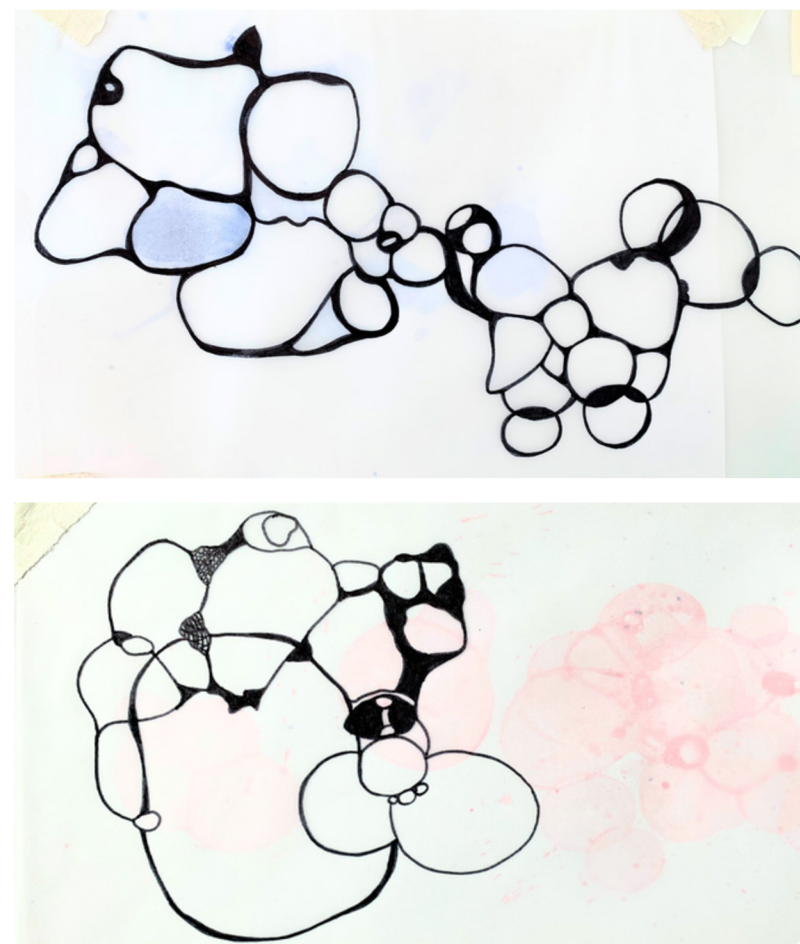


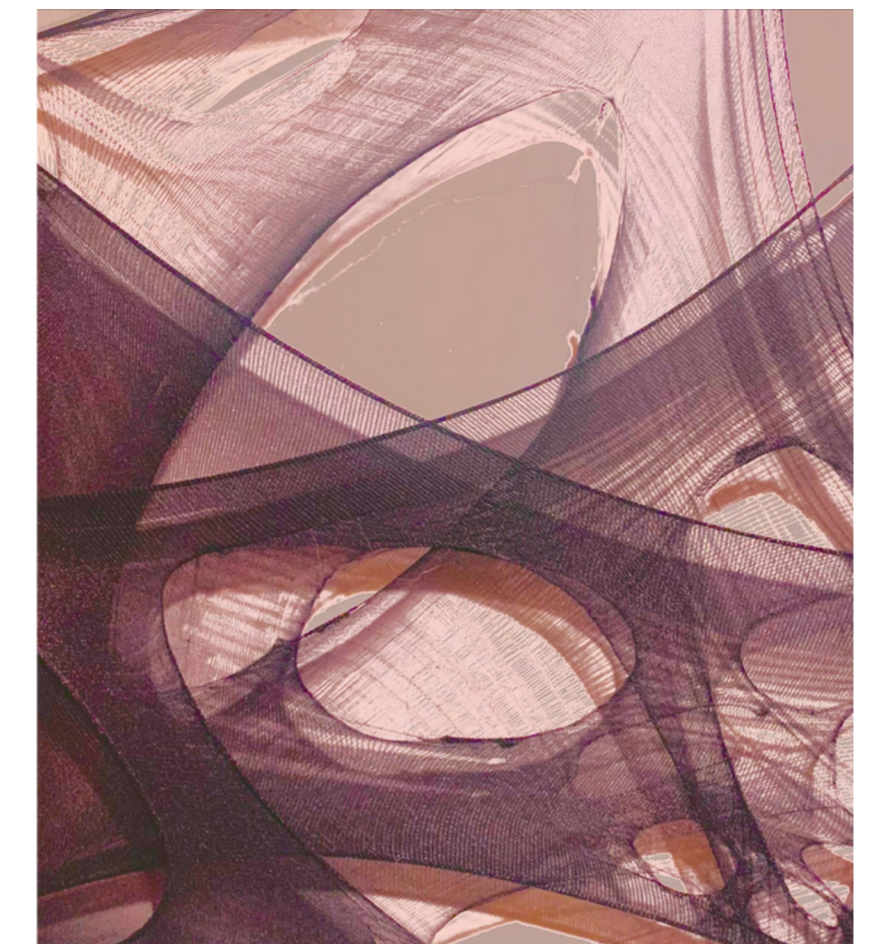
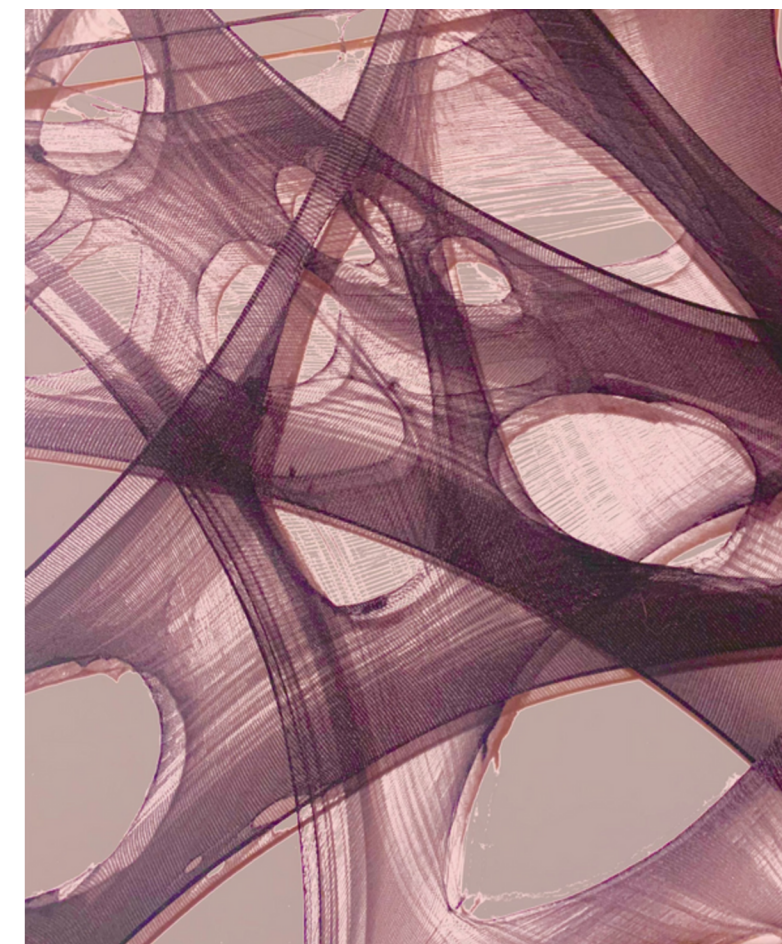
ATLANTIC EDGE FASHION

Atlantic Edge Fashion College is a bold reimagining of fashion education, located within a multi-use creative hub. This project dissolves the boundaries between learning, making and selling - empowering students to engage with their craft, their peers, and the public in a shared creative space.

