

THE INTEGRITY OF THE SET IN COSTUME DESIGN

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ANNOTATION: A set is a collection of costume elements that are harmonized with a specific purpose and artistic design. The costume set is an open system in which the elements can be interchanged with one another. Each item in the set is independent and reflects the principle of layering. This structure allows the costume set to be adapted according to different situations. The costume consists of individual pieces such as jackets, skirts, trousers, vests, headwear, footwear, accessories, and decorative elements.

KEYWORDS: Design, ensemble, essence, integrity, stage, industry, evaluation, composition, collection, consumer, set, tailoring, environment, jacket, costume, item, accessories, element, vests, headwear.

Costume design is one of the solutions to shaping a garment's environment, in other words, it is the process of designing a costume. The object of costume design may include individual garments, sets, ensembles, or collections. Several factors have led to the need for designing individual garments across various assortments:

—the narrow specialization of clothing manufacturing enterprises (e.g. outerwear, underwear, lightweight dresses);

—the modern consumer typically forms their wardrobe from separate pieces that coordinate with one another;

—contemporary fashion encourages multifunctional clothing and offers consumers freedom of choice in how they dress;

—the individuality of today's consumers and their rapidly changing lifestyles demand clothing that aligns with current trends and provides the ability to quickly adapt one's appearance to different situations.

In industrial enterprises, garments are typically designed as individual pieces to be produced in large or small batches. These designs are intended for a standard consumer body type, constructed according to general design principles, and are meant to meet widespread consumer demands. When designing individual garments, special attention must be paid to the stylistic solutions, materials, colors, textures, and compositional harmony between the items, since consumers will combine them to create their own coordinated sets. This approach allows

individuals to select garments according to their personal taste and to build a unique and expressive aesthetic identity.

A set (from Latin *completus* — “complete”) is a collection of costume elements that are coordinated in purpose and artistic expression. A set is an open system, where the elements of costume can be interchanged. Each item within the set maintains its independence, while still supporting the layered structure typical of such ensembles. This flexibility allows the costume set to be adapted according to specific situations. A costume consists of individual pieces: jackets, skirts, trousers, vests, headwear, footwear, accessories, and decorative elements.

Individual pieces within a set can change their function — for example, a casual item can be transformed into something more elegant, or something originally intended for everyday use can be adapted for travel or other purposes. Therefore, when designing a set, it is essential to expand the functional boundaries of each item.

The concept of the set was first introduced in stage costume design. The use of a combinatory approach by Constructivist designers in clothing design logically led to the emergence of the set idea. In 1929, fashion designer Elsa Schiaparelli proposed a six-piece set whose elements could be combined in various ways throughout the day.

In popular fashion, sets did not become widespread until the 1970s. In 1972, British designers Luke and J. Tullis presented coordinated skirts, trousers, vests, and blouses in their fashion collections. Today, modern sets have entirely replaced the ensemble concept in fashion. The contemporary wardrobe is now built around sets. Consumers are able to combine costume elements according to their own preferences, expressing their individuality through the creation of a personalized costume. Unity among the individual parts of a set is typically achieved through harmony in color, shape, embellishment, and style. This quality must be taken into account at the collection design stage. One of the primary demands of today’s consumer when it comes to clothing is the ability to mix and match. For instance, seasonal collections should consist of separate garments that match in terms of color, shape, pattern, and other characteristics and it should also be possible to seamlessly combine items from a previous season’s collection with those from a new one.

While all elements of a collection may align stylistically, the 1970s saw the emergence of a new trend in fashion known as the “diffused style.” This style allowed for the blending of various fashion directions in a single outfit, for example, pairing a classic blazer with a pleated “folk”—style skirt, or combining classic trousers with a sporty jacket and a romantic blouse. Modern sets often include garments made from a variety of fabrics, styles, colors, and patterns. In the 1990s, such eclectic combinations were referred to as “incompatible combinations.” New approaches to wearing clothing emerged within the set system during this period. These were characterized by disjointed compositions, loosely fitted garments, asymmetrical positioning (e.g. garments worn off one shoulder, to the side, or shifted to the back), and other unconventional styling methods.

Typically, sets are made from materials with different textures. A complete set may include various elements such as coats (ranging from long to short), differently styled trousers, sweaters, dresses, and more. Designing individual garments allows consumers to choose based on their personal taste and to create a unique and expressive artistic image.

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