

scale of vitality

World [1:1,000,000]



Future Fabric Site [1:100]



Fashion/Clothing [1:1]



Inhabitation [1:10]



Manchester Northern Quarter [1:1,000]

urban nomad

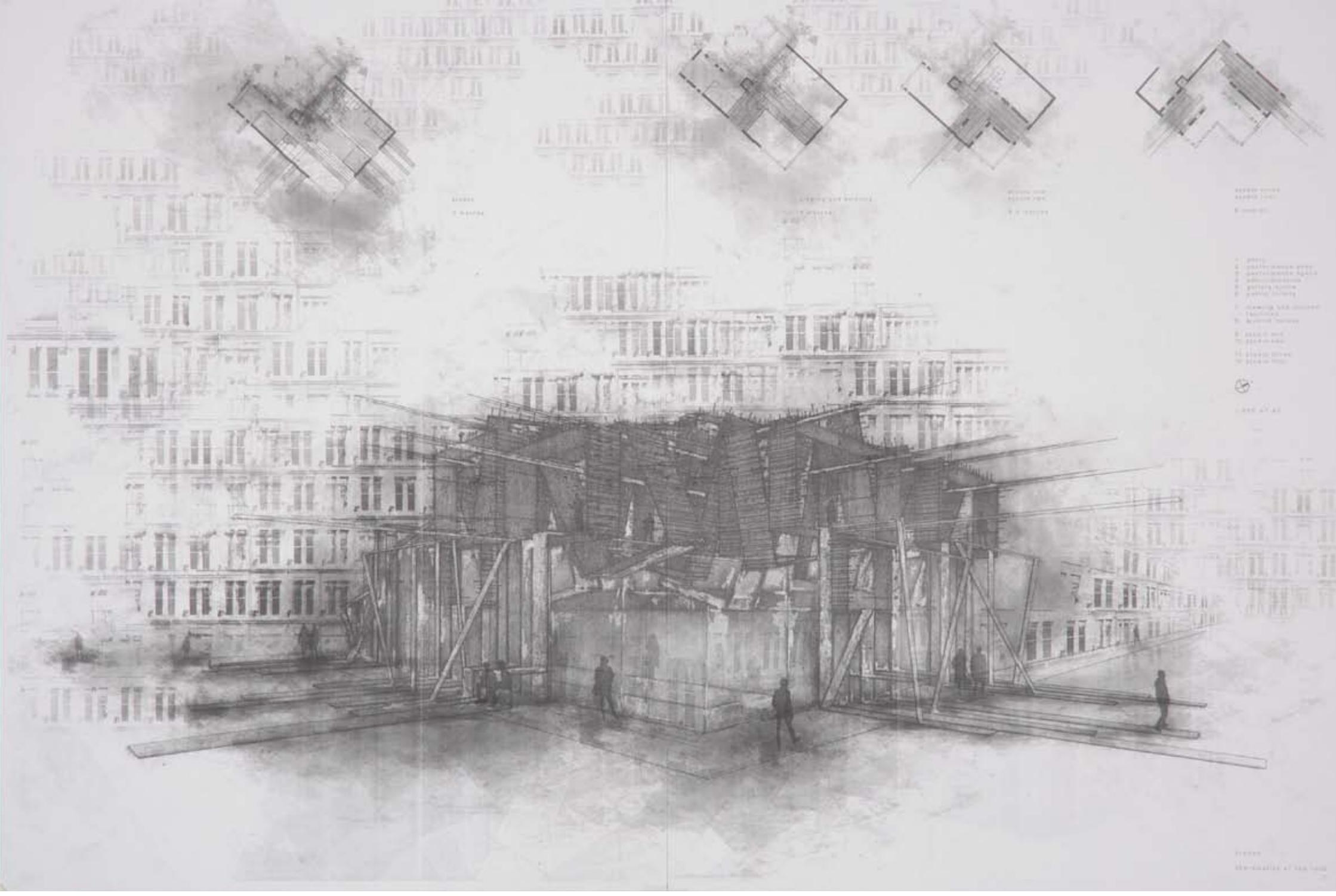
UK [1:100,000]



local scale - globally relevant

Reflection/Identity [1:0]





PROJECT GUIDE

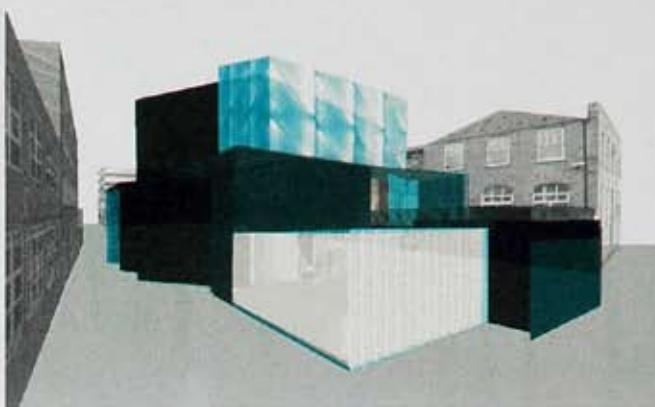
This research based design project encourages a dialogue between architecture and fashion and attempts to highlight parallels between the two disciplines.

"The body is a perfect small-scale exercise in spatial design, a testing ground for ideas and techniques to apply to buildings" Elena Manferdini

My project takes the structure of the body as its starting point and end point with the building evolving in between and in parallel. Treated as a garment itself, the building responds not only to the human body through interaction and connection but to its own larger structure, generated in response to a specific building programme and urban context.

The project uses the graphical language of dress patterns used for dressmaking to describe the building as a garment and is presented as such.

The final dress was constructed to express the themes of the project. The dress was made using pattern pieces taken from the architectural plans and elevations. When worn, the garment reveals the structure of the body. The final garment is constructed from fabrics, colours and shapes that represent the architecture of the fashion theatre.

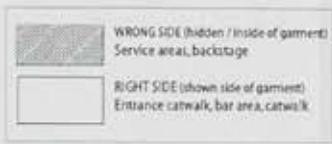


LIST OF PIECES Drawings 10 pieces

0 SITE FABRIC
Site context, location and connections

0a COMPOSITE INSTALLATION
Zipped garment sequence - structured garment from frame 6
Bodies interaction with fabric installation

0b BUILDING PROGRAMME DEVELOPMENT
RIGHT SIDE / WRONG SIDE
Forming the pattern
Connections (joining fabric and seams)
Zipped entrance
Building programme and elements

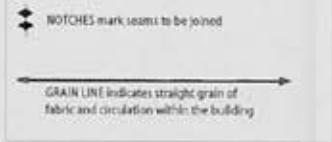


1 GARMENT AND STRUCTURE
Structure (building frame)
Garment (building envelope)
Context (Views of building)



2 PLANS AND SECTIONS
Plan: Body connections, users viewpoints, reflections
Section: Lighting, connections and users viewpoints

3 GARMET CUTTING GUIDE
Analysis of stage space - left and right elevations, floor plan and roof plan into cutting shapes
Garment/fabric selection
Cutting guide (right side and wrong side)



4 GARMET PATTERN GUIDE
Plans and elevations

LIST OF PIECES Interfacing 10 pieces

PHOTO GUIDE

5 UNDRESS GARMET AND STRUCTURE
Garment unzipping sequence
Body connection to structure
Cloakroom space

SEQUENCE OF FORMS ANALYSIS
BODY PROPORTION AND ZIPPED FORM DETAIL
GARMENT DISPLAY CATWALK SEQUENCE WITH LIGHTING
GARMENT UNZIPPING SEQUENCE AND CONNECTION TO STRUCTURE
REFLECTIONS ANALYSIS AND VISUAL CONNECTIONS TO BUILT FORM

