

MİMARLIK VE TASARIM FAKÜLTESİ | FACULTY OF ARCHITECTURE AND DESIGN

MİMARLIK BÖLÜMÜ | DEPARTMENT OF ARCHITECTURE

ÖĞRENCİ ÇALIŞMALARI SERGİSİ | STUDENTS WORKS EXHIBITION

2025' GÜZ

2025' FALL

SERGİ İÇİN TIKLAYINIZ | CLICK FOR EXHIBITION

MİMR 101 Mimari Tasarım Stüdyosu I / ARCT 101 Architectural Design Studio I

Proje Yürütücüleri / Instructors

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

Dr. Öğr. Üyesi / Asst. Prof. Meryem Melis CİHAN YAVUZCAN

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

MİMR 101 Mimari Tasarım Stüdyosu I/ ARCT 101 Architectural Design Studio I

Projenin Amacı ve İşleyişi

Ders, öklid geometrisi, şekil ve biçim üretme, düzenleme ve çatışmaları, gestalt algı ilkeleri, görsel ifade ve biçimsel dönüştürmeler gibi temel tasarım kavramları, ilke ve öğeleri ile yaratıcılığı, el-göz koordinasyonunu ve sanatsal algıyı güdülemeyi amaçlamaktadır. öğeleri, renk kuramına giriş ve tasarımda uygulanması, öklid geometrisi, gestalt algı ilkeleri, şekil, boyut, renk, doku, şekilzemin ilişkileri, konum ve yönlenme, biçimin dönüştürülmesi, görsel özelliklerinin algılanması ve ifadesi, farklı teknik ve malzemelerle şekilleri ve biçimleri tanımlama ve düzenleme, serbest ve teknik el çizim yeteneklerinin geliştirilmesi, tasarımda soyut ve gerçek kavramlarının tanıtılması.

Aim and process of the Project

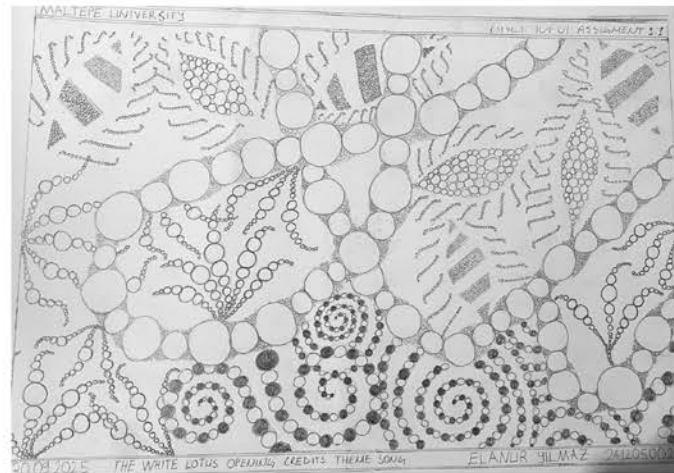
The course aims to motivate creativity, hand-eye coordination and artistic perception focusing on the basic design concepts, elements and principles such as Euclidean geometry, shape and form generation, organization and collisions, gestalt perceptive principles, visual representations and formal transformations. Basic design principles and elements such as unity and variety, rhythm and emphasis, repetition, dominance, balance, symmetry, asymmetry, harmony and contrast, introduction to color theory and its application in design. Euclidean geometry, gestalt perception principles, shape, size, color, texture, figure-ground relations, position and orientation, transformation of form. Perception and expression of visual features, defining and arranging shapes and forms with different techniques and materials, developing free hand drawing and drafting skills. introducing the concepts of abstract and concrete in design.

Elanur YILMAZ

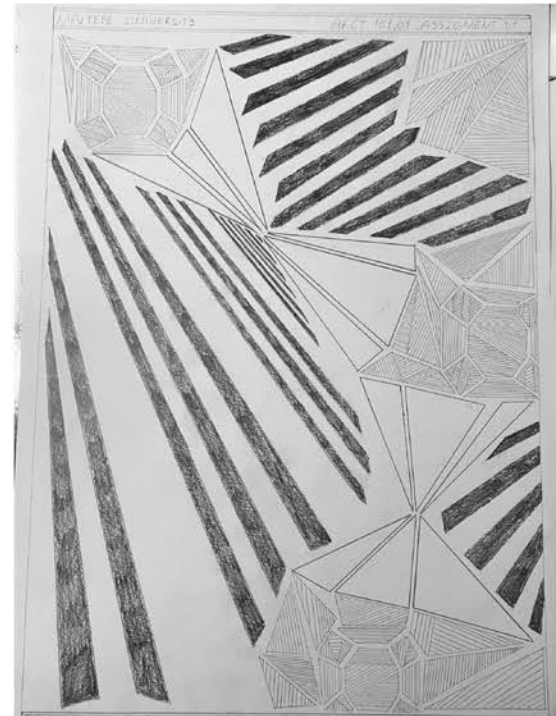
WORK 1

Abstraction Using Dots and Lines

Designing a two-dimensional composition using dots or lines to represent a musical work.



The White Lotus Opening Credits Theme Song



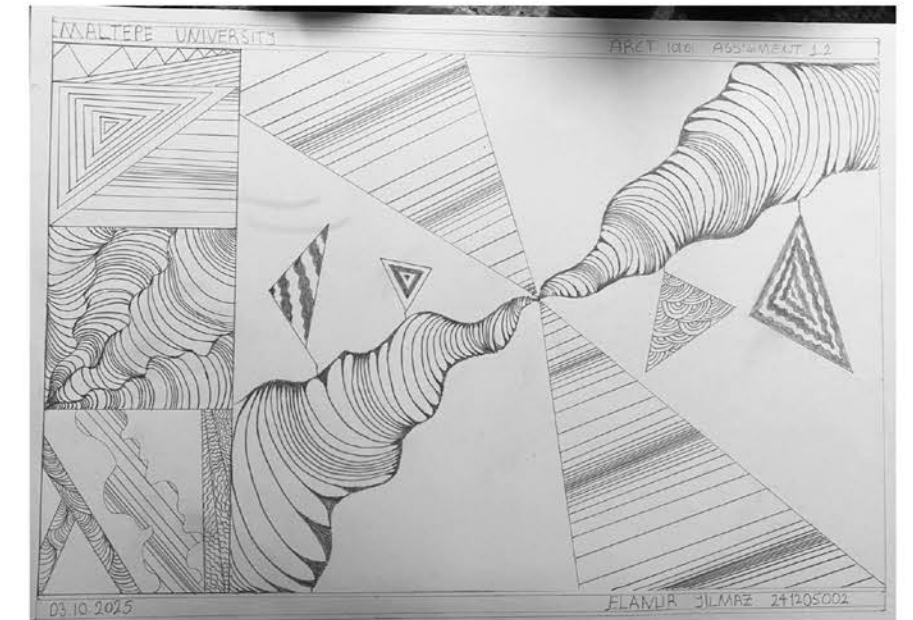
Run Boy Run

4

WORK 2

Using Straight and Curved Lines Together

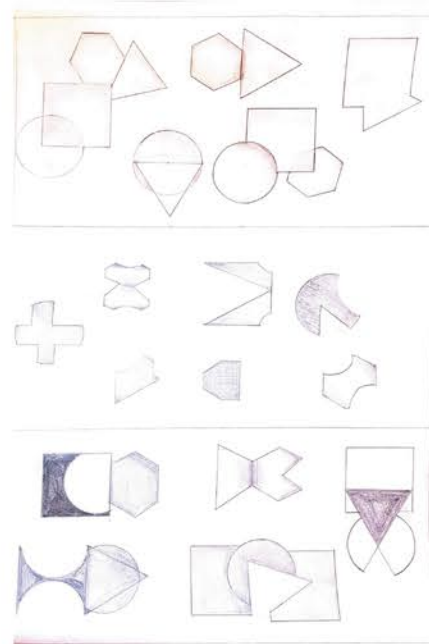
Divide the left side of the drawing paper into three equal squares and create a work using straight, curved, and two-line characters together. On the rest of the paper, create a new composition using straight and curved lines together.



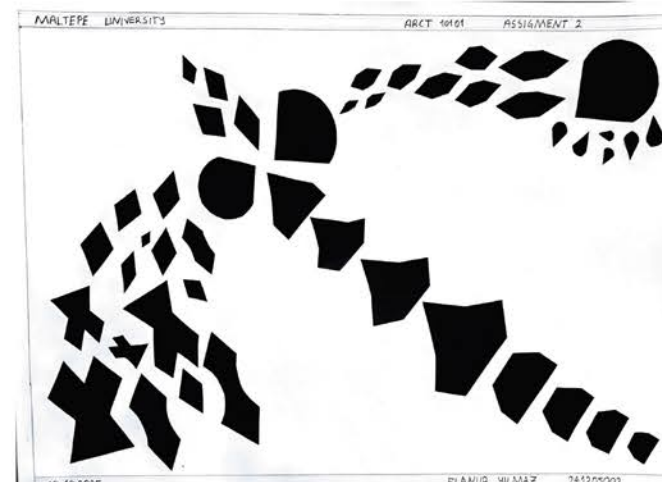
5

WORK 3

Two dimensional planer design



The examination of geometric forms and the design of these forms transforming into new shapes through addition and subtraction operations.



6

WORK 4

Figure - Grund relation / Design Principles Repetation and Rhythm



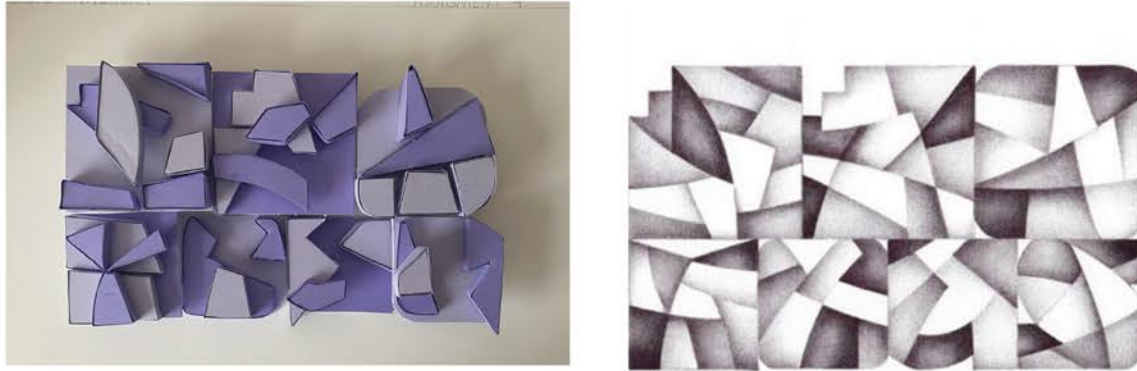
- Exploration of visual rhythm through repetition, variation, and spacing
- Application of Gestalt principles (similarity, proximity, figure-ground)
- Awareness of contrast, balance

7

Elanur YILMAZ

WORK 5

Transforming a two dimensional to three dimensional composition : exploring depth



This exercise aims to transform two-dimensional compositions (abstraction) into three-dimensional volumes (construction).

8

WORK 6

Transforming a two dimensional composition of lines into a three dimensional texture using depth principles



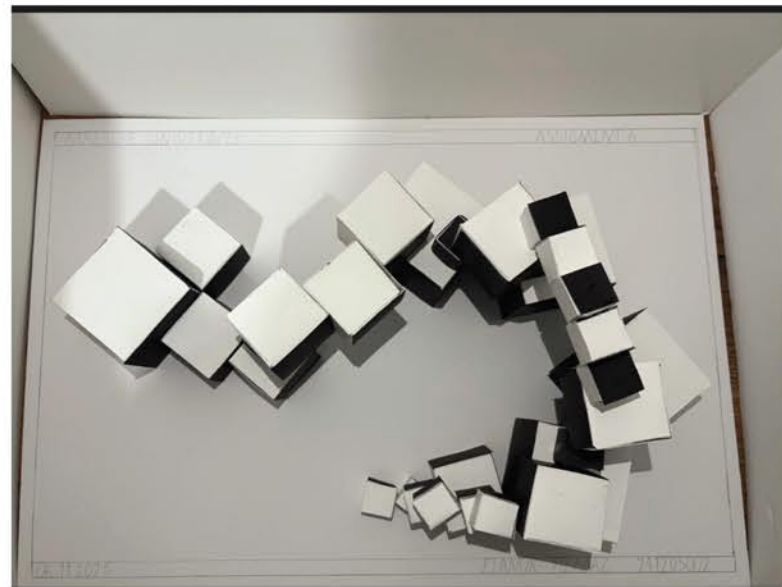
Creating a texture in three dimensions using two or three selected design principles

10

WORK 7

Creating composition based on the principles of harmony and contrast

The aim of this assignment is to tackle the principles of HARMONY and CONTRAST. Harmony can be defined as consequence or the pleasing arrangement of parts or combination of parts in a composition. The principle of harmony involves the careful selection of elements that share a common trait or characteristic, such as form, colour (black and white for this exercise). Given a set of identical volumes, contrast can be achieved by introducing variety in size and different orientation

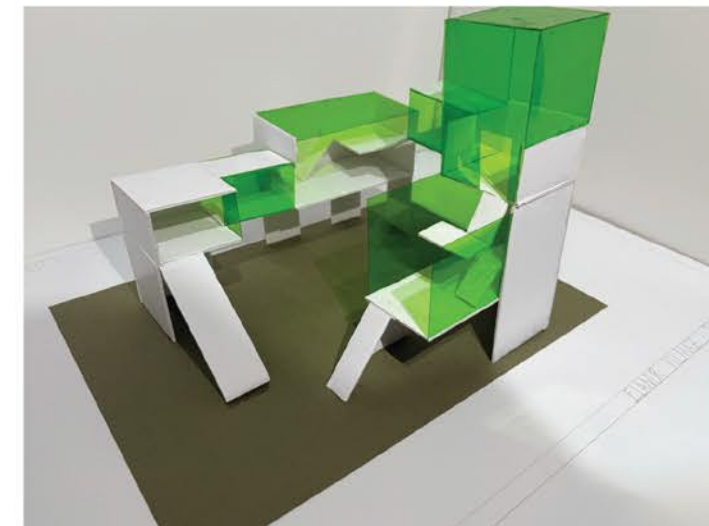


12

WORK 8

Creating space through additions and modules

To learn the basic concepts of space such as surface-volume, solid-void, horizontal-vertical by adding certain modules to each other



14

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WORK 9

Subtractive - subtractive form creation solid- void

Shapes can be transformed by removing part of their volume. Depending on the extent of the removal, the shape may retain its original identity or be transformed into a shape from another family.

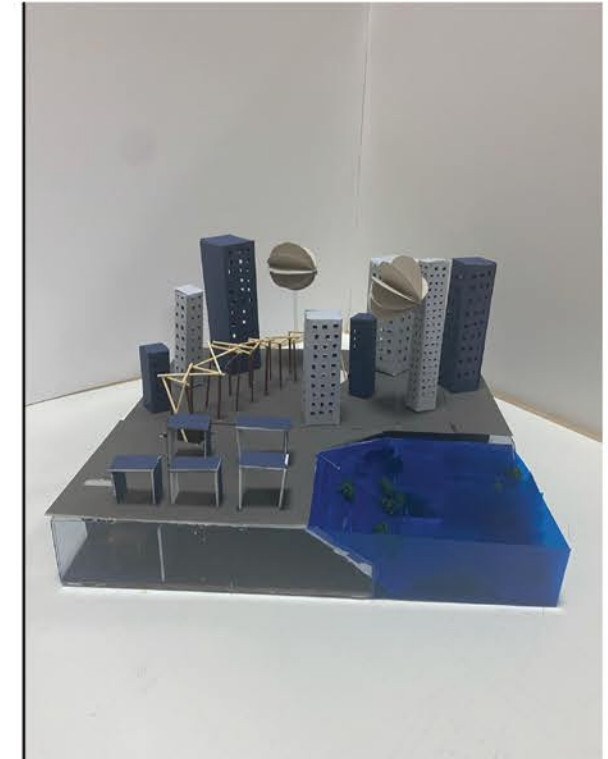


16

WORK 10

Spatial interpretation of a selected city from Italo Calvino's Invisible Cities

Using the chosen city's narrative as a starting point, students are expected to translate spatial relationships, patterns of human movement, and the abstract relational networks embedded in the text into a three-dimensional design. Some of the design principles discussed throughout the semester (rhythm, balance, variety, unity, emphasis, etc.) must be integrated into the project.



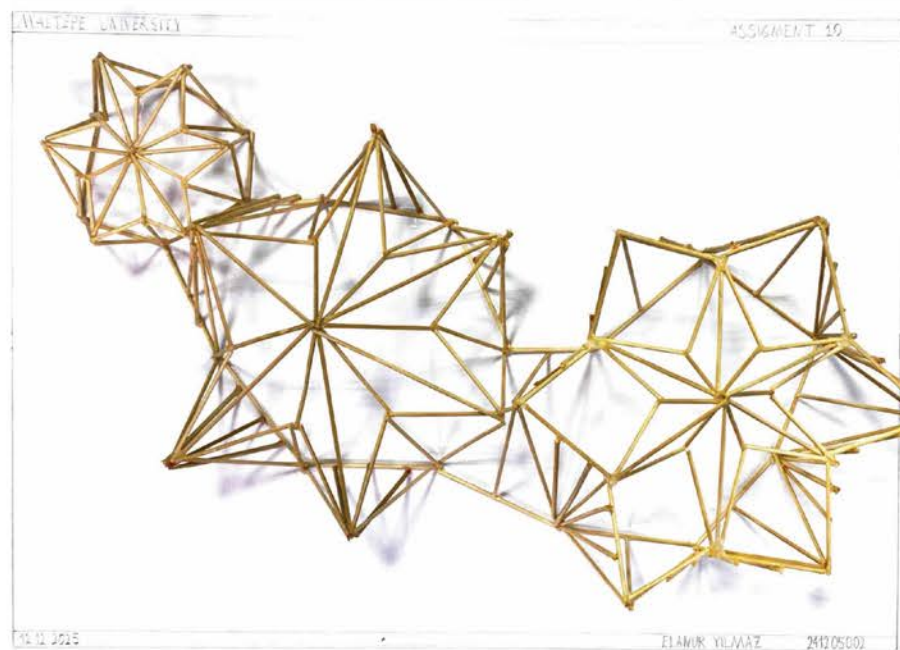
Zirna : Cities and Memory

18

WORK 11

Creating a structure with linear elements

The aim of this assignment is to explore linear structures as a means of defining space and visual rhythm. Using line as a fundamental design element, students are expected to develop a spatial composition that demonstrates spatial organization, rhythm, and balance through the repetition and variation of linear components.

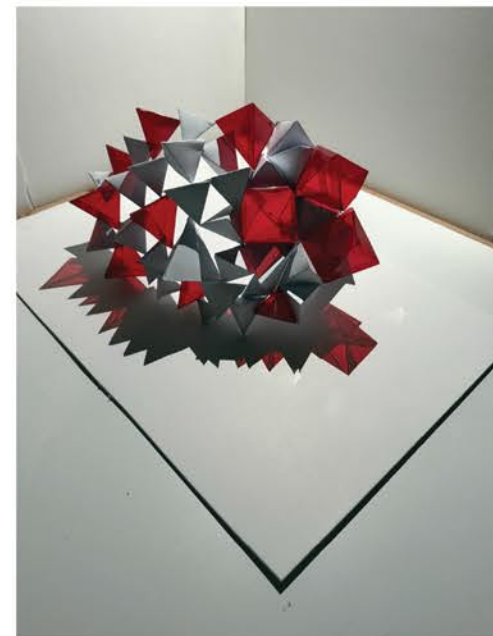


22

WORK 12

Creating a structure with planer elements

The aim of this assignment is to explore surface structures as a means of defining space and visual rhythm. Using plane as a fundamental design element, students are expected to develop a spatial composition that demonstrates spatial organization, rhythm, and balance through the repetition and variation of planar components.



24

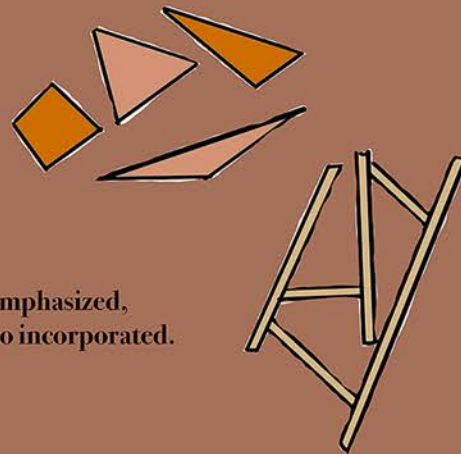
Elanur YILMAZ

PAVILION

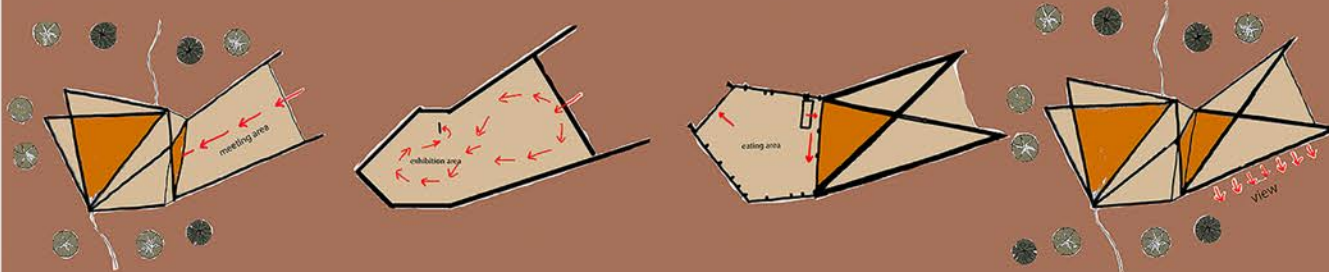


A pavilion created using linear and planar structures, positioned on a slope overlooking the landscape and integrated within nature.

I used a structural framework composed of linear elements and glass surfaces designed in various forms



In the design, rhythm, asymmetrical balance, and contrast are emphasized, while the principles of unity, movement, and orientation are also incorporated.



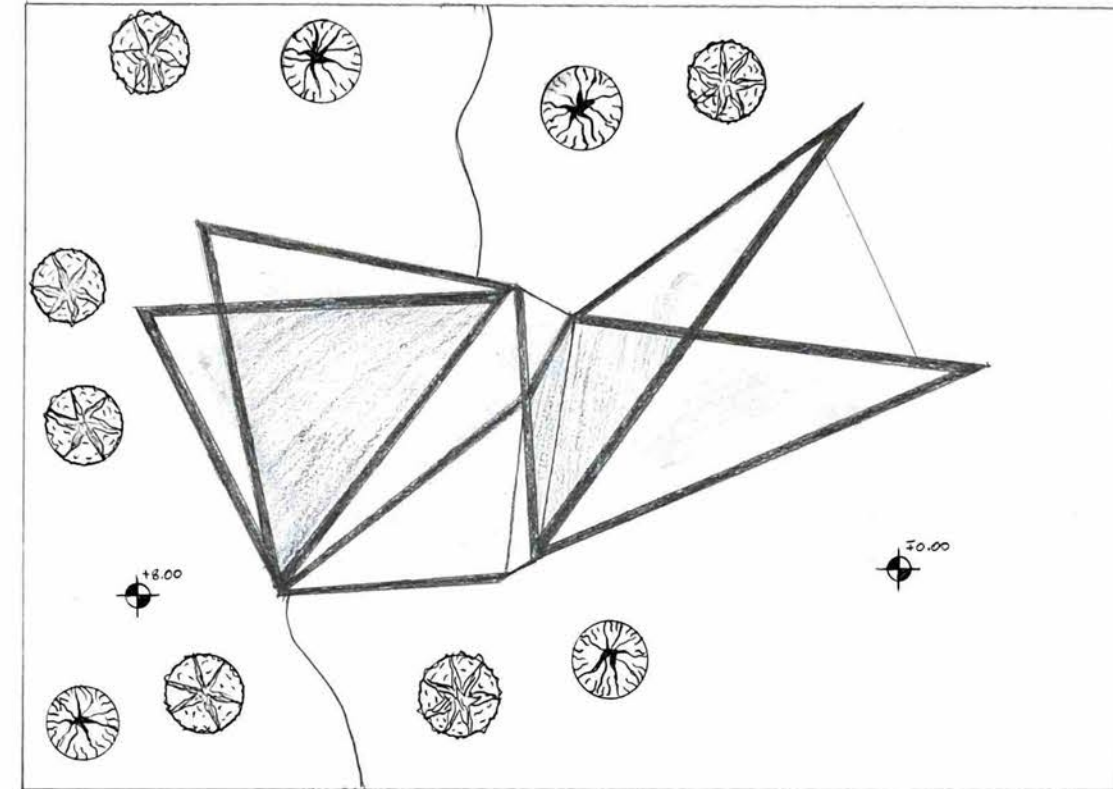
A pavilion featuring a wide, open entrance space designed for meeting and social interaction, followed by a more enclosed exhibition area, and a staircase leading to an upper level that offers landscape views and can be used as a dining and relaxation area.



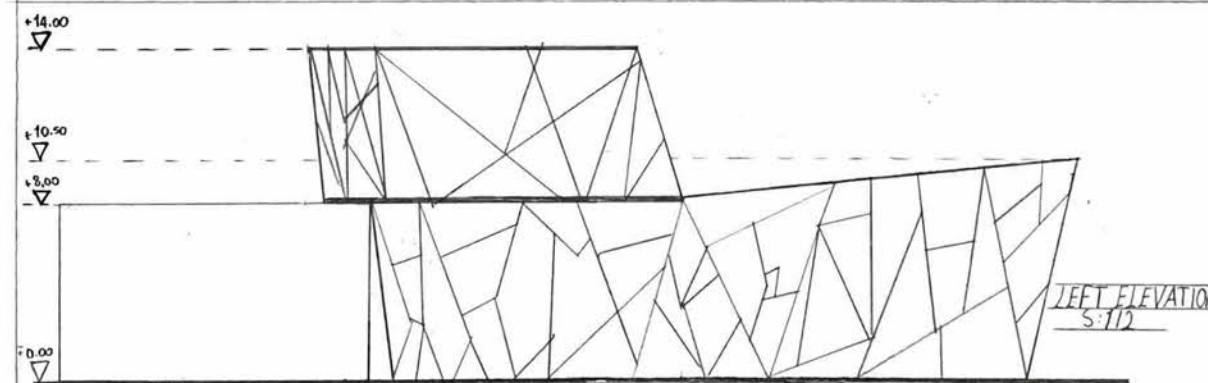
Elanur Yılmaz
241205002

ARCT 101.01

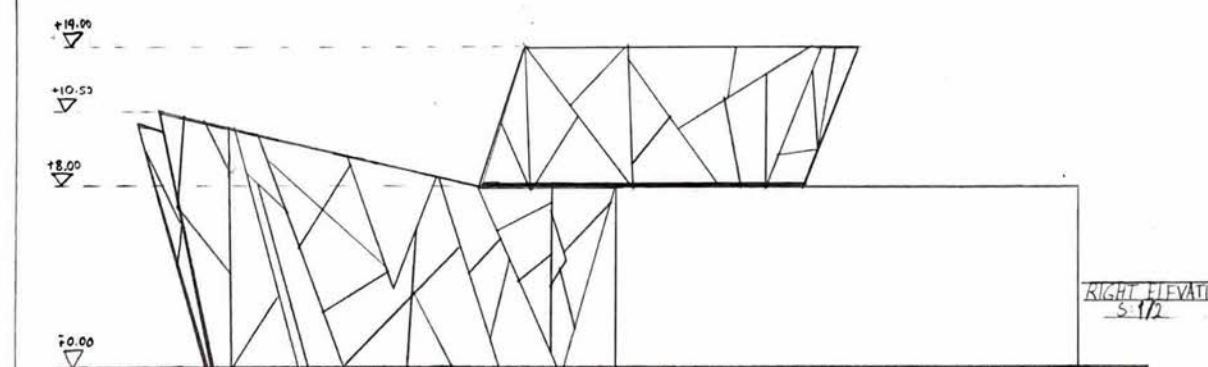
FINAL



SITE PLAN
S:1/12



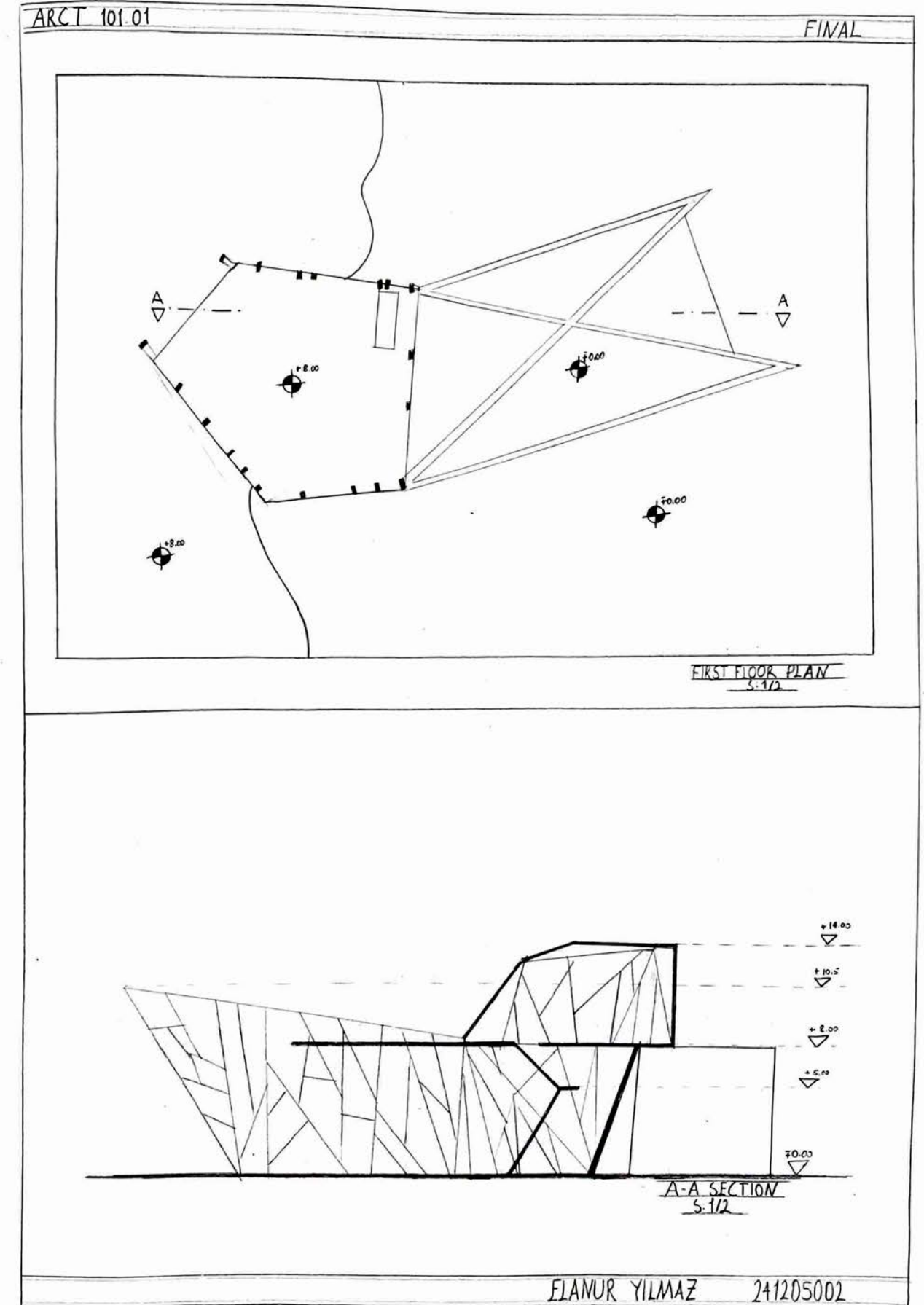
LEFT ELEVATION
S:1/12



RIGHT ELEVATION
S:1/12

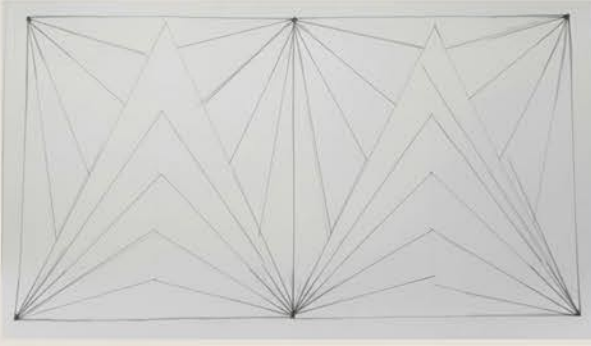
ELANUR YILMAZ 241205002

Elanur YILMAZ

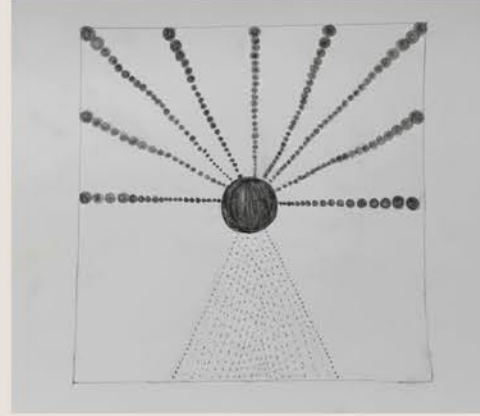


İrem YILMAZ

Nokta ve Çizgileri Kullanarak Soyutlama



The Shadows-Apache



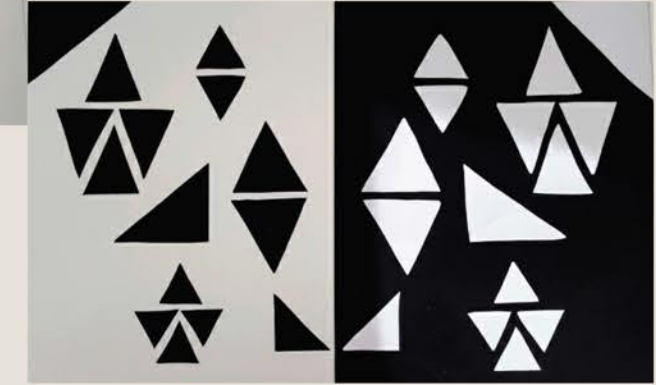
Al Hirt-Green Hornet

①

İki Boyutlu Düzlemsel Tasarım

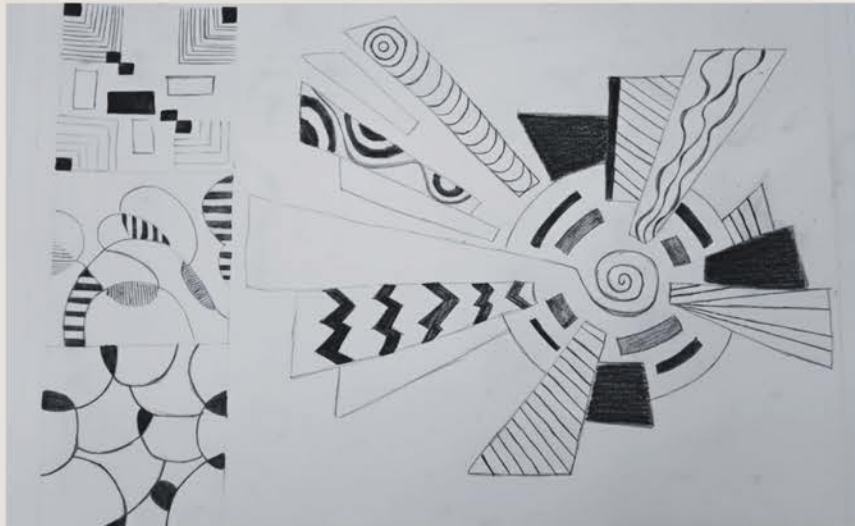


Şekil-Zemin ilişkisi:
Tekrar ve Ritim



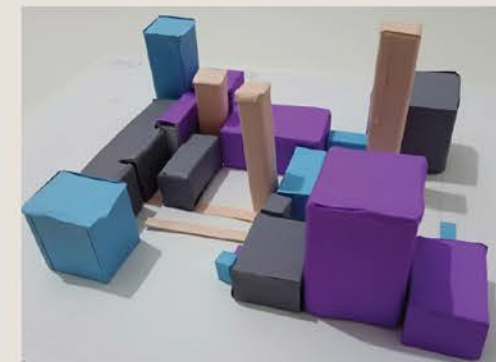
②

Çizgi Çalışması



③

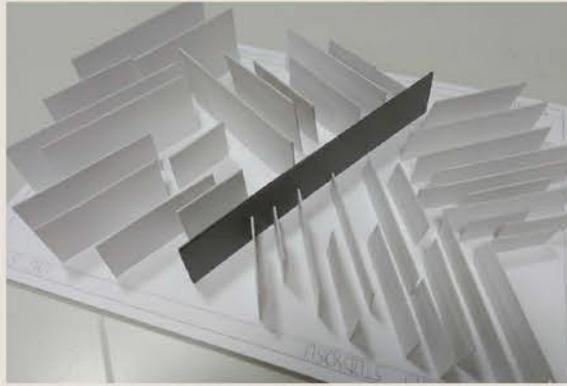
İki Boyutlu Kompozisyonlardan Üç Boyutlu Kompozisyona



④

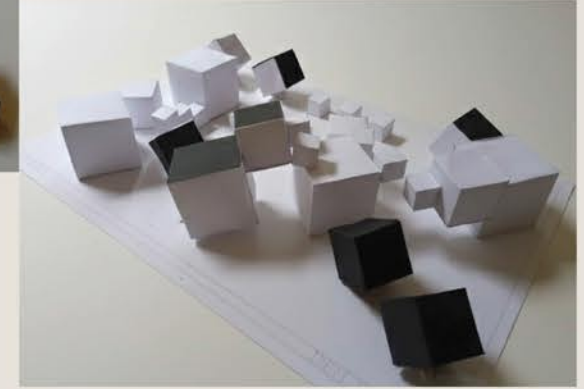
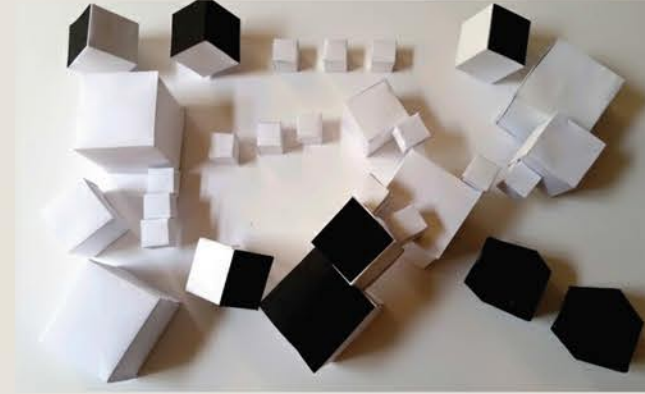
İrem YILMAZ

İki Boyutlu Bir Kompozisyonu Üç Boyutlu Bir Dokuya Çevirme



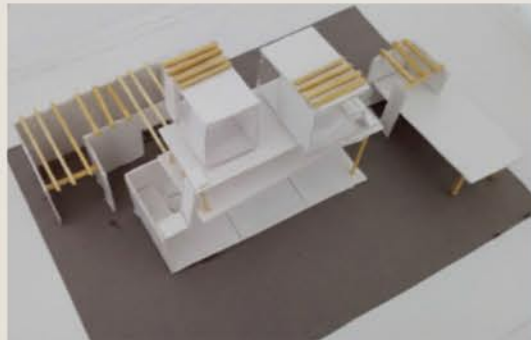
5

Uyum ve Zıtlık İlkelerine Dayalı Kompozisyon Oluşturmak



6

Ekleme ve Modüller Yoluyla Mekan Oluşturma



7

Eksiltmeli - Çıkarmalı Form Oluşturma



8

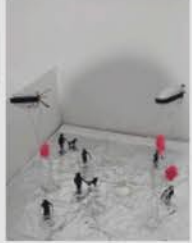
İrem YILMAZ

GÖRÜNMEZ KENTLER

KENTLER VE GÖSTERGELER 2



Zirna, tek bir gerçekliği olmayan, herkesin kendi belleği, beklentileri ve korkuları doğrultusunda farklı biçimlerde deneyimlediği bir kent olarak anlatılıyor.



SOYUTLAMA

Bellek, kentin karmaşık ve çoklu göstergelerini (zıpınlar, dövmeciler, şişman kadınlar) alır ve onları tekilleştirerek ve yinelerleyerek yeniden yaratır.

Kent objektif bir yer değildir,
Kent yorumdur.
Bu nedenle tüm yolcuların Zirna'ya dair anıları farklıdır.

Anılar tekrarlandıkça kent gerçekleşir.
Yani kentin gerçekliği, hatırlanmayla oluşur.

TASARIMLARI

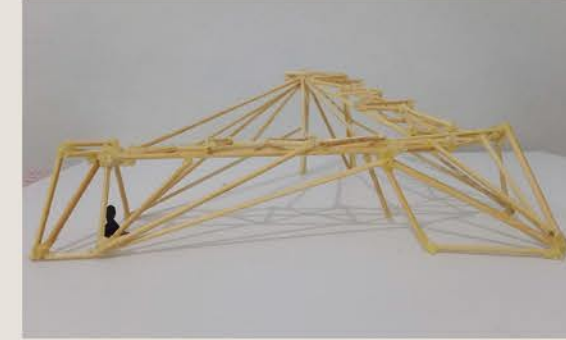
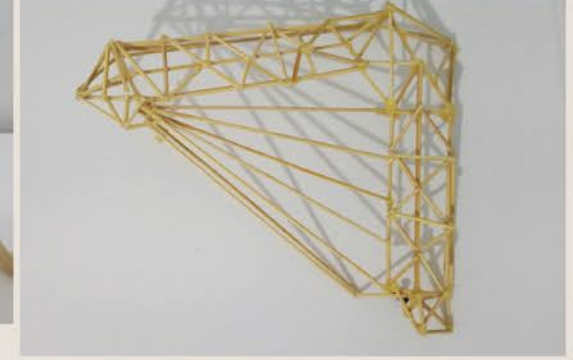
Tekrar : Bellekte objelerin tekrarlınması
Çoğalma : Belleğin ürettiği çoklu figür tekrarı
Soyutlama : Kent figürleri birebir değil, zihindeki soyut formlarla
Zifık : Gerçek Zirna'nın "tek" olan öğeleri ile belleğin "çok" öğeleri

Italo Calvino'nun Görünmez Kentler Kitabındaki Kentlerden Birini Mekânsal Olarak Yorumlama



9

Doğrusal Strüktürle Mekan Oluşturma



10

Yüzeysel Strüktürle Mekan Oluşturma



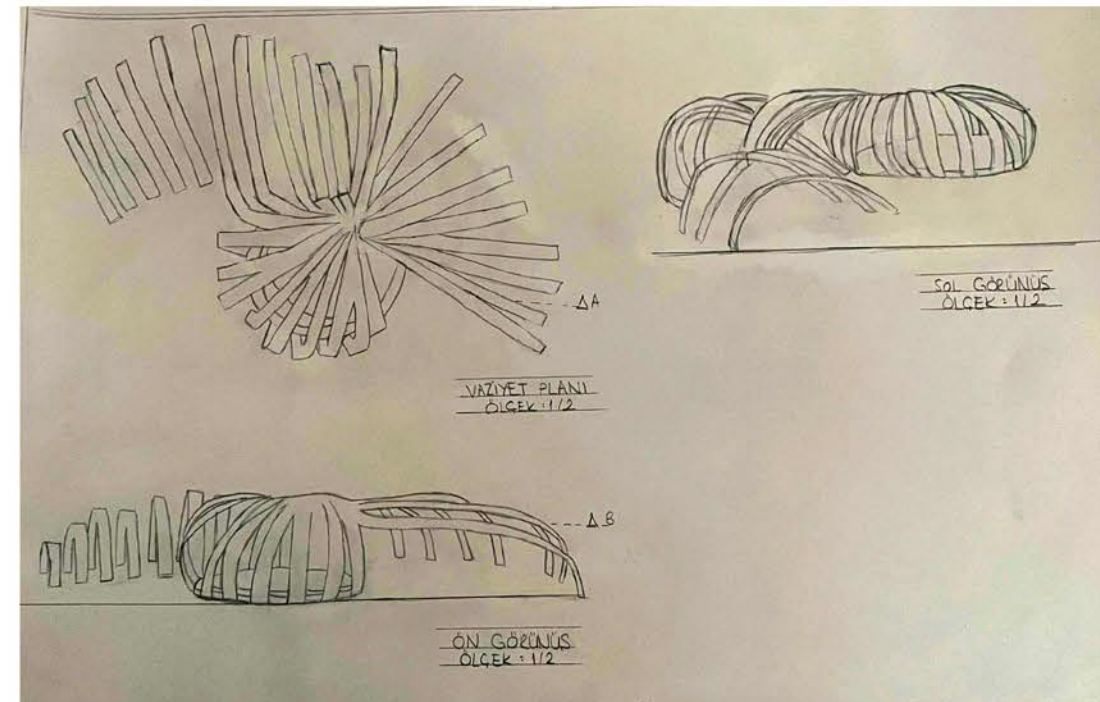
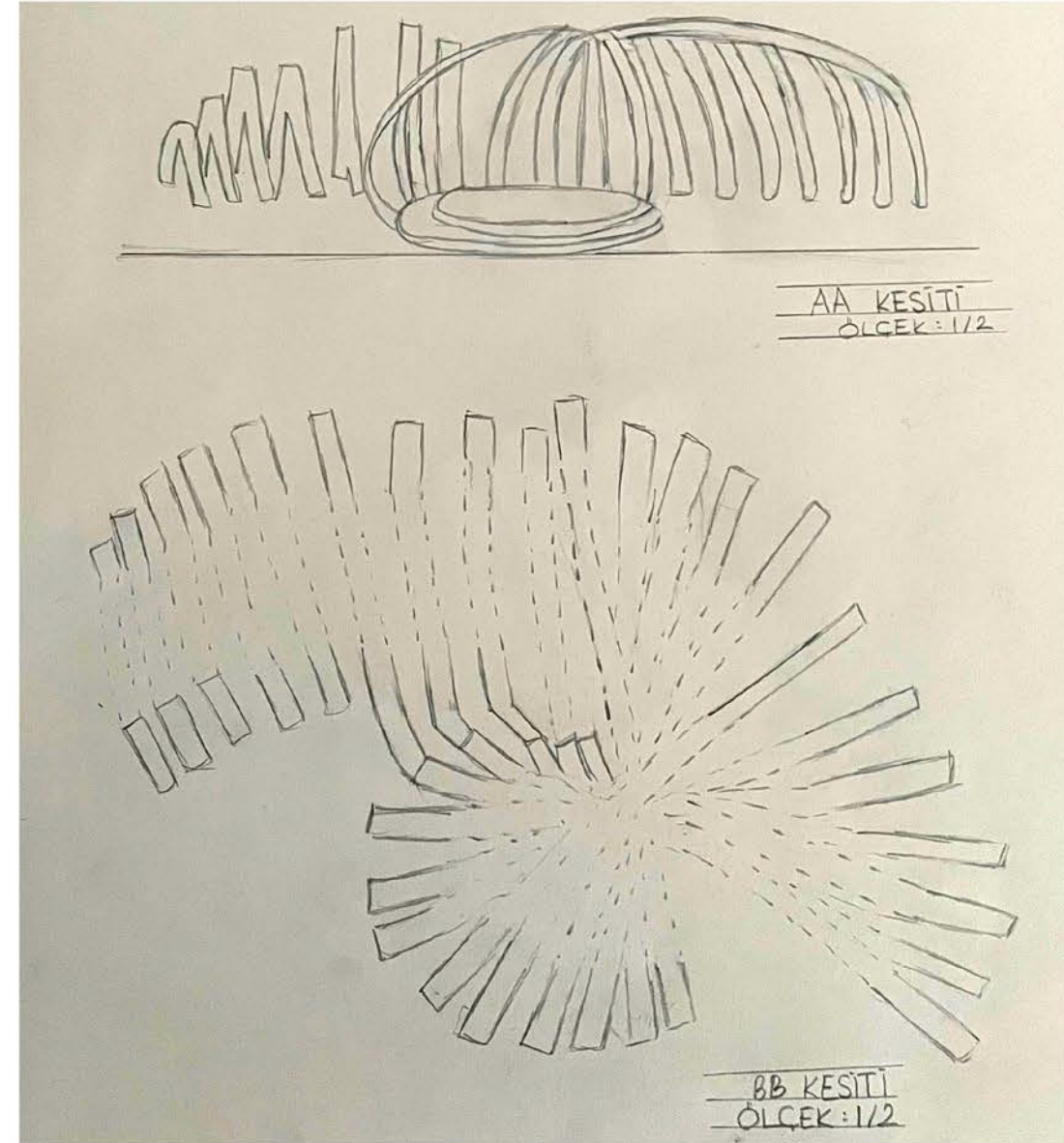
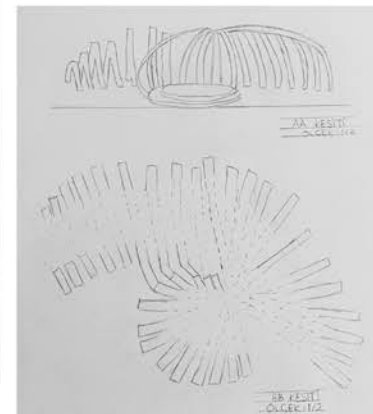
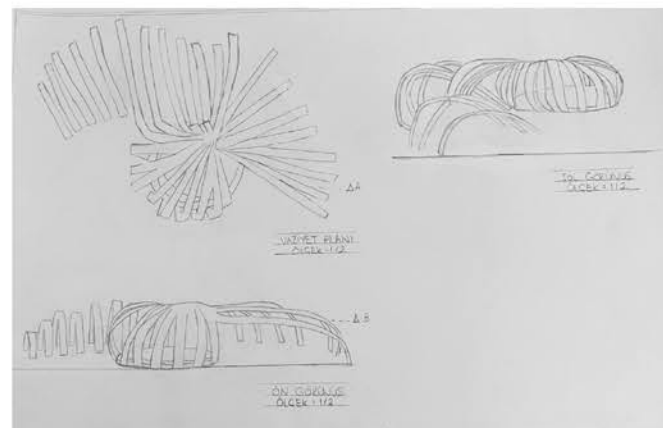
11

İrem YILMAZ

MALTEPE ÜNİVERSİTESİ MİMARİ TASARIM STÜDYOSU I
YARIYIL SONU ÖDEVİ



FONKSİYON: SERGİ & DİNLENME



MİMR 201 Mimari Tasarım Stüdyosu III / ARCT 201 Architectural Design Studio III

Proje Yürütücüleri / Instructors

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

MİMR 201 Mimari Tasarım Stüdyosu III/ ARCT 201 Architectural Design Studio III

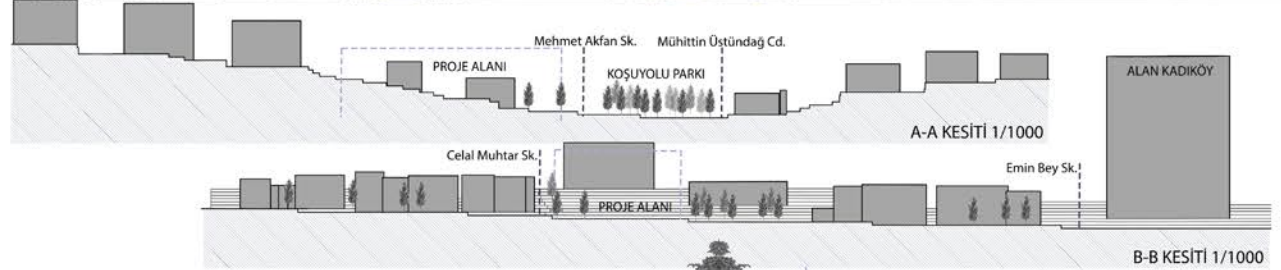
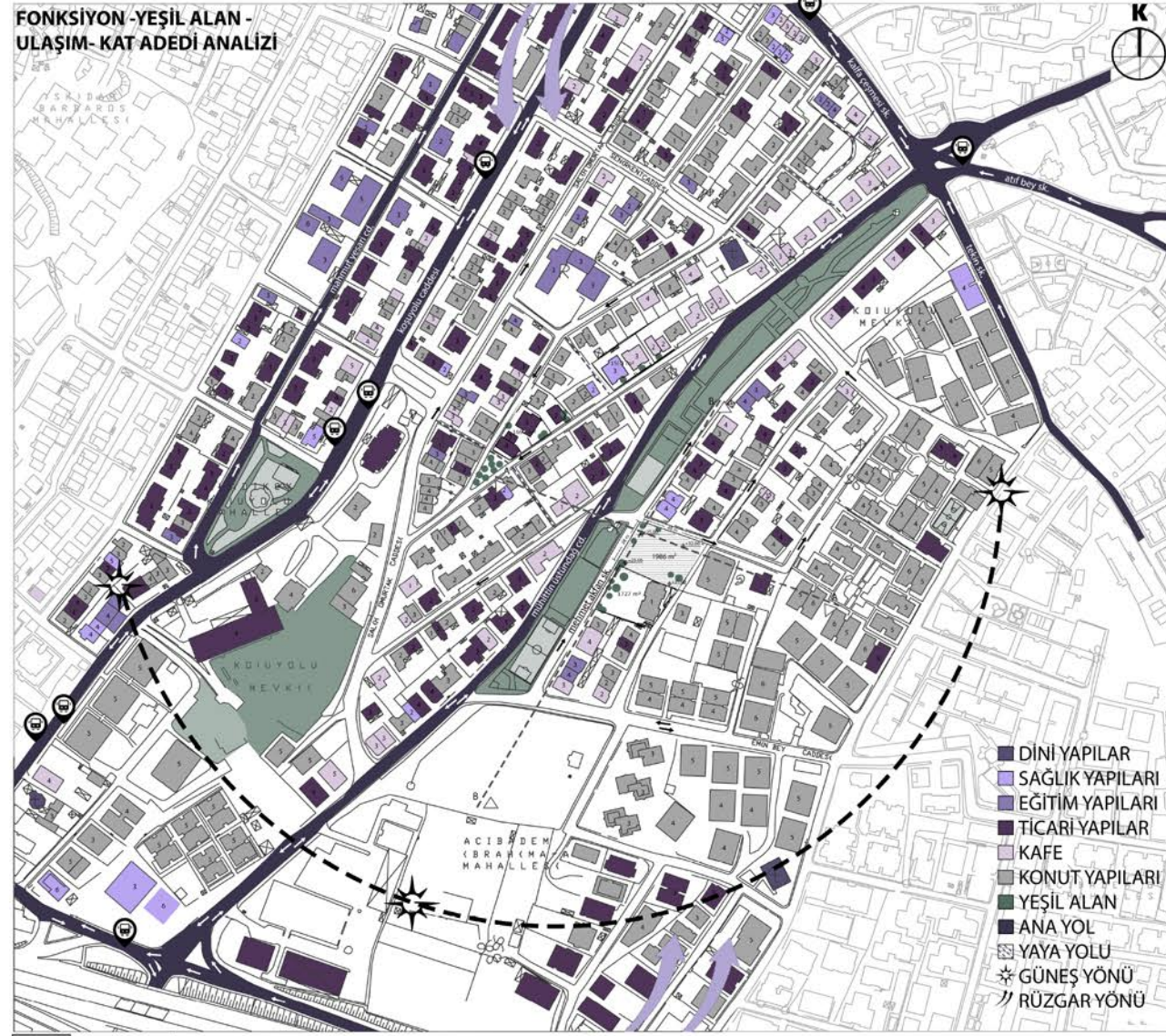
Projenin Amacı ve İşleyişi

Proje kapsamında Öğrencilerden çoklu birimden oluşan, Barınma ve Sosyal –kültürel alanlar (çalışma, dinlenme, yeme-içme alanları, seminer mekanı) fonksiyonlarını karşılayan bir yapı / yapı grubu tasarımları beklenmektedir. Kent – kentsel yaşam – mekân – yeni kentsel işlevler arasındaki ilişkinin kavranılması ve bu konudaki farkındalığının artırılması hedeflenmektedir. Metropol yaşamı, yeni alışkanlıklar, yeni yaşam tarzları, yeni yaşam alanı arayışlarının gerektirdiği mekan anlayışları barınma işlevleri ve yardımcı birimler üzerinden üretebilmesi, Kent için(de) tasarım yapabilme ve kentsel bağlam ile mimari ürün arasındaki ilişkiyi kurabilme becerisinin kazandırılması, Yakın çevre ve yapı alanı verileri ile ilişki kurabilme ve az eğimli arazide proje geliştirme becerisinin kazandırılması, arazi yerleşim kararlarının verilmesi amaçlanmaktadır.

Aim and process of the Project

As part of the project, students are expected to design a building or group of buildings consisting of multiple units that fulfill the functions of housing and social-cultural spaces (work, relaxation, dining areas, and seminar spaces). The goal is to understand the relationship between the city, urban life, space, and new urban functions, and to increase awareness in this area. The ability to generate spatial concepts required by metropolitan life, new habits, new lifestyles, and the search for new living spaces through housing functions and auxiliary units , The program aims to develop the ability to design for the city and establish a connection between the urban context and the architectural project, as well as the ability to analyze data on the immediate surroundings and the building site, and to develop projects on slightly sloping terrain, and to make decisions regarding site layout.

Özge DİK

MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ
TASARIM STÜDYOSU IIIFONKSİYON-YEŞİL ALAN -
ULAŞIM-KAT ADEDİ ANALİZİ

ÖZGE DİK 241201001

MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ
TASARIM STÜDYOSU III

SENARYO

Koşuyolu'ndaki proje, dans odaklı işlevleri merkezine alan bir atölye kompleksi olarak tasarlanmıştır. Farklı dans türlerine uygun stüdyolar, çalışma ve prova alanları, eğitmen odası, toplantı birimi, kafe ve dinlenme avlusu bir araya gelerek hem eğitim hem de sosyalleşme işlevlerini destekler. Kompleksin merkezinde yer alan açık avlu, kamusal bir ara mekân işlevi görür. Stüdyolardan taşan sesler açık alanla bütünleşir; gün boyunca öğrenciler, dansçılar ve mahalle sakinleri burada bir araya gelir. Yapının üst katlarında ise kamusal alanlardan bağımsız bir girişe sahip, daha özel nitelikte konut birimleri bulunmaktadır.