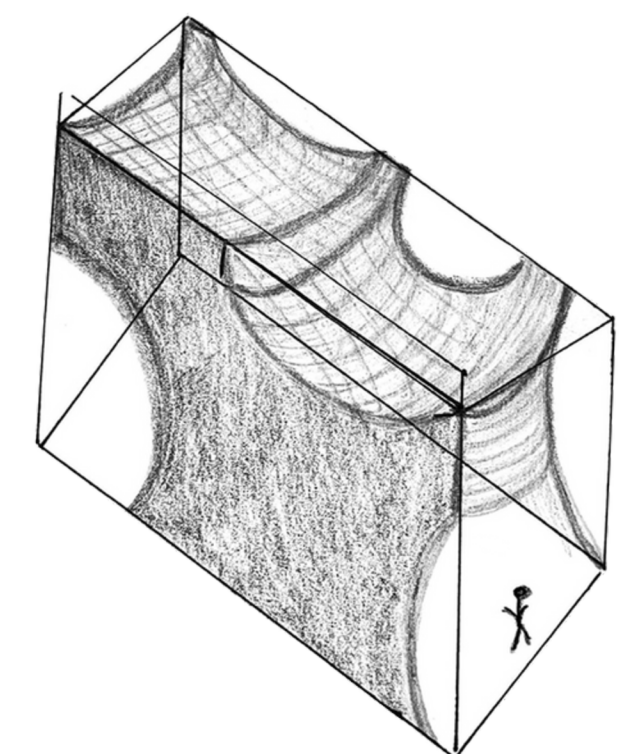
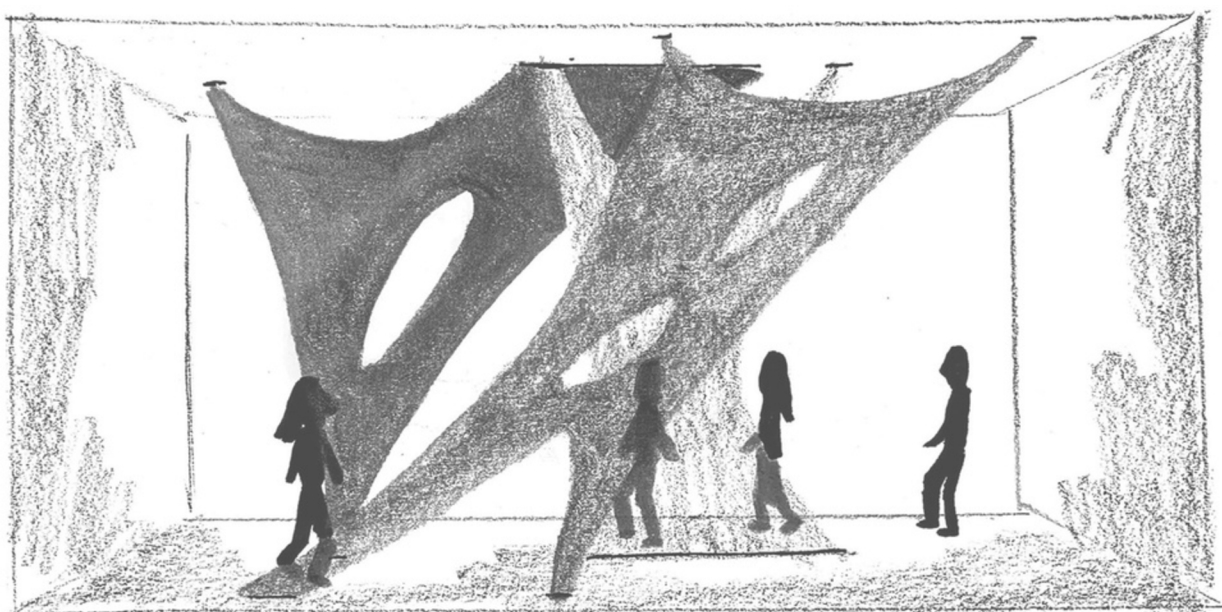
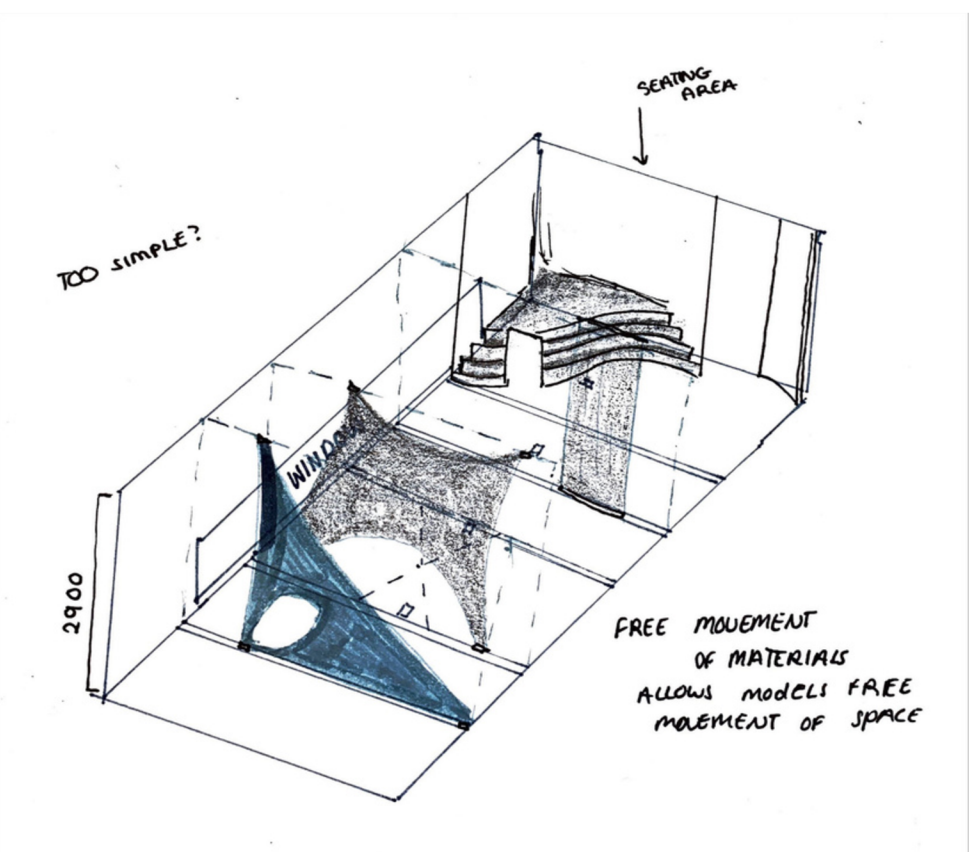
The core concept is transformation. Just as clothing alters how a person looks, feels, and moves, architecture too can reshape experience and identity. Through thoughtful spatial design, materials, and light, the building becomes an active participant in the creative process - supporting growth, expression, and connection.



