Paint 3D digital environment applications as a source for fashion design inspired by the Egyptian heritage Prof. Amr Mohammed Gamal El-din Mohamed HAsona

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Abstract:

Technological advances and modern technologies in the digital environment were not limited to replacing information and research but rather planning it and became one of the most important means of design, and given their speeds and modern technologies, they used in many design programs in general, and fashion in particular. The Mixed Media art used by more than one type of material and more than technology, and this concept has come to be called works of art used for more than one medium where the art of mixed media means that the combination of materials, materials, tools, means and techniques to reach the work of plastic art. Media merging techniques contribute to the artist expressing his ideas in an innovative manner for using unconventional materials, materials and techniques. This research deals with the art of merging media or "mixed media", especially Paint 3D, in designing contemporary clothing that is inspired by the Egyptian heritage and fits with the requirements of society and expresses the artistic direction The prevailing list is based on the use of a 3D Paint digital environment program, where these designs were designed and drawn using the pen and paper and then entered into the computer through the optical imaging device (Scanner) and then entered into the program and color them in digital colors)) using a special pen intended for drawing on electronic boards The images of popular decorations were inserted to North Sinai (the source of inspiration) (digital), and set them in their places according to the design, and some color frills were applied to them using the same pen. The coloring method used is a manual method with digital techniques, thus achieving the purpose of using digital programs and their applications. These designs are built on two axes which are (the first axis: the extent of achieving innovation in design and includes 6 phrases, the second axis: the extent of relevance to the source of inspiration, which is Of 5 phrases (the extent of honesty and consistency has been verified for them and the extent to which these axes are achieved through questionnaires estimated by specialized arbitrators has been deduced from which the two axes in the designs have been achieved and thus the purpose of the research has been achieved which is to employ a mixed media style in designing fashion inspired by folklore and the use of Digital environment applications in the field of fashion design.

Key words:

digital applications -Mixed Media - Paint 3D - fashion design - heritage inspiration.