

FABRIC WOMEN MUSEUM

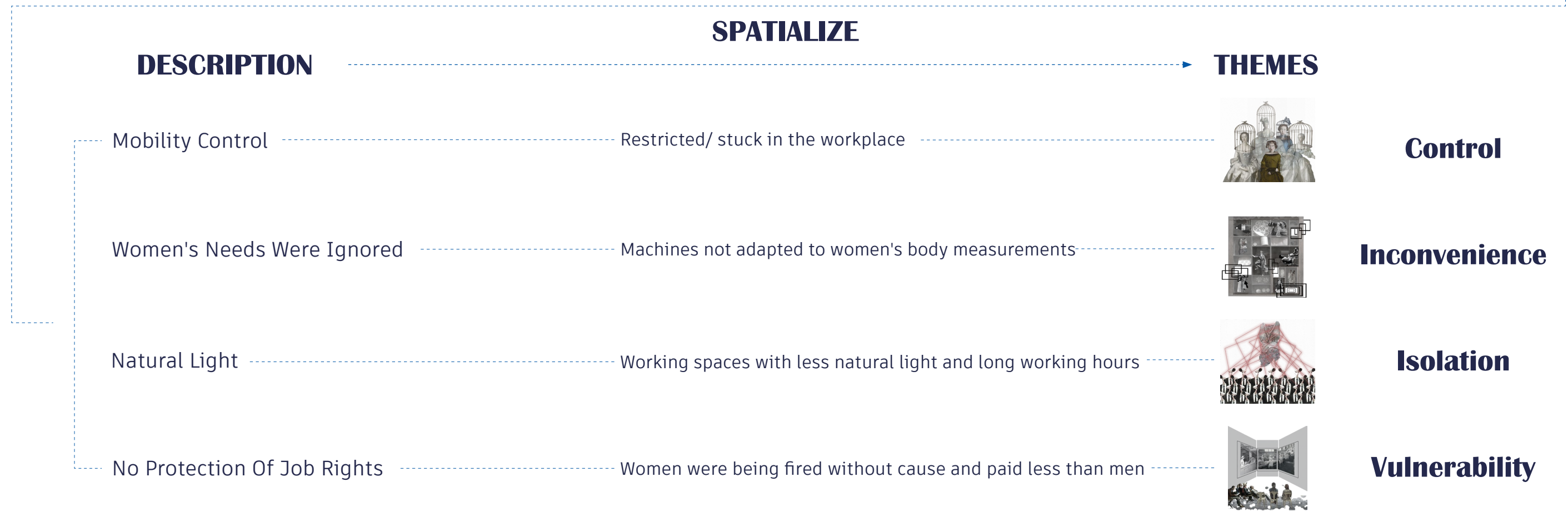
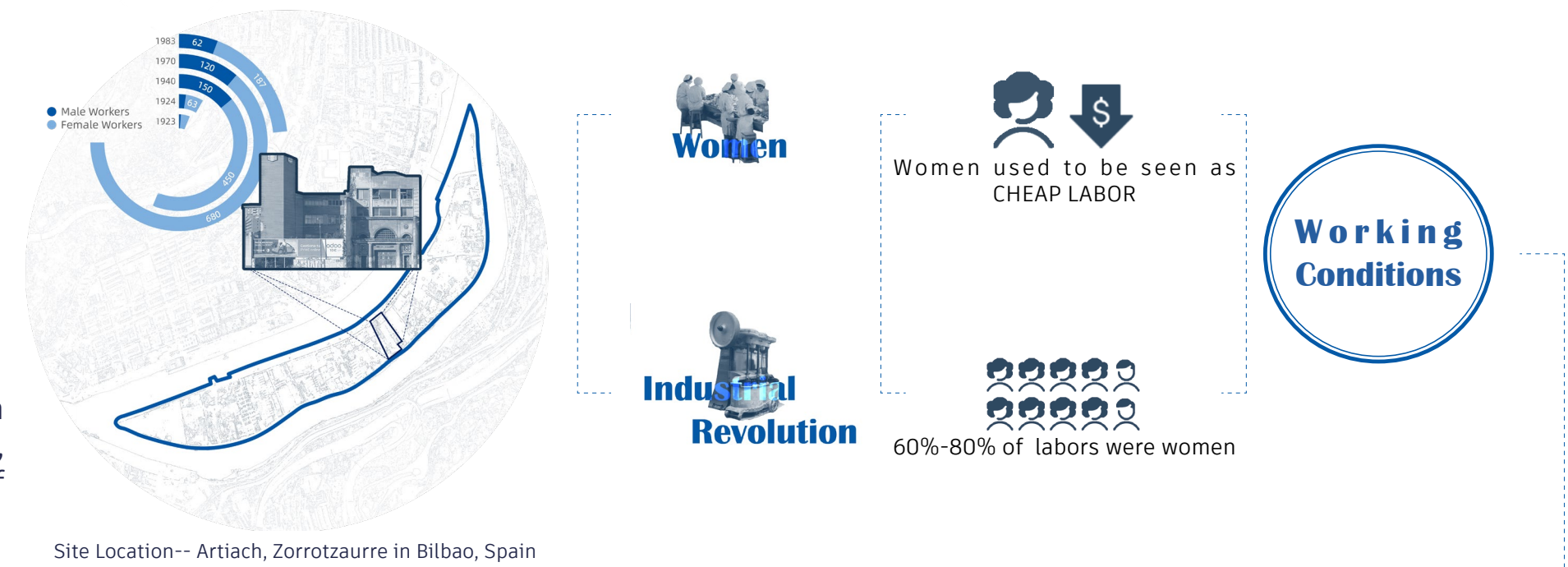
FABRIC - WOMEN - MUSEUM aims to spatialise the inequalities suffered by women in the workplace during the industrial revolution. The site is a former biscuit factory, Artiach in Zorrotzaurre, Bilbao, Spain.

