

PORT- FO- LIO

CAMILLA
GERTOSIO





Camilla Gertosio
FASHION & KNITWEAR DESIGNER

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Technical skills

Indesign, Illustrator, Photoshop, Lightroom,
Solidworks, Lectra Modaris, Shima Seiki, Blender

Knitting, sewing machine, knitting machines
(Brother, Silver Reed, Coppo and linking machine)

About myself

I am fascinated by creativity and all ways
where it can manifest itself.
Fashion is one of my favorite expressions to
channel this energy and I am ready to investigate
it in all its facets.

maschere tessili

intimacy revealed

The collection explores the complex interplay between the sense of shame and the role of clothes as a means of protection and personal revelation. The project aims to examine how clothing can act as masks and hide parts of ourselves while, at the same time, revealing aspects of our identity. Visual storytelling is based on four rhetorical figures: climax, hyperbole, chiasmus and antithesis. This expressive tool allowed each garment to become a clear statement of the different facets of intimacy and revelation of themselves.

2024







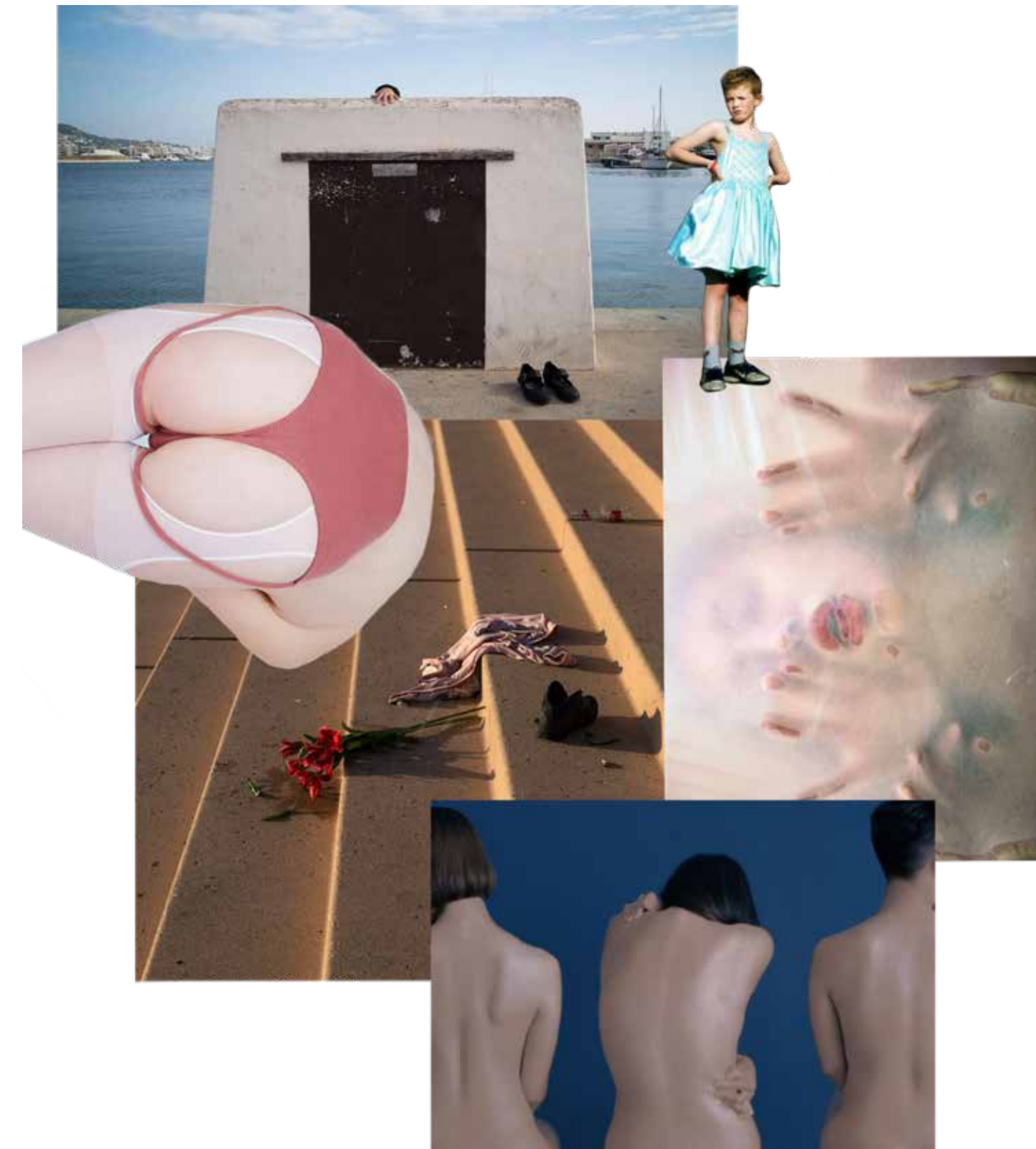


(s)vergognati

ashamed

Shame is a ubiquitous and very intriguing feature of the human experience. It can motivate but it can also paralyze. It is something that one can legitimately demand of another, but is not usually experienced as a choice. Perpetrators of atrocities may remain totally immune to shame while their victims are tormented by it. It would be difficult to understand any society or culture without understanding the characteristic occasions when shame is expected and where it is mitigated. Yet one can examine much of the literature on social and political theory of the last century and find barely a footnote to this ubiquitous emotional experience.

