

EXQUISITE CORPSE

Summer Project



HAND OUT:	2nd July 2025 (New Starter Day)
HAND IN:	Week commencing 1st September 2025
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SCENARIO / CONTEXT::

In an ever evolving industry such as fashion, designers are being more innovative than ever. This Summer project asks you to explore your ability to do just that, problem solve, take creative risks, turn things upside down and inside out (quite literally) to see what new ideas can be generated!

Exquisite Corpse, also known as Exquisite Cadaver, from the original French term *Cadavre Exquis*, is a method by which a range of images are collectively assembled. It is a great way of starting a project.

Your starting point will be items of clothing, from home or sourced from charity shops (ask first if it's someone else's!) You will create a series of 'new looks' using the method of *Exquisite Corpse*.

Please document your summer project in an A3 sketchbook.

Aim to complete the work by the start of term in September. Your tutor will give you instructions for how to submit on your first day - it will also help to form the first part of your stage one portfolio.

MATERIALS NEEDED:

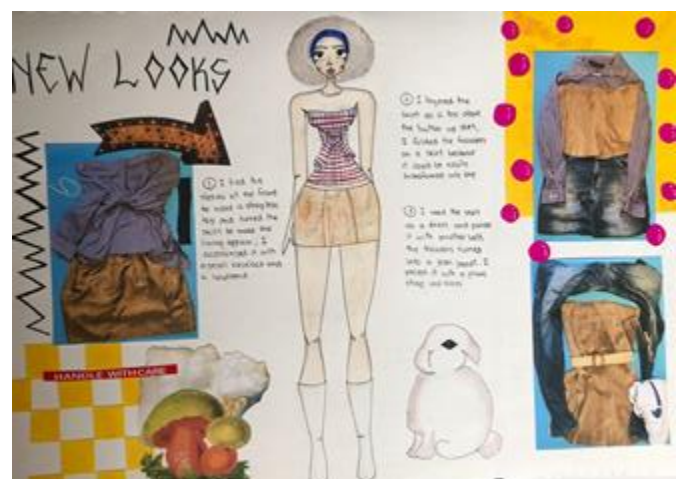
A3 Sketchbook, 3 garments, camera (phone camera is fine), scissors, writing and drawing materials, masking tape, printer to print images out, pins, hangers, mirror.

CONTEXTUAL RESEARCH: (a starting point, not exhaustive list)

Exquisite Corpse	Jake & Dinos Chapman
Marcel Duchamp	Surrealists
Molly Goddard	Chanel
Tim Walker	Jean Castelbajac
Viktor & Rolf	Isabella Blow
Agatha Prada Luz	Moschino
Vivienne Westwood	LFW
Alexander McQueen	Lucy Orta

KEY WORDS:

Reconstruct, deconstruct, assemblage, seams, asymmetrical, non-traditional, aesthetic, juxtaposition, mix and match, collage, eccentric, unique, one-off.



Step by step Guide to completing your Summer Project!

WHAT YOU NEED TO DO:

1: Research:

- Research the term **Exquisite Corpse**.

Research 3 artists influenced by surrealism and juxtaposition, and 3 Fashion Designers of your choice.

- Select images of their work and present this in your sketchbook.
- Make sure you label the images with the name of the designer/artist.
- Write a few key words that describe the work; for example, vibrant, dynamic, energetic, contrasting, bold, colourful, abstract etc

2: Pick 3 contrasting garments:

- Using your research as inspiration, go in search and look through car boot sales, charity shops or the back of your wardrobe for **3 garments**. (individual pieces of clothing)
- Aim for them to be as contrasting as possible as they give the '*mix and match*' stage more dynamics. (For example, A dress, trousers and a top)
- Photograph your garments either on a person or on a hanger or laying flat on the floor in full view from a range of angles (front, back, folded etc.)
- Experiment with which angles you find that have aesthetic qualities. Be sure to get the front and the back of the garments. Consider the background and lighting, play about, test things out and have fun!
- **Aim for 3 photos of each garment on its own.**

3: New Looks:

- Experiment with different combinations of garments.
- How do they look together as well as separate or overlap them in unusual ways upside down, rolled up or inside out for example.
- **Produce 9 new looks** and photograph them either on a person, a hanger or laying flat on the floor.
- Consider the background and the lighting again, play about, test things out and have fun!

4: Deconstruct // Reconstruct:

- Now it is time to cut up the garments and rearrange them to create new opportunities for ideas.
- **ONLY** cut the clothes open by the seams, so they can be laid out flat.
- You do **NOT** need access to a sewing machine, this stage is looking at assemblage and '*mixing and matching*' to create new garments/looks.
- You can use alternative ways of joining fabric, such as gaffa tape, staples, hand sewing, paper clips, bulldog clips.
- **Create 3 new garment looks** and photograph them as before. Think about layering the pieces on top of each other or folding them?

5. Location Location Location:

- Now that you have your looks, go on an adventure and take photos of potential location shoots - look at inspiration from magazines such as Vogue or the work of Time Walker or Chanel to give you ideas for suitable fashion shoot locations and poses. (you do not need to take the garment with you, but you could if you wanted to)
- **Take photos of at least 6 locations**, they can be unusual or aesthetic; for example, a car park, beach, meadow, supermarket ... it's entirely up to you and your creative direction! You may even wish to select supporting props to style the look with.
- Present these in your sketchbook in a moodboard and label the locations.

6: Documentation:

- Take your time to present your project work in your sketchbook, make sure your sketchbook has your name on the inside cover or front.
- Go with your own aesthetic intuition - what makes sense and looks good to you.

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7. Evaluation:

- Make notes on what has inspired you.
- What did you like about the designers you looked at?
- What did you find new and challenging?
- What did you enjoy?
- What was new to you?

Have a fabulous summer!

