

Re:Lindström 3.0 – Circular Intelligence: AI Upcycling Fashion Challenge

Assignment Description and Schedule ▫ 2026–2027 Academic Year, First Semester;

RTPPM1IBNF Project Work Course



The **Re:Lindström 3.0 – Circular Intelligence: AI Upcycling Fashion Challenge** project is situated at the intersection of sustainable fashion, circular design thinking, and AI-supported creative design. The Lindström Group – which has a long-term commitment to sustainability, textile recycling, and circular economy models – develops workwear designed for maximum service life and, after use, gives it a new function as new products or industrial raw materials.

The project focuses on the creative reinterpretation of discarded Lindström workwear and its introduction into a new life cycle. Students combine the principles of upcycling with contemporary fashion design methods and AI-based visual and conceptual design tools. The aim of the project is to demonstrate how textile waste can serve as raw material for innovative, aesthetically appealing, and functional design products, while also interpreting the role of design as a form of social and environmental responsibility.

The project is implemented within the framework of the collaboration **between the Lindström Group and the Rejtő Sándor Faculty of Light Industry and Environmental Engineering** of Óbuda University, building on the experience and professional outcomes of the Re:Lindström 1.0 and 2.0 projects. Students develop their collection designs and the selected outfit within the framework of the **RTPPM1IBNF Project Work course**.

Description:

1. The aim of the project is for students to become familiar with and apply the principles of sustainable fashion, circular textile management, and AI-based creative design through a practical project assignment.
2. **Using discarded workwear provided by Lindström and supported by AI-based visual and conceptual design tools**, students create new, innovative, aesthetically appealing, and functional outfits or collection pieces. During the project, they combine digital and AI-supported design processes with traditional creative methods in fashion and product design. **The completed project documentation and visualizations will be evaluated and awarded by a professional jury within Milestone 1** (see “Evaluation of the Design Documentation and AI-Based Visualization”).
3. During the project, students work through a process of research, concept development, design, and implementation. The assignment focuses on upcycling, material-based reinterpretation, and the application of digital creative technologies. The completed outfits must incorporate the Lindström logo or its visual identity system in some form.
4. The completed works will be presented within the framework of the 2nd milestone, in the form of a fashion show.

Project Implementation

Milestone 1 / Assessment 1: Evaluation of the Design Documentation and AI-Based Visualisation

The completed entries will be evaluated by the professional jury according to the following criteria:

- Innovation of the concept (0–20 points)
- Aesthetic value (0–20 points)
- Application of circular design principles and sustainability considerations (0–30 points)
- Quality of AI-based visualization and creative use of tools (0–15 points)
- Quality of the design documentation (0–15 points)

Materials to be submitted as part of the design documentation (to be printed and bound):

1. Trend research, moodboard, and hand-drawn sketches
2. Design documentation based on the provided materials (see workwear), comprising **10 outfits**
3. AI-assisted visualization of the outfits on a **digital mannequin**, comprising a minimum of **6 outfits**
4. Technical documentation containing the **technical drawings of the 6 outfits** (completed according to the template)
5. Mock-ups, technological experiments, or photographic documentation thereof.



To be submitted following the evaluation by the internal (teaching staff) jury:

6. Preparation of the poster for the selected design (outfit), according to the template, and its digital upload to the Moodle and Teams systems. Deadline: Monday, 5 October, 15:00

7. Modification/supplementation of the design documentation based on the evaluation of the internal jury. Submission of the design documentation – deadline: Friday, 9 October, 15:00.

Posters submitted after the deadline will not be printed, and design documentation submitted late will not be evaluated by the professional jury, which will be taken into account in the final grade. The three works selected by the professional jury will receive awards from Lindström Magyarország Kft.

Milestone 2 / Assessment 2: Fashion Show and Evaluation of the Completed Outfit and Presentation

A total of **7 teaching weeks (Weeks 5–11)** are available for producing the outfit selected by the internal jury. Students may also continue their work during the hours available under the Open Workshop framework.

Assessment criteria:

- Aesthetic and functional execution (0–30 points)
- Use of materials and quality of construction (0–30 points)
- Professional and ethical fulfilment of the project requirements (participation, activity, punctuality, cooperation, compliance with deadlines) (0–40 points).

Details, deadlines:

Teaching Week	STUDENTS (4 ENG + 16 HUN) = 20 STUDENTS
Week 0	(–)
Week 1	Introduction to the project. Assignment of tasks.
Weeks 1–2	Research, collection of visual materials, moodboards, sketches, design series
Week 3	Consultation
Week 4	Submission of the collection design documentation to the internal (teaching staff) jury. Deadline: Thursday, 1 October, 14:00, D.3.309
	Finalisation of the design documentation (physical creative content) and preparation of the poster (digital content): 1. Upload of digital content to Moodle and Teams (deadline: Monday, 5 October – 15:00) 2. Submission of the supplemented and finalised design documentation, revised on the basis of feedback, to Viktória Sima-Molnár (deadline: Friday, 9 October – 15:00)
	Posters submitted after the deadline will not be printed, and design documentation submitted late will not be evaluated by the professional jury, which will be taken into account in the final grade.
Week 5	Start of outfit production
Week 6	Milestone 1: Exhibition of AI-assisted visualisations and design documentation. Professional jury.
	Production of outfits...
Weeks 7–10	Production
Week 11	Finalization of the outfits.
Week 12	Choreography rehearsal with models! (26 November, 16:30–18:30, RKK Sports Hall) Preparation for the fashion show.
Week 13	Milestone 2 / Presentation of the outfits in the form of a fashion show (4 December – RKK Aula)
Week 14	(–)

Budapest, 04 September 2026.

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