PORTFOLIO

Anurag Wallace

Fashion & Textile Designer - Multidisciplinary Artist



ANURAG WALLACE

Fashion & Textile Designer and Multidisciplinary Artist, Anurag Wallace exhibited his artworks in various London galleries in London in 2023, Circolo del Design and MunLab, Ecomuseo Dell'Argilla, Cambiano, in Torino, Italy. Also the same year he showcased at M7, Doha, Qatar, in 2021 at the Korean Pavilion, 17th Venice Architecture Biennale, Seoul, Korea, and Seoul Biennale, Seoul, South Korea.

He is passionate about preserving traditional embroideries, handlooms, and handcrafts while addressing the issues around the handicraft industry, and social issues like climate change and gender inequalities.



OBJECTIFED

Art Installation, Thesis Project, Master of Fine Arts, Exhibited at Virginia Commonwealth University of Arts, Qatar, 2022

Domestic violence against women is an ongoing problem in India. With cases rising ever higher, there is a need for open conversations about the uncomfortable truths behind arranged marriages, which foster injustice and often lead to violence against women.

The wedding dress is a symbol of purity in traditional Indian weddings, but in the case of marriages that turn abusive, it can become a symbol of oppression and patriarchy.

During the research phase of this investigation, women once stuck in abusive marriages, were treated as objects, talked about the objects that made them feel trapped, and explained how these everyday objects became silent witnesses to violence.

These symbolic objects are embroidered into the very fabric of a handstitched wedding dress and exhibited in public, to start a conversation, raise awareness, and support women to serve as a call for societal change.







BANDHEJ - TIE & DYE

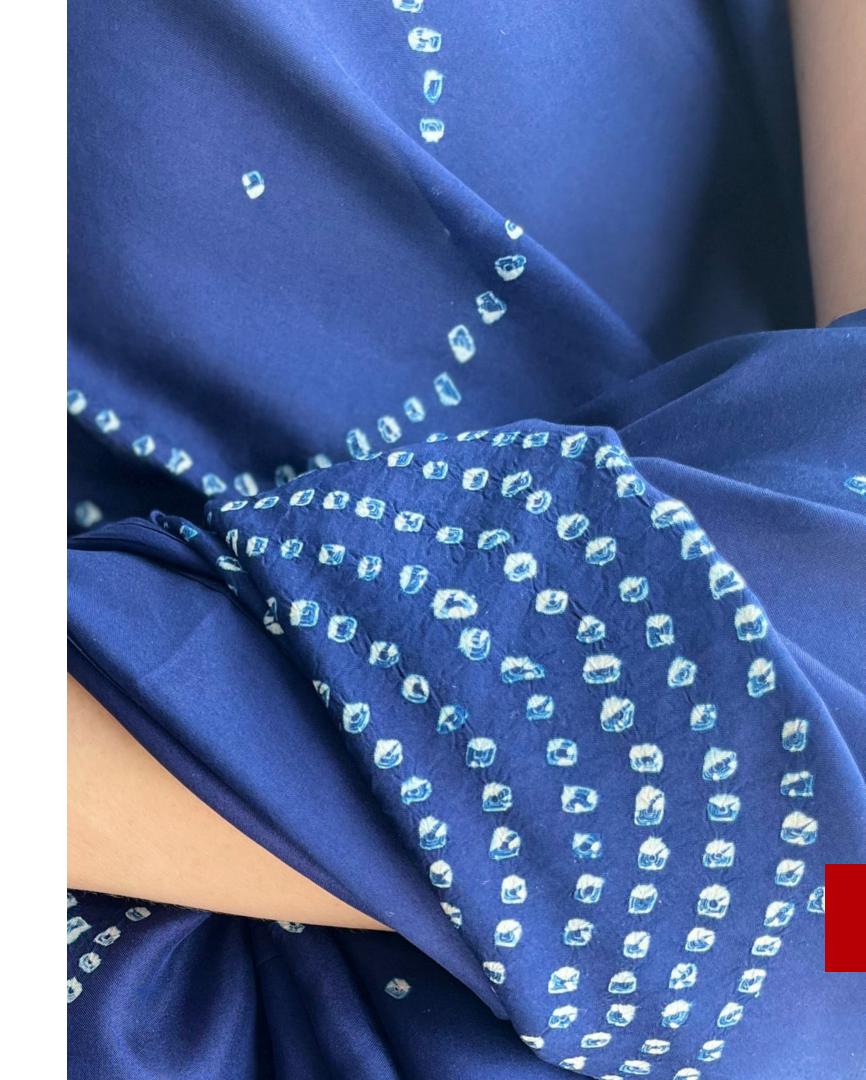
Creative Entrepreneurism Project, Master of Fine Arts, Virginia Commonwealth University of Arts, Qatar, 2022

Practiced in a small village called Bhuj, in Kutch, Gujrat in India bandhej is a technique of hand-knotting of fabrics to create beautiful motifs, which are then dyed to finally see the beautiful patterns carefully spaced out to see the design.

My love for this craft and passion for working with craftsmen made me want to create this passion project. "Wallace" is a project that is created to primarily support the artisans and, in the process, save the craft.

In the first design, the single dots are the age of innocence where this artisan had not worked, but then she bloomed into a flower and started learning the craft. The three different types of circles are talking about the volume of work she did over the years.

The second design talks about the comparative analysis of the artisan's income to what is required to sustain in today's time.