Based on the research into the history of Artiach during the industrial revolution, approximately 80% of the workers were women. Although Artiach offered work opportunities for women, their working conditions and treatment were poor.

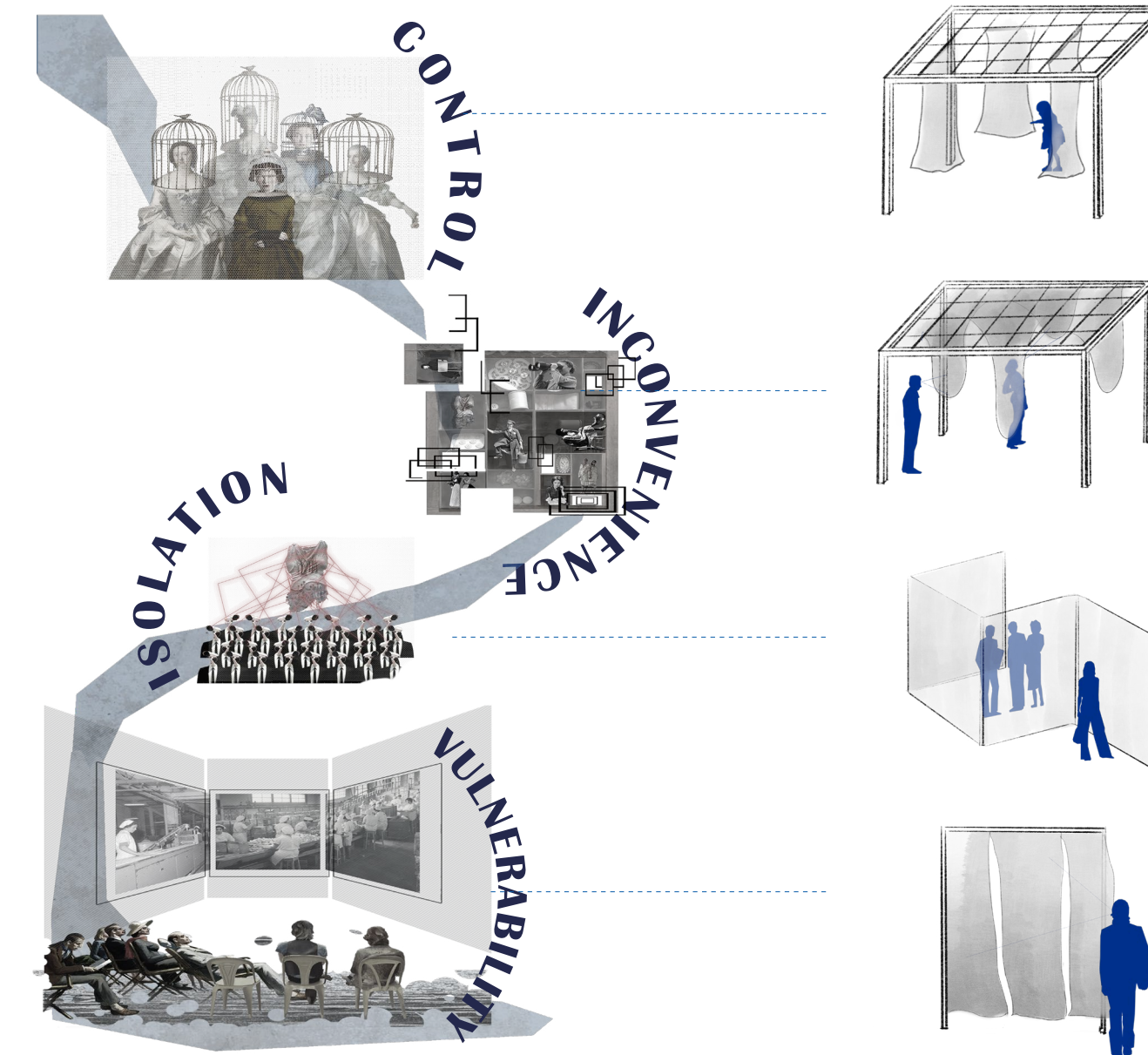
The design translates the inequality of women in the workplace into four thematic rooms: CONTROL, INCONVENIENCE, ISOLATION and VULNERABILITY. The interactive exhibition helps visitors understand the conditions suffered by women workers in workspaces during the industrial revolution, encouraging them to reflect on how far gender equality has come, and what can still be done for gender equality today.

