

Jiahao Wan

Fashion Design | 3D Development | Product Strategy

Graduated from Parsons School of Design in 2018 with a BFA in Fashion Design specializing in menswear and activewear.

Since 2018, work has expanded through independent design studio Efface, developing creative projects for brands and distributors while producing conceptual collections, with a focus on functionality and visual impact.

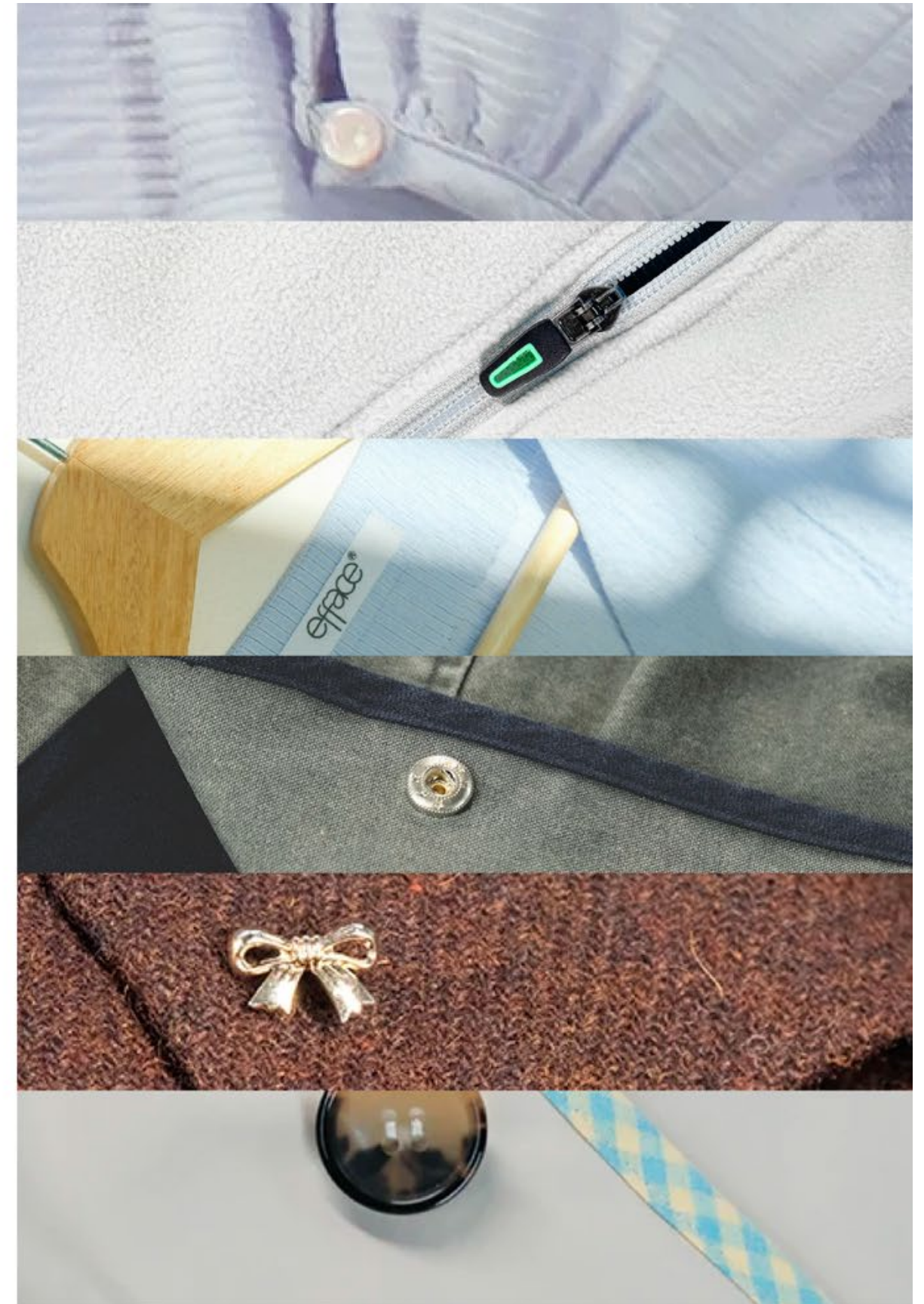
The practice integrates traditional fashion design with digital garment development, covering the full workflow from concept, sketching, material selection, pattern making, draping, fittings, to sample production.

The process is complemented by 3D software including CLO 3D, Marvelous Designer, Maya, Zbrush, and Substance Painter, alongside digital iteration with Adobe Creative Suite.

