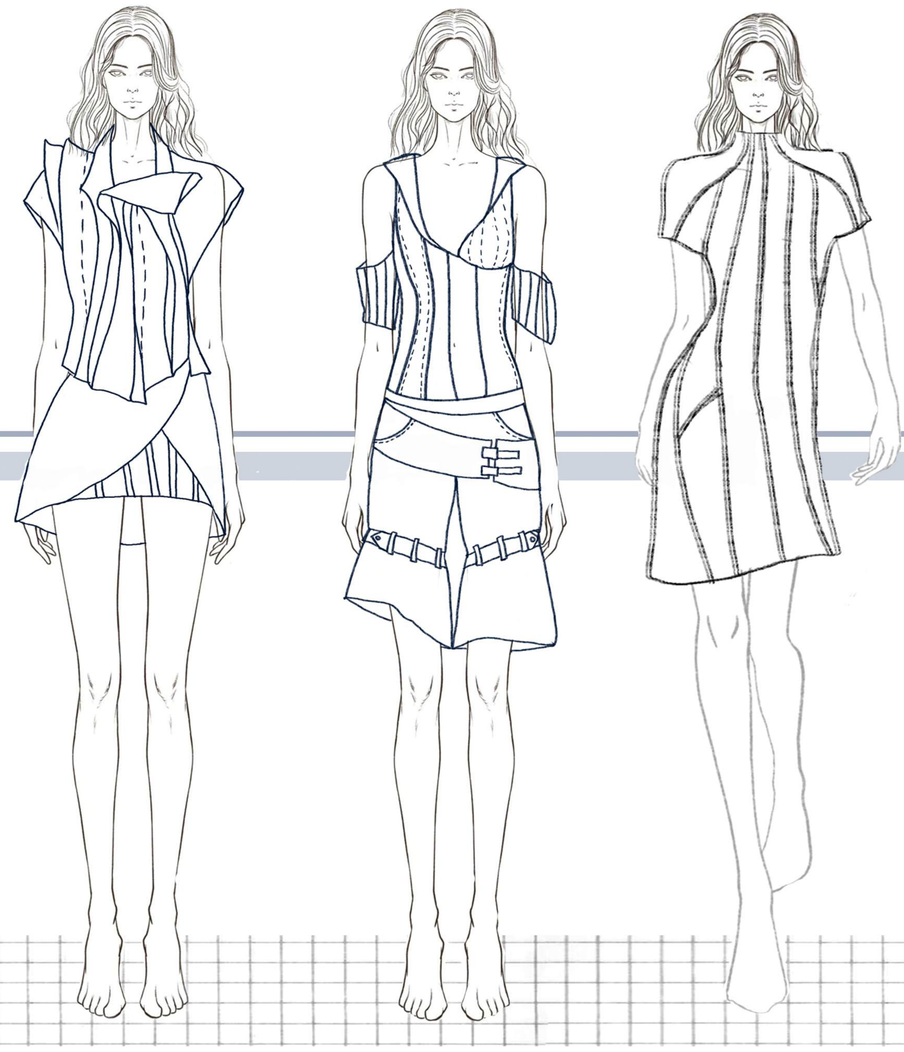
■ Freely piece together strips of fabric to create a raw top, experimenting with different lengths.



■ For this top, I wanted it to have a streamlined shape while also featuring special details, such as a full collar and small cap sleeves.

Design development





During the draping process, I found that it could work with either raw or clean edges, so I sketched out two design options. Here, I feel that the raw edge version fits better with denim and aligns more closely with my theme.

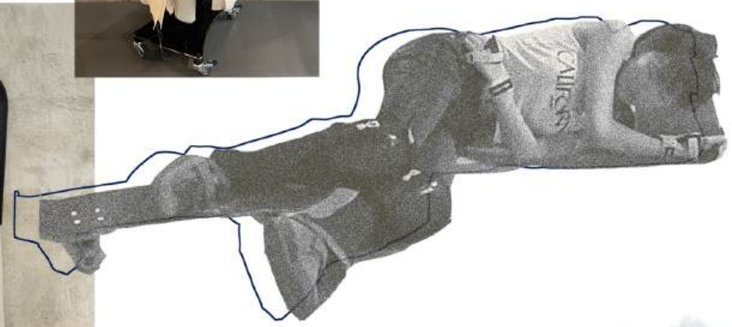
Draping experiments

■ Dropped, torn, folded pants and skirts.

Draping- Skirt 1

■ Simulating irregularly falling pants patterns.Back pattern is using assymetric ideas as well.

Draping- Skirt 2



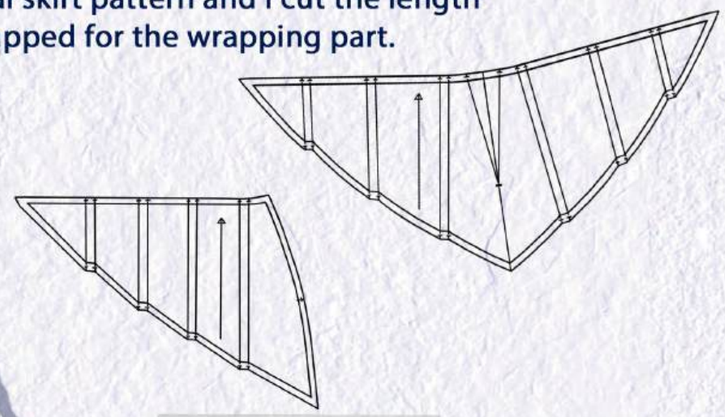
■ I chose a skirt instead of trousers because it allows more freedom of movement for the legs. I added a side panel to create asymmetry—one side has multiple folds, while the other side is flat.

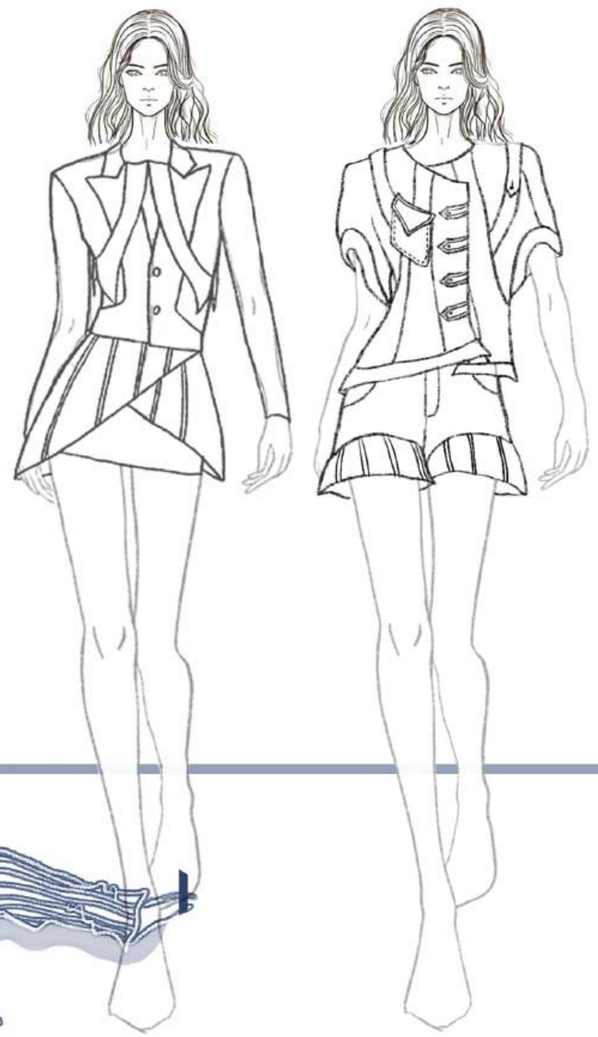
■ This is one of my favorite skirt structures, inspired by the idea of shifting the crotch of skaters' trousers to the front outer panel, as when they fall.

Design development

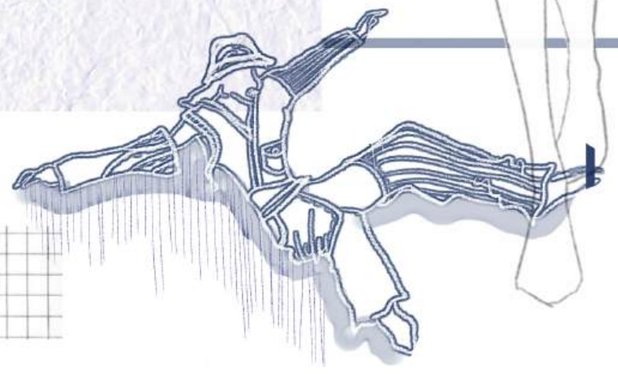
Draping- Skirt 3

I used the original skirt pattern and I cut the length of it. After that I drapped for the wrapping part.





I am using different type of cording details and in order to let the wrapping part have more space and form a more sturctured shape.



Draping experiments

- Folding, taping, and torn reorganization of tops and sleeves experiments based on the pattern pieces with the cording details.

- Patchwork skirt & top.

