

Evening for Educators

Be Kind, Rewind Thursday, February 6, 2020

Upcycled Fashion

Curriculum areas

Art, Fashion Design

Introduction

Fashion designers such as Martin Margiela and Franco Moschino drew inspiration from street art like graffiti for their iconic 1990s designs. Margiela broke from tradition by reproducing graffiti observed on a Paris playground on fabrics, which would become a recurring motif in his work. Moschino started his career as a painter and later featured the tags of graffiti artists in prints on his ensembles.

Upcycling clothing allows students to showcase their creations on highly visible, eco-friendly, and readily available substrates. Students learn design and problem solving skills painting on unconventional surfaces and utilizing best practices for painting on durable textiles. Heavy-duty fabrics like canvas and denim are recommended. Hats, backpacks, and canvas totes are also options.

Objectives

- Customize a piece of clothing with a unique design.
- Learn to paint on denim, canvas, or another heavy-duty fabric using acrylic paint.

Related Artwork

Top left, Franco Moschino, Italian, 1950-1994. Top and skirt ca. 1990s. Cotton, metal. <u>Collection of the Phoenix Art Museum</u>, Gift of Mrs. Kelly Ellman.

Martin Margiela, Belgian, born 1957. Maison Margiela, French, founded 1988. Tank top and skirt 1991. Printed cotton. Collection of the Phoenix Art Museum, Gift of Mrs. Kelly Ellman.

Materials

- Denim or canvas garment
- Newspaper
- Posterboard
- Transparency film (optional)
- Masking or painter's tape
- Acrylic paint
- Paint pens
- Pencil
- Sharpie
- · Various brushes
- Paint markers
- Fabric medium (optional)

McNay Art Museum

6000 North New Braunfels San Antonio, Texas 78209-0069 210.805.1768 phone www.mcnayart.org



Studio Procedures

- Sketch out your design idea. Consider placement of design on the garment.
- Prepare fabric by insetting poster board or newspaper so that paint will not transfer through to the other side.
- Depending on your design, you may want to create a stencil or true-to-size drawing to transfer the larger outlines to your fabric before priming. It may also be appropriate to tape off areas for painting
- 4. If you are using fabric medium, mix your paint according to the medium directions before painting.
- 5. Block out your shapes with white paint to prime your fabric. This will ensure a bright color outcome.
- Draw in details on top of your primed surface with pen or fine sharpie and then paint in your final design.
- 7. If using fabric medium, heat set your design with a hair dryer or iron after 24 hours.

§117.302. Art, Level I. (1) Foundations: observation and perception. The student develops and expands visual literacy skills using critical thinking, imagination, and the senses to observe and explore the world by learning about, understanding, and applying the elements of art, principles of design, and expressive qualities. The student uses what the student sees, knows, and has experienced as sources for examining, understanding, and creating original artwork. The student is expected to: (A) consider concepts and ideas from direct observation, original sources, experiences, and imagination for original artwork; (B) identify and understand the elements of art, including line, shape, color, texture, form, space, and value, as the fundamentals of art in personal artwork; (C) identify and understand the principles of design, including emphasis, repetition/pattern, movement/rhythm, contrast/variety, balance, proportion, and unity, in personal artwork; and (D) make judgments about the expressive properties such as content, meaning, message, and metaphor of artwork using art vocabulary accurately. (2) Creative expression.

For questions about this lesson or information about scheduling a tour, please email education@mcnayart.org or call 210.805.1768.

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The student communicates ideas through original artwork using a variety of media with appropriate skills. The student expresses thoughts and ideas creatively while challenging the imagination, fostering reflective thinking, and developing disciplined effort and progressive problemsolving skills. The student is expected to: (A) use visual solutions to create original artwork by problem solving through direct observation, original sources, experiences, narrations, and imagination; (B) communicate a variety of applications for design solutions; (C) use an understanding of copyright and public domain to appropriate imagery constituting the main focal point of original artwork when working from images rather than direct observation or imagination; (D) create original artwork to communicate thoughts, feelings, ideas, or impressions; (E) collaborate to create original works of art; and (F) demonstrate effective use of art media and tools in drawing, painting, printmaking, sculpture, ceramics, fiber art, design, and digital art and media.

Sources Worth Consulting

- https://sewguide.com/fabric-painting/
- https://www.kesslerramirez.com/blog/how-to-painton-your-jeans