

**CALL FOR
CREATIVES!**

MAKING FASHION LAST

RESIDENCY

BY



SUPPORTED BY



**Distributed
Design**



Co-funded by the
Creative Europe Programme
of the European Union

**6 WEEKS
TO DEVELOP
A PERSONAL
PROJECT TO
CHANGE THE
VISION ON
FASHION**

**FROM 7 JANUARY 2025
TO 16 FEBRUARY 2025**

OpenDot is thrilled to announce the launch of **"Making Fashion Last - Residency program"**.

The program is dedicated to empower **4 talents** to **rethink and reshape our relationship with clothes** by fostering innovation, sustainability and inclusiveness.

The residency focuses on **3 pivotal themes**, each addressing critical aspects to mitigate and tackle the **impact of the fashion industry**:

CHALLENGE #1 Repurposing and Upcycling

CHALLENGE #2 Transformational Design

CHALLENGE #3 Dress the change

INDEX

ABOUT OPENDOT	4-7
MAKING FASHION LAST RESIDENCY	8-9
FOR WHO?	11-12
CHALLENGES	13-16
WHAT DO WE OFFER?	17-19
COMMITMENT AND OUTPUT	20-21
SUBMISSION PROCESS	22-23
ABOUT DISTRIBUTED DESIGN	23-24
CONTACTS	25

OPENDOT

OpenDot is an **innovation hub** for **social impact** dedicated to **positive change**, focusing on **sustainability** and **circular economy**, with a particular focus on health and care, food systems, circular design and fashion systems.

Where: Milano (IT)