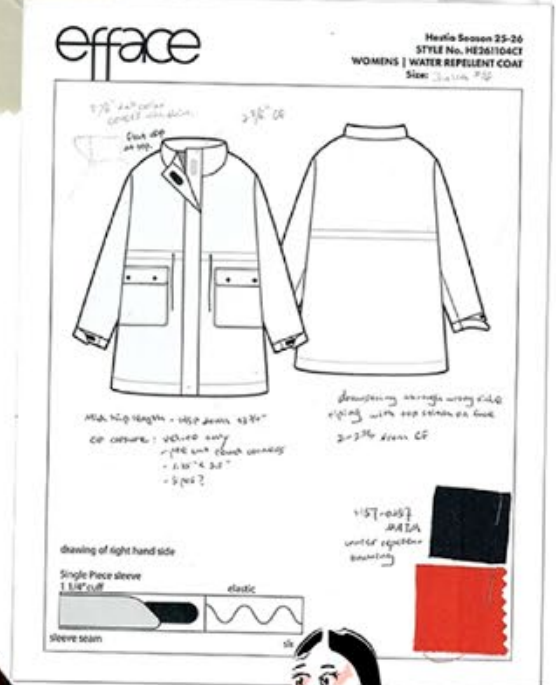




**“ versatile wardrobe ”
2025**

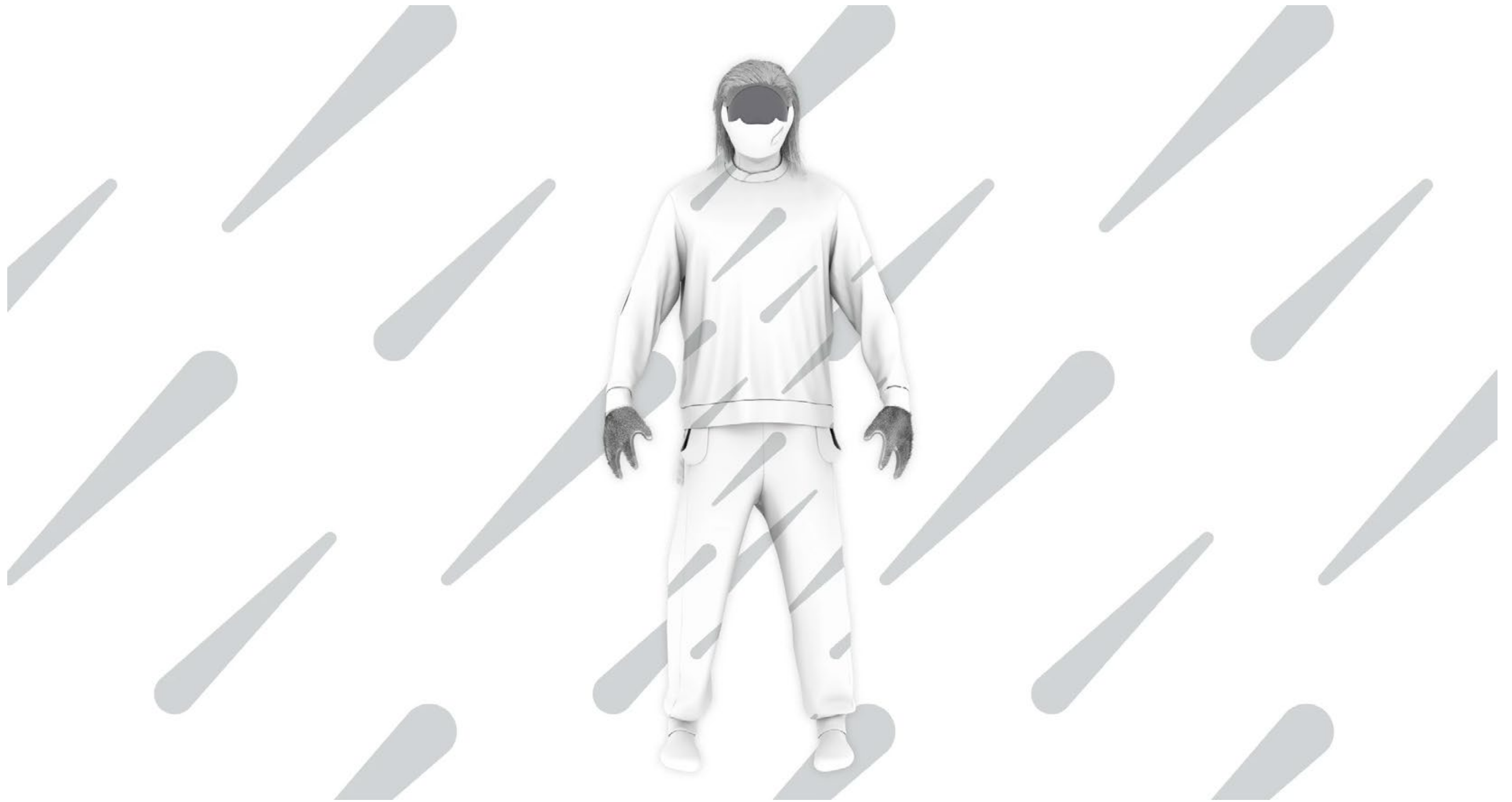


This project explores an adaptive wardrobe built through standalone pieces designed for versatile wear. It spans diverse materials and silhouettes, structured into Outerwear, Lightweight Dressing, and Utility Layers.



