EXTENDED-REALITY FOR FASHION DAMARA INGLÊS



- FABRIC OF REALITY



KERING AWARDS 2019



CLIENT

BRIEFING

PEOPLE / ENVIRONMENT / NEW MODELS

COMMUNICATING EQUILIBRIUM

CHALLENGE

Sustainability-focused messages (especially related to the social or environmental impacts of products) can be seen to conflict with the traditional essence of luxury and consumers' expectations. The challenge asks — is it possible to transform this mindset? How can you create a smart, effective way of conveying these messages? How can you change sustainability-related messages into a value proposition?

BRIEFING

How can you change sustainability-related

messages into a value proposition?

1st THOUGHT

TAMAGOTCHI

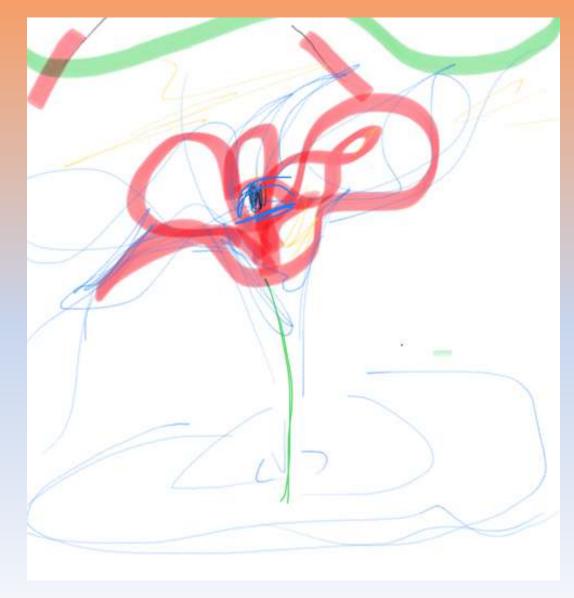
- □ 90's Iconic toy that though young Millennials to care for objects by forging a virtual bond between children and virtual pets
- ☐ Growth via Engagement
- □ Re-create the virtual bond between Millennial/Gen-Z consumers and their goods
- ☐ Augmented Reality inspired by Tamagotchi
- ☐ Plant Based Gotchi inspired by Gucci garden themed silk scarves.



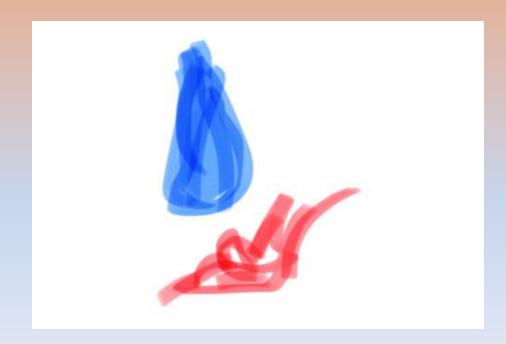
1st SKETCH



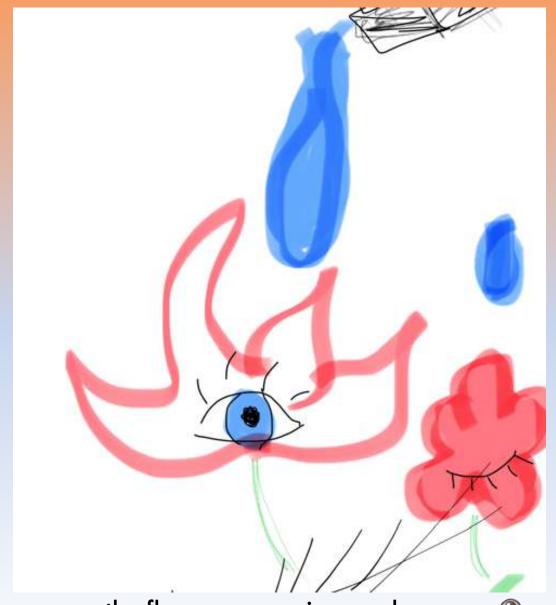
☐ Seed with Gucci logo is planted...



...Grows into a flower, via engagement.



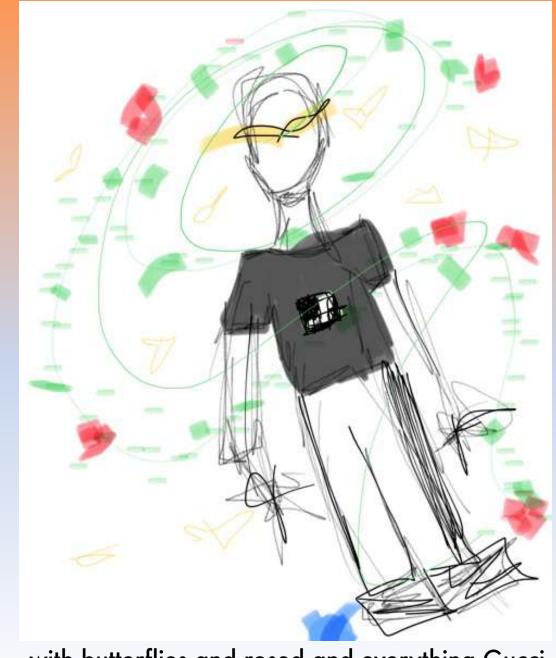
☐ After the 1st drop of water and a little flower grows...



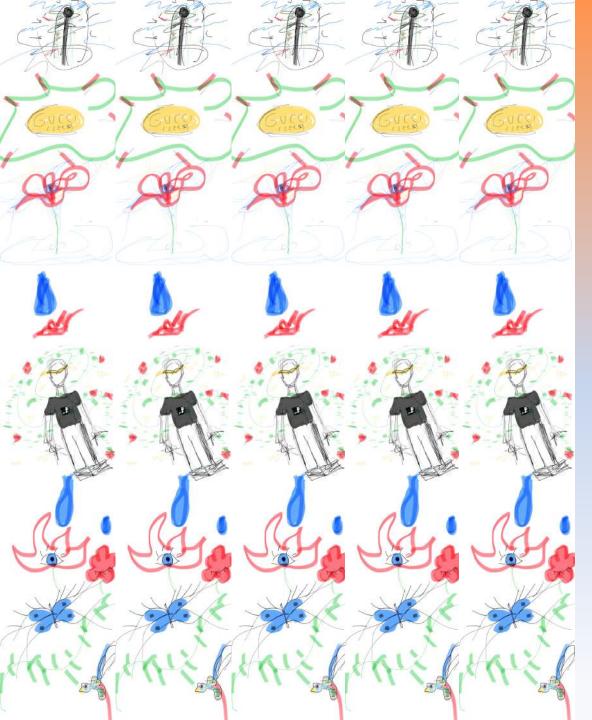
...the flower grows vines and even an ...



☐ Until it grows into a sheer veil of AR flora...



... with butterflies and rosed and everything Gucci.



☐ The more the user wears the garment, the faster they unlock all levels...



... Gucci Seed says: "I WILL GROW WITH YOU".

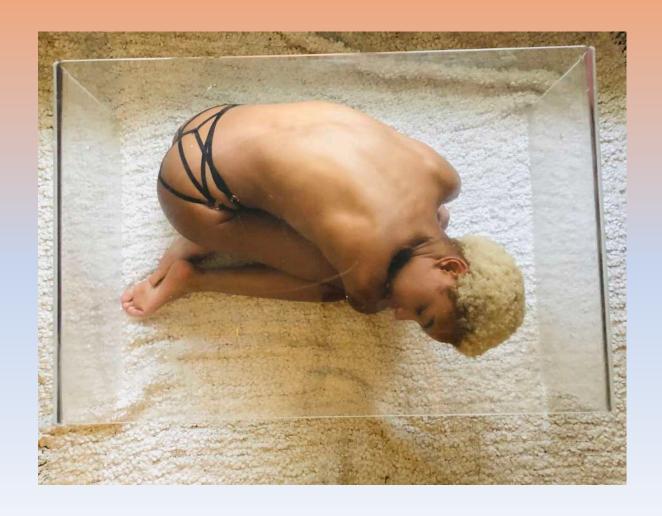
RESEARCH



□ Personal Space – Everyday Utopias trend, where you find beauty in simplicity/surroundings.