2023









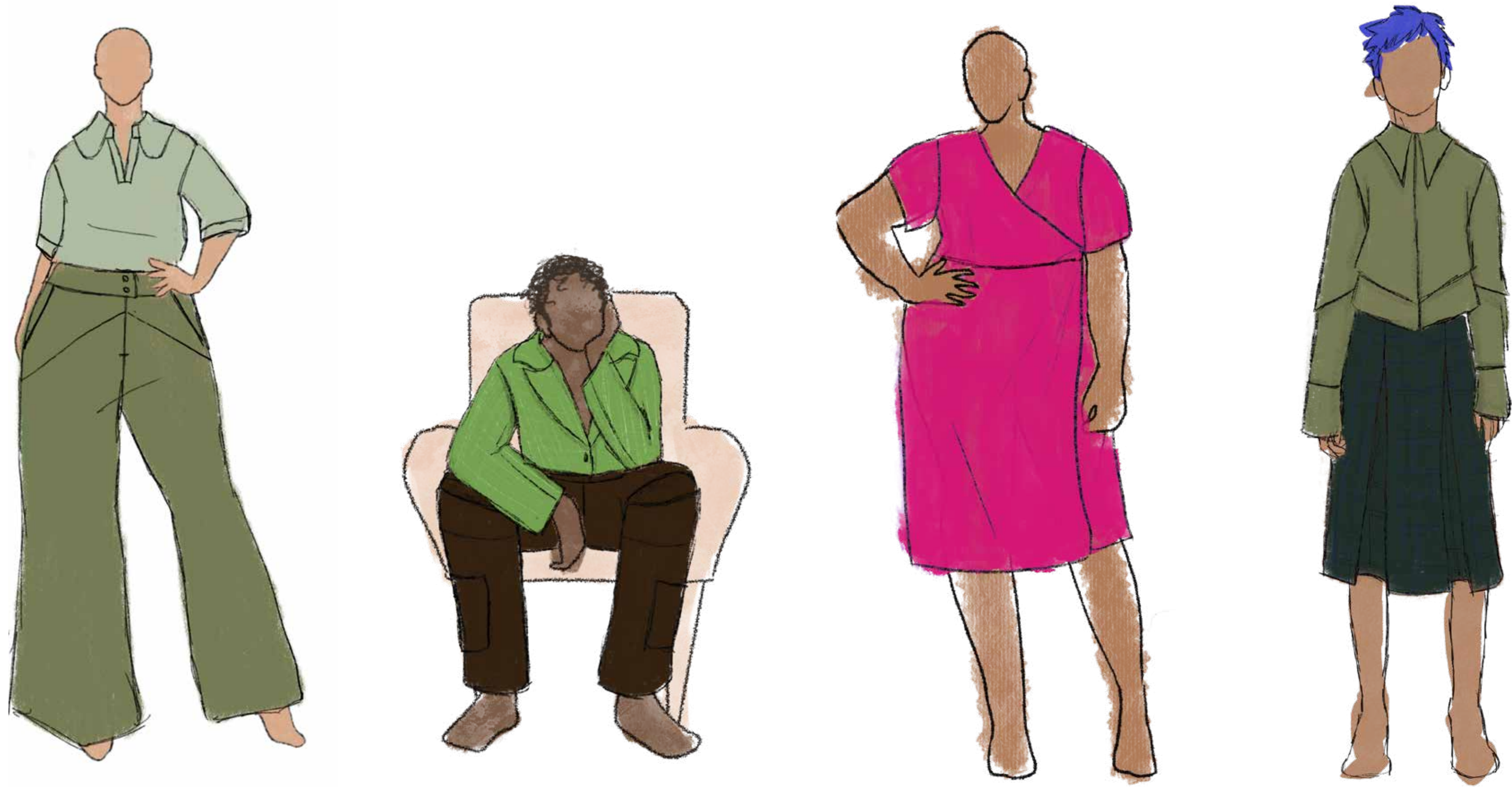
co-starring

community fashion design project

The idea is to create a cooperative that promotes social innovation, creating a system where everyone can give value to their ideas and achieve results, helping colleagues to do the same. Maintaining common principles and objectives of the brand, two collections are designed and created per year with a view to creating a social environment not focused on consumption but on the quality, desirability and usefulness of the garments.

2022





P y g m a l i o n

The launch of the project begins with this combination of garments, starring a polo shirt with a rounded collar and palazzo trousers with pockets. The name of the collection takes inspiration from a character from Greek mythology, who with the strength of his expectations manages to make his wishes come true.



O u t s t a n d i n g - s u i t

Thinking about everyday life, you immediately realize that we spend most of our time sitting and in reality there are many people who for various reasons live forced into a chair. Instead of adapting bodies and habits to existing clothes, this collection aims to create garments that respond to the needs and shapes of a seated body, with particular attention to a jacket at the waist and a pair of trousers with patch pockets.





M y - b e s t - s e l f

Clothes that are made on the lasts of a size 42 do not always maintain the right proportions when the model for a size 50 is developed. The idea is to start directly from the larger size for once, to create desirable garments that enhance the body of the person who will wear them. The standout piece is a wrap dress with flaps on the back.

M u t u a l - N e u t r a l

The study carried out in this collection is aimed at creating garments that cannot be traced back to a specific gender, but which rather know how to enhance the uniqueness of all bodies in different ways. The main clothes are a shirt with long sleeves and a full skirt.

la pazza gioia

crazy happy

La pazza gioia describes a surreal dimension and attractive in which it is easy to get lost. Escape from reality, disconnect from it and feel overwhelmed by a hallucinogenic world experiencing euphoric sensations, these are the experiences that inspire this collection. Take advantage of the unreal space to develop something eccentric, fragmented, elusive and alienating it is the final goal. Our design journey begins from outlining four worlds interconnected with each other, each explored by a member of the group.



2022