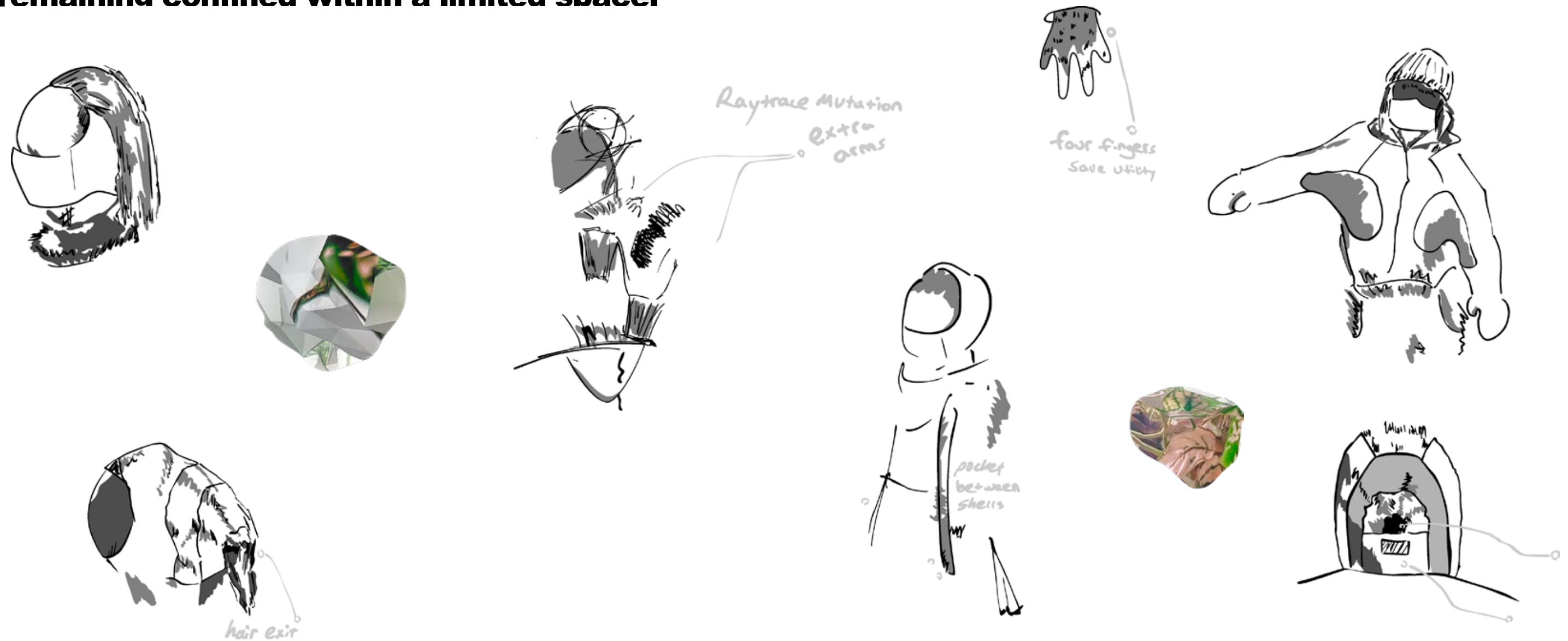
Everyday Glamour





**“ 3d improv ”
2022**

This 3D experiment was developed through an instinctive forward-design process exploring a combination of unconventional elements: ray-mutated garments, oily textures, pocket spaces layered between shells, a Neuralink-inspired port opening on the hood, and a four-fingered alien figure navigating an infinite universe while remaining confined within a limited space.



The project reflects evolving forms emerging in the age of imagination. Through 3D development, the collection explores the increasingly blurred boundary between virtual environments and physical life, reflecting contemporary ways of perceiving reality.





