

TIME OF DEATH

“The nightmare must end.”



Summary

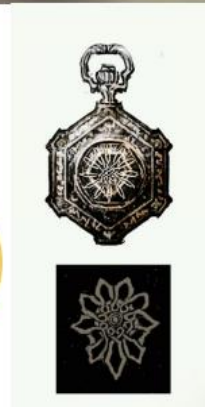
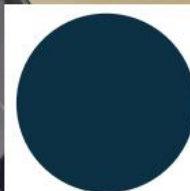
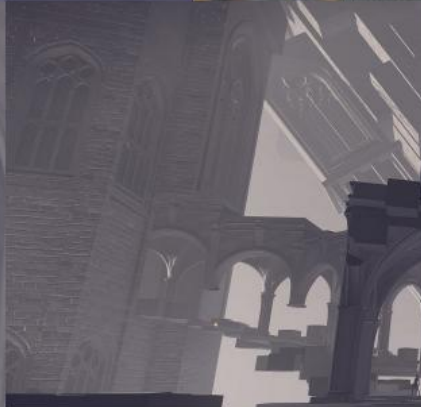
For this project, I wanted to combine two objects that I really like but that are not linked at all; a plague doctor mask and a pocket watch. I got into the game Bloodborne before the semester started so I decided to make it about a character with a plague doctor mask called Eileen the Crow. I made this bag for one of my leather bag making classes, We really took a lot of time to make a design, the teacher always pushing us further.

The project was an attempt at making 'old' objects more modern for our society while keeping its source.

I used different ways to assemble the bag such as 'montage allemand' and 'technique mixte', unfortunately I do not know their translation in English.

Research

STORYBOARD





Design inspiration

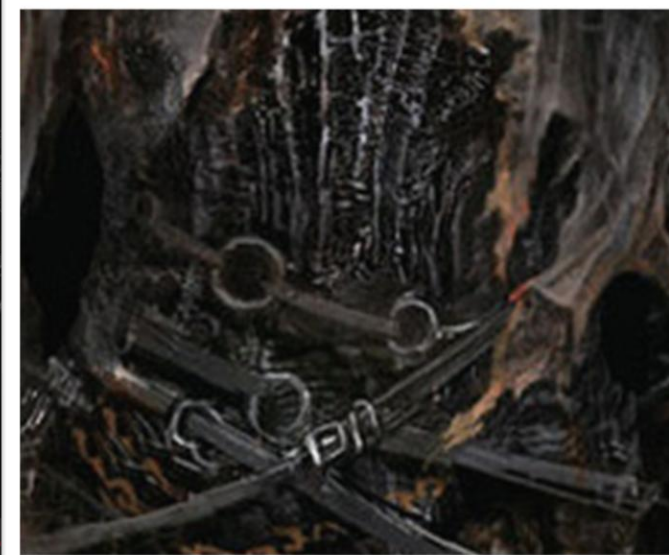
Bloodborne Artbook
(for shoulder strap)

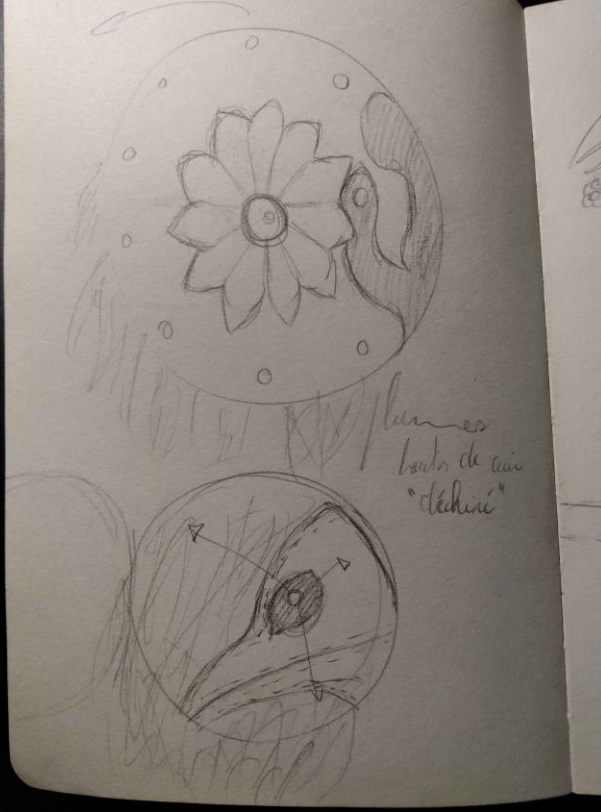


Bloodborne Artbook

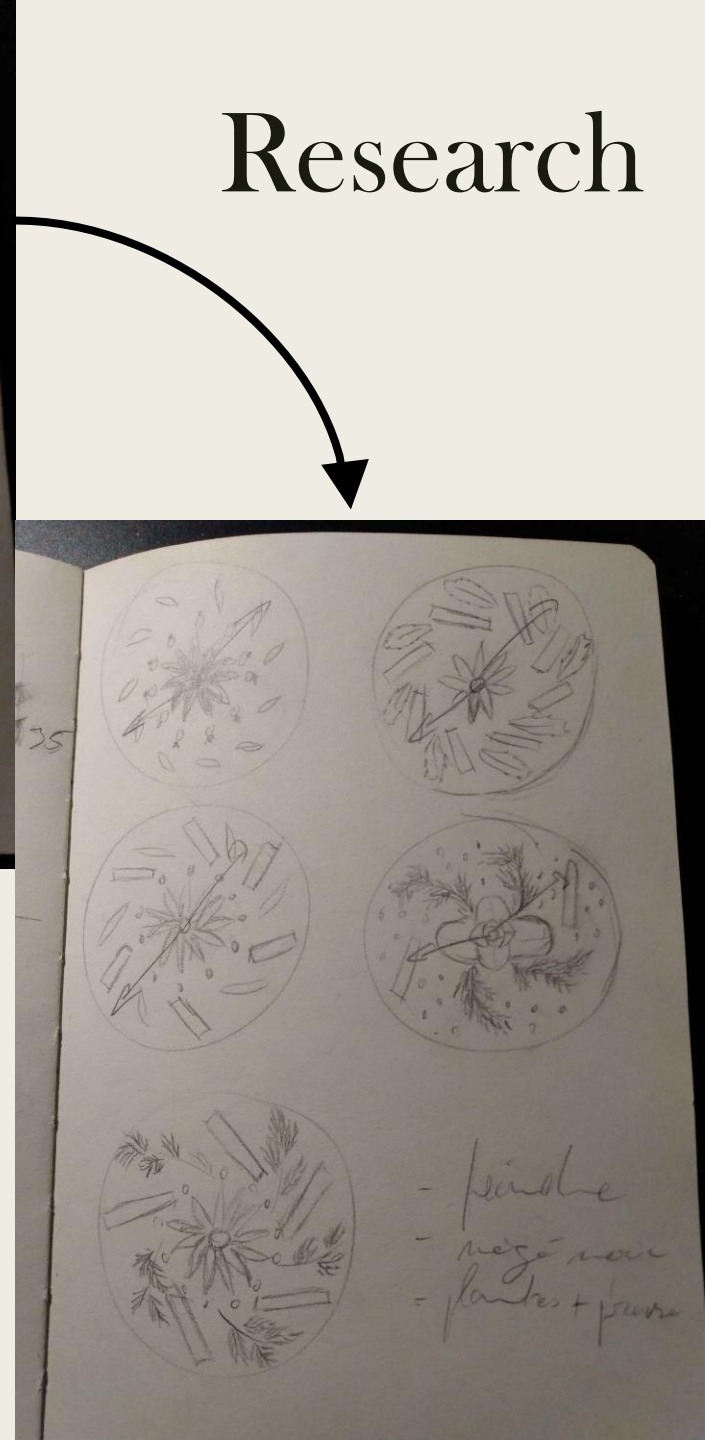
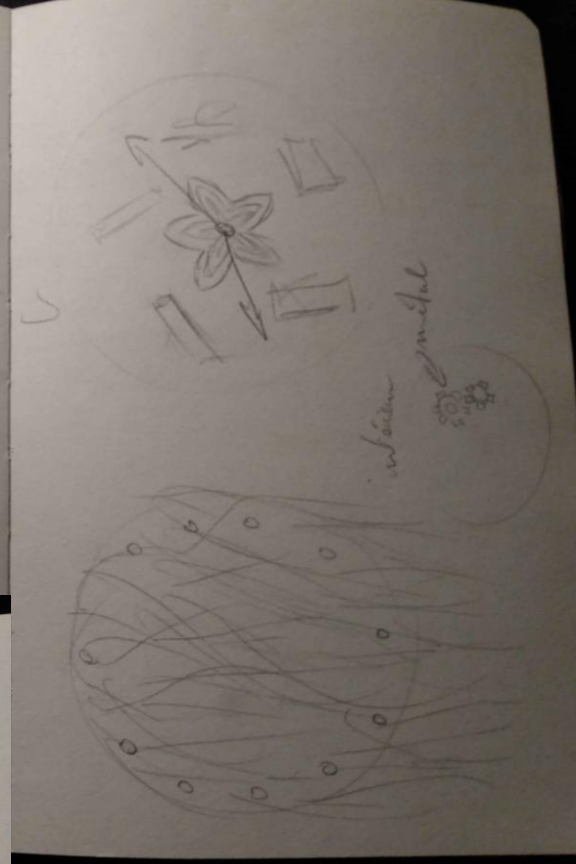
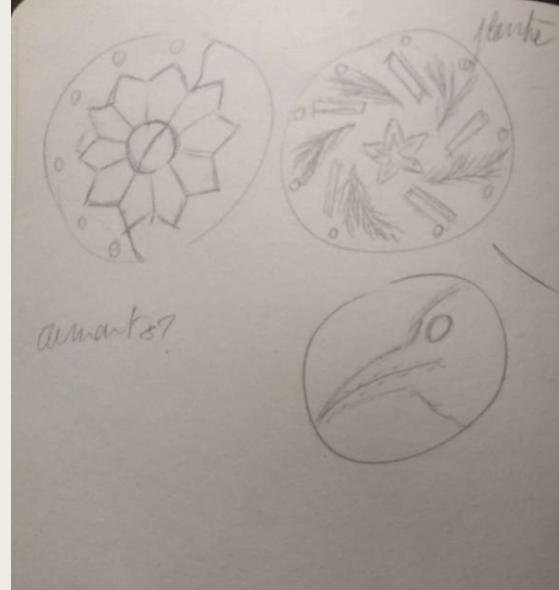
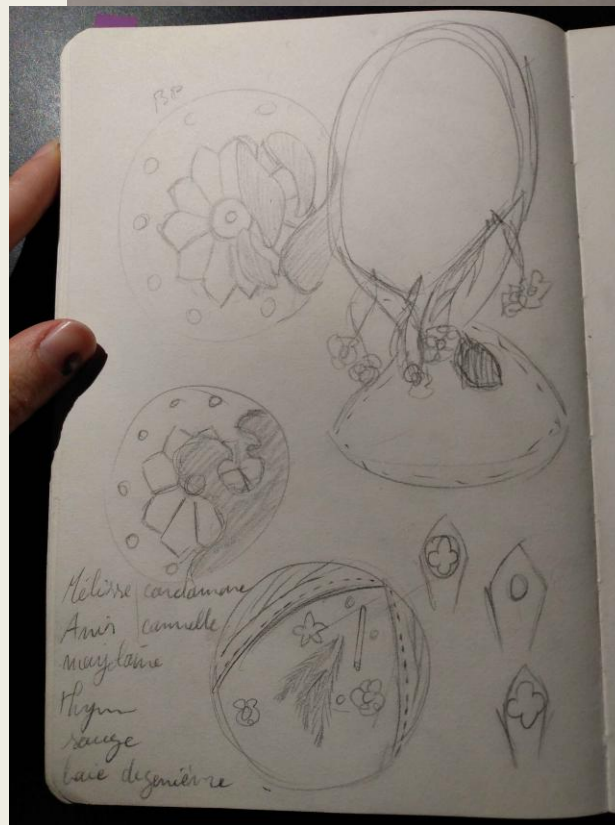