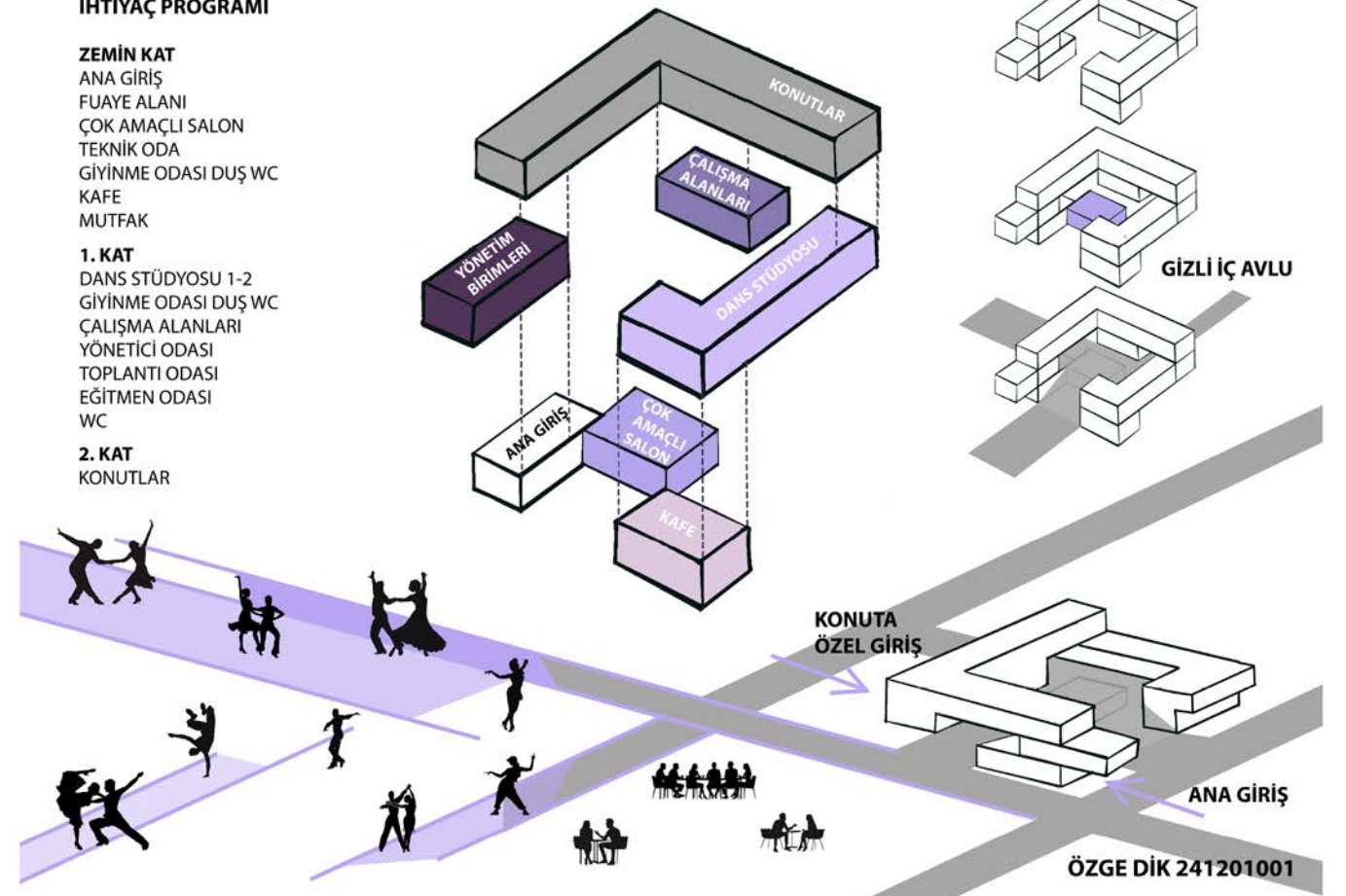


İHTİYAÇ PROGRAMI

ZEMİN KAT
ANA GİRİŞ
FUAYE ALANI
ÇOK AMAÇLI SALON
TEKNİK ODA
GIYINME ODASI DUŞ WC
KAFFE
MUTFAK

1. KAT
DANS STÜDYOSU 1-2
GIYINME ODASI DUŞ WC
ÇALIŞMA ALANLARI
YÖNETİCİ ODASI
TOPLANTI ODASI
EĞİTİM ODASI
WC

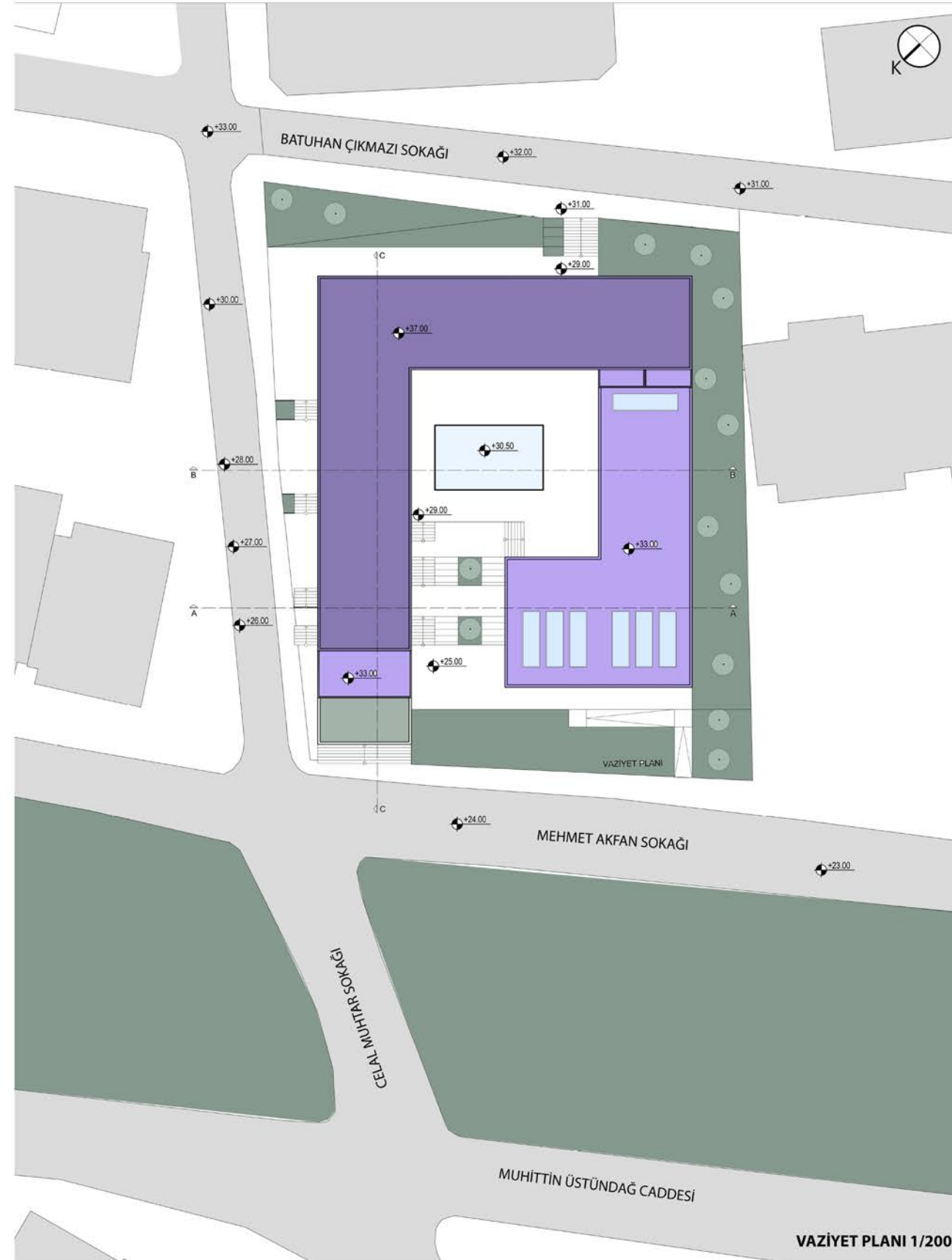
2. KAT
KONUTLAR



ÖZGE DİK 241201001

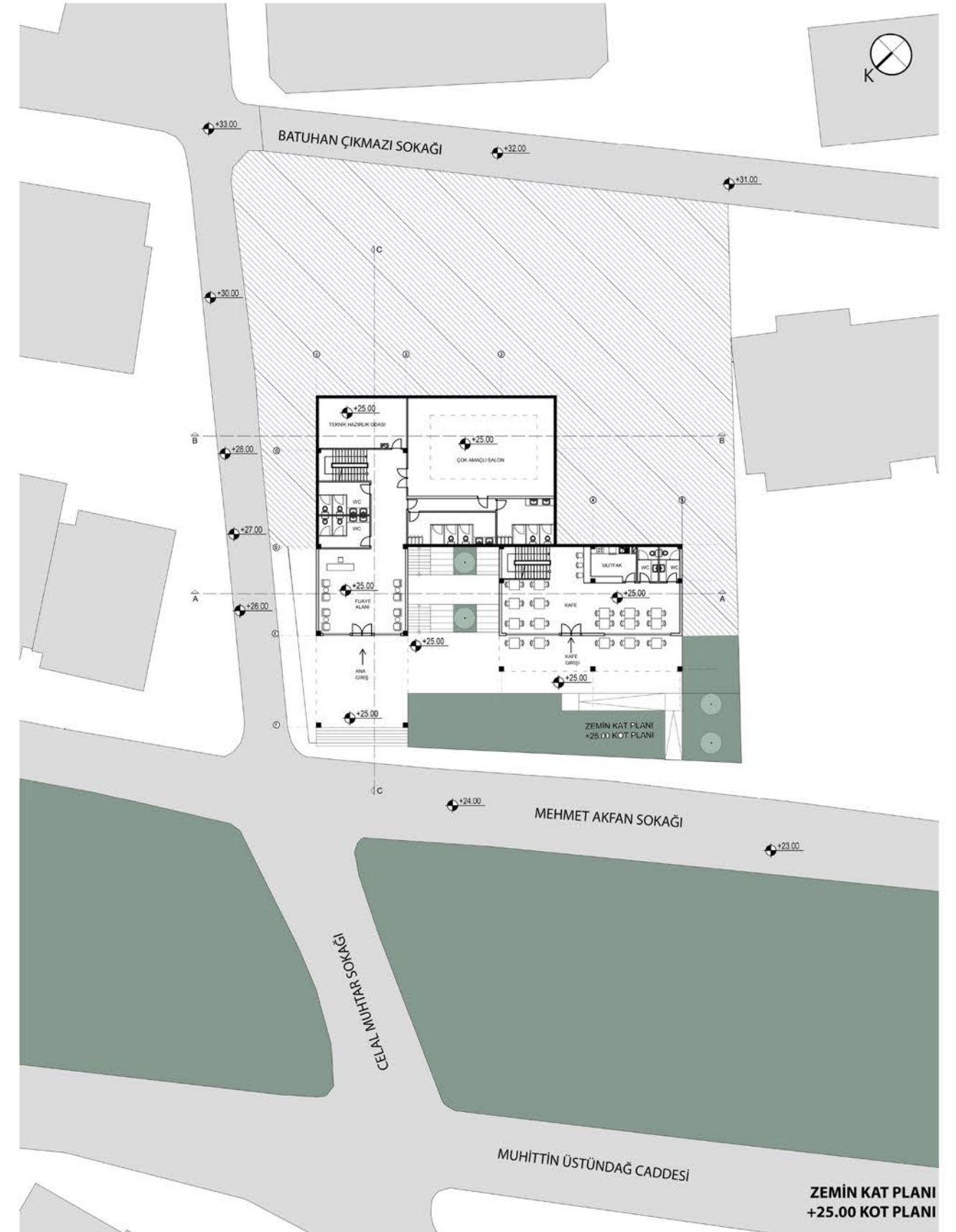
Özge DİK

MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ
TASARIM STÜDYOSU III



ÖZGE DİK 241201001

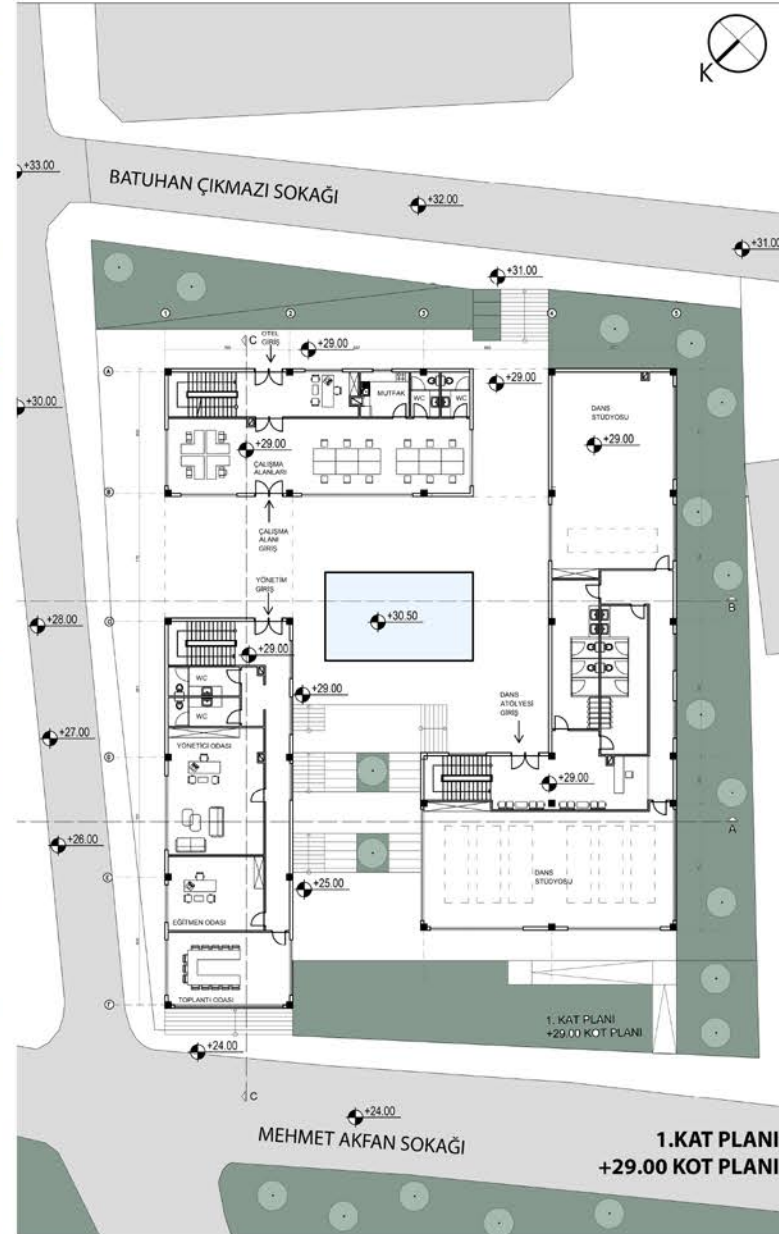
MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ
TASARIM STÜDYOSU III



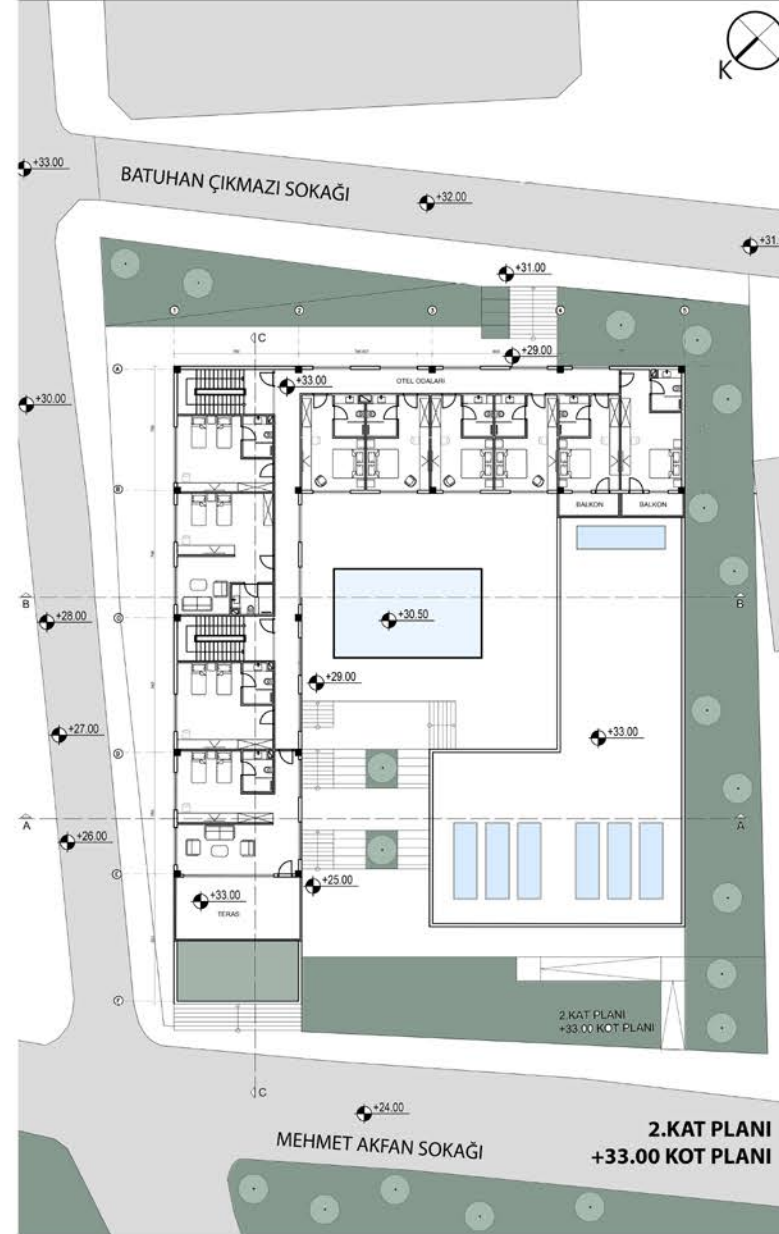
ÖZGE DİK 241201001

Özge DİK

MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ TASARIM STÜDYOSU III



MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ TASARIM STÜDYOSU III



A-A KESİTİ 1/200
ÖZGE DİK 241201001



B-B KESİTİ 1/200
ÖZGE DİK 241201001

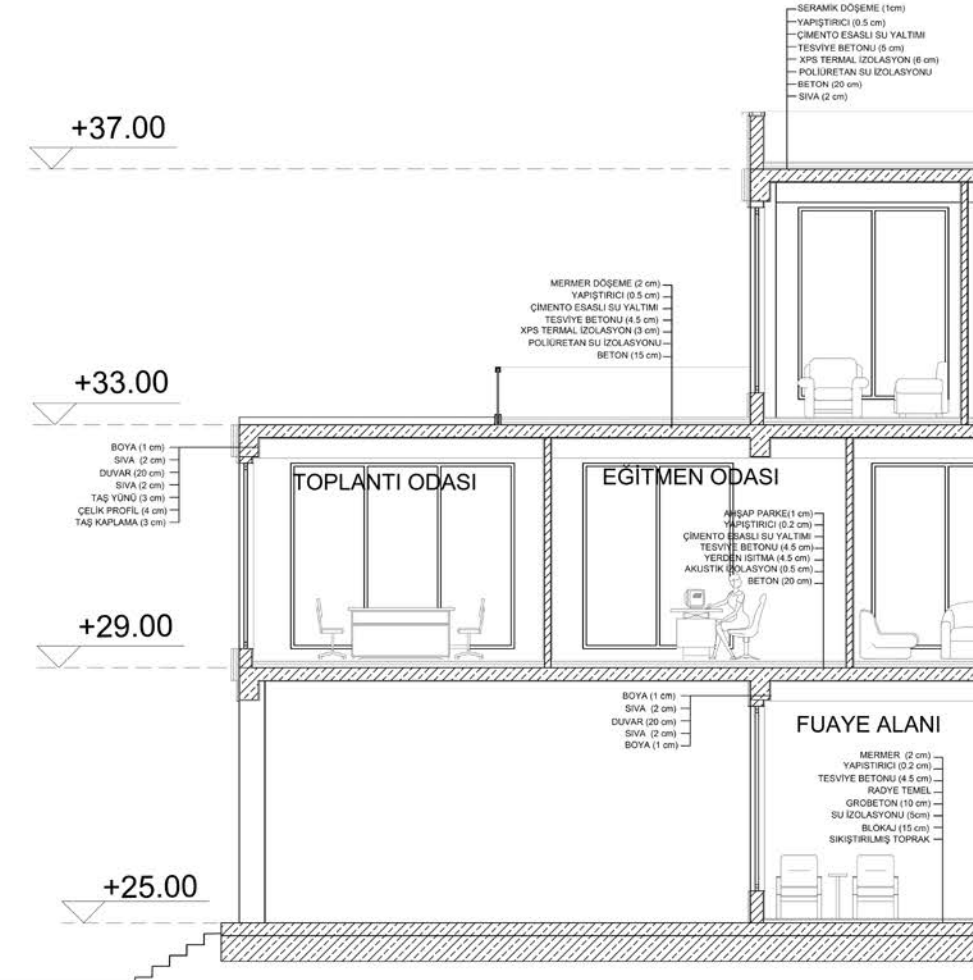
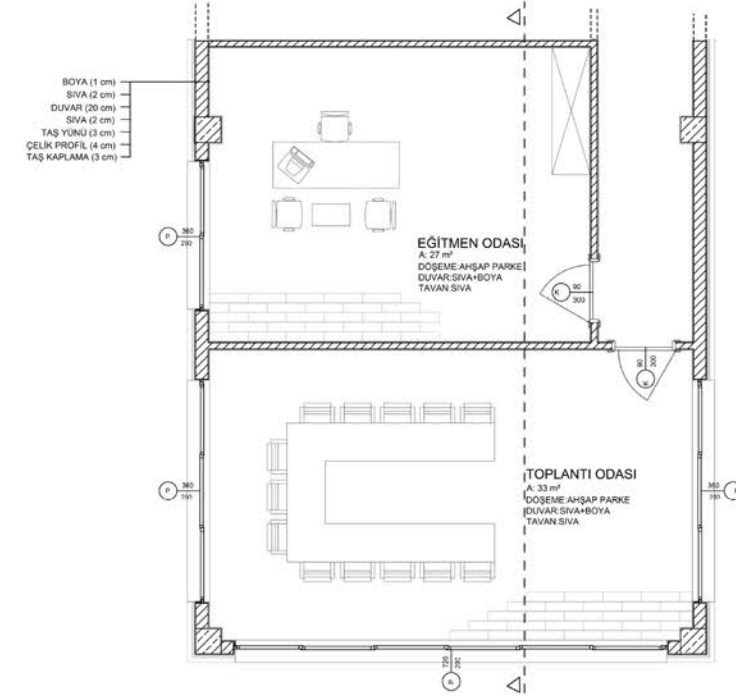
Özge DİK

MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ TASARIM STÜDYOSU III



ÖZGE DİK 241201001

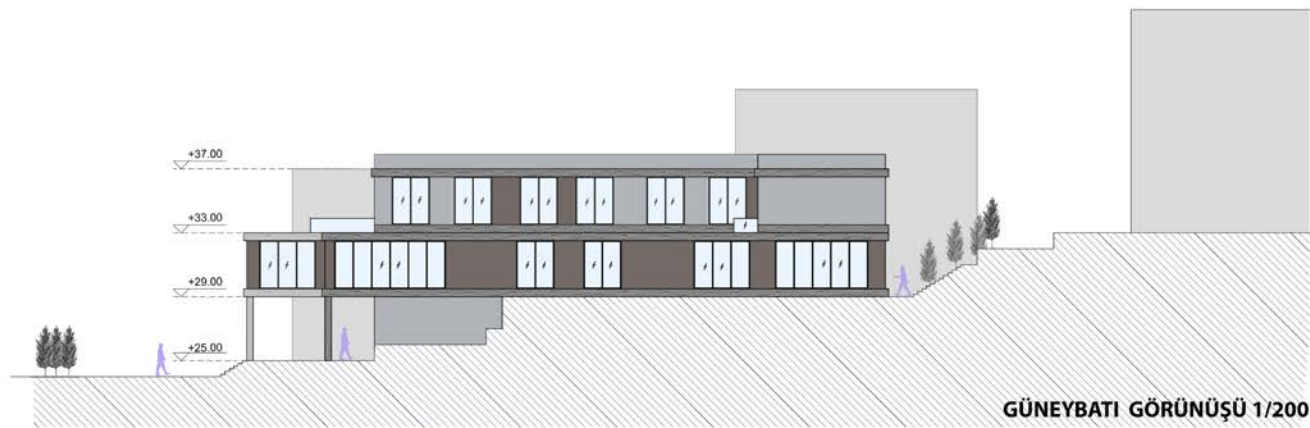
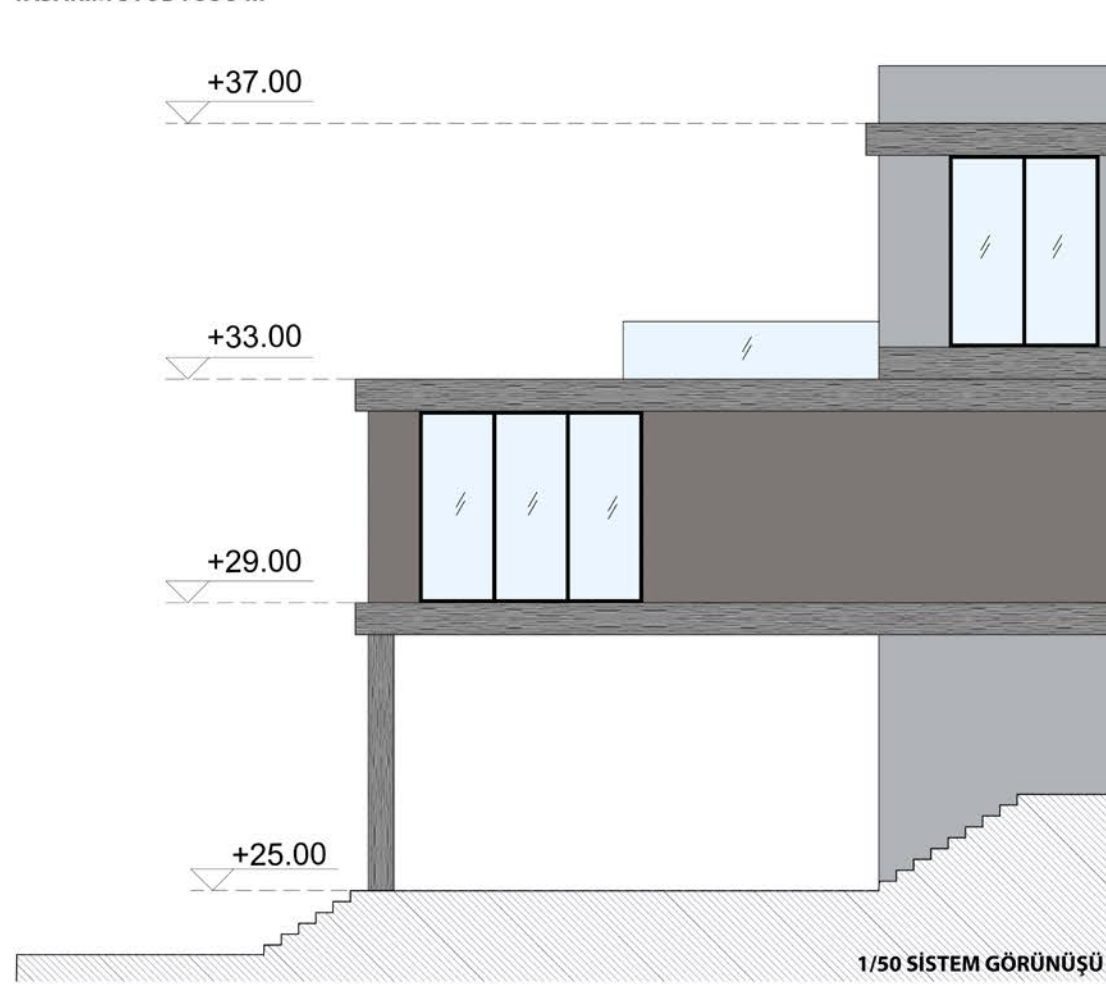
MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ TASARIM STÜDYOSU III



ÖZGE DİK 241201001

Özge DİK

MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ
TASARIM STÜDYOSU III



ÖZGE DİK 241201001



MİMR 301 Tasarım Stüdyosu V / ARCT 301 Design Studio V

Proje Yürütücüleri / Instructors

Prof. Dr. İlter BÜYÜKDİĞAN

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Arş. Gör. / Res. Ast. Neslişah MAMATİ

MİMR 301 Tasarım Stüdyosu V/ ARCT 301 Design Studio V

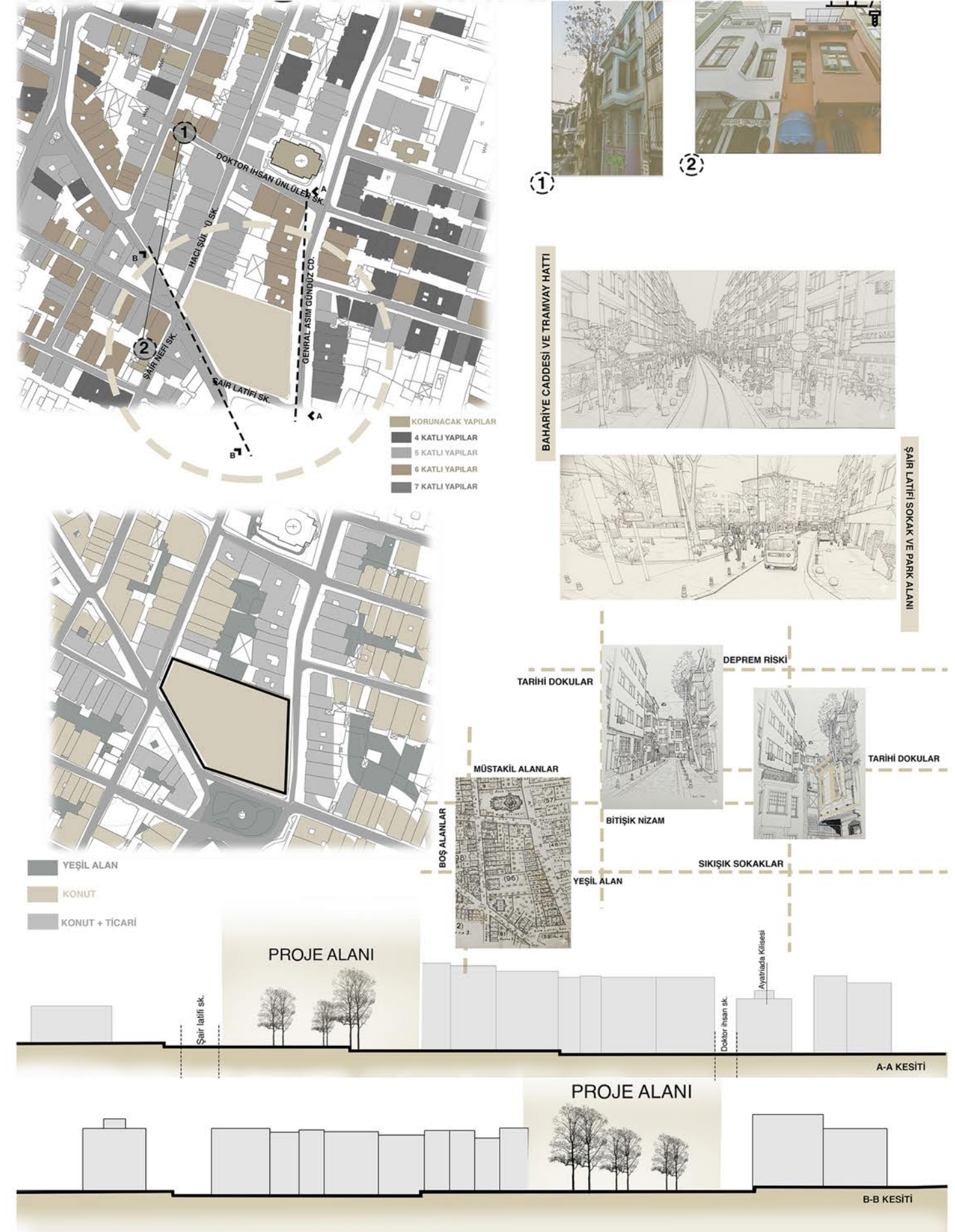
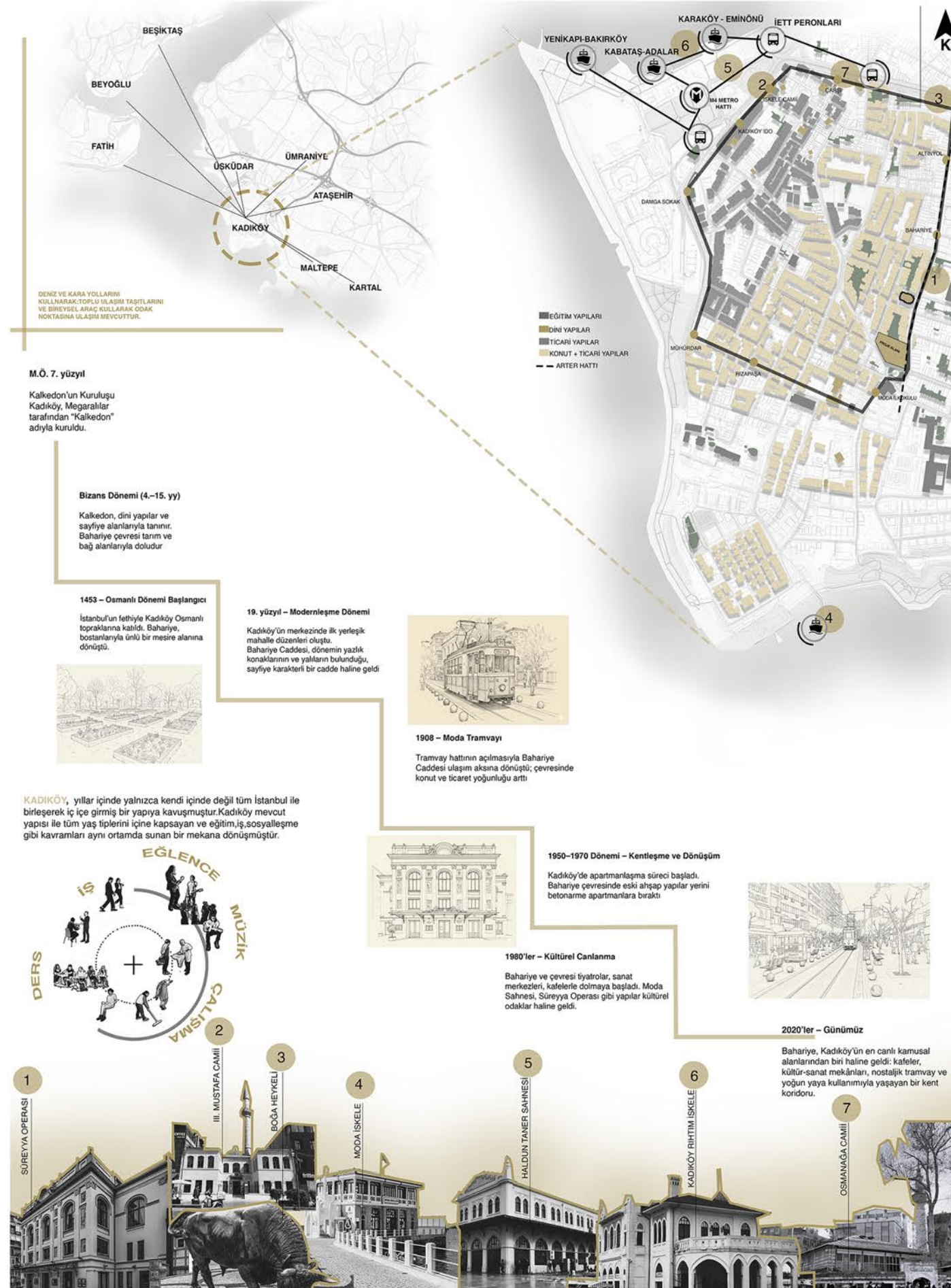
Proje Kapsamı ve İşlevi : Kadıköy’de Metropol Kent İçin Yeni Barınma Alternatifleri Tasarımı

Günümüzde, gelişen teknoloji ve farklılaşan yaşam biçimlerinin bireylerin temel gündelik ihtiyaçlarını değiştirmesiyle birlikte, barınma mekânları da, yalnızca “korunaklı bir yer” olmanın ötesinde çok daha geniş kapsamlı bir içeriğe ve anlama evrilmiştir. Bu doğrultuda, stüdyoda, bir metropol kentin gündelik yaşam pratiklerinden yola çıkarak, güncel gereksinimleri karşılayacak “yeni nesil” barınma mekânları alternatifleri tasarlanması hedeflenmiştir. Bu alternatif mekânlar, yalnızca yaşama birimlerini değil, aynı zamanda kullanıcıların bireysel ve ortak kullanımlarına hizmet edecek ek fonksiyonları da içerecek ve gündelik kent yaşamının bir parçası olacak bir barınma kompleksi olarak tariflenmiştir. Öğrenciler, kentteki yeni yaşam biçimleri üzerine geliştirdikleri eleştirel yaklaşımlarla yapı programı ve yaşam senaryosunu oluşturmuşlardır. Barınma kompleksi, öğrenciler tarafından “yer”in dinamiklerine bağlı olarak belirlenen bir tema çerçevesinde, özel ve ortak kullanım alanlarını içermektedir. Kompleksin ana odağı barınma işlevi olmakla birlikte, öğrenciler tarafından temaya uygun olarak belirlenen diğer işlevleri de kapsayacak şekilde, “yaşayan” bir mekân olarak tanımlanmıştır.

Scope & Theme of the Project : New Dwelling Alternatives Design For The Metropolitan City In Kadıköy

Today, with the advancement of technology and the changing lifestyles that alter individuals' basic daily needs, dwelling spaces have evolved beyond simply being a "sheltered place," encompassing a much broader scope and meaning. Accordingly, this studio aims to design "new generation" dwelling alternatives that meet current needs, drawing on the daily life practices of a metropolitan city. These alternative spaces are defined as housing complexes that will include not only living units but also additional functions serving the individual and shared needs of users, becoming an integral part of daily urban life. Students have developed the building programme and life scenario through critical approaches to new lifestyles in the city. The housing complex includes private and shared spaces within a theme determined by the students based on the dynamics of the "place." While the main focus of the complex is housing, it is defined as a "living" space encompassing other functions determined by the students in accordance with the theme.

HAKAN ÇELİK



HAKAN ÇELİK

ATÖLYE KENT

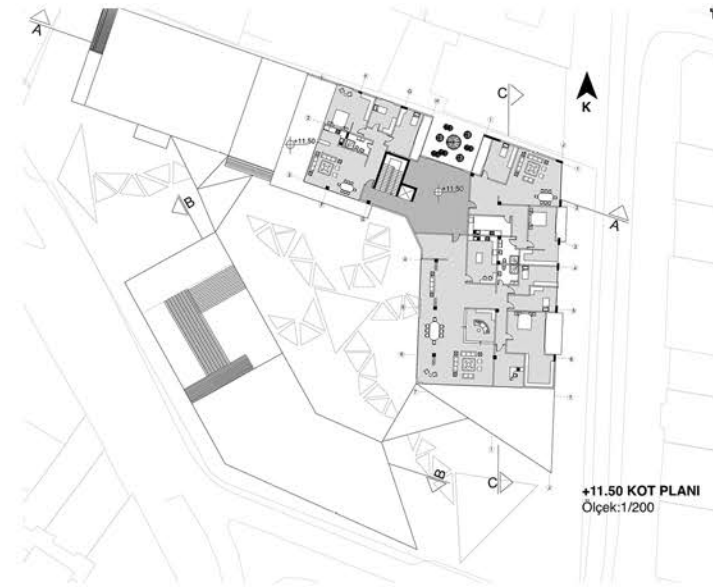
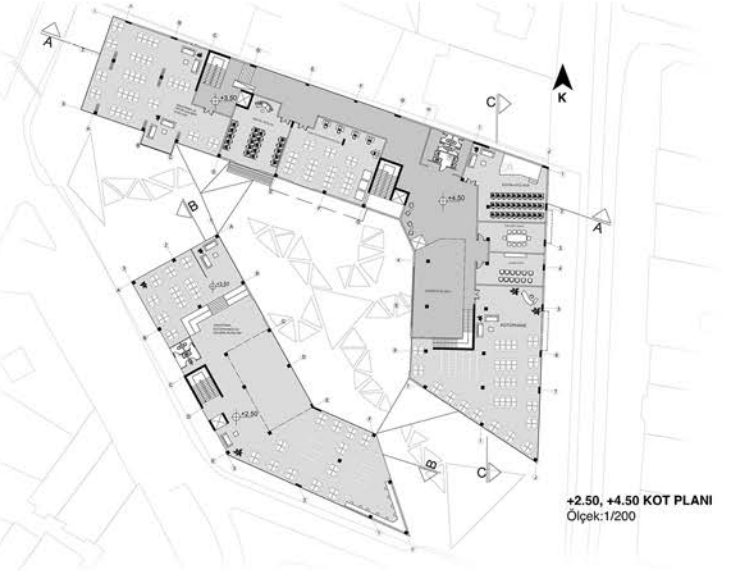
KONSEPT: ATÖLYE KENT

SENARYO:

Mimarlar,Mimarlık bölümü okuyan öğrenciler,Yüksek lisans öğrencileri,Yurtdışından Türkiye'ye gelen öğrenciler, Yurtdışı ve şehirdışından gelen araştırmacı ve misafirler için özel işlevli, kamusal ve yarı kamusal alanlar bulunduran aynı zamanda kişiye özel alanlar ve konut tasarımları ile kişinin çalışma ve sosyal ihtiyaçlarını karşılayarak tercihe bağlı geçici veya kalıcı barınma mekanları tasarlamak.

İŞLEV TANIMI:

Kullanıcı profillerinin yapmayı planladığı projeler için ilk adımdan son adıma kadar gerekli olan araçlar ve mekanlar sağlanmıştır.Kişi ihtiyacı doğrultusunda uygun mekanları kullanarak amacına ulaşmış olur.



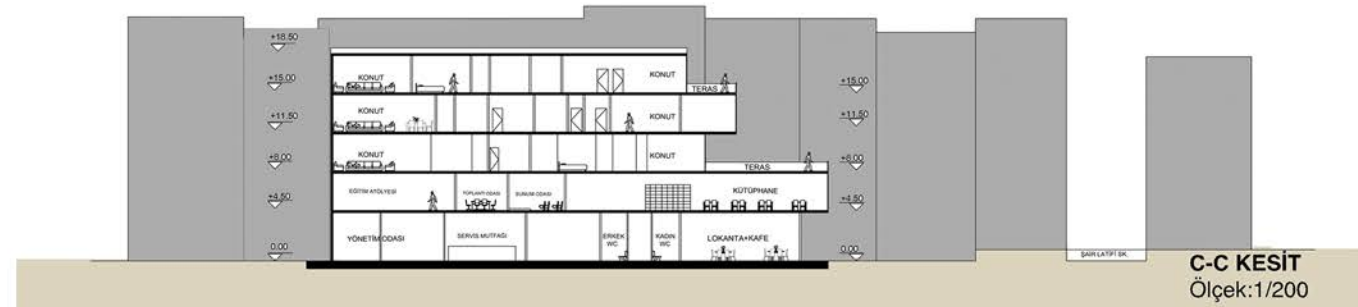
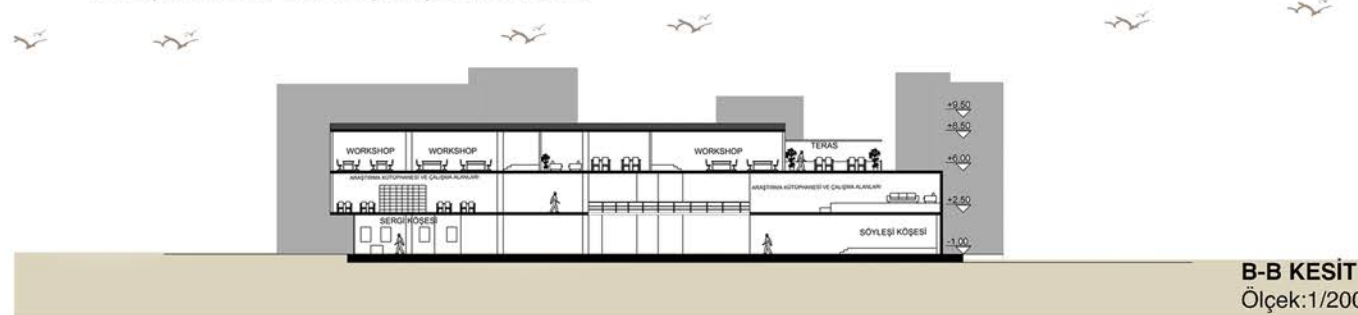
HAKAN ÇELİK



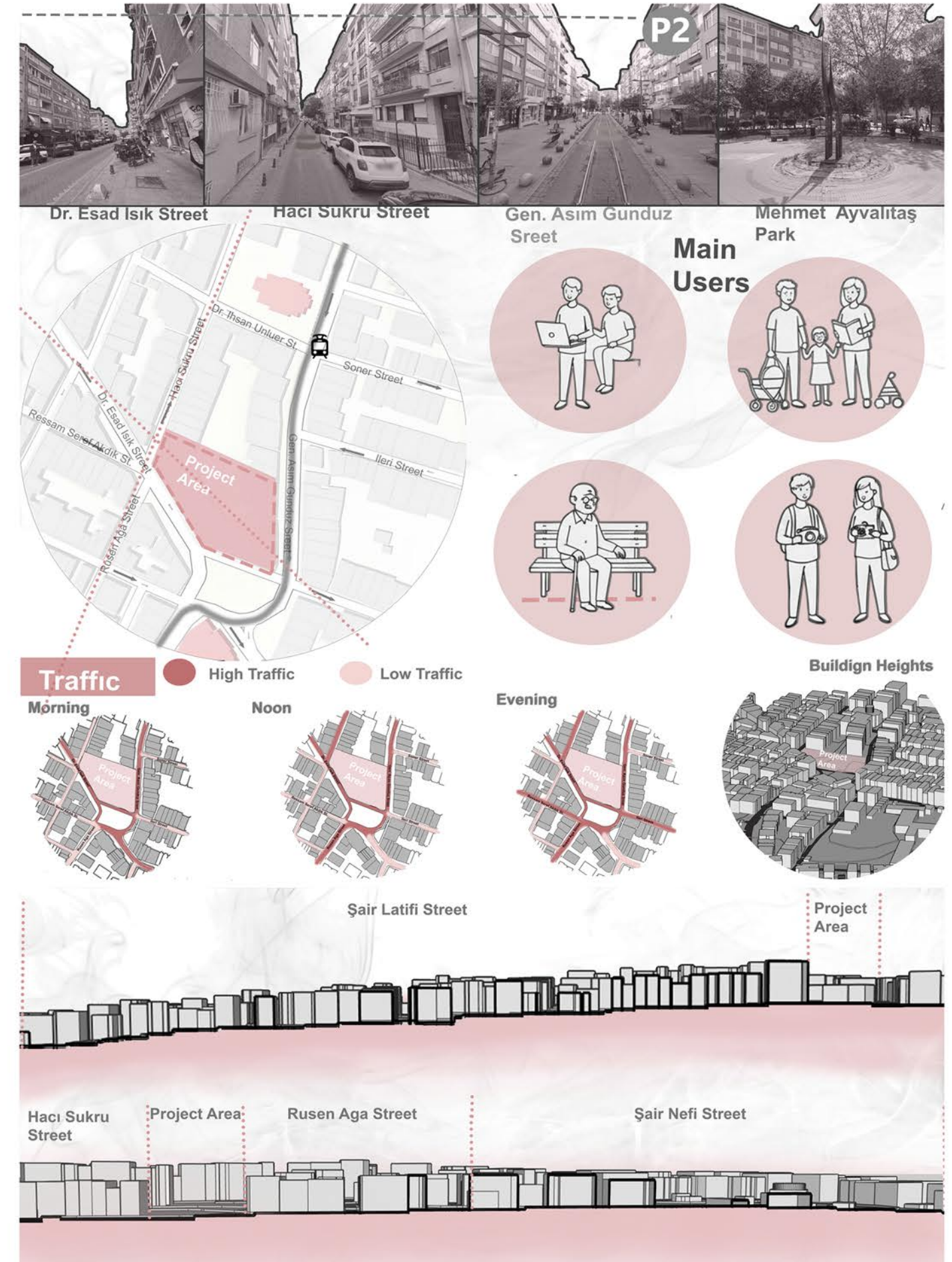
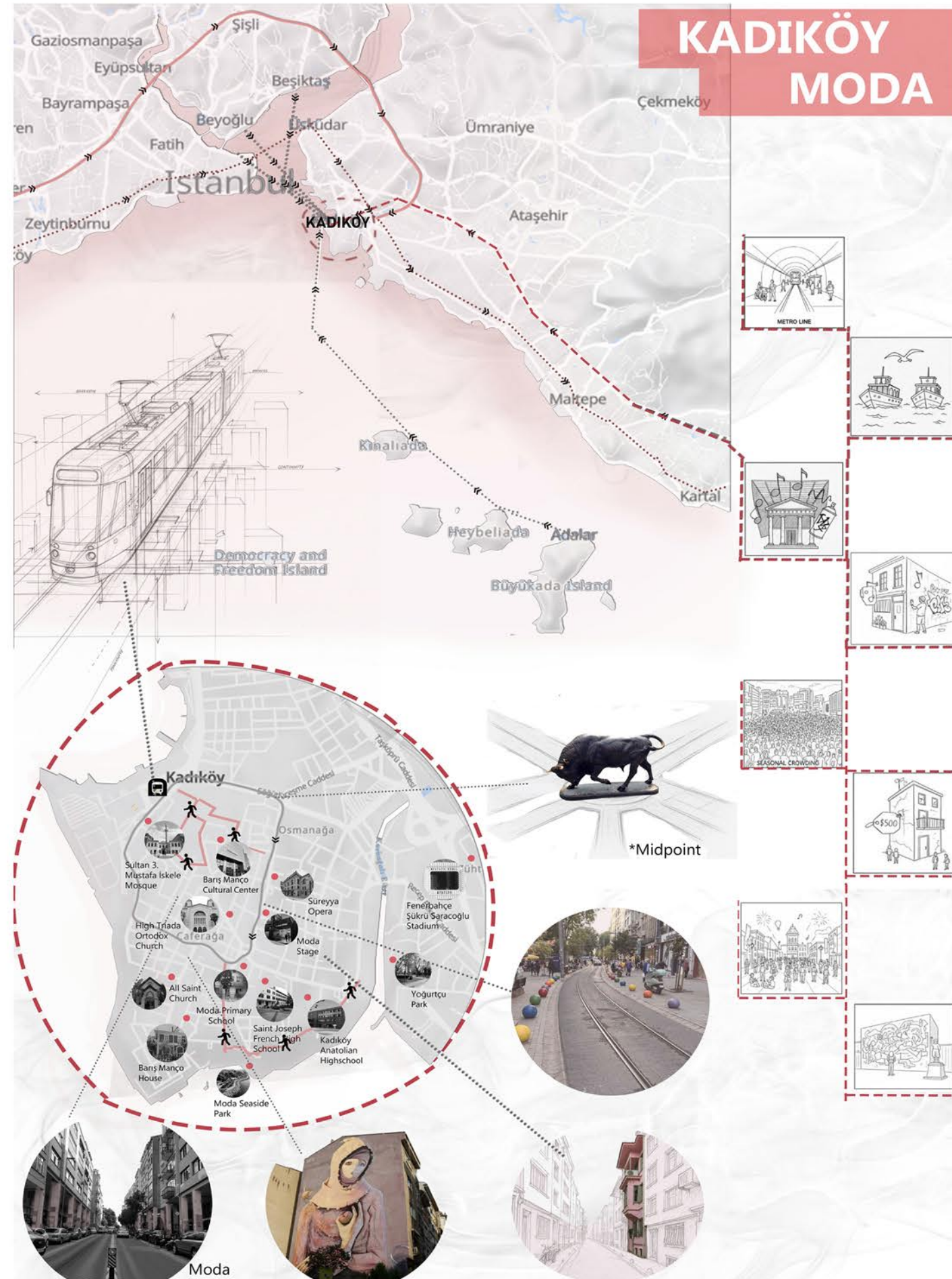
ARAŞTIRMA VE ORTAK ÇALIŞMA ATÖLYESİ



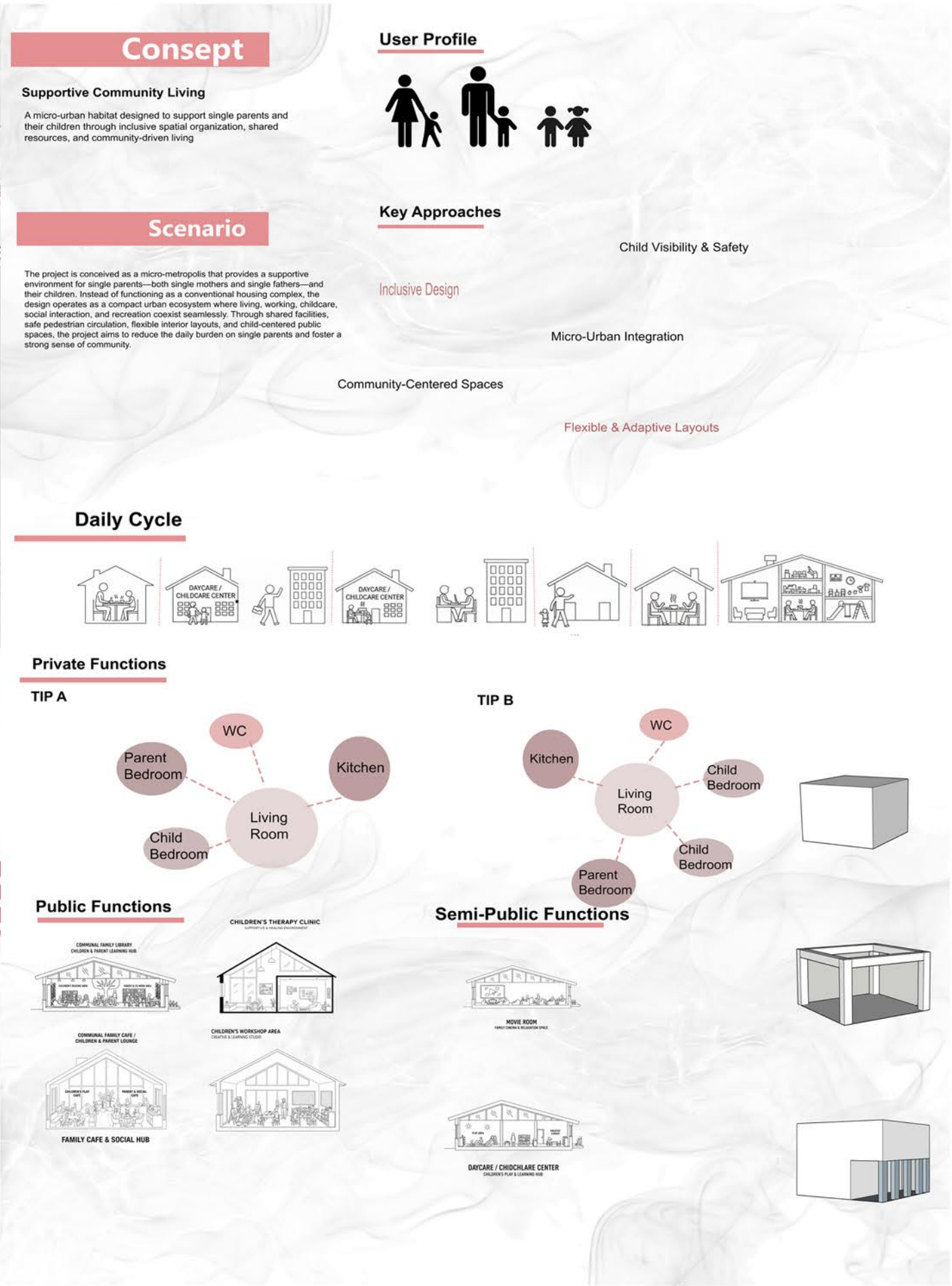
DİJİTAL ATÖLYE



BERRA DEREÇİ



BERRA DEREÇİ



1/500 Site Plan



BERRA DEREÇİ



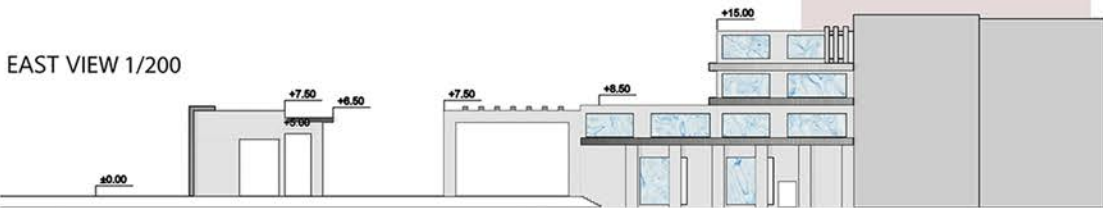
1/200 A-A SECTION



1/200 A-A SECTION



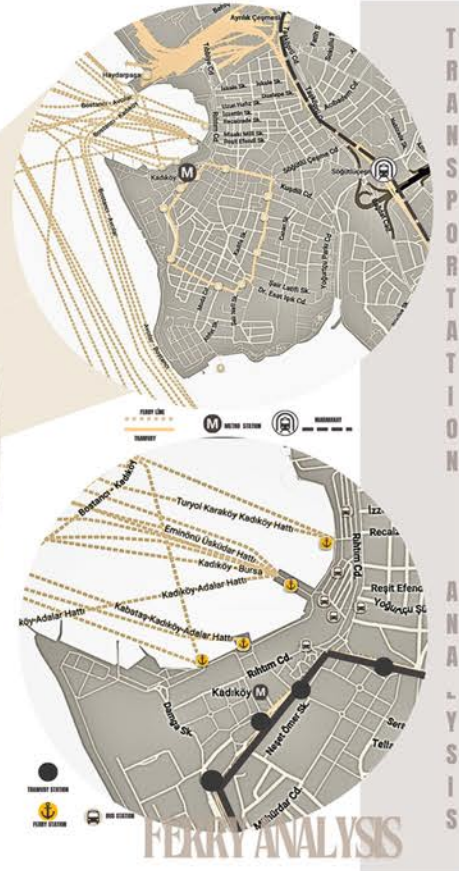
WEST VIEW 1/200



EAST VIEW 1/200

AYÇA GÜNCE

"DAUB NEST ART" KADIKÖY



TRANSPORTATION ANALYSIS

"DAUB NEST ART" TIMELINE



1960's
apartment boom
tram removal
The tram line was removed in 1966, marking the rise of car-oriented urban life.

1980's
transport expansion
apartment typology
Streets became crowded with vehicles; public transportation hubs around Altıyol and Rıhtım expanded.

2000's
Cultural revival
Historical buildings such as the Süreyya Opera House were restored. The Moda waterfront was redesigned.

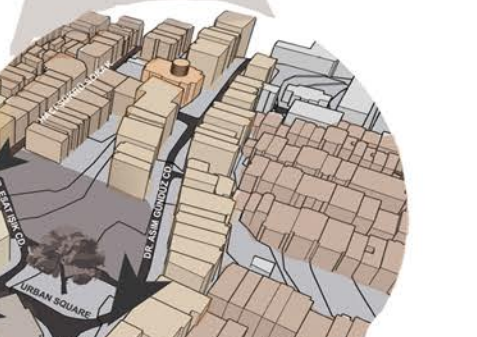
2020's
Pedestrian-friendly life
café culture
Bahariye and Moda turned into lively creative districts filled with art studios, cafés, and design shops.



PEDESTRIAN DENSITY



BAHARİYE STREET



URBAN SQUARE

Residential building
Residential and commercial units
Residential and café units
SCHOOL
CHURCH



MODA PIER
MODA COAST

RELIGIOUS SPACES



EDUCATIONAL SPACES



CULTURAL SPACES



Art Venues

BAHARİYE ART İSTANBUL



İYE ART STUDIO

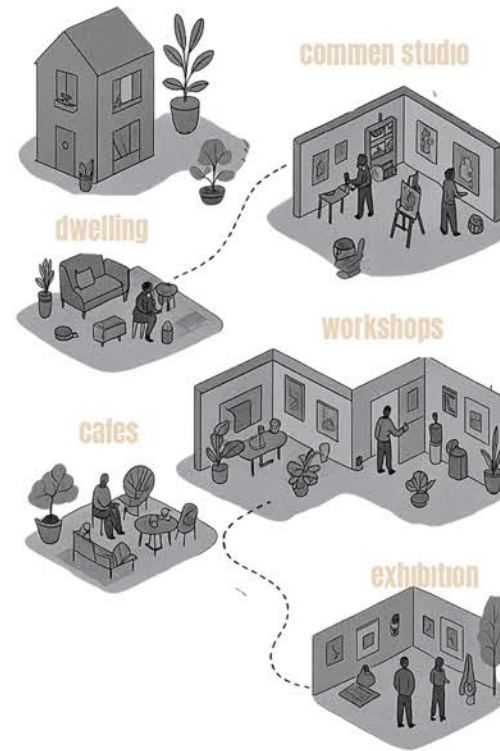


ANKA WORKSHOP

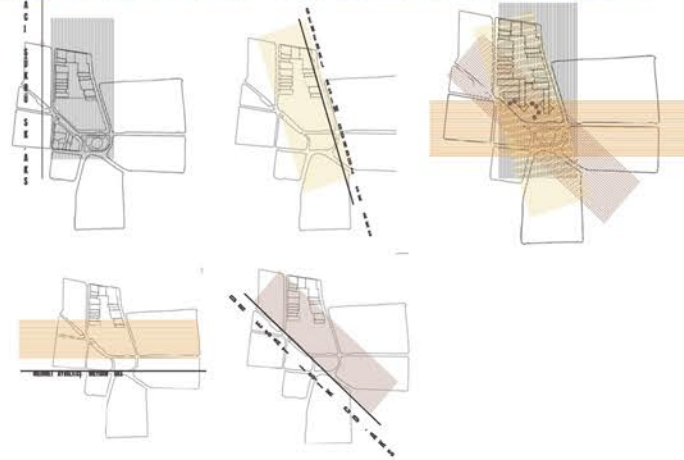


AYÇA GÜNCE

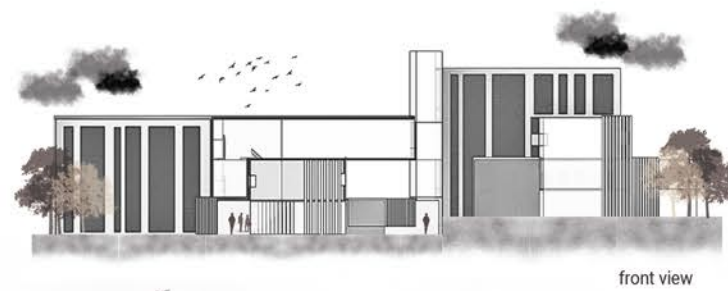
A PAINTER'S DAY



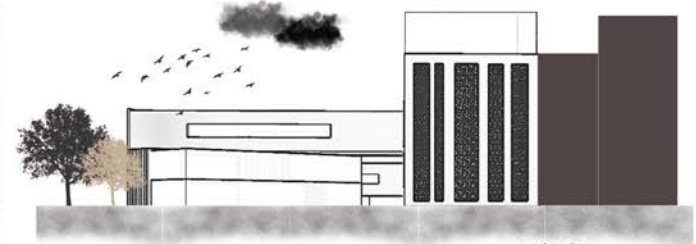
THE ORIGIN OF MY DESIGN CONCEPT



AYÇA GÜNCE



front view



right view



MİMR 302 Tasarım Stüdyosu VI / ARCT 302 Design Studio VI

Proje Yürütücüleri / Instructors

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Arş. Gör. / Res. Ast. Neslişah MAMATİ

MİMR 302 Tasarım Stüdyosu VI/ ARCT 302 Design Studio VI

Proje Kapsamı ve İşlevi : Kadıköy’de Metropol Kent İçin Kamusal Etkileşim Platformu Tasarımı

Toplumu oluşturan tüm bireylerin erişimine ve kullanımına açık ortak mekânlar olan kamusal alanlar, kentlilerin karşılaşma, etkileşim, iletişim ve diyalog mekânları olarak da tanımlanabilirler. Dolayısıyla, farklılıkların ve çeşitliklerin meydana getirdiği çoğul kullanımları ve kullanıcıları içeren kamusal alanlar, çok kültürlü ve çok katmanlı bir kentsel doku içerisinde, bireylere alternatifler yaratan çağdaş kentsel mekânlar ve işlevler sunarlar. Bu çerçevede, stüdyoda, bir metropol kentin gündelik yaşam pratiklerinden yola çıkarak, güncel gereksinimleri karşılayacak “yeni nesil” kamusal etkileşim mekânları tasarlanması hedeflenmiştir. Kullanıcıların ortak kullanımlarına hizmet edecek çeşitli fonksiyonları içerecek, gündelik kent yaşamının bir parçası olacak, kente ve kentlilere hizmet edecek bir kültür, yaşam ve etkileşim platformu kompleksi ortaya konulması beklenmiştir. Kompleks, çeşitli bireylerin, ilgi alanlarının, ziyaretçilerin ve kentlilerin bir araya geldikleri ve 7/24 yaşayan bir kentsel merkez olarak ele alınmıştır. Kentle bütünleşecek bu kompleks, öğrenciler tarafından “yer”in dinamiklerine bağlı olarak belirlenen temaya uygun kentsel kamusal işlevler çerçevesinde, özel, yarı özel, kamusal ve yarı kamusal alanları içermektedir.

Scope & Theme of the Project : Public Interaction Platform Design For The Metropolitan City In Kadıköy

Public spaces, which are common areas open to the use and access of all individuals in society, can also be defined as spaces for encounter, interaction, communication, and dialogue among urban residents. Therefore, public spaces, encompassing multiple uses and users of diversity and variety, offer contemporary urban spaces that create alternative functions for individuals within a multicultural and multilayered urban fabric. In this context, the studio aims to design “new generation” public interaction spaces that meet current needs, drawing on the daily life practices of a metropolitan city. The goal is to create a cultural, living, and interaction platform complex that will include various functions for common use, become an integral part of daily urban life, and serve the city and its residents. The complex is considered as a 24/7 urban center where diverse individuals, interests, visitors, and residents come together. Integrated with the city, the complex includes private, semi-private, public, and semi-public spaces within the framework of urban public functions determined by the students based on the dynamics of the “place” and in accordance with the chosen theme.

NİHAL DEMİRCİ

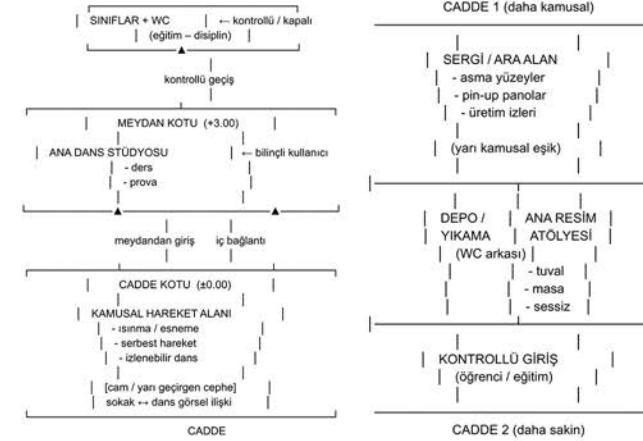


SENARYO

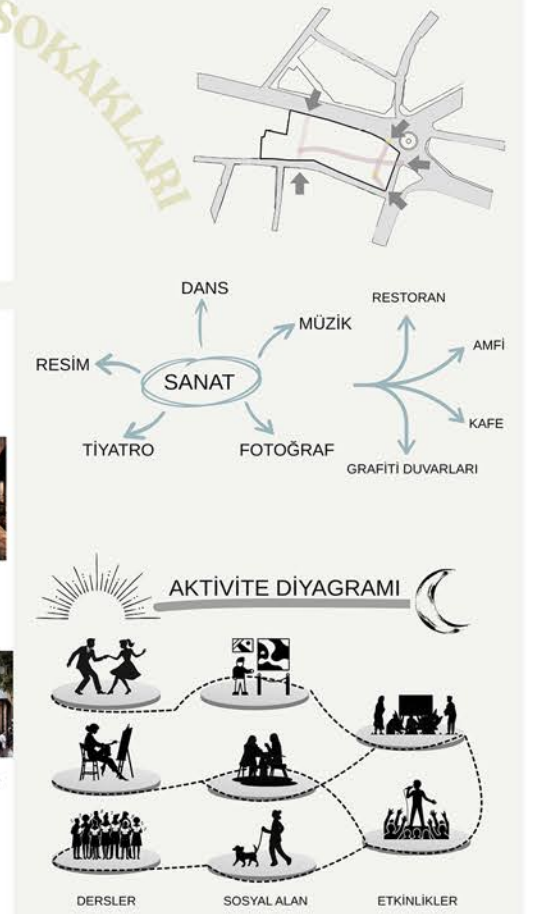
Sanatın duvardan taştığı, performansın sokağa taştığı, insanların izleyici değil katılımcı olduğu bir deneyim alanıdır. Görsel, işitsel ve fiziksel sanatların bir arada bulunduğu bir sanat merkezi.



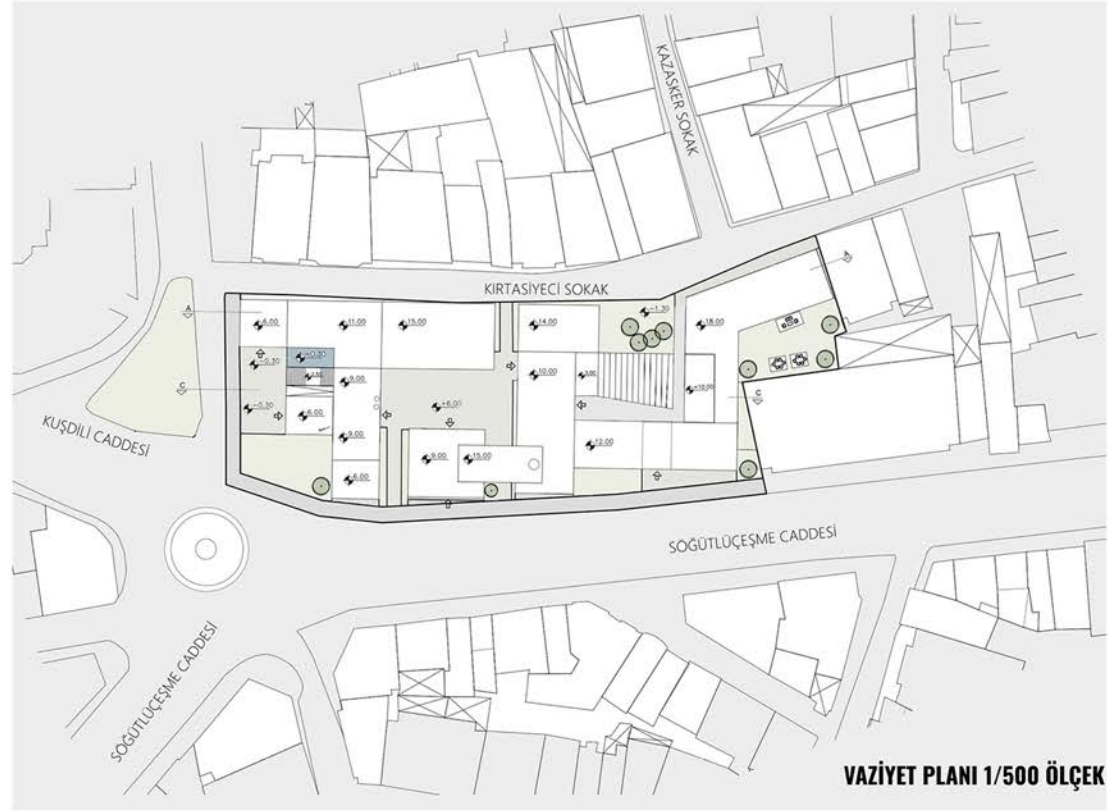
Cadde 1 → bak-gir-çık
Cadde 2 → bilerek gelen kullanıcı



Resim kütlesinde iki ayrı cadde girişini, kamusalite derecesine göre ayırdım. Sokaktan girilen bölüm sergi ve ara mekân; üretim alanı ise daha sakin cepheden kontrollü olarak ulaşıyor.



NIHAL DEMİRCİ

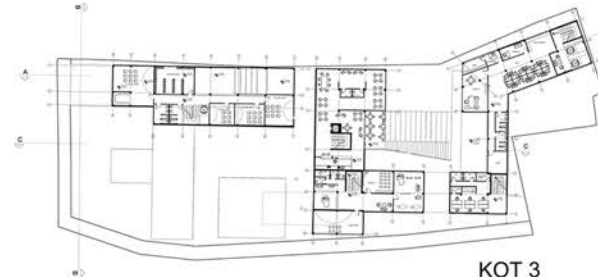


VAZİYET PLANI 1/500 ÖLÇEK

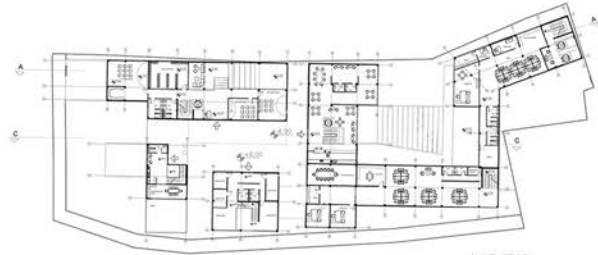


0 KOT- 1/200 ÖLÇEK

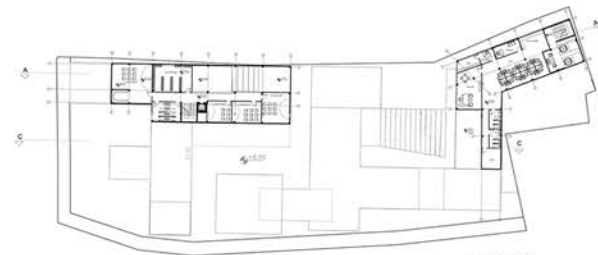
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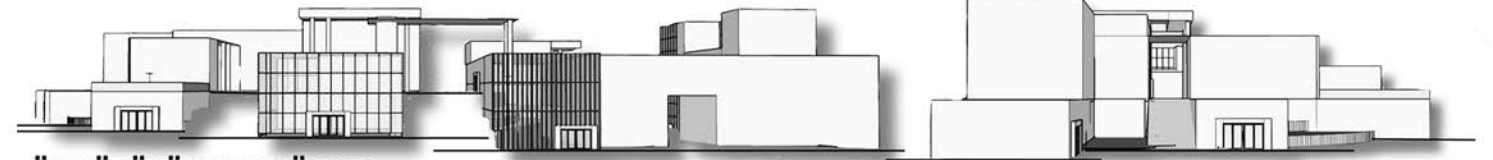
KOT 3



KOT 6

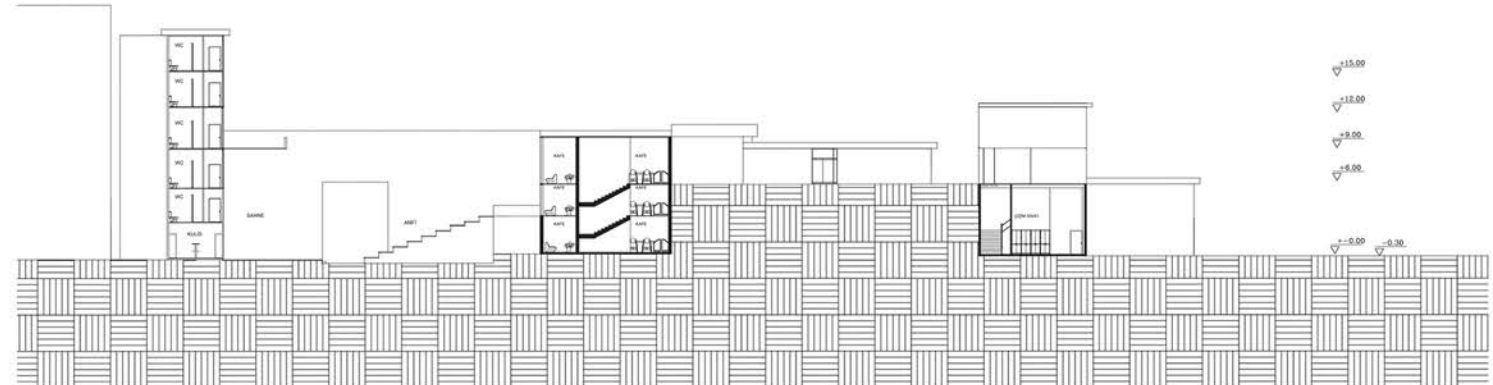


KOT 9



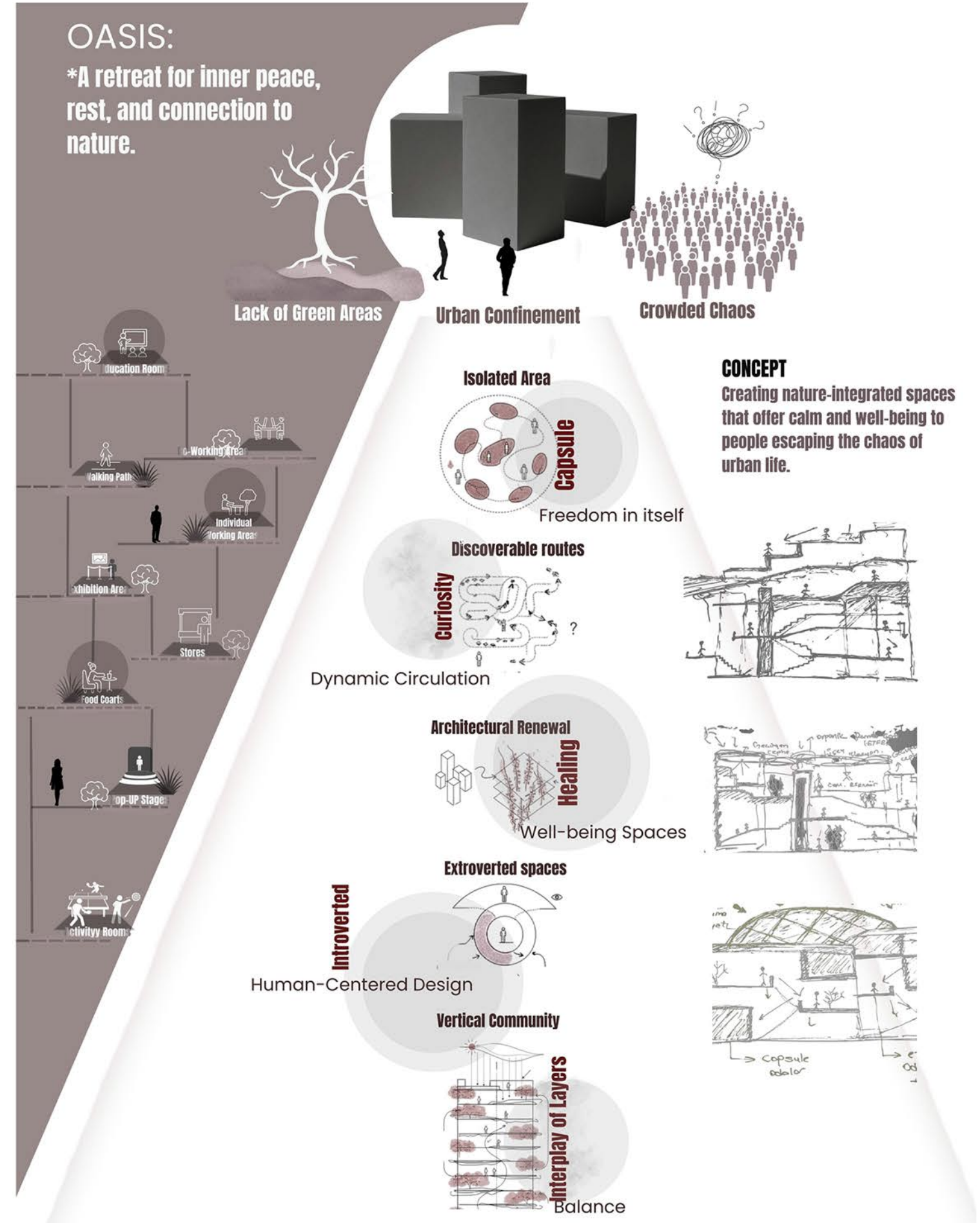
ÖN GÖRÜNÜŞ 1/200 ÖLÇEK

SOL GÖRÜNÜŞ 1/200 ÖLÇEK

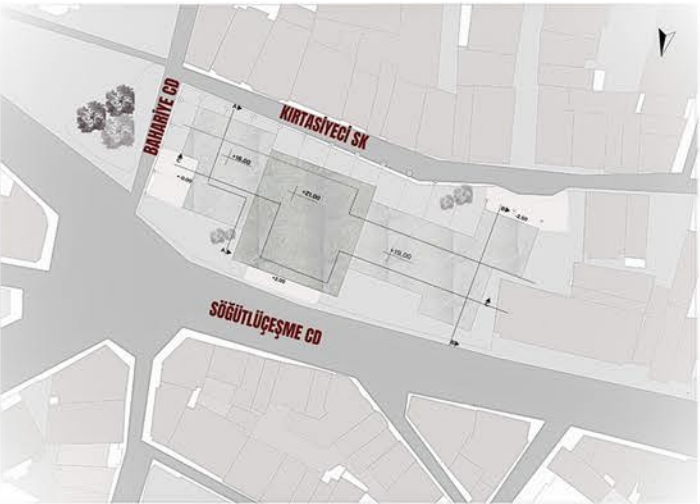
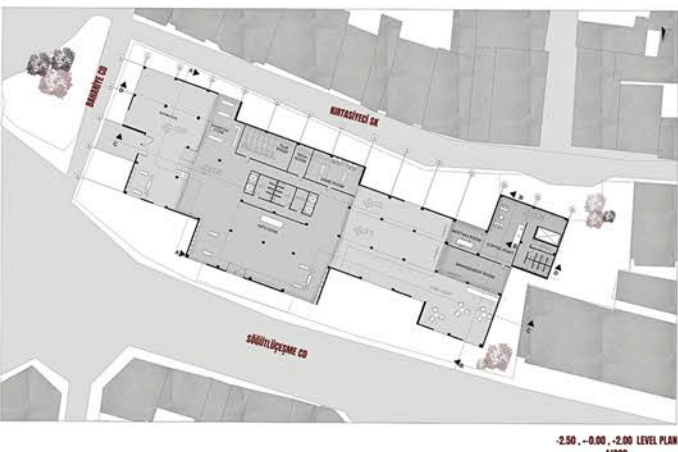
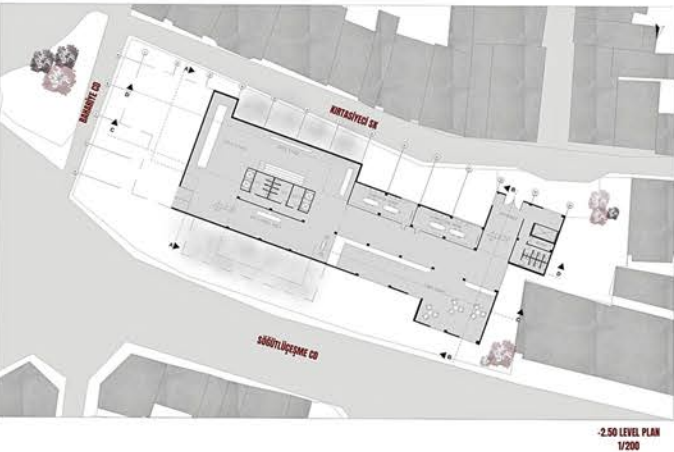


C-C KESİT 1/200 ÖLÇEK

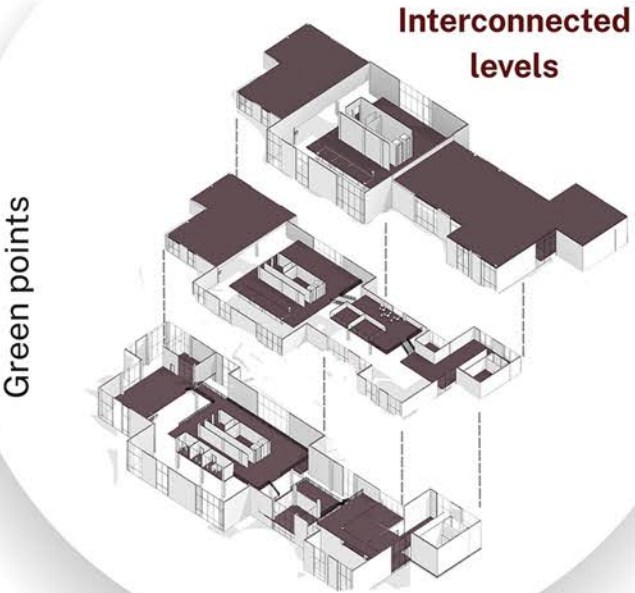
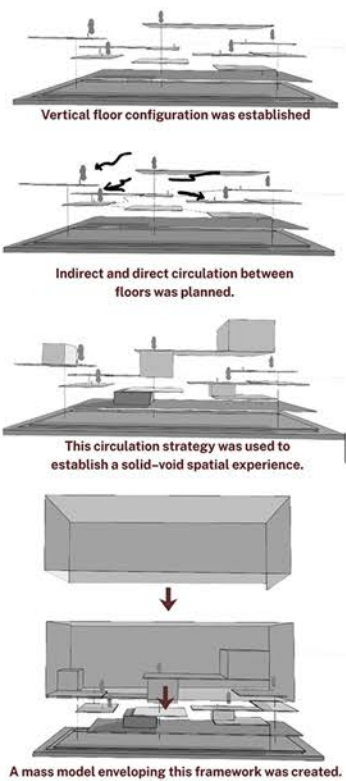
AYSU ERTÜRK



AYSU ERTÜRK

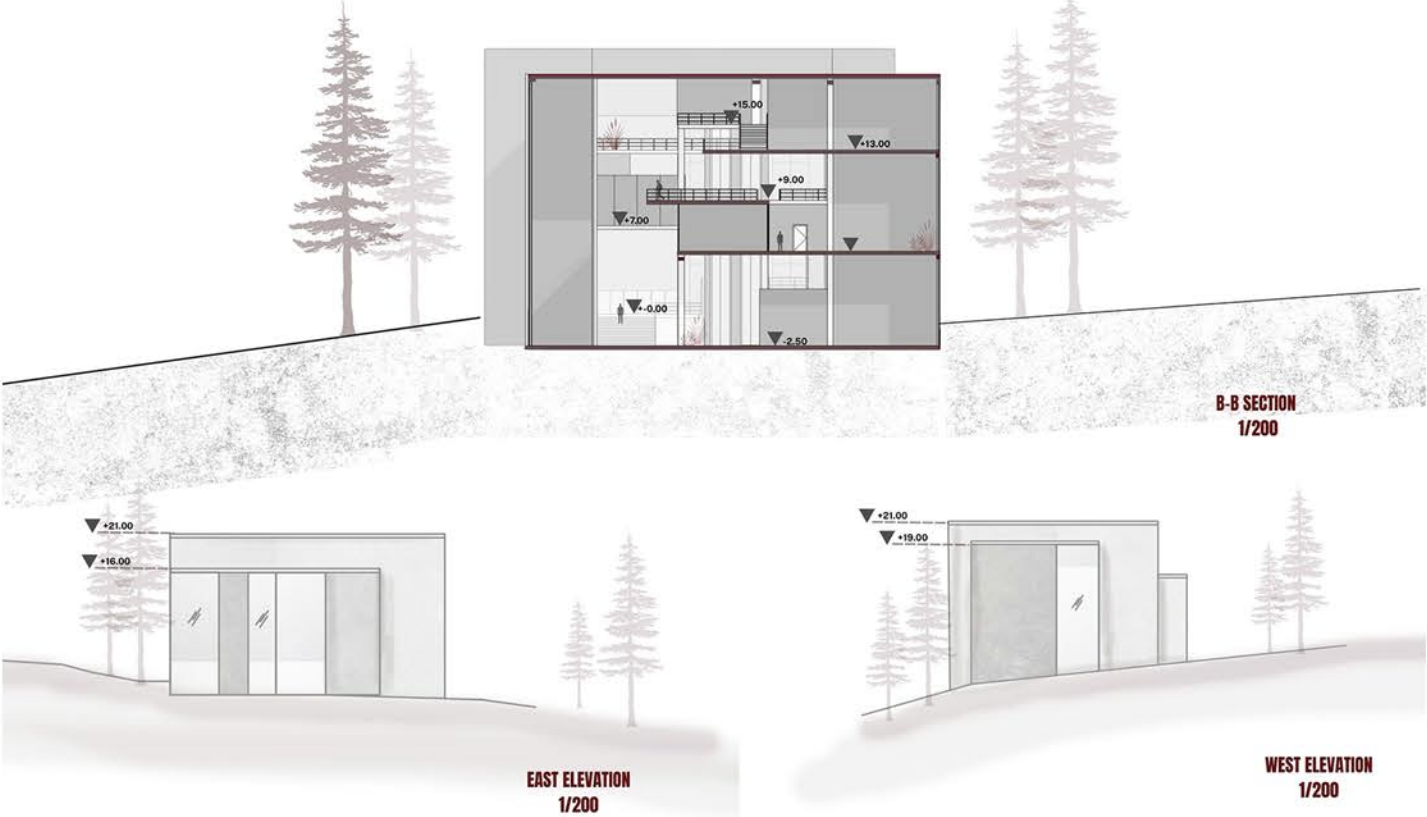


SITE PLAN
1/500



Green points

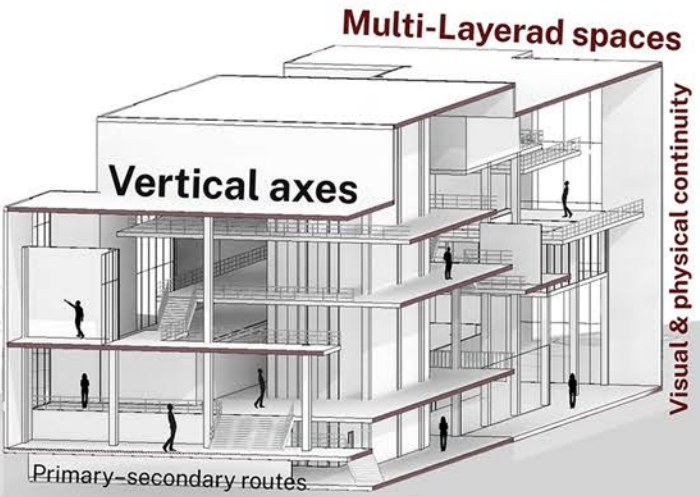
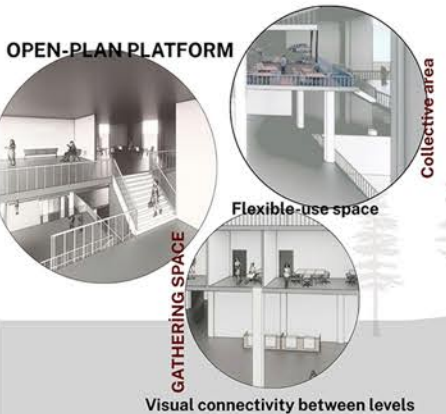
Interconnected
levels