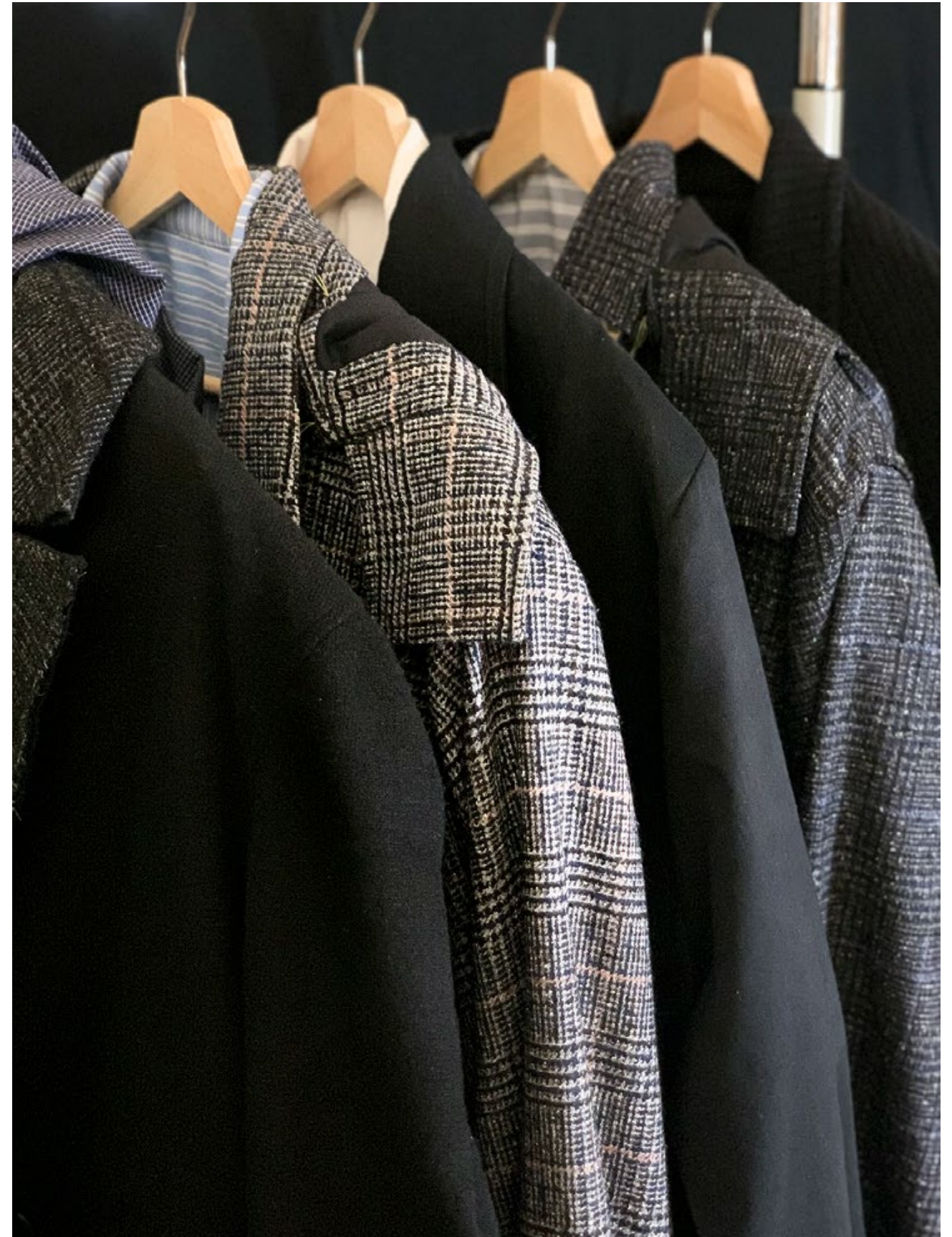
**“ an artisan wfh ”
2021**

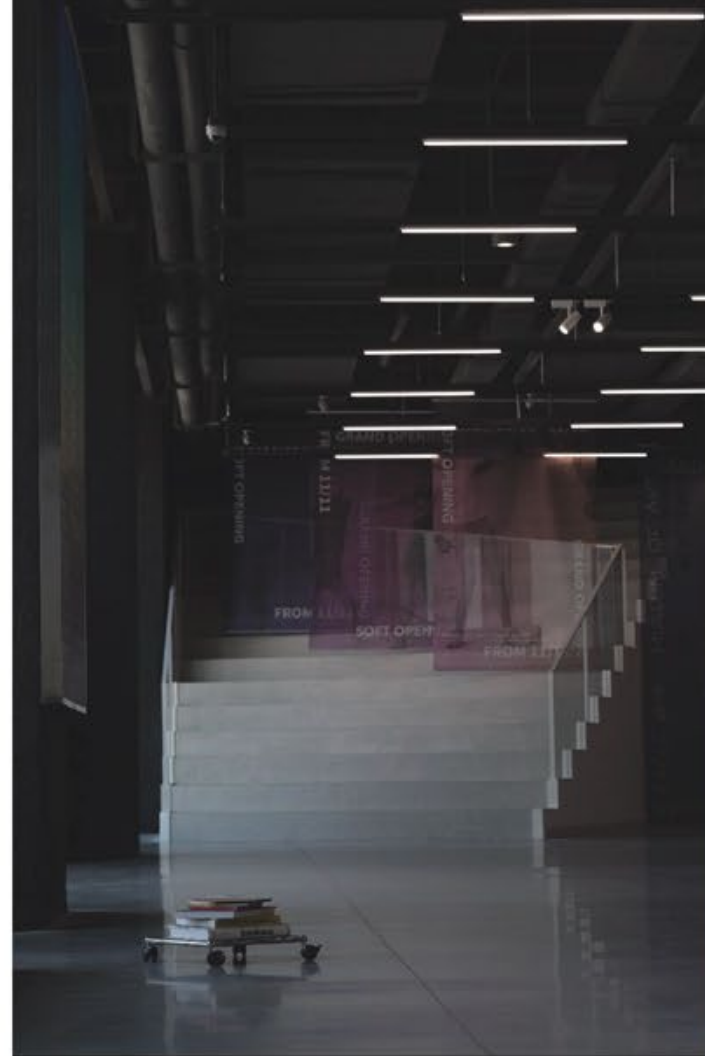


Oil paintings by Henry Alexander (1860–1894)

After American painter Henry Alexander, whose works depict artisans working from home during the Industrial Revolution, often set within cluttered domestic interiors.

This collection uses Industrial Revolution-era attire as a contrast to today's WFH experience.