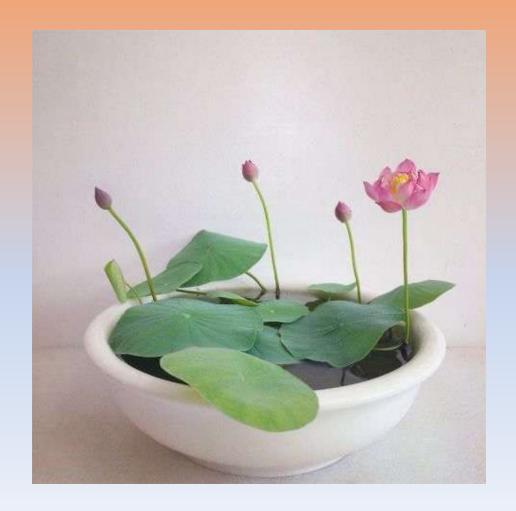
Halløj!

I expect you to me at first. You'll take me out on shopping sprees, introduce me to all your friends, bring me everywhere and brag about me being yours. I realise though, that eventually I'll probably end up in the attic, storing your jeans (that you will definitely fit into again within a few months), your old training shoes, your extra blanket, your christmas ornaments, your old school books, pictures of your exes, a pile of teenage love letters, your collection of star wars figures that you're not ready to part with, LPs from your youth, a stuffed squirrel, your favourite teddy from childhood or your biggest, darkest secret, wrapped in your grandmother's old quilt.







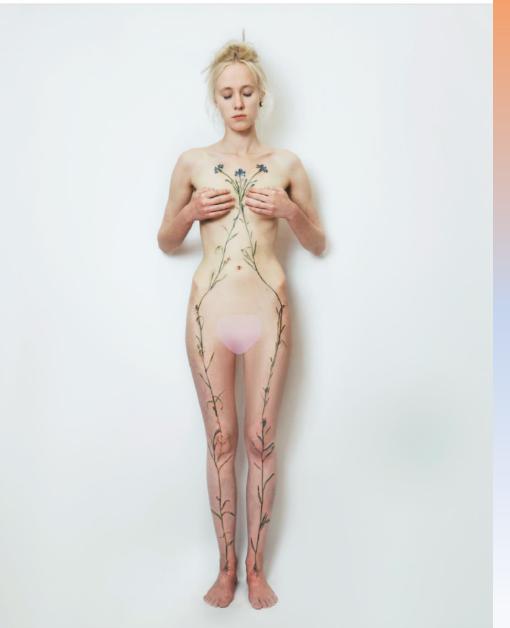








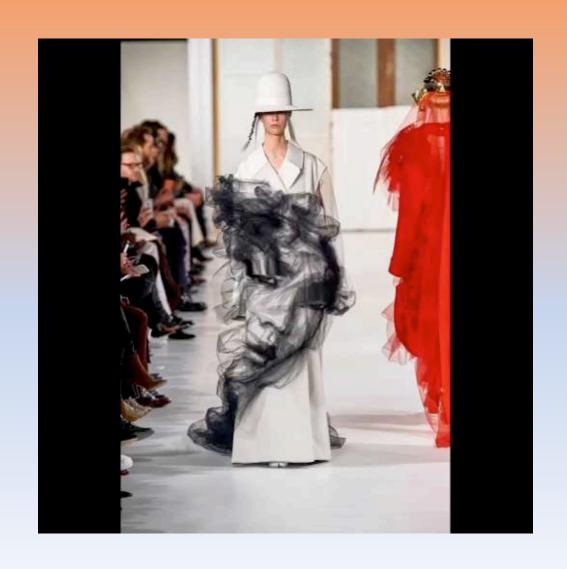




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Theories, critical ideas that frame project in terms of...

Audience:

WGSN 'High Velocity Consumer' (report, 2018)

"Today's high-velocity consumer is challenging current retail models; evermore demanding, with new values..." – ethics.

"The rise of the sharing and experience economies, combined with a more financially uncertain younger consumer" – How will this consumer affect the ways fashion is produced and consumed?

Between 2015 and 2017 80% rise in Google searches for "best", these consumers are: hyper connected, overwhelmed by choice, quality vs budget, aware on environmental impact.

"Trustenomics" Brands as community

Personalised = digital recommendations of products based on an algorithm

Personal = human interaction that evokes emotion











BRAND



GUCCI

Gucci deeply apologizes for the offense caused by the wool balaclava jumper. We can confirm that the item has been immediately removed from our online store and all physical stores.

We consider diversity to be a fundamental value to be fully upheld, respected, and at the forefront of every decision we make. We are fully committed to increasing diversity throughout our organization and turning this incident into a powerful learning moment for the Gucci team and beyond.







PROCESS

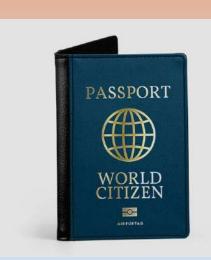
☐ ISSUE/OPPORTUNITY
REVELANT TO GUCCI
EQUILIBRIUM

GUCCI



GUCCI

☐ ZEITGEIST/GUCCI DNA





□ ENGAGEMENT

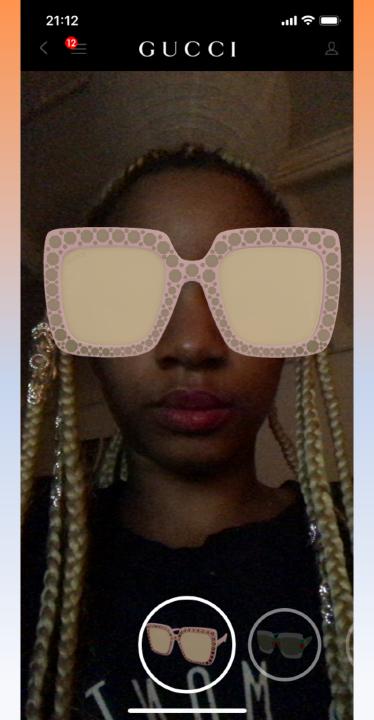






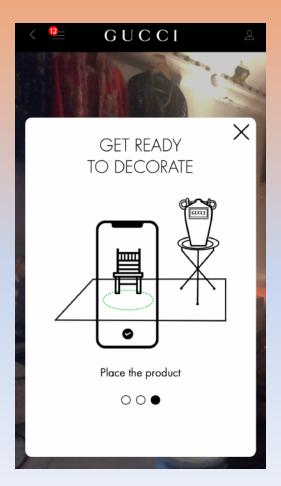


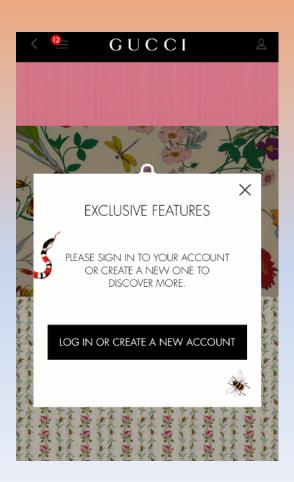


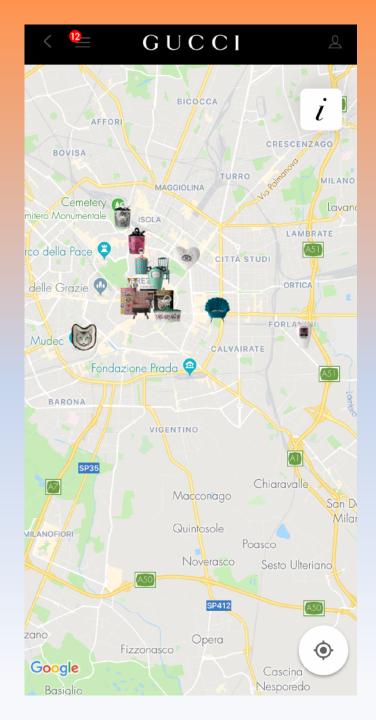


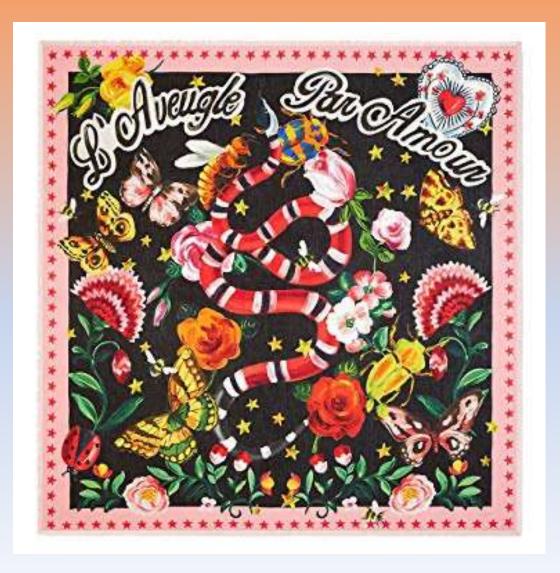


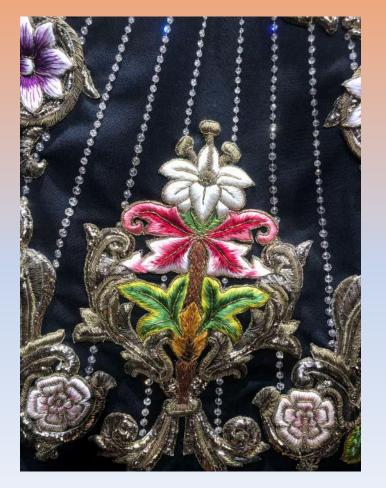






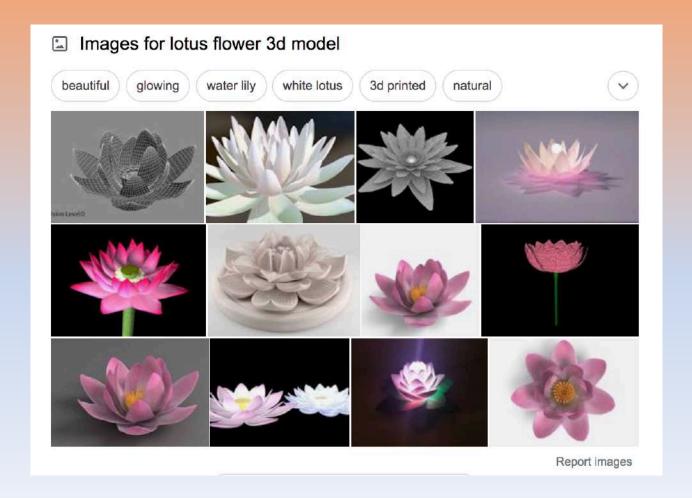






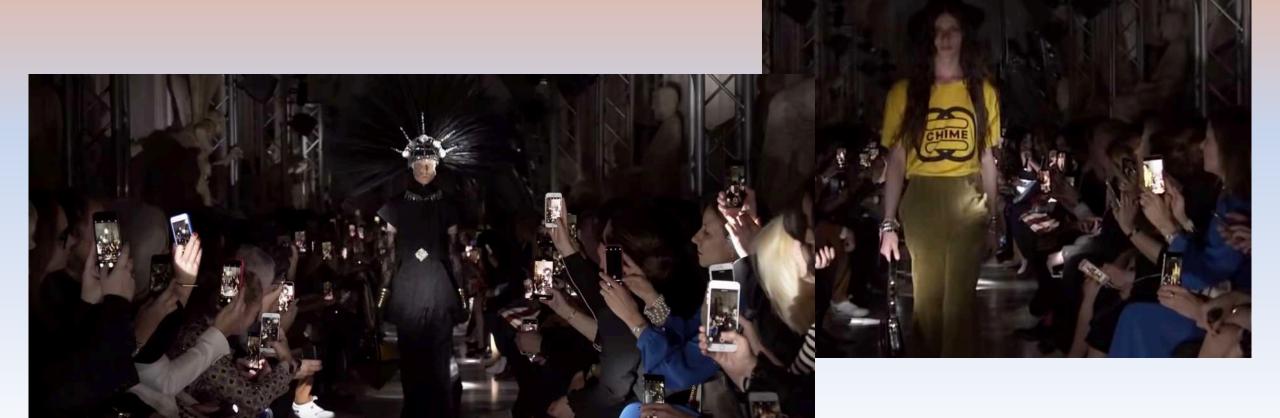






communication

Gucci Cruise 2020 Catwalk Show

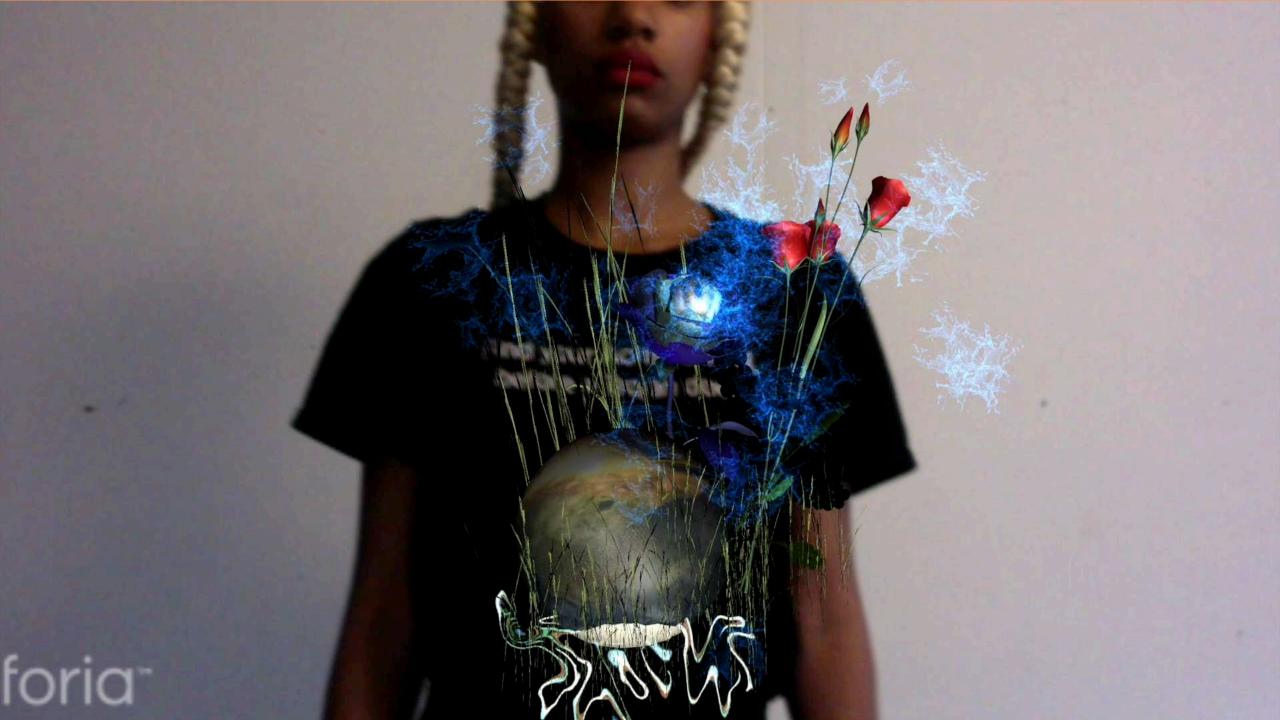




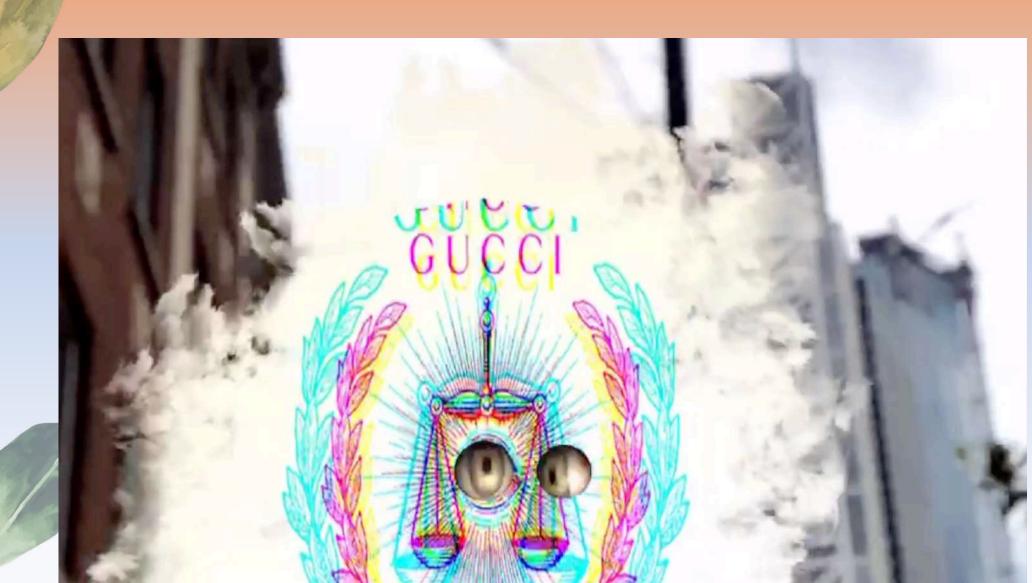








FREE USERS



- □ Don't have t-shirt
- ☐ Able to see AR
- ☐ Able to watch interaction



- ☐ Have t-shirt
- ☐ VIP access to content and experiences
- □ Interacts with others users / engage in dialogue



