

DECODING THE MONOPOLY OF

SENSESCAPE

2020-2021 Fall Semester // Landscape Studio II-I
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REVEALING A BOARDGAME ON ISTANBUL'S SCAPES

FROM SENSES TO SKETCHES

FLUX IN SENSESCAPES

RECORDING SENSES

WORKSHOPS

MANIPULATING VIDEOS

LEARNING THROUGH BOARDGAME

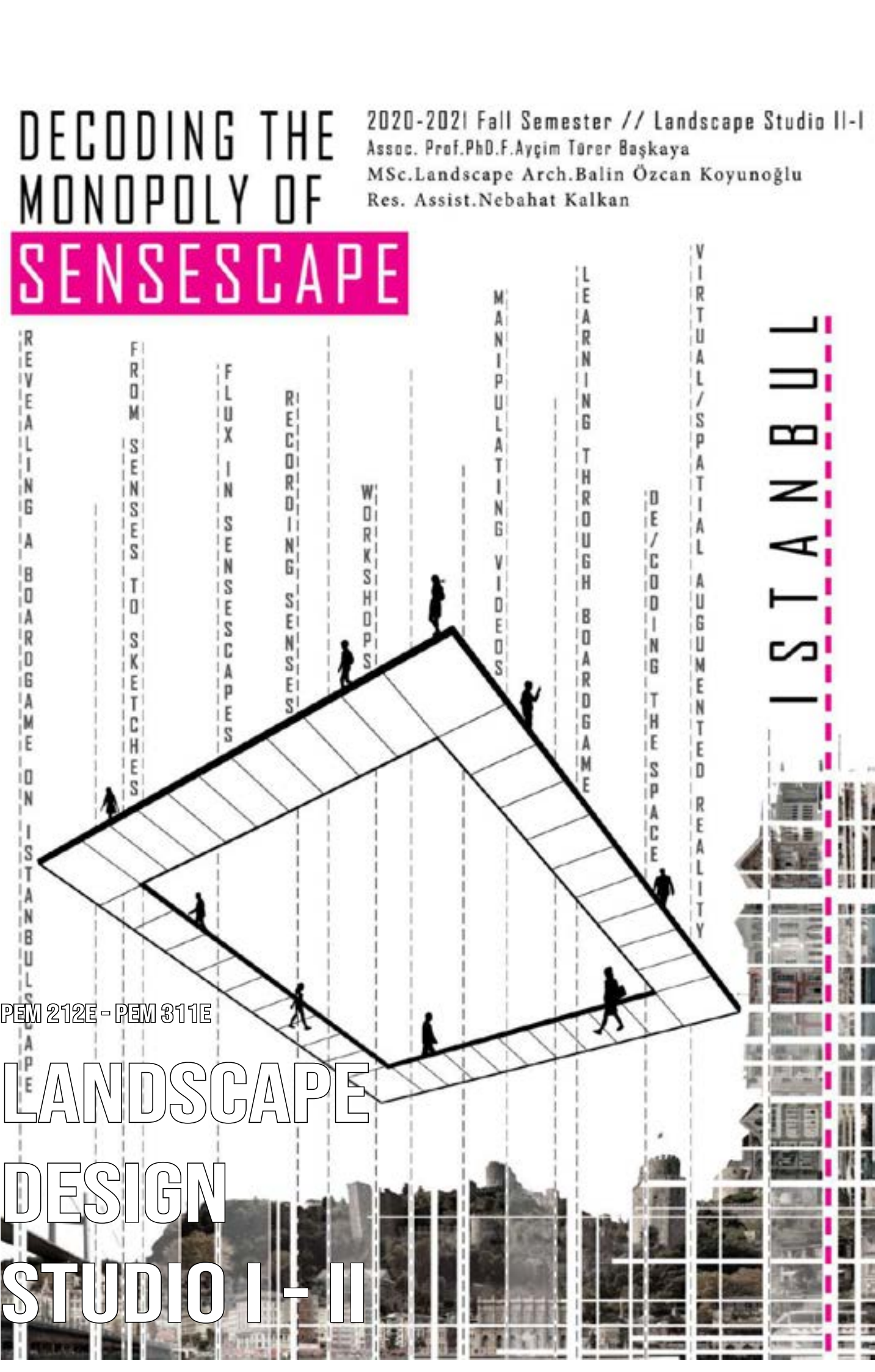
DE/CODING THE SPACE

VIRTUAL/SPATIAL AUGMENTED REALITY

ISTANBUL

PEM 212E - PEM 311E

LANDSCAPE
DESIGN
STUDIO I - II



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LANDSCAPE DESIGN I-II
design studio I-II
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DECODING THE MONOPOLY OF SENSECAPE
ISTANBUL

01

DECODING THE MONOPOLY OF SENSECAPE

STUDIO

General Layout of the Studio:

By starting from a board game production, this studio deals with discovering the sensescapes of Istanbul and de/coding of this discovered space-perception sequence through a landscape design approach blended with virtual and spatial augmented reality.

