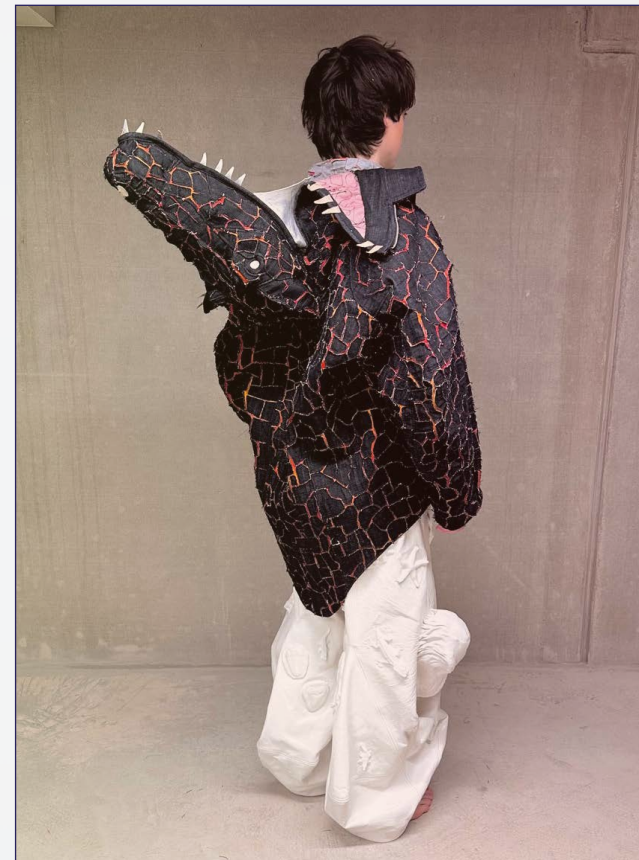


JAMES
PETER
EDWARD
WADE
PORTFOLIO
2025



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LOCATION: LONDON

GRADUATED FROM LCF MENSWEAR

SOME BACKGROUND INFORMATION

I started designing in 2019, making one of one upcycled designs from fabric waste, and selling to customers all around the world.

Then, in 2021, I decided to go to university, studying Menswear at London College Of Fashion, to learn and develop my skills further.

I picked up CLO3D, which showed me how powerful new technologies can be, and combined this with my upcycling to further develop my sustainability goals.

In 2023 I started CloGenesis, a project focused on making upcycling easier, focused on supplying and teaching sustainable fashion and upcycling on a large scale.

Since then I have worked with both Maxime Black, a CSM MA grad who combines sustainability and technology, and RWRK Studio, a brand focused on upcycling consumer waste into useful products.

For my final collection at London College Of Fashion I combined sustainability and technology in innovative ways, using mainly upcycled fabrics and zero plastics.

The collection was based around a short story I wrote about how I see humanity progressing in the future.

My design process usually starts with visual research, in this case a lot of 80s comic books.

After that I move to rough sketching, creating many different designs to develop from.

