

## MODEL OF ABSTRACT SYSTEM OF SUIT-DESIGN LANGUAGE

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At the present stage of investigation, theory and model of the suit-design language system are hypotheses of different levels. A hypothesis, formulated in form of a theory, has more general character and cannot adequately be more detailed, with the best will to reach it [3]. Therefore, theory should be accompanied by a hypothesis – a model. Model of the suit-design language system has a more

exact character, it is more detailed. The model is relatively independent, compatible with the theory, developed on its basis and is capable to prove hypothesis by facts from experience. In Table 1, a schematic model of an abstract system of a suit-design language is given, which consists of divisions (vertically) in two aspects: concrete – visible and abstract – distracted.

Table 1. Theoretical model of the system and structure of suit-design language

Levels of system of CA	Concrete aspect. Units of expression plan.	Theoretical aspect. Units of contents
0	Integral-distinguishing attributes of explication element.	Integral-distinguishing attributes of pre-image (seme)
1	Explication integral of pre-image	Pre-image
2	Integral of explication of morphs	Morpheme
3	Integral of explication of icons	Icon
Speech level units		
4	Mapping explication integral	Proposition
5	Explication text integral	Presupposition

Table 2 represents a complicated character of the system and structure of suit-design language which includes five classes of the linguistic form, interacting in reality simulta-

neously, and being also perceived simultaneously by a viewer, i.e. all explication of suit-design signs is perceived integral, as an integral unity.

Table 2. Overlapping units of suit-design language structure with the structure of parts of suit-design speech

Levels CA	Units of expression plan	Parts of suit-design speech - with independent meaning - in the structure of suit-design language					Abstract aspect. Units of contents plan CA
		N class	P class	A class	N-A class	D class	
0	Integral-distinguishing attributes of explication element.	Objectivity of body.  Minimal element of body.	Process of body movements.  Minimal element of body	Attribute-ness of natural objectivity of covering.  Minimal element of natural covering.	Objectivity and attribute-ness of artificial covering.  Minimal element of artificial covering. Material.	Attributeness of nonsubject membership.  Minimal element of action.	Integral-distinguishing attributes of pre-image (seme)
1	Element of pre-image explication (matter and light)	Silhouette of body (pictorial image).	movement. Beck.	Skin, hair.		Act.	Pre-image
Explication integral of pre-image							
2	Morph (matter and light)	Part of body-build's form.	Gesture (small).	Part (area) of natural covering.	Construction part of artificial covering.	Action.	Morpheme
Integral of explication of morphs							

Table 2, continued

3	Icon (matter and light)	Belt of body- build's form	Posture, gesture (dynamic)	Belt of of natural cov- ering	Item of artificial covering	Conduct	Icon
Integral of explication of icons							
Speech level							
4	Mapping (matter and light)	Figure of individual	Manner of walking of individual	Face of individual	Set of items of individual's artificial cov- ering	Behavior of individual	Proposition
External look of individual Mapping explication integral							
5	Text (matter and light)	Personality (internal conceptual unity)			Suit-covering of a personali- ty	Behavior of a person	Presuppositi on
Explication text integral							

Conception of "integral of explication of a pre-image" is minimal, but very complicated unit of the suit-design language system, expressed in two essentialities: material (perceptive) and abstract (ideal). Physical aspect of base unit is given to perception in two types of substances: matter and light substances. This way, splitting into matter and light pre-image takes place.

Analog of the conception of "pre-image of the system of suit-design language" is the "phoneme" conception of the natural language. There is much in common between them. So, comparison of the substance of phoneme sound and of the substance of light of pre-image indicates that they have wave nature. Human ear perceives sound at a certain distance from the source of sound, also human eye does not touch the surface of a thing, but perceives only the light reflected from it. Precisely that way, visual communication in suit-design language takes place. In ordinary life, people do not separate initial visual impressions (which are a light reflection of a subject) from reality itself. Subjectively, visual image for normal perception acts not as reflection, but as reality itself. Virtually, creative activity of an art designer is based upon the substance of light. By processing, he transforms the thing, mostly for the sake of a visual effect and light impression from it. That's why it is easy to verify visual impression on a drawing, since contour of a form, color, etc. are adequately mapped on paper with colours. However, it is better to implement the technological idea in a

natural model.