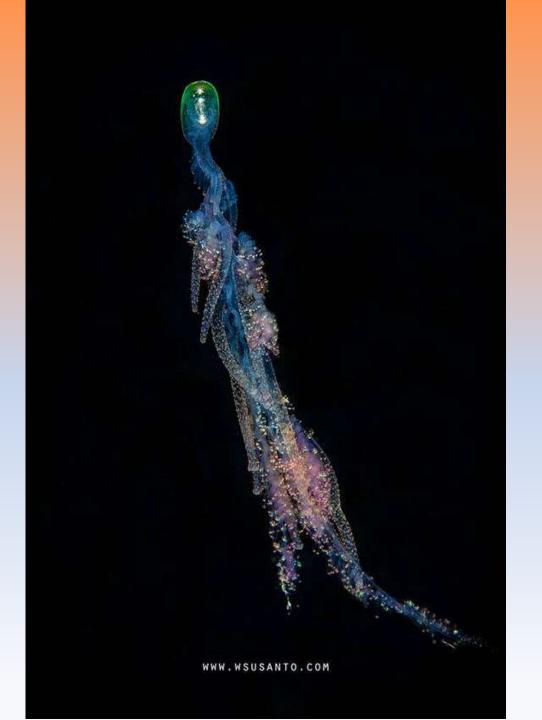


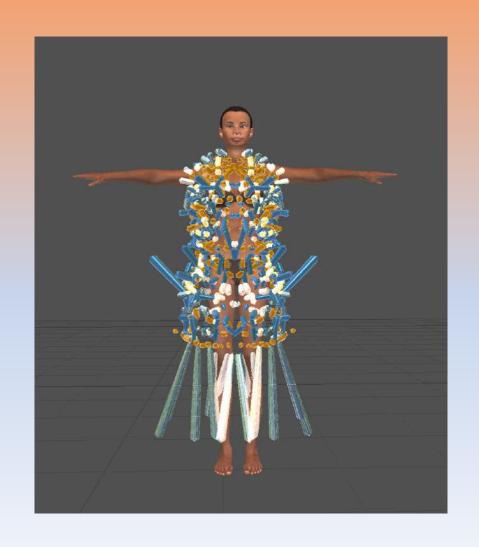
FABRIC OF REALITY MUSEUM OF OTHER REALITIES VERIZON MEDIA

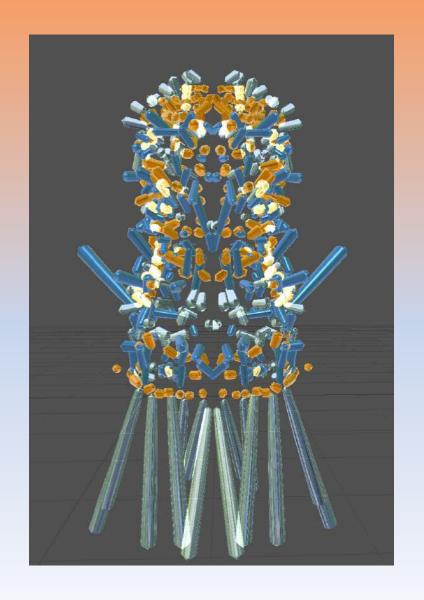
MOODBOARD

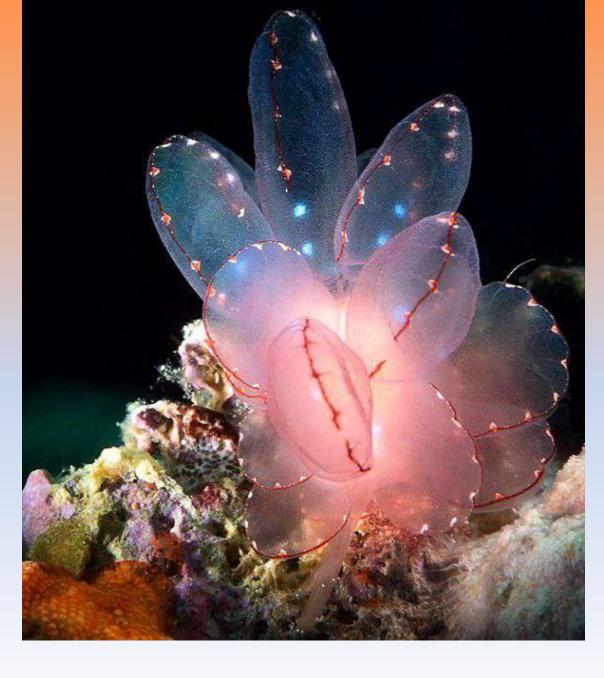