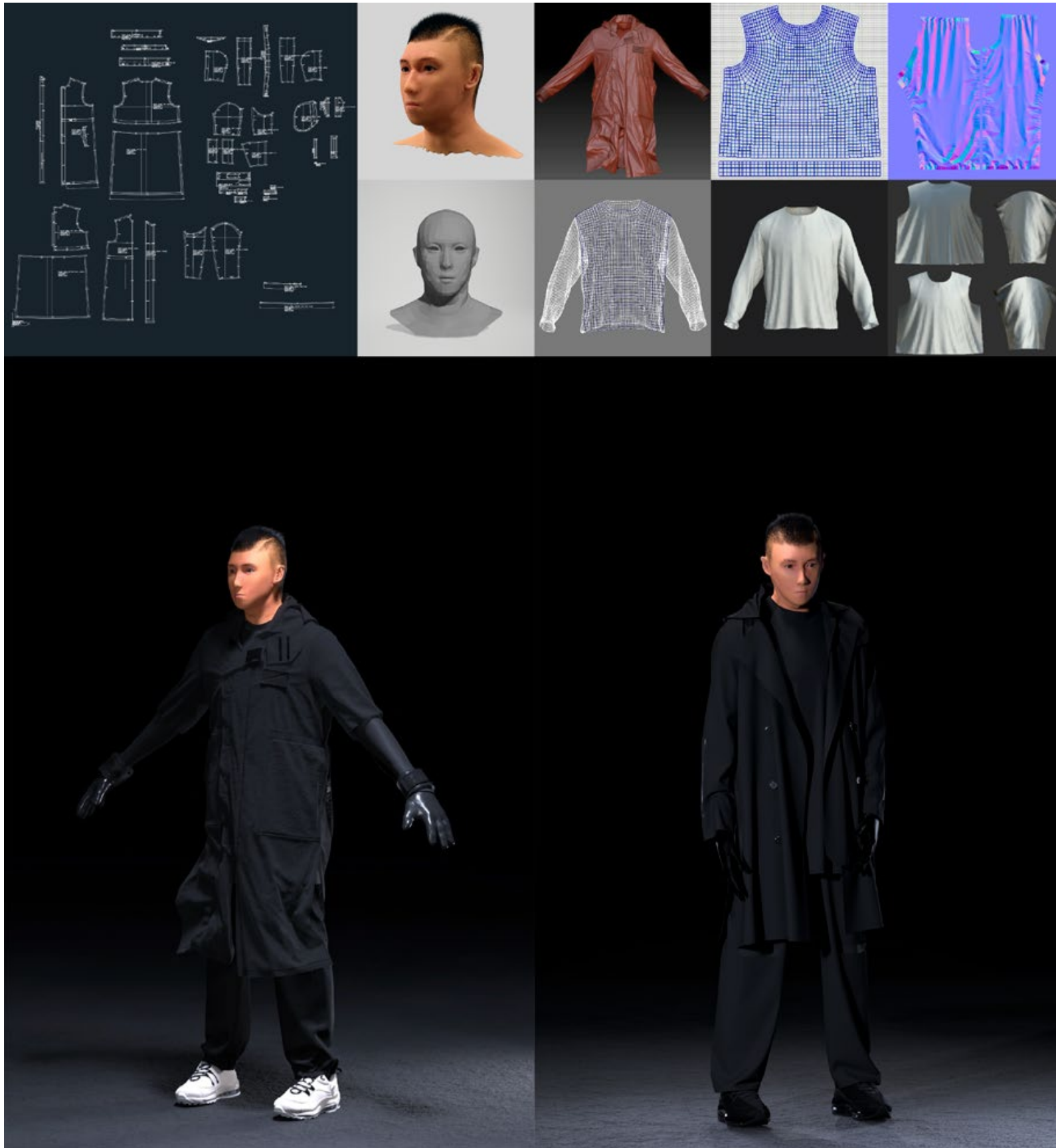
**“ noir ”
2021**



Blood Simple (1984), Coen Brothers

This 3D collection is inspired by noir and neo-noir cinema. It displays a lifeless environment constructed through minimal lighting and sparse composition. The spatial design draws on a broad, bare, and desolate landscape, echoing the atmosphere of the 3D workspace. The overall texture is rendered to feel dry, reminiscent of desert night.





The process included building the character from a 3D scan, CAD pattern making, digital fitting, sculpting in ZBrush, retopology, UV mapping, texturing in Substance Painter, and rendering in Maya using Arnold, with final touches in Photoshop for color space management, layering, and subtle bloom effects.

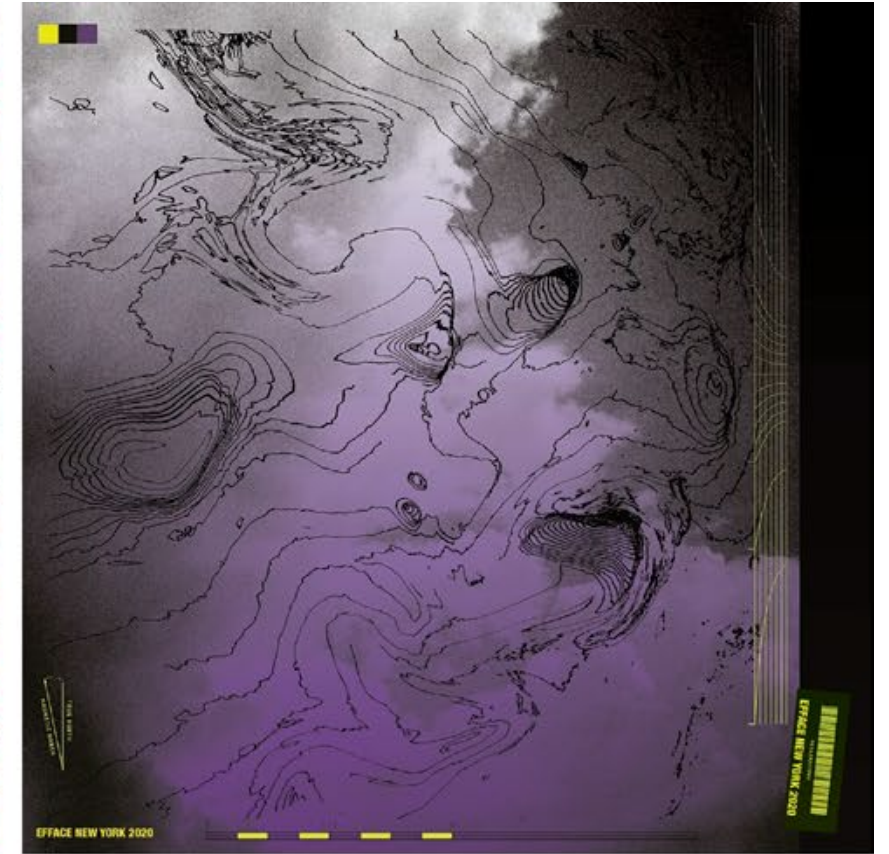




**“ peekaboo ”
2020**



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This collection combines technical garments influenced by cyberpunk aesthetics. The development integrates vibrant colors alongside camouflage patterns and Martian topographic graphics.







**“ domestic ”
2019**



Inspired by dark sci-fi films such as Johnny Mnemonic, The Matrix, and Dark City, the designs feature distorted and elongated silhouettes alongside fragmented forms, grounded in '90s grunge and retro-futurist aesthetics.