6 GARMET AND STRUCTURE (building)
Detail drawing

DEVELOPMENT OF CUTTING GUIDE

7 ENVIRONMENT, SERVICES, LIGHTING, AND ACOUSTICS.
Materials, calculations, specifications.

PATTERN PIECES

ZIP WALL PROTOTYPE

CATWALK VISUALISATION

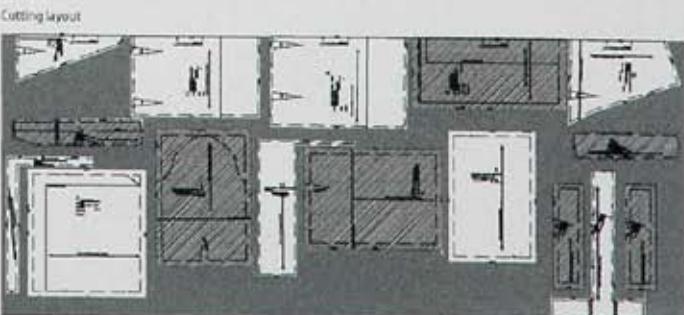
Project

P3 - Future Fabric

Drawing title

Project Guide

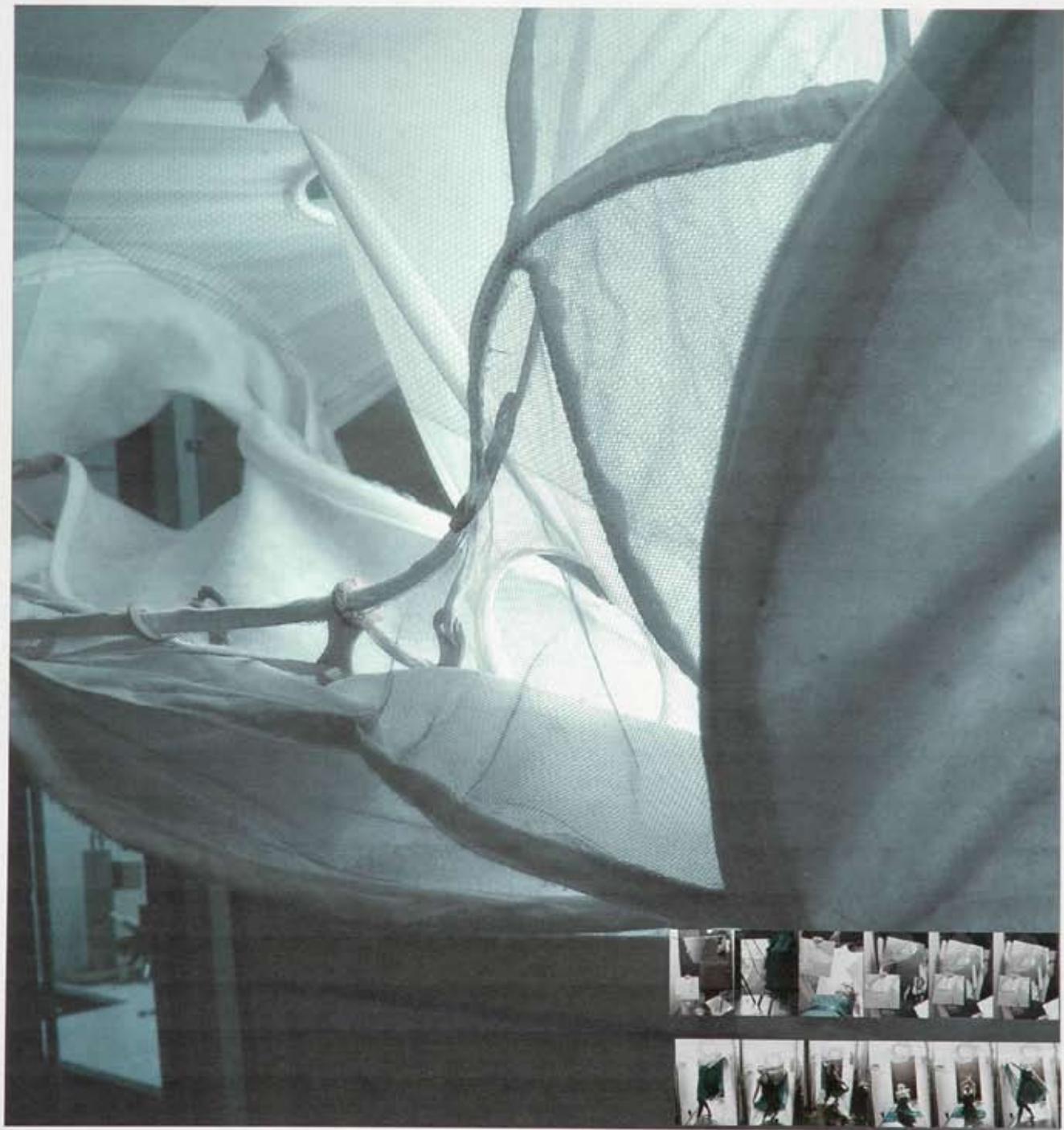
Drawn by	Molly Price	Registration no.	040133960
Scale	Not to scale	Date	May 2008





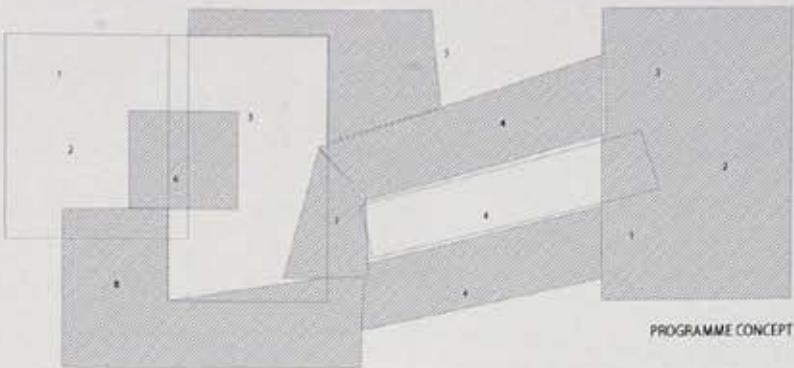
0a

COMPOSITE INSTALLATION
UNDRESS: garment and structure (body)
3D SITE FABRIC (garment)
photographic framing
27 shots



BUILDING
RS - RIGHT SIDE (of fabric)
WS - WRONG SIDE (of fabric)

- RS
- 1. STAGE DRESSING
 - 2. BACKSTAGE
 - 3. ADMIN
 - 4. AUDITORIUM
 - 5. SMOKING AREA
 - 6. CLOAK ROOM
 - 7. PHOTOGRAPHER ZONES / PRESS
 - 8. TOILET
- WS
- 1. LIAISON DROP OFF
 - 2. ENTRANCE/EXIT
 - 3. BAR
 - 4. CAT WALK



PROGRAMME CONCEPT

0b

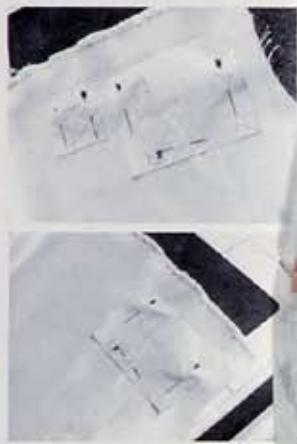
BUILDING PROGRAMME DEVELOPMENT

RS (right side) WS (wrong side), seam and connection lines, assembly of building!

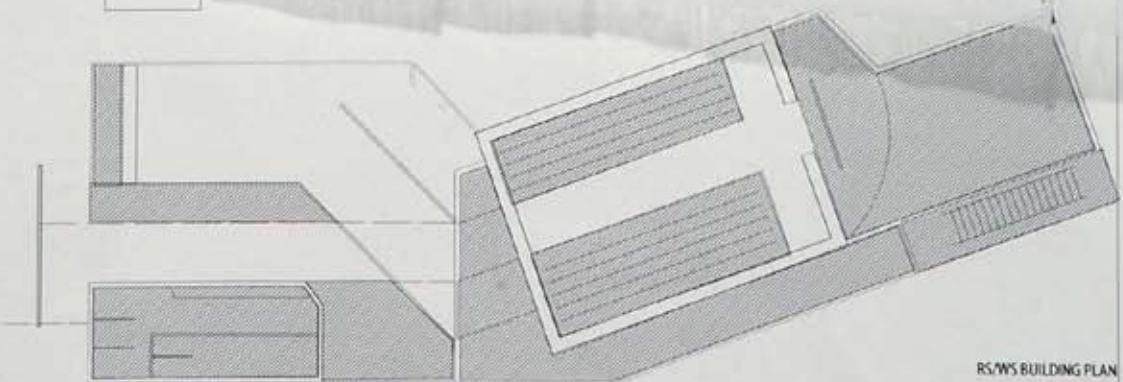
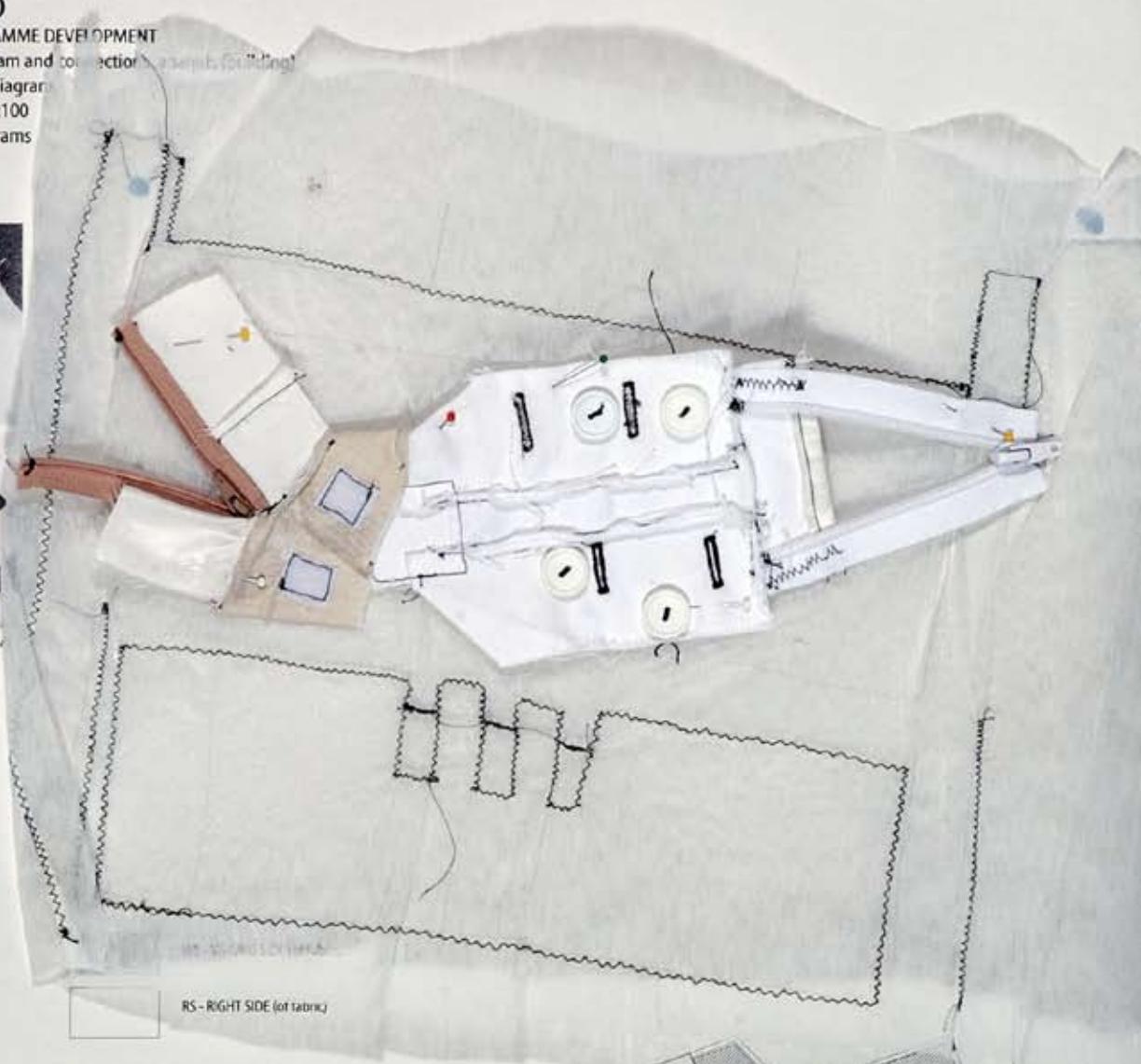
Sewn diagram

Scale 1:100

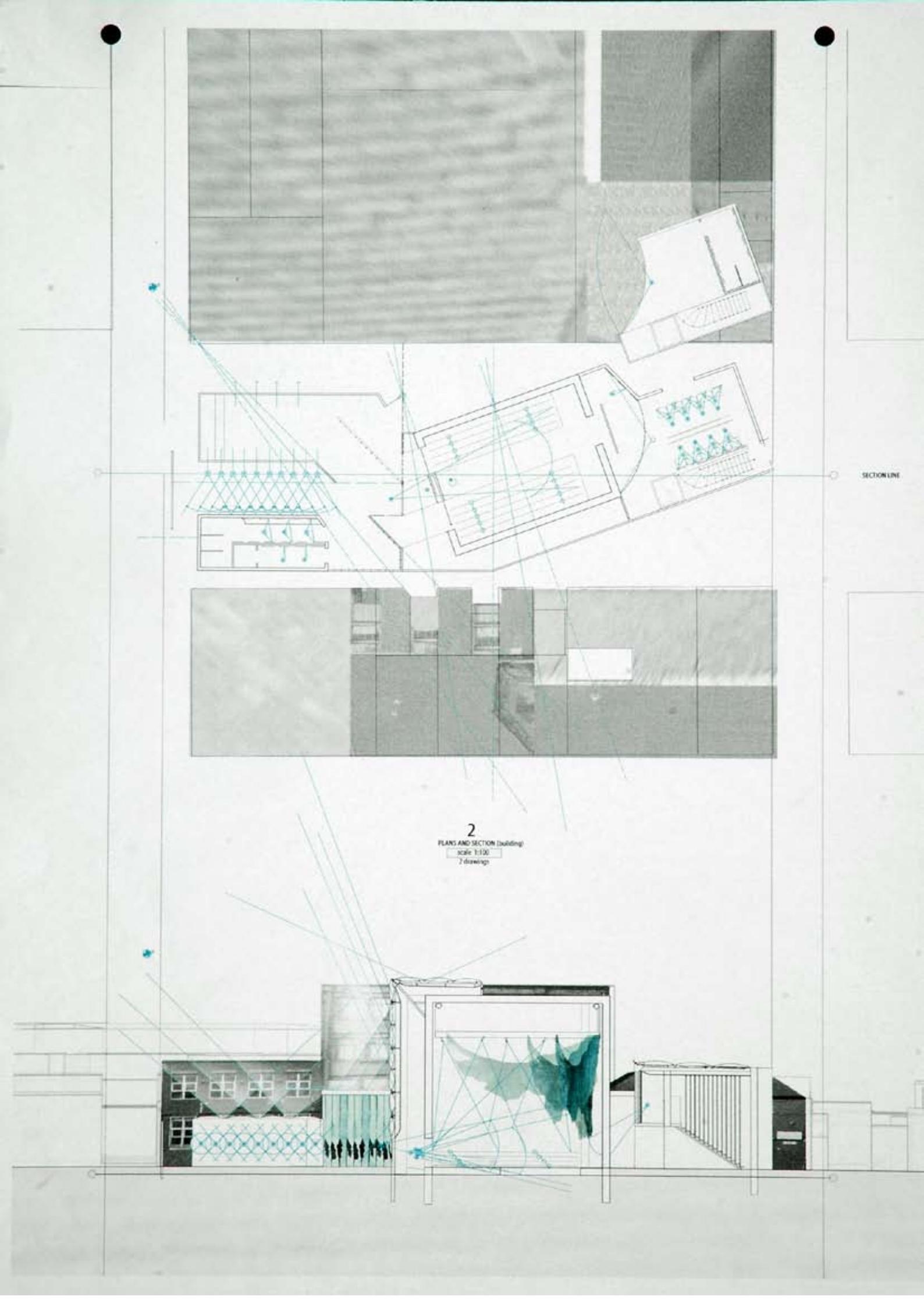
3 diagrams



PATTERN CUTTING at scale 1:100 to fabric RS

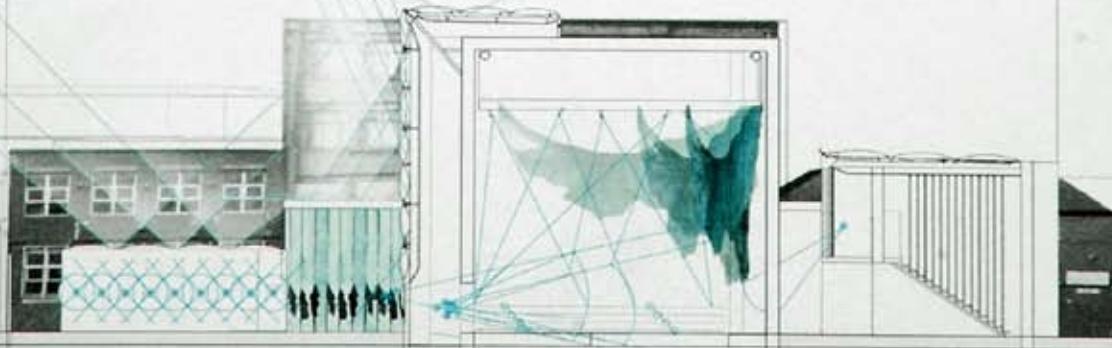


RS/WS BUILDING PLAN



SECTION LINE

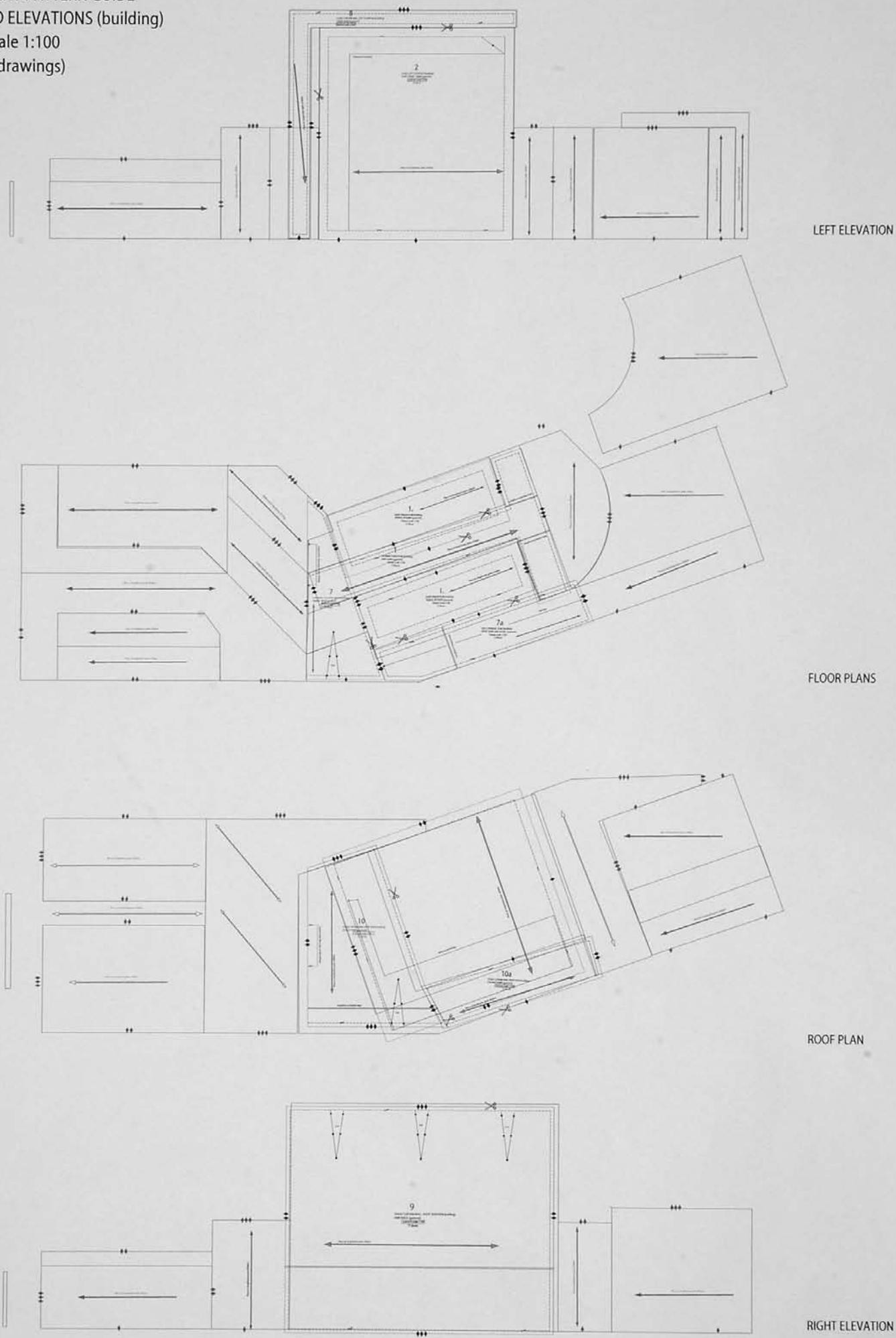
2
PLANS AND SECTION (building)
scale 1:100
2 drawings



