



—WORDS BY EVIEROBBIE

AUDRY “PAT” MCGHEE

When becoming a new designer it is all about “making your mark,” and defining who you are amid the competition. J’Adore Magazine was present at Bellafair Productions’ annual designer competition. As a result, we now have the honor of presenting to you their recent competition winner, Audry “Pat” McGhee.

JADORE: How did you get into fashion?

AUDRY: It’s strange because I used to model years ago when I was teenie- weenie, like a size four. I enjoyed modeling for stores or designers, and I also had a background in retail. I come from a family of sewers. It’s like riding a bicycle. You never forget. I’d sketched a little bit on the side, but am self-taught within my whole process. In 2003, one of the first experiences for me was Megafest in Atlanta, for TD Jakes. I decided to make my own garments. I made every ounce of clothing I wore for the four days I would be there, and the pieces garnered attention.

JADORE: What is your inspiration for your line?

AUDRY: My inspiration is life in general. Life is changing constantly. I can’t have the same mindset of a design year after year. Bold color schemes that I select and cut are a staple. With most people, when someone wears something of mine, they can usually tell that it’s me. I’ll do something tailored, or I’ll change the collar. I like being a little bit on the edge, definitely a trendsetter! I don’t ever want to look like anybody else.

JADORE: What is your background?

AUDRY: My passion is designing. I’m the type of person where once I get involved in a project I could stay there all day. Currently, I’m a state worker. The state job pays the bills. Designing and my full-time job go neck and neck because the demand is so great. There are so many different opportunities that present themselves. With custom designing, you find people that are looking for something different and unique. They see it as an investment.

Audry “Pat” McGhee can be reached via her website at AUDRYPATDESIGNS.COM or email at APMFASHIONSINC@YAHOO.COM.