Founded: 2014

By: Dotdotdot - multidisciplinary design studio



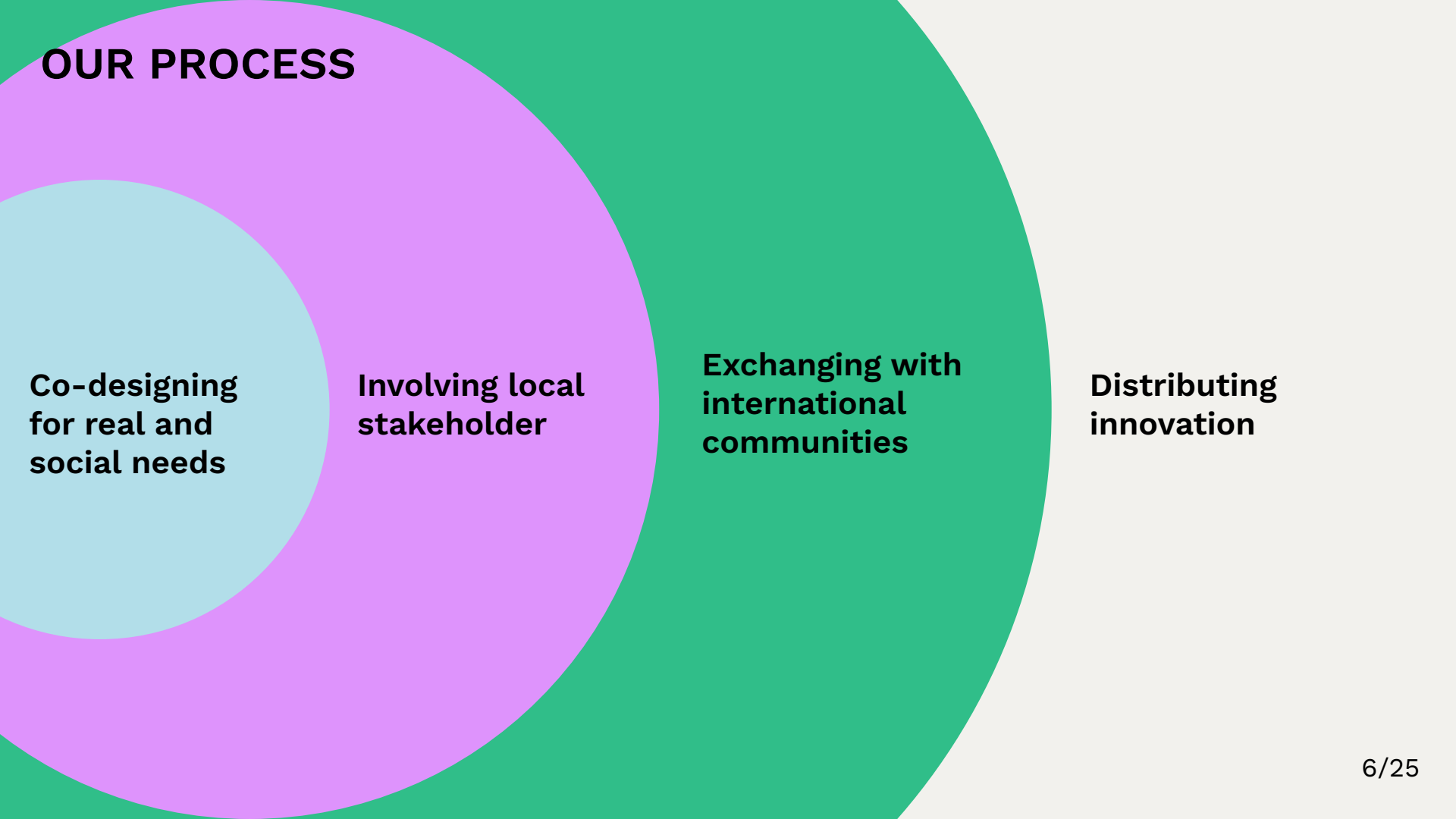
OUR MISSION

We work to **create positive impact** developing solutions that answer to specific needs by engaging and empowering all the actors involved.

OpenDot creates change through **co-design** methods, a philosophy that embraces the values of **open source**, **rapid prototyping** and the use of **technology** thanks to its internal **Fab Lab**.



OUR PROCESS



**Co-designing
for real and
social needs**

**Involving local
stakeholder**

**Exchanging with
international
communities**

**Distributing
innovation**

OUR TEAM



Laura Dellamotta
Co-founder and
General Manager



Alessandro Masserdotti
Co-founder and
Head of R&D



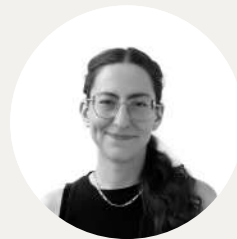
Line Ulrika Christiansen
Director



Martina Giulianelli
Communication Designer
and Project Manager



Marta Savoldelli
EU Grants



Cristina Biella
Project Manager



Emma Pareschi
Digital Fabrication
Expert



Tiziano Berti
Design Engineering



Andrea Ascani
Product Designer and Digital
Fabrication Expert



Federica Mandelli
Storytelling and
Content Strategist



Eleonora Pizzini
Storytelling



Camilla Guerci
Social Media Manager

*The team is supplemented by Dotdotdot's expertise of strategy experts, UX/UI designers, developers and sound designers.

RESIDENCY PROGRAM

MAKING FASHION LAST

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RESIDENCY PROGRAM

**A 6 WEEK PROGRAM DESIGNED TO EMPOWER
DESIGNERS, RESEARCHERS, AND INNOVATORS TO
RETHINK AND RESHAPE THE FUTURE OF FASHION**

HIGHLIGHTS OF THE PROGRAM

COLLABORATIVE ENVIRONMENT

Work alongside like-minded individuals from diverse backgrounds, fostering a rich exchange of ideas and expertise.

ACCESS TO RESOURCES

Use Opendot's state-of-the-art facilities, including fabrication labs and sustainable materials libraries.

MENTORSHIP AND GUIDANCE

Receive support and mentorship from industry experts and innovators.

PUBLIC ENGAGEMENT

Showcase your work through exhibitions, workshops, and public talks, engaging with the community and industry stakeholders.