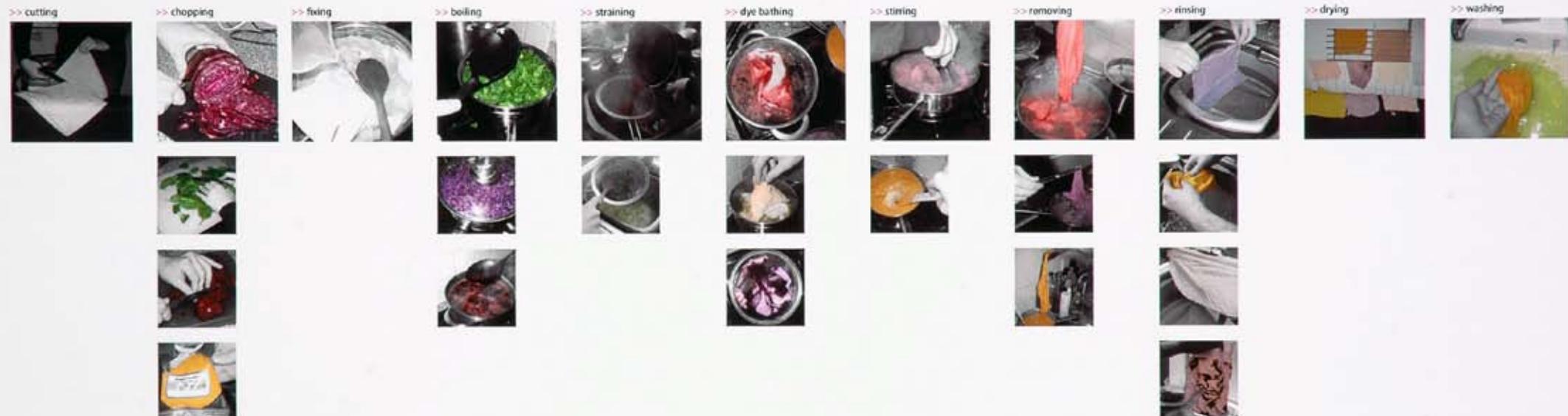
GARMENT PATTERN GUIDE
PLANS AND ELEVATIONS (building)

Scale 1:100

(4 drawings)







"So how many pieces?"

"We're going to keep them small."

"Try one each first? We can take them out at different times to see the effect on the colour."

"Good idea."

"So sprout should be a dark green, serrated like pink, cabbage should be a greenish pink I think the turnip's pretty obvious."

"Try and chop it as finely as possible."

"Was it four parts water to one part vinegar coming from this beetroot?"

"Yeah, we about 100ml of vinegar so we don't over dilute you."

"Ugh - I hate the smell of it, especially when its heated."

"This won't reach the most fragrant of you we'll get to remove the fabric for another."

"Now, there's some seriously strong colour coming from this beetroot."

"Looks like blood!"

"The red cabbage has totally changed too."

"Well, this sprout dye is insanely overpowering."

"Yeah it's a bit more washed out than I expected."

"I doubt that will work."

"Right, we'll take one of these and compare it on vertical motion - something to do with temperature differences in the dye at the top and bottom?"

"Ok, I'll keep an eye on that time... I didn't realise this was going to take quite so long."

"Apparently you should stir these constantly in an vertical motion - something to do with temperature differences in the dye at the top and bottom?"

"I'm probably only really applies to a lot of bath tubs."

"Can hardly see this turnip one, I think a whole turnip was a bit too much."

"Right then - it's about time we get some of these wet."

"The colours look really good. Let's just hope they hold."

"They'll turn pale once they dry apparently."

"Do you mind something burning?"

"Yeah - maybe there's not enough water in the burner."

"Oh no! It's the cabbage!! It looks promising when it came out of the pan!"

"Good job we took one out earlier though."

"Hey look, there's a face in this one - haah!"

"A lot of colour's coming out but luckily the majority of it's held - atleast it's not all of them have failed!"

"I'm an unpermed by the beetroot."

"It looked promising when it came out of the pan!"

"The sprout is more weird, maybe we need a more concentrated dye."

"Maybe we needed a different fixing agent for the other ones."

>> P3 - FUTURE FABRIC

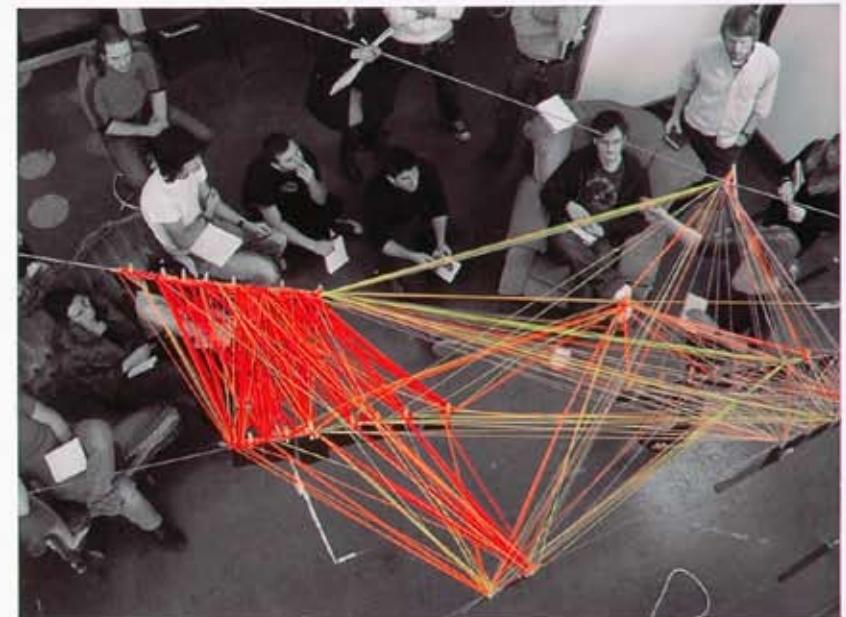
>> 11 things to do before you dye

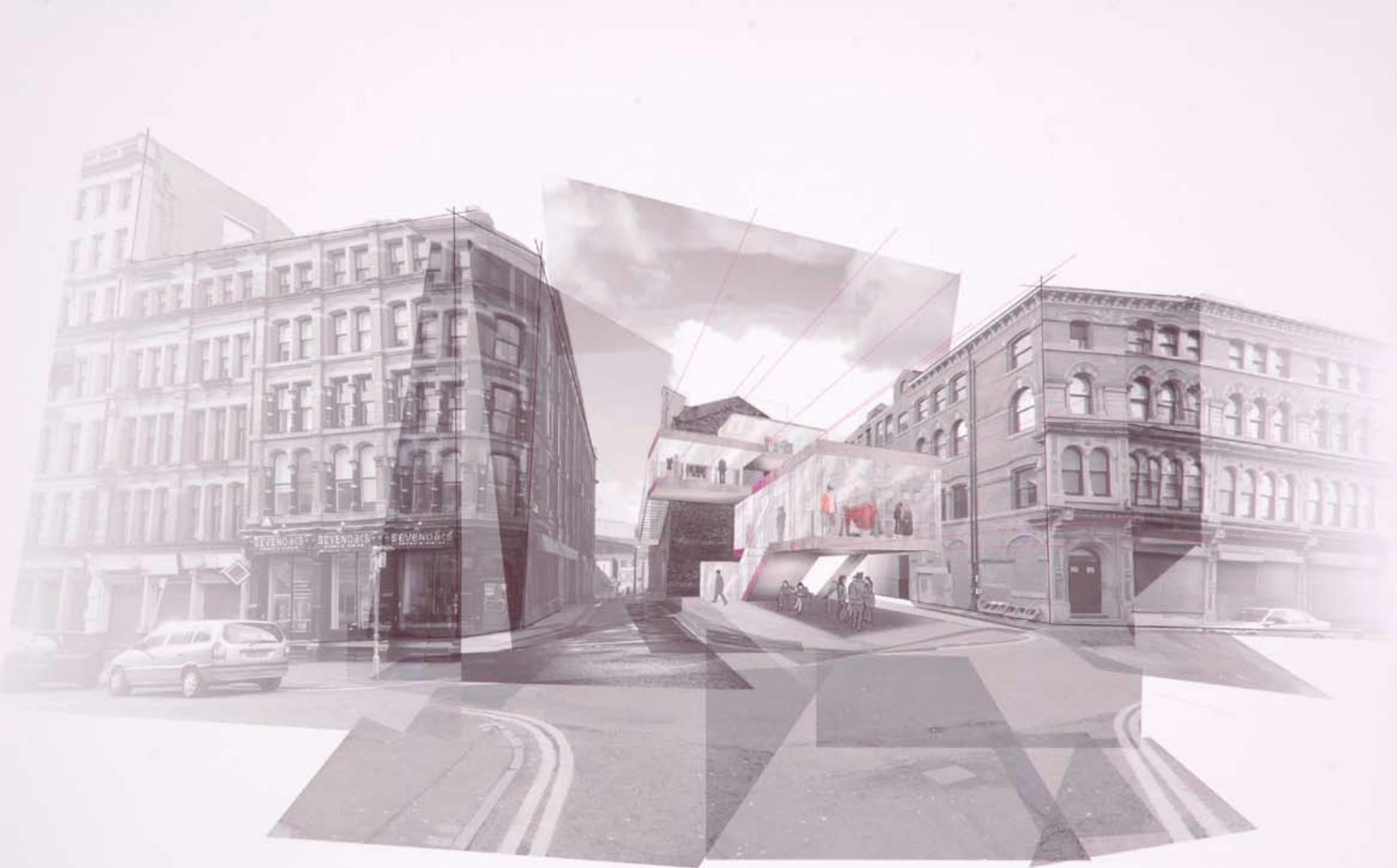
Experimental exploration of fabric and the process of natural dyeing.