Volume of work (A)

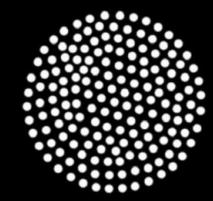
(the circle with a single dot insdie is for the minimum volume of work the artisan had on an average that year, each circle represents an year of her working life)

Volume of work (C)

(the bunch of circle represents the maximum volume of work the artisan had on an average that year, each circle represents an year of her working life)







Age of innocence

(Each dot is one year of the artisans life staring from her birth till she started working)

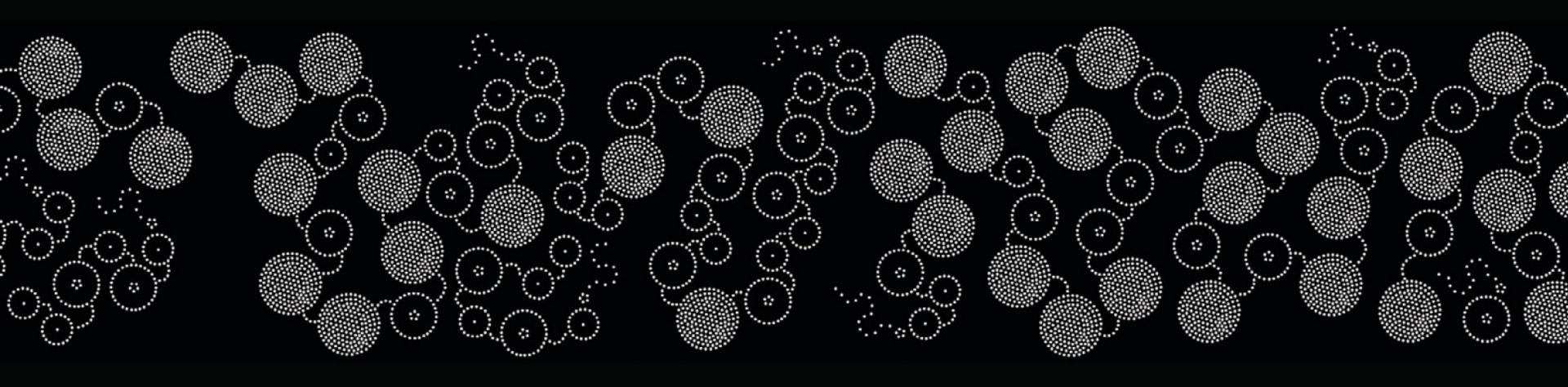


Adapt and Learn

(number of years taken by the artisan to learn and adapt the craft and its techniques)

Volume of work (B)

(the circle with five dots insdie it, is for the medium volume of work the artisan had on an average that year, each circle represents an year of her working life)







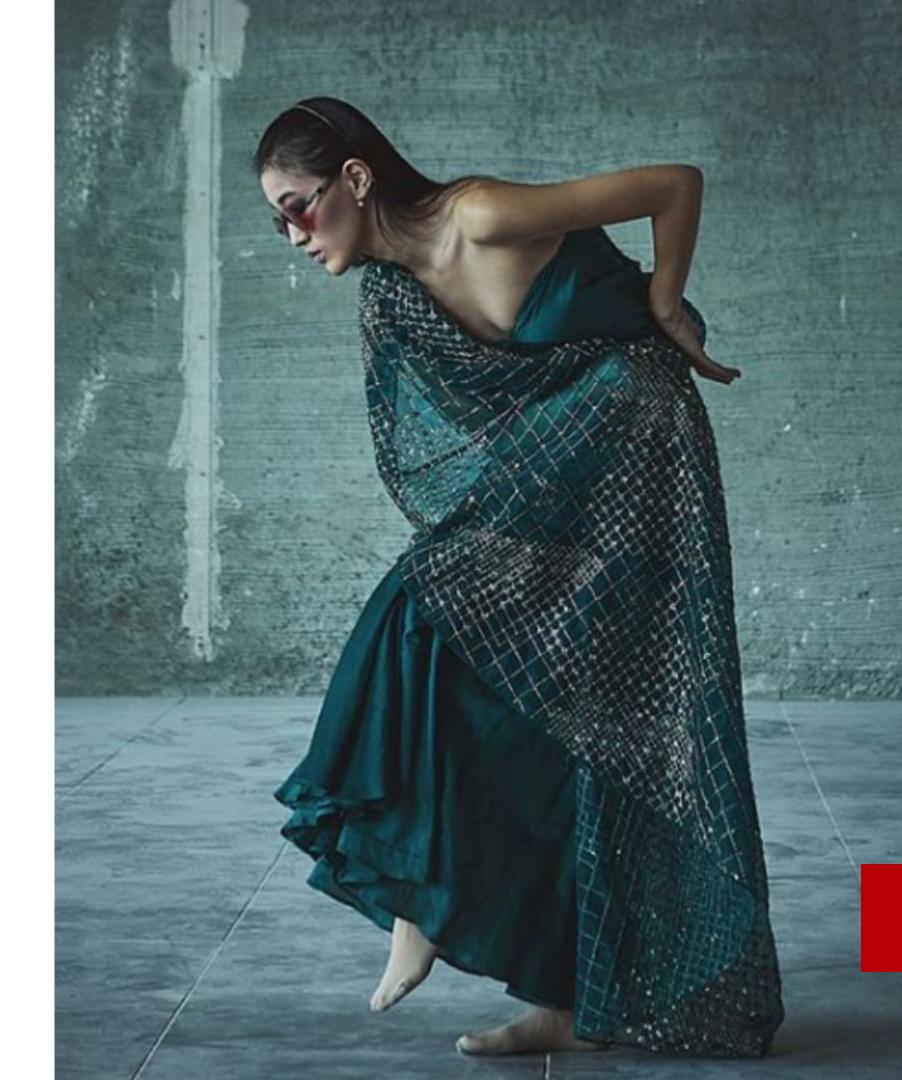
ONENESS

Design Collection for the 10th Anniversary of JADE by Monica & Karishma, Mumbai, India, 2018

A collection that transcends geographical boundaries, and defines its own aesthetics underscoring the idea of lightweight, tactile clothing that doesn't weigh down the wearer.

