

1. What can these garments tell us about women's lives during the respective periods in which they were designed and made?

The first garment was designed during the Victorian period. This specific garment was known to be a day dress. As shown, the gown covers the entire body not showing any skin. The silhouette of the garment is a bustle. During this time period women wore corsets, petticoats under their gowns. As for the garment itself it seems to be heavy and an ornamental dress. So you can say that women during this time period were very restricted when it came to dress code as well as movement because of the corset. Etiquette seemed to be a big role of a woman's life as well.

The second garment was designed during the 1920's. Giving it more of a sporty resemblance which is a dramatic change from the Victorian era. During this time in the 20's women became more active and were also practicing a rebellious lifestyle, which would have been inspired by the flapper which was also major for women in the 20's.

2. Compare/Contrast: what are the similarities and differences of the two garments pictured, in terms of aesthetics and cultural significance of production and wear? (Think beyond their basic physical characteristics and bring up key themes and wider subjects we've discussed in class)

The first garment is a shirtwaist blouse worn in the 19th century. This garment was inspired by a men's style. The top could have been worn in any way during the day which was a big step in the 19th/20th century for women. This top was a new adaptation towards society and represented a new form of femininity.

The second garment was a day gown worn in the Victorian era. As shown in the image the gown was meant to cover up the entire body because of restrictions unlike the shirtwaist. The garment was a form to show etiquette and class during the time because it was ornamented.

Both garments during their times were a way of representing femininity. Both being socially accepted during each period and what was worn as an everyday garment.

3. Compare/Contrast: what are the similarities and differences of the two slides, in terms of aesthetics and cultural significance of production and wear?

The first garment is a Bar suit designed by Christian Dior in 1955. This garment has a silhouette of the “new look”. During this time the garment would have represented a new form of haute couture because of the recent war that occurred during that time which created an altar in the industry.

The second garment was a dress designed by Madame Gres. The garment was inspired by the art of sculpting and classicism. The garment was meant to have no silhouette unlike Dior’s new look. This dress was mainly detailed by the tiny pleats all around the garment.

Both garments were shown to represent a new form of society in their time in forms of fashion. Each brings a form of haute couture fashion and represents what a modern woman during each period would have worn and how the idea of culture and aesthetic forms each garment. They both were meant to be modernized even though each idea of the garment was inspired differently.

4. Compare/Contrast: what are the similarities and differences of the two garments pictured, in terms of aesthetics and cultural significance of production and wear?

The first garment is an advertisement for women’s jeans/ Levi’s in 1935. This garment was the first jeans made for women. This then became a new form of femininity because it became natural and promoted more with other more garments such as westernized shirts etc. The garment was meant for women to be more active and wear them as an everyday item.

The second garment is a Zoot suit made in 1940. The origin of the suit was culturally a style for Latinos, African Americans and other communities in Harlem and Chicago however it became popularized because of jazz musicians as well.

Both garments are itemized to look similar, they both represented a current change in society that many became apart from during each time period but also aimed towards a specific group.

5. Choose one of the below. Discuss the creative philosophy and technique of the designer, in relation to ideas on the wearer’s body.

This garment was designed by Madeleine Vionnet. The technique for this garment was the bias cut, pin tuck. Using these techniques it made the fabric become more flexible, by placing the fabric diagonally and the individual was able to move around freely. There was no need for a corset or lining.

6. Discuss two ways New York sportswear was promoted and marketed in the 1930s-40s.

One way sportswear was promoted was by it being captured as an image. By showing an image of a woman in everyday life casually walking around in the city wearing the attire, other women would then see it and become inspired. Just as photographer Martin Munkacsi did, by photographing a model in the city on her own.

Another way it was promoted was by the attire being worn by influencers of the time and designer, by the names being promoted in the press it would attract the customers. The garments would have been visualized in different lifestyles showing that the garment had various uses, grabbing the customers attention

7. Give two examples of modernism in fashion.

Modernism is known for a style that breaks the traditional apparel during that time. It is a way to show a form of modern society in the clothes that are being worn represented by the arts during that time. Examples include, cubism and futurism

8. Give two examples of fashion that has a dialogue with fine art. This could include a garment example, designer identity, artist-designer collaborations, or visual depictions of clothing

Two examples of fashion that is dialogue with fine art includes surrealism and classicism.

Classicism is a type of historicism, in particular with ancient Greece and Rome. The inspiration comes from the art and fashion from the ancient times. For instance, the bias cut was an inspiration for a “goddess” dress because of its natural flow of the garment and its simplicity which was major during Ancient Greece and Rome

Surrealism was the idea of juxtaposition, being in a dream state and using peculiar objects to represent a form art in imagery. This indicates that artists used the rare items in images that are inspired with what they would imagine, all being done by the power of the mind and how one thinks.