

İçerik - Content

- **MİMB 110 - ARCH 110** Tasarım Stüdyosu II - Design Studio II
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MİMB 110 Tasarım Stüdyosu II/ ARCH 110 Design Studio II

Proje 1: Ötekiler için Başka Mekânlar

Bu projede öğrencilere yaşam koşulları ve bazı özellikleri verilen; bazılarını da kendilerinin belirleyeceği birer insansı olmayan karakter atanmıştır. Bu karakterin yaşam ortamı ve barınma şartları ilk aşamada el çizimleri ile tasarlanmış ikinci aşamada ise yapay zeka uygulamalar yardımıyla sayısallaştırılmıştır.

Project 1: Other Spaces for Others

In this project students are assigned a non-humanoid character whose survival conditions and some qualities were given and some were left for them to determine. Living medium and sheltering qualities of this character is designed with hand sketching in the first stage and converted digitally by AI applications in the second stage.

MİMB 110 Tasarım Stüdyosu II/ ARCH 110 Design Studio II

Proje 2: Sosyalleşme ve Sergi Mekânı

Bu projede öğrencilerden kendi mahallelerinde yer alan geçici bir sosyalleşme ve sergi mekânı tasarımları istenmiştir.

Bu proje ile öğrenciler varolan sorunları ortaya koymak için çevrenin fiziksel ve sosyal verilerini analiz etmiş ve germe/tensegrity sistemleriyle tasarlanmış bir kentsel örtü altında olası mekânsal çözümleri önermişlerdir.

Project 2: Socialization and Exhibition Space

In this project students are required to design a temporary socialization and exhibition space located in their own neighborhoods. With this project, students analyzed the physical and social data of the environment in order to demonstrate the potential problems and suggested possible solutions underneath an urban canopy designed according to tensile/tensegrity structures.

MİMB 110 Tasarım Stüdyosu II / ARCH 110 Design Studio II

Proje Yürütücüleri / Instructors

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Öğr. Gör/Lecturer Hatice MEMNUN

Arş. Gör./Res. Ast. Efe Haşim SEZEN

Project 1: Other Spaces for Others

Proje 1: Ötekiler için Başka Mekanlar



Muhammet Emirhan Demir




Ave's living in the desert and they generally 0,10m long they being fed by the minerals called Sepium. They do not eat and do not defecate. They move due to the presence of Wind.

Their skin is blowable by itself in order to defend its energy from fly's. They also have shelly texture to parry them.


They have tentacles to either dig the dirt or hold the sepiums. They can also use it to crawl, so that they reach the first floor, and wait for wind to come.


Dimensions	Living Medium	Reproduction Type	Type of Feeding	Sleeping Cycle	Natural Enemy	Other Qualities
Height 0,10m Width 0,15m Depth 0,04m	Desert	Sparulation	Telecinetic Nourishment	Sleeps at Nights	Fly's Lizard's Themselves	Aphatic Sensational Thorns High Speed



2/100 SCALE




WIND EXPOSED DESERT




Sepium
The Sepium is a mineral that feeds the Ave's. It is found in the desert. The Ave's in the desert search for dead animals body minerals and it become Sepium. Sepium is filled with minerals that the Ave's use to grow. They consume it with telecinetic nourishment.

After the Sepium is taken from its root, it needs to be stored in a level of other sepiums roots (-1/-3m) that is why Ave's do need to store them underground. While the Sepium is consuming, and its being stored, it radiates a light that keeps Lizard's away. (volumetric light)




1/100 SCALE




1/500 SCALE

Back Shelter
Sparulation Weight
Sepium



1/100 SCALE



1/500 SCALE

Ave's live as swarms in each of the caves. They generally sleep and eat together. It is important that they live as a swarm, because their energy level can be seen by the exposure of their eyes colour. And it is easy to be seen by someone else that they can trust. They most likely do nothing but sleep in their home.

Dust storming times are the ones that Aves reach highest speed. But these times do not depend on a specific time so it is unexpectable to make an exact guess

AVE'S SHELTER

Ave's Shelter is a cave in desert that has 3 rooms

The first floor is made by the apocalypse winds. By the time apocalypse hapening, strom made wind currents that goes through cliffs

And when the Ave's find those cliffs with huge holes in it, they start to dig into the ground so that they can use the wind currents.



+0,00



LEFT ELEVATION





RIGHT ELEVATION





TOP ELEVATION

The smoothness of the first floor also caused by the apocalypse winds.

Ave's also makes another level into their second and third rooms, to be able to store the sepiums. And use its light to keep Lizards away.

Ave's sleeps and warms up at night when they are in the second and third rooms.

They stay in the same level till decide to fly and crawl to first floor than wait for another wind to show up

FRONT ELEVATION

Project 1: Other Spaces for Others

Proje 1: Ötekiler için Başka Mekanlar

Melissa Eroğuz

MALTEPE UNIVERSITY | FACULTY OF ARCHITECTURE AND DESIGN | ARCH 110 DESIGN STUDIO II

PROJECT 1: OTHER SPACES FOR OTHERS

A11: Its body parts can be relocated and regrow so it can move every direction. Has a unique olfactory skill that enables it to change color according to smells. Has a solitary life.

they can grow to 20-30 cm long while standing and 30-35 cm long all the body

they can grow to 20-30 cm long (the guy is 25 cm long)	slump	eat, bugs and insects	12 hours sleep	could hold their after thought out of egg and while they are still on the egg, when they found the tunnel to eat the egg
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OTHER QUALITIES: with its sticky fingers it can climb any surface it wants, the spiky tail allows it to dig the tunnels and holes underground where it has its nest, the antenna like additions are its extra olfactory receptors which senses and heightens the smells and allows its skin to change color, it can walk on 4 feet as well as 8

SECTION SCALE 1/20

PLAN SCALE 1/20

(each tunnel is 10 cm wide)

SECTION SCALE 1/20

PREPARING THE NEST:
A nest is created by 4 holes and the tunnels connecting them.
The 4 holes: one to sleep in, one for trash stock, one for incubation period and one for deception.

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PHYSICAL MODEL

MELISSA EROĞUZ | 221205003

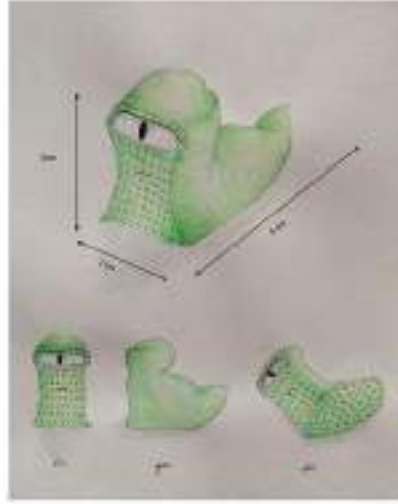
Project 1: Other Spaces for Others

Proje 1: Ötekiler için Başka Mekanlar

Nefise Gürüz

A-7 CANLISI

- Canlıın Boyutu:
Yükseklik- 3cm
En- 2cm
Boy- 4cm
- Gözü, kafası etrafında dönebilir. Böylelikle ön yüzünden yüzeye yapıştığı zaman da çevresini görebilir.
- Kuyruğu ve gövdesi şekil değiştirerek istediği her şekle girebilir. Yumuşak bir canlıdır.
- Altında ve yüzünde yapışan vakumlu kısımları vardır. Bu vakümlerin içinde özel bir sıvı oluştururlar. Böylece dokunduğu her yüzeye yapışarak ilerlerler.
- Grup halinde yaşarlar.
- Her gün 10 saat uyurlar. Yaz mevsiminde vakümlerindeki sıvı güneşten kurumasını diye yaz uykusuna yatarlar.
- Etçilerdir. Karınca, tahta kurdu vb. hayvanları yerler.
- Karga, martı gibi kuş türleri doğal düşmandır. Bu kuşlar A-7 canlısını yiyebilir.
- Başka A-7 canlısıyla vakümlarını birleştirip, vakümlarını kopararak yeni canlı oluştururlar, ürerler.



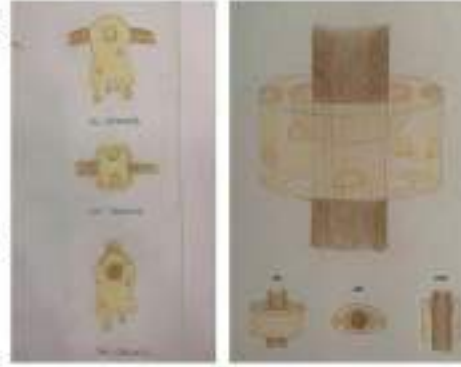
A-7 CANLISININ YUVASI

Yuva, ormanda, ağaç gövdesi üzerinde bulunmaktadır. Canlı bu yuvayı, toprak kendi yapışkan sıvısı ile sıkıştırıp, yapıtırıp kendisi yapmaktadır.

Canlı, güneşi pek sevmediğinden dolayı yuvanın içine hava ve az miktarda ışık girmesi için küçük delikler bulunmaktadır. Bu açıklıkların küçük olması aynı zamanda korunmak içindir. Böylece düşman canlıya kolay erişim sağlamaz, avlayamaz.

Canlı yaz uykusuna yattığı için yuvada yemeklerini biriktirdikleri alan bulunur. Böylece uyaadıkları an yemekleri hazır olur.

Bir yuvada 20 tane A-7 canlısı yaşamaktadır. Yuvanın formu, birçok dairenin sağa sola kaymasıyla oluşur.



1. ESKİZ ÇİZİMİ

2. ESKİZ ÇİZİMİ



3. ESKİZ ÇİZİMİ

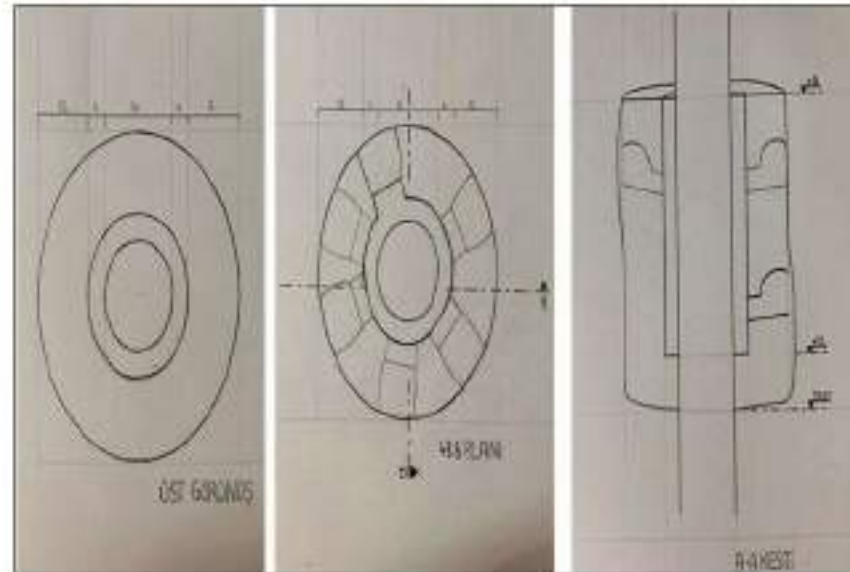
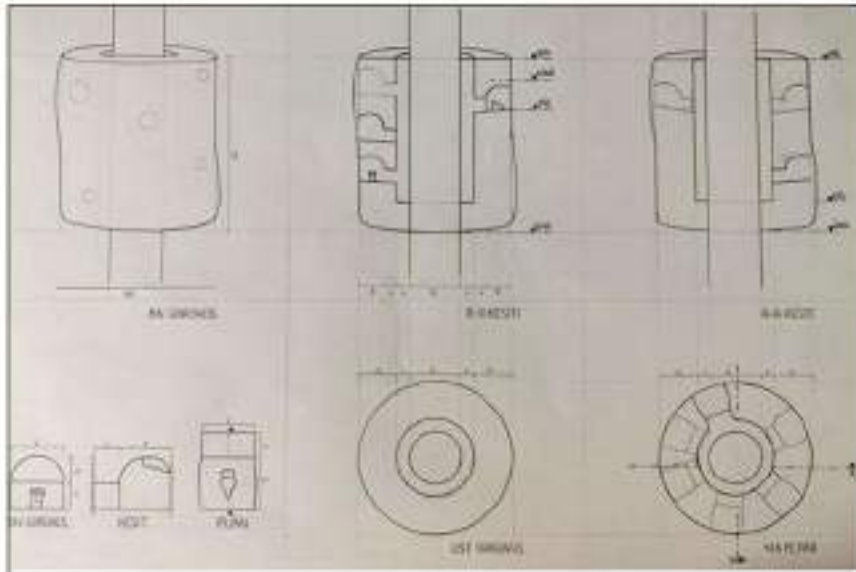
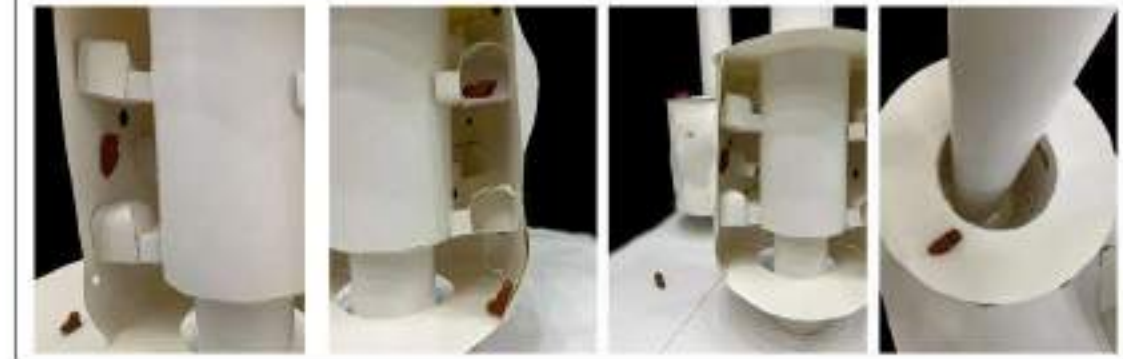
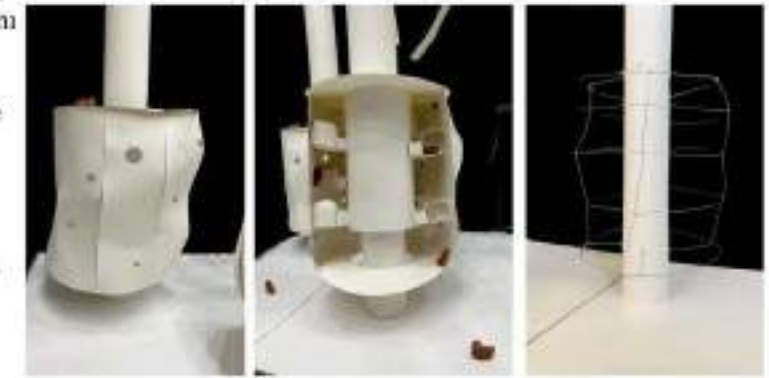
4. ESKİZ ÇİZİMİ

A-7 CANLISININ YUVASI

Canlı, ağacın gövdesine yapışarak ilerler ve evine yuvanın alt kısmından giriş yapar. Yuva içinde diğer A-7 canlılarıyla etkileşim kurabilirler.

Burada yaşayan her canlının, yaz uykusuna yattığı, uyuduğu odacığı vardır. Her odada, yemek toplama alanına açılan tüneller bulunmaktadır. Böylece canlı odasının içinden de yemek yiyebilmektedir. Aynı zamanda yuvanın dışındaki tepe kısmında, yemeklerini biriktirdikleri alan çevresinde de etkileşim kurabilirler.

Tüneller, eğimli bir biçimde odayla birleşir. Böylece yemekler oda içine dökülmez. Ağacın gövdesinden geçen karınca, yemek toplama alanına girip kalabilir, çıkamayabilir.



Project 1: Other Spaces for Others

Proje 1: Ötekiler için Başka Mekanlar

Raşit Tenha

NO-9 CANLISI

Boyutlar: Yüksekliği 15cm olurken uzunluğu 30cm'dir.

Yaşam Ortamı: Yağmur ormanlarında yaşlı ağaç kökleri üzerine yuvasını kurup yuvasının çevresinde yaşamını sürdürür. Yuvası onun için her şeydir bu yüzden ölümüne yuvasını kurur.


Üreme Biçimi: Dişi ve erkek vardır ancak asla birlikte yaşamazlar. Döllenme gerçekleşikten sonra dişi yumurtasını yuvasına bırakır ve yavru çıkana kadar kurur. Yavru çıktıktan belli bir süre annesiyle yaşadığından sonra annesinden uzaklaşıp kendine yuva kurar.

Beslenme: Etçidir ancak besin bulamadığında heptil olabilir.

Uyku: Gündüzleri uyurken geceleri uyanırlar. Güneş ışıklarına göre uyanıp uyurlar.

Düşmanı: Boyut olarak kendisinden büyük etçil canlılar düşmandır. Başında insan kabileleri ve etçil maymunlar geliyor.

Diğer: Kör ve sağır olmasına rağmen gözleri ve kulakları yerine orada bulunan ısı reseptörleri sayesinde her maddenin kendine özgü öz ısısı olduğundan kısmi olarak termal görüş sağlayabiliyor. Ayrıca çok yükseğe zıplar ve ihtiyaç olduğunda bacakları küçük miktarda uzar.



NO-9 CANLISI

Her canlı kendini güvende hissedeceği, ihtiyaçlarını giderebileceği bir yuva ister. Bazı canlılar yer altında yuva yaparken bazıları ise ağaçların tepesinde. Tabii ki bunun temel sebebi de güvenlik ve kulançlılık.

Benzer ihtiyaçlardan dolayı da NO-9 canlısı yuvasını yaşlı ve büyük ağaçların toprak üstünde kalan köklerin üzerine yapar.

Sadece yer seçip yuva yapmak doğru olmaz. Yuva, kullanım amaçları doğrultusunda düzenlenmelidir. O yüzden canlı, güvenliğini sağlamak amacıyla yuvasının başta tepesi olmak üzere birkaç farklı yerinde bazı boşluklar bırakır. Bunun sebebi ise canlı yuvasında uyurken bir düşmanı algıladığı anda çok yükseğe zıplayabilmesi sayesinde deliklerden birinden fırlar ve kaçar. O yüzden canlıyı sadece o deliklerden kaçmasını engellemeyi düşünme yetisine sahip zeki canlılar zıplayabilir. Tabii ki ona rağmen kolay olmayacak. Çünkü canlı deliklerden birinden kaçamadığı anda yuvasında bulunan köklerden birine sığınabilir.

Peki neden köklerin üzerine yuva inşa ediyor? Bu sorunun cevabı da rahatça yuva içi hareket sağlayabilmesidir. Çok yükseğe zıplamayı bilmesinin yanı sıra bacakları ile cisimlere sarılıp ta hareket edebilir. Kökler ve ağaçları ise çok sever çünkü en rahat hareket edebildiği yer burasıdır.

Canlı, yuvasını önce bulabildiği farklı boyutlarda çubukları dik ve yatay yerleştirdikten sonra üzerine yatay ve dikey olarak yan yana gelecek şekilde ağaç kabukları diler. Diklerden sonra sağlamlaştırmak için ormandan topladığı ağaç reçinesini dağınık bir şekilde sürer. Bu şekilde yuvası artık hazırdır. Zaman zaman yine ağaç kabuklarını kullanarak yuvasının onarımını sağlar.


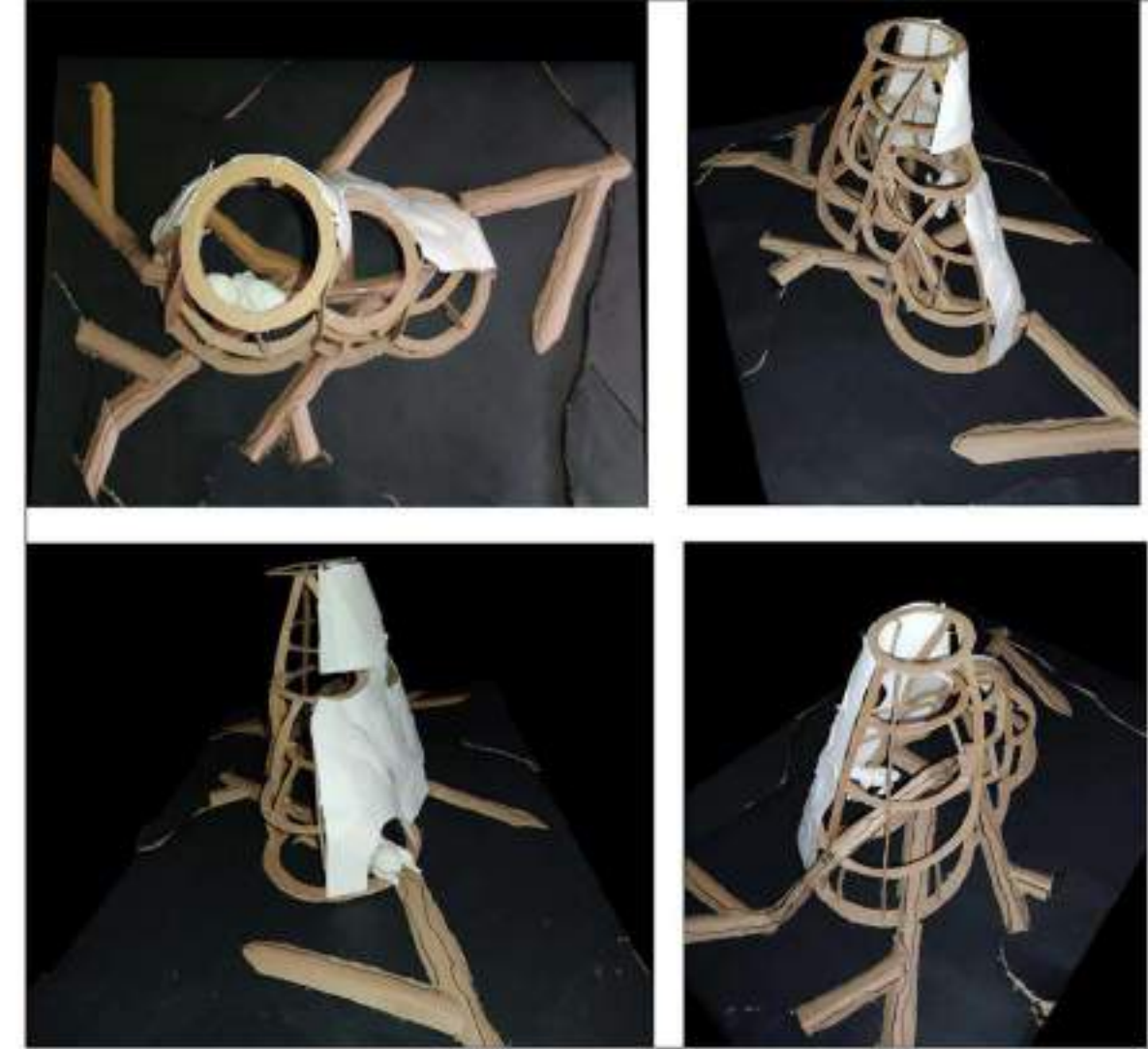
ÖLÇEK: 1/10 PLAN

ÖLÇEK: 1/10 AA KESİTİ

ÖLÇEK: 1/10 BB KESİTİ

ÖLÇEK: 1/10 SOL TARAF

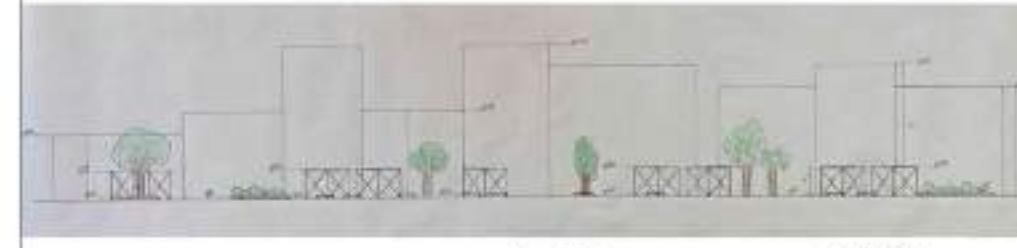
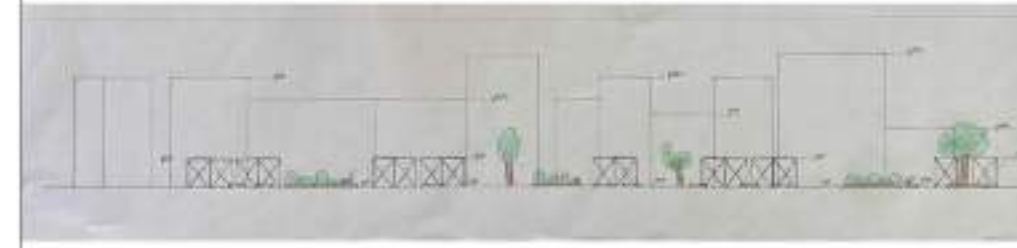
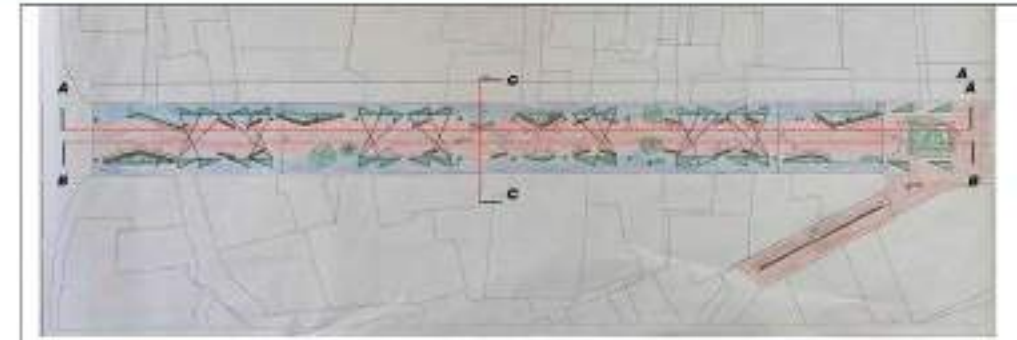
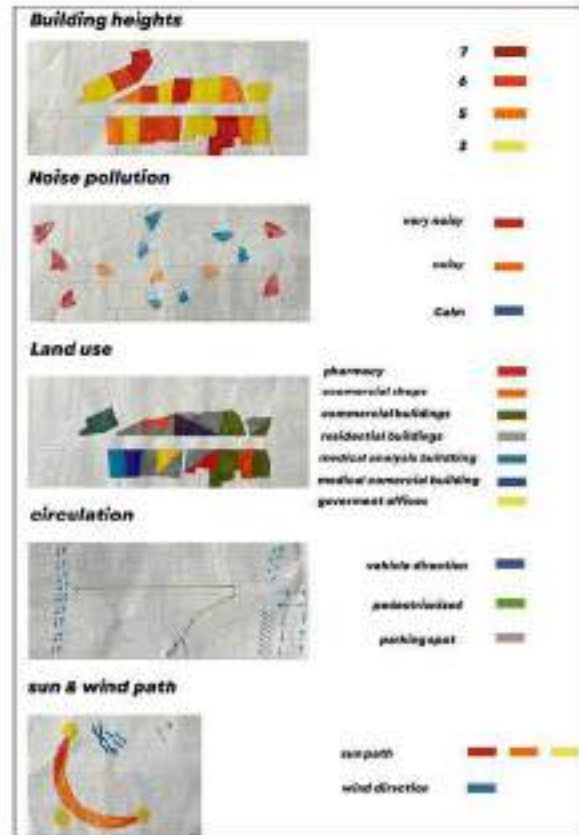
PERSPEKTİF

Project 2: Socialization and Exhibition Space

Proje 2: Sosyalleşme ve Sergi Mekânı

Adam Al-Garbavi



Project 2: Socialization and Exhibition Space

Proje 2: Sosyalleşme ve Sergi Mekânı

Delal Özdemir

MALTEPE UNIVERSITY/FACULTY OF ARCHITECTURE AND DESIGN ARCH 110 02 DESIGN STUDIO II

SOLID CITY ANALYSIS

SUN AND PREVAILING WIND ANALYSIS

NOISE ANALYSIS

GREEN AREA ANALYSIS

FLOOR-HOUSE ANALYSIS

FUNCTION ANALYSIS

CIRCULATION AREA

SWOT

DELAL ÖZDEMİR 201205901

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CONCEPT

TECHNICAL DRAWING

PHOTOS OF MY STREET

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MALTEPE UNIVERSITY/FACULTY OF ARCHITECTURE AND DESIGN ARCH 110 02 DESIGN STUDIO II

INSPIRATION

FIRST MODEL

COME TO CONNELL

ABOUT THE REVISED MODEL

REVISED MODEL

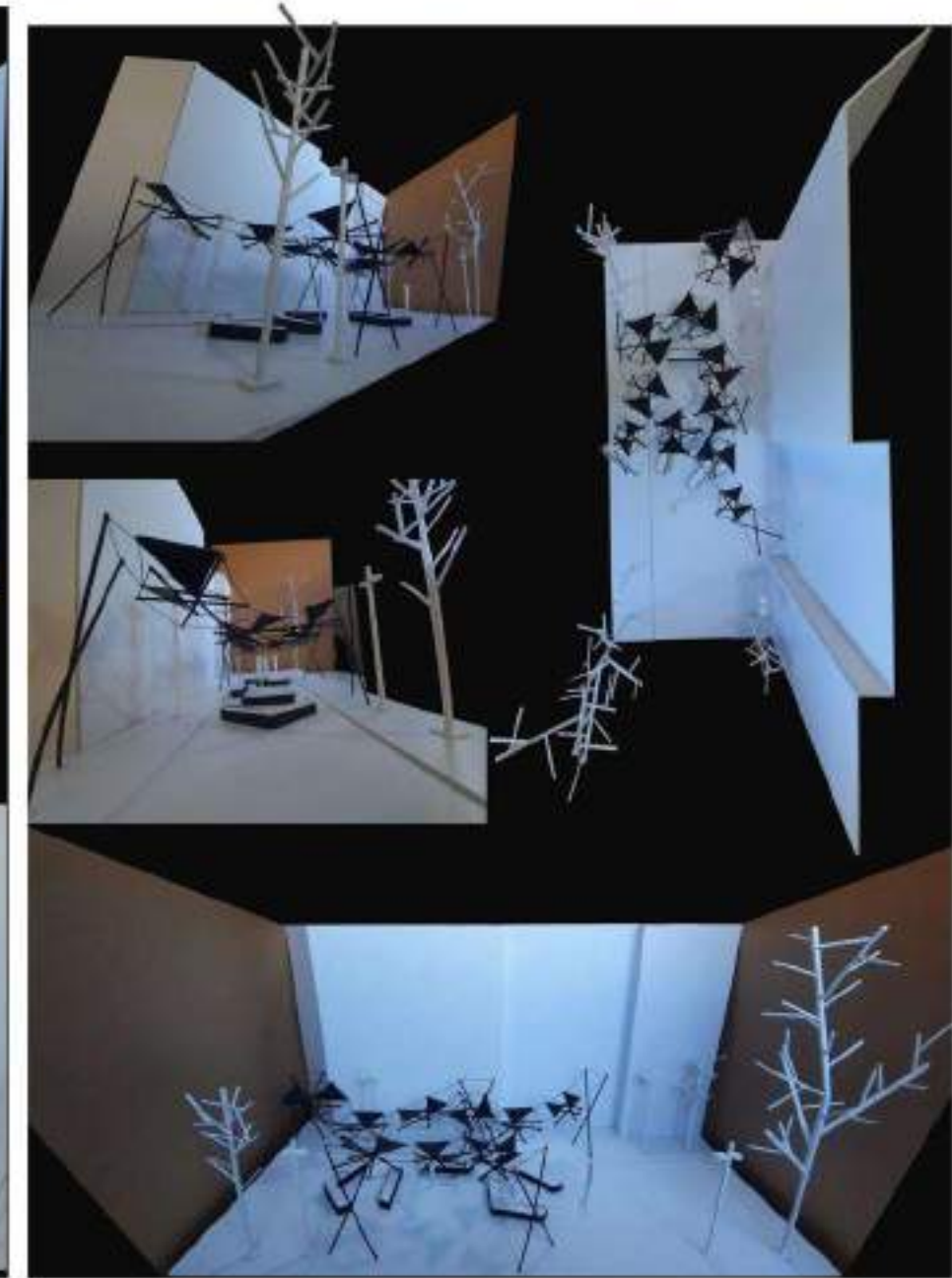
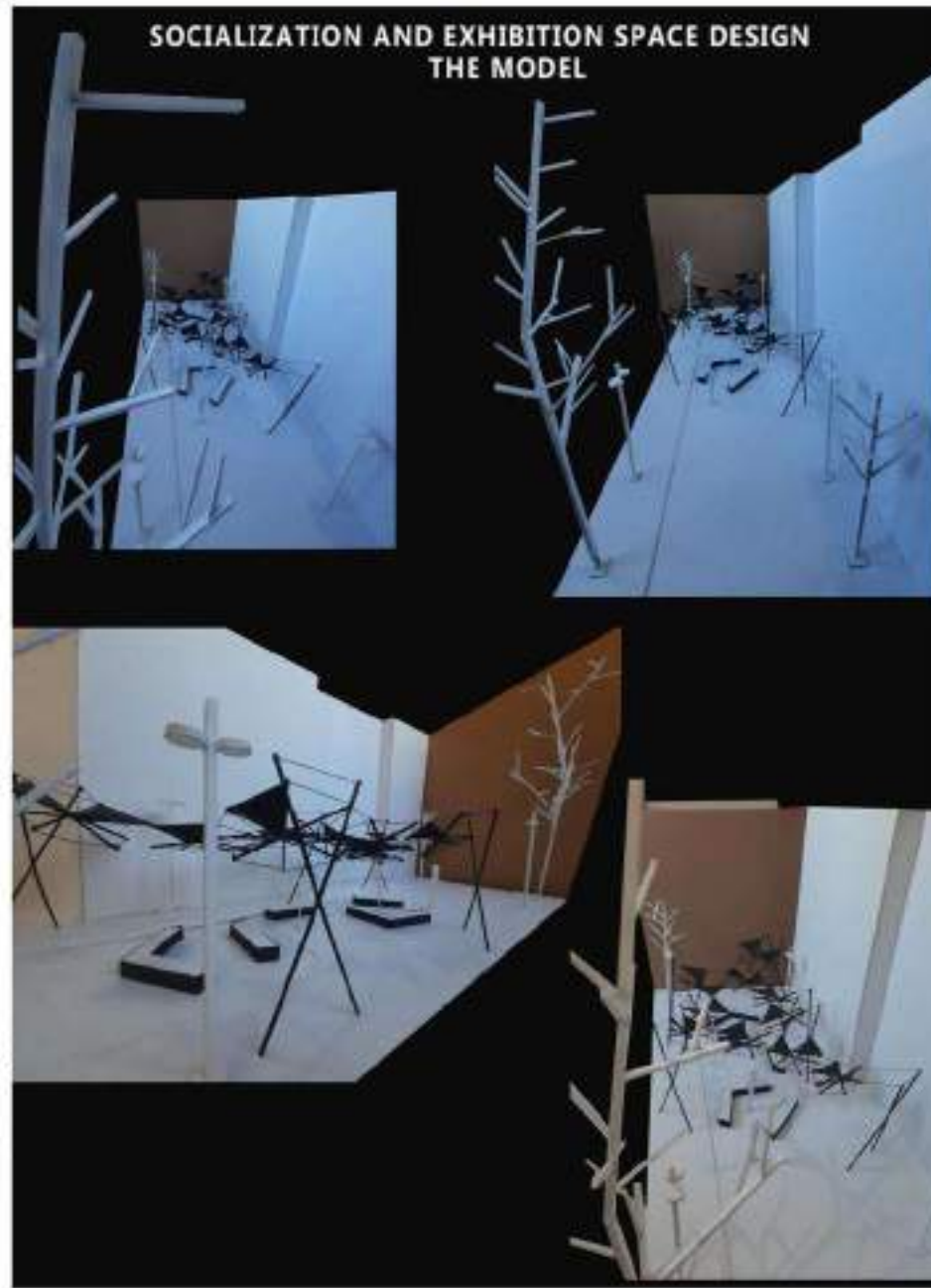
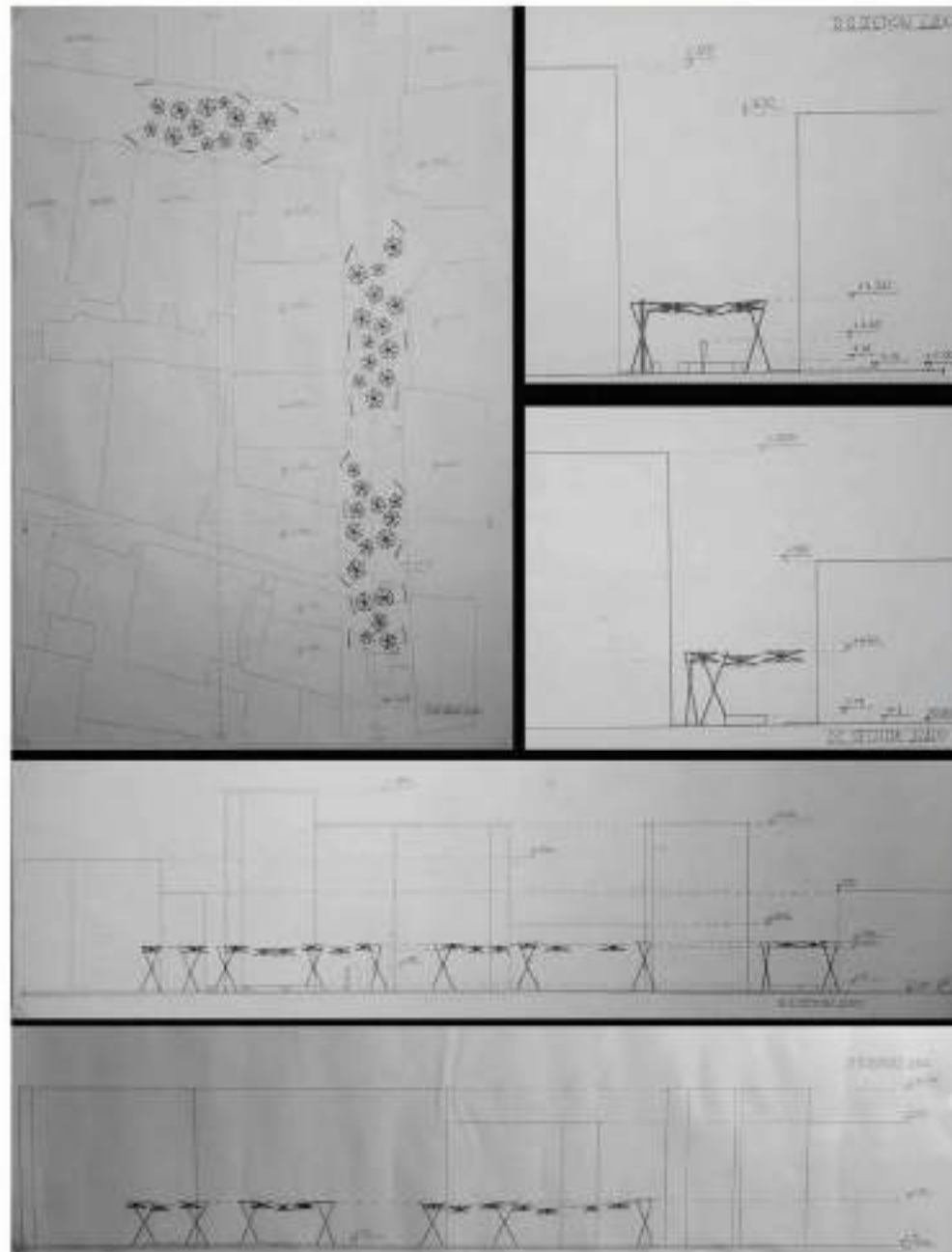
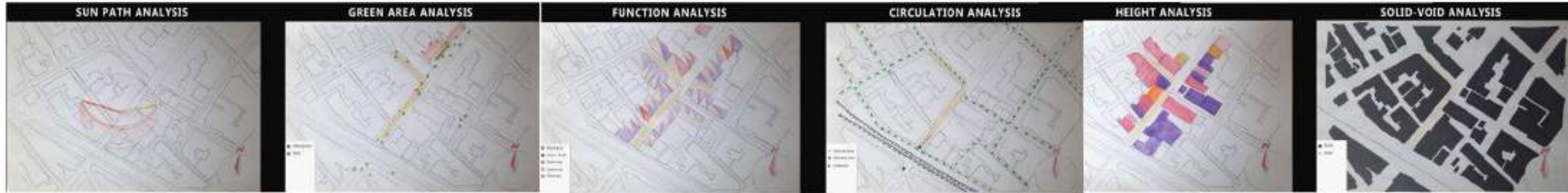
DELAL ÖZDEMİR 201205901

