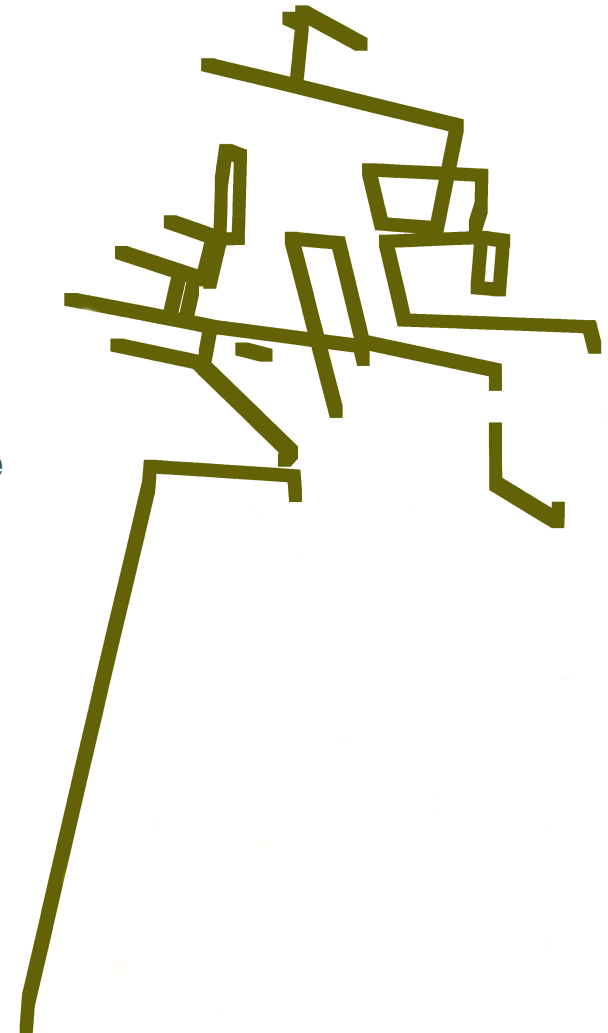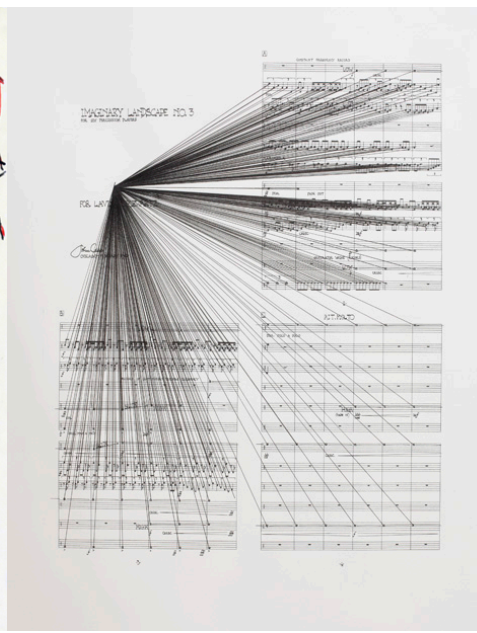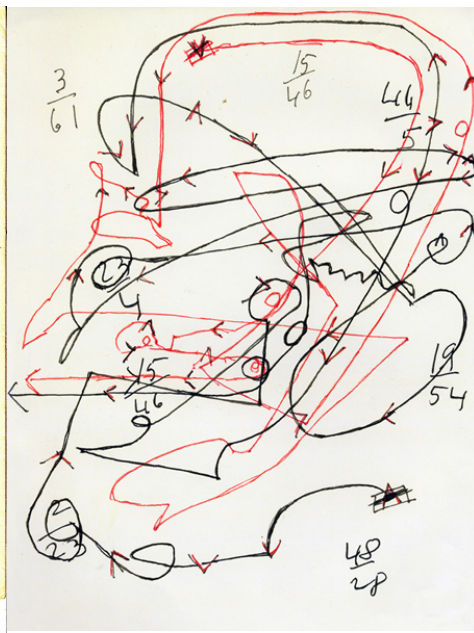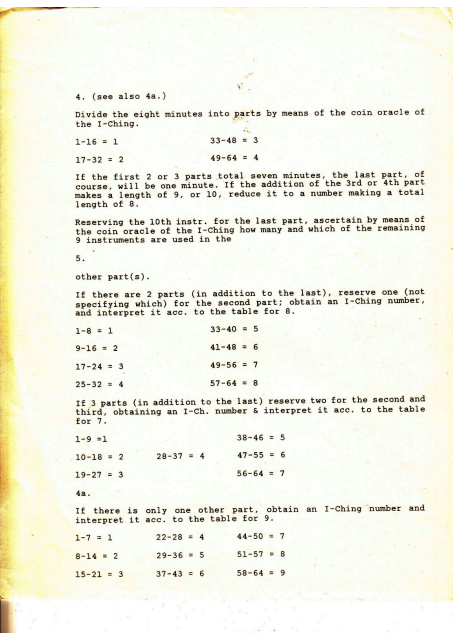# Simon Thorogood

Tex t *u*rel.

(textual + textural + apparel)
166 Fashion Design Initiatives.

A text-based fashion 'Oracle' App for Smart Phone and Tablet.

Oracles & Creativity.

4. (see also 4a.)

Divide the eight minutes into parts by means of the coin oracle of the I-Ching.

1-16 = 1	33-48 = 3
17-32 = 2	49-64 = 4

If the first 2 or 3 parts total seven minutes, the last part, of course, will be one minute. If the addition of the 3rd or 4th part makes a length of 9, or 10, reduce it to a number making a total length of 8.

Reserving the 10th instr. for the last part, ascertain by means of the coin oracle of the I-Ching how many and which of the remaining 9 instruments are used in the

5.

other part(s).