>> P3 - FUTURE FABRIC

>> NQ Social Fabric



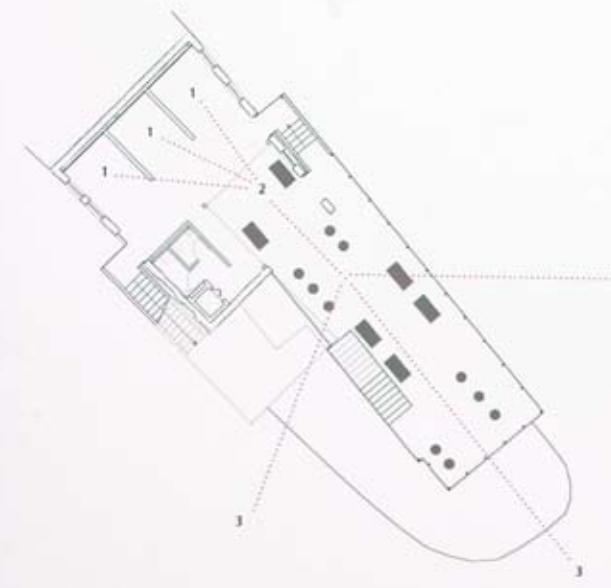




1. external render
2. external render
3. external render
4. external render
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22. external render
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25. external render



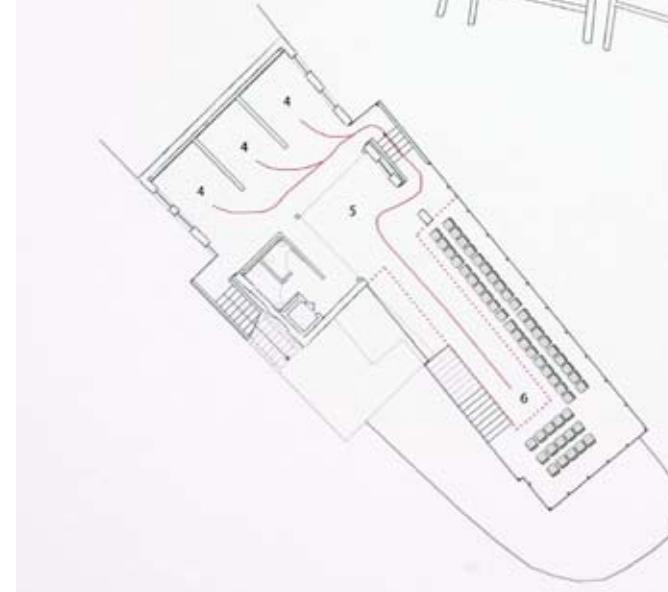
DAY >> Exhibit/ Sell



- 1. Make - internal artisans surplus sold in retail environment
- 2. Sell - agent sells the artisans non-bespoke products
- 3. Make - local fashion designers selling within the building



NIGHT >> Catwalk / Performance



4. Preparation - Models prepare within the artisans workshops

5. Finishing - Back of stage area

6. Catwalk - Display of the models and clothing

URBAN DECAY AND LEATHER.

Explorations into fabric: leather



Urban decay. Something is gained not lost, time passes, people add, time marked, character developed, diary of events, richness and layers

LEATHER AND MEMORY

materials that gain with age



new shoes in charity shop worn once proud



that time in tweedy club when the boy in the office's shirt left beer on me



when the girl at the high bank rolled up my foot in Kingdom



tearing my poster



scratches the poster when I scuffed them in the cycle

DE-CONSTRUCTED
ANTIFASHION

UNFINISHED looking

FRAYED items

appear to be COMING APART

look RECYCLED

made from COMPOSITE PARTS'

made from

VINTAGE ANTI FASHION







Night Time Event



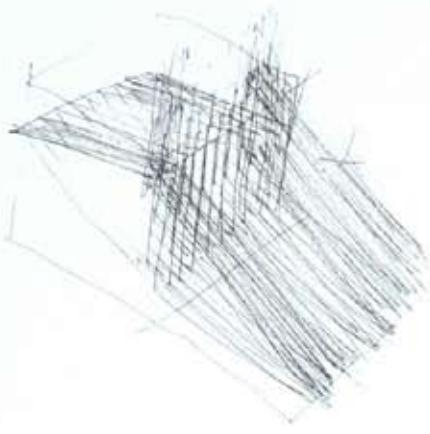
day time



side facades open during seasonal fashion shows to welcome public

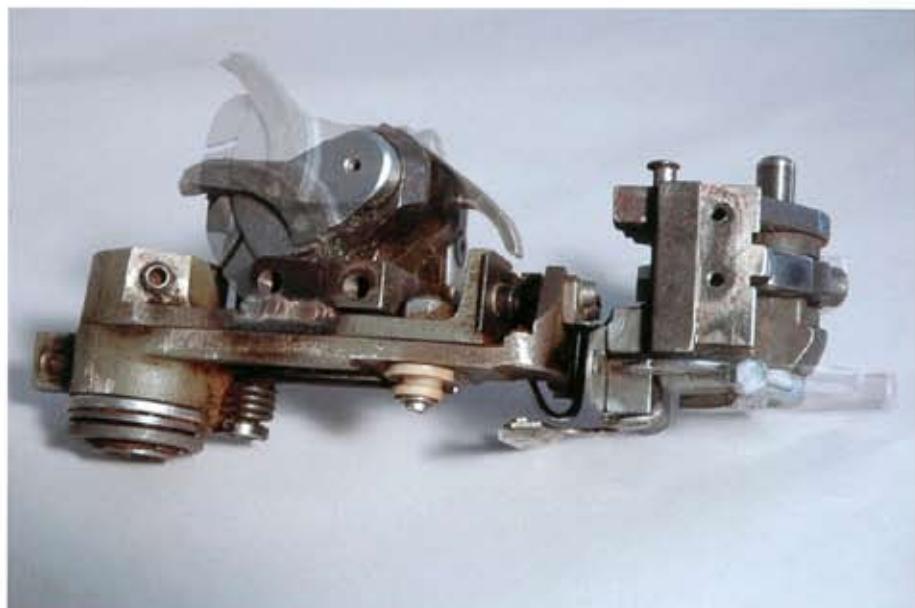
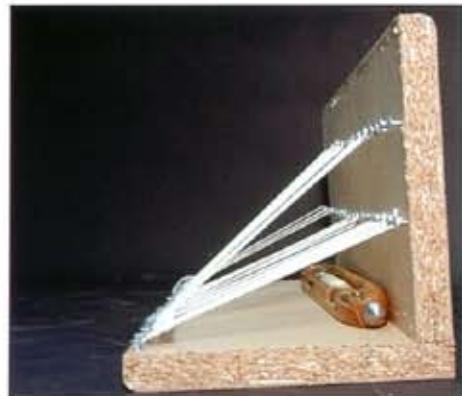
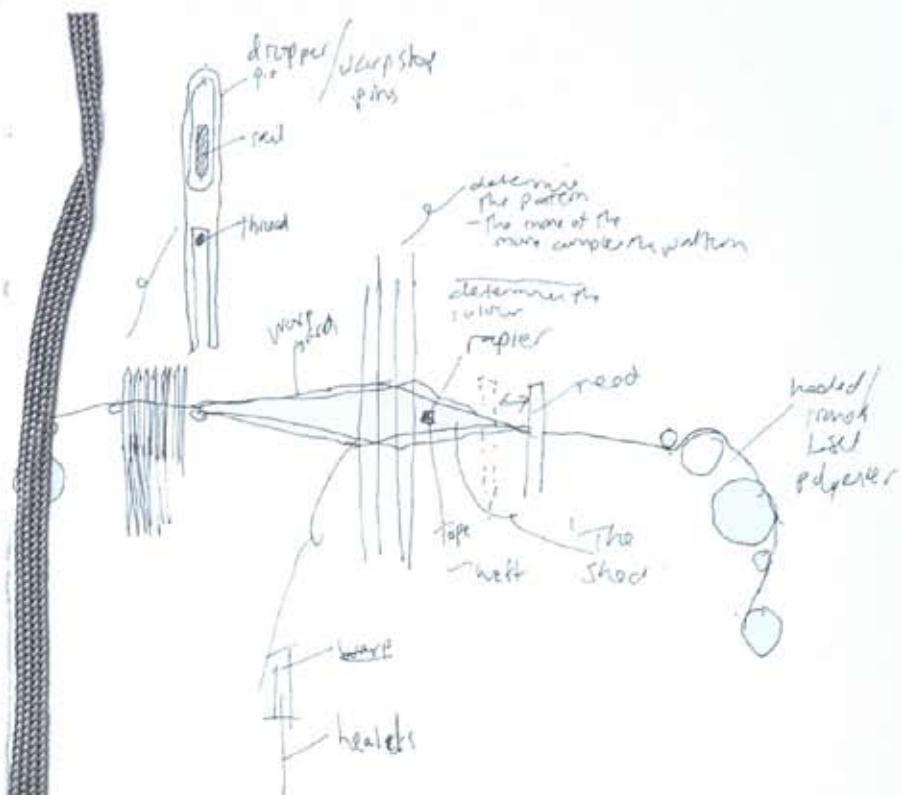


one-side looks from east approach



This concept developed from the initial response into questioning what is hidden and revealed. In terms of the weaving process, the warp yarn ultimately determines which parts of the fabric will reveal or hide the weft yarn. This is controlled by the healds which either raise or lower the warp to form the 'shed', through which either the flying shuttle or rapier can pass through, carrying the weft thread.

This concept transfers across to the site by allowing the existing building to determine the form of the 'shed' and ultimately form a fabric of structure to reveal/hide elements of the buildings program.



The mechanisms involved were mainly short, sharp movements, which controlled the healds, reed, cutters and rapier. This is physically represented in a welded sculpture, made up of parts from the mill I visited and which is photographed to the right.





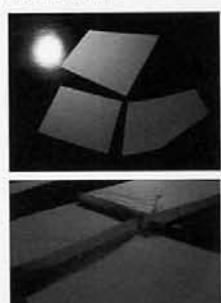


Hand Sewing



Pattern Cutting
Stitching up
Unstitching

Paper leaves a trace of the stitch - a scar
NQ many parts stitched up to create
new identity
A new layer is created to cover up the
old scars left behind.



Machine Sewing

The Stitching Process

Back Stitch
Running Stitch
Zig Zag Stitch
Cross Stitch

Beginning the project by analysing a craft process started a thought process into memory and traces of materiality and the site. The sewing machine expresses more rigidity whilst the hand stitch proved more free flowing in size of stitch produced and direction. Intimacy of the hand stitch showed more care and time could be taken with each stitch. Whereas with a machine, the up and down rhythm of the needle was frantic producing a more uniformed look. Once the contrast between hand and machine sewing had been tested out, exploration into the intimacy of handicraft was taken further and became the underlying theme of this project.

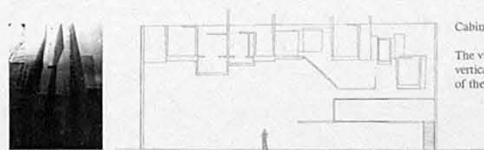
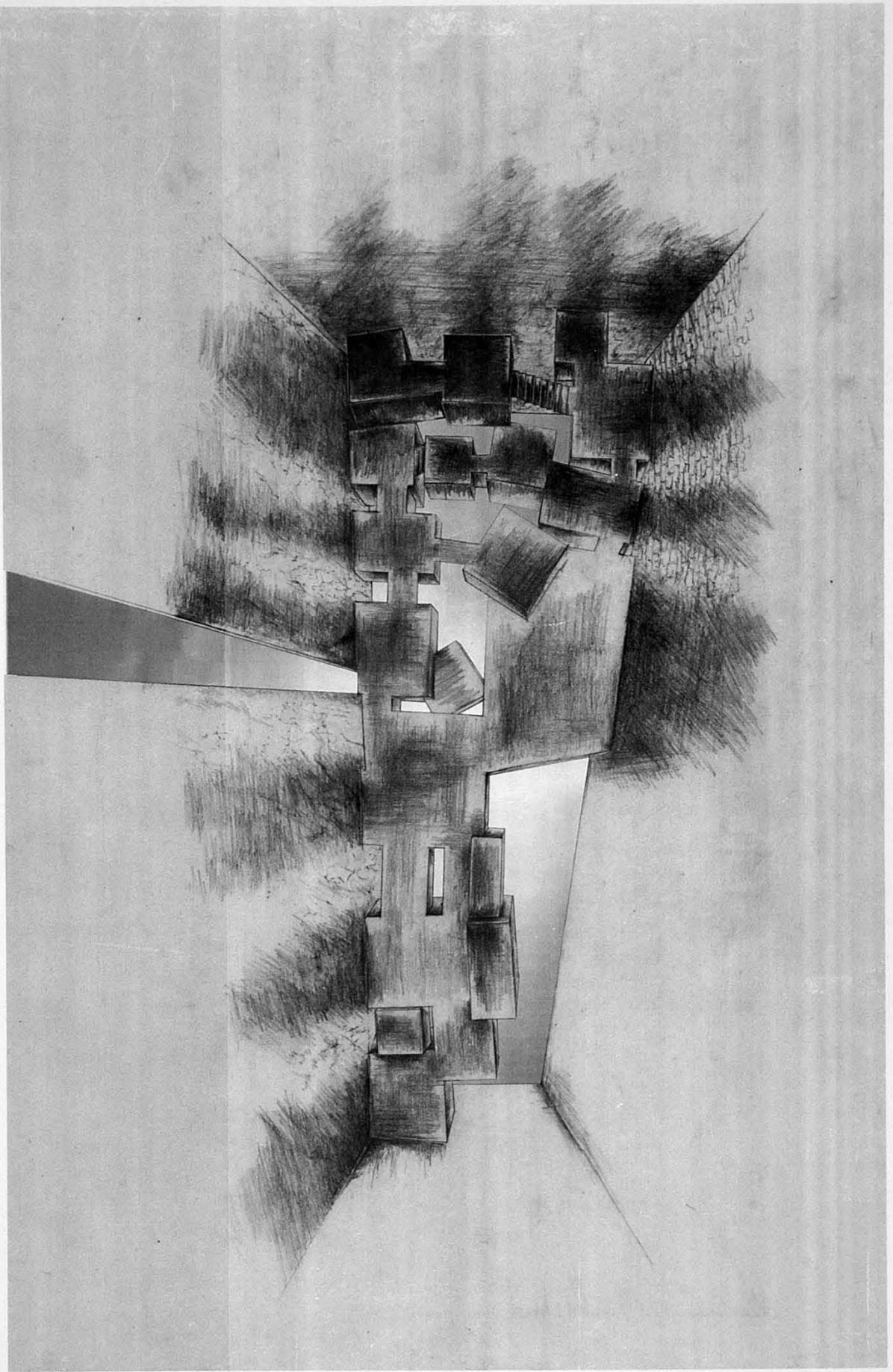
continue on this level, descend into another corner of craft...

walls of windows to express response to area of northern quarter

enter another craft space, dressmakers; what is beyond the door? end.

allow up patterns of vertical holes, otherwise need more normal between the craft spaces
PRIVATE

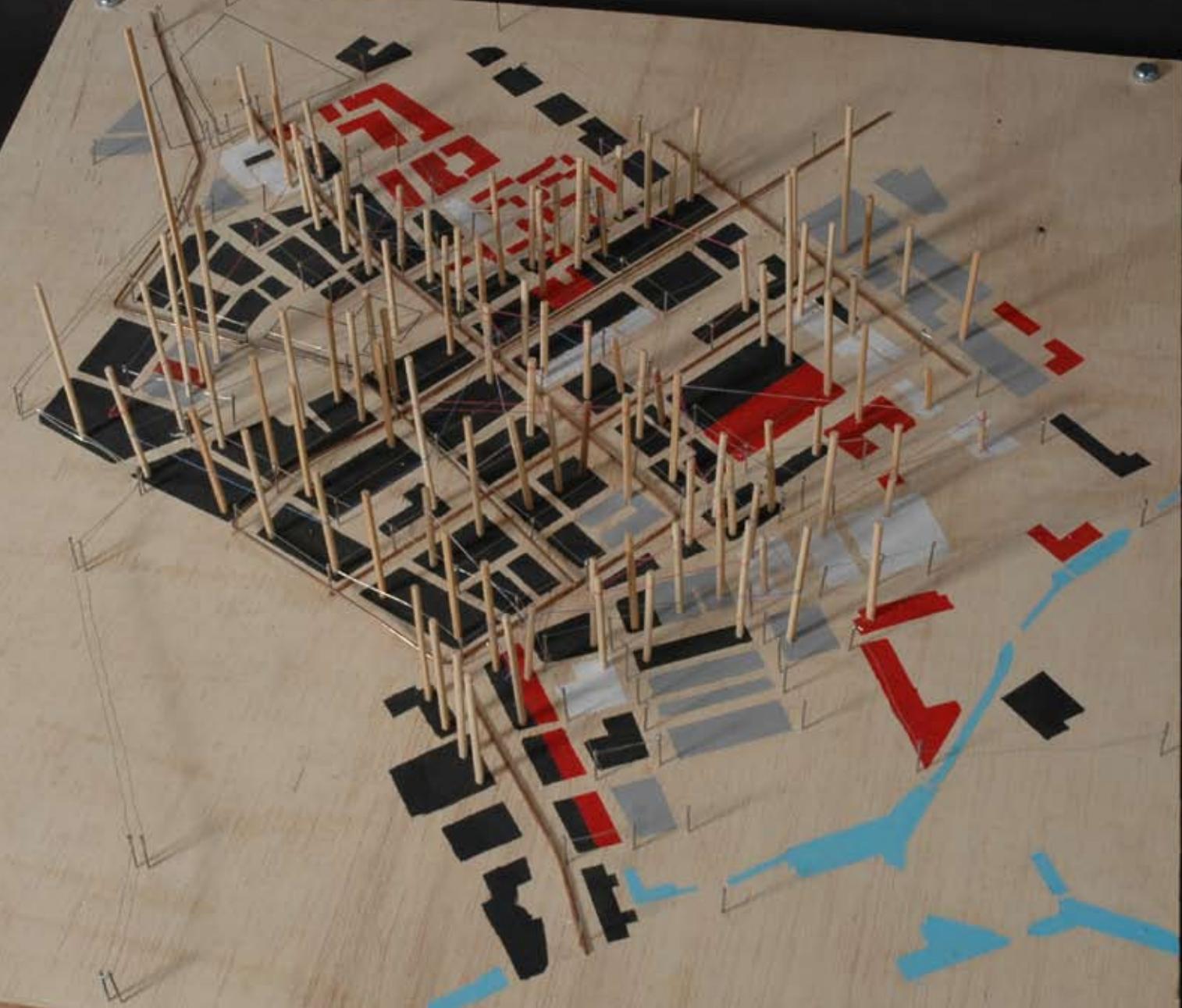
doorway through another doorway, enter through craft space, dim light, dark