ARCH 109 DESIGN STUDIO I - MİMB 109 TASARIM STÜDYOSU I

Project 2: Socialization and Exhibition Space

Proje 2: Sosyalleşme ve Sergi Mekânı

Muhammet Emirhan Demir



Project 2: Socialization and Exhibition Space

Proje 2: Sosyalleşme ve Sergi Mekânı

Melissa Eroğuz

MALTEPE UNIVERSITY | FACULTY OF ARCHITECTURE AND DESIGN | ARCH 110 DESIGN STUDIO II
PROJECT 2: SOCIALIZATION AND EXHIBITION SPACE

PHOTOGRAPHS OF THE STREETS

MELISSA EROĞUZ | 221205003

MALTEPE UNIVERSITY | FACULTY OF ARCHITECTURE AND DESIGN | ARCH 110 DESIGN STUDIO II
PROJECT 2: SOCIALIZATION AND EXHIBITION SPACE

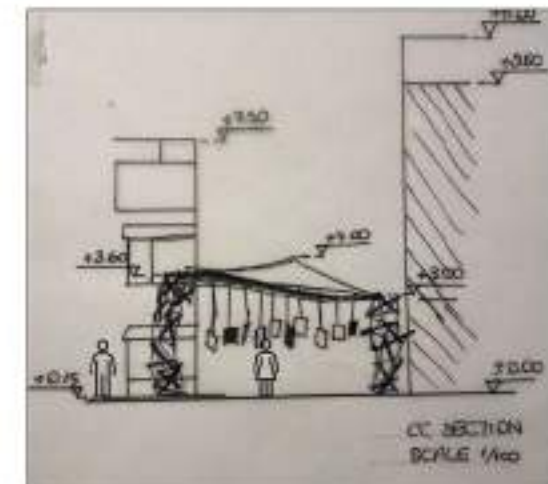
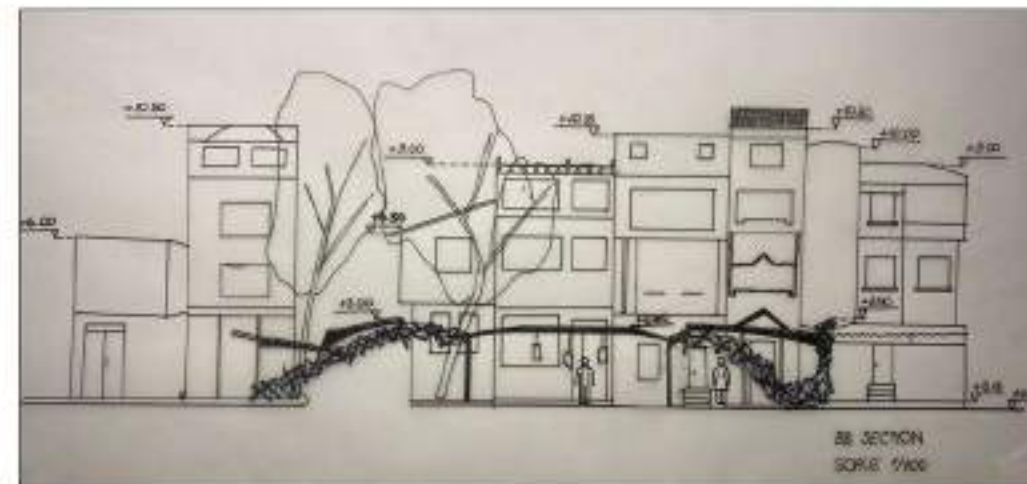
ANALYSIS

SOCIAL ANALYSIS

- Majority spend time in the square as cafes and restaurants.
- These part of the neighborhood is mostly used by 15-35 aged people.
- The region has quite amount of cafes that young people hang around.
- Not many children or children because children spend time in the cafes (socialize) they can play games. And children spend their time in park by park.
- When there is an event like a concert in the street area, streets becomes not crowded. Its corner in weekdays, in weekends people are still around but weekdays the region has the most people around because an event nearby. And during the day after 5-6 is more crowded in the square.

PHYSICAL ANALYSIS

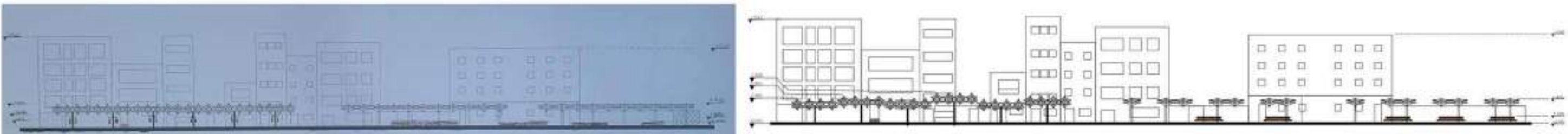
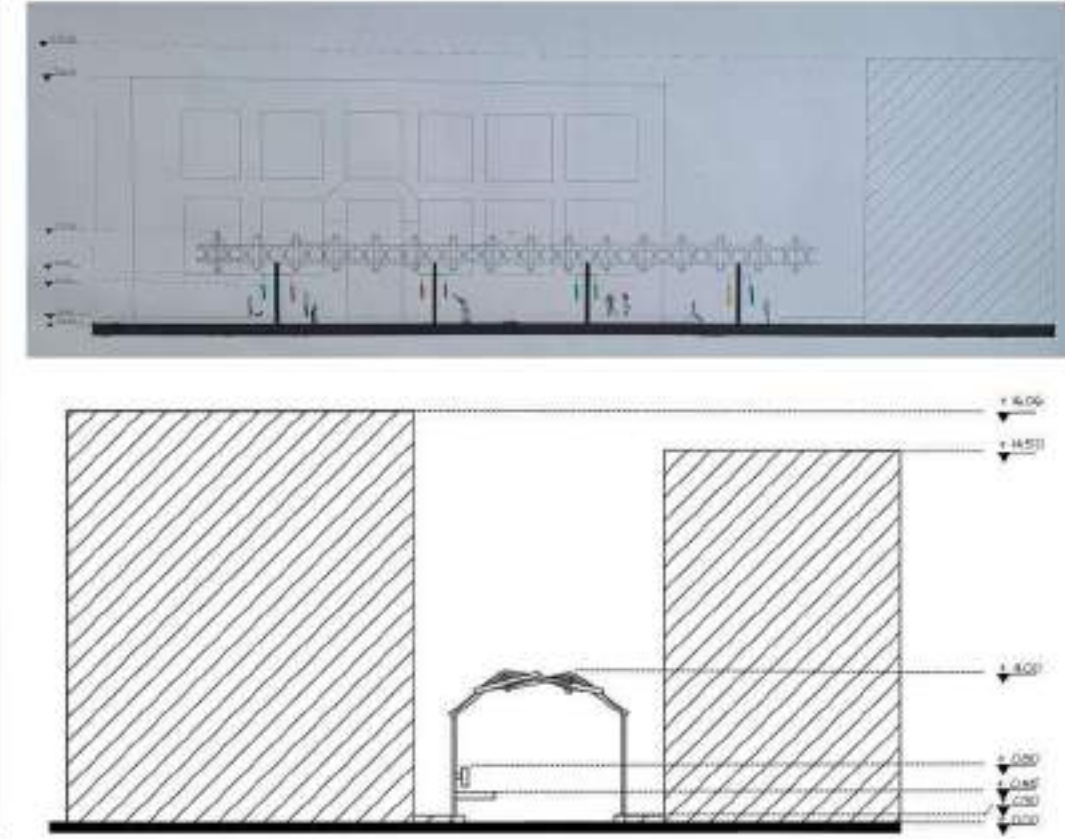
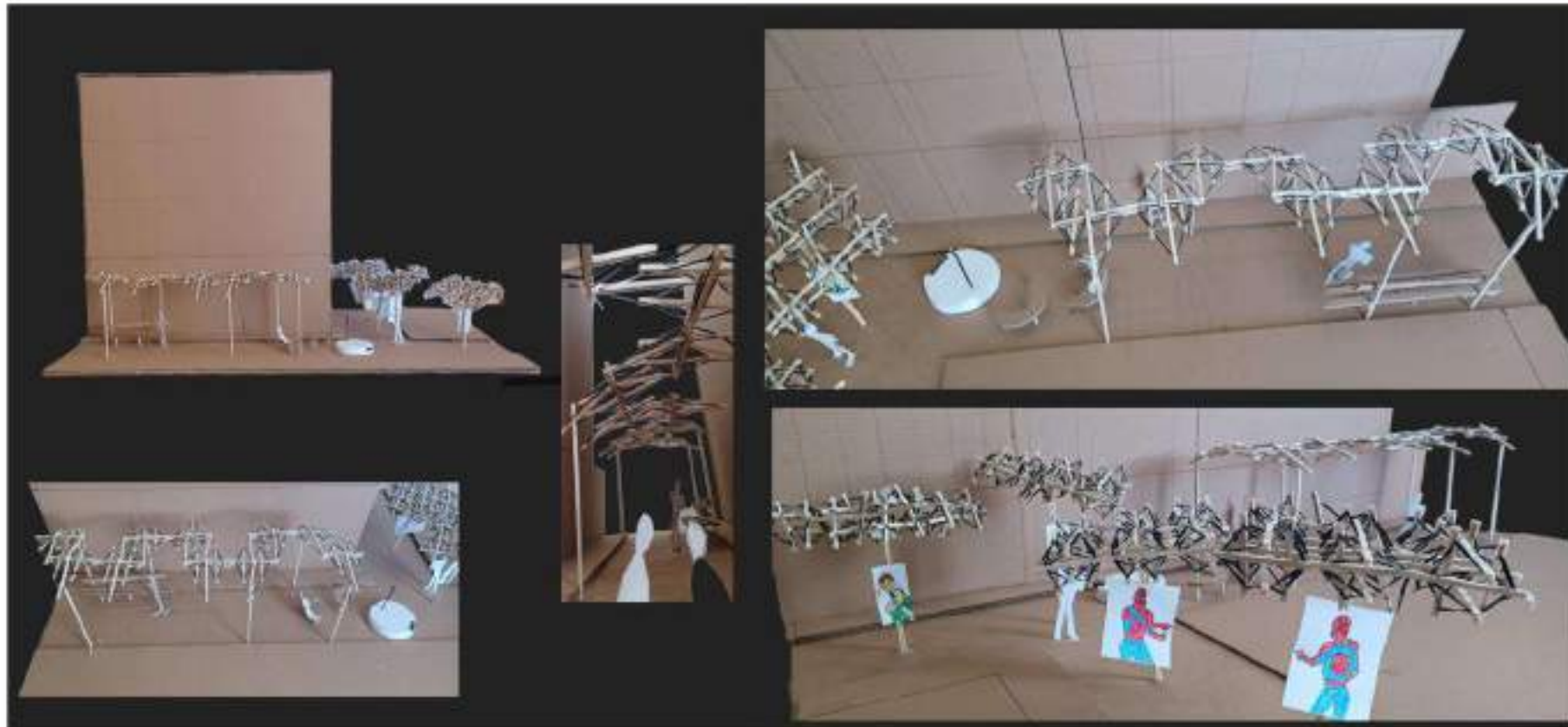
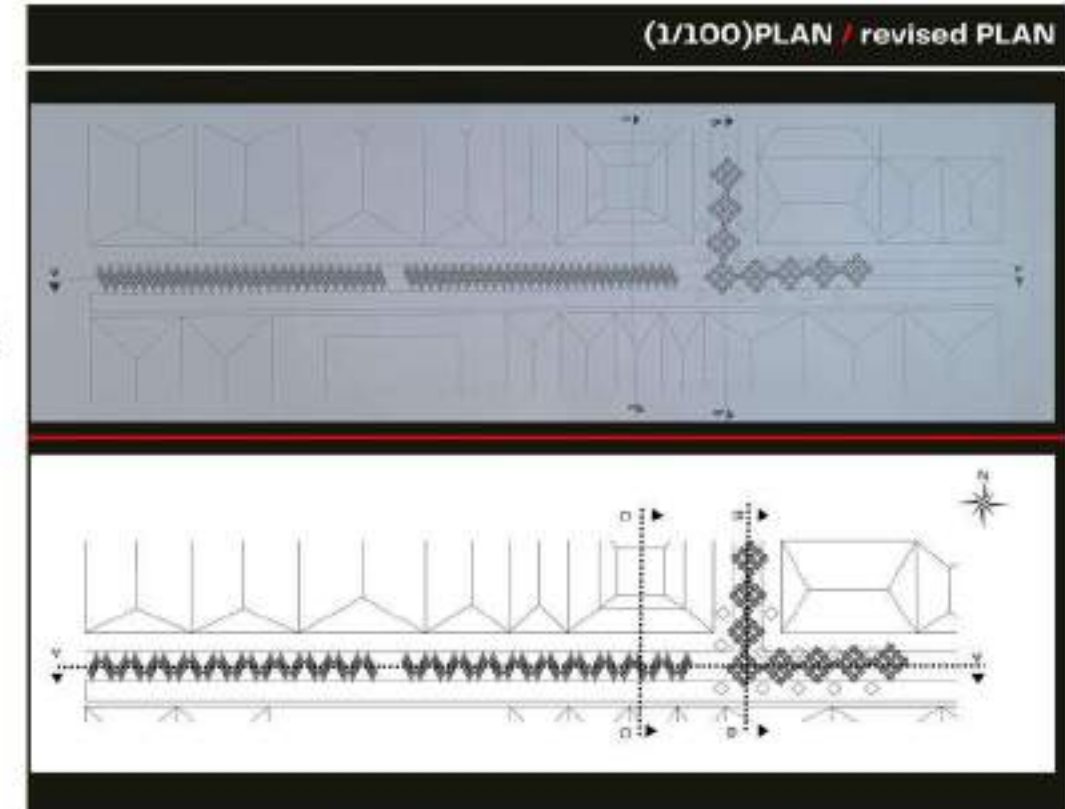
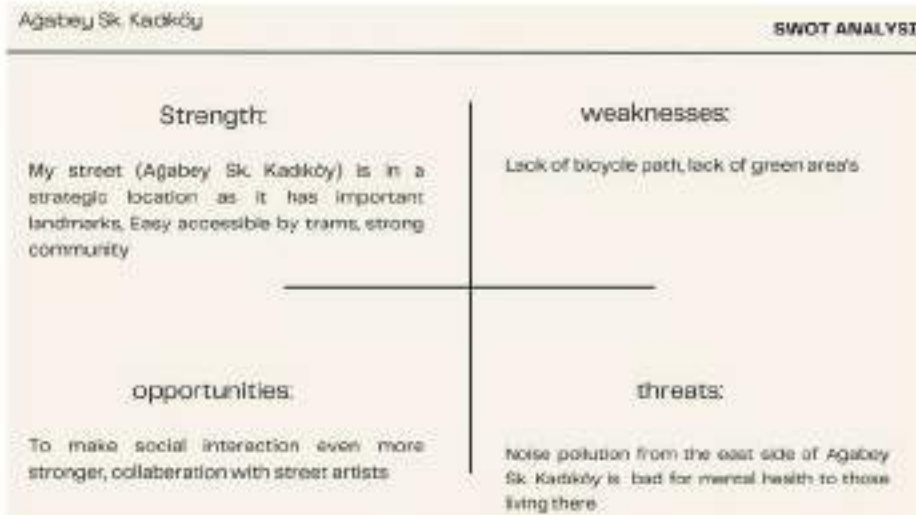
MELISSA EROĞUZ | 221205003



Project 2: Socialization and Exhibition Space

Proje 2: Sosyalleşme ve Sergi Mekânı

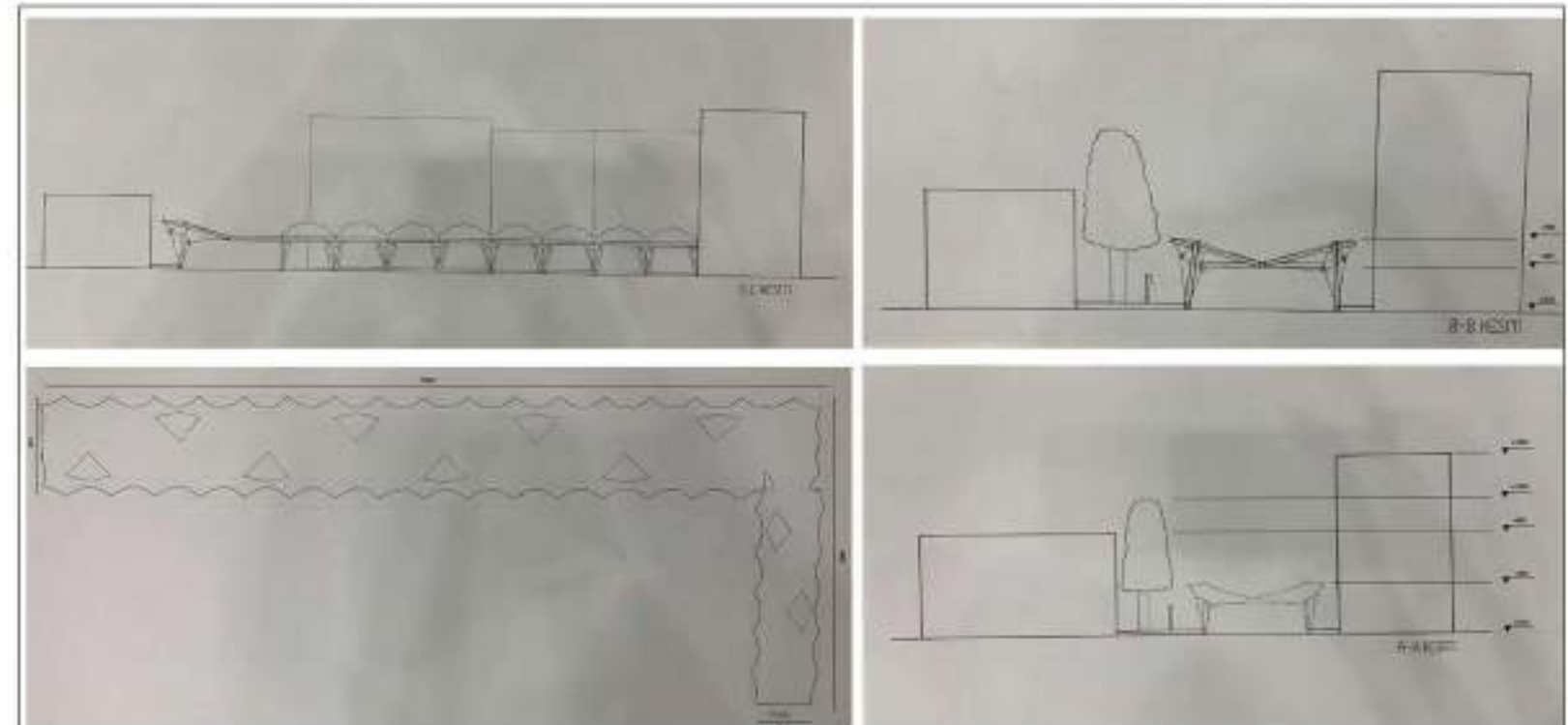
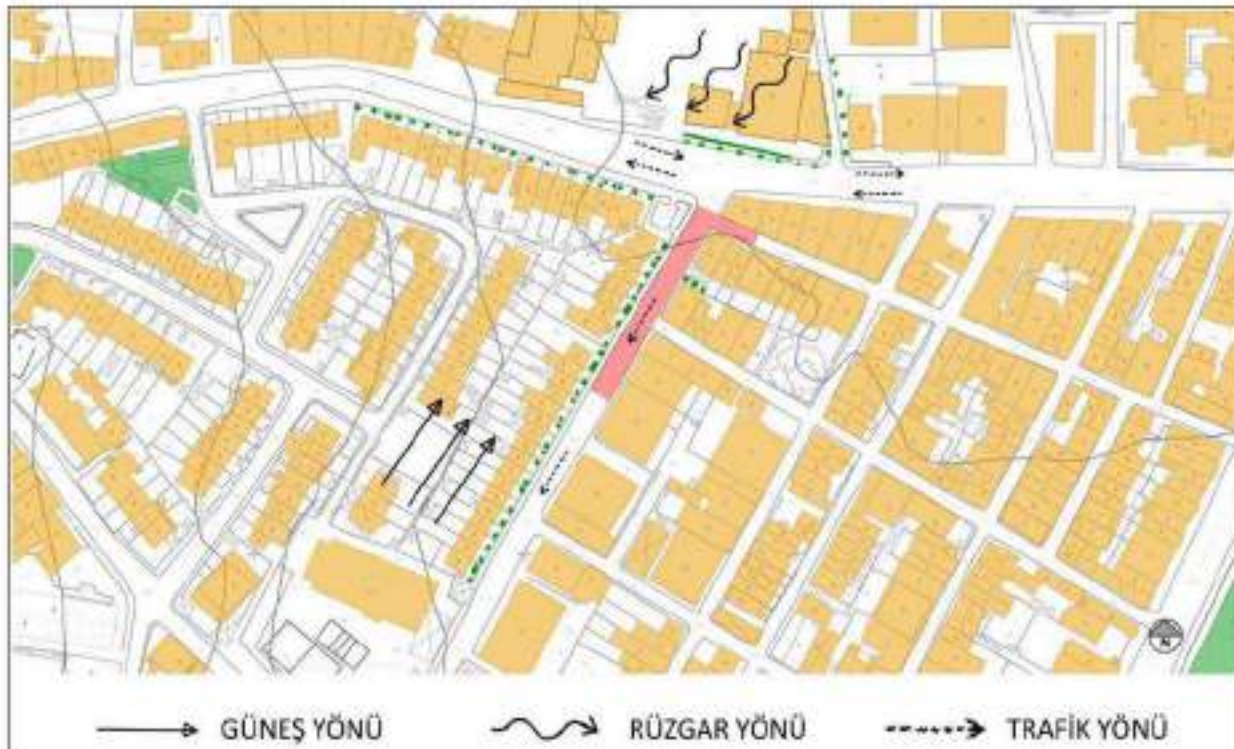
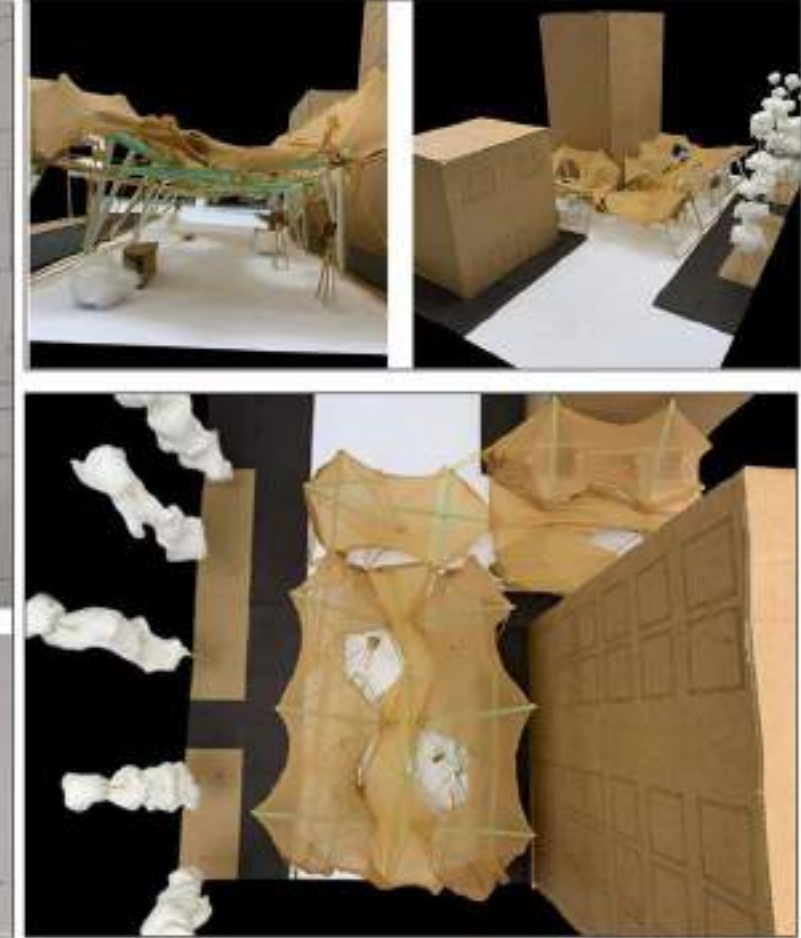
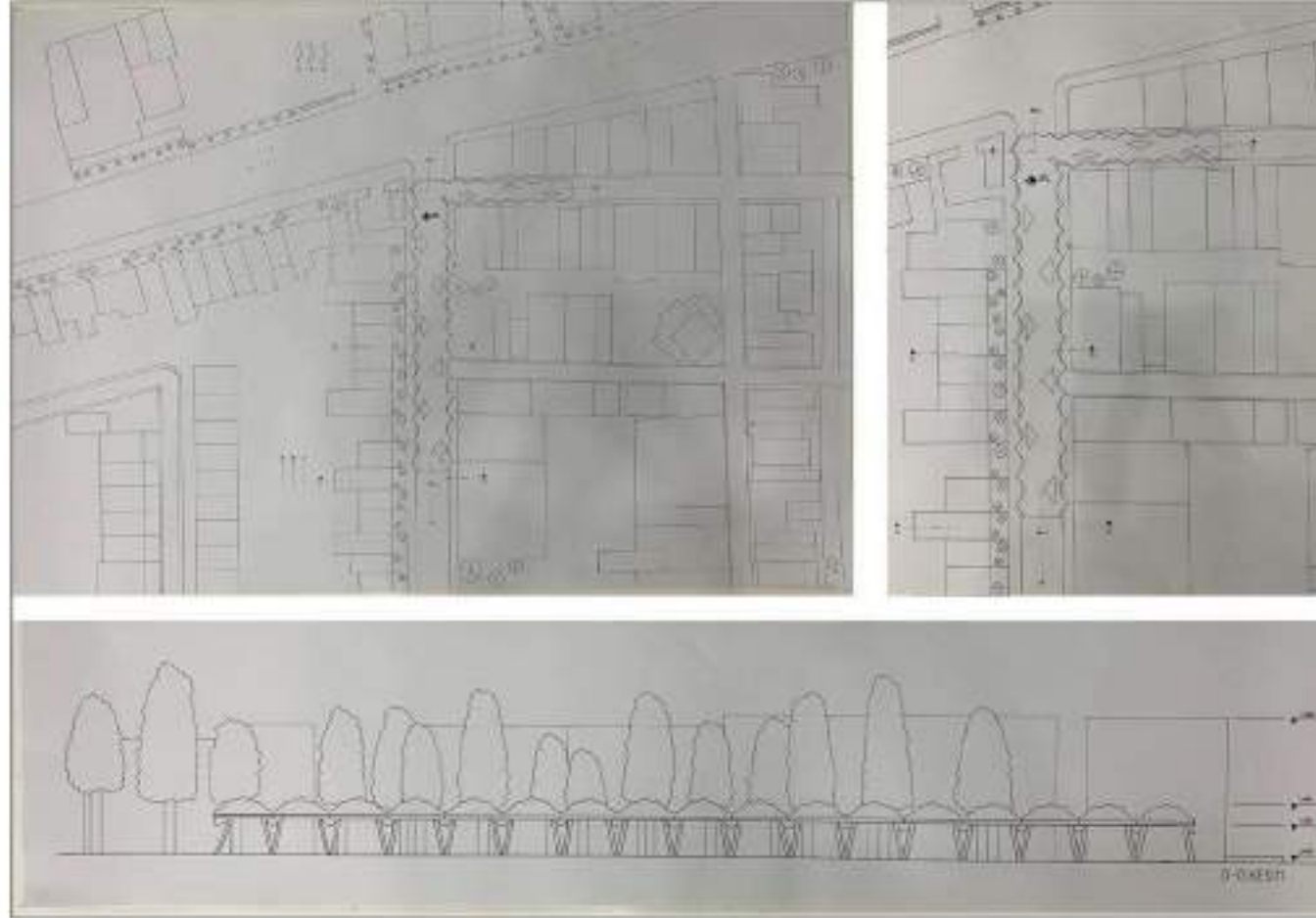
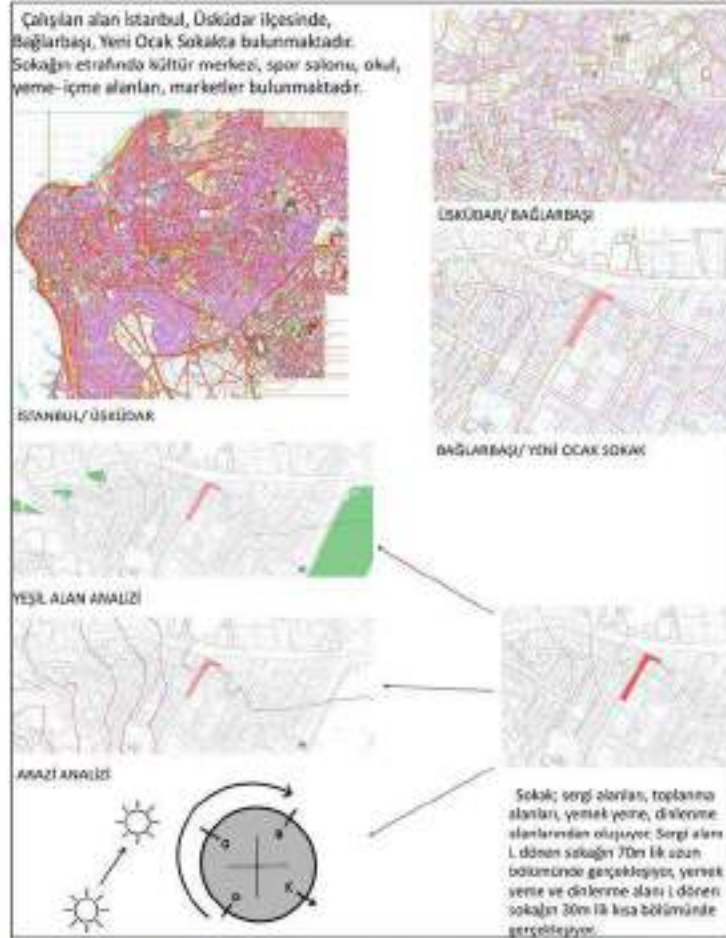
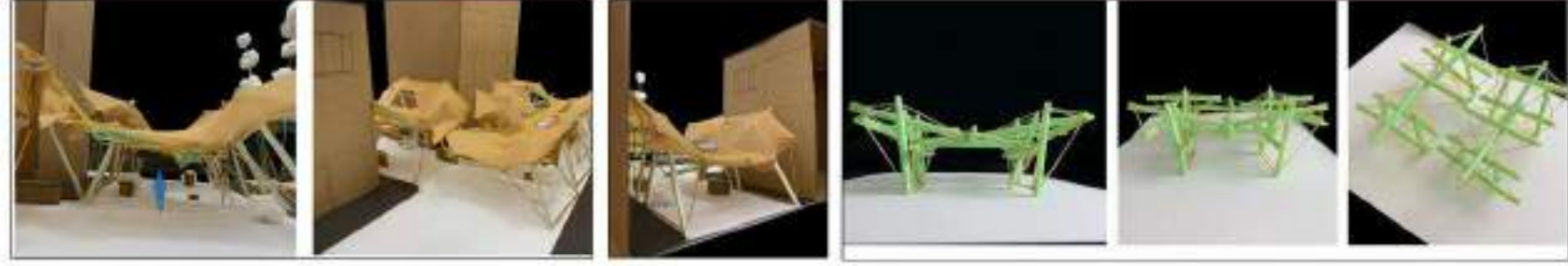
Nahom Hailu Kinfe



Project 2: Socialization and Exhibition Space

Proje 2: Sosyalleşme ve Sergi Mekânı

Nefise Gürüz



MİMB 210 Tasarım Stüdyosu IV/ ARCH 210 Design Studio IV

Proje Kapsamı ve İşlevi : Semt Merkezi

Metropol yaşamının ve küresel kentin gerektirdiği, güncel yapı kavramının sorgulanması hedeflenmektedir. Öğrencilerden çoklu birimden oluşan ve konusunda alternatif yollar sunan bir yapı / yapı grubu tasarımları beklenmektedir. Proje alanı için Üsküdar, Beşiktaş, Maltepe, Pendik vb. merkezi kentsel alanlar (sabit ve geçici kullanıcıları olan merkez içinde) seçilebilir.

Scope & Theme of the Project : Neighbourhood Center

It is aimed to question the concept of contemporary building, which is required by the metropolitan life and the global city. Students were expected to design a building / building group that consists of multiple units and offers alternative ways on the subject. In the 4th semester project; "Urban" areas with dense urban life and urban texture: Districts such as Üsküdar, Beşiktaş, Maltepe, Pendik etc. (inside the center with fixed and temporary users).

MİMB 210 Tasarım Stüdyosu IV / ARCH 210 Design Studio IV

Proje Yürütücüleri / Instructors

Doç. Dr./Assoc. Prof. Özgür ÖZKAN

Doç. Dr/Assoc. Prof. Halil İbrahim POLAT

Dr. Öğr. Üyesi/Asst.Prof. Candan ÖZÜLKE

Dr. Öğr. Üyesi/Asst. Prof. Nuh Uğur KARSLI

Öğr. Gör/Lecturer Neslihan ŞIK

Arş. Gör./Res. Ast. Filiz İrem MEMİŞOĞLU

Arş. Gör/Res. Ast. Sebahat Sevde SAĞLAM

Aslıhan Hünük

YEŞİLTEPE SOSYAL YENİLENME MERKEZİ PROJESİ

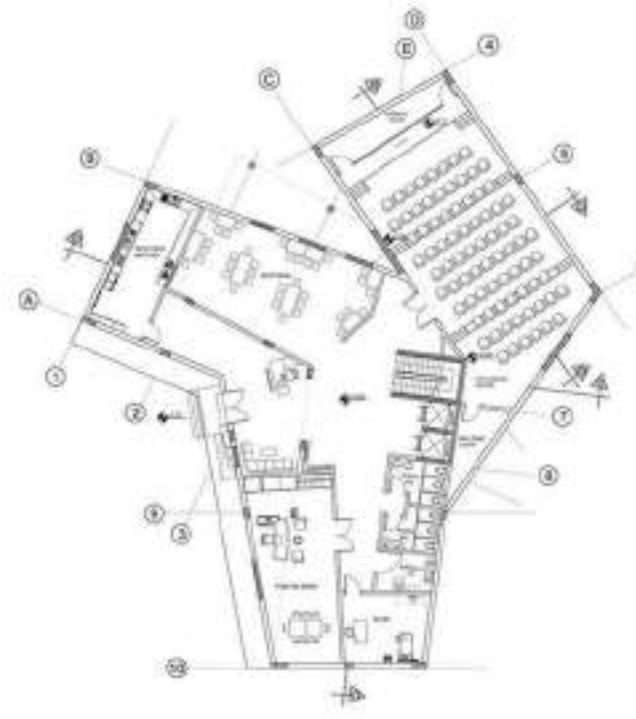
Tasarladığımız bu merkez 3 katlıdır. Zemin katı restoran, sokak sanatları, yerel ürünler, revir ve wc'ler bulunmaktadır. Restoran hem iç mekanda hem de dış mekanda hizmet vermektedir.

• Birinci kata çıkıldığında ise burada yaşayan kullanıcıların kendilerini geliştirebileceği ve yeni beceriler öğrenebileceği kurslar vardır. Görsel kursu, dil kursu, resim ve müzik kursu olmak üzere 4 adet sınıf bulunmaktadır. Ayrıca bu katta 2 tane okuluca büyük yaşlılar da kullanıcılar için tasarlanmıştır. Okuluca platformları sayesinde yaşlılar için sosyal etkinlikler düzenlenebilir ve kullanıcılar için sosyalleşme alanları oluşturulabilir.

• 2. katta çıkıldığında ise bir kitap kütüphanesi, burada kullanıcıların hem oturup ders çalışabileceği hem de kafesleri olup, burada kitap okuyabilecekleri alanlar sağlanmıştır. Aynı zamanda bu katta da yaşlılar için sosyal etkinlikler düzenlenebilir ve kullanıcılar için sosyalleşme alanları oluşturulabilir.

• Bu merkezde diğer etkinlikler de çeşitli şekilde görülmüştür. Çocukların vakit geçirebileceği oyun alanı, restoranın açık yemek alanı ve diğer kullanıcıların oturup vakit geçirebileceği ve sosyalleşebilecekleri alanlar da tasarlanmıştır.

