

Metabolism architecture is built as prefabricated, replaceable, cell-like parts, easily attended, and readily removable. Buildings have a social and geographical context instead of just an abstraction. My collection builds on this idea and explores a design system to manage the actions of an urban explorer.

My idea came about from the notion of time — how an entity can be forced to perish at some point. That notion brought me to reflect on Japan's Ise Shrine that has been built every two decades for the last 1300 years. This process has been necessary to not only preserve a Japanese cultural tradition but to continue a valued craft. It also promotes the idea that everything is impermanent and needs to be removable, interchangeable, and adaptable In order to keep evolving.

So, how can clothes be designed to be built and be replaced?" They should be flexible in their connection and have the ability to function through multiple tasks.

My collection explores this idea through an urban standpoint focusing on people who face new environmental changes such as

- ~ the need to have a mask available for travel and for the everyday urban rush of activities,
- ~ easily accessible shopping bags not only to carry an assortment of products but to use for multiple functions.

The ultimate purpose of the collection is for urbanites to constantly adapt to their living conditions functionally and physically.

## **NAGASHIMA**

FOR THE URBAN EXPLORER

■ THESIS COLLECTION 2020 SUMMARY