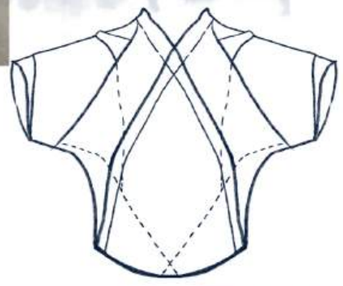
- I use some cording details on the overlay panel and this idea was inspired by the bowl and stairs when skaters need to get through. The overlay panel also resembles some protection idea.

Design development

Draping -TOP 1

■ The smooth shape of the skatepark.

■ I experimented with calico and created a one-piece off-the-shoulder top, adding pleats and darts to make the garment fit the body.



3D Experiments

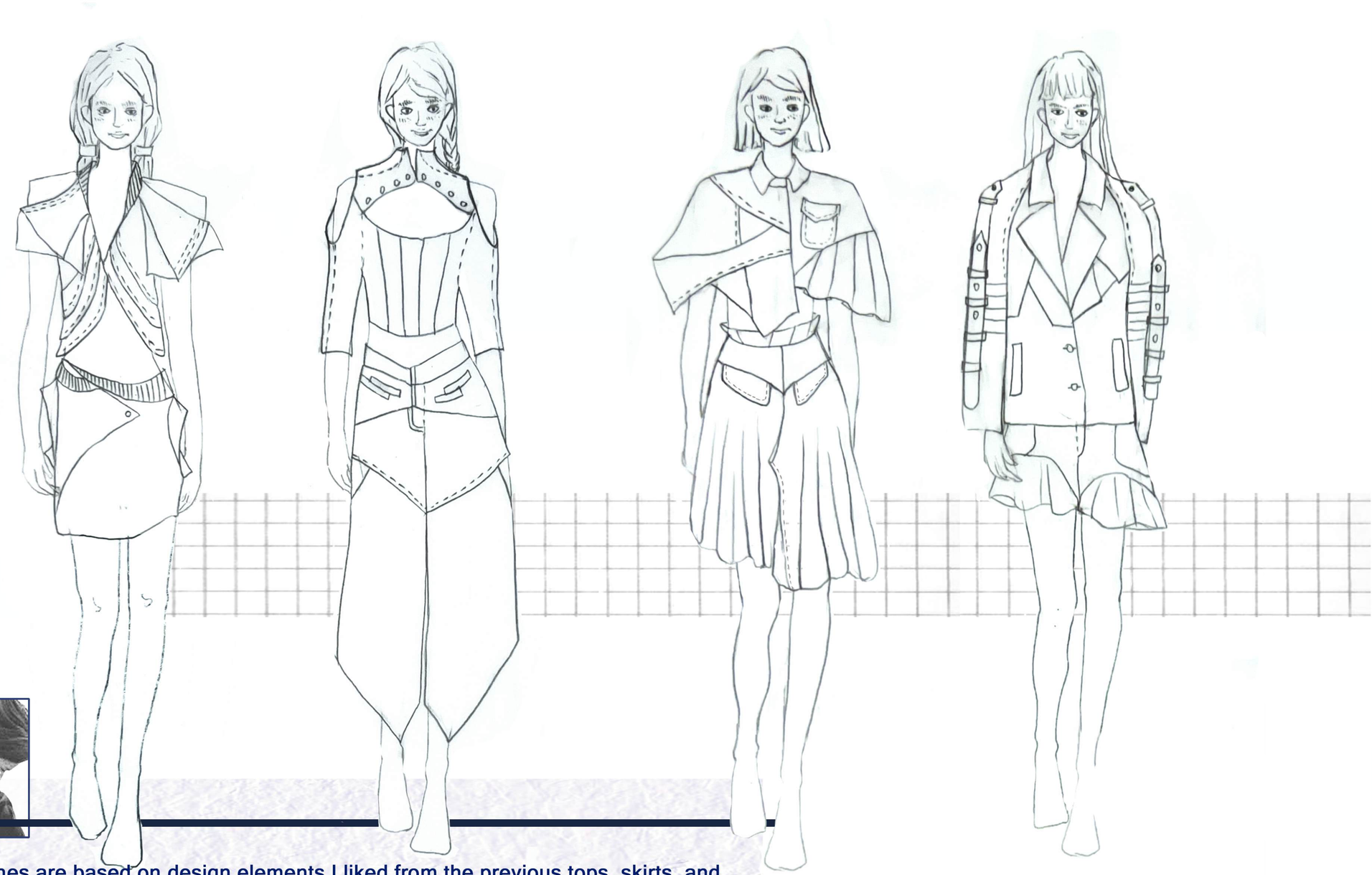
■ Torn & Squeezed Layers of Clothing.

■ draping the basic shape of the top by layering fabrics.

Draping -TOP 2

■ To develop the sleeves, I used the natural draping pattern of the fabric to create an over-the-shoulder sleeve.

Design development



These four sets of sketches are based on design elements I liked from the previous tops, skirts, and trousers. I used a lot of visible stitching and plan to use structured fabrics for a more defined look.

Draping experiments

■ The pattern of this dress is basically from the draping process. The draping idea is from the Jacket I made for the previous look and I love the free movement of the big lapes.

Draping- Dress

■ I wanted to combine the element of an oversized lapel with the sense of freedom and asymmetry in my theme to create a dress. In my design, the length of the dress can also be adjusted to suit different occasions.

Design development

Draping - Trousers 1

Skateboarders like to wear stacked trousers.

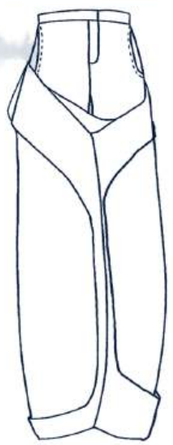
Firstly draping a basic trousers.

I lower the crotch by 12cm and next add some pleats at the crotch for the loose style and finally add fabric to the top layer for a layered silhouette.

A sketch based on the idea of lower crotch with pleating and darts.

Draping experiments

Draping - Trousers 2



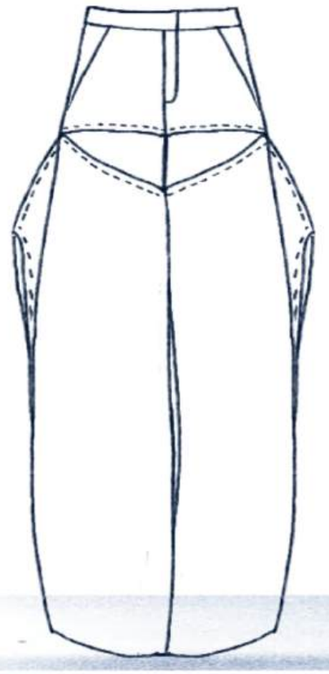
Clothing torn and damaged after a fall.

Continue to vary the design points of the cut trouser legs and change the shape of the cut for a more varied silhouette.

Instead of cutting directly into the fabric, I tried piecing the fabric to create different shaped seams.

