

### Final Project by Elena Florea-Burduja

FABRICADEMY 2022-2023

TWEEN PAST AND FUTURE

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### ABSTRACT

The Republic of Moldova is a country with a big heart, with honest and hardworking people. But the social-political events and emigration have left their mark.

In the last 30 years, the population has lessened by 1,5 million people. Every hour, four people leave the country. People go to other countries for a better live. But the memories of the country and traditions are always on their mind.

Being in a new country, Moldovans are forced to create their own little world where the traditions obtained from their parents are passed on to their children. Here we are talking about traditional food and drinks, about customs and clothes.

This project represents the process of creating a digital library made up of various ornamentation techniques of the national costume characteristic of my country, which can be accessed from any corner of the world.



### ACKNOWLEDGEMENTS

This project is carried out with the support of the Future Technologies Activity Project, funded by USAID and Sweden



### INTRODUCTION



The Republic of Moldova is a small country with bighearted people. If we try to analyze the development of the Republic of Moldova, we notice that it was a very complicated one. We were constantly subjected to external actions. But over the years, the country has tried to develop, without losing its authenticity. In recent decades, global change has narrowed the gap between people and nations, made people of different cultures interact closely, frequently, and in these processes their need to be carriers of visible identity, to by reorganized as representatives of a country, is growing. And then they resort to the proven practice of wearing a traditional costume or part of it.

The goal of the project is to create a digital library with ornamental techniques characteristic to my country, which can be accessed from any corner of the world and is intended for all people who want to know or use the authenticity and originality of the national costume.

# STATE OF THE ART

There are online platforms that offer us a multitude of information related to the topic studied. Here are just a few:

Facebook groups:

- MăiestrlA
- Semne cusute în acțiune
- la râurată românește
- Oltenia coase ie
- Șezătoare Ploiești ș.a.

A page where you can find many scanned books dedicated to the popular Romanian port:

https://www.facebook.com/artaaculuilaromani

Sewing instructions:

- https://maiestria.com/product-category/planse/
- http://bit.do/elisabratianu
- http://semne-cusute.blogspot.com/

Tutorials with the most famous sewing techniques:

- Channel MăiestrlA on Youtube
- Channel Semne Cusute on Youtube

These pages present useful information for the creation of real artwork, but none allow the creation of digital collections.

### THE PROBLEM

Folk songs, customs, traditions, national costumes are part of our history. They are priceless treasures that define us as a nation. It is our duty to keep them sacred and pass them down from generation to generation.

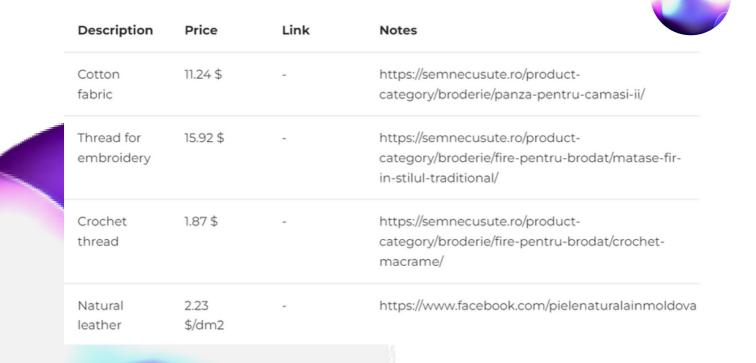
My project presents the results of the research of the techniques of ornamentation of handmade products, textiles, fabrics, leather and accessories from the area of Bessarabia. Special attention was paid to lace and the correlation of the crochet motifs with embroidery elements and ornaments embroidered in crosstitch.

Another means of preservation, use, modification and transmission of ornamentation techniques is presented, using information technologies.

# BOM

# BOM BILL OF MATERIALS

The final project will be done on an online platform. Materials will only be used to create actual samples.





