



Located at Nelson Hall, Edinburgh, the ‘Clothes 3R Centre’ is a pioneering community center designed to recycle, remake, and retail used clothes and waste fabric. This innovative facility champions the principles of sustainability and the circular economy by turning discarded textiles into valuable, fashionable items.

The existing site is transformed through the installation of a raised platform at the heart of the hall, intended to provide patrons with a vantage point for rest and contemplation. This versatile feature also serves as a dynamic space, capable of seamlessly transitioning between workshop areas and retail displays.

This inclusive initiative aims to inspire responsible consumption and foster a culture of recycling in fashion, which makes the current straight line a loop.

LINEAR FASHION ECONOMY

Step 1  Raw material collection

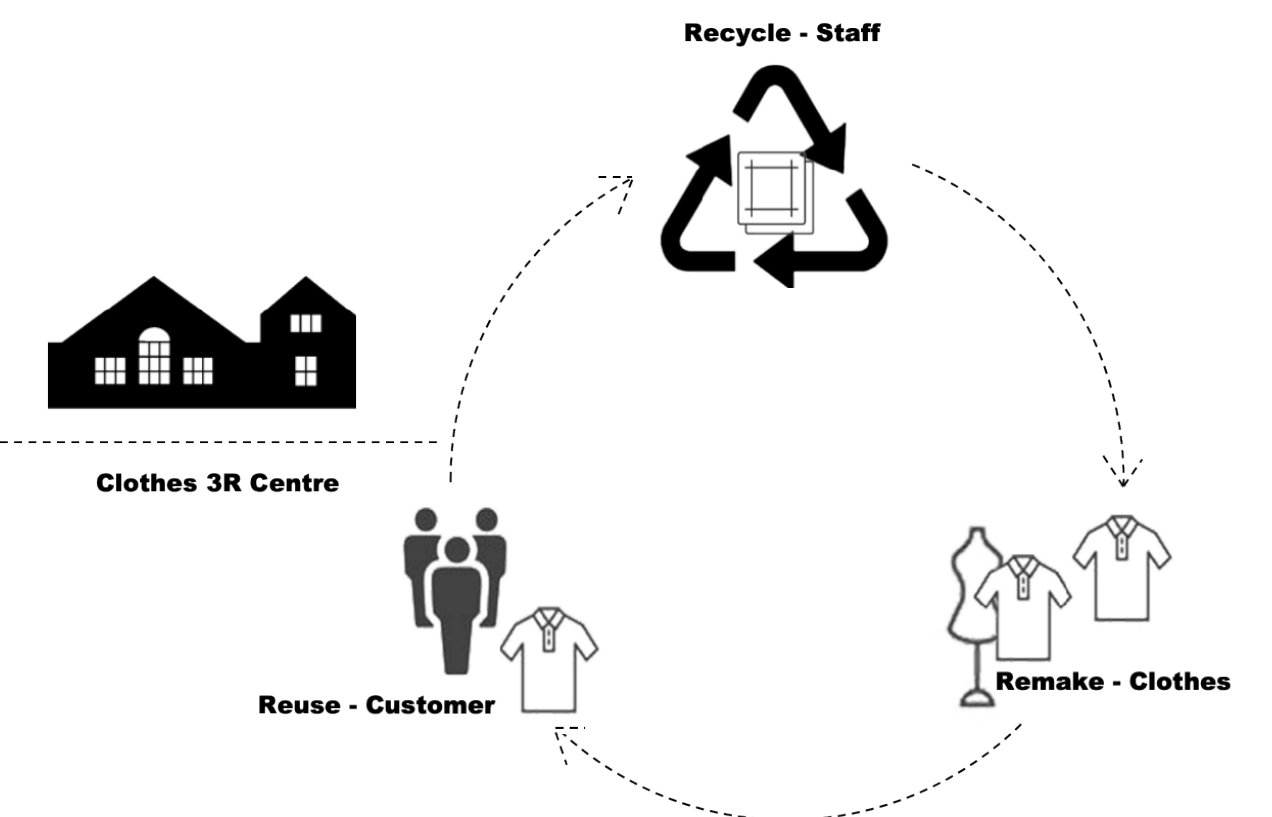
Step 2  Fabric manufacture

Step 3  Use

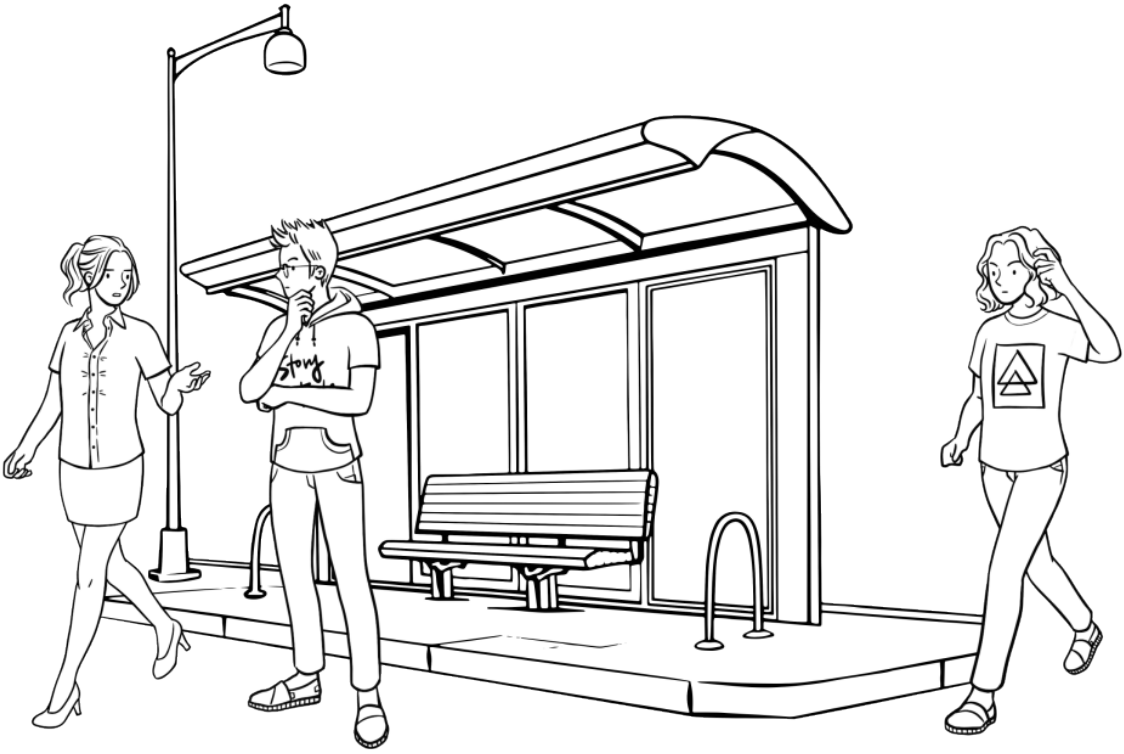
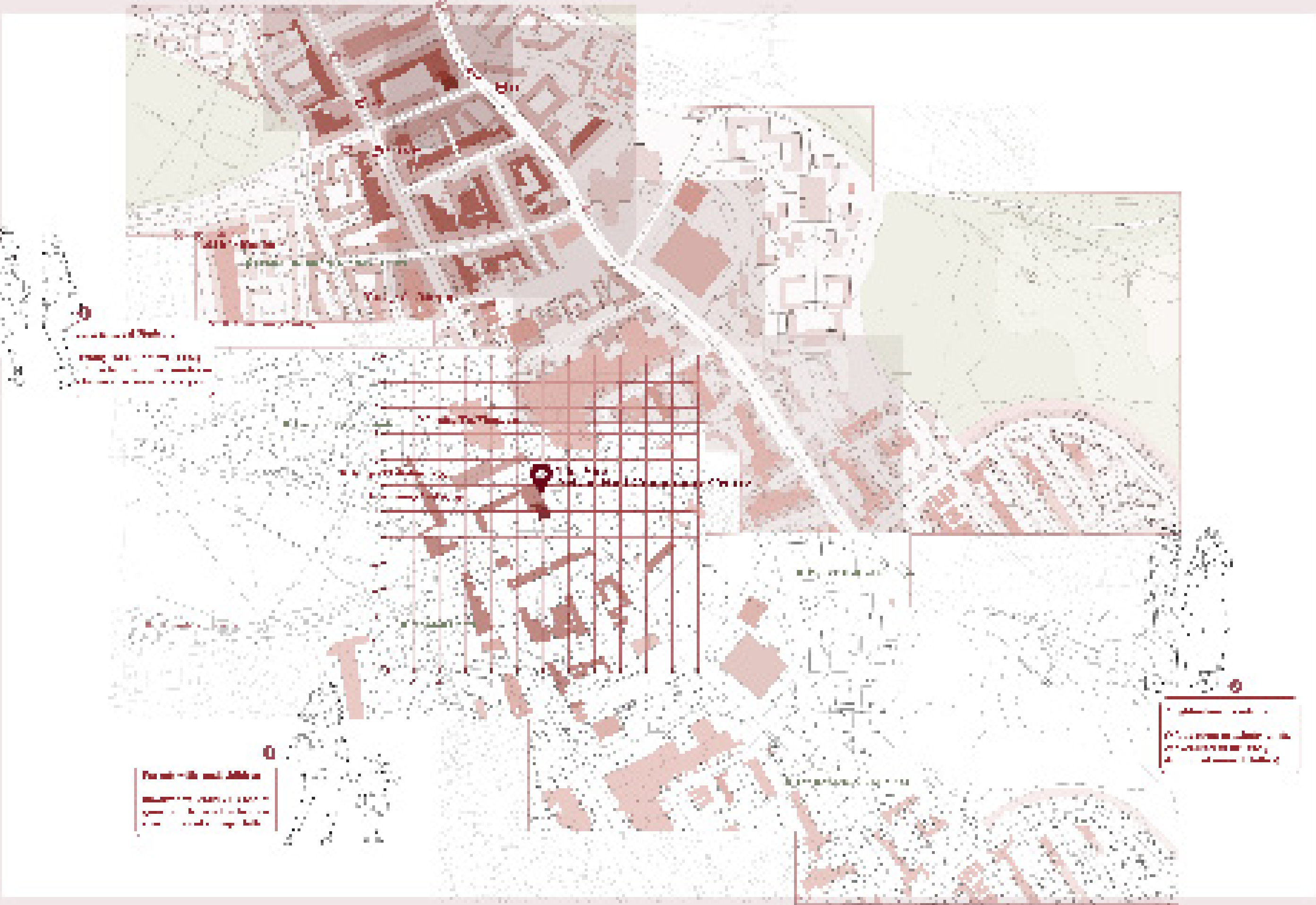
Step 4  Dispose

Step 5  Pollute

CIRCULAR FASHION ECONOMY



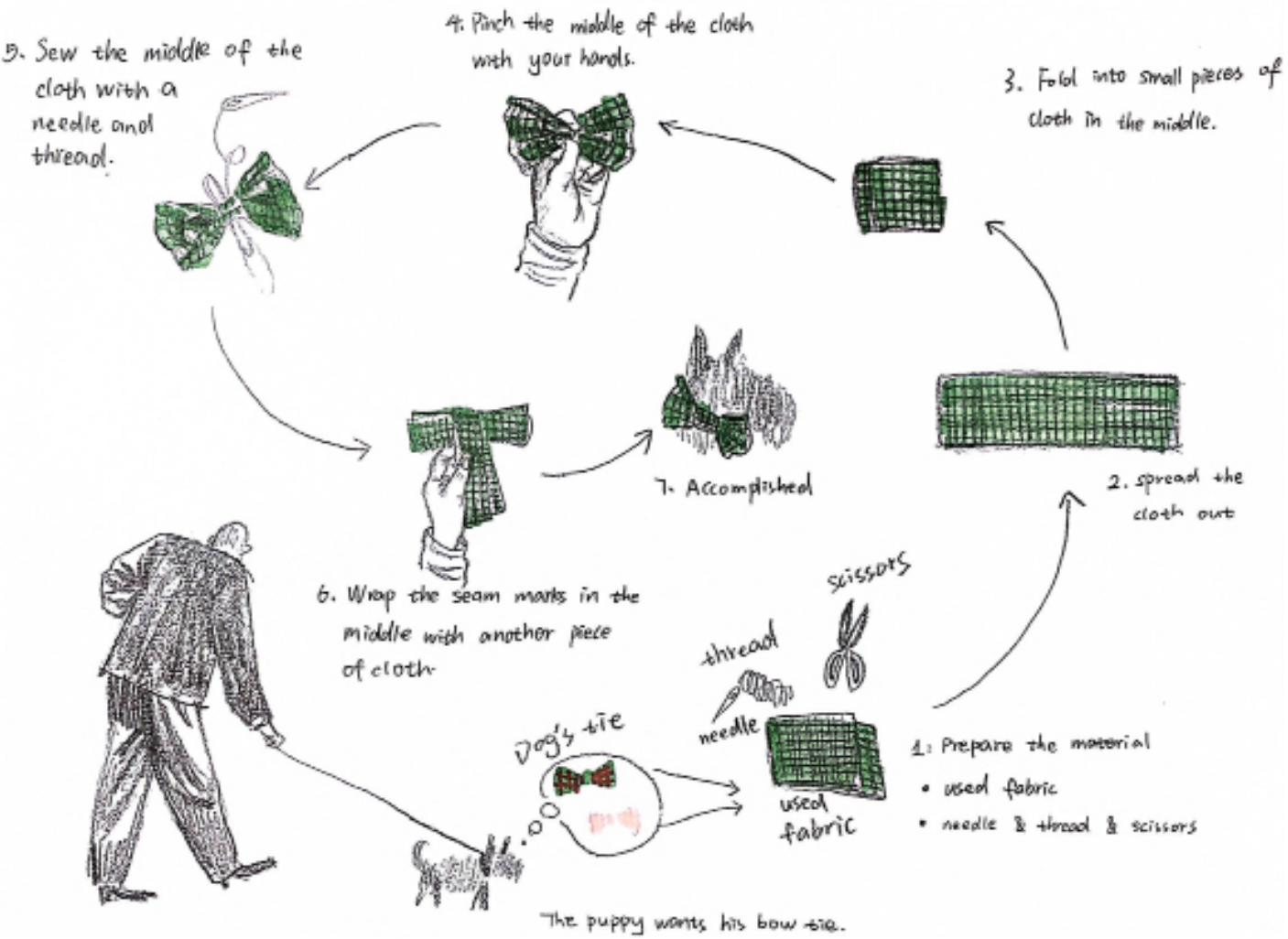
● Slogan: Make the straight line a loop



Residents in the Nelson Hall neighborhood struggle with piles of used clothes in their homes.



Parents agonize over the fact that children's bodies grow fast, change clothes often and spend a lot of money.

