

MİMB 110 Tasarım Stüdyosu II/ ARCH 110 Design Studio II

Proje Yürütücüleri / Instructors

Prof. Dr. Erincik EDGÜ

Doc. Dr./ Assoc. Prof. Nadide Ebru YAZAR

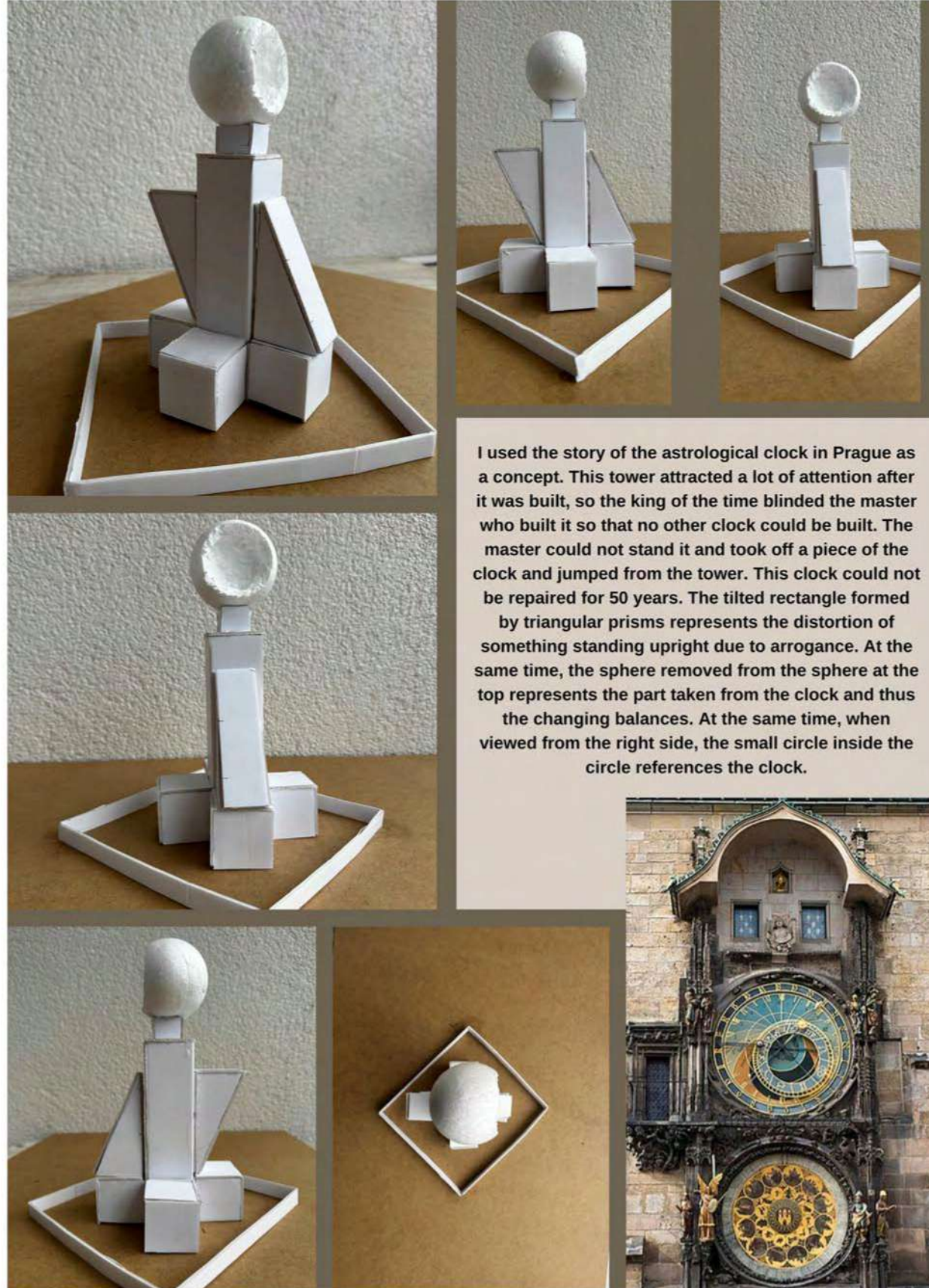
Dr. Arş. Gör. / Dr. Res. Ast. Ayşe Farahnaz ÖZTÜRK

Arş. Gör. / Res. Ast. Efe Haşim SEZEN

Application : Design with Euclidean Geometry and Principles

Uygulama : Öklid Geometrisi ve İlkeleriyle Tasarım

Selami Öztekin



I used the story of the astrological clock in Prague as a concept. This tower attracted a lot of attention after it was built, so the king of the time blinded the master who built it so that no other clock could be built. The master could not stand it and took off a piece of the clock and jumped from the tower. This clock could not be repaired for 50 years. The tilted rectangle formed by triangular prisms represents the distortion of something standing upright due to arrogance. At the same time, the sphere removed from the sphere at the top represents the part taken from the clock and thus the changing balances. At the same time, when viewed from the right side, the small circle inside the circle references the clock.

Ayça Günce



I used the symbolism of numbers in my project . I associated it with the universe and the trilogy . After all, life consists of trilogies . We are born, we grow up and we die . Our world revolves around this progress .



I aimed to reflect the Pythagorean geometry in my fountain in a more modern way.



As a hierarchy, I used the triangular prism to symbolize the number 3.



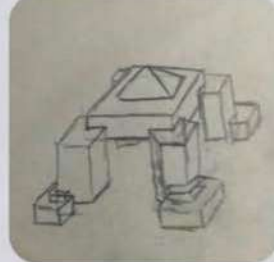
Application : Design with Non-Euclidean Geometry and Principles

Uygulama : Öklid Dışı Geometriler ve İlkelerle Tasarım

Hazal Dilek



Konsept: çeşmedeki 5 eleman tarihte var olan 4 tarihi çağı ve onlarla uyum içinde olan insanlığı temsil eder. Birbirinden bağımsız ve rastgele görünürler, ancak her biri bir bütünü oluşturan parçalardır.



Konsept: çeşmenin dört ayağı, dört tarihi çağı temsil eder. İlk çağ, orta çağ, yeni çağ ve yakın çağ. En üstteki kare prizma ve onun üzerindeki üçgen gelişmekte olan insanlığı sembolize eder.



Edip Onur Çitçi



My design symbolizes the father, the son, and the holy spirit. My frontmost piece is thick and clearly shows the top, meaning it symbolizes the father.



My pieces from the sides provide hyperbolic geometry and symbolize the son and the holy spirit.



Application : Space defining elements

Uygulama : Mekan Tanımlayıcı Öğeler

Hakan Çelik



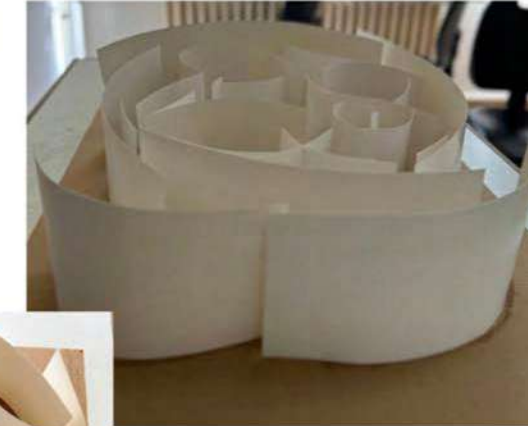
Dikey, yatay,
eğik,
çukurlaştırılmış,
yükseltilmiş, baş
üstü düzlemleri,
açıklıklar ve
destekleyici
elemanlar
kullanarak "KEDİ
EVİ TASARIMI
YAPILMIŞTIR.



Application: Spatial Organisation, formal collisions of geometry

Uygulama: Mekânsal düzenlemeler, geometrinin biçimsel çatışmaları

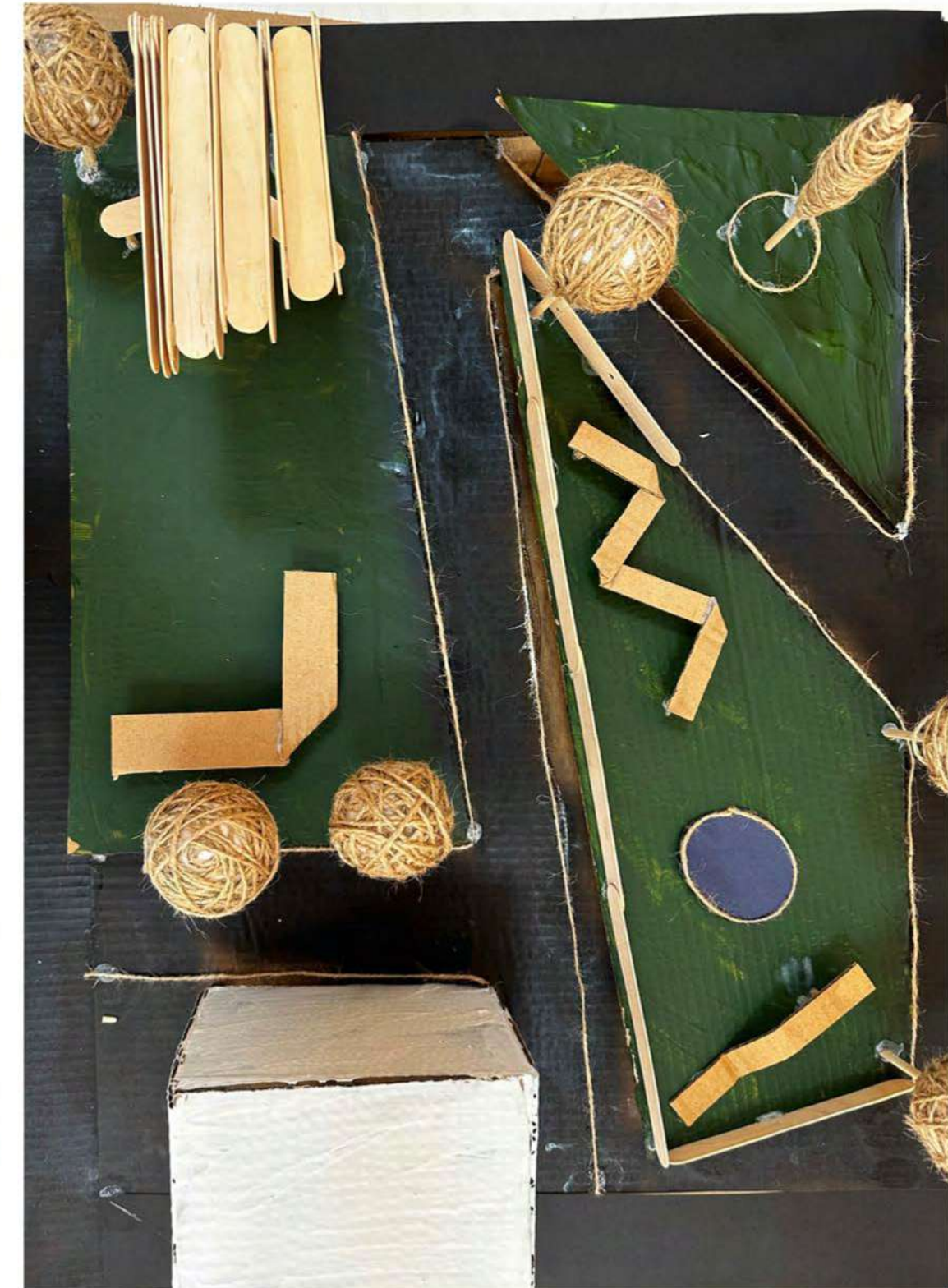
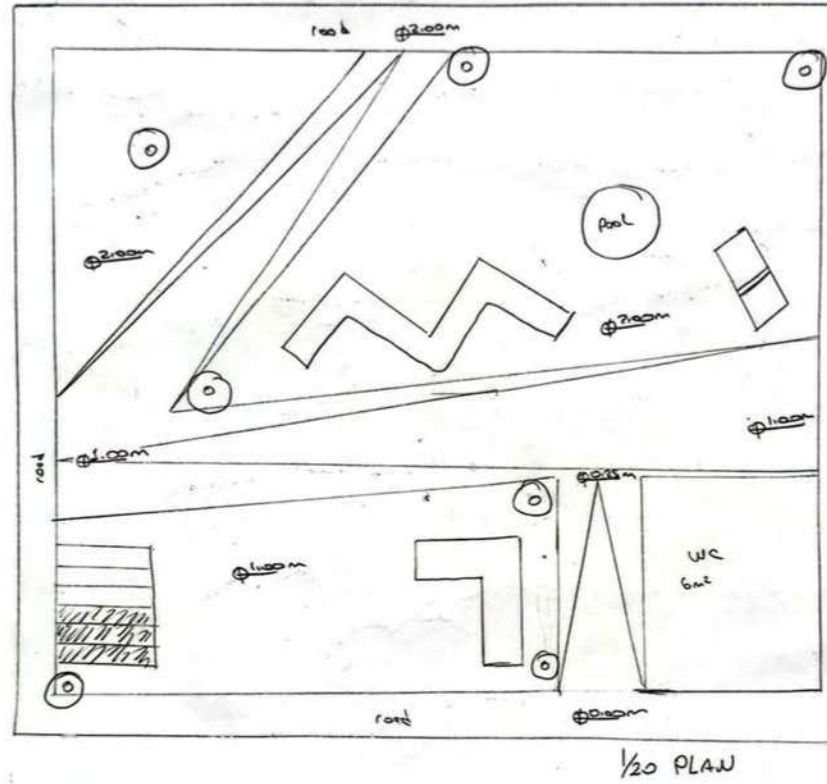
Mehmet Ali Atalan



Application : Landscape Design

Uygulama : Peyzaj Tasarımı

Selami Öztekin



Project 1 : In Another World

Proje 1 : Başka Bir Dünyada

Hakan Çelik



PLAN, KESİT + KONSEPT PAFTASI



KONSEPT;

BİR KİTAP İÇERİSİNE ÇEKİLDİKTEN SONRA KİTAP İÇİNDE OLDUĞUM BU GEZEGENDE; HEM ZARARLI YARATIKLARDAN KORUNMAK HEM DE BARINMAK İÇİN GEZEGENDE Kİ MALZEMLERDEN ORGANİK FORMDA SİĞİNAK OLUŞTURULMASI.

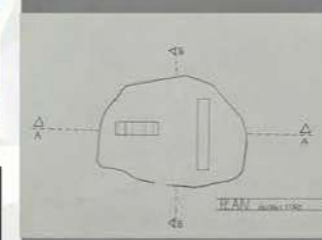
GEZEGENDE ZARARLI YARATIK ÇİZİMİ:



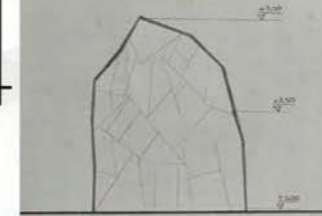
GEZEGENDE Kİ HAVA OLAYI:



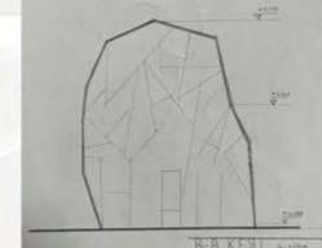
PLAN ÇİZİMİ:



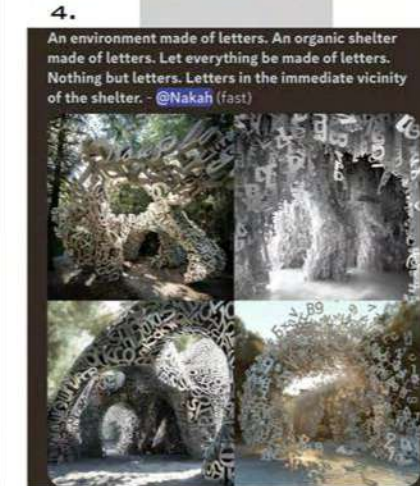
KESİT ÇİZİMİ:



KESİT ÇİZİMİ:



MIDJOURNEY TASARIM PAFTASI



YAPACAĞIMIZ TASARIMI MIDJOURNEY YARDIMI İLE OLUŞTURUP, OLUŞAN FOTOĞRAFLARI REFERANS ALARAK MAKET OLUŞTURULDU.

HAKAN ÇELİK
231201003



Project 1 : In Another World

Proje 1 : Başka Bir Dünyada

Selami Öztekın

MALTEPE UNIVERSITY FACULTY OF ARCHITECTURE
DESIGN STUDIO II

PROJECT I: IN ANOTHER WORLD

At first I created a base plain in midjourney with "a world covered with average 5-6 meter various length crooked carbon sticks, make them rare in a plain which is covered with mountains." command.

Then I added carbon balls on that plain and blended both images

Midjourney Bot 2024-03-28 12:34
a world covered with average 5-6 meter various length crooked carbon sticks, make them rare in a plain which is covered with mountains. - Variations (Strong) by @TONY MONTANA (fast)

And I created shelter with using "a shelter on it which made with that carbon stics. and there is black carbon balls attached to shelter with rope. that balls should be hanging and moving at air and attached to shelter by rope." command. For final I blended it with background.

1/20 SCALE MODEL AND TECHNICAL DRAWINGS

TECHNICAL DRAWINGS OF 1/20 SCALE MODEL PROJECT

SELAMI ÖZTEKİN-231205301

MALTEPE UNIVERSITY FACULTY OF ARCHITECTURE
DESIGN STUDIO II

PROJECT I: IN ANOTHER WORLD

The scenario begins While I am lying on the beach taking a nap and when I open my eyes I find myself in a black and white universe

Looking at the rainbow vortex which can be seen in the forest more then S sec, has fatal consequences. In addition, there are portals in the forest that help you to Jump for away, which can be used to escape from possible attacks.

There is a black toxic Liquid from Springs and lakes here. And there is nothing to eat, but the trees here manage to produce Energy from this toxic liquid and discharge this energy magnetically to the creature that approach it, That's why there is no need to eat.

The only way to escape is to find magic waterfall behind one of huge mountains and go back to the world from the beach you come from, but for this you need to Spend certain parts of day in safe areas. feedin in the forest and researching in mountains. to find this this hidden and magical waterfall alive.

SELAMI ÖZTEKİN-231205301

MALTEPE UNIVERSITY FACULTY OF ARCHITECTURE
DESIGN STUDIO II

PROJECT I: IN ANOTHER WORLD

FUNCTIONS AND FIRST PROTOTYPE MODEL OF SHELTER

This design is built from raw materials found in the world we live in. This shelter, whose main function is defense, consists of 2 floors. I the bell system is connected to the bedroom so that we can be informed in case of a possible attack.

The defense system in this shelter works by combining basic kickboxing and rhythm movements. The defense system is activated by kicks and punches thrown in certain combinations to the pads and hanging bags inside and throws the danger away. For example, to remove an enemy to the right of the entrance door, it is necessary to make a combination of right-left punch followed by 2 left kicks.

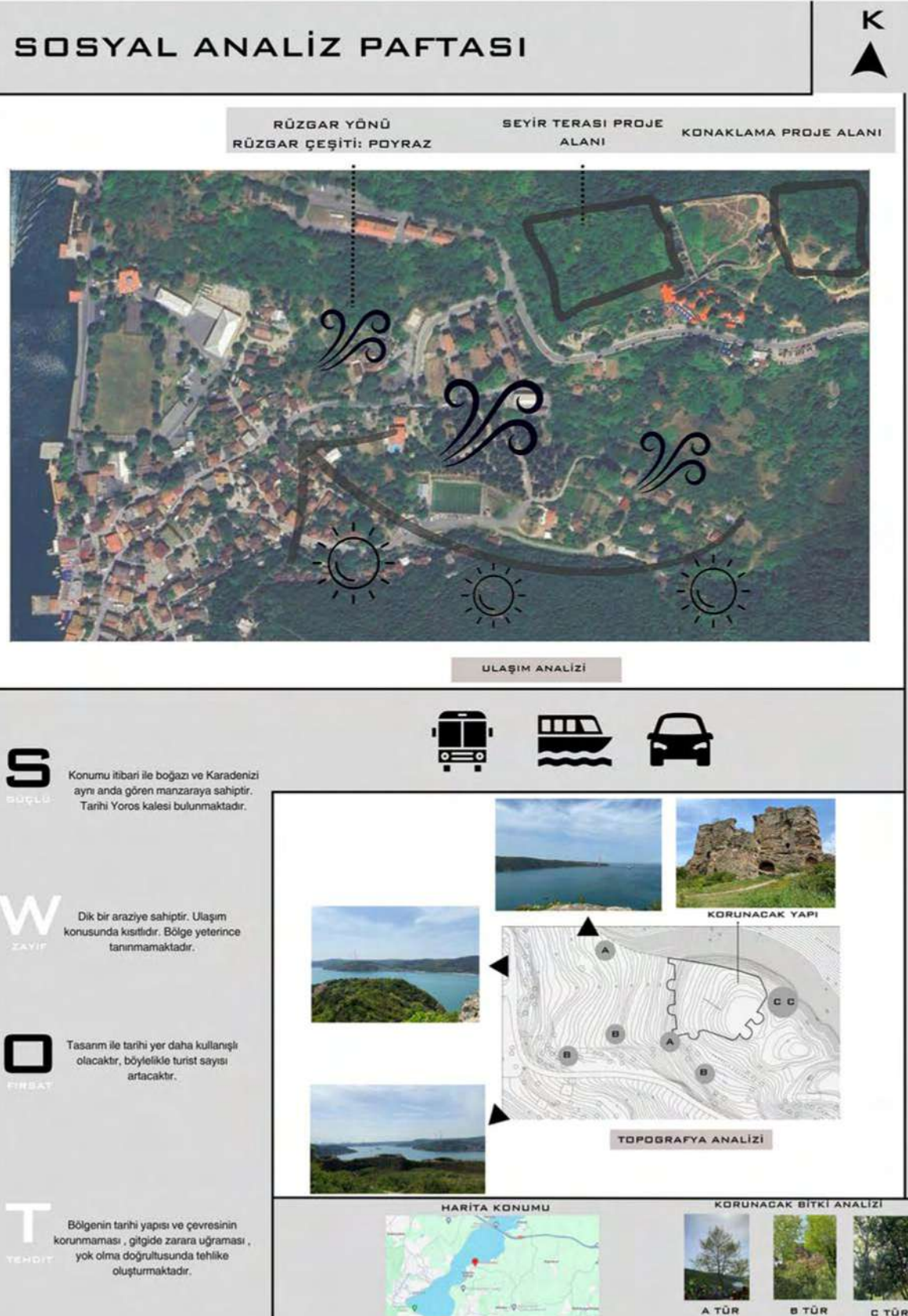
In addition, thanks to the ramp on the edge of the design and its elliptical shape, it aims to deflect rolling enemies from the target. In addition, thanks to the water tank system on the upper floor, the moisture in the air is condensed into drinkable water and stored here.

SELAMI ÖZTEKİN-231205301

Project 2 : Viewing Platform(s) + Temporary Living

Proje 2 : Seyir Teras(lar)ı + Geçici Konaklama

Hakan Çelik - Mehmet Ali Atalan - Ferhat Çiçek



Project 2 : Viewing Platform(s) + Temporary Living

Proje 2 : Seyir Teras(lar)ı + Geçici Konaklama

Hakan Çelik - Mehmet Ali Atalan - Ferhat Çiçek

MALTEPE ÜNİVERSİTESİ MİMARLIK VE TASARIM FAKÜLTESİ MİMARLIK BÖLÜMÜ
HAZIRLAYANLAR: HAKAN ÇELİK - FERHAT ÇİÇEK - MEHMET ALİ ATALAN
PROJE II : SEYİR TERASI VE GECELİK KONAKLAMA

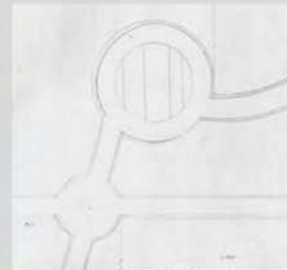
TASARIM STÜDYOSU II - MİMB 110



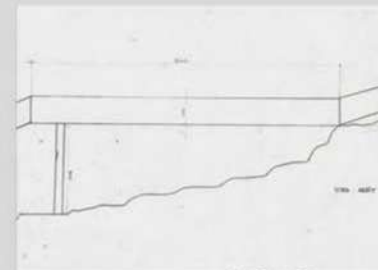
1/100 MAKET GÖSTERİMİ

1/500 MAKET GÖSTERİMİ

ANA GİRİŞ

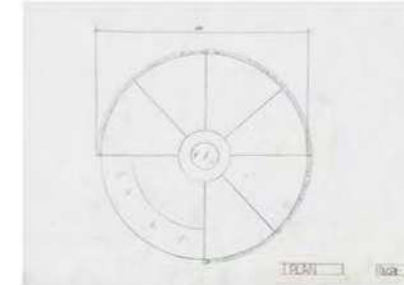


ÖLÇEK:1/50

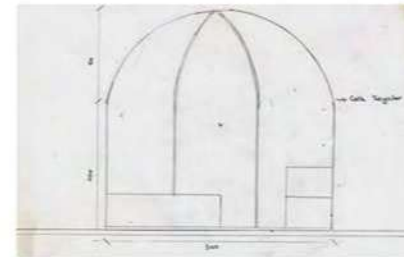


ÖLÇEK:1/50

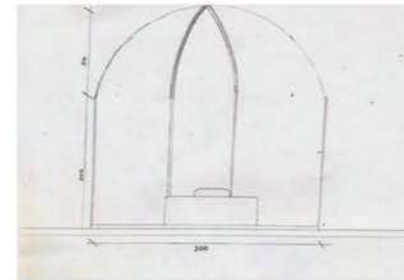
KONAKLAMA BİRİMLERİ



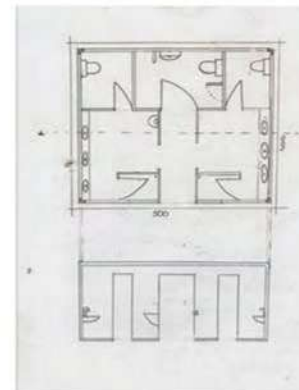
ÖLÇEK:1/20



ÖLÇEK:1/20



ÖLÇEK:1/20



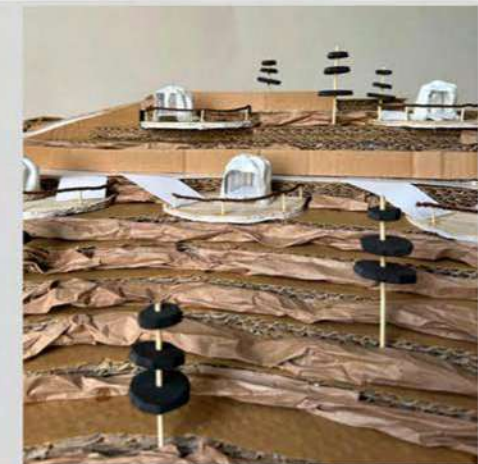
ÖLÇEK:1/50



KOMPOST TUVALETİ, ATIKLARI
SU OLMADAN TOPLUYOR VE
BİTKİLER İÇİN KOMPOST HALİNE
GETİRİYOR.



GÜNEŞ ENERJİSİ İLE ODAĞI
ISINMA VE IŞIKLANDIRMA



Project 2 : Viewing Platform(s) + Temporary Living

Proje 2 : Seyir Teras(lar)ı + Geçici Konaklama

Selami Öztekin - Ayça Günce - Edip Onur Çitçi





MİMB 210 Tasarım Stüdyosu IV/ ARCH 210 Design Studio IV

Proje Kapsamı ve İşlevi : Kreş ve Gündüz Bakım Evi / Anaokulu

4. Yarıyıl projesinde, kent için(de) tasarım yapabilme ve kentsel bağlam ile mimari ürün arasındaki ilişkiyi kurabilme becerisinin kazandırılması hedeflenmektedir. Öğrencilerden çoklu birimden oluşan ve konusunda alternatif yollar sunan bir Kreş ve gündüz bakımevi / Anaokulu tasarımları beklenmektedir. Proje alanı için İstanbul ili Kadıköy ilçesi Acıbadem ve Koşuyolu bölgelerinin kesişimin de bulunan Koşuyolu parkı çevresinde belirlenmiş olan yaklaşık 1000m² büyüklüklü 4 alandan biri seçilecektir.

Scope & Theme of the Project : Nursery and Day Care Center / Kindergarten

In the 4th semester project, it is aimed to gain the ability to design within the city and to establish the relationship between the urban context and the architectural product. Students are expected to design a Nursery and Day Care Center / Kindergarten that consists of multiple units and offers alternative ways of designing. For the project area, one of the 4 areas with a size of approximately 1000m² will be selected around the Kosuyolu park located at the intersection of Acıbadem and Kosuyolu areas of Kadıköy district of Istanbul.

MİMB 210 Tasarım Stüdyosu IV/ ARCH 210 Design Studio IV

Proje Yürütücüleri / Instructors

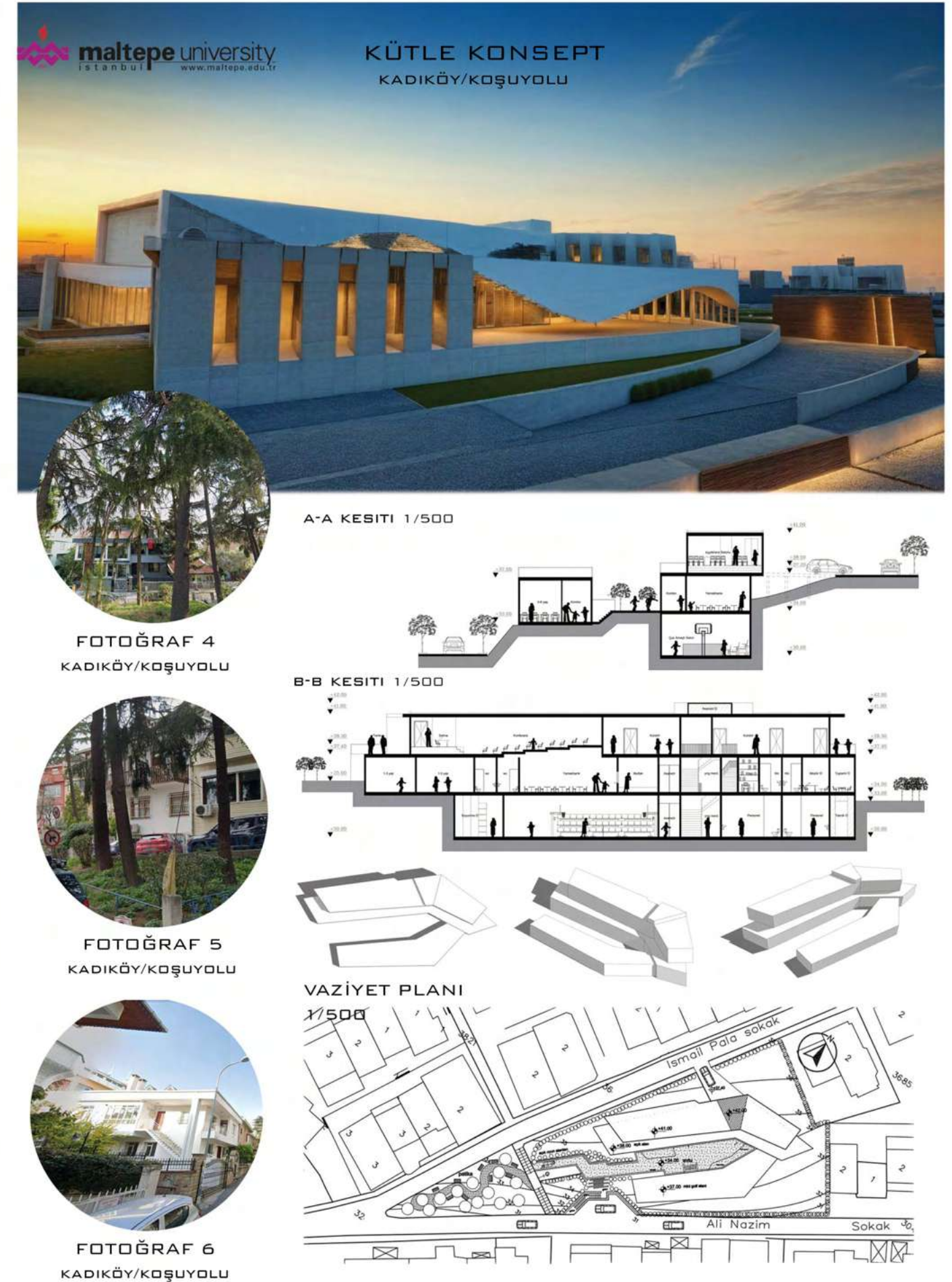
Doç. Dr. / Assoc. Prof. Özgür ÖZKAN

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

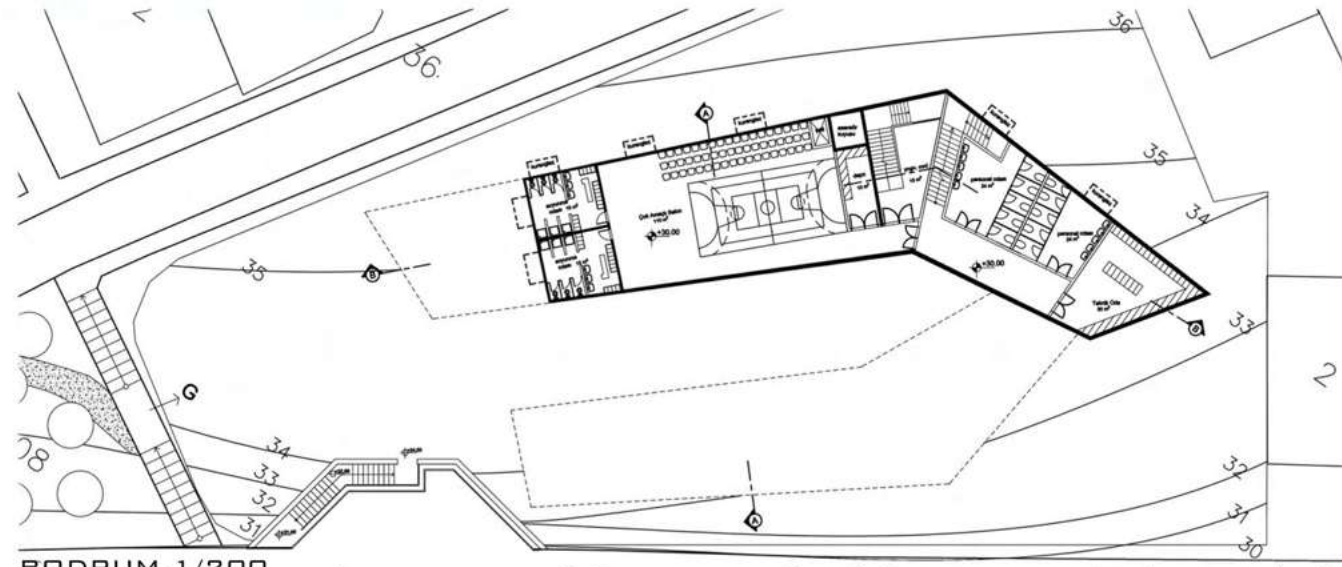
Dr. Öğr. Üyesi / Asst. Prof. Nuh Uğur KARSLI

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

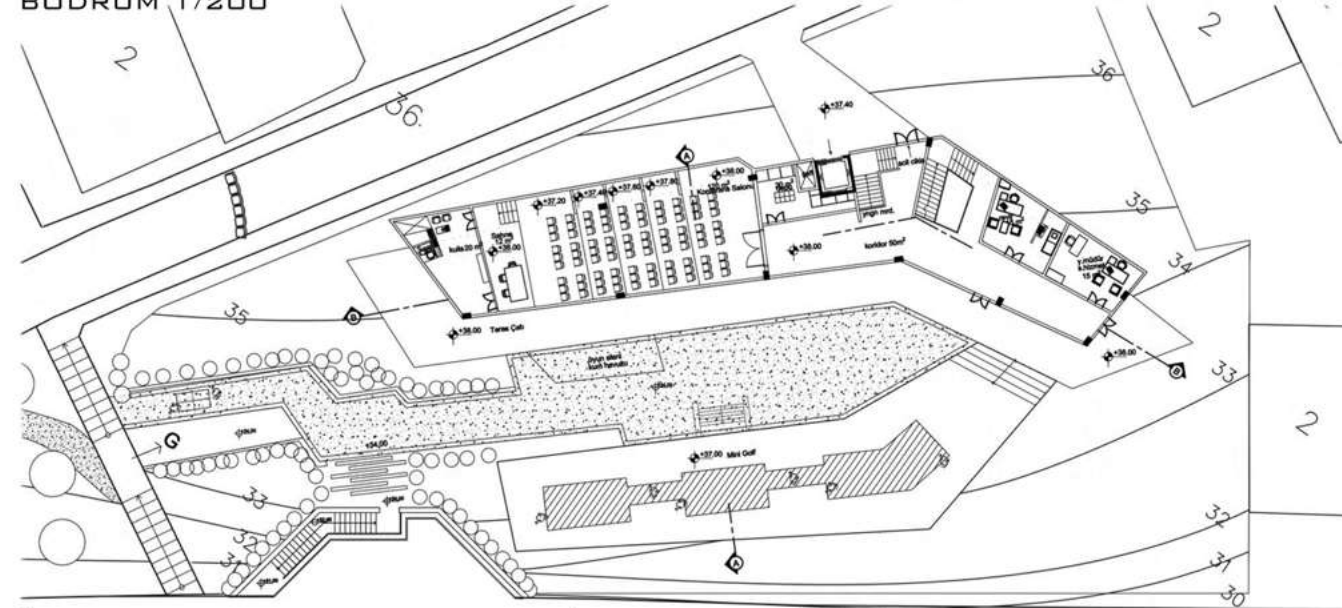
Abdulsamed TEL



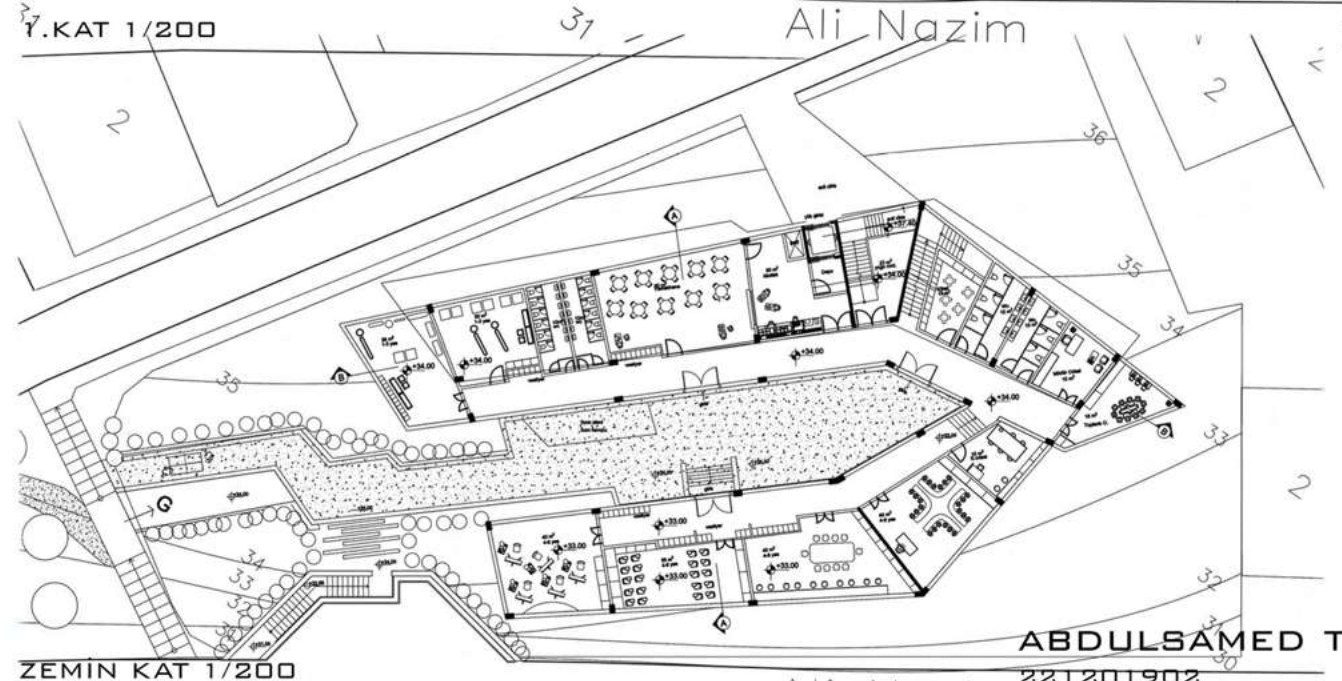
Abdulsamed TEL



BODRUM 1/200



1.KAT 1/200

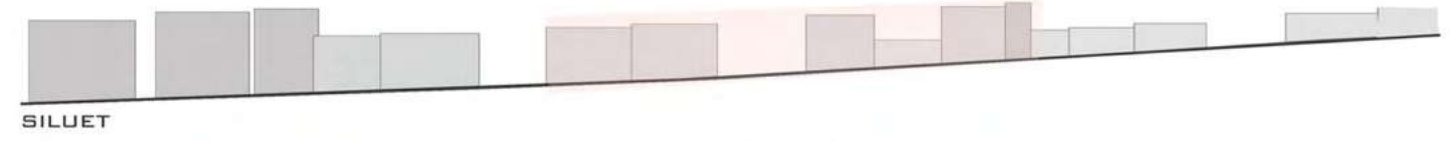


ZEMİN KAT 1/200

ABDULSAMED TEL

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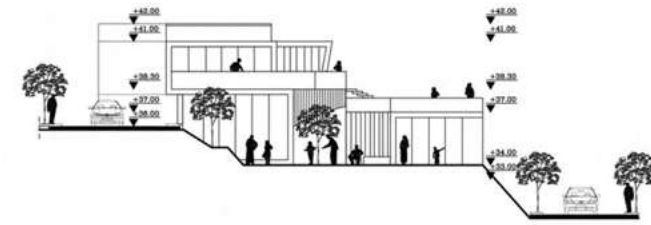
Ali Nazim



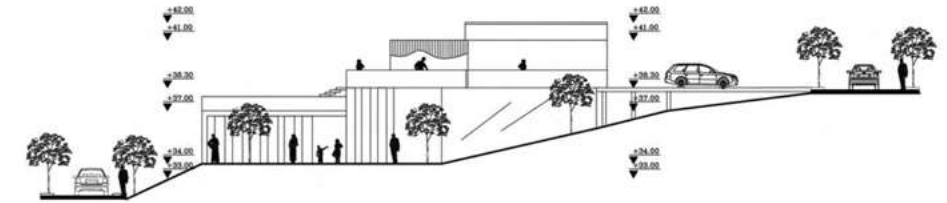
SILUET



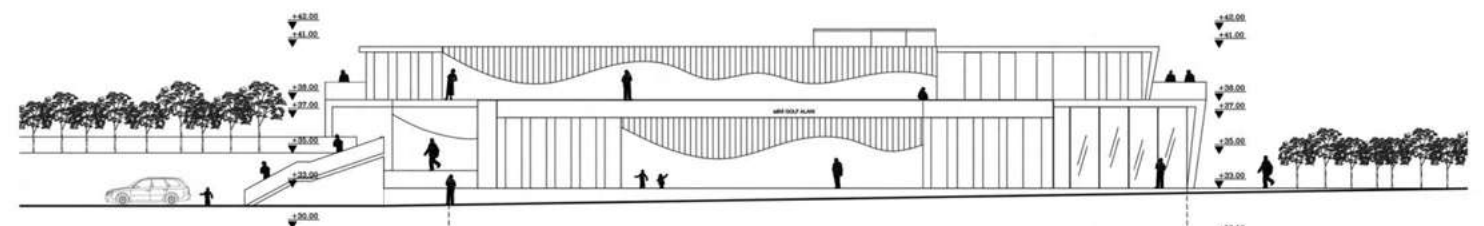
SILUET



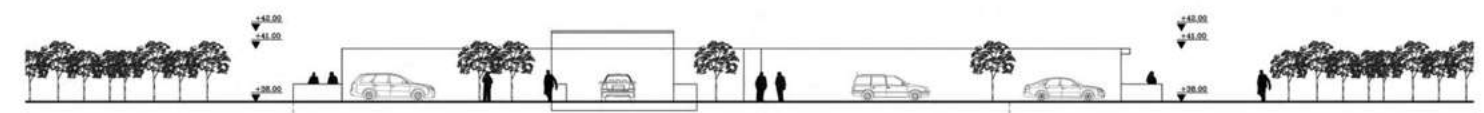
GÜNEY BATI GÖRÜNÜŞ 1/20



KUZEY DOĞU GÖRÜNÜŞ 1/200



GÜNEY DOĞU GÖRÜNÜŞ 1/200

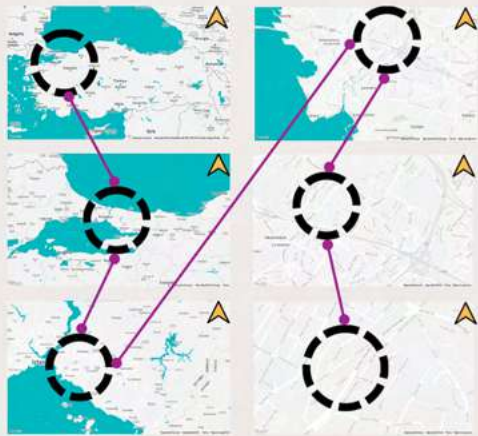


GÜNEY DOĞU GÖRÜNÜŞ 1/200

Cazim Aybars ATEŞ

KIDS FOR NATURE

SITE ADDRESS:
KOŞUYOLU, İSMAİL PAŞA SK. NO:77,
34718 KADIKÖY/İSTANBUL



CONCEPT:

Providing safe, various, spacious, transparent kindergarten including natural elements and open spaces for children which are 1-3 years old and 3-6 years old for education and nursery.

Program:

Main objective is keeping most of the educational units at one floor. In that way every children can reach every need and program by himself/herself.

AREA PROPERTIES OF THE BUILDING

Area of the site: 1500 mt2
Area of the building: 1356 mt2
Area of the ground floor: 976 mt2
1-3 years old classrooms: 33 mt2
4-6 years old classrooms: 41 mt2
Multi purpose hall: 110 mt2
Conference hall: 206 mt2
Circulation area: 363 mt2
Management area: 125 mt2
Service area: 185 mt2
Terrace area: 590 mt2

CURRENT KINDERGARTENS IN THE REGION



PROJECTS FOR INSPIRATION



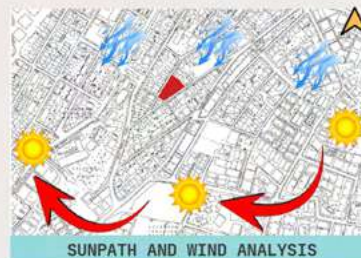
S - The other buildings around the site are not higher than three storeys. That makes our design more visible.
W - The slope provides to bury our building at one side and create a flat surface that the top become smoothly hidden.
O - The slope is approximately 1:2. That is a weakness because the point of the design is creating a safe and flat playground and education area for the kids.
T - Because of the slope the connecting roads have a almost one storey height difference. That can provide a second entrance for the building.
- Shape of the area is close to a triangle. That makes the roads too close so the building area shrinks. That may create a dead area inside of the garden or site.



SITE PLAN 1/500



SOLID VOID ANALYSIS



SUNPATH AND WIND ANALYSIS



GREEN AREA ANALYSIS



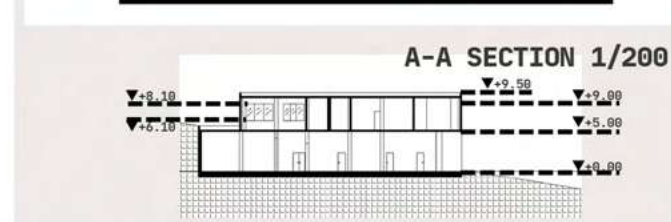
CIRCULATION ANALYSIS



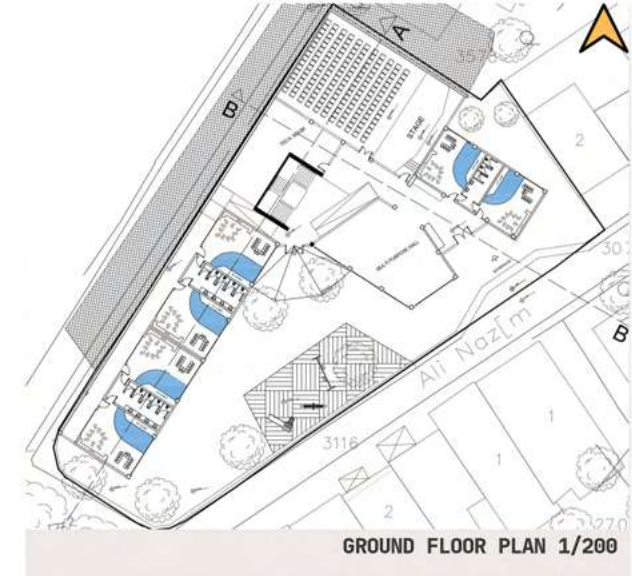
BUILDING STOREYS ANALYSIS



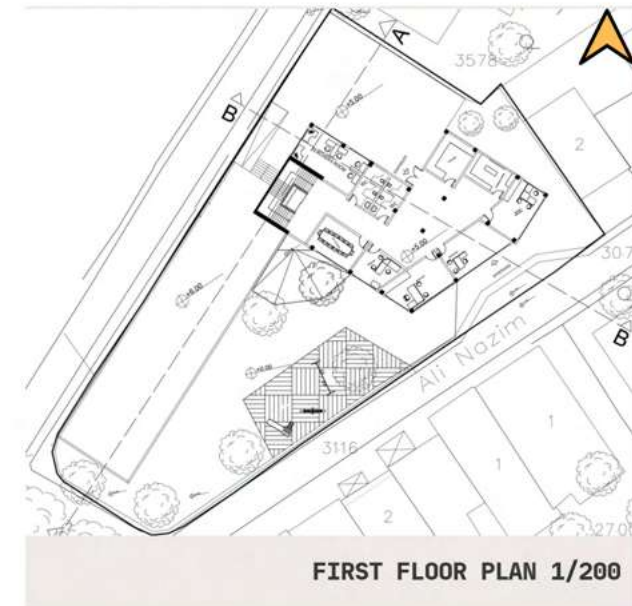
A-A SECTION 1/200



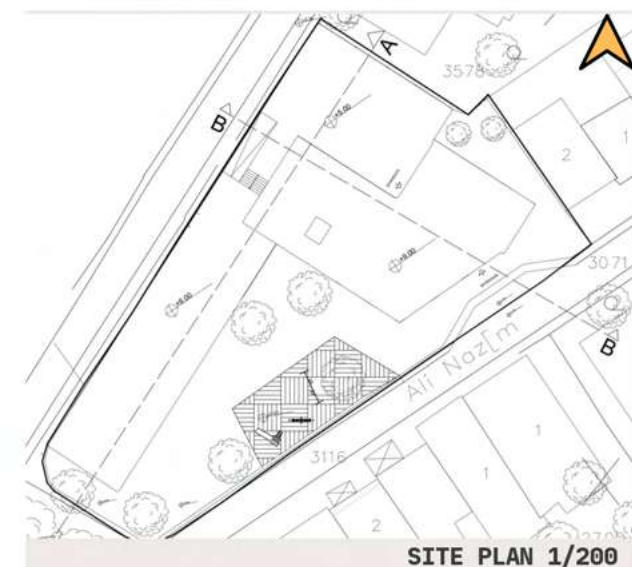
B-B SECTION 1/200



GROUND FLOOR PLAN 1/200



FIRST FLOOR PLAN 1/200



SITE PLAN 1/200

Doğa ÖĞÜTVEREN



GREEN GARDEN

Harmony of green

CONCEPT OF THE GREEN GARDEN
The layered structure consisting of 3 levels is designed with two classes on each level. There is a terrace on each level for two class. One additional terrace is reserved for management units. The multi-purpose hall, which has an openable glass roof, can be viewed from the outside with its different appearance.

The 200 square meter inner garden, which is one of the main features of the building, and the play cave added to this garden, provide a wide activity area for children.

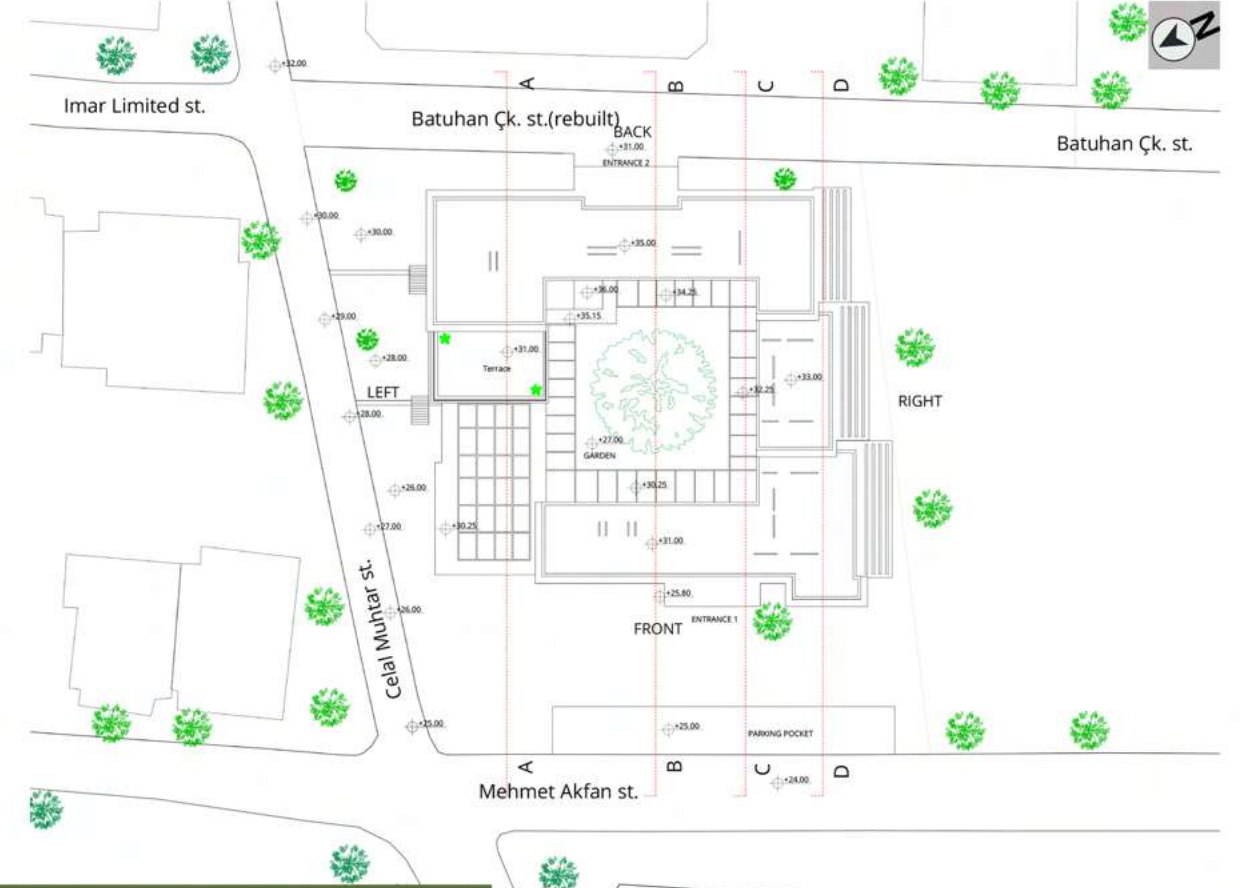
This garden inside the building and the glass corridor surrounding the garden allow a large part of the building to benefit from light.