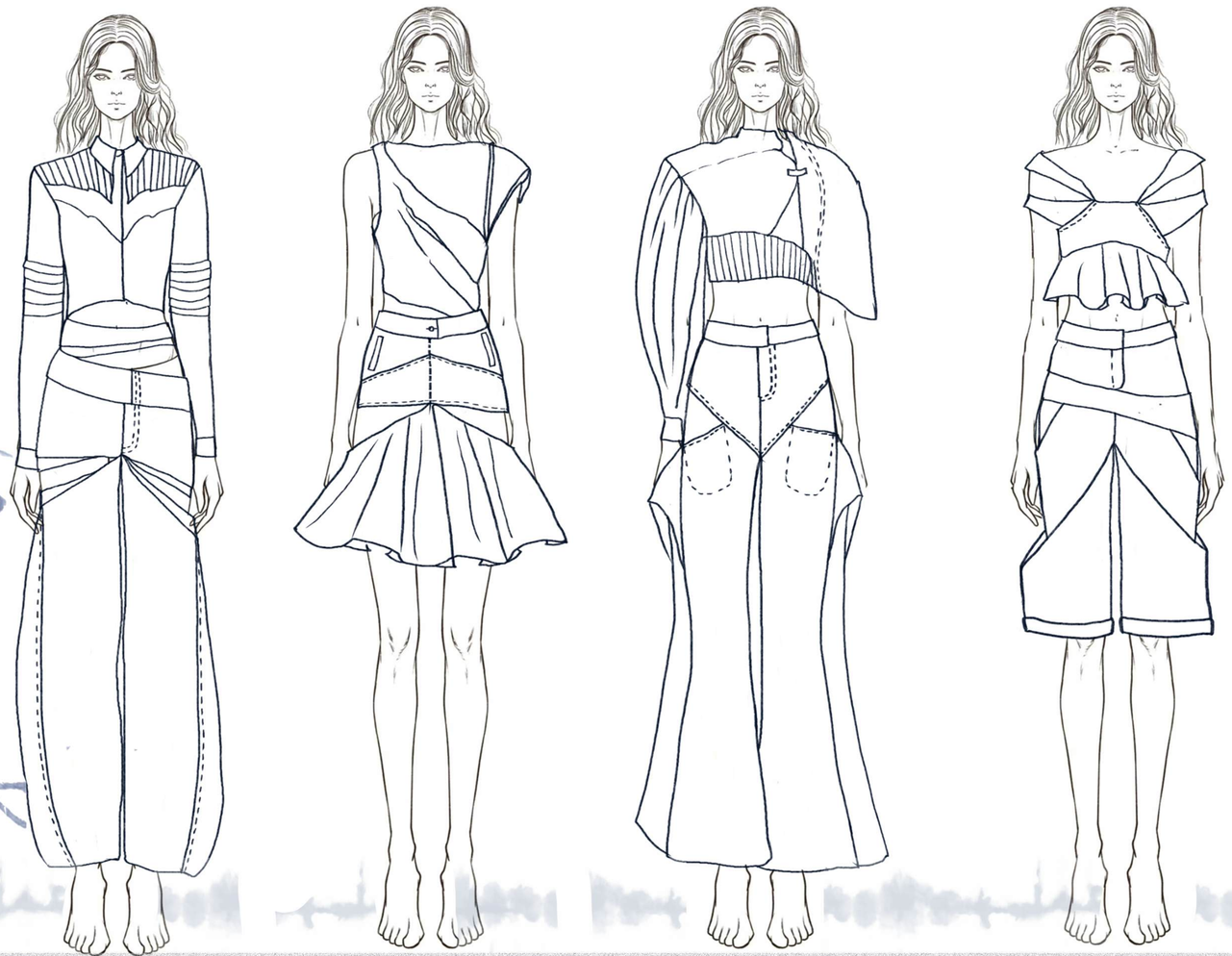
Draping experiments

Draping - Trousers 3



By cutting a notch in the leg, the trousers will naturally take on a new shape, and by adjusting the size of the notch, the trousers can take on many different silhouettes.

Design development



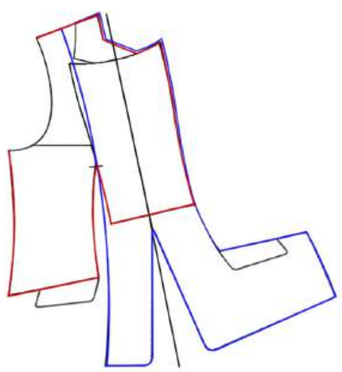
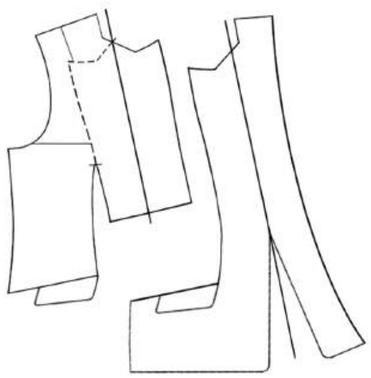
This collection is based on the draping experiments I did with previous trousers, focusing on triangular cut-outs and simulating the folds that appear in clothing while the skaters fall over. Here, I want to combine both soft and stiff fabrics for the set of design.

Draping experiments

■ Play with more wraping and mutiple collar patterns experiments.

■ Calico + hard lining to make multi-layered collars with different silhouettes.

Pattern process

■ Experiments in draping irregular plackets & layered collars.

Design development

■ I incorporated this design detail into both tops and dresses.

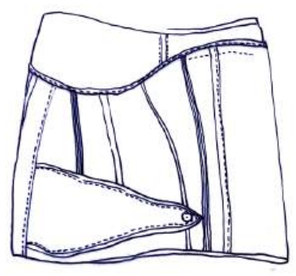
■ Influenced by elements from skateboarding, such as bowl parks, I wanted to create a top that visually conveys a sense of flow and freedom. So I designed a multi-panel top and added a cut-out on the side to incorporate some interesting elements from previous draping experiments.

3D Experiments

Some draping exercises on trouser leg transformations and folding patterns.

Main Fabric.

Design development



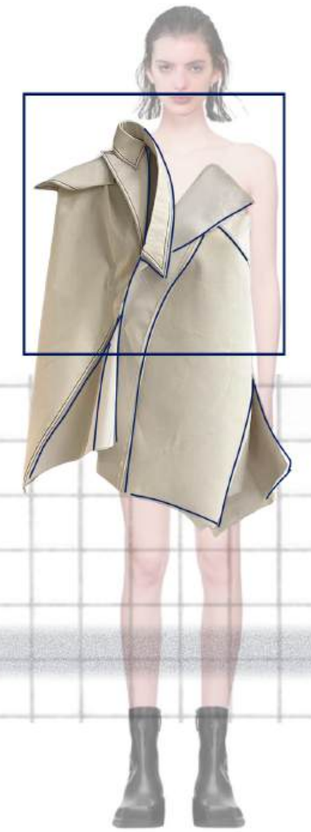
■ Using the torn clothes and crooked lapels as the main design point, I did some draping and collaged them together to form a new silhouette.

Design development

Draping & Collage

Silhouette such as loose trouser legs that roll up and fold over when the skateboarder falls.

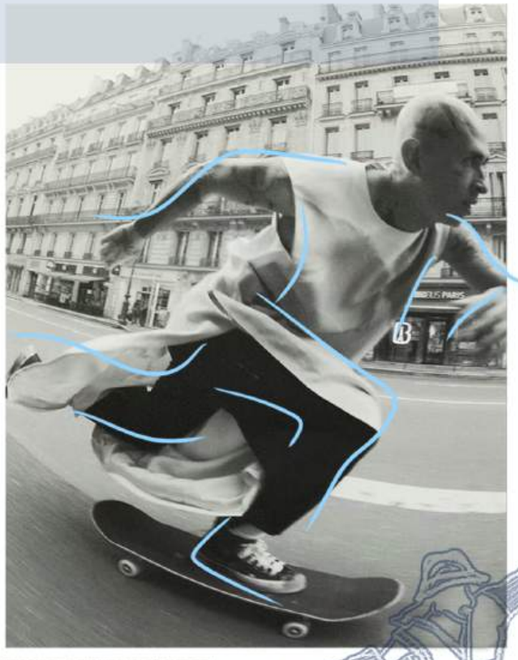
3D Experiments

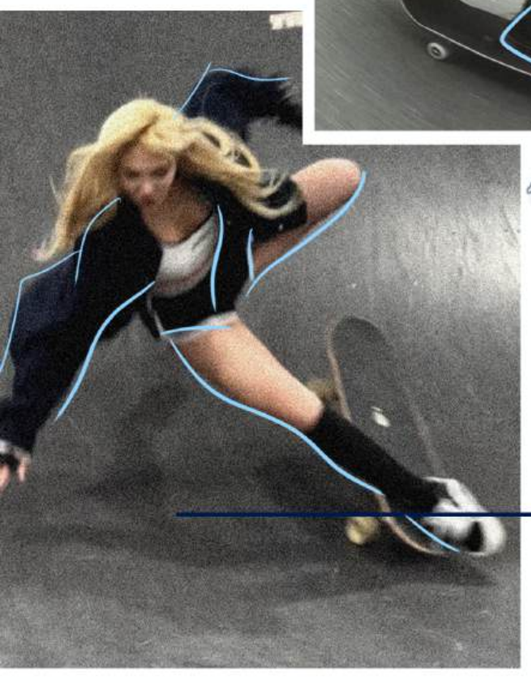


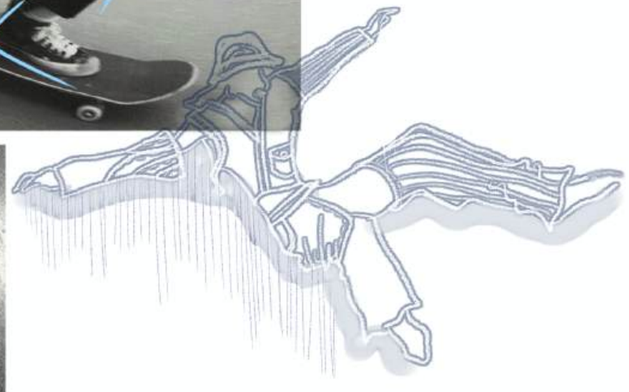
■ Calico + hard lining to make multi-layered collars with different silhouettes.