ASLIHAN HÜNÜK
2020



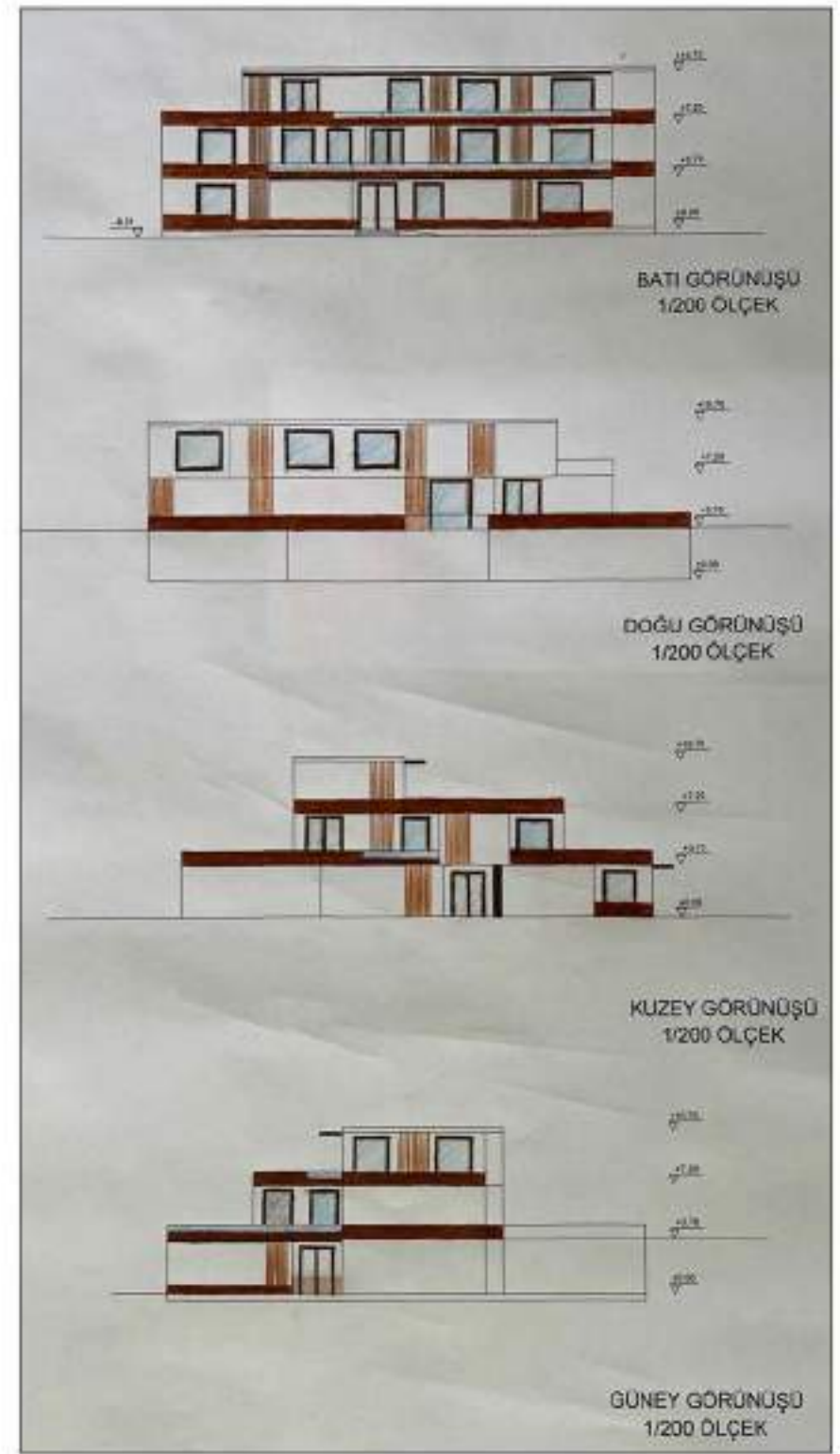
ZEMİN KAT PLANI
1/200 ÖLÇEK



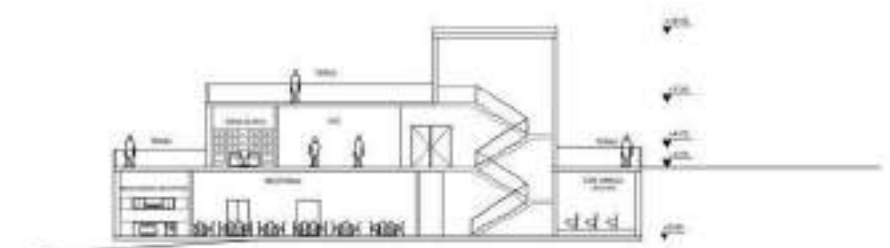
BİRİNCİ KAT PLANI
1/200 ÖLÇEK



KİNCİ KAT PLANI
1/200 ÖLÇEK



CC KESİTİ (1/200 ÖLÇEK)



AA KESİTİ (1/200 ÖLÇEK)

Bengisu Özdemir

NEIGHBOURHOOD CENTER



-A NEIGHBOURHOOD CENTER WITH VARIOUS FUNCTIONS IN BASIBUYUK DISTRICT.

-THIS CENTER HAS A WITH AN OPEN-AIR CINEMA.

SITE PLAN
SCALE: 1:500

FIRST MASS
-CAFE WITH KITCHEN
-STUDIO AND CLASS
-EXHIBITION AND SALES AREA
-WC

SECOND MASS
-LIBRARY
-STUDYING ROOM
-CINEMA
-WC

THIRD MASS
-MULTIFUNCTIONAL AREA
-FOYER
-WC



ANALYSIS



TRANSPORTATION ACCESS
-THREE ARE 3 BUS STOPS SQUARE
-25A TRAVEL OF FASTER LEVEL
-LOW TRAFFIC DENSITY

FUNCTION ANALYSIS
-RESIDENTS WHICH NEARBY OUR LAND ARE OLD AND NOT EARTH-QUAKE RESISTANT


REACHABLE CULTURAL DIST
-THANKS TO THE ADJACENT DIFFERENCES 2 DIFFERENT ENTRIES CAN WE MAKE

RESIDENTS WHICH NEARBY OUR LAND ARE OLD AND NOT EARTH-QUAKE RESISTANT
-DECREASING GREEN AREA


S
W
O
T




DRAWINGS OF THE PROJECT




GROUND FLOOR PLAN
SCALE: 1:200




FIRST FLOOR PLAN
SCALE: 1:200




SECOND FLOOR PLAN
SCALE: 1:200



A-A SECTION
SCALE: 1:200



B-B SECTION
SCALE: 1:200



SYSTEM DETAIL
SCALE: 1:50

ELEVATIONS AND RENDERS OF THE PROJECT



RENDER



RENDER



FRONT ELEVATION



BACK ELEVATION



LEFT ELEVATION



RIGHT ELEVATION

Bilge Dik

MALTEPE UNIVERSITY FACULTY OF ARCHITECTURE

SITE ANALYSIS

FUNCTION

- HOUSE
- MARKET
- GAZE
- MOBILITY
- SCHOOL
- NEIGHBORHOOD UNIT
- COMMERCIAL

CLIMATE

SUN PATH

TRANSPORTATION

- BUS STATION
- VEGETATION
- PAVEMENT ROAD
- PIEDESTAL

SCENARIO

DESIGN PROCESS

TO START WITH A HOUSE, WEAL THINGS ARE OFFICLY MADE AND SO ON.

THE HOUSE IS OFFICLY MADE AND SO ON.

REQUIREMENT PROGRAM

ACTIVITY	ADMINISTRATIVE	TECHNIC AREA
ENTRY AREA	PERSONAL OFFICE	ART SPACE
LOBBY	MEETING ROOM	STORAGE
SECURITY		OVERLOOK
EXHIBITION AREA		
OFFICE		
MULTI FUNCTIONAL AREA		
PAINTING STUDIO		
WORKSHOP		
CLASS		
LOBBY		
COPY		

USER PROFILE

TO DESIGN A PLACE WHERE PEOPLE FROM ALL PARTS OF LIFE IN THE NEIGHBORHOOD CAN COME TOGETHER

BİLGE DİK 201205007

MALTEPE UNIVERSITY FACULTY OF ARCHITECTURE

BAŞIBÜYÜK COMMUNITY CENTER

PLANS

GROUND FLOOR PLAN 1/200

FIRST FLOOR PLAN 1/200

SECOND FLOOR PLAN 1/200

SITE PLAN

BİLGE DİK 201205007

MALTEPE UNIVERSITY FACULTY OF ARCHITECTURE

SECTIONS

AA SECTION 1/200

BB SECTION 1/200

ELEVATIONS

EAST ELEVATION 1/200

SOUTH ELEVATION 1/200

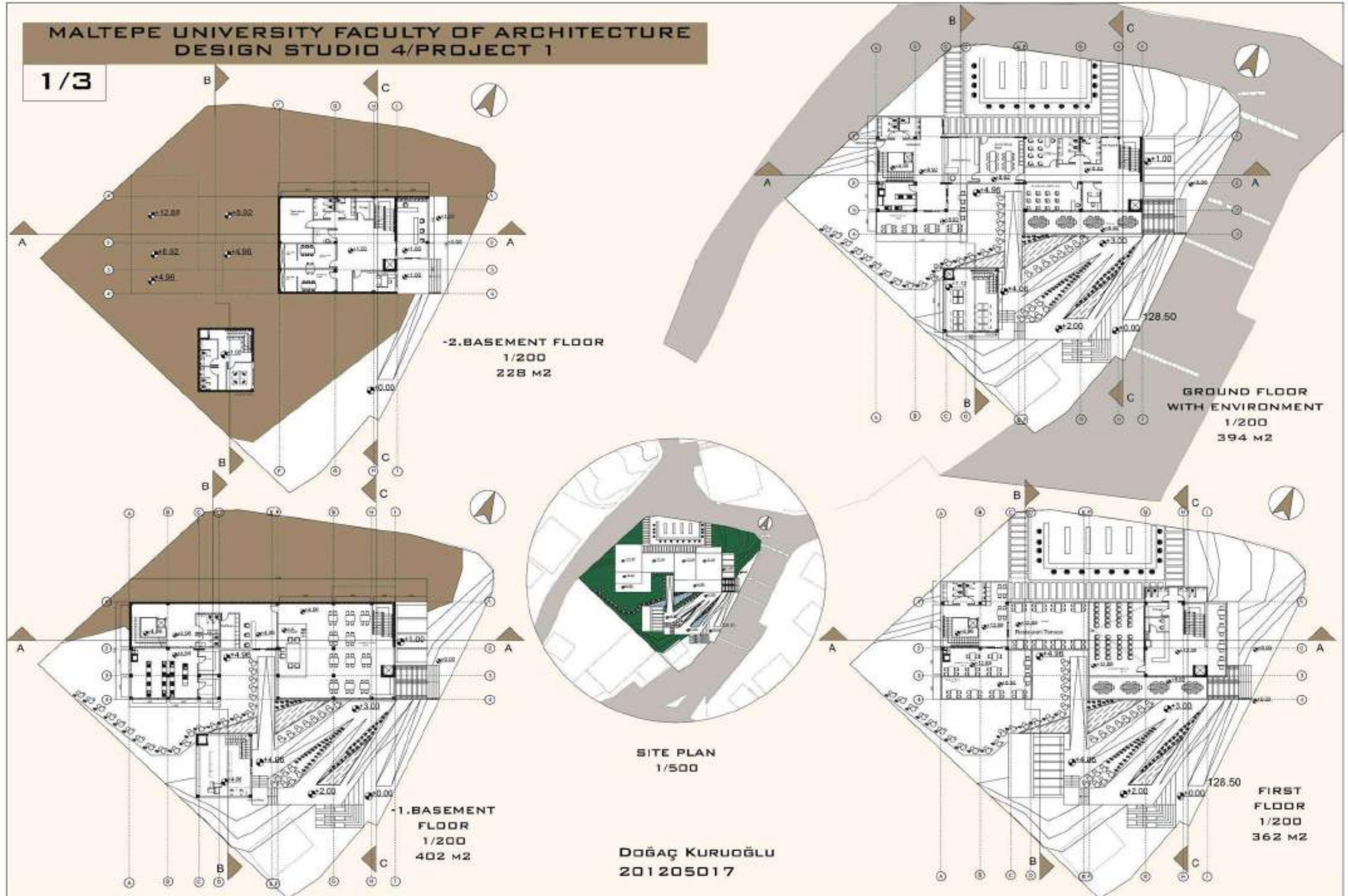
NORTH ELEVATION 1/200

WEST ELEVATION 1/200

BİLGE DİK 201205007



Doğaç Kuruoğlu



Doğaç Kuruoğlu

2/3

MALTEPE UNIVERSITY FACULTY OF ARCHITECTURE
DESIGN STUDIO 4/PROJECT 1

SOUTH-EAST ELEVATION
1/200



WOOD COMPOSITE VENEER



ALUMINIUM COMPOSITE COATING
WOOD COMPOSITE VENEER

WOODEN PERGOLA

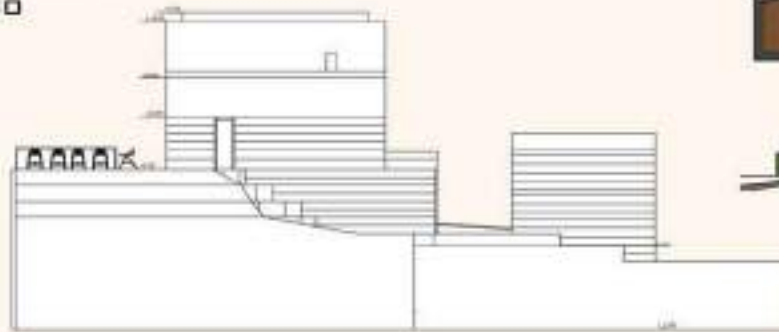


NORTH-EAST ELEVATION
1/200



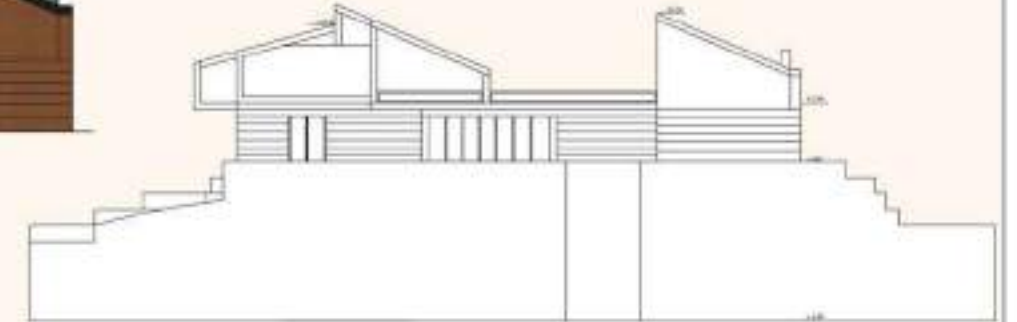
NORTH-WEST ELEVATION
1/200

SOUTH-WEST ELEVATION
1/200



A-A SECTION
1/200

WINDOW
DET 2
1/50



C-C SECTION
1/200

DET 1
STAIRCASE
1/50

B-B SECTION
1/200



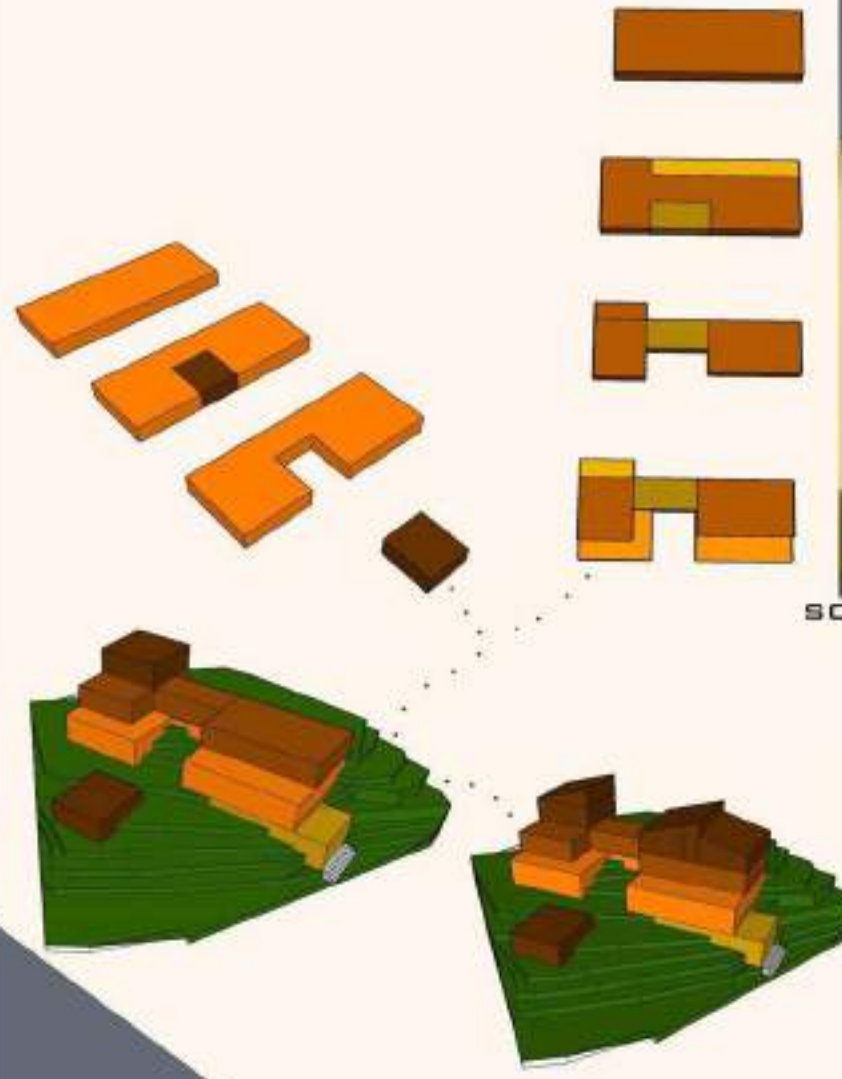
DET 3
1/50



Doğaç Kuruoğlu

3/3

MALTEPE UNIVERSITY FACULTY OF ARCHITECTURE
DESIGN STUDIO 4/PROJECT 1



LUMION
SOLID VOID ANALYSIS



FUNCTION ANALYSIS



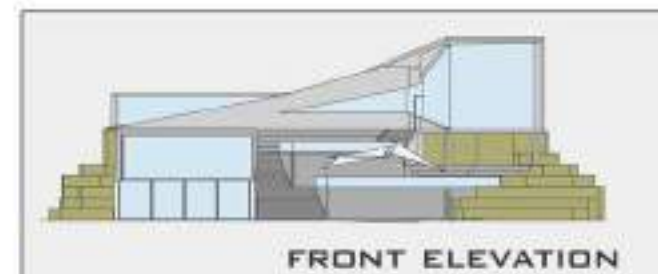
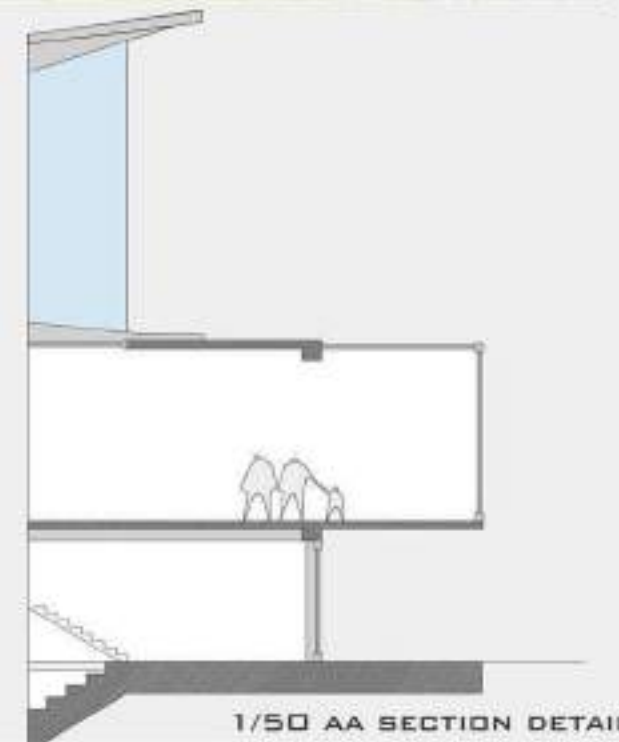
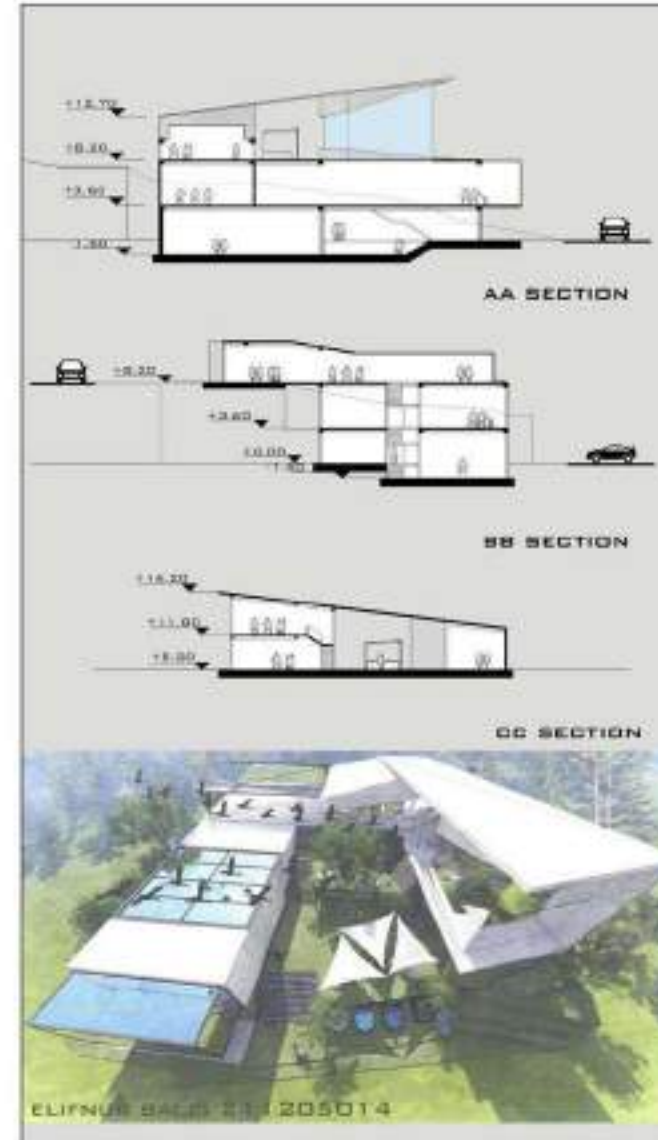
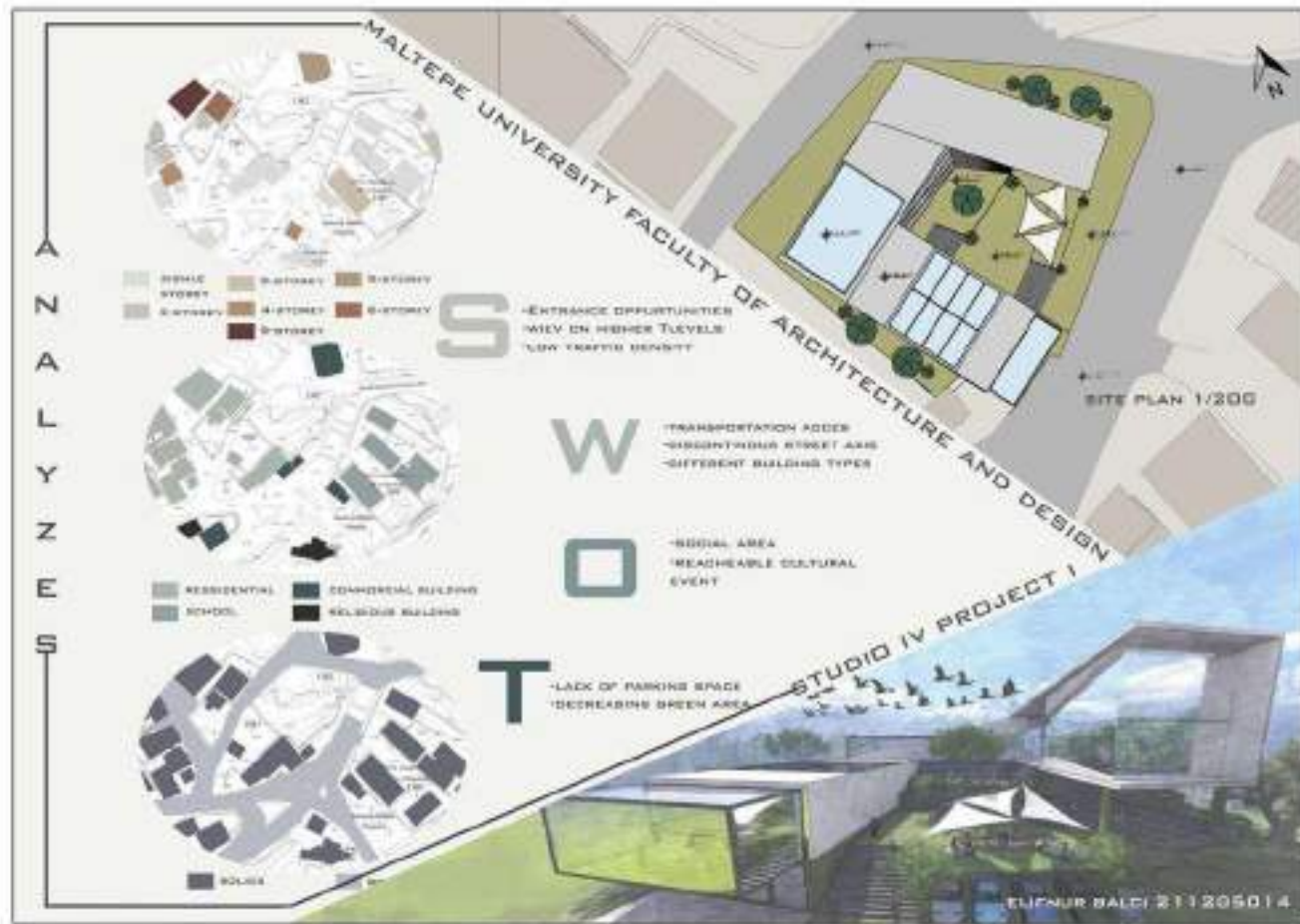
STOREY ANALYSIS



SILHOUETTE
1/200



Elifnur Balcı



Hazel Şenel

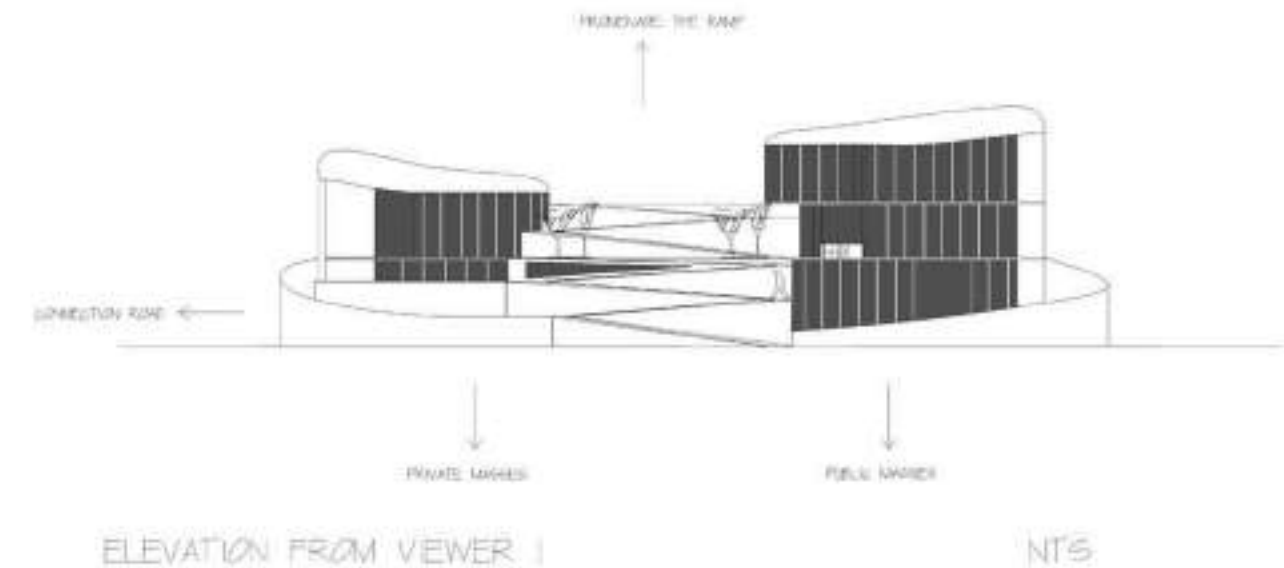


Promenade is a neighborhood center in Başbüyük / Maltepe.

Project has 4 focal points which are the school, small businesses, residents, and the forest that surrounds the design field. There are 4 main masses for 4 different functions of: classrooms and offices; library and cafe, multi-functional hall; ateliers.

These functions are divided by the hierarchical order by using the height difference and the relation between private and public activities. However, each function is connected to each other either directly with the vertical circulation in the masses or indirectly with the main connection road which enables visitors to walk on the wide terraces as well.

There is also the main element of the project which is ramp that connects the functions and also giving the opportunity to whom uses the road every day to have a walking path between the height difference of the site.

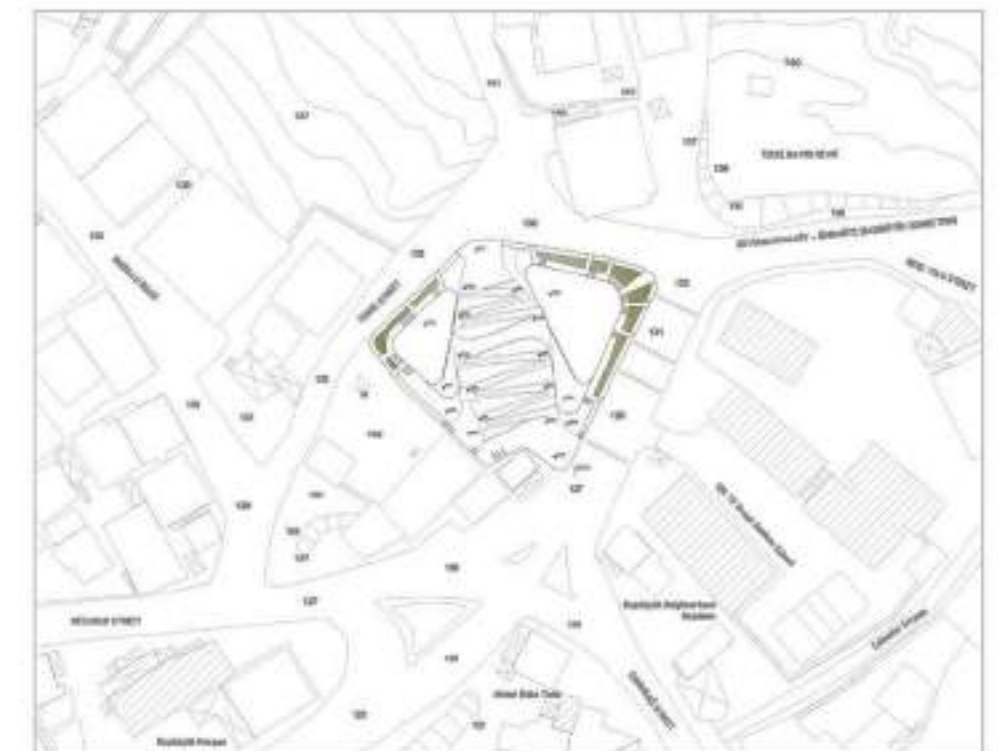
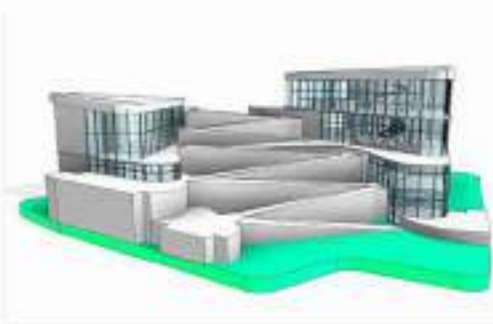
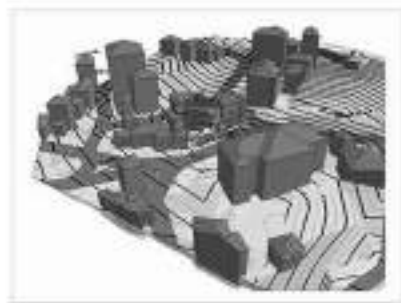


MOOD OF THE PROJECT



SITE ANALYSIS

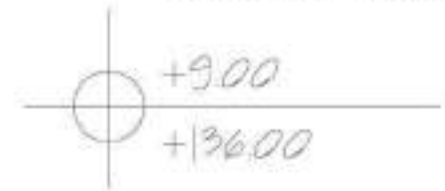
All other features like greenery levels which is flexible to many functions surrounds the design field of the project. With the help of the level differences, visitors enable to enjoy in different heights and also have the chance to see and experience creative workshops with the light & shadow gallery hallway in the last level of the project.