The glass corridor, which forms the only circulation route in the building, aims for simplicity and ease of access in the structure.

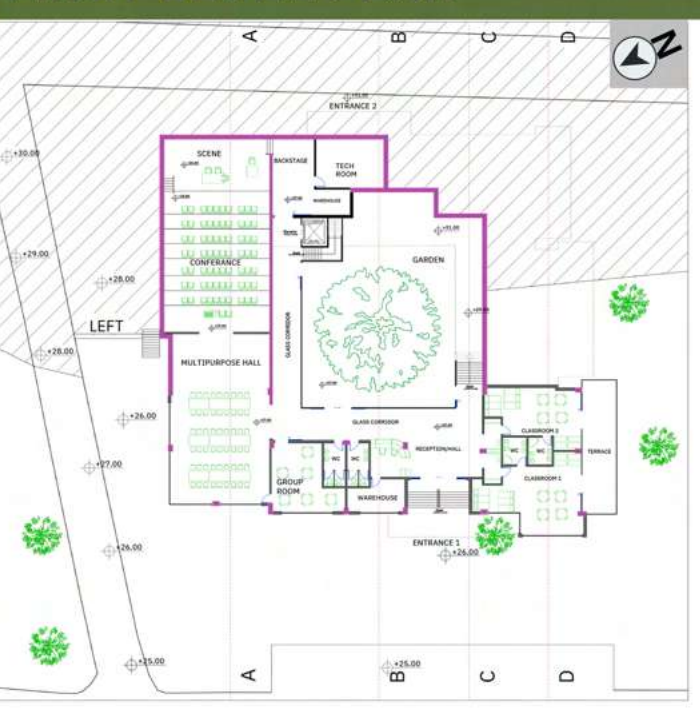
This corridor, with its proximity to the entrances, provides easy access to all 3 levels of the building.



SITE PLAN



FIRST LEVEL PLAN



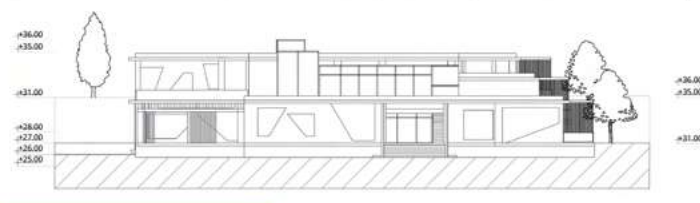
ELEVATIONS



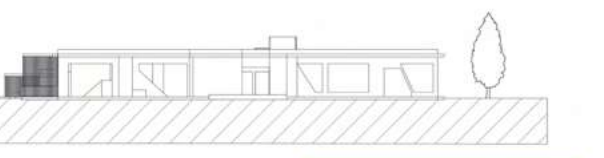
RIGHT



LEFT



FRONT



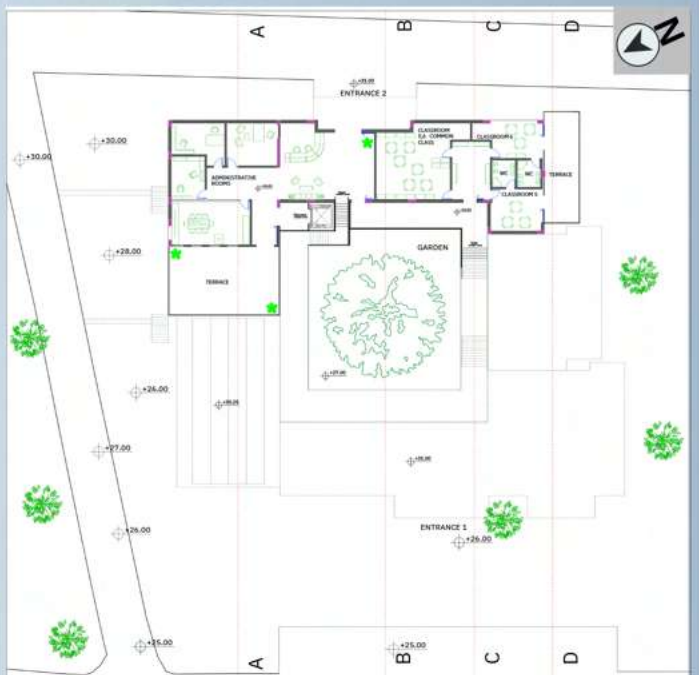
BACK

Doğa ÖĞÜTVEREN

SECOND LEVEL PLAN



THIRD LEVEL PLAN

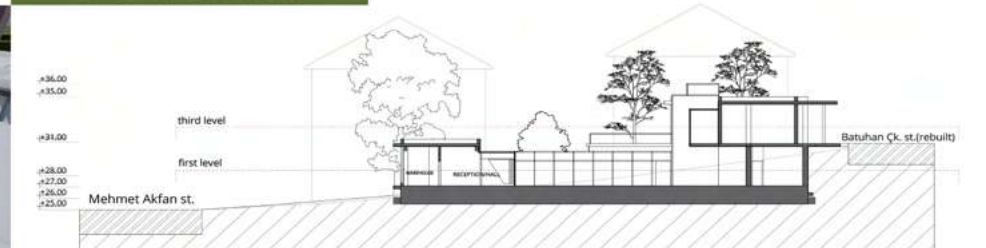


SECTIONS 1/200

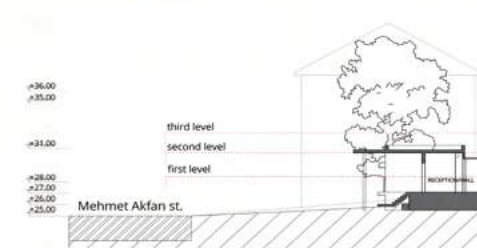
A-A SECTION



B-B SECTION



C-C SECTION



D-D SECTION



Emine ÖZTÜRK



KINDERGARTEN/NURSERY

AIM

To design a structure that will contribute to the development of children in every sense.

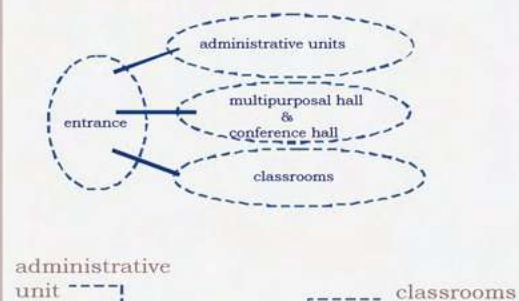
CONCEPT

To reflect children's dreams into reality by looking at the types of houses they draw in their first drawing attempts and to create places that they will enjoy while coming.

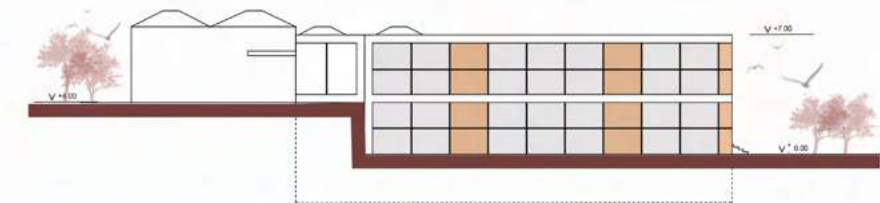
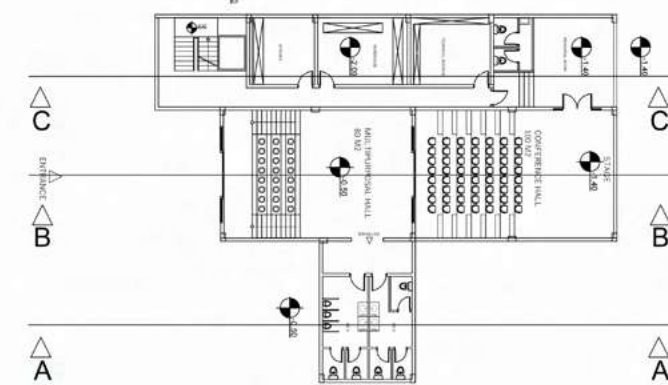
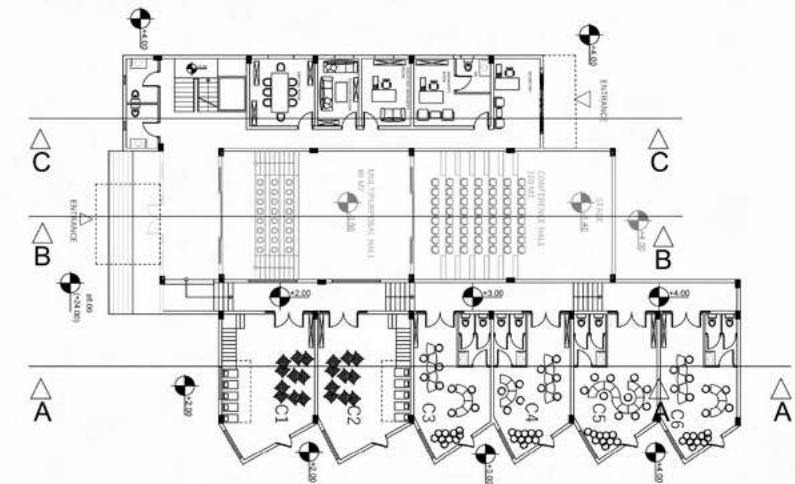
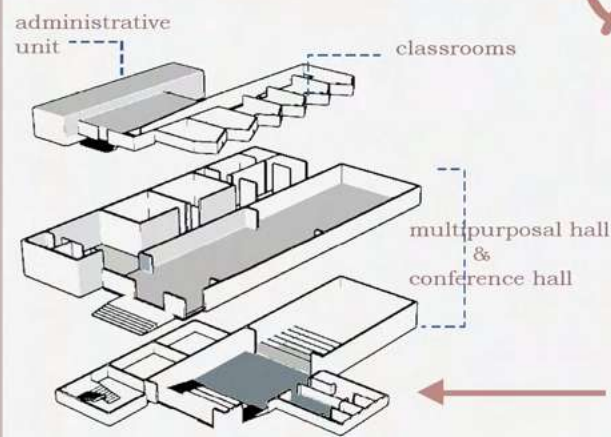
SITE ANALYSES



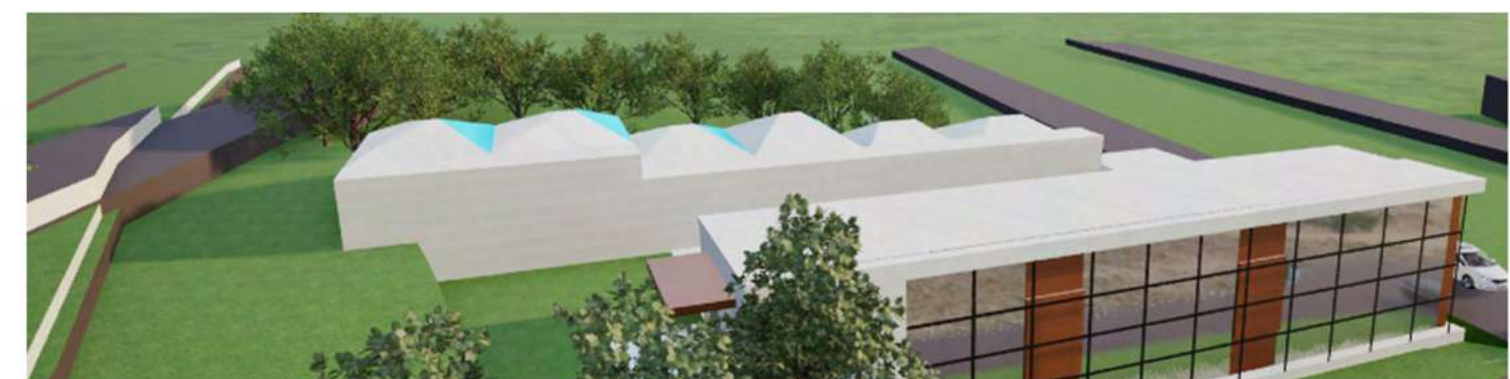
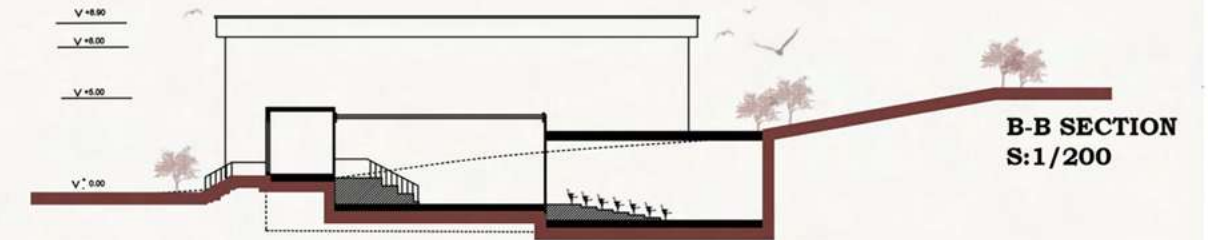
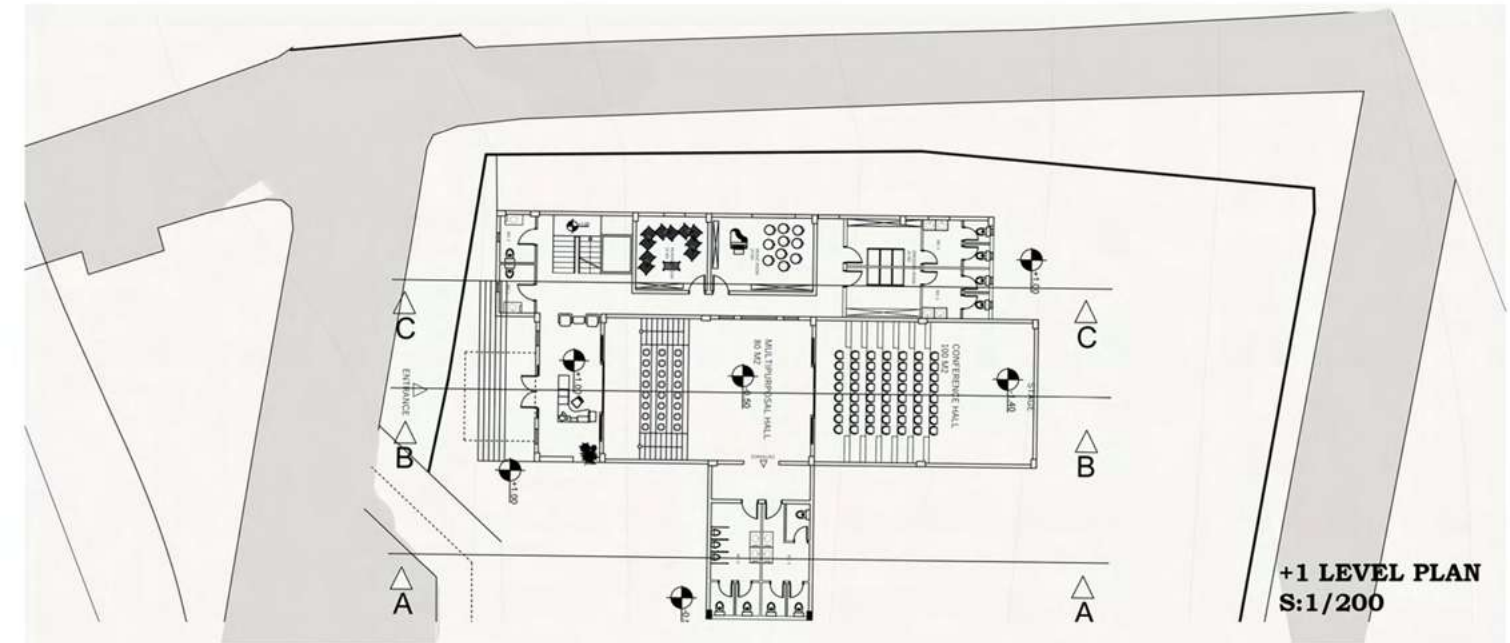
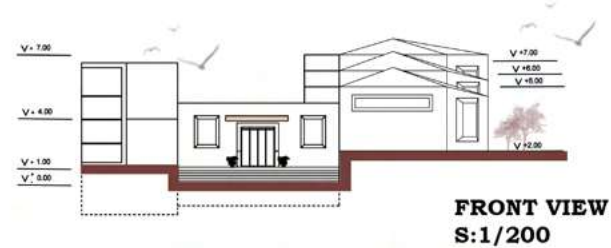
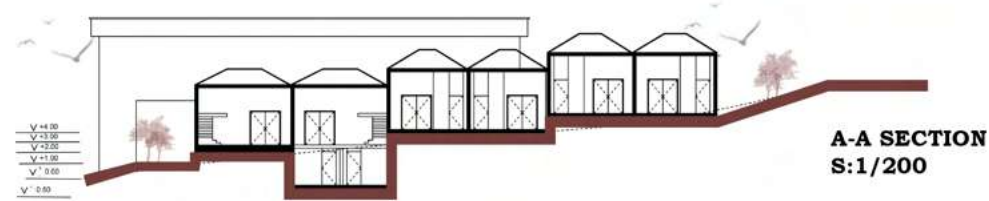
Bubble diagram



MASS TRIAL



Emine ÖZTÜRK

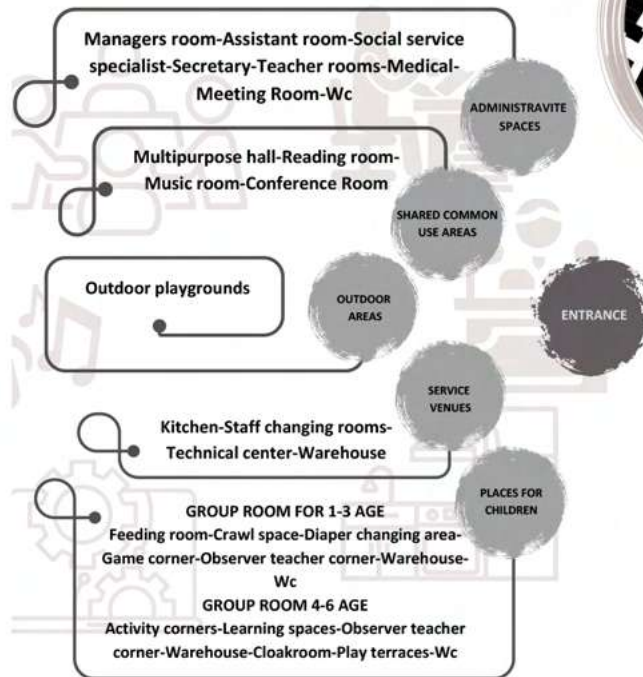


Sena ERDUĞAN

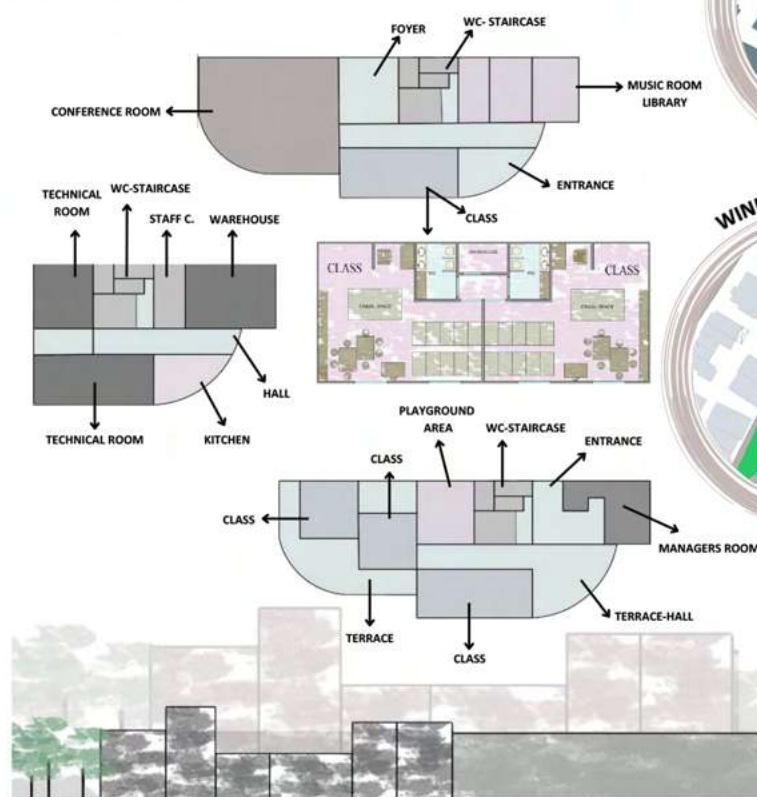
SITE ANALYSIS



SPATIAL PROGRAM



BUILDING PROGRAM



S There are green areas and afforestation
Streets close to the main street.
Easy to transport
A busy street.
There is not much construction area.

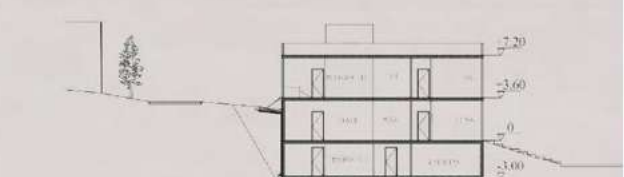
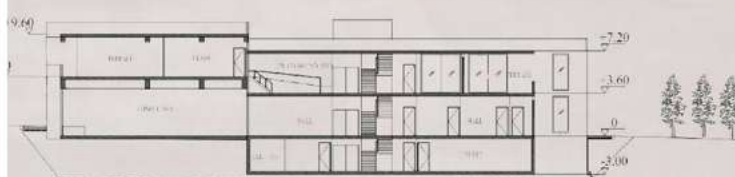
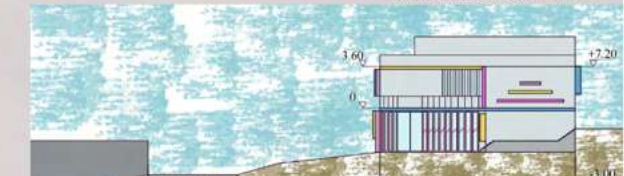
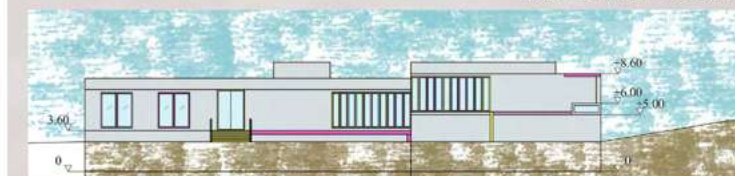
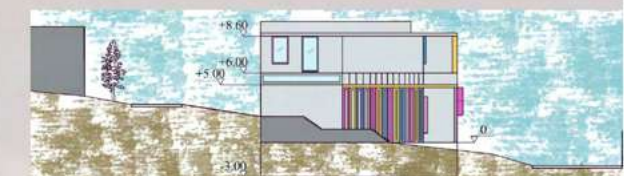
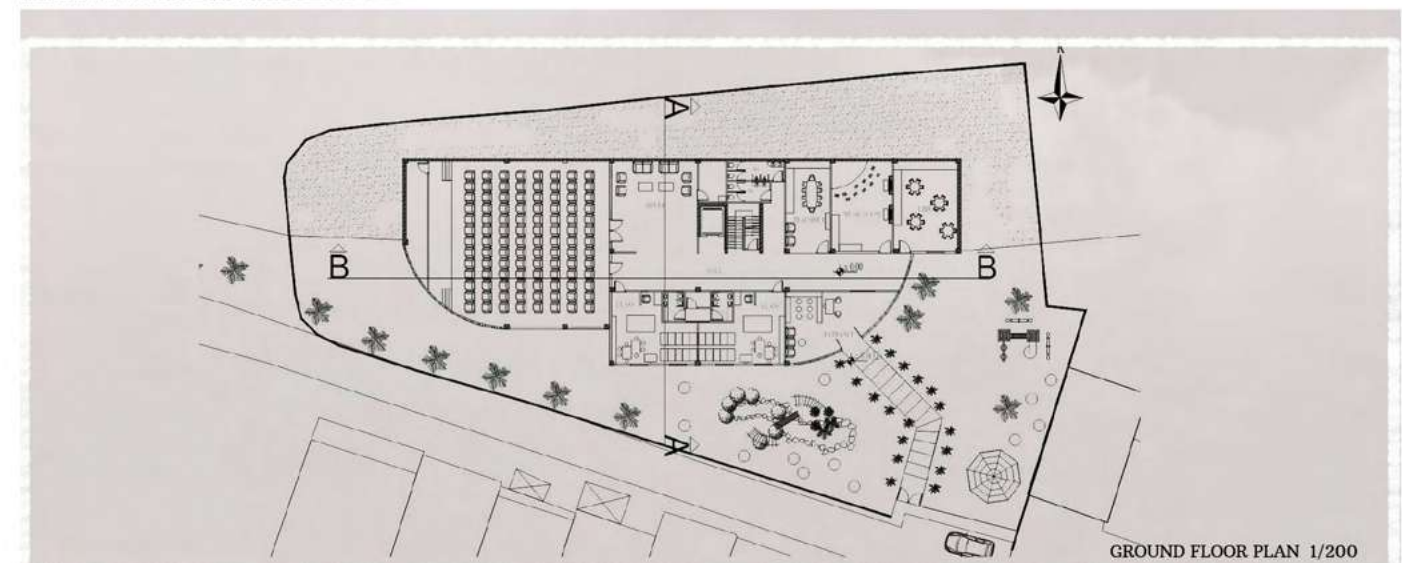
W The roads are narrow.
There are many old buildings.
Lands are generally sloping.
There are many basement floors.

O There are low-rise buildings
Many detached houses
There is road connection from two fronts
green areas

T The number of vacant plots is low
The roads are narrow
There are old buildings
Parked cars make passage difficult

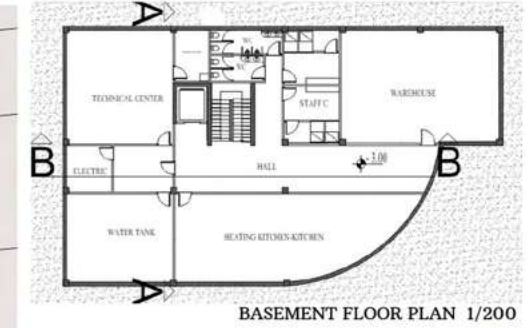
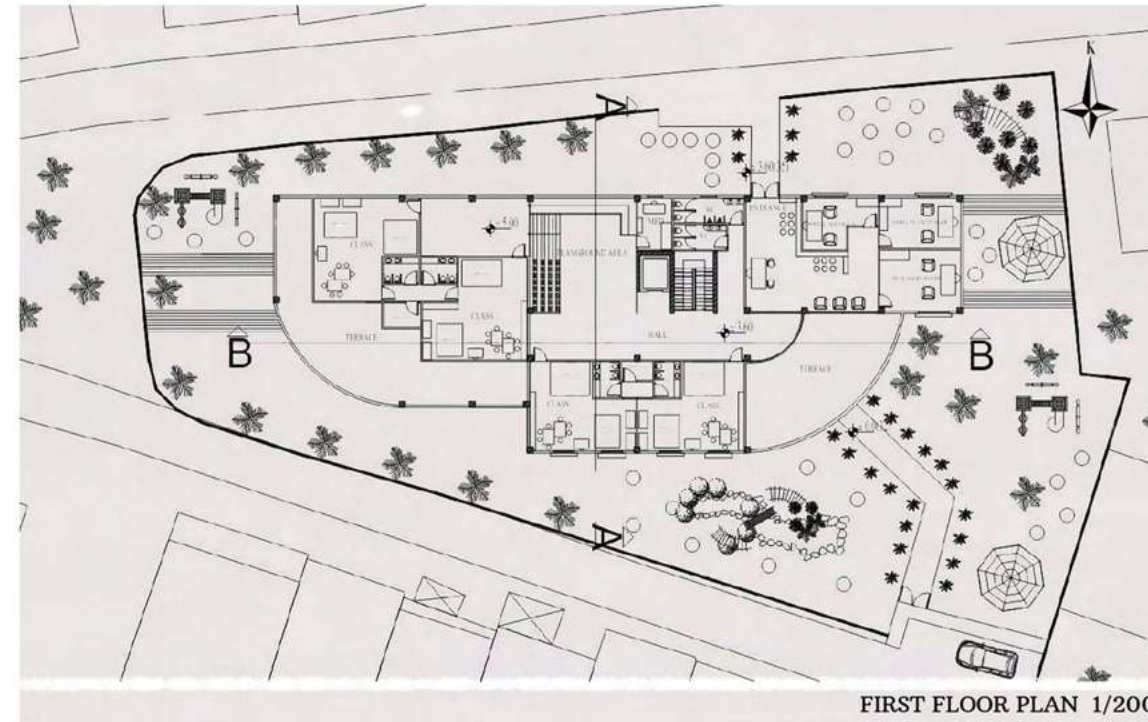
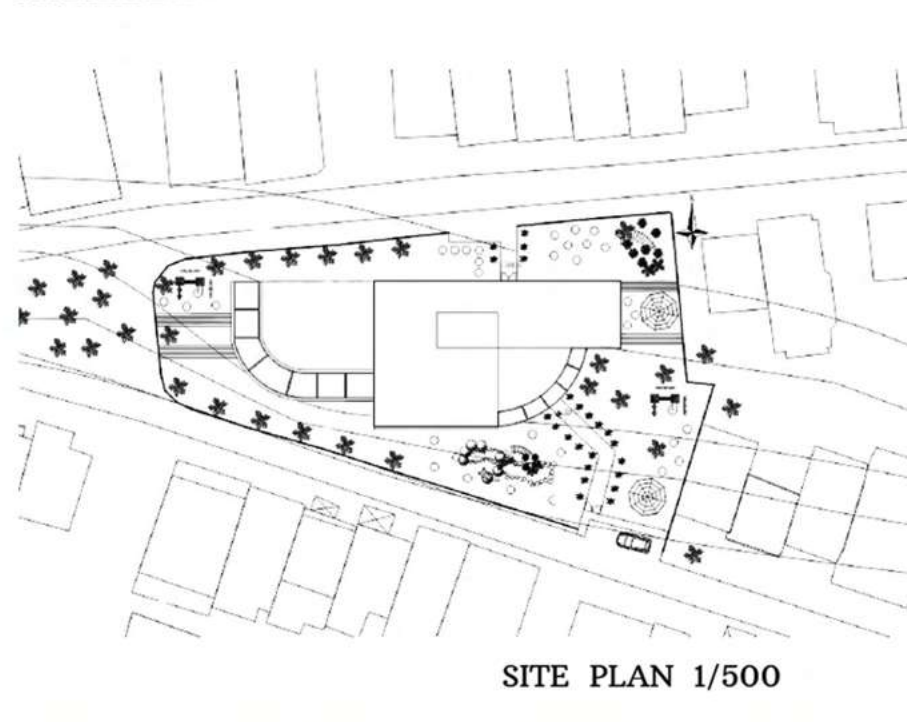


TECHNICAL DRAWINGS AND MODELS



Sena ERDUĞAN

TECHNICAL DRAWINGS AND MODELS



Zeynep ÖZTÜRK

MALTEPE UNIVERSITY
FACULTY OF ARCHITECTURE AND DESIGN
ARCH-210

KINDERGARTEN PROJECT
KOŞUYOLU/KADIKÖY

A LARGE GARDEN

EDUCATION

WHAT PARENTS WANT?

SECURITY

EASY TRANSPORTATION



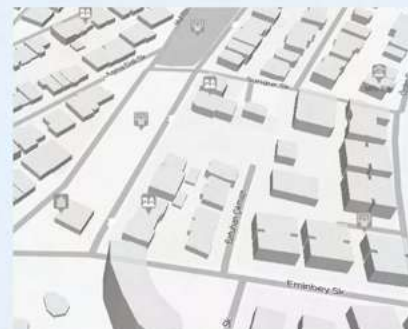
ACCESS TO THE AREA IS NOT DIFFICULT. THE FACT THAT THE FLOOR HEIGHTS OF THE SURROUNDING BUILDINGS DO NOT DIFFER CREATES AN URBAN SILHOUETTE.

THERE ARE NOT ENOUGH TREES IN THE AREA. THE ROADS IN THE AREA ARE VERY NARROW AND THERE IS A PARKING PROBLEM.

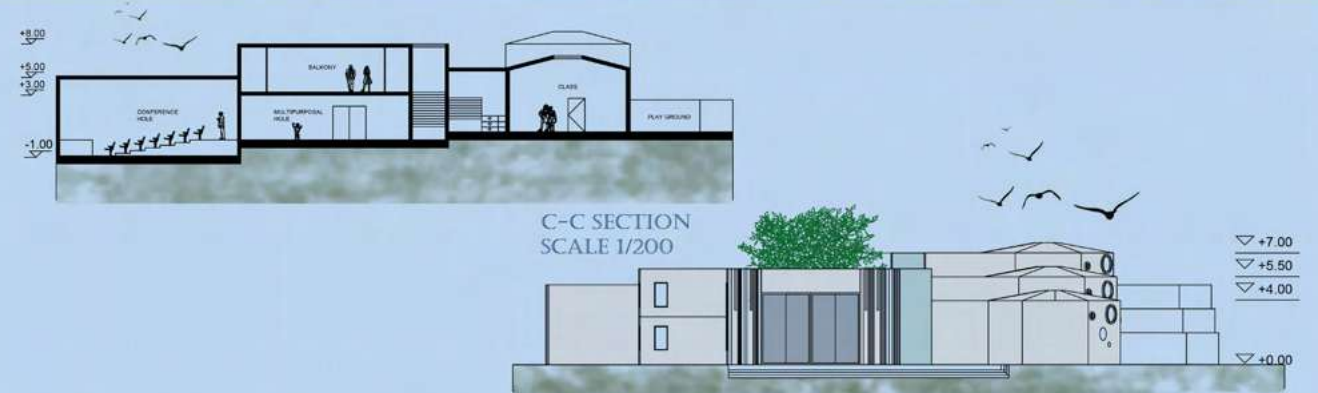
A PARK AREA FOR CHILDREN CAN BE MADE BY USING THE SLOPE OF THE LAND IN THE AREA.

THERE IS HEAVY TRAFFIC IN THE AREA IN THE MORNING AND THERE IS HEAVY TRAFFIC IN AND OUT OF THE AREA.

SKETCHES



KINDERGARTEN PROJECT
KOŞUYOLU/KADIKÖY

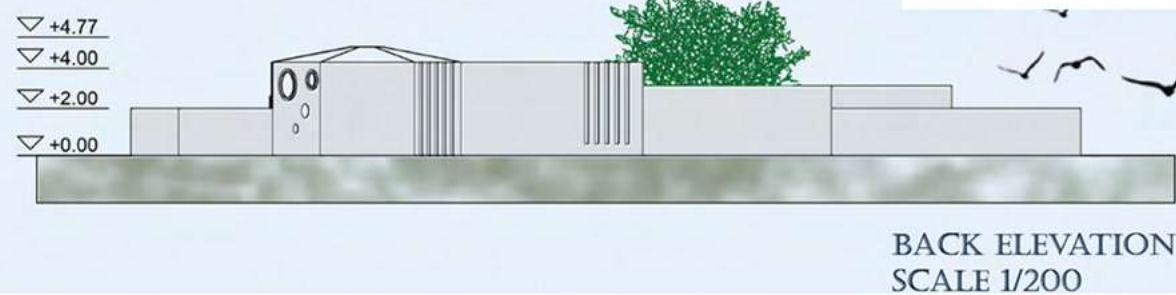
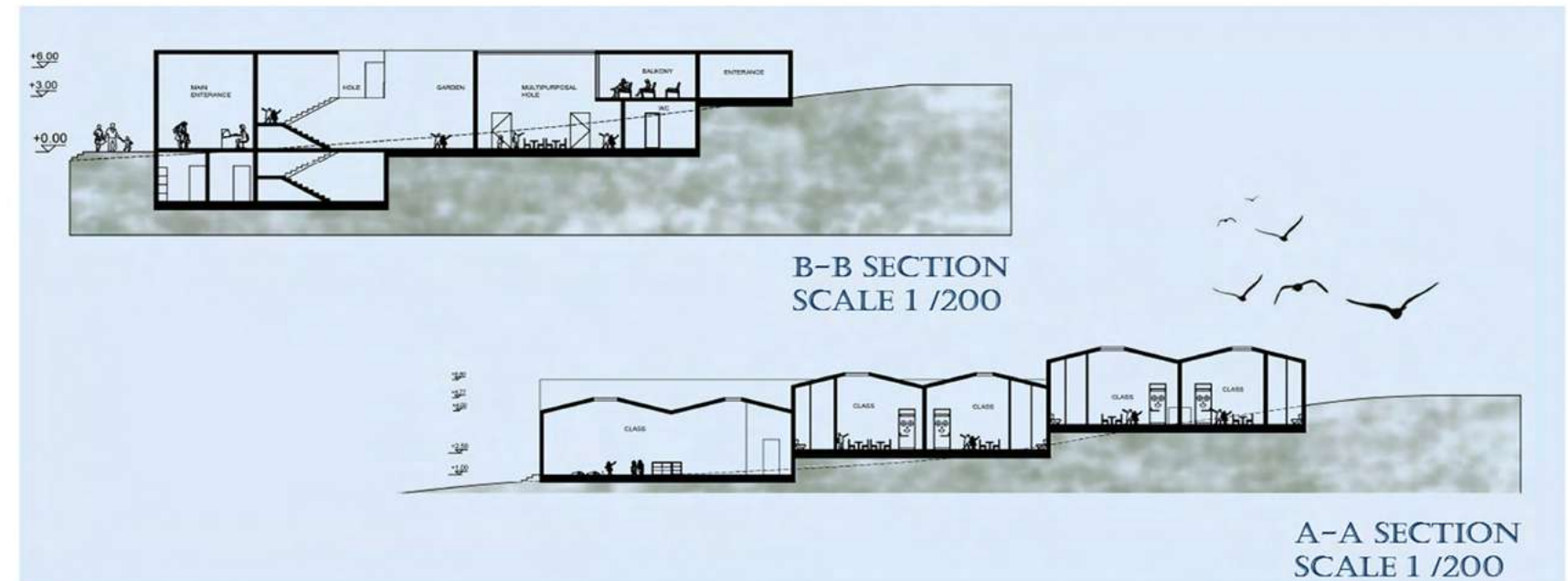
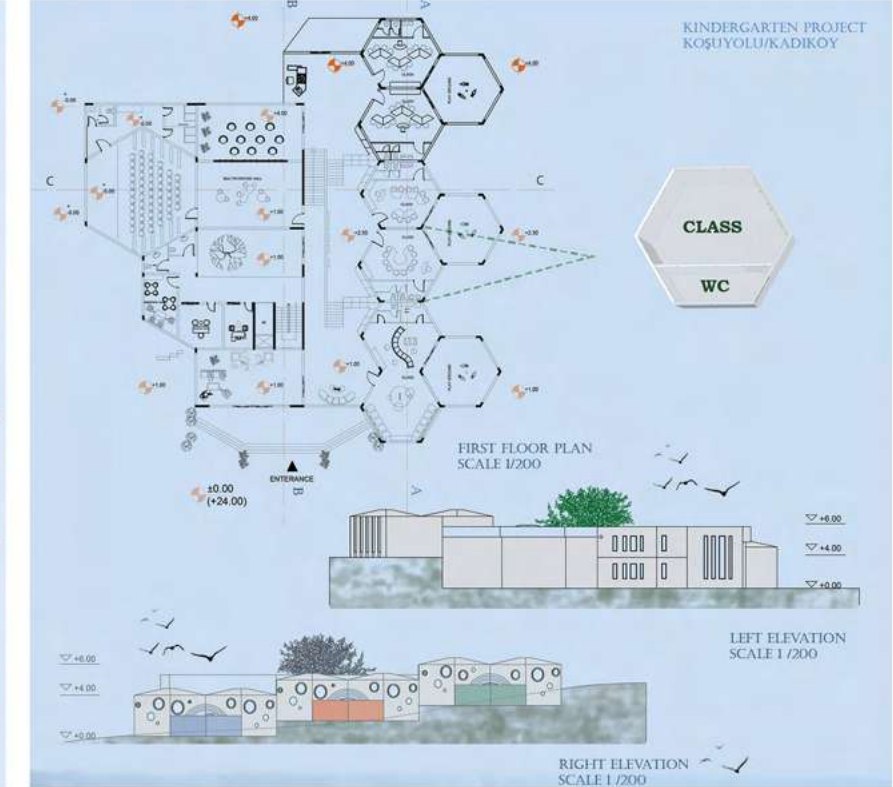
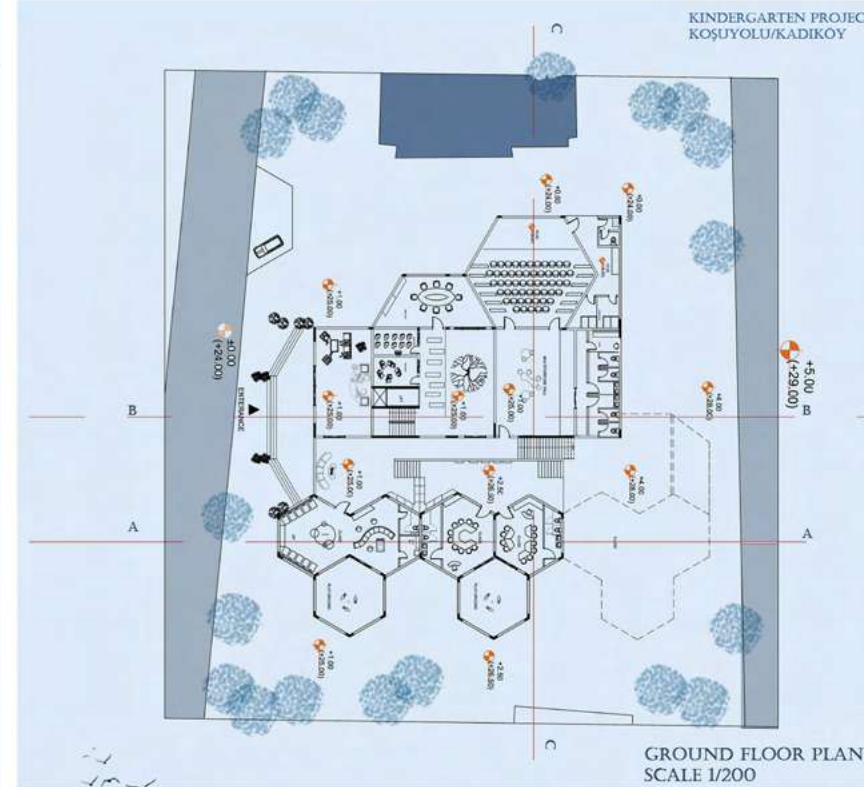


C-C SECTION
SCALE 1/200

FRONT ELEVATION
SCALE 1/200



Zeynep ÖZTÜRK



MİMB 309 Tasarım Stüdyosu V/ ARCH 309 Design Studio V

Proje Kapsamı ve İşlevi : Kentsel Doku İçinde Kültür - Sanat Kompleksi

2023-2024 Bahar Dönemi'nin tasarım konusu, Küçük Ayasofya semtinde bir Kültür-Sanat Kompleksi tasarlamaktır. İstanbul'un tarihi kent merkezinde yer alan proje alanı, hem tarihi simgeleri hem de sivil mimari unsurları ile oldukça ilgi çekici bir noktadır. Bu tarihi kentsel dokuyla uyumlu bir yapı kompleksi tasarımı ve alternatif çağdaş sanat mekanları için fikirler üretmek projenin öncelikli hedefleridir.

Scope & Theme of the Project : Culture - Art Complex within the Urban Context

The design subject of the 2023-2024 Spring Term is designing a Culture-Art Complex in the Küçük Ayasofya neighbourhood. The project area, located in the historical city center of Istanbul, is a very attractive spot with both historical landmarks and civil architectural elements. Ideas for alternative contemporary art spaces and the design of a building complex in harmony with this historical urban fabric are the primary objectives of the project.

MİMB 309 Tasarım Stüdyosu V/ ARCH 309 Design Studio V

Proje Yürütücüleri / Instructors

Öğr. Gör. / Lecturer Taner Cafer ÜSKÜPLÜ

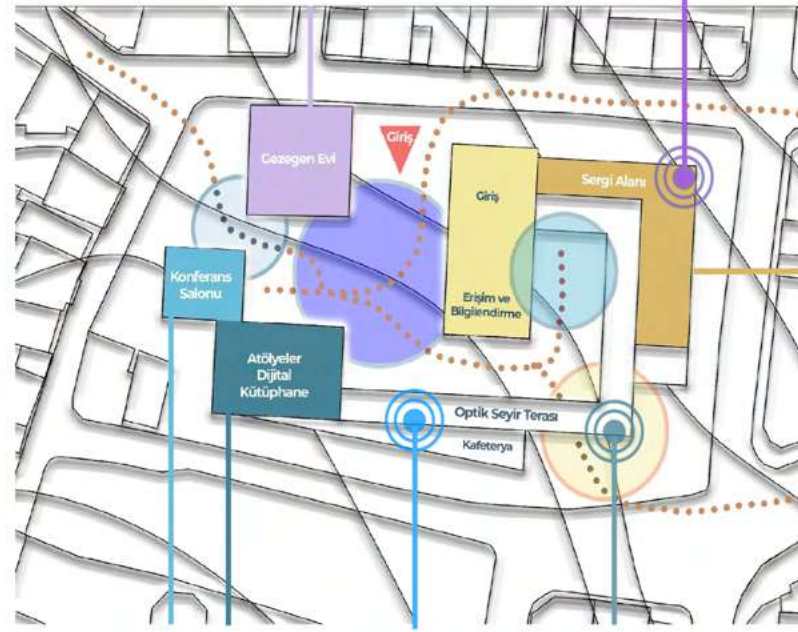
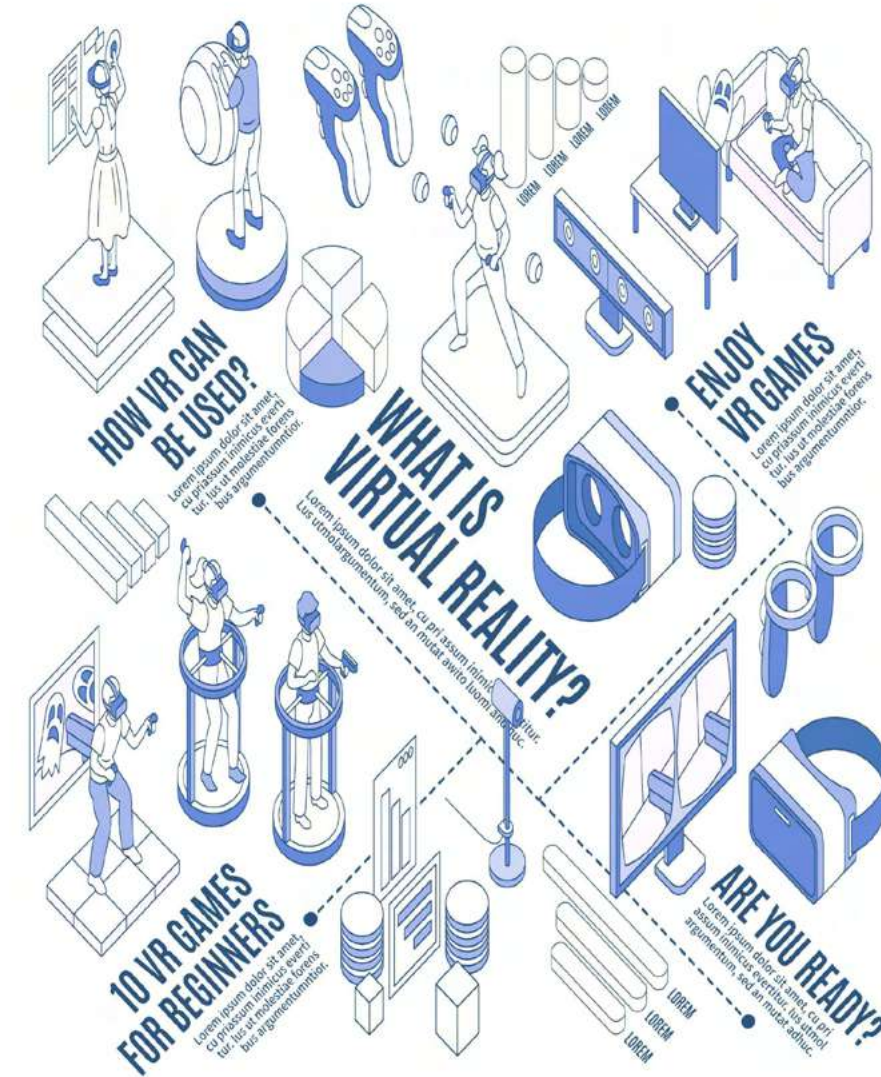
Dr. Arş. Gör. / Dr. Res. Ast. Meryem Melis CİHAN YAVUZCAN

Yusuf Ziya ÖZLER

Tarih Ve Deneyim Müzesi

K Küçük Ayasofya'nın yanındaki arazide sanal gerçeklikle gezilebilir bir deneyim sunmak, ziyaretçilere tarihi mekanı daha iyi anlamalarına yardımcı olmaya çalışıyoruz.

- VR gözlükleri veya mobil uygulamalar kullanarak, ziyaretçileri tarihi dönemlerdeki yaşamın içine çekebiliriz. Örneğin, Bizans İmparatorluğu dönemi veya Osmanlı İmparatorluğu dönemi gibi.
- Ziyaretçilerin etkileşimde bulunabileceği interaktif alanlar
- Tarihi deneyimlerin canlandırıldığı bir alan.
- Sanal gerçeklik gözlükleriyle tarihi mekanları gezebilecekleri bir bölümler
- Arkeolojik kazıları simüle eden bir etkinlik alanları



DENEYİMLER

- Müzeler ve Sergiler
- Eğitim ve Öğrenim
- Eğlence
- Mühendislik
- Tasarım
- Simülasyon ve Canlandırma



Küçük Ayasofya Mahallesi

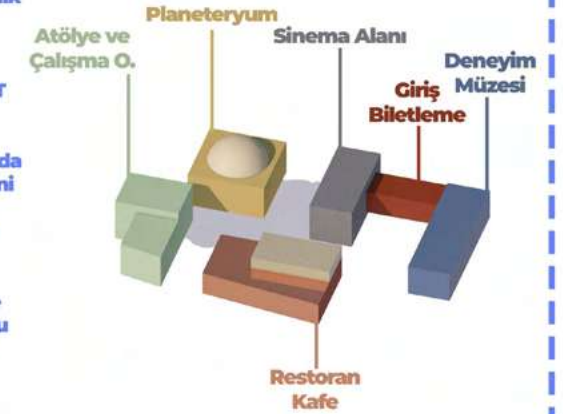
Etkileşimli Sergi Alanları: Müze, ziyaretçilere teknolojiyi deneyimleme fırsatı sunar. Sanal gerçeklik, artırılmış gerçeklik ve diğer interaktif alanlar, katılımcıların teknolojiyi keşfetmesine olanak tanır.

NFT Sanat Galerisi: Müze, NFT sanatçıların eserlerini sergileyen bir galeriye sahiptir. Bu galeri, sanatseverlerin NFT sanatını incelemesine ve satın almasına olanak tanır.

Atölye ve Çalışma Alanları: NFT sanatçıları için tasarlanmış atölye ve çalışma alanları, yaratıcı süreçlerini destekler. Burada sanatçılar, dijital sanatlarını üretebilir, işbirliği yapabilir ve yeni projeler geliştirebilir.

Eğitim Programları: Müze, teknoloji ve sanat alanında eğitim programları düzenler. NFT sanatçılarına yönelik atölyeler, seminerler ve konferanslar düzenlenir.