The content of the studio considers;

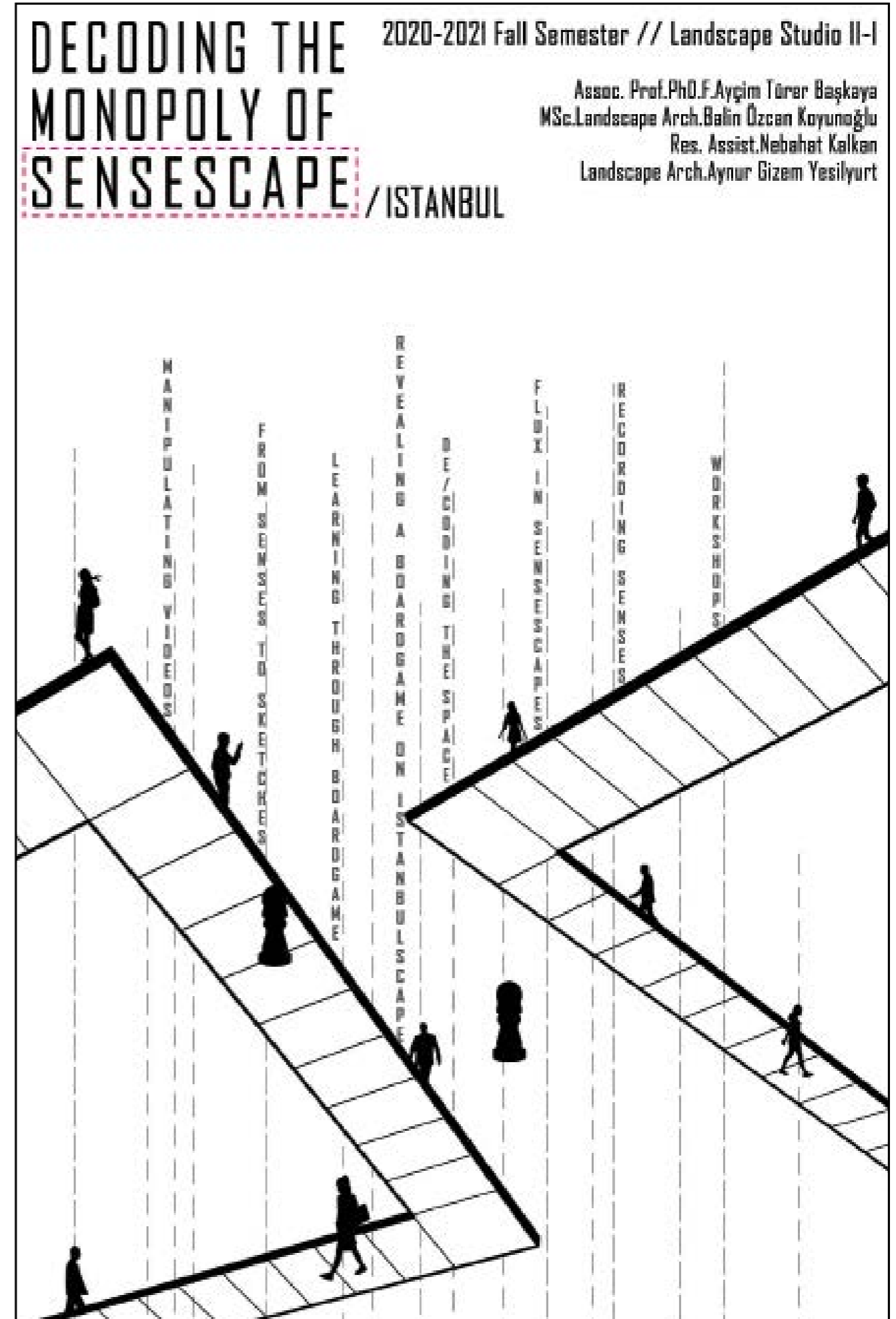
Focusing on varying senses attached to but also defining the spaces
Discovering through board game playing
Examining the Monopoly of Istanbul-scape to discover the reflection of senses on neighborhood scales
Gaming with senses through virtual to spatial augmented reality
Studying within a multi-scale design setting
Solving complex design issues through developing hard and soft scape detail plans
The studio holds two sequential modules, starting from city-scale to neighborhood and individual

