

Project Brief

The main attraction of my project are the cylinders that drop down from the roof to the base of the second floor. It contains 'exploded' clothes, i.e. th pieces of the clothes that make up the one being displayed at ground level. They also serve as light wells that filter in natural light into the store.

The tailorshops have experienced craftspeople that follow through with customers needs and create highly detailed custom fit apparels. Other machinery include embroidery machines with a vast library of threads, and a screen printing machine with automatic dryers and a large washing sink.

Other programs include Dry cleaning services that cater to both in-house customers and new customers. A Digital Design Room where computer generated designs are relayed back to the craftspeople for manufacturing. A special gallery for customers where we bring their ideas to life. Always making sure our loyal customers are always part of our design processes. Accessories shops for making other merchandise and an open office of the fourth floor.

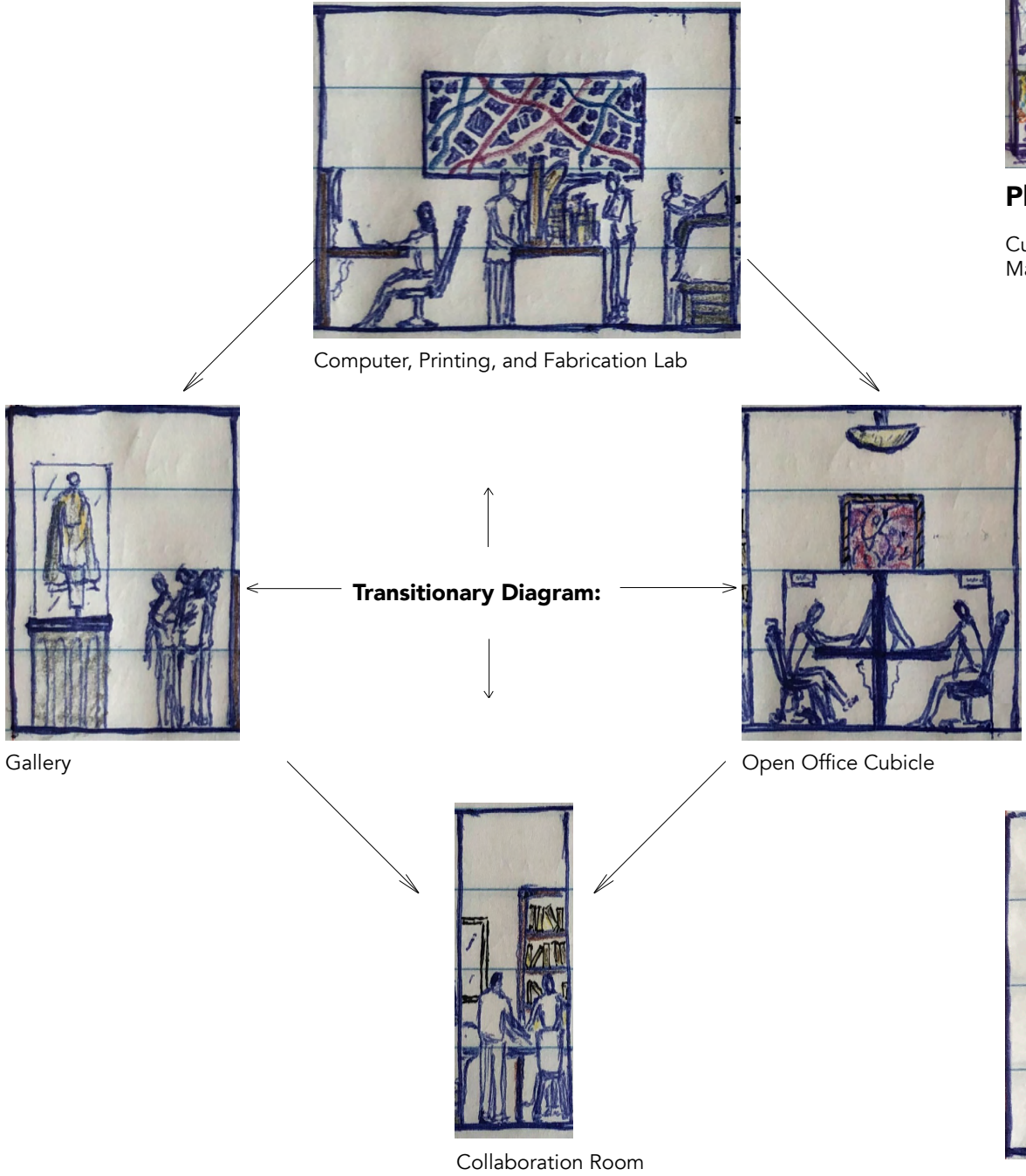
The railing is derived from the facade patters to continue the same language inside the store. Also to show ingenuity and fluidity in the architecture, process of making and finished apparels

ARCHITECTURE AND APPAREL DESIGN; HARMONY IN THE BUILT ENVIRONMENT AND BRANDED CLOTHING.