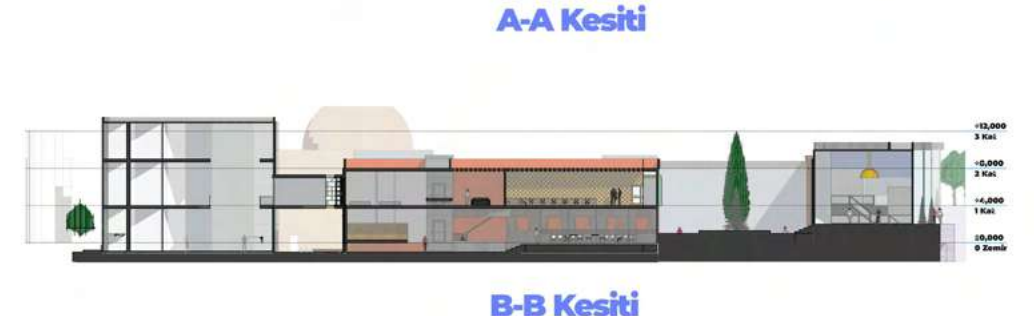
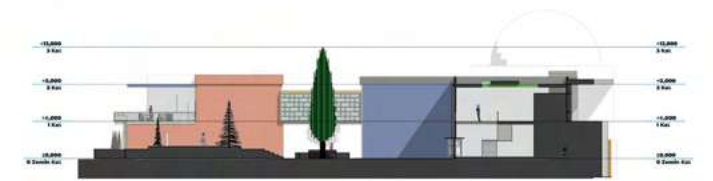
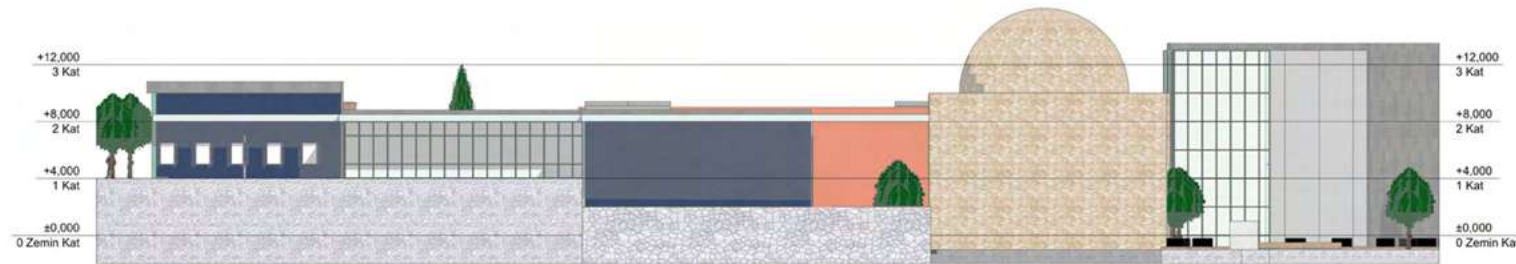
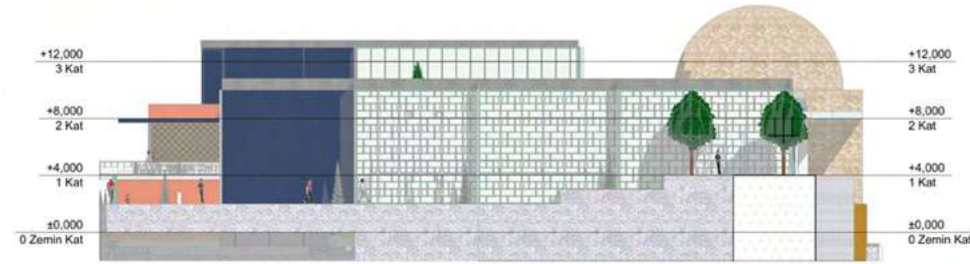
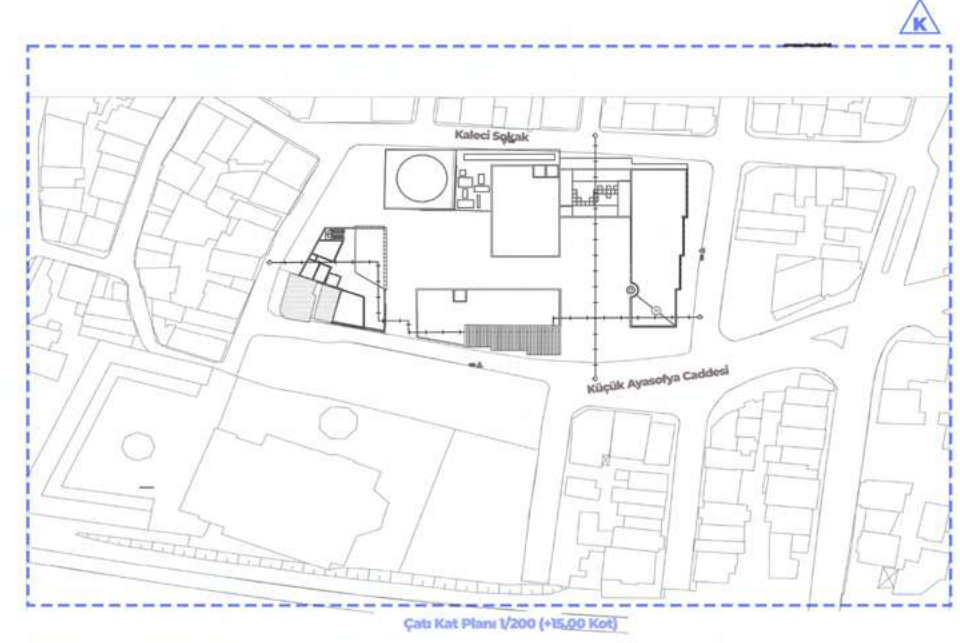
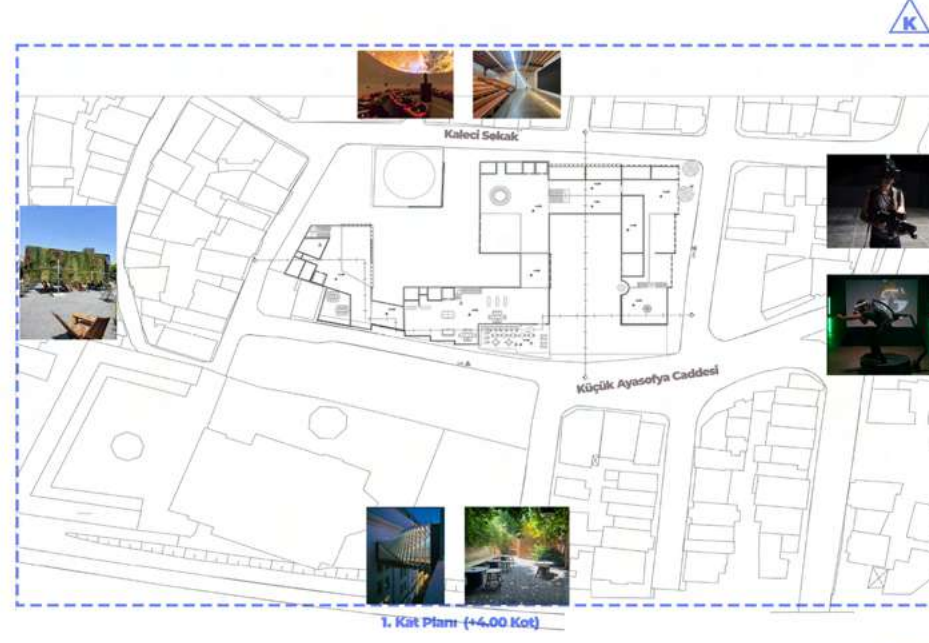
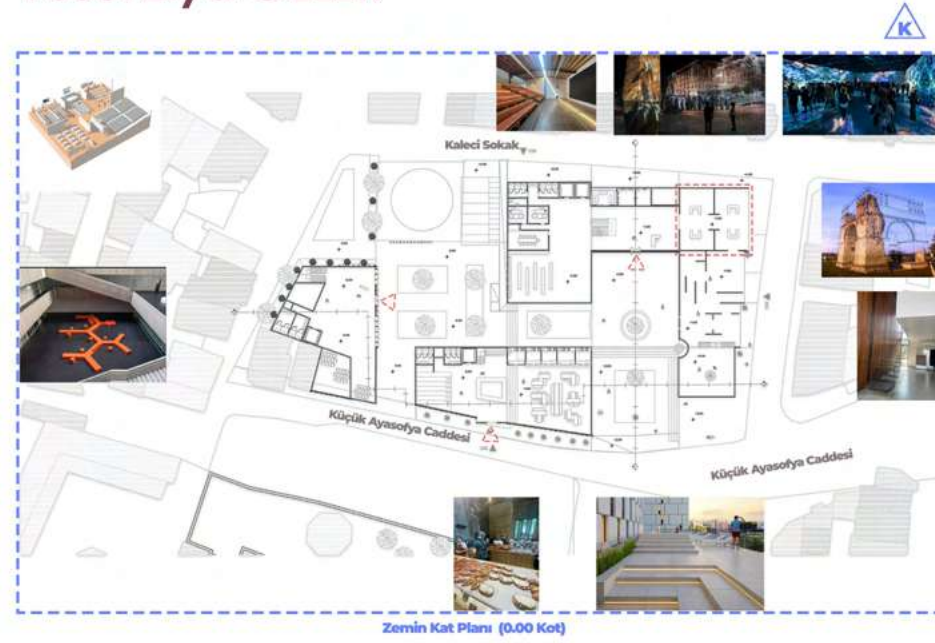
Topluluk Etkinlikleri: Müze, sanatçılar, teknoloji uzmanları ve meraklıları bir araya getiren etkinliklere ev sahipliği yapar. Bu etkinlikler, bilgi paylaşımını teşvik eder ve işbirliği fırsatları sunar.



Örnek Yapı Modellemeleri



Yusuf Ziya ÖZLER



MİMB 310 Tasarım Stüdyosu VI/ ARCH 310 Design Studio VI

Proje Kapsamı ve İşlevi : METROPOL İÇİN YENİ KONAKLAMA ALTERNATİFLERİ

Dersin genel amacı, metropol yaşamı ve kentsel çevre tarafından ihtiyaç duyulan yeni konut ve yeni yaşam biçimlerinin araştırılması, analizi ve yeniden yorumlanması yoluyla kentsel yaşamın gerektirdiği özgün mekan fikirlerini geliştirmek ve kavramsallaştırmak, mevcut mimari eğilimleri ve ayrıca çok işlevli ve çok katlı tasarım deneyimleri aracılığıyla gelecekteki mimari çalışmalarda önemli rollerini tartışmaktır. Öğrenciler, Şişli ilçesinin Bomontiada bölgesinde stüdyo eğitmenleri tarafından önerilen üç alternatif alandan birini seçtiler. Kapsamlı bir alan analizi, stüdyo çalışmalarının başlangıcını işaret etmiştir. Tasarım zorluğu, hem morfolojik hem de sosyal yönleriyle çevredeki kentsel çevre ile olumlu bir ilişki sürdüren tutarlı bir kompleks yaratmayı içermektedir.

Scope & Theme of the Project : NEW ACCOMMODATION ALTERNATIVES FOR METROPOL

The general aim of the course is to develop and conceptualize original ideas of space required by urban life through the research, analysis and re-interpretation of new housing and new lifestyles required by metropolitan life and urban environment, to discuss the present architectural tendencies and also, their significant role in the future architectural works via multi-functional and multi-story design experiences. Students chose one of three alternative sites suggested by studio instructors in the Bomontiada area of Şişli district. A thorough site analysis marked the beginning of their studio work. The design challenge involved creating a cohesive complex that maintains a positive relationship with the surrounding urban environment in both its morphological and social aspects.

MİMB 310 Tasarım Stüdyosu VI/ ARCH 310 Design Studio VI

Proje Yürütücüleri / Instructors

Prof. Dr. İtler BÜYÜKDİĞAN

Prof. Dr. Derya OKTAY

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

Öğr. Gör. / Lecturer Özlem SEVİNÇ

Arş. Gör. / Res. Ast. Sevde SAĞLAM

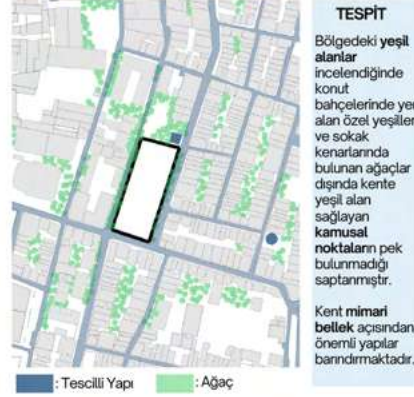
Aslıhan HÜNÜK

BOMONTİ ANALİZ PAFTASI

KONUM VE ANA ARTERLER



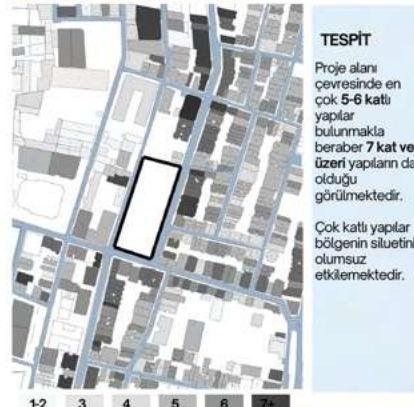
KORUNACAK DEĞERLER VE YEŞİL ALAN ANALİZİ



ARAZİ KULLANIM HARİTASI



KAT ADEDİ ANALİZİ



TARİHSEL GELİŞİM

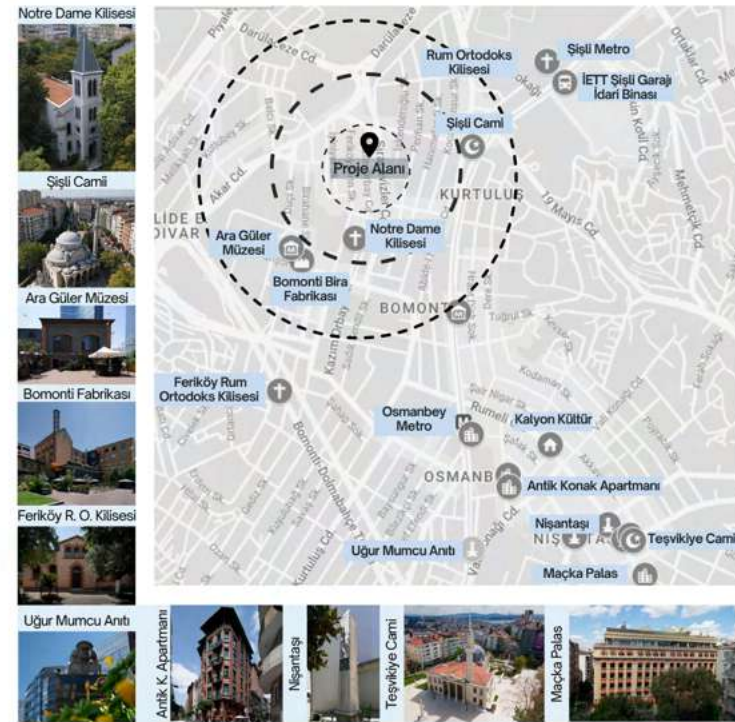
Bomonti, İstanbul ilinin Şişli ilçesine bağlı, adını 1890 yılında İsviçreli Bomonti Kardeşler tarafından kurulan Bomonti Bira Fabrikası'ndan alan bir semttir.



PROJE ALANI ÇEVRESİ SOKAK SİLÜETİ



ŞİŞLİ İÇİN ÖNEMLİ NOKTALAR



SWOT ANALİZİ

- GÜÇLÜ YÖNLER**
- Kent ulaşım açısından erişilebilir bir alanda yer almaktadır.
 - Alanda tescilli yapıların bulunması ve varlıklarını sürdürmeleri hala kentsel belleğin korunmaya çalışıldığını göstermektedir.
 - Kentte kullanıcı çeşitliliği bulunmaktadır.
 - Farklı kültürel kimliklere sahip kişilerin alanda barınması fırsat niteliğindedir.
- ZAYIF YÖNLER**
- Alanda yeşil alanlar sınırlı durumdadır.
 - Trafik kaynaklı gürültü oluşumu mevcuttur.
 - Çarpık yapılaşma kent silüetini bozmaktadır.
 - Otopark yetersizliği kullanıcılar için olumsuz bir durum yaratmaktadır.

BOMONTİ YAŞLI YURDU KONSEPT PAFTASI

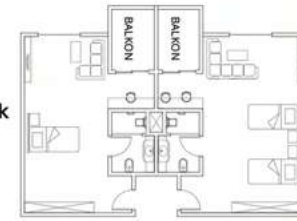
İHTİYAÇ PROGRAMI

MEKAN	M ²	ADET
• İDARE BİRİMİ		
Danışma	-	1
Bekleme Alanı	-	1
Sergi Alanı	145 m ²	1
İlahi Hacı	9 m ²	1
• Yönelim		
Müdür Odası	28 m ²	1
Müdür Yardımcısı Odası	24 m ²	1
Sekreter Odası	15 m ²	1
Halkla İlişkiler	20 m ²	1
Kayıt Ofisi	13 m ²	1
Muhasebe	17 m ²	1
Personel İşleri	22 m ²	1

İÇ MEKAN



Tek ve Çift Kişilik Oda planları



Kamusal Kullanım

Yaşlıların aktif katılımını teşvik etmek için el becerilerini geliştirecekleri atölyeler oluşturulacak, ürünler sergilenecek ve satış yapılacaktır.

Sağlık Birimi

Yurdun içerisine konumlanmış sağlık birimi, burada konaklayan yaşlıların günlük kontrollerinin yapılması ve oluşabilecek ani sağlık sorunlarına ilk müdahalenin daha hızlı yapılabilmesi için tasarlanmıştır.

SENARYO

Proje, özellikle 65 yaş ve üzerindeki bireyleri kapsamaktadır. Tasarım sırasında, yaş gruplarının yanı sıra, kullanıcıların ruh ve akıl sağlığının yerinde olması, kendi gereksinimlerini karşılamalarını engelleyici bir rahatsızlıklarının bulunmaması, yeme, içme, banyo, tuvalet ve bunun gibi günlük yaşam etkinliklerini bağımsız olarak yapabilecek durumda olmaları göz önünde bulundurulmuştur.

ESKİZLER



CEPHE DETAYLARI



TASARIM KURGUSU

Meydan ve Mahalle Oluşumu

Avlu ve meydan sosyalleşmeyi teşvik eder, aidiyet hissi güçlendirir ve insanlar arasındaki sosyal etkileşimi artırarak mahalle kültürünü canlandırmayı amaçlar.

Yeşil Alanlar

Yeşil alanlar, yaşlı yurdu sakinlerinin açık havada egzersiz yapmalarına olanak tanır. Bahçecilik faaliyetleri, sakinlerin doğal çevreyle etkileşimde bulunmalarına olanak tanır. Yaşam kalitesini ve memnuniyetini yükseltir.

Aslıhan HÜNÜK

1/500 ÖLÇEK VAZİYET PLANI



1/200 ÖLÇEK ZEMİN KAT PLANI (+0,50 KOTU PLANI)



1/200 ÖLÇEK AA KESİTİ



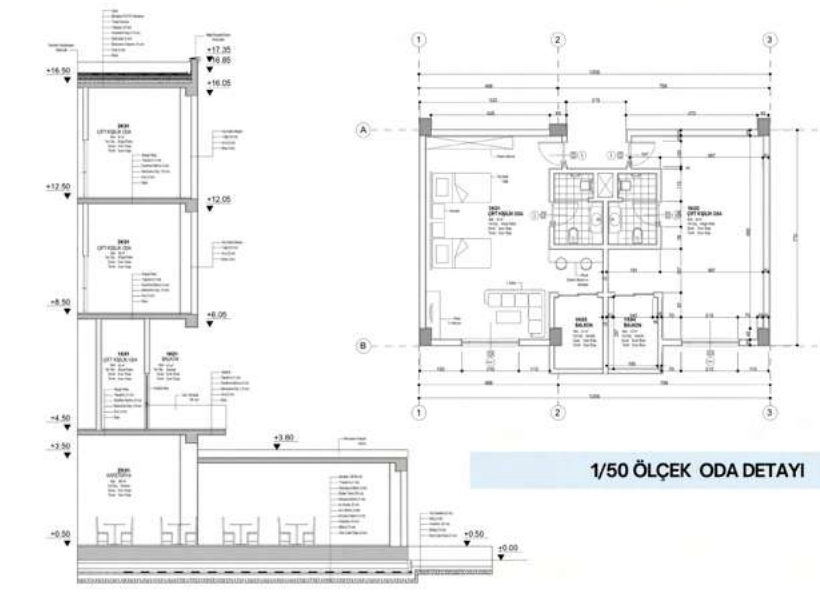
1/200 ÖLÇEK BB KESİTİ



1/200 ÖLÇEK BATI GÖRÜNÜŞÜ - SIRA CEVİZLER CAD. SİLÜETİ



1/200 ÖLÇEK DOĞU GÖRÜNÜŞÜ - KAZIM ORBAY CAD. SİLÜETİ



1/200 ÖLÇEK BİRİNCİ KAT PLANI (+4,50 KOTU PLANI)



1/200 ÖLÇEK İKİNCİ KAT PLANI (+8,50 KOTU PLANI)



1/200 ÖLÇEK ÜÇÜNCÜ KAT PLANI (+12,50 KOTU PLANI)



1/200 ÖLÇEK DÖRDÜNCÜ KAT PLANI (+16,50 KOTU PLANI)



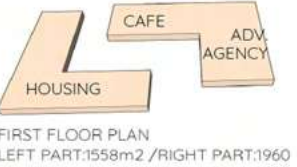
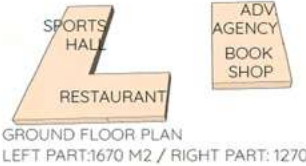
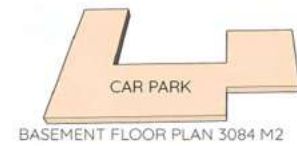
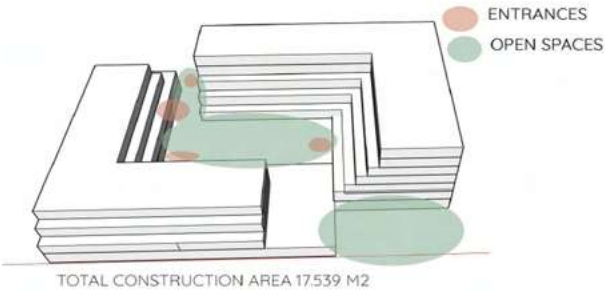
Doğaç KURUOĞLU



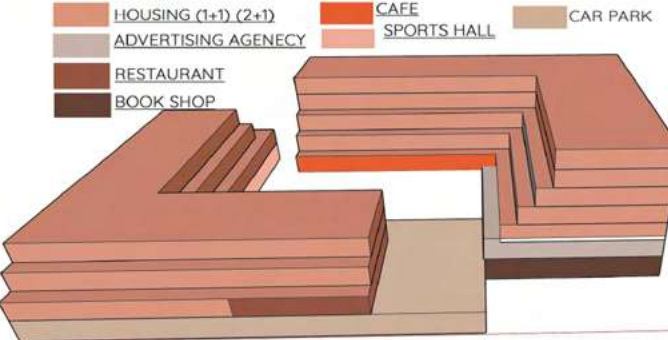
The function of my project is a metropolitan living space. There are 2 separate buildings in my project. And by using the elevation differences, I defined areas where people can socialize on the ground floors.

On the basement floor, there is a parking lot connecting the two buildings. As the entrance goes up to the upper floors, it is treated separately as 2 different buildings. On the 1st floor of the right building, there is an advertising agency and rentable shops. On the left building, residential flats begin. And on the 2nd floor, there are residences in both buildings.

On the 3rd and 4th floors, residences continue only on the right building.



SINCE WE ARE DESIGNING A METROPOLITAN LIVING SPACE, WE NEED TO CONSIDER ALL KINDS OF PEOPLE. THAT'S WHY THERE WILL BE RAMP AS WELL AS STAIRS IN MY LAND.



FINDINGS FROM ANALYSIS

HOUSING PEOPLE NEED FOR SHELTER.THERE ARE TOO MANY 1+1 AND 2+1 FLATS IN MY BUILDING. SO IT MAY ATTRACT PEOPLE.



SOCIALIZING AREA
CAFE I CHOSE TO PLACE IT RIGHT IN FRONT OF THE MIMAR SINAN UNIVERSITY RESEARCH INSTITUTE LAB OF THE SETTLEMENT BECAUSE IT WAS THE FIRST POINT THAT WOULD ATTRACT OF THOSE GOES TO UNIVERSITY.

BOOK SHOP I WANTED TO PUT THE BOOK SHOP IN A PLACE WHERE THE STUDENTS WHO WILL COME TO THE UNIVERSITY AND THE PLACE WHERE I WILL BE DOING THE TRAINING CAN STUDY COMFORTABLY. SINCE THAT AREA IS AN INTROVERT FUNCTION, I PLACED IT IN THE DIRECTION FACING THE PREVAILING WIND COMING FROM THE NORTHEAST.



DUE TO THE DOMINANT WIND COMING FROM THE NORTHEAST, I BUILT A 7-STOREY BUILDING ON THE PART OF MY LAND FACING THAT DIRECTION, ENSURING BOTH THE FLOOR HEIGHT OF THE NEIGHBORING BUILDINGS AND THE LENGTH OF THE BUILDING TO BLOCK THE WIND. I ASSIGNED MORE INTROVERT FUNCTIONS TO THAT PART. IT INCLUDES THE LIBRARY AND STUDIO ROOMS WITHIN THE ADVERTISING AGENCY.

SPACE
OPEN

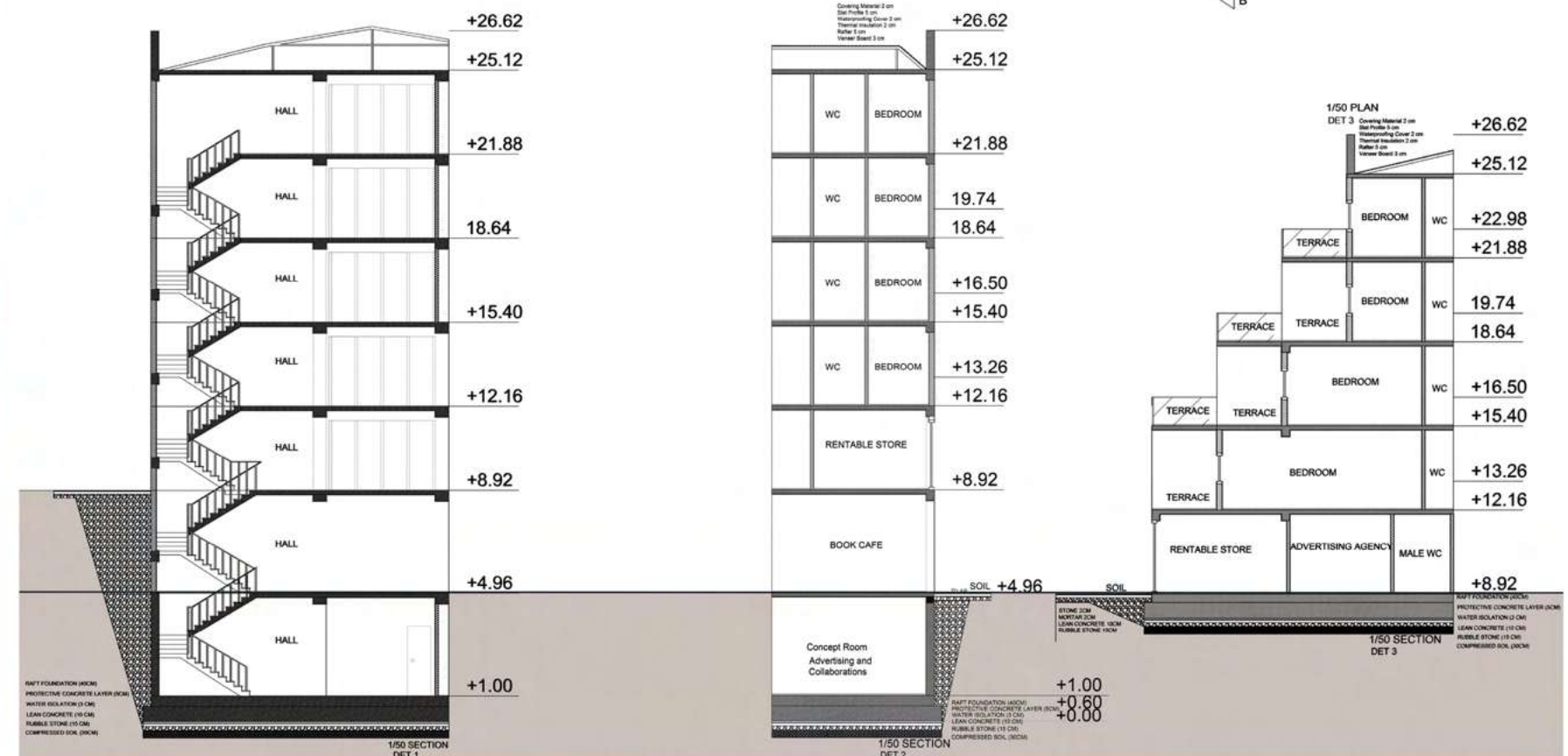
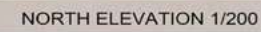
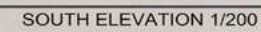


Doğaç KURUOĞLU



HARMONY WITH THE ENVIRONMENT



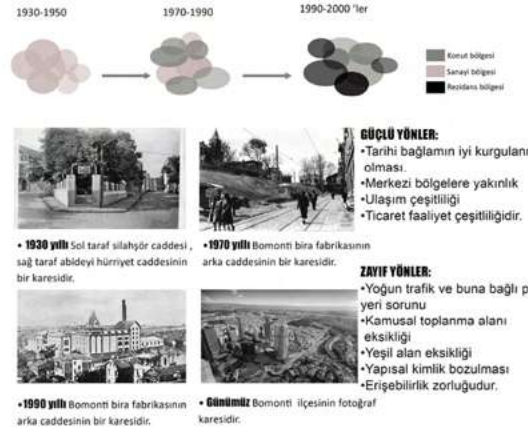


Elif Asu ÖZBEY

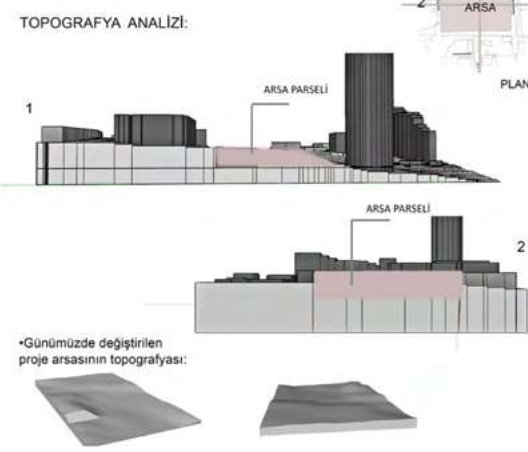
KONUM ANALİZİ:



YAPISAL DEĞİŞİM ANALİZİ:



DOĞAL ÇEVRE ANALİZİ:



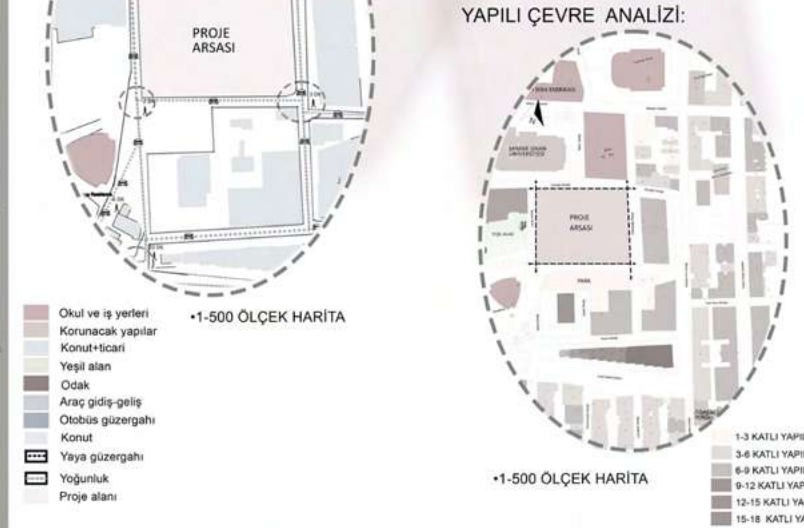
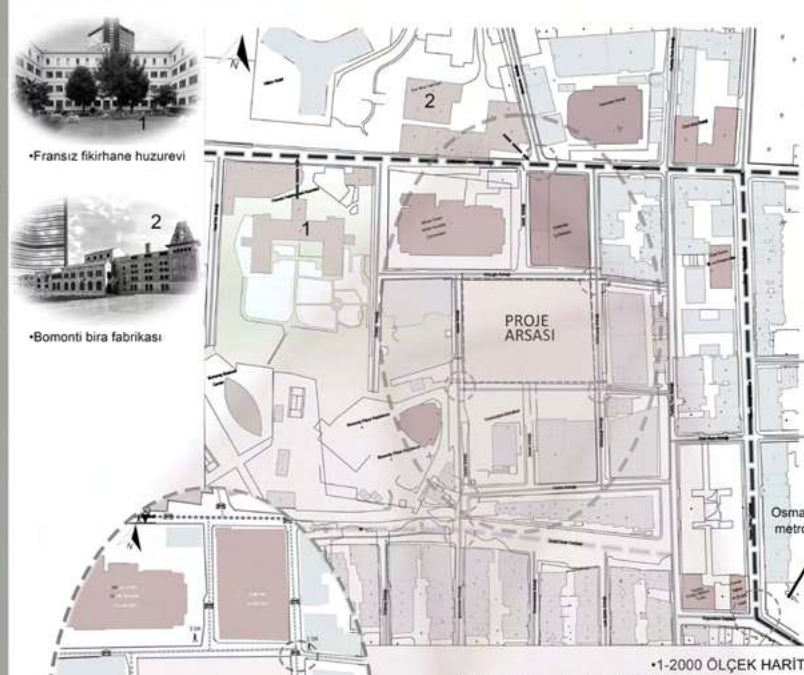
İKLİM ANALİZİ:



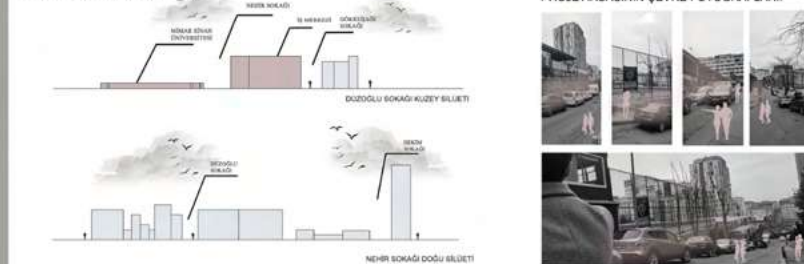
TARİHÇE:



ERİŞİLEBİLİRLİK ANALİZİ:

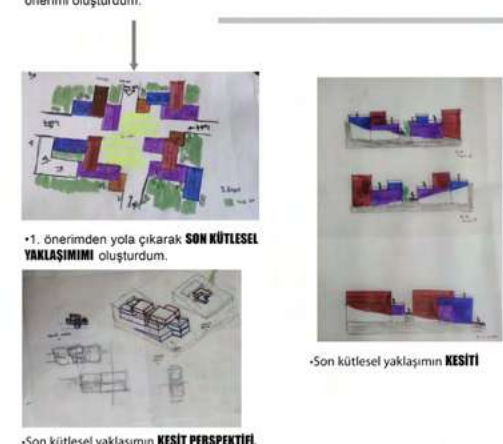
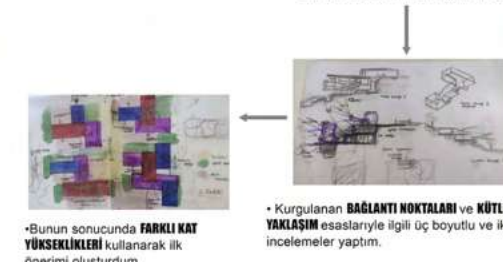


SOKAK SİLÖETLERİ:



SENARYO:

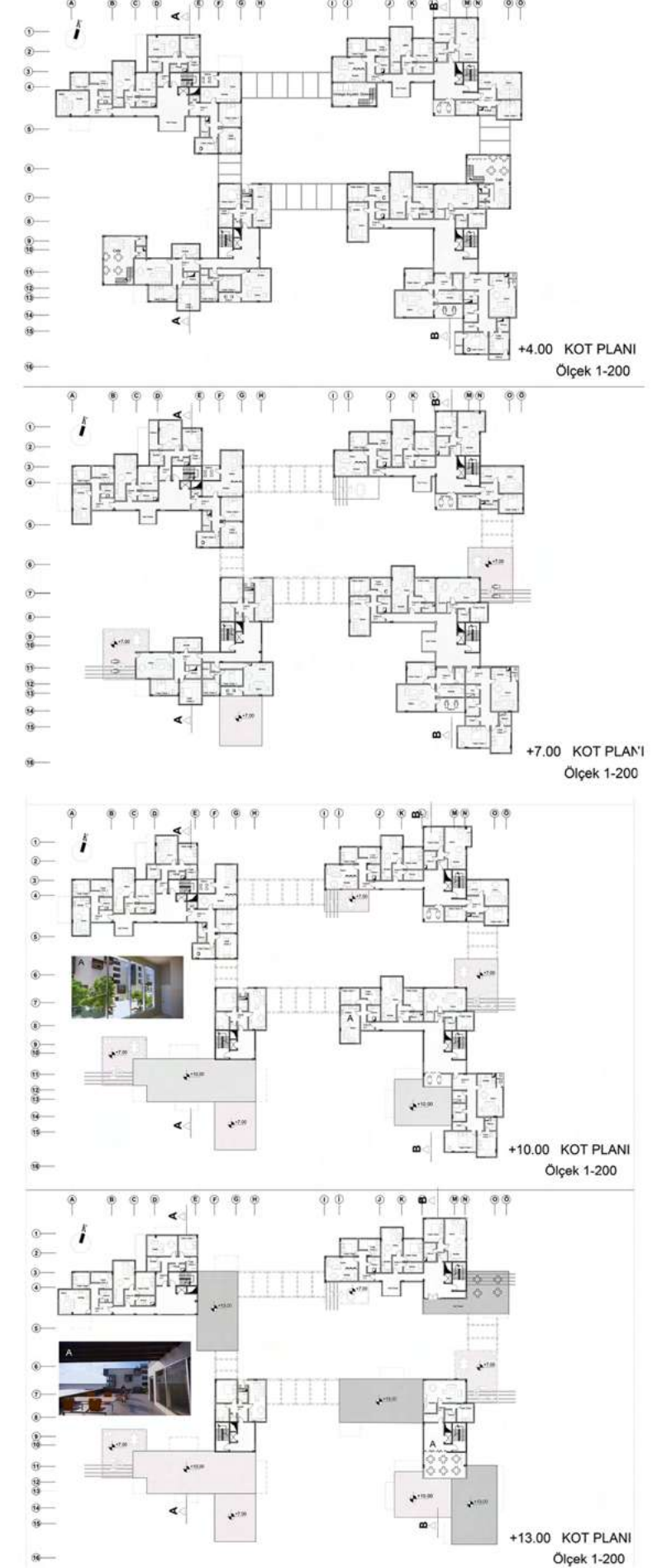
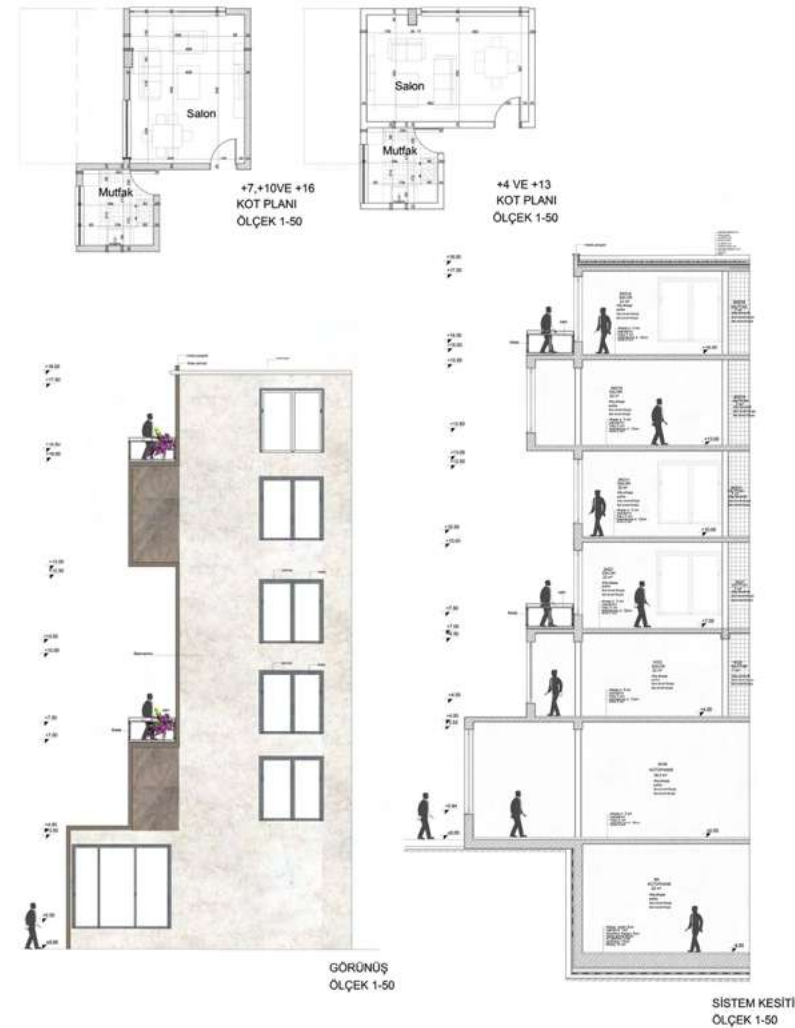
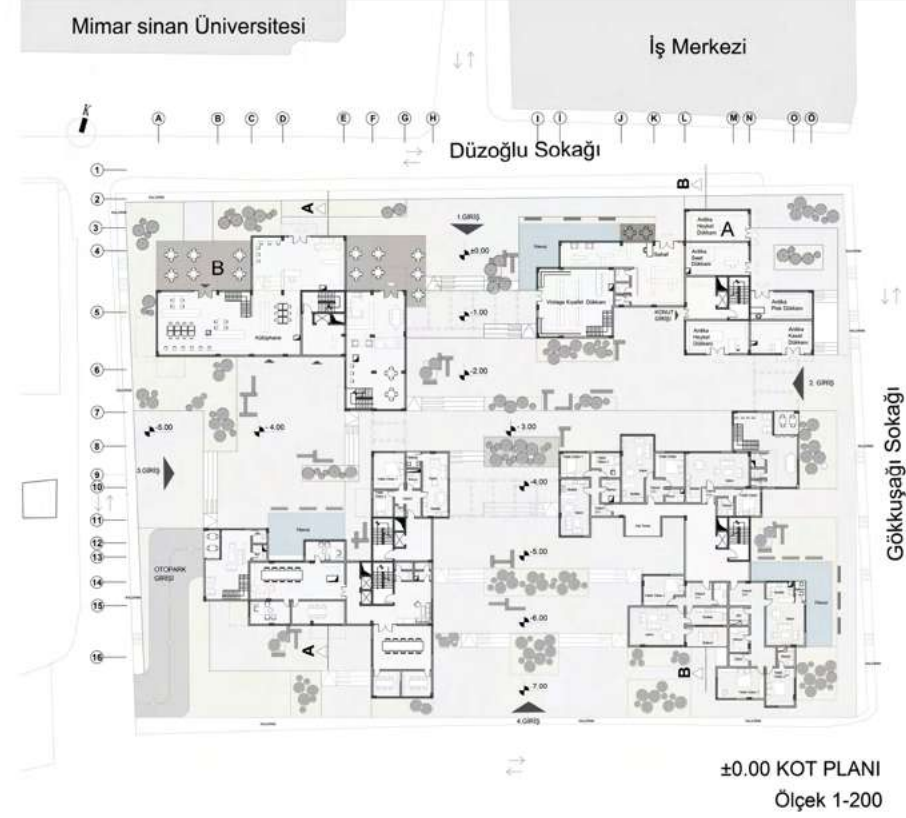
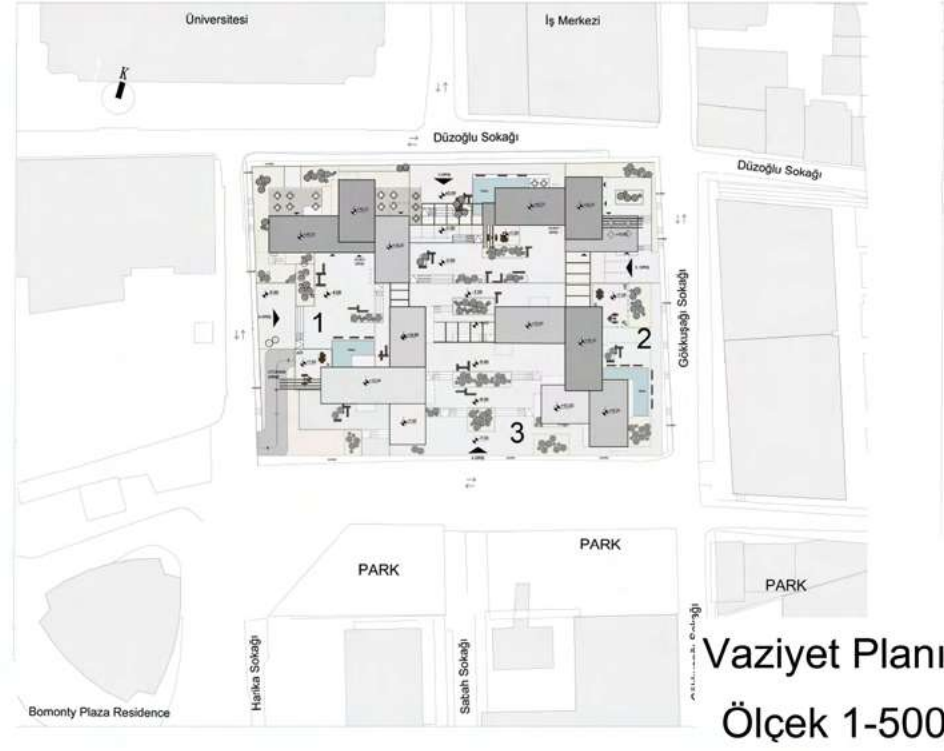
İŞ HAYATINA YAKIN OLMAK İSTEYEN ve GENÇ AKTİF ÇALIŞAN bomonti halkını hedef alan barınma ve sosyal ihtiyaçların giderilmesi hedeflenmektedir.



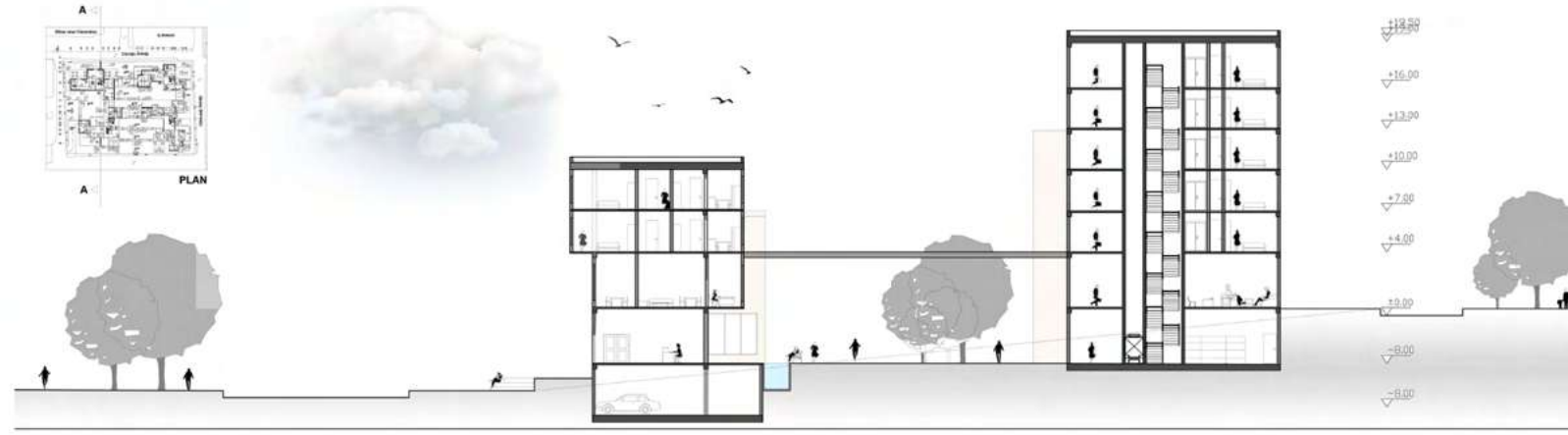
MEKAN ETÜDLERİ:



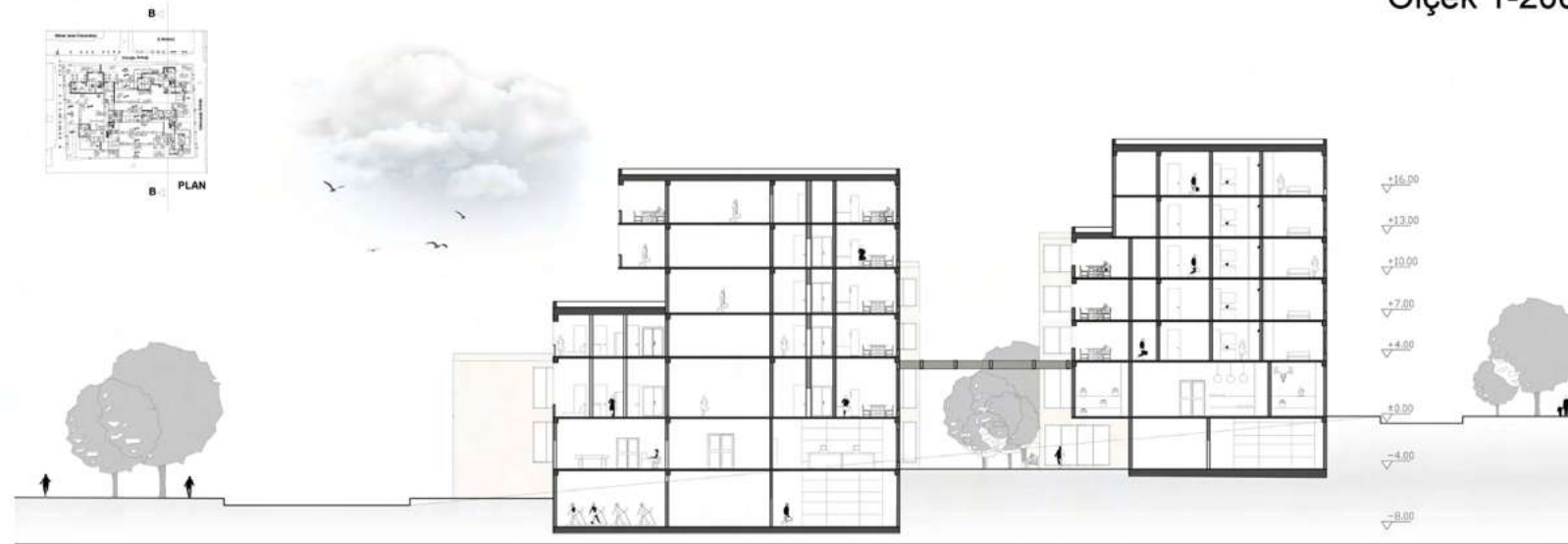
Elif Asu ÖZBEY



Elif Asu ÖZBEY



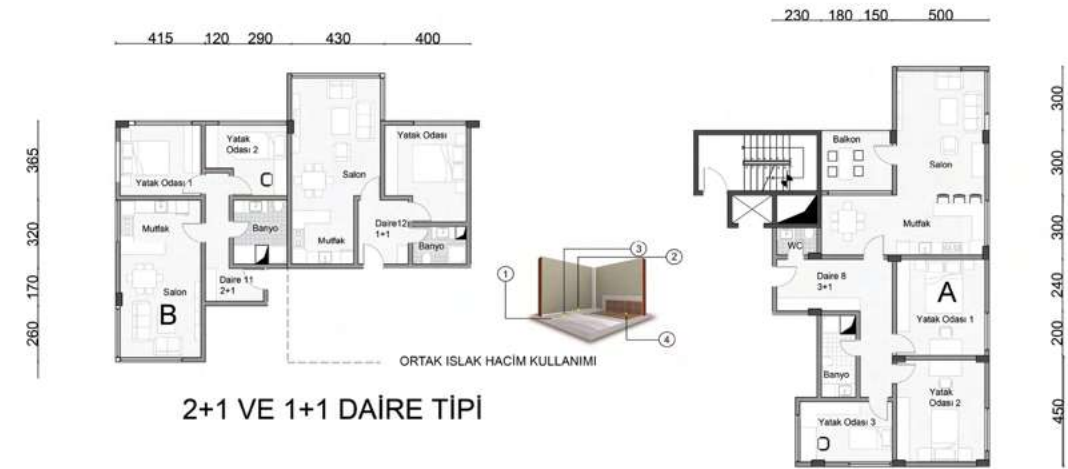
A-A KESİTİ
Ölçek 1-200



B-B KESİTİ
Ölçek 1-200

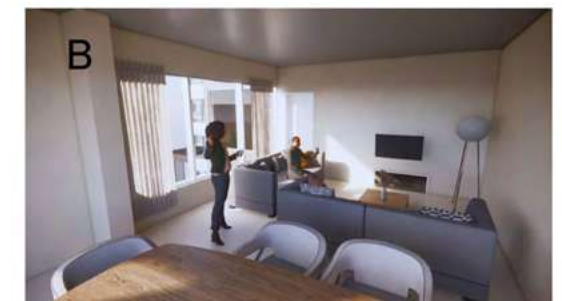
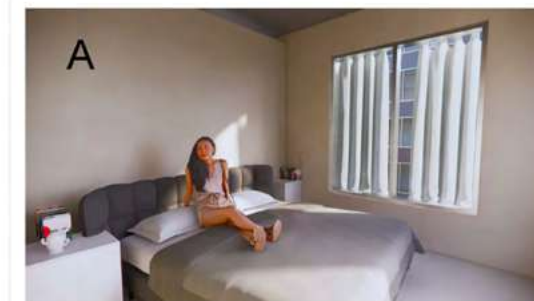