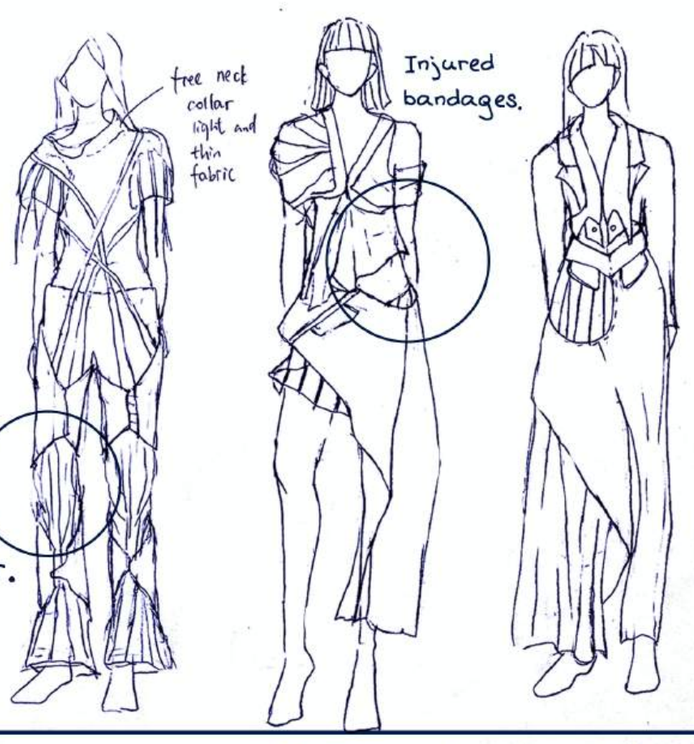
■ Play with more wraping and mutiple collar patterns experiments

Design Development





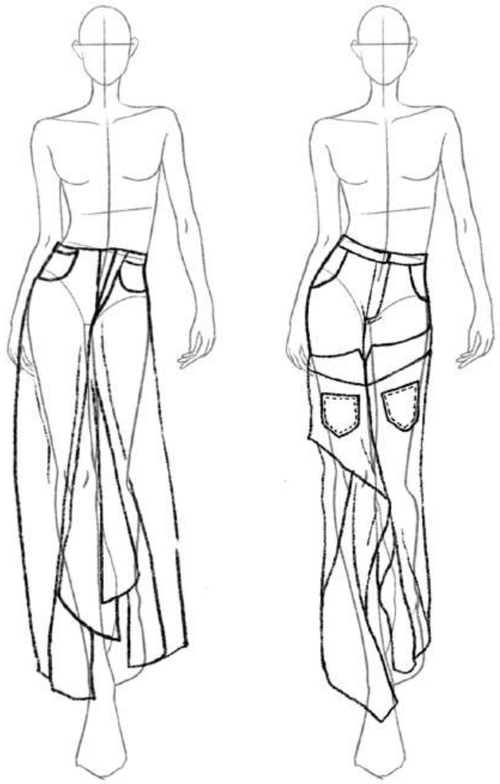




Using skateboarding as inspiration, I investigate the dynamic characteristics of skateboarders when they fall and the changes that occur in their clothing.

When a skateboarder falls, their clothes are lifted up and their pants fall down or roll together.

Design sketches.

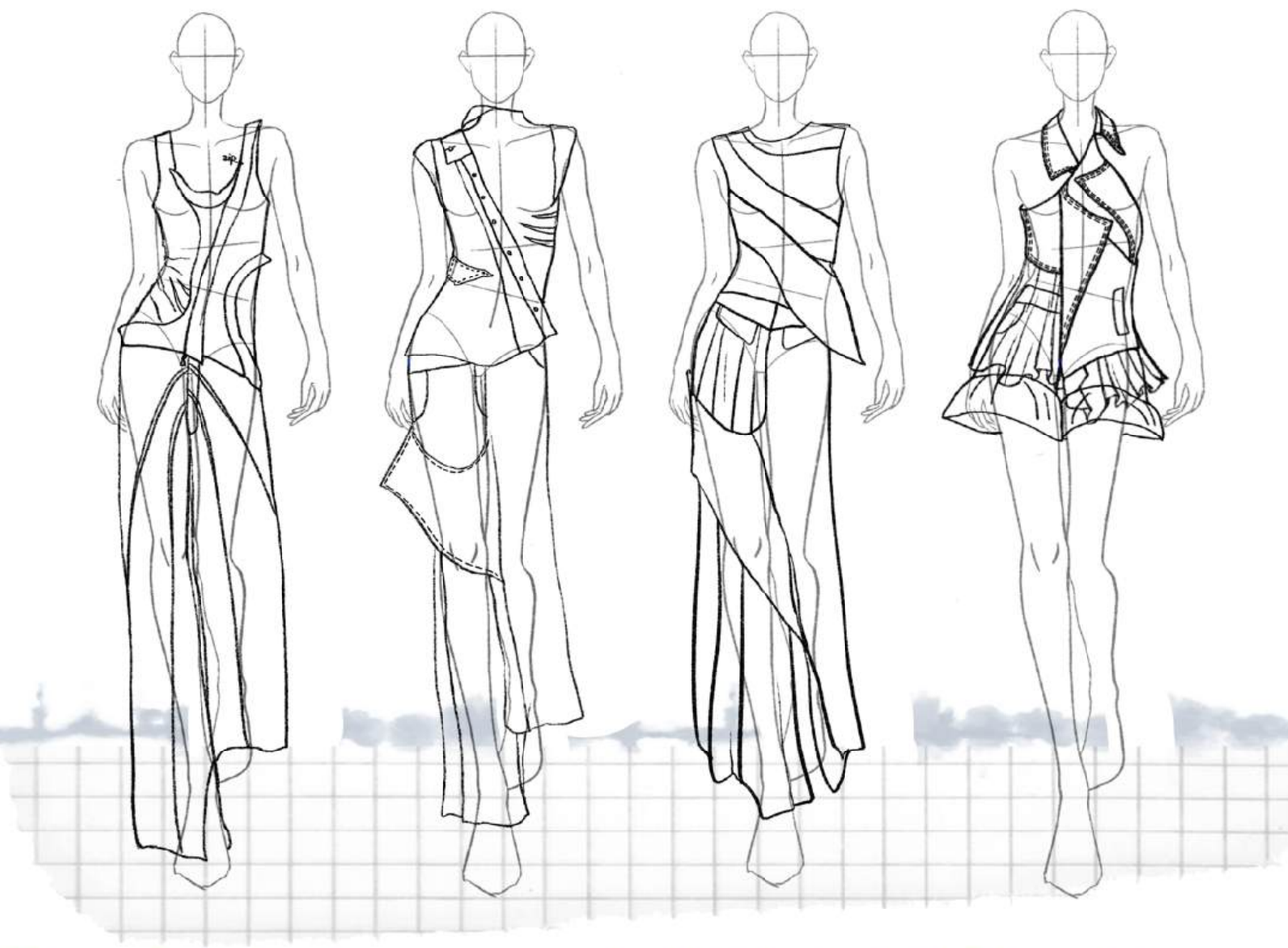


Rolled up & irregular trouser legs.

Design development

When people fall on different occasions, it usually results in crooked clothing lapels.

Design sketches.

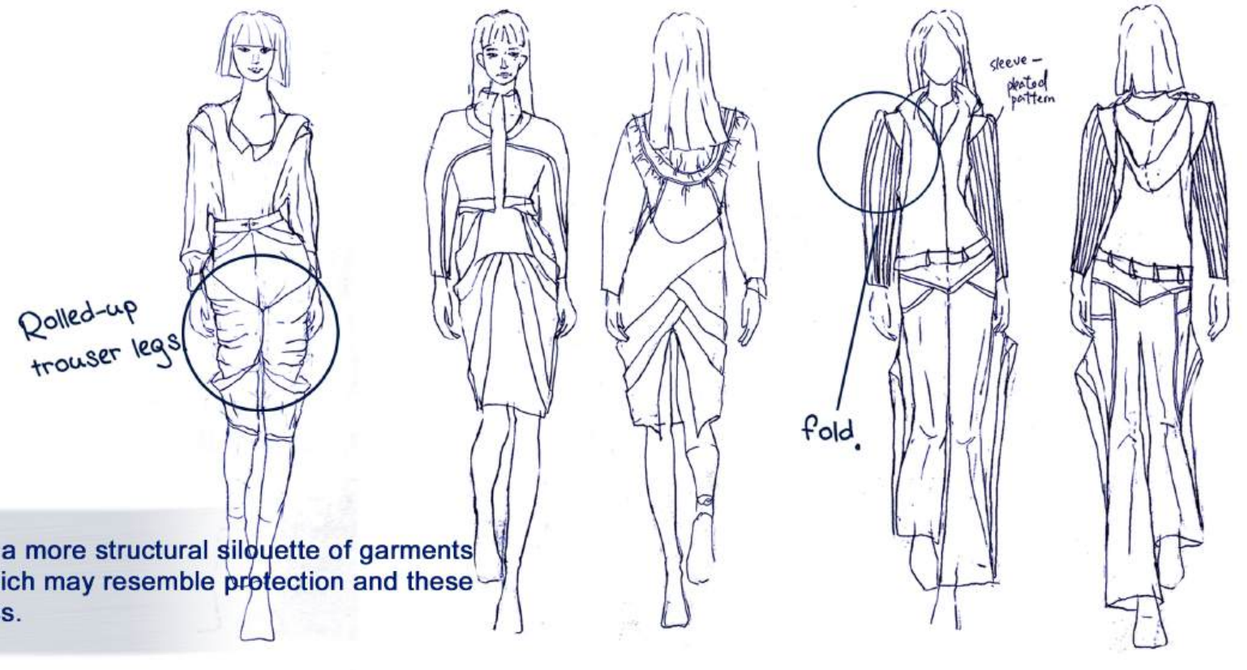


This set of sketches features upper top that highlight details like folds and pleats as well as asymmetric placket while the bottom is inspired by idea of twisting panels when someone falling over.

■ Using skateboarding as inspiration, I investigate the dynamic characteristics of skateboarders when they fall and the changes that occur in their clothing.

■ When a skateboarder falls, their clothes are lifted up and their pants fall down or roll together.