The materials library gives customers an array of design inspirations. It stores different fabrics, samples, catalogs and ideas that help the store to create interesting designs.

The Apparels at the bottom of the cylinders are arranged in such a way that they weave at the center of the building to direct circulation within the space. It gives customers the opportunity to experience that effect at any point in the programs.

Program

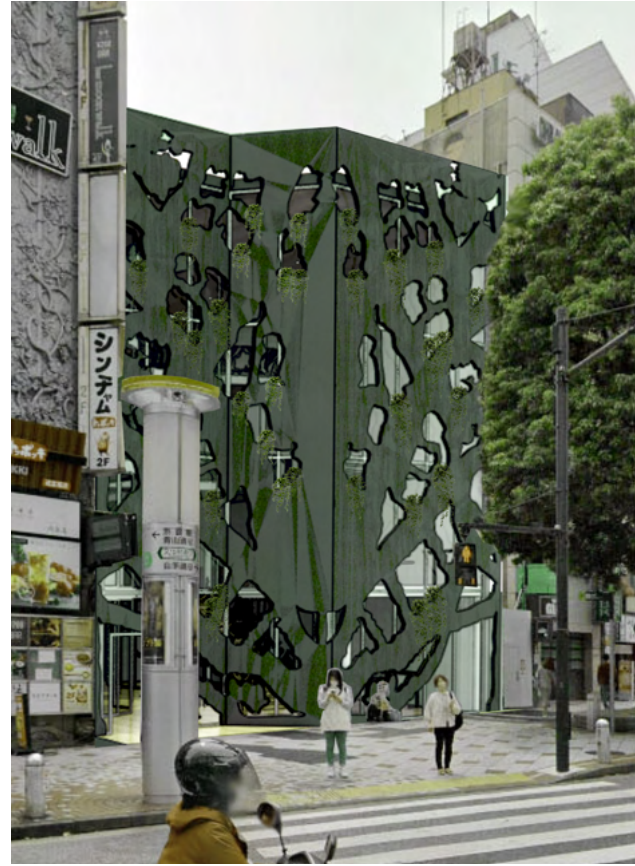


Phase Diagram:
Customer Relations in Materials Library → Apparel Manufacturing and Detailing → Press and Packaging → Delivery to Customer

These sketches were created to study spatial movements between and around each program in elevation. It also helped to inform how the programs could be properly arranged as well as the activities that will take place in the building. The phase diagram illustrates the transition from the beginning of a service to the end. The sequence diagram shows the transition through different but symbiotic programs. The transitionary diagram illustrates movement through and around different programs that relate to each other.



Sequence Diagram:
Entrance/Exit (Vestibule) ↔ Apparel and Merchandise Store ↔ Dressing Room