It's about the ease and simplicity in dressing without compromising on intimacy and craftsmanship, it is designed to set out to redefine Indian couture vis a vis a juxtaposition of contemporary style with timeless, pragmatism with panache, and comfort with utilitarian chic.

The collection is an interplay of transparency and opacity in ensembles creating a stunning troupe l'oeil body art visions.









SONGS OF SUMMER

Design Collection for the Grassroots by Anita Dongre, House of Anita Dongre Mumbai, India, 2017

Under the aegis of The Anita Dongre Foundation's women empowerment initiative, the company set up Community Tailoring Units in rural Maharashtra, India wherein marginalized and needy tribal women are trained professionally to make garments. They are also provided with sustained livelihood opportunities thereafter resulting in positive socio-economic impact.

The collection is a celebration of such powerful women, to uplift the craftsmanship and give a platform to them to voice out their culture by the medium of handcrafted embroidery on modern silhouettes.

Reflection of the rich Flora and Fauna, the vibrant colors from the forests, and the paisleys from the traditional motifs, this collection speaks in the rhythm of nature and artistry.







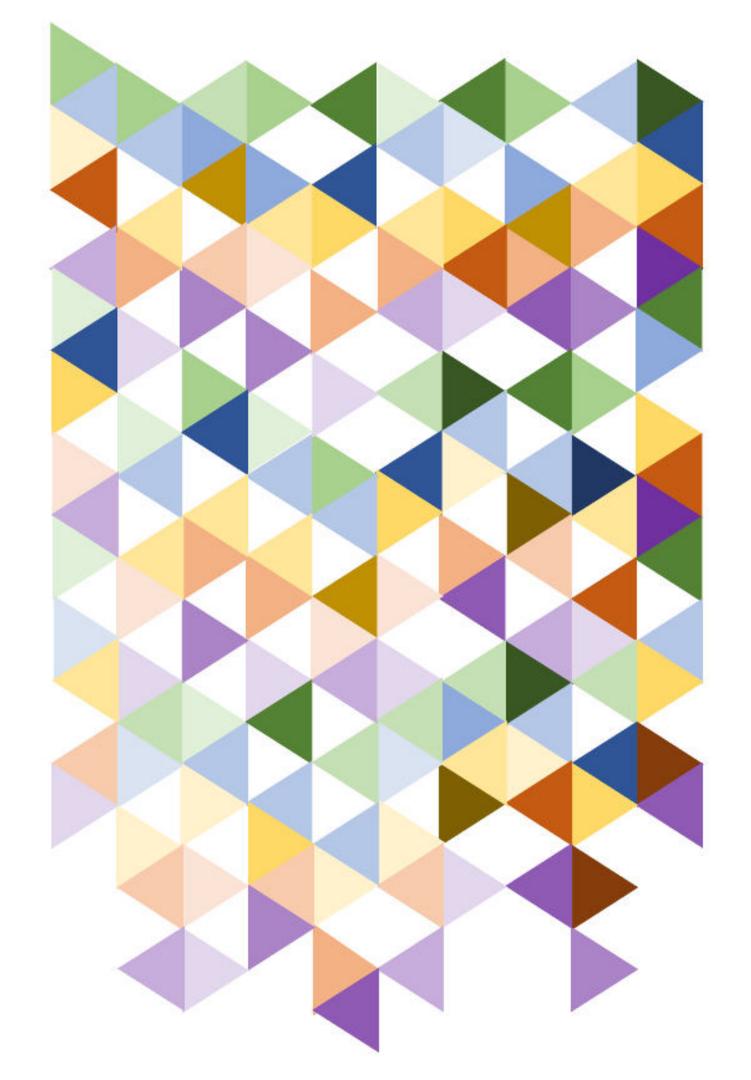


MARK-IT

App Design Proposal, Royal Society of Arts + Kingston School of Arts, London, United Kingdom, 2023

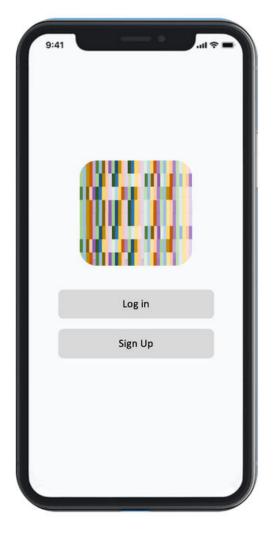
Track | Create | Visualize

An app designed for people who love tracking their activities, workouts, recovery from illness, or just regular routine. The app helps people stay **Motivated**, Lets them **Visualize** their progress over time, and uses elements of **Art therapy** to create **Artwork**.

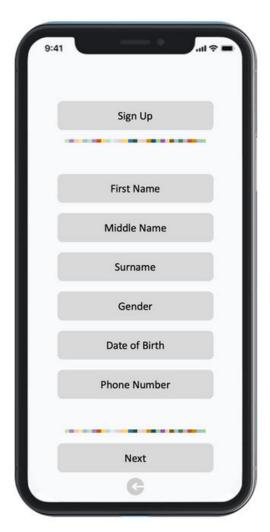


MARK-it

The app uses a simple and intuitive UI where it allows you to go step by step toward documenting your moods, emotions, or even feedback after a session with your therapist. It asks 5 questions, and every time you pick an answer it documents it and later combines the answers to create a customized artwork.