FOR WHO?

**FASHION DESIGNERS AND INNOVATORS
RESEARCHERS AND ACADEMICS
ARTISTS AND ACTIVISTS
TECHNOLOGISTS AND ENGINEERS
STUDENTS
RECENT GRADUATES
AND MUCH MORE!**

The Making Fashion Last residency program at Opendot is designed for passionate individuals who are committed to advancing sustainability in the fashion industry.

The Call is open to diverse talents who bring innovative ideas and a dedication to making a positive impact.

FOR WHO? SKILLS

PASSION FOR SUSTAINABILITY

A deep commitment to sustainability and a desire to drive change in the fashion industry.

INNOVATIVE THINKING

Creative and innovative approaches to repurposing, upcycling, and adaptive fashion design.

COLLABORATIVE SPIRIT

Willingness to collaborate and share ideas with a diverse group of residents.

PRACTICAL COMPETENCIES

Hands-on experience in design, research, technology, or activism related to sustainable fashion.

CHALLENGES

**DURING THE RESIDENCY PARTICIPANTS WILL
WORK ON A PERSONAL PROJECT TACKLING ONE
OF THE CHALLENGES**

A white starburst icon on a light blue background.

#1

REPURPOSING AND UPCYCLING
FROM FASHION TO ... AND VICE VERSA

A white starburst icon on a light blue background.

#2

TRANSFORMATIONAL DESIGN
FOR ADAPTIVE FASHION

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#3

DRESS THE CHANGE
FASHION AS A MEANS FOR CLIMATE ACTIVISM



#1

REPURPOSING AND UPCYCLING

FROM FASHION TO ... AND VICE VERSA

PROBLEM STATEMENT

The fashion industry, among others, generates a **significant amount of waste**. Fast fashion leads to the rapid disposal of clothing, contributing to environmental degradation. The primary problem is the substantial environmental and resource management challenges posed by **current production** and **consumption patterns across various industries**, including fashion. Specific issues include: environmental degradation, resource depletion, consumer perceptions and lack of cross-industry collaboration.

CHALLENGE

Resident will delve into creative ways to breathe **new life into discarded materials and garments**, fostering a circular economy. This challenge encourages **cross-industry innovation**, demonstrating how techniques and ideas from fashion can inspire sustainable practices in other fields, and vice versa.

TRANSFORMATIONAL DESIGN

FOR ADAPTIVE FASHION

PROBLEM STATEMENT

The mainstream fashion industry often **overlooks the needs** of people with disabilities, the elderly, and others who require adaptive clothing. This results in a lack of stylish, functional, and accessible fashion options for these groups. Fashion is **not inclusive** yet and often emphasizes conventional beauty standards.

CHALLENGE

Designing for inclusivity and **adaptability** is essential for creating garments and clothes that answer diverse needs and are meant to make everyone feel good in their bodies. This theme focuses on the development of transformational designs that **adapt to various physical conditions, lifestyles, and environmental contexts**.

Residents will explore cutting-edge technologies and materials to create fashion that is not only stylish but also functional and accessible for all.



#3

DRESS THE CHANGE

FASHION AS A MEANS FOR CLIMATE ACTIVISM

PROBLEM STATEMENT

The fashion industry is one of the largest polluters globally, contributing significantly to **environmental degradation**. Issues include excessive water consumption, chemical pollution, high carbon emissions, and substantial waste generation. Many consumers are unaware of the environmental impact of their clothing choices. **Fast fashion trends promote a culture of disposable fashion**, where clothing is worn a few times and then discarded.

CHALLENGE

Fashion can be a highly influential tool for **raising awareness and driving action on climate change**.

This theme invites the resident to use fashion as a medium for activism, creating garments/clothes and campaigns that highlight environmental issues and advocate for sustainable living.

WHAT DO WE OFFER?

