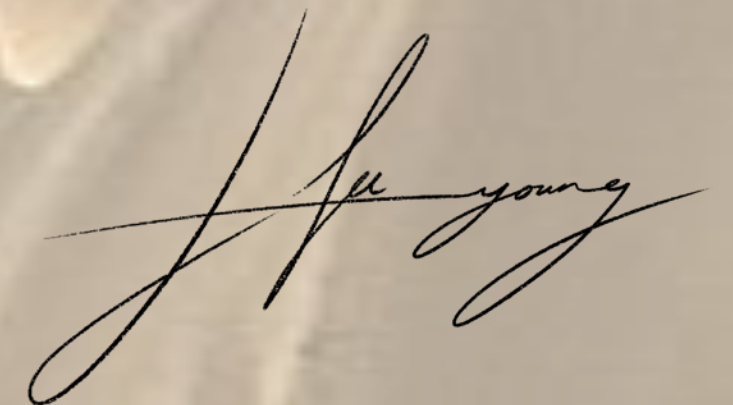


# - SENSE OF TIME -

DESIGN PROCESS

HEEYOUNG YOO

A stylized, handwritten signature in black ink, reading 'Heeyoung Yoo', positioned in the bottom right corner of the page.



# SYNOPSIS

The collection “Sense of Time” analyses the ideology and the symbolism the concept of time provokes to an individual. The “indefinite continued process of existence” defines events created by memorable experiences an individual has in the walks of life, inherently provoking a visceral response that embeds in character or in the present or future moments. Considering the time that is left and the time that has passed, the collection is divided into three categories of looks: the memory from past experiences, the present moment and lastly, the process of ageing in both physical and emotional strands. Together the garments will illustrate the unique aspect of its topic via the construction and the fabric manipulation that has been input in each of its looks.

### Concept Statement

"the senses move with memory & the senses are unique to every person"

★ Improvement at anything is based on thousands of tiny failures, and the magnitude of your success is based on how many times you've failed at something. If someone is better than you at something, then it's likely because she has failed at it more than you have. If someone is worse than you, it's likely because he hasn't been through all of the painful learning experiences you have.

If you think about a young child trying to learn to walk, that child will fall down and hurt itself hundreds of times. But at no point does that child ever stop and think, "Oh, I guess walking just isn't for me. I'm not good at it."

Avoiding failure is something we learn at some later point in life. I'm sure a lot of it comes from our education system, which judges rigorously based on performance and punishes those who don't do well. Another large share of it comes from overbearing or critical parents who don't let their kids screw up on their own often enough, and instead punish them for trying anything new or not preordained. And then we have all the mass media that constantly expose

### AGEING TIME

reimagine what time looks like.

Dabrowski argued that fear and anxiety and sadness are not necessarily always undesirable or unhelpful states of mind; rather, they are often representative of the necessary pain of psychological growth. And to deny that pain is to deny our own potential. Just as one must suffer physical pain to build stronger bone and muscle, one must suffer emotional pain to develop greater emotional resilience, a stronger sense of self, increased compassion, and a generally happier life.

Our most radical changes in perspective often happen at the tail end of our worst moments. It's only when we feel intense pain that we're willing to look at our values and question why they seem to be failing us. We need some sort of existential crisis to take an objective look at how we've been deriving meaning in our life, and then consider changing course.

You could call it "hitting bottom" or "having an existential crisis." I prefer to call it "weathering the shitstorm."

What do I want to convey to the readers?

! that experience of time and the experience time gives to an individual is not only inevitable yet inherently a "must" in the progression of life.

the journey that goes won't be easy. The hills that we need to climb will emphasise that there's also a downhill.

everyone has experience of some sort. the experience of ageing, work, something small to you next to your other shit.