DESIGN CONCEPT

Based on research into the history of Artiach, it can be seen that during the industrialisation period, Artiach was a factory where approximately 80% of the workers were women.



Design Proposal



Room 1: Control

The fabric is hung up to form a fabric wall that blocks the visitor's way. One needs to control the position of the fabric to find the exit, thus recreating the situation of the industrial revolution when women were controlled at work.

Room 2: Inconvenience

In the past and even now many designs are based on male body measurements and therefore women need to work with the inconvenience.

So in Inconvenience, the fabric wraps around the small-scale artworks and the fabric is at different heights so visitors need to adjust their viewpoint to appreciate the objects.

Cooperative Organisations: East End Women's Museum, National Women's History Museum

Room 3: Isolation

Research shows that women were seen as cheap labour during the industrialisation period. So they were often put to productive work in crowded and dark spaces in rows.

In creating this dimly lit environment from that time, I separated the sunlight from the darkness by using a fabric to provide different places for people to move around. And this room will host lectures and exhibit large-scale artworks as well as provide spaces for people to socialise.

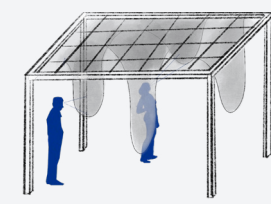
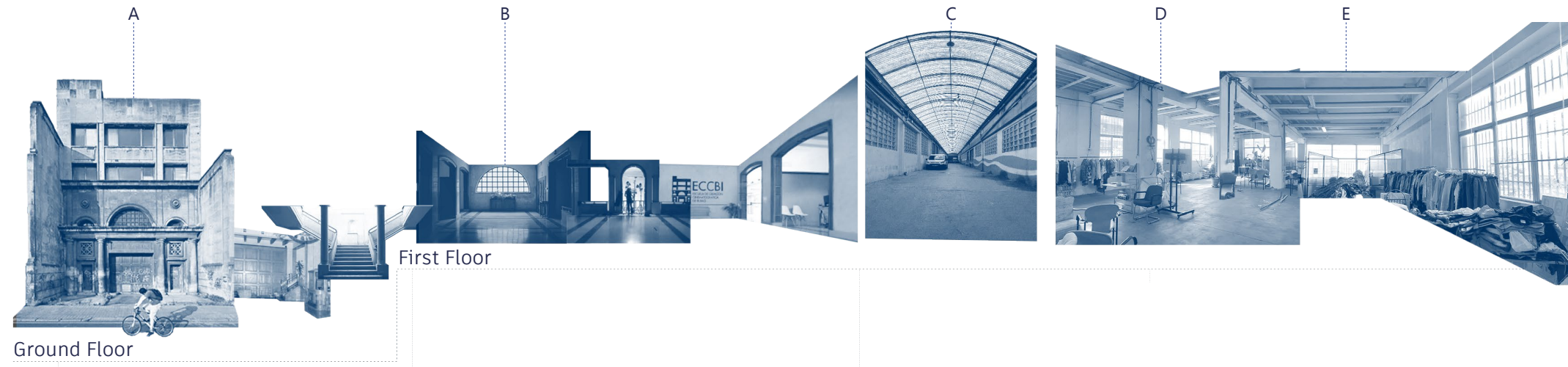
Cooperative Organisations: Bilbao City Council Of Women, Women's Legacy

Room 4: Vulnerability

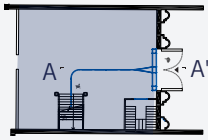
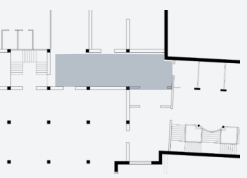
Audio-visual room. To reflect on the women's helpless situation in workspaces, I designed Room 4 called Vulnerability as an audio-visual room and projected films of interviews from previous female workers onto the fabric. With the fluttering of the fabric, the image is always broken, as if the women were in a constant position of vulnerability during industrialization.

Cooperative Organisations: An Oral History Project

Design Development



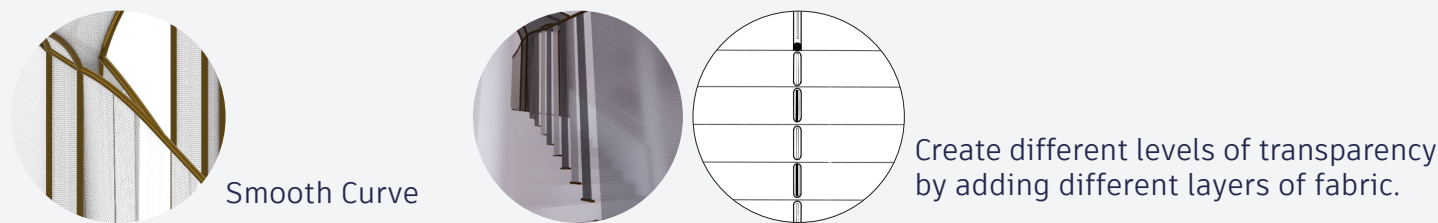
Room 2.
Display Room with small scale artwork
INCONVENIENCE



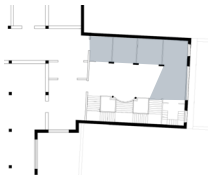
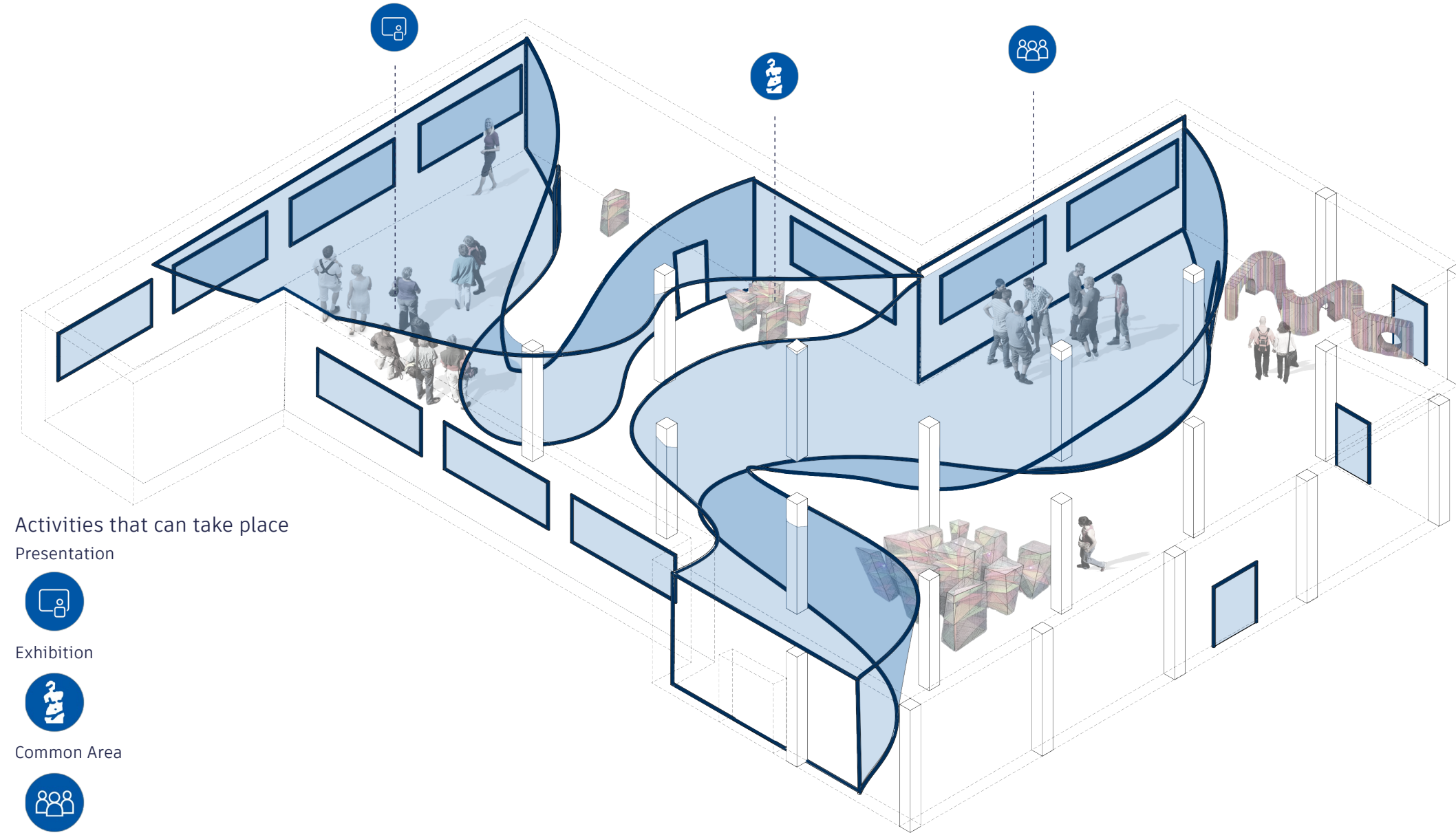
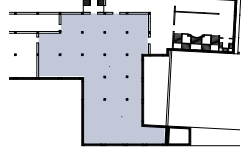
ENTRANCE & EXIT

I wanted to design a new gate that would separate the upward and downward movements of people's flow.

Ground-Section A-A'
Scale: 1:50 On A3 Landscape

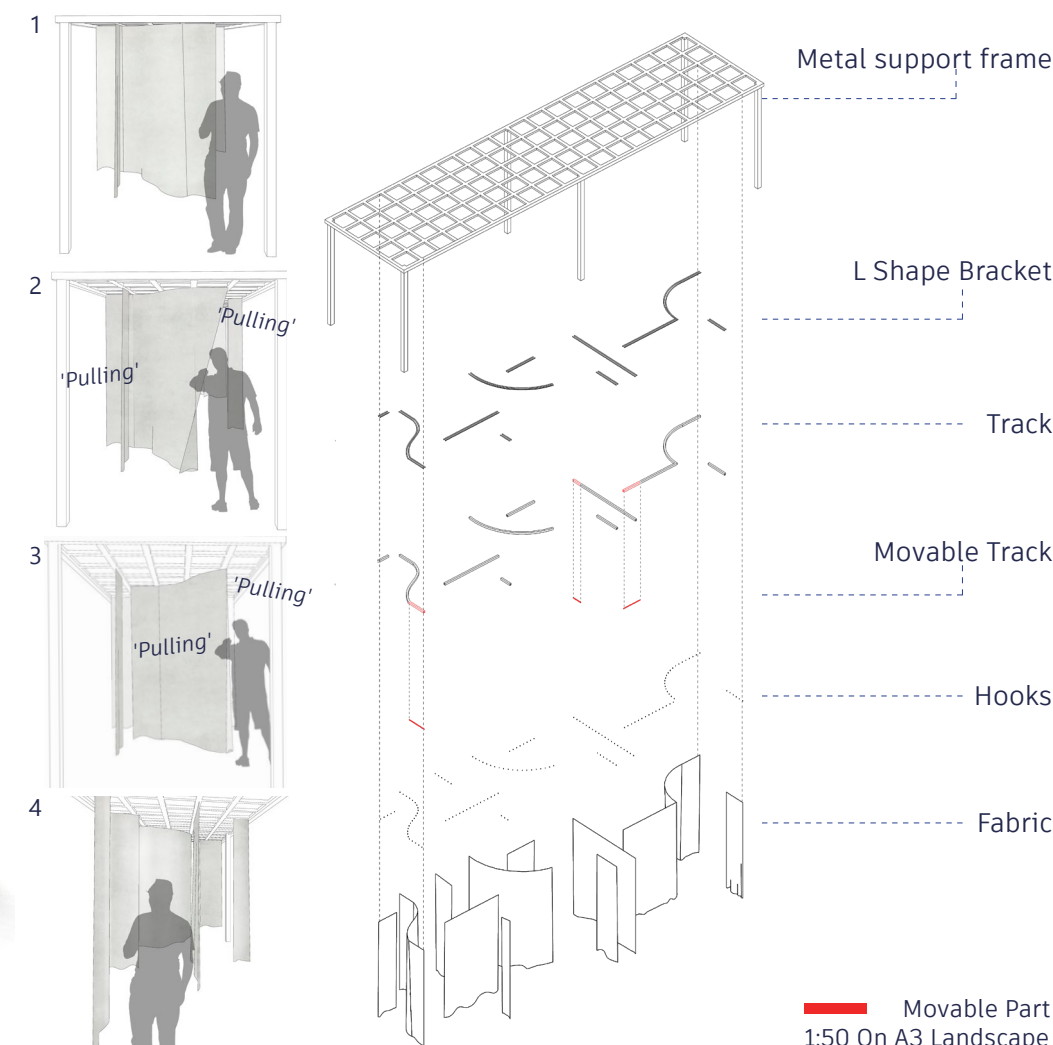
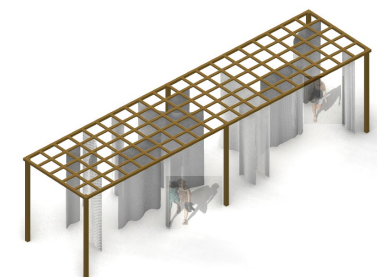


Room 3.
Social Events Room/ Large scale artwork
ISOLATION

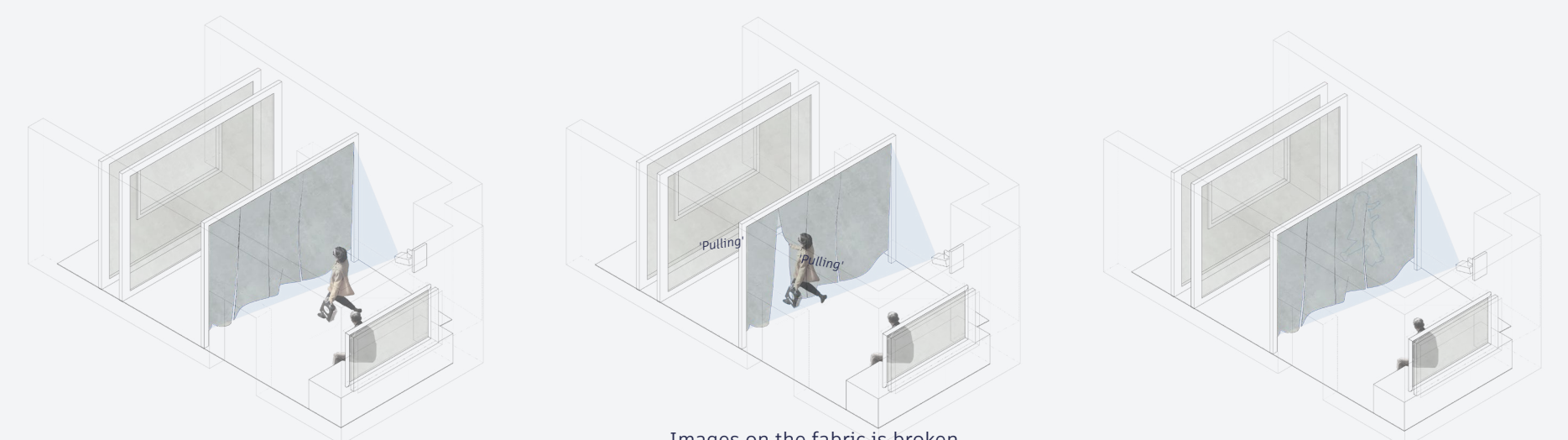
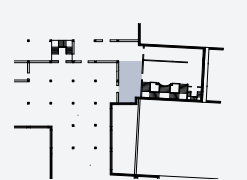


