

# **DANCING FABRIC**

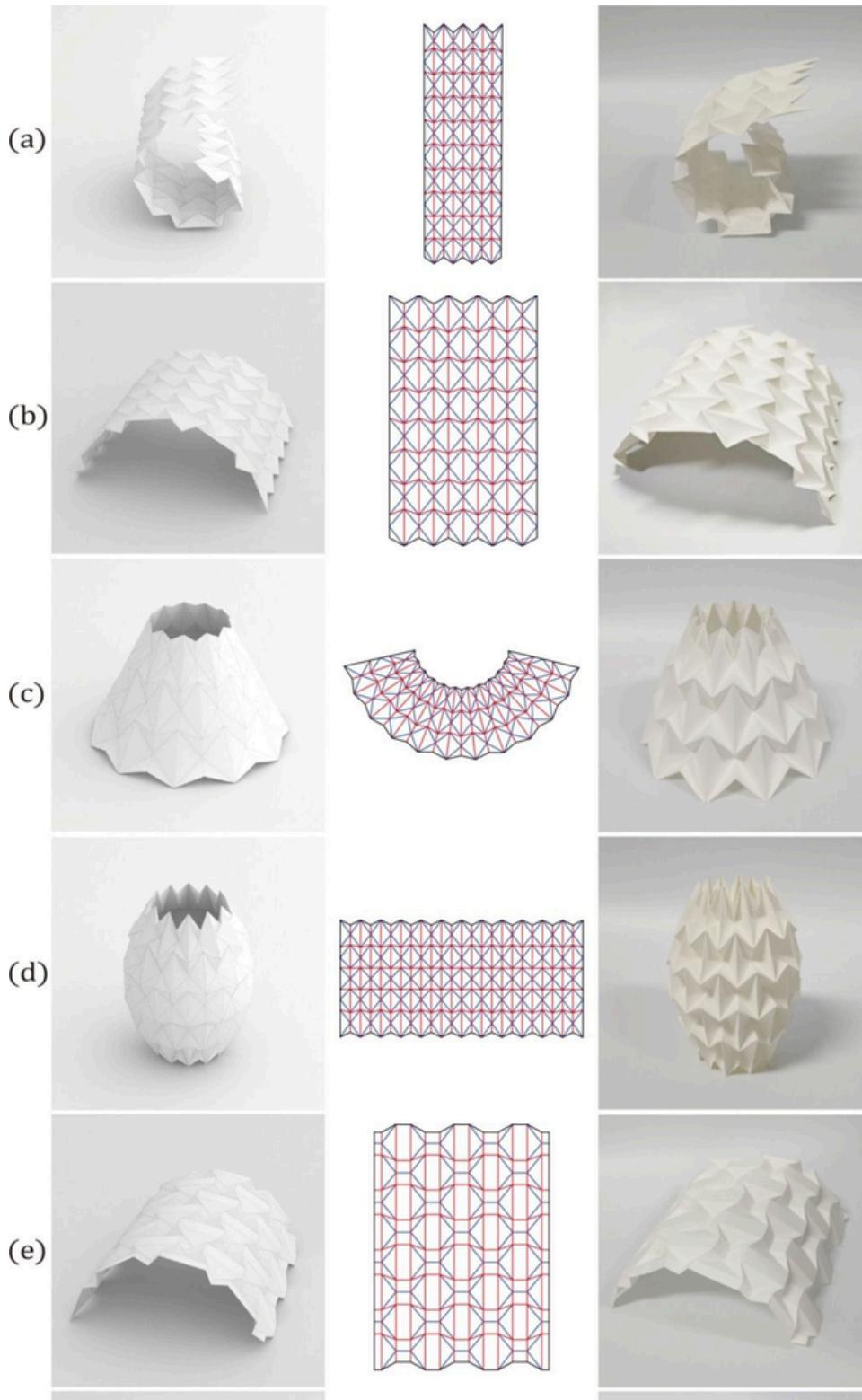
## **Final project**

