Ying Gao bridges art, science and technology with her expressive and interactive designs. She sees technology as a medium where design is more than textiles: sensory technology allows garments to become more poetic and interactive.

**Atmosphere**
Interactive, educational and inspirational
Harmonious ambiance with experimental and futuristic scapes

**Technology**
Interactive and sound activated clothing: projections react to movement.
Real time projection mapping.

**Structure**
Mix of film, interactive film, stills and details

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Rick Owens represents individuality, using transversal languages and expressive forms that have set the themes in today's fashion such as gender fluidity and brutal aesthetics. He imposes an idea of beauty far from conservative. As the name of the exhibition suggests, he expands the idea of humanity.

**Atmosphere**
Dark, industrial, experimental.

**Technology**
Fixed projections. Real time projection mapping.

**Structure**
Mix of changing garments, catwalk shows, objects and furniture.

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Nick Cave designs wearable sculptures that appear highly extravagant bursting with colour and texture. But meanwhile his creations speak issues of social justice, racism and gun violence. With his 'soundsuits' he creates a second skin that camouflages his race, gender and class, shielding him from judgement.

**Atmosphere**
Performance mixed with visual art. Experimental and loud auditory with influences of different cultures.

**Technology**
Real time projection mapping. Holograms: to have the 'soundsuits' perform in the ambiance.

**Structure**
Big, bold, extravaganza. Grand textures and designs. Unexpected elements of performance.