Güney cephe
Ölçek 1-200

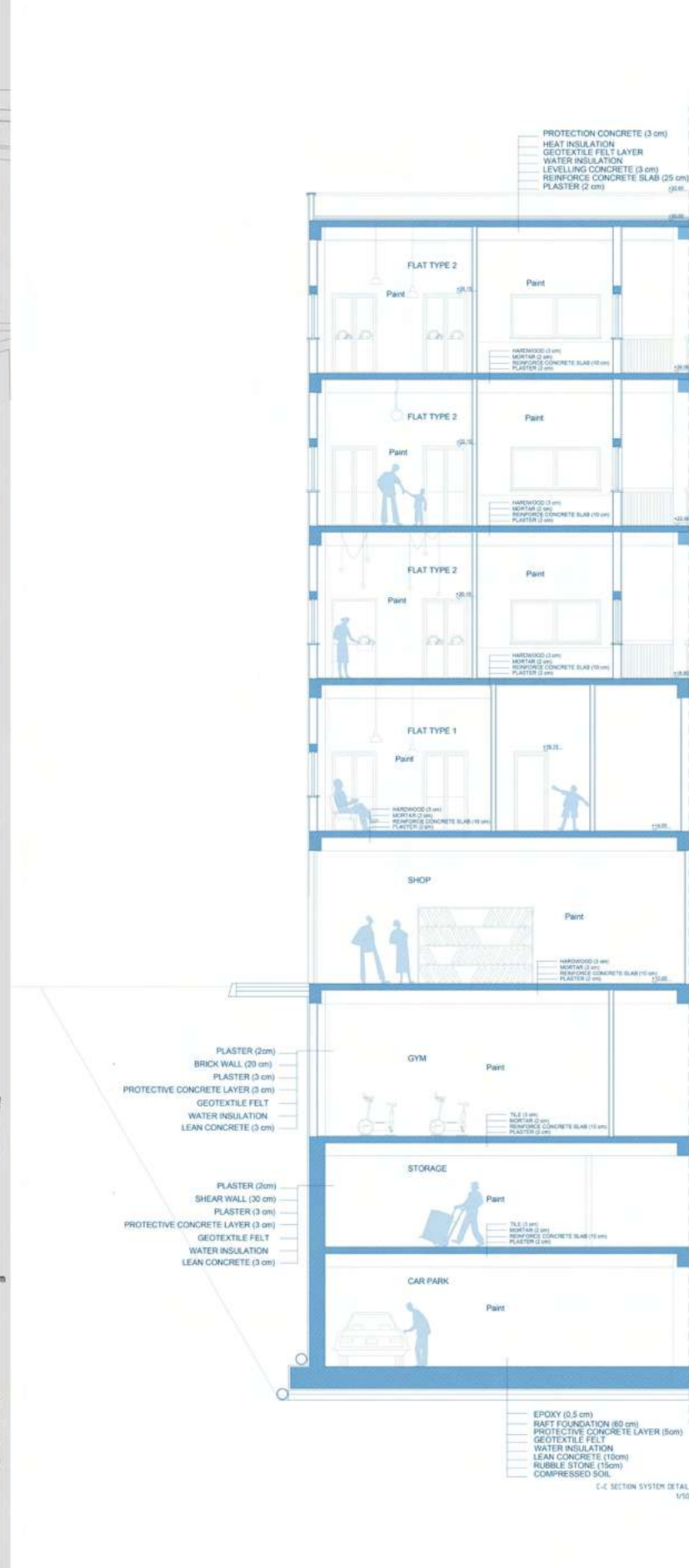
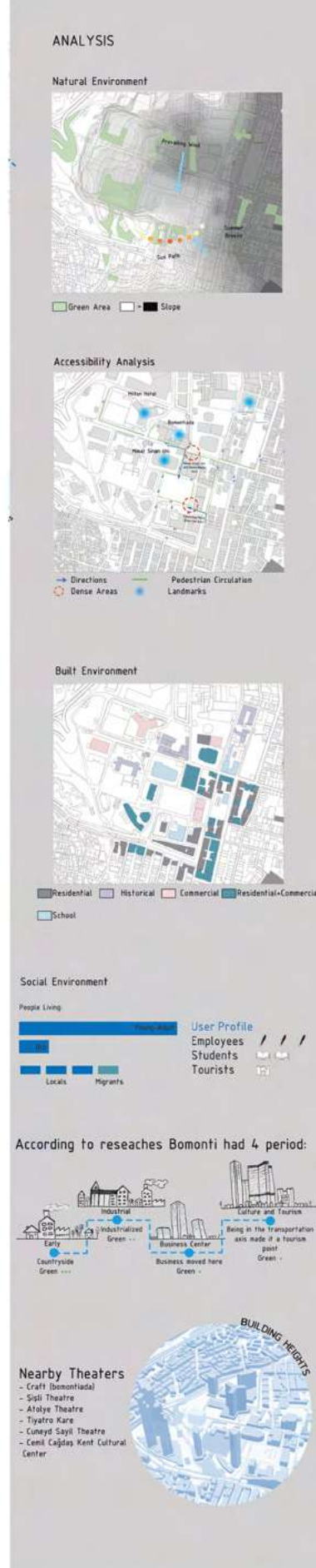
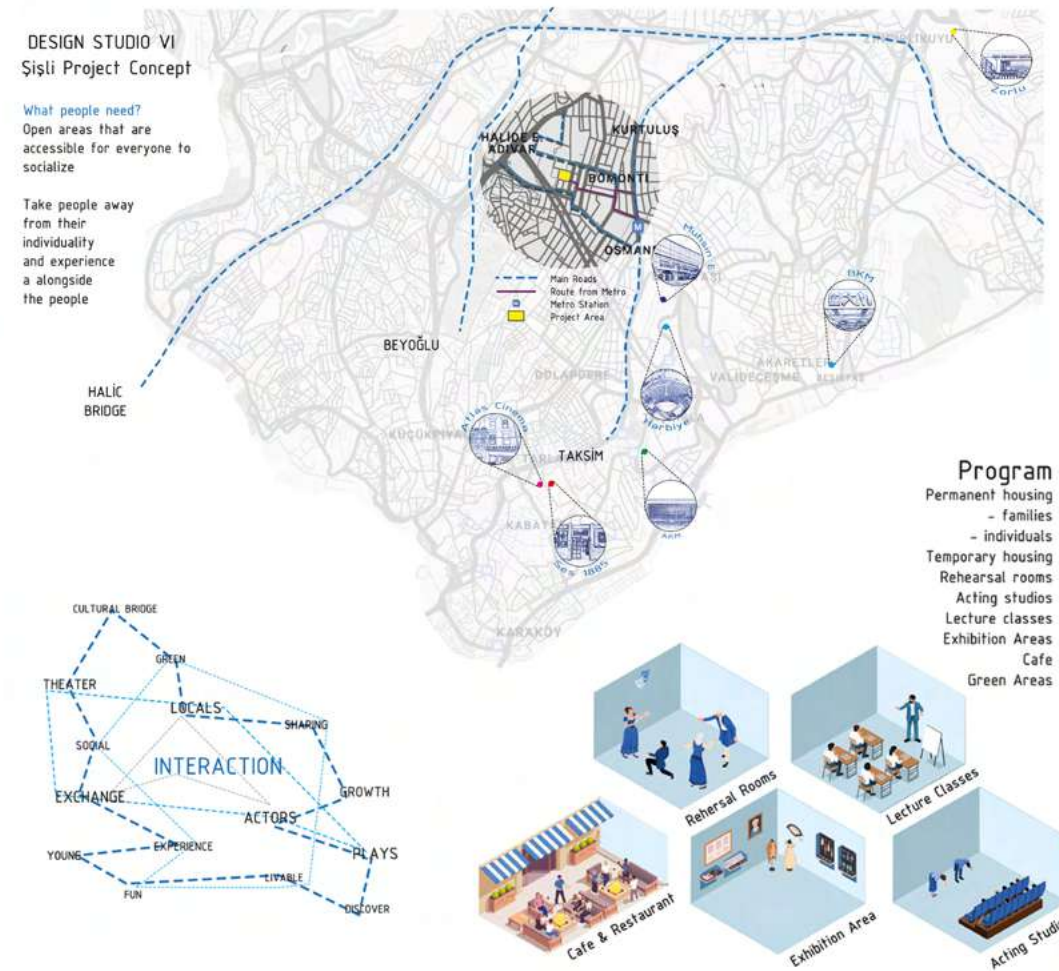


2+1 VE 1+1 DAİRE TİPİ

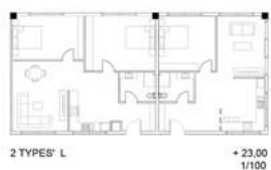
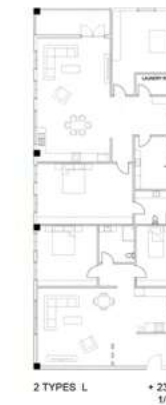
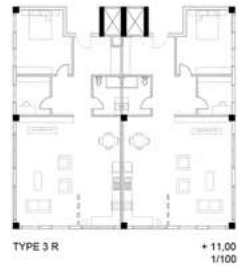
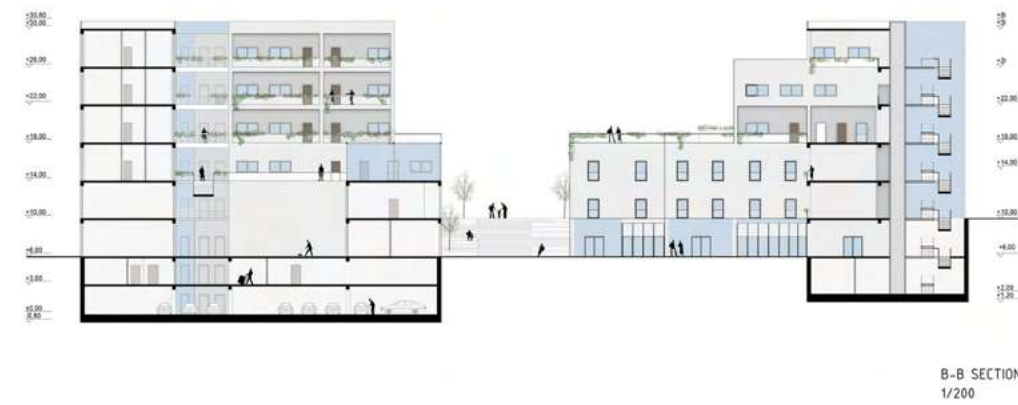
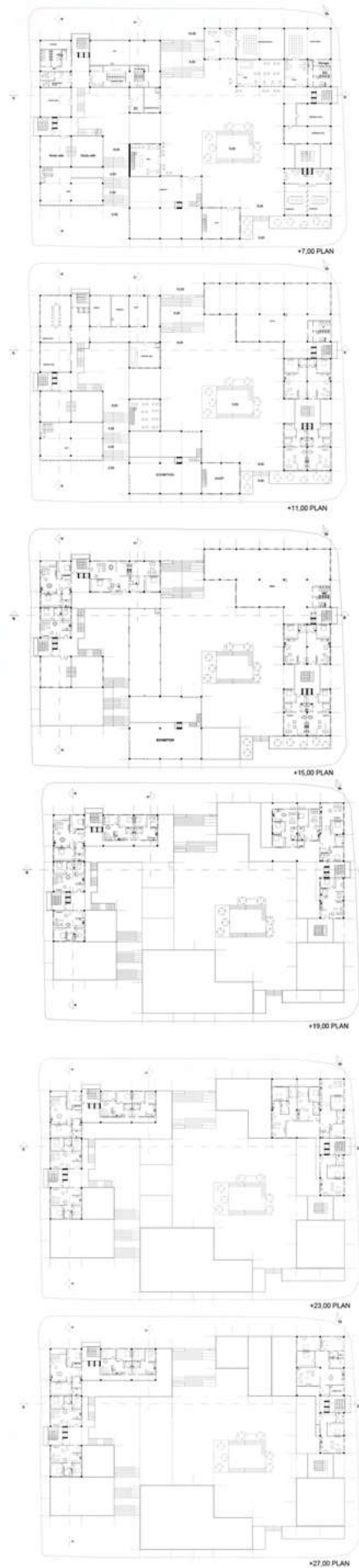
3+1 DAİRE TİPİ



Eylül KÖSE



Eylül KÖSE



Proje konseptinde üç temel başlığa referans vermektedir: **Yaşa, Keşfet, Öğren.**

SENARYO

Mimar Sinan Üniversitesi Bomonti Kampüsünde okuyan **sanatsever öğrencilerin**, **akademisyenlerin**, **misafir öğrencilerin** ihtiyaçlarını karşılayabileceği konaklama alanı tasarlanmıştır.

TİCARİ AKSLAR

ANTİKA PAZARI

Antika pazarının yer aldığı arazide yeniden hayata geçirilecek **lineer pazar alanı** oluşturulacaktır. Arazi topoğrafyası kuzeydoğu-güneybatı istikametinde eğime sahiptir. Kullanıcılara daha rahat, güvenli, yaşam alanı sağlanması amaçlanmıştır.

periyodik kitaplık

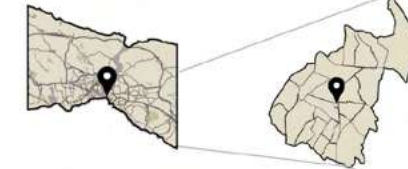
BOMONTI

TARİHÇE

Bomonti semti, bugün **Şişli** ilçesi sınırları içinde yer alan, **İstanbul**'un en eski sanayi bölgelerinden biridir.

Feriköy'ün ucra bir köşesinde ortaya çıkan Bomonti, adını 1891 yılında İsviçreli Bomonti Kardeşler tarafından kurulan Bomonti Bira Fabrikası'ndan almıştır ve fabrika, semtin sembolü haline gelmiştir.

KONUMU



ULAŞIM



Toplu taşıma açısından Bomonti'ye erişmek için metro, otobüs ve minibüsler kullanılabilir. Semtteki en yakın metro istasyonları Şişli-Mecidiyeköy istasyonu, **Osmanbey** istasyonu ve Halaskargazi istasyonudur.

KORUNACAK DEĞERLER



SOSYAL AKTİVİTELER

Kız ve erkek yurtlarında 1 veya 2 kişilik odalar düşünülmüş, katlarda ortak kullanıma açık mutfak ve dinlenme alanı ile **sosyal donatı** katlarında farklı büyüklüklerde teraslar, etüt odaları ve çizim odası planlanmıştır.

LOJMAN BİRİMİ

Lojman planı 3kattan oluşmaktadır. Zemin kat 2, 1. kat tek kişilik dublex dairedir.

Yurt birimindeki daireler 3 oda 1 salon tip planına sahiptir. Zemin ve 1. katta tek daire 2.katta dublex daire bulunmaktadır.

EL SANATLARI

İHTİYAÇ PROGRAMI

[illegible]

PROBLEMLER

- +Çarpık ve düzensiz yapılaşma
- +Trafikten kaynaklı gürültü kirliliği
- +Küresel ısınma ve iklim değişikliği
- +Otopark sorunu

HEDEFLENENLER

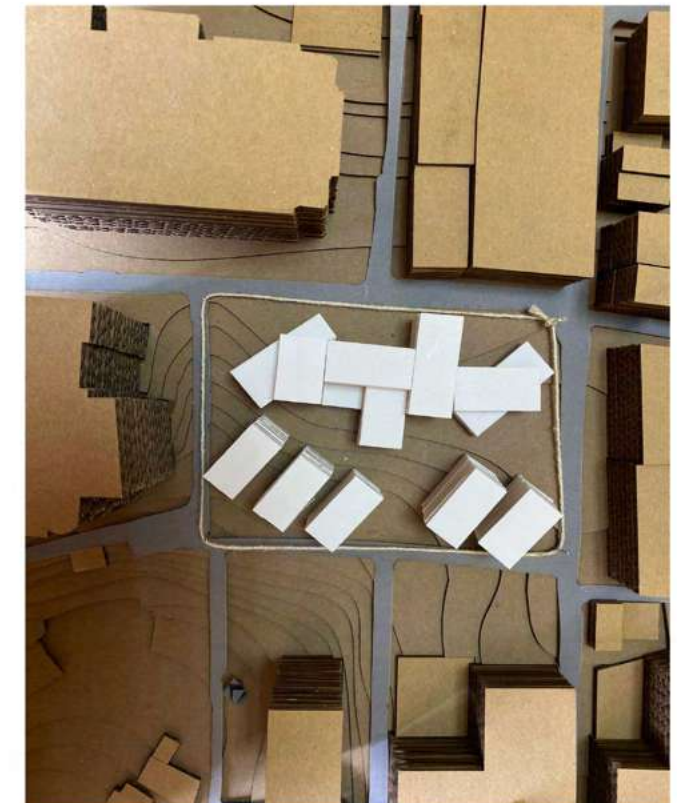
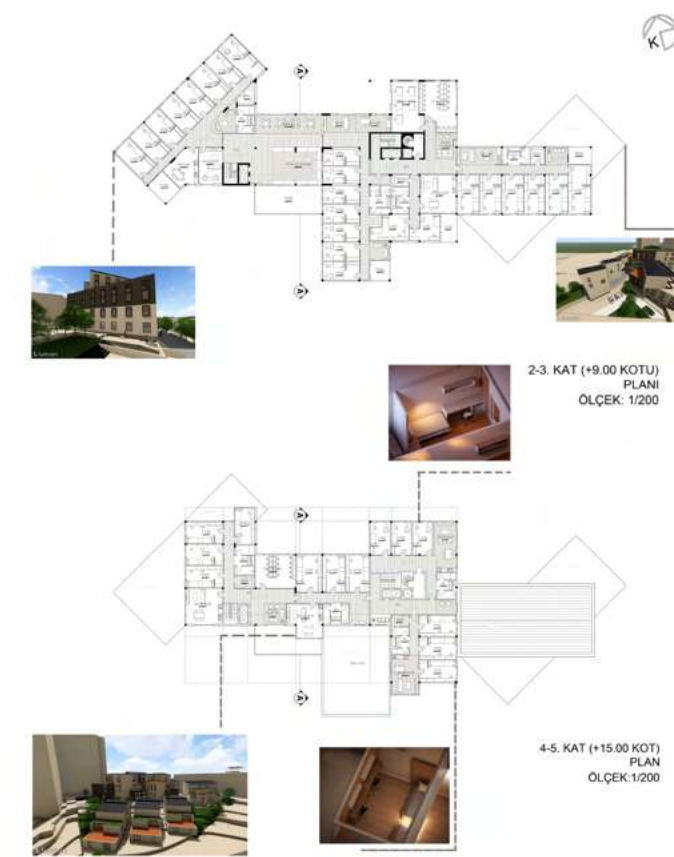
- +Tarihi ve kültürel mirasın korunması ve güçlenmesi
- +Kamusal ve sosyal alanların oluşturulması
- +Yeşil alanların oluşturulması
- +Kullanıcılar için gelir yaratma ve iyileştirme ortamlarının sağlanması

AVANTAJLAR

- +Kültürel çeşitlilik
- +Zemin yapısı sağlamlığı
- +Ana yollara ulaşım kolaylığı
- +Eğitim bölgelerinin fazla olması
- +Yeni fonksiyon kazanabilecek atıl alanların çokluğu



Melike MERCAN



Pelin ATAĞ

BOMONTI































PROGRAM



































































CAFE
SOCIAL UNIT
DUPLEX HOUSE
ART ATELIER OFFICES
FITNESS STUDIO STREET SHOPS



TARGET USERS



SCENARIO

Aim in this project is to create a sustainable life by bringing together people of all ages who choose to live cooperatively in urban conditions. And to provide a warm living environment where everyone knows and helps each other.

CHALLENGES

LACK OF GREEN SPACES
HIGH RISE BUILDINGS SURROUNDING
VERY SLOPY LAND

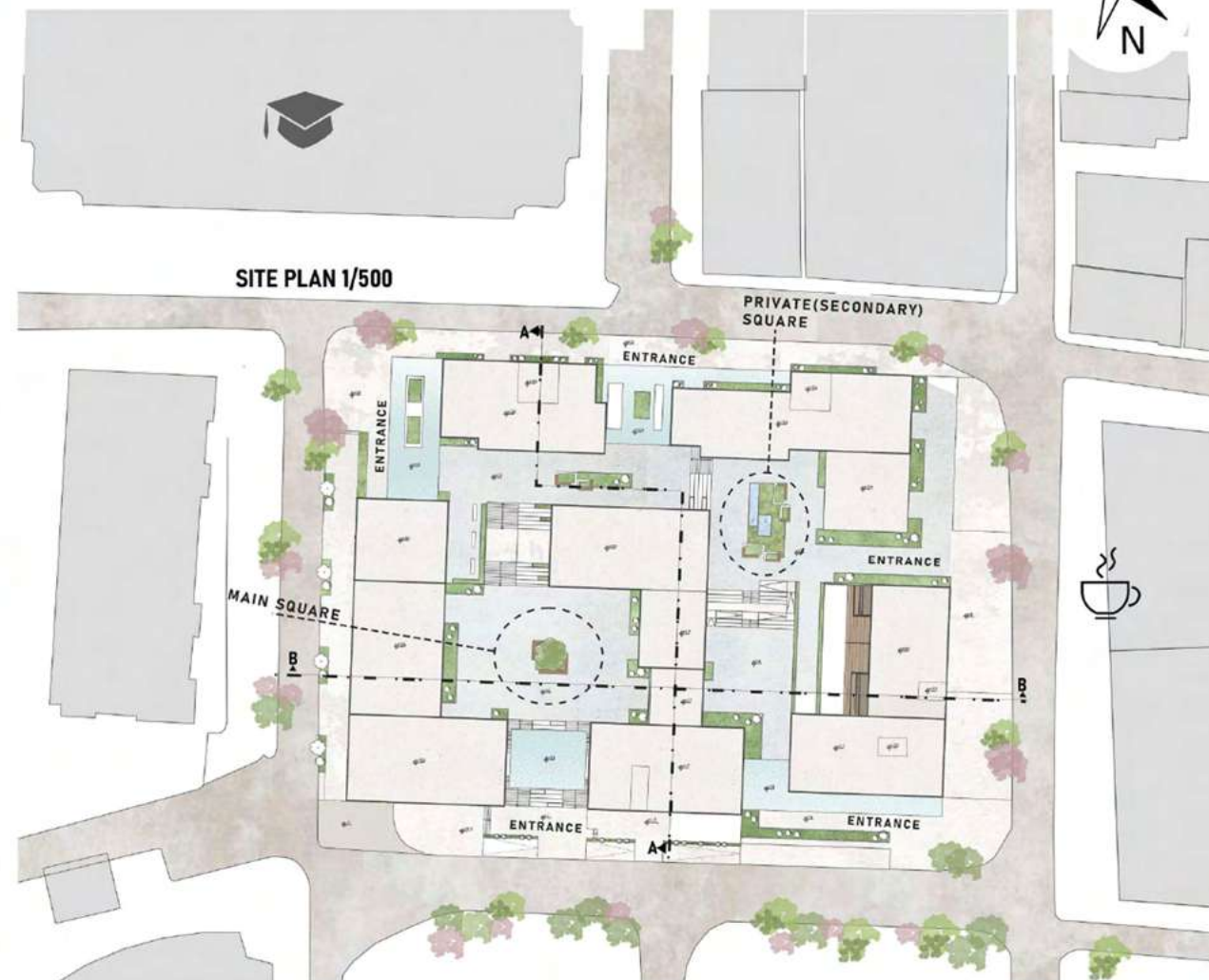
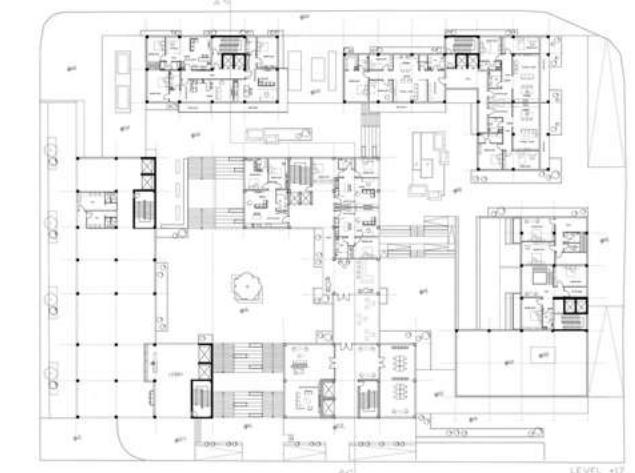
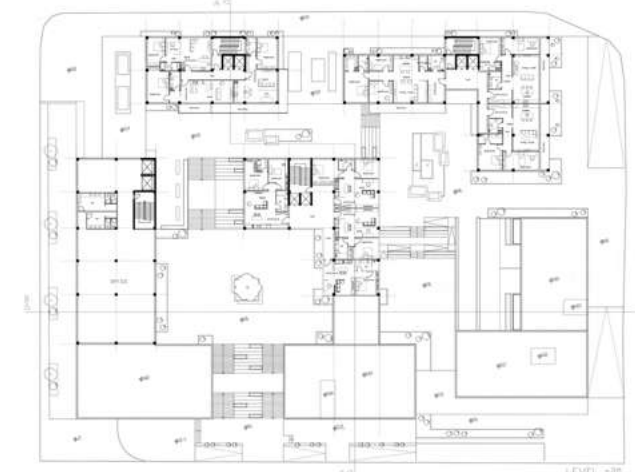
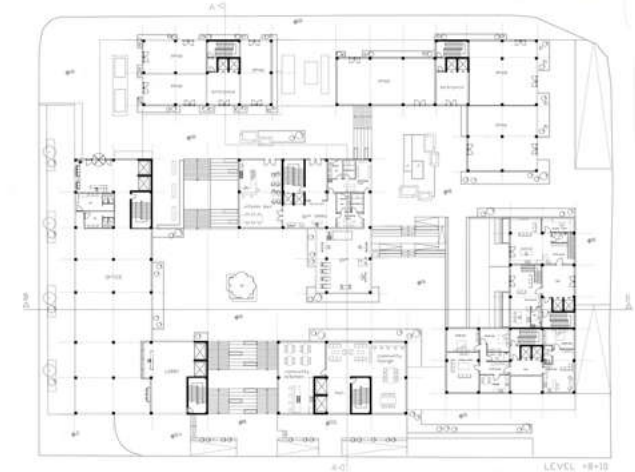
OPPORTUNITIES

POPULAR DESTINATION
CLOSE TO UNIVERSITY



FOR
VIDEO

Scan me!



ACCESSIBILITY



FUNCTIONS

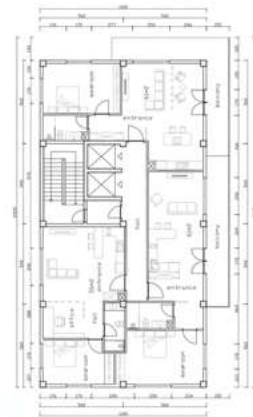


CLIMATE



SYSTEM DETAIL 1/50

Pelin ATAK



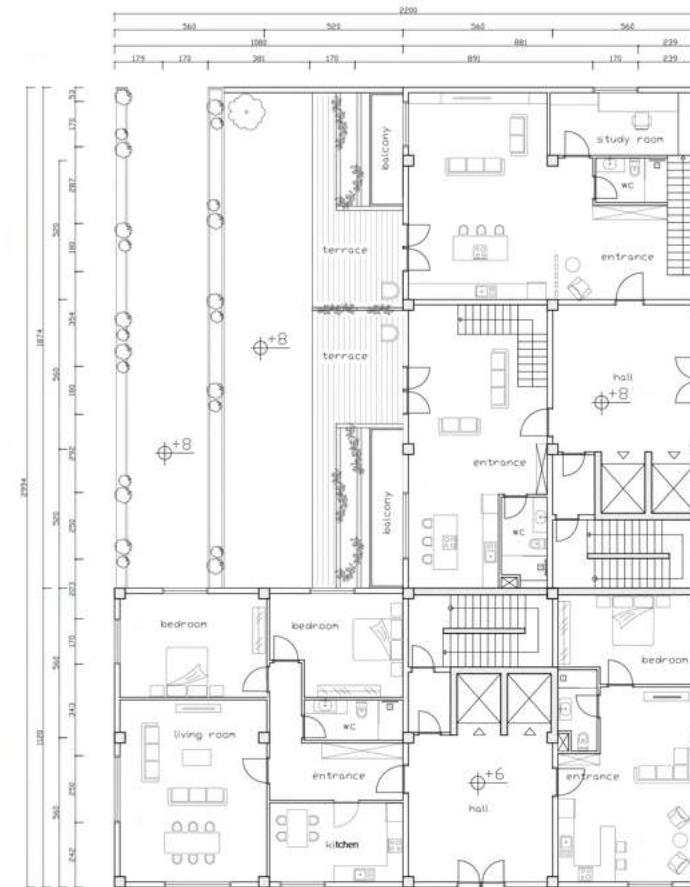
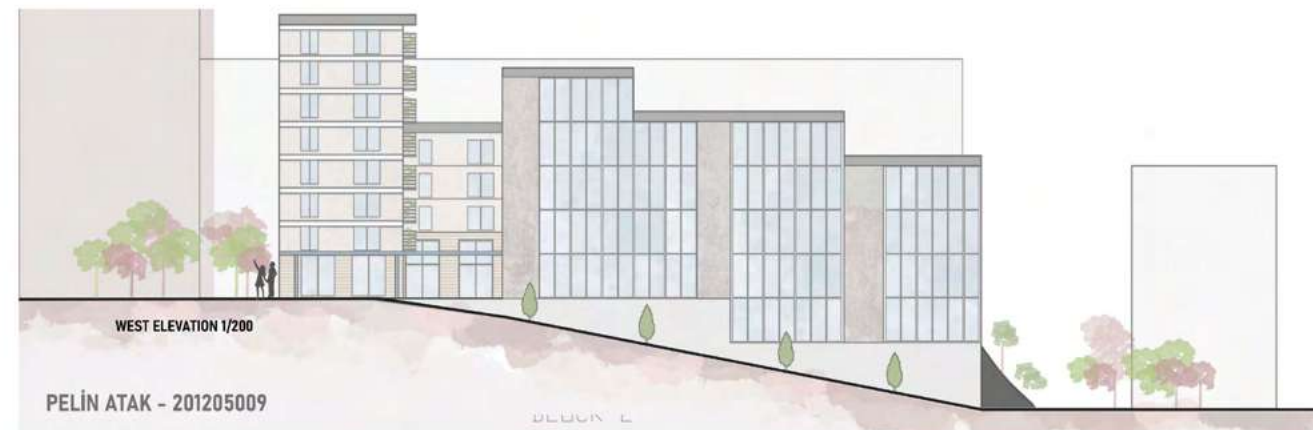
BLOCK 1



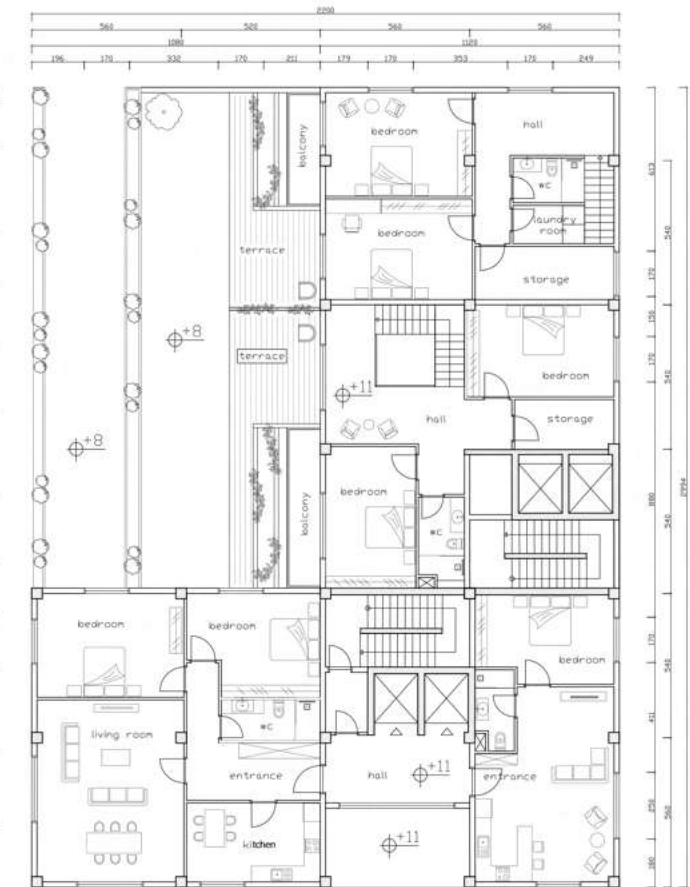
BLOCK 3



BLOCK 2



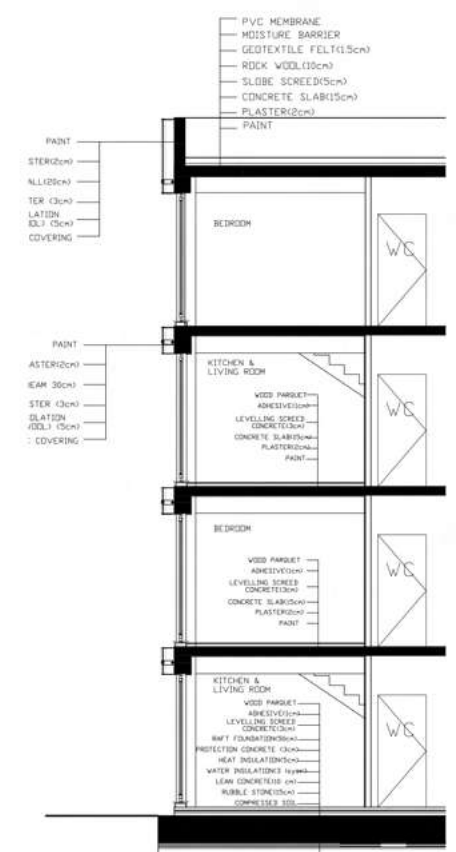
GROUND FLOOR
1/100



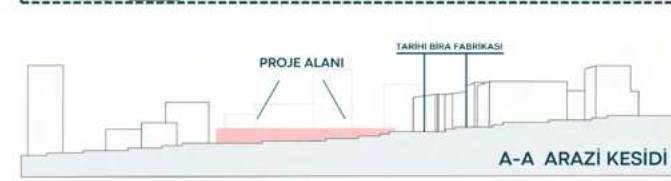
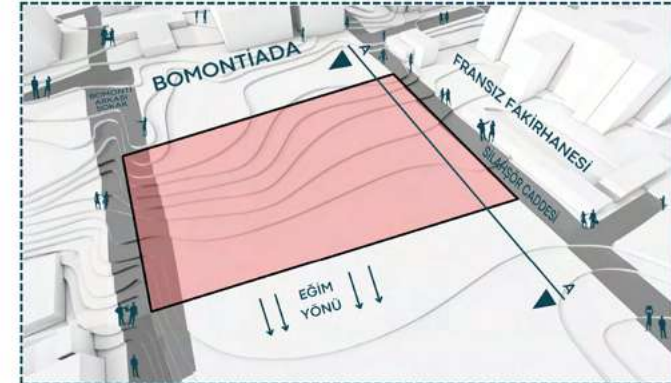
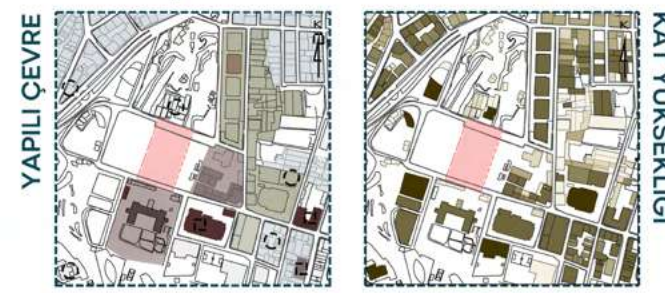
FIRST FLOOR
1/100



A-A SECTION 1/200



Recep Emin BEKTAŞ



KONSEPT

BARINMA ÜZERİNE KONSEPTLENMİŞ BU OTEL, FARKLI İŞ ALANLARINDAN İNSANLARI, GEZMEK İÇİN GELEN TURİSTLERİ VE ÜNİVERSİTE ÖĞRENCİLERİNİ BİR ARAYA GETİRECEK, ETKİLEŞİM VE DENEYİM PAYLAŞIMI SAĞLAYACAK MEKANLAR OLARAK TASARLANACAKTIR.

FARKLILIKLARIN ZENGİNLİĞİNİ KONUŞTARACAK VE HERKES İÇİN KISA VE UZUN VADEDE KONAKLAMA DENEYİMİ SUNACAKTIR.

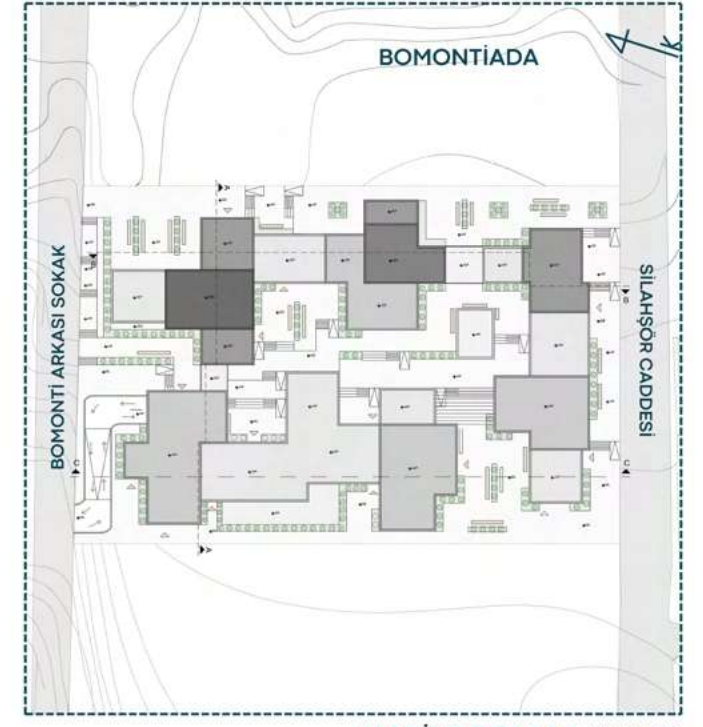
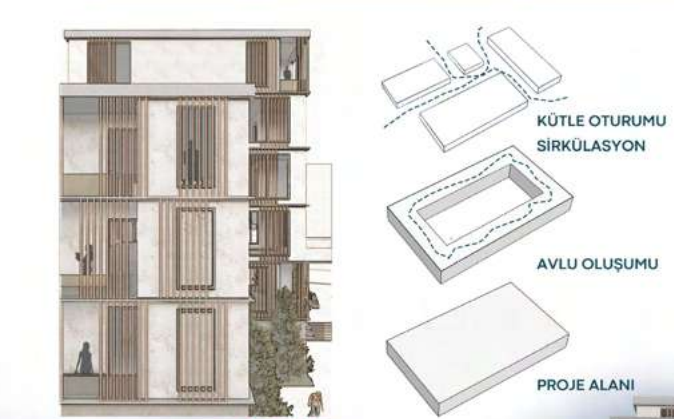
ÖĞRENCİLER MESLEKLERİ VE KARIYER PLANLAMA Sİ HAKKINDA FİKİR SAHİBİ OLACAĞI MEKANLAR TASARLANACAKTIR.

O P
F L
S Z
REZİDANS
KARIYER

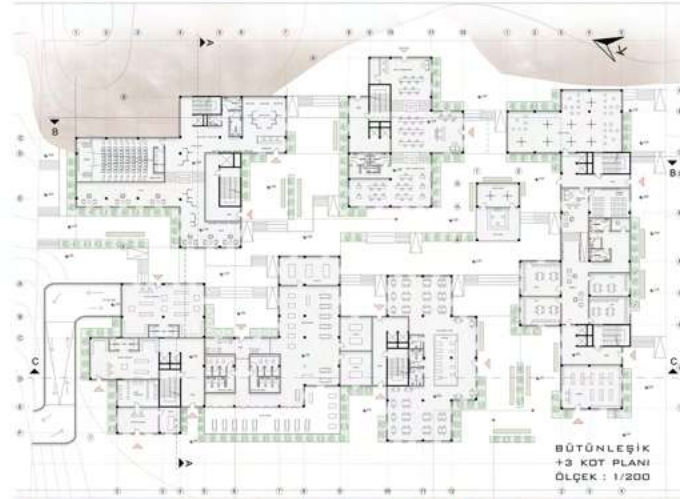
NEDEN KARIYER PLANLAMA ?

ANALİZLERDEN YOLA ÇIKARAK ŞİŞLİ BOMONTİ'DE ALANININ ETRAFINDA ÇOK FAZLA OFİS OLDUĞU HARİTADAN ANLIŞILIYOR. GENÇ NÜFUS YANI ÜNİVERSİTELERİN DE YOĞUN OLARAK KULLANDIĞI BU BÖLGE İÇİN KONSEPTİMİ BELİRLERKEN ORTAK KULLANIM ALANLARININ EKSİKLİĞİNİ FARK ETTİM VE EKLEMELİ İSTEDİM.

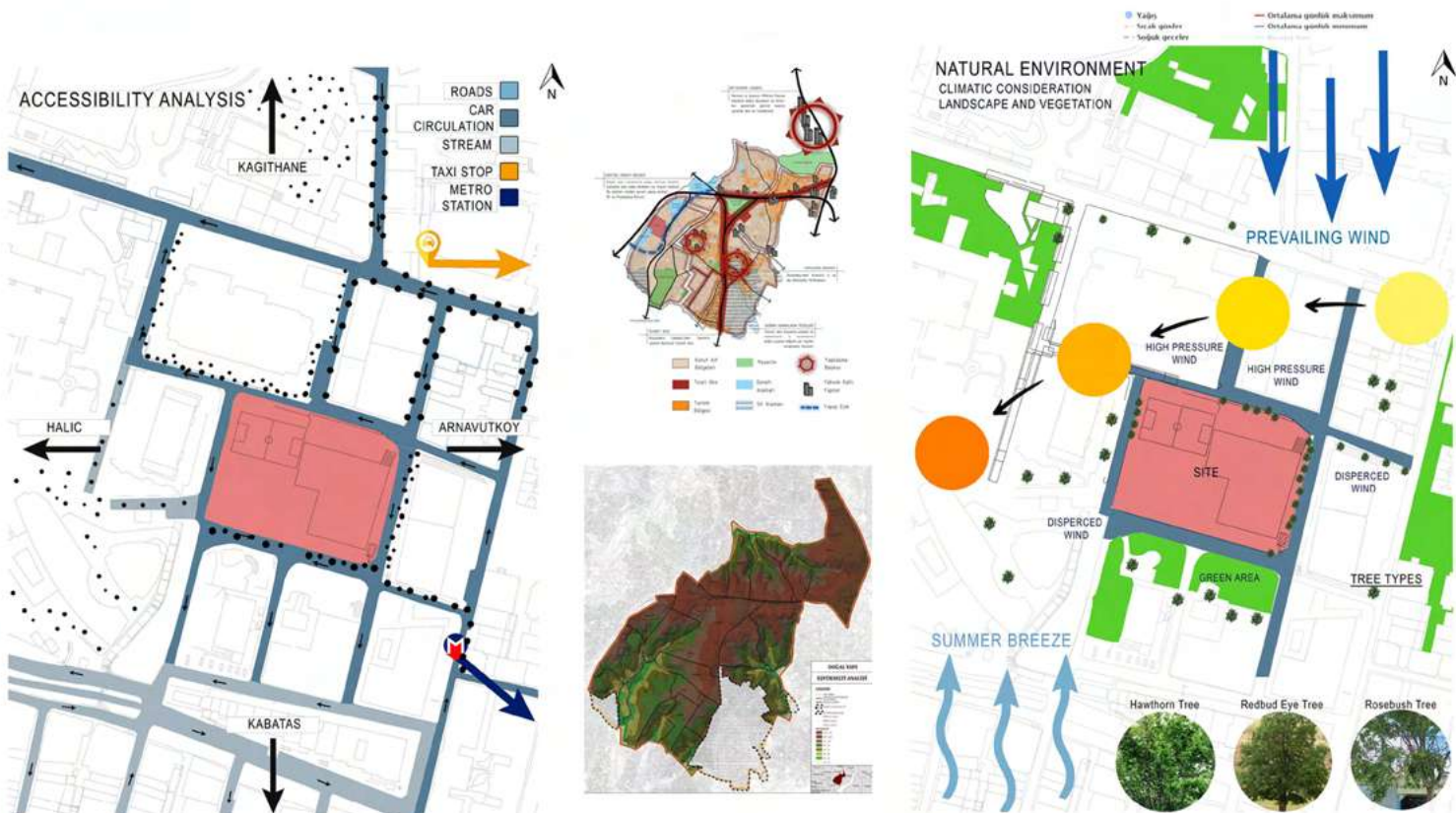
- NELER VAR ?**
- KARIYER PLANLAMA OFİSLERİ
 - MEZUNLARA DESTEK BİRİMİ
 - PORTFOLYO VE CV HAZIRLAMA
 - İŞ İNSANLARI İLE BULUŞMALAR
 - TEDx TEDx SÖYLEŞİLERİ
 - ÜNİVERSİTE KULÜP ETKİNLİKLERİ
 - SERGİLER
 - OFİS GEZİLERİ



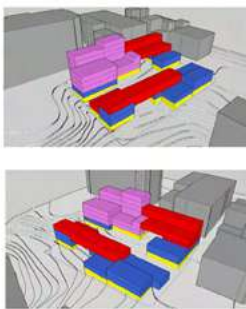
Recep Emin BEKTAŞ



Utku BORA

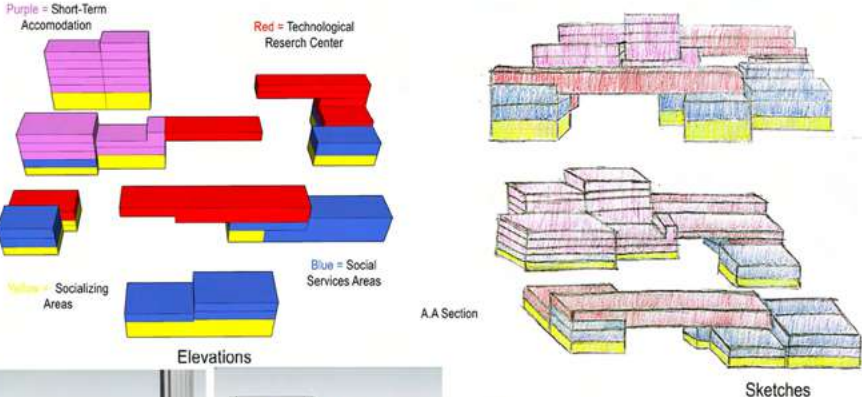


Conceptual Drawings and Sketches



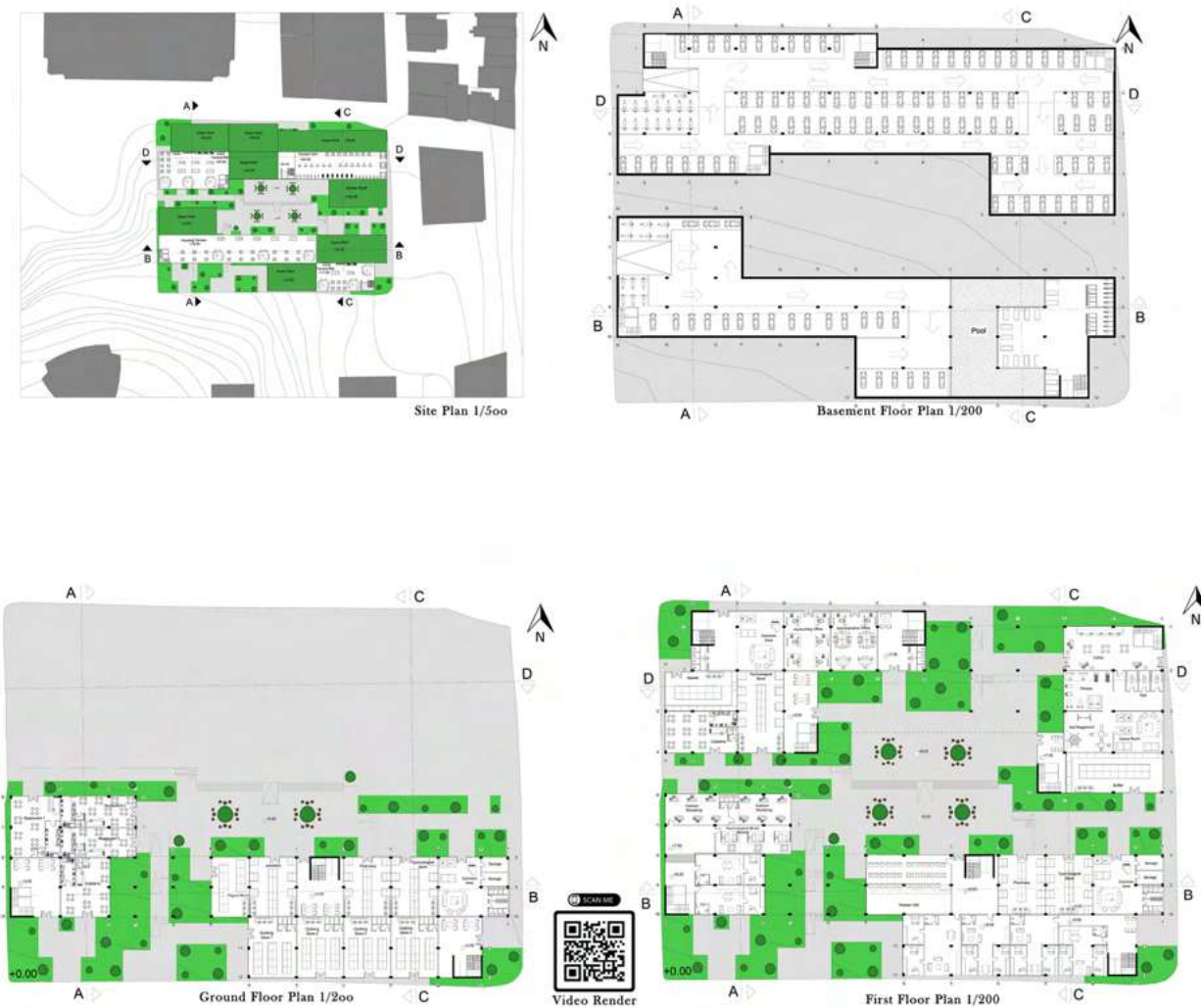
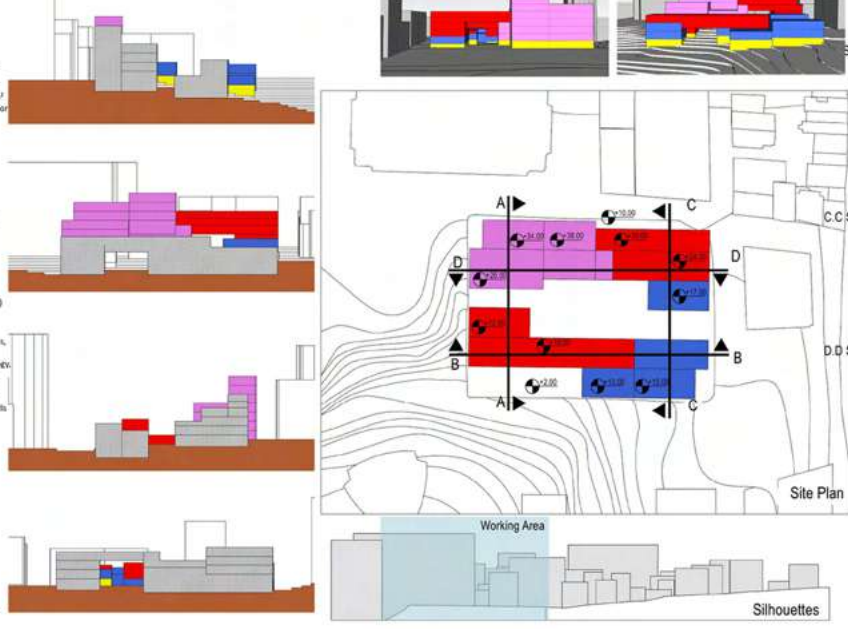
SCENARIO

In this project that I designed in Şişli/Bomonti, after our main concept of accommodation, I decided that my second function should be a technological research center. In this function, there will be a research center for all technological activities and also all technological life equipment. Of course, in this case, the public, the people of the region and I will also create workshops and workshops for the education and training of people who are interested in technology. Based on these, the research and developments will be opened to fairs and exhibitions by creating areas such as fairgrounds and congress centers. Therefore, in order to serve the people who come to these events, I will analyze my housing needs with hotel rooms defined as temporary housing. In this way, since there will be no permanent housing design, there will be no disturbance between private and public areas, and the project will function flawlessly. In my project, I tried to design a mixed-use center by making a transparent transition between temporary housing areas, technological research center, social use areas and socialization shops. I will work.