Entry Facade



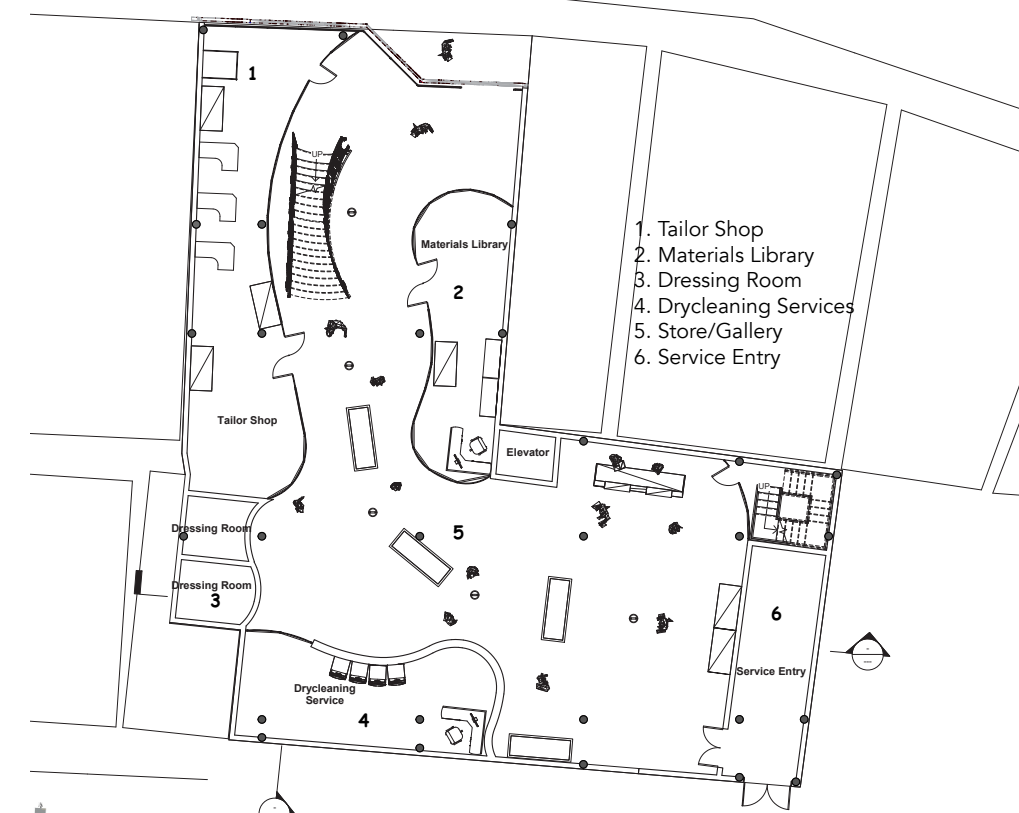
Original Sketch



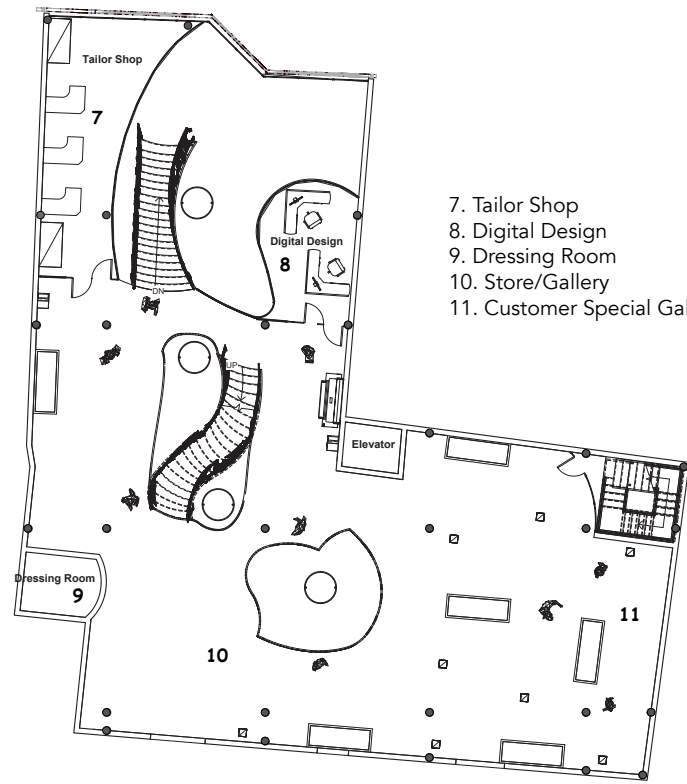
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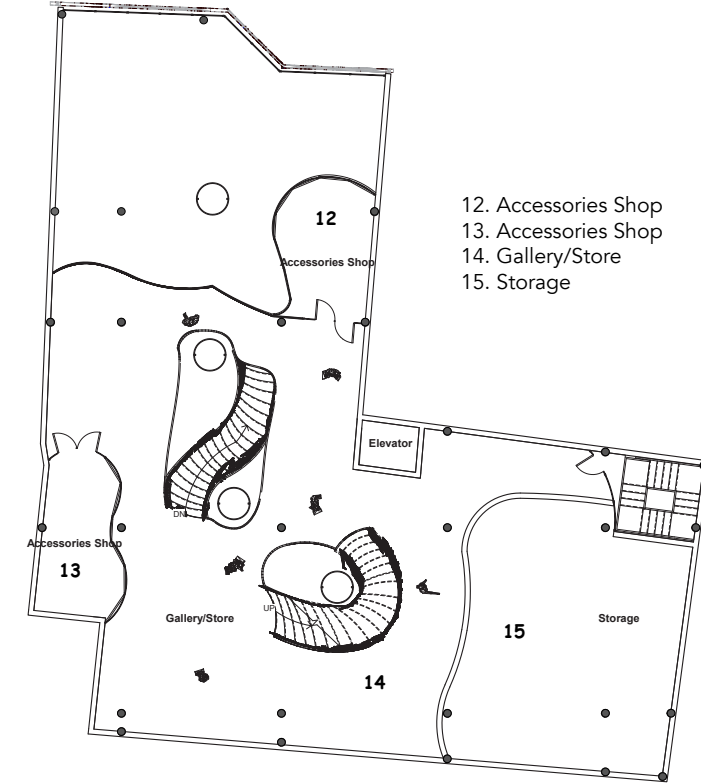
Distorted Rhino Trace