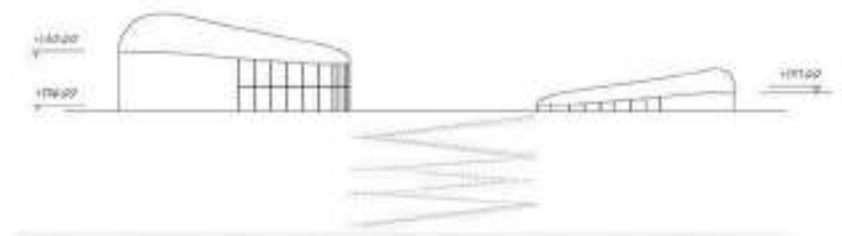
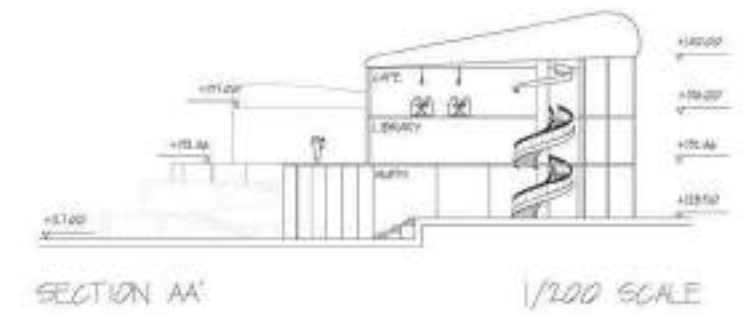
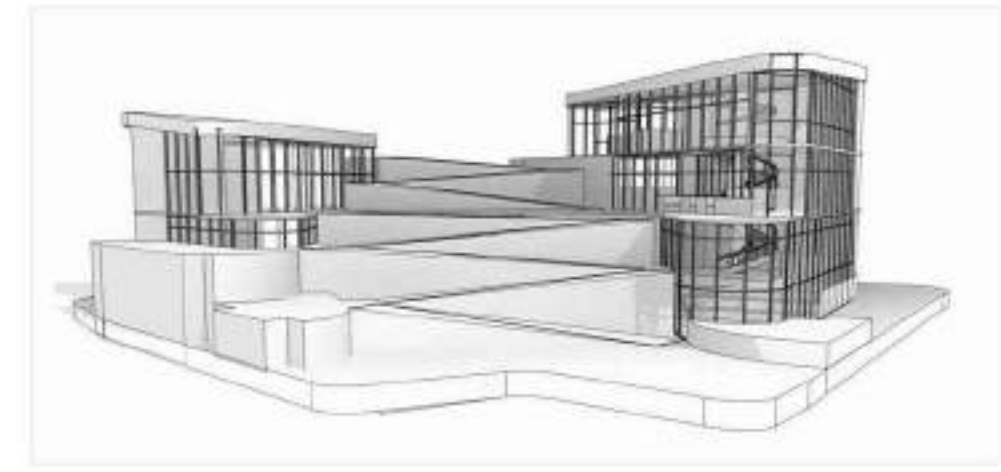
SITE PLAN SCALE 1/500

Hazel Şenel

first level: grand vestibule



SCALE: 1/200



ELEVATION FROM VIEWER 2 1/200 SCALE

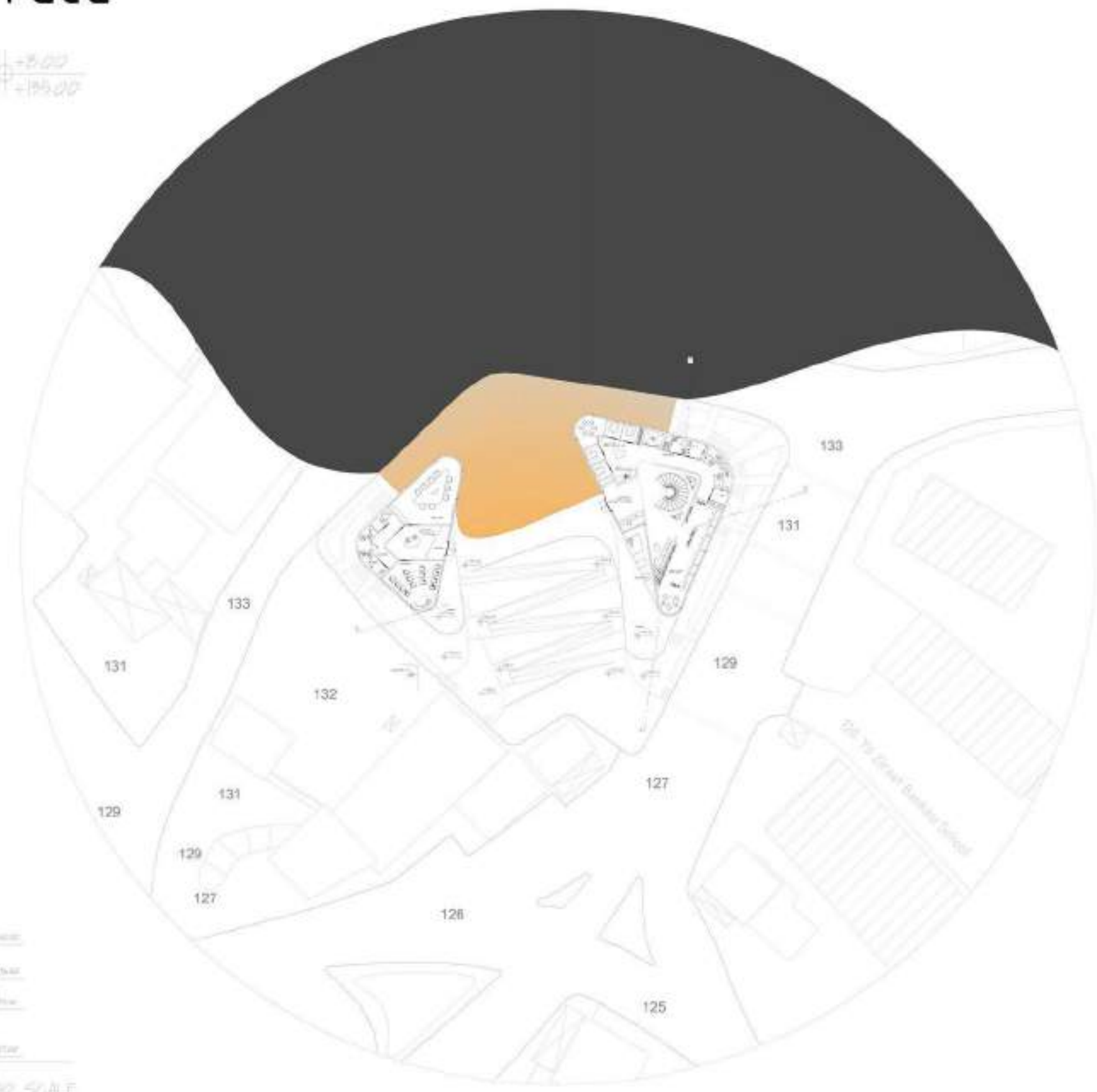
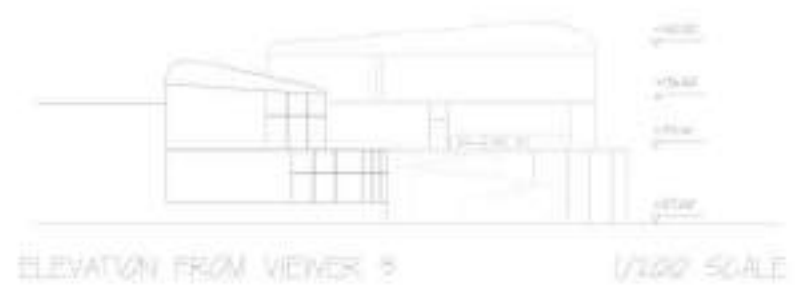
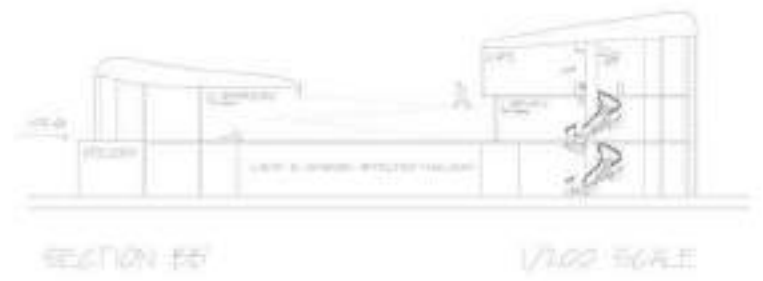
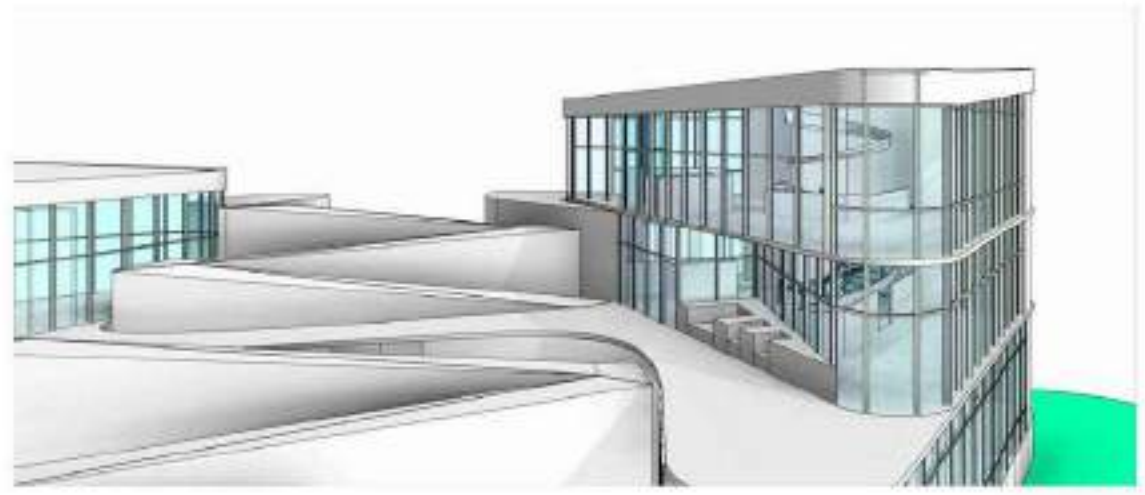
Hazel Şenel

second level: horizon terrace



PLAN SECTION
+8.00
+132.00

SCALE 1/200



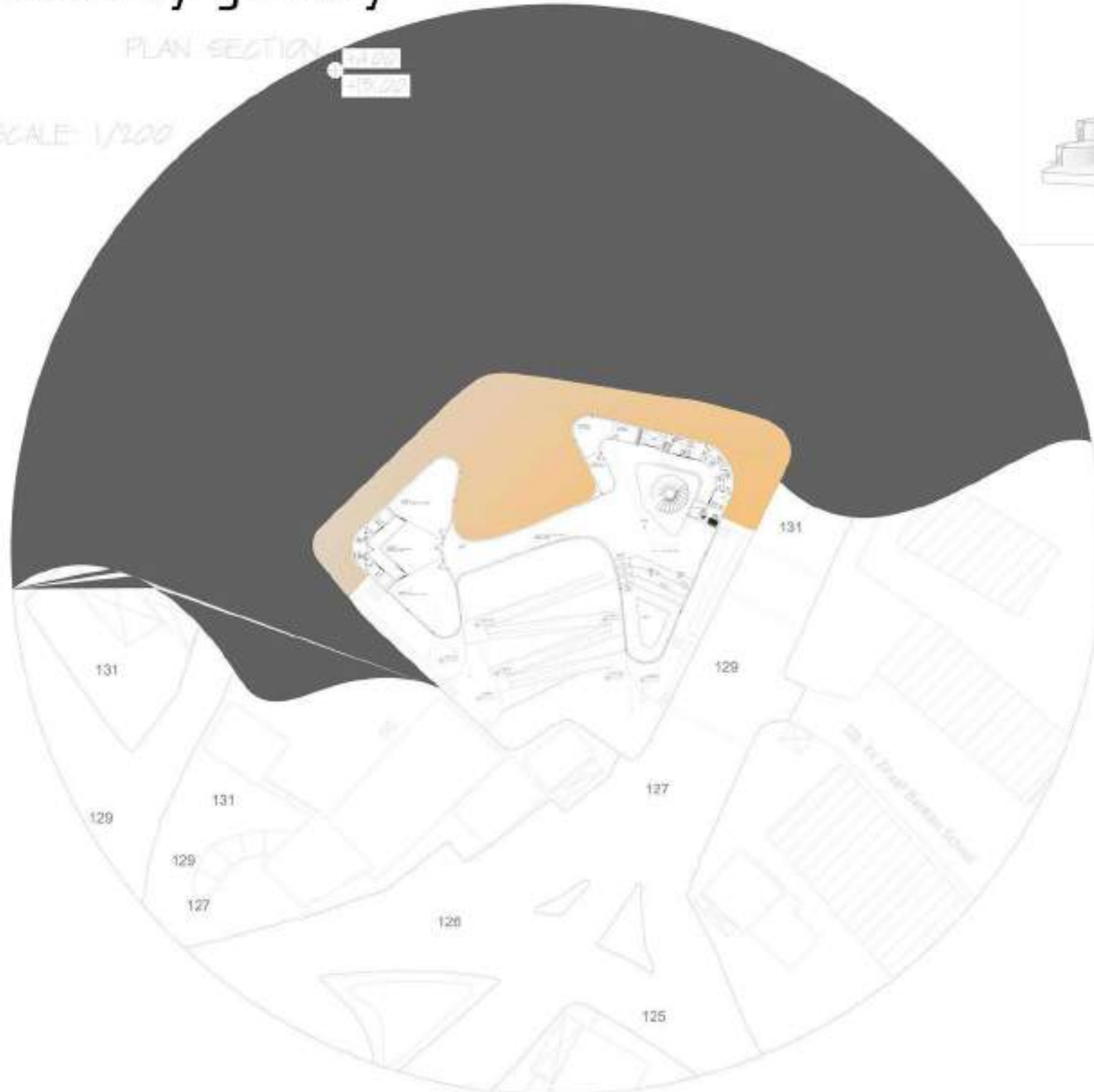
Hazel Şenel

third level: hallway gallery

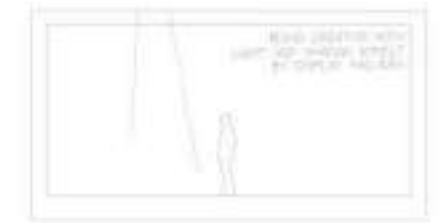


PLAN SECTION

SCALE 1/200



CONCEPT OF THE PARTITION WALLS



CONCEPT OF THE OPENING ON THE HALLWAY



CONCEPT OF MULTI FUNCTIONAL AREA

ALL WALLS AND SLABS BY CONCRETE WITH
REINFORCEMENT
FLOOR SLABS IS DESIGNED AS THIN SLABS AND
FLOOR REINFORCEMENT PLAN
SUPPORTS OF SLABS BEING CONCRETE WITH
REINFORCEMENT - BEING WITH WALLS AND
SLABS IS TYPICAL FOR CONCRETE STRUCTURE
WITHIN LIFE CYCLE PROGRAM. BEING
DESIGNED AS PER CODES

CONCEPT OF THE ATELIERS

Pelin Atak

NEIGHBORHOOD CENTER - BASIBUYUK/MALTEPE

1 -> CAFE
2 -> LIBRARY/STUDY CENTER
3 -> WORKSHOP/OFFICE
4 -> CINEMA/MULTIPURPOSE

WORKSHOPS
FOR ADULTS
-ART STUDIO
-MACRAME STUDIO
FOR CHILDREN
-MUSIC STUDIO
-DRAMA STUDIO

Daylight access is provided to the ground floor and first floor through the opening in the ceiling.

ANALYSIS

- The project is accessed from two different levels.
- There are large terrace gardens at different levels.

SITE PLAN 1/500

SOUTH ELEVATION

EAST ELEVATION

UNDERGROUND PARTS

THIRD FLOOR PLAN 1/200

SECOND FLOOR PLAN 1/200

SOUTH ELEVATION

NORTH ELEVATION

EAST ELEVATION

WEST ELEVATION

UNDERGROUND PARTS

FIRST FLOOR PLAN 1/200

GROUND FLOOR PLAN 1/200

A-A SECTION

SYSTEM DETAIL 1/50

B-B SECTION

Ahmet Selim Akbalık

MİMB 210 02 TASARIM STÜDYOSU IV MALTEPE ÜNİVERSİTESİ AHMET SELİM AKBALIK 211201009

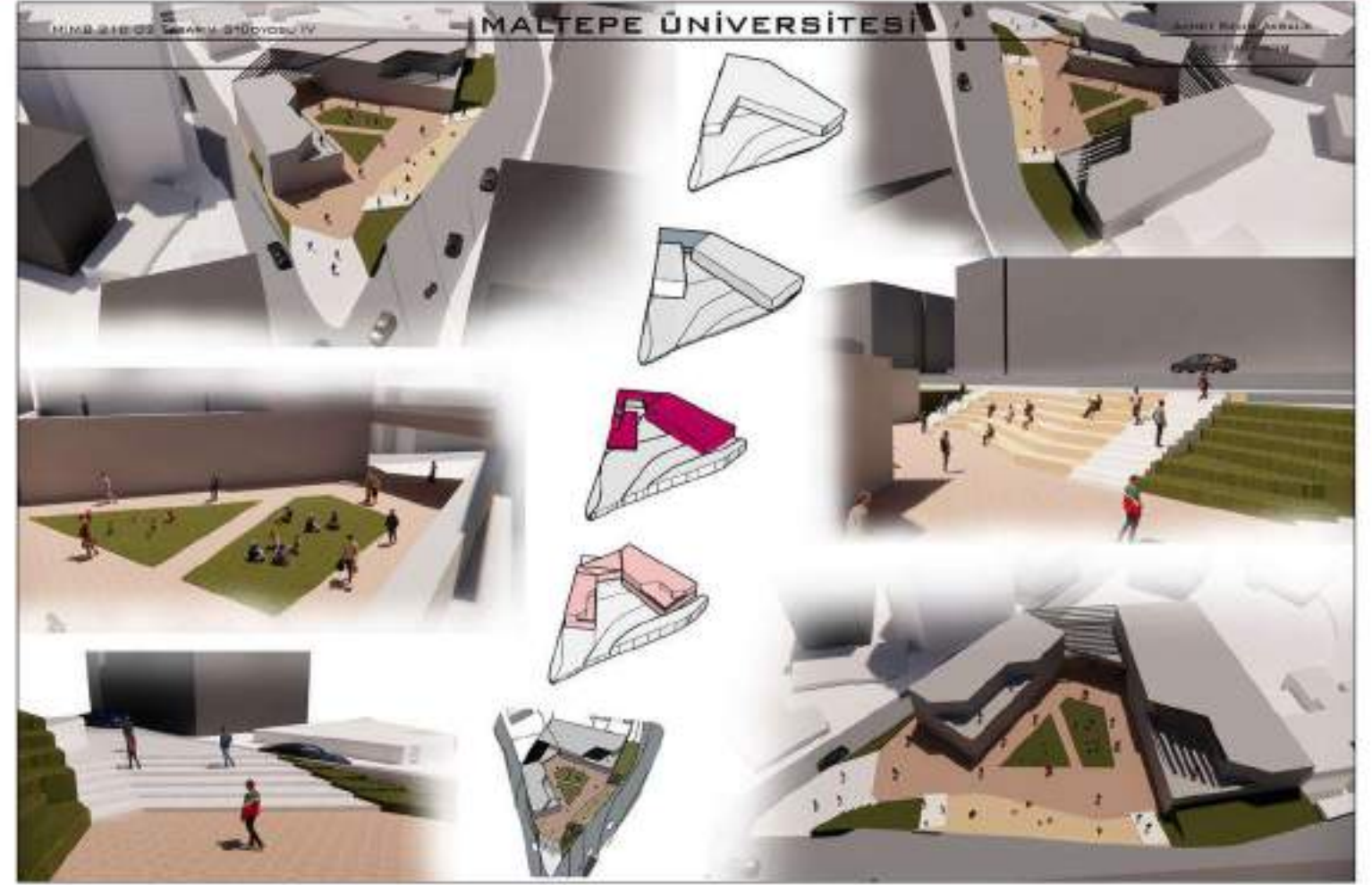
SENARYO
BAŞIBÜYÜK SEMTİNDE YAŞAYAN YAŞI FARKETMEKSİZİN 7'DEN 70'E HER YAŞ GRUBUNDAN İNSANIN GELİP SOSYALLEŞEBİLECEĞİ, ÇEŞİTLİ AKTİVİTELERLE ZAMANINI VERİMLİ VE EĞLENEREK GEÇİREBİLECEĞİ, DERS ÇALIŞMAK VEYA RAHAT BİR ORTAMDA KİTAP OKUMAK İSTEYENLERİN KÜTÜPHANEDEN VAKİT GEÇİREBİLECEĞİ AÇIK AMPİ SAYESİNDE İNSANLARIN DİNLENEBİLECEĞİ VEYA ÇEVRESİNDEKİ İNSANLARLA BERABER ÇAY, KAHRVE İÇMEK İSTEYECEĞİ KAFEDEN OLUŞAN BİR SEMT MERKEZİ.

KONSEPT FİKRİ
Devrim Süreklilik

İHTİYAÇ PROGRAMI
Gösteri Salonu (sinematoyatro, konferans vb.)
Atölye (seramik, kil)
KAFFE
Kütüphane
Serbest Çalışma Alanı
Güvenlik
İdari Birim
Yeşil alan

İYATRO KONFERANS GÖSTERİ
SERAMİK KİL AMFİ
ATÖLYE KÜTÜPHANE
7/24 YEŞİL ALAN KAFE

24/7



MİMB 210 02 TASARIM STÜDYOSU IV MALTEPE ÜNİVERSİTESİ AHMET SELİM AKBALIK 211201009

BAŞIBÜYÜK
MALTEPE

KAT ANALİZİ
YOL ANALİZİ
KÜZBAK VE SÜNEÇ ANALİZİ
ULAŞIM ANALİZİ
YAKIN YERLEŞİMLERİN ANALİZİ

YEŞİL ALANLAR
PROJE ALANI

S O'DA KARADİĞİLE FİKİR DİHAH KENTSEL DÖNÜŞÜMLERİNİN BİRİNCİSİ OLAN KENTSEL DÖNÜŞÜMLERİNİN...

W BÖLGEYE YERLİ ULAŞIMLA BAĞLANAN ÇEVRESEL DÖNÜŞÜMLERİNİN...

O YAKINLAŞIKTA KENTSEL DÖNÜŞÜMLERİNİN BİRİNCİSİ OLAN KENTSEL DÖNÜŞÜMLERİNİN...

T FAK ÜNİVERSİTESİNİN UZAK DOKU OLAN BÖLGEDEKİ DÖNÜŞÜMLERİNİN BİRİNCİSİ OLAN KENTSEL DÖNÜŞÜMLERİNİN...

MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ MİMB 210 02 AHMET SELİM AKBALIK 211201009

MAHALLE BAKIMLARININ BİR ARAYA DELEREK SOSYALLEŞEBİLECEĞİ, FARKLI YAŞ GRUPLARINA VE SOSYAL SERİFLERE HAYAT EDEN ÇEŞİTLİ KURSLAR VE ETEKLERLE BURADA BU SEMT MERKEZİ; KİŞİSEL GELİŞİMİ TEDVİK EDEN VE YERİ BECERİLER KAZANDIRMAK İÇİN AMAÇLAYAN EĞİTİM PROGRAMLARI İLE BERABER ÇEVREDE UYBULANALAN VE SÜRDÜRÜLEBİLİRLİK PRINSİPLERİYLE ÇEVRESEL DUYARLILIK VERİBİLİ AYAN BİR PROJEDİR.

VAZİYET PLANI
Ö. 1/500

Ahmet Selim Akbalık



MİMB 310 Tasarım Stüdyosu VI / ARCH 310 Design Studio VI

Proje Kapsamı ve İşlevi : Metropol için Yeni Barınma Alternatifleri

Tasarım Stüdyosu kapsamında, metropol yaşamının ve küresel kentin gerektirdiği, güncel barınma kavramının sorgulanması hedeflenmektedir. Öğrencilerden çoklu birimlerden oluşan ve barınmaya dair alternatif yollar sunan bir yapı/yapı grubu tasarlamaları, kentsel ve toplumsal yaşam ile mimari ürün arasındaki ilişkiyi kurabilme becerisi kazanmaları beklenmektedir.

Proje arsalarının çok işlevli yapılar oluşturabilecek büyüklükte olması, ancak etrafının boş ada parçaları olmaması, kentsel bir doku içinde oluşan boşluklar olması amaçlandığı için, yoğun kentsel dokunun olduğu alanlar; Kadıköy, Levent, Göztepe gibi semtler proje alanı olarak seçilmiştir.

Scope & Theme of the Project : New Housing Alternatives for Metropolis

The goal of this studio is to question the concept of housing, which is required by the metropolitan life and the global city. Students were expected to design a building / building group that consists of multiple units and offers alternative ways of housing. Since the project plots are intended to be large enough to form multifunctional structures, but not to have empty parts around them, and to be spaces formed within an urban texture, neighborhoods with dense urban textures such as; Kadıköy, Levent, Göztepe were chosen as the project area.

MİMB 310 Tasarım Stüdyosu VI / ARCH 310 Design Studio VI

Proje Yürütücüleri / Instructors

Prof. Dr. İlder BÜYÜKDIĞAN

Prof. Dr. Derya OKTAY

Dr. Öğr. Üyesi/Asst. Prof. Güzin AYDOĞAN

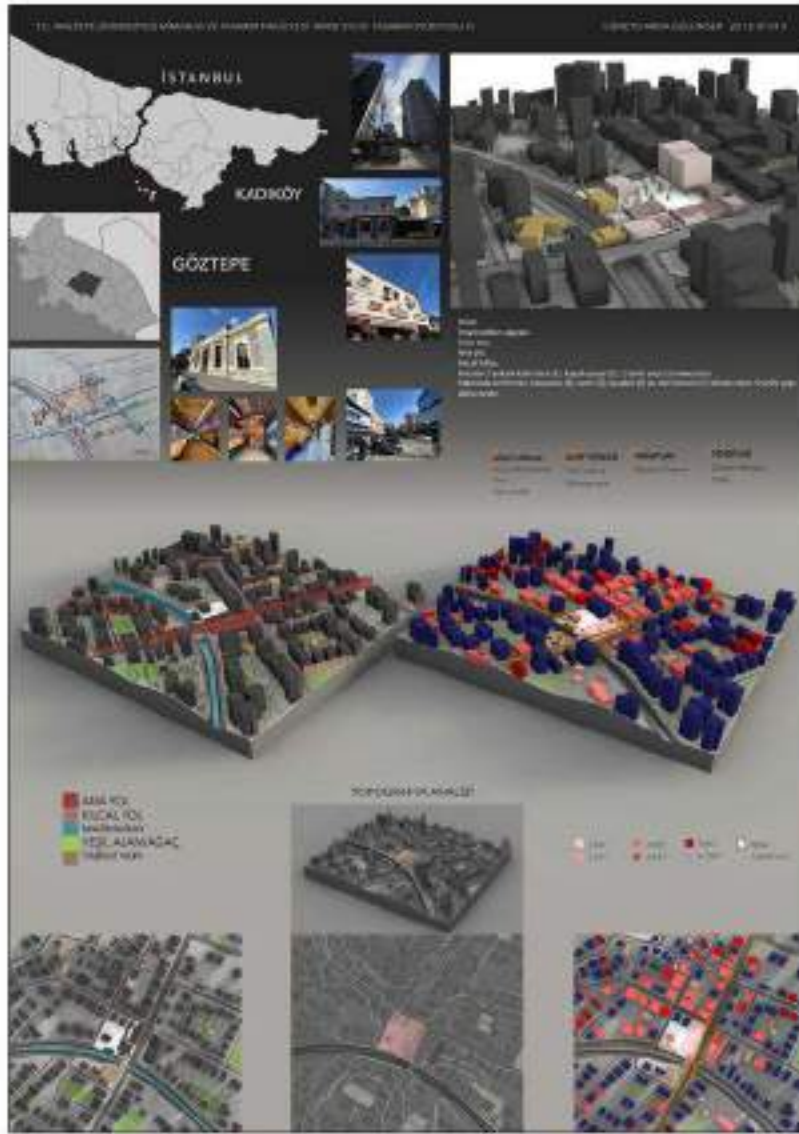
Öğr. Gör./Lecturer Özlem SEVİNÇ

Öğr. Gör./Lecturer Taner Cafer ÜSKÜPLÜ

Arş. Gör. / Res. Ast. Meryem Melis CİHAN YAVUZCAN

MİMB 310 Tasarım Stüdyosu VI Projeleri

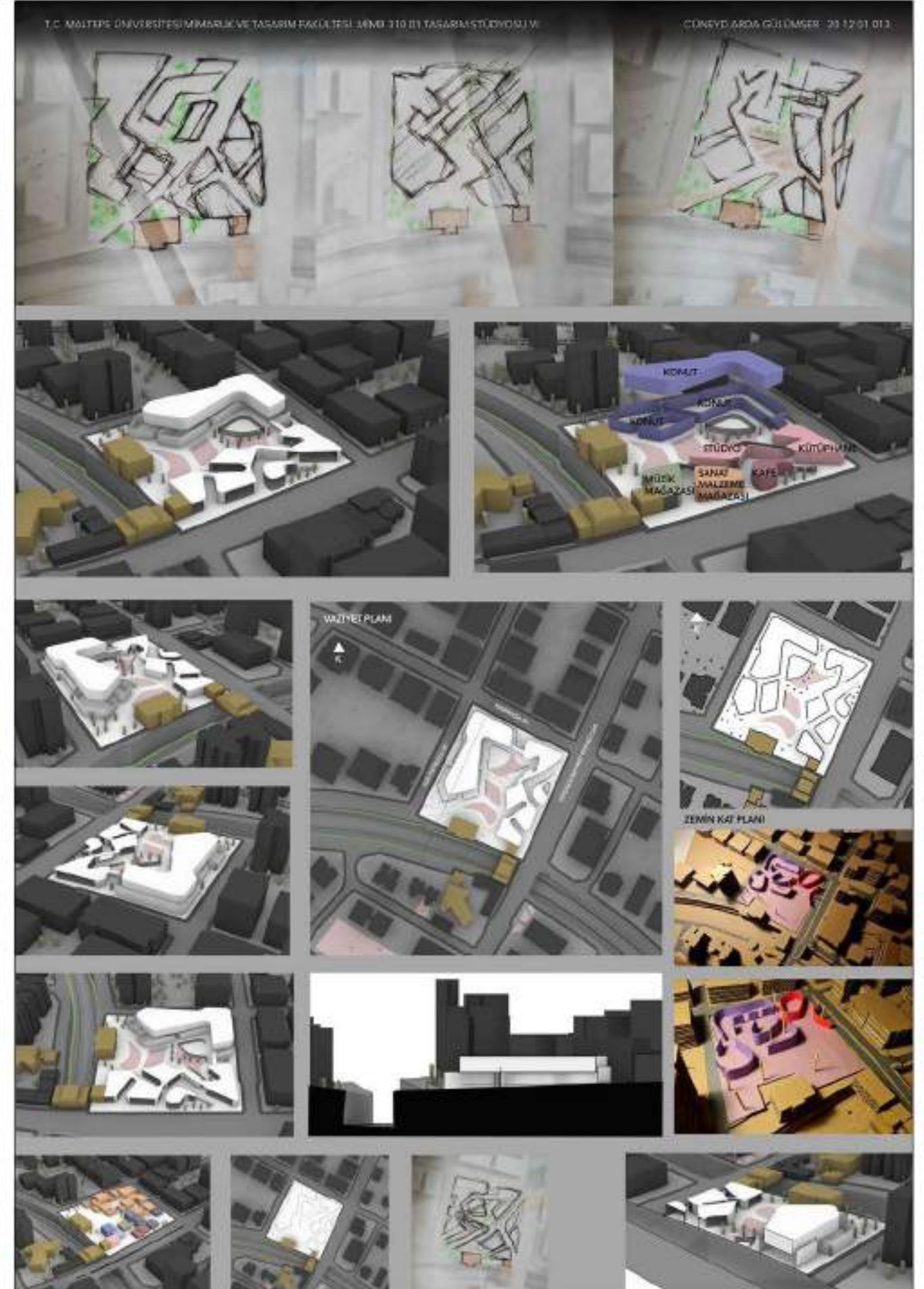
Cüneyd Arda Gülümser



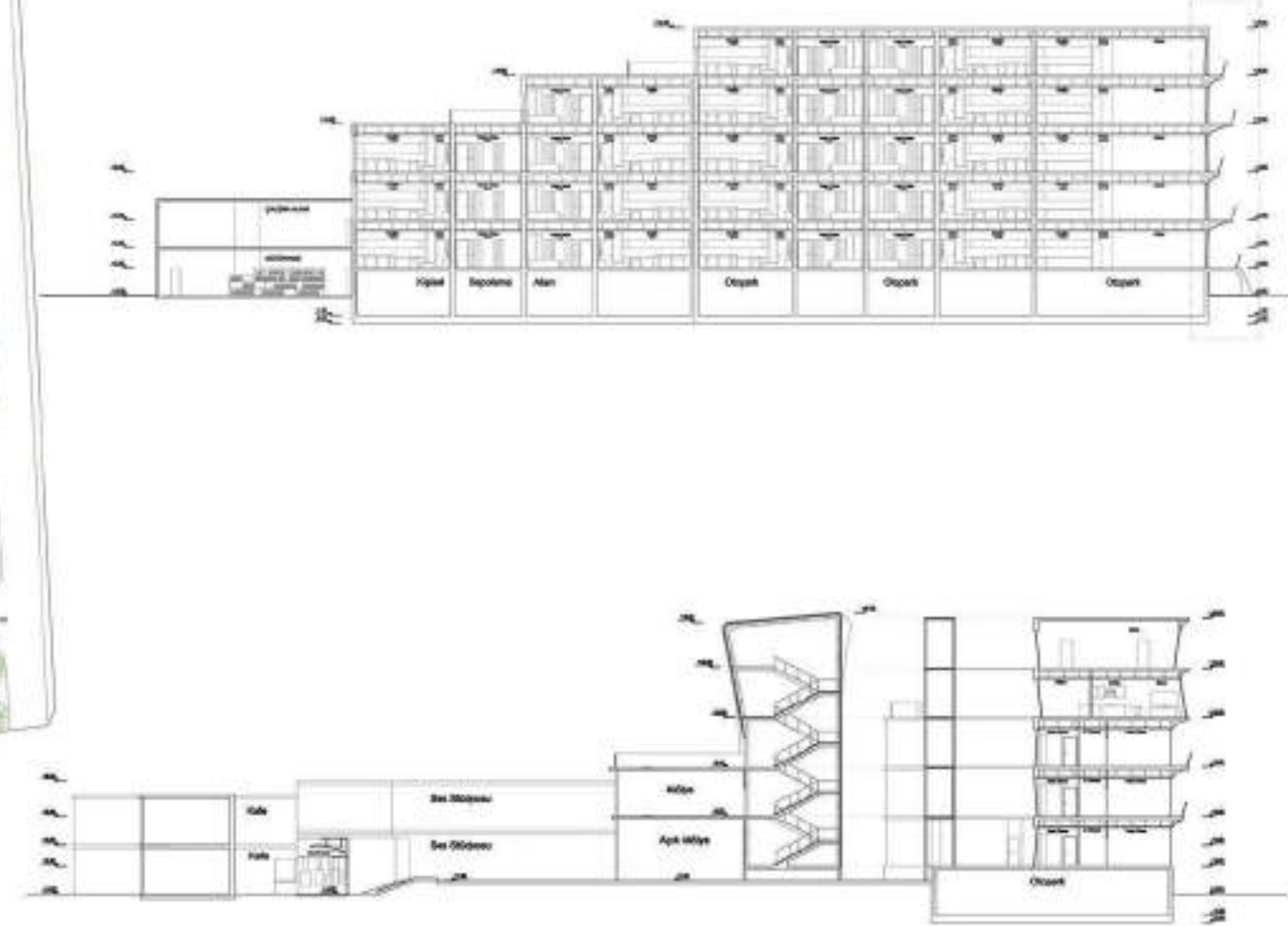
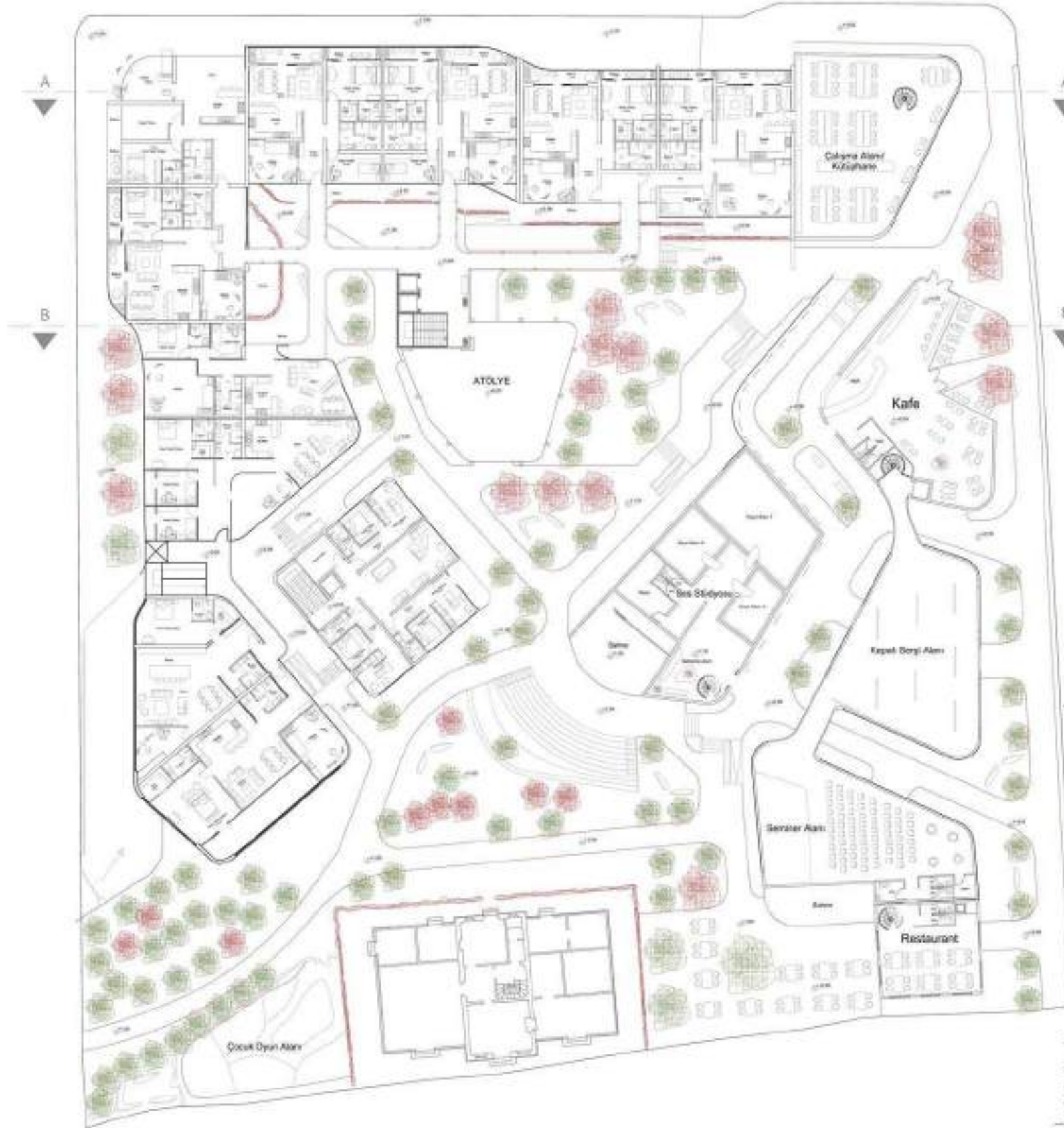
T.C. MALTEPE ÜNİVERSİTESİ MİMARLIK ve TASARIM FAKÜLTESİ
MİMB310 TASARIM STÜDYOSU VI FİNAL TESLİMİ

CÜNEYD ARDA GÜLÜMSER
20 12 01 013

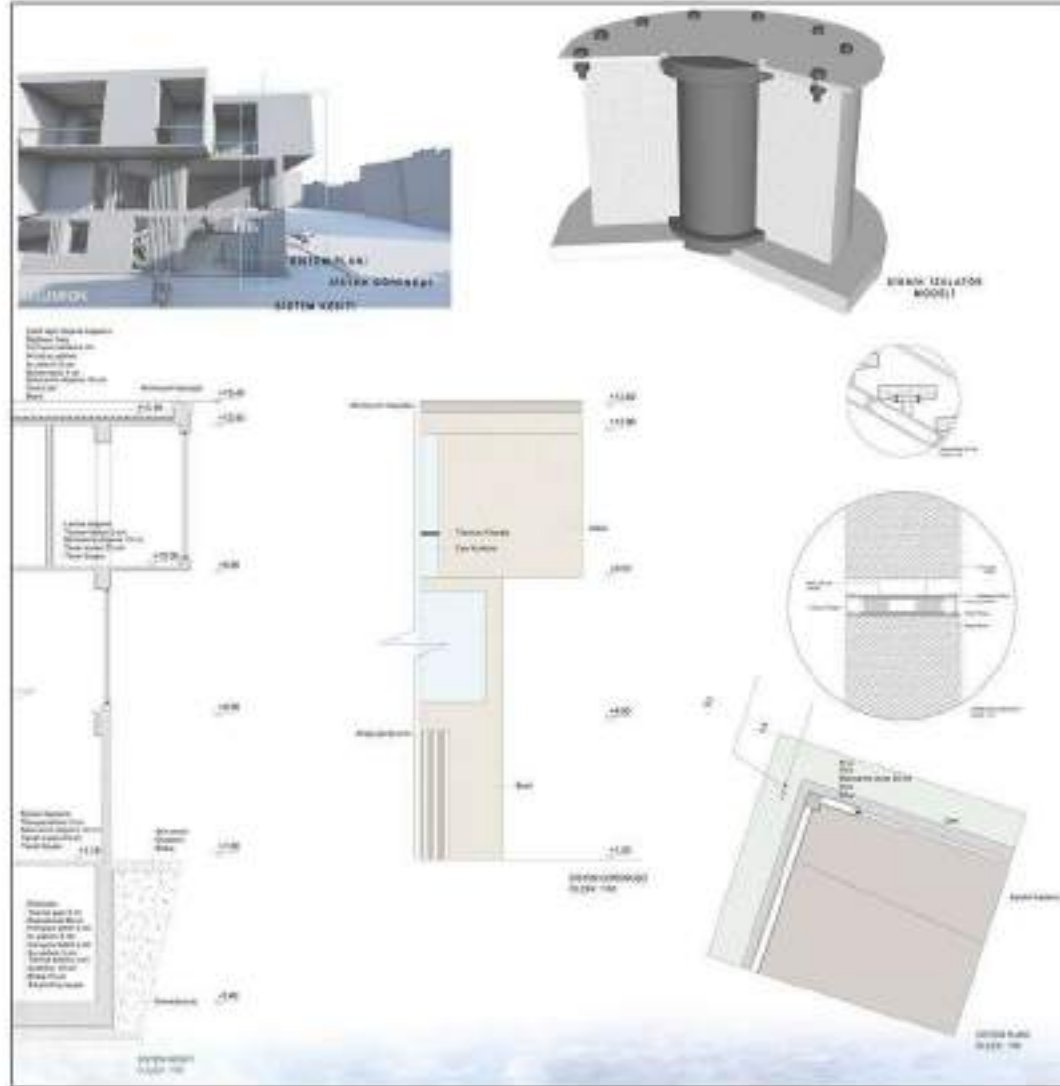
Cüneyd Arda Gülümser



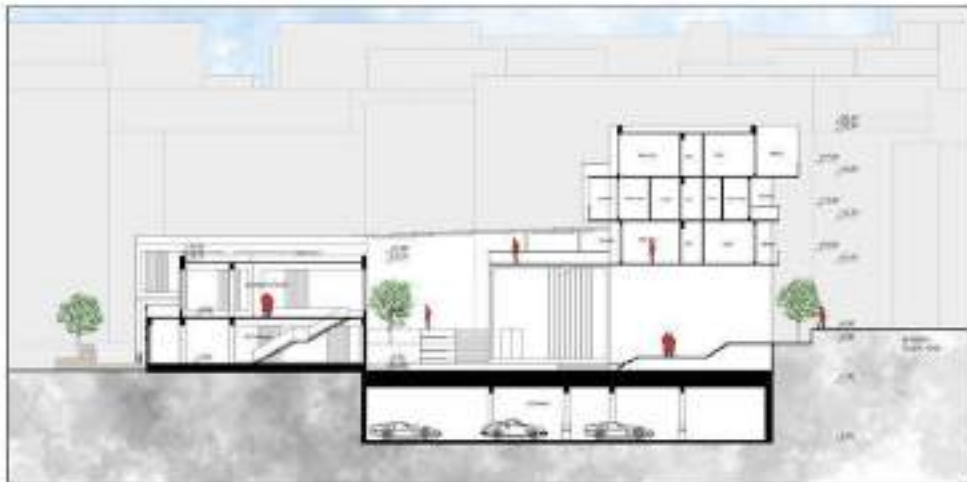
Cüneyd Arda Gülümser



Salih Emre Mutlu



Salih Emre Mutlu



ARCH 310 Design Studio VI Projects

Cem Bektaş

ARCH 310 DESIGN STUDIO VI THE CHARACTERISTICS OF THE VITALITY 2022-2023 SPRING TERM

COLLAGE

HISTORICAL BUILDINGS LOCATIONS

Kadıköy Bull Statue
It was built in Paris in the 1960s to symbolize the war in which the French defeated the Germans in this region. It is the work of sculptor Isidore Bastien. It symbolizes the power of the French with its anger and size.

