Jess Kim

contact

SMART TEXTILES

A cloth that integrates technologies within it.

At Bilio I developed knowledge about and shared skills related to programmable embroidery methods.

MAMOI'S WORLD

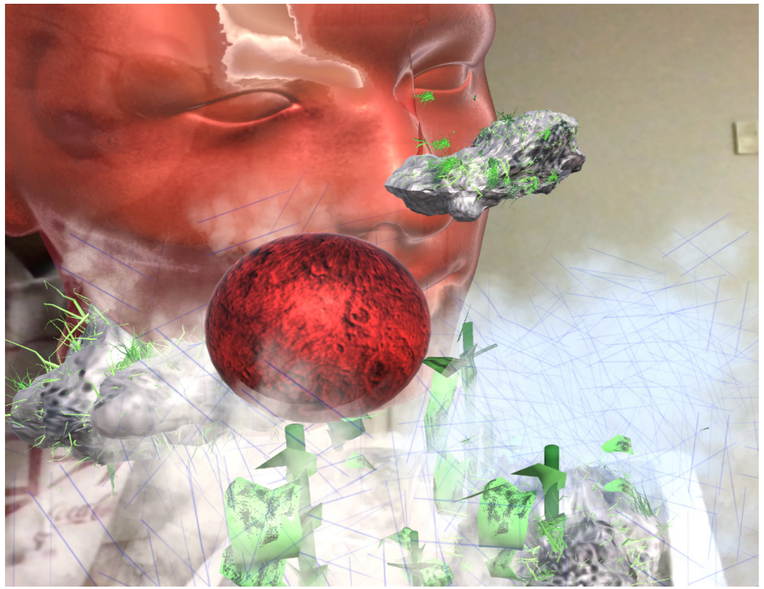
Conceptualized at the start of the pandemic, "Mamoi's World" is a living project. Inspired by ideas of my cat's pandemic experience I transformed my drawings into a series of mediums that draw from each other. From the software Blender to Unity these explorations are tranlaste medium exploration. It asks the question how do we perceive "augmentation" of the environment around us in technology?