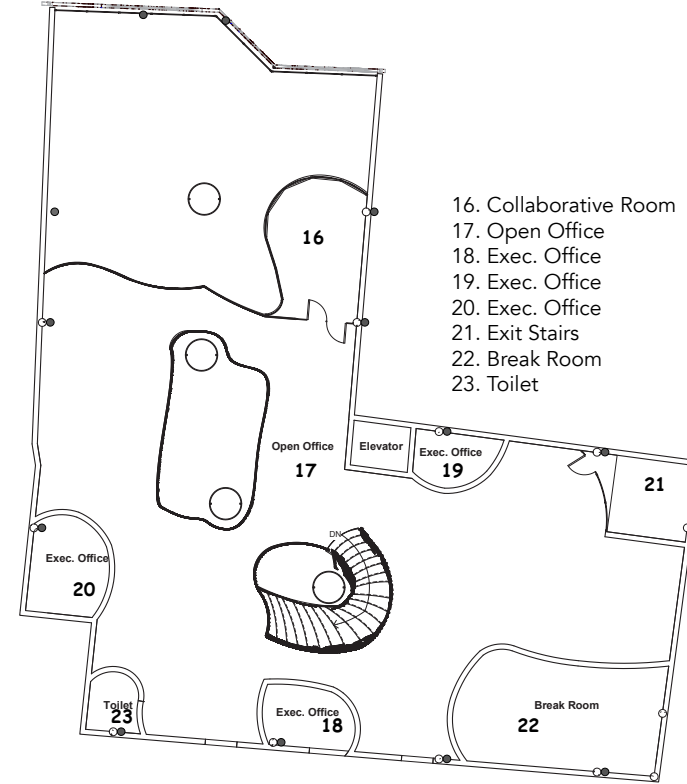
GROUND FLOOR PLAN 1/8" = 1'-0"



SECOND FLOOR PLAN 1/8" = 1'-0"



THIRD FLOOR PLAN 1/8" = 1'-0"

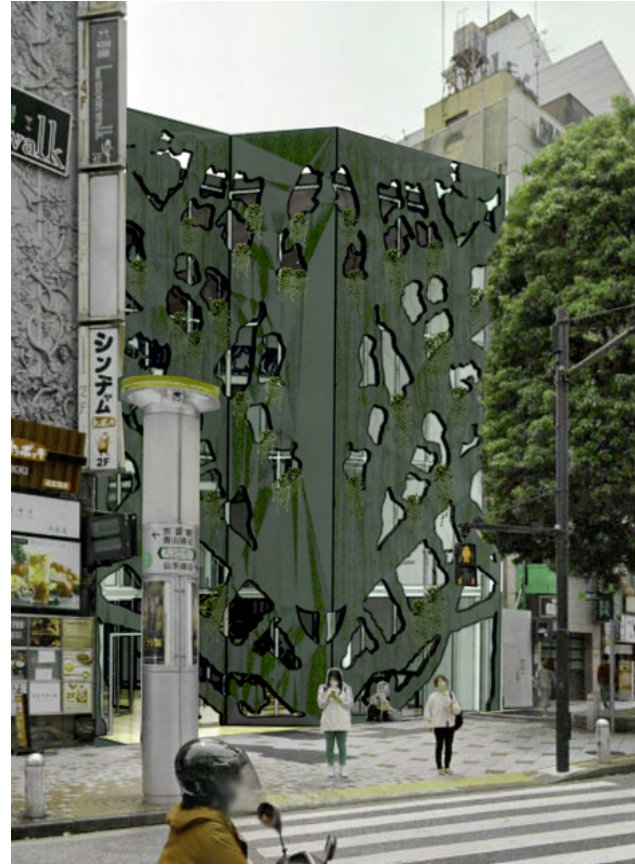


FOURTH FLOOR PLAN 1/8" = 1'-0"



Conclusion

The project raised a lot of questions, relating to the best ways of expressing the harmony between architecture and Apparel Design. I realized my project was about an architecture that becomes the ideal place to design and manufacture custom made clothes. This also led to different architectural considerations as well as new concepts for designing clothes as well.



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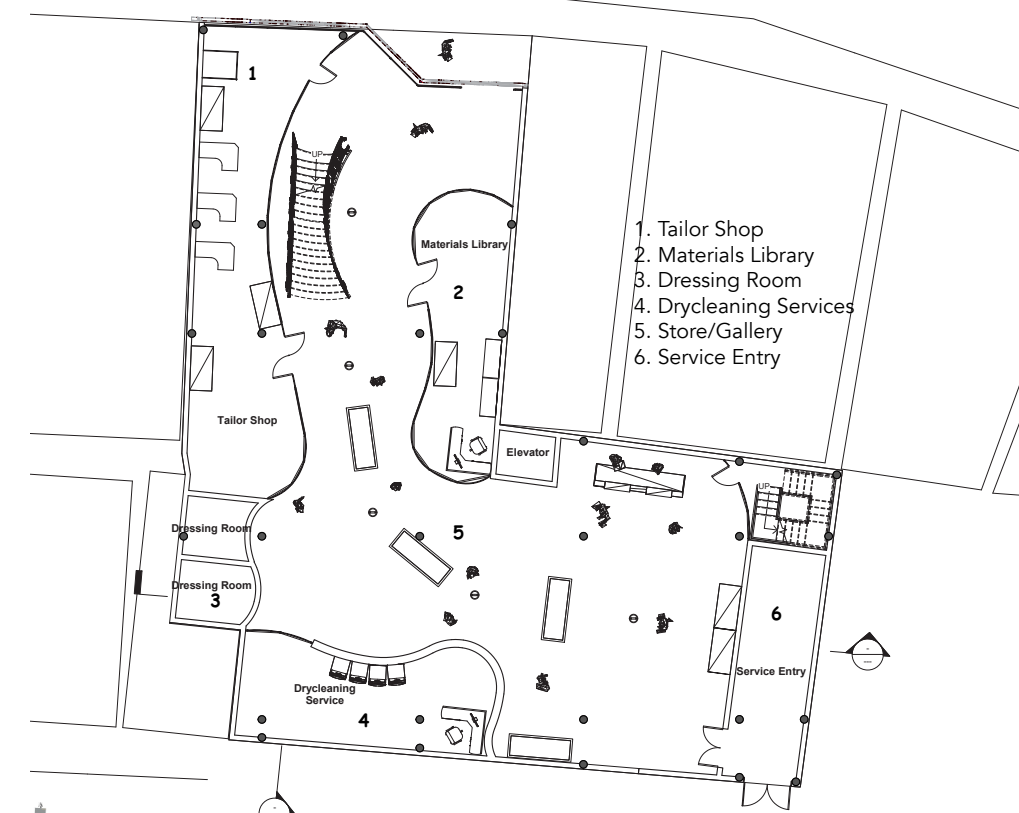
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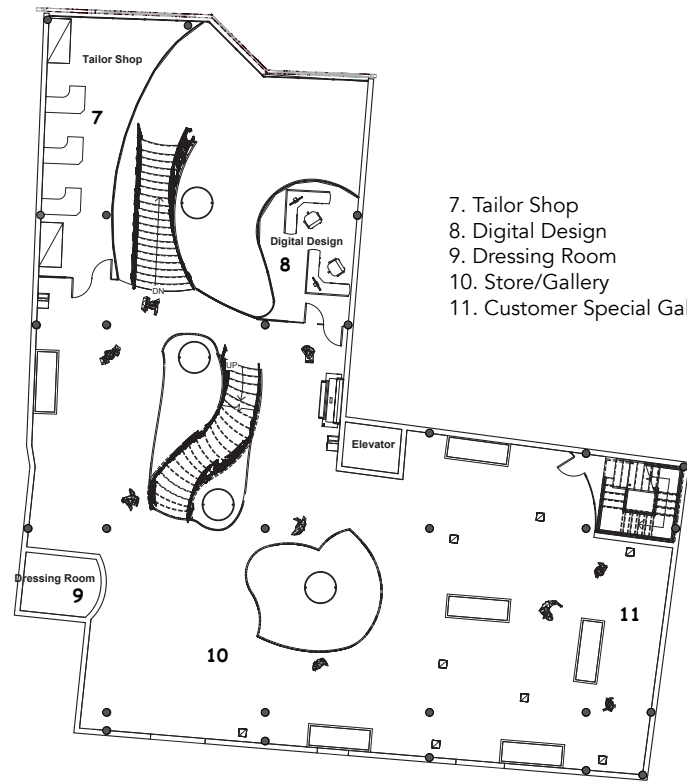
