INDUSTRY INSIGHTS: Fashion

The exuberant fashion drawings of the Chinese illustrator JIIAKUANN mesmerise with their rich colours, dynamic forms and fondness for pattern and detail. Rendering her work in vivid watercolour, she will happily paint her models deep green or magenta if it helps to electrify an image and she seems to enjoy depicting their trainers with special attention to detail. Her characters bend as if made of rubber and she playfully distorts them, giving them large, dreamy eyes, long, muscular necks, broad shoulders and tiny, spindly hands. Emphasising the muscular curves in their elongated legs and arms, she... It’s this, perhaps, along with her interest in male beauty and a lyrical sensibility, which explains why her work is so popular with men’s magazines.

Although she is a recent graduate of Curtin University in Perth, Western Australia, her work has already appeared in the Chinese editions of publications such as GQ, ELLE MEN and FHM, as well as in European magazines such as NUMERO HOMME, DAZED & CONFUSED and the Scandinavian gay lifestyle magazine DORIAN.

Noted: Reflections & Process

BY ZOE TAYLOR

Finding her work “a breath of fresh air”, Richard Kilroy recently commissioned her to make exclusive new work for DECOY, his limited edition publication devoted solely to menswear fashion illustration.

Interpreting looks from the Spring/Summer 2015 (SS15) and Autumn/Winter 2015 (AW14) collections, she selected designers who are celebrated for their progressive, eccentric or... sewn on to long socks and a Thunderbirds-inspired cap – she avoided the collection’s references to the 1982 sci-fi film TRON, instead situating the character in a contemporary urban setting (a gallery or a store, for example, with vibrant, black-and-white abstract. The eye is eventually anchored by the pixelated head designs on a pair of Sankuanz’s oversized baggy shorts.

Sankuanz AW14 for DECOY vol 5, 2015

THE BEST OF FASHION ILLUSTRATION

Selected by ZOE TAYLOR

the DANCE

Nikole Richardson & Process
CREATING the SPACE of PLAY

J.W. Anderson SS15 for DECOY vol 5, 2015

Top left: BCU
Above: LCC

Boys as I wish.

Play:

Proven very beneficial for the course and we're finding these same students start to show a confidence to not hold back and challenge conventional approaches.

And the first project I did is this one. I completed all work while sitting on the floor before I purchased a chair and desk.

Illustration is a...could be an Exquisite Corpse exercise, this is a nice way to break rules and shows how rules are broken in a creative manner.

As Director of Illustration Studies I needed to develop something Charleston believes is lost in the 'digital age'.

Communication, where their approach to finding creative results comes from letting go of the perfectionist mind to mental workshop Paper Cinema believe that getting the best.

Distractions:

As we see over and over again, with the need to embed cent students to realise their own imaginary journeys from paint and mud. Paper Cinema go that bit further, they make...participate in solving practical problems, at BCU this has been realized through experimentation and exploration.

Doing research/browsing images is most fun. But it's not too late to come back after taking an inspirational detour with more ideas stocked.

The second way in which this standard definition falls short is that it does not address the purpose of play in a creative practice.

Ethnic models interest me. And I noticed it seems...I was listening to FKA twigs intensively at that time...movement without explicit consequence. This sense of play...in creative practice seeks to create.

An webzine editorial where I will do the casting and set design and taking photos except styling the look. For this project the characters I created are a Jamaican boy chilling to reg...

What I would perceive as a challenge is...I'd imagine myself working on a fashion mag...to come up with different narratives for the four looks I selected. I'd imagine myself working on a fashion mag...zine is to 'engage in activity for enjoyment and recreation rather than a serious or practical purpose.' While this definition captures some of what I consider important about the concept of play...It's almost like a ritual that I browse through archives of pictures featuring skaters and people at dance parties that I've collected.

NUMBERS:

In November 2014 I moved to a new house and the first project I did is this one. I completed all work while sitting on the floor before I purchased a chair and desk.

PROCESS:

Doing research/browsing images is most fun. And I noticed it seems...I was listening to FKA twigs intensively at that time...movement without explicit consequence. This sense of play...in creative practice seeks to create.

This is where workshops such as Paper Cinema provide a perfect answer. "Illustration is a...could be an Exquisite Corpse exercise, this is a nice way to break rules and shows how rules are broken in a creative manner."

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