B-B SECTION
1/200

EAST ELEVATION
1/200

WEST ELEVATION
1/200

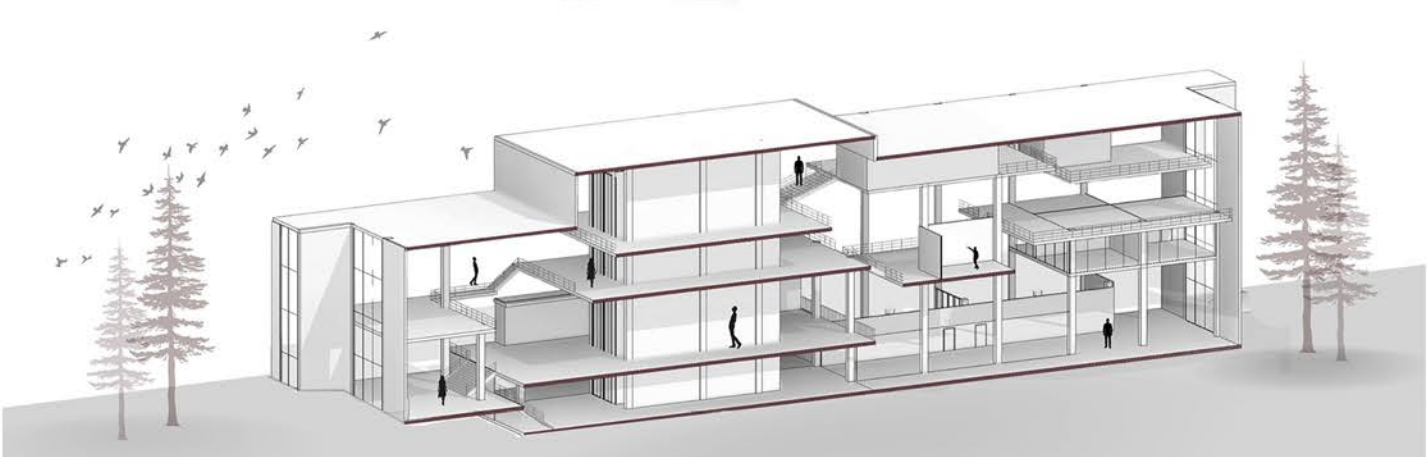


Multi-Layered spaces

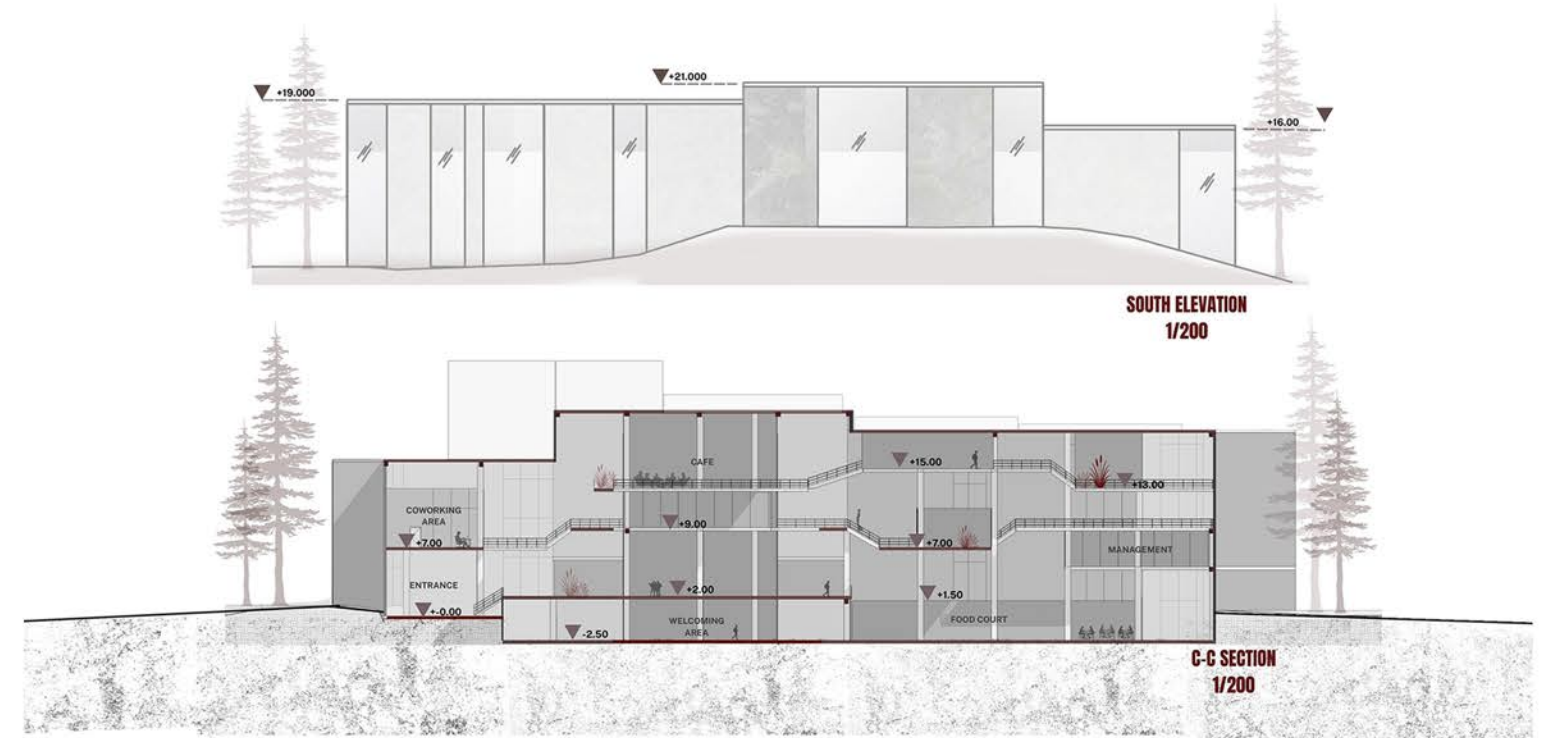
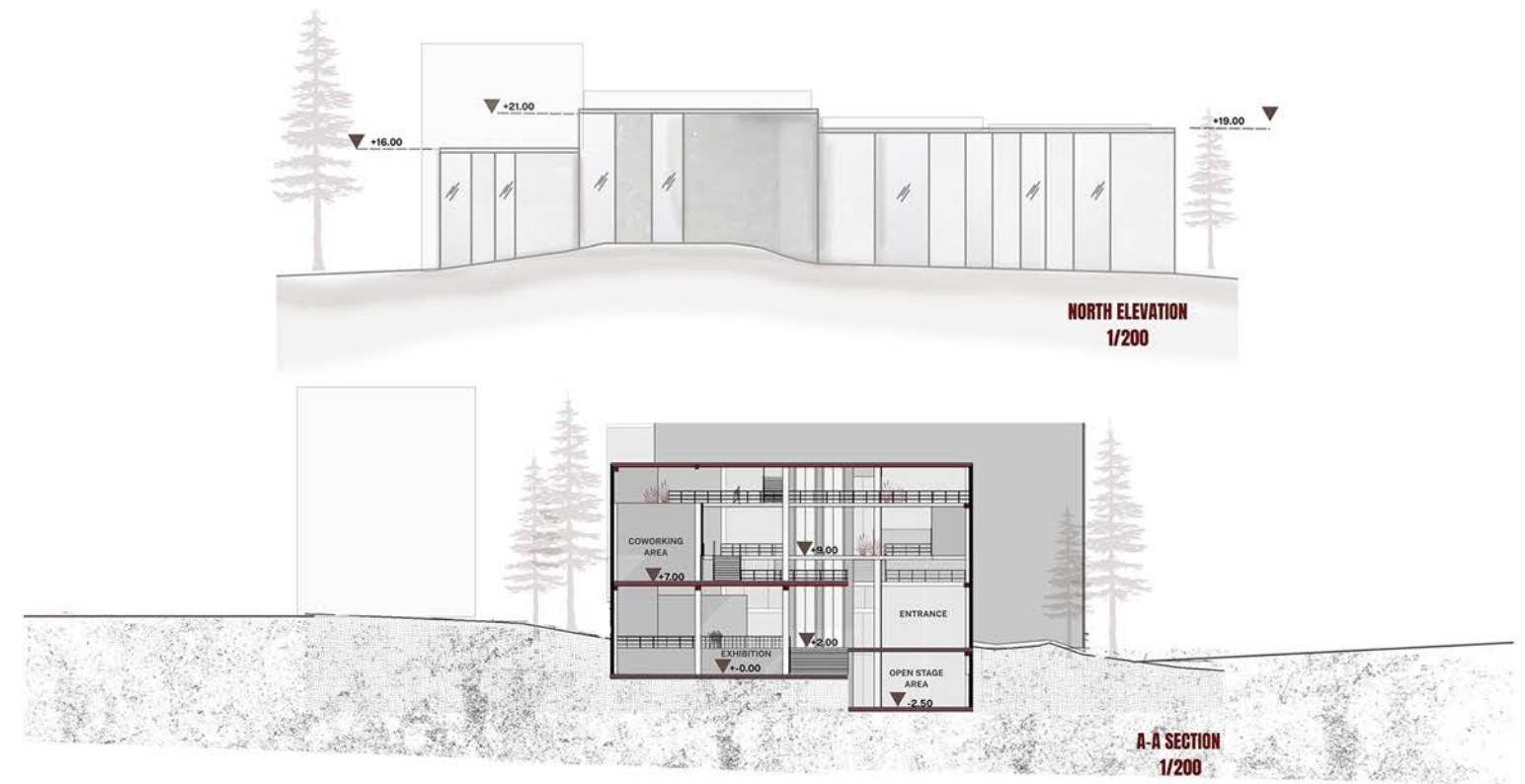
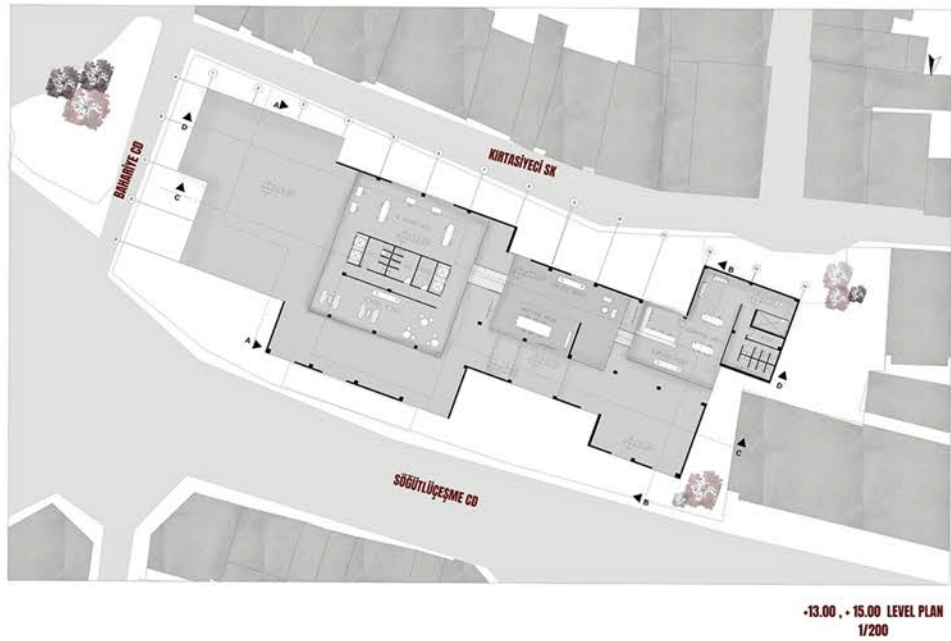
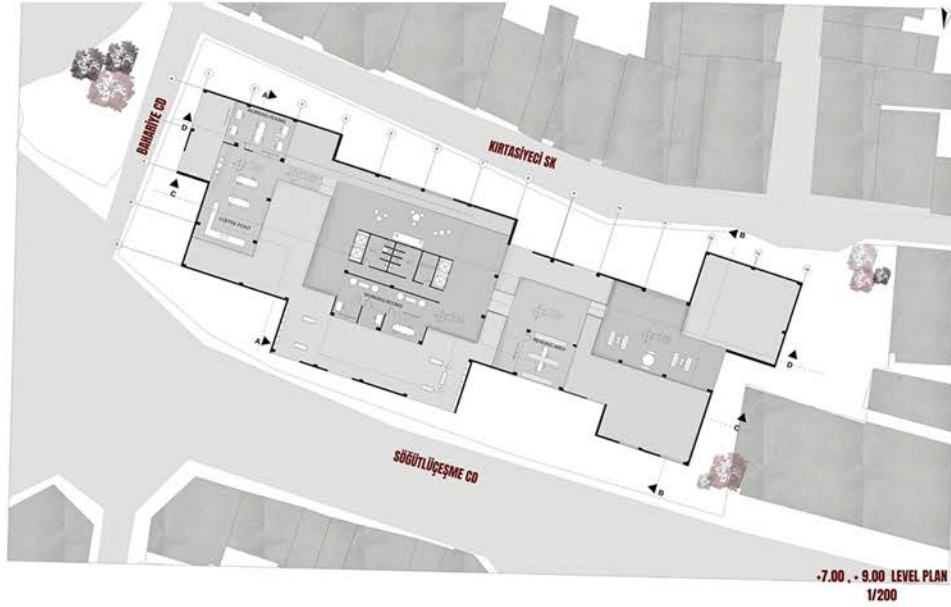
Vertical axes

Visual & physical continuity

Primary-secondary routes



AYSU ERTÜRK



MİMR 401 Tasarım Stüdyosu VII / ARCT 401 Design Studio VII

Proje Yürütücüleri / Instructors

Prof. Dr. Özgür ÖZKAN

Dr. Öğr. Üyesi / Asst. Prof. Nuşin KARA

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

Arş. Gör. / Res. Ast. Efe Haşim SEZEN

Arş. Gör. / Res. Ast. Sebahat Sevde SAĞLAM

MİMR 401 Tasarım Stüdyosu VII / ARCT 401 Design Studio VII

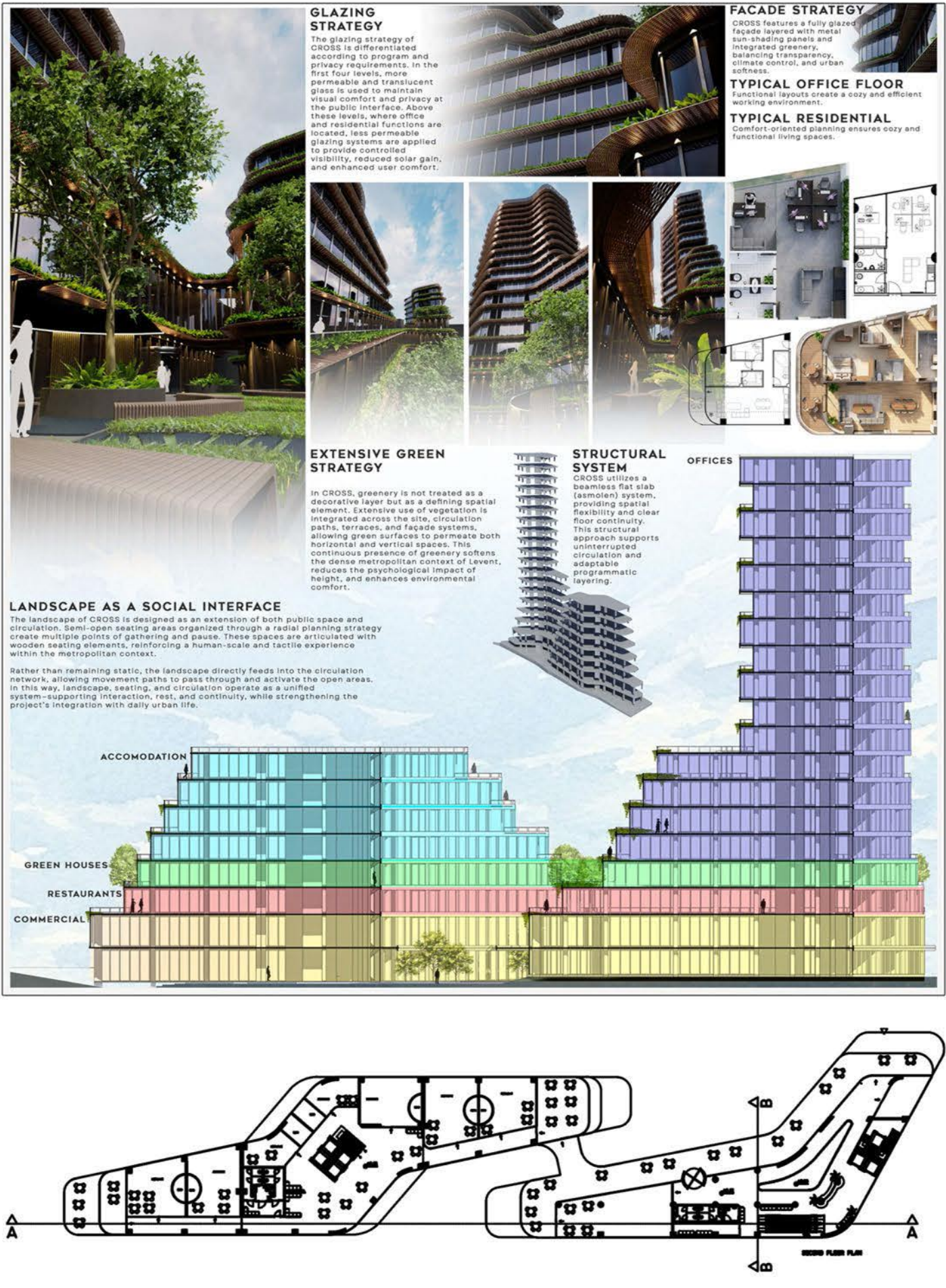
Proje Kapsamı ve İşlevi : Metropol için Yeni Barınma Alternatifleri (Konut Kompleksi)

Projenin amacı metropol yaşamının ve küresel kentin gerektirdiği, güncel barınma kavramını sorgulamak ve bu doğrultuda çoklu birimlerden oluşan, ortak yaşam alanları, sosyal donatılar ve destekleyici işlevleri de içeren alternatif barınma senaryoları sunan bir yapı/yapı grubu tasarlamaktır. Ders kentsel ve çevresel bağlamın okunması, mimari program geliştirilmesi, kullanım senaryosu oluşturulması ile birlikte, yatay-düşey sirkülasyon ve taşıyıcı sistem çözümlerini de kapsayacak şekilde yürütülecektir. Proje alanı, şehrin önemli iş koridorlarından biri olan Büyükdere Caddesi'ne yakın bir konumda, Levent semtinde yer almaktadır. Yüksek katlı ofis binaları, alışveriş merkezleri ve konut kompleksleriyle karakterize bir bölgede bulunmaktadır.

Project Scope and Function : New Accommodation Alternatives For Metropol (Accommodation Complex)

The main aim is to question the contemporary concept of housing required by metropolitan life and the global city, and accordingly to design a building/building group consisting of multiple units, incorporating shared living spaces, social amenities, and supportive functions, offering alternative housing scenarios. The course will be conducted through the reading of urban and environmental context, the development of an architectural program, and the formulation of usage scenarios, together with horizontal-vertical circulation and structural system solutions. The site is a vacant parcel located in the Levent district, in close proximity to Büyükdere Avenue, one of the city's major business corridors. It is situated within an area characterized by high-rise office buildings, shopping centers, and residential complexes.

Muhammed Emirhan DEMİR



Esra KAYA

LAYERHOOD

Layered Urban Coexistence

Kağıthane's multi-layered urban fabric, shaped by its industrial past, is now evolving through transformation. This project reinterprets the area's production heritage, living culture, and relationship with nature. Different users — producers, residents, the public, and ecological actors — coexist on the same topography, with horizontal and vertical layers intertwining their lifestyles.

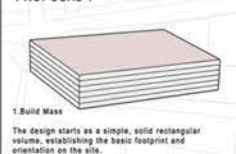
The aim is to create a living structure that fosters social interaction, encourages sharing and production, and integrates with nature, making Kağıthane a dynamic platform where past and future coexist.

ARCHITECTURAL PROGRAMME

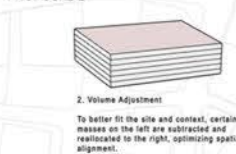


MASS EVOLUTIONS

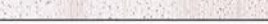
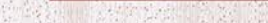
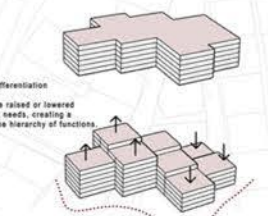
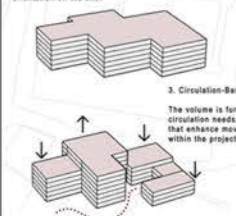
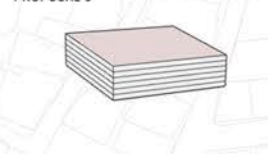
PROPOSAL 1



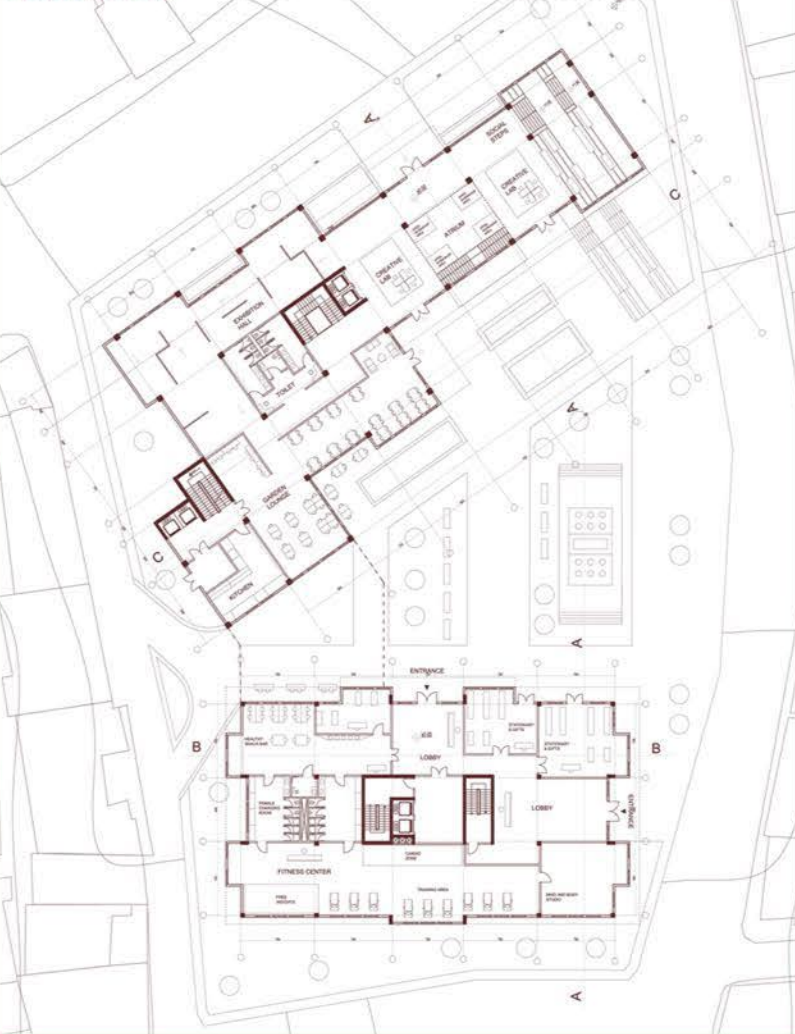
PROPOSAL 2



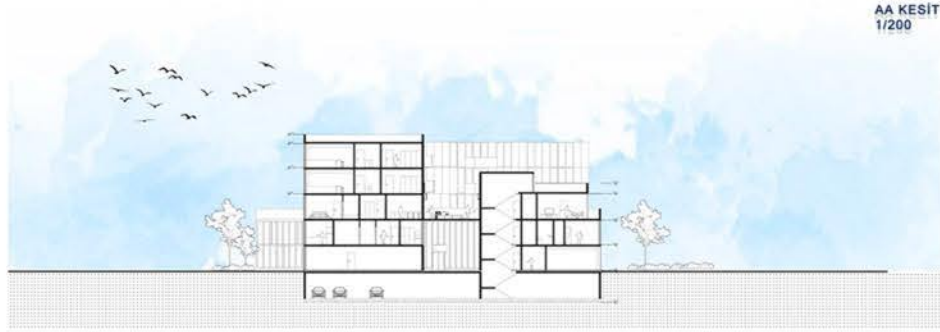
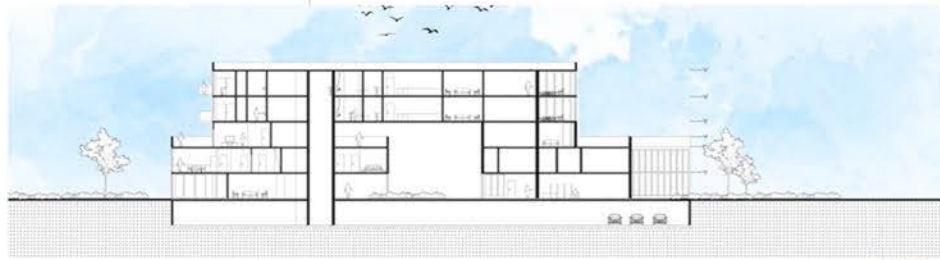
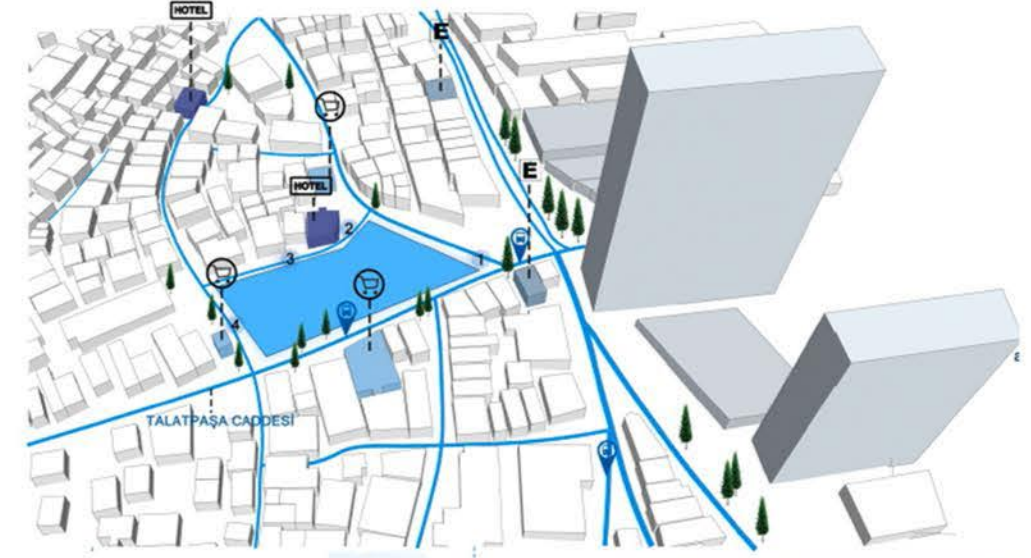
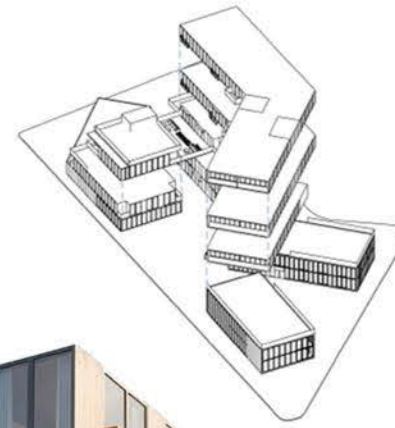
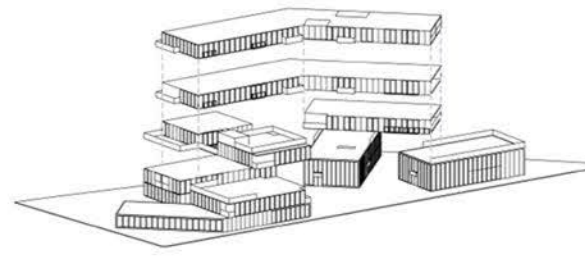
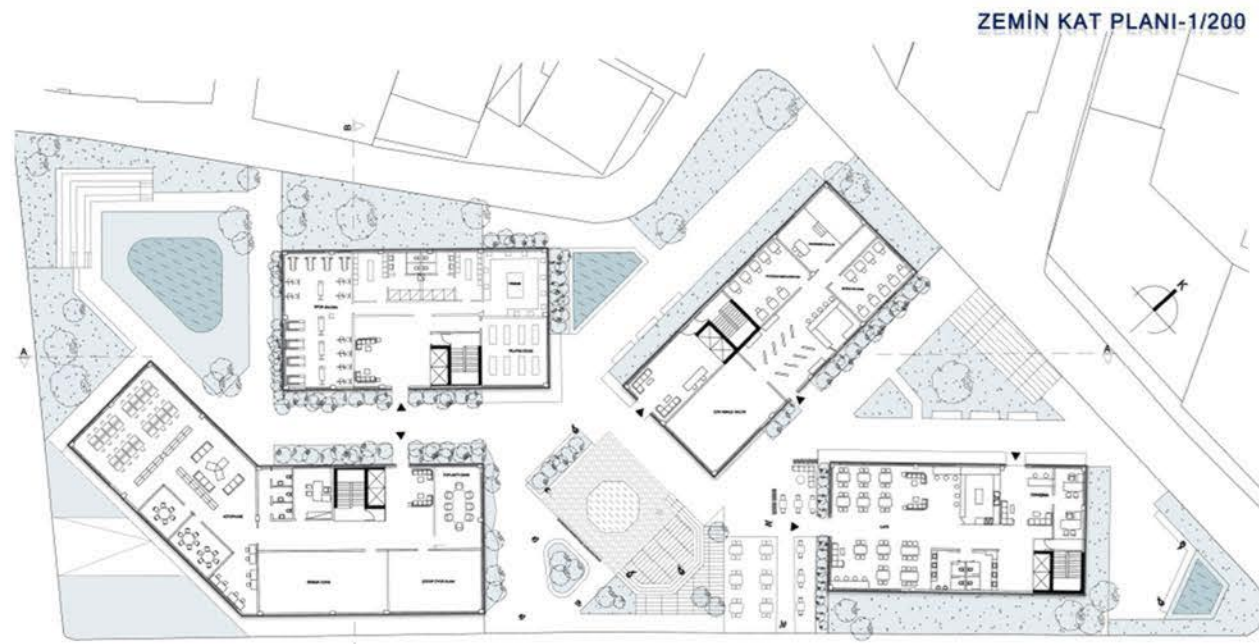
PROPOSAL 3