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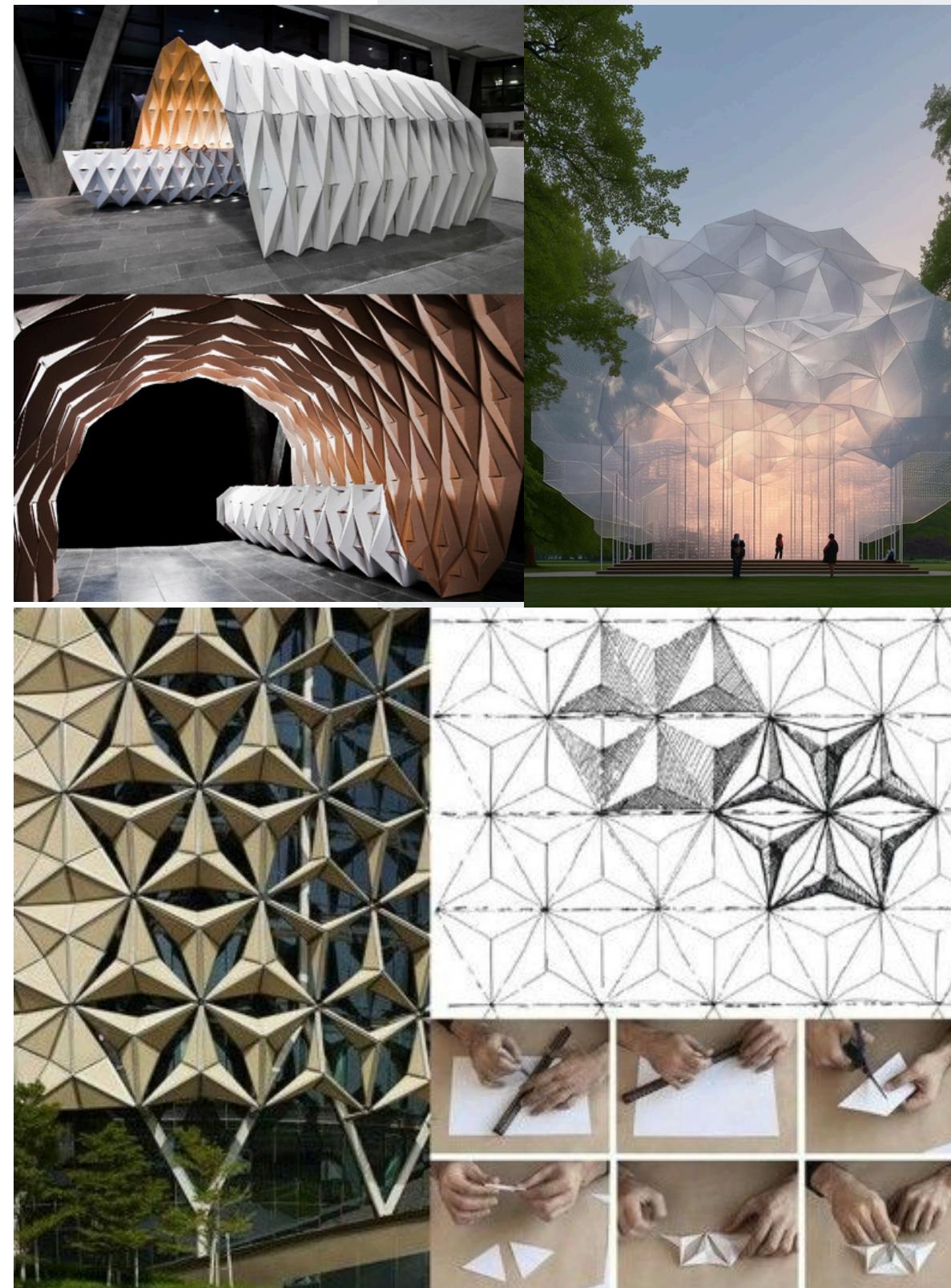
By:  
Lilit Barseghyan