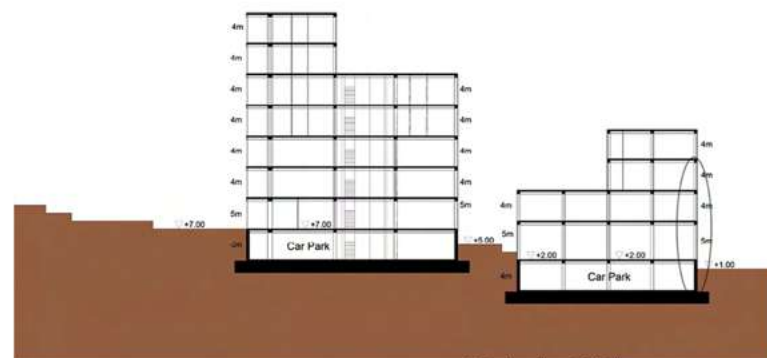
Requirement List

- ENTRANCE**
Lobby
Fair Stands
Exhibition Areas
- SHORT-TERM ACCOMMODATION**
1- Temporary accommodation (hotel) sections for people coming to fairs, events and meetings
Hotel Room Type 1 (Single Room) = 15 m² x 10 x 4.50 m²
Hotel Room Type 2 (Double Room) = 25 m² x 20 x 5.00 m²
2- Home-offices to create both shelter and work spaces for individuals engaged in technological research studies (150m² x 100 m²)
Total Area = 3600 m²
- TECHNOLOGICAL RESEARCH CENTER**
1- Technological Cartoon Workshops (100x2-300 m²)
2- VR Exhibition (120x1-240 m²)
3- Hologram Galleries (80x3-240 m²)
4- Fair Areas (150x3-150 m²)
5- Multi-purpose Hall (250x1-250 m²)
6- Laboratories for Technological Research (70x3-210 m²)
7- R&D LAB (G1) Center (60x2-120 m²)
8- Technological Education Areas (60x3-180 m²)
Total Area = 1820 m²
- SOCIAL SERVICES AREAS**
1- Health Services (150x3-150 m²)
2- Services (WC, Reading Rooms) (10x20-100 m²)
3- Lobbies to accommodate incoming circulation (200 m²)
Total Area = 450 m²
- SOCIALIZING AREAS**
1- Socializing and meeting needs areas such as dining halls, restaurants, cafes and canteens (120x3-400 m²)
2- Commercial shops for some functions such as technology, clothing, apparel, jewelry, markets, groceries, pet shops, pharmacies and stationary stores (70x3-150 m²)
3- Functions that can meet the socialization needs of the society, such as gym, football fields, cinemas, theater halls and game halls (100-350 m²)
Total Area = 1300 m²
- Types of contemporary mixed-use zoning**
• Neighborhood commercial zoning
• Main Street residential/commercial
• Urban residential/commercial
• Office convenience
• Office/residential
• Shopping mall convenience
• Retail district retrofit
• Live/work
• Studio/light industrial
• Hotel/residence
• Parking structure with ground-floor retail
• Single family detached home district with standalone shopping center

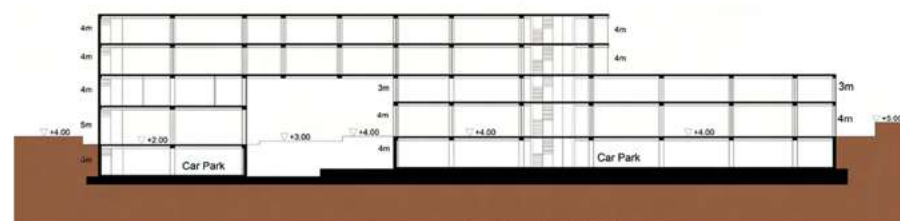


ARCH 310 DESIGN STUDIO VI - MİMB 310 TASARIM STÜDYOSU VI

Utku BORA



A.A Section 1/200



B.B Section 1/200



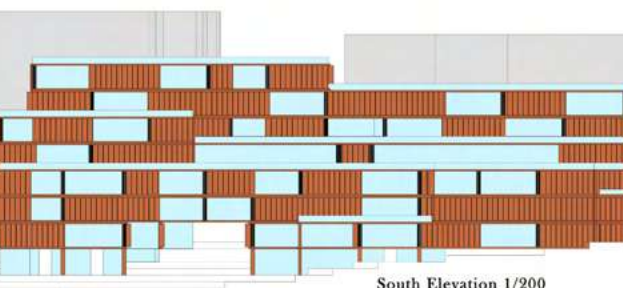
West Elevation 1/200



North Elevation 1/200



East Elevation 1/200



South Elevation 1/200



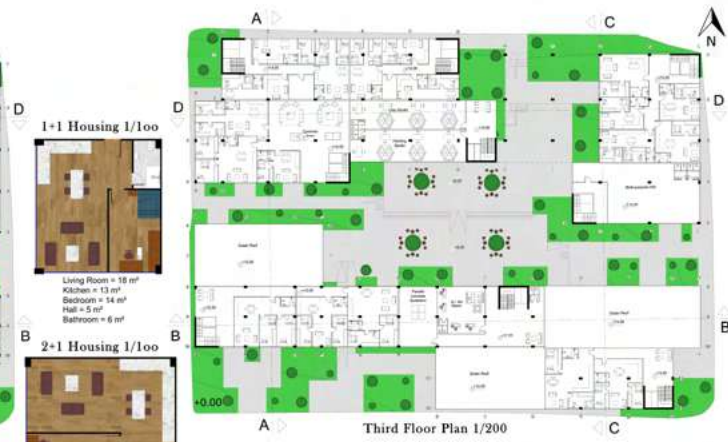
Second Floor Plan 1/200



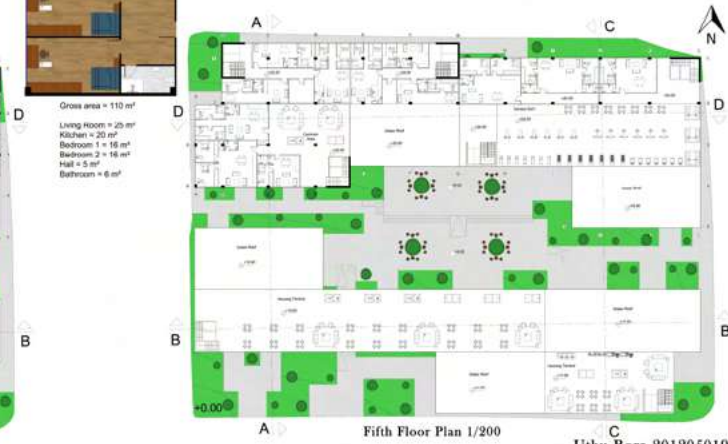
Fourth Floor Plan 1/200



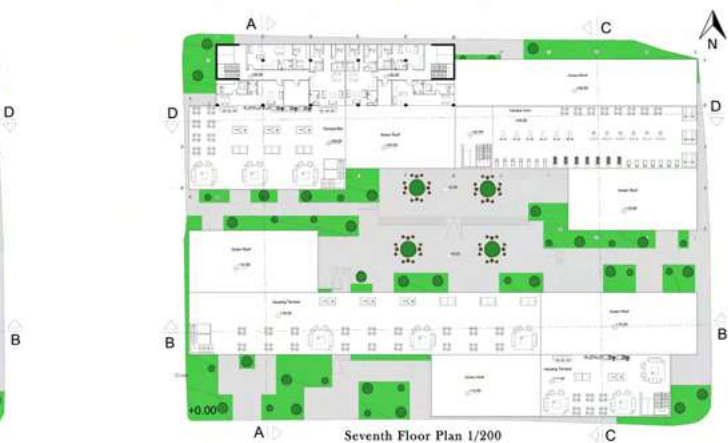
Sixth Floor Plan 1/200



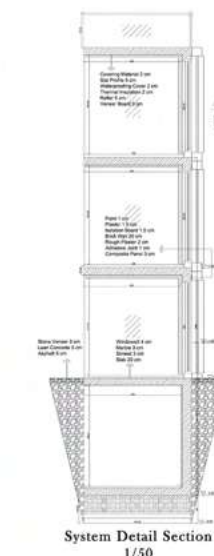
Third Floor Plan 1/200



Fifth Floor Plan 1/200



Seventh Floor Plan 1/200



System Detail Section 1/50



Utku Bora-201205019

MİMB 409 Tasarım Stüdyosu VII/ ARCH 409 Design Studio VII

Proje Kapsamı ve İşlevi : Araştırma Merkezi

Araştırma merkezi, belirli bir konu veya alanda araştırma, geliştirme, uygulama ve inovasyon faaliyetlerini yürütmek amacıyla tasarlanan mekânlardır. Belirli bir disiplin veya konu alanına odaklanan bir araştırma merkezinde, bu alanda ileri düzeyde çalışmalar yürütülür. Dolayısıyla, araştırma merkezleri kendi alanına özgü hedeflere ve bu hedeflere ulaşmak için özelleşmiş mekânlara sahiptirler. Bu merkezler, konusunda uzman araştırmacılar, bilim insanları ve tasarımcıların araştırma, geliştirme ve uygulamalarını gerçekleştirdikleri özgün ve özel mekânların yanı sıra, araştırma sonuçları ve bulguların topluma ve paydaşlara sunulduğu ortak, kamusal ve yarı-kamusal mekânları da içerirler. Bu bağlamda, stüdyoda, öğrencilerden İstanbul'un yoğun kentsel dokusu içerisinde, araştırma konusuna özelleşmiş özel + kamusal + yarı kamusal alanları içeren ve gündelik kent yaşamının bir parçası olan bir araştırma merkezi tasarlamaları beklenmektedir. Araştırma merkezi, çalışanların kullanımına ait özel araştırma birimlerini, kentlilerin kullanımına ait kamusal birimleri, ilgi alanlarına bağlı olarak ziyaretçi ve araştırmacıların bir araya geldikleri ortak mekânları içeren bir kentsel kompleks olarak ele alınmalıdır.

Scope & Theme of the Project : Research Center

Research centres are designed spaces to conduct research, development, application, and innovation activities in a particular field or subject. Advanced research and studies are undertaken in a research centre dedicated to a particular discipline or subject area. Therefore, research centres have specialized spaces tailored to their specific goals. These centres encompass not only unique and private spaces where expert researchers, scientists, and designers conduct research, development, and applications but also common, public and semi-public spaces where research results and findings are presented to the society and stakeholders. In this context, in the studio, students are expected to design a research centre that specializes in a research topic and includes private, public, and semi-public spaces within Istanbul's dense urban fabric, which is an integral part of daily urban life. The research centre should be considered as an urban complex that includes private research units for experts and scientists, public units for urbanites, and common spaces where visitors and researchers meet based on their areas of interest.

MİMB 409 Tasarım Stüdyosu VII/ ARCH 409 Design Studio VII

Proje Yürütücüleri / Instructors

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

Öğr. Gör. / Lecturer İsmail DOĞANYILMAZ

Öğr. Gör. / Lecturer Yeşim ÜNAL

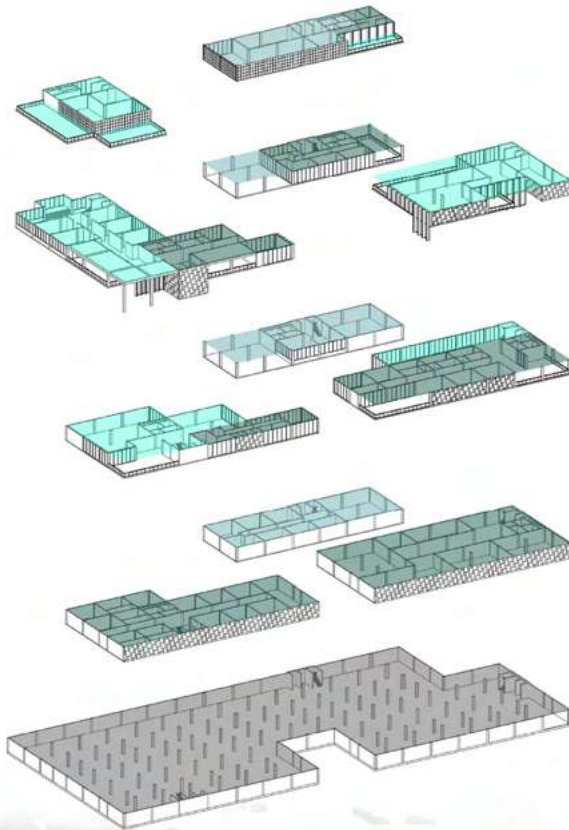
Öğr. Gör. / Lecturer Zeynep Canan AKSU CERAN

Arş. Gör. / Res. Ast. Elçin Burcu TEMEL

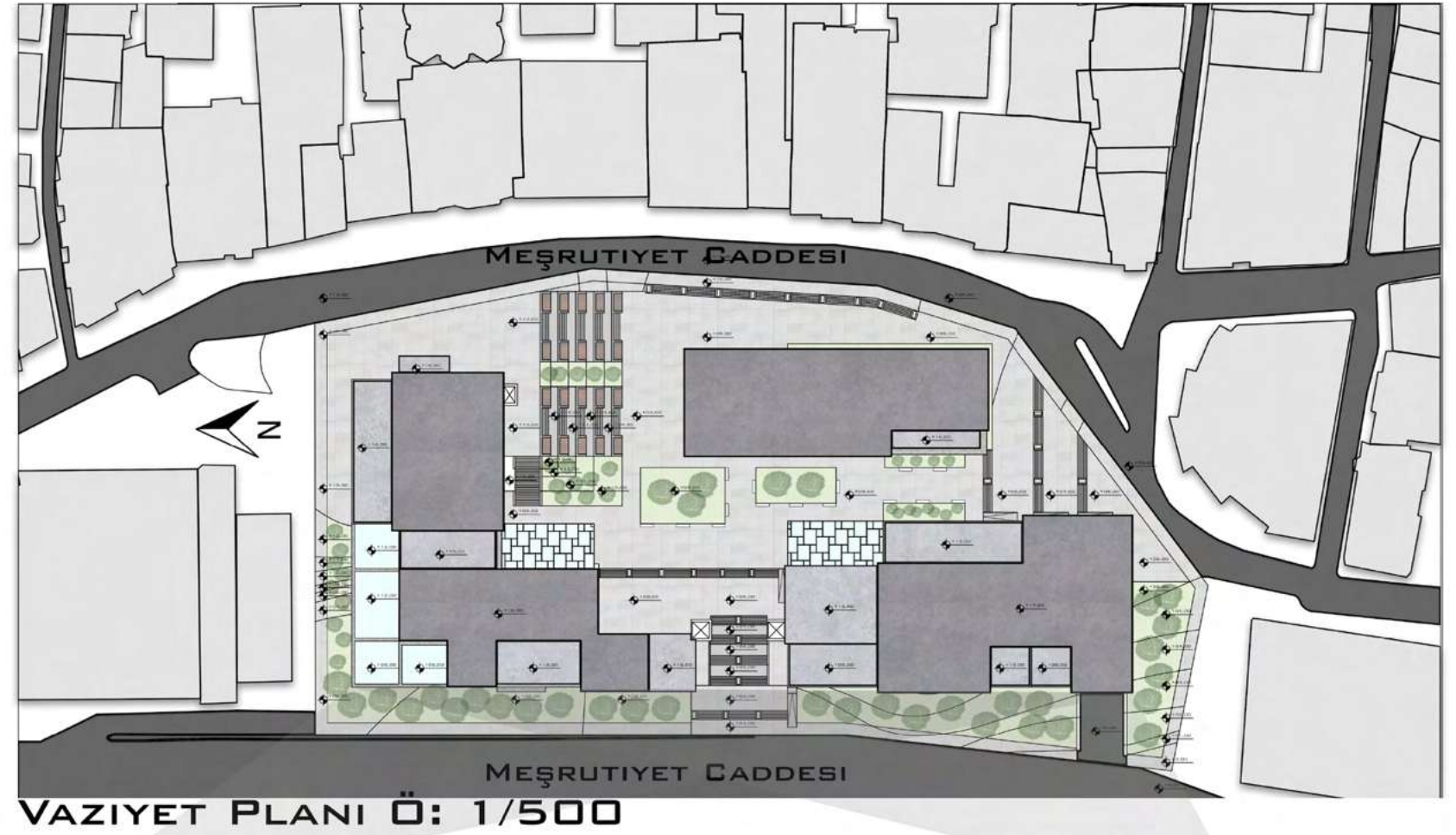
Arif Kemal ÇETİN

GASTRONOMİ VE GÖÇ ARAŞTIRMA MERKEZİ

BEYOĞLU'NUN ZENGİN TARİHİ VE KÜLTÜREL DOKUSUYLA UYUM İÇİNDE OLACAK ŞEKİLDE TASARLANAN GÖÇ VE GASTRONOMİ ARAŞTIRMA MERKEZİ, GÖÇ OLGUSUNUN GASTRONOMİ ÜZERİNDEKİ ETKİLERİNİ ARAŞTIRMAK VE BU KÜLTÜREL ZENGİNLİKLERİ TOPLUMA TANITMAK AMACIYLA KURULMUŞTUR. MERKEZ, TARİHİ YAPILARI MODERN ÇİZGİLERLE BİRLEŞTİRİLEREK, GEÇMİŞİN İZLERİNİ GELECEĞE TAŞIRKEN, ÇOK KÜLTÜRLÜ YAPISIYLA FARKLI GÖÇMEN TOPLULUKLARININ MUTFAK MİRASINI GÖZLER ÖNÜNE SERECEKTİR. ZİYARETÇİLERE İNTERAKTİF DENEYİMLER SUNMAYI HEDEFLEYEN MERKEZ, MUTFAK ATÖLYELERİ, TADİM ETKİNLİKLERİ VE GÖÇMEN ŞEFLERİN KATILIMIYLA DÜZENLENECEK YEMEK PİŞİRME GÖSTERİLERİ GİBİ AKTİVİTELERLE DİNAMİK BİR ORTAM SAĞLAYACAKTIR. SÜRDÜRÜLEBİLİRLİK PRENSİPLERİ DOĞRULTUSUNDA YEREL VE GERİ DÖNÜŞTÜRÜLEBİLİR MALZEMELERİN KULLANILDIĞI MERKEZ, GENİŞ CAM YÜZEYLER VE YEŞİL ALANLAR SAYESİNDE DOĞAL IŞIĞI MAKSİMUM DÜZEYDE KULLANARAK ESTETİK VE FONKSİYONEL AÇIDAN ÜSTÜN BİR TASARIM SUNACAKTIR. TOPLUMUN TÜM KESİMLERİNE HİTAP EDEBİLMEK İÇİN ERİŞİLEBİLİRLİK ÖN PLANDA TUTULMUŞ, ENGELLİ BİREYLERİN RAHATÇA GEZEĞİLECEĞİ RAMPALAR, ASANSÖRLER VE GENİŞ KORİDORLAR TASARLANMIŞTIR. AYRICA, FARKLI DİLLERDE BİLGİ SAĞLAYAN İNTERAKTİF KIOSKLAR VE REHBERLER, ULUSLARARASI ZİYARETÇİLERİN DE MERKEZİ RAHATÇA GEZMESİNE İMKAN TANIYACAKTIR. GİRİŞTE ZİYARETÇİLERİ MERKEZİN MİSYONU VE VİZYONUYLA TANIŞTIRACAK BİLGİLENDİRİCİ SERGİ PANOLARI, ARAŞTIRMACILAR İÇİN ZENGİN BİR KÜTÜPHANE VE ARAŞTIRMA ALANI, GÖÇMEN TOPLULUKLARIN MUTFAK KÜLTÜRLERİNİ DETAYLI BİR ŞEKİLDE SUNACAK SERGİ ALANLARI VE GÖÇMEN ŞEFLERİN TARİFLERİNİ SUNAN KAFE VE RESTORAN BÖLÜMÜ İLE MERKEZ, GASTRONOMİ VE GÖÇ İLİŞKİSİNİ DERİNLEMESİNE İNCELEYEN VE TOPLUMLA PAYLAŞAN BİR KURUM OLARAK HİZMET VERECEKTİR.



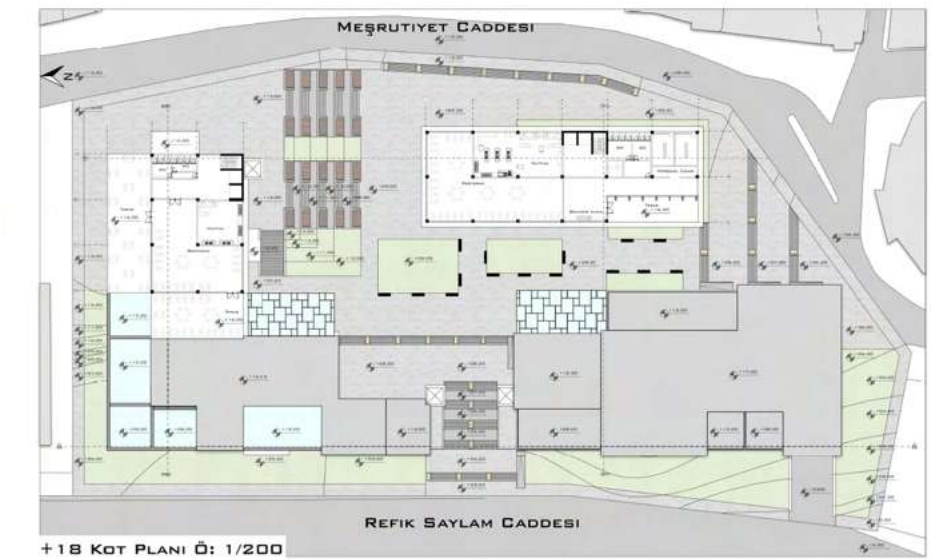
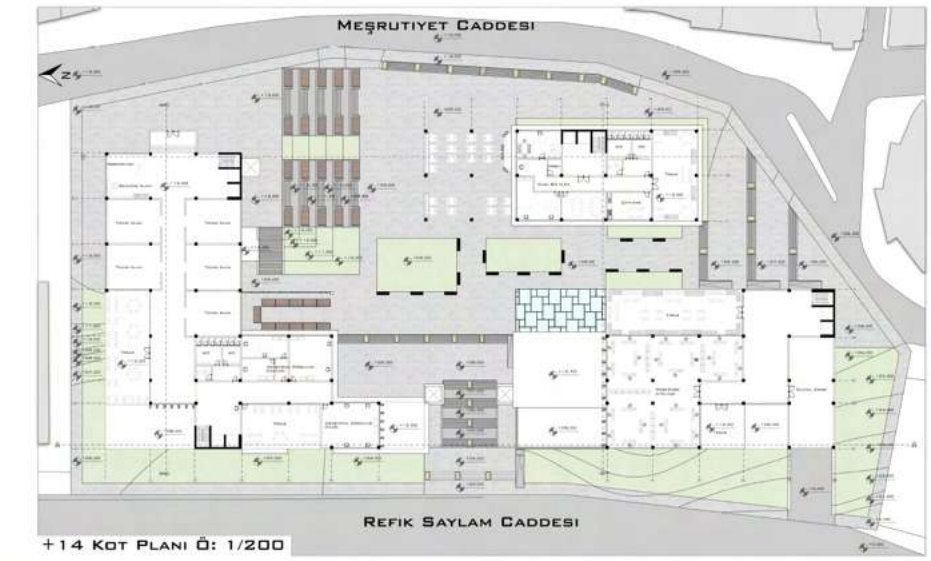
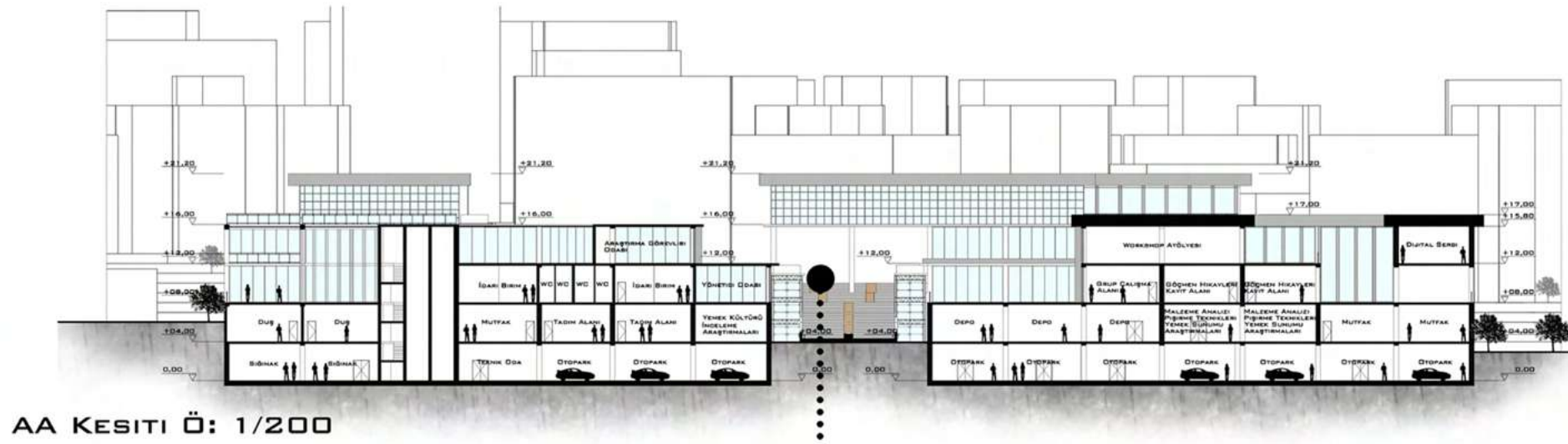
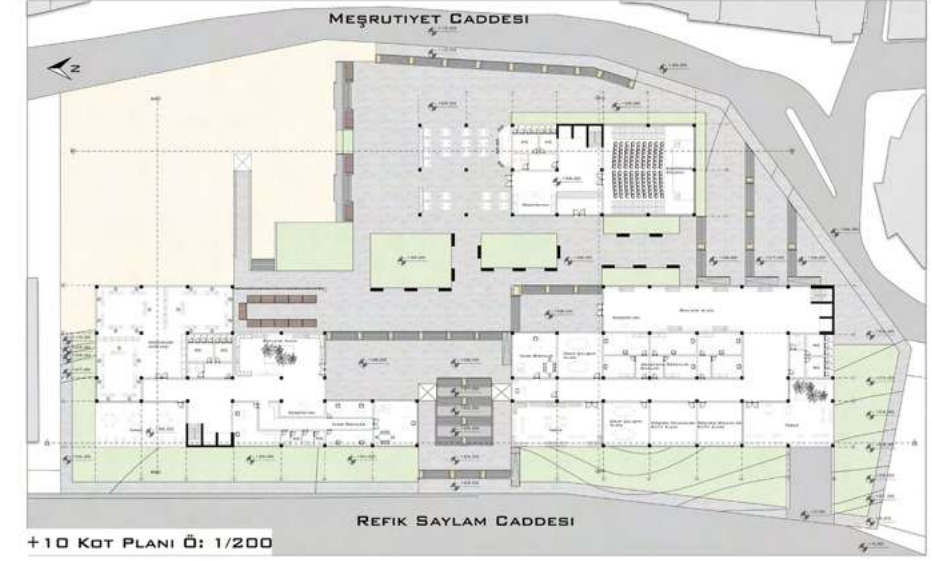
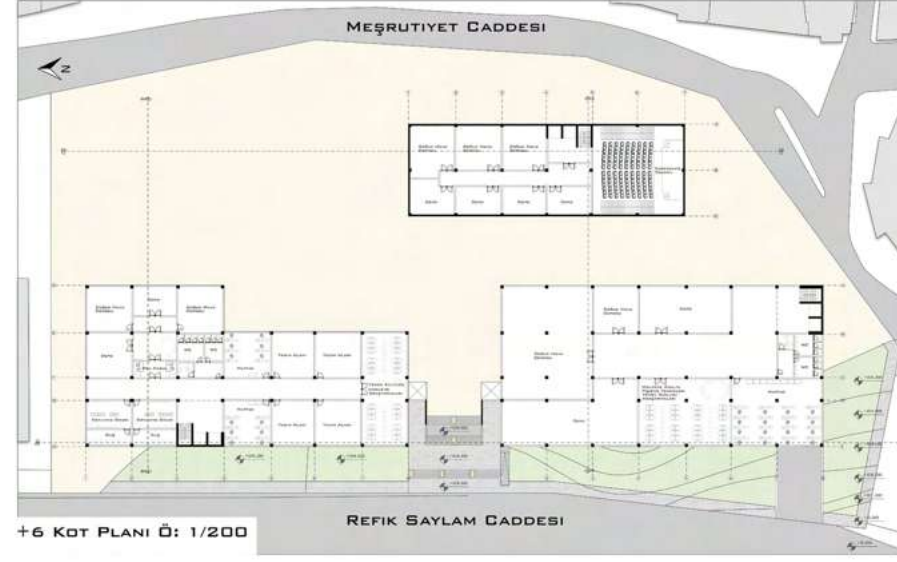
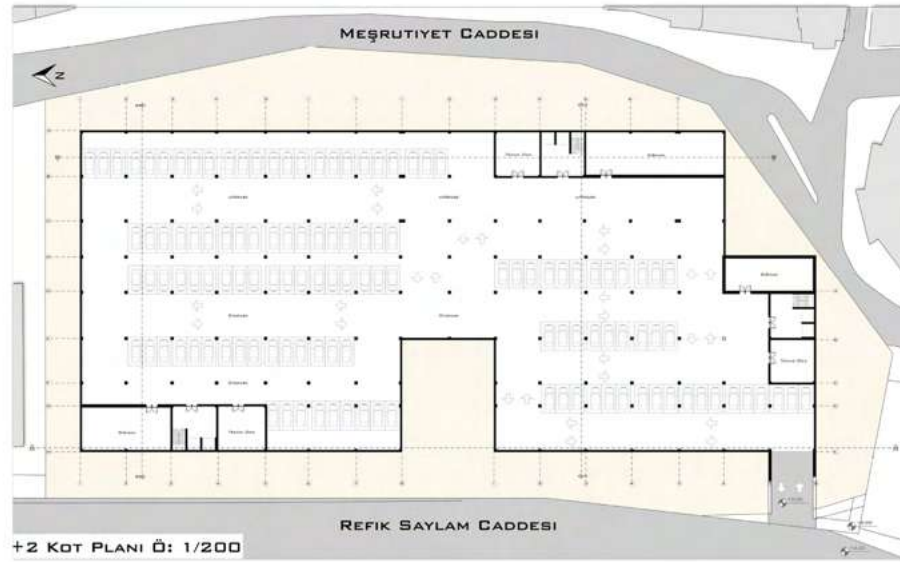
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- ÖZEL
- YARI KAMUSAL
- KAMUSAL
- 4
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- 1
- OTOPARK



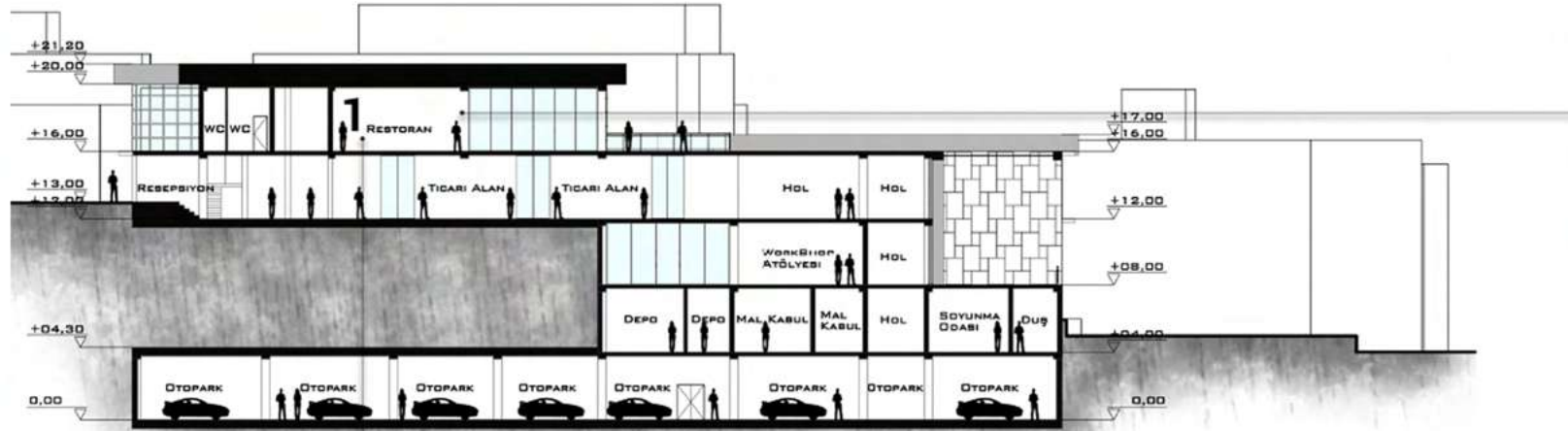
VAZİYET PLANI Ö: 1/500



Arif Kemal ÇETİN



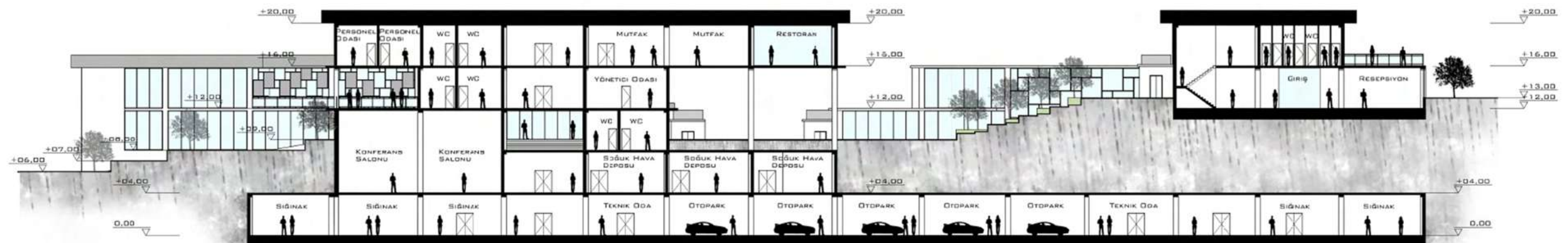
Arif Kemal ÇETİN



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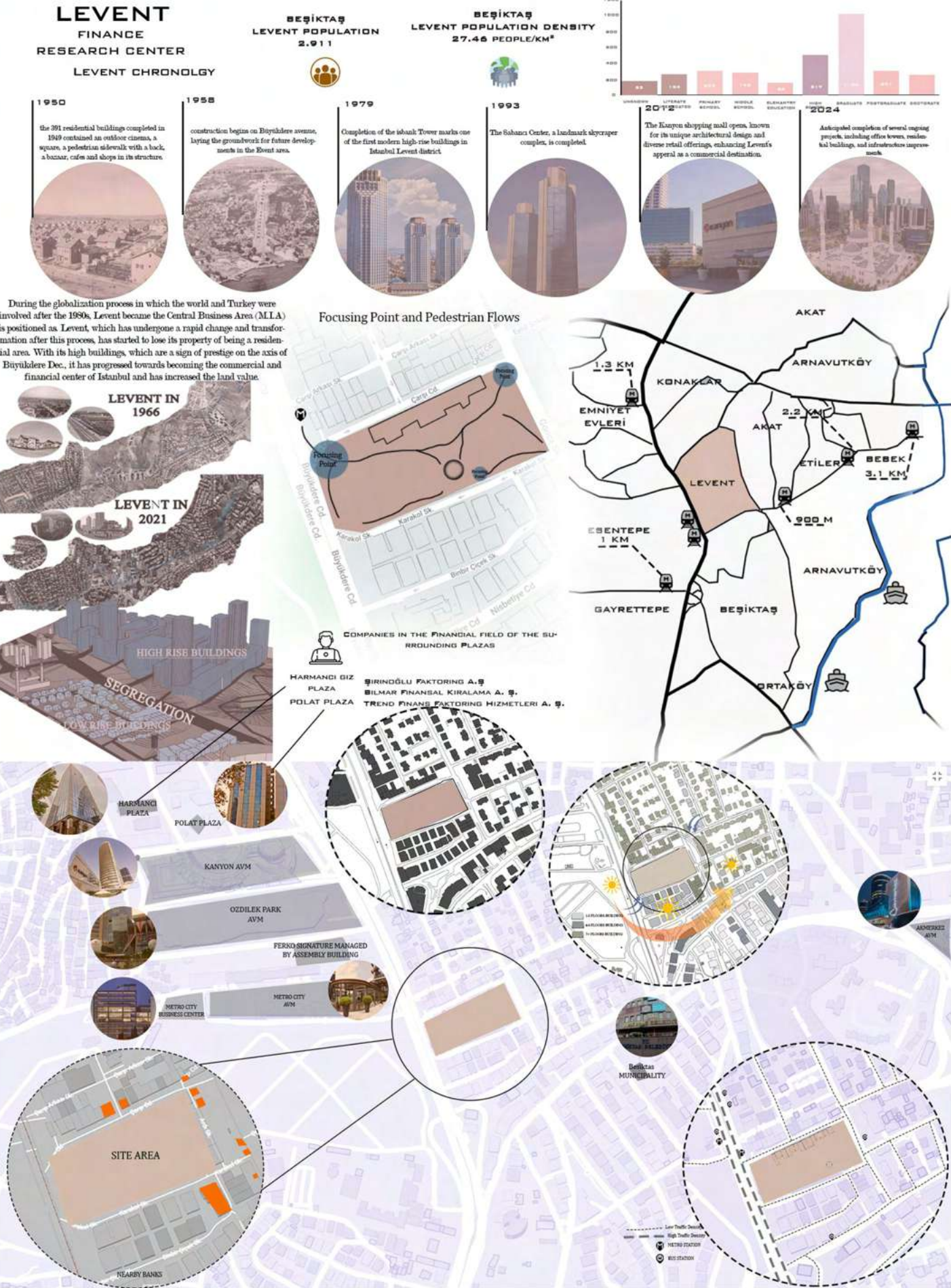


DD KESİTİ Ö: 1/200



CC KESİTİ Ö: 1/200

Funda TAŞKIRAN



Funda TAŞKIRAN



SITE PLAN SCALE:1/500



GROUND FLOOR PLAN SCALE:1/200



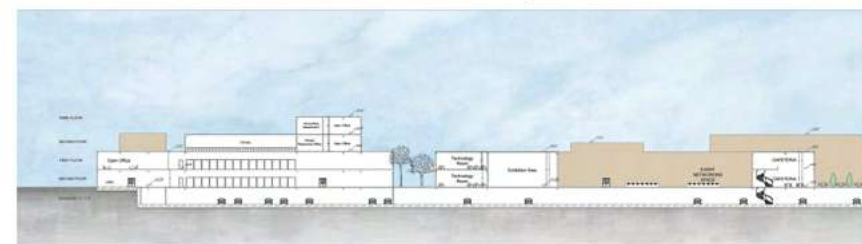
FIRST FLOOR PLAN SCALE:1/200



AA SECTION SCALE:1/200



BB SECTION SCALE:1/200



CC SECTION SCALE:1/200



DD SECTION SCALE:1/200

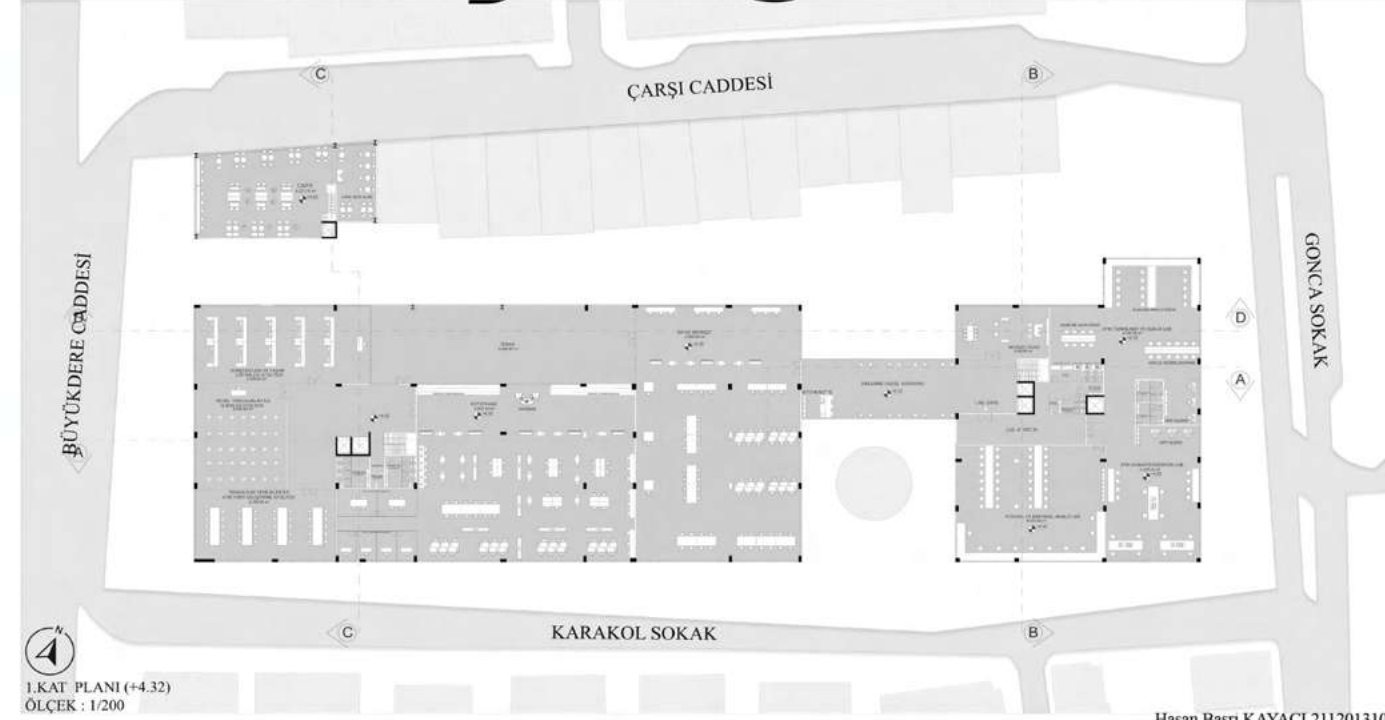
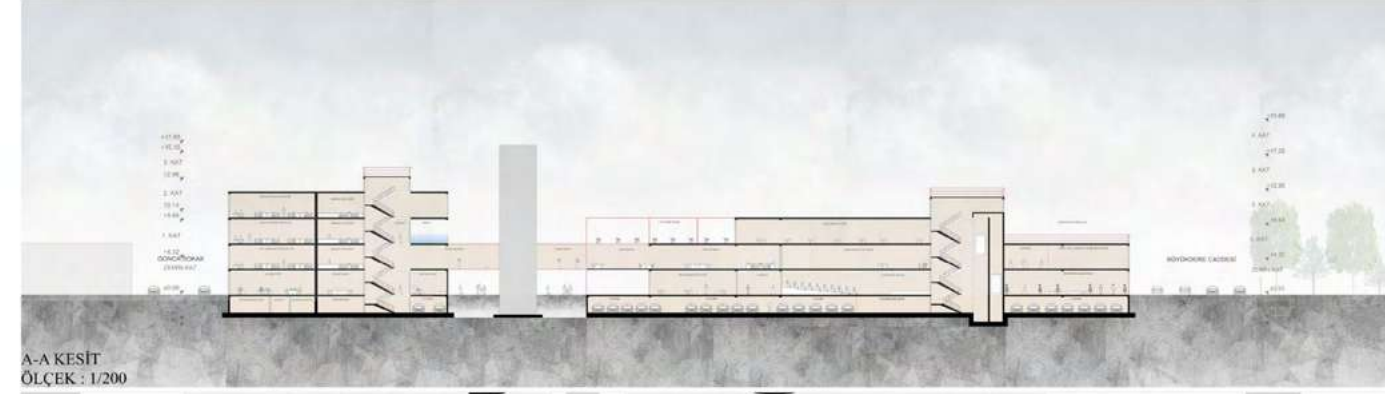
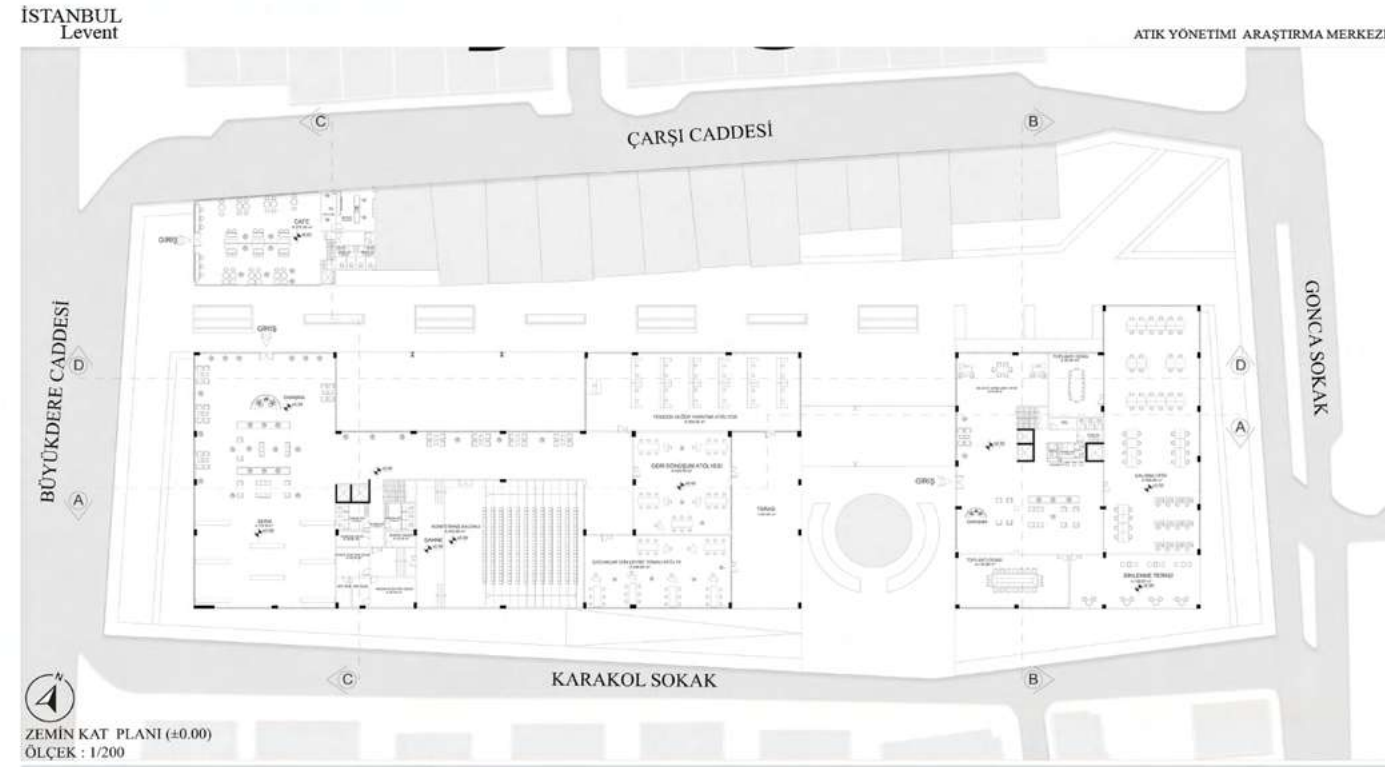


SECOND FLOOR PLAN SCALE:1/200

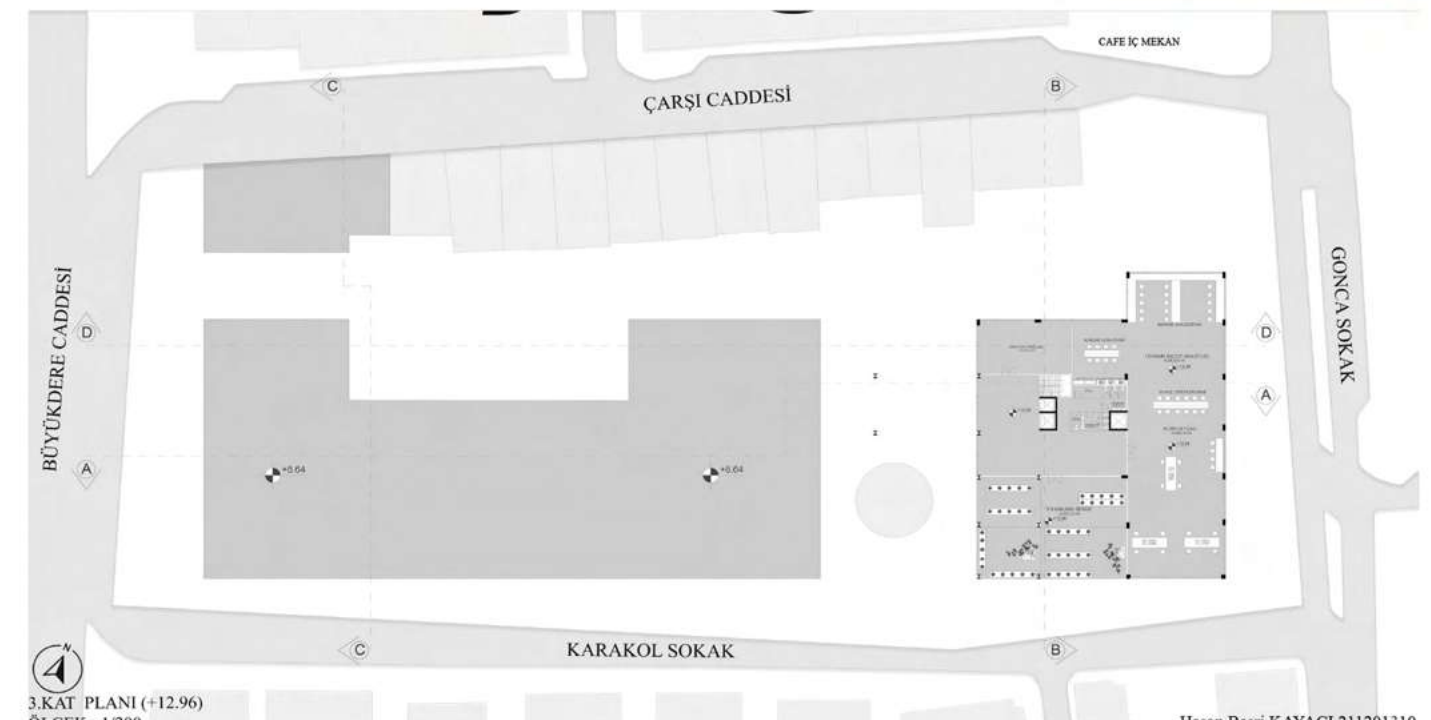
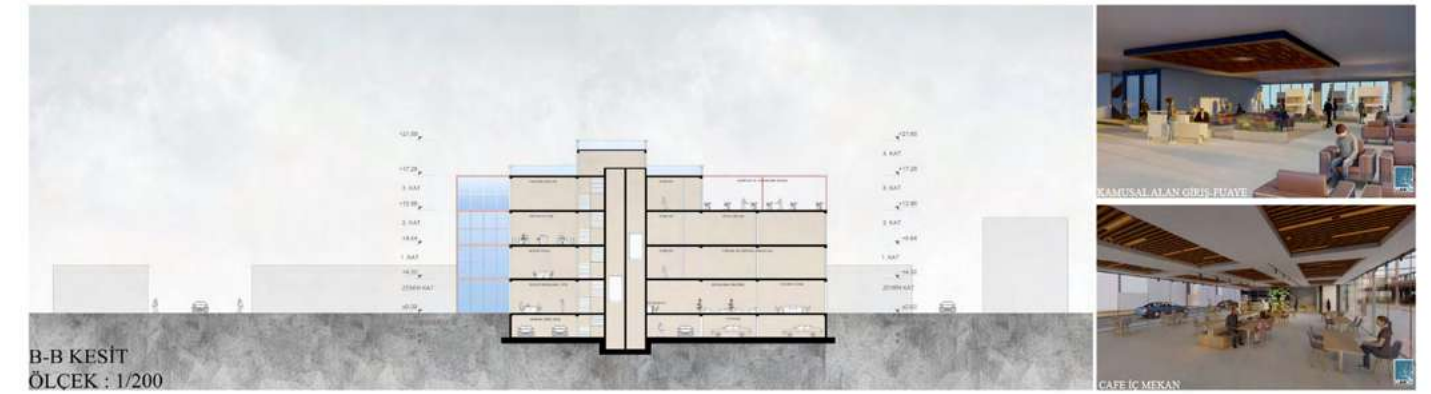
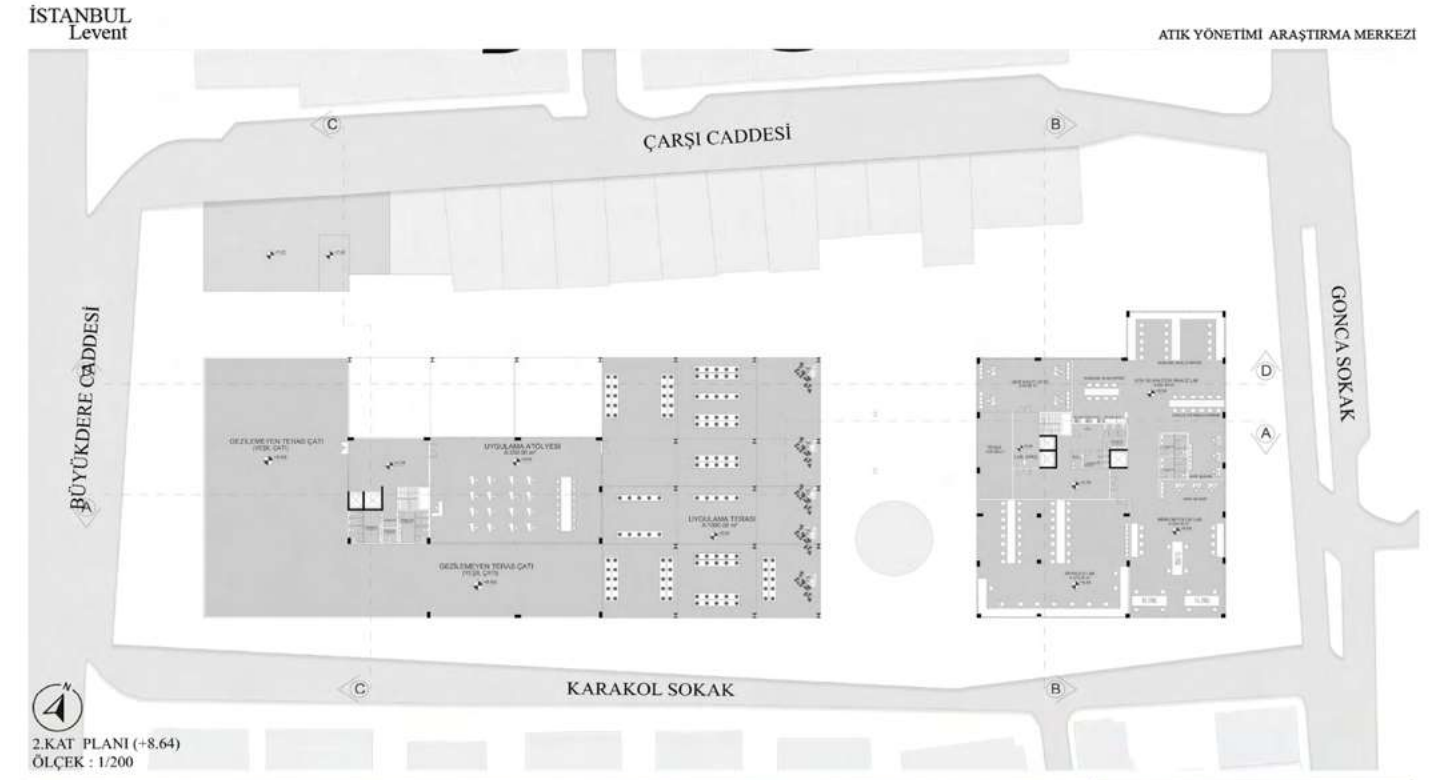