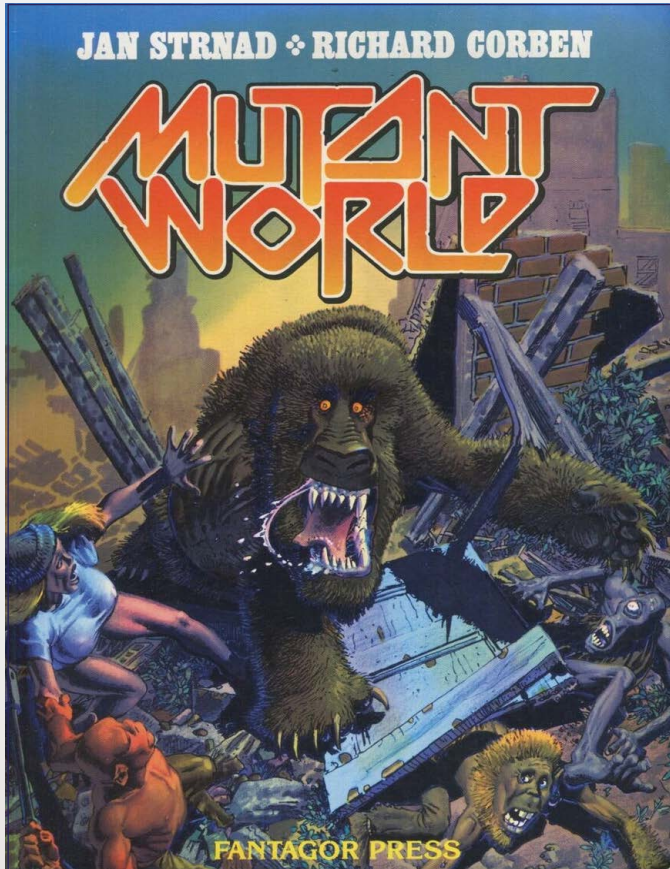
I then use the visual research and sketches to produce collages, playing with colour, texture and silhouettes.

Next, I start to toile and drape both in CLO and on body, as well as develop any fabric techniques that might be used on the garments.

You should be able to see this development throughout my portfolio. Enjoy and thank you!

RESEARCH: MUTANT WORLD

MUTANT WORLD by Jan Strnad and Richard Corben really was the starting point of my research, and laid the basis for the feeling I wanted this project to give.



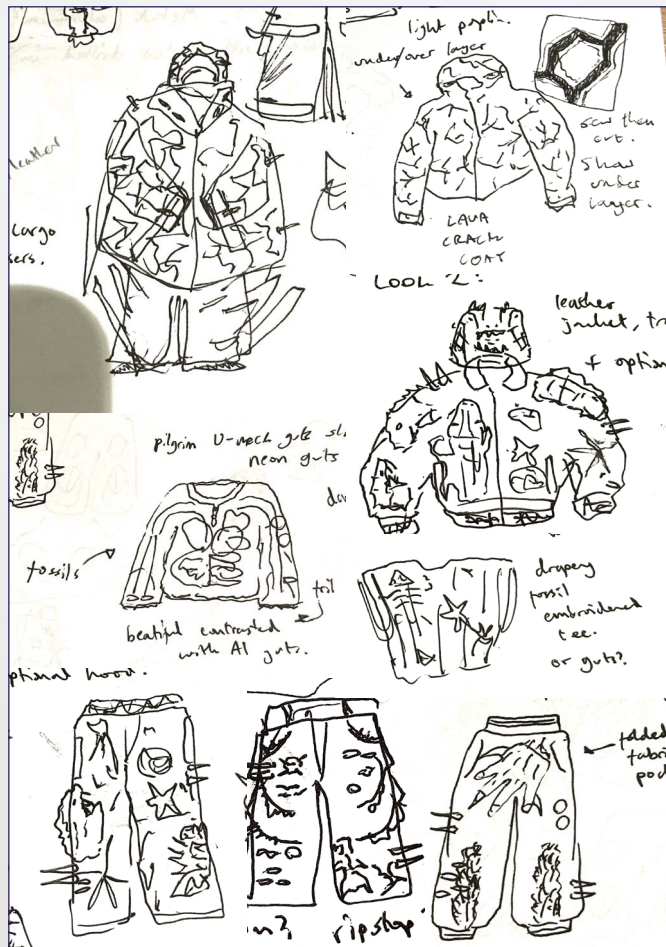
RESEARCH: HISTORY MUSEUM



I knew I was going to be getting a lot of inspiration from the natural world and extinct animals, and so I took a trip to the National History Museum to get ideas and understand how I might translate what I found into clothing.