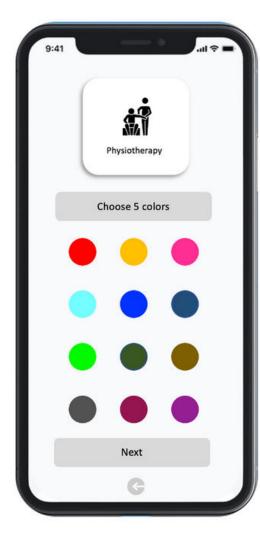


Log in and Sign up. A common process while you set up an account. The App takes only the very basic information allowing it to be an easy and quick process.



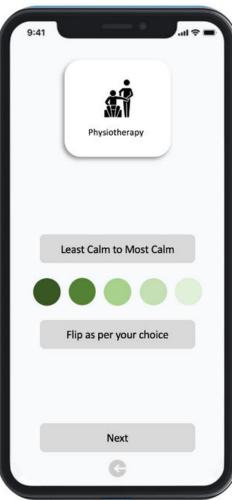
There are various categories available on the app which lets you pick and choose the category you would like to start with to document your journey.

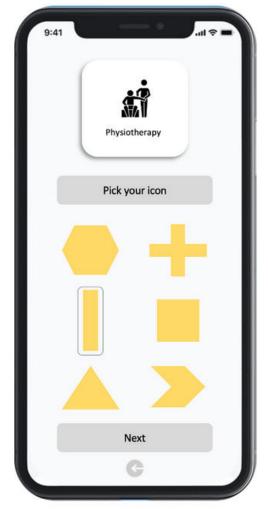




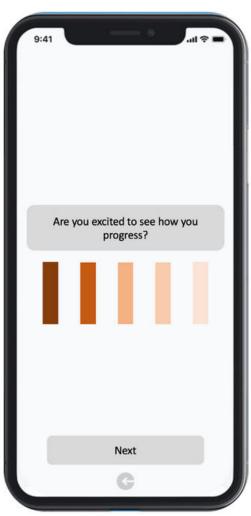
After selecting the category, the app then asks you to pick five colors of your choice from the given options.

The next step is where you define what is your idea of good to bad, positive to negative, or calm to not calm.





The steps ahead are fairly simple. You start answering the questions the app asks. These questions at the moment are "hypothetical" and require development with medical and professional intervention.

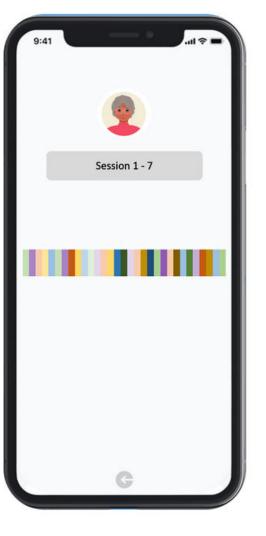


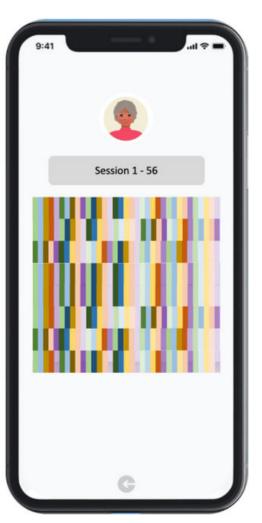
After answering the 5 simple questions, the app then shows you what "Day 1" or "Session 1" looks like visually. The questions will change depending on the category one picks, and so will the colors and the icons.

This documentation will be one's own personal visual log.

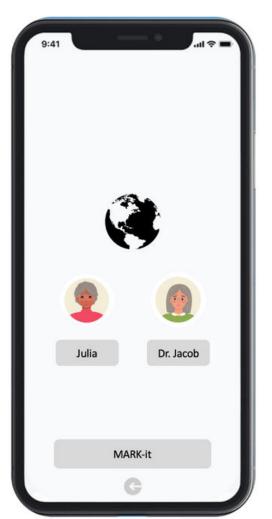


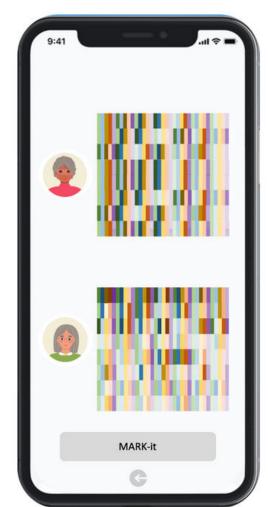
After a week or a number of sessions, the user can look at what the combined visual looks like.
The more you record, the bigger the artwork gets.





Another feature of the app is that it also allows the physician, GP, or any other medical experts to be involved in the process. They can also document what they think about your progress as to what you might think. Survivors are often very selfcritical and having positive artwork with either light or bright colors will encourage and motivate them.