Due to the historical buildings in this area, we can understand that Kadıköy includes many cultures.

COLLAGE

Sultan II. Mustafa İskele Mosque
Kadıköy Bull Statue
Ayta Efendi Greek Orthodox Church
Cemranga Mosque
Kadıköy Bull Statue
Church of Saint Levan
Hagia Triada Greek Orthodox Church

COORDINATOR : Prof.Dr.Derya OKTAY STUDENT: CEM BEKTAŞ STUDENT NUMBER: 19 12 05 908

ARCH 310 DESIGN STUDIO VI ACCESSIBILITY 2022-2023 SPRING TERM

MAIN ROADS PATHWAYS

PEDESTRIAN CIRCULATION

MAIN ARTERY
BYROAD
VEHICLES CANNOT ENTER
TRAIN LINE
BICYCLE ROAD

ferry
BUS STOP
METRO STATION
TRAIN STATION
BULL STATUE
PARK

● HIGH PEDESTRIAN DENSITY
● LOW PEDESTRIAN DENSITY

We see that Moda street and Nalbey street are busy streets in terms of traffic and pedestrians in general.

Kadıköy Bull Statue
The place where the Kadıköy bull statue is located has become a busy square over time. From this area, we can see that there will be a pedestrian flow towards the project area.

We also see that there will be a pedestrian flow to the project area from the ferries coming from the port.

COORDINATOR : Prof.Dr.Derya OKTAY STUDENT: CEM BEKTAŞ STUDENT NUMBER: 19 12 05 908

ARCH 310 DESIGN STUDIO VI BUILT ENVIRONMENT 2022-2023 SPRING TERM

SILHOUETTES

BUILDING TYPLOGIES

A-A STREET SILHOUETTE
NALBEY ST. BARIŞ GÜLÜ ST. DAMACI ST. MOGA ST.

B-B STREET SILHOUETTE STREET SIDE
MOGA ST. BARIŞ ST. NALBEY STREET

B-B STREET SILHOUETTE PROJECT AREA SIDE

TYPOLGY 1
TRADITIONAL BUILDING MASS
CLOSED PLOT

TYPOLGY 2
TRADITIONAL BUILDING MASS
CLOSED PLOT

TYPOLGY 3
TRADITIONAL BUILDING MASS
UNIFIED ORDER

COORDINATOR : Prof.Dr.Derya OKTAY STUDENT: CEM BEKTAŞ STUDENT NUMBER: 19 12 05 908

ARCH 310 DESIGN STUDIO VI ART HOTEL COMPLEX CONCEPT 2022-2023 SPRING TERM

WOODEN-STEEL ROOF

ART-WORKSHOP PART
WORKSHOPS
CLASSIC EXHIBITION
MULTI-PURPOSE ROOM
DIGITAL EXHIBITION
ARCADER

ACCOMMODATION PART
ROOMS
ROOMS
RESTAURANT

ARCHITECTURAL PROGRAM

ENTRANCE HALL	EXHIBITIONS
RECEPTION	GLASS ART WORKSHOPS
BACK OFFICE	WALL PAINTING, RELIEF, CRAFT WORKSHOPS
ARCHIVE	DIGITAL ART WORKSHOPS
AV	ARTWORK DESIGN, STOP MOTION/ANIMATION, CERAM WORKSHOPS
HOTEL ROOMS	
BAR/PUB	
MULTI-PURPOSE ROOM	
STORAGE	

DESIGN FORM

REFERENCES FROM ANALYSIS

In the analysis, Entrances are preferred over the active street. In addition, the entrances are designed considering the density coming from the bull square, the port and the green areas.

The building form was created by considering the area texture, street sidewalks and environmental factors in the analysis.

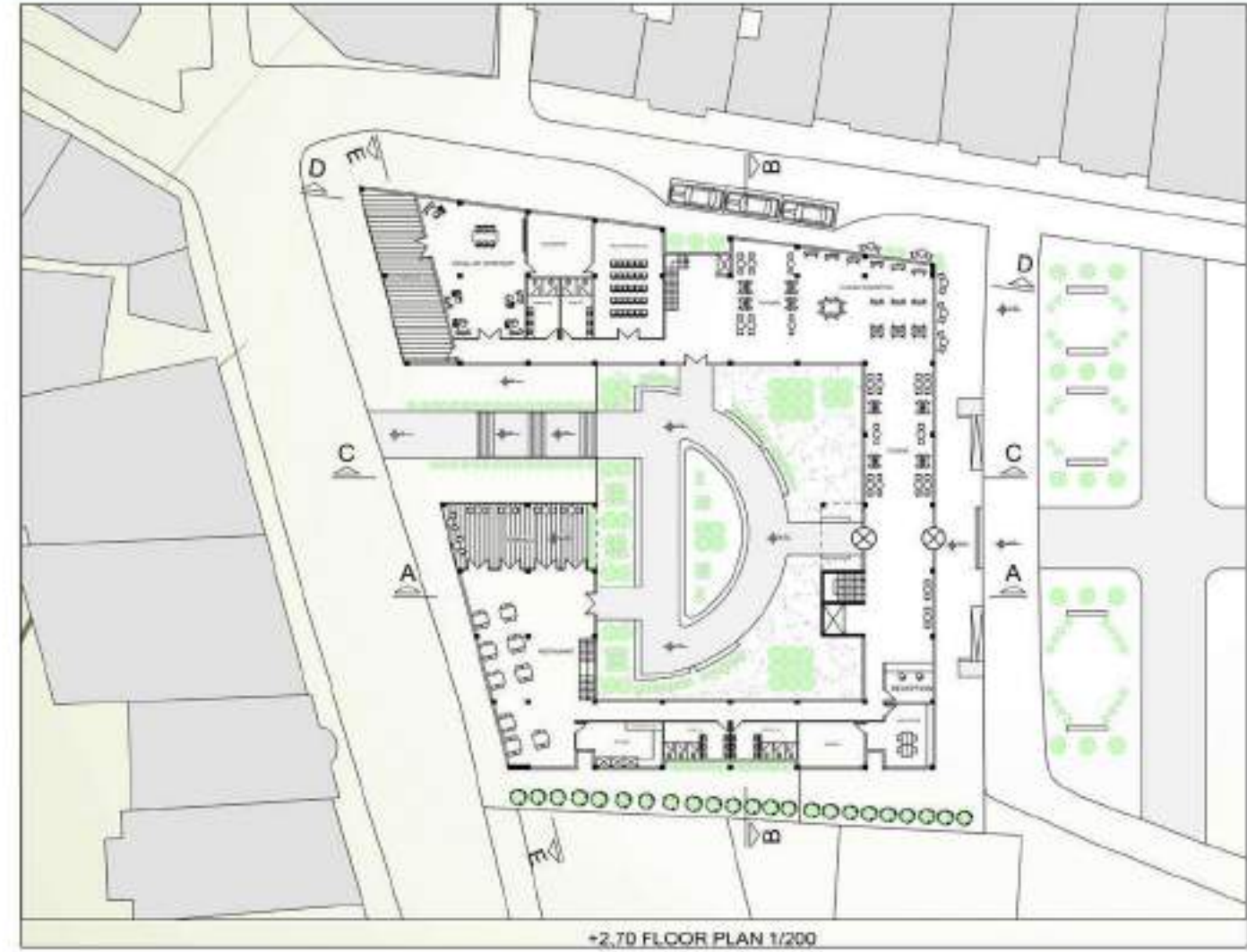
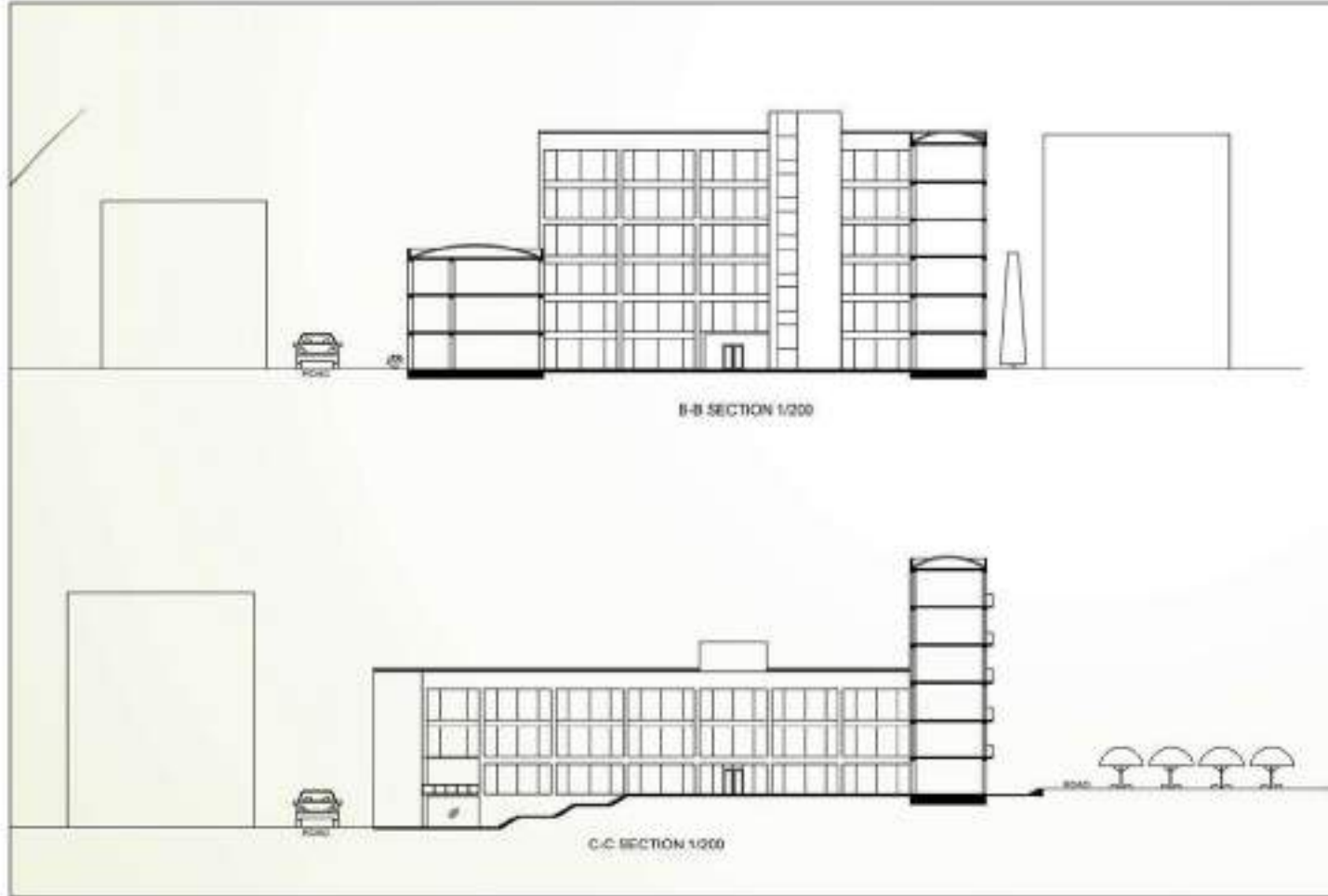
FUNCTIONAL LAYOUT

PUBLIC PLACES

LANDSCAPE PROPOSAL TO HIGHLIGHT ENTRANCES
OPEN ROBBERTS
CYPRUS TREES TO PROTECT THE AREA OF THE AREA
GREEN AREA NEXT TO THE ENTRANCE
GREEN AREA

COORDINATOR : Prof.Dr.Derya OKTAY STUDENT: CEM BEKTAŞ STUDENT NUMBER: 19 12 05 908

Cem Bektaş



SCENARIO : The purpose of my hotel is to be a structure connected to the city with an art concept. In addition, while doing these, they should be connected to the city and the green-social areas around it. Different room sizes are considered for hotel users. The art-related part of the hotel has both exhibitions and workshops.

NOTE: I design the whole concept in line with the analysis findings.

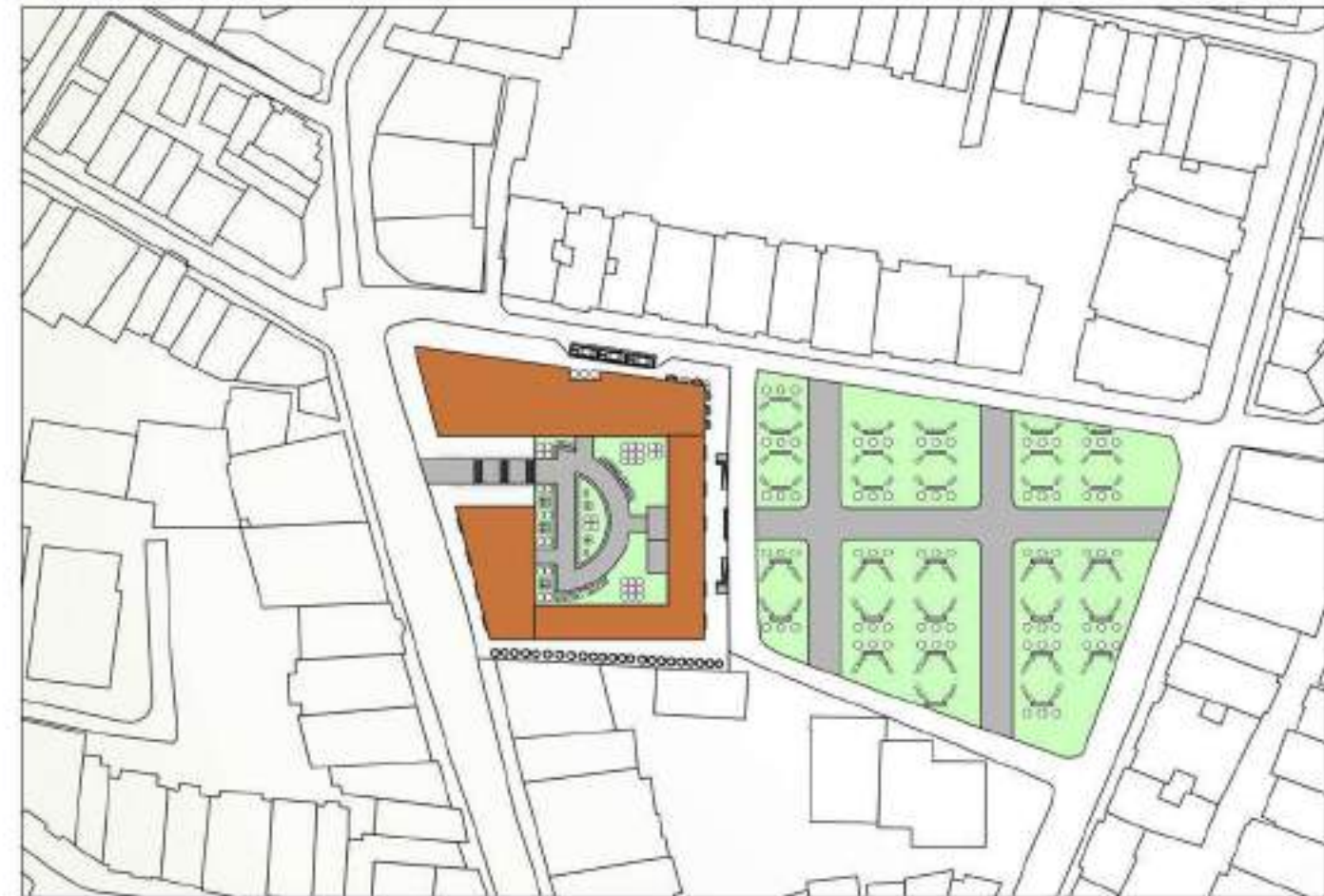
ART HOTEL COMPLEX 3D IDEAS-APPROACHES

Form idea to match the street texture

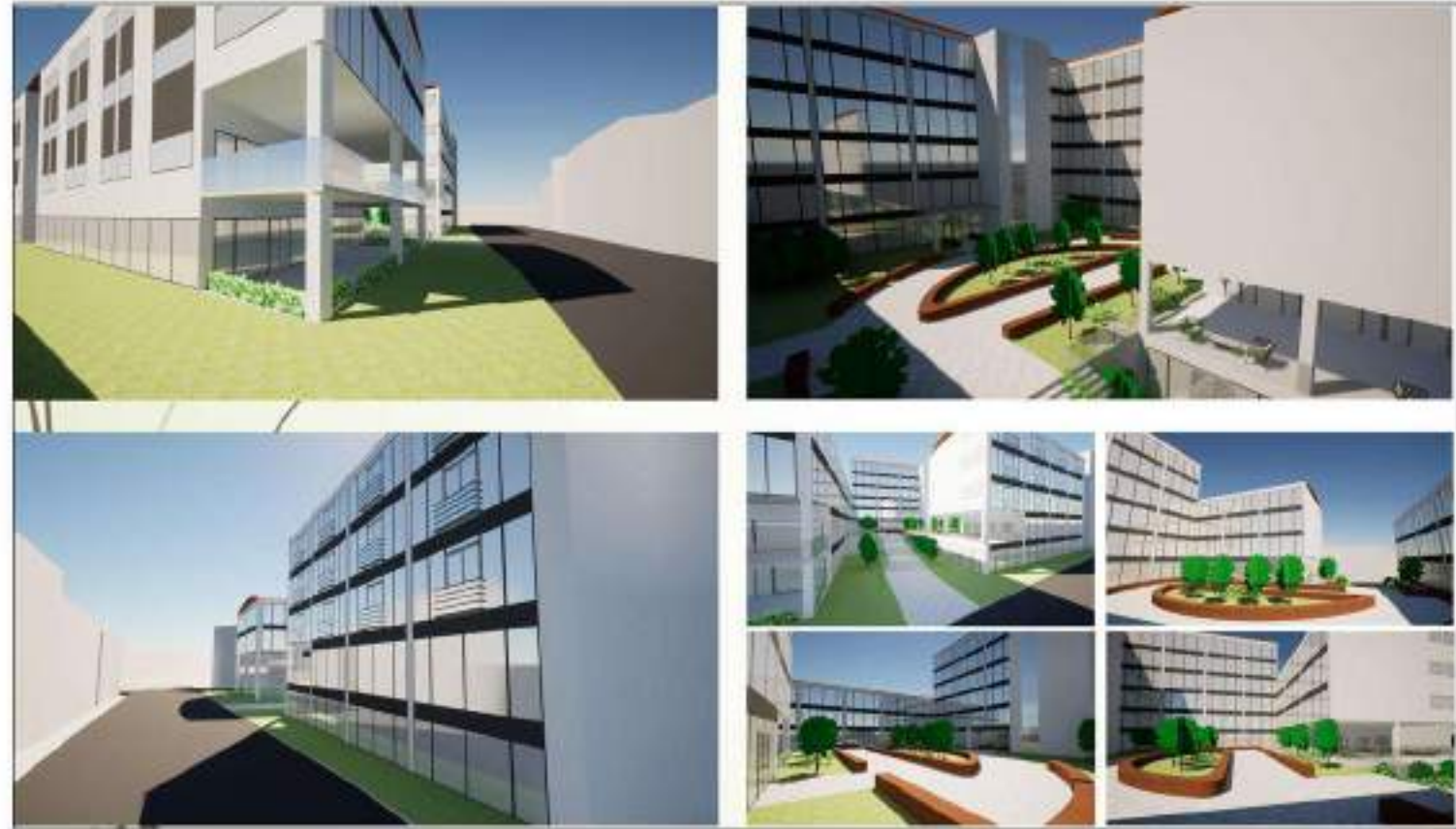
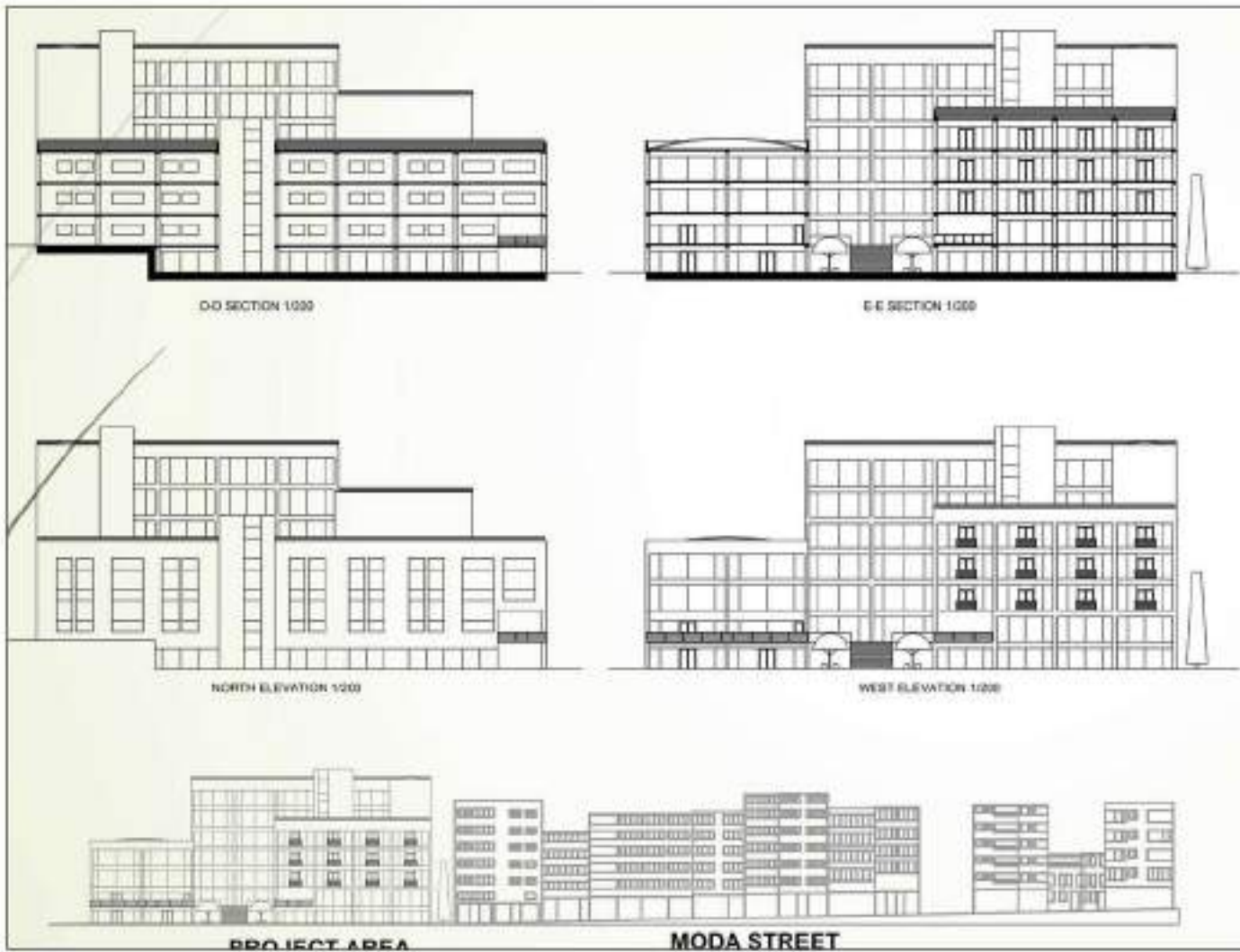
Walkway through form to connect to green social spaces

Rising form parts to give movement to the structure

Better connection with the street was established with the arcades.



Cem Bektaş



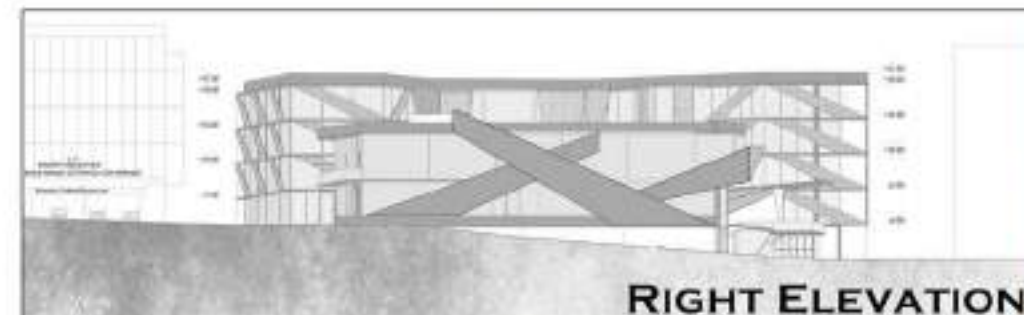
Berkay Sancaklı



PROGRAM
CO LIVING

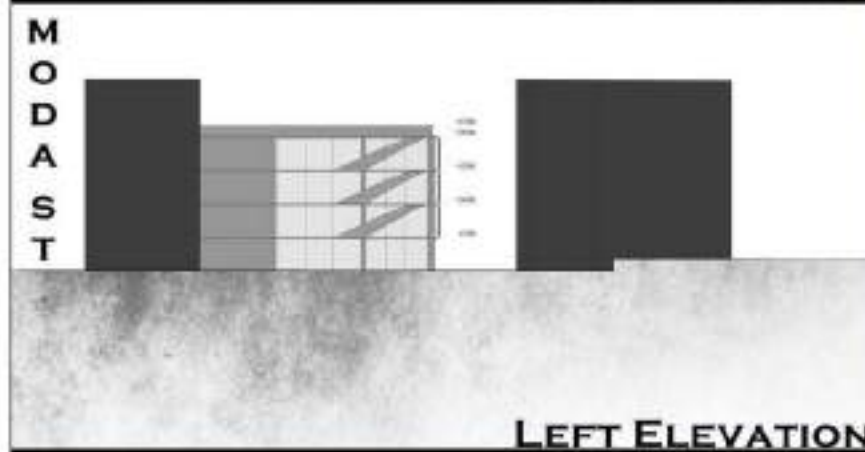
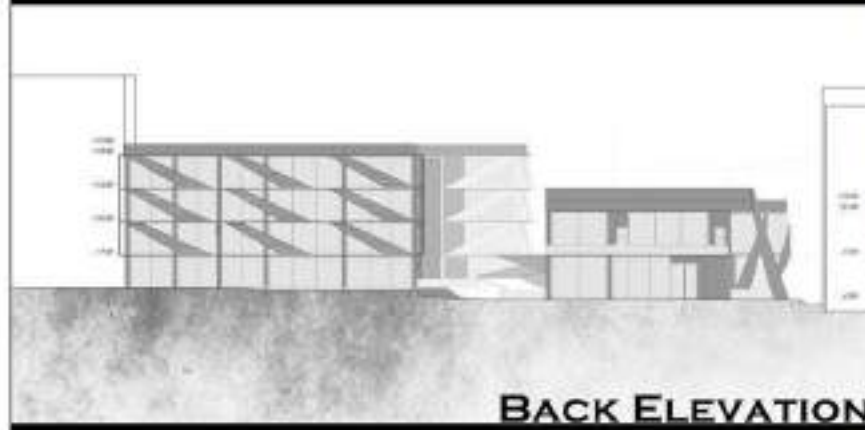
DEVELOPING PEOPLE'S ABILITY TO WORK TOGETHER AND CREATING A CULTURE OF "WORKING TOGETHER", AND SHARING CULTURAL DATA AMONG EACH OTHER BY LIVING TOGETHER

D I A G R A M

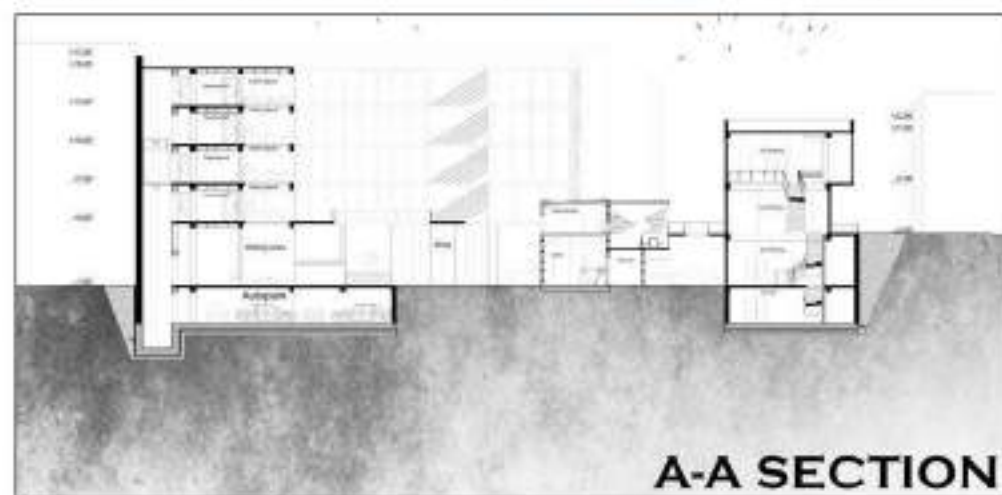
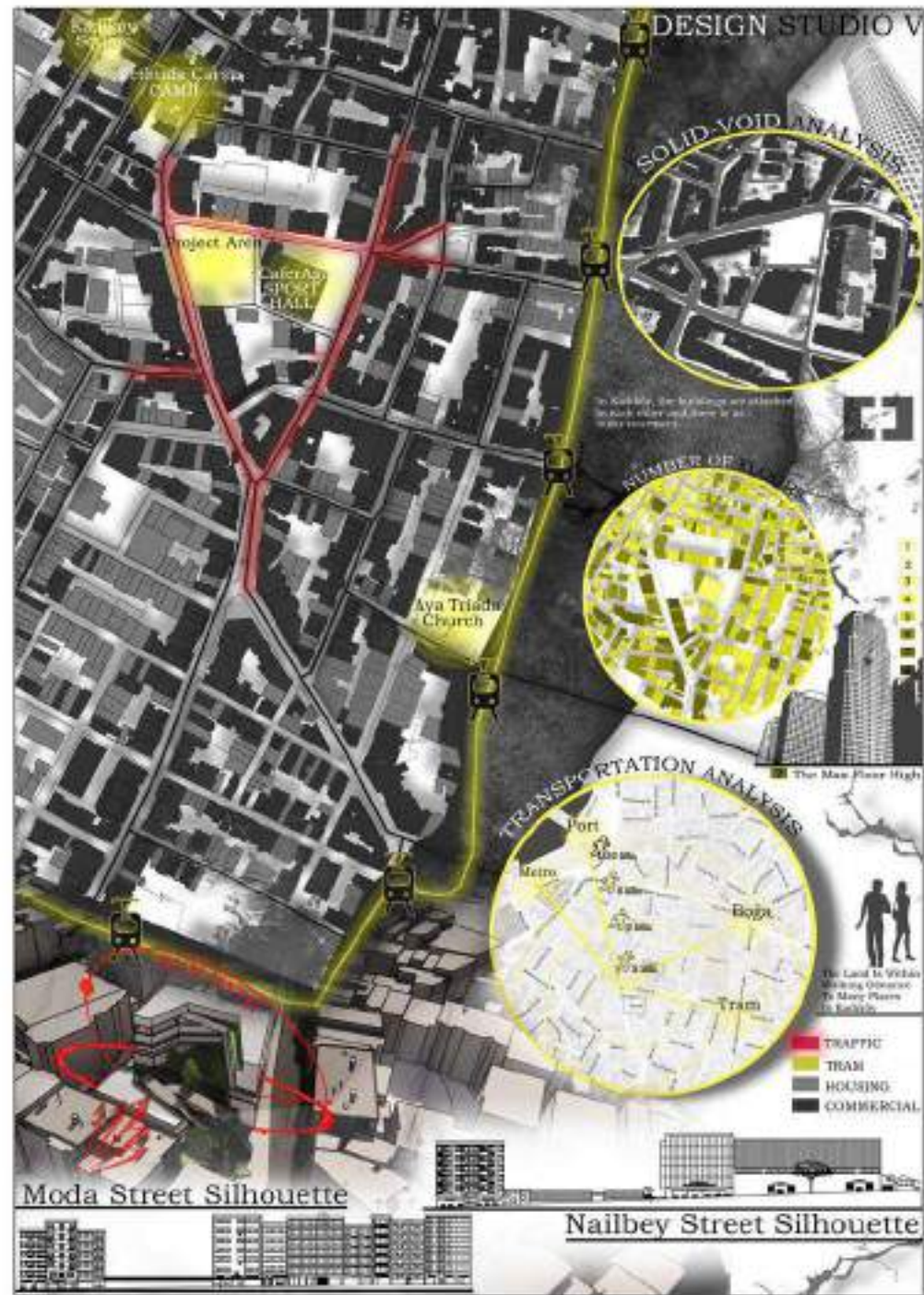


DESIGN STUDIO VI

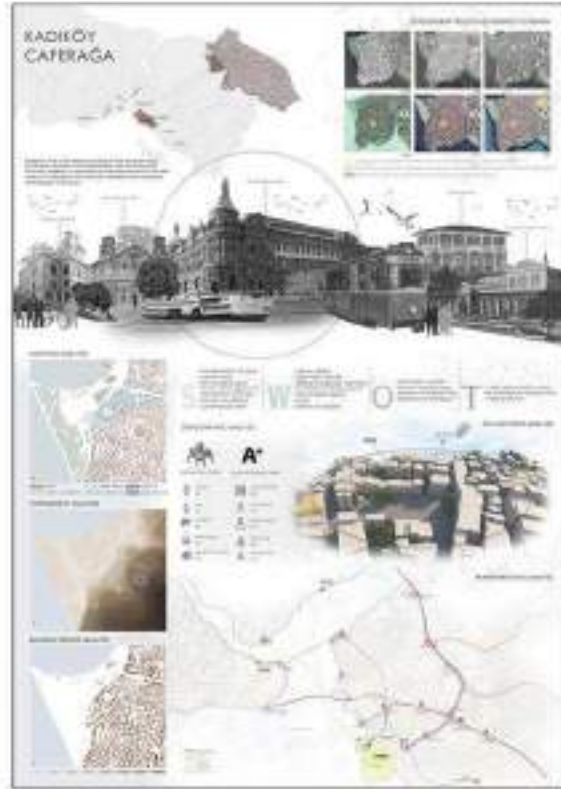
CO-LIVING AND CO-WORKING



Berkay Sancaklı



Sude Badir



co-HOUSING

Co-housing is an approach to creating a community. Co-housing is a balance between privacy and community. While co-housing has a big focus on living communally, it is different from a commune. Residents have their own homes which surround shared spaces where people can meet, eat together and share resources. Co-housing is not about forcing people to eat together every night and imposing strict rules. Residents decide when and how they want to interact.

FUNCTION DIAGRAM

MEASUREMENT LIST

FOR HOUSING	
PRIVATE HOUSING UNITS	PRIVATE HOUSING UNITS (200-300)
COMMON AREAS	COMMON AREAS (1000-1500)
COMMERCIAL AREA	COMMERCIAL AREA (500-700)
CAFE	CAFE (200-300)
PARKING STORAGE	PARKING STORAGE (100-150)

FOR ACTIVITIES

CAFE	WORKING SPACE
AREA	RECREATION AREA
STREET	LANDSCAPE

BUDGET STUDY SUMMARY
57000



Sude Badır



1/200 ELEVATIONS



NORTH ELEVATION
1/200

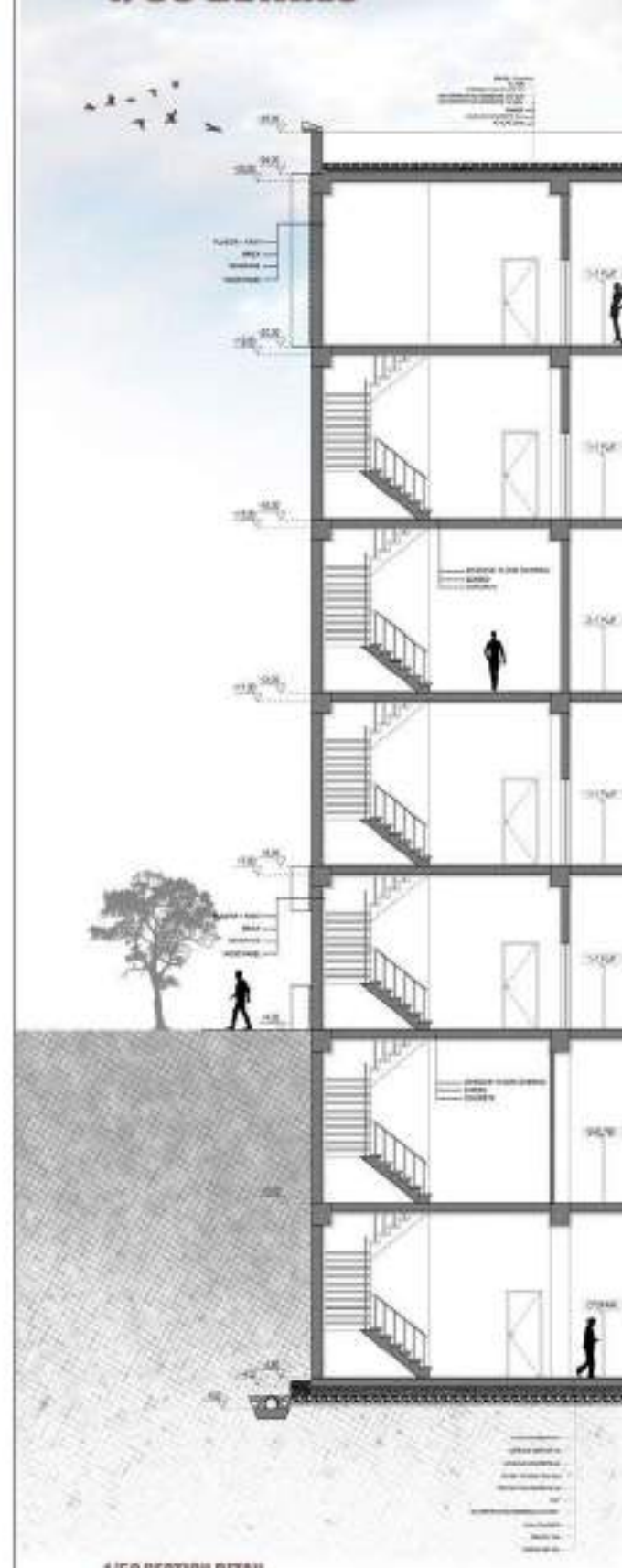


SOUTH ELEVATION
1/200

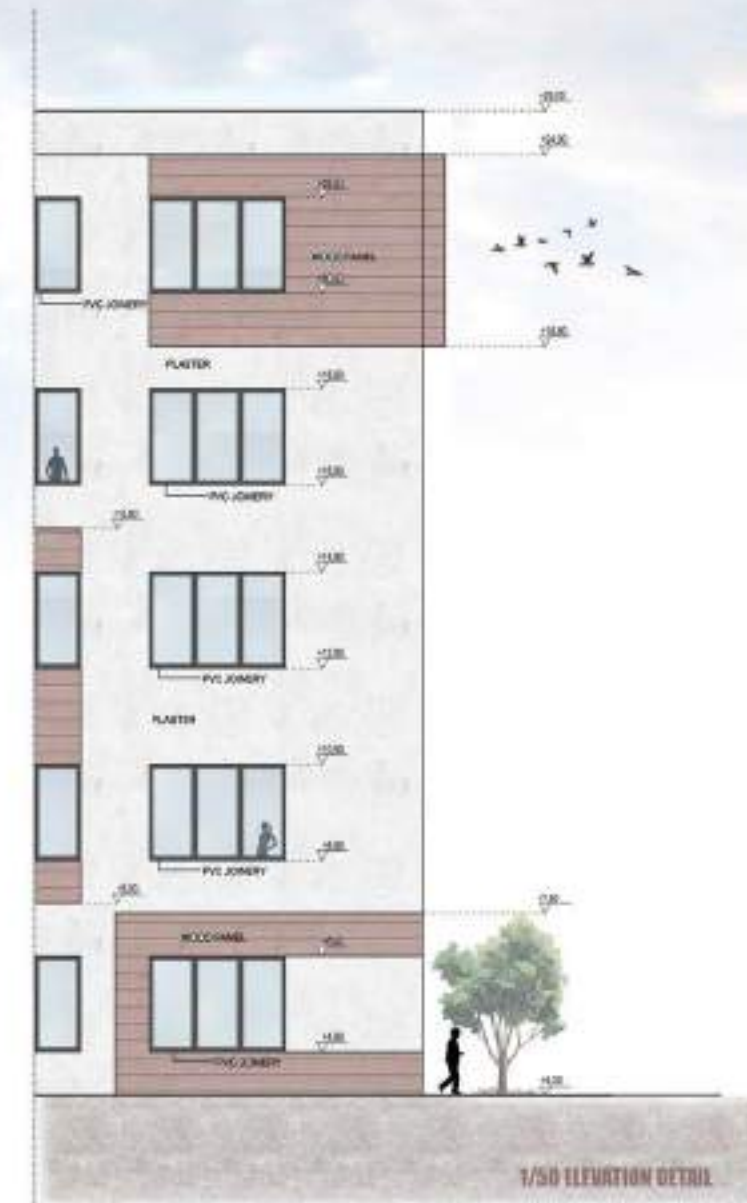


SUDE BADIR 191205008

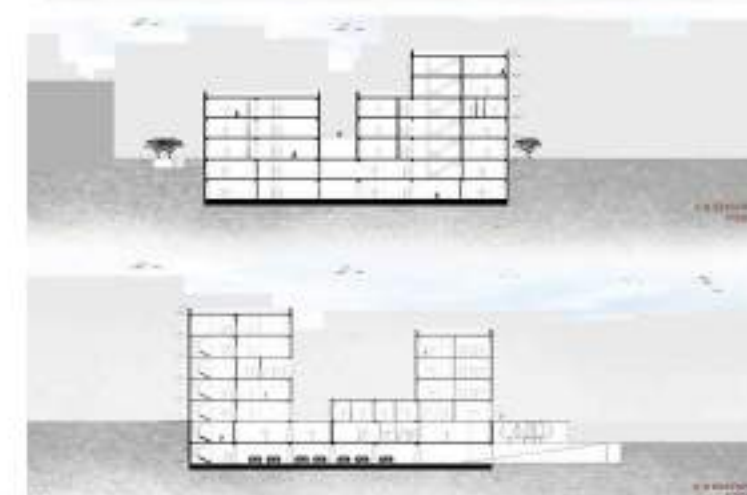
1/50 DETAILS



1/50 SECTION DETAIL



1/50 ELEVATION DETAIL



1/50 FLOOR PLAN

MİMB 420 Tasarım Stüdyosu VIII / ARCH 420 Design Studio VIII

Proje Kapsamı ve İşlevi: Tasarım Eğitimi Yeniden Düşünmek:Heterotopya

ARCH 420 Design Studio VIII ve MİMB 420 Tasarım Stüdyosu VIII'nda mimar adaylarından Tarihi Yarımada'nın kentsel dokusu içerisinde, tasarım eğitimi yeniden düşünerek bir heterotopya tasarımları beklenmiştir. Kentli bireylerin serbestçe katılabilecekleri informel ve nonformel tasarım eğitiminin(mimarlık, iç mimarlık ve endüstri ürünleri tasarımı) verileceği kompleks, çeşitli bireylerin, ilgi alanlarının, ziyaretçilerin ve kentlilerin bir araya geldikleri ve 7/24 yaşayan bir kentsel merkez olarak ele alınmıştır. Bu bağlamda sanat, zanaat ve teknolojiyi, okul dışı eğitim ve yeni nesil tasarım eğitimi kavramları çerçevesinde bir araya getiren kompleks, kavramsal olandan uygulamaya, tartışma kültüründen üretime ve deneye kadar birçok farklı düzeyde tasarım eğitimi bileşenleri içermektedir.

MİMB 420 Tasarım Stüdyosu VIII / ARCH 420 Design Studio VIII

Scope & Theme of the Project: Re-Thinking Design Education: Heterotopia

In the ARCH 420 Design Studio VIII, architect candidates are expected to design a heterotopia within the urban context of the Historic Peninsula by re-thinking the design education. The complex, where informal and non-formal design education (architecture, interior architecture, industrial product design) will be given, have been considered as an urban center where a wide range of individuals, interests, visitors and urbanites come together and live 24/7. In this context, the complex, which brings together art, craft and technology within the framework of out-of-school education and new generation design education concepts, includes design education components at many different levels, from conceptual to the practical, from the culture discussion to the production and the experimentation.

MİMB 420 Tasarım Stüdyosu VIII / ARCH 420 Design Studio VIII

Proje Yürütücüleri / Instructors

Prof. Dr. Dođan Zafer ERTÜRK

Doç. Dr./Assoc. Prof. Yekta ÖZGÜVEN

Dr. Öğr. Üyesi/Asst. Prof. Asena Kumsal ŞEN BAYRAM

Öğr. Gör./Lecturer Osman Bürgehan AYSU

Öğr. Gör./Lecturer Ali Savaş YASAN

Öğr. Gör./Lecturer İsmail DOĞANYILMAZ

Öğr. Gör./Lecturer Yaşar Metin KESKİN

Arş. Gör./Res. Ast. Merve Aslı KARA YÜKSEL

Arş. Gör./Res. Ast. Elçin Burcu TEMEL

Ali Emre Kul

There are many buildings with different functions in the area of the park. In addition to a group of commercial buildings, there is also a school in the area of education. I want to use these and in the surrounding context.

There are some trees from the street level through the building areas and reach the park. I want to use these and create some common areas as shown in the plan.

There are many buildings with different functions in the area of the park. In addition to a group of commercial buildings, there is also a school in the area of education. I want to use these and in the surrounding context.

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There are some trees from the street level through the building areas and reach the park. I want to use these and create some common areas as shown in the plan.

Site Plan

The project proposes a common solution with entrances from different levels and open interior solutions. It serves a branch of the educational function by locating at the periphery of the area and creating private and semi-private spaces in the interior. At the same time, the public space established around the historical buildings continues its functions in harmony with its surroundings without breaking its relationship with the people of the region.

Protected Building ●
Historical Building ●
Entrance ○

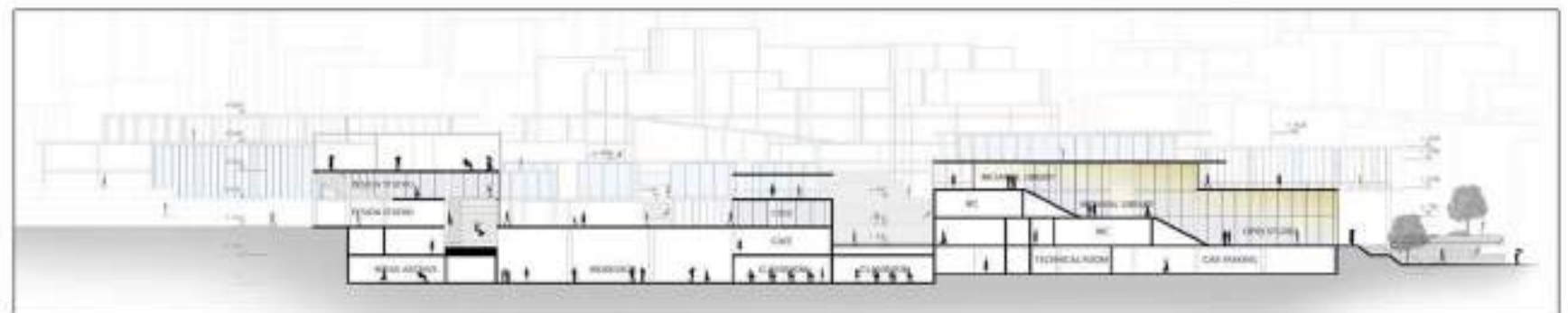
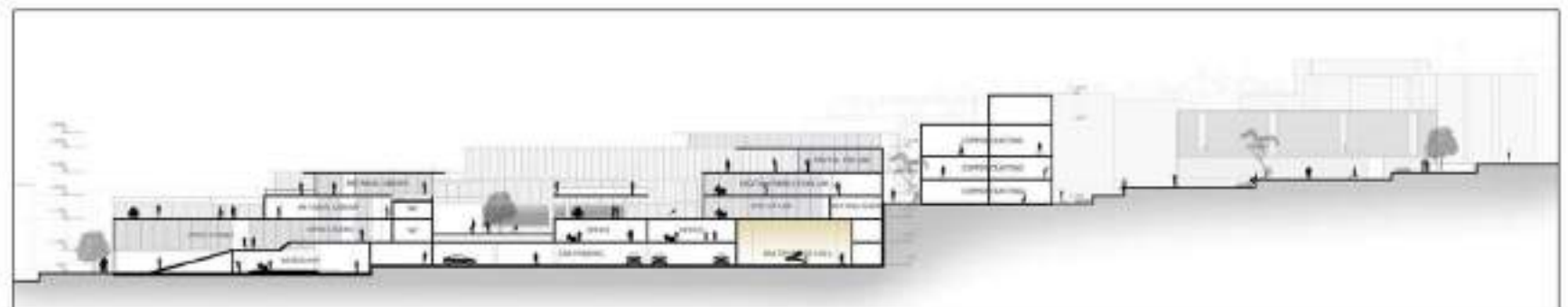
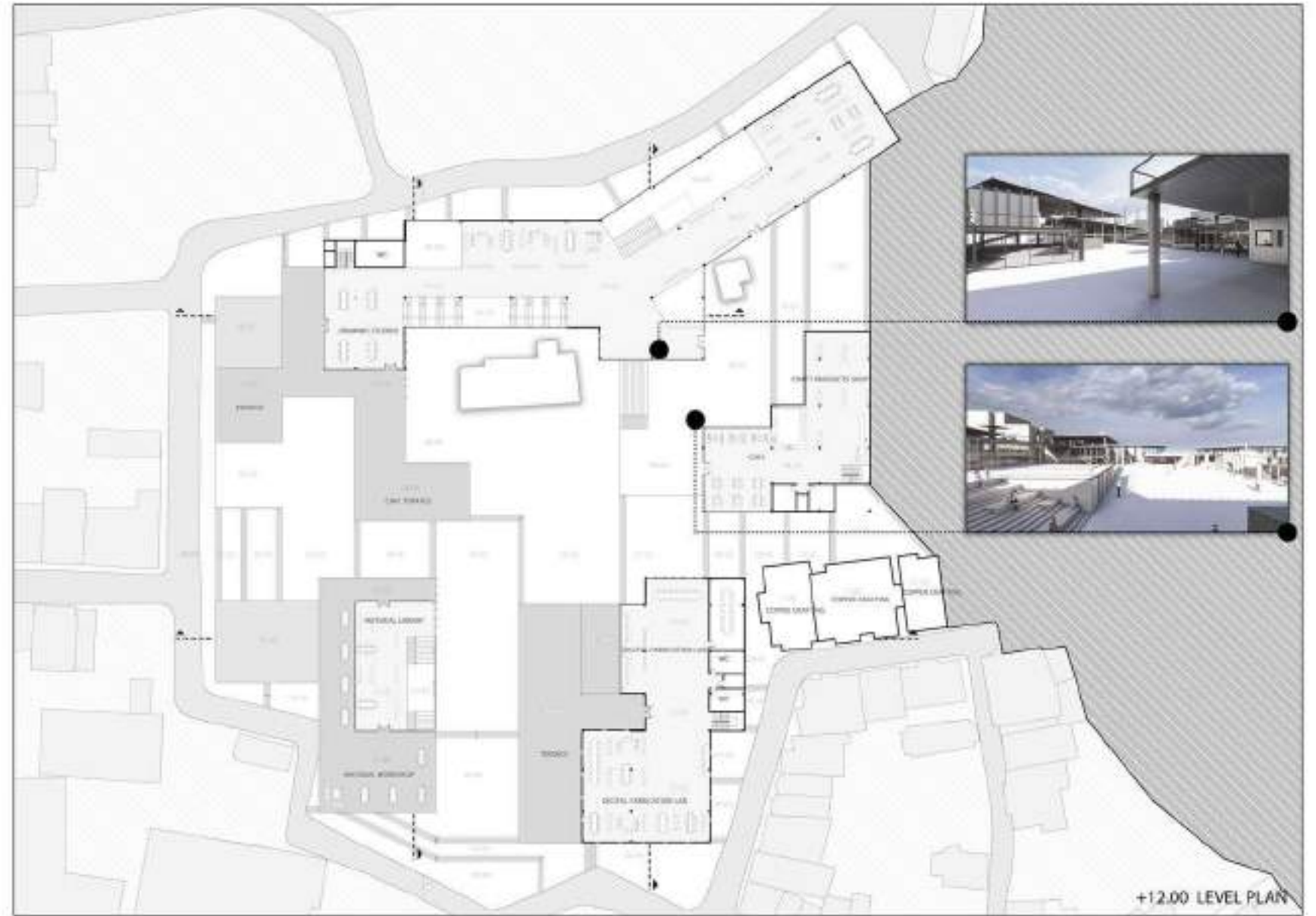
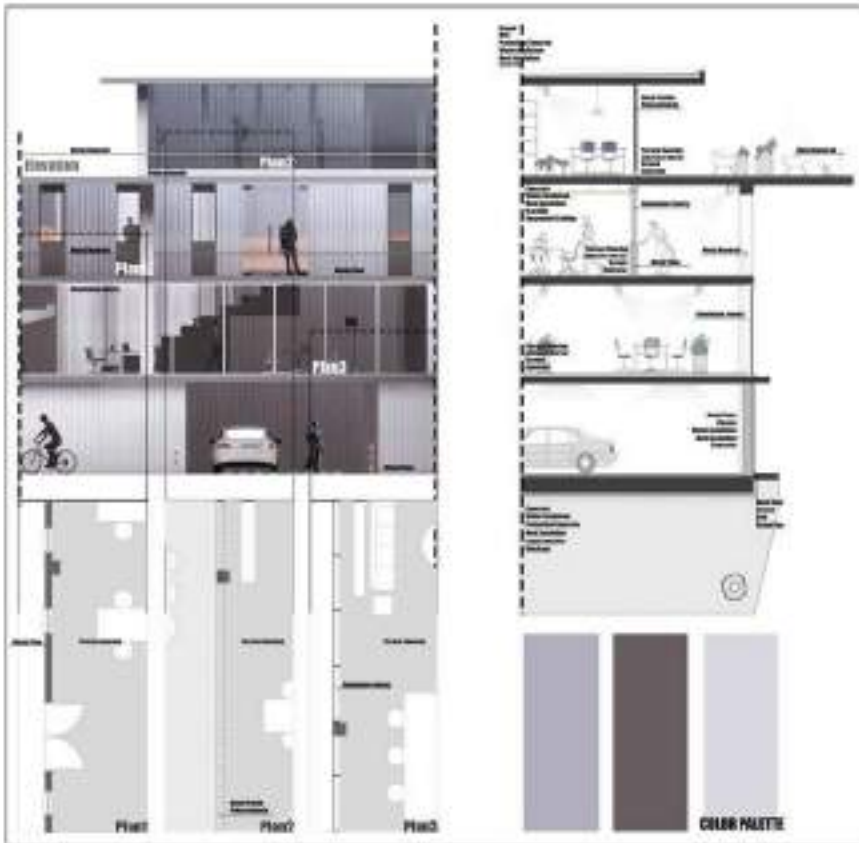
Kirindi Meccid View
Halic View
Buğurlu View

Street View
Street View
Street View

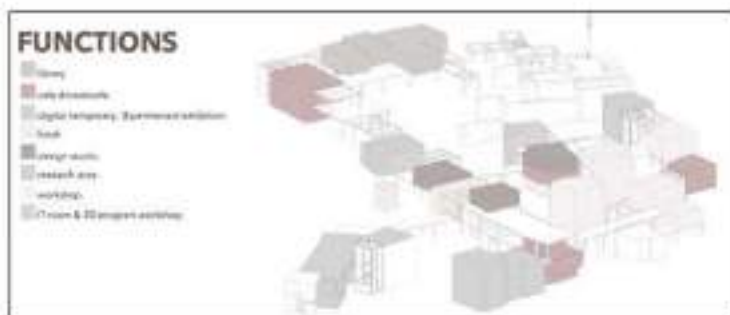
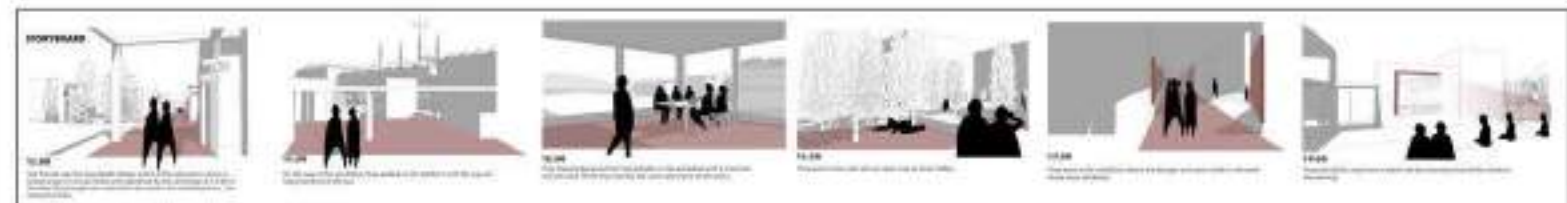
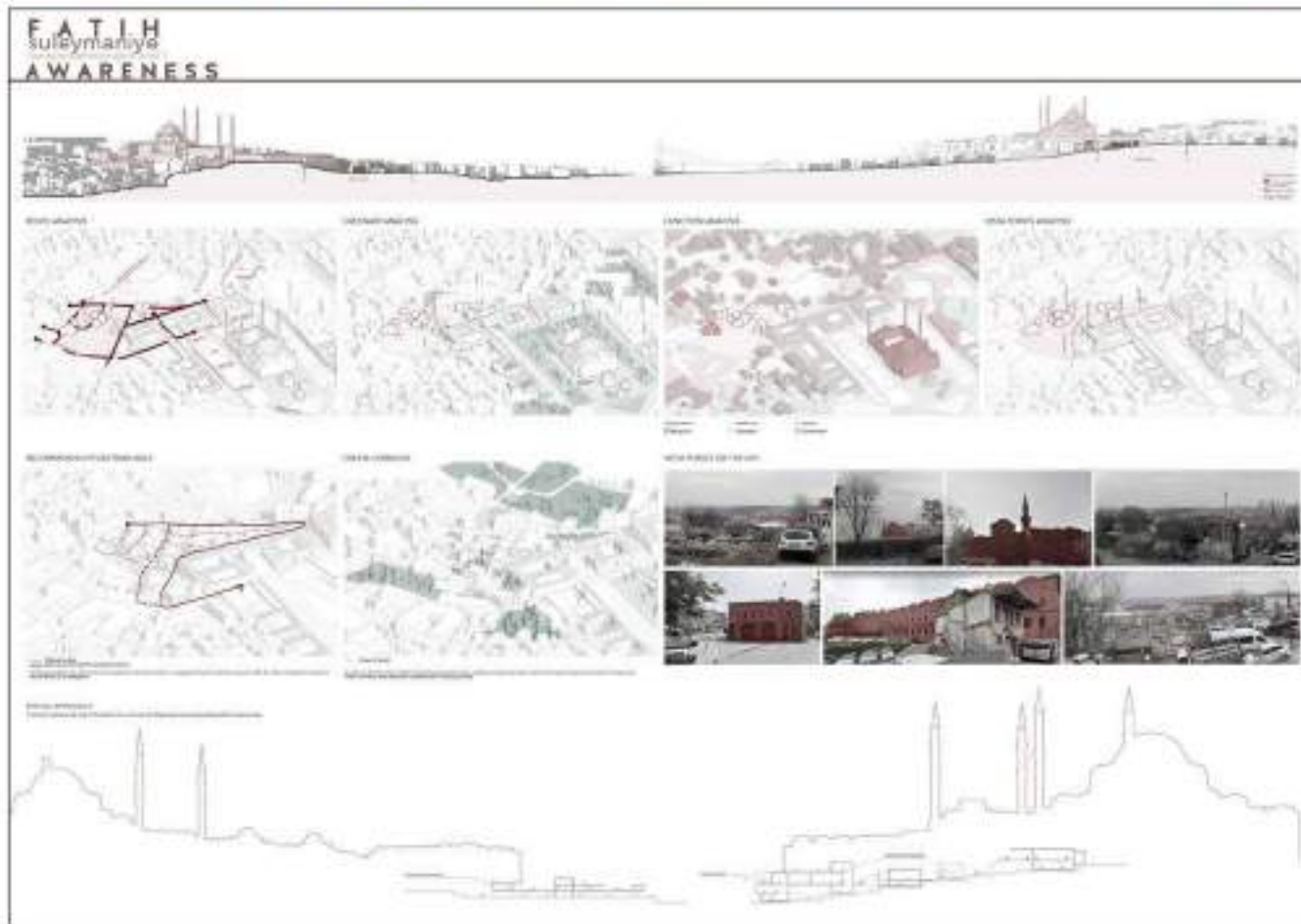
+2.00 LEVEL PLAN

Architectural sections showing vertical circulation and space organization. Two perspective renderings illustrating the building's integration with the urban environment and its architectural details.

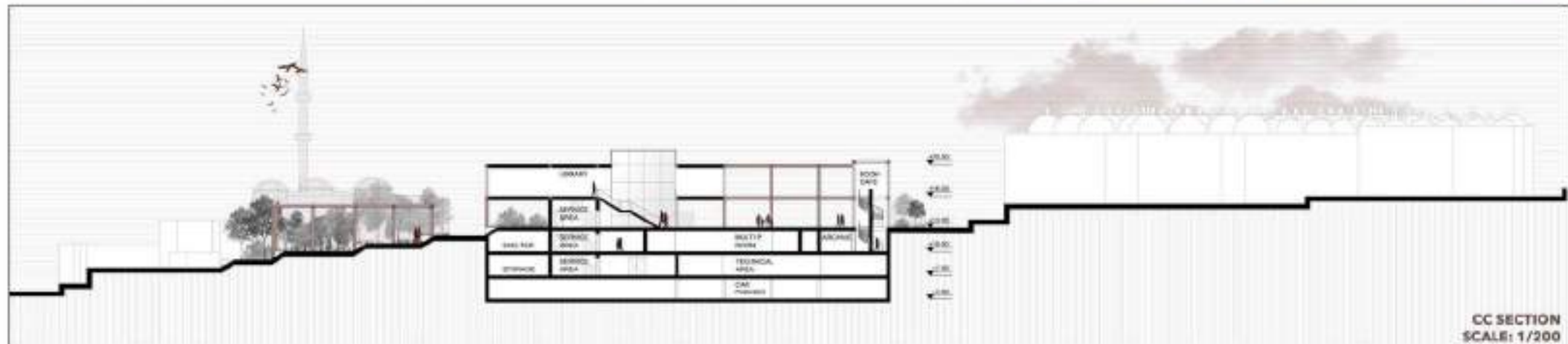
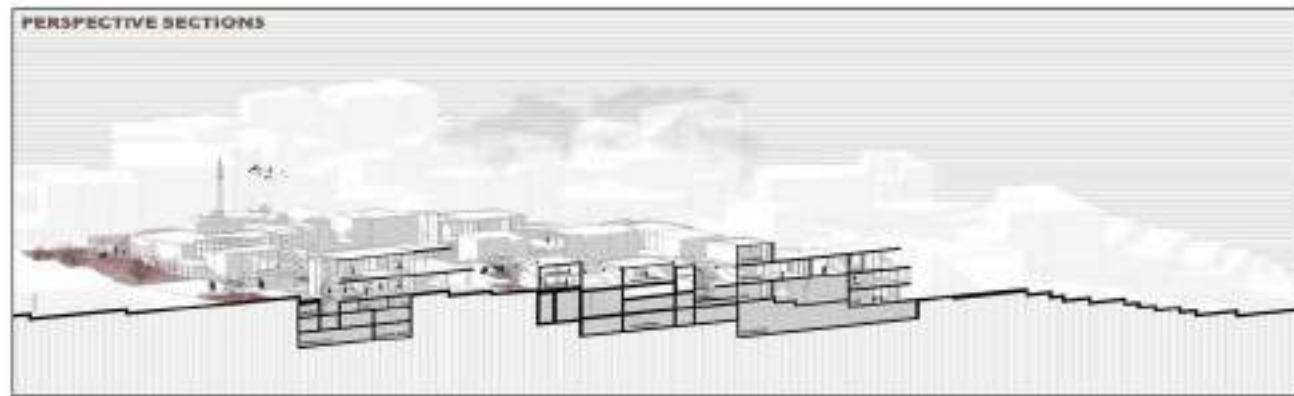
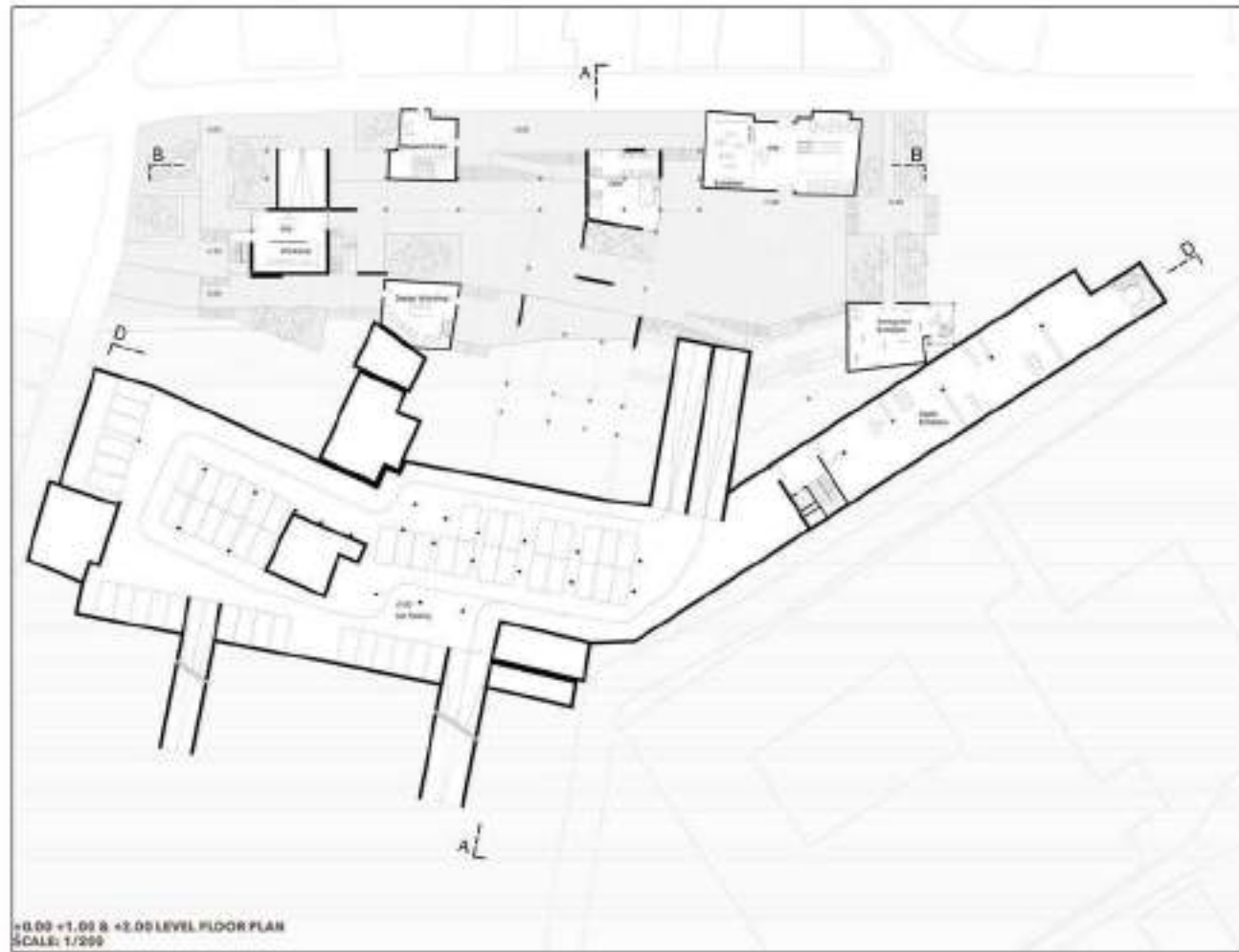
Ali Emre Kul



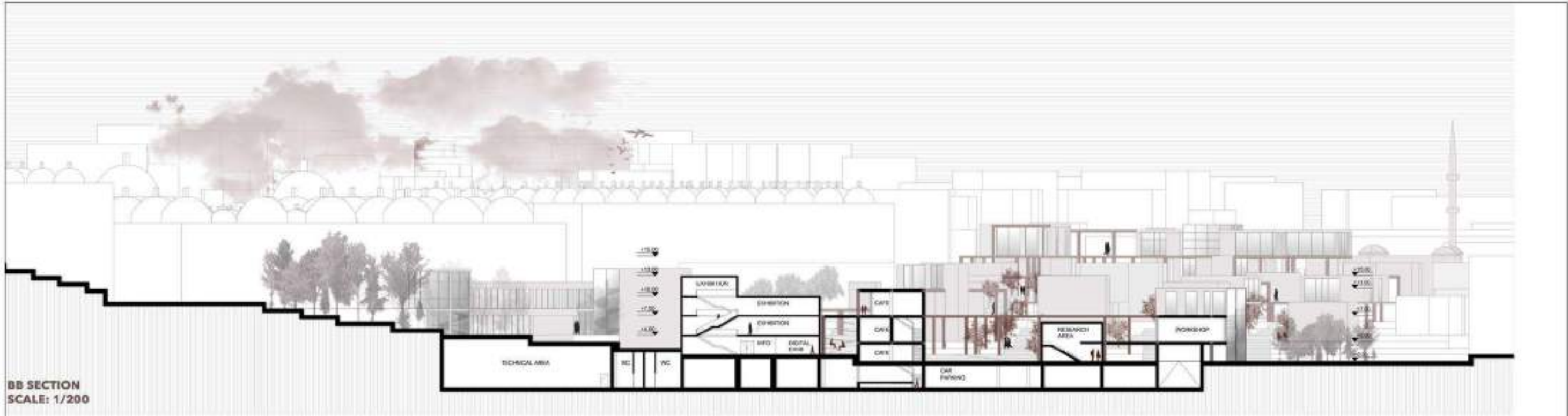
Ayça Turan



Ayça Turan



Ayça Turan



Betül Nur Çelik

SULEYMANIYE

"Interaction"

Scenario
People of all ages want to be there for more than one reason in addition to the social and cultural center. **Architecture, interior architecture, sculpture, workshops, libraries, workshops and classrooms** were designed for various reasons. These users are designed for different users, profiles and usage types. Through all existing, some cultural and some existing from the existing spaces in the area, taking into account the center that integrates with the **square and green design**, will be able to establish a direct relationship with the square on the ground. It is aimed to create an **open-air square** through the related to the architectural uses, functions such as media, workshop production and sales areas were created. **Open-air** were created and cafes, workshops, exhibition areas and sales units will be designed side directly related to the ground. This center only provides formal and informal education people in the city as a gathering and meeting place before.

