

Wearable nature

Not just a piece of ornament, but a ritual, and a pair of eyes to look at nature



Background: How did people wear nature in the past?

For some functions



As a token



As an ornament



What are their limitations?

The plants worn by people are

either related to a **specific occasion**/carry a **specific meaning**,
or they are limited to a **few species**, dedicated for the purpose.

Thus, we find our design problem

Plants are beautiful, but people today don't get to wear them freely, because either plants are **too special for daily wearing**, or plants considered wearable **is not easily accessible**.

How are we going to wear nature differently?

- More as a **behavior**, less as an **object**

(it is the behavior of going out and touching the plants with your hand that matters, not getting something with permanent value)

- More about **pleasing yourself** than **pleasing others**

(if you find it cute, don't mind if it is trendy)

- More about a **lifestyle**, than just **wearing something**

(beauty is not limited to clothing)

References

and what I find inspiring



Accommodated into lifestyle



An irony to present situation



An analogy of a relationship

What we DON'T want

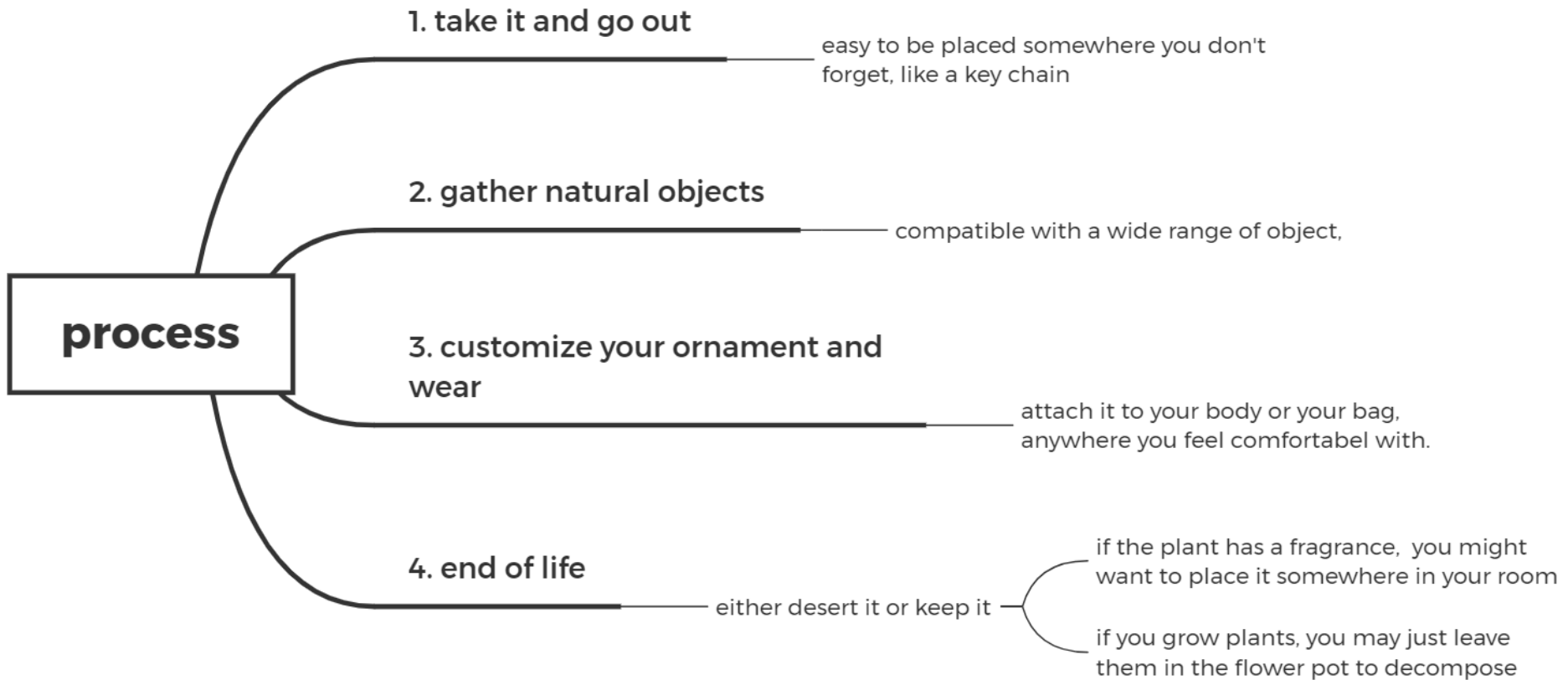



Little room for imagination



Overly conspicuous

An experience





What counts as nature?
Not just flowers.

Playing with design materials

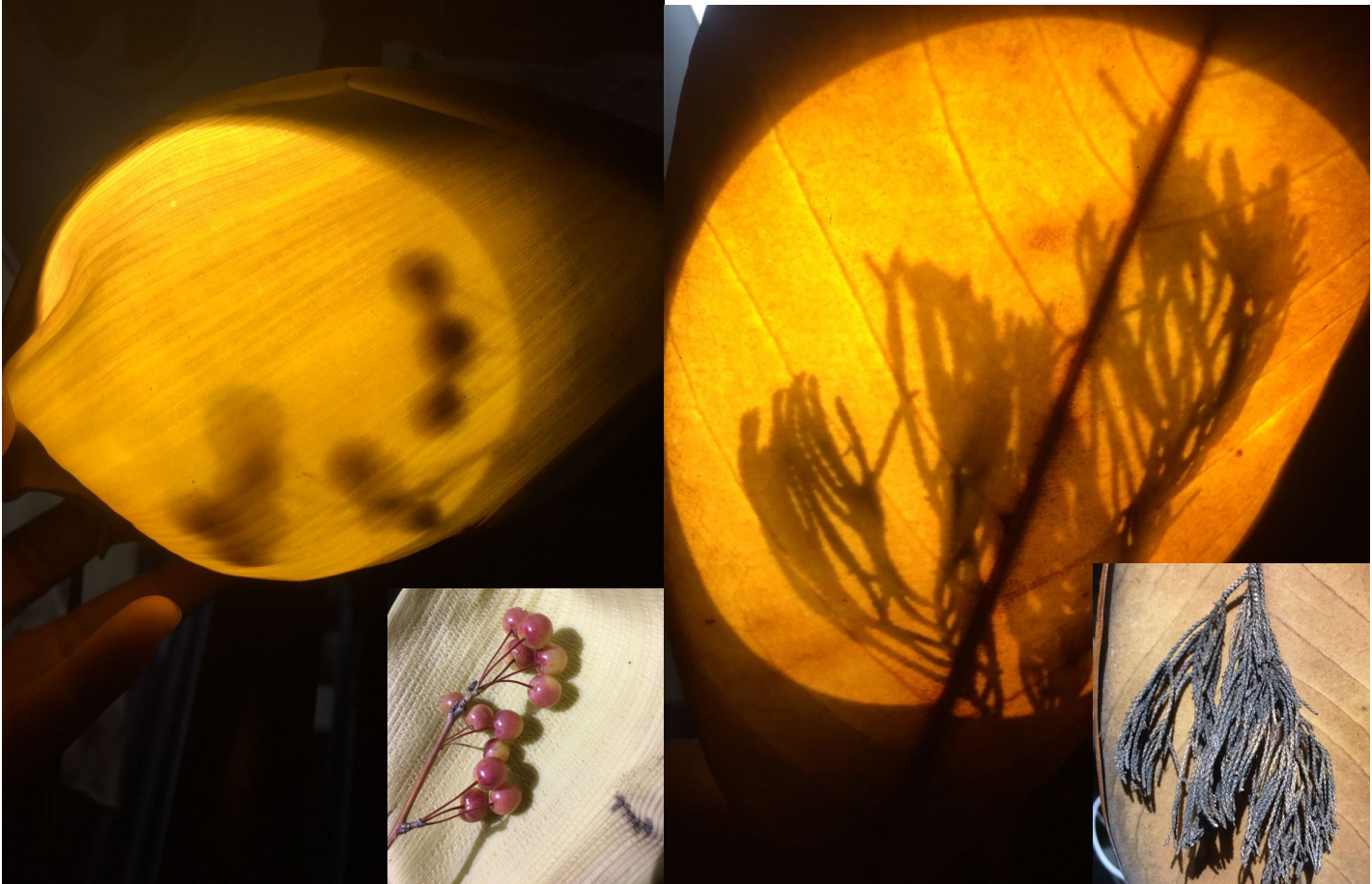
How you might make natural things look “unnatural”