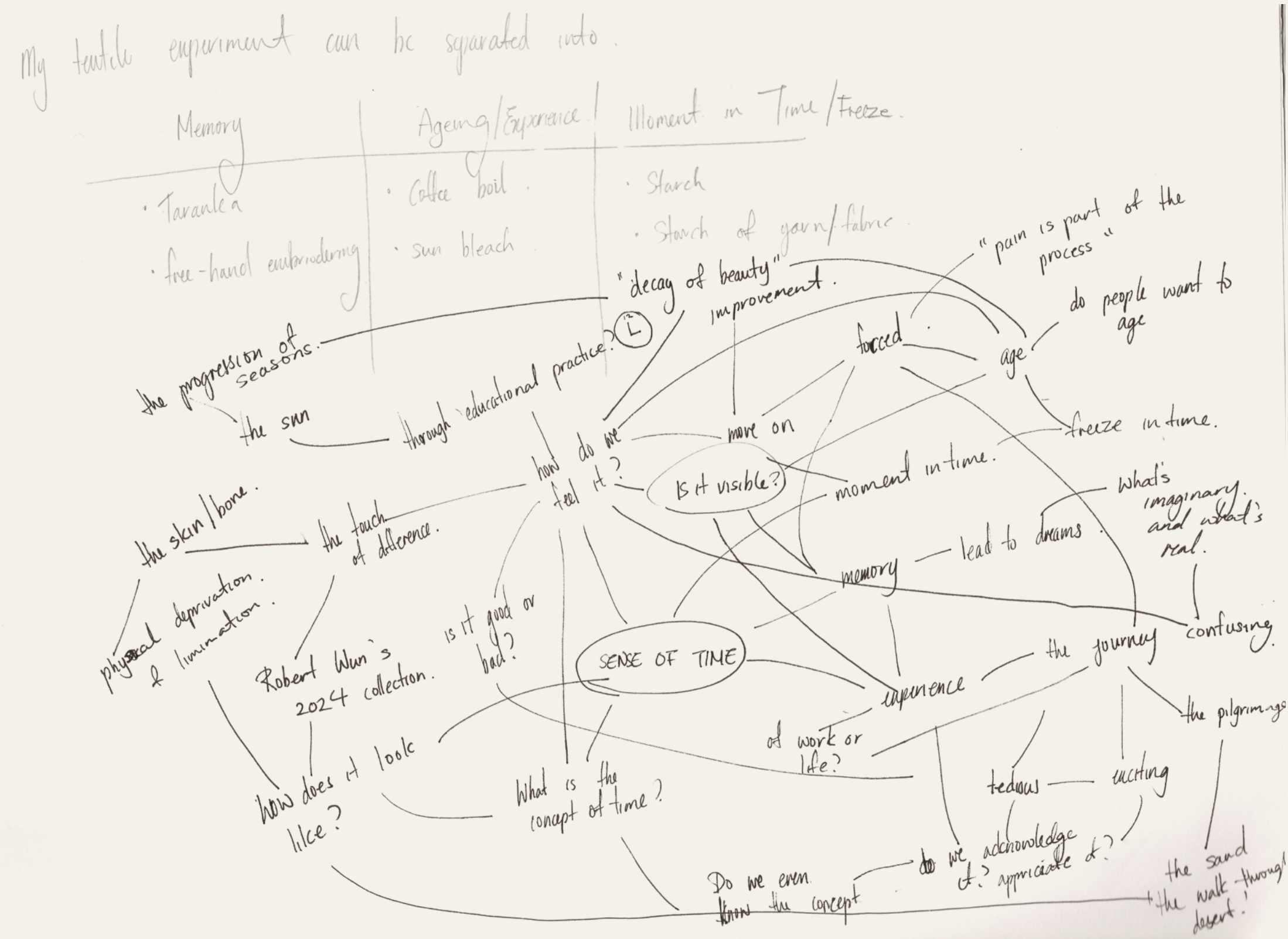
and don't we feel that time through various things. and we'll think of time.

these memories, of your experiences, doesn't that include an experience? it's you were drawn up a graph of your life at that time of living. I'd it be just a thought?

If we follow the "do something" principle, failure feels unimportant. When the standard of success becomes merely acting—when any result is regarded as progress and important, when inspiration is seen as a reward rather than a prerequisite—we propel ourselves ahead. We feel free to fail, and that failure moves us forward.

The "do something" principle not only helps us overcome procrastination, but it's also the process by which we

That's good—that's the beginning. I can't stress this enough, but pain is part of the process. It's important to feel it. Because if you just chase after highs to cover up the pain, if you continue to indulge in entitlement and delusional positive thinking, if you continue to overindulge in various substances or activities, then you'll never generate the requisite motivation to actually change.