6 WEEKS RESIDENCY PROGRAMME COMPOSED BY 5 WEEKS DEVELOPMENT 1 WEEK SETUP + EXHIBITION

500€ MATERIAL BUDGET PR. PROJECT

3 SELECTABLE DIGITAL FABRICATION TRAINING ALONG THE PROCESSES
AND MACHINES AVAILABLE IN THE OPENDOT FAB LAB

6 WEEKS FREE MEMBERSHIP IN OPENDOT

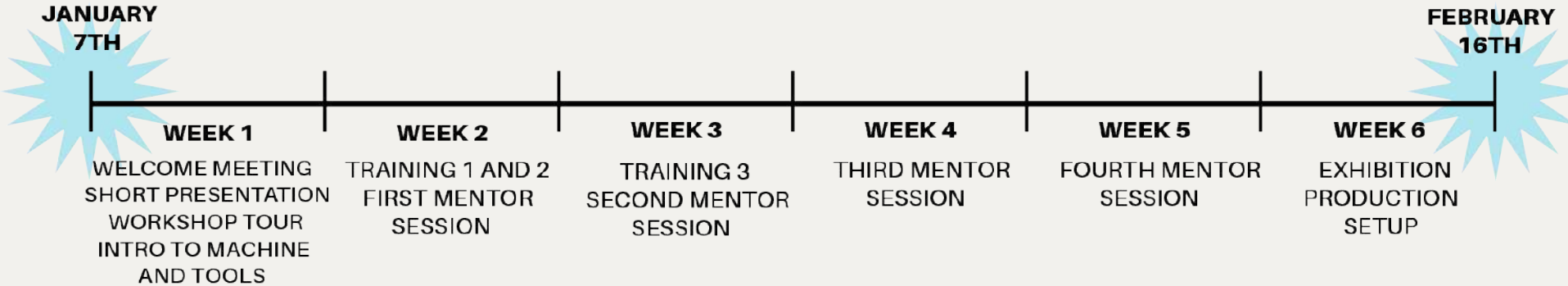
FULLY ACCESS EQUIPPED WORKSHOP AND PROTOTYPE FACILITY
ACCESS TO TOOLS, REPOSITORIES AND RESOURCES DEVELOPED BY THE
DDP CONSORTIUM

NETWORKING AND COMMUNITY BUILDING OPPORTUNITIES
CREATIVE TALENT PROFILE ON DDP WEBSITE AND ONLINE EXHIBITION

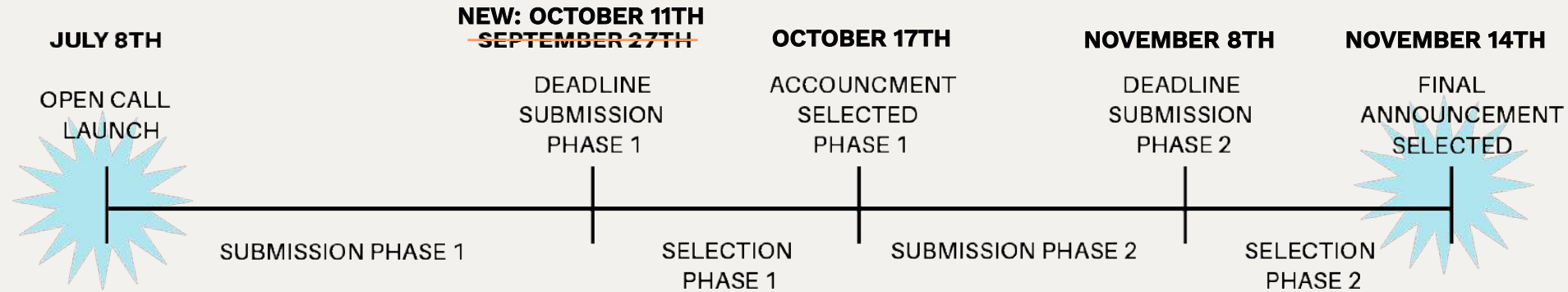
MENTORSHIP FROM SPECIALISTS WITHIN DDP NETWORK