# ORIGAMI SHAPES

On paper



In architecture



In fabric

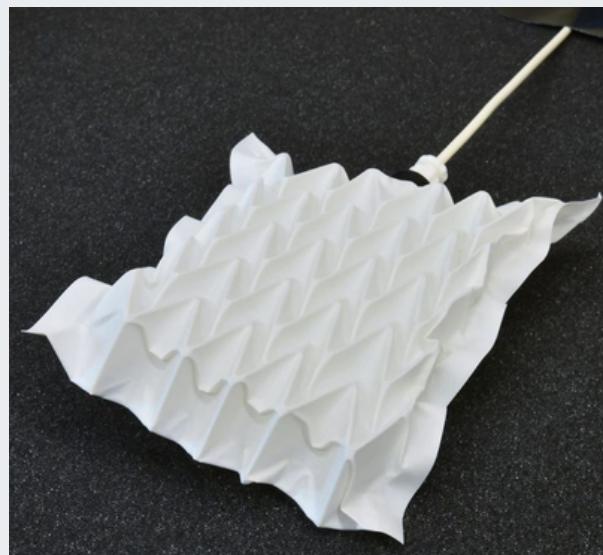


# Integration into the project

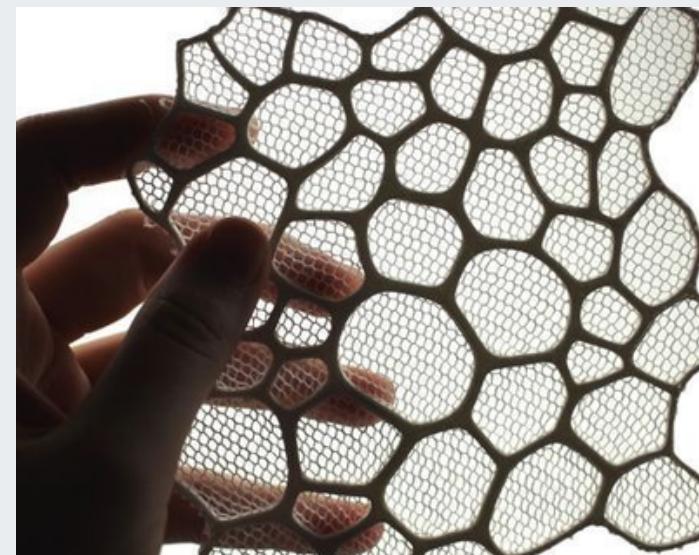
I wanted to create an origami-shaped fabric that would be more stable, strong, and visually interesting, and that could be integrated into different projects — maybe in clothes or in industrial objects, like a sofa, chair, or anything else. I had a small project in Wearables week where I used the 3D-printing-on-fabric method. After that, I put it under a press and got a pattern that moves when the material works.

I think it is an interesting idea and it could work well in future projects. But I also wanted to try not only the **3D printing method**, but also **molding**, **pressing**, **soft robotics**, or other techniques, to understand which of them works better for this kind of project and what different effects they give to the final result.