Inspiration sketches and image marker

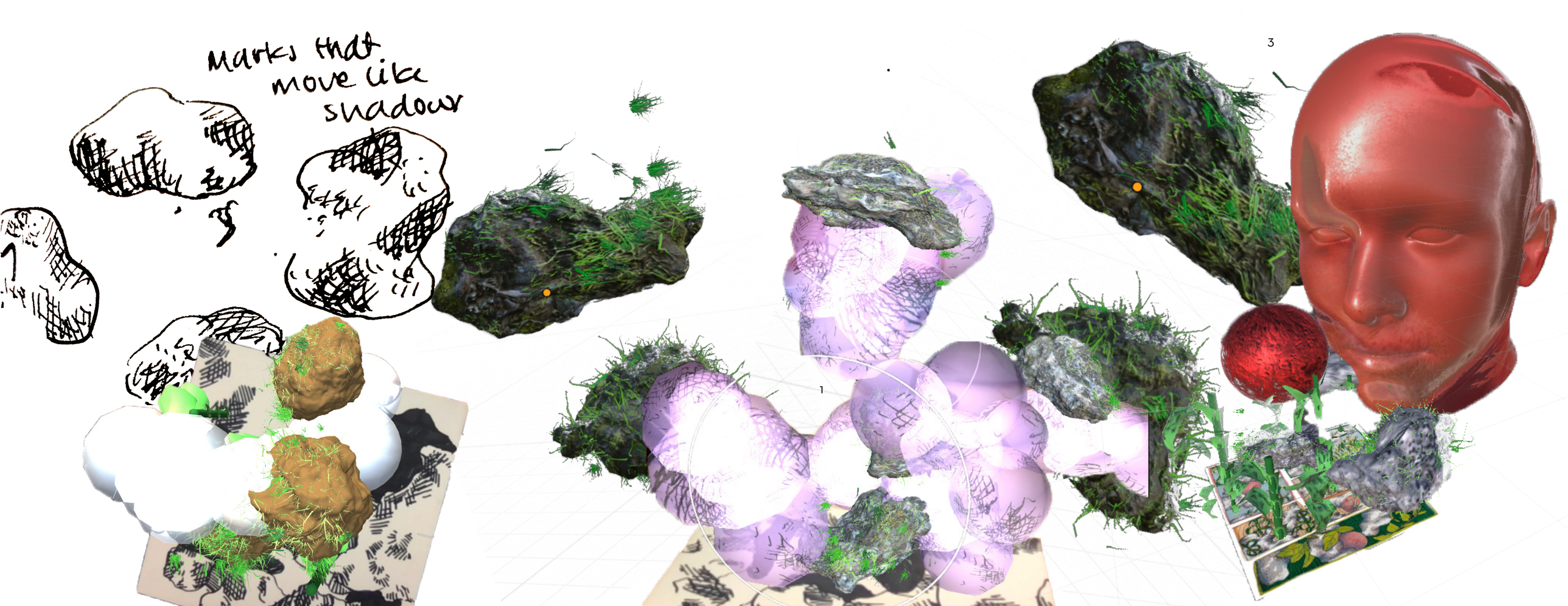
BEFORE

AFTER

A living project, intial explorations were
done in the 3D rendering software
Blender in 2019.



Continued in 2021, the source sketches
were made into an
image marker, with the original objects
inspiring the environement.