Architectural Program

PUBLIC	SEMI-PUBLIC	PRIVATE-SEMI PRIVATE
LIBRARY	WORKSHOP	CLASSROOM
CAFE	GROUP STUDY	COURSE
SHOP	EXHIBITION	INTEGRATED
	OPEN EXHIBITION	LAB

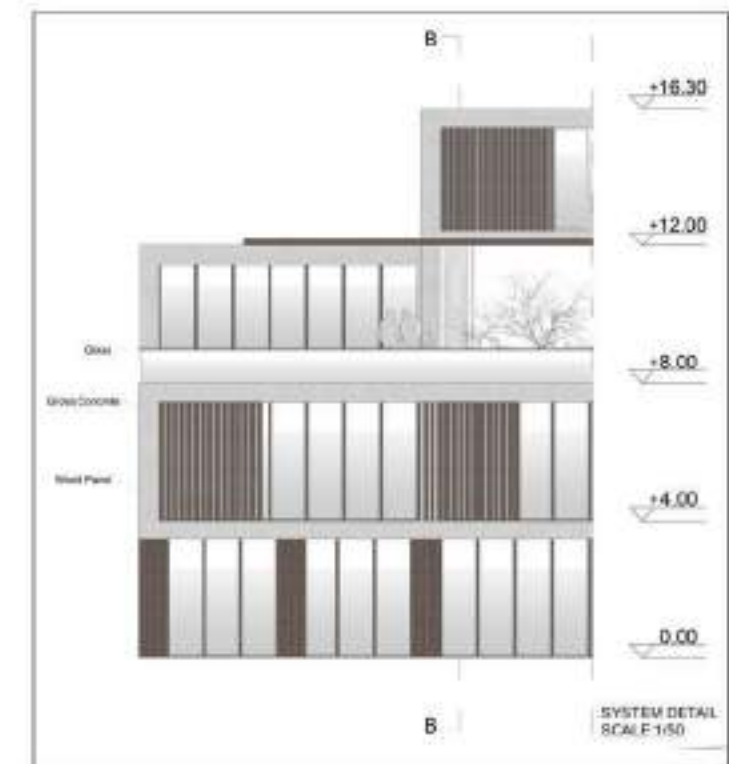
User types according to intended use

EDUCATION
EXPERIENCED
ACTIVITY
SOCIALIZING
ARCHITECTURAL
CULTURAL

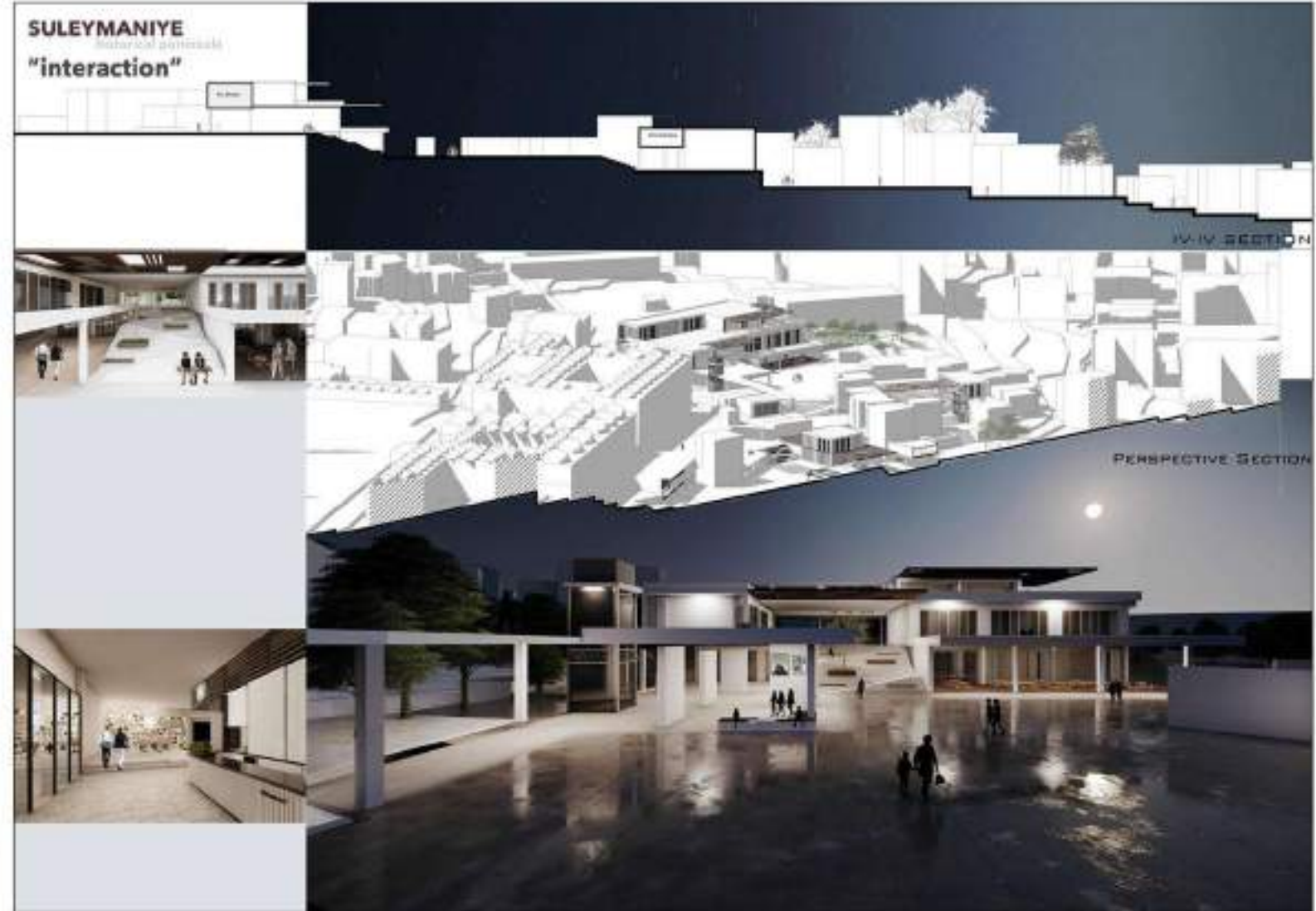
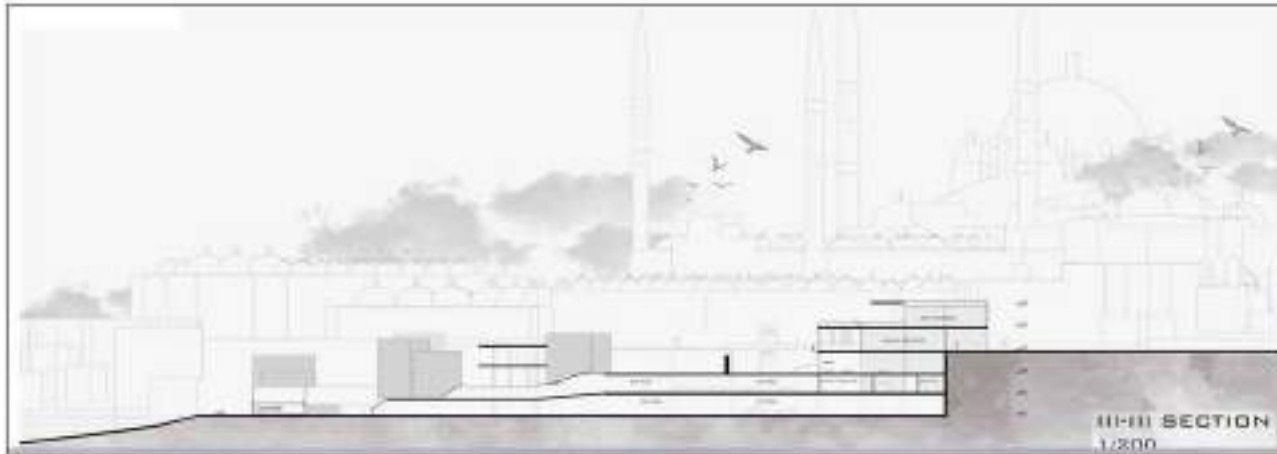
Life Scenario Storyboard

Layout Function

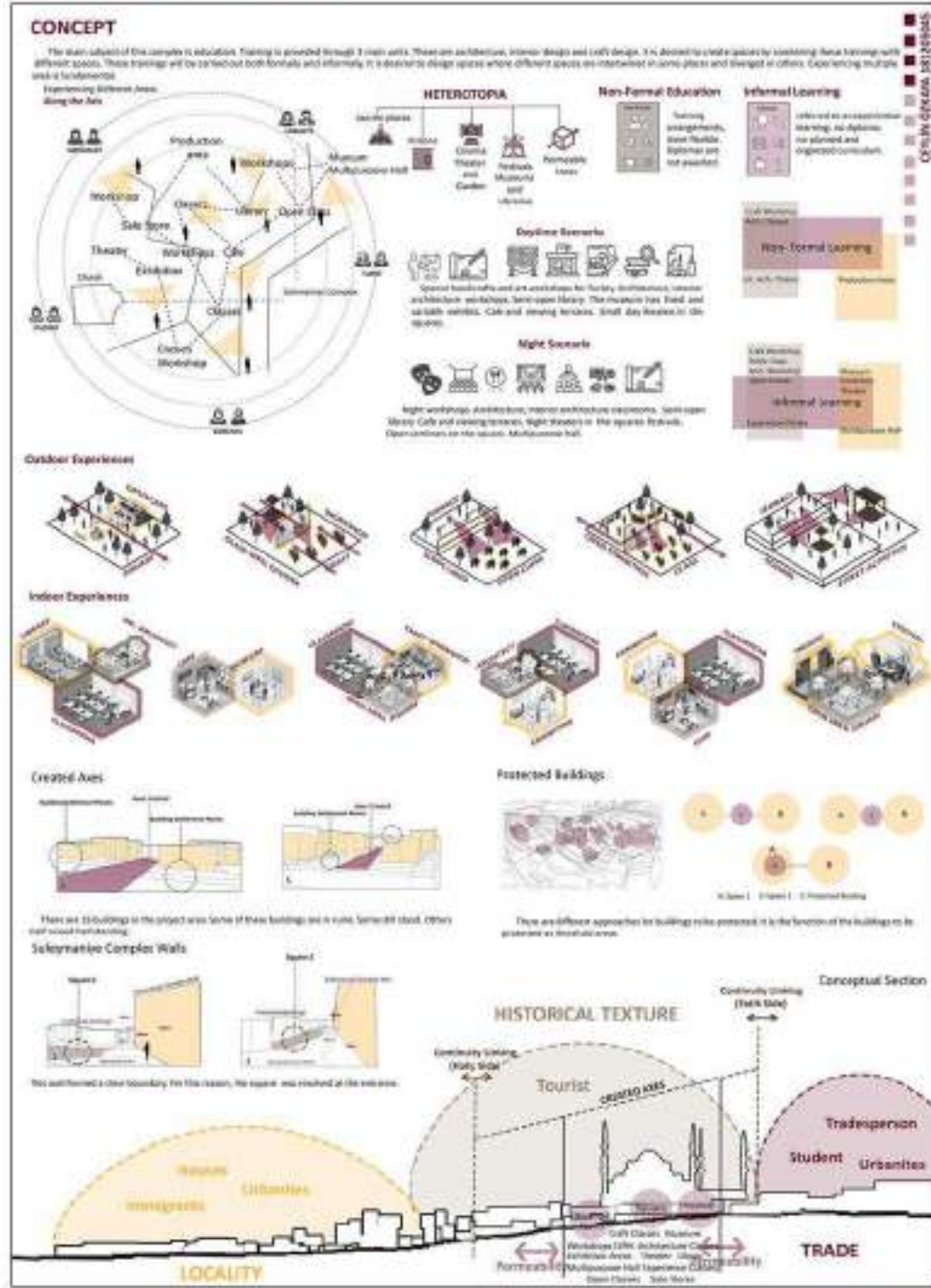
Court Use



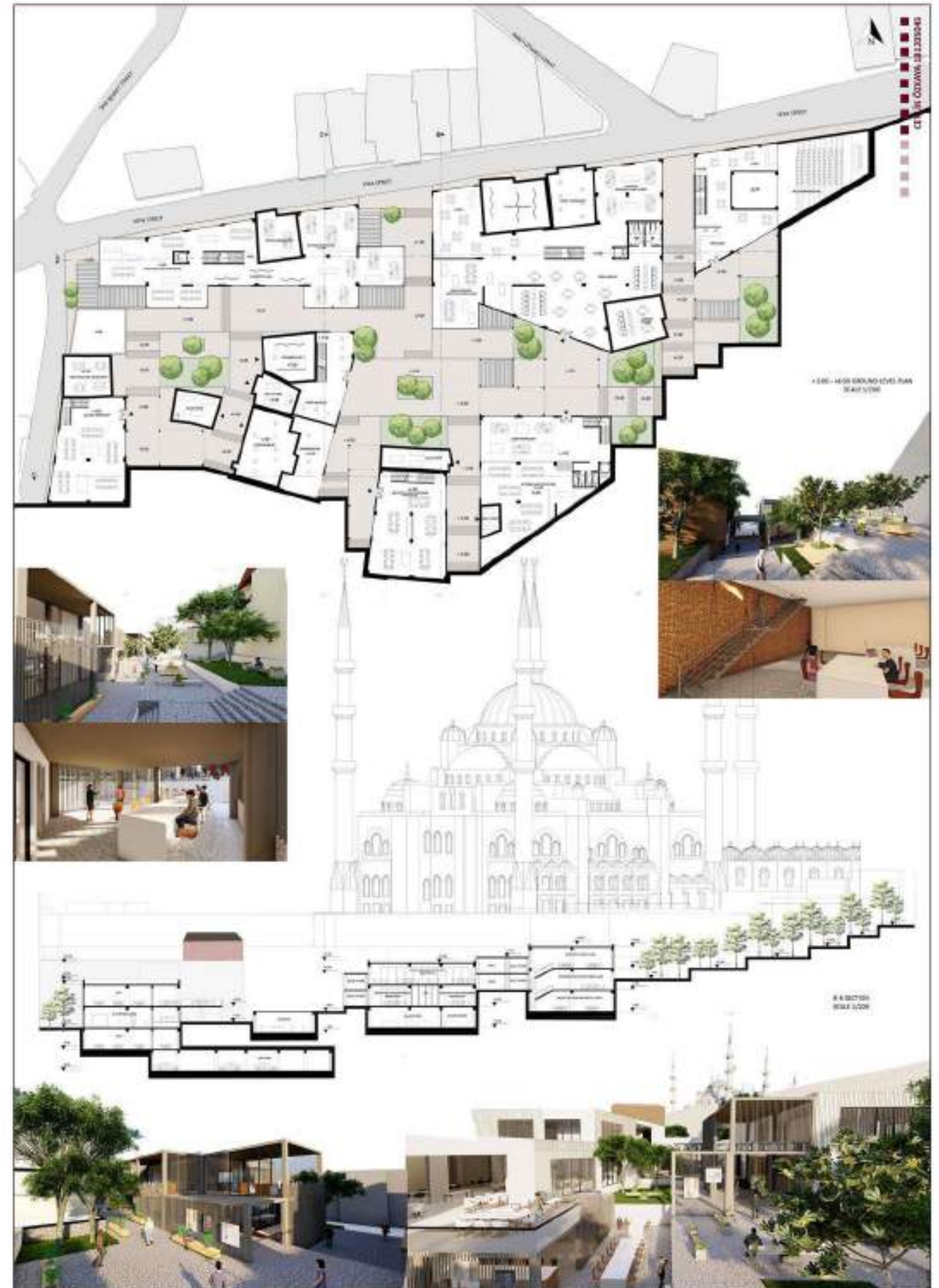
Betül Nur Çelik



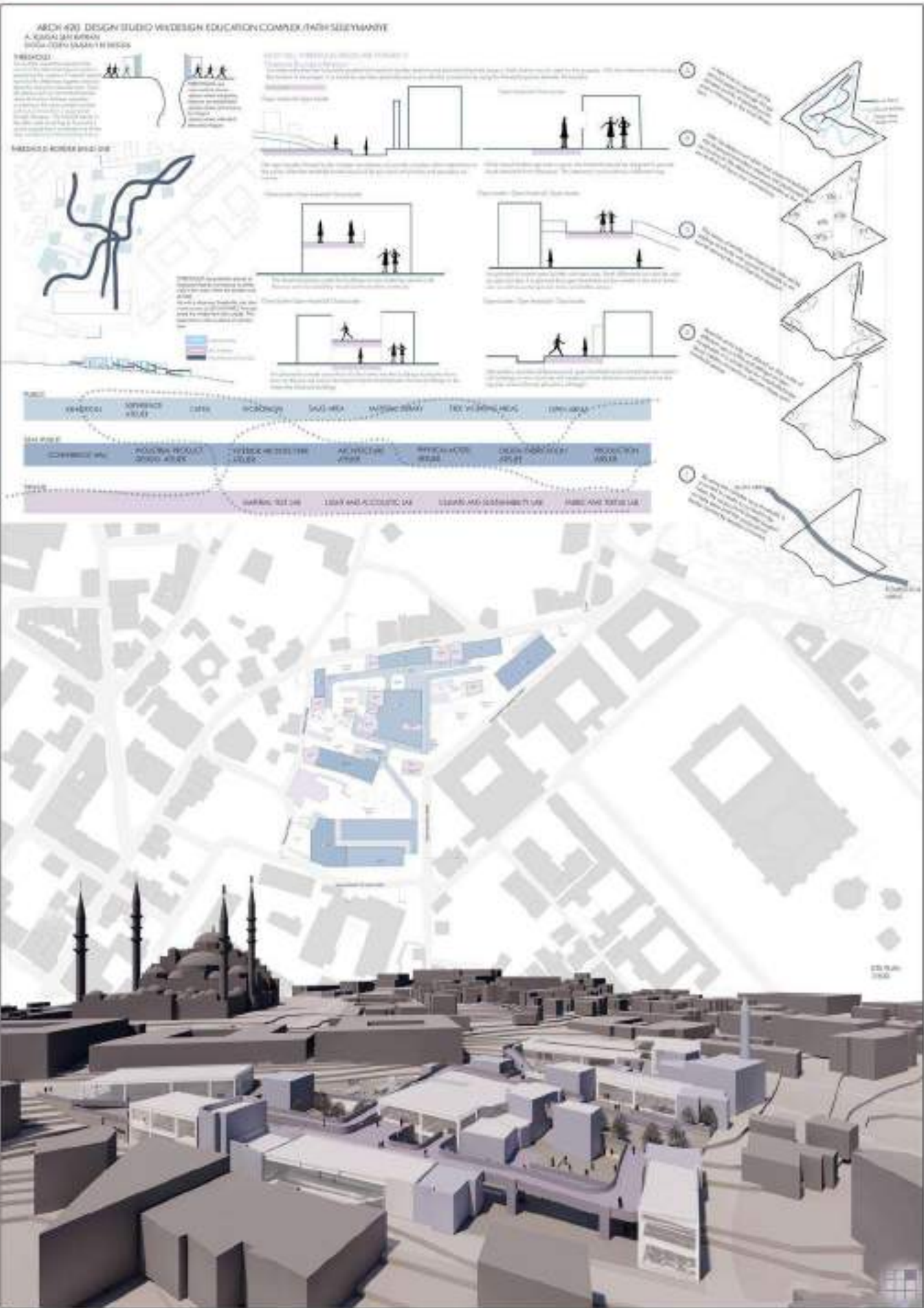
Ceylin Özkaya



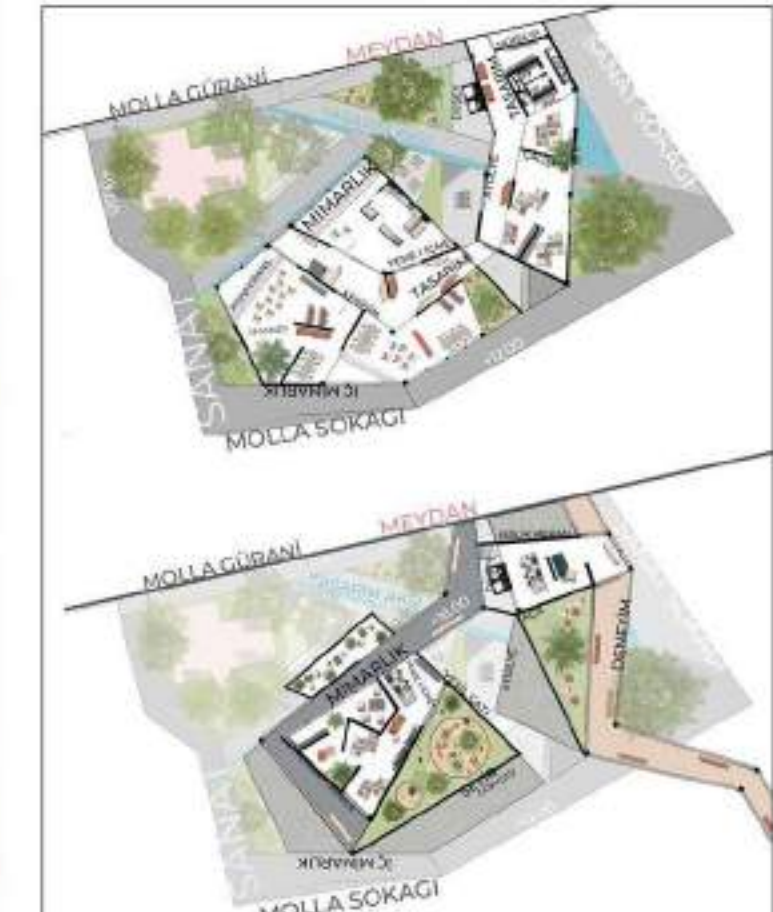
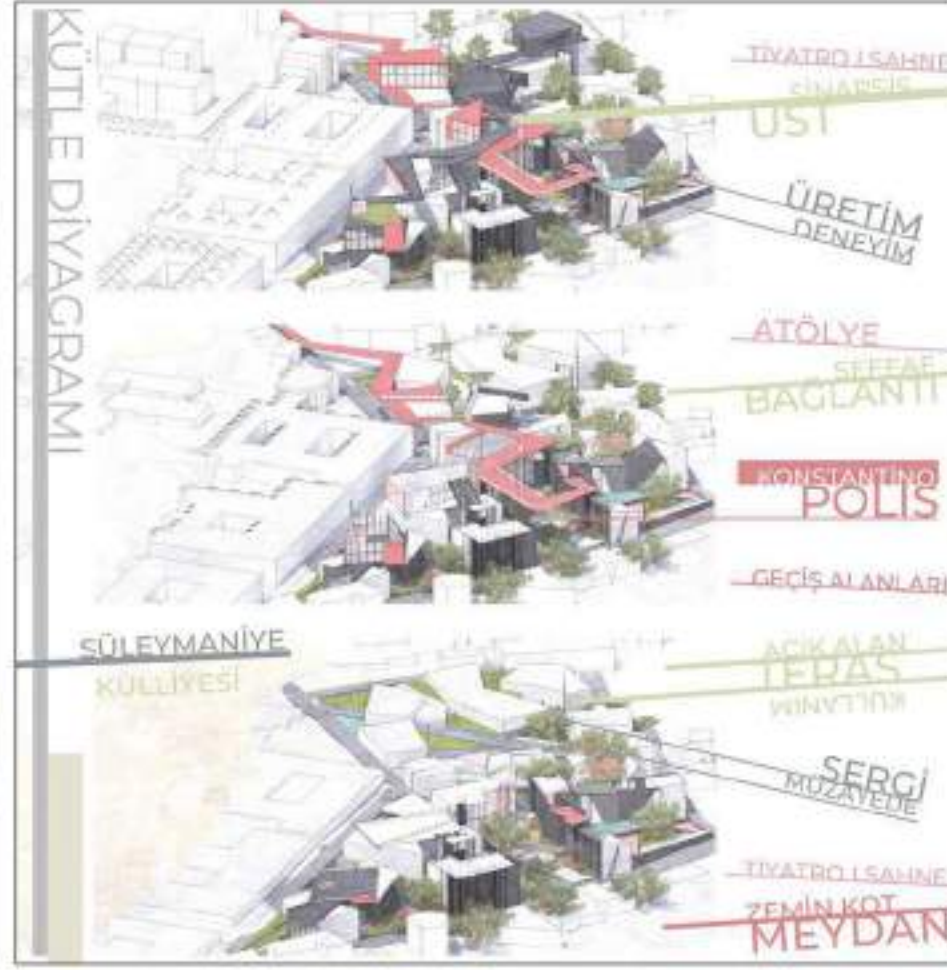
Ceylin Özkaya



Doğa Ceren Şimşek



Elif Yiğit



Emirhan Birinci

KONSEPT KULLANICILAR VE MEKANLAR

Yeni yaşama merkezi, restorasyonu ve rehabilitasyonu projelerinin planlanması, seçimi ve uygulanması için oluşturulan bir merkezdir. Bu merkez, tarihi yapıların korunması ve yaşatılması için gerekli beşerî verileri amaçlayıcıdır.

1. Proje planlama Merkez, restorasyonu ve rehabilitasyonu amaçları için planlanmıştır. Bu planlama, yapının tarihi, mimari özellikleri ve yapının korunması için gerekli olan bilgileri içerir.

2. Restorasyon ve yenileme Merkez, yapının tarihi, yapısal özellikleri ve restorasyonu için gerekli olan bilgileri içerir. Restorasyon ve rehabilitasyonu için gerekli olan bilgiyi sağlar.

3. Restorasyon ve rehabilitasyonu Merkez, restorasyonu ve rehabilitasyonu için gerekli olan bilgileri içerir. Restorasyon ve rehabilitasyonu için gerekli olan bilgiyi sağlar.

4. Etkinlikler Merkez, tarihi yapıların korunması kapsamında etkinlikler düzenlemek ve organize etmek için uygun alanlar ve alanlar oluşturulmuştur.

5. Sürdürülebilirlik Merkez, restorasyonu ve rehabilitasyonu projelerinde sürdürülebilirlik için gerekli olan bilgileri içerir. Sürdürülebilirlik için gerekli olan bilgiyi sağlar.

6. Sürdürülebilirlik Merkez, tarihi yapıların korunması kapsamında sürdürülebilirlik için gerekli olan bilgileri içerir. Sürdürülebilirlik için gerekli olan bilgiyi sağlar.



Konaklar Yapılar

Yeni Sirkülatiyon



Konaklar Alanları

İki Farklı Kullanim

<p>ÖĞRENCİLER</p>	<p>TURİSTLER</p>	<p>ÇALIŞANLAR</p>	<p>ZİYARETÇİLER</p>
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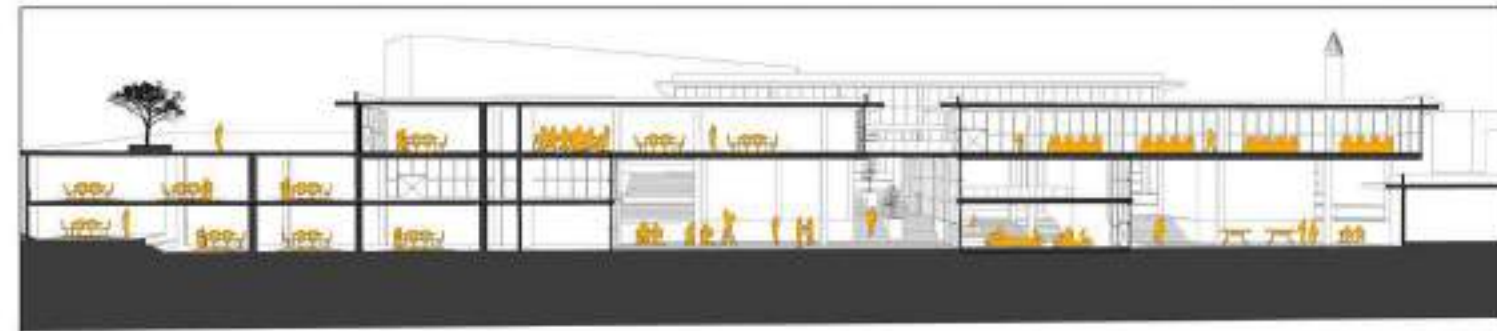
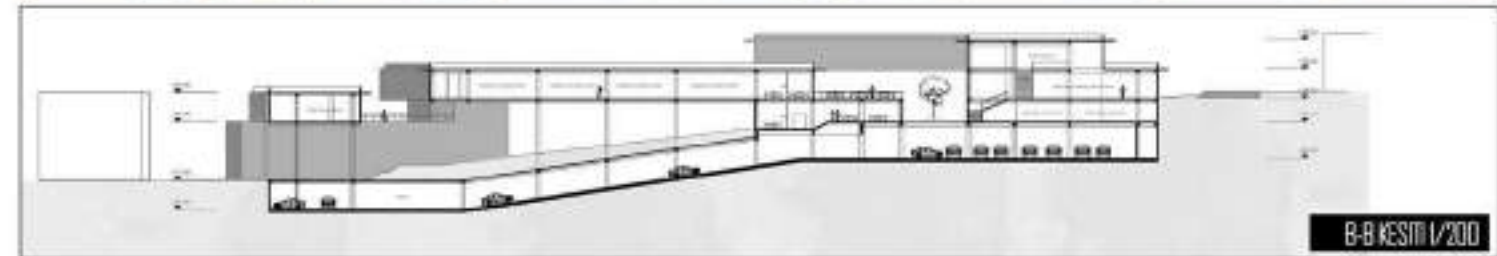
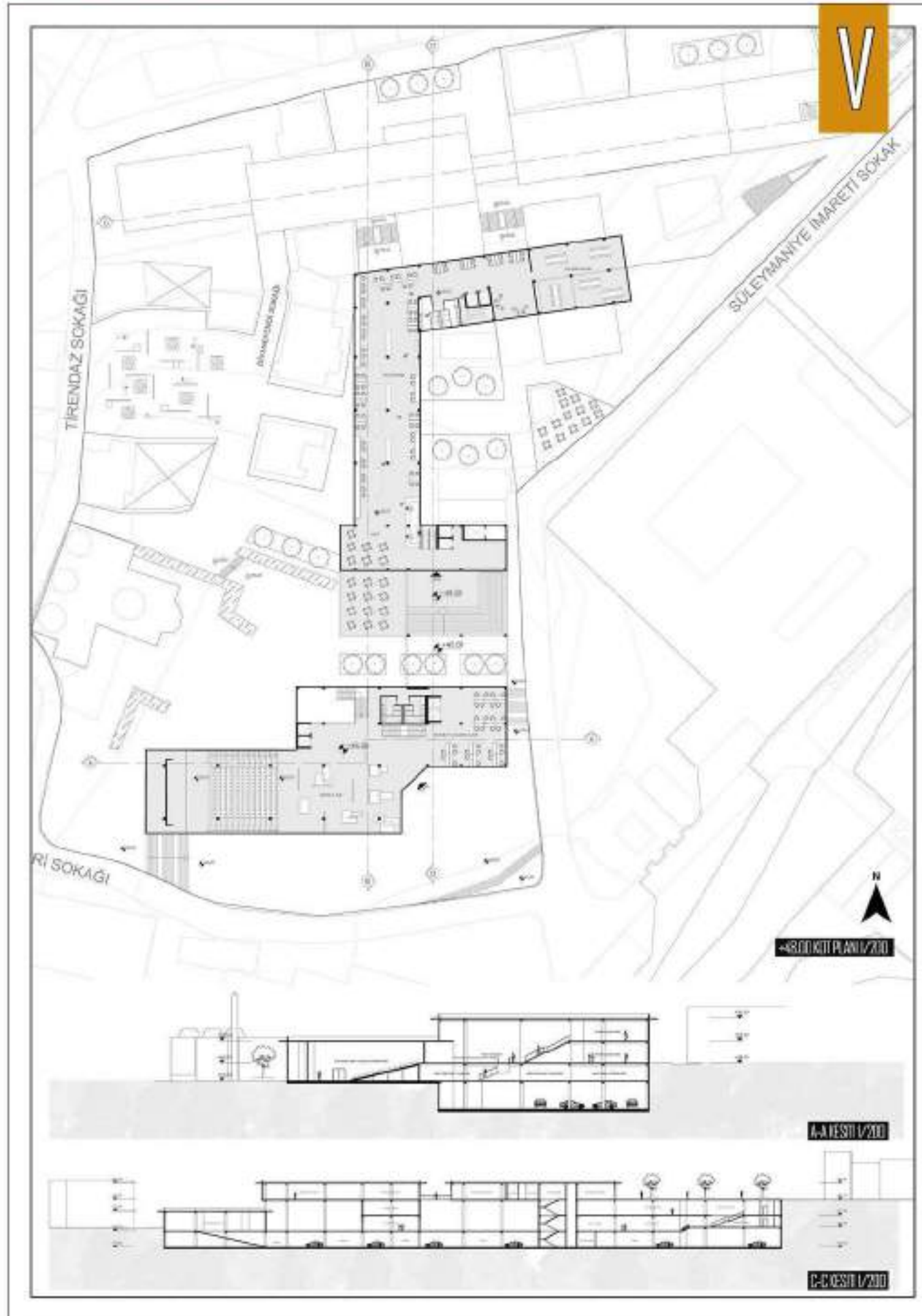
VAZİYET PLANI/500

Yapıların yapımından itibaren alacak olduğu alanın kısıtlı alanlar (örneğin) dışarıdan amaçlanmaktadır.

Yapıların kullanım potansiyeline sahip olan Yagmurcuğu Sokak tarafında alan düzenlenerek alan çevresinde sokak ortası düzenlenmektedir.



Emirhan Birinci



İlayda Zelyurt

suleymaniye 'memories'

The park has been built on the ruins of the Ottoman era. The site is a mix of old and new, with a rich history and a vibrant community. The design aims to preserve the historical context while creating a modern, functional space for the community.

cinematic arts & architecture center

The center is designed to be a hub for creative activities, offering a space for artists, filmmakers, and architects to collaborate and showcase their work. It features a variety of spaces, including a main square, walkable platforms, and green areas.

- 1 multi-media rooms & workshops**
The opportunity to learn, hard job and creative that skills in practical area of filmmaking, writing, photography, editing, and production.
- 2 green areas & public activities**
Public activities such as games, exercise, entertainment, meetings.
- 3 walkable platforms**
Platform for the pedestrian, wheelchair and permeable circulation.
- 4 main square**
Central street.
- 5 conference hall**
Technical seminar area.
- 6 green areas & library**
Public library and computer for the city and the world.
- 7 outdoor activities**
Special cinema, landscape.
- 8 cafes & shops**

Urban texture, urban memory, variety, outdoor texture, shuttle.

site plan 1/500

0.00 level plan 1/200

3-2 section 1/200

perspective section

0.00 level plan 1/200

3-2 section 1/200

perspective section

+5.00 level plan 1/200

3-3 section 1/200

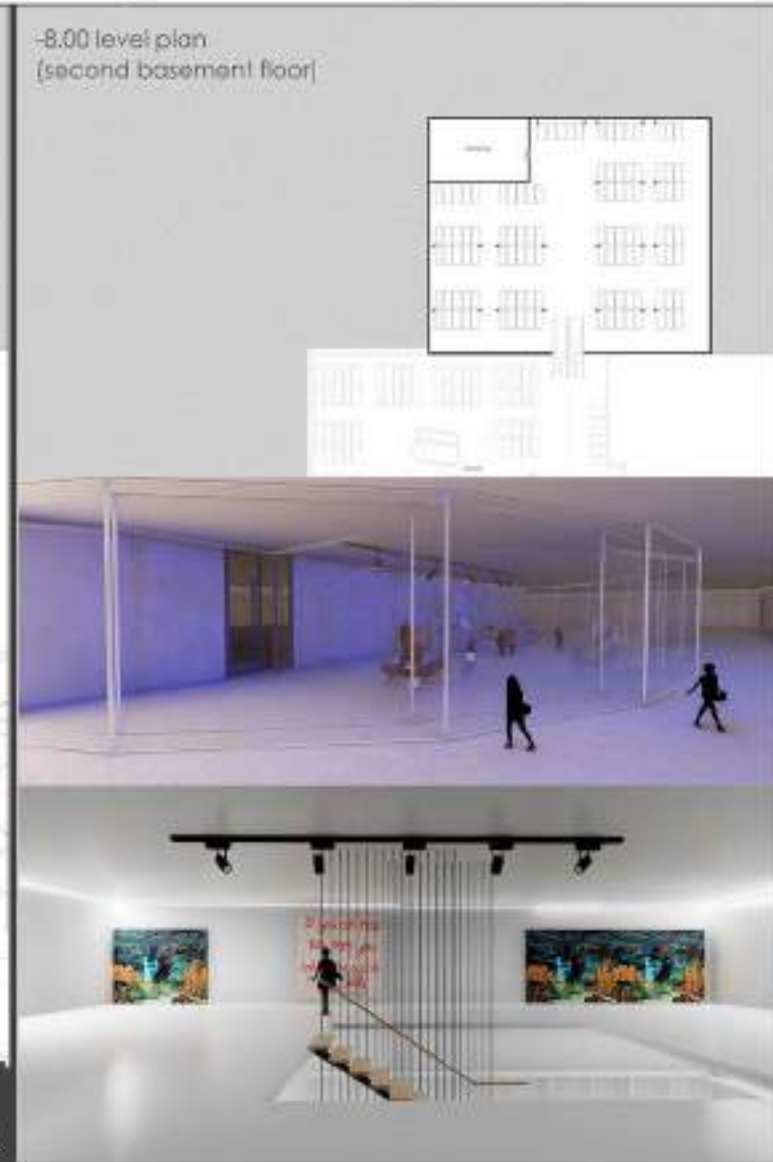
3-3 section 1/200

+10.00 level plan 1/200

4-4 section 1/200

system detail 1/50

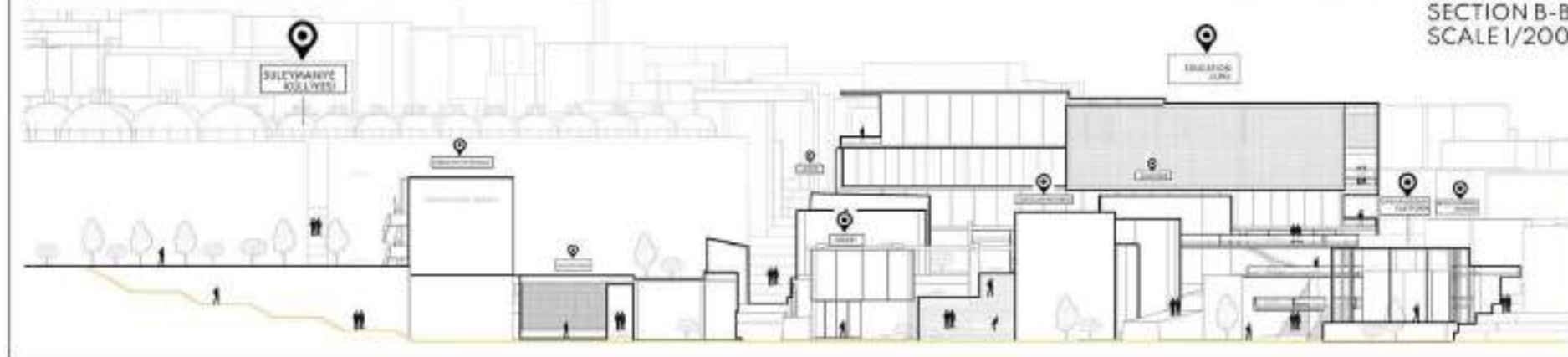
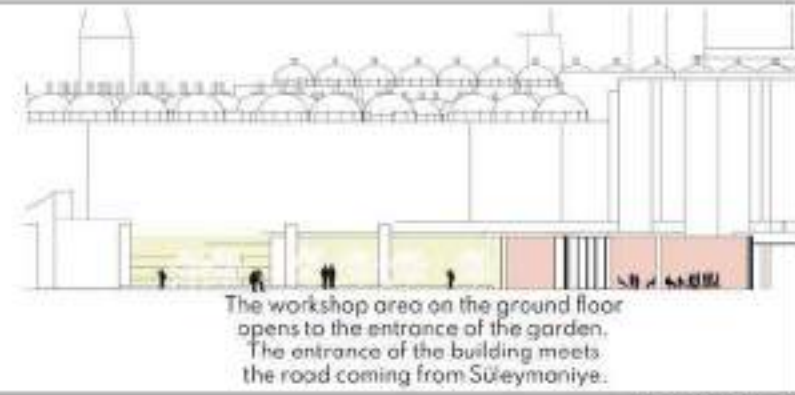
İlayda Zelyurt



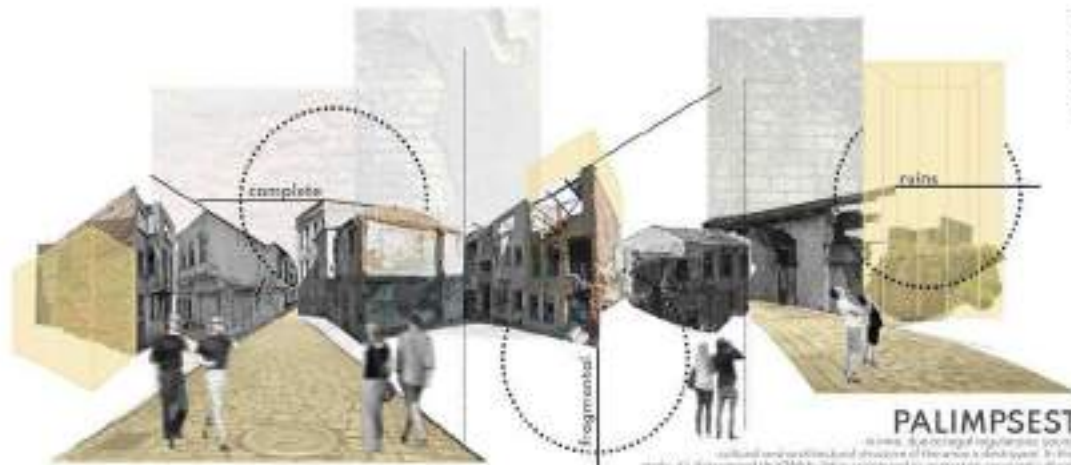
Seda Nur Mumcu



SEMI-OPEN SPACE SEQUENCE

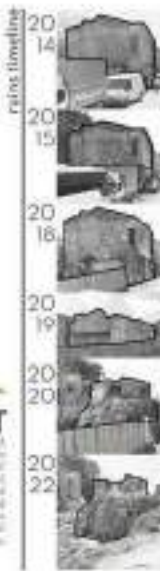


Seda Nur Mumcu



PALIMPSEST

As a result of the archaeological study, it is determined that the building is a palimpsest. It is a building that has been built on the ruins of an existing building. The building is a palimpsest because it is a building that has been built on the ruins of an existing building. The building is a palimpsest because it is a building that has been built on the ruins of an existing building.