# SOFTWARE

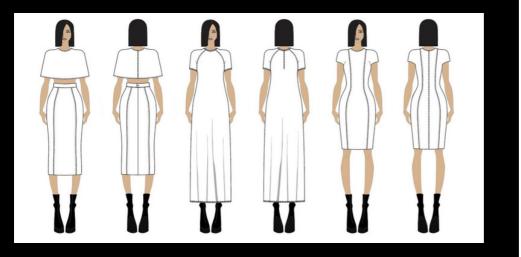
# Various software will be used to create the digital library.

Description	Price	Link	Notes
Clo3D	50.00 \$/month	https://www.clo3d.com/en/	paid online
Daz Studio	Free \$/month	https://www.daz3d.com/	-
Adobe Illustrator	21.00 \$/month	https://www.adobe.com/	paid online
Adobe Photoshop	22.00 \$/month	https://www.adobe.com/	paid online
Cross Stitch Profesional	Free \$/month	https://www.dpsoftware.com/	-
Crochet Charts	Free \$/month	http://stitchworkssoftware.com/	-



For the presentation of digital ornaments, collections were created

### in 2D software

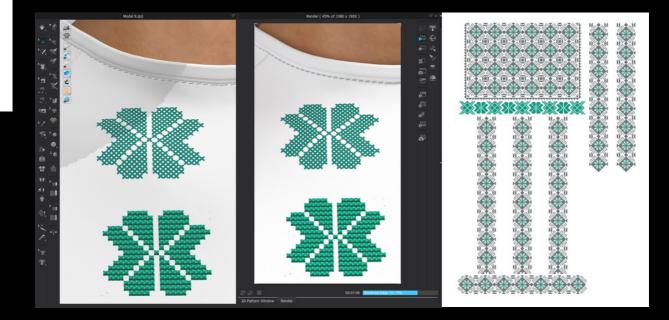


### and 3D software.

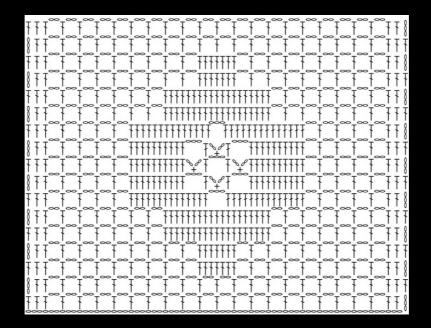


EXPERIMENTATION くして

Experiments were also made with various software for creating embroidery schemes and crocheted elements. After various experiments, the Cross Stitch Professional Platinum software was selected for the embroidery ornaments

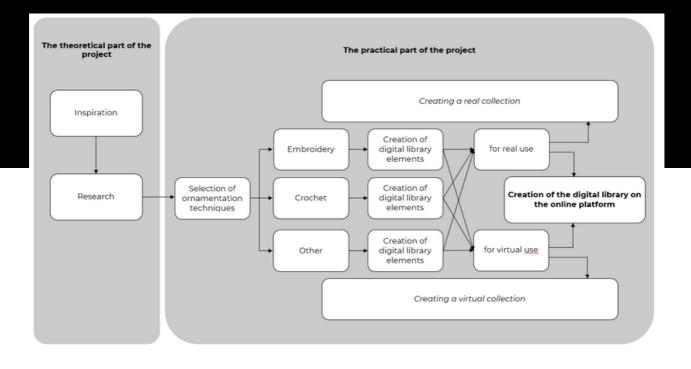


Crochet Charts software was selected for the crocheted elements.





# DEVELOPMENT PROCESS



The process of creating the digital library is a complex but creative process. There are stages that will only be done on the computer. Of course, the creation of samples will be a real one. The work stages are presented in the diagram.

#### **STEP 1 - INSPIRATION**



### **STEP 2 - RESEARCH**

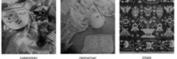


### **STEP 3 - CREATION OF DIGITAL LIBRARY ELEMENTS**



### **STEP 4 - ELABORATION OF THE ONLINE PLATFORM**







# INSPIRATION

The Moldovan folk costume was chosen as the source of inspiration. This is an art object, made up of elements symbolically ornamented.



STEP

The Moldovan folk costume was also a source of inspiration for many international designers. They presented to the whole world beauty of our nation.