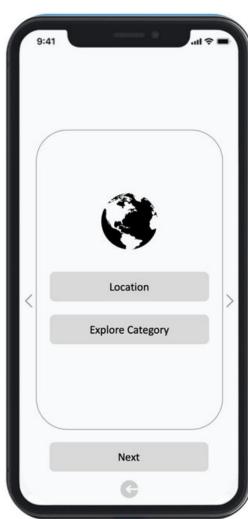


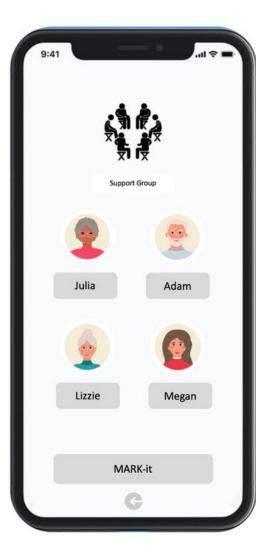
The app allows the same feature for the user to compare their journey to what their family members, kids, husband/wife, and friends document the same. All you have to do is send them a friend request and they are now added to your personal list.

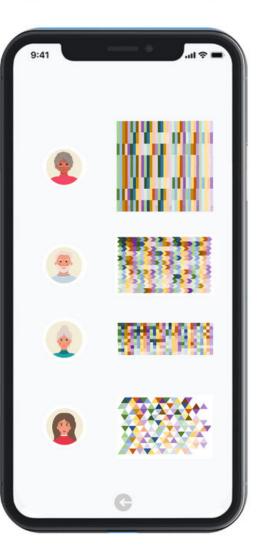


In the "explore" category, where you can manage your connections, you can also explore "open profiles" around the world and see endless artworks created by people as a part of their therapeutic journey.

The category "support group" lets you share your progress with other stroke survivors in your support group.



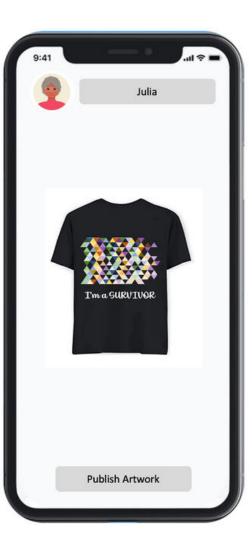




Here's the fun bit. Once you feel like your artwork is ready, you are free to publish it to the app, where it will then be printed on your choice of merchandise.

This helps you keep motivated and excited.

The merchandise is sold on the "MARK-it" website, at charity and awareness events, and in hospitals. The proceeds of which will be used towards R&D and funds to support treatment.



MARK-IT

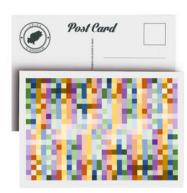
SHARE - CREATE - SUPPORT - ELEVATE













TEMPORAL RELIQUARIES

PALAZZO MORA
VENICE BIENNALE,
2021



Morning Start, Ceramics, Palazzo Mora Venice Biennale, 2021



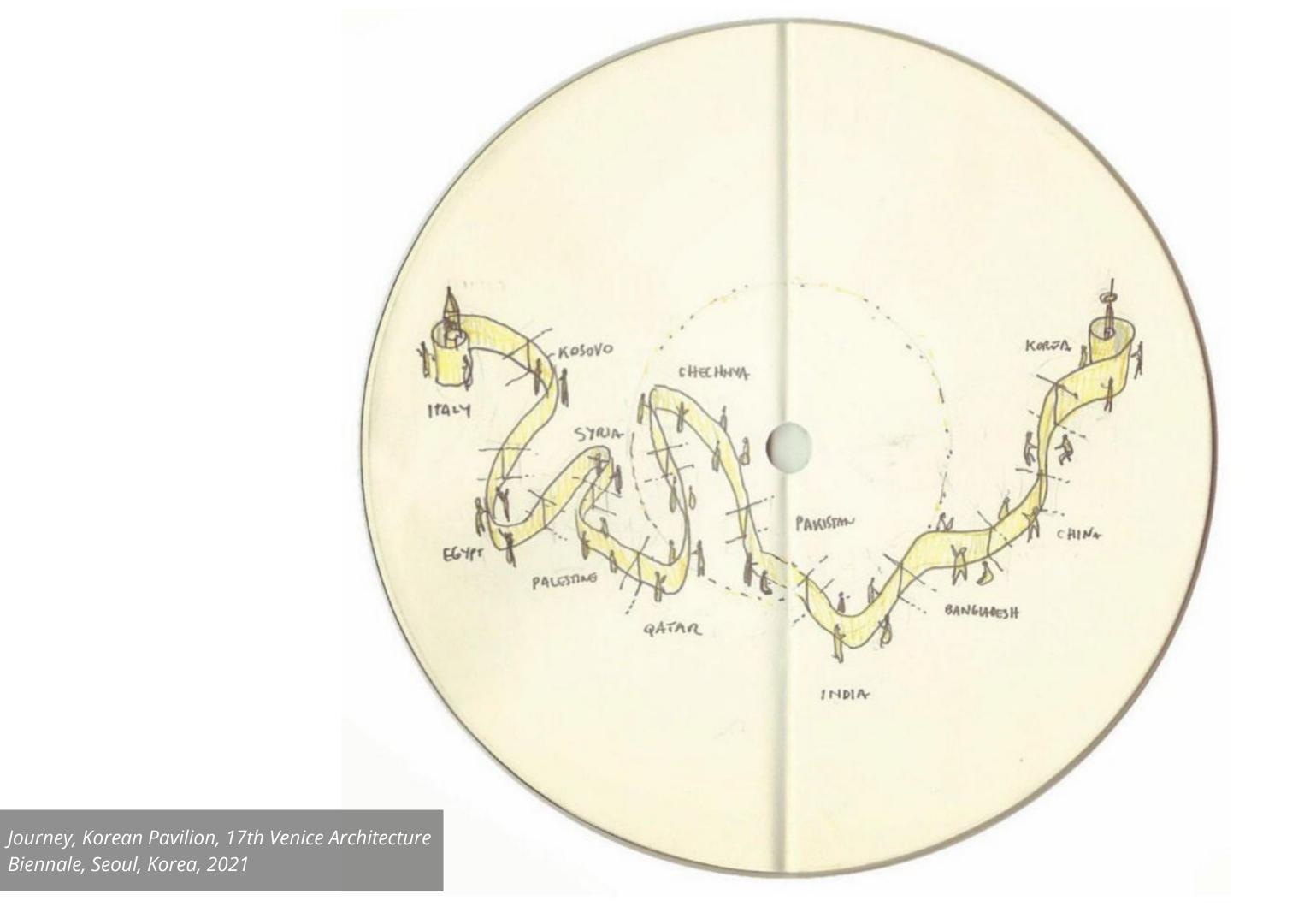
Marigold, Ceramics, Palazzo Mora Venice Biennale, 2021