If there are 2 parts (in addition to the last), reserve one (not specifying which) for the second part; obtain an I-Ching number, and interpret it acc. to the table for 8.

1-8 = 1	33-40 = 5
9-16 = 2	41-48 = 6
17-24 = 3	49-56 = 7
25-32 = 4	57-64 = 8

If 3 parts (in addition to the last) reserve two for the second and third, obtaining an I-Ch. number & interpret it acc. to the table for 7.

1-9 =1		38-46 = 5
10-18 = 2	28-37 = 4	47-55 = 6
19-27 = 3		56-64 = 7

4a.

If there is only one other part, obtain an I-Ching number and interpret it acc. to the table for 9.

1-7 = 1	22-28 = 4	44-50 = 7
8-14 = 2	29-36 = 5	51-57 = 8
15-21 = 3	37-43 = 6	58-64 = 9

Make a sudden, destructive unpredictable action; incorporate

Texturel (text*ual* + textu*ral* + *appa*rel).
166 Fashion Design Initiatives.
A text-based fashion 'Oracle' App for Smart Phone and Tablet.

Texturel is a fashion design 'oracle' conceived for Tablet and Mobile App (application software), which delivers a series of indirect textual instructions that subject to interpretation and application can offer potentially unconventional and unexpected design results and outcomes.

Intended to remedy a design problem or dilemma, encountered through sketching, drafting a pattern, draping, photographing, styling or accessorizing a model, location, garment or collection or any other given situation, **Texturel** proposes a degree of conceptual direction upon reaching such an impasse. The user is able to scroll through the system and by acting upon the first given proposition or else being motivated by a succession of increasingly abstracted directives, they can decide upon an appropriate strategy for progression.

As a generative design tool, the **Texturel** system will continuously remix and abstract the instructions given so that they are never repeated in exactly the same way during one use or session.

Oracles were historically considered to be portals through which the gods spoke and which were regarded as a source of wise counsel or prophetic predictions of the future. They also became celebrated as instruments of ingenuity, creativity and more latterly as a compelling means of exploiting accident within the arts. Chance procedures and systems were famously pioneered throughout the 20th Century by such names as Marcel Duchamp, Ellsworth Kelly, Merce Cunningham and John Cage, who extensively utilized the ancient Chinese I Ching divination text, for example, to create artworks, choreography and musical scores.

Texturel continues this tradition and methodology but within a fashion context (although it is intended to have application to other design disciplines) and aims to nourish a shift in the way that fashion design is conceived, perceived and communicated. It is also concerned with a notion of inclusivity and **innovention** (the blend of innovation + invention) and how we can collectively partake in new fashion design processes that are distinctive, entertaining yet persuasive and edifying.

How can things be partly erotic, partly absurd?

Make it slippery.

BC, K, NE, F, Pb, Hg, 80, Mg, 57+, Rn 66, Fm, 4, H, 103. To some extent.

Imagine a Dahlia.

What if we perceive the shoulder as a symbol of excess?

4 steps away from inpenetrability.

The malaise and meaningless of red.

Use the first type of square.

Based around butterflies.

Mimic the brash colours and patterns of a bird of your choosing.

Introduce a change. Dramatically vs incrementally.

Texturel. Sample Design Directives.

Joined pertinacity

Sort into clear layers
/
textures
//
tones of blue.

Make it odd,
But

inevitable.

Clone an unsatisfactory section of the the garment.

The 'easiest'

condensing of

material.

Texturel. Sample designs & layout.

Recall an event that happened

on the

1,

7, 8, 9   or

17th

of the month.

Introduce
(an unreasonable)
*C*ollar

Initiate *a* highlypicturesque sleeve.

curate a collection of extreme difficulties.

2.5,

0.2,

5, 5,

1.5. (Positions for buttons)

Select a smaller section of the design so far.

Enlarge

knees. Apply a detail from your most favourite/worst item of clothing,

ever.

that is

too

acute

the form? How would age and time affect

Regard the item as if you absolutely

√‾⁻‾

<

Fear the

/ine.

this as the mainframe

despise it.

Really hate the fucker.

of the garment.

Protect the

Introduce **shaping**

Texturel. Generative experiments.

r g e
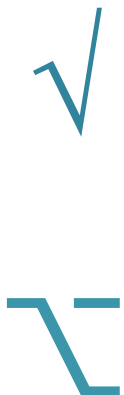
oo

a c u t e

√

<

This as the | *mahtrame of* | *the garment*

Protect the knees

Fear the

Fear a r

Apply a detail fro m

ine

/

is

Erg

a saller rom your mm**os**t forite/

worvt **ite** Inmtrosduce **shapinag** thSelat

AU

tppt

ifrtE

Aly a fucker. deail om o ythat isa esmller scon

t p p t

if rt E

mE

mE

Texturel. Android App test interactions.

Decorate, decorate	**Remove ambiguities and convert to specifics**	**Look closely at the most embarrassing details and amplify them**
What is the reality of the situation?	**Always the first steps**	**Don't be afraid of things because they're easy to do**

Texturel. 166 Design Initiatives. Approx 39 billion possible directive permutations.

20 Adjectives x 10 Adverbs x 43 Nouns x 100 numbers x 30 Verbs x 20 Units = **900,000,000 word mixes.**

900m x 43 word order configurations (sentence orders of the above criteria) = **38.7 billion sentences .**

Texturel.

*1*66 Fashion Design Initiatives.

Free downloadable Android app Summer 2014.

Texturel is –

acrolet, architect, circumspect, dialect, disinfect, edge effect, genuflect, grapholect, in effect, introject, lake effect, preselect, self-respect, side effect, turtlenecked, vivisect…