THIRD FLOOR PLAN SCALE:1/200

Hasan Basri KAYACI

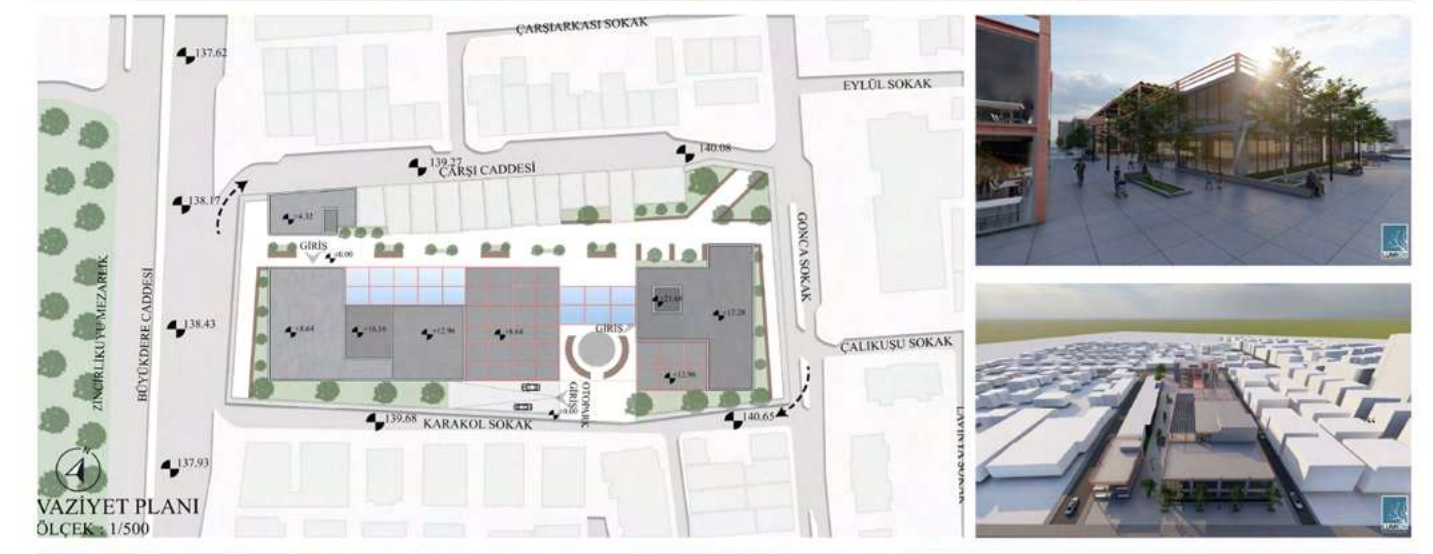
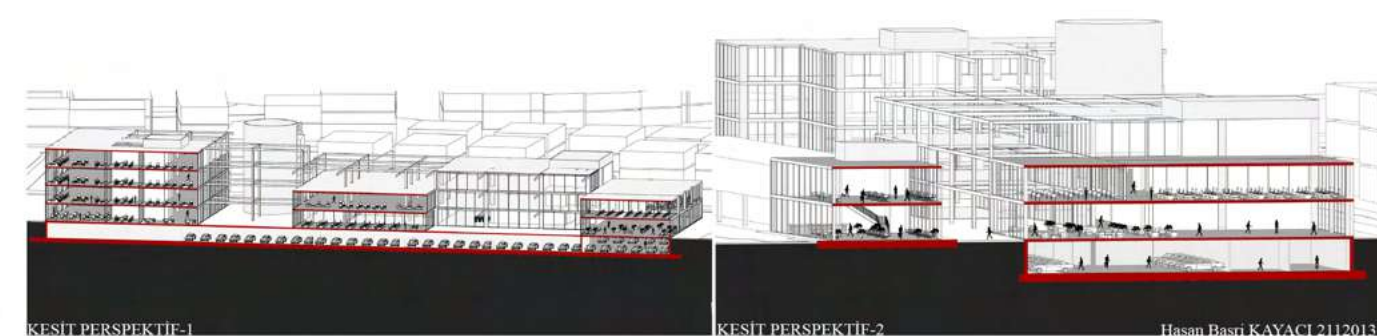
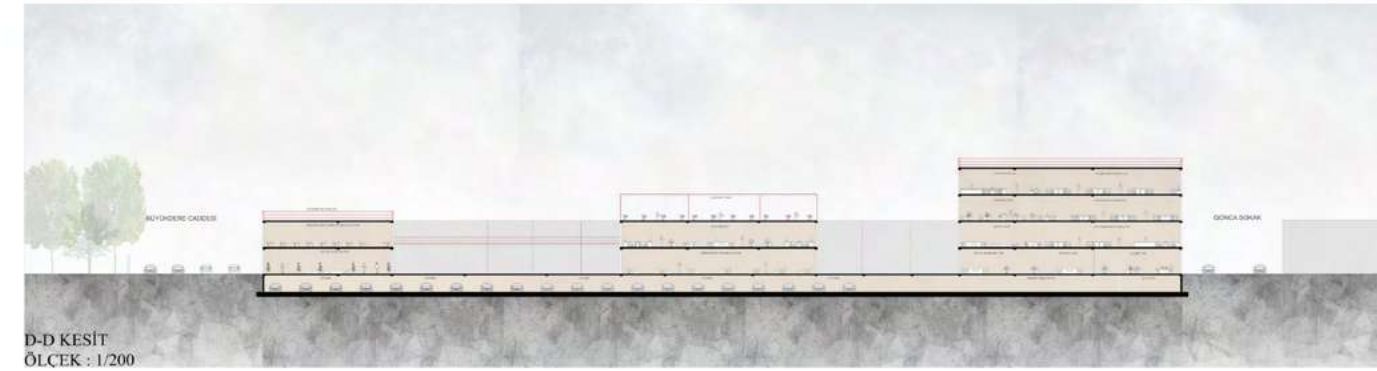
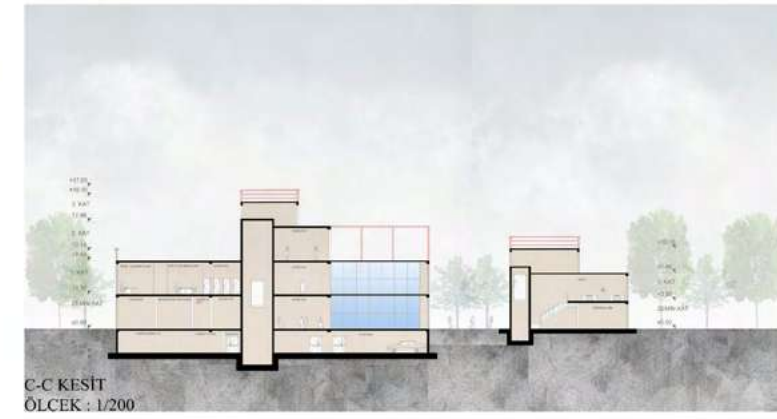
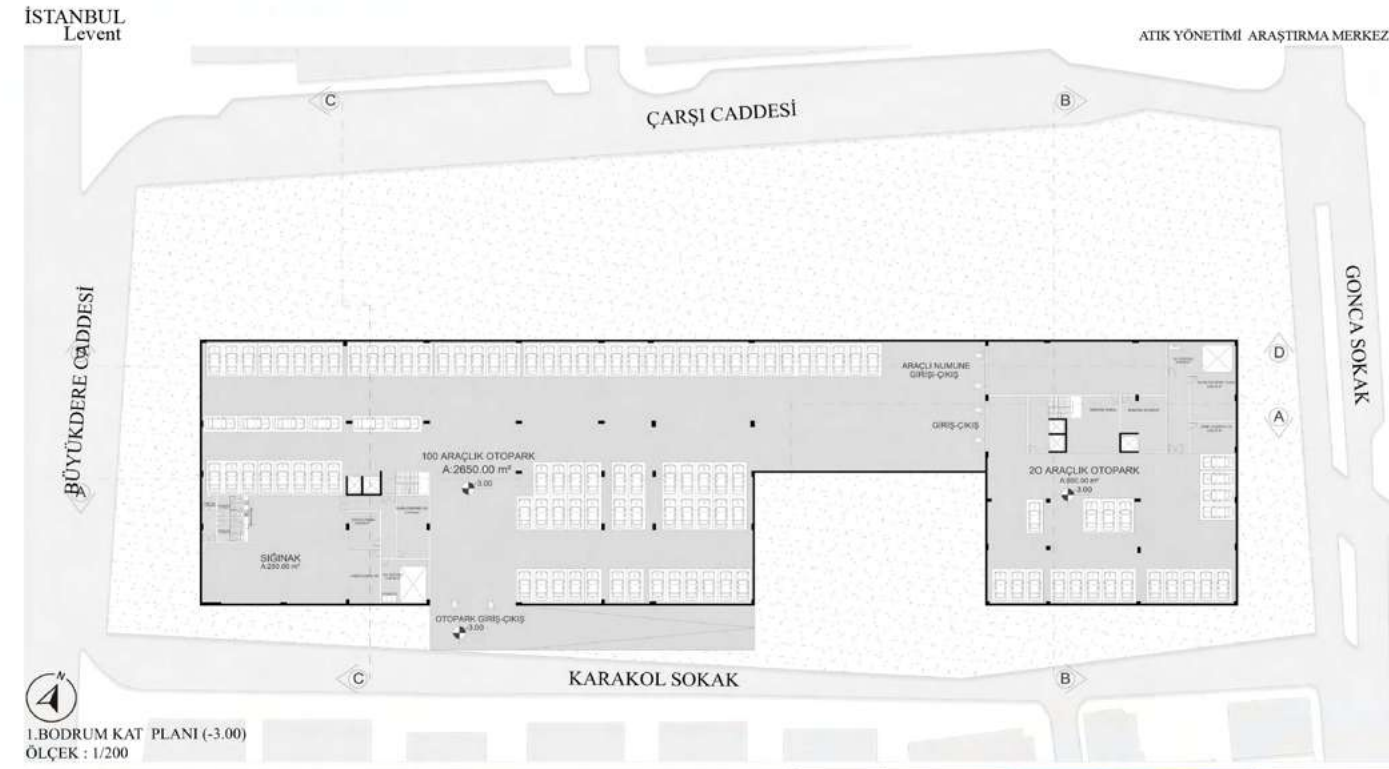


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Hasan Basri KAYACI 211201310

Hasan Basri KAYACI

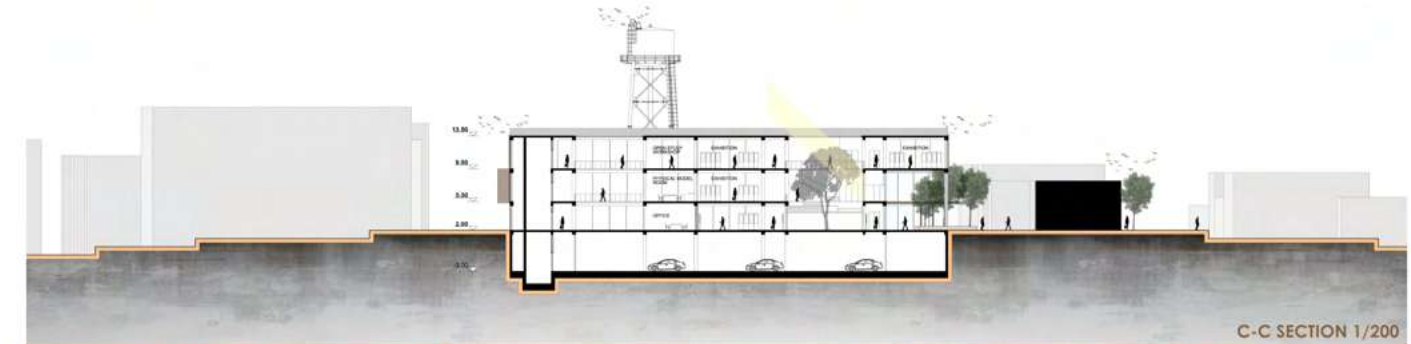
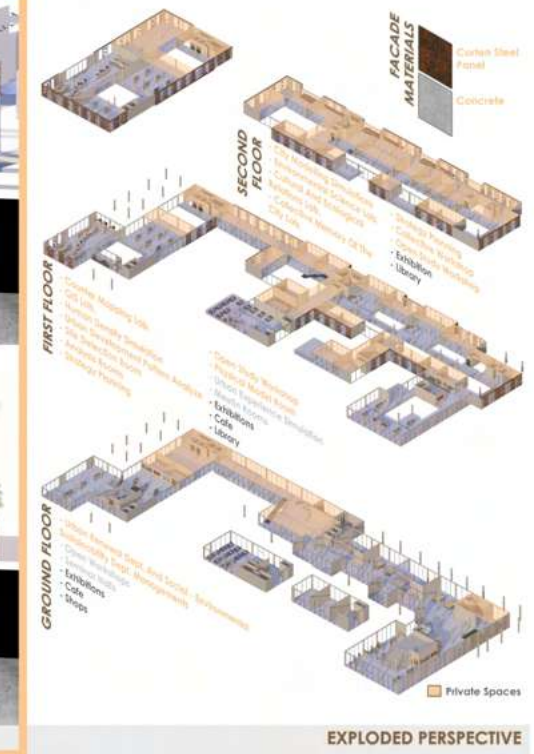
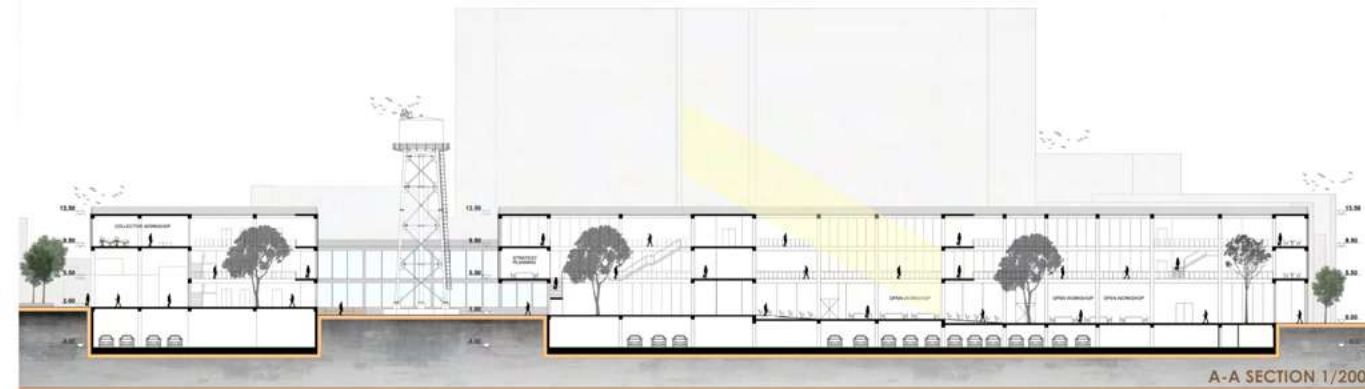




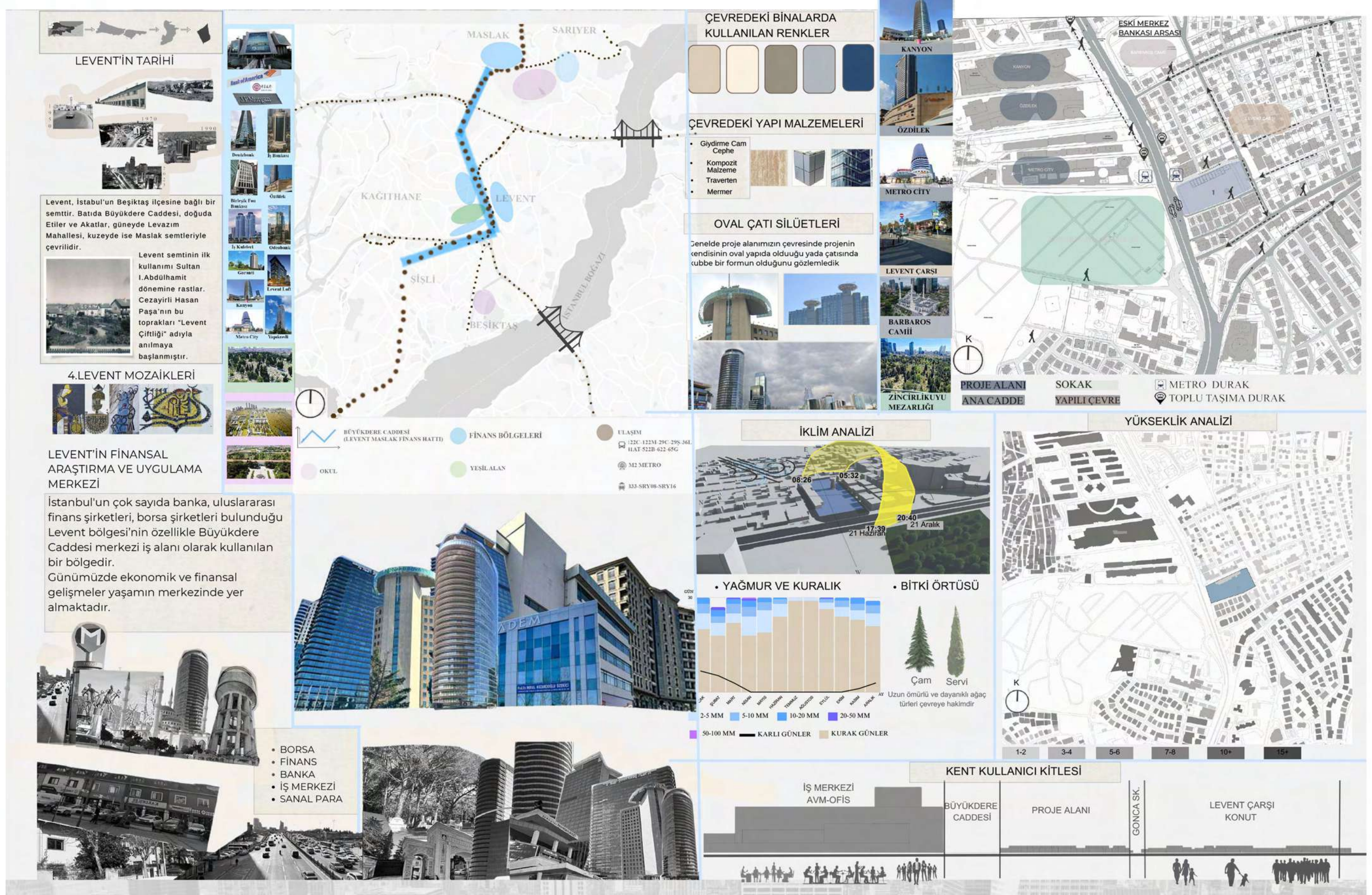
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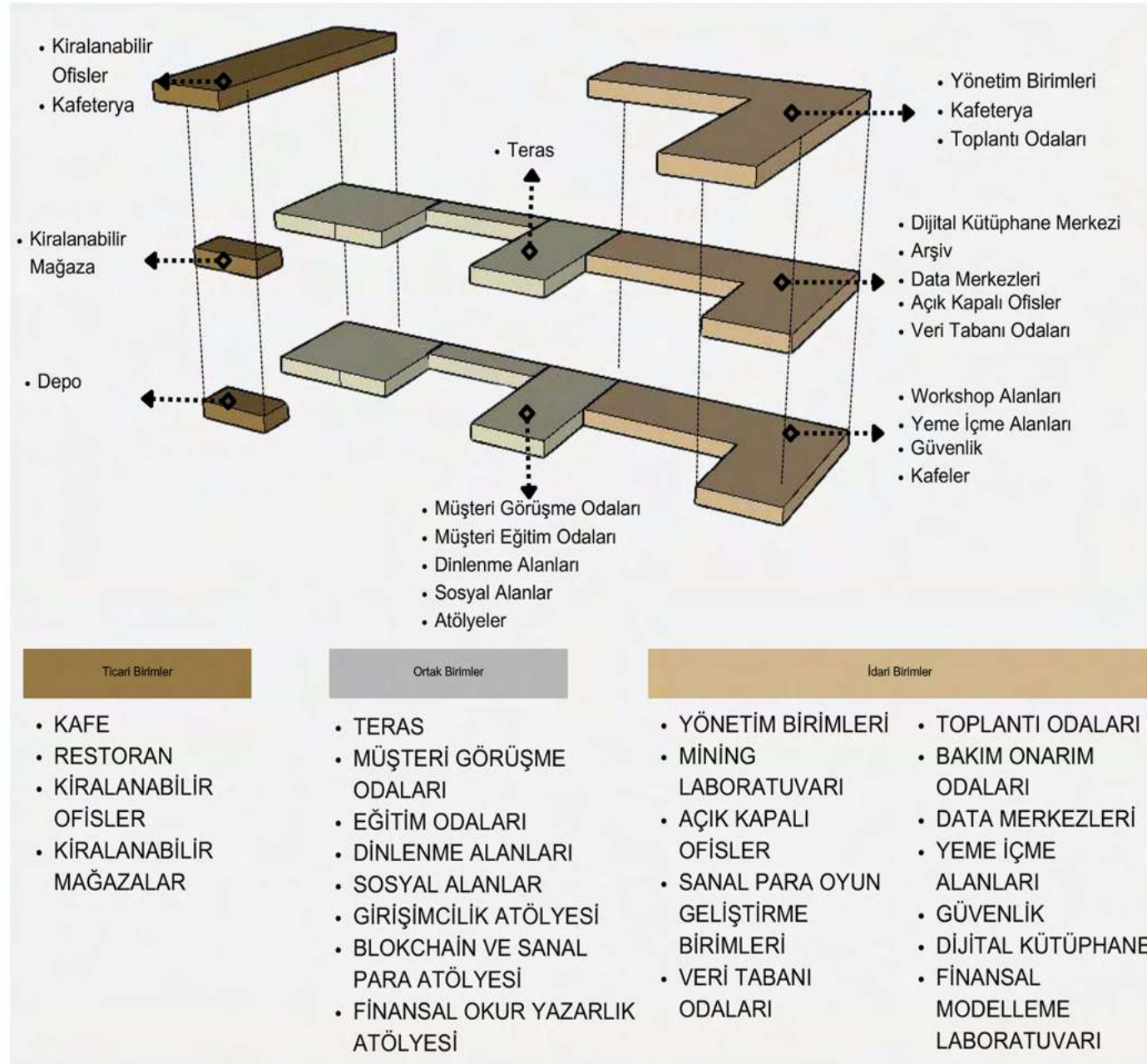
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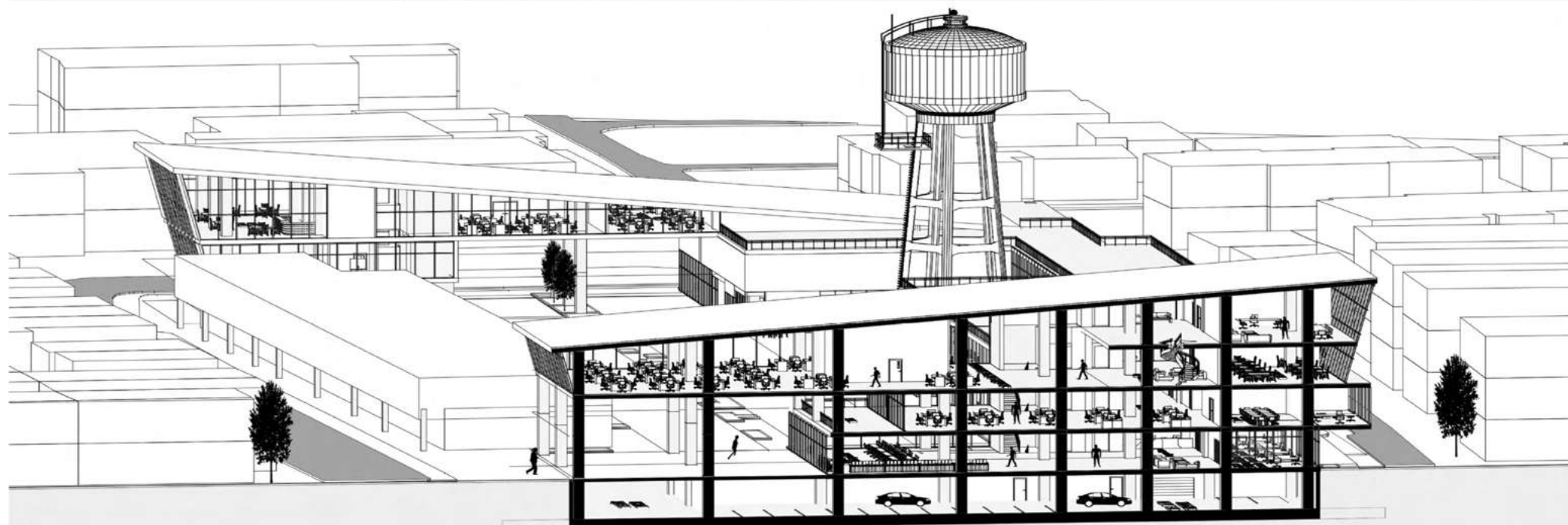
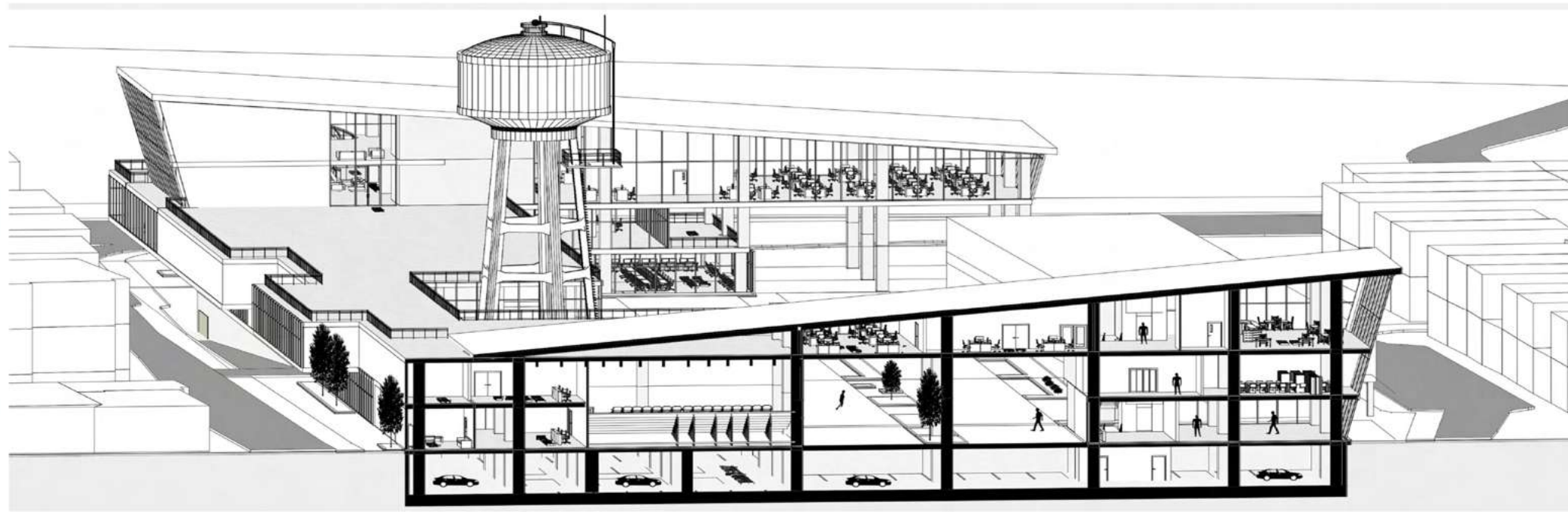
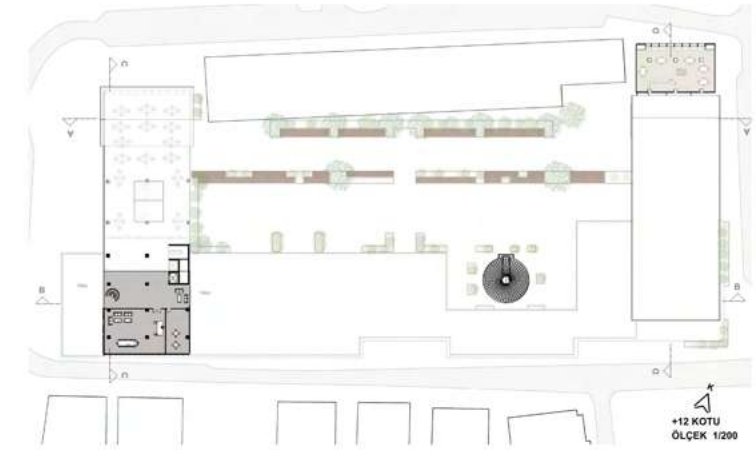
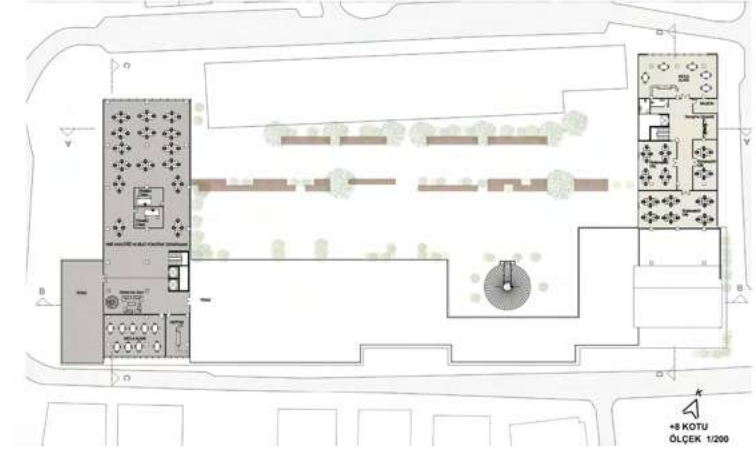
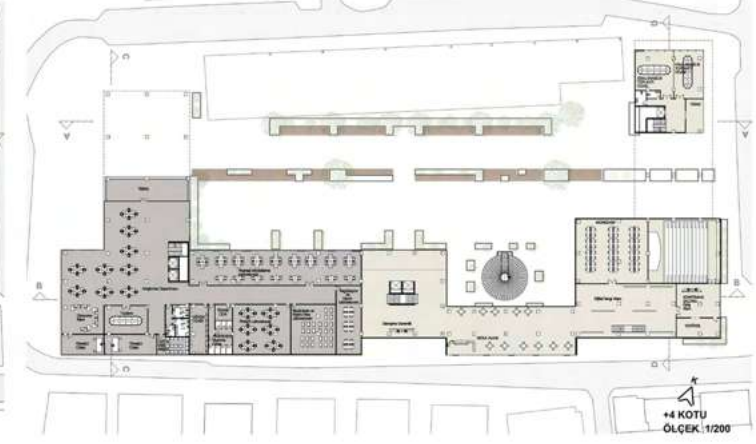
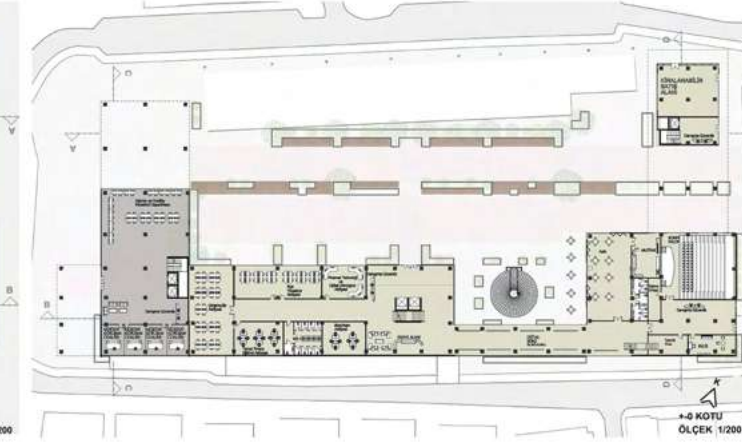
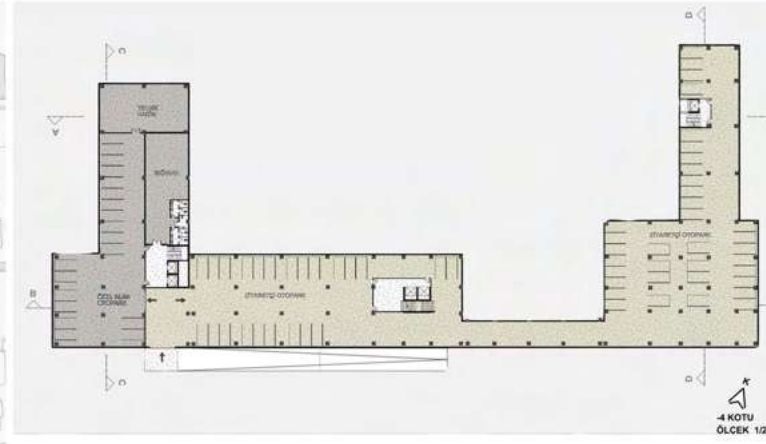
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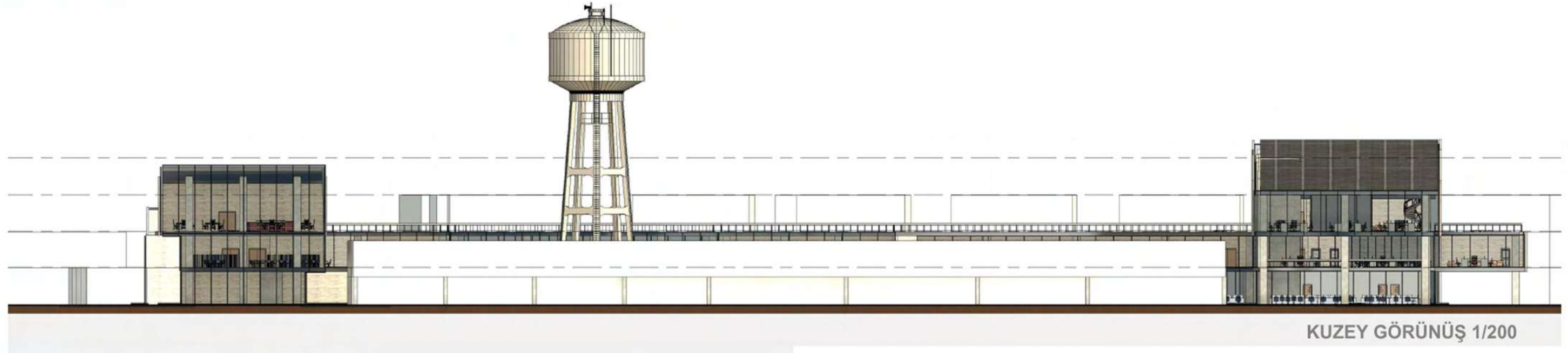
Salih ÇELİK



Salih ÇELİK



Salih ÇELİK



MİMB 420 Tasarım Stüdyosu VIII/ ARCH 420 Design Studio VIII

Proje Kapsamı ve İşlevi : Kapsayıcı Müze

Son yıllarda, müzeler, yalnızca somut objelerin fiziksel bir sergi mekânı olmaktan çıkarak, toplumsal diyalog, kültürel aktarım, öğrenme, tartışma ve eğitim, daha da önemlisi bireyler için birer deneyim mekânına dönüşmüşlerdir. Bu deneyim mekânları, toplumsal yarar sağlamak amacıyla ziyaretçilerine daha fazla sosyal olanak sunan “kapsayıcı müze”ler olarak adlandırılmaktadır. Kapsayıcılık kavramı müzelerin bir yandan bireyler arası ve kültürel farklılıkların ortadan kaldırılarak toplumun her kesimine hizmet etmesine, bir yandan da çok sayıda fonksiyonu ve mekânı içermesine referans vermektedir. Bu bağlamda, bu stüdyo, müzelerin ve müze mekânlarının nasıl daha kapsayıcı olabileceğine ilişkin güncel tartışmaları odağına almaktadır. Stüdyo, İstanbul’un yoğun kentsel dokusu içerisinde ve kentin önemli merkezlerinde kapsayıcı bir müze kompleksi tasarlanmasını konu edinmektedir. Müze kompleksi, öğrenciler tarafından yapılacak olan analiz çalışmaları ile “yer”e bağlı olarak belirlenecek bir tema çerçevesinde, özel + yarı özel + kamusal + yarı kamusal alanları içeren ve gündelik kent yaşamının bir parçası olarak ele alınmaktadır. Kentli bireylerin boş zamanlarını geçirecekleri ve 7/24 hizmet vermesi beklenen kompleks, kentsel bir odak noktası tanımlayacak şekilde sergi salonları ve diğer ek mekânları, atölyeleri, seminer salonlarını, kafe ve restoranları, satış birimlerini ve öğrenci tarafından belirlenecek olan diğer kentsel işlevleri içermelidir.

Scope & Theme of the Project : Inclusive Museum

In recent years, museums have become places of social dialogue, cultural transfer, learning, discussion and education, and more importantly, spaces of experience for individuals, rather than just a physical exhibition space of concrete objects. These spaces of experience are called "inclusive museums" that offer more social opportunities to their visitors in order to provide social benefit. The inclusivity refers to museums serving all segments of society by eliminating inter-individual and cultural differences, containing many functions and spaces. In this context, this studio is based on recent discussions on how museums and museum spaces can be more inclusive. This studio focuses on designing an inclusive museum complex within the dense urban fabric of Istanbul and in significant urban centers. The museum complex is considered as a part of daily urban life, including private + semi-private + public + semi-public spaces, within the framework of a theme 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.

MİMB 420 Tasarım Stüdyosu VIII/ ARCH 420 Design Studio VIII

Proje Yürütücüleri / Instructors

Prof. Dr. Doğan Zafer ERTÜRK

Doç. Dr. / Assoc. Prof. Yekta ÖZGÜVEN

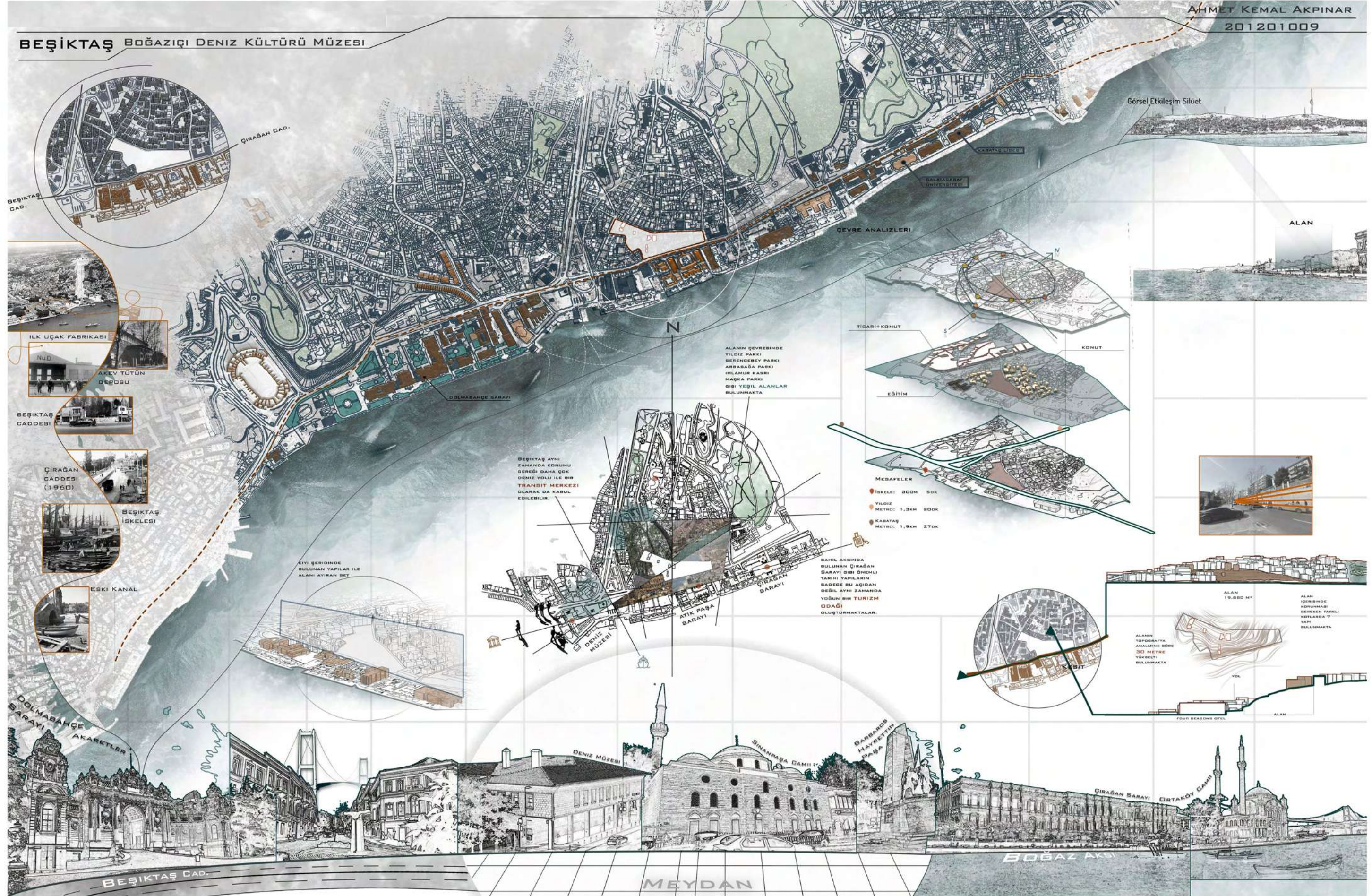
Dr. Öğr. Üyesi / Asst. Prof. Asena Kumsal ŞEN BAYRAM

Öğr. Gör. / Lecturer Yaşar Metin KESKİN

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

Arş. Gör. / Res. Ast. Neslişah MAMATİ

Ahmet Kemal AKPINAR



Ahmet Kemal AKPINAR

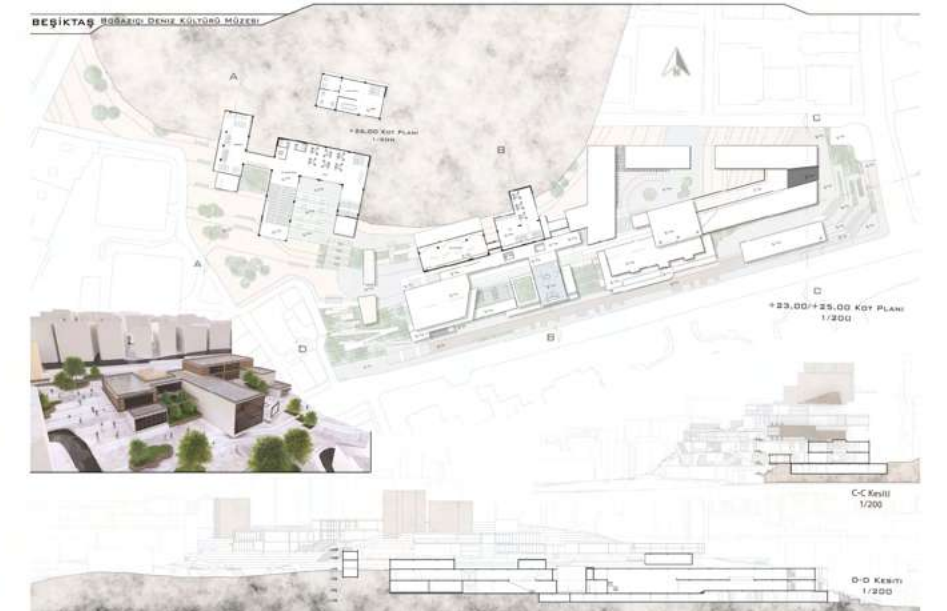
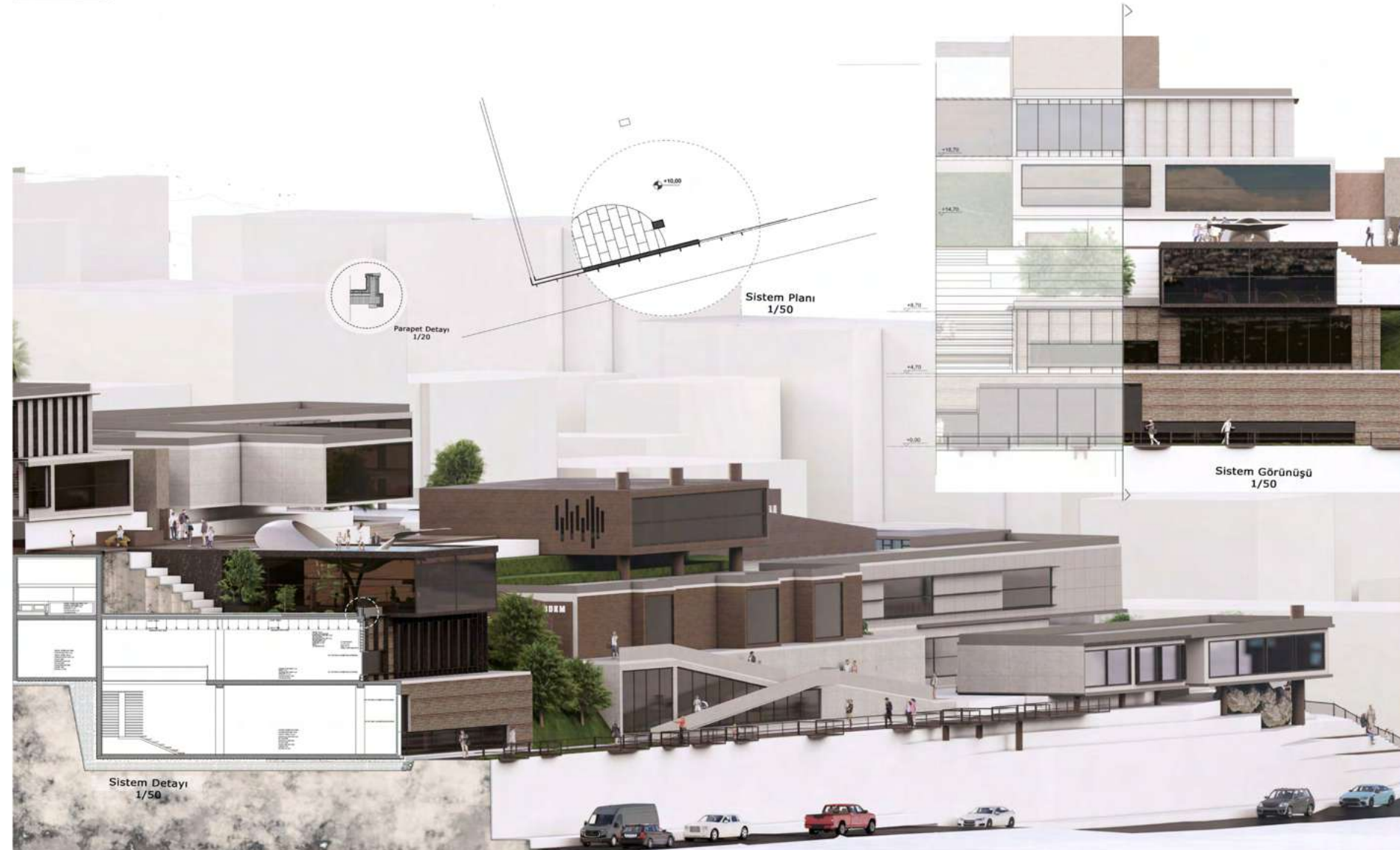
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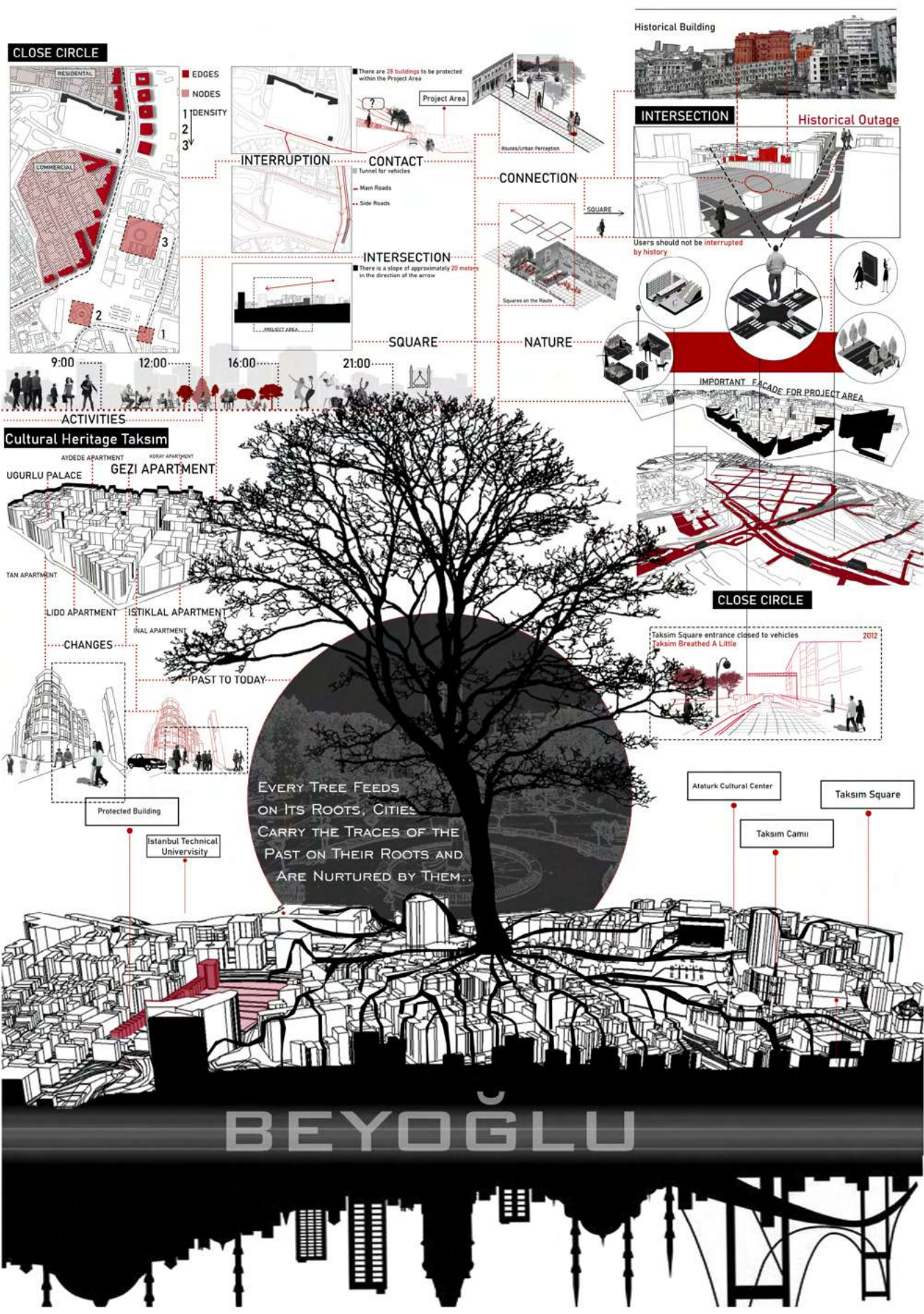
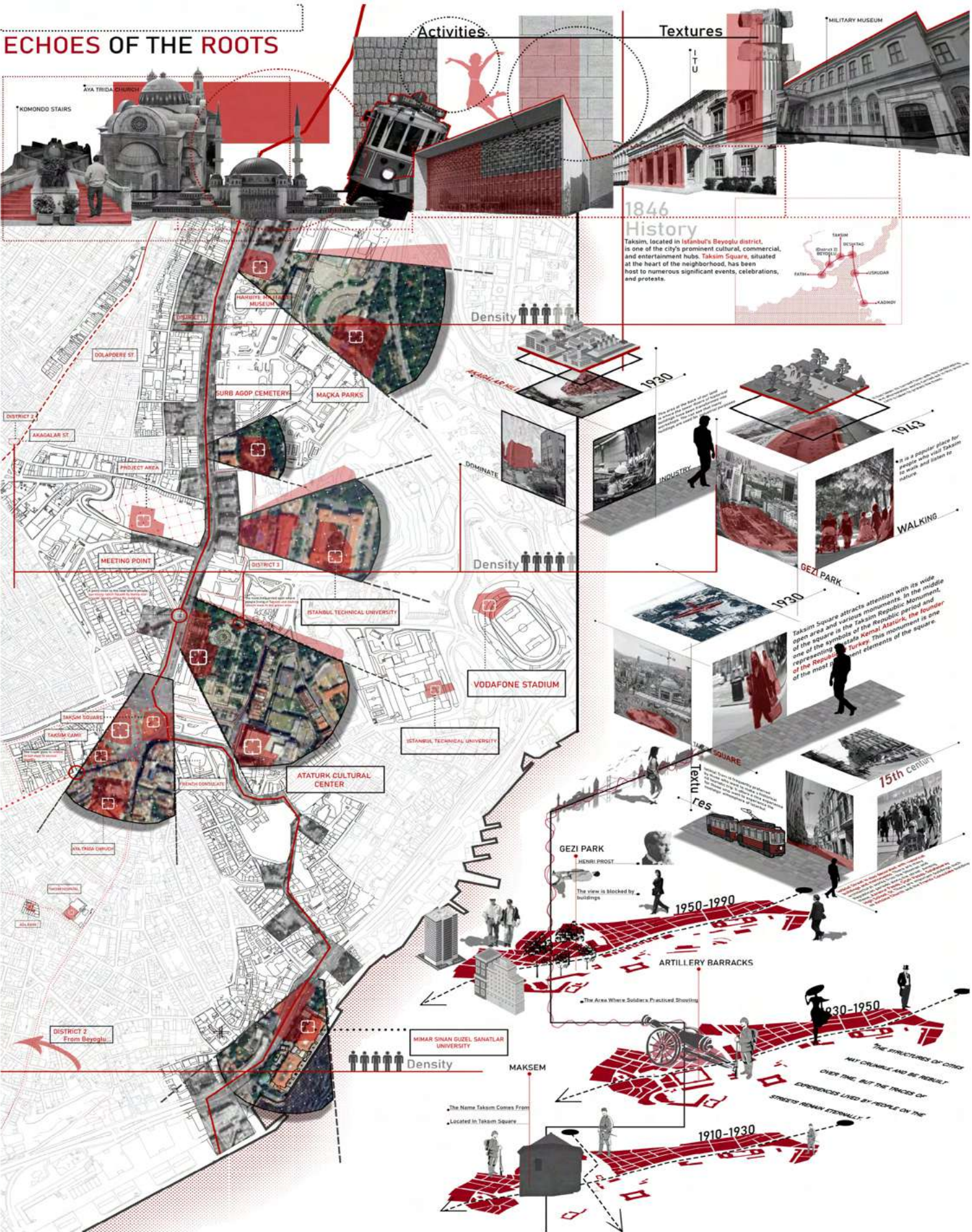
Ahmet Kemal AKPINAR



