

What is the most enjoyable part of designing for you?

I enjoy all parts. I find that I start each section loving it – research, design, making, etc. Then I get to a point where I hate it and desperately want to move on to something else. So, at a certain point in the design process, I decide that I'm really a maker and want to make things – then I want to think about ideas. So mostly I follow myself around, I guess.

Anessa Starker

What fuels your design ideas?

Any idea I find interesting. I like modern art and history, so I read a lot around those topics.

What is the best environment for you to work in?

I work best in spaces with others around; being by myself in a room makes me a little crazy!

How important is research in your working process?

Research does take a back seat when I'm actually working. However, I would research pattern drafting, draping or construction techniques if I felt I needed to. Mostly my working process is a bit more experimental. However, I have often already researched a specific drafting/making technique earlier in the design process, which I then just apply in the working process.

How important is designing in your research process?

It has become increasingly important. Designing as I research or, at least, creating some visual response to ideas I'm researching helps to ground the research in a practical way. I'm always trying to come back to the question, "How does this idea relate to clothing?"

What are your sources of inspiration?

I get a lot of ideas when I wander around. I also often look at historical garments. I find inspiration often finds me unexpectedly.

Do you experience an 'eureka moment' when you know a design is working?

I don't usually experience a eureka moment, but there has been the odd time when I had a moment where I knew a design would work. Specifically, I designed a shift dress with a particular collar on it. That was an 'eureka moment.' I have gone on to design iterative versions of this dress in other collections.

How would you describe your design process?

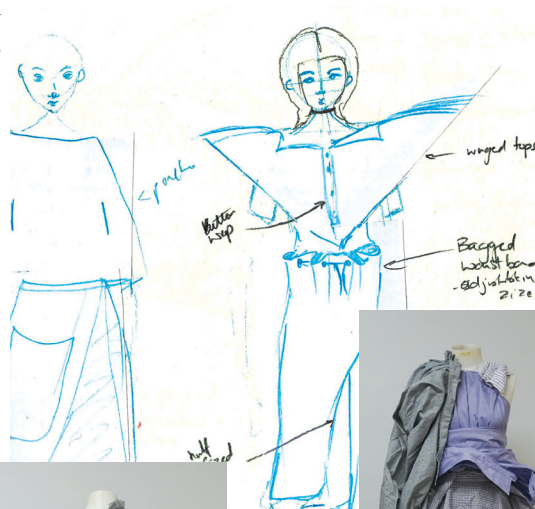
Probably as linear – one idea leads to another. I usually start with some research, then create mood boards or collages in response to that. Then I research some more. Eventually, I have enough of a position to start designing. From there I might have specific things I want to include, like collars or flared skirts. I sometimes make silhouette studies to get a feel for how I might want clothing to sit on the body. Once I have an initial line-up I might find fabric, if I haven't done so earlier, and do some seam and application samples to see which fabric will work for the design. I might then go back and redesign. After this, I usually start pattern making.

Do you have sources of inspiration that you always revisit?

I don't think I intentionally revisit the same sources. However, I do have some themes which I really like and often look into. For example, I really like historical military uniforms, so often look to those for inspiration.

What materials are essential to your working methods?

Coloured pencils, collagable images, set square (grading square), Fiskars' spring-handled snips, sewing gauge. I also generally have a lot of books, though not always the same ones.



research and design work evolve from 2D to 3D!

My designs evolve a lot from 2D to 3D. Going from 2D to 3D is for me the most important part of the design process, because it's where something purely theoretically has to be constructed in materials. For me, working within the real-world constraints of having a 'real' body, limited resources and materials available to bring something to life defines being a designer, as opposed to being an artist. Being a designer is a response to constraints, and the process of making a 2D design 3D defines that.



to these spaces

Direct result of hypermobility (mobility) - economic

- encourages consumerism
- replaced traditional shopping experience
- anonymous shopping experience

neo-Marxism

- capitalism thrives on the exploitation of the working class
- present
- economic control produces class which leads to rebellion
- working class of owners and poor class of workers

Body as commodity

The body gets abstracted, divorced & multiplied

The body is used as a tool to sell product

Body does fully complex, abstract class of commodity

to the body is always in a state of flux

Is there a specific time of day when you are most creative?

No, I find that I have to keep engaging with different ideas for them to develop into something. However, I do often stay up late, especially if I feel I'm 'on a roll.'

Do you have a team that is involved in the design process? If so, what do they do?

No, I don't have a team.

Is there a routine to your design process?

No, I don't think so ...

Does your design process involve photography, drawing or reading?

My design process is very driven by ideas, so I often do a fair bit of reading before I start drawing. I would often start by making some collages of magazine images or found materials to figure out the mood for the collection. I have found that it's very important for me, personally, to work out how the idea can be related to clothing very early in the process – otherwise, I think the clothing gets lost in the design.