Room 1.
Interaction Room

CONTROL

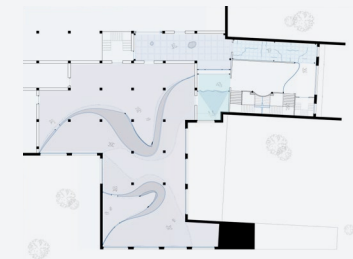


Room 4.
Audio-visual room
VULNERABILITY

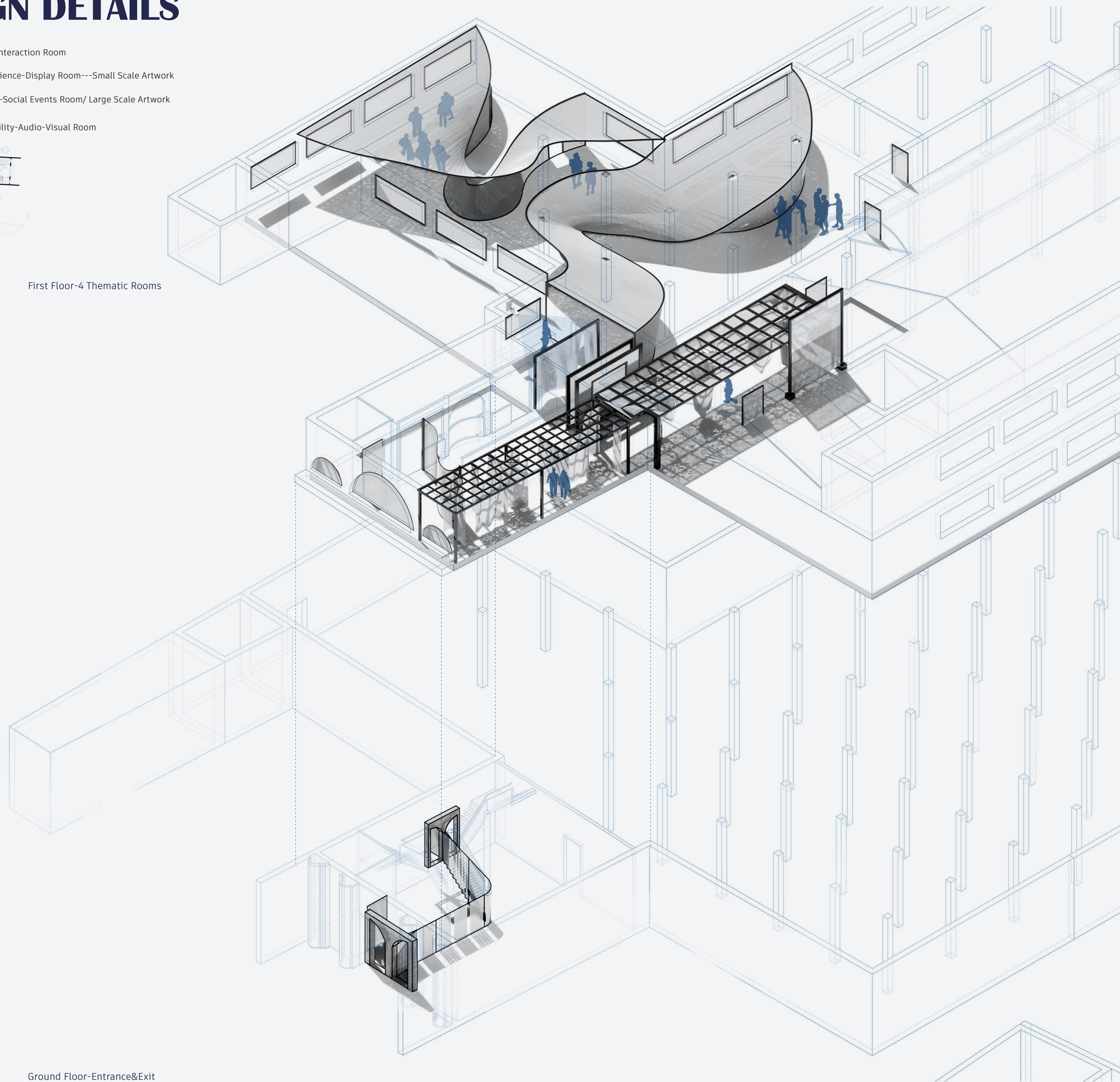


DESIGN DETAILS

- Room 1. Control-Interaction Room
- Room 2. Inconvenience-Display Room---Small Scale Artwork
- Room 3. Isolation-Social Events Room/ Large Scale Artwork
- Room 4. Vulnerability-Audio-Visual Room



First Floor-4 Thematic Rooms



Ground Floor-Entrance&Exit

Urban Fabric

The study of Zorrotzaurre reveals that it was formed as an island during the industrialisation of Spain when the canals were changed to facilitate access and attracted a large number of factories and workers. Artiach was established during the industrialisation of Spain and attracted a large number of female employees.

Map of the information obtained from the research on the garment.



According to my brief, the site is on an island called Zorrotzaurre in Bilbao, Spain.



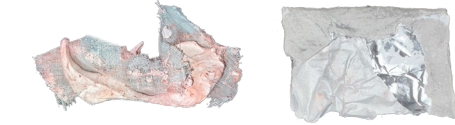
Artiach, a biscuit factory the only factory on Zorrotzaurre to have a predominantly female workforce during industrialisation.



Use this translucent, White, mesh fabric to mapping.

Material Test

Concrete + Fabric



Trying to print the texture of the fabric by using plaster. However, the fabric was so soft and fragile that it could not be removed in its entirety at the end of the process. So the combination of concrete and fabric is not a good option.

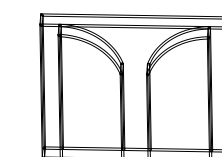
Steel + Fabric



Experimented with different shapes by using a combination of wire and fabric. By doing this I thought that the combination of steel frame and fabric would be more freedom to create different shapes.

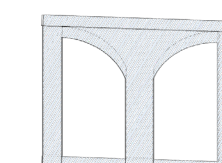
Material Select

Steel Frame



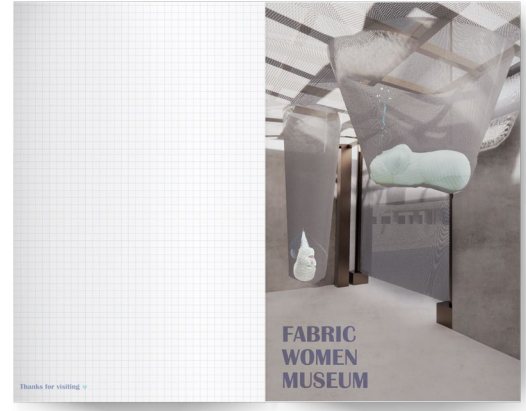
Brass All the steel frame use brass.

Fabric



Translucent, mesh fabric as the same material as garment map.

Experiencing The Design



Pamphlet Of Fabric-Women-Museum

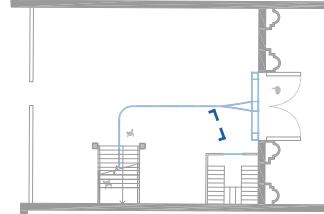


Entrance & Exit

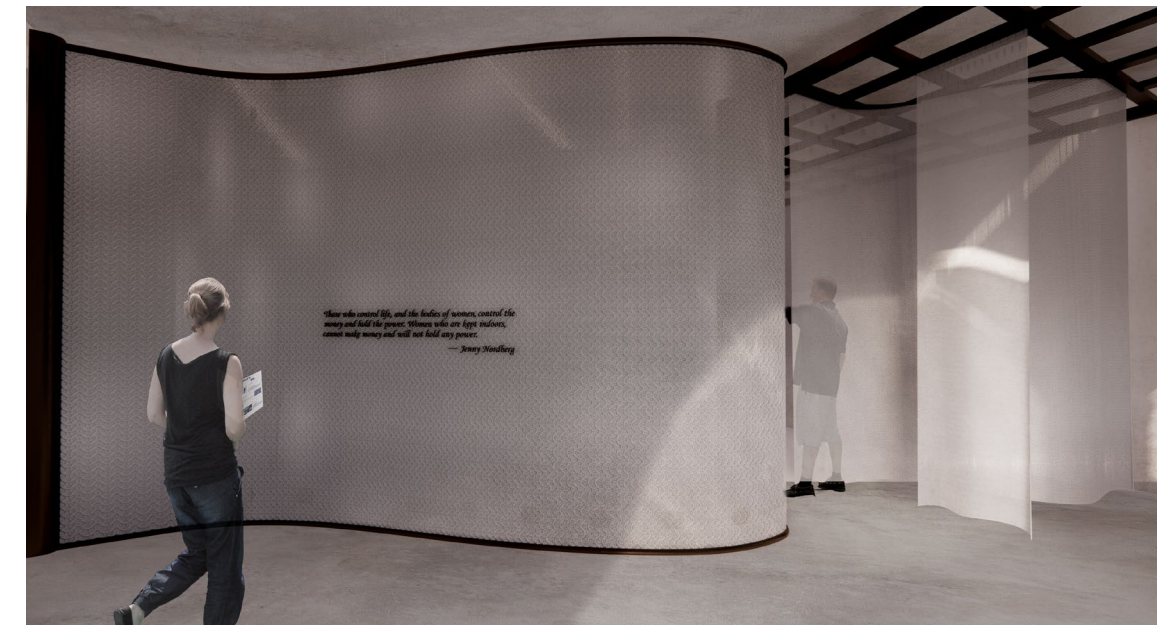


'Look, the fabric walls have different transparency!'