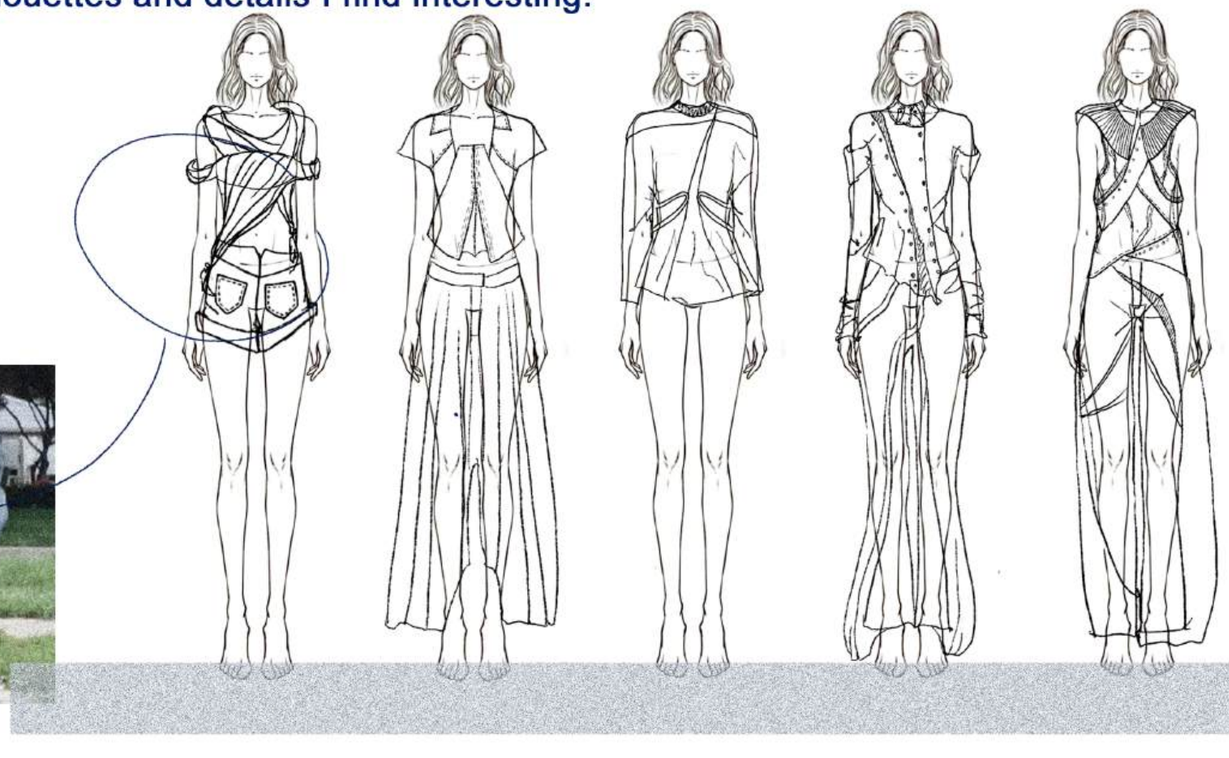
Design Development

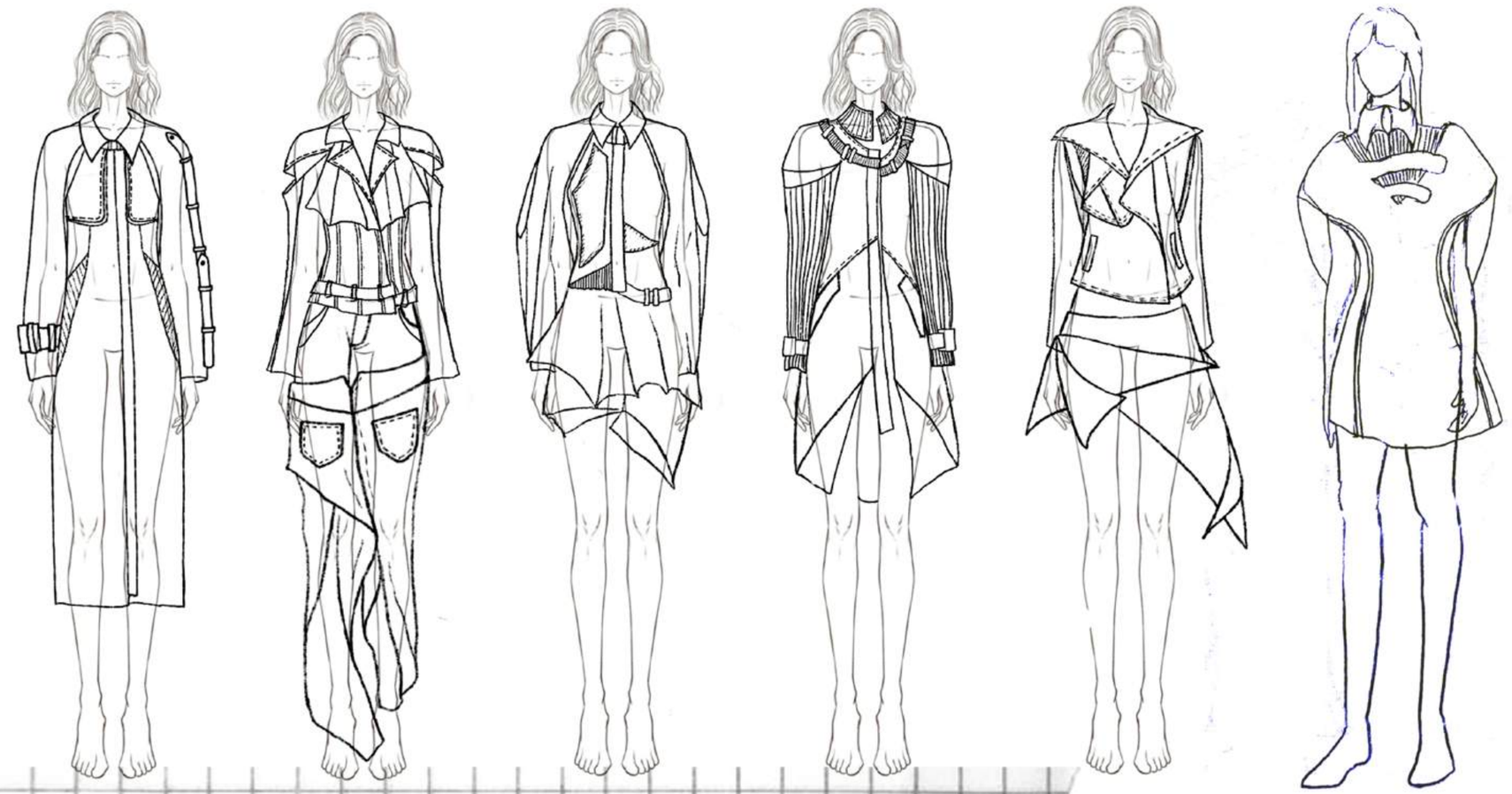


■ This set of sketches will focus on a more structural silouette of garments and I am interested in the layers which may resemble protection and these ideas come from my draping process.

Design sketches

These are the designs I developed during the draping or collage experimenting process, with silhouettes and details I find interesting.