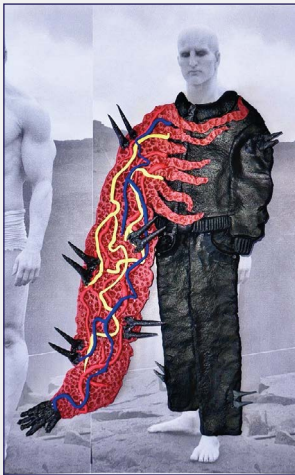
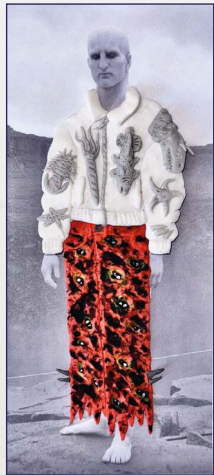
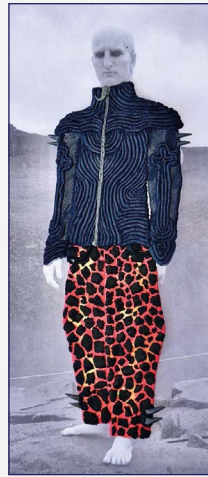
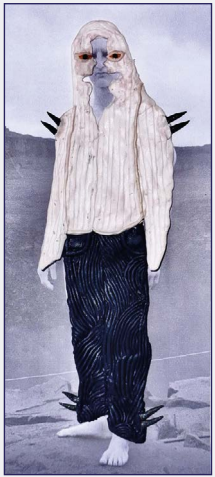
SKETCHING PROCESS

In early 2024, I embraced Dadaist and Surrealist methods, sketching instinctively for 15 minutes each day without reference. Many ideas from this month-long practice shaped my final collection.



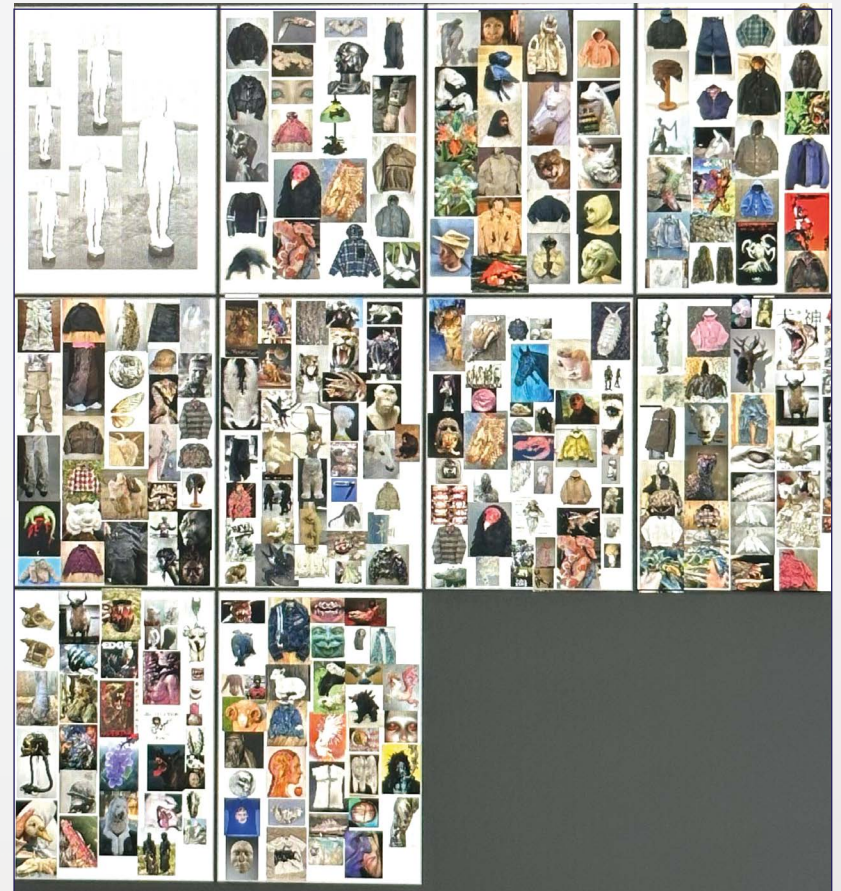
February 2024

CLAY COLLAGES



To start with, I made a line-up in clay, which I felt better portrayed the texture and overall feel that I was going for.

