

A FUTURE-FOCUSED FASHION HOUSE

FATED FASHION

FATED is a speculative interior design project set in a post-climate-crisis UK, where three elderly triplet sisters—Vivienne, Clara, and Mabel—reunite to establish a fashion house in Canterbury. The design imagines interiors not just as spaces for living and working, but as adaptive, responsive environments that serve aging users in a tech-integrated, emotionally rich future. Combining AI, ergonomic design, traditional craft, and spiritual symbolism, each interior zone is tailored to individual needs while fostering collaboration. From Clara's minimal AI lab to Mabel's arthritis-friendly craft station and Vivienne's vibrant, spiritual bedroom, FATED redefines interiority as inclusive, multi-sensory, and forward-thinking. Retail areas incorporate self-checkouts and phygital fashion experiences, while shared living spaces integrate comfort with care technology. The project is relevant to Interior Futures for its holistic integration of speculative storytelling, aging-conscious design, and hybrid material-virtual spaces, presenting interiors as sites of personal empowerment, innovation, and resilience in a radically changing world.



2075:

As climate change accelerated, global conditions deteriorated. Rising air and sea temperatures led to significant environmental instability: higher sea levels, intensified wind speeds, supercharged storms, and prolonged droughts became the norm. Wildfire seasons stretched longer each year, while other regions faced extreme rainfall, flooding, and rapidly shifting ecosystems.

The UK, once considered relatively climate-stable, was not spared. A series of powerful earthquakes struck the region, devastating infrastructure and reshaping the national landscape. London — long the cultural and creative hub — was among the cities destroyed. This mass displacement triggered a wave of internal migration, with survivors seeking refuge in the few urban centres left standing.

Canterbury emerged as one of these last strongholds. Once a quiet historical city, it became a dense, overpopulated zone, rapidly adapting to absorb entire communities, industries, and ways of life. With the collapse of London’s creative districts, Canterbury began to inherit and transform its cultural identity — becoming a new nucleus for design, innovation, and reinvention.

Fashion, like every other sector, had to evolve. Climate realities demanded a more adaptive, resource-conscious industry — one that balanced aesthetic vision with functionality, sustainability, and emotional depth. In the heart of Canterbury, amid post-crisis reconstruction, the foundations for a new kind of fashion movement began to take shape — rooted in resilience, futurism, and human connection.

USERS:

USER	PHYSICAL NEEDS	DESIGN PREFERENCES	TECHNOLOGY INTEGRATION
Vivienne	<ul style="list-style-type: none">Cat-friendly spaceSafe access	<ul style="list-style-type: none">Bold, spiritual designColourful	<ul style="list-style-type: none">Phygital fashion toolsAI-sketching aid
Clara	<ul style="list-style-type: none">No need for food/sleepRecharge space	<ul style="list-style-type: none">MinimalistNeeds privacy	<ul style="list-style-type: none">AI development labHolographic interface
Mabel	<ul style="list-style-type: none">Ergonomic furnitureAvoid bending	<ul style="list-style-type: none">SentimentalHands-on crafts space	<ul style="list-style-type: none">Voice-assisted toolsAdjustable height desks