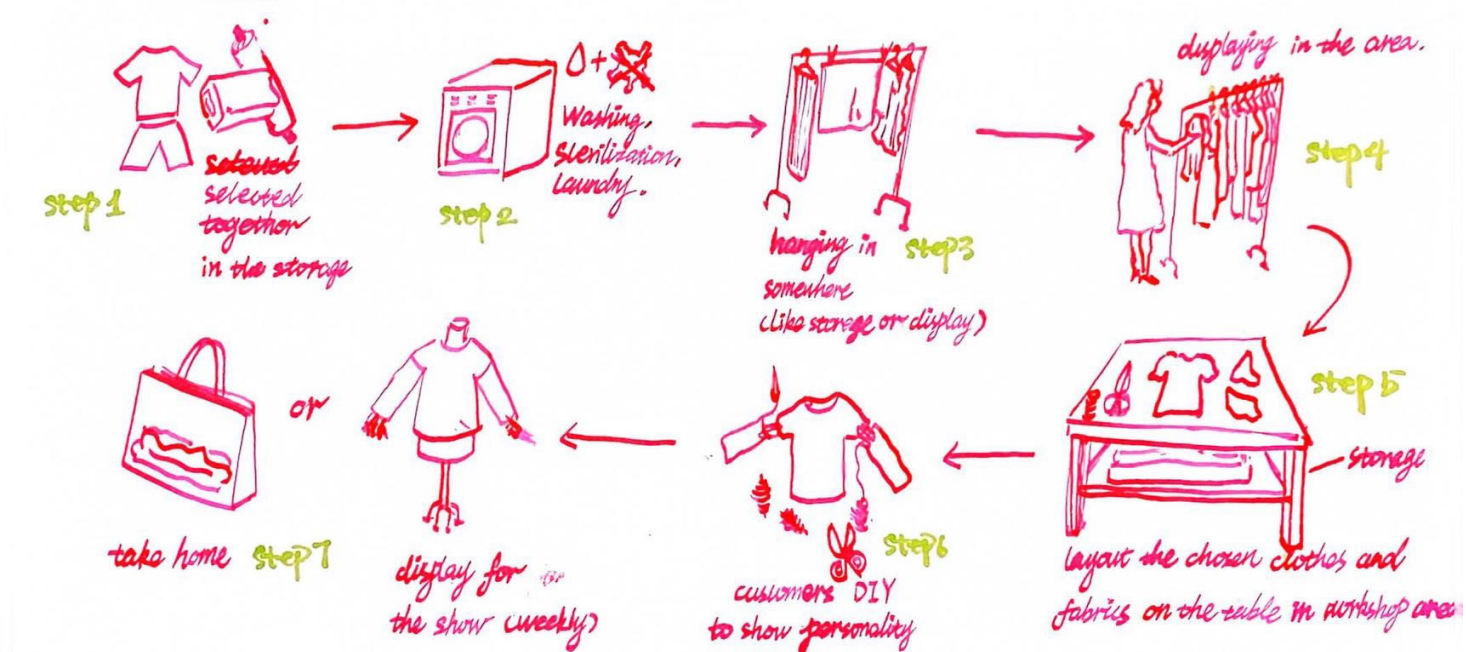


International students struggle with what to do with their clothes moving out of the dormitory after graduation.

What will happen in this building? Reuse - Remaking - Retail

staff only operate, customer wait.
staff - customer cooperation
customer selecting, staff checkout.

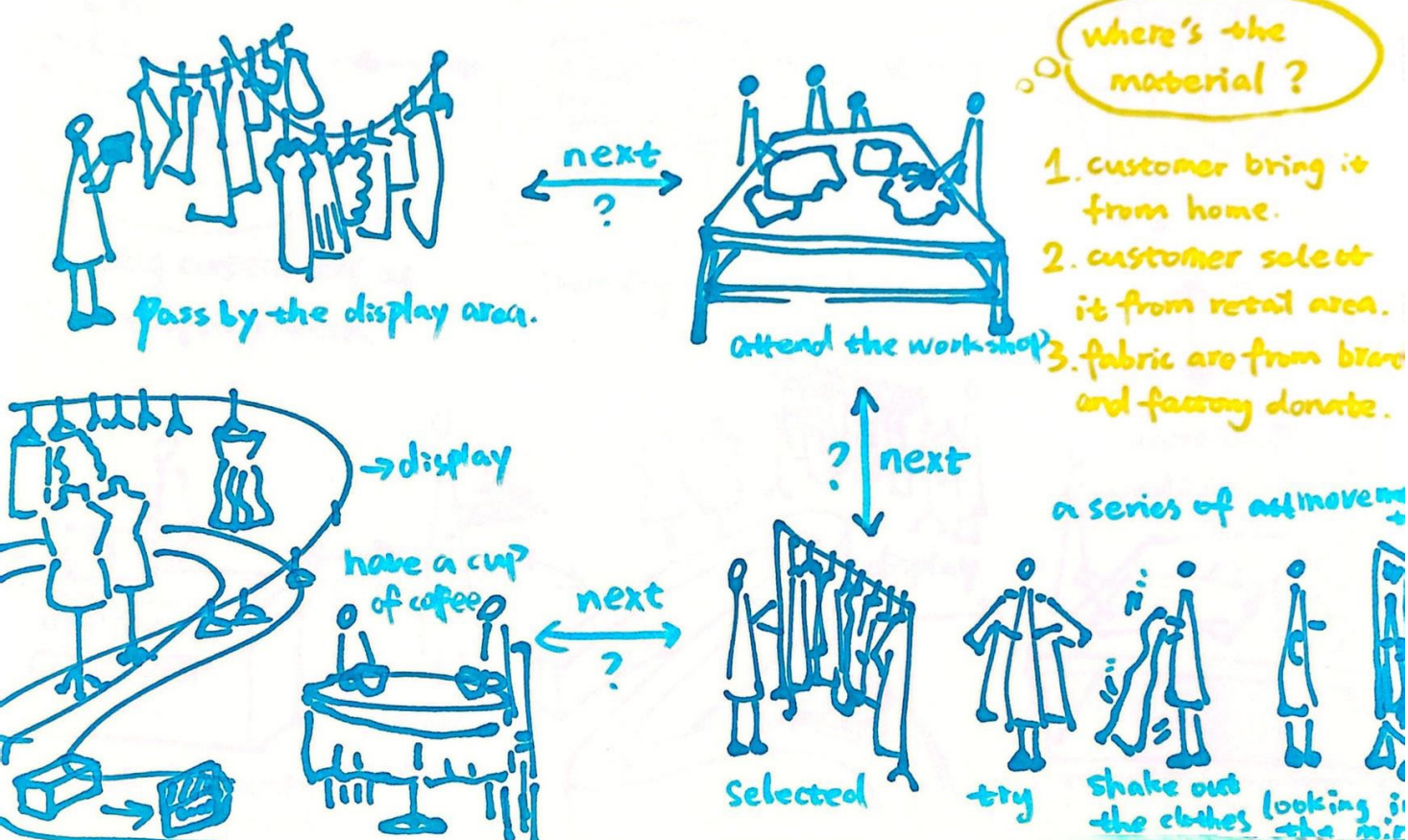
• Clothes (used & old fabrics) the journey of them:



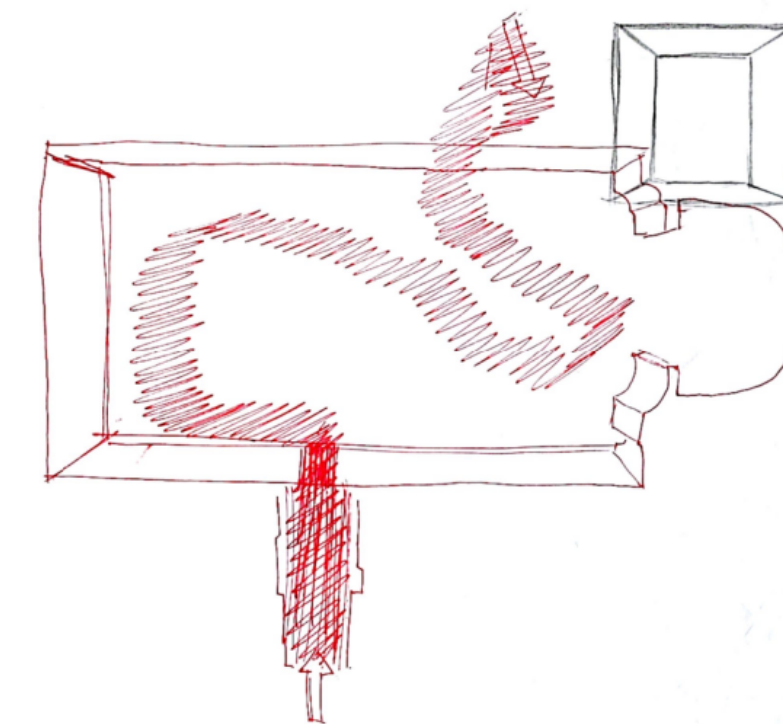
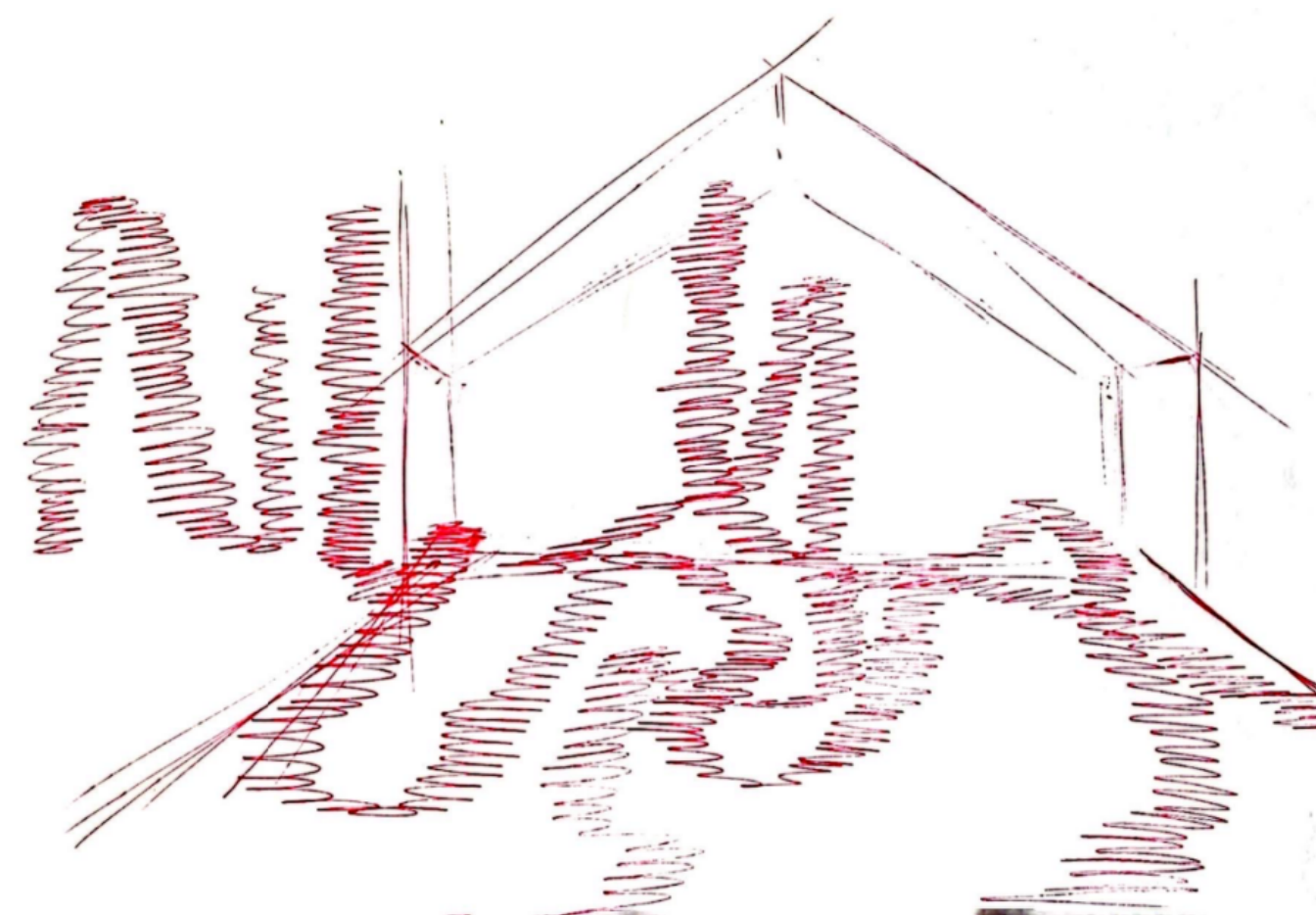
What will staff do in the space? or where can we find them?



What will customers do in the space?



In this picture, I wanted to convey the atmosphere; the small double-story building on the left is very crowded, indicating that there is a lot of activity happening inside. The hall on the right, is crowded all around, while the center of the sunlight that pours down from the skylight is the open space, where people gather unanimously after finishing their activities around. It seems to be like the souvenir store in every art gallery or museum, where people always coincidentally appear at the end of the tour.



The two above are the initial drafts, what I wanted to express was the route of flow of the clothes within the space, how did it go from one space to another? Could this be a way to display cloth? I was inspired by roller coasters at amusement parks.