I then gathered nearly all of my research imagery, printed it out and started cutting any interesting details out to use for paper.



PAPER COLLAGES



I use paper collages to get a better understanding on how I want to use colour, texture and silhouettes in a collection.



MIXED MEDIA COLLAGE



Once I completed the paper line-ups I started to merge and experiment with the original clay line-ups, further refining the collection.

FINAL LINE-UP



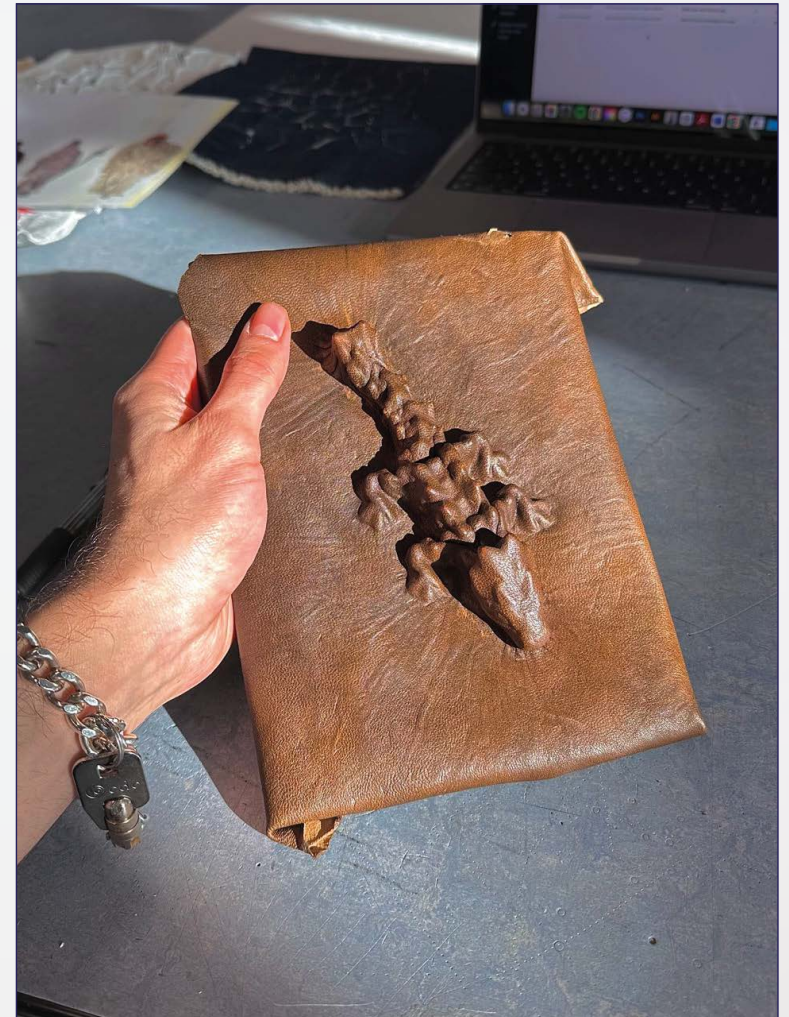
I then took the mixed line-ups experiments and put them into Photoshop and experimented even more, eventually landing on the final six looks for final collection.

