

ERROR

FALL WINTER 18 / 19



LAURA GROTE

COLLECTION 01

NAME ERROR
FOR FALL WINTER 18 19

DESIGN LAURA GROTE
FIND ON WWW.GIBIZARRE.COM
MAIL AT INFO@GIBIZARRE.COM

PHOTO CONSTANTIN STEIN
FIND ON WWW.CONSTANTINSTEIN.COM

MODEL COLIEN BARBARA SCZ



LOADING ...



**** S T A R T I N G ****

CREATED 01
0101
010101
01010101

====> START OCT 2017
END FEB 2018

====> FINAL ERROR

<INTRODUCTION>

The famous cancellation code ERROR evident in the computer world and appears in different defects with his own code of numbers. All of these numbers have their own meaning. The collection consists of four silhouettes, each standing for a code with subordinated numbers, the names of the garments and this meaning.

01 10 001 0001 00001
0101 11 111 1111 11111
010101 10 011 0011 00011
01010101 11 101 1010 10101

Every garment has his own Errors, like

the moved
centre

,
a s y m m e t r i c a l

a s y m m e t r i c a l

mirrored sides - sides mirrored

and the interchange of lining and cover fabric.

INNER - OUTER - INNER - OUTER - INNER - OUTER - INNER - OUTER

The free development of these Errors starts with

m
o
v e
m e
n
t

and and

d i i i i s t o o r r t i o o o o n .

01





the moved centre
centre

centre

centre

centre



0101





inner - outer - inner
outer - inner - outer
inner - outer - inner



<TITLE>

// THE GENESIS OF THE APPLICATION FUNCTION ERROR

```
{
<BODY>
> The programmed Error instruction has many
>> different functions, which release an Error.
>>> The collection deals with two connected
>>>> effects, the throw and the following try...catch
>>>>> effect and the inner and outer effect.
```

<PART01>

Typically you regenerate an **Error** object with the intension to use the key word **throw**.

```
                You can catch this Error by building
                a try...catch construct. This Effect: test
                and handle refers to the protruding draped
                pleating parts, which are absorbed
                by straight cut-off spacers.
                The protruding image sequence is absorbed
                at determined parts and extrapolates
                to the try...catch effect.
```

Various **try**-instructions can be nested inside like at the seam handling process where seams are usually placed inside.

```
<                When an inner try-block
                does not comply with the necessary
                conditions, the catch-section will
                perform in the next higher try-block.
                As the collection does not accept
                the standard requirements, the seam
                is invested in a different way.                >
```

They are overturned and form a new angle closing.

>>>>

```
                When you work with an own, free catch-section
                the catch-block will pass every Error.
                This pass you will find in every garment
                of the collection and binding in
                the case of an Error process will
                automatically be performed.
```

<STYLE>

SYNTAX

```
try {
throw, „protruding draped parts“; triggering an Error
}

catch (protruding draped parts){
    // instructions for the Error
Error reports (protruding draped parts); // Error-object given
to the Error-function
}
```

<PART0101>

> inner and outer <

```
//                Instructions which try to revoke
//                the Error begins with the code inner
//                and ends with the code outer.
//                Some insight parts are switched
//                with outer, the outer fabric,
//                to inner, leading to convergent system.
//                Through the replay process, every inner
//                fabric will assign the appropriate
//                colored outer fabric.
```

The defect **Error** is formed through the networking effects **try...catch** and **inner** and **outer**.

}

010101





MIRRORED SIDES - SIDES MIRRORED



01010101



A S Y M M E T R I C A L

A S Y M M E T R I C A L



**** ENDING ****

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