**soft robotics**



**3D printing**



**molding**

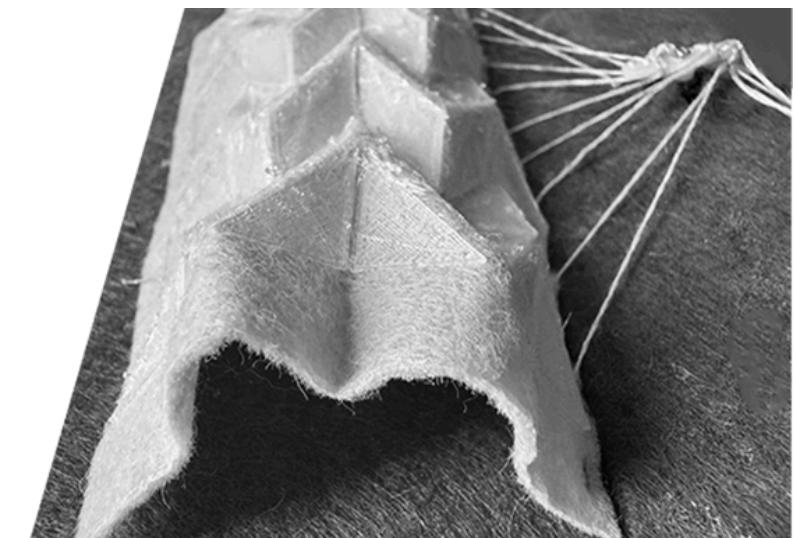
