

Seminario online su Piattaforma Zoom • 20.01.2021 • ore 16.00

Link: https://us02web.zoom.us/j/88017433859?pwd=bGdZaW4zL3cyYUIvZ2xiSSt6Ky9iQT09

## Università degli Studi della Campania "Luigi Vanvitelli"

Dipartimento di Architettura e Disegno Industriale Corso di Design Thinking - DXI Magistrale curr.Prodotto Laboratorio di Fashion Design 2 - DXM Triennale Moda

#### CICLO DI LECTURES INTERNAZIONALI - BODIES n.4/7

# **Techno Bodies**

#Anouk Wipprecht (FashionTech Designer, Roboticist, Los Angeles, USA)

Ciclo di Lectures Internazionali a cura di Patrizia Ranzo e Chiara Scarpitti nell'ambito del progetto Postdigital Manufacturing Processes "Programma Valere"

In a future where electronics are predicted to be embedded in everyday objects, - what kind of clothes will we wear? Will future techno fashion be purely aesthetic - or will it expand our awareness, acting like an intelligent second skin? Will we become super sensory, physically aware of data flows, communicating our internal states through the garments we wear? And, most pertinently perhaps, how will we socialize in our world when we are supervised by technology?

#### 16.00 • Saluti istituzionali

ORNELLA ZERLENGA Direttore del Dipartimento di Architettura e Disegno Industriale

ALESSANDRA CIRAFICI Presidente del Corso di Laurea Triennale in Design per la Moda

#### Introducono

PATRIZIA RANZO

Presidente del Corso di Laurea Magistrale in Design per l'Innovazione | Docente del Corso in Design Thinking

CHIARA SCARPITTI

Docente del Laboratorio di Fashion Design 2, Corso di Laurea in Design per la Moda

# Segreteria scientifica organizzativa

MICHELA MUSTO FLAVIO GALDI

### 16.15 • Lecture

ANOUK WIPPRECHT, FashionTech Designer, Roboticist, Los Angeles, USA

Anouk Wipprecht is an Dutch Designer and Innovator working in the emerging field of "FashionTech" - a rare combination of fashion design combined with engineering, robotics, science and interaction/user experience design to make fashion an experience that transcends mere appearances. Fashion becomes interactive and technology has never before been as close to the skin – what kind of possibilities does this open up? Anouk works interdisciplinary in search for intelligent systems that interact with the body as the environment of the wearer and using machine learning and biomimicry coupled to sensors and animatronics. Her designs move, breath, and react to the world around them. She is interested in new ways we can interface — and builds micro-controlled garments to provoke her generation. Partnering up with companies such as INTEL, Autodesk, Google and Microsoft, AUDI, Swarovski, and Materialise amongst others - she researches and develops how our future wardrobe would look as we continue to embed technology into what we wear.

17.30 • Dibattito