EXHIBITION AT THE END OF THE RESIDENCY

TIMELINE RESIDENCY



TIMELINE SUBMISSION



SUBMISSION PROCESS

**THE PROPOSAL FOR THE MAKING FASHION LAST
RESIDENCIES PROGRAM MUST BE SUBMITTED
ONLINE IN TWO PHASES**

FIRST PHASE

(FROM 5 JULY 2024 TO SEPTEMBER 27TH)

PRESENT YOUR APPLICATION THROUGH [THIS FORM](#)

- + Abstract of your proposal idea (max 1000 characters including spaces)
- + Portfolio
- + Curriculum Vitae
- + Motivational letter

SECOND PHASE*

(FROM 3 OCTOBER 2024 TO OCTOBER 25TH)

- + Context
- + Problem/opportunity
- + Why it is relevant to you
- + Case studies
- + Draft proposals (expand abstract)

*IN CASE THE FIRST PHASE IS PASSED

TRAINING - MACHINES

THE RESIDENT HAS THE OPTION TO CHOOSE THREE TRAINING PROGRAMS THAT BEST ALIGN WITH AND SUPPORT THE OBJECTIVES AND GOALS OF THEIR RESIDENCY PROJECT

FDM 3D PRINTER
(PRINTING ON TEXTILE)

LASER CUTTER
(CUT AND ENGRAVE)

VINYL CUTTER

CNC MILLING MACHINE
(BIG FORMAT)

COMPOSITE

MOLD AND CAST (METAL SMALL
SCALE - SILICON MEDIUM SCALE)

ELECTRONICS PRODUCTION AND
E-TEXTILE/WEARABLE

DIGITAL EMBROIDERY MACHINE

SEWING MACHINE

TERMO PRESS

BIOMATERIAL

COMMITMENT

WORK ON THE PROJECT FOR THE FULL PERIOD TIME (6 Weeks of self-managed time)

SUPPORT TO OPENDOT IN THE FORMAL ACTIVITIES (Evaluation questionnaire, project descriptions, images for documentation etc.)

DEVELOP AND SETUP FOR THE FINAL EXHIBITION

JOIN OPENDOT COMMUNICATION ACTIVITIES (Video production, photo shoots)

HELP THE COMMUNICATION THE PROJECT (blog post, social media post or video)



EXPECTED OUTPUT

The residency can focus either on **research and test** of a process or machine or on a product development.

The output of the residencies must include the creation of a **small set of samples** or the development of clothes or accessories.

Develop, document and share!

Resources for distributing your design elsewhere (repository, parts list, assembly manual, CAD files and similar) - must be uploaded to your google drive folder, WikiFactory and/or GitHub - CC licence (open source).



**WE ARE
SUPPORTED
BY DDP**



**Distributed
Design**



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Creative Europe Programme
of the European Union

Distributed Design Platform, co-funded by the Creative Europe programme, rethinks local manufacturing using digital technology and the internet.

Originating from concerns about the climate crisis, it explores **alternatives to mass production through data movement and local supply chains**.

The platform serves as a **networking hub** for the European maker movement, fostering connections between designers, makers, and the market.

DDP VALUES



Open

Open refers to the mentality and approach of designers to share and make their design processes transparent, replicable, and accessible, from hardware and software to implementation and usability.



Regenerative

Regenerative making and design principles aspire to renew and restore the systems that we are part of, rather than just replacing or devaluing them.



Ecosystemic

Ecosystemic means acknowledging the complexity of interactions between cultural, natural, and social aspects and designing to improve the health of social and environmental systems.



Collaborative

Collaborative means enabling citizens to become active participants in the design process through meaningful and participatory co-design approaches.



**WE ARE
WAITING
FOR YOU!**

**If you have
questions, don't
hesitate to
contact us!**

Emma Pareschi
emma@opendotlab.it



OpenDot
We believe in shared innovation

via Tertulliano 68, Milano
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