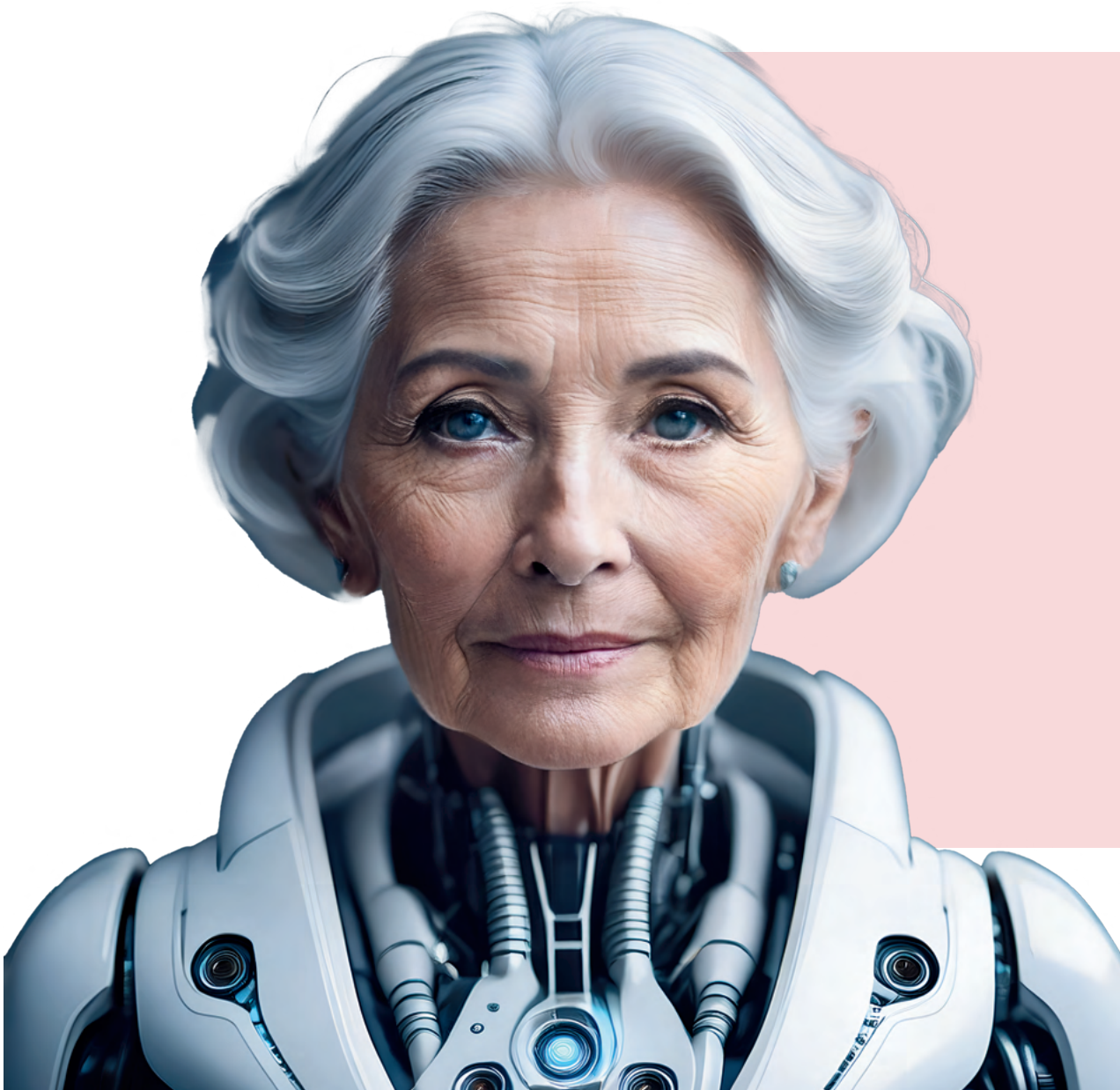
VIVIENNE

A bold, spiritual fashion designer who blends vibrant style with futuristic, phygital innovation.



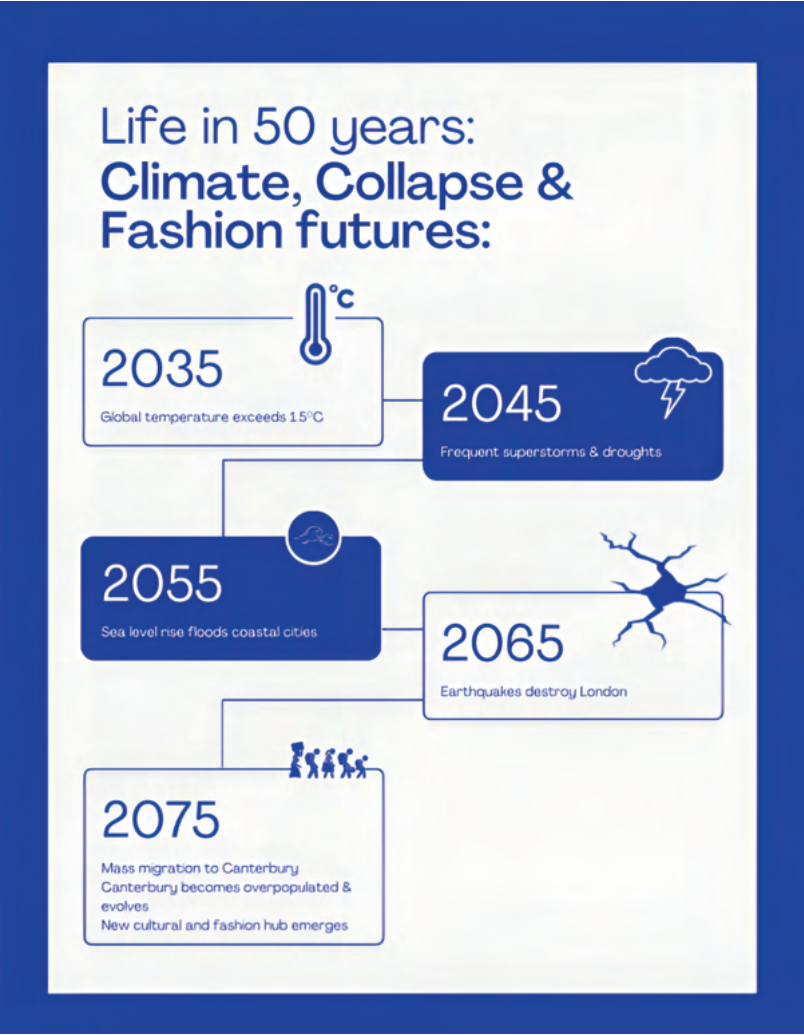
CLARA

A calm, intelligent cyborg and AI developer who bridges humanity and technology through minimalist design.



MABEL

A sentimental craftswoman embracing tradition and accessibility, designing with warmth, playfulness, and care.



FLOOR PLANS & SECTION:



- AI Virtual try-ons
- Android assistants
- Self-checkout stations
- Digital shopfront displays

VECTORWORKS EDUCATIONAL VERSION



VECTORWORKS EDUCATIONAL VERSION

- Stair lift
- Cat bed + Tree
- Android home assistant



- Clara's AI development lab
- Mabel's ergonomic crafting desk
- Vivienne's design studio screen
- Android work assistant



1 [Section]
Scale: 1:50

HUMAN-CENTERED INNOVATION:

The shelving unit designed for Mabel prioritises accessibility, dignity, and independence, responding thoughtfully to her arthritis and limited mobility. Central to the system is a height-adjustable platform that raises and lowers automatically, eliminating the need for bending, reaching, or physical strain during everyday tasks.

Informed by ergonomic design and crafted with a nod to traditional aesthetics, the unit seamlessly supports Mabel's creative routines. Easy-reach shelving, intuitive layouts, and supportive seating come together to create a workspace that honours both body and craft.

In a real-world context, the system would be integrated with AI-powered sensors that track Mabel's proximity, gestures, and habitual use patterns. Over time, it would learn her preferences — adjusting the height of the work surface automatically when she approaches, anticipating commonly used materials, and offering gentle voice or visual prompts when needed. This adaptive intelligence ensures the unit remains responsive without being intrusive, enabling Mabel to work creatively, comfortably, and autonomously.



FASHION, IDENTITY & THE FUTURE:

