

old town overnight shelter

JESSIE SILBERT

SPD 687

the user



THE RUNNERS

They want to compete. They want to change the game & the future. But that means playing a riskier version of hide & seek where getting found means losing everything.

the problem



WORK

The Runners will need to sneak off the Corporation's campus undetected



PLAY

They will require a way to hide & carry equipment to the playing field

their needs



MATERIALS

Use easily accessible & abundant materials found in an urban setting



CONCEALMENT

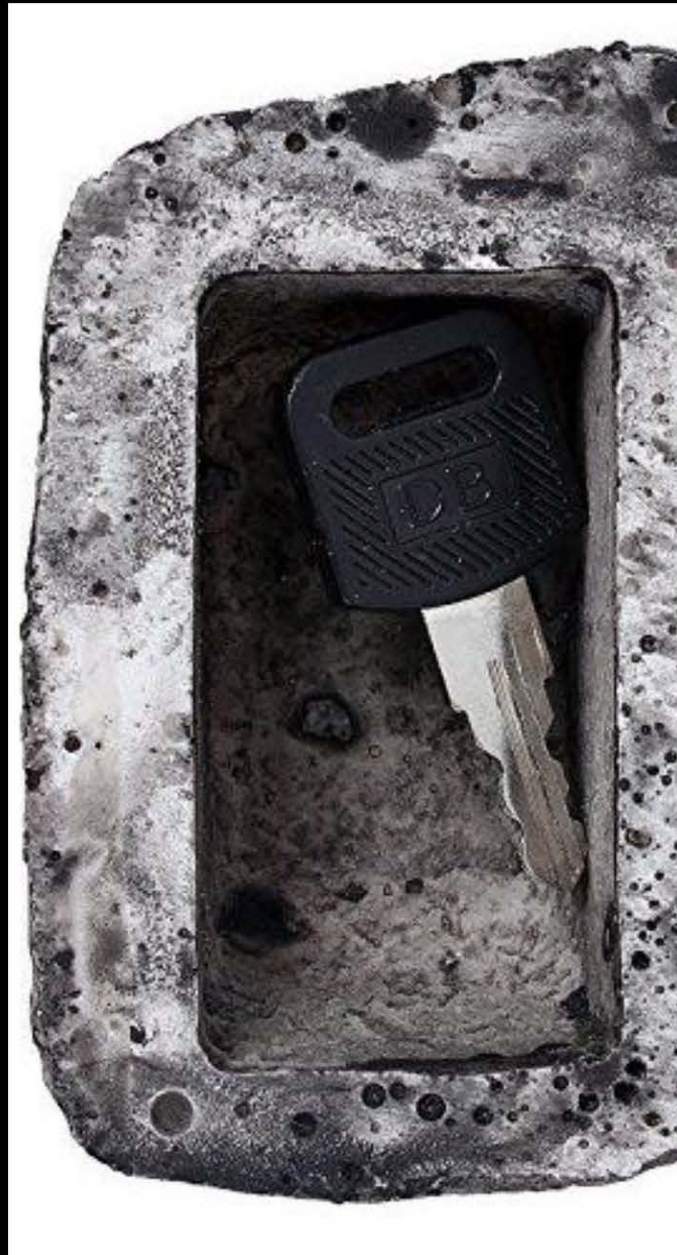
Blend into surroundings & protect valuable items from detection



STORAGE

Hold & transport equipment from the suburbs to the city center

product requirements



CAMOUFLAGE

Disguise valuable items as something else.



CONVERTIBLE

Multipurpose use as a bag & a garment & a shelter.



CONVENIENT

Use materials that are easy to attain & use.



COVERAGE

Conceal the wearer from detection.

materials



COTTON FABRIC

Scavenged from the corporate uniform



GARBAGE

Repurposed by bonding to the fabric



TRIMS

Create a functional item that can cover, carry & conceal

ideation



SKETCHES

Working through silhouette, construction, & how to make the item convertible.

ideation



SKETCHES

Editing & reviewing sketches to land on a final design to develop.

process



MATERIAL EXPLORATION

Using a heat press with techniques, & materials to make textiles



MINI PROTO

Confirming concept of materials & construction on a small scale



FULL SIZED MUSLIN

Testing proportion, fit, reversibility & functionality

final plan



FINAL DESIGN

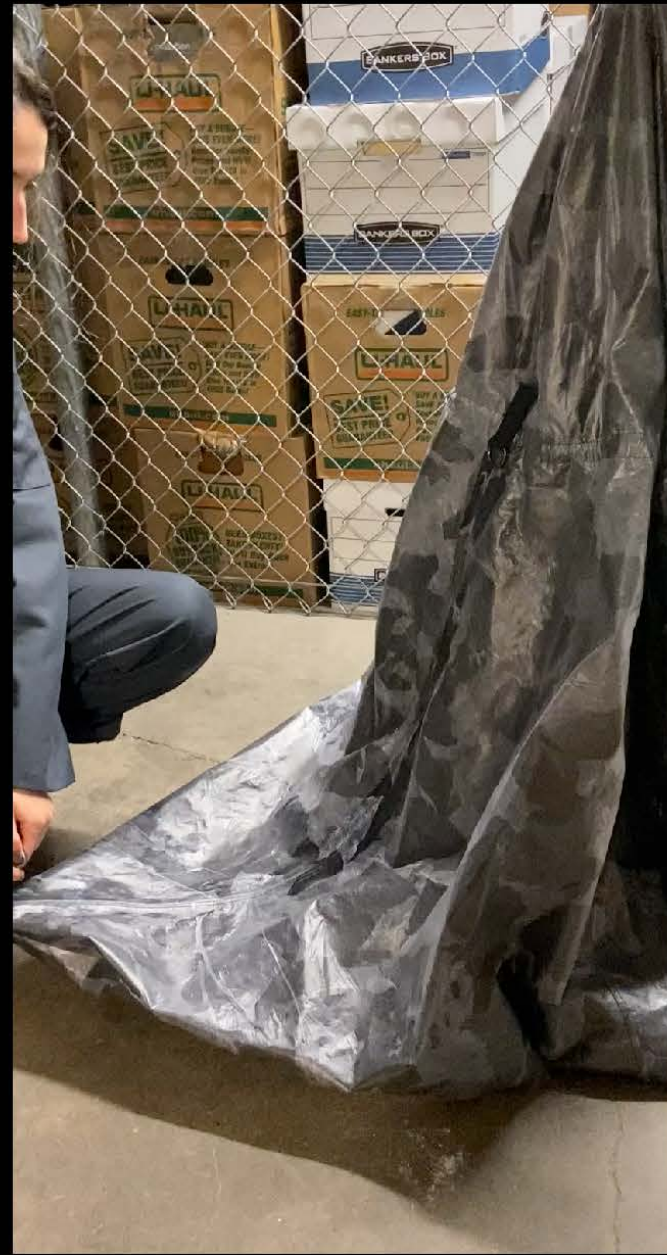
Technical flats & construction call outs

How it works



SHELTER

Conceals the wearer from detection & the elements



LATCH

Clip up the tail to convert the tent into a garment



DON

Interior straps makes the garment quick to put on



CLOSE

Front zip turns the tent into a hooded garment

old town overnight shelter