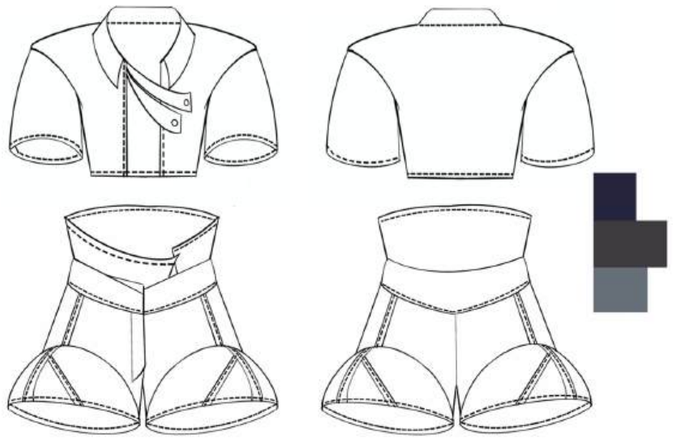


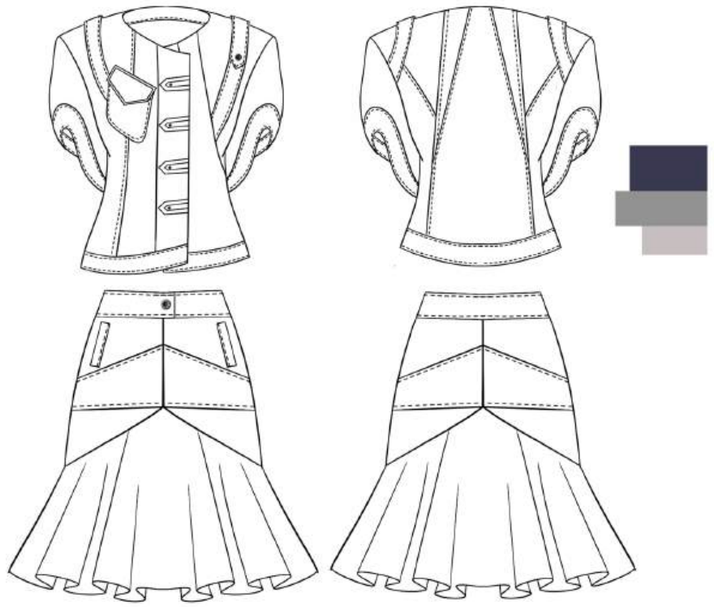


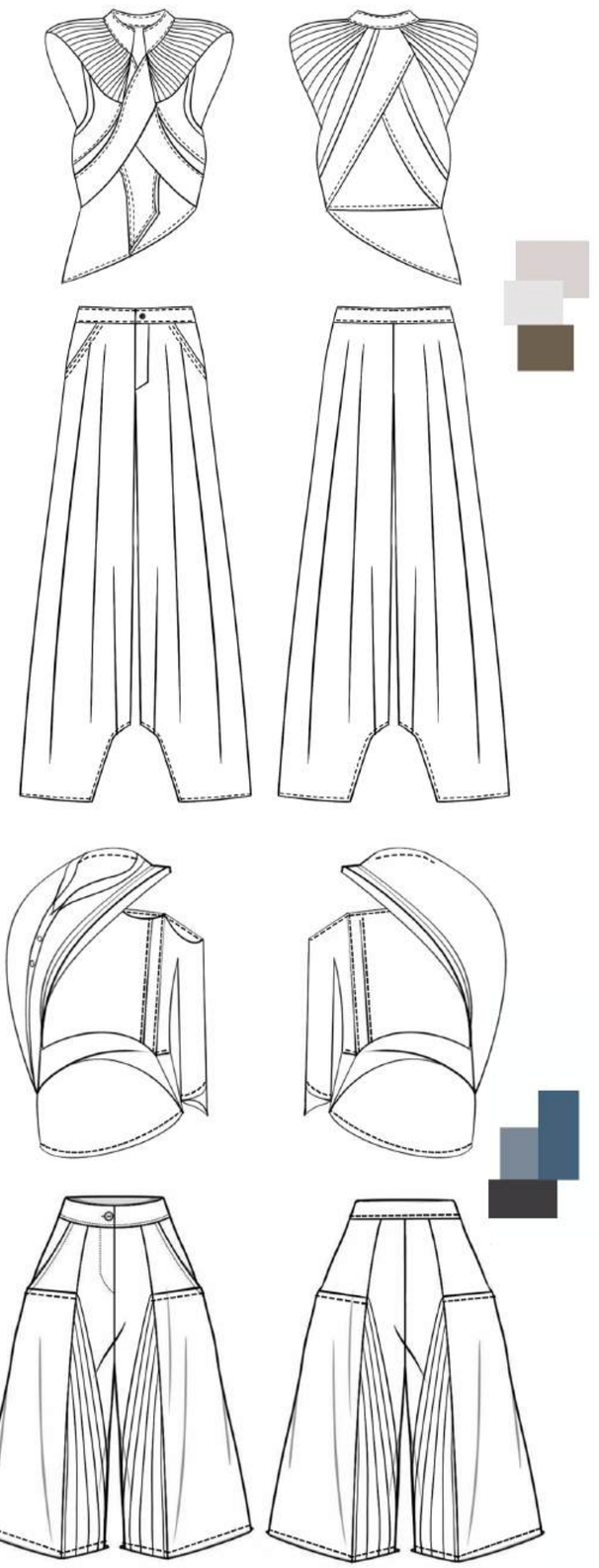
Denim fabrics.

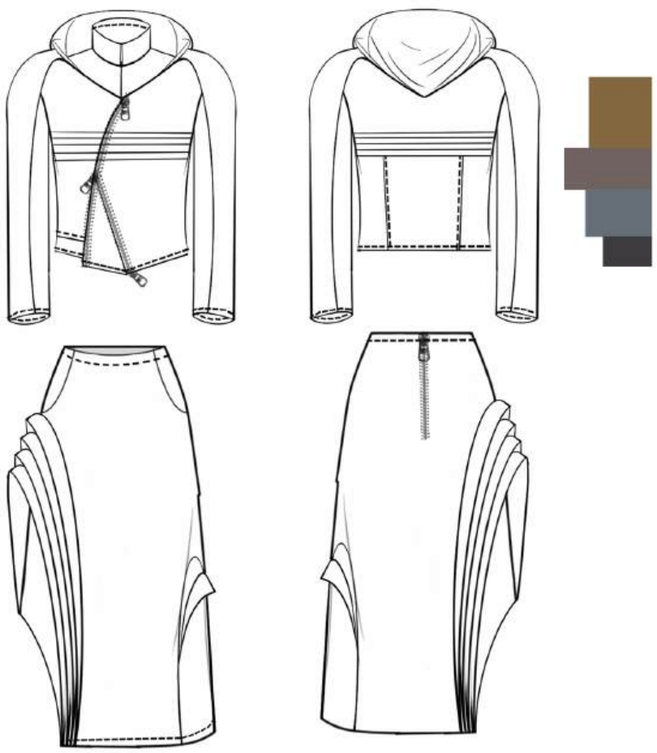
Both the top and bottom garments are relatively loose fitting, as I aim to create a collection that customers can actually wear while skating or doing some other sport activities.

