

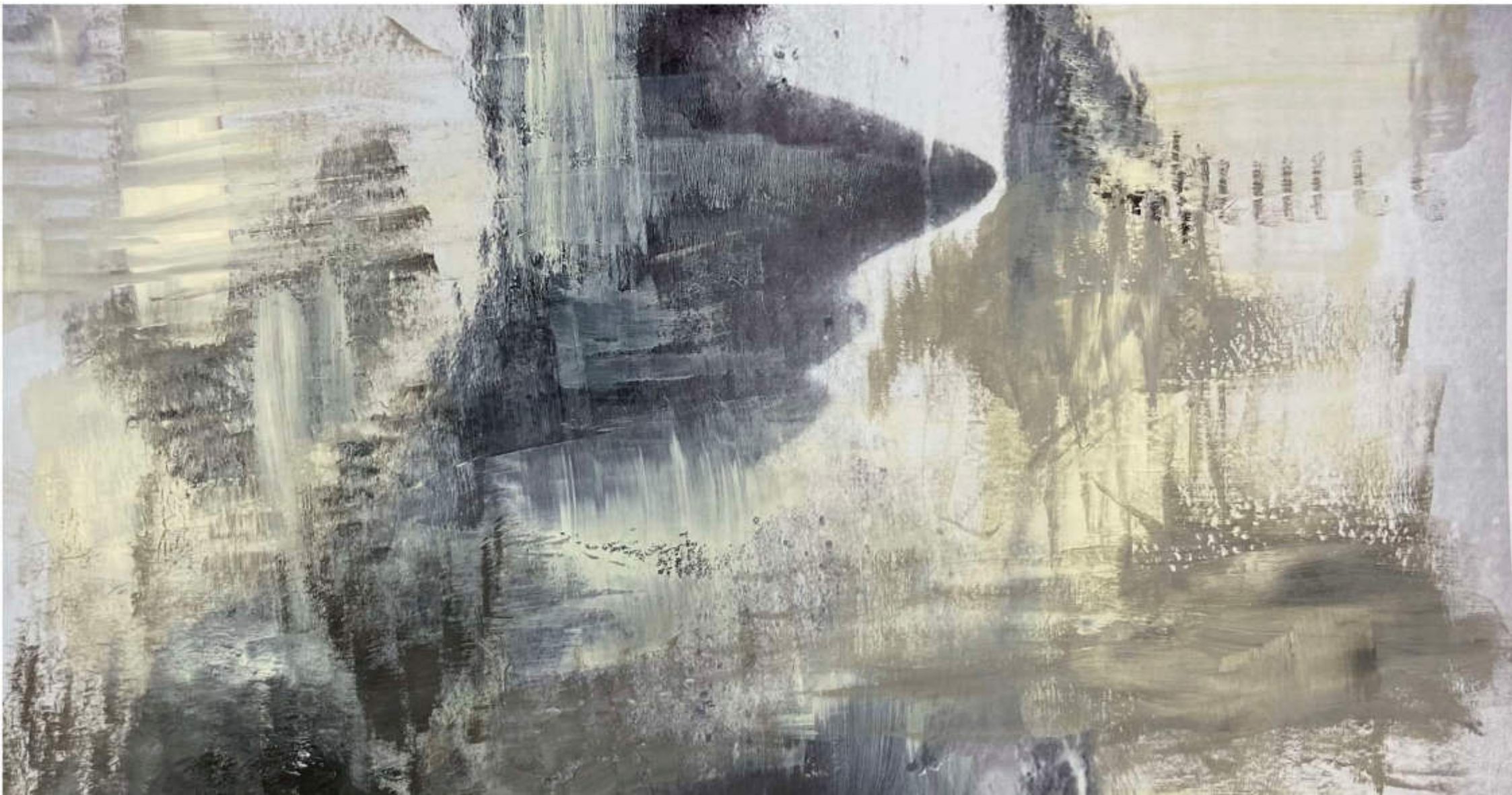


PORTFOLIO.

index

- 4 City of the devil
- 14 Inter|action
- 22 The bored family
- 30 Voice seduce me
- 38 Forms
- 46 Smooth
- 54 Ludere

CITY OF THE DEVIL





CITY OF THE DEVIL

On the riverbanks stands,
 the silence.
 Waves of mystery seep through the
 streets.
 Sword strikes cleave the dense
 shroud,
 guarding an authentic secret.
 Only a distant voice,
 echoes worn prophecies.
 Good and evil,
 etched upon the buildings,
 reflect magmatic powers.
 The cup from which all would drink,
 is buried with the city's mystery.
 The quietest of dormitories,
 never deceives its dead.
 Those who are silent on the
 surface,
 see the underground.





