

## **The co-Mingling Between the Post Modern Architecture and Sculptural Design to Create Contemporary Design for Ladies**

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### **Abstract:**

The worlds of architecture and fashion share design concepts such as art and technology in aesthetic terms, form, materials, and architecture. The design was submitted for architecture and sculptural design, the parallel relationship between Fields ready for constant changes in taste and styles.

Architecture and fashion provide shelter for humans on different scales (architecture on a larger scale).

Architecture protects them from natural phenomena and creates a safe and private environment for them. Fashion, on the other hand, provides shelter as a skin.

Architecture as a “third skin” surrounds the human body with the space around it, and people move and spend time in it, while the sculptural design gives a figurative composition.

Dress Sculpture explores the impact of non-traditional materials on three-dimensional art practice, as artists have used cloth, fur, rope, rubber, paper, leather, vinyl, plastic, and other new materials to create static rather than permanent shapes. The choice of these materials emphasize natural forces, such as gravity and heat, and in many cases have metaphysical or metaphysical effects.

### **\* Keywords:**

(Architecture, Sculpture Design, post modern, Fashion)

### **Introduction:**

Sculpture is an art form in which solid or plastic materials are used to make three-dimensional shapes and sometimes appear in the form of inscriptions on surfaces, on paintings, or even in nature due to weather or man-made factors, and we use in sculpture several different materials such as clay, wax, stone and metal fabric, glass, wood, gypsum, rubber, or any material that can be carved or otherwise shaped. Sculpture is one of the important branches of visual arts that people see and influence.

On the other hand, the art of sculpture is closely related to other arts, as they interact with each other in order to reach the final form. Imaging in order to predict the shape and pictorial character of a stereo.

Sculpture was an ancient art among the many arts in which the ancients excelled. Of the most important things that are taken into account in the science of sculpture, two things are the natural size of the sculpture, as some statues are sculpted to be the same size as the real thing to be carved about, and one of the most important things that this matter embodies is the statue of the Sphinx, which was one of the greatest achievements of the ancient Egyptian Pharaonic civilization , and others depend on reducing the dimensions to make a statue of a small size, but

that it contains the same details, including the small statues that were made by the ancient Egyptian pharaohs.

Architectural sculptural design is one of the most important types of art, as man knew from the beginning the relationship between sculpture and architecture, and the architectural idea began from sculpture. So architecture is a creative business in the first place. As there are many things in common between sculptural and architectural design throughout history, especially in ancient architecture, as well as the architecture of religions such as Coptic, Islamic and others.

Research problem:

The research problem is focused on:

- The difficulty of drawing inspiration from postmodern architecture despite its richness of ideas and methods that can be employed in fashion design.
- The difficulty of drawing inspiration from the sculptural design due to its nature.

research aims:

- Analyzing the works of international fashion designers affected by sculptural design.
- To highlight the close relationship between sculptural design, architecture and fashion design.
- Creating new designs that combine both sculptural design and fashion design.

Research hypotheses: The research assumes that:

- The possibility of blending postmodern architecture, sculptural design, and fashion design.
- The possibility of creating contemporary designs for women's clothing inspired by the sculptural design.

## Results:

1- The researcher made (30) dress-up sketches inspired by architecture and sculptural design. The researcher used to create designs for two methods: the first is direct design on the mannequin. Multiple materials are paper, dams and other materials. Their number is (9) designs, of which (3) are paper designs and (6) ) Design of dams and other materials. The second method is sketches by putting the idea and then coloring it. The number of designs reached (21) designs, and the researcher implemented (2) other designs that progressed in the stages of their creation and implementation, starting with their drawing and then forming them on the mannequin with blood and then with the selected fabrics.

2- The researcher concluded that there are similarities between postmodern architecture, sculptural design and fashion design.

3- Studying the most important designers inspired by architecture and sculptural design.

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