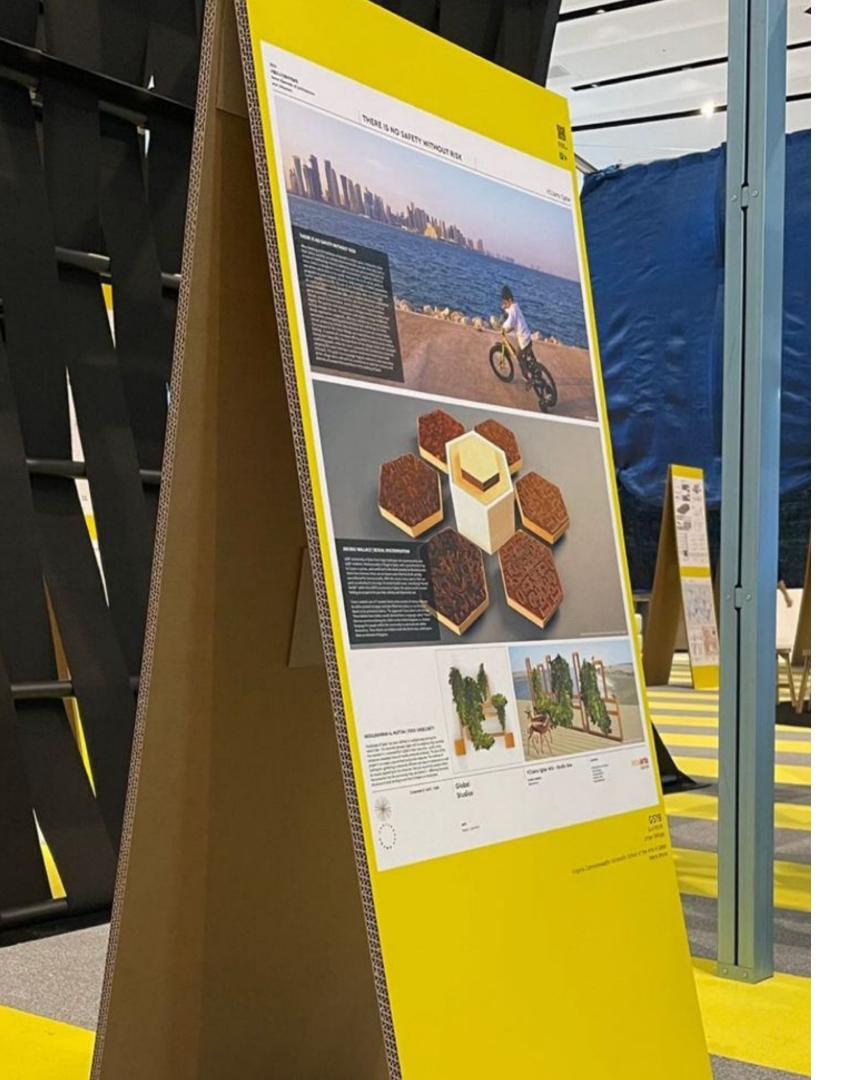




EXQUISITE CORPSE

KOREAN PAVILION, 17TH VENICE ARCHITECTURE BIENNALE, SEOUL, KOREA, 2021





THERE IS NO SAFETY WITHOUT RISK

SEOUL, SEOUL, SOUTH KOREA 2021





MELTING POTTERY

CIRCOLO DEL DESIGN, TORINO, ITALY, 2022





Limited Edition - Vase

Melting Pottery Anurag Vase 02

VCUarts Qatar

Design by Anurag Wallace

Melting Pottery is a project of the VCUarts University based in Qatar that mixes relatively new technologies with tradition and heritage. These 3D printed vases made in terracotta are a collection designed by 17 designers with diverse cultural backgrounds.

Each designer designed 3 vases taking inspiration from different objects of their culture. The vases are split into two, with the two halves being interchangeable across the whole series of vessels. This leads to a collection of ever-changing artefacts that can be combined in many different configurations, to reflect the exchange and contamination of cultures we experience in our societies.

