



University of Al-Qadisiyah

Clothes, accessories, and souvenirs from Iraqi ancient civilizations



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Introduction

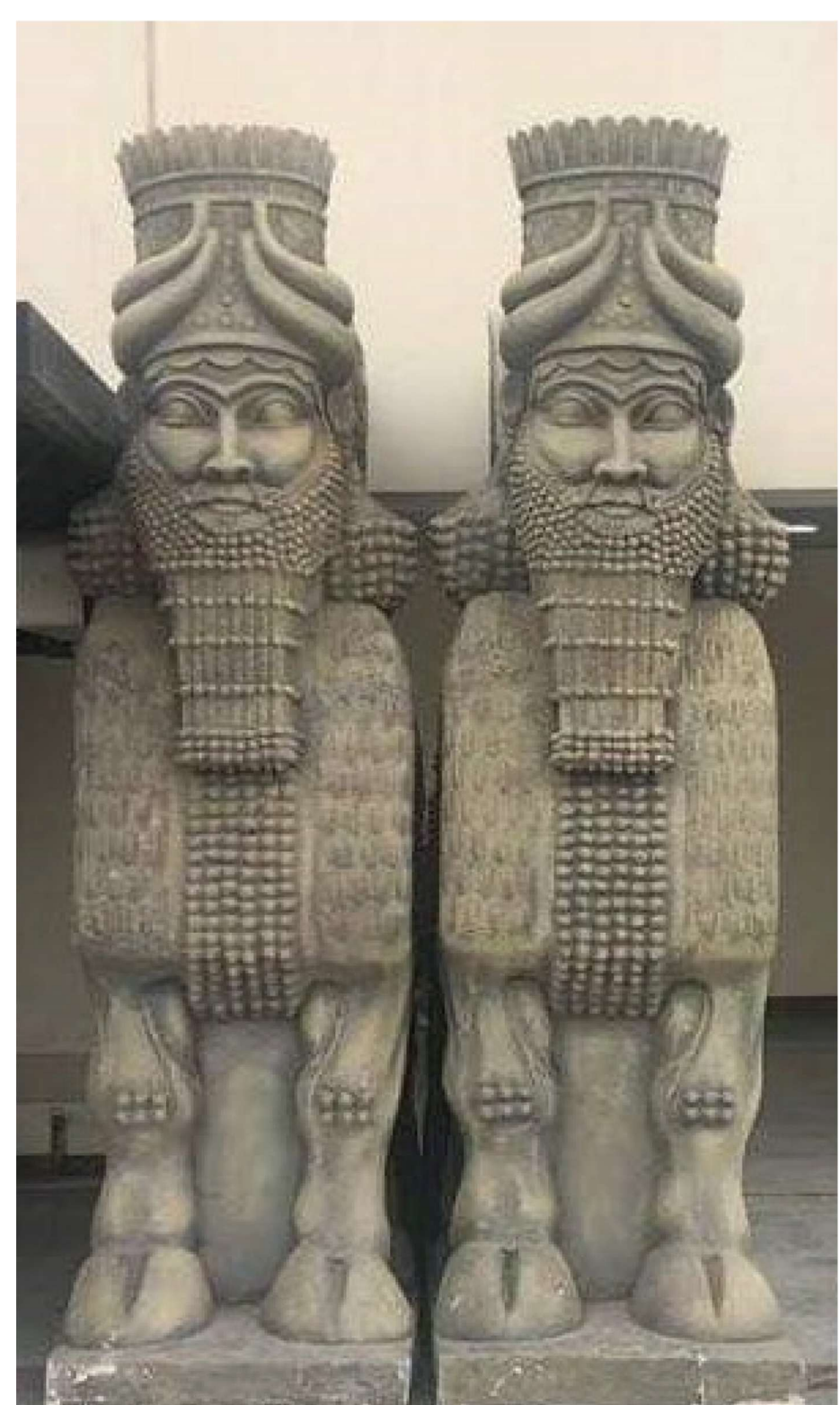
One of the forms of sustaining cultural heritage to current and next generations is in clothing and accessories that comes with clothing. “The social skin” as it has been called by some is very important in expressing who we are and where do we come from. Thus, this project is interested in establishing a workshop with modern facilities that is capable on producing clothes and fashion accessories inspired by the ancient civilizations of Iraq.

Description of the project

The project is based on establishing a local workshop in Diwaniyah city equipped with the required facilities of designing, waving, and printing shapes and figures from the ancient Iraq on various forms of clothes and textile for both sexes (adult, young, and children). Textile printing and clothes decoration on shirts, t-shirts, and hoodies is a very promising business as it can target a wider population and the products won't be extensively expensive to be produced. Similarly, clothes accessories can be made from different materials with unlimited shapes and designs that reflects the rich history of Iraq. Moreover, crafted souvenirs and gift items can also be produced in the workshop through various forms of sculpturing and carving to shape objects with various forms of ancient art, Islamic art, ancient or Islamic architecture, etc.

Selection criteria

The project shows very promising opportunity for graduates of Fine Art and Archaeology to establish a business that can generate a sustainable income for the continuity of the project and for paying the working staff plus covering the cost of any upcoming training or research and development of generated products. One of the challenges in this work is generating the accessories as these materials are hard to deal with and generally takes longer time in production. However, revenues from this part are usually the highest as it requires skilled profession that is not easy to be reproduced or copied by others. Moreover, these products can be distributed to be sold by almost everywhere without any limitation to geographical location or the general theme of the marketplace. It is worth mentioning that decorative sculpturing and carvings from history of Iraq are recently getting higher attention to purchase by individuals, these products are usually end up being destined in private homes, companies, and public places. A relatively high profits is also expected here.



Goals of the project

Encourages Art and Archeology graduates to startup their own business based on the studies they took and transfer their university education to the marketplace to generate sustainable projects. Stimulate the commercial movement in the region that might inspire further investments with other sectors and projects in that city. Success stories associated with such projects are usually speaks volumes that influences others to follow steps in building better future for themselves.

To conclude, history of Iraq is excessively famous and creating trends of depicting history on fashion and other products can generate a decent size market, that promises small capital for running/maintenance and good profits in a short period of time. Other forms of depiction such as in decorative sculpturing and carvings can also benefit the project in expanding the production lines. Furthermore, sustainable income from these production lines can significantly stimulate business expansion and other business ideas development that might become national or international industries.



Suggested woman outfit as an example



Suggested t-shirt printing