

Employing Aesthetic Possibilities of Compu Dobby loom's weavings into fashionable women designs

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ABSTRACT:

It's known that hand weaving is one of the oldest crafts have been made by human according to their need of wearing clothes. As time goes by, the man developed his tools and materials to reach the desired fabrics of different designs that meet his needs, where he was able to develop the loom, which was represented in many styles such as ground loom, and vertical loom to more advanced looms in our days. Subsequently, hand looms have evolved to become more handy and easier to control. Hand looms become computerized as a part of contemporary technological development.

The current research tackles one of these looms, which known as the computerized doobby loom, this loom is multi-potential that the researchers imported it specifically to be applicable in the practical experiment in this research.

It is a hand loom with 24 shafts, with a doobby device connected to a computer. The weaving work is produced by using a specified weaving design program called "Weave Pointv7", and executed manually by using the two pedals attached to the loom. Then we reach the main point of this discussion, which is designing creative contemporary ladies' clothes from the produced fabrics.

KEYWORDS: Dobby loom's weavings, Wearable Art, Plastic Utilities, Weave pointv7, Hand woven.

The issue of the paper can be concluded to:

- Attempting to find technical and formative solutions to design hand woven fabric on the computerized 24 shafts doobby loom that has never been used in Egypt or the Arab world before, and being imported specifically by the researchers to conduct a research experiment.
- Trying to combine the handmade fabrics and fashion designing in one single artwork to create unique modern designs for the ladies.

Research objectives:

- Innovating contemporary ladies fashion using the hand fabric woven on the computerized 24 shafts doobby loom.
- Achieving new technical and artistic entries through using the computerized doobby loom.

2 Introduction:

Problem statement:

Research importance:

- Enable the Contemporary artists to use the doobby loom in the handmade fabric designs.
- Open a new field to the Wearable Art in Egypt and introduce it to the art men and the fashion designers as one of the modern arts in the contemporary arts field and business.

Research hypotheses:

Research supposed that "Using the multi designing abilities of the computerized doobby loom creates new horizons for the technical and artistic formation to apply it in designing modern and creative women clothes".

Research limitations:

- The practical experiment is applied on ladies from the age of (18:35) years old.
- Using the computerized 24 shafts doobby loom.
- Using design program "Weave Pointv7".

Research methodology:

The current research follows the experimental and analytical descriptive method.

2. Results and discussion:

The following research hypothesizes were successfully achieved:

- Designing a collection of five fascinating wearable fashion designs for women including 3 charming dresses, a blouse and a hand bag.
- Those fashion designs were made using the hand woven fibers which were woven by "The computerized hand doobby loom". The researchers imported this doobby loom for the sake of this research. In addition, the loom was used to produce a range of innovative textile designs in different shapes, colors, textures and thicknesses. The shapes are represented in leaves, hearts, digital pattern and plain pattern. While the colors saturation ranged between the single colored and the multi-colored patterns, which were very much alike the rainbows.
- In addition to the hand-woven pieces, many fashion designs were implemented using different fabrics and materials like chiffon, organza, feather and leather.
- Adapting two modern techniques for decorations; using LEDs as a new illuminative tool and the 3D printing by adding some decorative embodied (tridimensional) shapes.