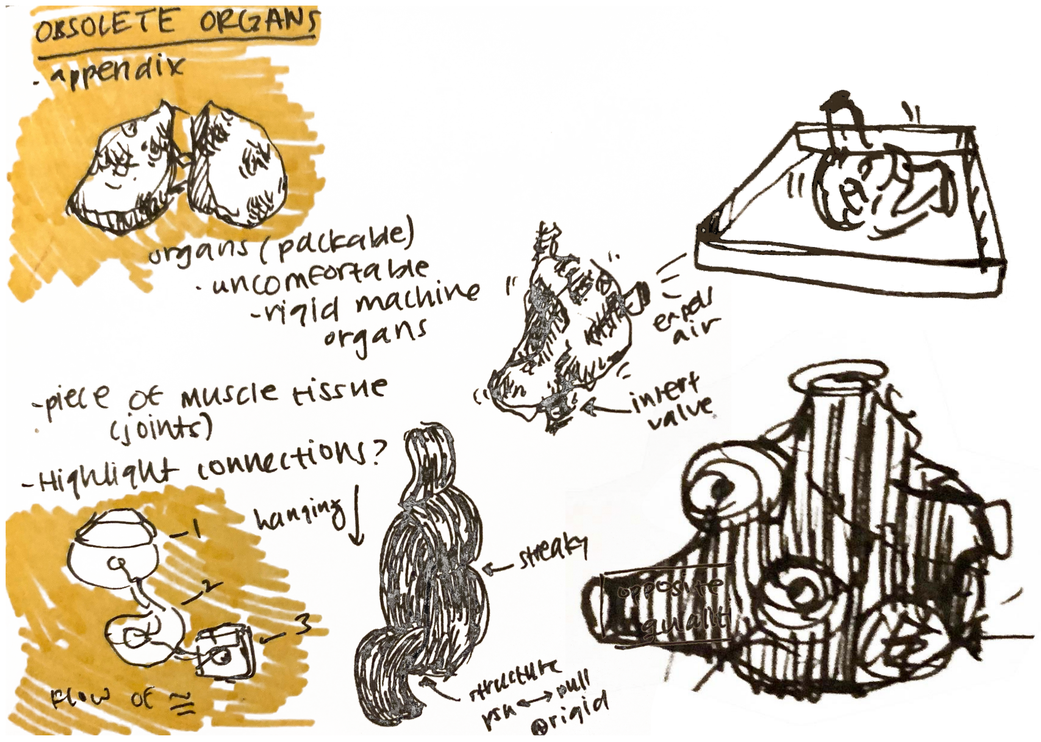

Marks that
move like
shadow
1
3

PLACENTA

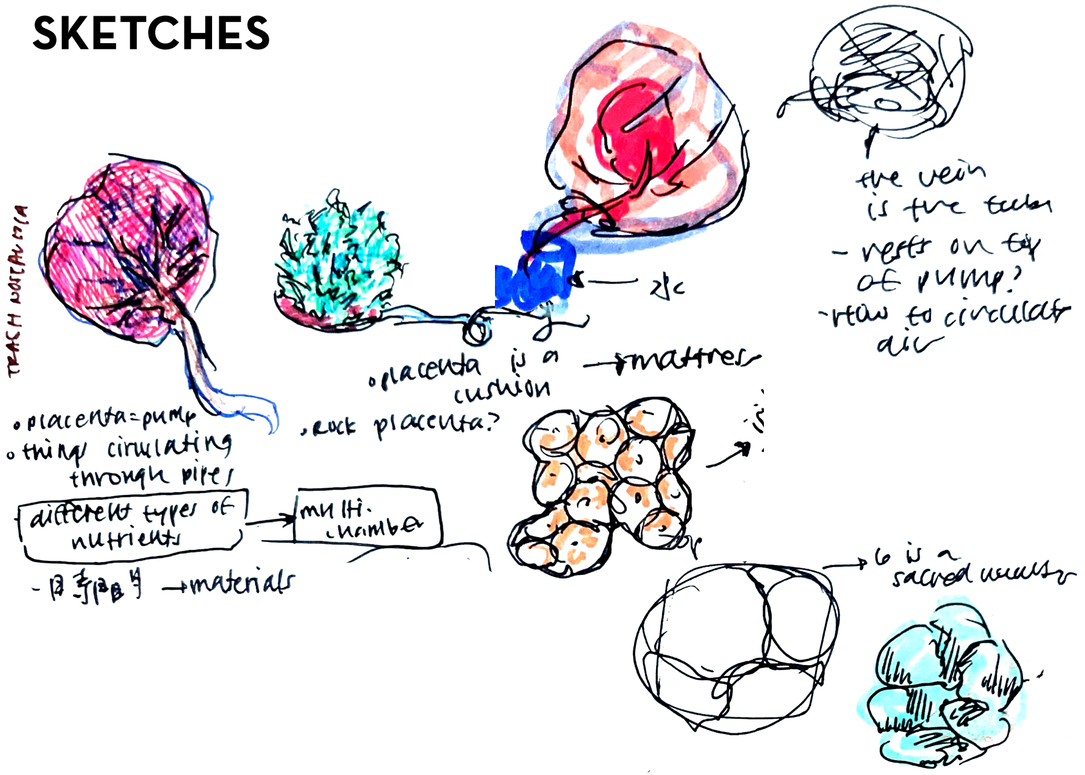
This project was based around silicone's material properties. In alignment with the prompt " resistance and resilience" we looked to answer the following questions. What if the placenta was an "permanent" organ? What would the world that it exists in be like?

MATERIAL EXPLORATION

Using silicon as the primary material we did a series of material testing of embedding different materials within silicon to capture and augment this material's natural propeties. From conductive yarn, to polyester tubing we mixed different thermochromatic powders to create a baseline of different cosmetic finishes to select from in making our final product.


OBSOLETE ORGANS
- appendix
organs (packable)
- uncomfortable
- rigid machine organs
- piece of muscle tissue (joints)
- Highlight connections?
hanging
1
2
3
flow of ≅
streaky
structure
psh ↔ pull
@rigid
expel air
insert valve
opposite equality

SKETCHES


TRACH NOSTALGIA
• placenta = pump
• thing circulating through pipes
different types of nutrients
multi-chamber
→ materials
• placenta is a cushion
→ mattress
• rock placenta?
the vein is the tube
- rests on top of pump?
- How to circulate air
6 is a sacred number

ITERATIONS

Using silicon as the primary material we did a series of material testing of embedding different materials within silicon to capture and augment this material's natural propeties. From conductive yarn, to polyester tubing we mixed thermochromatic powders to create a baseline of different cosmetic finishes to select from in making our final product.