GROUND FLOOR PLAN
SCALE 1:200

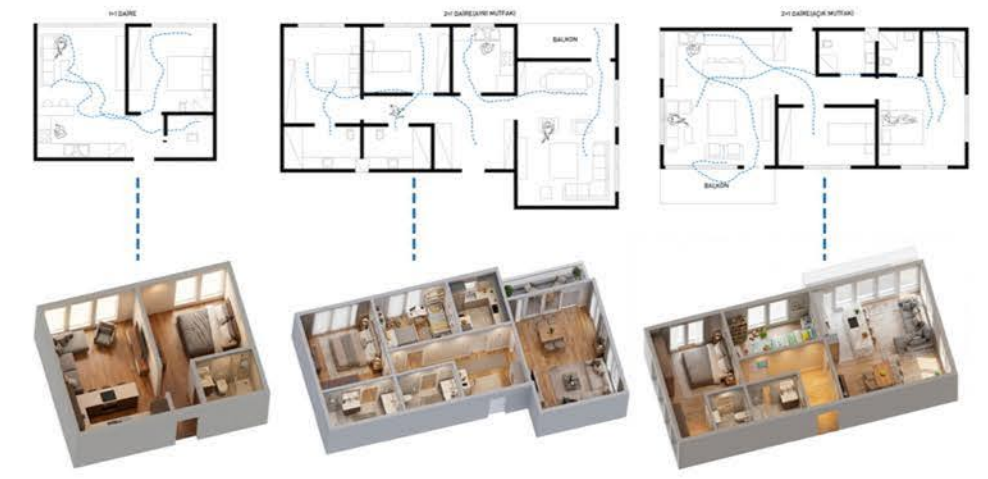
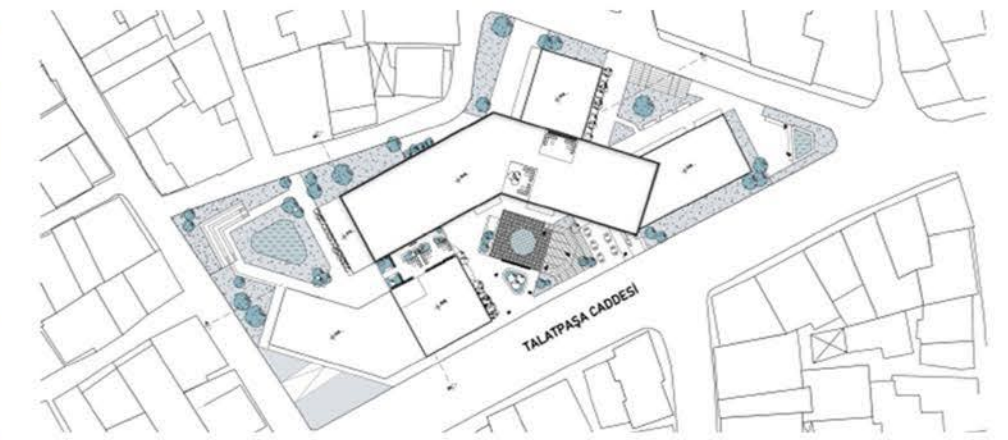


Gülin Çeliktürk



AA KESİT
1/200

BB KESİT
1/200



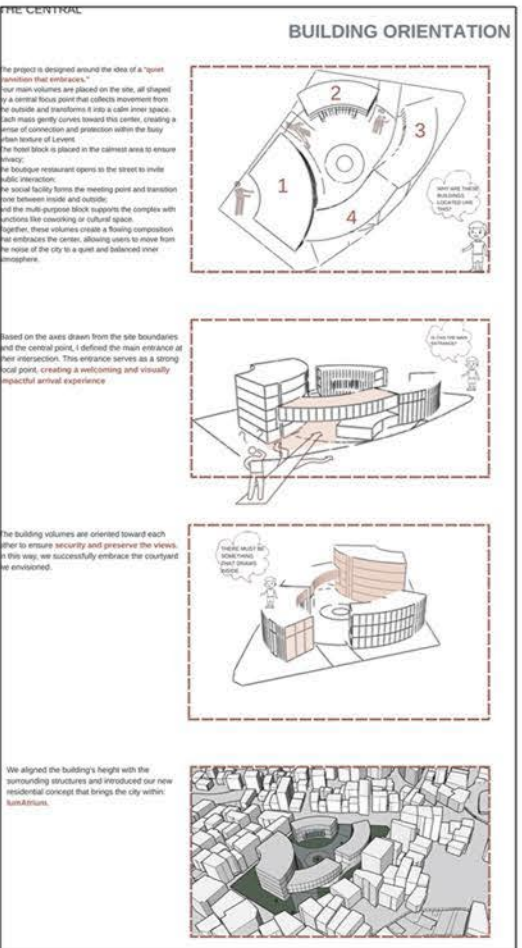
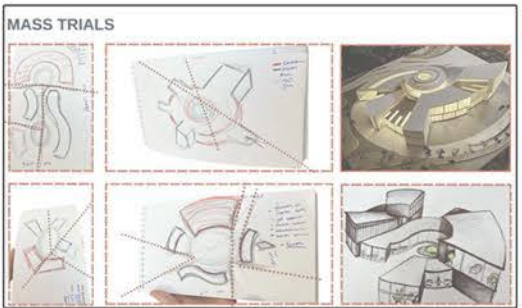
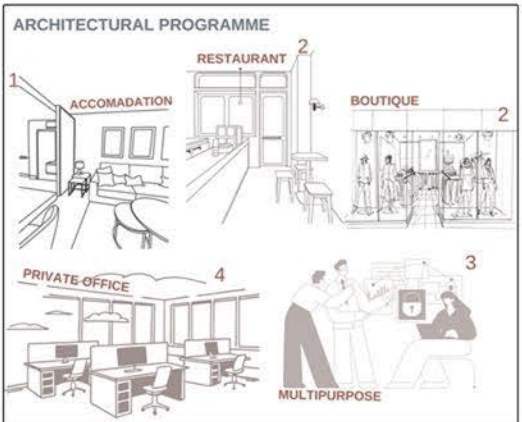
ARCT 401 DESIGN STUDIO VII - MİMR 401 TASARIM STÜDYOSU VII

Nefise Gürüz

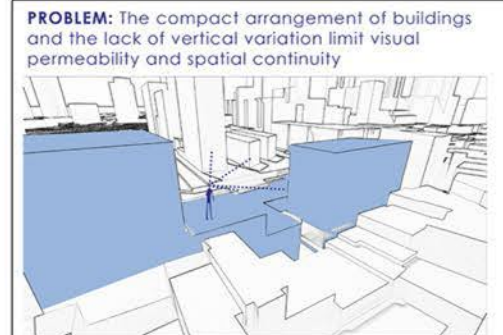
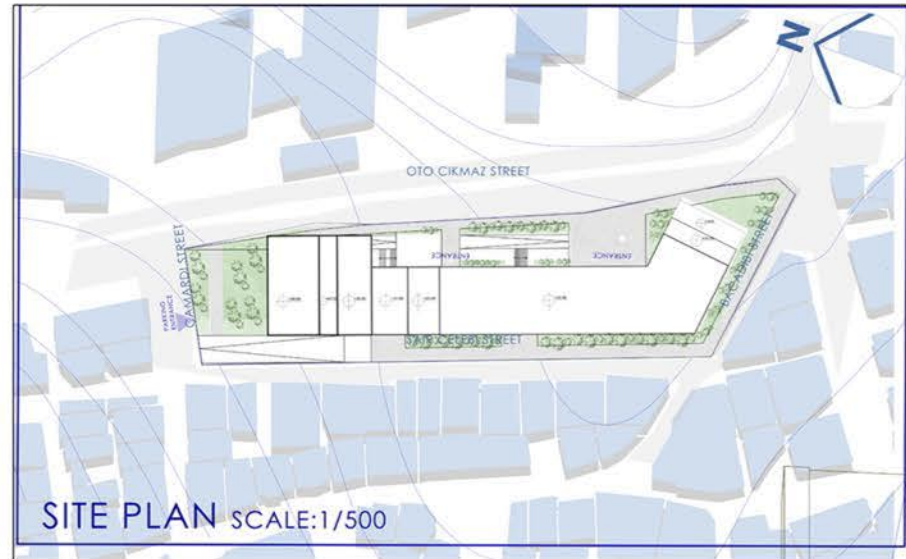
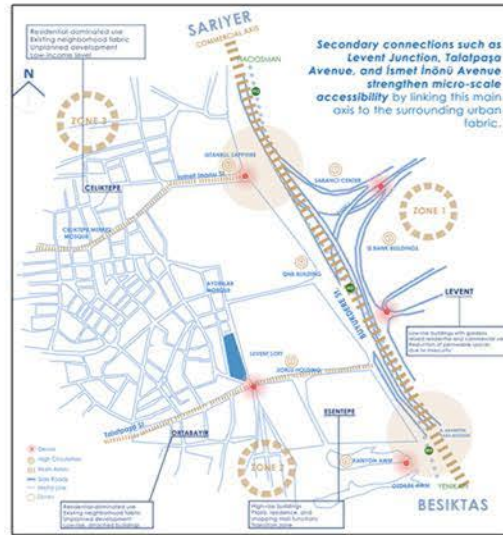


YAPAY ZEKA (CHATGPT)

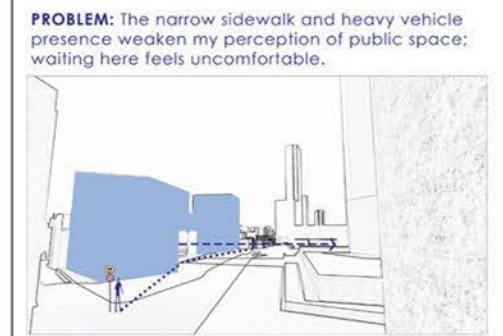
Delal ÖZDEMİR



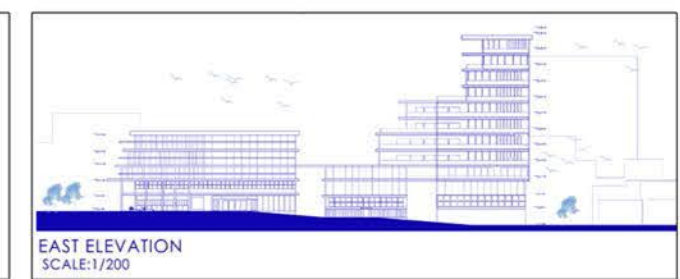
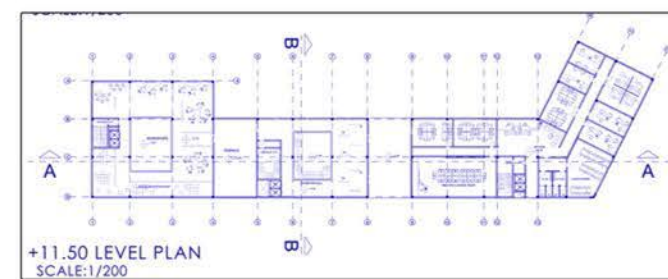
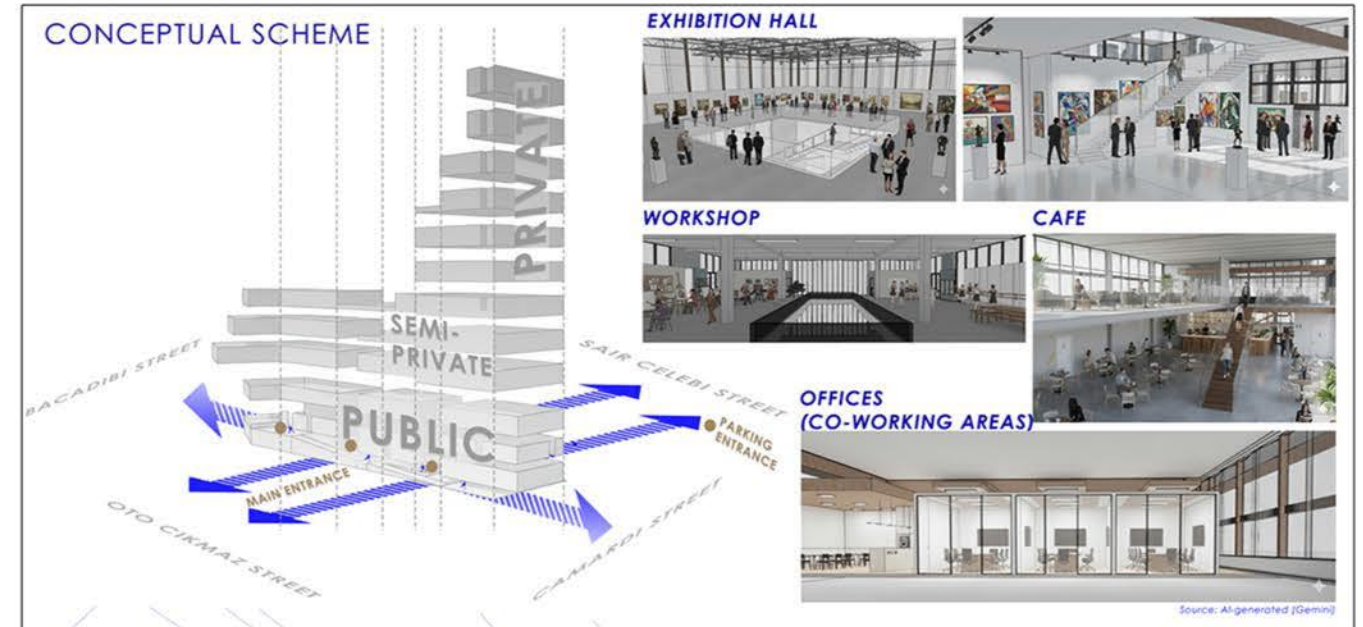
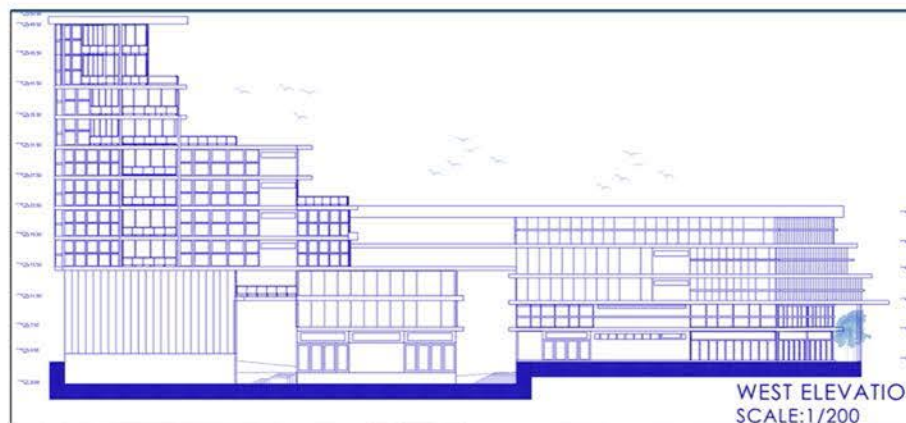
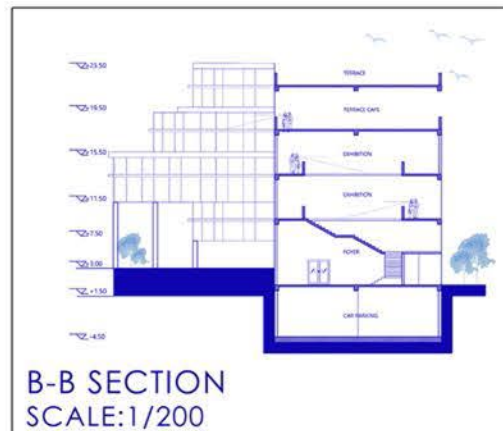
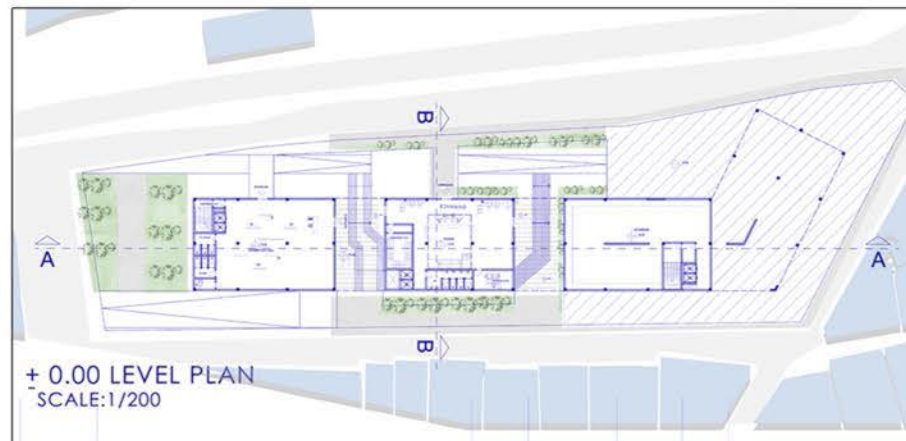
Emine ÖZTÜRK



SOLUTION: By implementing buildings at different levels and a terracing system, the design adapts to both sides of the project site, creating spatial continuity.



SOLUTION: Creating small public pockets or waiting plazas to enhance the sense of belonging and safety.



MİMR 402 Tasarım Stüdyosu VIII/ ARCT 402 Design Studio VIII

Proje Yürütücüleri / Instructors

Doç. Dr. / Assoc. Prof. Asena Kumsal ŞEN BAYRAM

Doç. Dr. / Assoc. Prof. Nadide Ebru ÖZKAN

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

MİMR 402 Tasarım Stüdyosu VIII/ ARCT 402 Design Studio VIII

Proje Kapsamı ve İşlevi : Kapsayıcı Müze

Stüdyo, İstanbul'un yoğun kentsel dokusu içerisinde ve kentin önemli merkezlerinden olan Beşiktaş veya Taksim'de kapsayıcı bir müze kompleksi tasarlanmasını konu edinmektedir. Müze kompleksi, öğrenciler tarafından yapılacak olan analiz çalışmaları ile "yer"e bağlı olarak belirlenecek bir tema (müzenin türü) çerçevesinde, özel + yarı özel + kamusal + yarı kamusal alanları içeren ve gündelik kent yaşamının bir parçası olmalıdır. Kentli bireylerin boş zamanlarını geçirecekleri ve 7/24 hizmet vermesi beklenen kompleks, kentsel bir odak noktası tanımlayacak şekilde sergi salonları ve diğer ek mekanları, atölyeleri, seminer salonlarını, kafe ve restoranları, satış birimlerini ve öğrenci tarafından belirlenecek olan diğer kentsel işlevleri içermelidir. Belirlenecek tema çerçevesinde farklı biçimlerdeki sergileme üniteleri ve açık alanlardaki kent mobilyaları gibi elemanlar da tasarlanmalıdır.

Scope & Theme of the Project : Inclusive Museum

The studio focuses on the design of an inclusive museum complex within Istanbul's dense urban fabric, specifically in one of the city's major centers such as Beşiktaş or Taksim. The museum complex should be a part of daily urban life, including private + semi-private + public + semi-public spaces, within the framework of a theme (type of museum) to be determined depending on the "place" through the analysis studies to be carried out by the students. The complex, where urban individuals will spend their leisure time, and is expected to serve actively for 24/7, should include exhibition halls and other additional spaces, workshops, seminar halls, cafes and restaurants, sales units and other urban functions to be determined by the student, defining an urban focal point. Elements such as display units in different forms and urban furniture in open areas should also be designed within the framework of the theme to be determined.

Ömer Faruk KUKUL

PROJE ALANI KONUMU



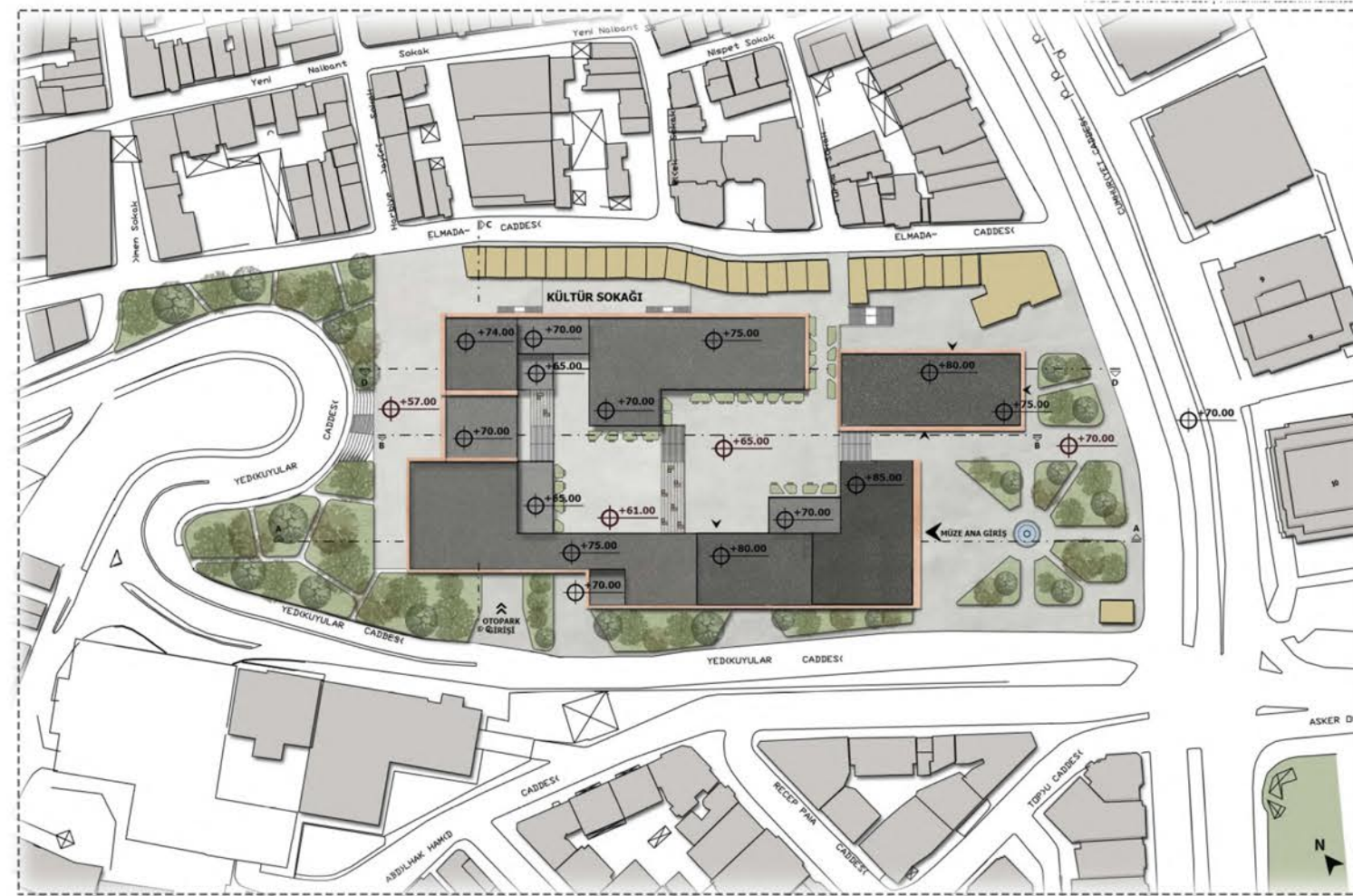
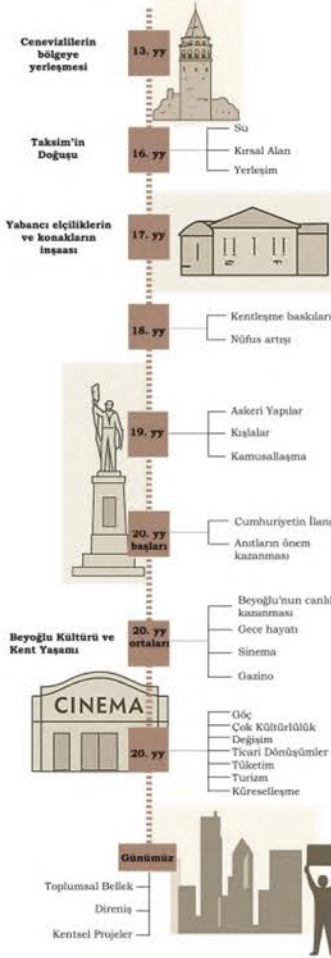
Proje alanı olarak belirlenen bu alan; Taksim Meydanı'nın doğusunda, Divan Otel'in batısında, Gezi Parkı'nın kuzeybatısında, Talimhane Oteller Bölgesi'nin kuzeyinde yer almaktadır. Elmadag'da bulunan bu alan, yoğun yaya sirkülasyonunun gerçekleştiği odak bir noktada yer almaktadır.