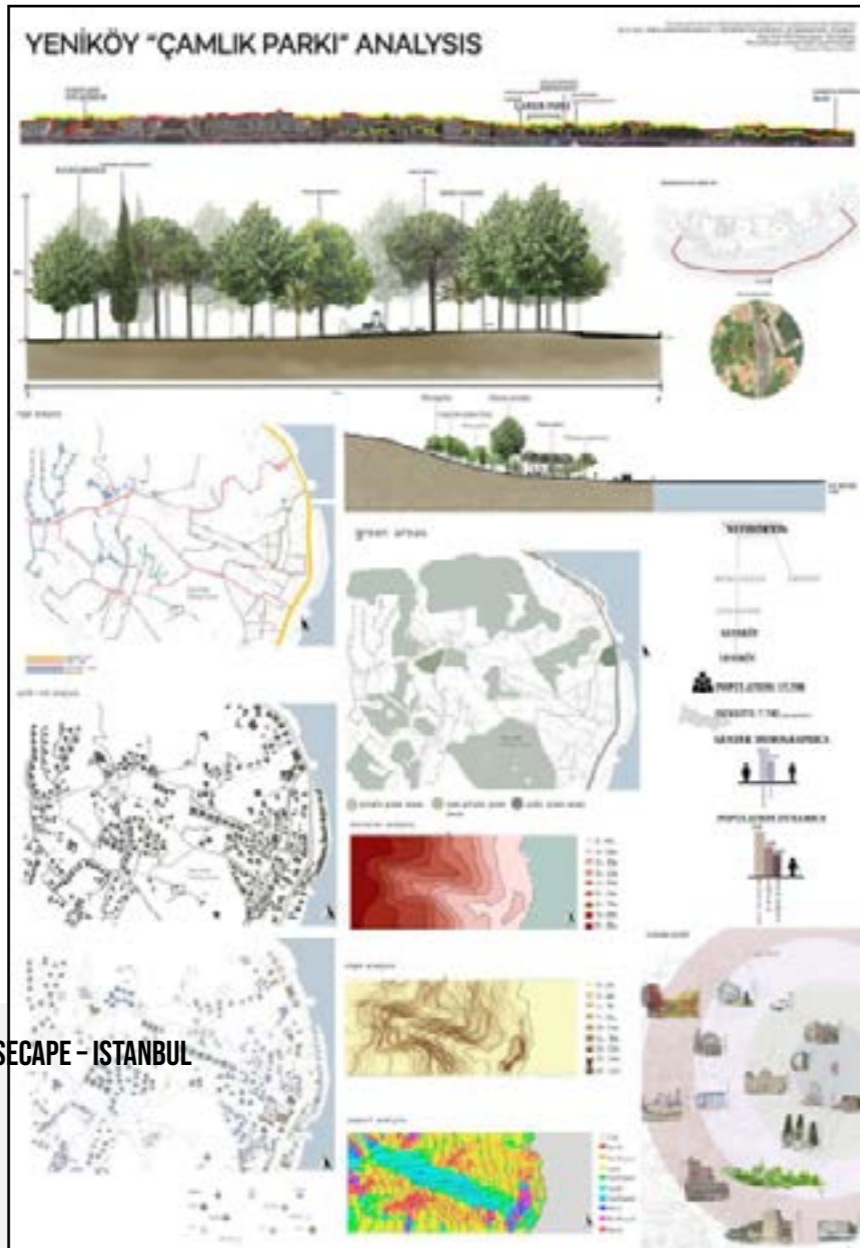
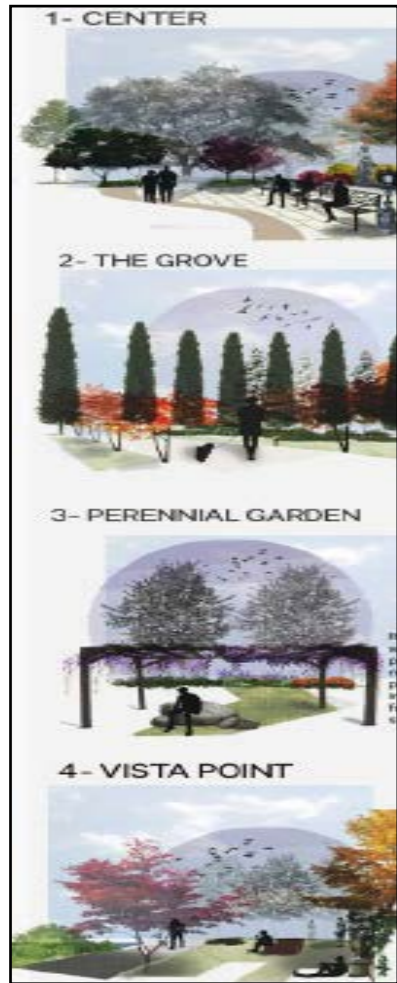
MODUL I