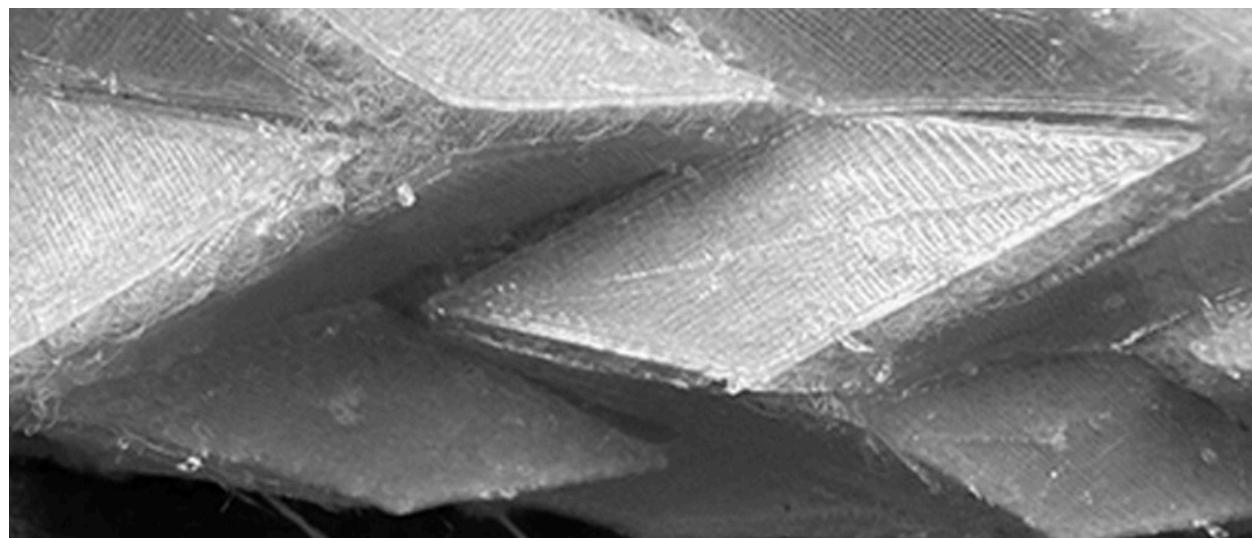
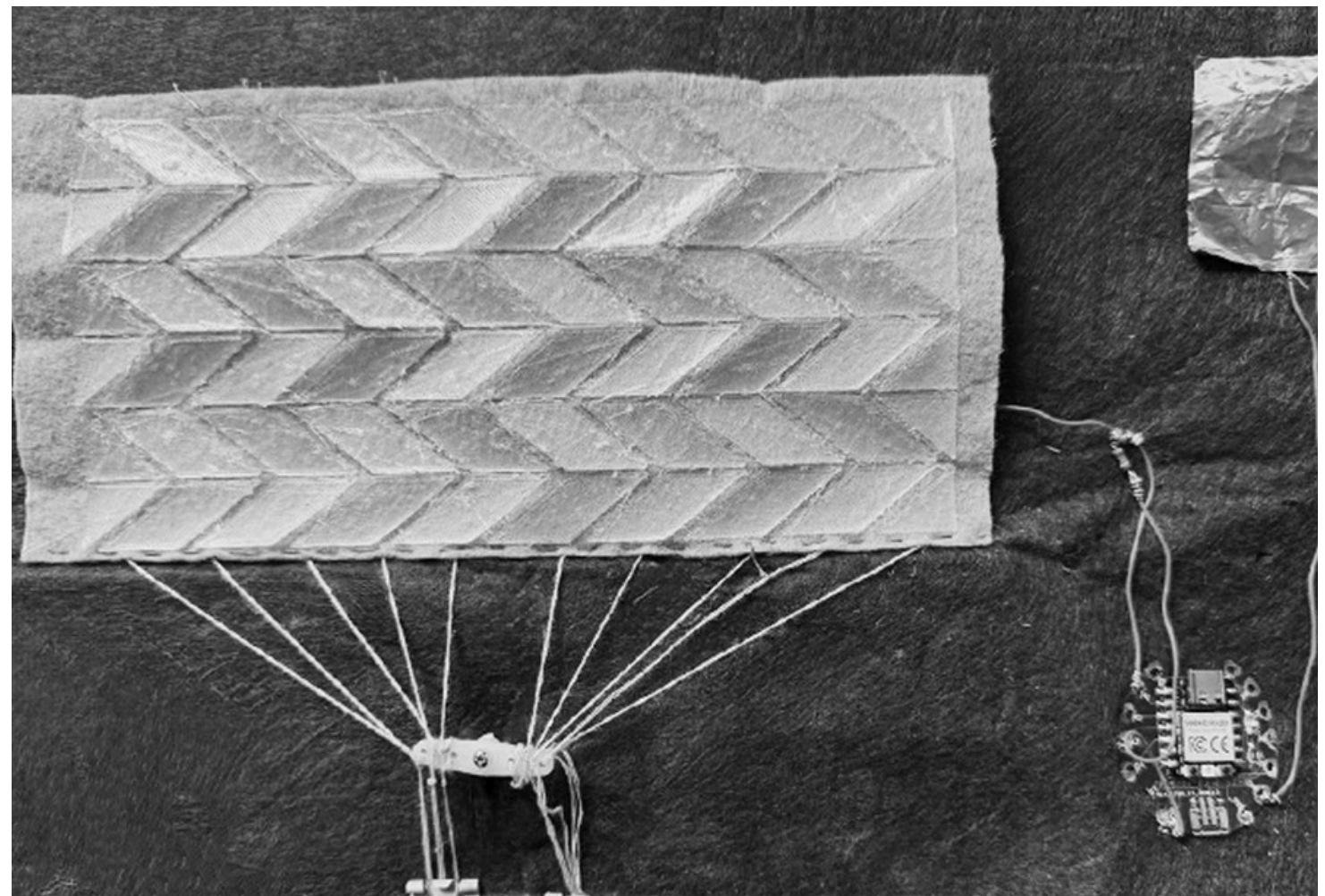