LEATHER MOULDING



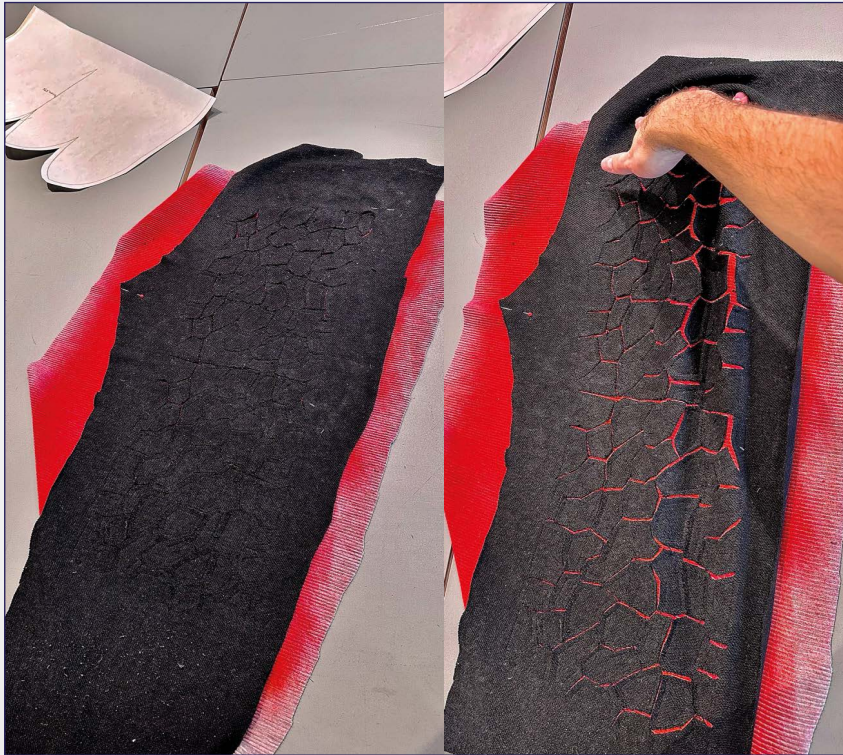
I started testing leather moulding very early on in the development for final collection, it took me a long time to perfect the technique.

It was surprising how detailed the moulds could get, and when combined with wax how well the moulds held their shape.



Leather moulded lizard test

LAVA-CRACK APPLIQUE



Two fabrics are embroidered together, then the top layer is cut open to reveal a lava-like layer beneath. I developed it in both stretch jersey and denim, using red fabric spray-painted with orange and yellow to mimic molten lava.



Beanie and hoodie pocket tests.

RAFFIA FUR



I wanted to produce some fake fur which neither came from an animal or was plastic, and decided raffia was the best solution.

BABY ALLIGATOR EMBROIDERY

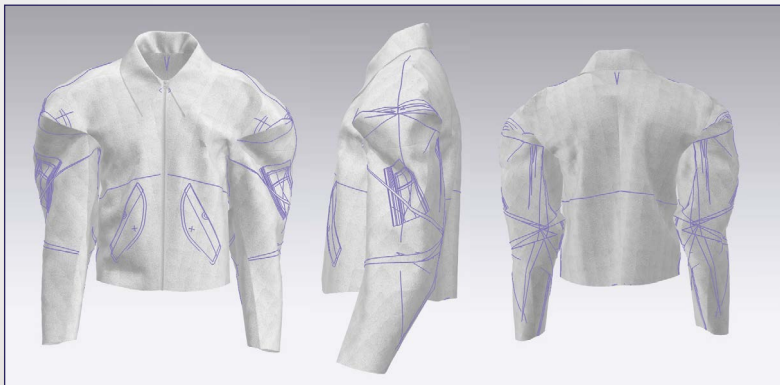


To complement other alligator-inspired pieces, I designed and embroidered a baby alligator emerging from an egg-shaped pocket.

MOULDED FOSSIL LEATHER JACKET



The moulded leather jacket was inspired by childhood fossil hunting near Lyme Regis. I wanted it to feel like discovering a massive fossil embedded in a cliff face



CLO3D toile.



First toile.



Working out layout of leather moulds.



In-progress leathers moulds.



After painting and sewing arm moulds.