Montre ronde, 1685
Musée du Louvres





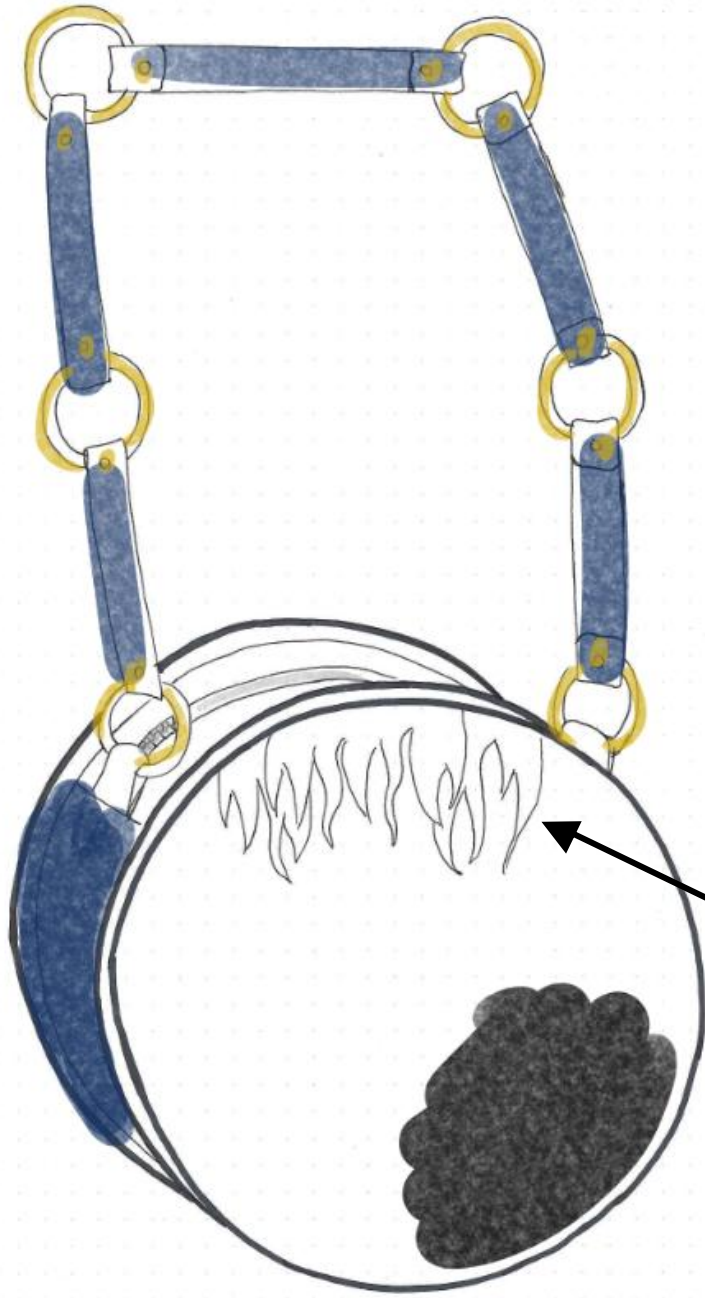
Research



Research

Sketches, Flats, Technical Specifications





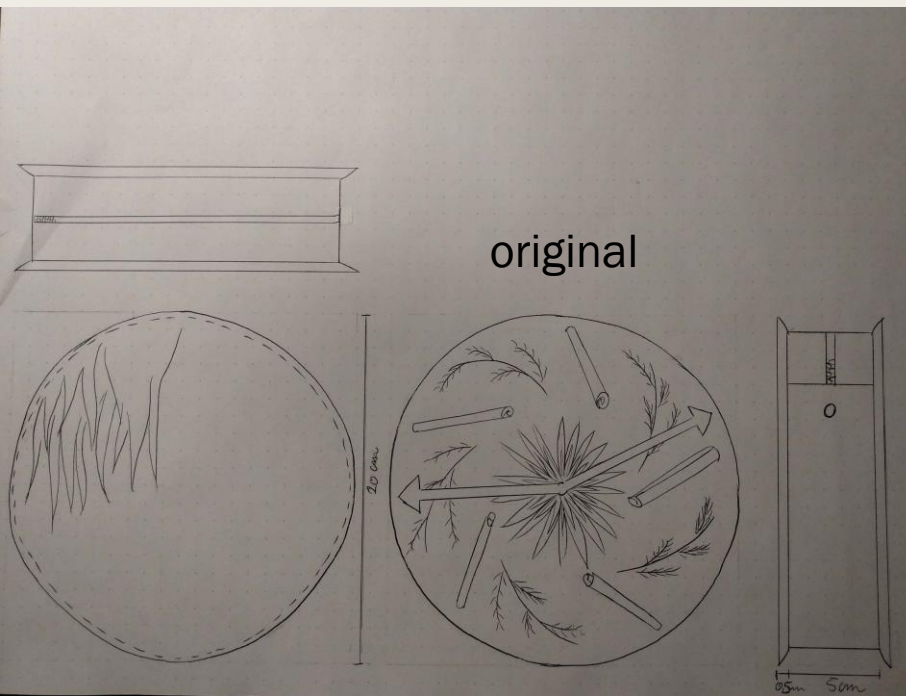
Flats

- “Feathers” everywhere
- First front removable, held with magnets
- Other front decorated with plants embroidery



Omniscient Reader's
Viewpoint Pocket Watch

Copper engraving of a plague doctor of 17th-century Rome, by Paulus Fürst, 1656. [Wikipedia]



original

- The plants are from the ones that were used historically in plague doctor's masks
- Originally, the design of the second front was supposed to be repetitive like a pocket watch
- But due to problems with the embroidery machine, I had to change

Materials

- Cow hide (bag)
- Lamb hide (feathers in front)
- Metal rings
- Metal zipper
- Thread (sewing, embroidery)
- Cotton cloth (inside)
- Magnets
- Metal
- Rivets
- Edge dye
- Metal gears
- Porc hide(?) (reinforcement)
- Water based glue



The feathers are cut with laser machine



There are metal gears sewn inside the bag
to remind of a pocket watch



Embroidery process



FINAL DESIGN

Thank you