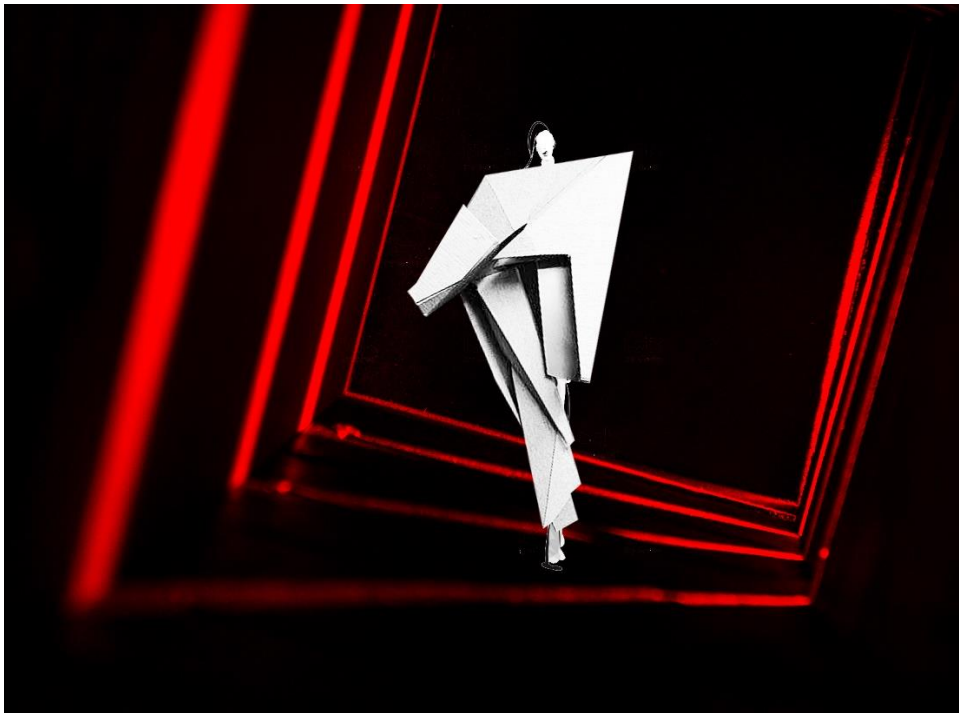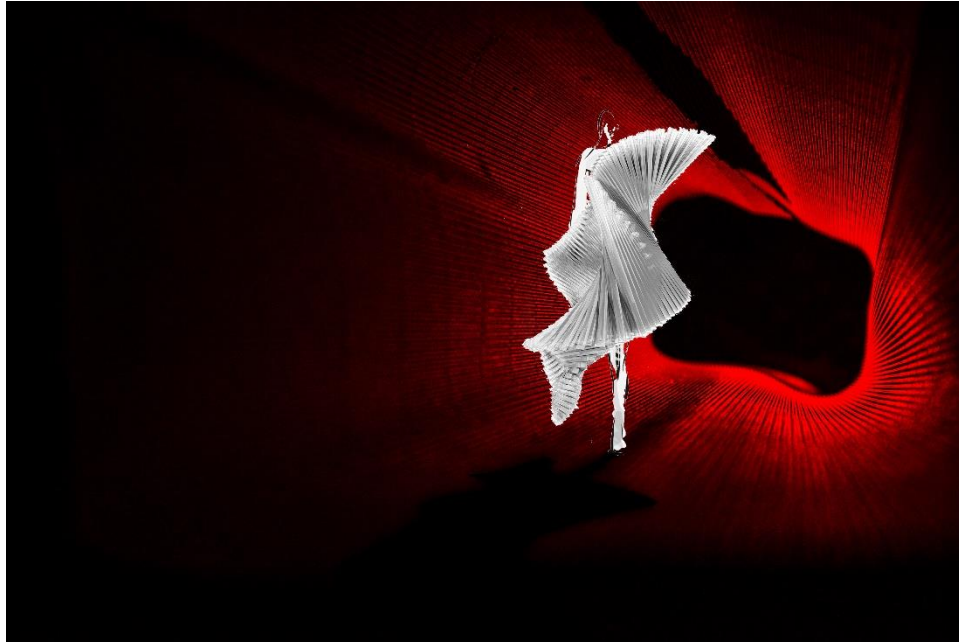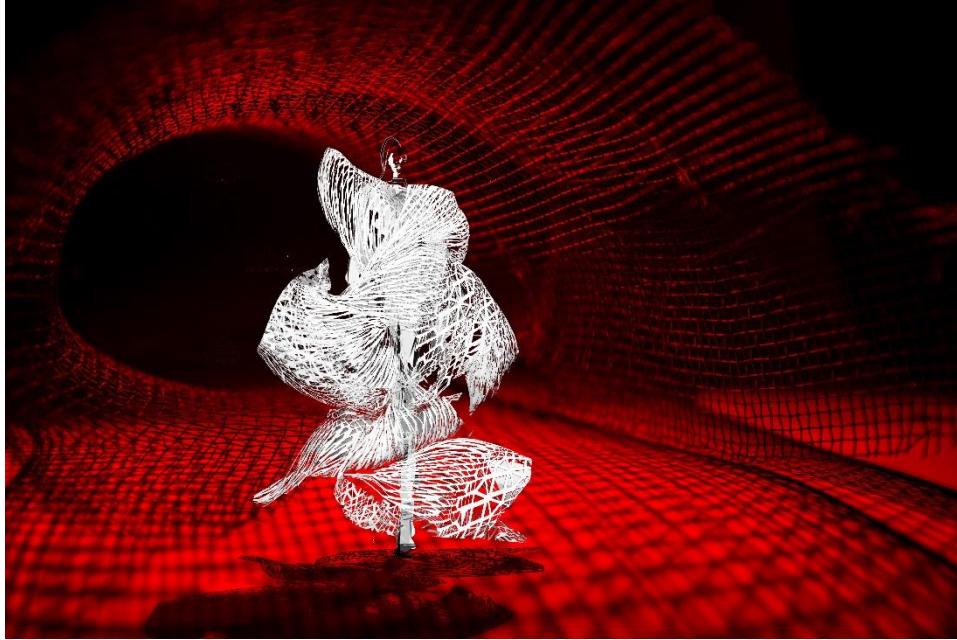# THE SHELTER by Sylvester Rahmeh