City of the devil





INTER|ACTION



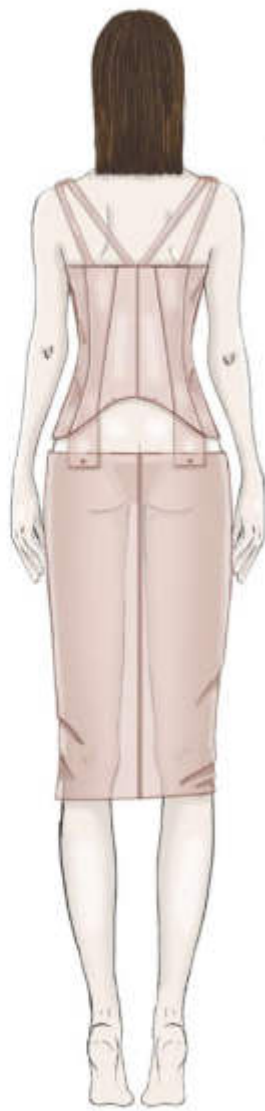


INTER|ACTION

A microcosm in which organic and synthetic can blend. The creature man among others, a perpetual fluidity between the gaze of the observer and the body. The project develops, starting from the study and the realization of bacterial cellulose, through the analysis of the body and its relationship with the tissue.

A transparent and delicate fabric that envelops the body without forcing it and establishes an intimate relationship with it. From this element comes the choice to use and revisit the corset, transporting it from a constrictive dimension to a comfortable one. The use of cuts, darts and openings highlights the intimate relationship between the body and the dress, a thin layer that enhances and enhances it. The choice to use transparent and natural fabrics was clearly perpetrated

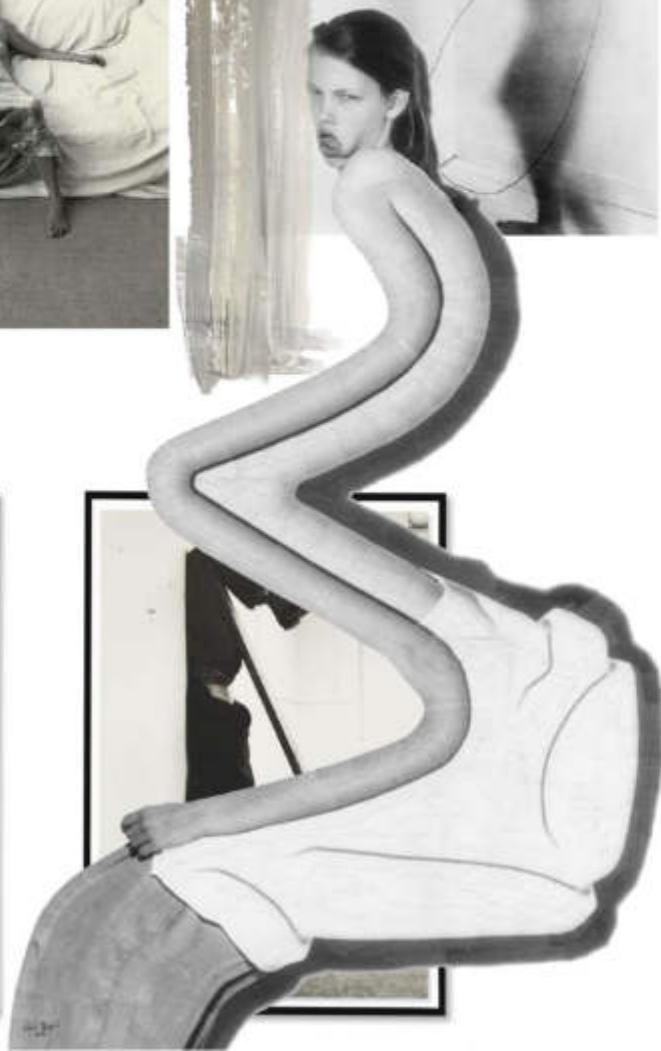
to resemble the transparency of bacterial cellulose. The investigation is, therefore, on the body that dresses the dress that changes with itself, evolves and changes and participates in the construction of its own identity that is expressed through the relationship with the fabric.





THE BORED FAMILY





THE BORED FAMILY

There's an echo pulling out the meaning.
 Rescuing a nightmare from a dream
 The voices in my head are always screaming.
 That none of this means anything to me.
 And it's a long way back from seventeen.
 The whispers turn into a scream
 And I'm, I'm not coming home wand fading fast.
 Life is too short to last long Back on earth, I'm broken.
 Lost and cold and fading fast
 Life is too short to last long

(Bored to Death - Blink-182)





VOICE SEDUCE ME





VOCE SEDUCIMI

Warble, wind and lament.
 A melody sounds far away,
 that enchants to tear.
 Sweet, sweet, awful and cruel.
 A flap of wings, a wave crest,
 a harrowing scream: in a moment you are
 bones.
 Perpetual shimmer on the winter sea,
 dispersed in nothingness floats
 the perdition of the listener.
 In the eternal abyss, voice: drag me,
 seduce me and kill me.





FORMS





FORMS

The collection is inspired by the indissoluble bond between man and nature, a communication through the fluid worlds of living beings. A dichotomy shaped by the interaction between the human presence and the freedom of nature, a complex but necessary relationship for the rediscovery of the primordial self in the world. The leitmotif of Tomàs Saraceno's futuristic works is the perfect combination of technology and nature, and the works of Anthony Howe sculptures moved by the wind and by human warmth.