### THE MAIN ELEMENT OF THE NATIONAL COSTUME IS THE BLOUSE CALLED <u>IE</u>.

The blouse with "altiță" or IA keeps our social genes as close as possible to our consciousness. It is the garment that has been wron throughout history until now and it gives the feeling of participation in the historical process.



And it is the most expressive garment from an artistic point of view and it is an essential identity feature.



### THE PARTS OF IE

<u>The blouse with</u>

<u>"altiță" consists of [2]:</u> <u>ALTIȚĂ</u> - the upper part of the sleeve of a woman's shirt, in the form of a square or rectangle, cut separately, to fix the



shoulder. The

decorative motifs placed on the high ground are the richest part of it.

<u>BENTIȚĂ</u> - narrow strip of cloth that holds the shirt tightly around the neck.

<u>BRĂȚARĂ</u> - decorative element that fixes the curls to the shirts, arranged at the wrist of the sleeve.

<u>ÎNCREȚ</u> - ornamental strip placed under the trellis.

<u>PAVĂ</u> - small square or triangular piece of cloth, which is mounted on the underarm and connects the stan and the sleeve, to ensure freedom of movement.

<u>PUI</u> - simple ornamental motifs that are sewn on the chest or back of the shirt. The name probably alludes to the small size of these ornaments.

<u>RÂURI</u> - decorative elements placed on the sleeves under the încreț, on the chest or on the back of the shirts associated with rivers flowing downhill.

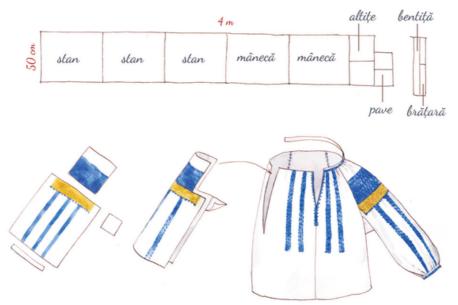
<u>STAN</u> - tailored piece of cloth that makes up the front and back of shirts.

### RULES FOR CUTTING THE BLOUSE WITH "ALTIȚĂ"[2]:

1. The cut of the traditional shirt is based on the total lack of waste,

2. Because Romanian embroidery is done by thread count, it is very important to have the parts cut exactly on the thread line. In this way we will get a perfectly arranged ornament.

3. It is important to understand that there are no standard sizes. We have different figures, we prefer to highlight certain parts of our body, that's why we will cut each of our own sizes.



4. The button-up shirt is oriented symmetrically to our spine, so we will cut 2 buttons, 2 sleeves, etc. at the same time.

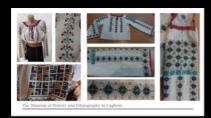
5. There is no need to cut the entire shirt from the very beginning. We will tailor parts of it one at a time, and as we gain experience, we will tailor the other parts as well.
6. To protect the edges of the cut parts, we worked with a simple stitch all around, as soon as we cut.

# RESEARCH

The research stage is the stage in which types of ornaments are selected to be introduced into the digital library. To collect various ornaments, I visited the museums of my country.



### Here you can see just a few photos.













# CREATION OF DIGITAL LIBRARY ELEMENTS

Initially I will start working with two techniques: cross stitch embroidery and crocheting. I used the software Cross Stitch Professional Platinum, Crochet Charts and Adobe Photoshop.



### SOME EMBROIDERY ORNAMENTS



### SOME CROCHET ORNAMENTS

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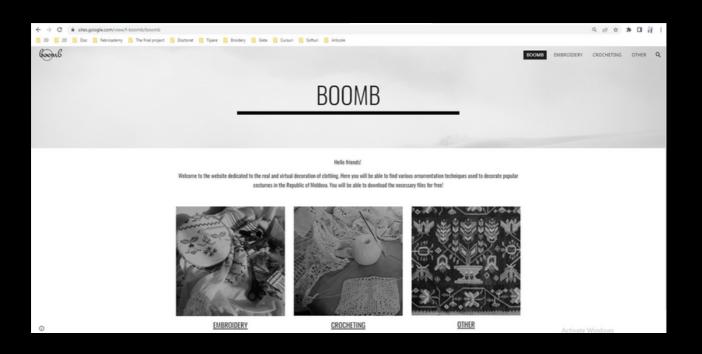
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# ELABORATION OF THE ONLINE PLATFORM



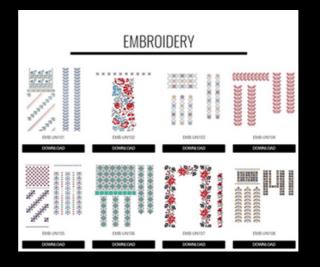
I creatid the free platform with google.site on which I placd the created ornaments.