Entrance & Exit



Fabric baffles to separate the flow of people



Room 1. Control



Feel the power of control. The fabric wall controls the route of audiences and the audiences control the fabric.

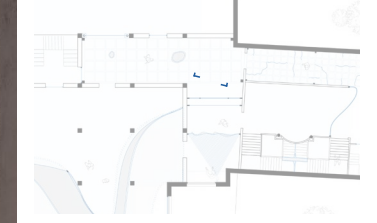


'Oh, I can't see the exit clearly.'

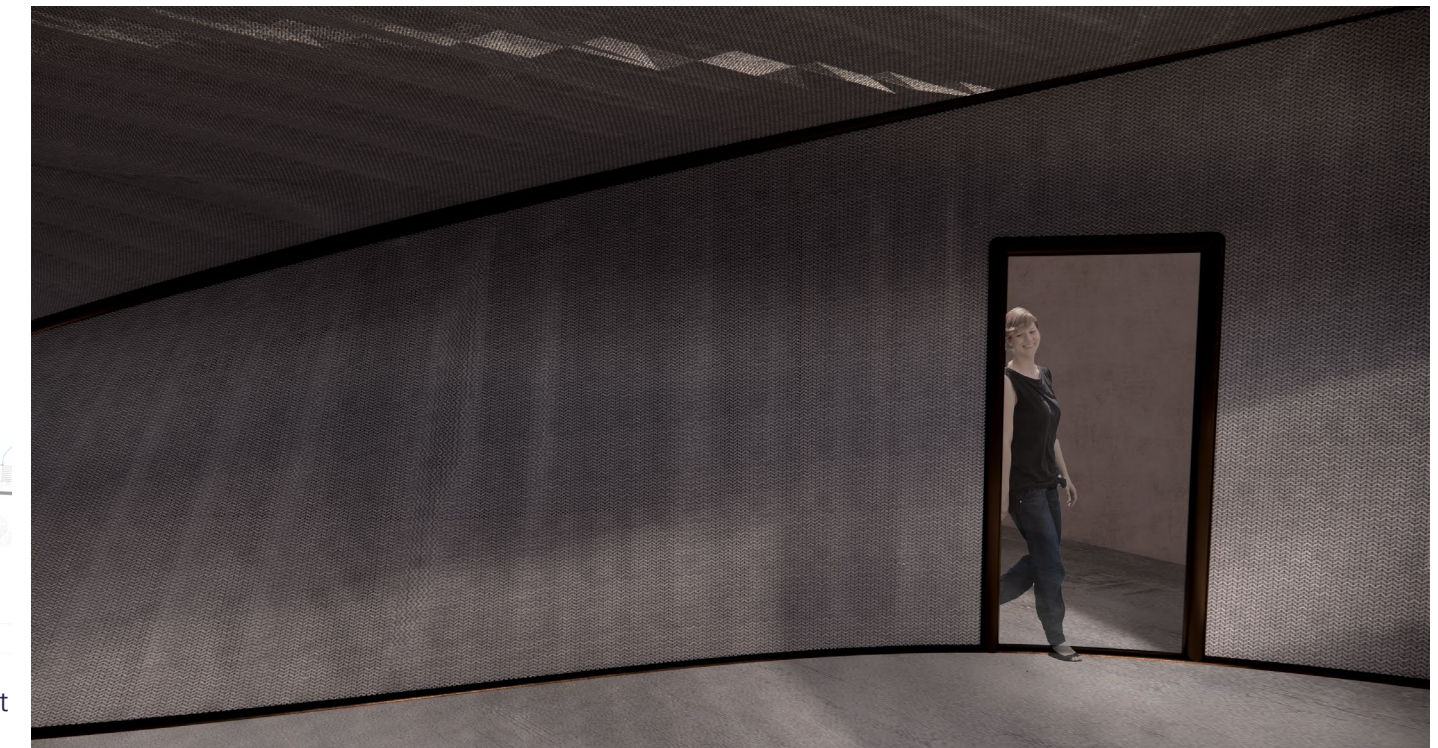


'It's really inconvenient to see this exhibition.'

Room 2. Inconvenience

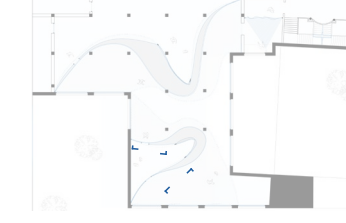


Feel the inconvenience of adjusting your perspective when viewing the exhibition.



'Wow, it's suddenly dark.'

Room 3. Isolation

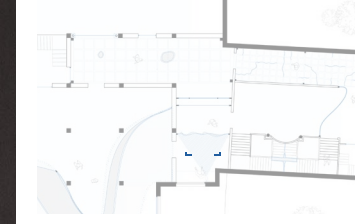


Feel the changes of light and darkness in space.



'Emm, the image is kept broken.'

Room 4. Vulnerability



Films of interviews from previous female workers are continuously broken on fabric to appreciate the vulnerable situation of women.

Entrance & Exit