Involves “a workshop on board game coding for Istanbul sensescape”, “neighborhood selections by the students”, and “free scale space-perception network studies.”

MODUL II

Starts with “a seminar- mini workshop on virtual to spatial augmented reality” and followed by 1/500, 1/200, and 1/50 scale landscape design studies. Module II ends with a workshop on “movie manipulation through senses - merging representation techniques.”





DECODING THE MONOPOLY OF SENSECAPE - ISTANBUL

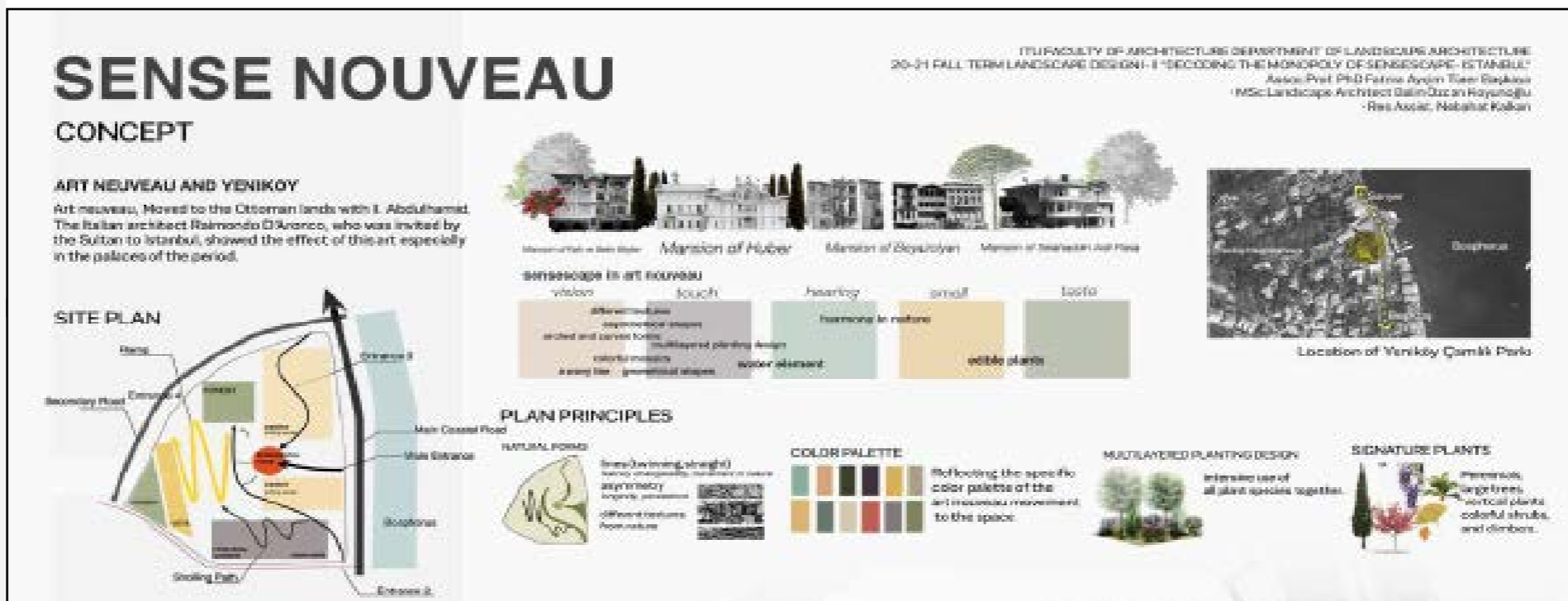
ZEYNEP BERFU YILMAZ

Within the scope of the “Decoding the Monopoly Of Sensecape” concept, the working area of the project was chosen as Yeniköy Çamlık Park located in Yeniköy district of Istanbul. The park is in an important location in Yeniköy and is one of the two green spaces open to public use in this area. Çamlık Park, which has a view of the Bosphorus, is located on a high slope land. There is a monumental tree at its entrance. Seating areas and children’s playground are designed to be around this tree. Only the flat area at the entrance of the park was used, the upper levels, which are the view points, were not evaluated.

The Landscape Design II project concept is to make a design that appeals to the senses. While making this design, the principles of Art Nouveau movement used, which was common in the Ottoman Period in Yeniköy. A wide range of colors, asymmetrical and symmetrical shapes, intensive use of plants, wavy lines are some of these principles and they all appeal to different senses. In order to create the areas, the slope and elevation analyzes of the park were first made. The park is on a land that rises from 2 meters to 14 meters. According to these analyzes, a flat area was obtained by manipulating the curves at the entrance of the park (3 and 4 meters elevations). A ramp system with a maximum slope of 6% was established to evaluate the sloping upper levels. A ladder has been created to climb from the flat area at an altitude of 3 meters to an elevation of 4 meters. The ramp rises

The park has a total of four entrances: Main entrance; It is the bus stop at the park’s main road close to the main road and the entrance that is entered in the middle and leads to the monument tree from the 3 level. Second entrance It is the entrance that leads to the ramp and the Scrolling Path. Third entrance; It is the entrance to the seating areas at the end of the park, where it intersects with the secondary road. The fourth entrance; It is the entrance to the flat of the ramp and entered from the 7 meter level.