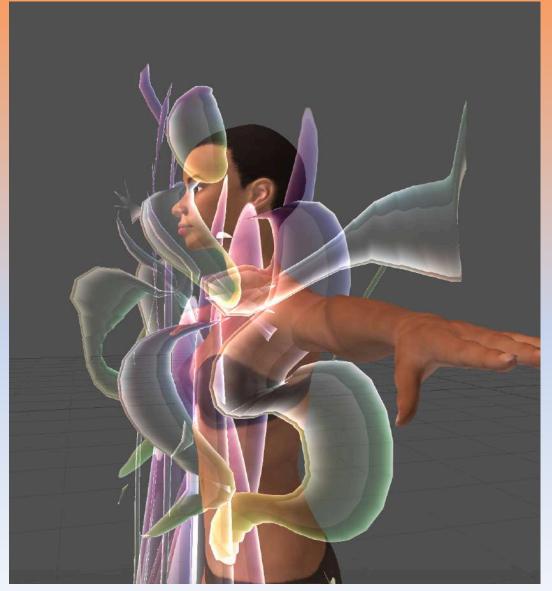


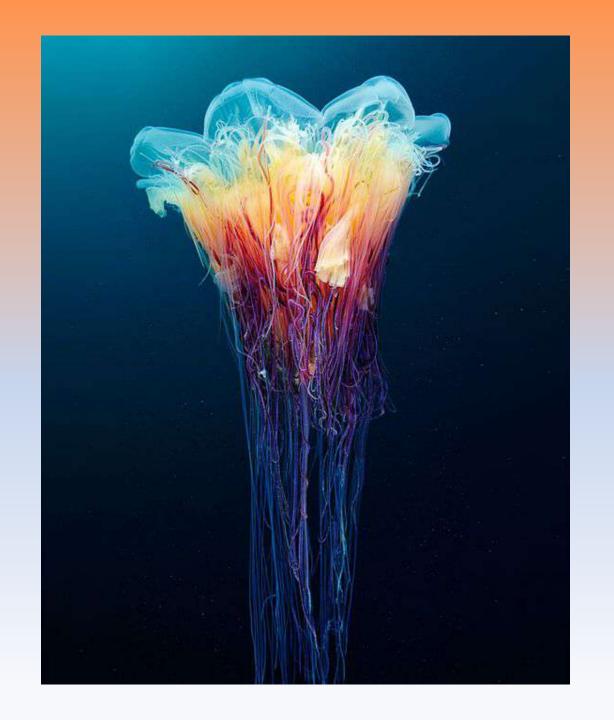






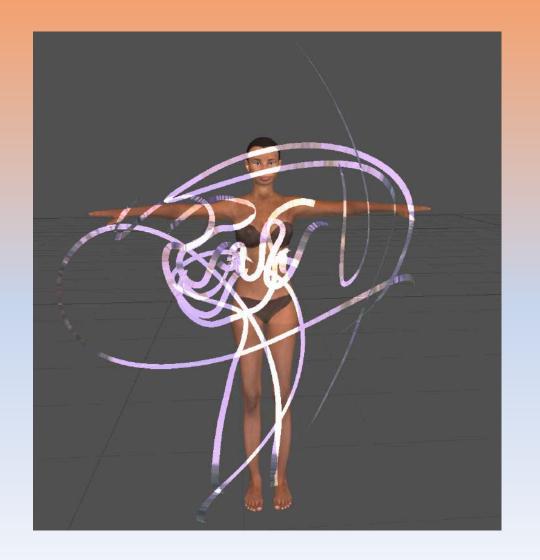






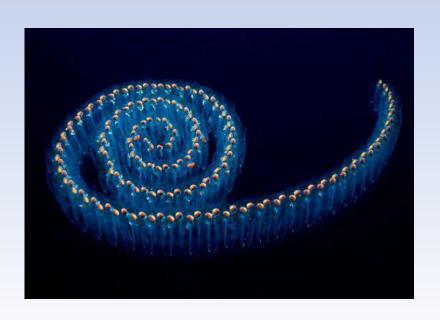


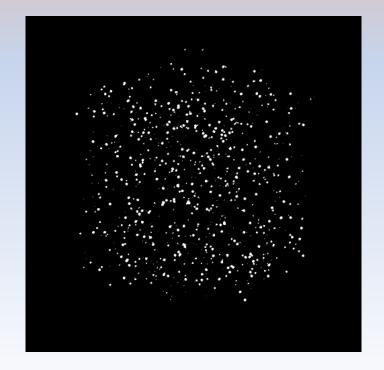


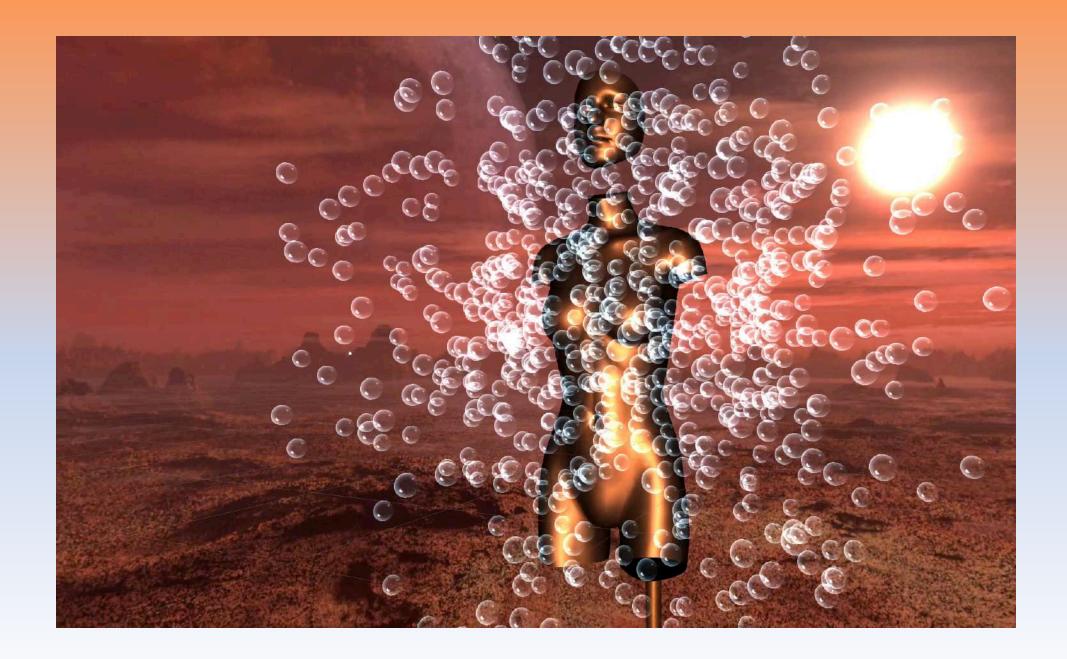