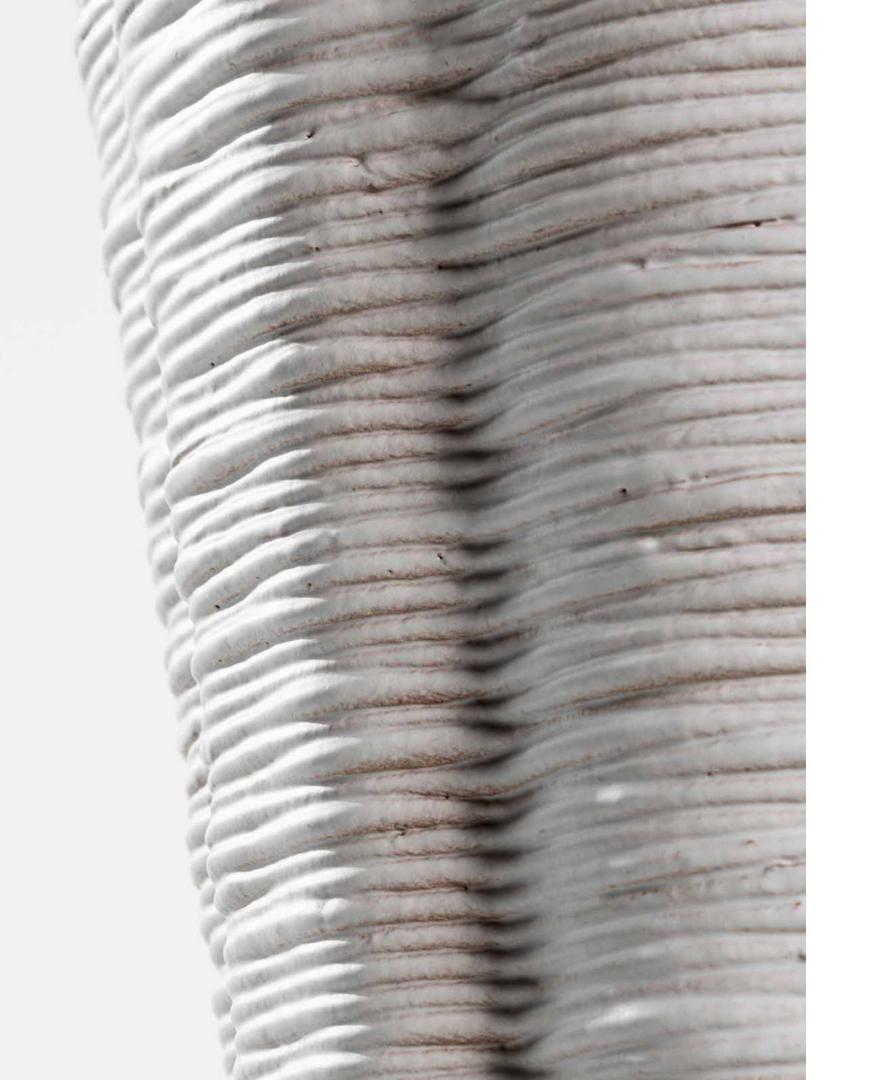
Ro Edition - Unique piece

Price on request

DIMENSION	MATERIALS	YEAR	
Ø25 x H50 cm	ceramic	2022	

REQUEST INFO





MELTING POTTERY

MUNLAB, **ECOMUSEO** DELL'ARGILLA, CAMBIANO, TORINO, ITALY 2022







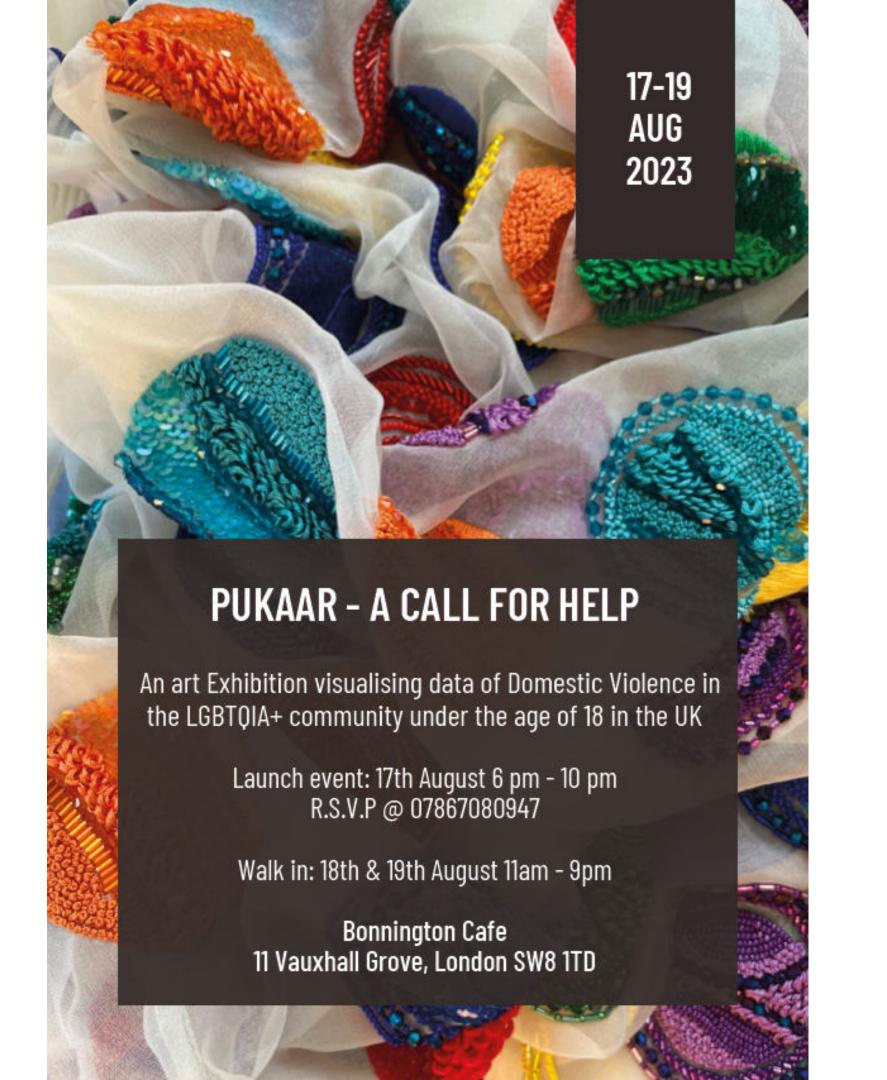
PUKAAR - A CALL FOR HELP

An Art Exhibition + Awareness Campaign for Kingston School of Arts, London, United Kingdom, 2023

A multidisciplinary approach toward finding solutions for social and economic issues has been quite a trend in today's world.