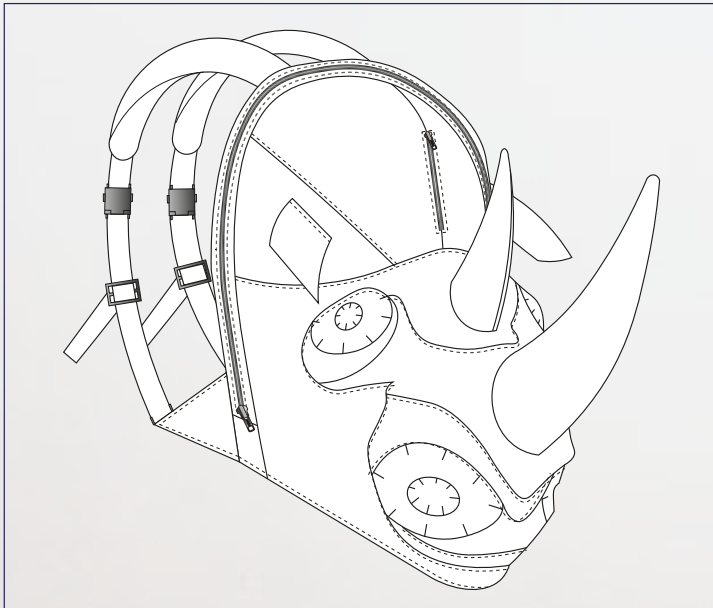


Finished jacket.

RHINO BACKPACK



Final CLO3D render.



Technical drawing.

MATERIAL LIST

STYLE: BBMC11 | "THE LAST RHINO" BAG | SEASON: SS25

GOODS

NO.	NAME	COMPOSITION	SUPPLIER	SWATCH
1	Cotton Canvas White 332gam	100% Cotton	Cloth House	
2	Burberry Navy Lining Excess	100% Cotton	LCF Fabric Store	

TRIMMINGS

NO.	NAME	COMPOSITION	SUPPLIER	SWATCH
1	Metal YKK top & Closed End White Tape	100% Cotton	London Trimmings	
2	Metal YKK top & Closed End White Tape	100% Cotton	London Trimmings	
3	Gather Spray Paint	Various Chemicals	BSG	
4	White Cotton Strap	100% Cotton	London Trimmings	
5	Metal Bag Feet	Plated Copper	London Trimmings	
6	Metal Clip	Steel	London Trimmings	
7	Metal Buckle	Steel	London Trimmings	
8	Cotton Weaving	80% Cotton 20% Poly	Cloth House	

GARMENT GRID

STYLE: BBMC11 | "THE LAST RHINO" BAG | SEASON: SS25

SPECIAL DETAILS

- Mini Zip Pocket
- Main Zip Pocket with Lining
- Padded Straps
- Sparkle Graffiti Texture
- Metal Clips
- Adjustable Buckle
- Stuffed Horn
- Strap Handle
- Metal Feet

Material list and garment grid.

COSTING SHEET

STYLE: BBMC11 | "THE LAST RHINO" BAG | SEASON: FW25

GOODS	WIDTH / STYLE	PRICE PER / M	METERAGE	COST
1	120cm/ style 1	£19	2	£38
2	150cm/ style 1	£0	2	£0
SUBTOTAL:				£38

TRIMMINGS	SIZE / STYLE	UNIT COST	UNIT AMOUNT	COST
1	256cm	£12.90	1	£0.95
2	15cm	£1.90	1	£1.90
3	400ml	£15	1	£15
4	40mm	£3	3 Meters	£9
5	15mm	£0.40	4	£1.60
6	40mm	£2.50	2	£5
7	40mm	£3	2	£6
8	244cm wide	£12	1	£12
SUBTOTAL:				£51.45

LABOUR	PROVIDER	COST P/HR	HOURS	COST
CUTTING	IN-HOUSE	£18	6	£108
SEWING	IN-HOUSE	£18	12	£216
SUBTOTAL:				£324

OTHER	DESCRIPTION	COST
PROFIT	+25%	£103.36
SUBTOTAL:		£103.36

TOTAL GARMENT COST	WHOLESALE PRICE	RRP
£413.45	£516.81	£1032

MEASUREMENTS

STYLE: BBMC11 | "THE LAST RHINO" BAG | SEASON: SS25

MEASUREMENTS

- STRAP LENGTH: 36cm
- SMALL HORN: 29cm
- BIG HORN: 53cm
- MIDDLE UPPER: 39cm
- SIDE UPPER: 39cm
- BOTTOM LENGTH: 45cm
- EAR HEIGHT: 13cm
- SIDE PANNEL: 12cm

EXTRA INFO

Costing sheet and measurement chart.