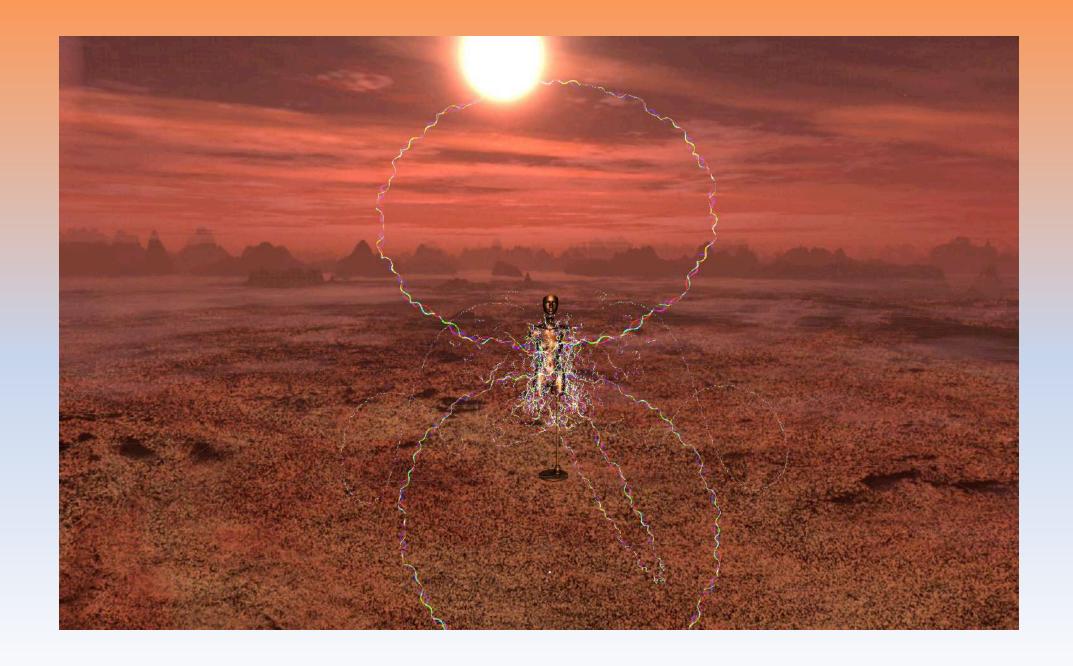


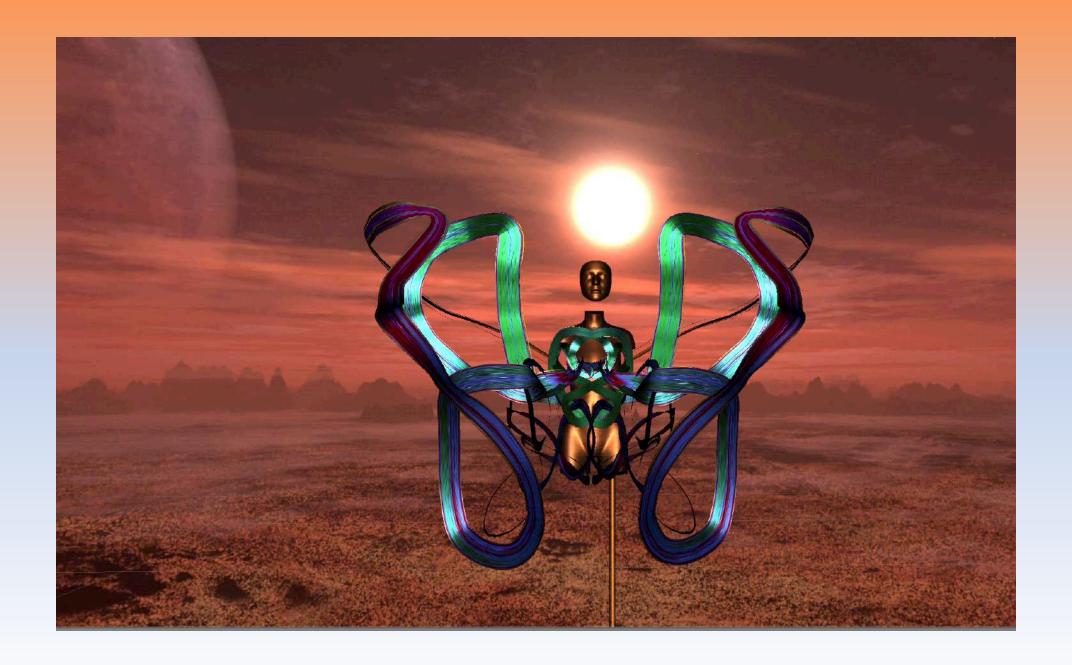




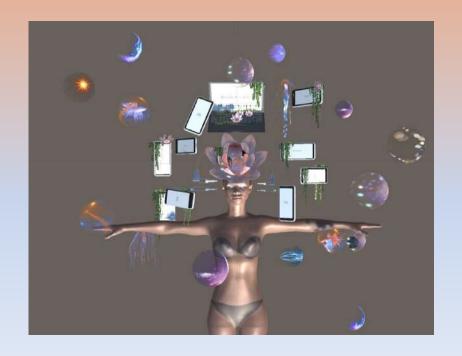


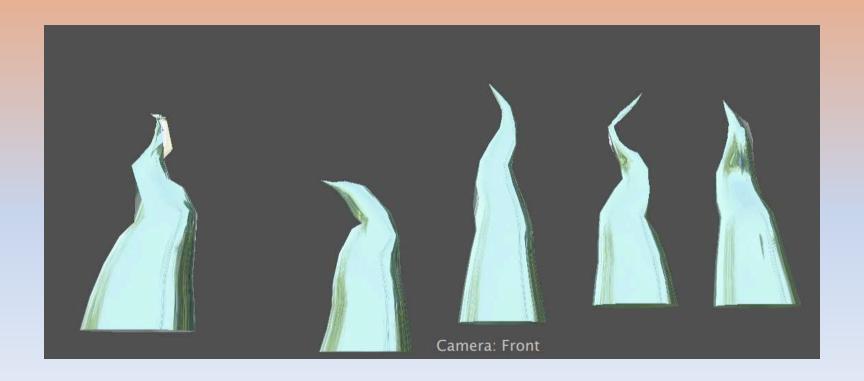


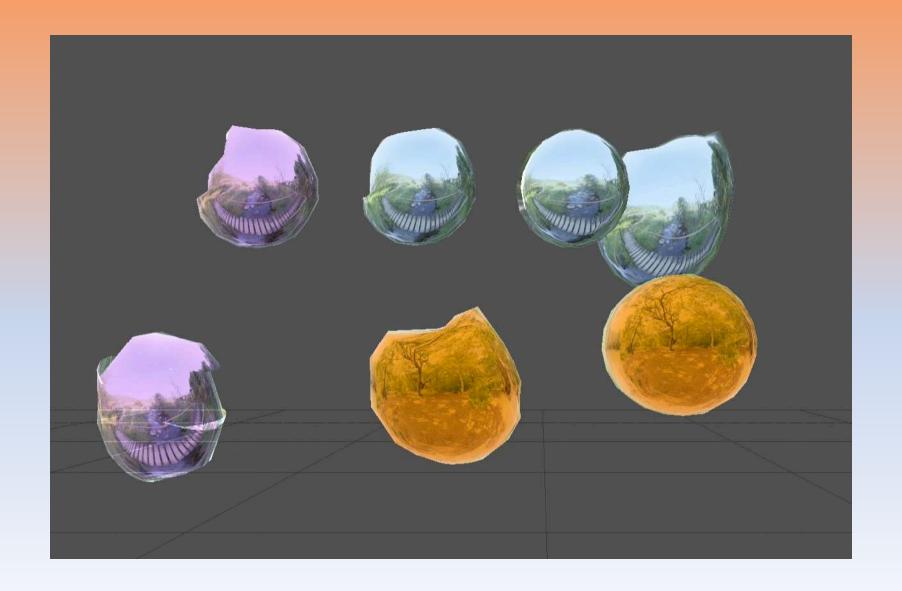


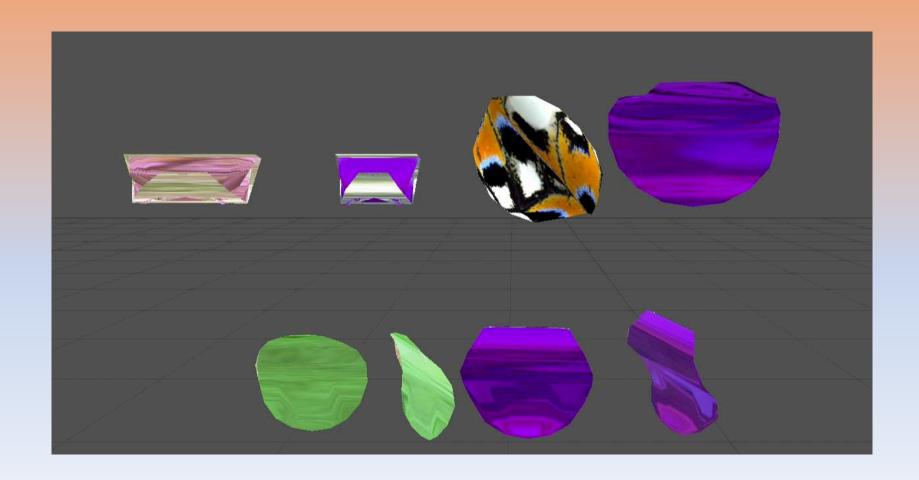




