

MARY QUANT

Teaching
Resource
Activity pack

**Fashion
Revolutionary**
20 March - 11 July 2021



BENDIGO
ART GALLERY

V&A

V&A Dundee

CITY OF GREATER
BENDIGO

VICTORIA

LA TROBE
UNIVERSITY

Budgeryns Estate
WINERY, RESTAURANT & RESTAURANT

FOUR PILLARS

Mercure
HOTELS

Activity 1: Research and sketch Mary Quant design

- As you walk around the exhibition, pick your favourite Quant design. Using pencil, sketch the garment on the mannequins on the other side of this sheet.
- Complete the information boxes below to gather as much detail as possible about the Quant garment under the headings.
- Take pictures on your phone, make sketches and write notes.

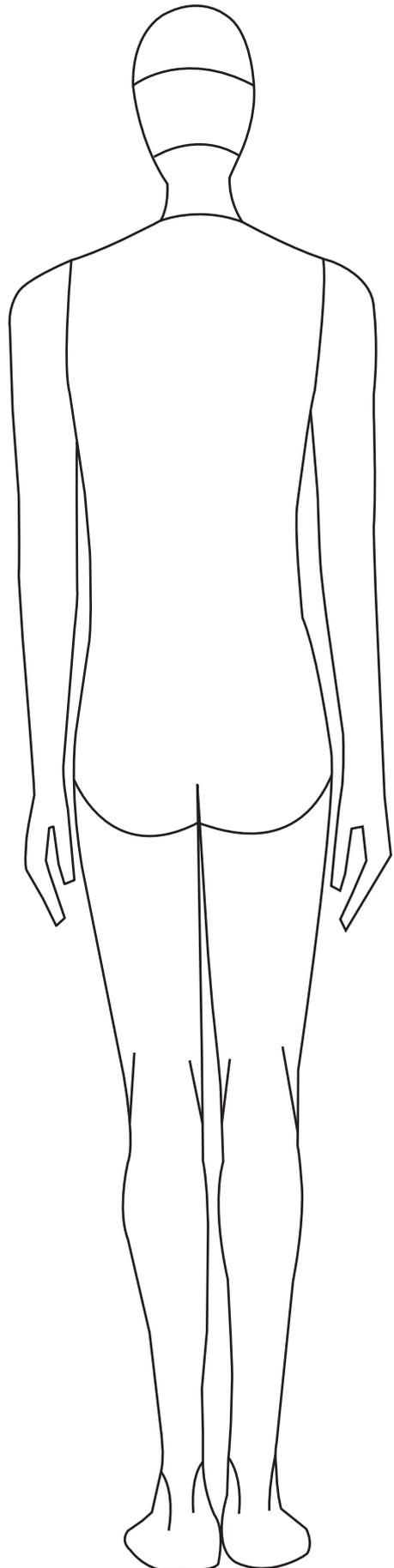
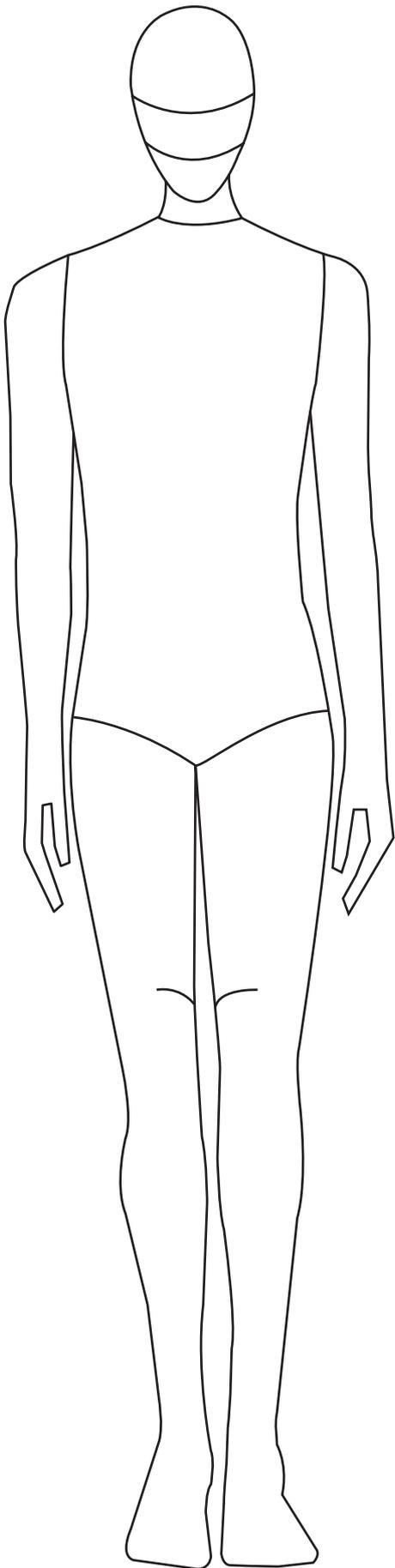
Material: What textiles and fabrics have been used? Based on their characteristics and properties, evaluate their suitability for different purposes.

Construction: Examine the different types of fabric construction on your chosen garment — woven, knitted, felted, bonded etc.

Pattern and Colour: What colours and patterns has the designer used in this garment? Why might they have chosen these? (Draw sketches)

Influences: What influences and trends has the designer looked at when designing this garment? What social/cultural references are present in the design of the garment (either obviously or subtly)?

Other Notes: Environmental and Ethical issues/additional finishes on the fabric etc.



Activity 2: Design a garment for your own collection

- Using the Mary Quant exhibition as inspiration, begin to think about how you would design your own collection, and what one of your key garments would look like.
- Complete the boxes below to consider your design – the textiles/colour/construction. Think about what influenced Mary Quant in her designs – she famously said she *'didn't have time to wait around for Women's Lib!'*.
- Sketch the first design of your collection on the mannequins on the other side of this sheet.

Material: What textiles and fabrics will you use? Based on their characteristics and properties, consider their suitability for different purposes. What will be best for your design and why?

Construction: How will the different parts of your garment be constructed? Remember a garment might have several construction methods for different parts!

Pattern and Colour: What colours and patterns will you use for your design? Why have you chosen these? (Draw sketches)

Influences: What influences and trends have you looked at when designing this garment? What social/cultural references are present in the design of the garment (either obviously or subtly)? Explain your reasons.

Other Notes:

