

Materializing Movement

A Fabricademy Final Project Proposal

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**“A system for materializing the aquatic movement of the human body
in customized biofabricated textiles.”**

IDENTITY

The fashion and textile industry often produces objects that are fast, anonymous, and disconnected from the body that wears them. At the same time, many bodily movements, especially underwater, remain invisible and unrecorded. Swimming is repetitive, rhythmic, and deeply personal, yet it leaves no trace.

SLOW FASHION

This project proposes a form of embodied slow fashion, where sustainability is not only about materials, but about relationships: between body and object, between movement and memory, and between time and care.

MOVEMENT DATA

Movement data captured, interpreted, or abstracted becomes to an unique pattern language. Each textile artifact is therefore personal and non-reproducible, turning the user into a co-author of this design. This challenges fast fashion not by rejecting producción, but by slowing it down through personalization, emotional attachment, and long-term use following principles of sustainability and personal identity.

WHY?

The fashion and textile industry often prioritizes speed, novelty, and disposability, producing objects disconnected from the body and its lived experience. At the same time, the movements of the body—especially underwater—remain invisible and undervalued as sources of design.

This project responds to the need for textiles that:

- Are deeply connected to the body that generates them
- Resist anonymity through personalization and embodied data
- Value time, care, and long-term use
- Challenge fast fashion not by rejection, but by reconfiguration

WHAT?

I propose a **durable, embodied textile system** that translates underwater body movement into patterns and material structures. Instead of designing garments as static objects, I design a process where movement generates form, and time becomes an active design material.

WHO?

Athletes of any
age interested in
identity through
clothing

Users seeking
long-term,
meaningful
relationships with
their garments or
wearables

Designers and
communities
exploring slow
fashion through
technology and
material innovation

OBJETIVES

A series of movement-derived pattern systems

Material experiments focused on durability and adaptability

One or more wearable or textile artifacts

Documentation of how time, use, and care shape the object

A critical reflection on slow fashion beyond biodegradation

The project develops through:

- Observation and interpretation of swimming movements
- Translation of motion into patterns using analog and digital tools
- Development of durable material systems (biopolymers, textile scaffolds, hybrid materials)
- Fabrication using techniques such as 3D printing, laser cutting, and textile scaffolding
- Prototyping objects that respond to movement and evolve over time

PROCESS

PROJECT TIMELINE

PHASE	OBJETIVE	TASK	DATE
<p>PHASE 1 DEFINITION & PLANNING</p>	Clearly define what the project is, where it starts, and how it will be built.	<p>Definition of the project concept</p> <p>Delimitation of the approach:</p> <p>Selected swimming style. Development of:</p> <p>Conceptual sketches Initial prototype ideas and list of materials and processes</p>	8/01/2026 -13/01/26
<p>PHASE 2 EXPLORATION, PROTOTYPING & TESTING</p>	Explore how movement becomes pattern and matter.	<p>Development of initial functional prototypes</p> <p>Translation of movement → drawing → pattern.</p> <p>Testing of: Bio-based materials and</p> <p>Integration of textile waste.</p>	20/01/26-27/01/26
<p>PHASE 3 FINAL DESIGN & NARRATIVE DEVELOPMENT</p>	Consolidate the final system, object, and story of the project.	<p>Final design development</p> <p>Clear definition of the object/system</p> <p>Project storyboard:</p> <p>Origin (movement), Transformation (pattern), Materialization, Life cycle,</p> <p>Creation of production files, preparation for Mid-Term Presentations</p>	03/02/26-17/02/26
<p>PHASE 4 FINAL RESULT & DOCUMENTATION</p>	Close the project with a coherent, documented, and communicable result.	<p>Production of the final prototype</p> <p>Focus groups / user testing</p> <p>Final adjustments</p>	03/03/26-08/03/2026