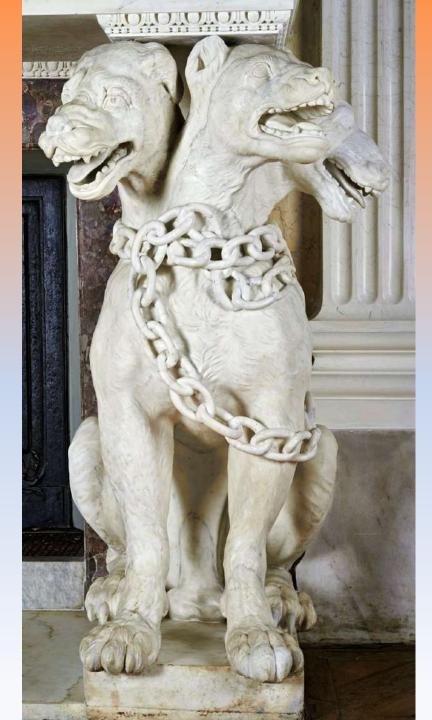




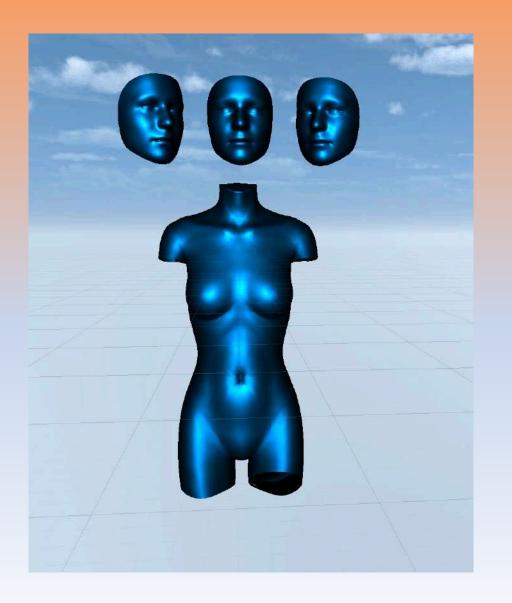


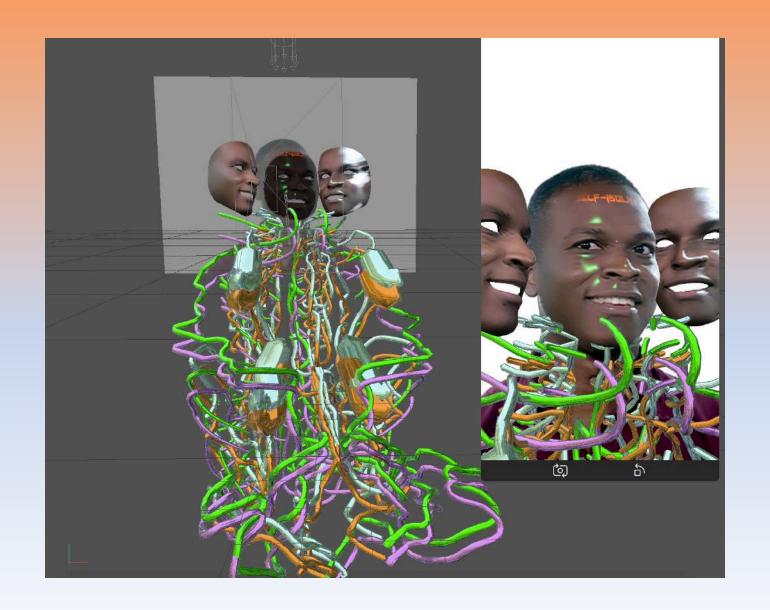


AVATAR

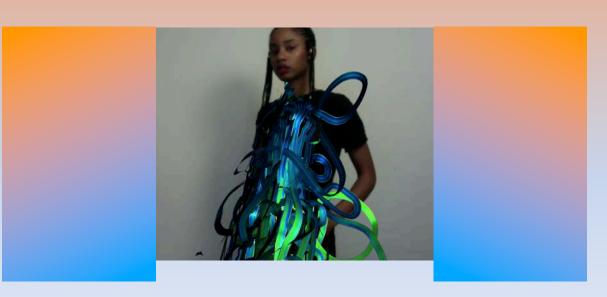


















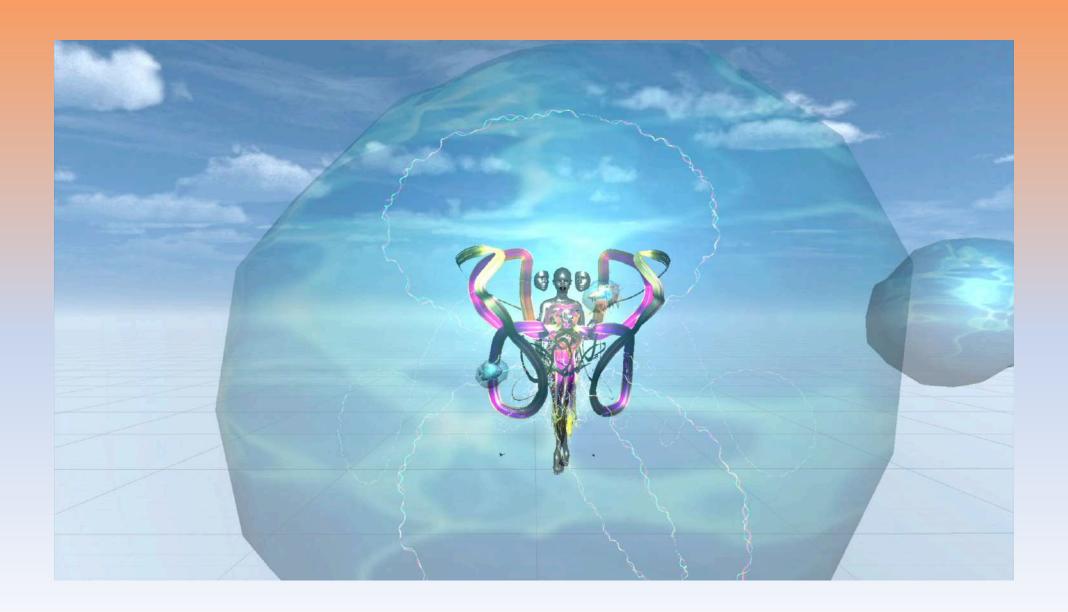


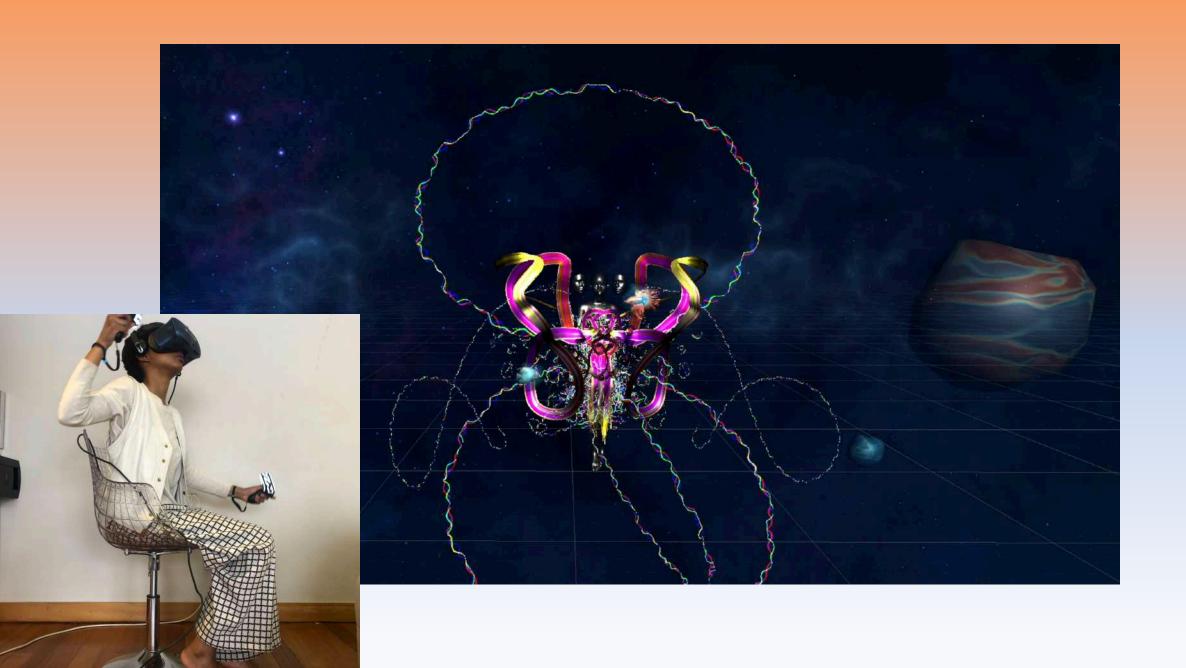