Modeling of light beam is opposed by meaning of light flux. This meaningful light is denoted by explication of light. The same happens with matter pre-image. Modeling of matter substrate is opposed by the meaning of substrate, which is called meaningful substrate, or explication of substrate. Both explications intersect in the consciousness: material value of a thing and its visual image. It will be recalled: "substrate" is material basis of different properties of an individual object, thing. "Meaning" is implication, i.e. that what this particular subject denotes. "Matter pre-image" is element of a perception unit of suit-design language, being material basis of uniformity of properties, forming a suit, including a person, reflected in the consciousness in form of semantic uniformity of sensations. "Light pre-image" is element of a perception unit of suit-design language, being material basis of uniformity of properties of things, forming a suit, reflected on the retina of organ of vision in the consciousness as semantic uniformity of light beams. "Explication integral of pre-image of suit-design language system" is a complex structural phenomenon, analysis of which is stated in our paper [1]. It should be noted that pre-image is a minimal unit of suit-design language (for instance, atom is also the smallest particle of a chemical element) has a complex structure.

In our paper [2] investigation considers as main element class of N-A units, i.e. pre-image of material, from which all consequent units of this class originate: morphs, i.e. strips

of designing elements; small items (collars, fastenings, etc.), clothing items (blouses, skirts, etc.); representations – sets of suit items. Finally, all these items form artificial covering of a suit.

Let us consider another class of linguistic form of suit-design language system – N class – bearer of a suit – human. In contrast to material, human bearer remains always an integral physical body at all levels of suit-design language system. With a great degree of conditionality, properties and features of bearer's body can be separated from each other, relating them with one or another level of the suit-design language system. Nevertheless, at each level of suit-design language system not all, but only individual features, properties and qualities of a bearer are highlighted and used in different combinations. It can be said, in some cases with more confidence, in other cases – with less confidence that at the level of the suit-design language system certain role will play such attributes, like body-build, certain belt of body-build's form and even a part of body-build (leg, hand, neck, etc.) an of course silhouette of body, as minimal object of bearer's body. In fact, minimal size of an individual, which does not destruct his integrity as a physical body, is element of body expressed with the conception "silhouette" meaning external contour of the body-build's form. Silhouette is element of integral's explication of pre-image, in other word, is a minimal unit of the suit-design language system, "element of explication of pre-image" (see Table 2). By comparing interplay between N class and N-A class, we can understand which attributes, properties and qualities of an individual, as a physical body, influence the attributes, properties and qualities of N-A class units.

So, N class, representing a body of an individual-bearer of suit, as an unit of suit-design language system, can be subjected to "segmentation" both in smaller, as well as in bigger units of suit's language system.

Relations between levels of a concrete class of suit-design language units are based on hierarchy. A concrete unit is separated, for instance in N-A class; set of items of artificial

covering, item of artificial covering, part of a construction of artificial covering, material, minimal element of material, integral-distinctive features of an element of artificial covering. Units of higher level include units of lower level.

Relations between levels of N unit classes are also based on the hierarchic interplay: figure (body) of an individual, belt of the body-build form, silhouette of body-build as a minimal element of pre-image, integral-distinctive features of an element of pre-image of the individual-bearer's body-build. All units are classified on the basis of the objectivity attributes of body as a physical object.

However, we should mention an important restriction: all above mentioned relations exist within the specified object, i.e. in the suit-design language system.

Units of not only artificial covering, but also units of natural covering are used in the suit-design language, with great degree of conditionality, selected on the basis of relevance phenomenon and meanings, related also to the level of suit-design language system. Artificial and natural covering of the bearer is in close interplay and mutual influence, replacing each other. The relevance phenomenon does express the degree of reaction of two coverings to certain meanings.

Let us shortly consider and compare with each other another two classes: Class P and class D. These suit-design language units are based on the substrate of physical movements of body, caused by reflection of large, medium and small muscles of human. However, difference lies in the fact that P class is related to an individual, while D class is related to a human personality. Difference between anthropological and social aspect of human development can be clearly traced in the difference of conceptions of individual and personality. "Individual" is a concrete person or individual, independently existing organism. "Personality" is an adult person, completely involved into the sphere of labour and into the system of public relations. Individual becomes personality, but does not discontinue to be an individual. Culture of utilization and wearing suits is a part of social relations; to a great degree, it is

related more to personality, rather than to individual; however, it is based on physical attributes and qualities of individual.

Suit-design language units of these classes are correlated in the suit-design language system (see Table 2).

The conducted investigation is based on the linguistic-semiotic approach. As a result, we have segregated units of suit-design language, determined their place in the suit-design language. Each unit is located at a certain level of the system. As a level of language is that part of its system called, which has the appropriate unit. There is a level of "speech units" (text), having in mind dress; this was assigned to the sphere of composition; level of "mapping" units is assigned to syntax; level of "icons" and "morphs" is assigned to morphology (see Table 2). More detailed description of suit-design language,

as well as description of morphology and stylistics of suit, is presented in our papers.

#### B I B L I O G R A P H Y

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