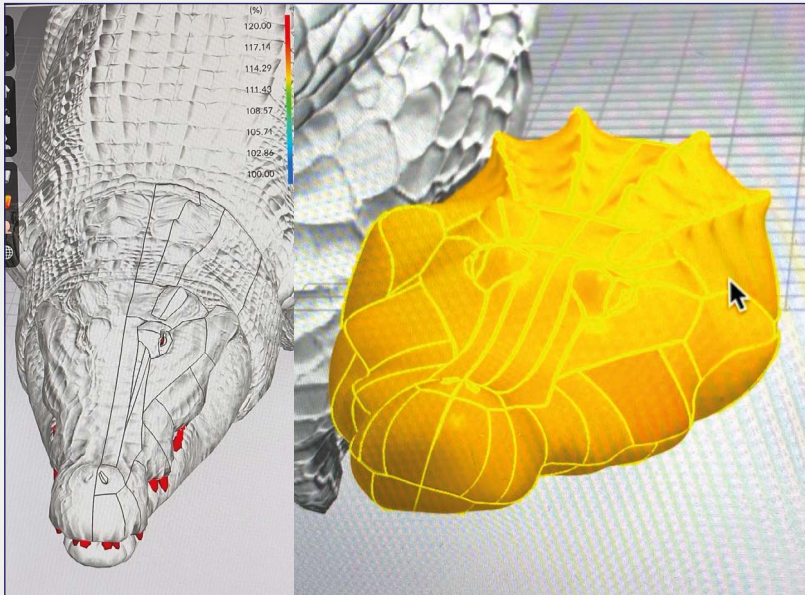


Final garment.



On-body garment.

ALLI JACKET



To develop the pattern for the Alli jacket I used a 3D model of an alligator and used CLO3D to map and trace the initial patterns from it.

I then used this base pattern and developed from it, turning it into a hood for the jacket.

I used the alligator as inspiration as they have been around for millions of years, and will likely be around in the future.



CLO3D toile.



First toile.



Final garment.

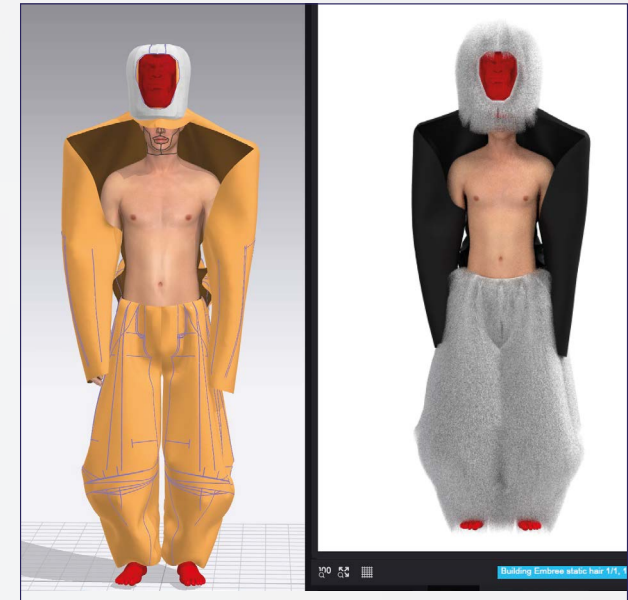


Final garment on-body.

YETI HEAD BAG



I've long been fascinated by Japanese Macaques, their mountain habitat, red faces, and white fur. Years ago, I imagined them surviving a nuclear war, inspiring a series called The Last Monkey. The yeti in my final collection continues that idea: a lone mutant macaque, the last of its kind.