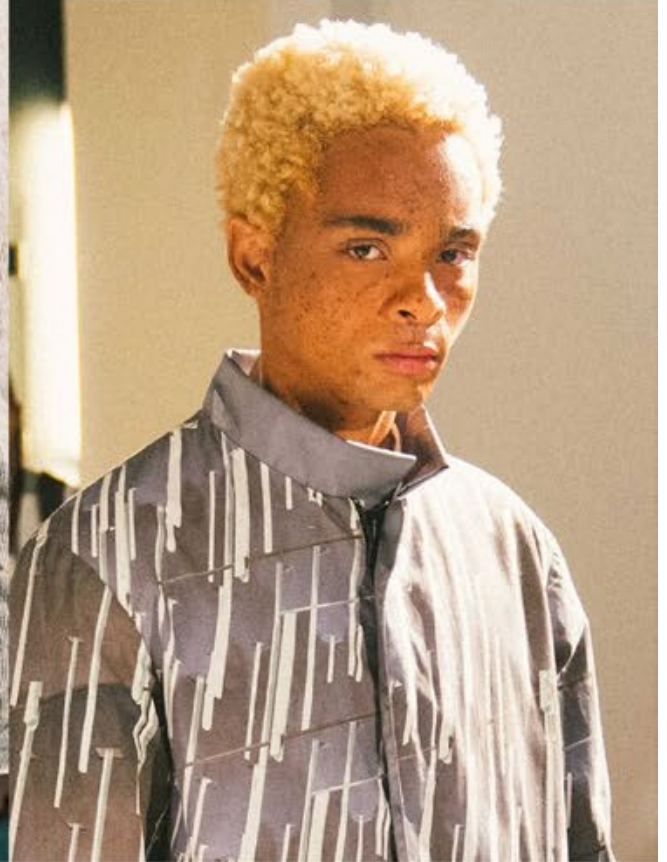
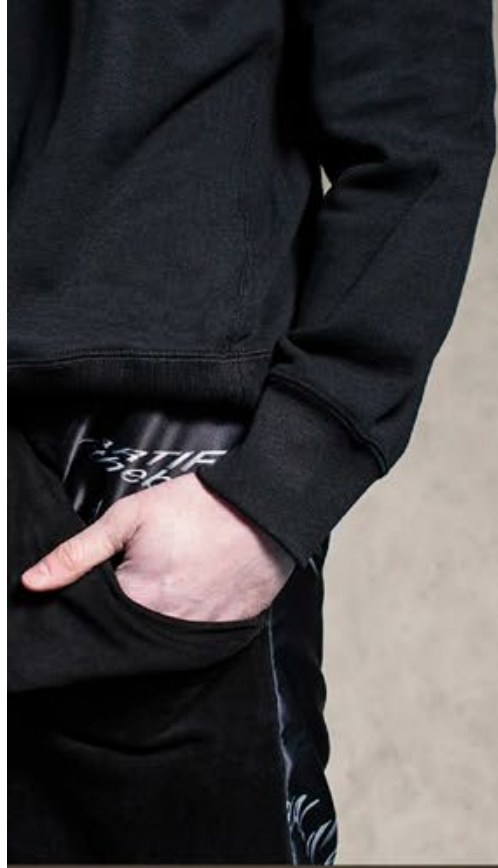