Artists often collaborate with technical industries, which had not been seen in the past, to speculate the future while also codesigning solutions. Looking at how this approach has been widely practiced today, I wanted to explore and find out some answers for myself.

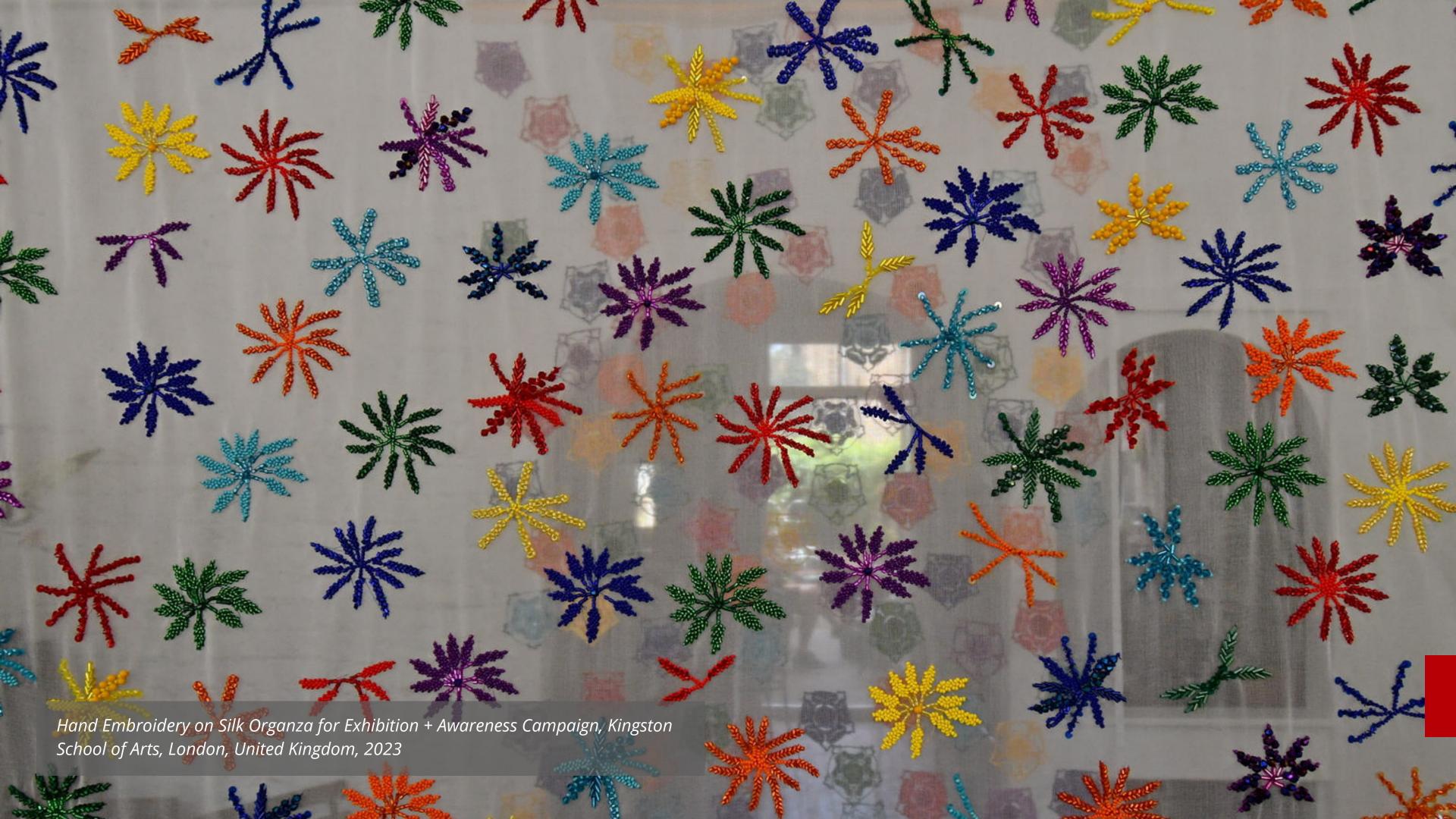
The project aims to spread awareness around a social issue while investigating the role art and design can play in influencing government towards making a policy.



Abuse within families is a largely hidden form of abuse, often inflicted against members of the LGBT+ community at the hands of family members. This project aims to shine light on the abuse happening to LGBTQIA+ people under the age of 18, behind closed doors in the UK. Through the medium of this exhibition, Multidisciplinary Artist and Designer Anurag Wallace hopes to find answers to some questions like: Can Art and design influence the government towards revisiting policies around the issue? Can artists and artworks provoke the policy makers to create a policy that caters specifically to the needs of LGBTQIA+ people under the age of 18? Can it encourage people to be more aware of what is abuse, and how to identify or report signs of abuse?



















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