- LOOK I - “THE MEMORY”

TANARKA

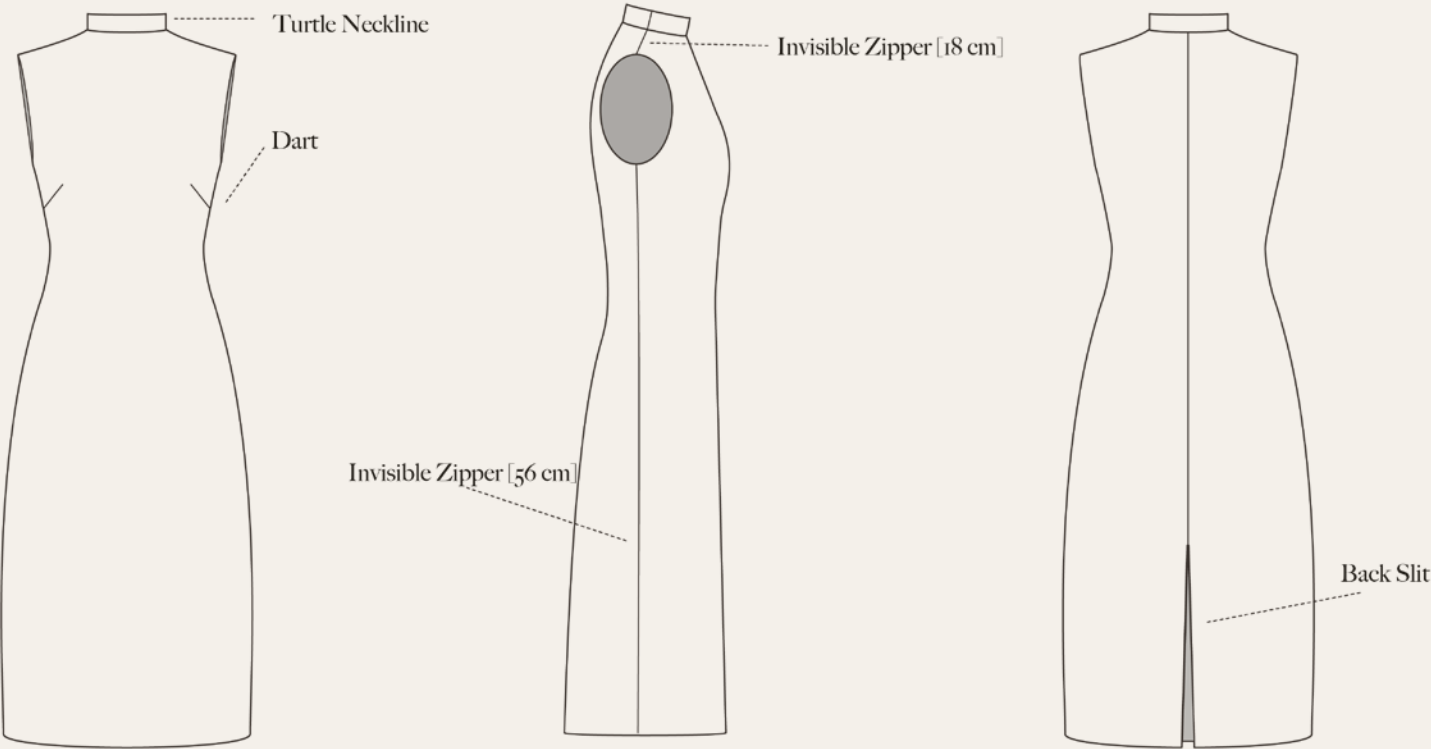


“The Memory” focuses on an individual’s journey in life and the experiences a person encounters that hold value in progressing into the future and inevitably bettering themselves. The garment sculpts the path an individual ventures in life, holding onto the dear memory of the past, trailing into the future.