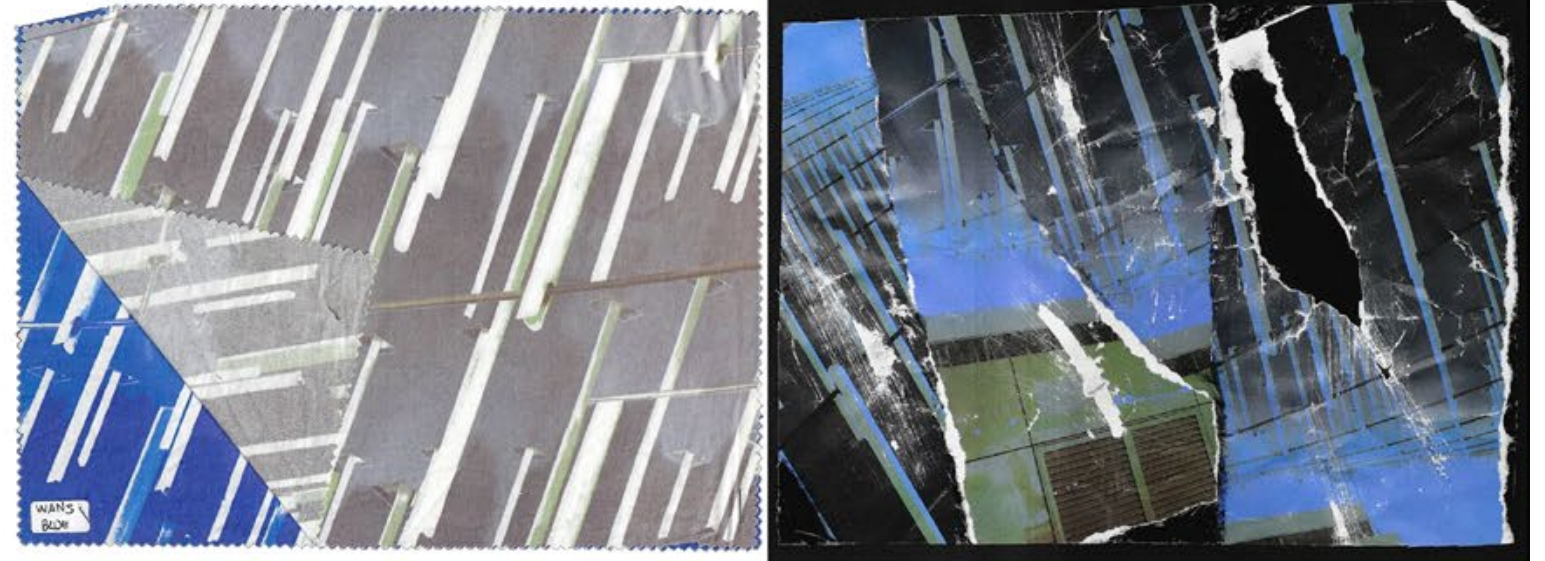


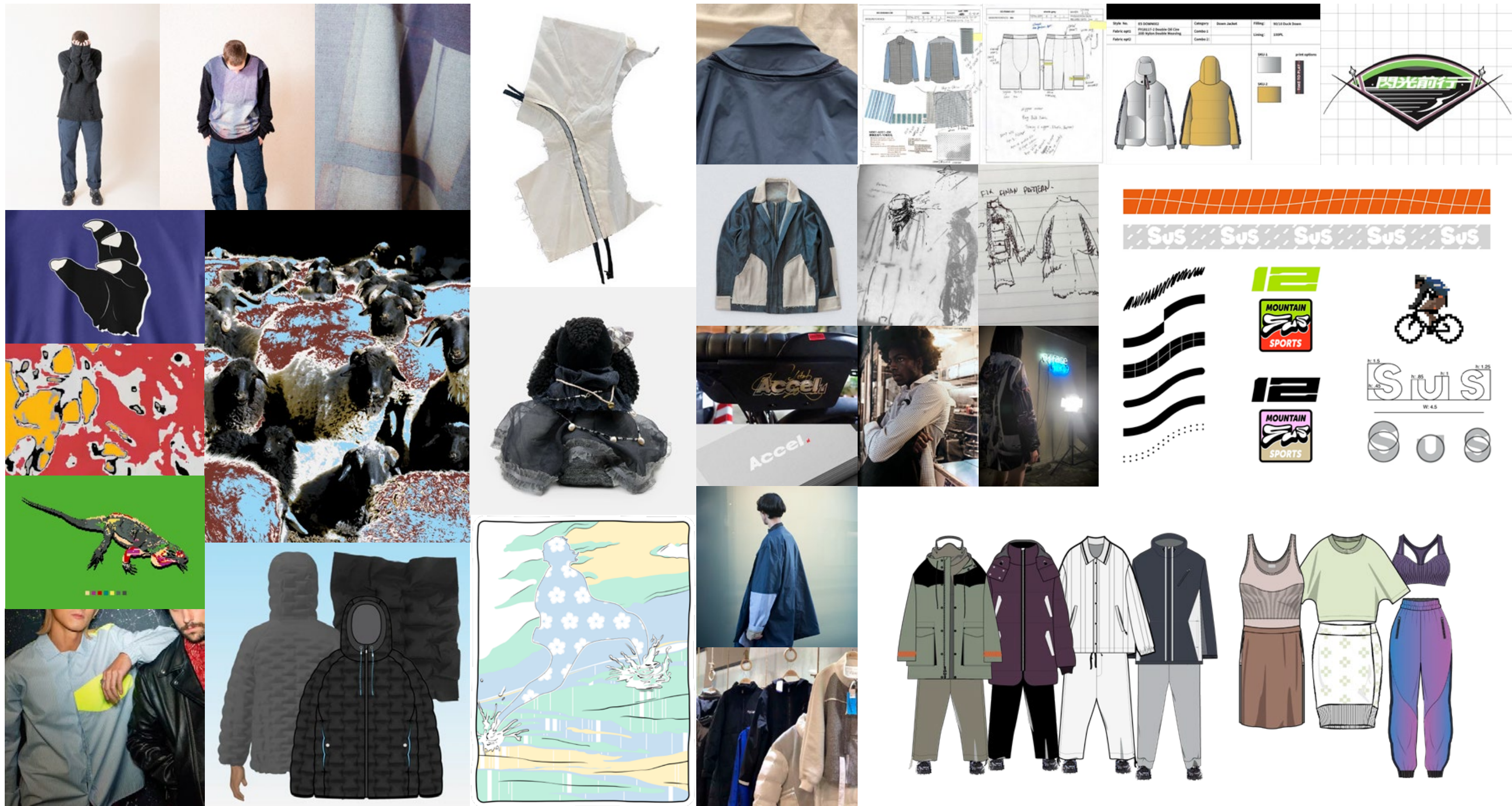
**“ cyber ghost ”
2018**





Inspired by Y2K-era anxieties surrounding emerging technology, this collection reimagines AI as a cyber ghost. Through the development of the cyber rain print and phrases such as “Code like God” and “Artificial is the best,” the collection reflects speculation and curiosity toward future technology.





**fragments
experiments and standalone creations**

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