

YSOFT **BE3D™**
**IN EDUCATION
INSPIRATIONAL
CASE STUDY**

**A COMMERCIAL
EXAMPLE SHOWS
STUDENTS HOW 3D
PRINTING CAN BE
USED IN THE FASHION
INDUSTRY**



CZECH FASHION DESIGNER MONIKA VAVEROVÁ (MIMO) ACHIEVES MEDIA ATTENTION WITH 3D PRINTING

Fashion designer Monika Vaverová was searching for a way to link innovative technology with fashion to add excitement to her upcoming fashion show. She took a creative leap and used YSoft be3D printers to produce a breathtaking futuristic design which was presented at the first fashion show in the Czech Republic to use 3D technology.



CUSTOMER PROFILE

Monika Vaverová is a talented young fashion designer who is quickly becoming known in the design world – both in the Czech Republic and beyond. Under the brand MIMO, Vaverová designs costumes for production and for individual art projects. Her designs are characterized by their originality, variability and functionality. The vibrant, futuristic elements of the designer's costumes reflect her creative personality.

CHALLENGE

Fashion designer Monika Vaverová was looking for a brand new concept to surprise the audience at her upcoming fashion show. She decided to link technology and fashion design by using the latest 3D technology for a costume she named "Eagle Borg."

Vaverová was the first designer to use 3D technology at a fashion show in the Czech Republic. Her design combined textile components with elements fabricated by a 3D printer, resulting in an innovative costume that wowed the audience.

The young designer was excited about the opportunity to integrate the new 3D technology into her creative process. Although she initially had only a basic understanding of the possibilities of 3D printing, with help from the YSoft be3D team she quickly saw how the technology could enhance her designs and increase the potential for innovation.

"3D printing technology is new and challenging to me and to fashion design. The YSoft be3D team and I developed a working method in which I first created paper and cardboard models, reviewed them with Y Soft, then repeated that process until final production of the very last prototype." – Monika Vaverová.

SOLUTION

The creation of the Eagle Borg costume required the designer and the YSoft be3D team to work together to develop and produce numerous textile and 3D-printed components. The costume included many individual 3D-printed components, such as numerous small "feathers" as well as separate components for the chest, arms, back, and head.

For each component of the costume, a paper and cardboard model was created which was used as the basis for development of an equivalent model in 3D modeling software. The component was then produced by YSoft be3D 3D printers with the use of FDM 3D printing technology.

RESULT

Monika Vaverová presented the Eagle Borg costume at a fashion show in Prague in October 2015. The costume surprised the regular participants of the show – and also caught the attention of the media as an exciting new way of integrating state-of-the-art technology with the world of fashion. Thanks to the designer's creative imagination and the cooperation of the YSoft be3D team, Vaverová obtained invaluable media coverage for the show and MIMO.

The Eagle Borg project demonstrated that 3D printing can be used as a creative alternative in fashion and costume design – a valuable tool for both prototyping ideas and for producing the final result.

"The collaboration with be3D has been a useful and valuable experience for me. The be3D team helped me both during and after the development of my design. I am now motivated to follow this trend and use it in my fashion design practice in the future!"

– Monika Vaverová
Fashion Designer

