



Strictly Embargoed until 11pm, Friday 23rd September 2016

China Media Information Sheet

2016 World of WearableArt™ award-winning designers from China

Tonight (Friday 23rd September) at the 2016 World of WearableArt™ (WOW®) Awards ceremony in Wellington, New Zealand, four Chinese designers won awards for their WOW® garments. They are:

- *Renascence* by Yuru Ma and Siyu Fang (Shanghai). First place, American Express Open Section
- *The Knight* by Jiawen Gan (Beijing). Winner, 2016 WOW® Student Innovation Award
- *The Renaissance Happens Again* by Yu Tan (Shanghai). Winner, 2016 WOW® Asia Design Award

Further information about China's award winners

***Renascence* by Yuru Ma and Siyu Fang**

Renascence, by Yuru Ma and Siyu Fang, students from Donghua University in Shanghai garment won first place in the American Express Open Section. In 2012, Yuru Ma's first ever entry to WOW® won the Supreme Award and in 2013 she was runner-up for Student Award with her second entry.

"*Renascence's* inspiration comes from the ancient fossils of animals and birds," says Yuru Ma. "We researched fossils and bones and thought about life beings and the life cycle and decided to use full-fledged feathers to depict the strength and vitality of turning from a cocoon into a butterfly."

***The Knight* by Jiawen Gan**

First time entrant Jiawen Gan, a student at the Beijing Institute of Fashion Technology, won the 2016 WOW® Student Innovation Award for his entry *The Knight*.

He says he was inspired by medieval knight armour and chain-mail elements.

***The Renaissance Happens Again* by Yu Tan**

Yu Tan, first time entrant and student at Donghua University in Shanghai, is the winner of the 2016 WOW® Asia Design Award for her garment *The Renaissance Happens Again*. She says the Renaissance broke the shackles of Christian theology and aroused self-reliance and this inspired her garment.

"Currently the design industry is flourishing and the requirement is more than demand, so the world of designers need another renaissance to step into a new stage," says Yu Tan.

About The World of WearableArt™

One of New Zealand's cultural success stories is the spectacular World of WearableArt™ (WOW®) created by Dame Suzie Moncrieff.

At the core of WOW® is an international design competition that attracts entries from all over the world. The range of garments produced for each year's WOW® competition is simply breathtaking, as the rules of competition mean that anything that is in any way wearable can find a place on stage, as long as it is original, beautifully designed and well-made. This also results in garments that are constructed from an extraordinary array of materials, pushing the boundaries of expectation.

Now staging its 28th production, the annual WOW® Awards Show presents selected designs in what is New Zealand's largest and most technically challenging theatrical production, brought to life by 350 cast and crew. For the 2016 show 163 designers' garments will be seen in performance by an audience of 58,000 over a three-week season in Wellington, New Zealand.

The winning garments from each year's show are then seen up close by more than 40,000 people at the iconic World of WearableArt™ and Classic Car Museum in Nelson, New Zealand.

WOW®'s international exhibition is currently being held at Seattle's EMP Museum until January 2017 after which it will travel to the Peabody Essex Museum in Boston and is expected to remain in the USA until 2019. The travelling exhibition showcases 32 award-winning garments curated to present the best of New Zealand's creative activity to the world.

WOW® working with China design institutes

Since 2012, World of WearableArt™ has been building close relationships with a number of international design institutes, including Donghua University in Shanghai and the Beijing Institute of Fashion Technology. Over the last four years, WOW® Founder Dame Suzie Moncrieff and WOW® Competition Director Heather Palmer have presented to universities to promote the WOW® competition and showcase Wearable Art as a tangible project for aspiring designers to help launch their careers.

Many tertiary students who have entered WOW® in the past have gone on to work in the film and fashion industries. WOW® gives designers an opportunity to step outside of the normal commercial constraints and to push the boundaries of their art.