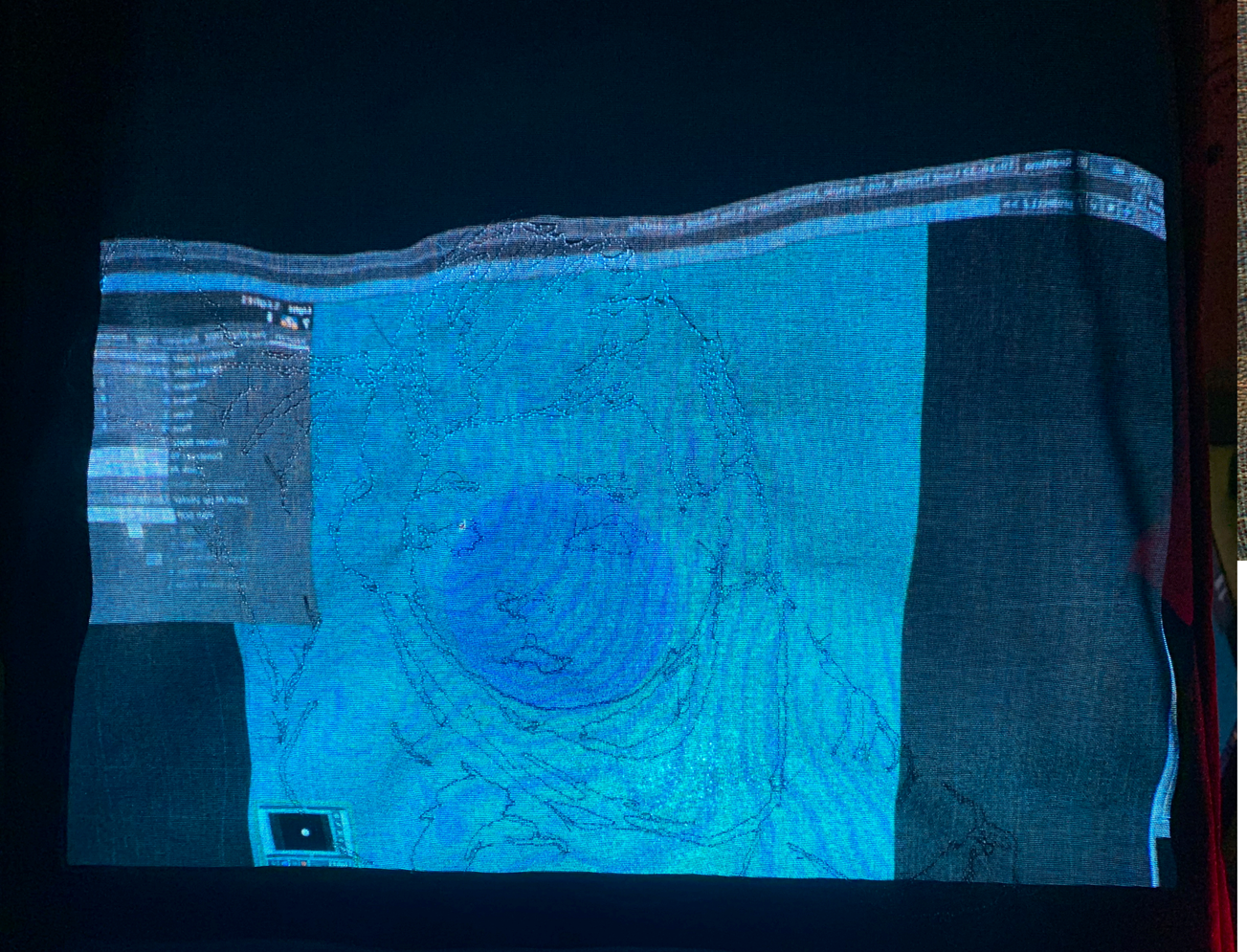
Form development (not to scale). Right (most completed iteration) to left (beginning stages_

TO INDULGE A CHILD

MDes Thesis

“Amaeru”

Inspired by the Japanese myth, “Kitsune no Yomeiri”, “To Indulge a Child” draws on traditional visual storytelling. Drawing on the communal phenomena of named generations and japanese folklore it combines textile embroidery and projected AR to narrate these experiences.