There are currently three sections on the platform.

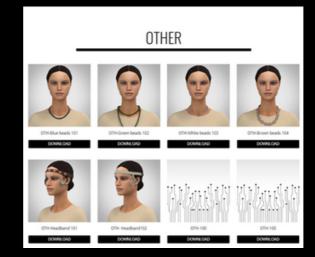
In the first section crossstitch ornaments,

in the second - crocheted ornaments,

and in the last one - various elements such as beads, rings and others.







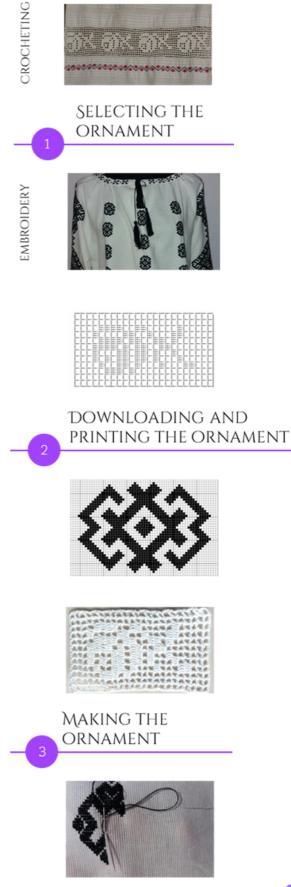


The digital library is a collection of ornaments saved in jpg and png format. It can be used in two ways.

# THE FIRST WAY

The first way is to use schemes to decorate or create real products. Here we will initially select the ornament, download and print the scheme, then manually make this decoration.

This method can be used to decorate clothing, accessories, home textiles and other decorative items.



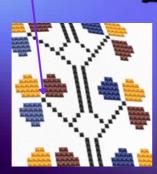
# THE SECOND WAY

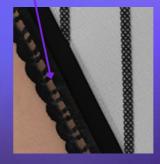
The second way is to use schemes to create virtual collections. Here we will initially select the ornament, we will download the scheme in png format, and then we will place the ornament in the software.

This method can be used to decorate virtual products.



### VIRTUAL DECORATION







### RESULTS

The result was as expected. A platform was created, which can be used absolutely free, from any corner of the world.

This library can be modified, adapted and completed according to the designers' needs.

Also, this digital platform allows:

- Preservation and integration in fashion
  of the cultural heritage of the country;
- Reduced time for creating new collections;
- Reduction of textile waste;
- Environmental protection.

You can find the digital library here:



# CONCLUSION

This project is an important step in the promotion of cultural heritage in the country and abroad and a way to strengthen the identity spirit of a people. For a better visibility among young people, information technologies are used.

Also, the use of creation and decoration methods using 3d software reduces the negative impact of fashion on the environment. Original collections can be obtained here, without creating textile waste and polluting nature.

The digital library is not a new idea. The novelty comes through the use of traditional Moldovan ornaments as digital ornaments. These can be used to create digital collections, and if necessary, real clothing collections.

This project allows to:

- create databases with various ornaments that can be used as needed;

- diversification of the assortment of real textiles, using deciphering schemes;

- create and decorate virtual products;

- promoting cultural heritage values.

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# ABOUT ME

I am a lecturer at the Technical University of Moldova, Faculty of Design. I teach 2D and 3D softwares in fashion.



I also do research on the creation of clothing for people with amputations. Namely, about modifying avatars according to the shape of the wearer's body, about creating new models, about changing patterns and the elaboration of the set of documents for making the clothes.

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