Play of movement and lightness of the fabrics, structure and fluidity, mutability of the body through a silent metamorphosis, which envelops the female figure creating silhouettes of layered fabrics and interweaving inseparable.









SMOOTH

The collection takes shape from the blurry archival photos of women of other times. It is the moment of rebirth, from the constrictive uniform that framed the woman in a very precise category and from work clothes, we have come to the transformation and liberation of these symbols of the past, which find in this collection new life. Not to forget but to recover and innovate.

The woman is now free to choose her identity and to show her femininity, which the brand has always released. Bold and intrepid women warriors, masters of their destiny, pointing to new horizons, never forgetting who they are and especially who they were.

They reveal their audacity through soft colors such as beige, cream and white, but also through black and red strong and gritty colors, mixed with fabrics in organza and silk jersey. Not least are the varied and unique accessories, which reflect the self-determination of the woman AW22-23 through shoes, bags and precious jewelry.





LUDERE





LUDERE

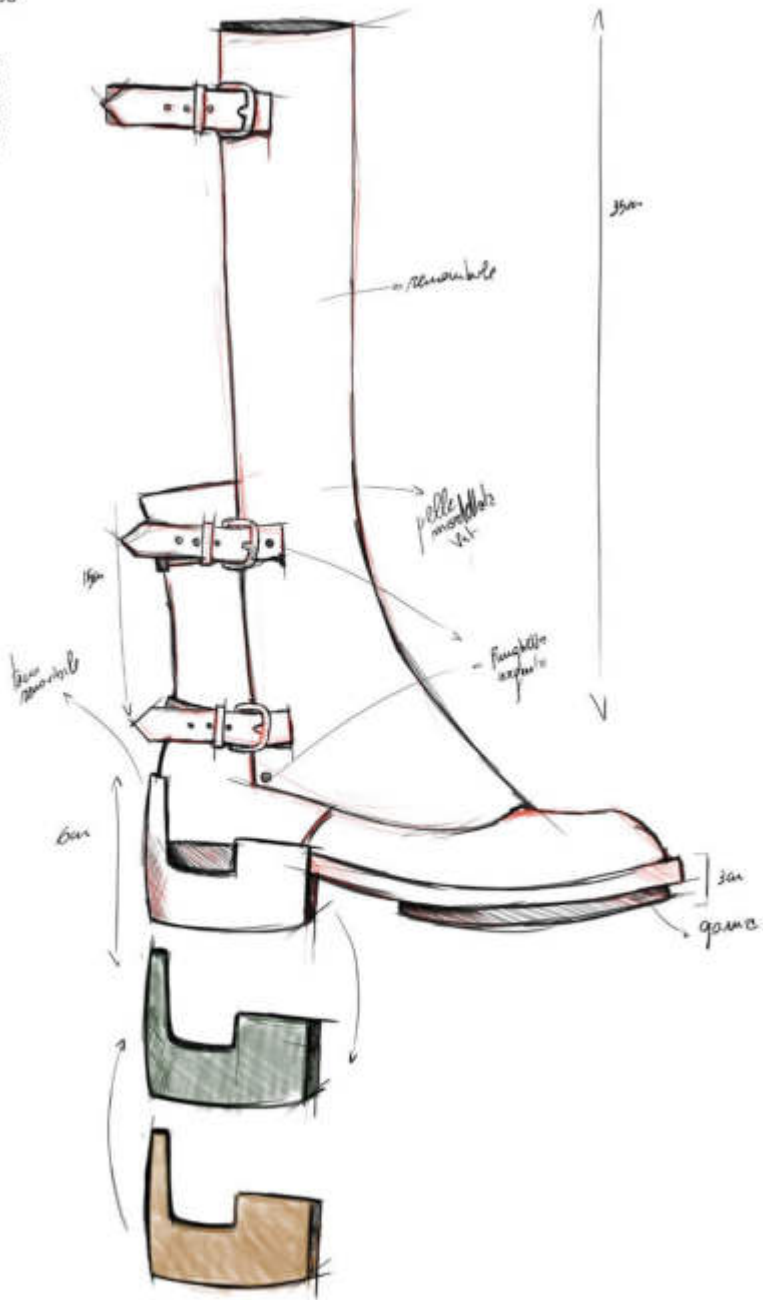
What if I told you the game is older than culture? The game does not come from culture but it is the culture itself that develops in the game and with the game. Creating adaptation and evolution, determines the health of the community and takes place in a defined time and space.

The game as a free act, worship and celebration, The game as a race that serves as an interpretation of the world and life. Poetry, dance and art as a liberating playful form beyond seriousness.

The game is therefore not real life but move away from that to enter a temporary sphere of activity with purposes all its own creating collaboration towards a common goal, conveying empathy and movement. The game is the basis of the evolutionary process of the individual helping him to recreate scenes of everyday life in a time and a fictional space acting as a method of learning and education.

The game as a consumed element of temporary society, a society that has less and less free time and consequently moves further and further away from the playful dimension.

So it will be the game, the springboard, to project ourselves in a world that becomes less and less individualistic, but increasingly interactive, community and aware?



GINEVRA PAIOLA
@ginevrapaiola



ginevra.paiola@gmail.com