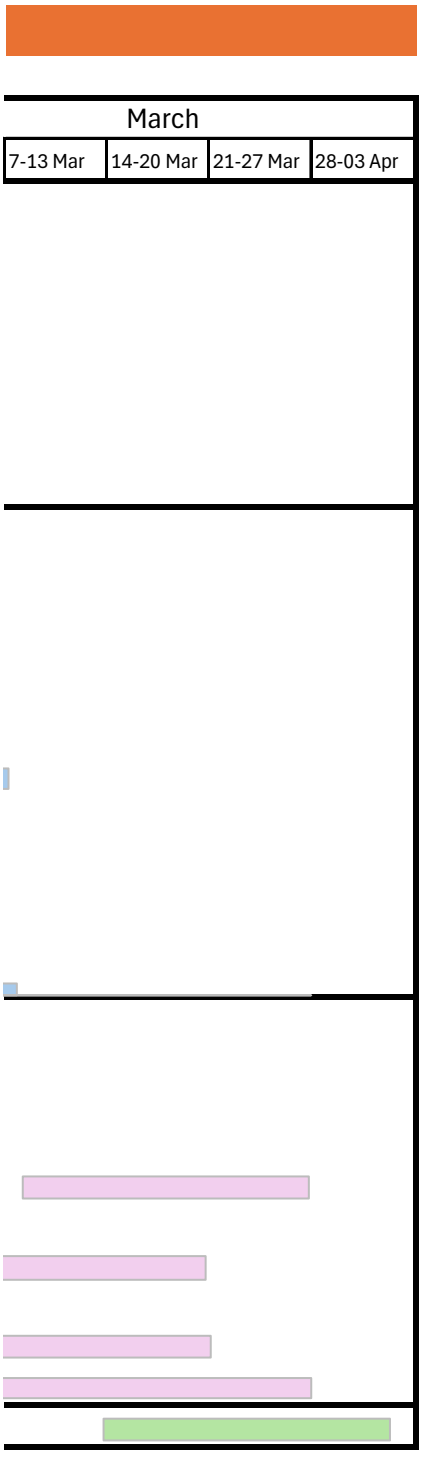
FINAL PROJECT

Task/Month	January			February				
	11-16 Jan	17-23 Jan	24-30 Jan	31-6 Feb	7-13 Feb	14-20 Feb	21-27 Feb	28-6 Mar
1.- Finding all the materials for the project								
Looking for reusable textiles or second hand clothes								
Sketching for the final outfits								
Growing Kombusha								
Find and buy all the other materials (electronic, 3D printing, tul)								
2.- Start the process of making the textile and patterns								
Design the different textile modules for the computational couture								
Work on 3D samples of feathers and snake scales								
Dry and dye the Kombusha								
Work on the Patchwork and define the embroider								
Laser cutting and 3D printing of the final product								
Programming the electronic circuit								
3.- Garments making and assebl of pieces								
Making the patterns								
Cutting all the pieces								
Create BOM (Bill Of Materials)								
Start with the embroider for decoration before or after the garment assemble								
Adapt the electronic devices on one garment								
Sew all the garments together								
4.- Video: Storytelling and Filmaking								


March
7-13 Mar
14-20 Mar
21-27 Mar
28-03 Apr