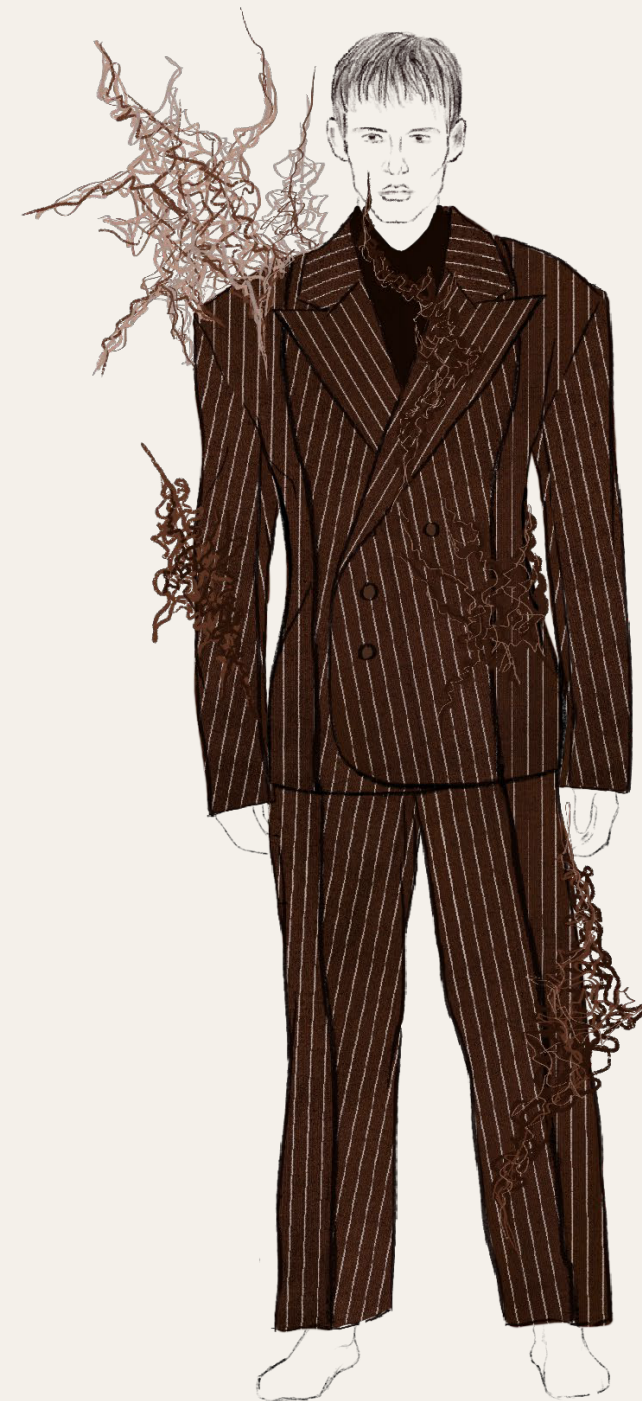
SUSTAINABLE APPLICATION  
Using wool and wool-blend deadstock, heavyweight fabric is applied onto the cotton dress using the Tanaka technique