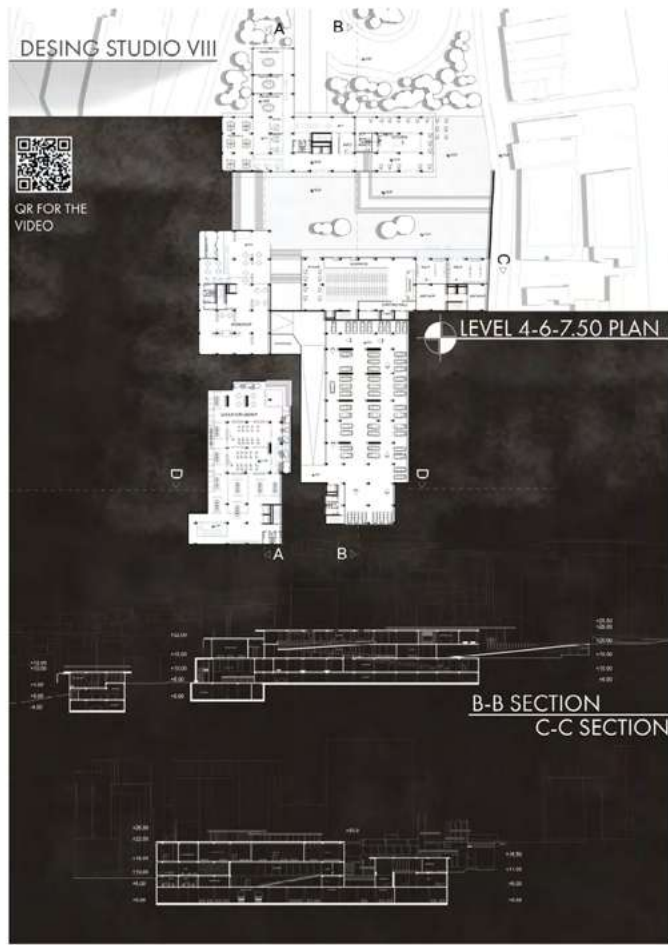
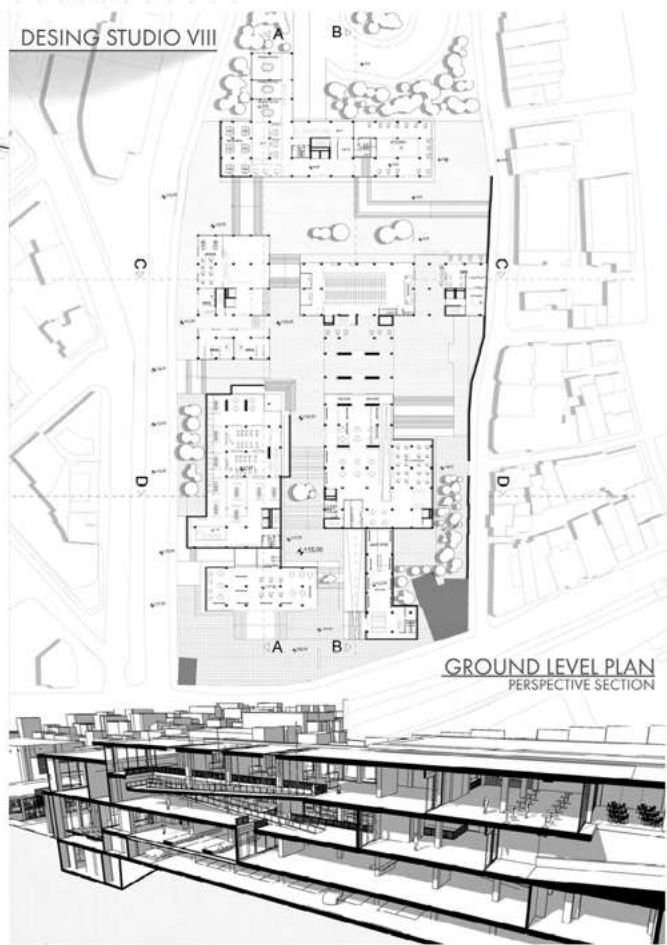
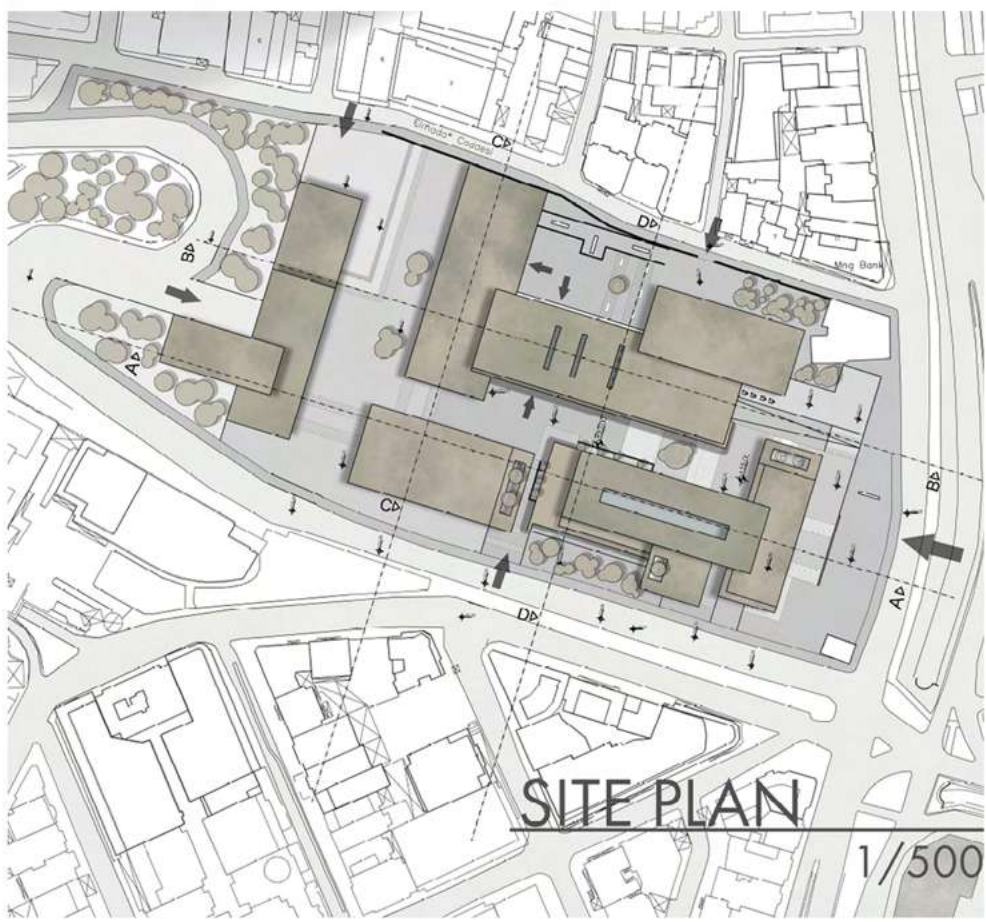
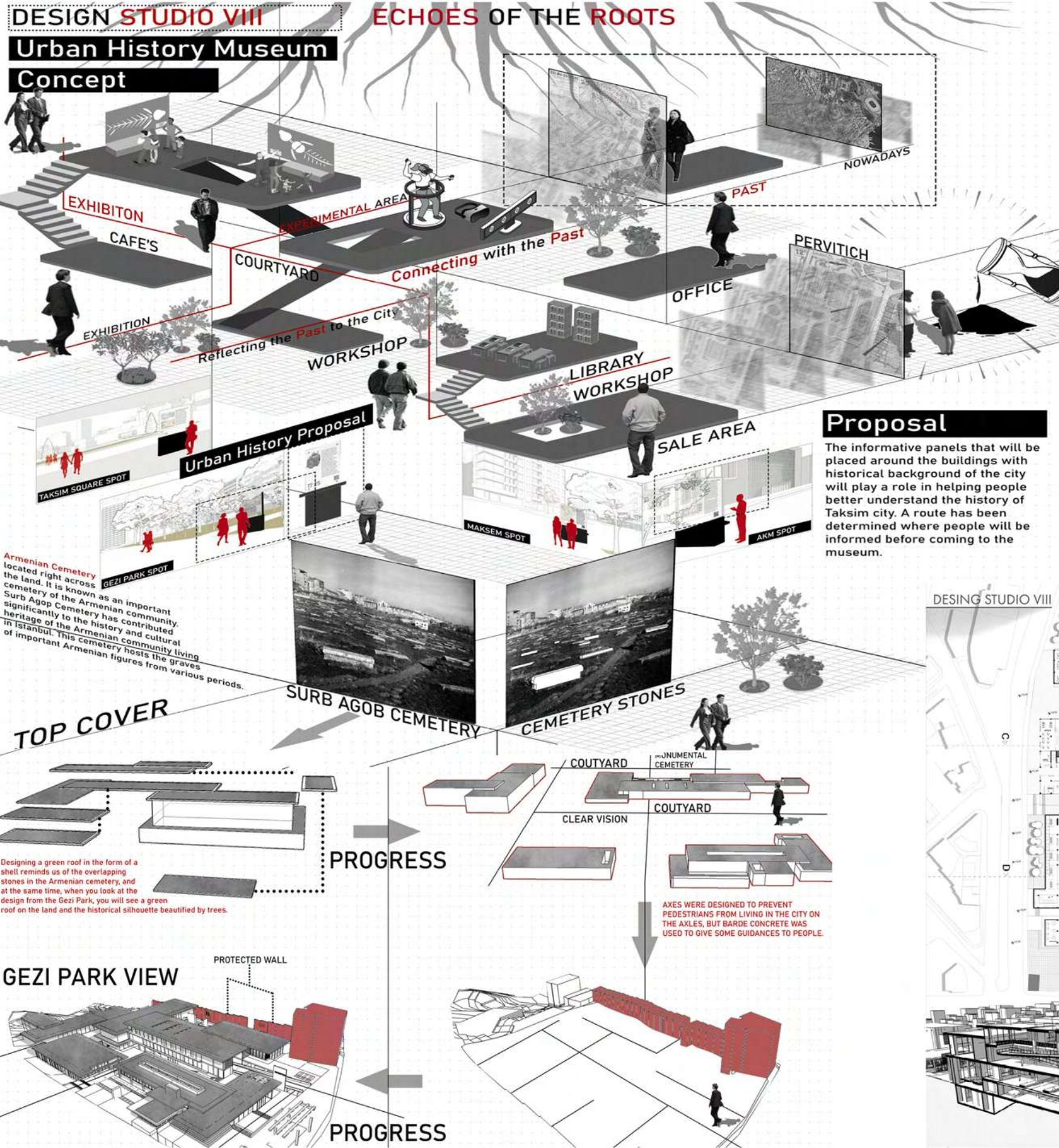
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Berkay SANCAKLI



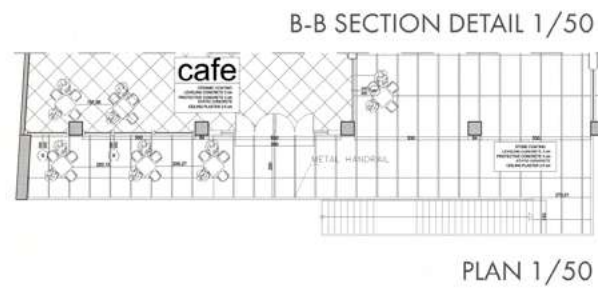
Berkay SANCAKLI



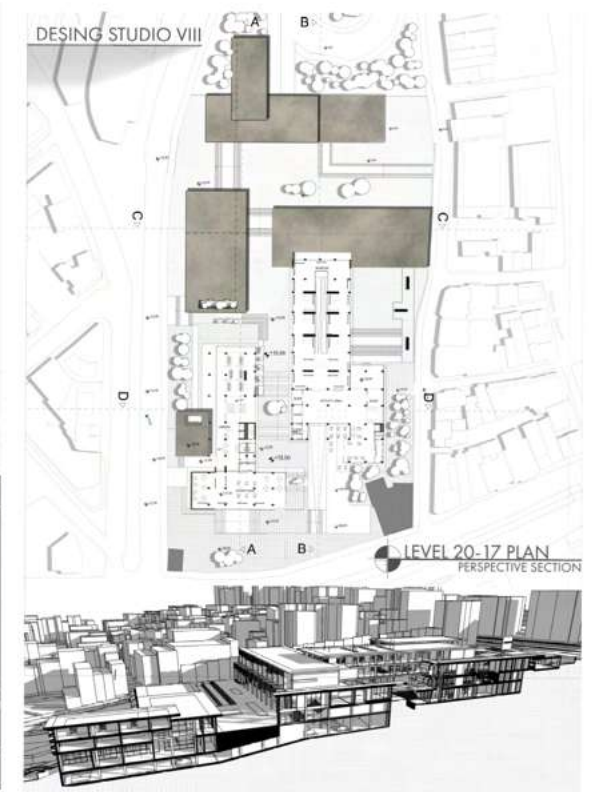
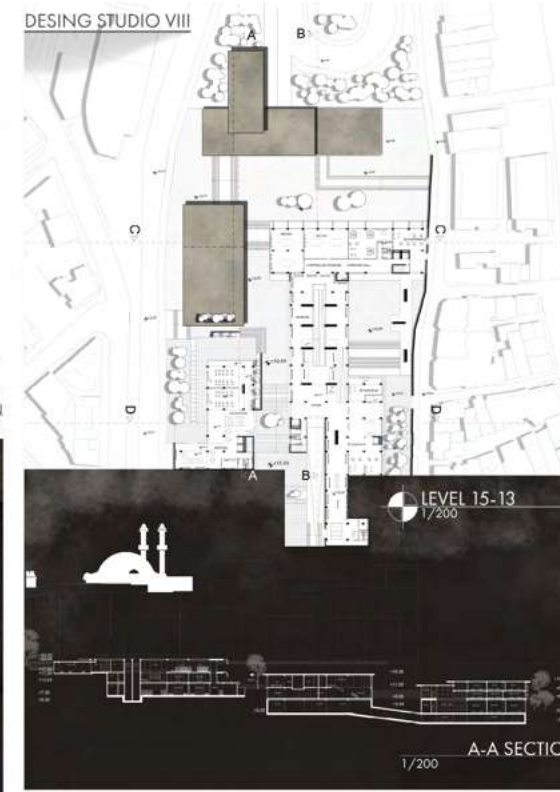
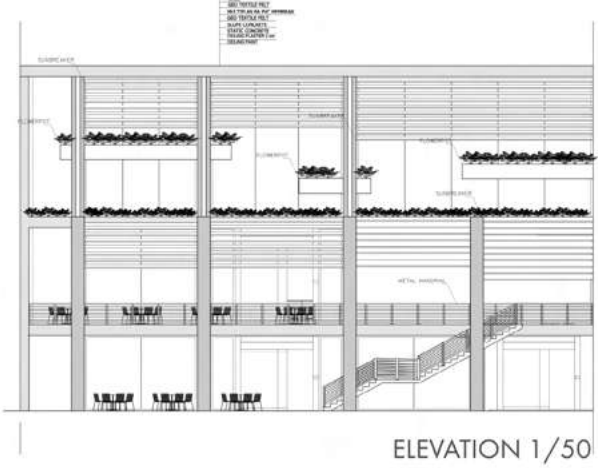
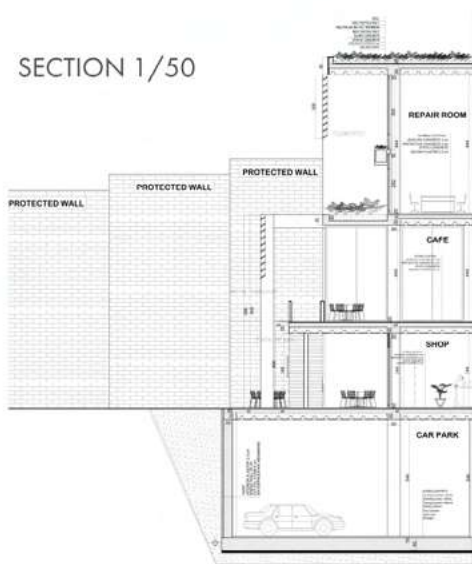
ARCH 420 DESIGN STUDIO VIII - MİMB 420 TASARIM STÜDYOSU VIII

Berkay SANCAKLI

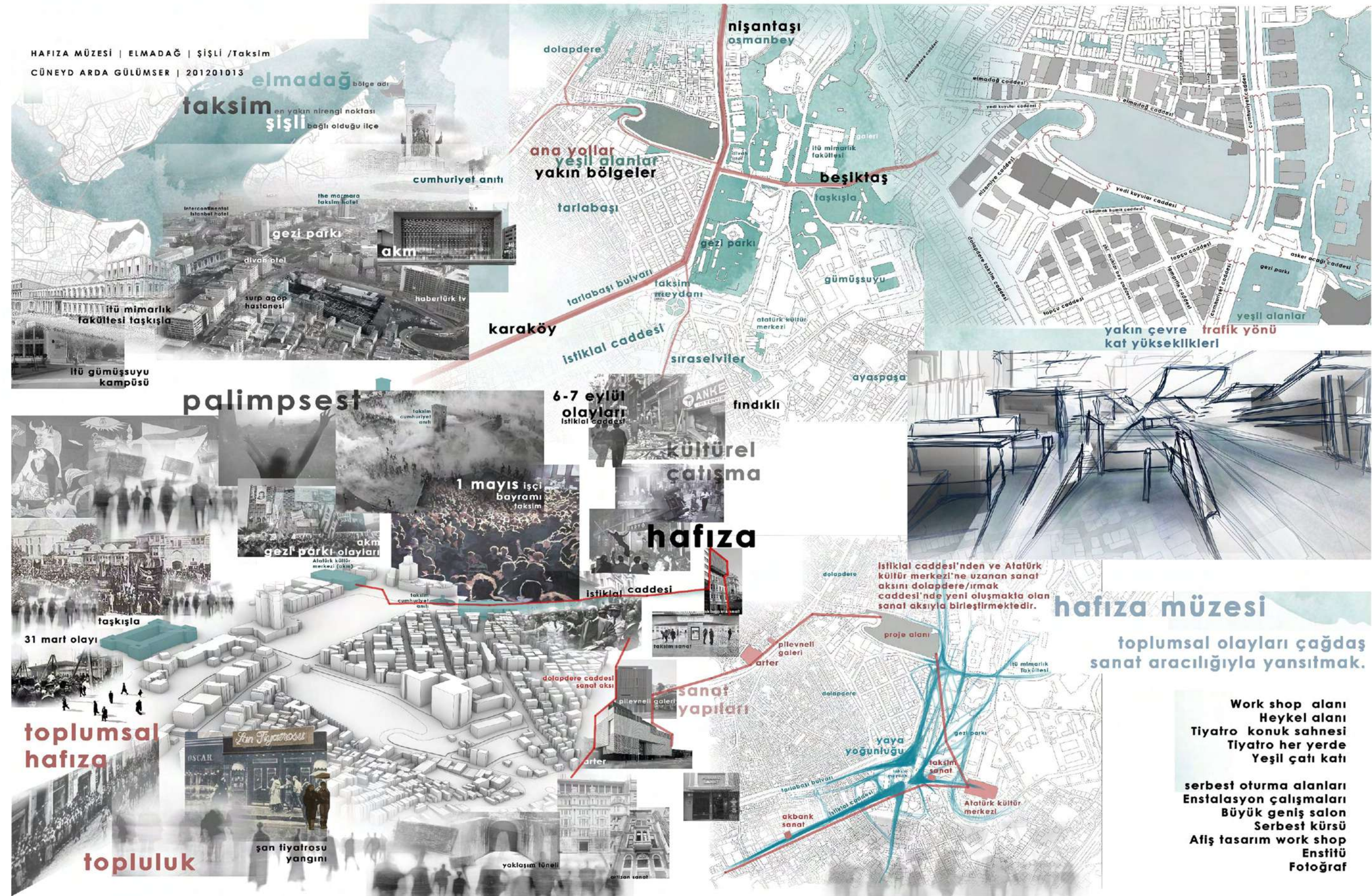
DESING STUDIO VIII



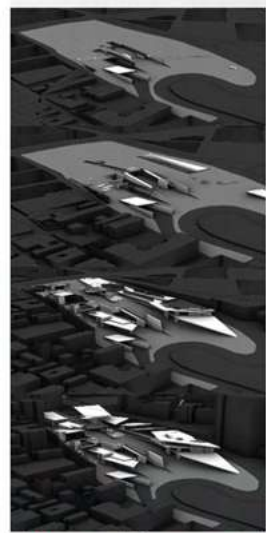
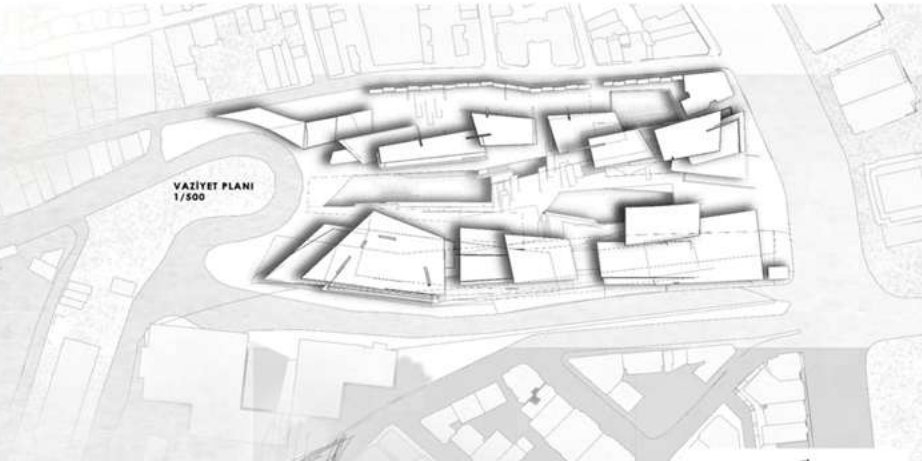
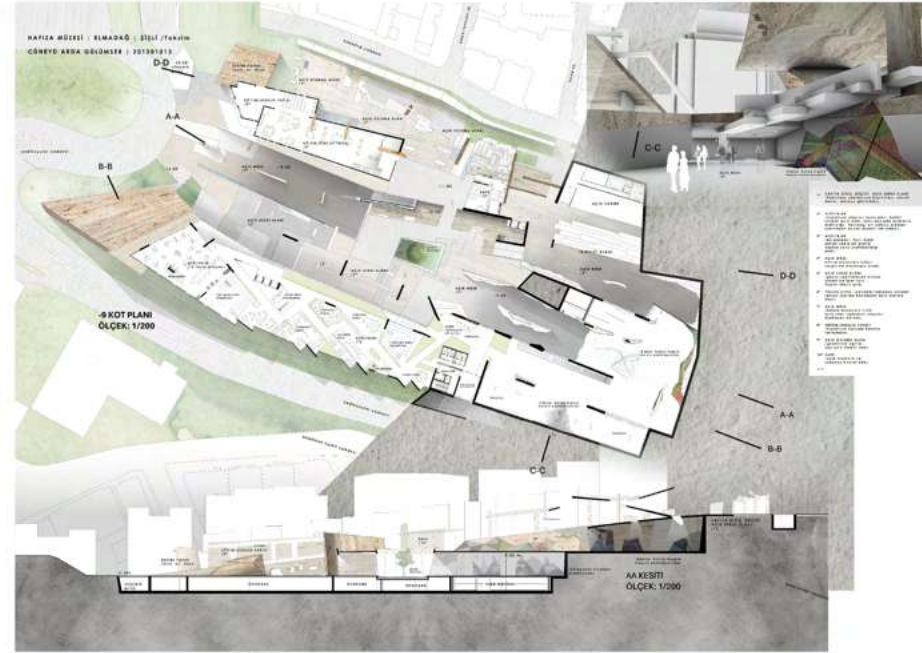
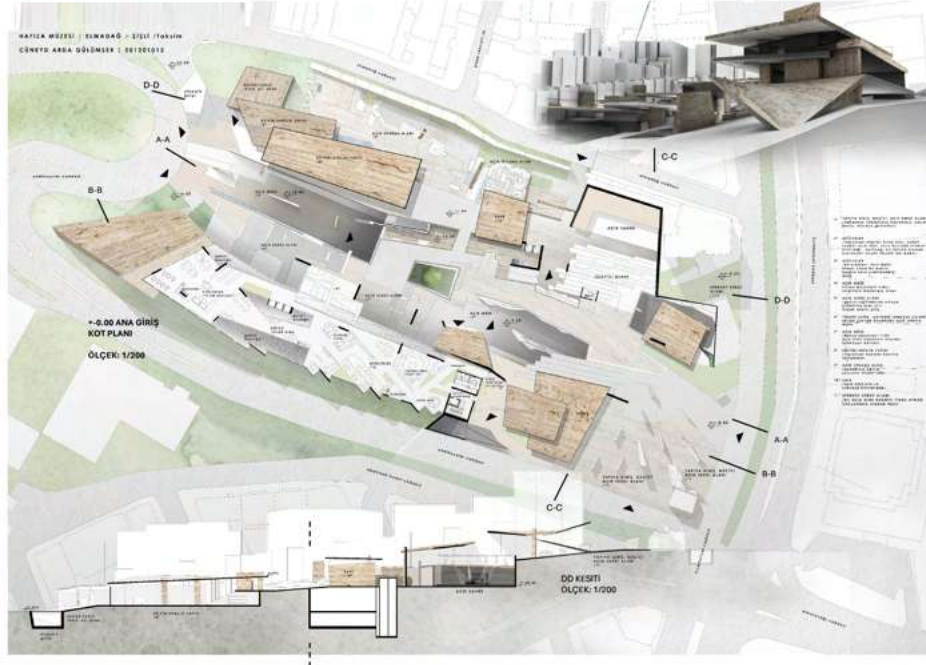
SECTION 1/50



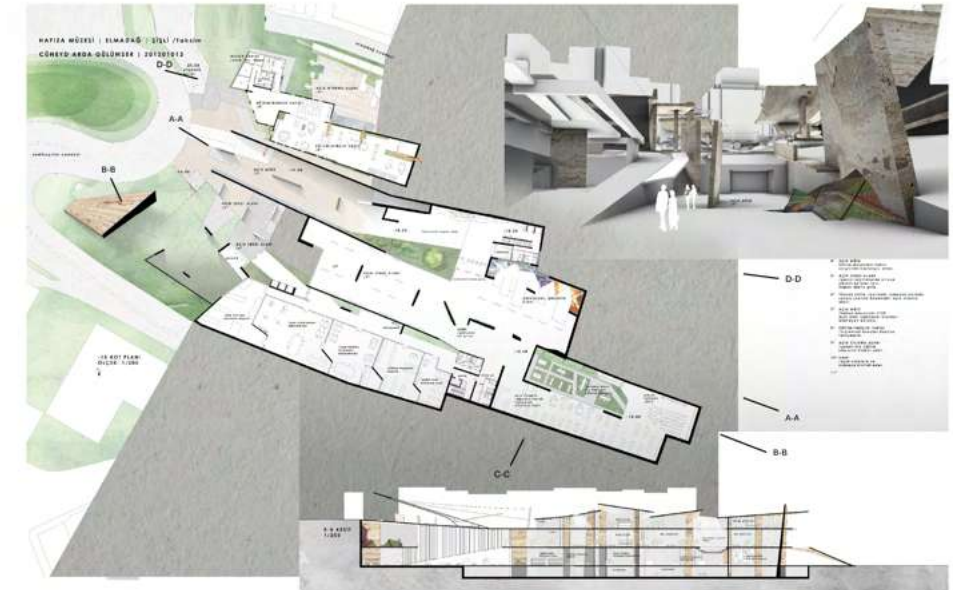
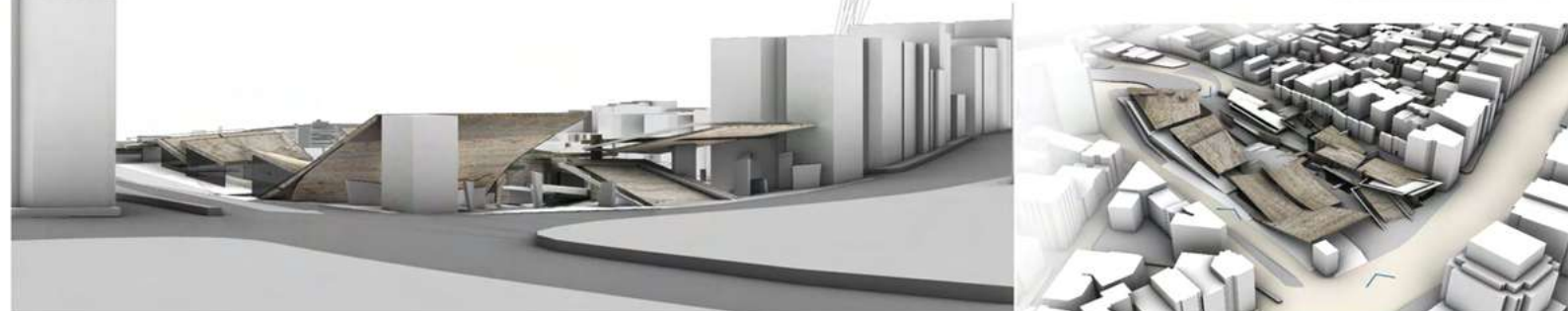
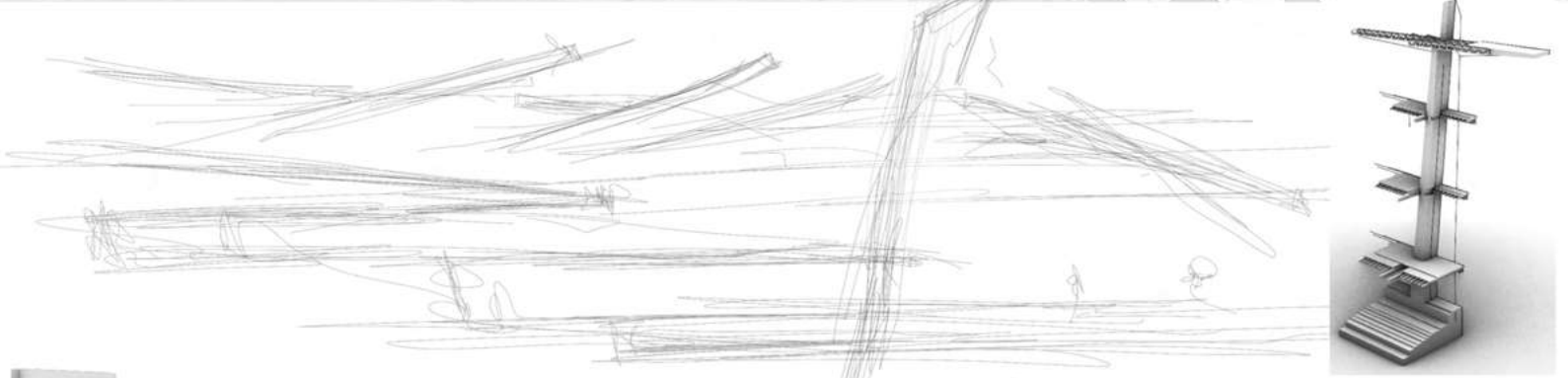
Cüneyd Arda GÜLÜMSER



Cüneyd Arda GÜLÜMSER

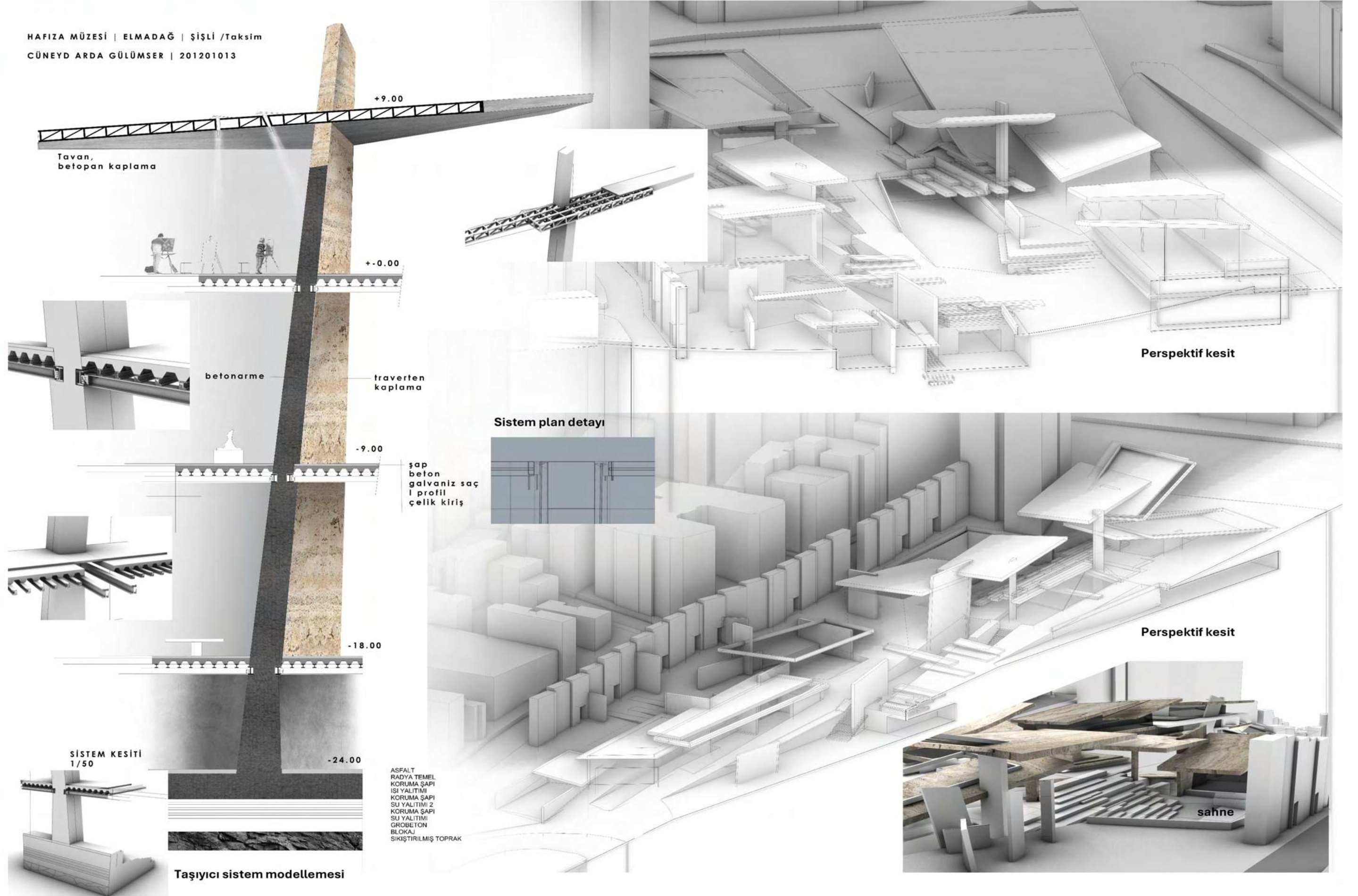


oluşum diyagramı

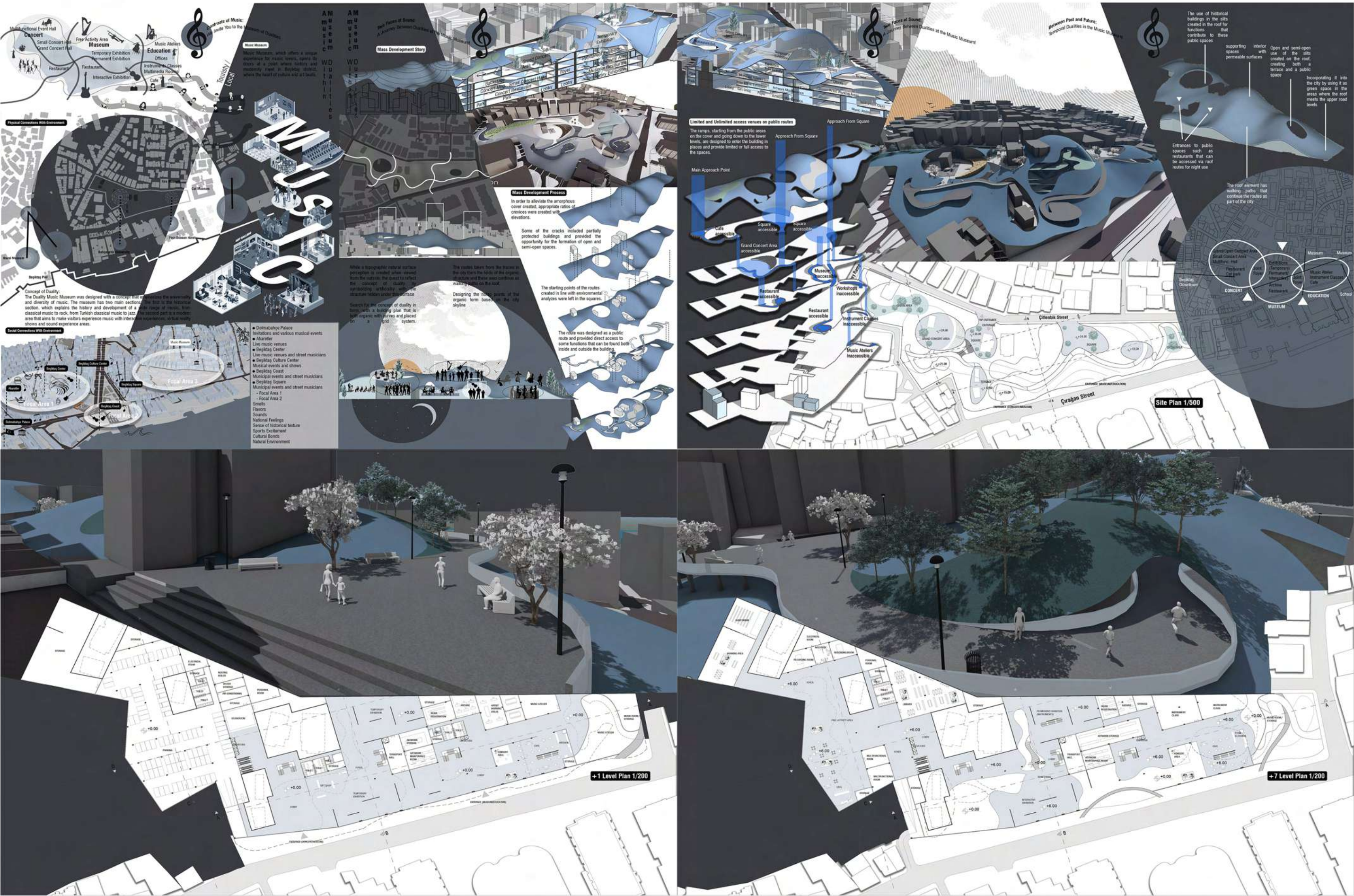


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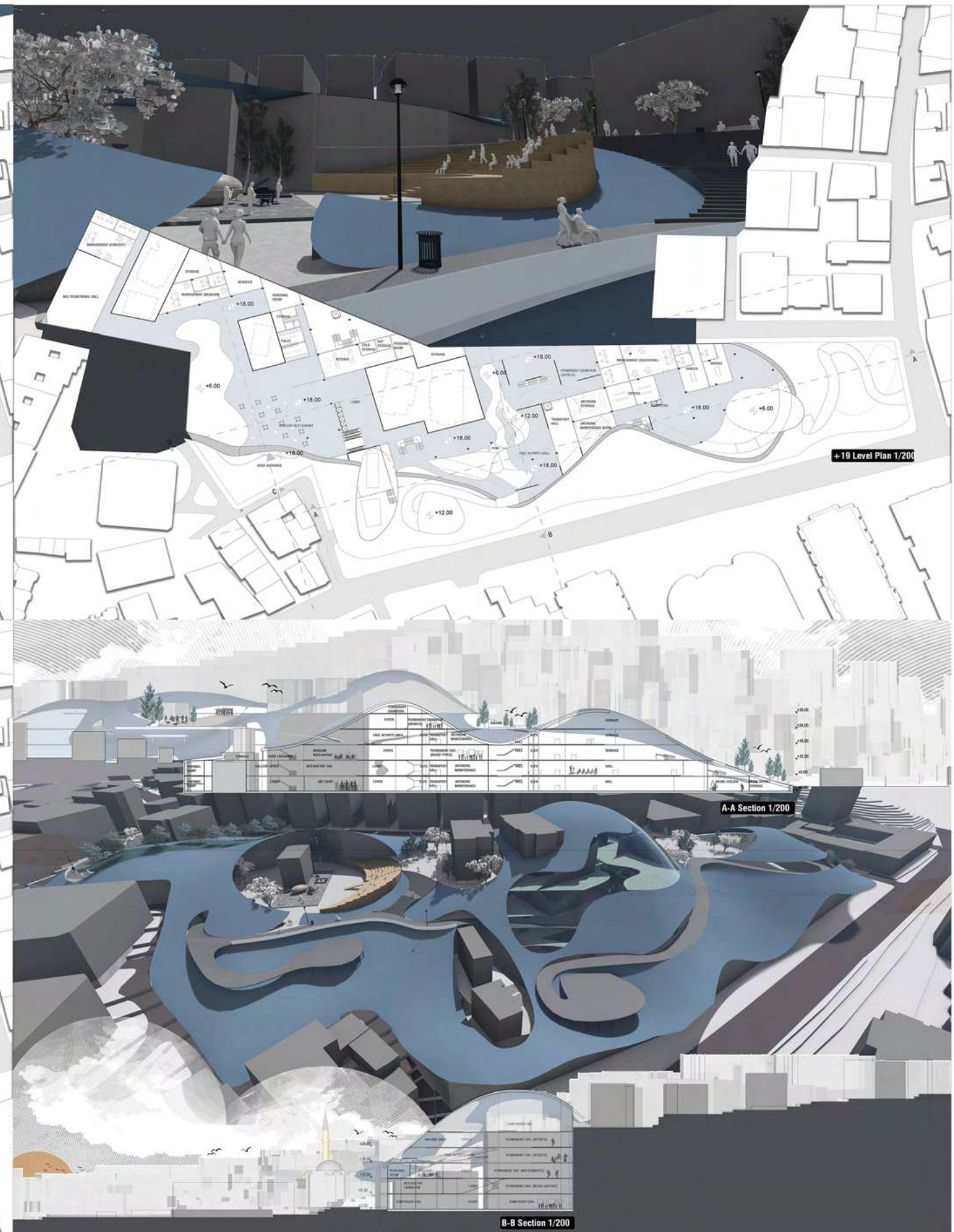
HAFİZA MÜZESİ | ELMADAĞ | ŞİŞLİ /Taksim
CÜNEYD ARDA GÜLÜMSER | 201201013



Çağla TUNÇ



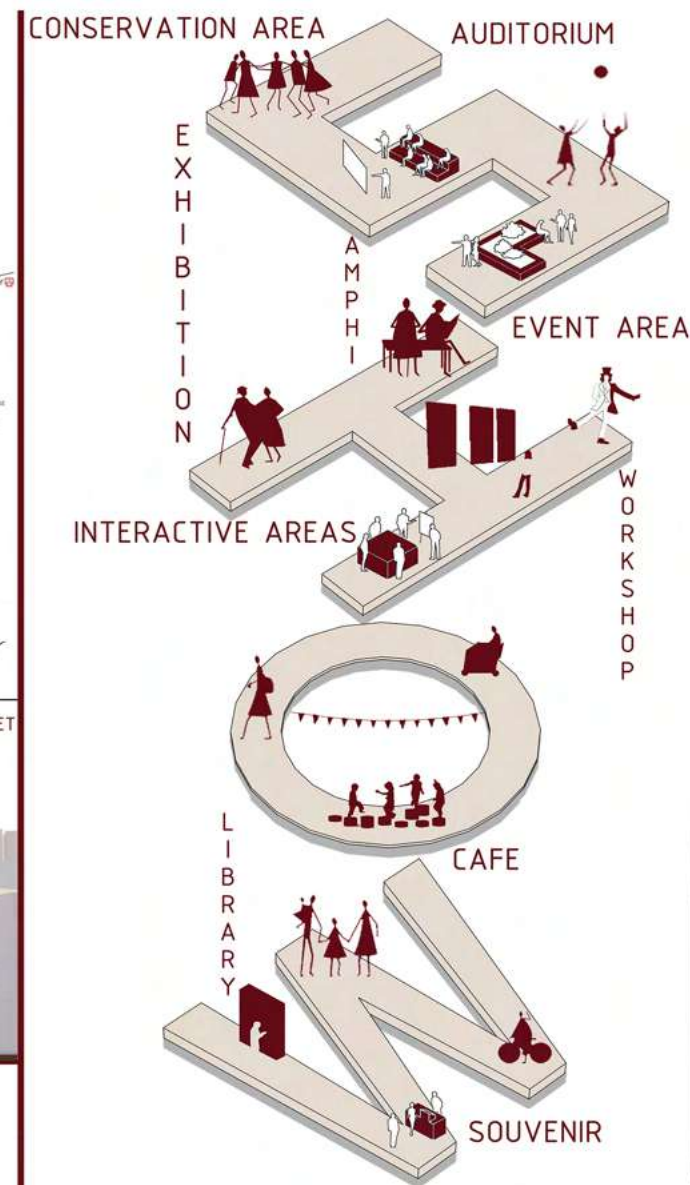
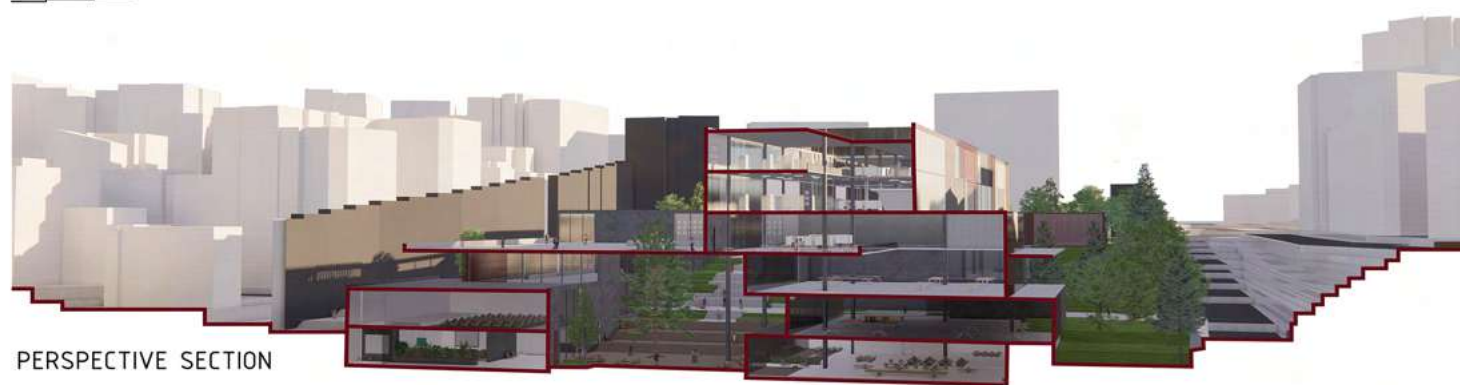
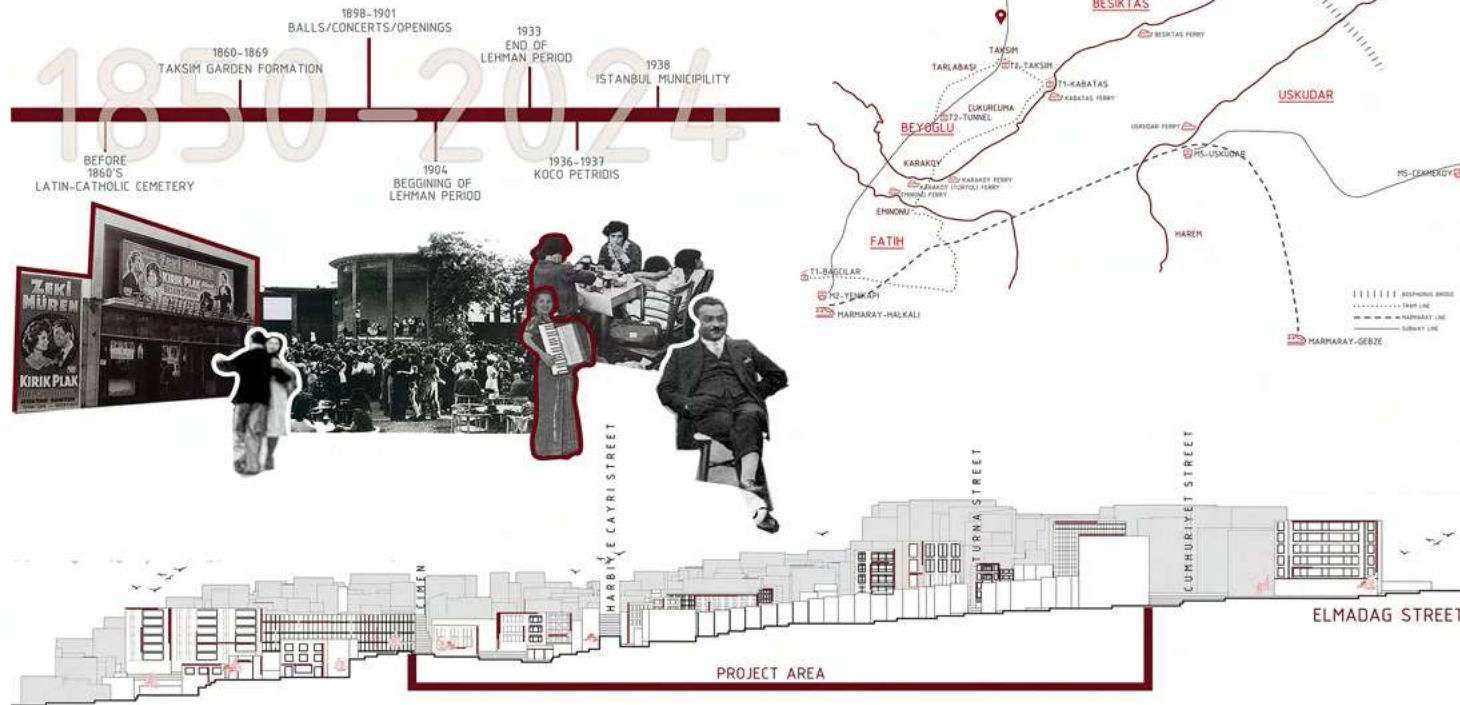
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Eylül Çağla ERSİN

SHOW MUSEUM

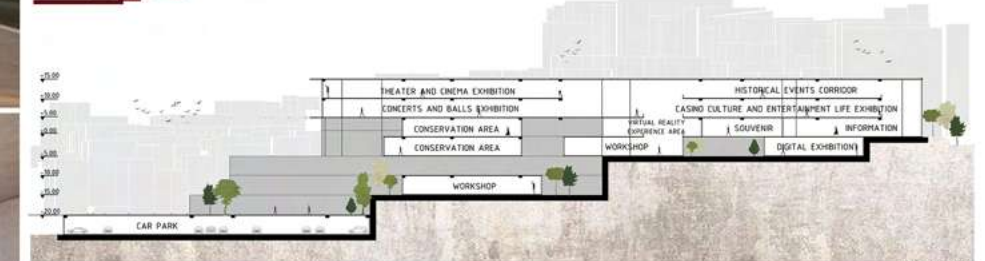
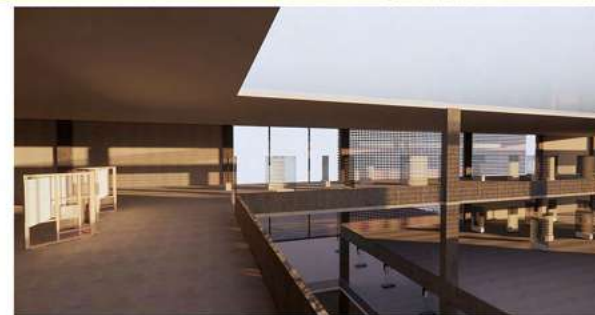
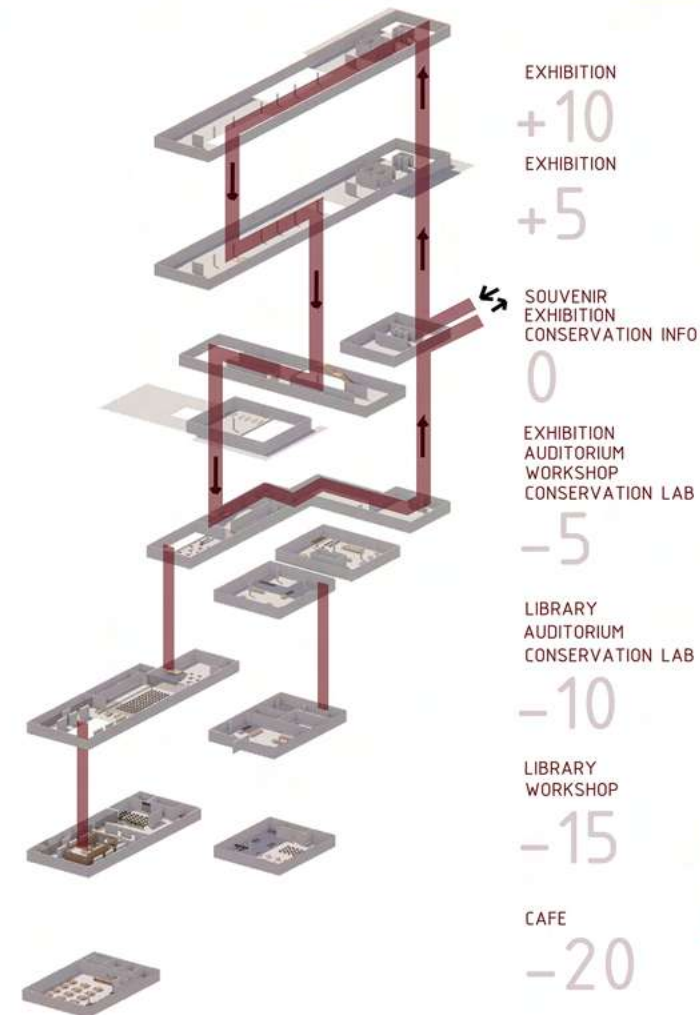
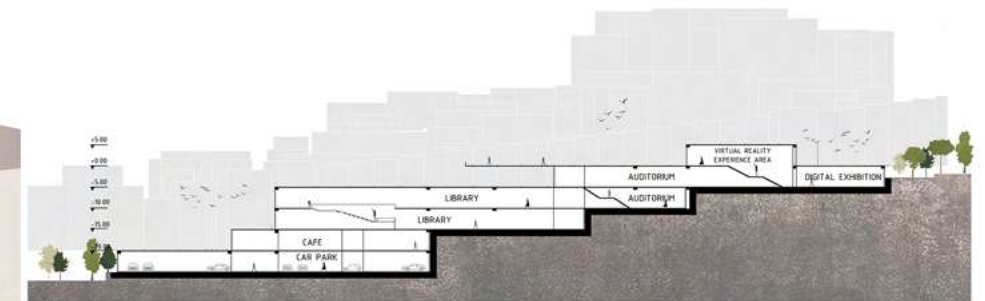
TAKSİM BEYOĞLU İSTANBUL TURKEY