# MY PROJECT

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This project is about a scarf with 3D-printed fabric that shrinks when the metamotor works. It helps the scarf protect your neck from the wind.



System can work with a wind detector or simply with a pressure sensor.

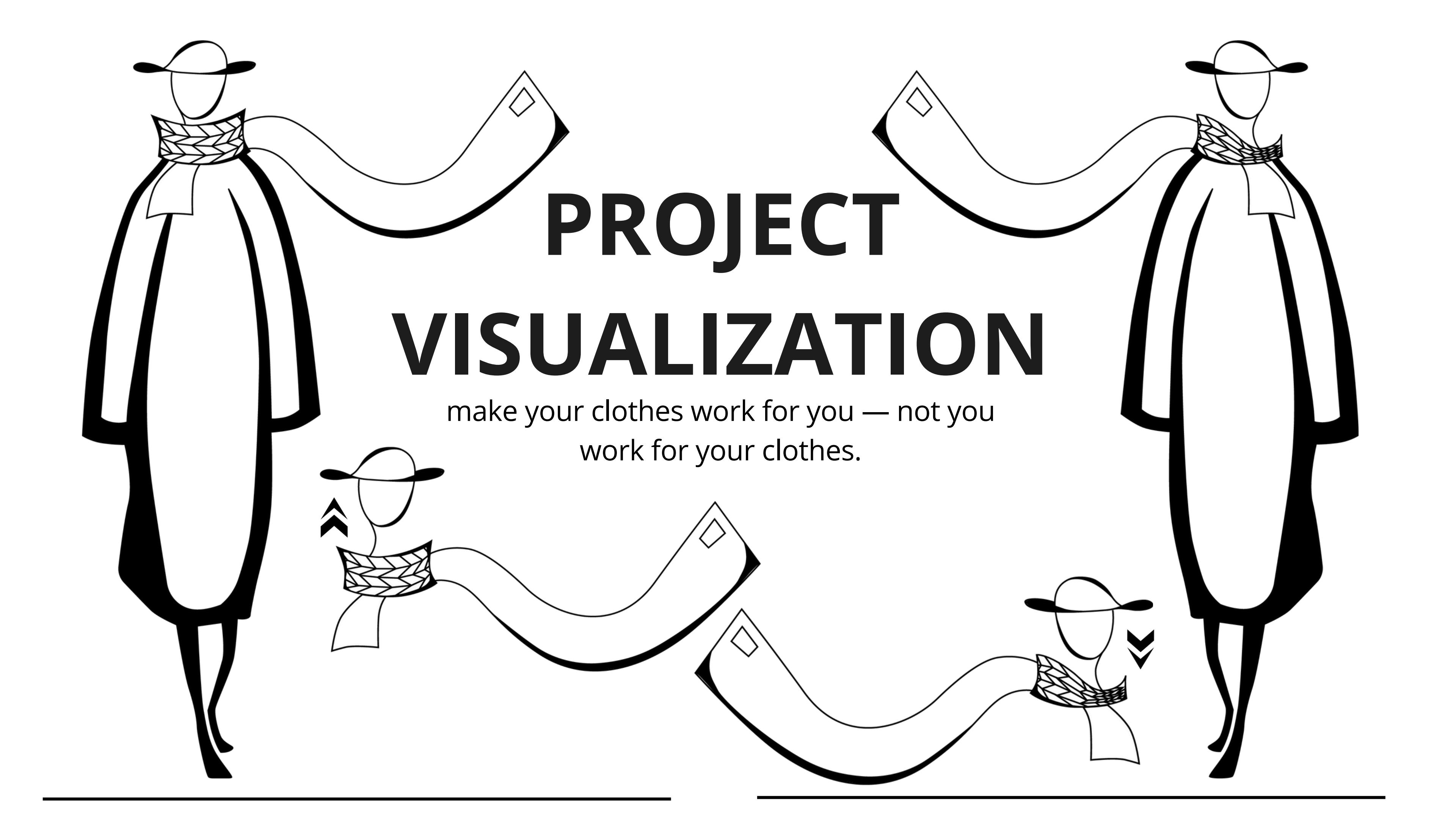
# STORY OF THIS PROJECT

This project started from a personal experience. I was hiking in the **mountains of Ara**. I was very close to the top — only the last steps were left — but it was extremely cold and windy. My scarf kept sliding down all the time. I tried again and again to pull it up and close my neck, but the wind immediately pushed it down.

I started to think:

**Why can't objects work for us?**





# PROJECT VISUALIZATION

make your clothes work for you — not you  
work for your clothes.

The goal is simple: keep the body warm, safe, and comfortable, and reduce the risk of getting ill. Of course, I want to make it stylish — people would want to wear not only because of its functionality, but also because of its design. The scarf should enhance the overall look, make it more interesting and unique, and feel like a natural part of personal style, not just a technical or “smart” object.



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# Who?

For people who live in cold places or have cold winters in their cities.

# What?

It is for people who need to keep themselves safe and warm, close their neck, and go somewhere in cold temperatures — in winter, or maybe in the cold parts of autumn or spring.

# When?

It can be worn in everyday life, during hiking, long walks, evening outings, or in many other situations.

# Where?

In cold seasons or in cold parts of a country or the world.

# Why?

For keeping you safe, warm, and comfortable, you don't need to adjust your scarf every time when you're tired or when your hands are busy.

# CONCLUSION

The scarf was the first idea I wanted to explore as a **wearable piece**. At first, I was thinking about it almost like a wearable's week, but of course, time was limited. Still, I made a small experiment to understand **how this idea could work**.

Now, I want to think more deeply about this concept and figure out **which sphere it fits best** — fashion, industrial design, interior, or maybe something else. I want to explore how I can use this technique to create something unique, interesting, and special for my final project.