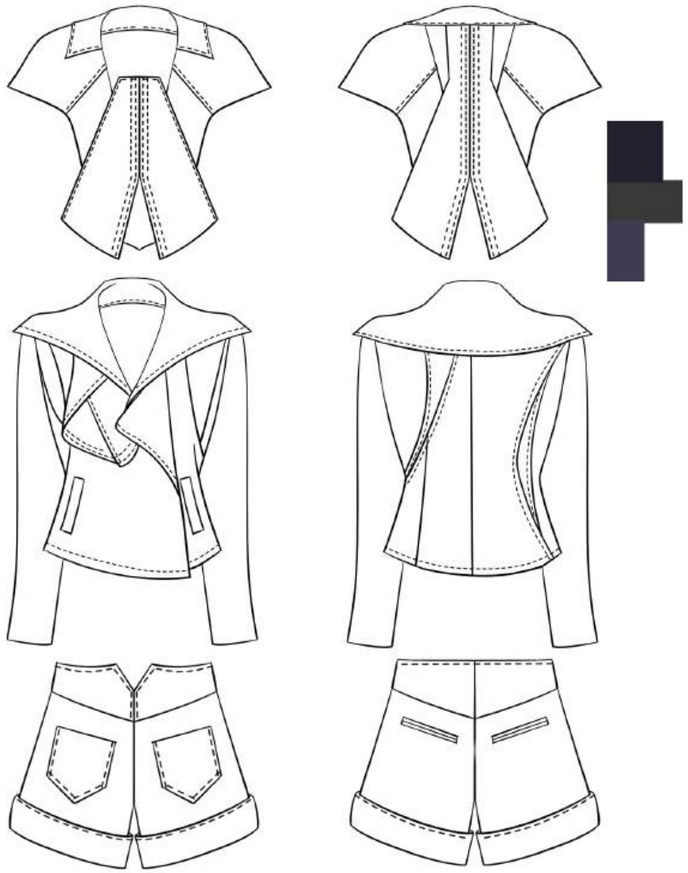
Range Plan

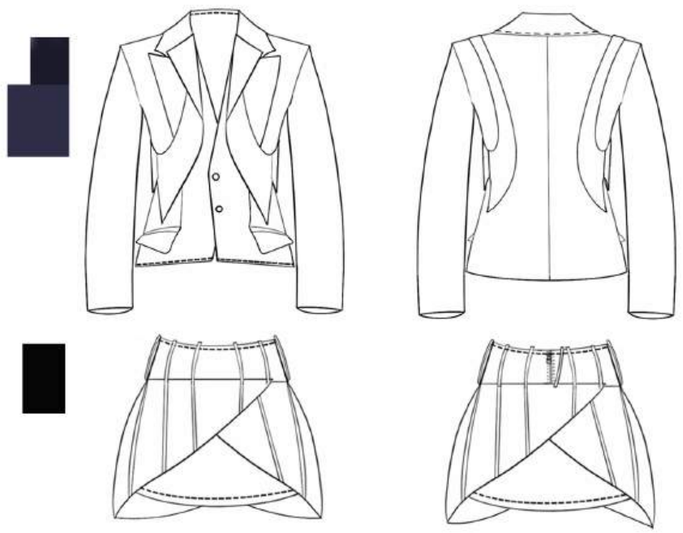


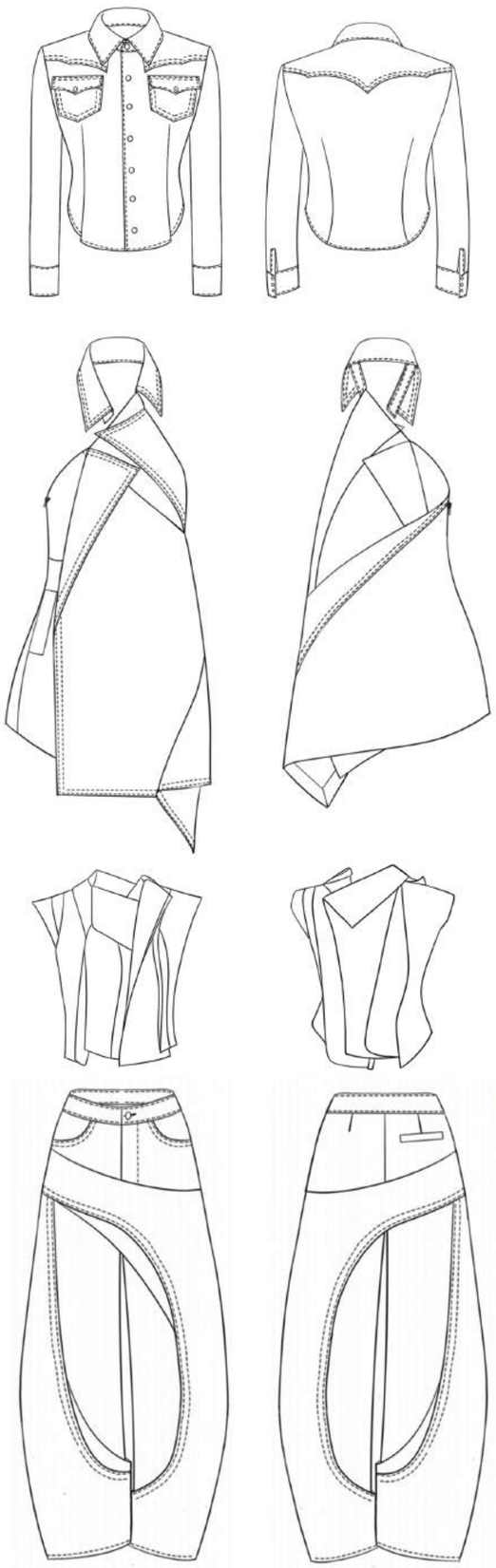


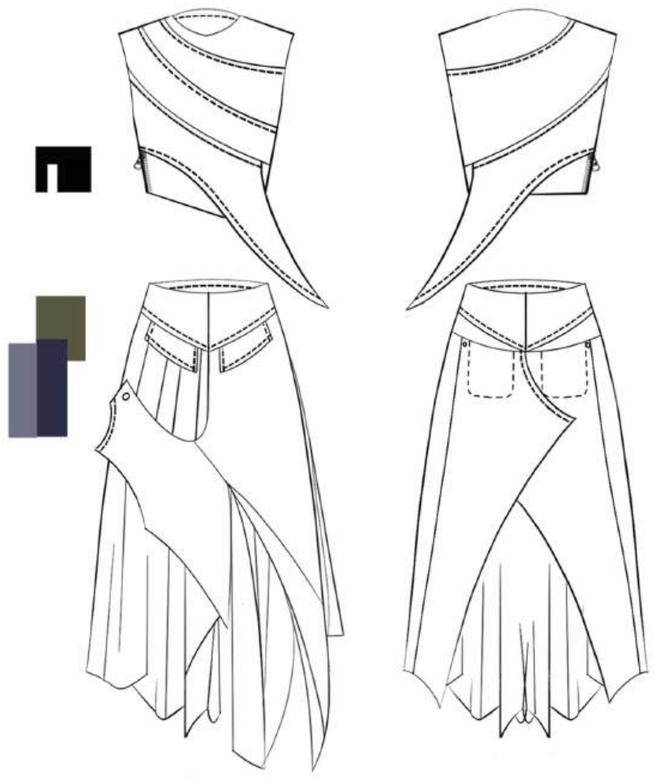






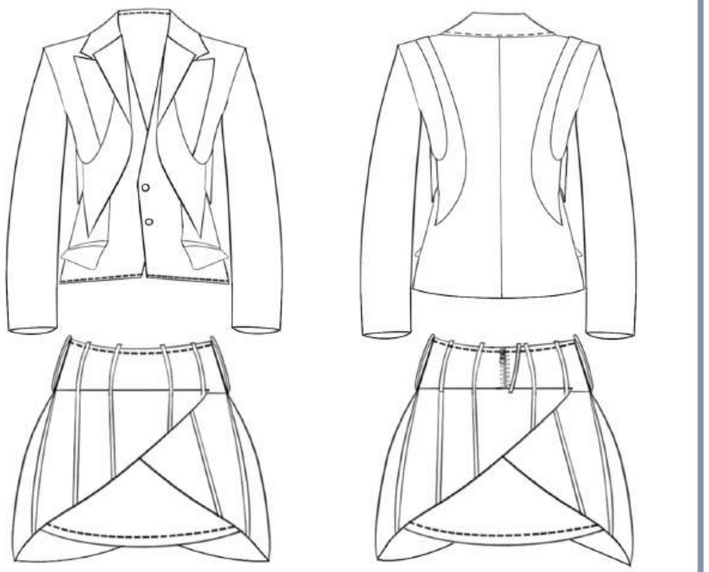




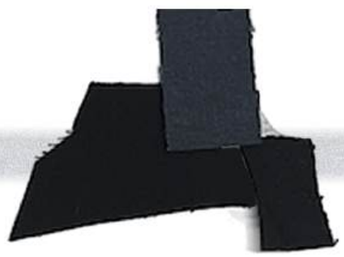


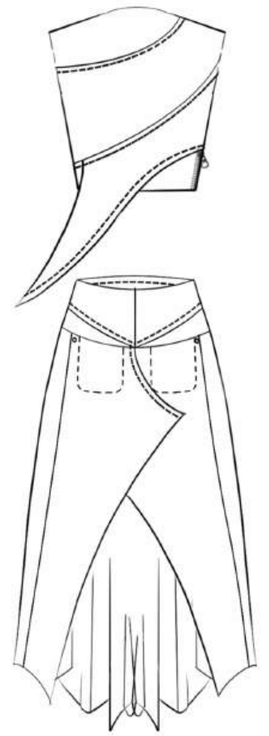
Final Line up

Final Prensentation Sheets 1

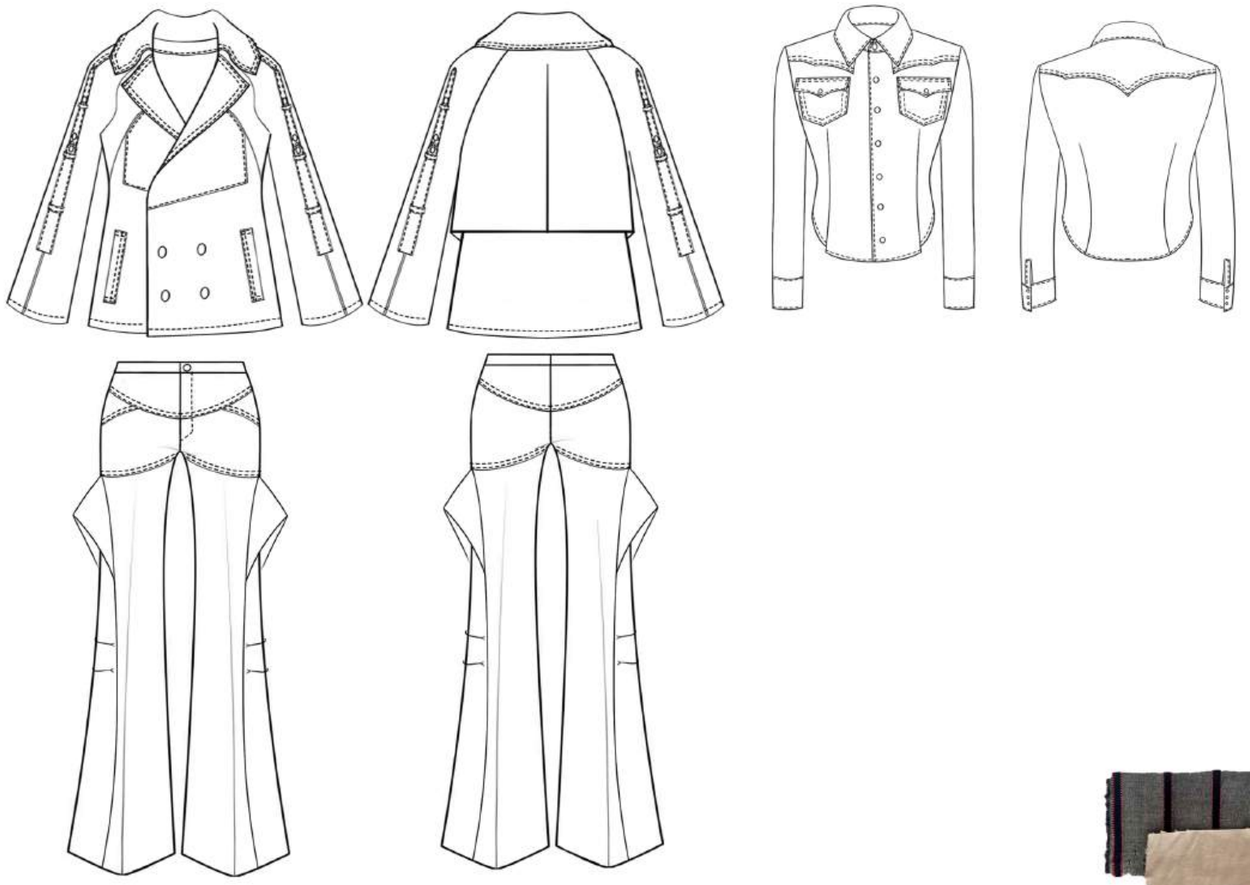


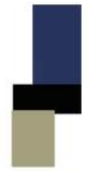