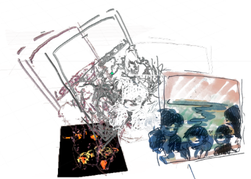
Composed of a wooden frame wrapped in embroidered textiles, three tapestry lamps sit near each other. On top is a smart textile that controls the projected AR environment. Only when viewers stand among all three will they see the complete AR environment. Each lamp stands for a different generation - each color represntign their own unique experience of cultural dissonance.

Textile and AR

Jess Kim

1

2



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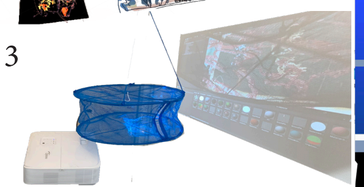

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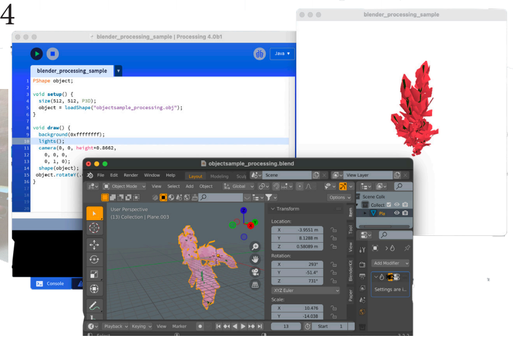
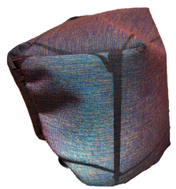


1. Picture of initial node set-up in TouchDesigner
2.Render of drawing transformation through Blender and Unity
3. Initial AR visualization prototyping
4. Sampling Blender objects in Processing

PROCESS

1

2



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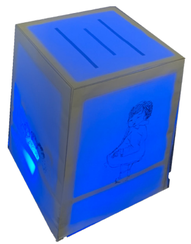

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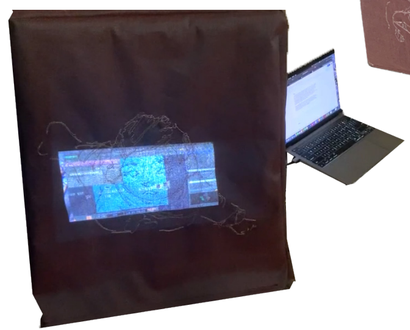

6

1. Initial sketch of potential form for lantern tapestry
2. Small initial prototype
3. Wooden frame of lamp at scale
4. Frame covered with paper mockup of embroideries
5. Covered lamp in final product with mockup of projection
6. All three lamps with final fabric and panels

Jess Kim

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EXPERIENCE

Bilio
Berkeley,CA
Textile and Material Innovation Intern
Summer 2022
Designed conductive embroidery on the ZSK embroidery machine
Formulated and implemented material database system

XR Lab
Berkeley,CA
3D Modeling Designer
June 2021 - July 2022
Curated user experience by conceptualizing and prototyping customizable avatar using 3D modeling software, Blender

XR Lab
Berkeley,CA
3D Modeling Designer
June 2021 - July 2022
Curated user experience by conceptualizing and prototyping customizable avatar using 3D modeling software, Blender

KNORTS
Los Angeles, CA
Freelance Knit Development
June 2020-July 2021
Created innovative knit structures and fabrics

SKILLS

SOFTWARE

Microsoft Suite

Adobe Suite

NedGraphics

Pointcarre

Weavepoint 7

STOLL M1+

Arduino

Raspberry Pi

TEXTILES & DESIGN

Dobby & Jacquard loom programming

Knowledge of Weaving & Knit structures

Basic Physical Prototyping

Circuits

LANGUAGE

English (fluent)
Spanish (Advanced Intermediate)
Japanese (Advanced Beginner)

EDUCATION

UC BERKELEY
Masters of Design | 2021 - 2022
Studio Officer Lead | 2022
BCNM Graduate Certificate | 2022
Distinguished Scholar Award | 2021

RHODE ISLAND SCHOOL OF DESIGN
BFA Textiles | 2019
Textron Fellowship | 2017-2019