Eylül Çağla ERSİN

SHOW MUSEUM

TAKSIM BEYOĞLU ISTANBUL TURKEY

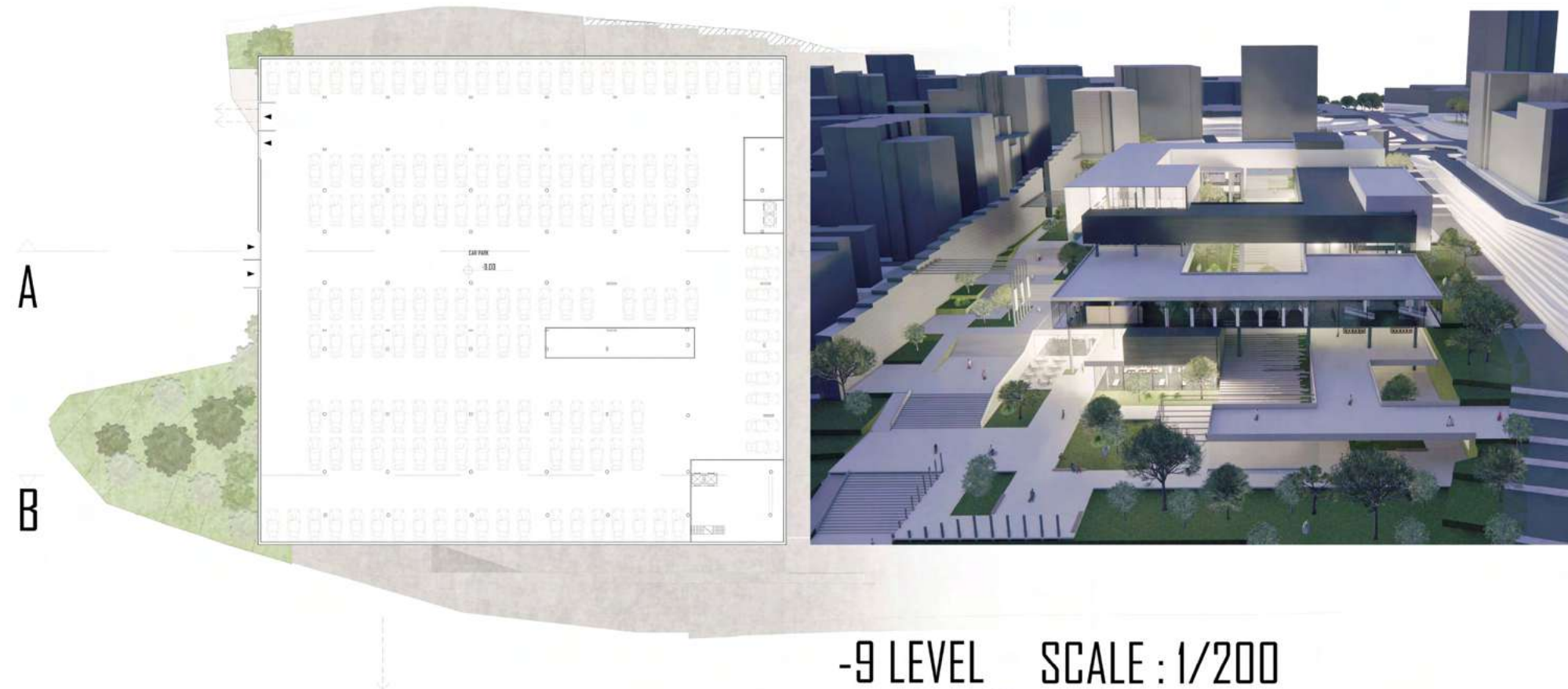


C-C SECTION

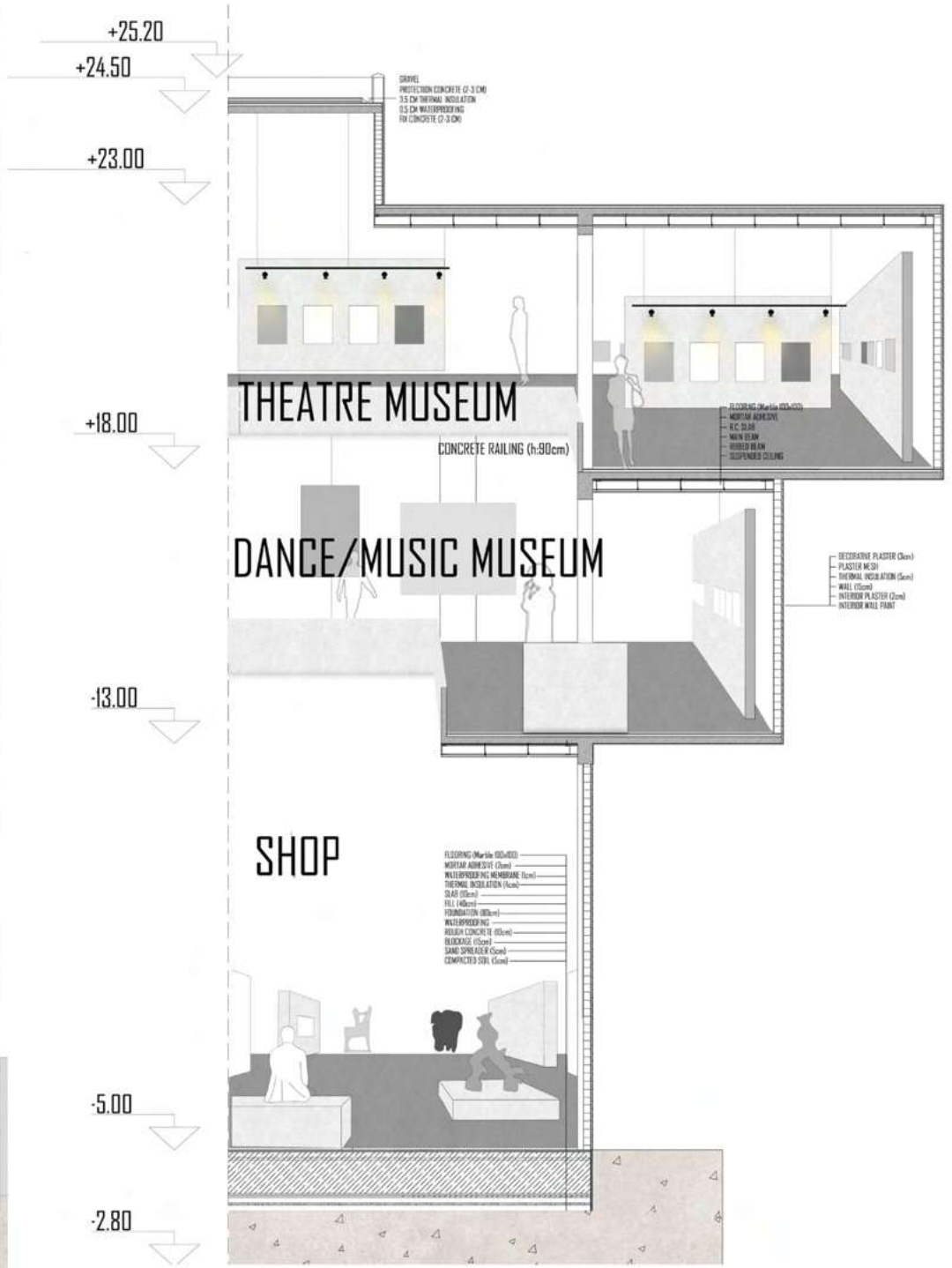
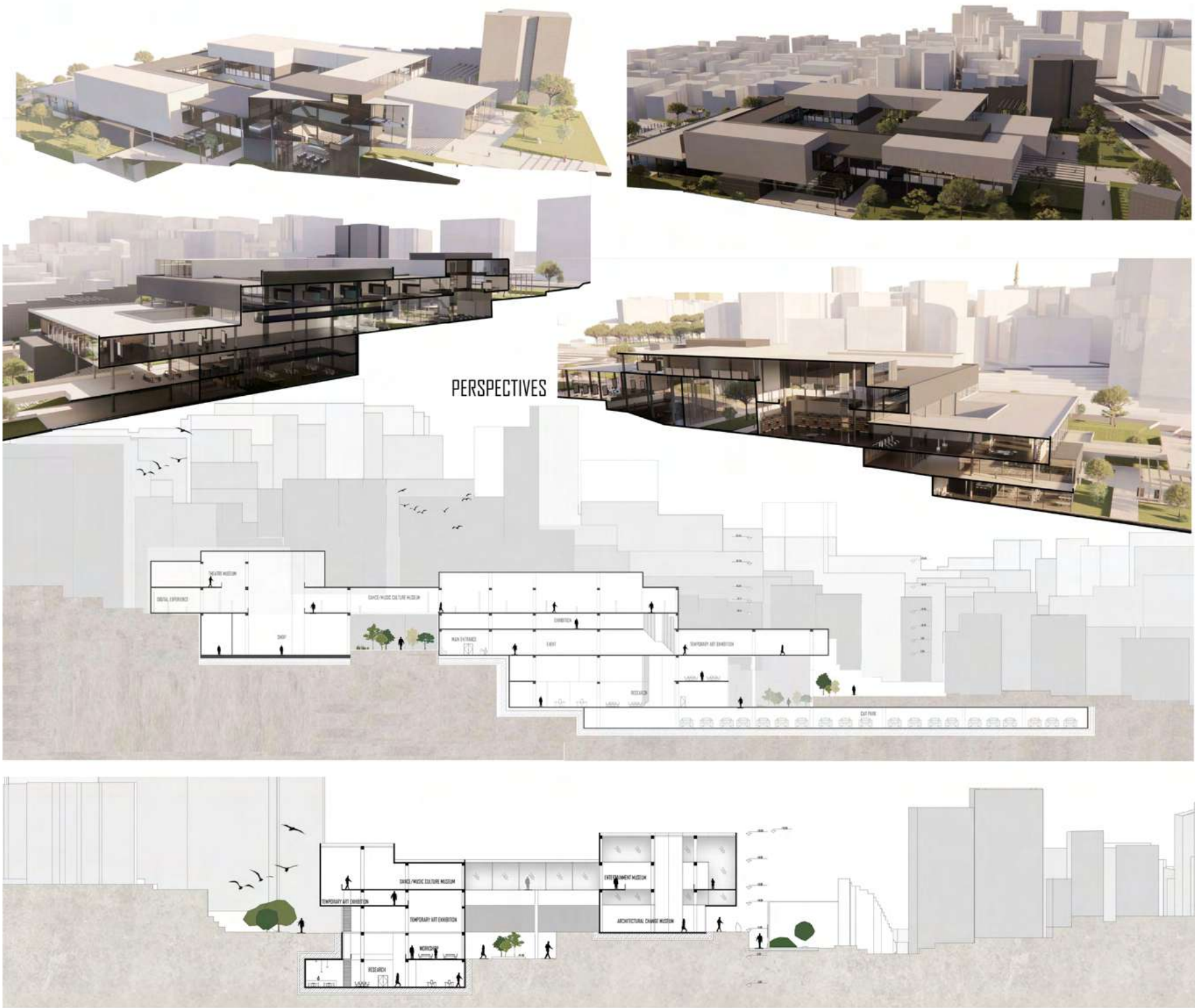


ARCH 420 DESIGN STUDIO VIII - MİMB 420 TASARIM STÜDYOSU VIII

İREMSU YÜCEL



İREMSU YÜCEL



The diagram illustrates a building's layout and circulation. The 3D exploded view on the left shows various spaces and their relationships. Key labels include:

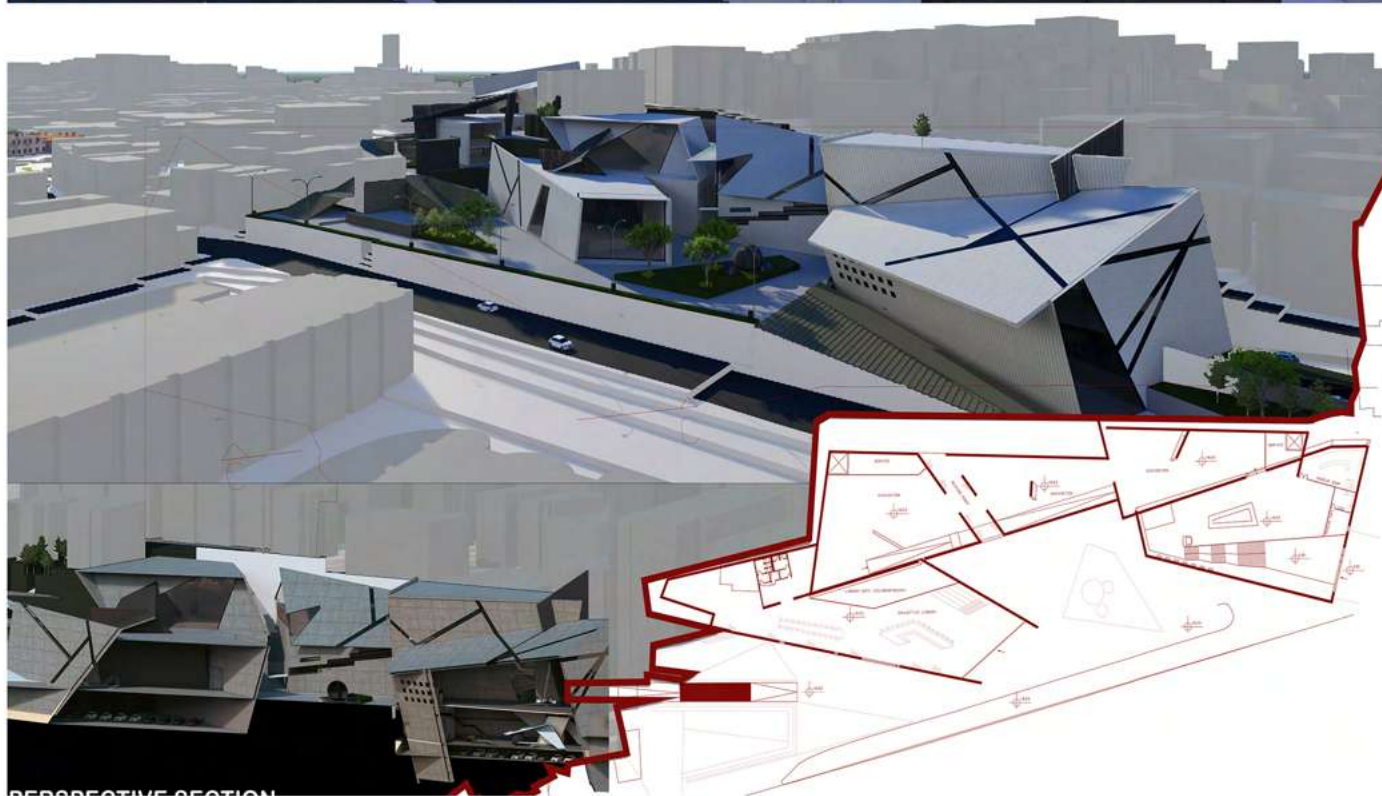
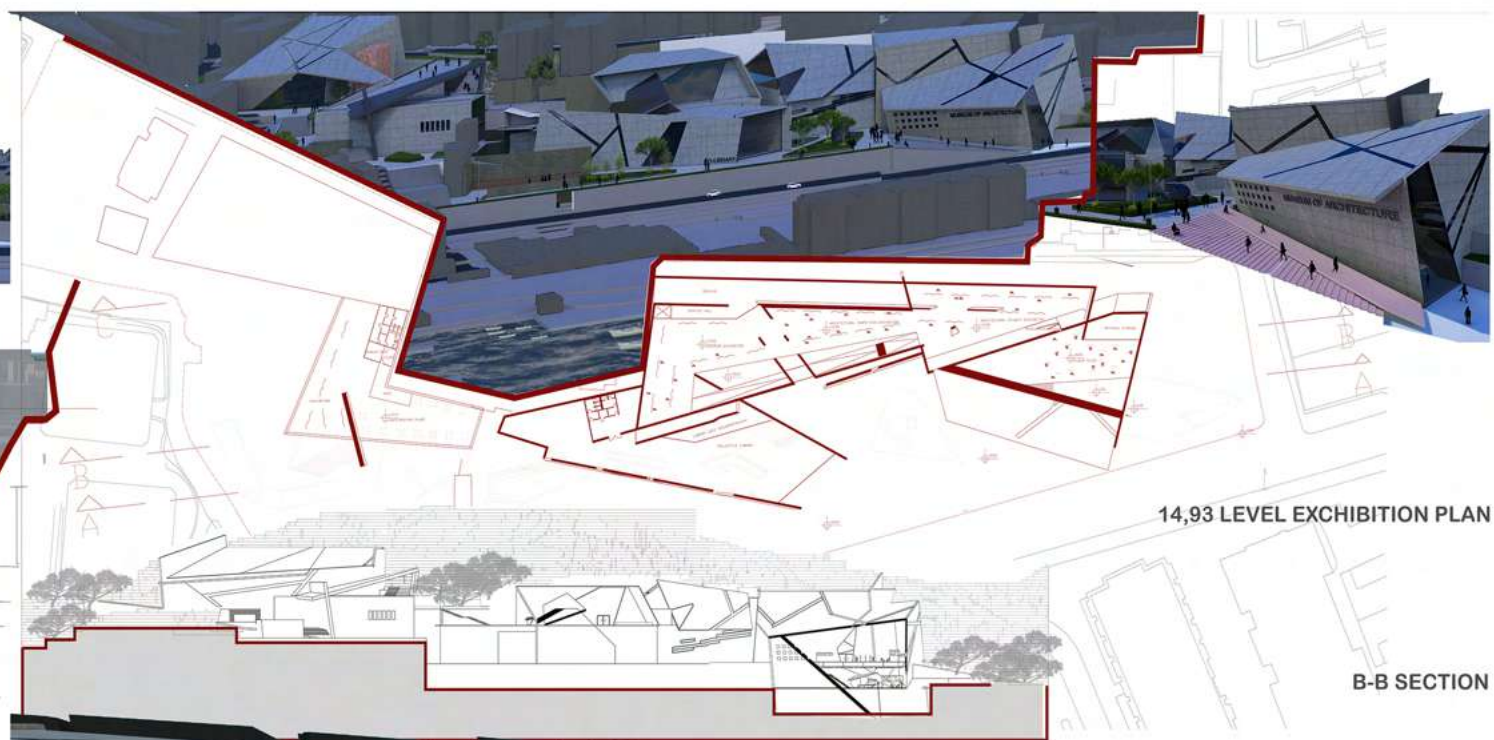
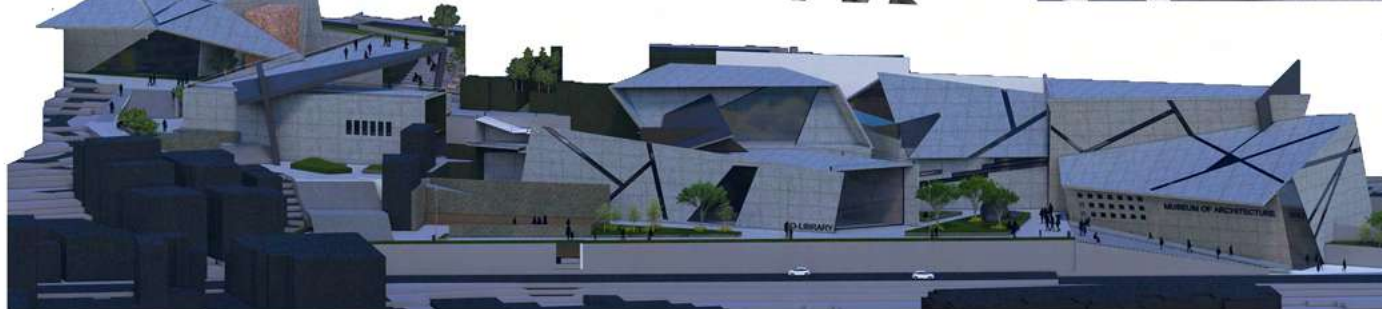
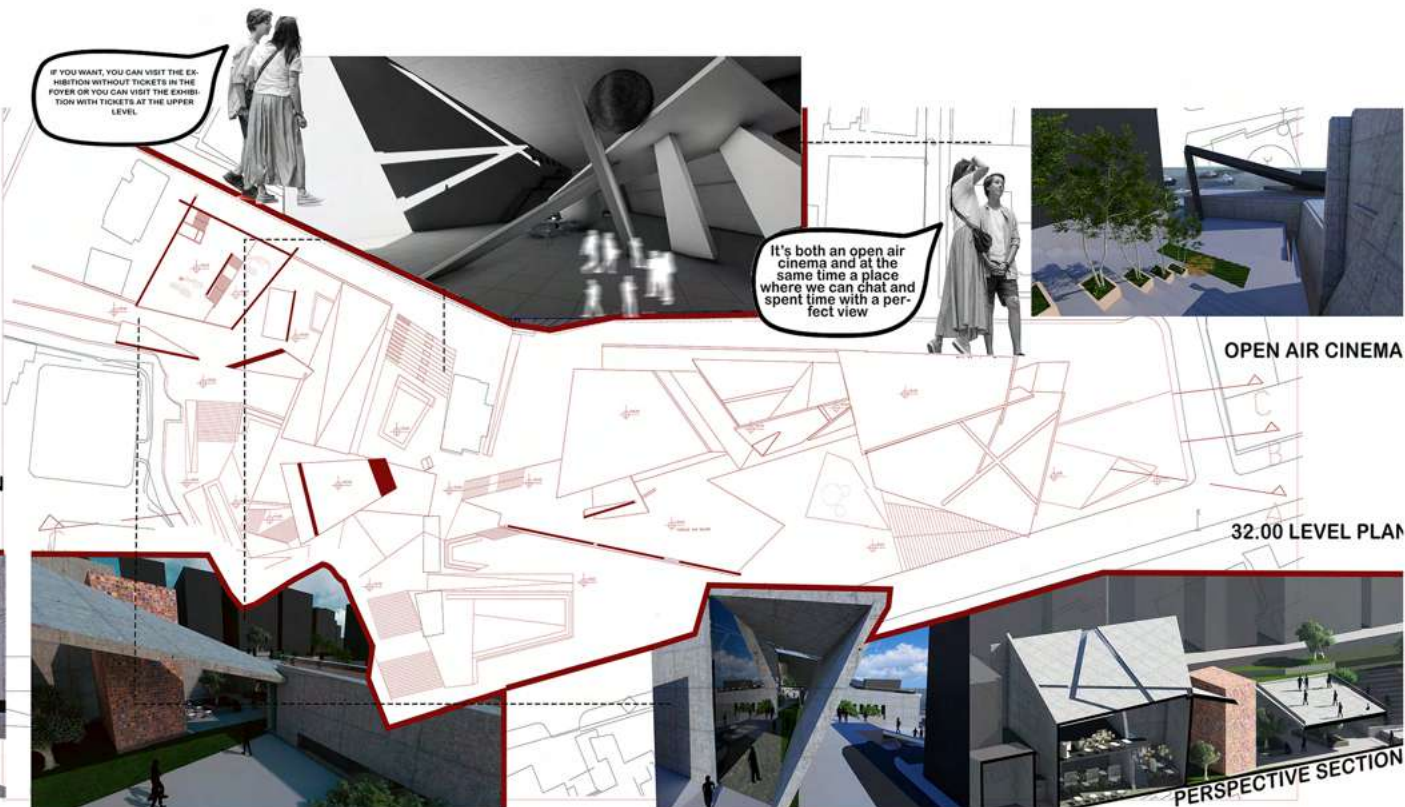
- FOYER, KINDERGARDEN EXHIBITION STARTING POINT
- EXHIBITION
- SERVICE HALL
- RESTING POINT
- CAFE
- INTERIOR DESIGN EXHIBITION
- RESTING POINT
- ART TRIP
- CAFE
- CONFERENCE
- 7/24 USAGE
- CONFERENCE
- FOYER
- ARCHITECTURE STUDENT EXHIBITION
- BACK TO THE NOW (NOW)
- ARCHITECTURAL EVENT EXPERIENCE
- EXHIBITION
- RESTING POINT
- CAFE
- COMPETITION EXHIBITION
- BACK TO THE NOW (BACK)
- CAFE
- MATERIAL AND HANGAR EXHIBITION
- EXHIBITION

The 2D circulation diagram on the right, titled "CIRCULATION DIAGRAM", shows a path starting from "START/EXIT" and ending at "START/EXIT". The path includes the following spaces:

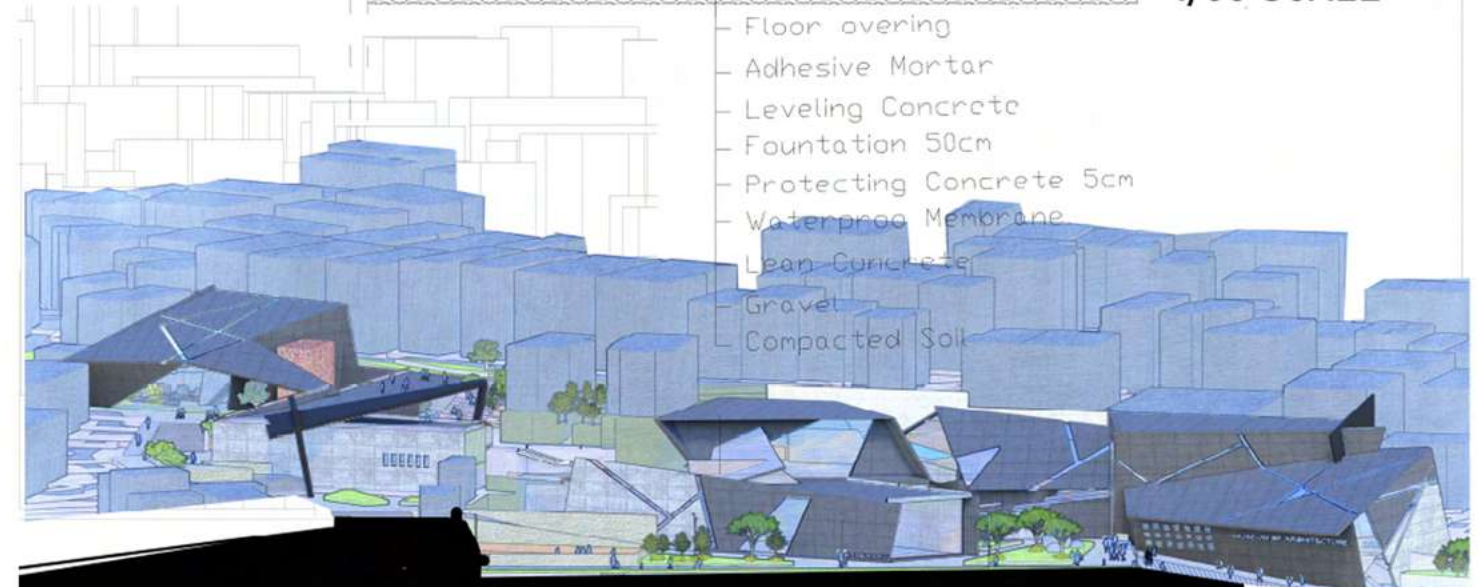
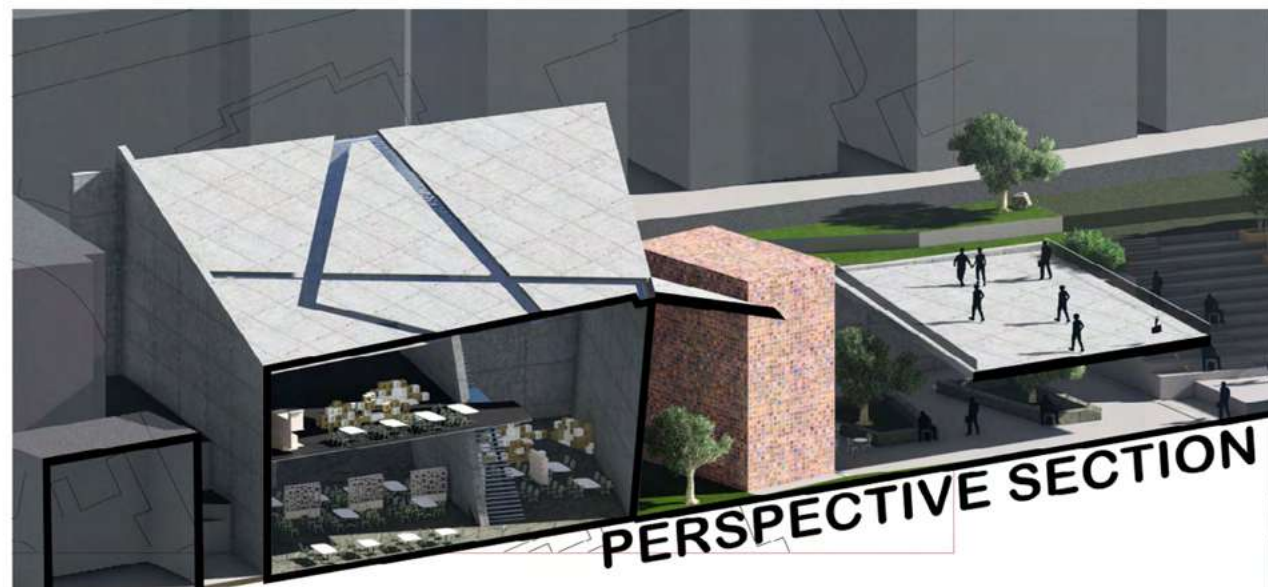
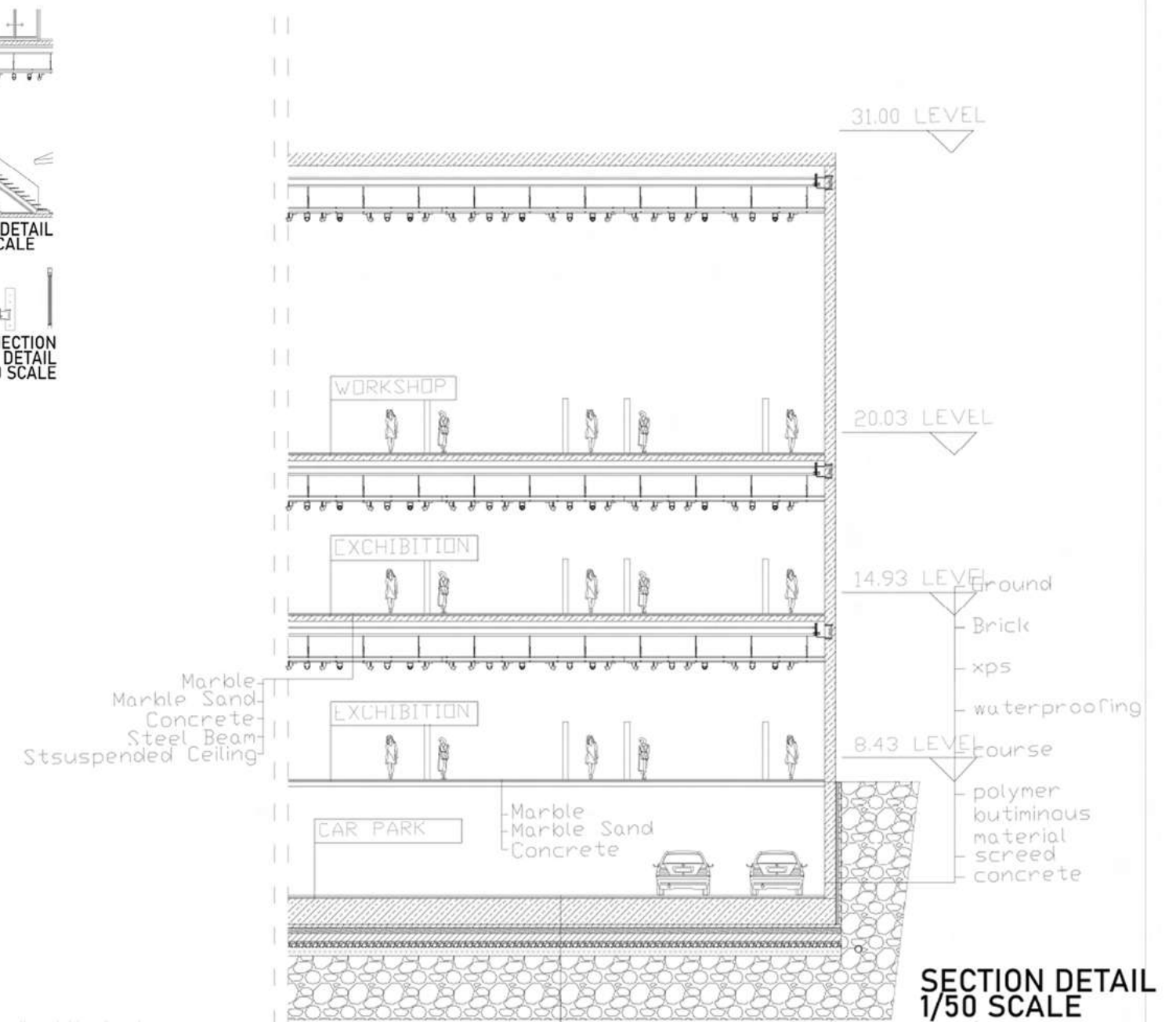
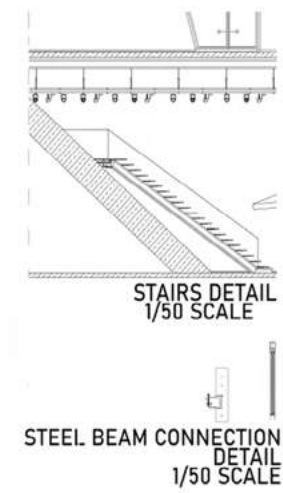
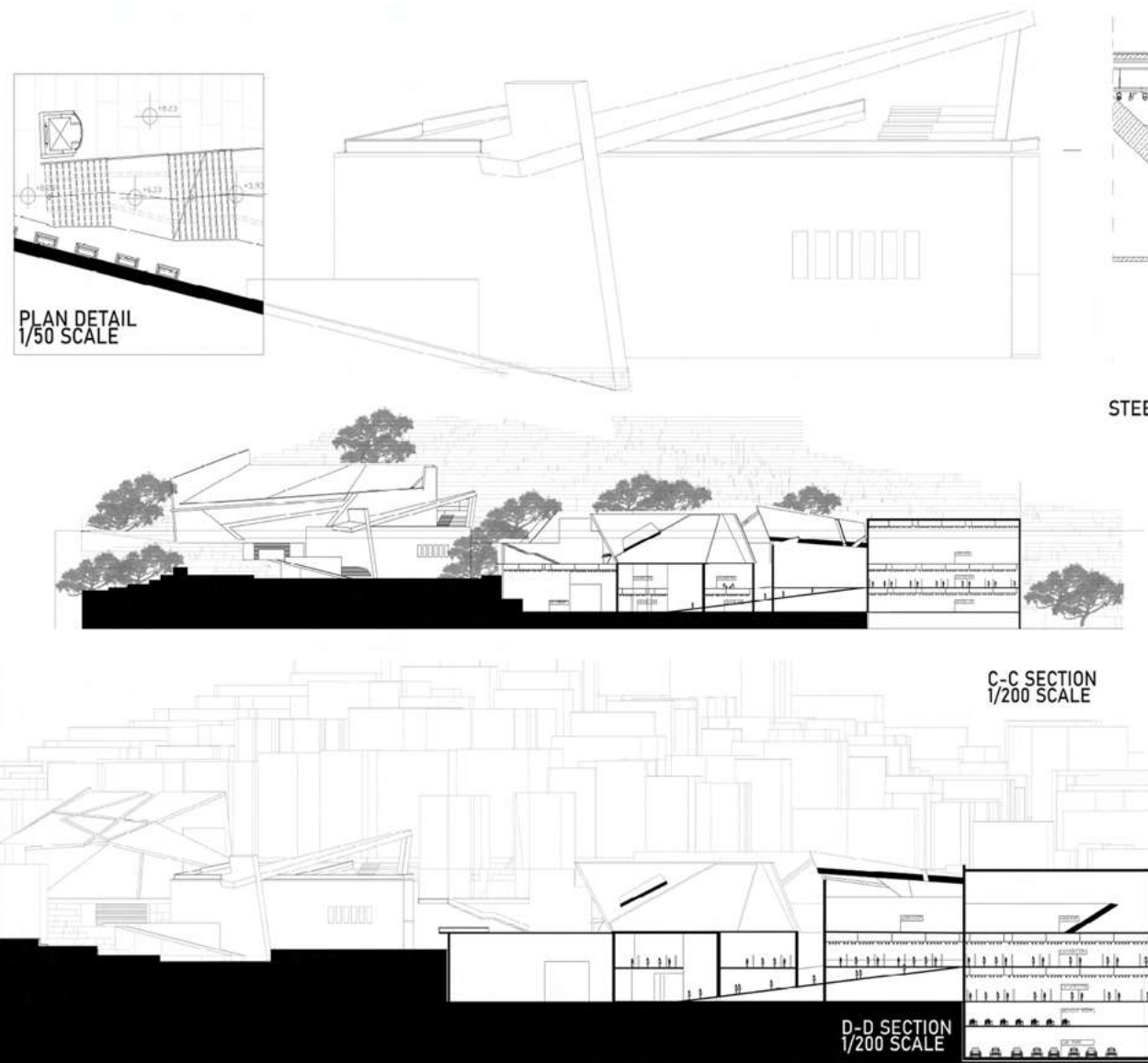
- PERMANENT EXHIBITION
- FOYER, KINDERGARDEN EXHIBITION STARTING POINT
- EXHIBITION RESTING POINT
- SALES UNIT
- CAFE
- LIBRARY
- RESTING POINT
- CONFERENCE
- CONNECTING ROAD LEVEL
- ART TRIP EXHIBITION
- RESTING POINT
- SALES UNIT
- INTERIOR DESIGN EXHIBITION
- BACK EXHIBITION
- NOW EXHIBITION
- EVENT SALES UNIT
- FOYER EXHIBITION STARTING POINT
- ARCHITECTURAL STUDENT EXHIBITION
- ARCHITECTURAL COMPETITION EXHIBITION
- MATERIAL AND HANGAR EXHIBITION

Sabahat BAYRAM

ARCHITECTURE MUSEUM ANALYSIS



Sabahat BAYRAM



Sude BADIR

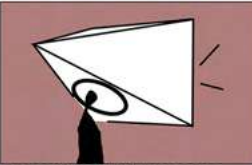
CONTEMPORARY ART MUSEUM
BEŞİKTAŞ | İSTANBUL

'CONT-ACT'

"Art is an inner need, and when expressed, it creates a connection with people." -Vincent van Gogh

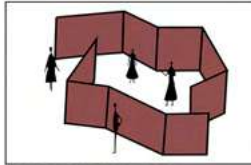


SPACE SUGGESTIONS



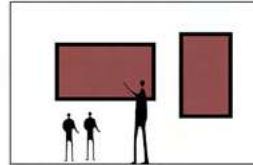
PERMANENT EXHIBITION AREAS

With permanent exhibition elements, visitors sometimes visit the exhibition and sometimes become a part of it.



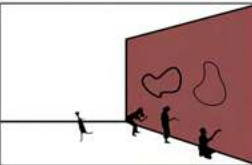
TEMPORARY EXHIBITIONS

Visitors can be introduced to various works of art through temporary exhibitions.



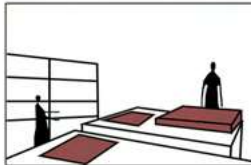
SUPPORTIVE EXHIBITIONS

In order to support artists and art lovers close to the land, areas where their art can be exhibited can be created.



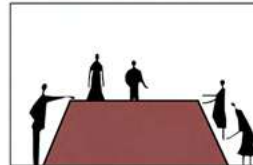
INTERACTIVE ART EXHIBITIONS

Visitors can experience the feeling of an artist by performing art interactively.



CONSERVATION ROOMS

Rooms can be created for restorers to preserve works of art.



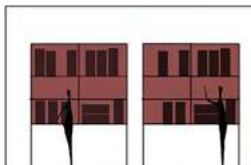
ART ATELIER

Areas can be created to encourage visitors to art through workshops.



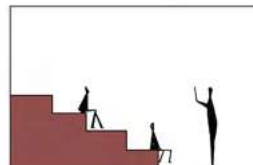
OPEN AIR WORKSHOPS

Outdoor areas can be created where children can perform their own arts.



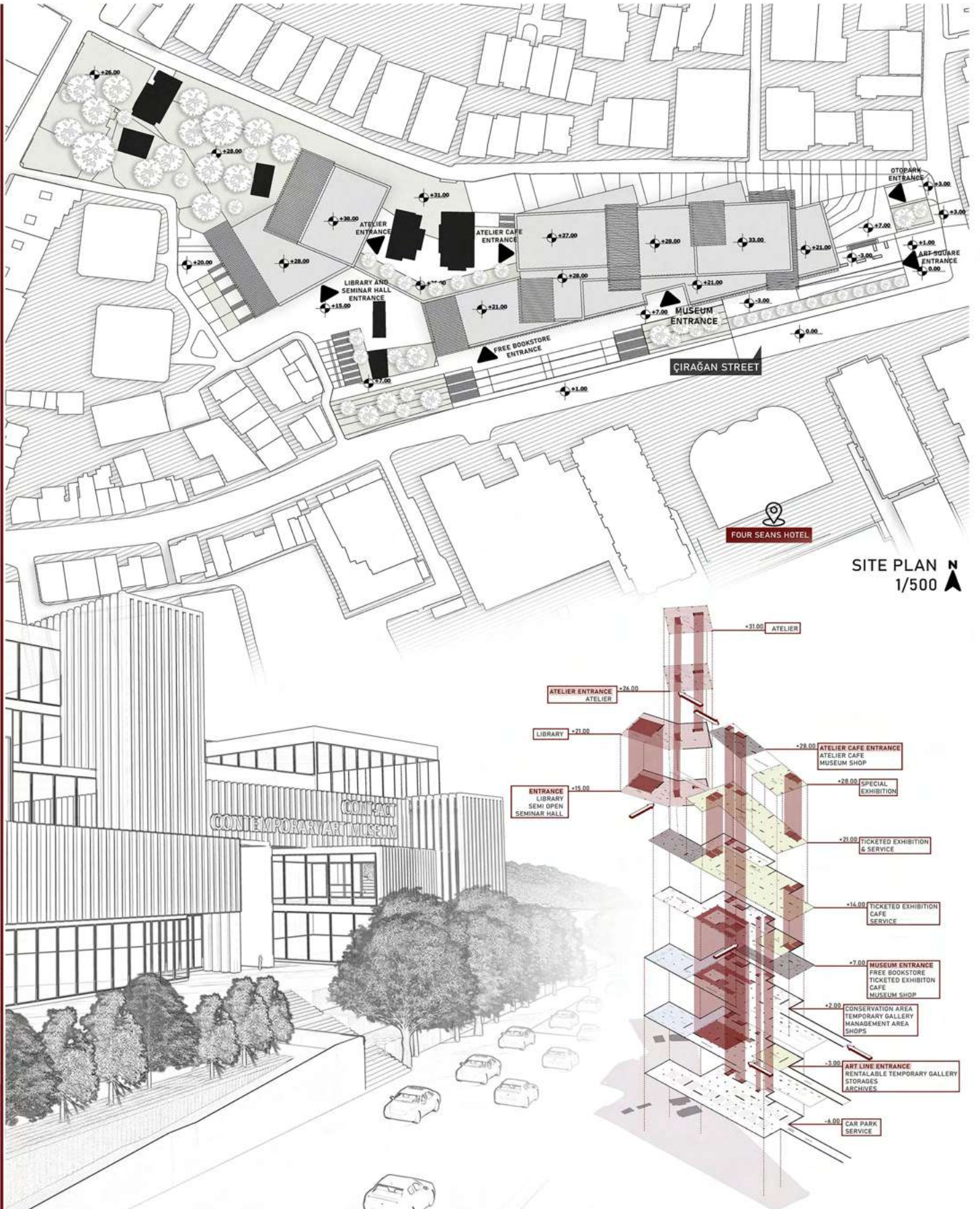
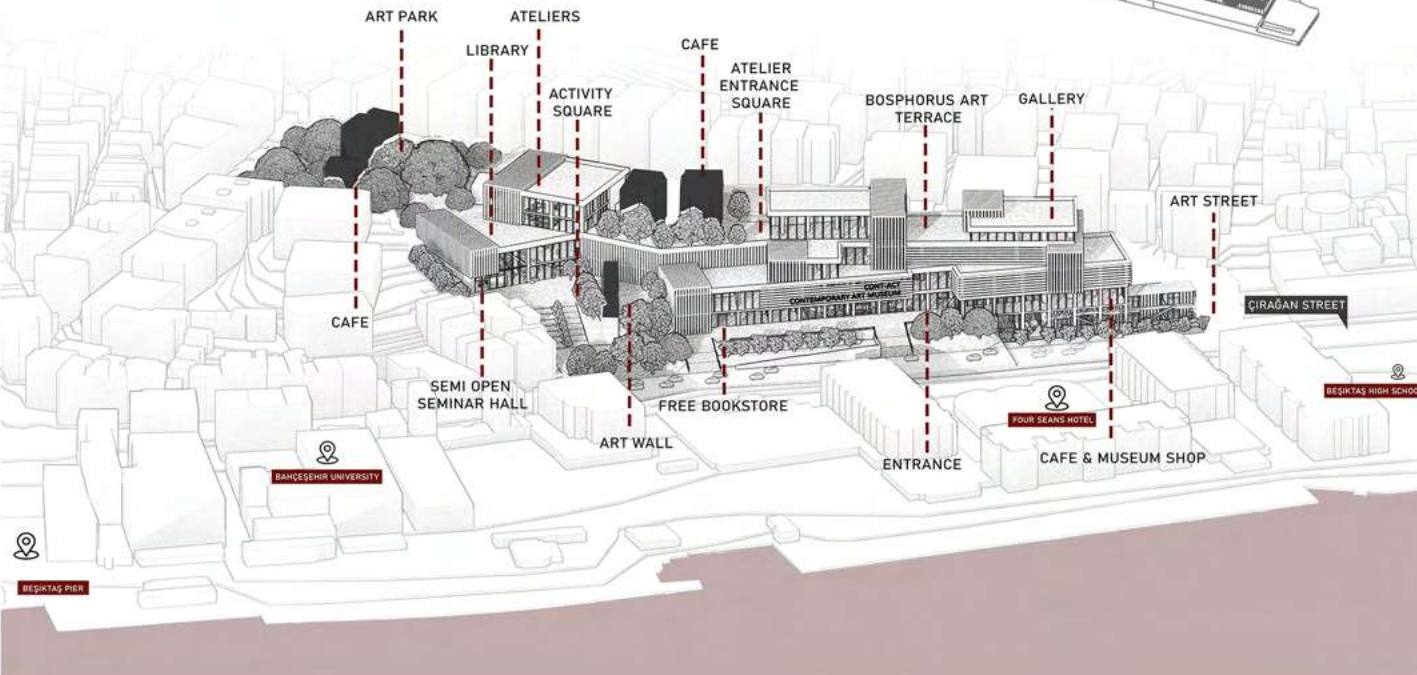
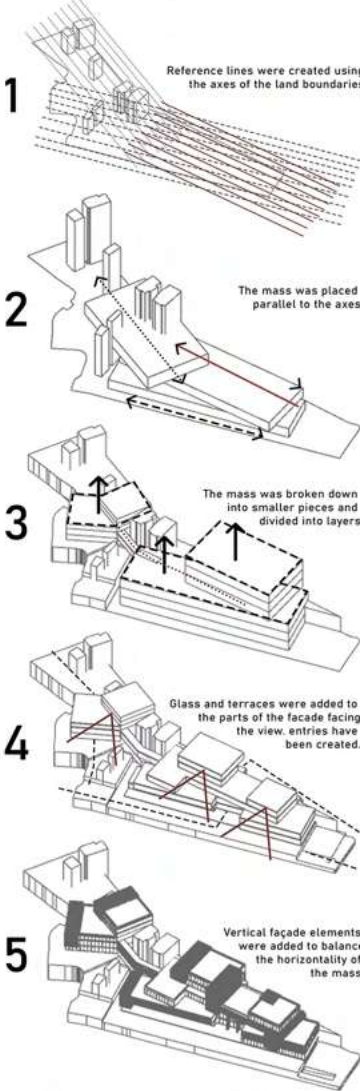
LIBRARY

Thanks to the library, people can meet with books related to art.



SEMINAR HALL

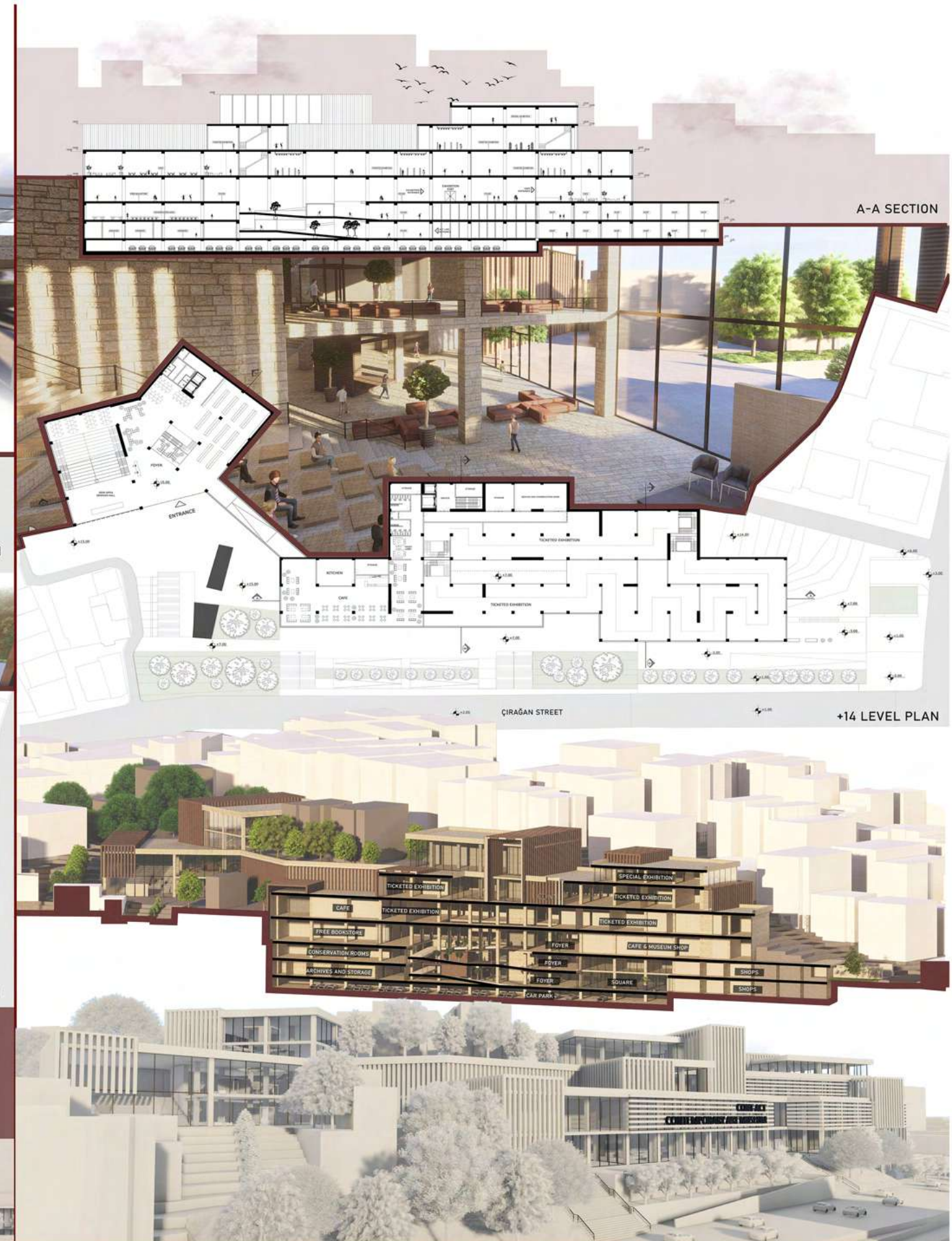
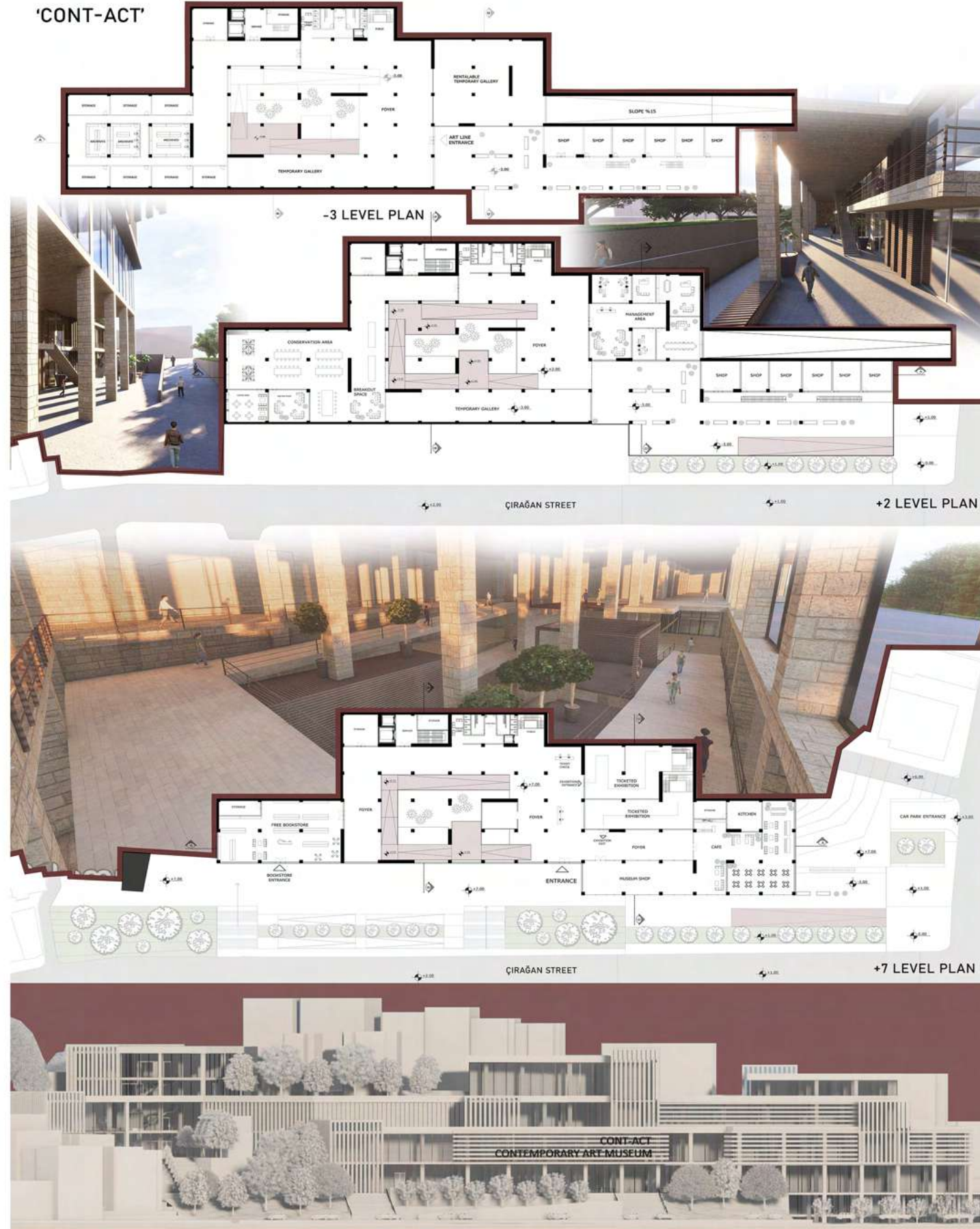
Events that bring together speakers and audience can be organized in the seminar hall.



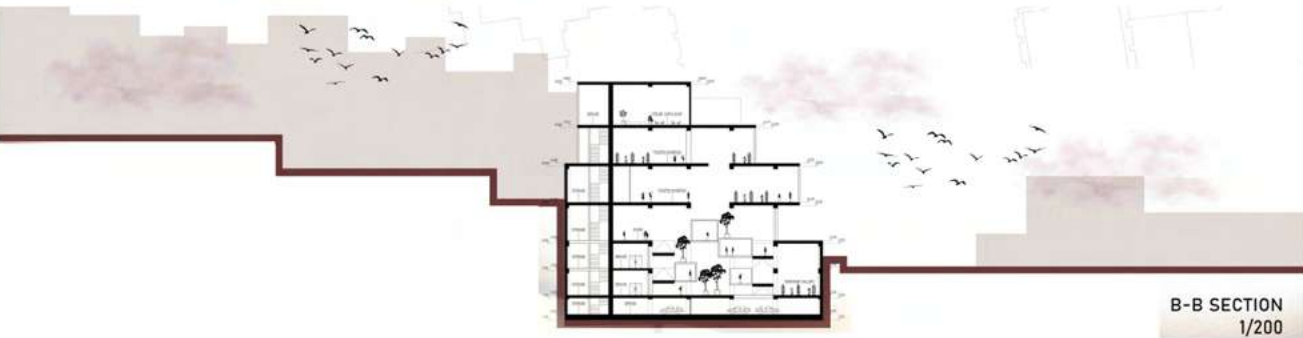
Sude BADIR

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'CONT-ACT'



Sude BADIR



Zeynep UÇAN



Zeynep UÇAN