Both Fashion and Architecture provide shelter for people in different social dimensions.
Coco Chanel once said, 'Fashion is Architecture, it is a matter of proportion'.
Zaha Hadid also said, 'Both Architecture and Fashion are based on structure and shape and turning basic necessities (like clothing and shelter) into art'.

Problematical Issue

Few months ago, the world encountered a new problem; COVID-19. It has affected all fields, including the fashion industry.
When the best way to fight this virus is 'staying home' and 'social distancing'.
Indirectly, architecture played a vital role in this battle, as it provided our shelters during the pandemic. But how can Fashion also be a solution, rather than just being a reactive industry waiting for the virus to come to an end?

Concept

Fashion also, can be a shelter for people.
My concept is a metaphor that a shelter can be worn.
In my images, I show clothes in form of structures inspired by architecture (trusses, steel mesh, tensile, etc.).

Those structures provide shelter for one person (compared to a shelter for many in architecture). They are designed with exaggerated proportions to ensure social distancing is respected.
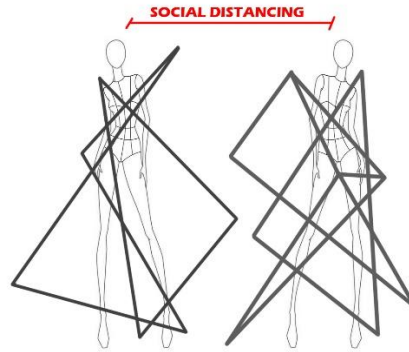
The structures (dresses) are made of 3D printed material that is sustainable (biodegradable, recyclable and reusable).

The models (mannequins) are represented in Virtual spaces (small-scale architectural models made from steel mesh, cardboard and papers) that I created myself and shot at home. Virtual is the new future, fashion is no more limited to time and space; therefor, shows can be done anywhere, anytime and seen by everyone.

The design of each dress complements the space it is represented in.
Spaces have a high contrast as a statement that we should always see the light at the end of the tunnel.
The lighting of the space is red, to grab awareness to humanity that it is time to be proactive.