Concept work development



Soft transitions, flexible zones, and warm, tactile materials define the interior. Materials are carefully chosen not just for function, but to soften and diffuse natural light creating a calm, uplifting atmosphere that supports focus and creativity. Students work is not hidden away, but displayed, celebrated, and shared - turning the college into a living, breathing studio.

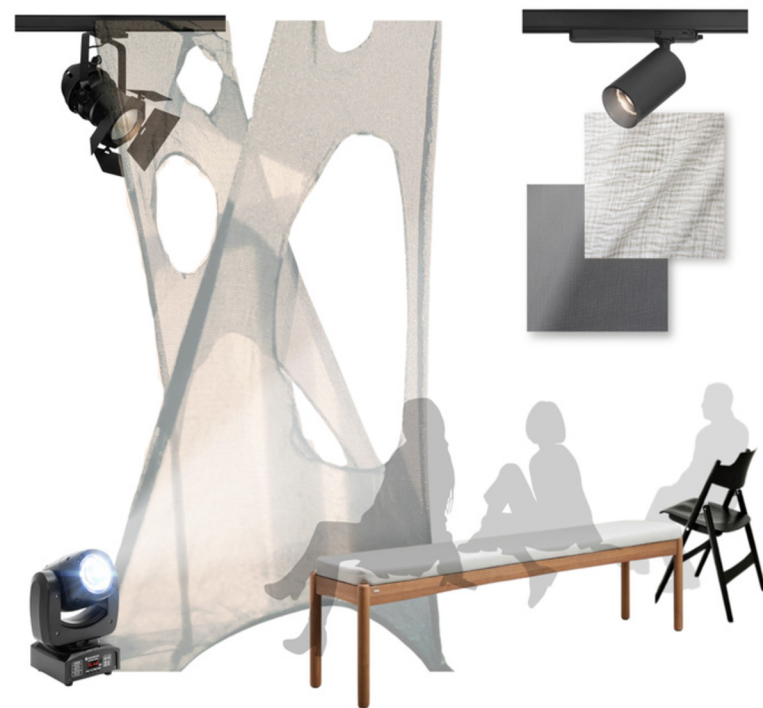


Concept design sketches

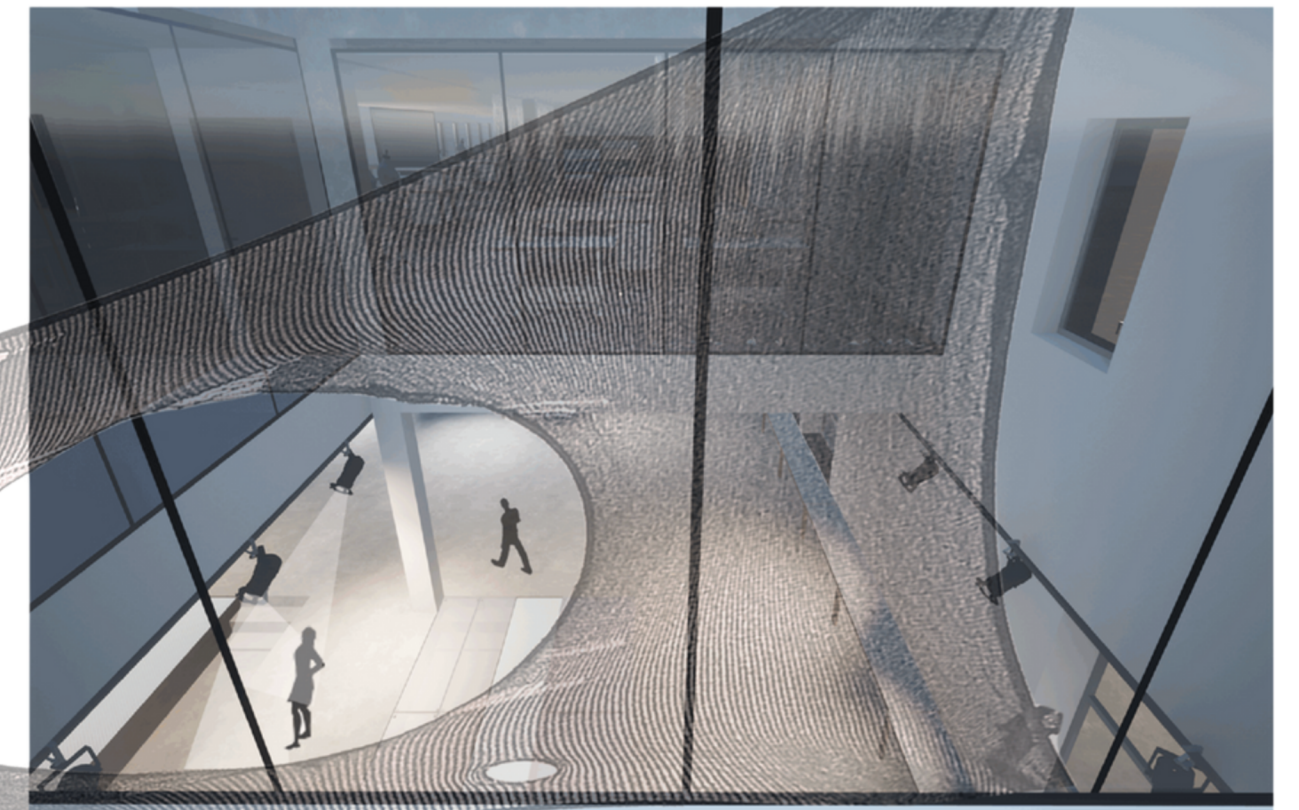


This project explores dynamic zoning through the organic forms of bubble diagrams, initially created using acrylic paint, water, soap and a straw. These fluid compositions inspired a flexible spatial layout. To translate these forms into adaptable environments, I used tracing paper to refine the shapes and visual them as reconfigurable zones. This led to an exploration of how flexibility can be enhanced through transformable elements such as sliding fabrics and curtain systems.

Building on this, I introduced fabric as a metaphor and material for adaptability - drawing inspiration from how clothing transforms the body. Using stretched and layered tights, I experimented with soft, movable barriers that maintain the zoning concept while allowing spaces to open up or close off. This connection between fashion and interiors reinforces the idea of spaces being as changeable as outfits.



Material/furniture board



Long rendered section
Scale 1:200