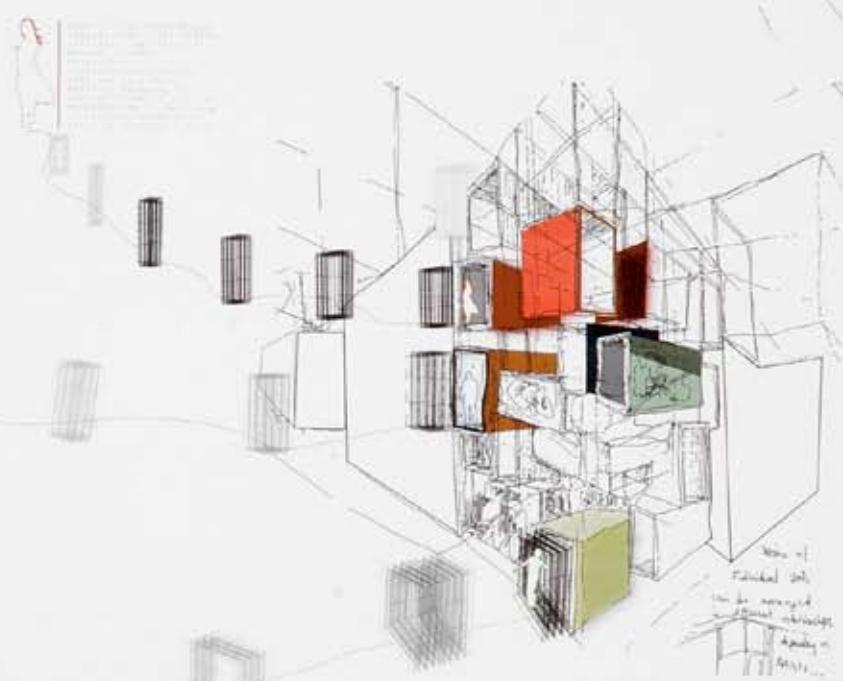
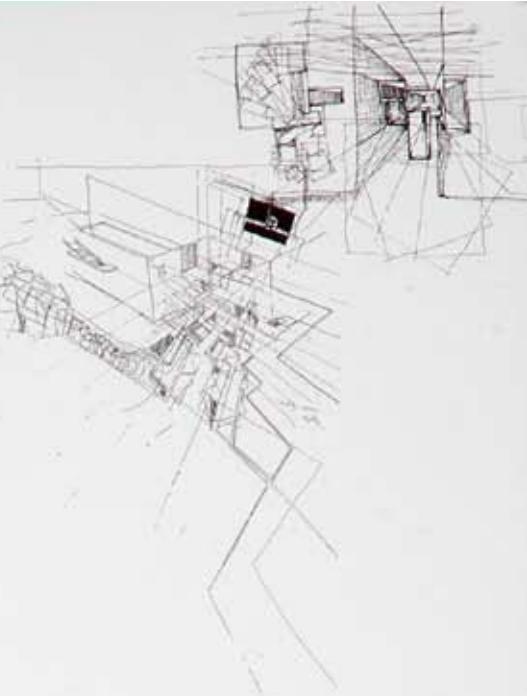


Cabinets of Craft

The view from below. The cabinets of craft frame the vertical light from the sky. Materiality and the secrecy of the workspaces is revealed by the vertical light.

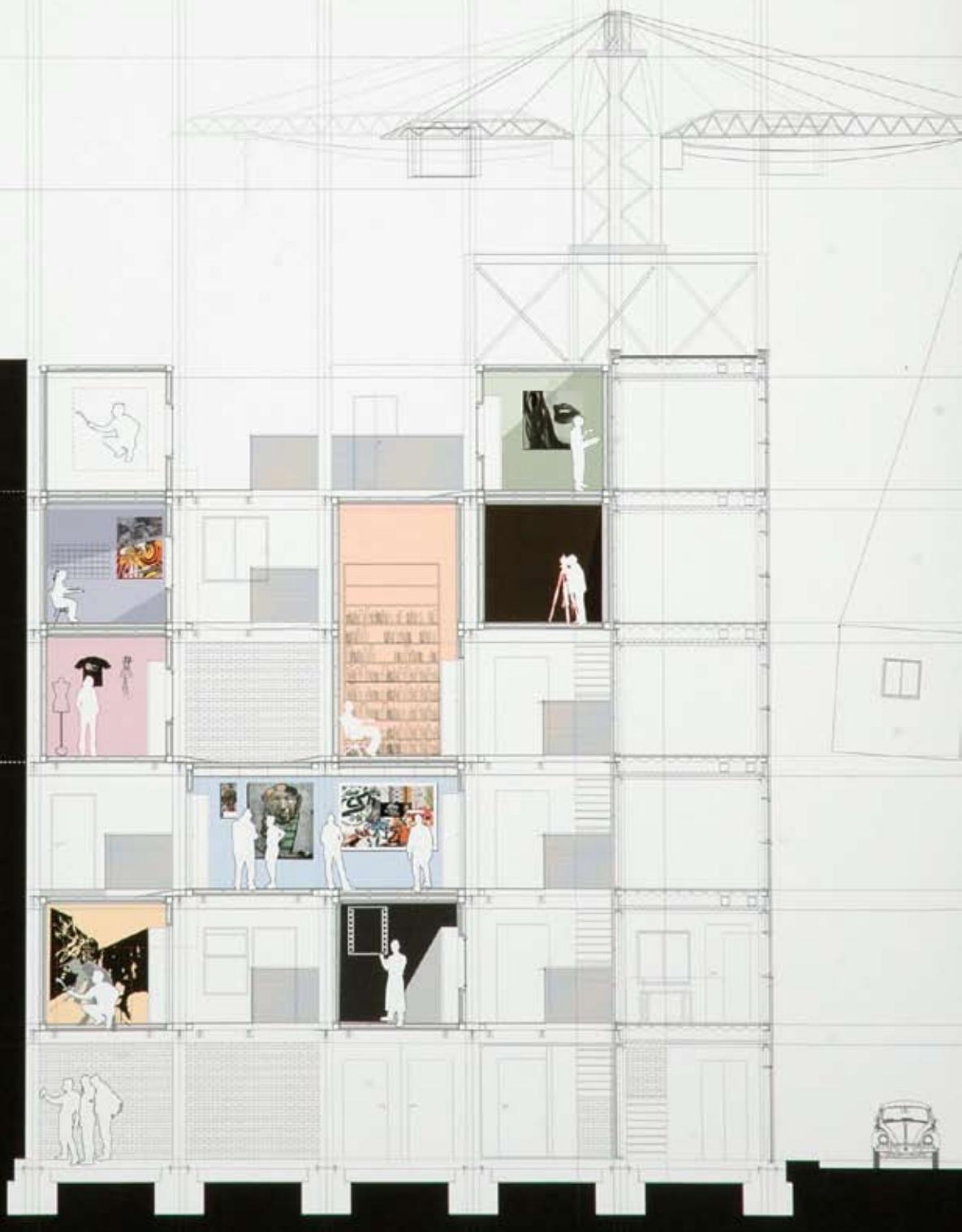
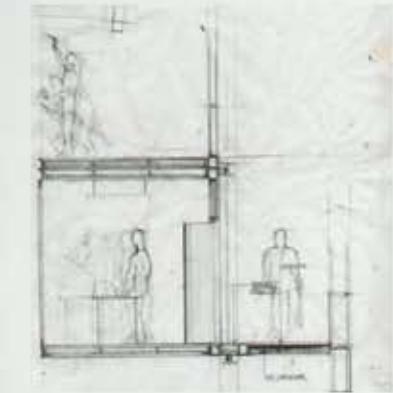
P2 An Urban Experiment
Circularity: Future Utopian (2015)
Urban Analysis concept of the Northern Cluster

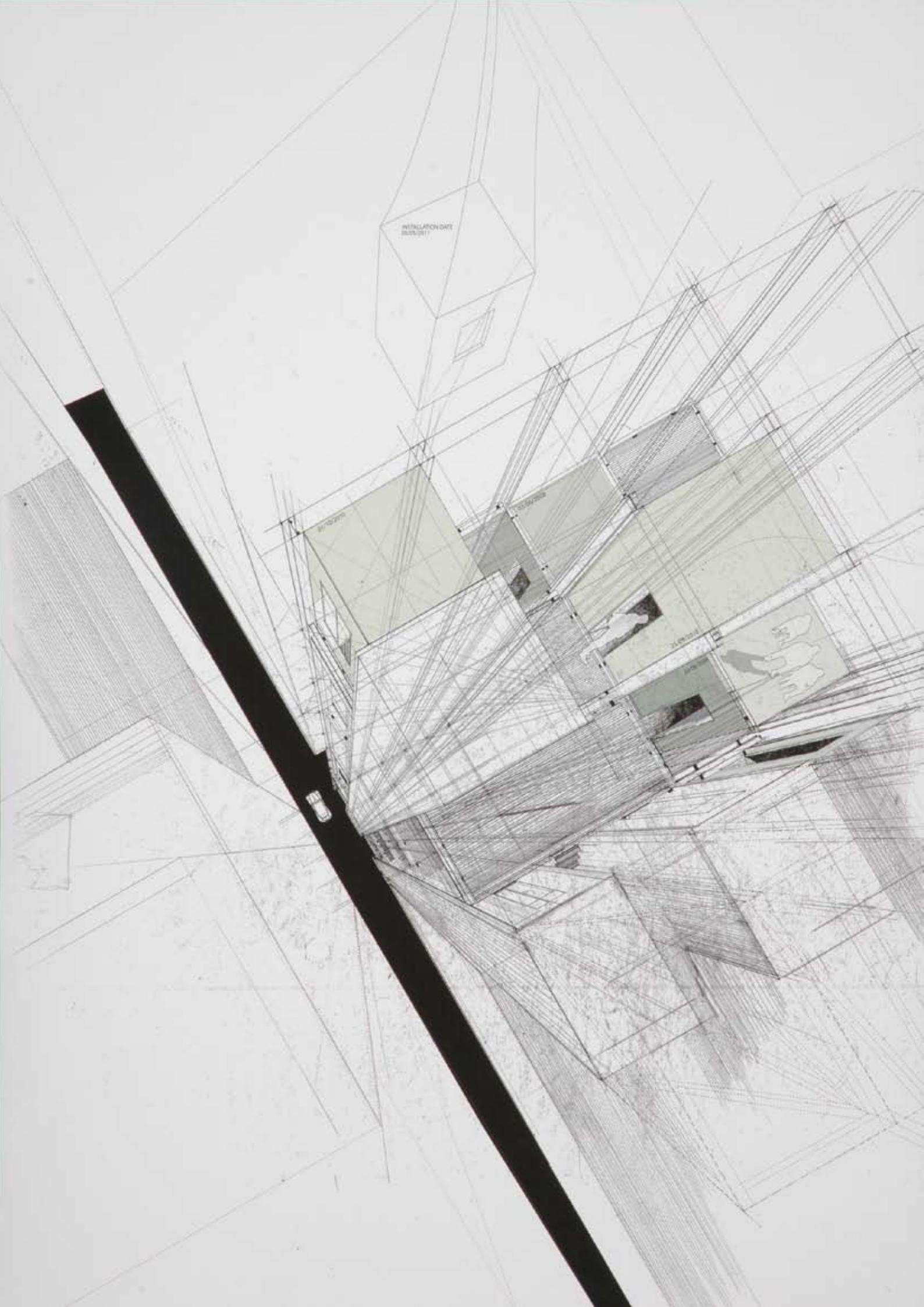




Urban + Social Space
Taller + taller + taller
Urban + Social Space
Urban + Social Space
Urban + Social Space





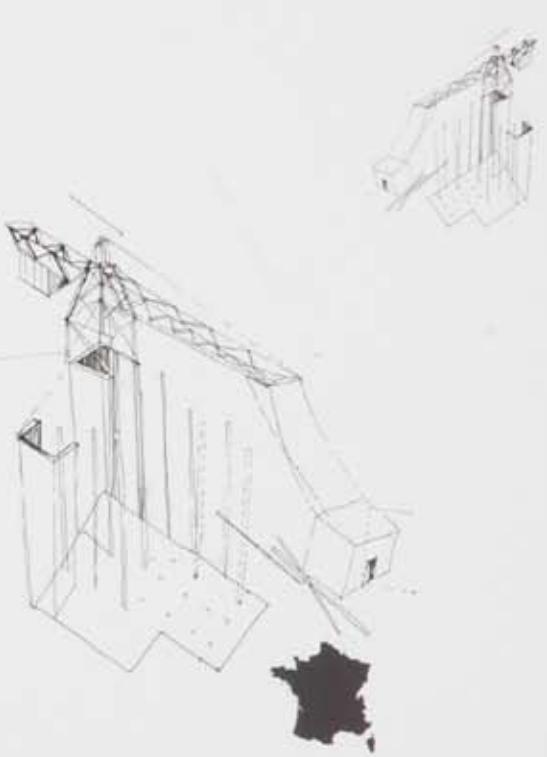


Take the material at the moment it comes to an arrangement between all the different requirements for people and society, and that's what is unique in design. At this point the one aspect defining the project has to be how the arrangement of the materials will have been influenced by the specific needs.

The experiment continues therefore, but in a different form, it is to figure out the arrangement of a house and when it's done in architecture,

it's about choice of media, choice of lighting and aesthetic treatments affected by the environment around.

The activity consists in trying to find the best arrangement based on needs.

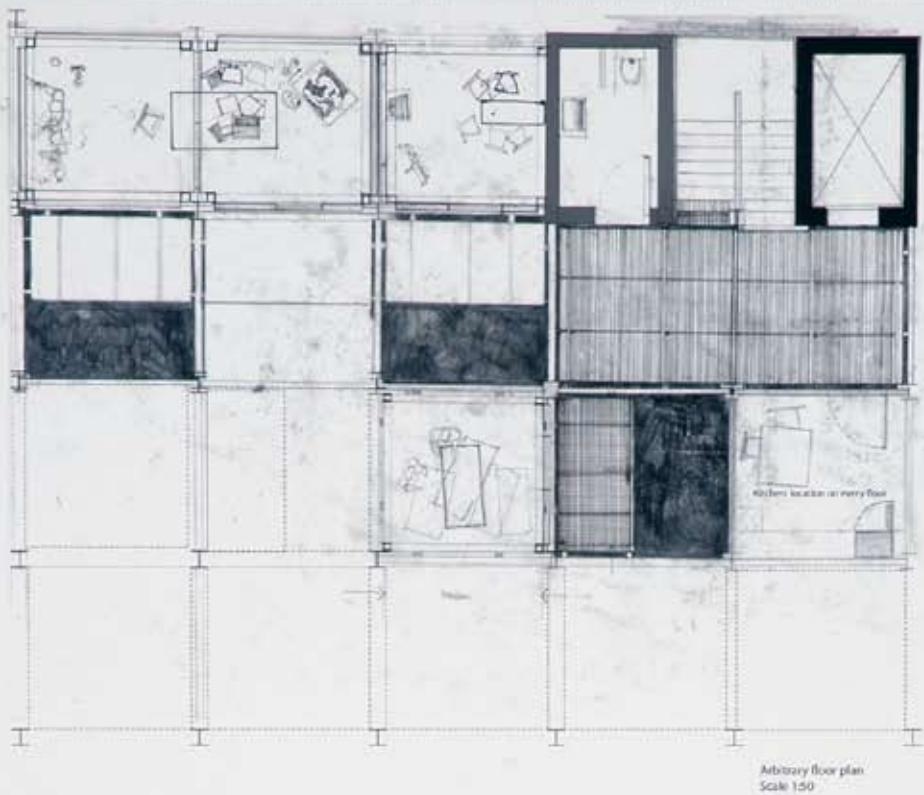


An experimental system is set up in Berlin. The technical side from the passenger's viewpoint changes according to the user conditions. Light, colour, art.

A simple activity appears, as artist can act as a professor, writing their own story, and they act it out here in the activity area, everybody.

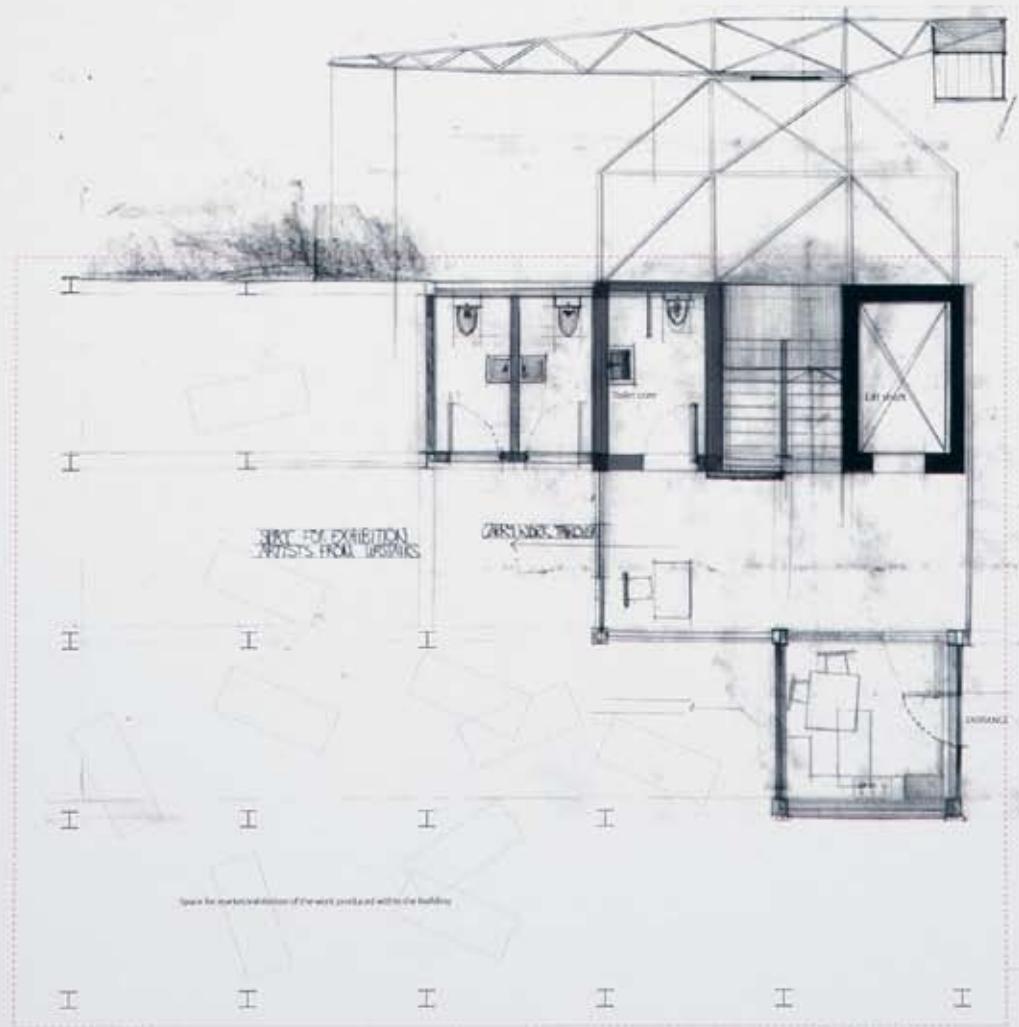


The arrangement of the first module is decisive to the growth of the building. A different arrangement would result in a different environment.
This project presents an option based on intuition. In practice the growth will be very much dependant on the requirement of the artisans.



Circulation affects the way the modules are arranged, since all modules must have access to the vertical circulation cores.

Module installation therefore begins from the cores, and moves outwards.



Double Pier's core:

1. Glass Frame - 600 x 1000 mm
2. Double Glazed glass surface, 60 x 70 mm
3. Internal panels optional provided
4. Glass bracket attached to glass frame and supporting wall panel
5. Wall panel: Thermoplastic polyvinyl chloride (PVC) - 2.5mm thick panel
6. External panels: optional provided
7. Polypropylene glass platform attached to entrance of double pier
8. Glass surface: 600 x 600 x 21
9. Colour acrylic bracket mounting system
10. Horizontal glass frame connects with the double pier panel after mounted and glass round due to double arrangement.



DETAIL
SCALE 1:50

ORIGINAL AT 1:20 (REFER TO ATTACHED DRAWING)