Final Prensentation Sheets 2



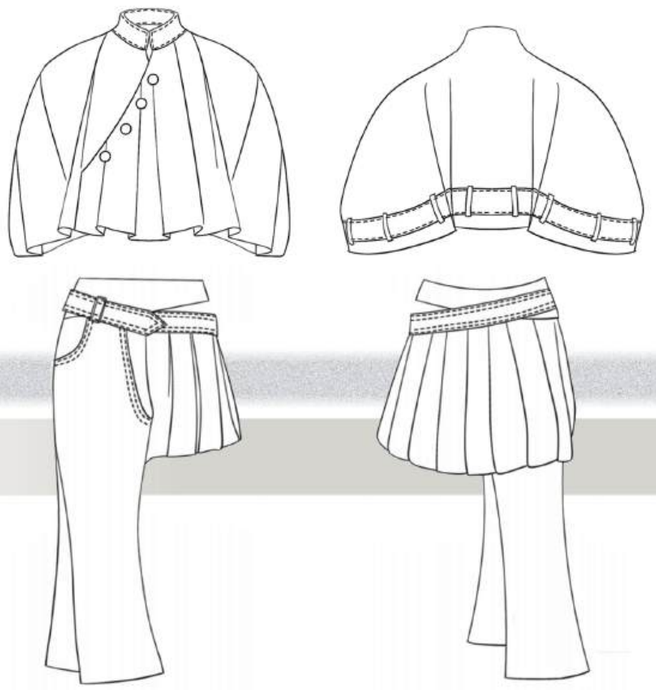


Final Prensentation Sheets 3

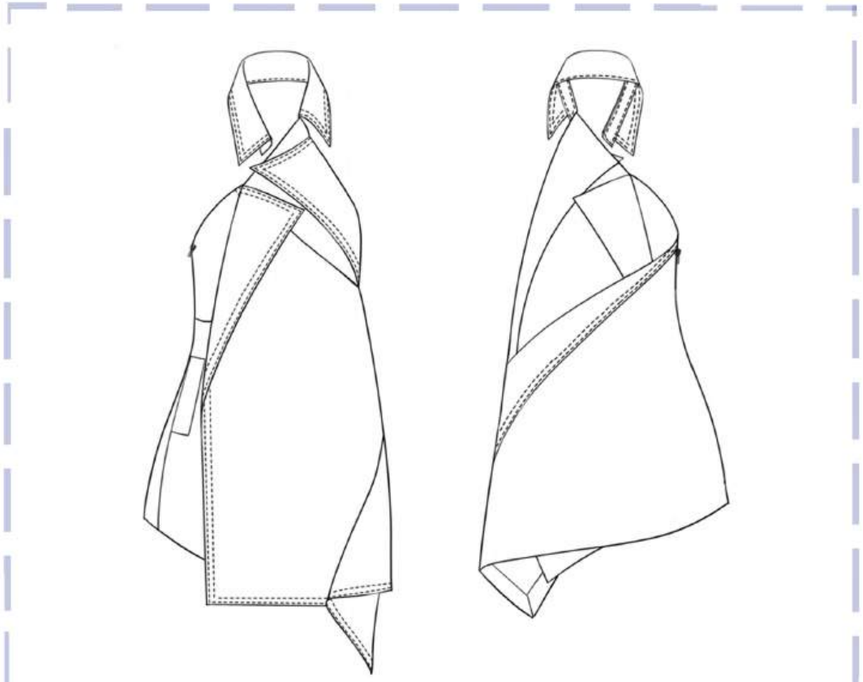




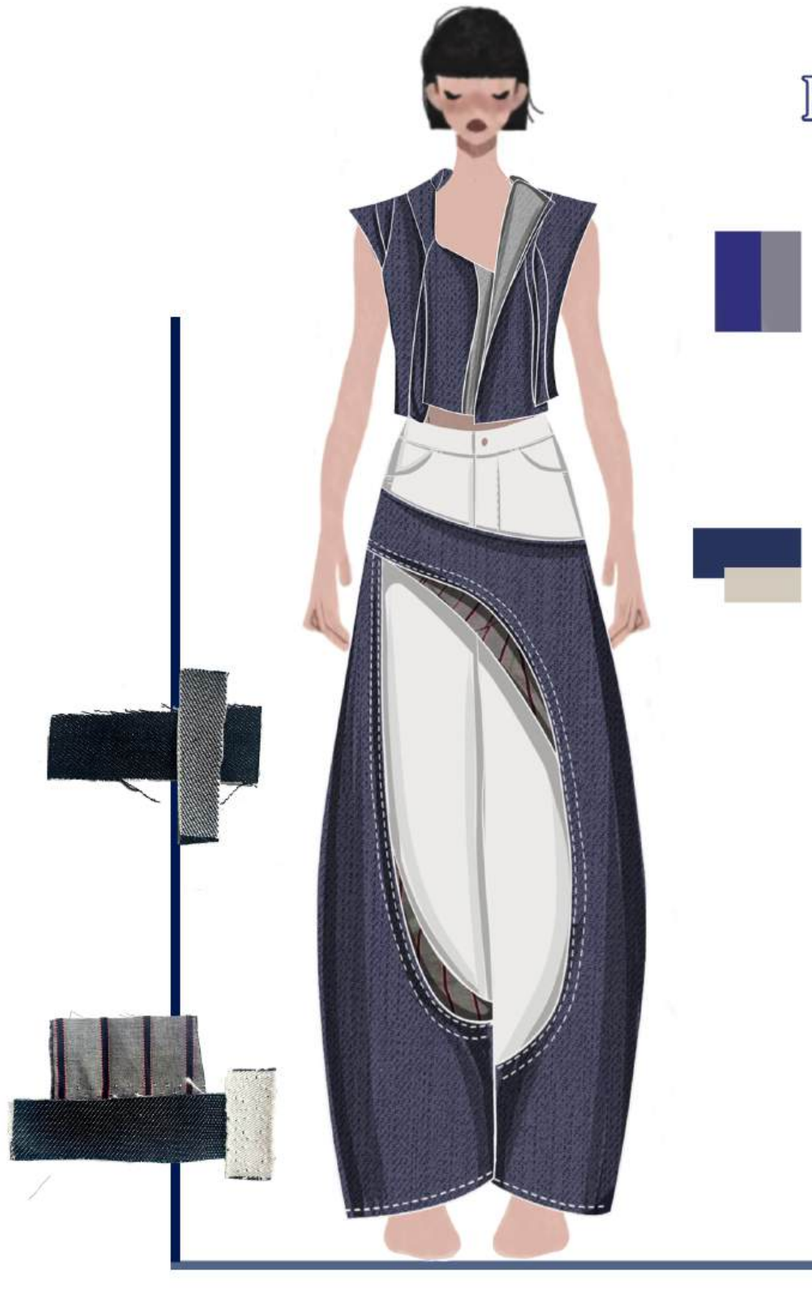
Final Prensentation Sheets 4

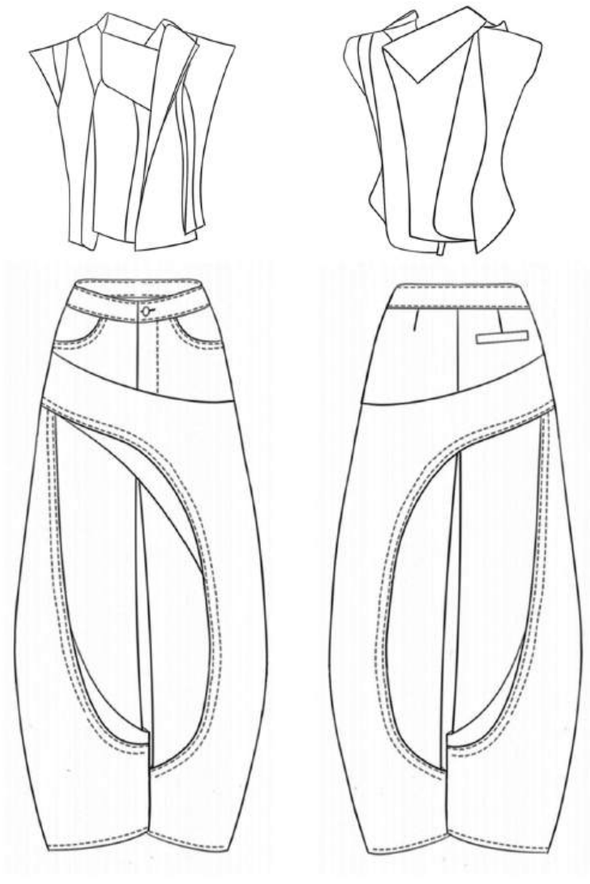


Final Prensentation Sheets 5



Final Prensentation Sheets 6





Final outcome – Look 1

Final outcome -

Look 2

Final Outcome

Final Look

Final Outcome

Final Outcome

Final Outcome