Taksim
Gazino
Sanat
İstiklal Caddesi
Tarih
Beyoğlu
Müzik
Vitrin
Tünel
Sinema
Pera
Galata
Kültür
Kimlik

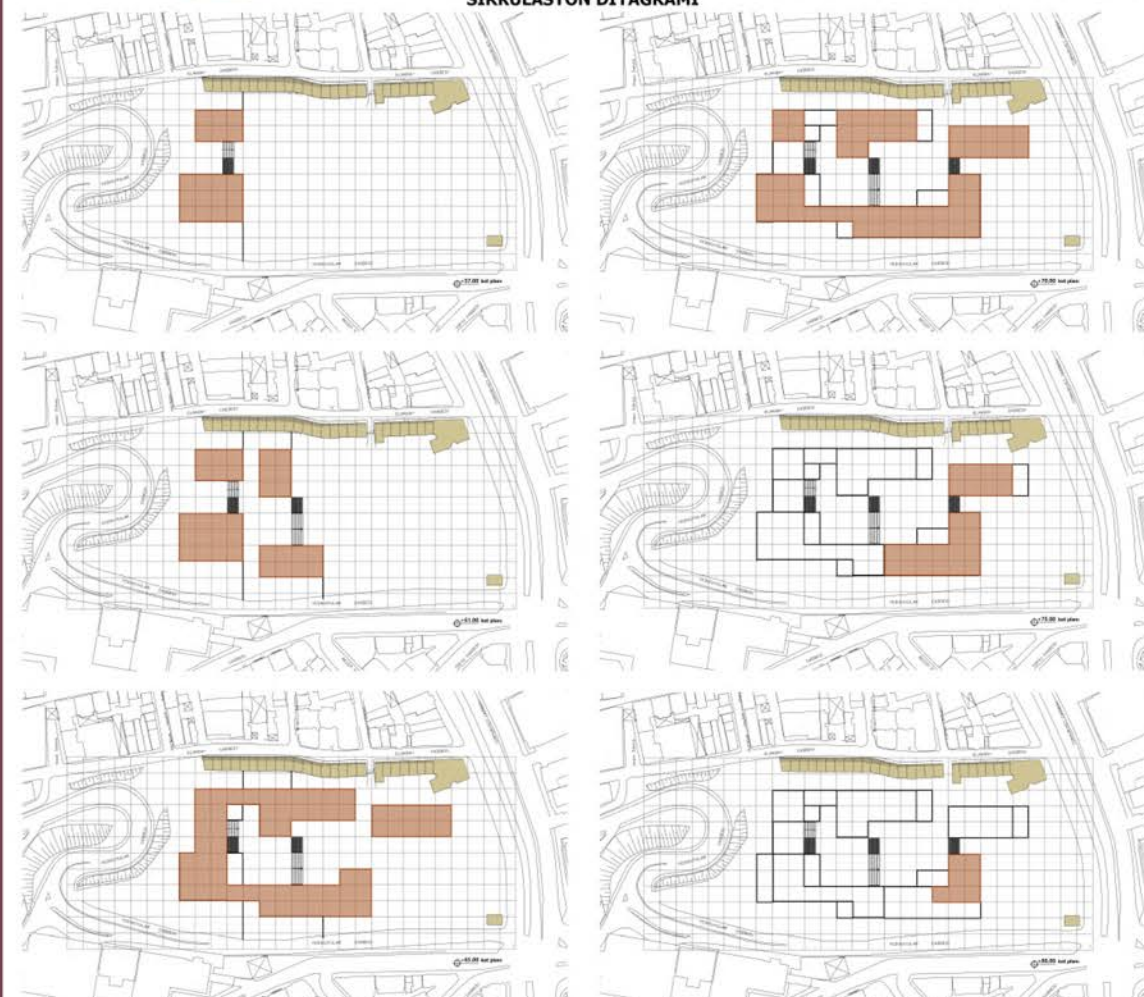
AKM
TAKSİM MEYDANI
CUMHURİYET ANITI
FRANSIZ KÜLTÜR MERKEZİ
GEZİ PARKI
SU MAKSEMI



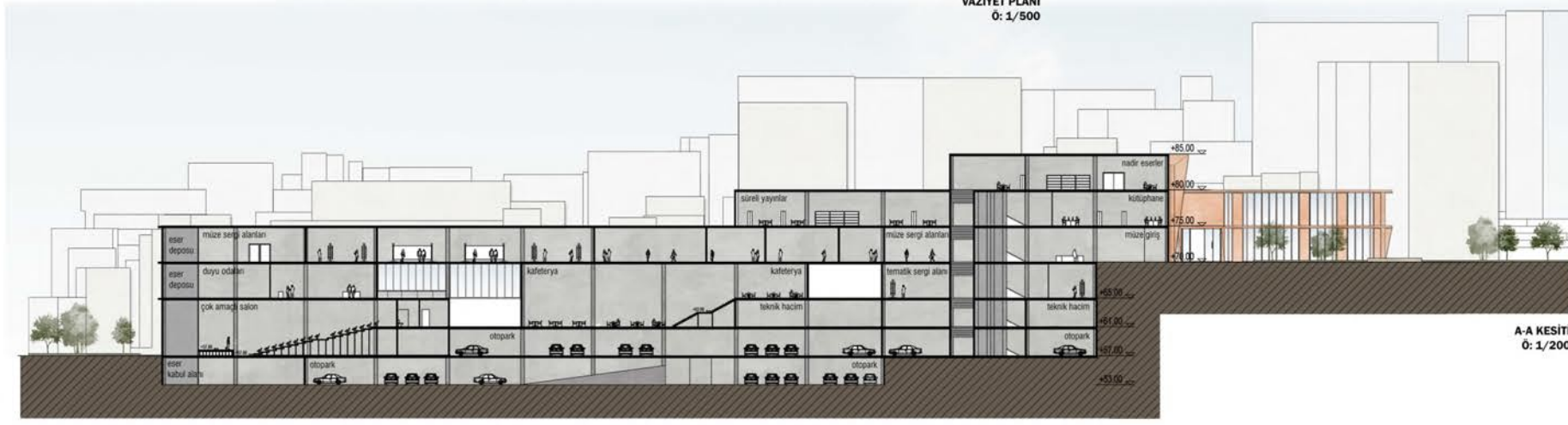
MÜZE TASARIMINDA YER ALACAK OLAN TARİH ŞERİDİ



VAZİYET PLANI
0: 1/500



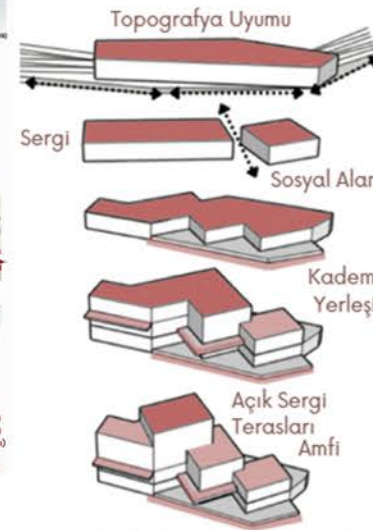
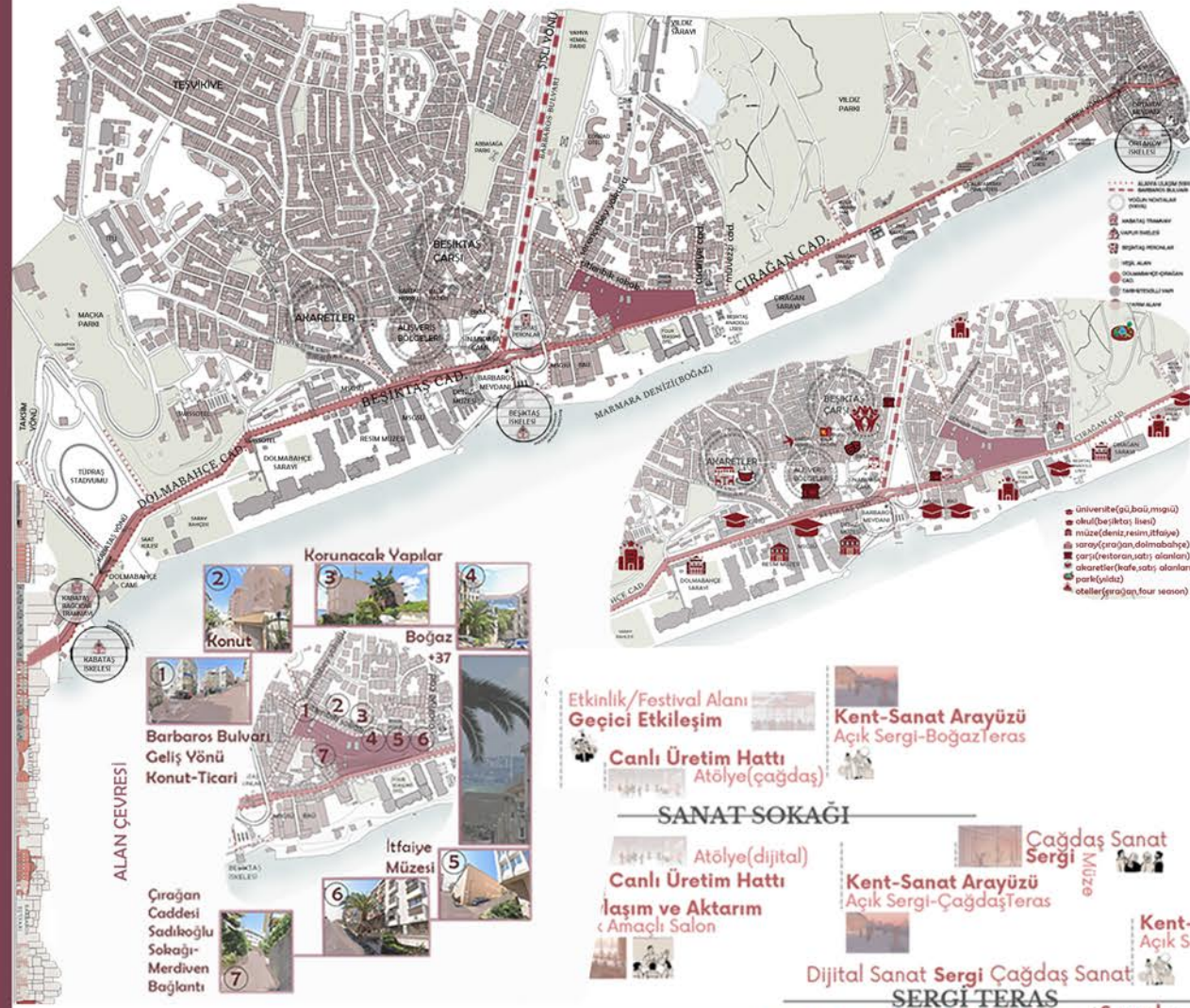
SİRKÜLASYON DİYAGRAMI



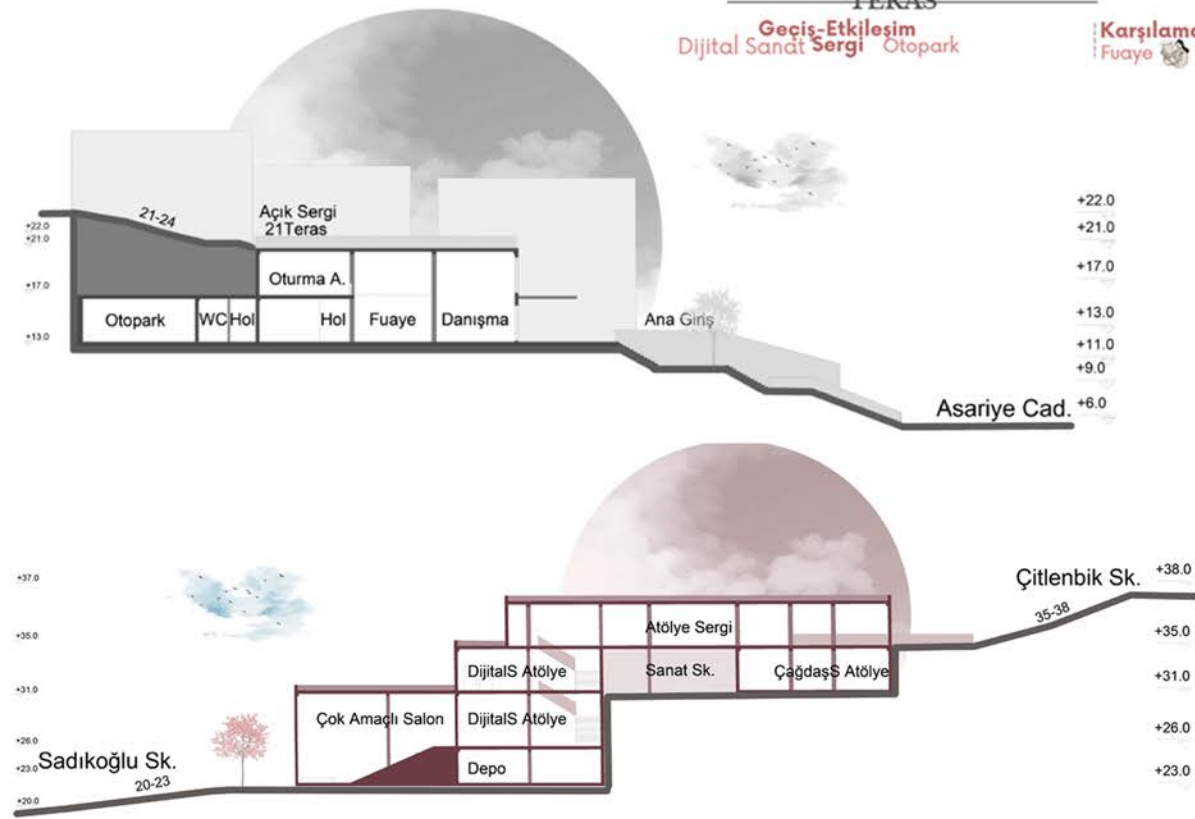
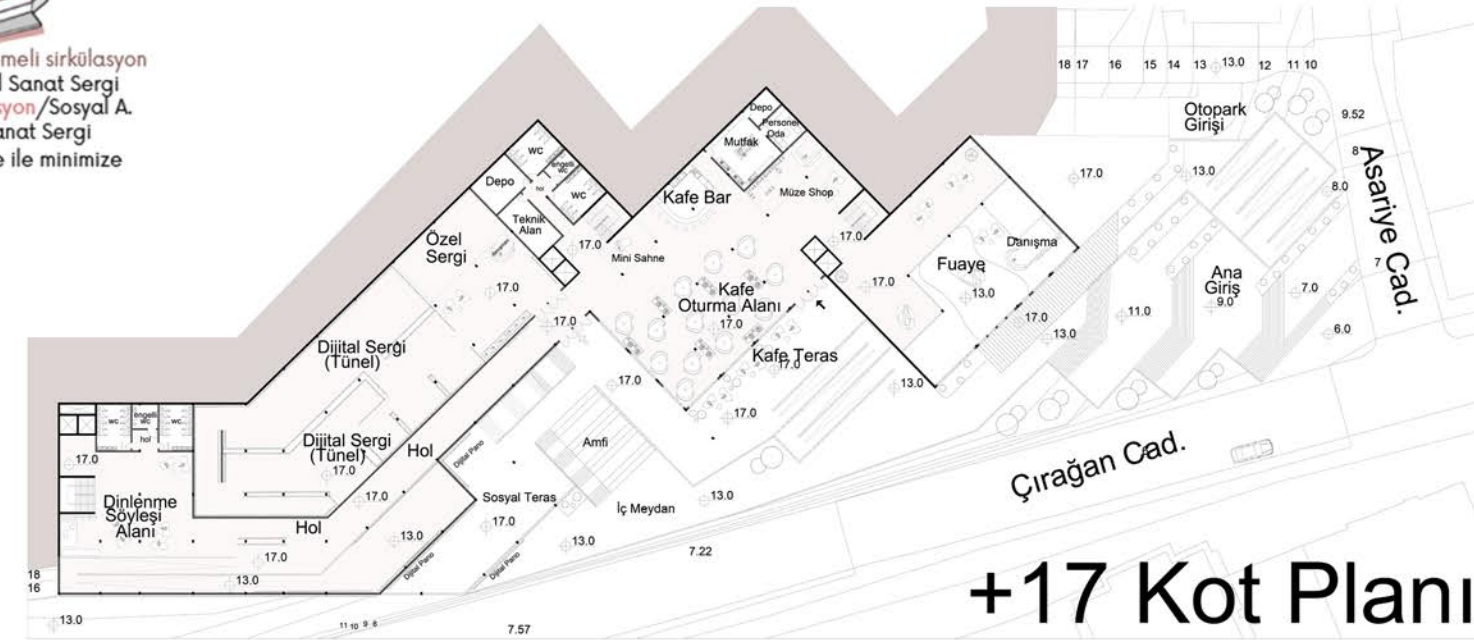
A-A KESİTİ
0: 1/200



Çiydem ERKOVAN



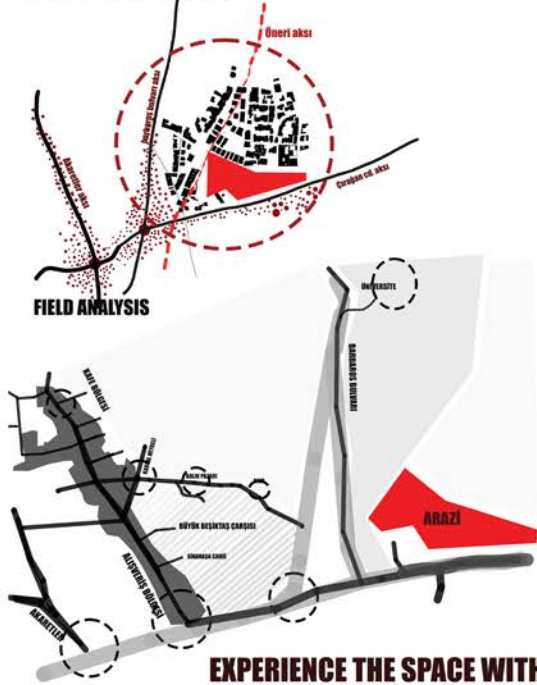
+13'den 32'e kademeli sirkülasyon
Gömülü Alan: Dijital Sanat Sergi
Doğal Işık : Sirkülasyon/Sosyal A.
Üst kot: Çağdaş Sanat Sergi
Işık perforate cephe ile minimize edilir.



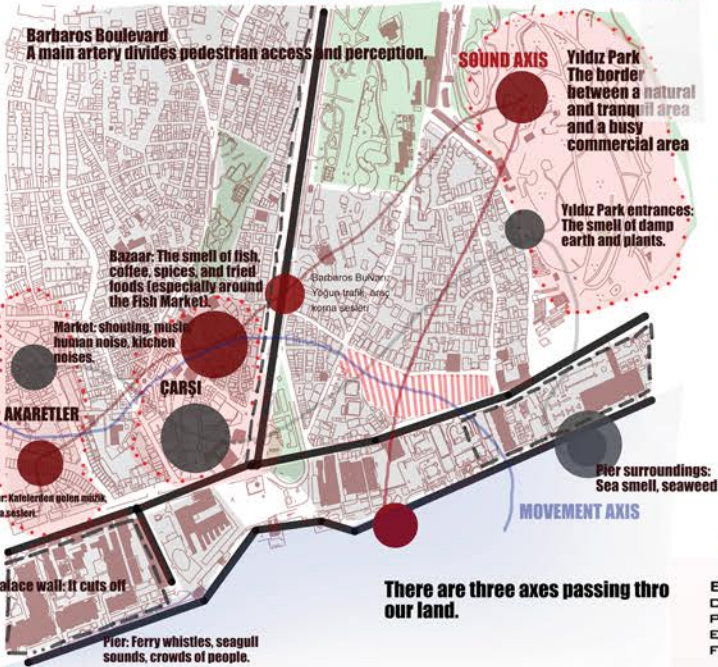
Zeynep TILKİ

DANGER MUSEUM

CIRCULATION ANALYSIS



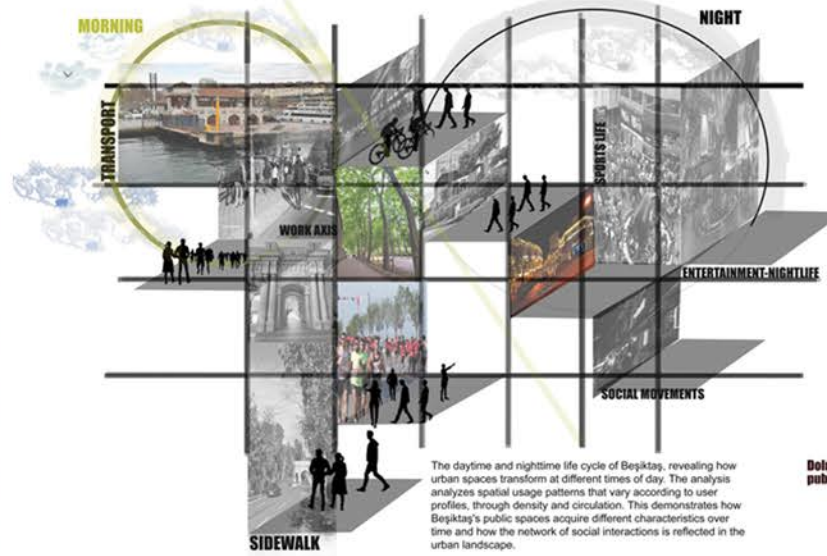
EXPERIENCE THE SPACE WITH THE SENSES



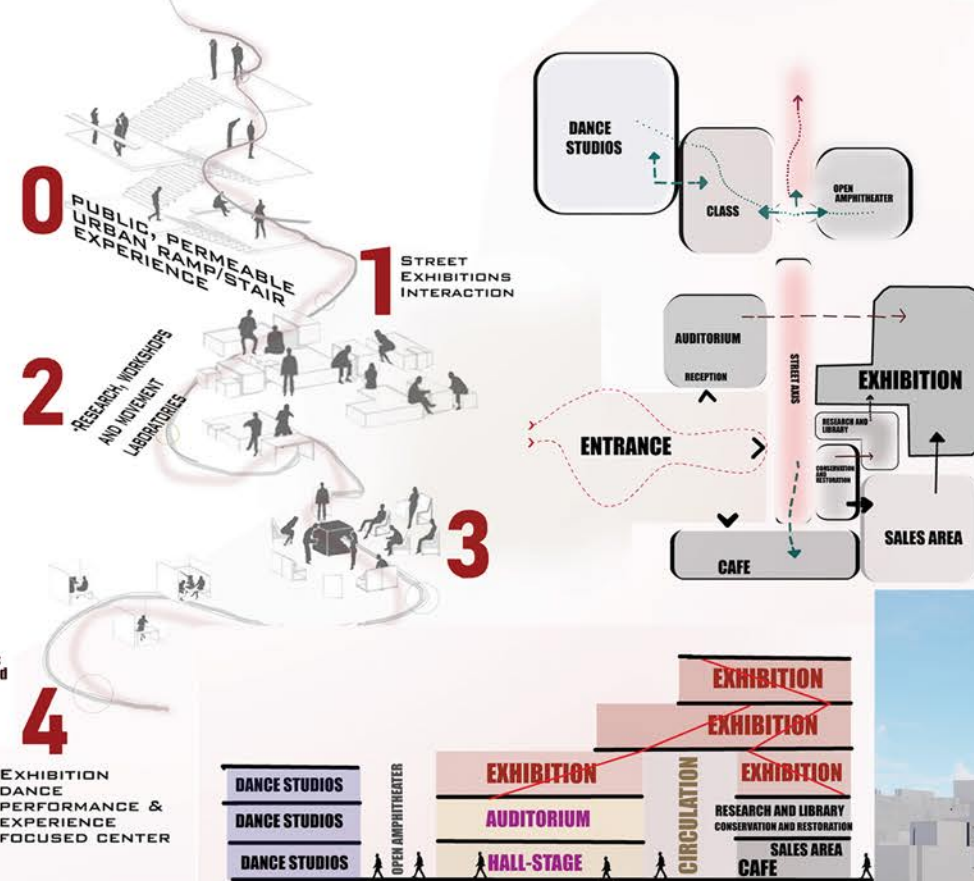
Sea Line

Piers, roads, and coastal improvements create physical

TIME AND SPACE ANALYSIS IN BEŞİKTAŞ

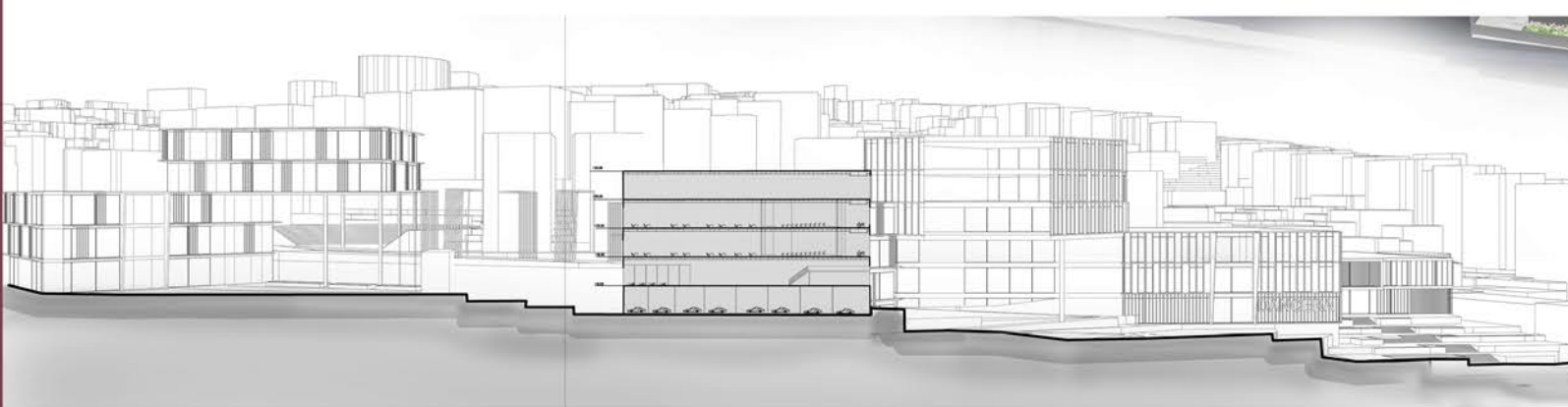


USER EXPERIENCE AXIS



FIRST FLOOR PLAN 1/200

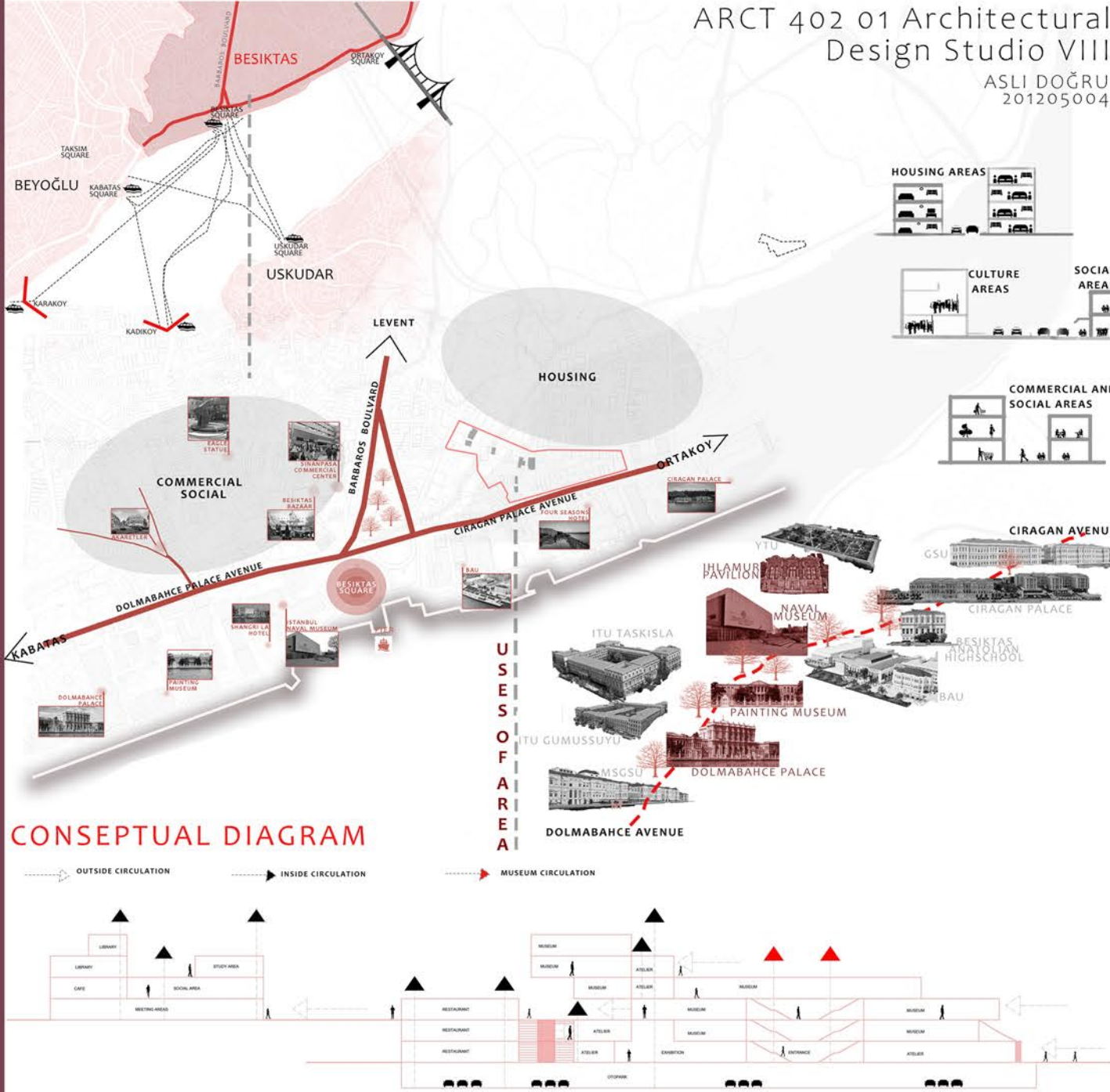
- 5-RECEPTION AND TICKET AREA
- 6- MUSEUM SALES AREA
- 7-PERFORMANCE STAGE
- 8-BACKSTAGE
- 9-SERVICE AREA
- 10-WAREHOUSE-LOCKER ROOM
- 11-KITCHEN
- 12-RESTAURANT
- 13-CAFE BAR
- 14-TICKET OFFICE
- 15-STAGE
- 16-AR EXPERIENCE BOOTHS
- 17-UPPER TERRACE



Aslı DOĞRU

ARCT 402 01 Architectural
Design Studio VIII

ASLI DOĞRU
201205004



CONCEPTUAL DIAGRAM

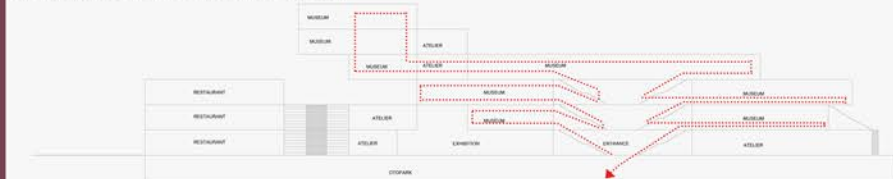
FROM PRESENT TO THE BACK

(PRESENT-MODERN-P.MODERN-REPUBLIC-OTTOMAN))

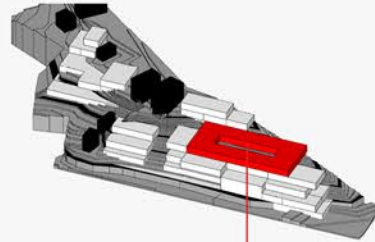


FROM BACK TO THE FUTURE

(OTTOMAN-REPUBLIC-P.MODERN-MODERN-PRESENT)



MUSEUMS



TIME
TRANSITION
ZONE

