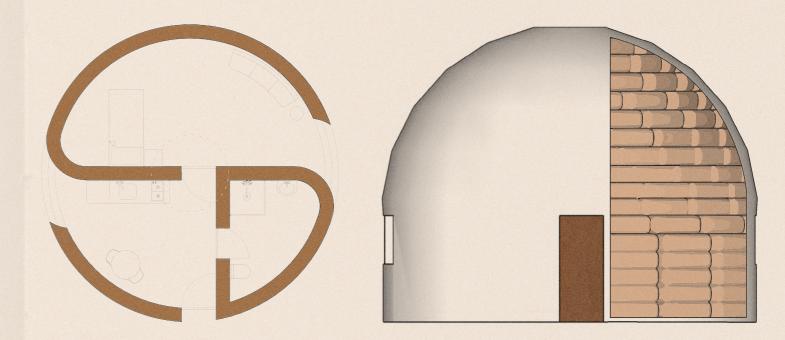
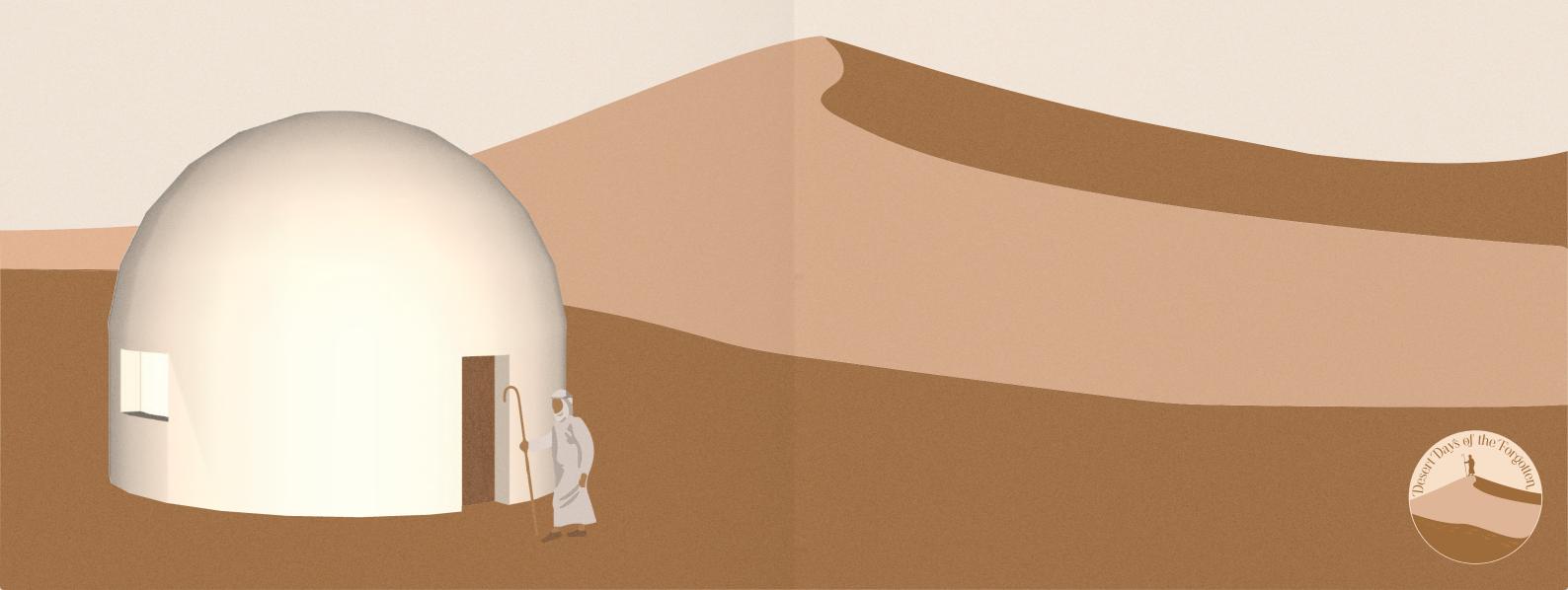
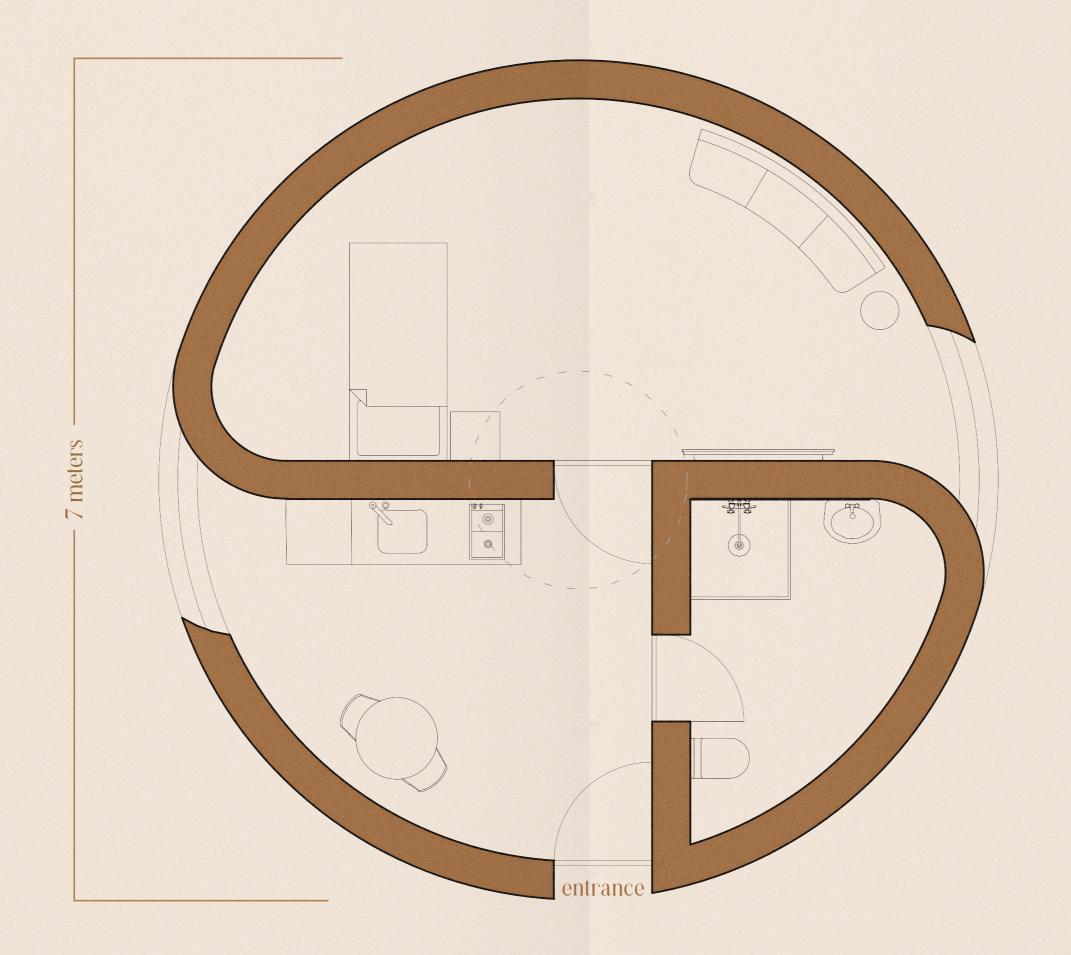
Desert Days of the Forgotten

Desert Days of the Forgotten presents a design and concept of a dwelling prototype aimed at providing shelter for the shepherds of Kuwait. The materials and building system proposed are meant to be affordable, attainable, and heat resistant - three extremely important attributes to combat the harsh Kuwaiti climate all while providing comfort and space. The overall design is meant to be spatious yet compact, and quick to assemble and deassemble considering the straightforward floor plan and materiality. The plan is divided into four zones, which can be changed depending on the needs of the Shepherd. A sleeping zone and leisure zone, with a window and skylight above to provide light, and two "wet" zones - a small kitchenette with space for a fridge, oven, and sink, and an adequate sized restroom.









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