CLO3D toile.



First toile.



Final garment.



On-body garment.

OTHER
GARMENTS



Glyptodon hoodie and sweats.



Alli Polo Shirt

BRAND WORK:
MAXIME2zBLACK

6th month placement

Developed patterns using clo3d

Developed patterns traditionally

Cut and sewed garments for ss25 'robot sweat'



CLO3D development: shorts.



Final shorts.



Cap development.



Trouser development.



Some other garments I worked on.



Developed patterns for womenswear.

BRAND WORK: RWRKSTUDIO

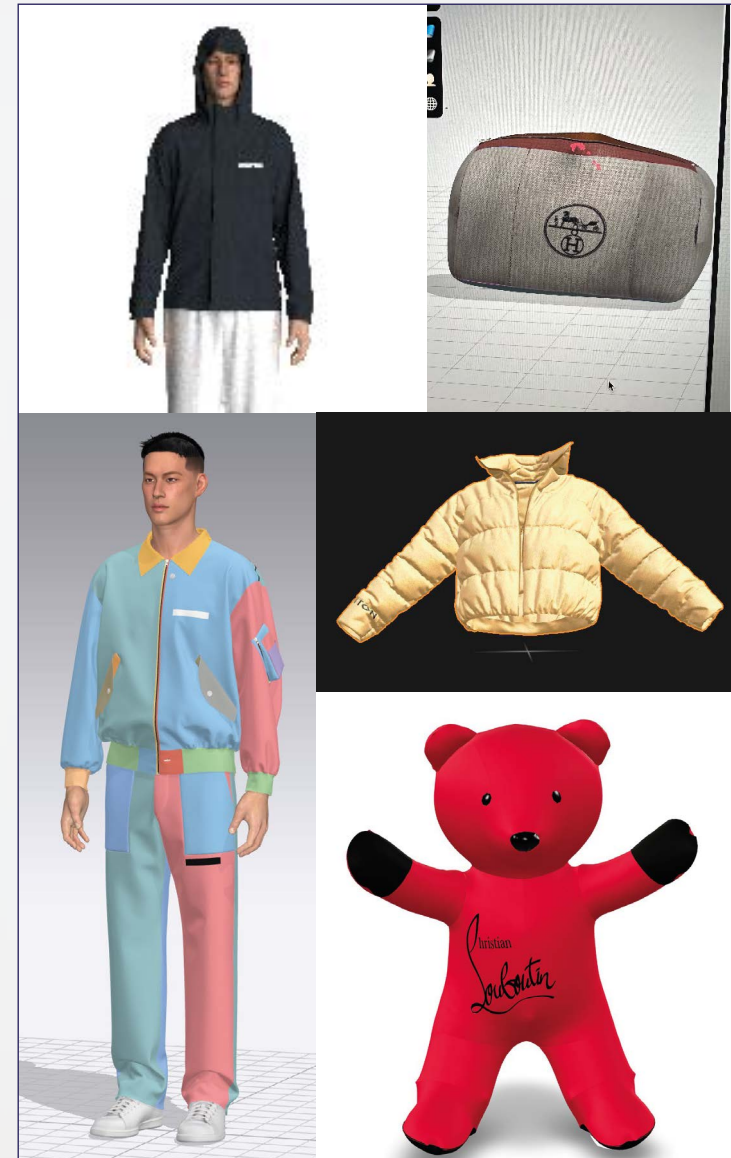
Employed between august 2024 - march 2025
Developed patterns both digitally and physically
Digitised existing patterns using clo3d
Optimised 3d models for online use
Helped build brand identity and new products



CLO3D pattern development.



First toile using two levis 501.



Various other garments and accessories
developed using CLO3D.

OTHER
WORK



“MAD DOG” upcycled applique design developed with help of AI (2023).



Skate park mural commissioned by local council (2021).



Upcycled jeans and waterproof poncho (2022).



Glass armadillo (2018).