Strangely satisfying...



How you might keep your gathering at home



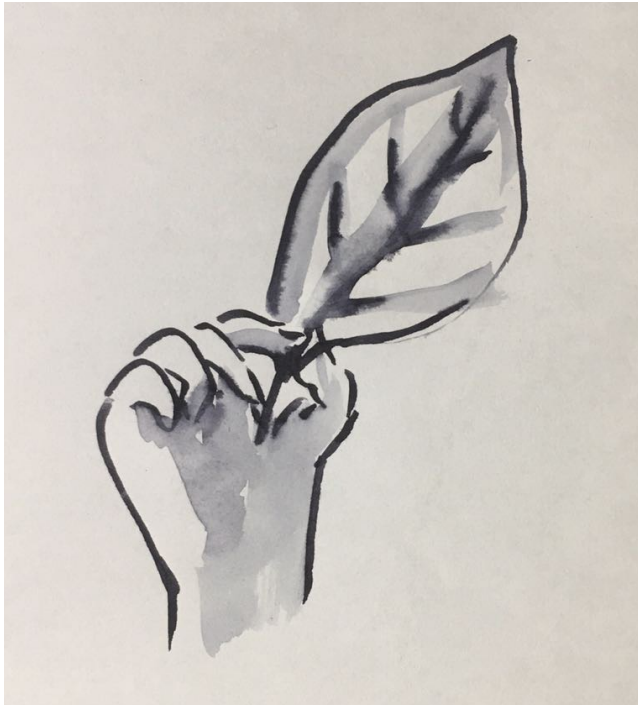
What does it mean, a lifestyle?



Instead of spending loads of time worrying what to wear,



You go to the woods...



Looking for beauty in the most common things,



Gather things that are truly unique



When the plants become
withered late in the day, don't
dump them right away



Place them against light, and
bath yourself in the glow



Have a sound sleep in the fragrance of plants. Tomorrow will be a fresh start.

Exploration: The birth, aging, disease and death in nature



What can we do

Watching other species grow old, get sick and die can give us a new understanding of life.

To break away from our assumptions about the relationship between beauty and age, and to accept the imperfections of our lives.

By collecting and wearing plants, we can see the process of decay, understand and accept the nature of birth, aging, illness and death

What material should we choose?

features or special meanings



too small or too humble to
be noticed



isn't up to traditional
standard of beauty
e.g. mud; algae; fruit in
strange shape



once beautiful in traditional
aesthetic sense but decaying
e.g. a dying or rotten flower

How are we going to wear nature differently?

- Keep it **real**, keep it **original** (as much as possible)

(not over decorated, which may give people a feeling of concealing the flaws)

- Produce unusual but attractive visual effects in the end

(it should be interesting, not necessarily beautiful, but make you want to wear them)

- Take advantage of the unusual features to **secretly guide** people into thinking about the topic of decay and death

(doesn't directly mention our purpose)

beauty of vagueness + easy use

put decaying nature into transparent biodegradable cover



Structures to support growth

see how nature grow while decaying



Programming & extracting texture

grasshopper(?) to produce



Artificial moldy natural creatures

Use artificial materials to simulate the decay of natural organisms