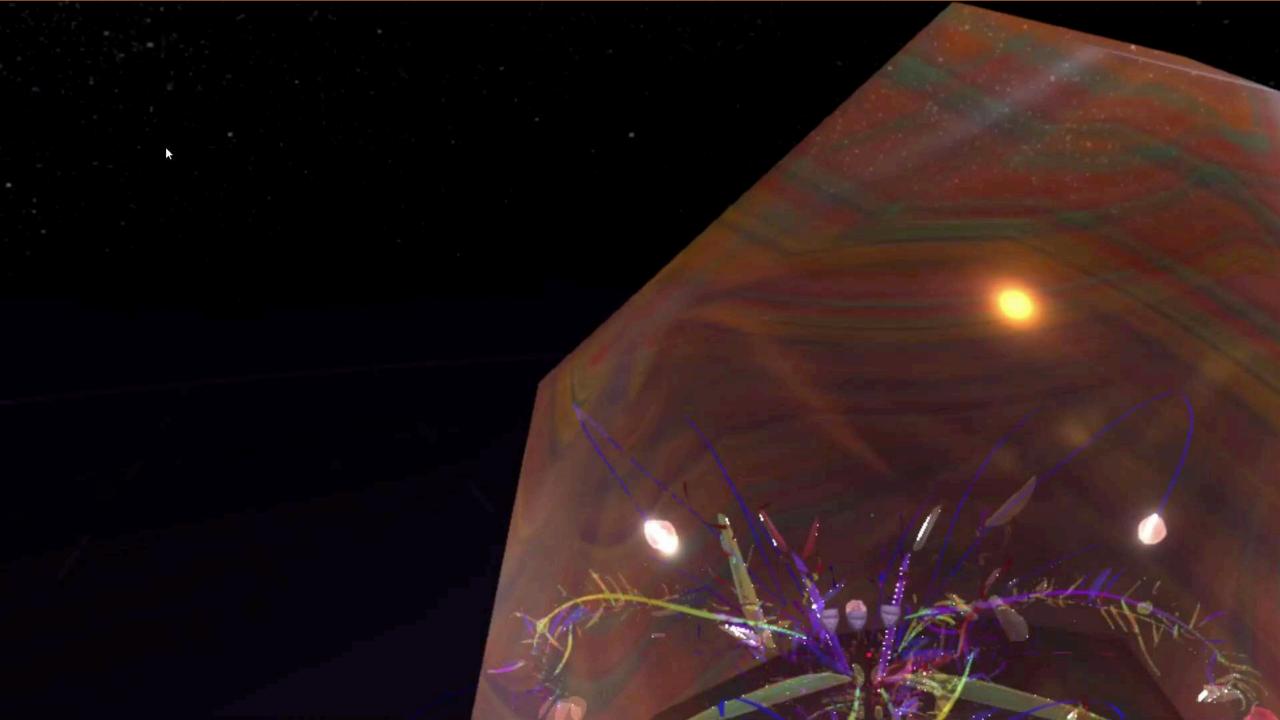
SKETCH



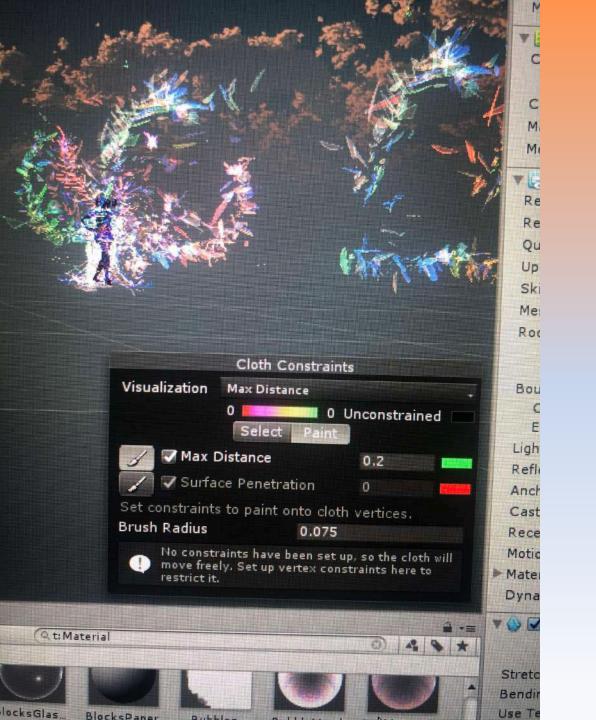


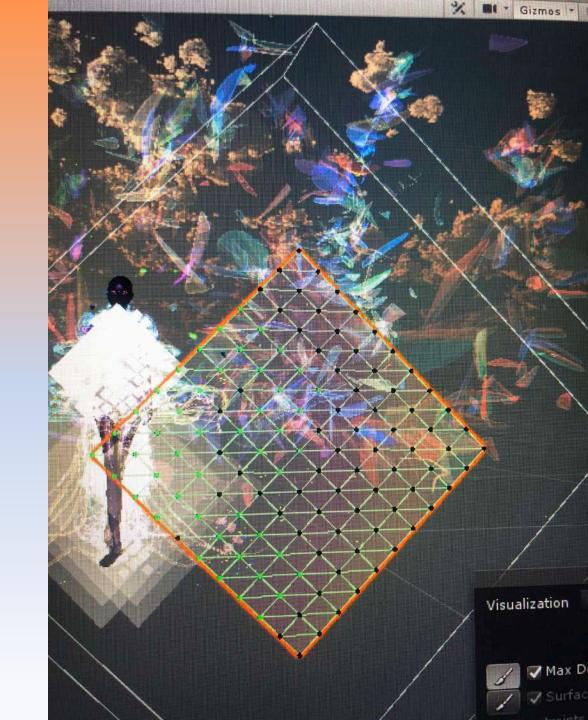












FINAL OUTCOME









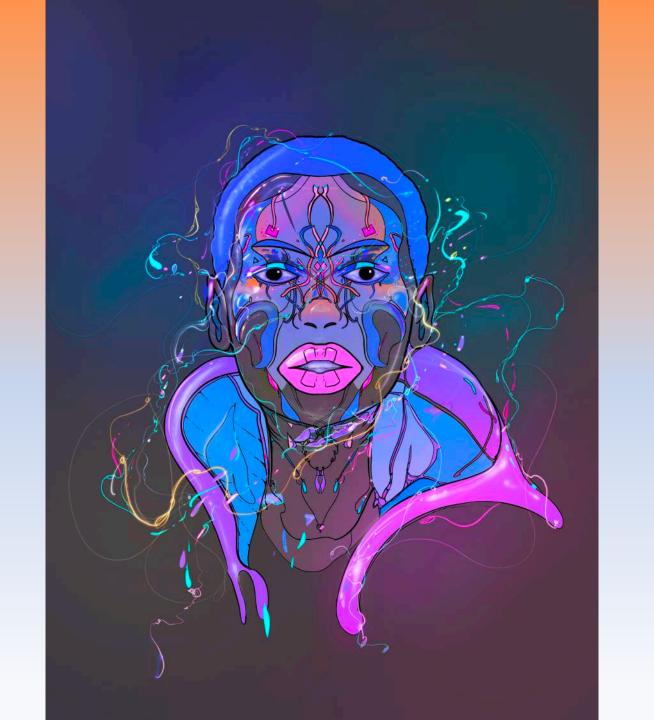
NEVER ENDING CREATIVITY











THANK YOU ©