With Movement

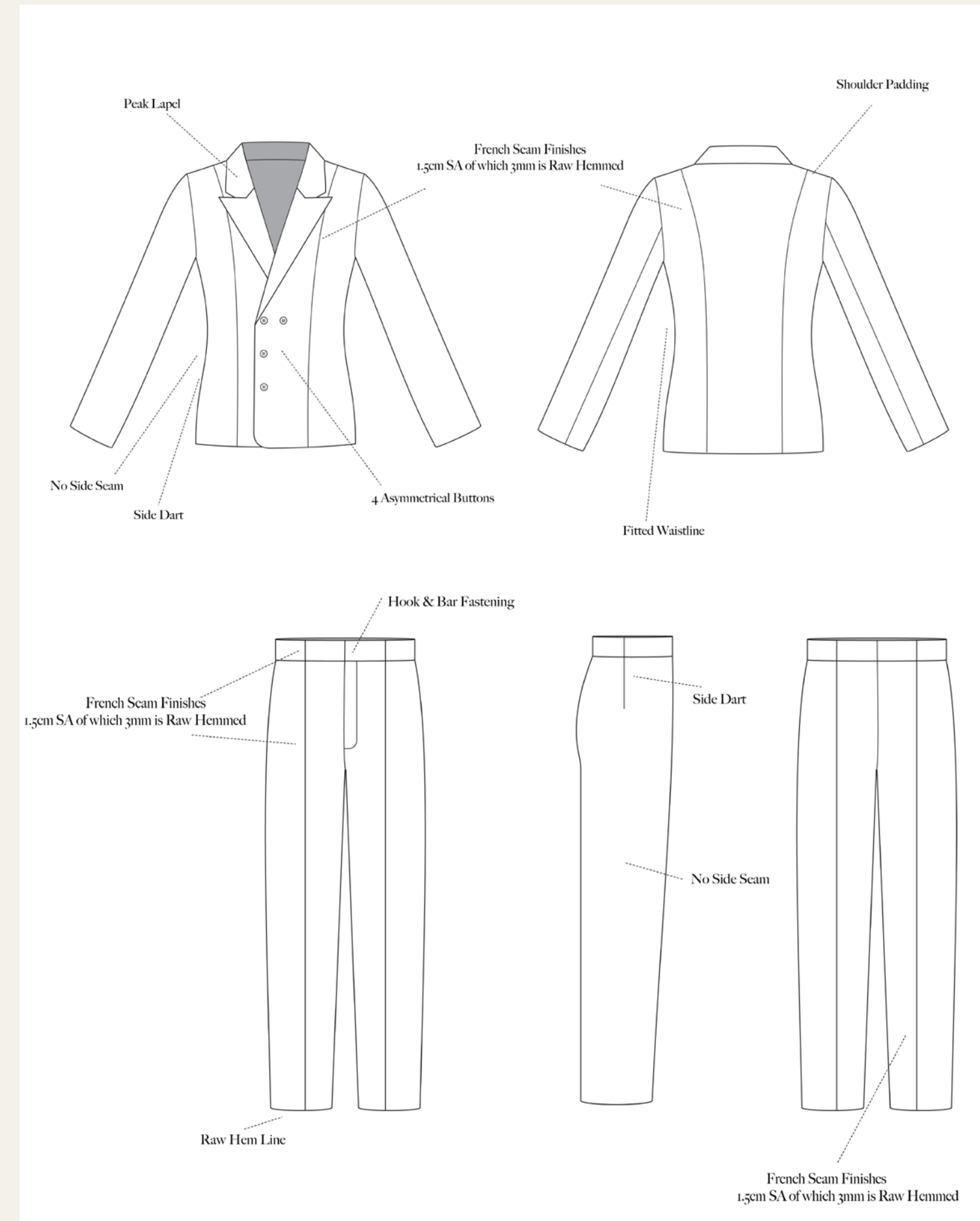




## - LOOK 2 - “THE MOTION”



The movement of time may be characterised by the speed and the grains of wind that are visualised at the moment. The installation “The Motion” demonstrates the exact definition of this concept and how fast we move in our pace of life, thus, leaving a brief imprint in the present.



### SUSTAINABLE APPLICATION

The sculptural form is achieved by hardening wool yarn with bio-plastic, creating a textured, time-worn effect. The garment also challenges traditional tailoring through its no side seam construction, redefining the silhouette with fluid structure.





- Look 3 - “THE AGEING”



Crafted entirely from natural fibres, the look mirrors the life cycle of textiles, echoing the transition from youth to wisdom and, eventually, to nature’s decay. This deliberate choice underscores the harmony between human ageing and the natural world, where fragility becomes a powerful metaphor for life’s impermanence. Although “The Ageing” may evoke the conclusion of an individual’s cycle, it challenges this narrative. The designer invites the audience to reconsider it as a beginning—a renewal rooted in nature, interwoven with the enduring threads of memory and time.

BLINDED

USED TANAKA MACHINE ON WOOL & JERSEY.  
The key objective here is navigating in the blind. Since dream is about the memory, imagining and navigating through past/present or even future's experiences & events, I wanted to replicate the same scenario into the tactile.  
The element of knowing yet unsure outcome, I think, is the definition of dream.  
WHAT STARTED: BIGGER (APPROX. 1.5 times bigger) PIECE OF WOOL AND SMALLER PIECE OF JERSEY (COTTON)



OUTCOME