HETEROTOPIA

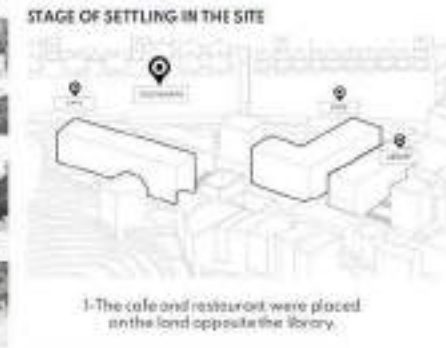
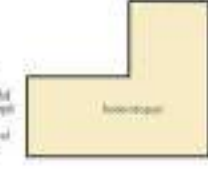
1-TYPELOGY
Heterotopia was created with three different typologies in the courtyard, fragment and hidden under the ground.



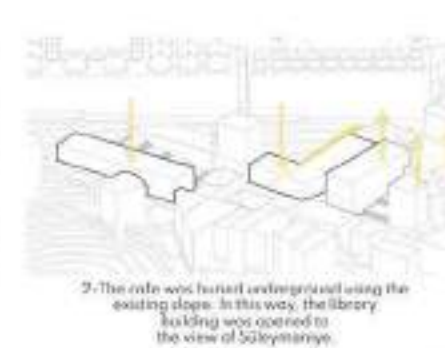
2-FUNCTION
Regions created with different typology were divided into different functions.



3-CONCEPT
As a result of all the steps, the final heterotopia in the field was created with different functions and different typologies.



1-The cafe and restaurant were placed on the land opposite the library.



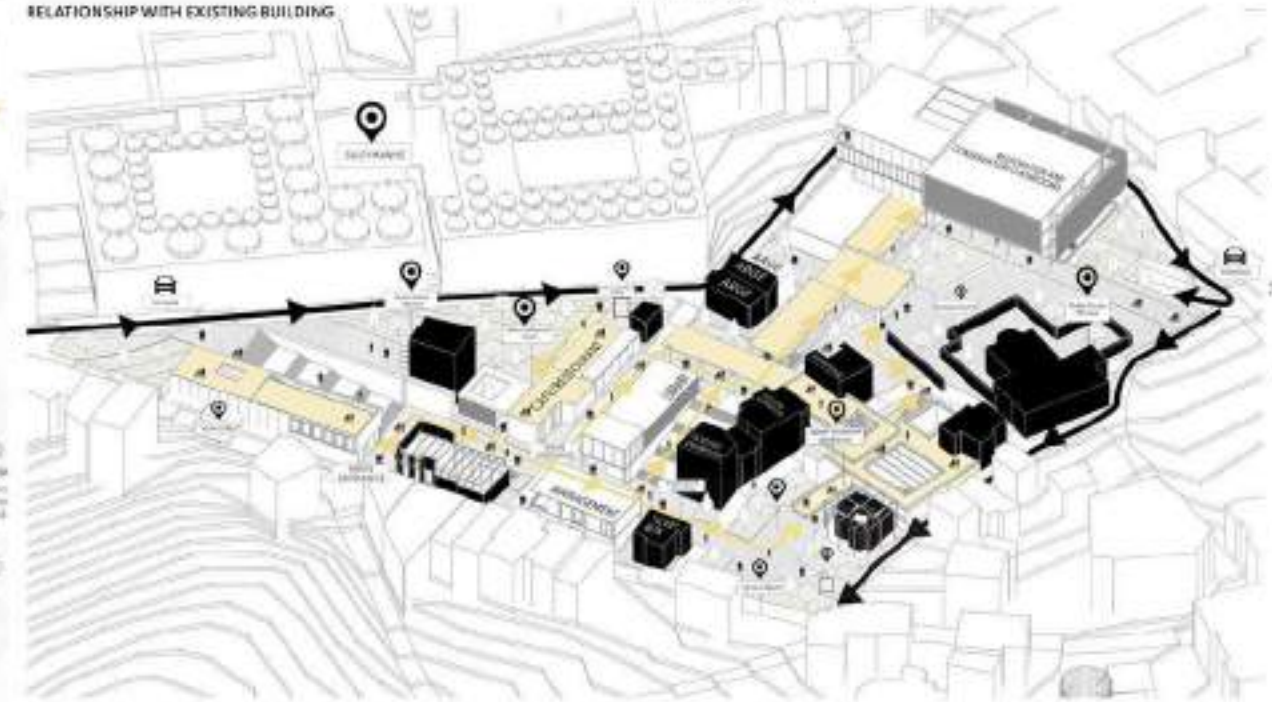
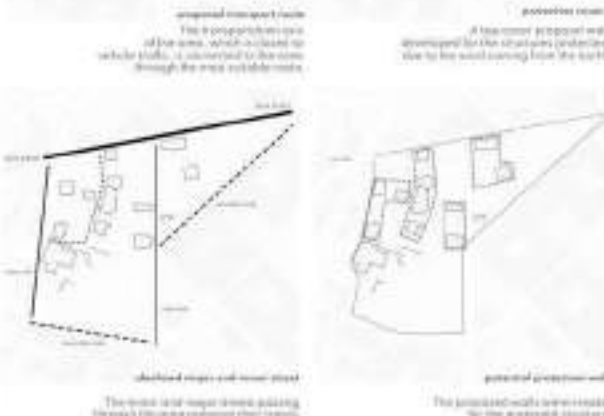
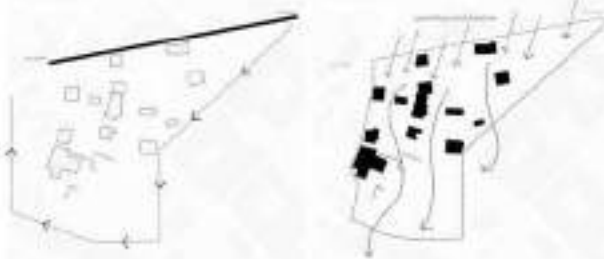
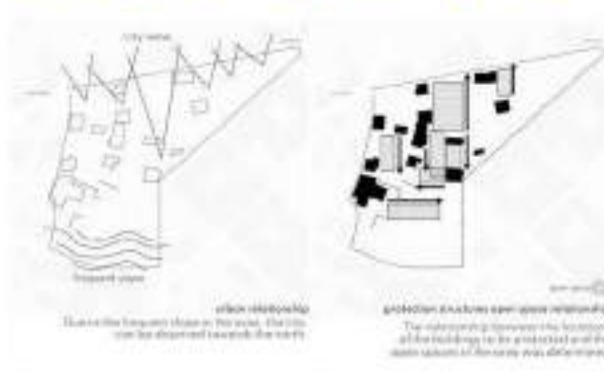
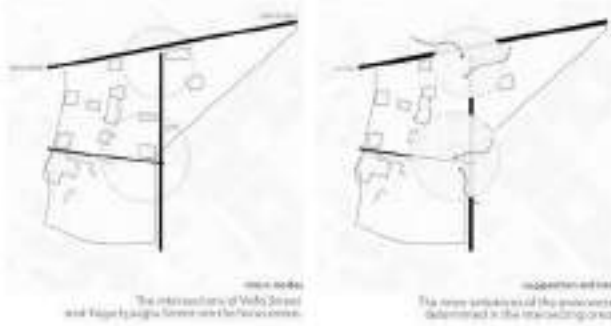
2-The cafe was buried underground using the existing slope. In this way, the library building was opened to the view of Süleymaniye.



3-linear courtyard was built for the cafe buried under the ground to receive light.



- MARKET USE
- COMMERCIAL AREA
- AVAILABLE GREEN AREA
- PRIVATE GREEN AREA
- ROUTES
- SEA
- TRAM STOP
- SUBWAY STOP
- MAIN ARTERY
- EDGE
- TRAM/SUBWAY ROUTE
- SUBWAY ROUTE

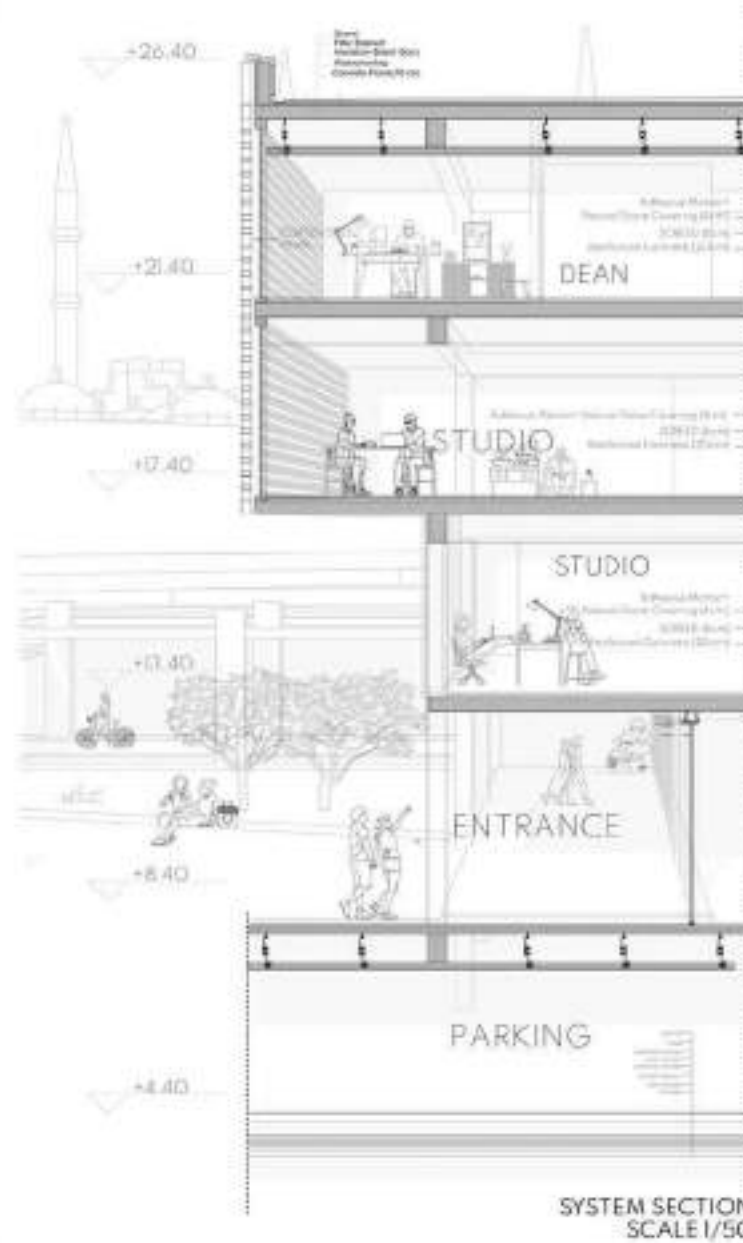
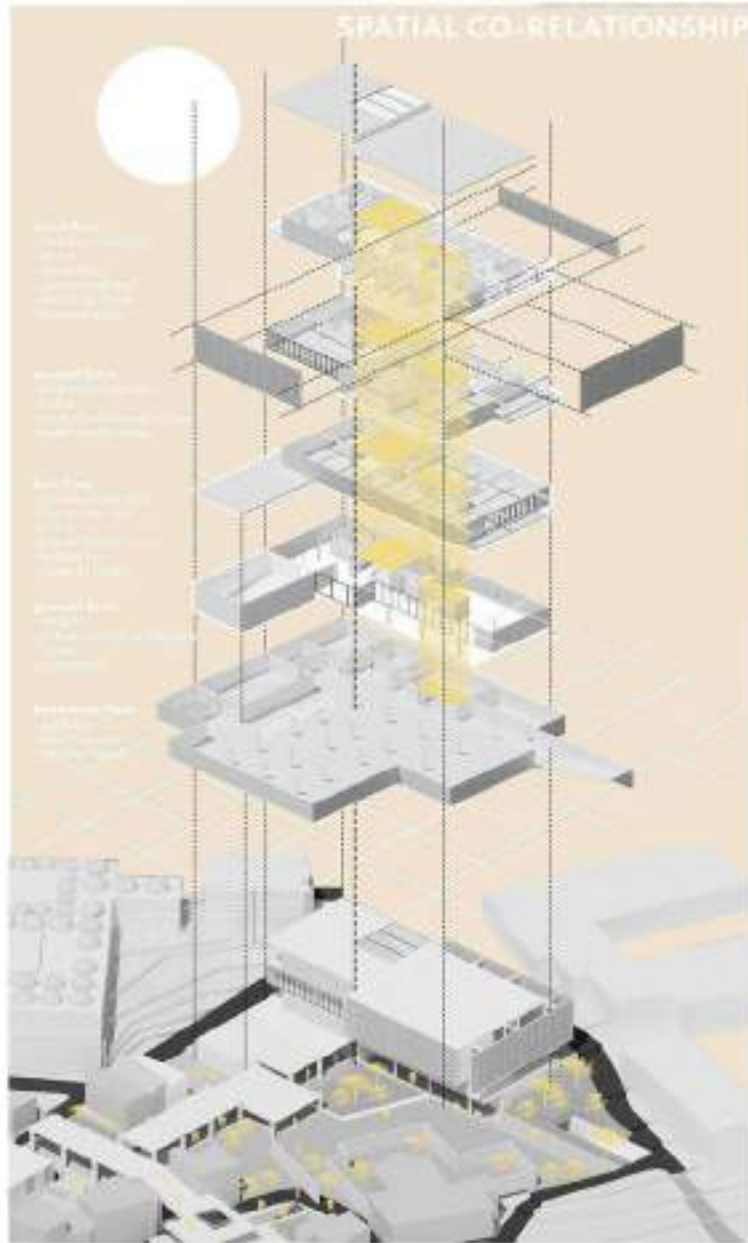


- 1-COFFEE/RESTAURANT
 - 1.1 Cafe
 - 1.2 Kitchen
 - 1.3 Courtyard
 - 1.4 Service
 - 1.5 Restaurant
 - 1.6 WC
- 2-MANAGEMENT
 - 2.1 Office
 - 2.2 Management Office
 - 2.3 Meeting room
 - 2.4 Information
 - 2.5 Staff area
 - 2.6 WC
 - 2.7 Kitchenette
 - 2.8 Warehouse
- 3-CONSERVATION AND RESTORATION
 - 3.1 Architecture and Conservation
 - 3.2 Interior Design and Conservation
 - 3.3 Interior design and Conservation
 - 3.4 Faculty Member
 - 3.5 Arch
 - 3.6 Desk
- 4-OPEN MUSEUM PLANTING
 - 4.1 Ticket Exhibitor
 - 4.2 Souvenir
 - 4.3 Installation Exhibitor
 - 4.4 Digital Infocenter
- 5-LIBRARY
 - 5.1 Reading Area
 - 5.2 General Library
 - 5.3 Conservation and Restoration Library
 - 5.4 Lobby
 - 5.5 Hall

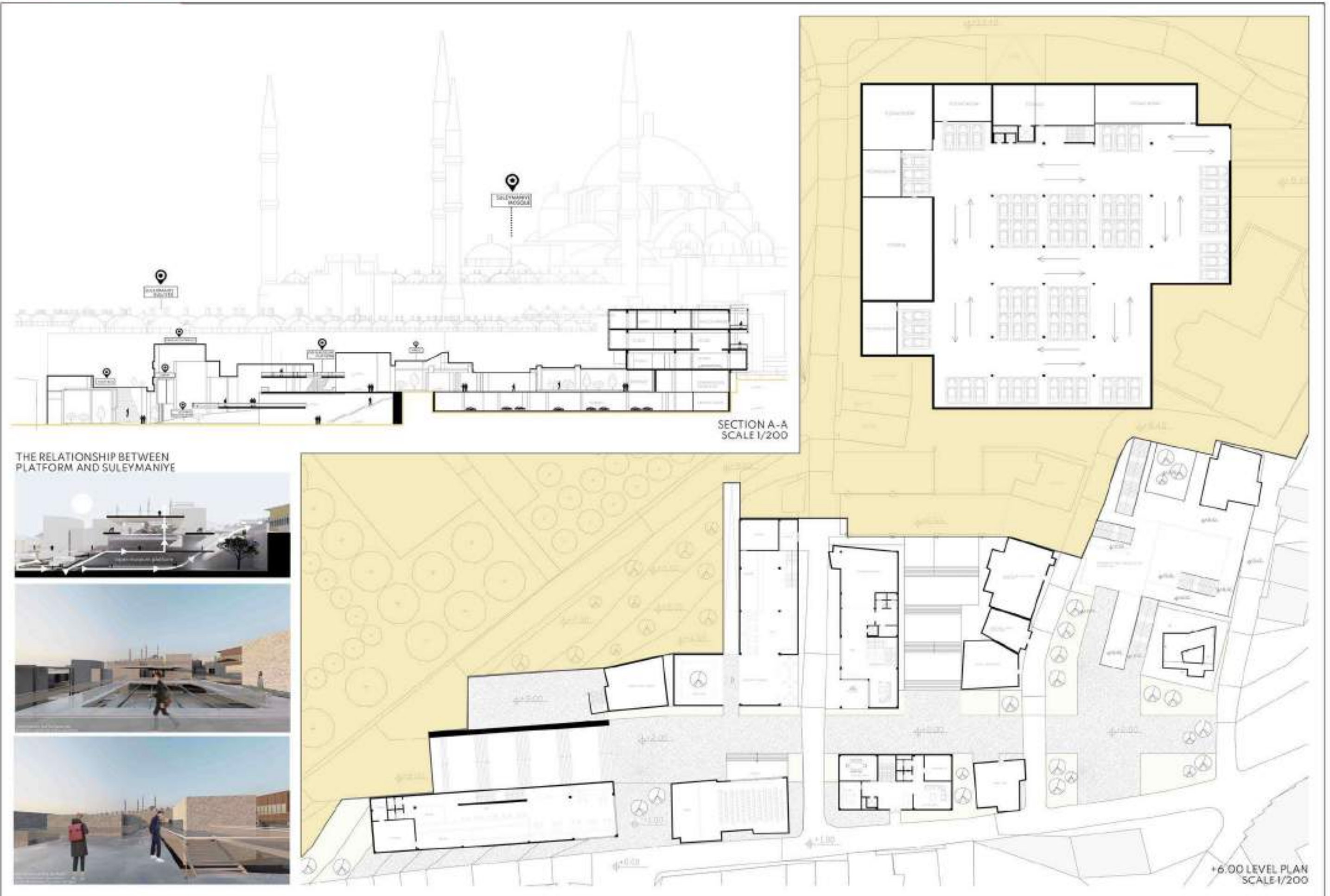


Material to be used on facades for the project area, which is important to protect: Corten steel, which is wear-resistant, high-strength, durable and sustainable material was preferred.

Seda Nur Mumcu




Seda Nur Mumcu




Semanur Kekeç


SCENARIO

A design center was designed within the urban fabric of the Marmara University in the complex, informal and non-formal architecture, informal architecture and industrial design education are given, which citizens can freely participate in. This is a complex building that lives 24/7 where various individuals, visitors and citizens come together. It is a place where people from many parts of the world, as well as academic, students, citizens, working on art, craft and technology together around the concepts of out-of-classroom education and new generation design education, this center includes educational design education at every different levels.







13:00
The main entrance area for the **Observation tower**. After registration, visitors are directed to the main entrance area, which is a large, open space with a high ceiling and a large window.




13:15
The design center is a large, open space with a high ceiling and a large window. It is a place where people from many parts of the world, as well as academic, students, citizens, working on art, craft and technology together around the concepts of out-of-classroom education and new generation design education, this center includes educational design education at every different levels.




13:30
The design center is a large, open space with a high ceiling and a large window. It is a place where people from many parts of the world, as well as academic, students, citizens, working on art, craft and technology together around the concepts of out-of-classroom education and new generation design education, this center includes educational design education at every different levels.



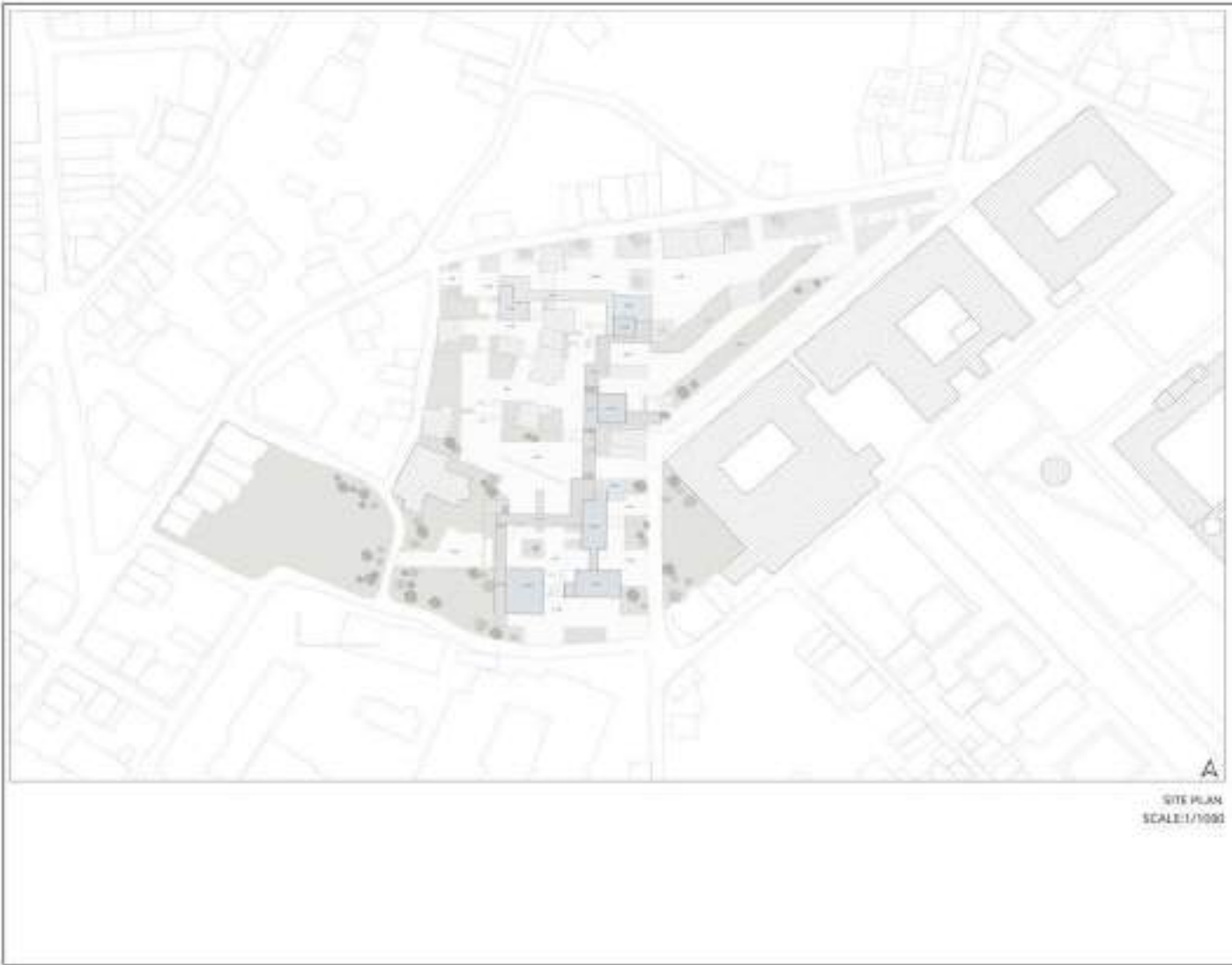
14:00
The design center is a large, open space with a high ceiling and a large window. It is a place where people from many parts of the world, as well as academic, students, citizens, working on art, craft and technology together around the concepts of out-of-classroom education and new generation design education, this center includes educational design education at every different levels.



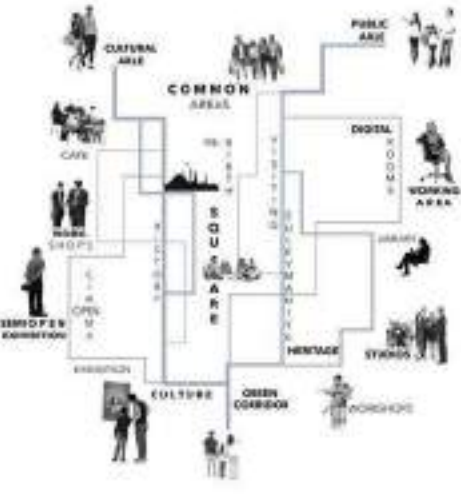
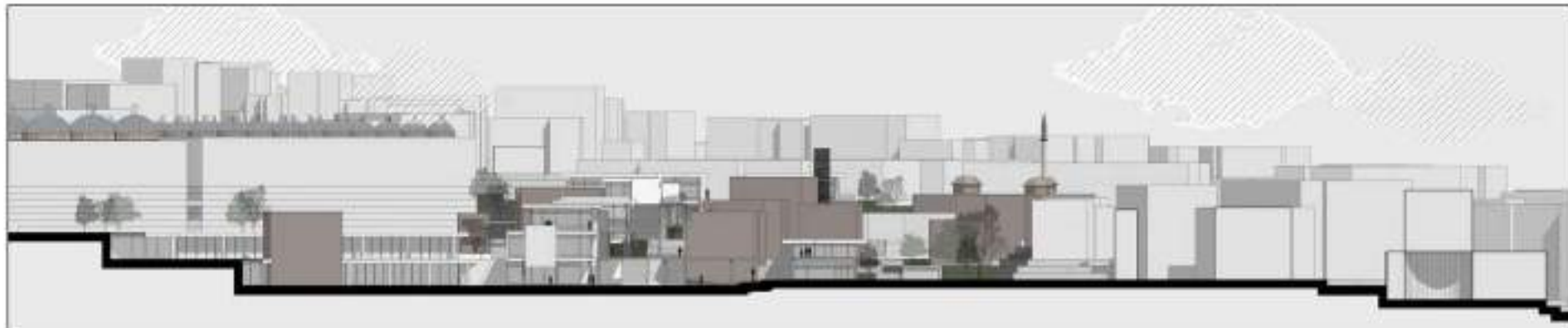
15:30
The design center is a large, open space with a high ceiling and a large window. It is a place where people from many parts of the world, as well as academic, students, citizens, working on art, craft and technology together around the concepts of out-of-classroom education and new generation design education, this center includes educational design education at every different levels.



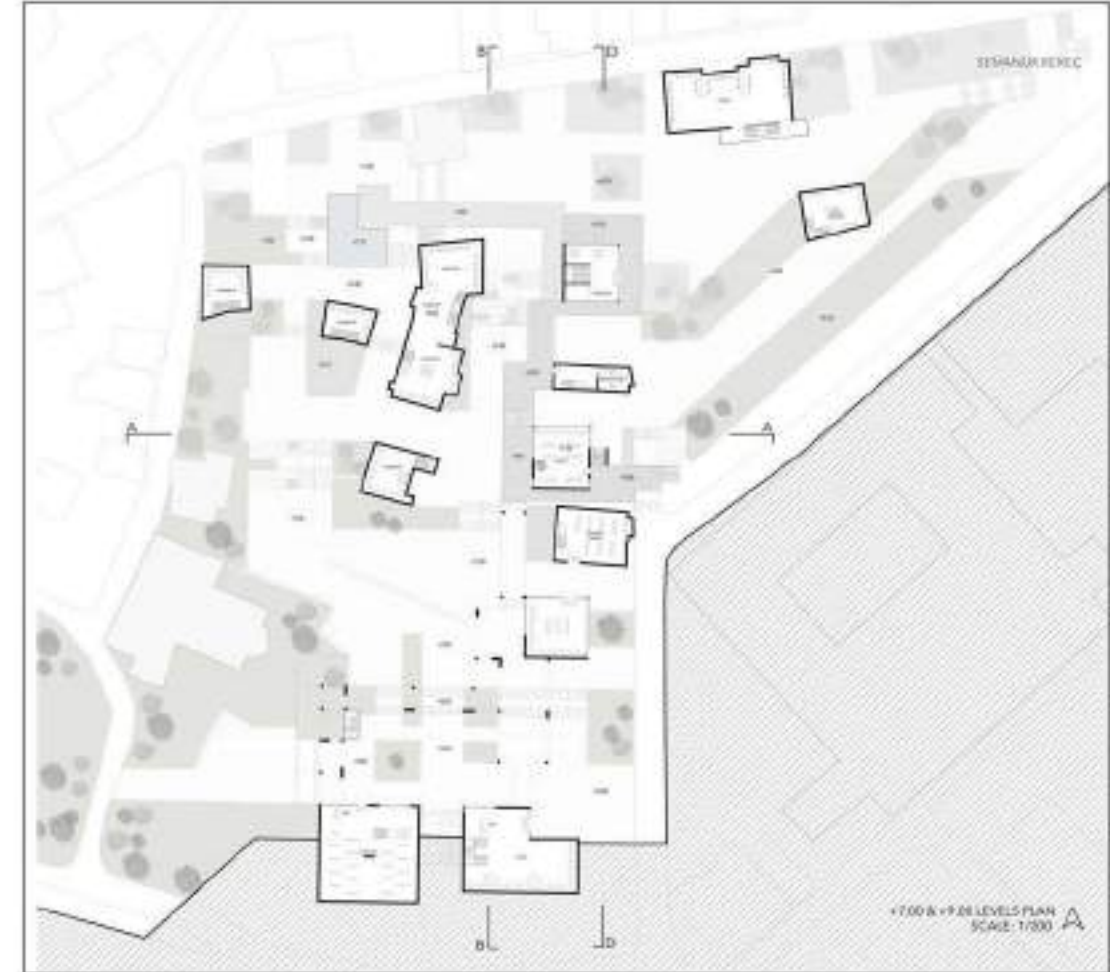
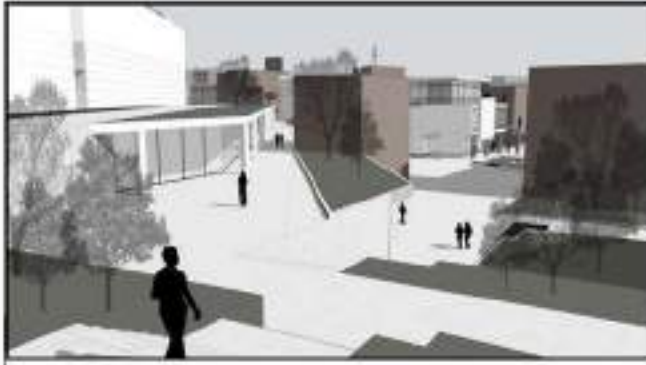
18:15
The design center is a large, open space with a high ceiling and a large window. It is a place where people from many parts of the world, as well as academic, students, citizens, working on art, craft and technology together around the concepts of out-of-classroom education and new generation design education, this center includes educational design education at every different levels.



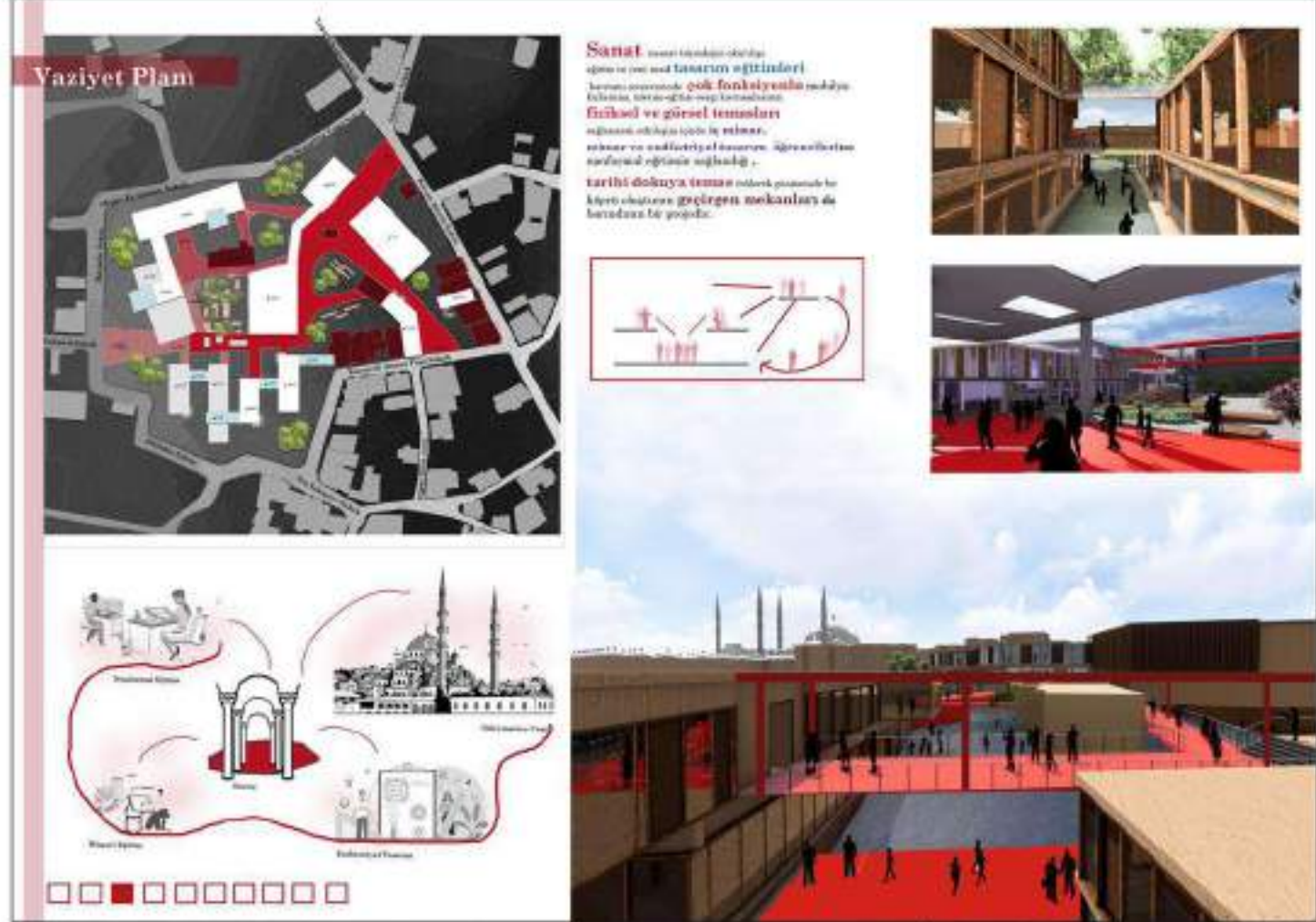
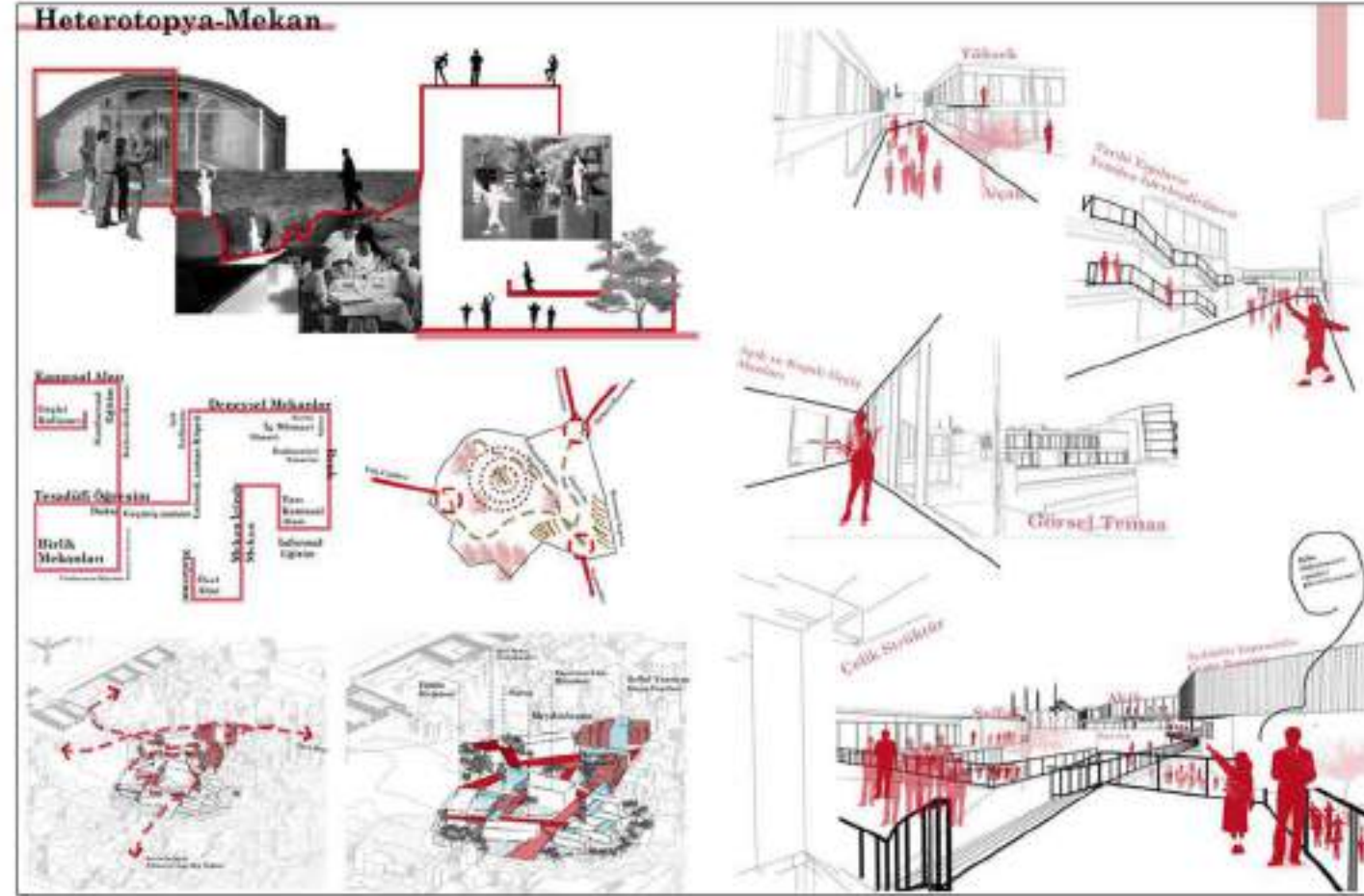

1. Studio	2. Exhibition
3. Production studio	4. Material library
5. Library	6. Retail units
7. Administrative	8. Cafeteria
9. Classes	10. Workshops
11. Model studio	12. Digital exhibition
13. Observation tower	14. Exhibition walls
15. Openair cinema	16. Activity square

Semanur Kekeç



Sude Ceylan



Sude Ceylan