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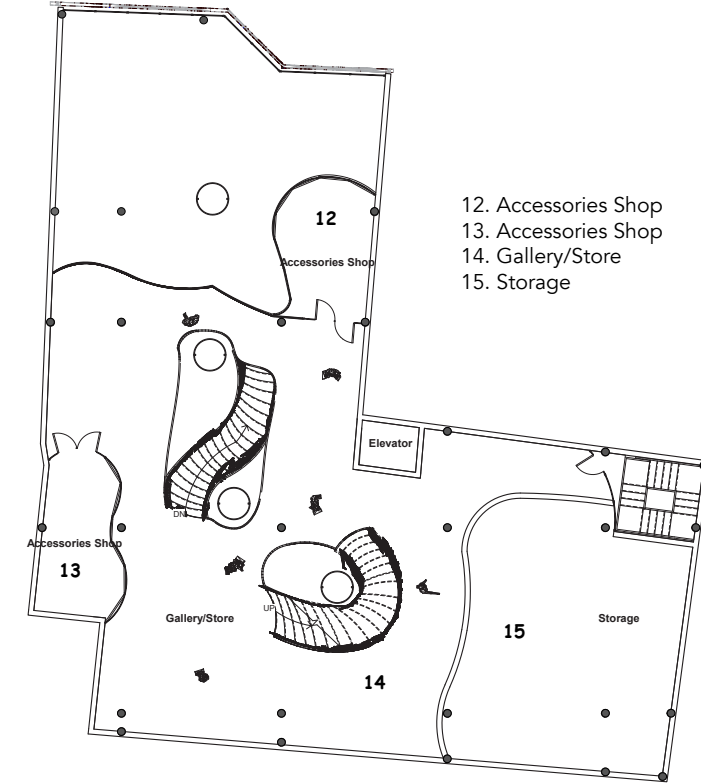
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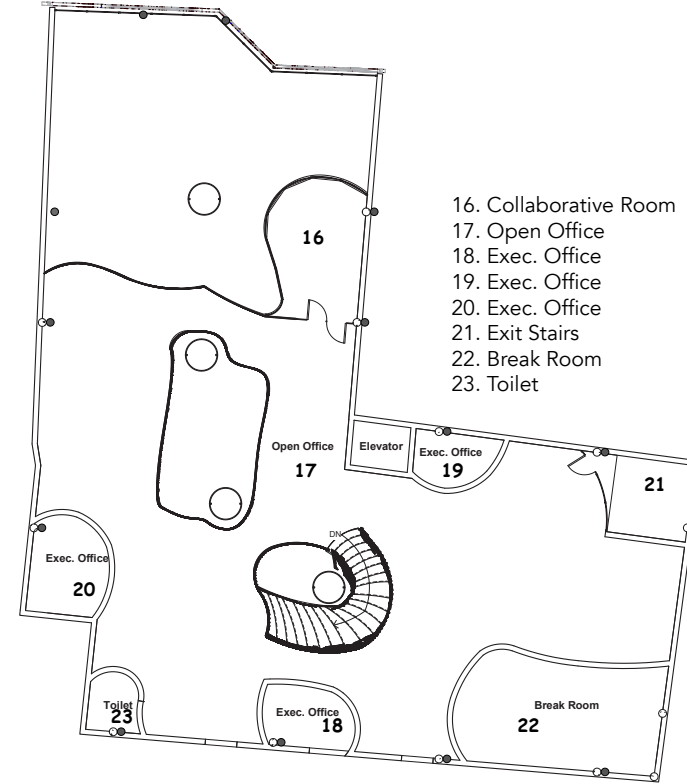
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