The park has four main zones. The first one is the “Center”, the entrance from the main road and the seating areas, the second is “The Grove”, the 7-level wooded road with the entrance from the secondary road, the third one is the “Perennial Garden”, which is reached by the Scrolling Path, and has the pergola, ornamental pool and rock sitting areas in it. The fourth one is “Vista Point”, which is has a Bosphorus view and resting point at the highest level of the park.



"DECODING THE MONOPOLY OF SENSECAPE - ISTANBUL" Landscape Design I-II // 2020/2021 Fall Semester Online Studio
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Colors of Istanbul

Istanbul is a metropolis hosting approximately 16 million people as of 2020. Istanbul is the most populous city in our country, leading economically, historically and socio-culturally.

Istanbul has distinct differences, sharp changes and different feelings among its districts.

A person visiting Istanbul can feel themselves in a boardgame. **Human diversity, wide variety of landscapes all around the city, different use of space provide this boardgame feeling.**

PROCESS
 abstract . minimal. senses, colors. questions, missions. problem solve, districts. daily life, culture. nature, humans. artificial.

At the first, the aim is to develop Istanbul on a map, in every field.

Then, to minimize the game, turning it into a card game instead of a map.

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While designing the planting of the park, both the seasonal color range and signature plants of the Art Nouveau movement, which is a supplementary trend in the concept, were used. Cupressus sempervirens, Wisteria sinensis, Salvia officinalis, Lavandula angustifolia, Digitalis purpurea L. are some of these species. Cupressus sempervirens, Cedrus atlantica, Acer saccharum were used to create the "Grove" feeling. Echinacea atropurpurea, Euryops pectinatus, Salvia officinalis and Digitalis purpurea L. are some of the perennial plants found in the "Perennial Garden". A large number of ground covers are used to provide color diversity. Thymus serpyllum, Cerastium tomentosum, Festuca glauca "Elijan Blue", Viburnum davidii, Calendula officinalis are some of them. The park is dominated by green, purple, pink tones in spring, green, purple, pink, orange tones in summer, orange, yellow and brown tones in autumn, dark green, brown and red in winter. In the second workshop, "Manipulation of Senses through representation techniques", a scene selected from the movie Forrest Gump is recreated by manipulating the senses and landscape. In this workshop, which I named Dream of Jenny, the character "Jenny", which is important for the main character Forrest, changes the surrounding landscape and vision as she approaches the stage.

In addition to the main project, two workshops were held during the semester. The first of these is to design a board game on Istanbul, Landscape and Senses. The aim of this board game that I named Colors of Istanbul is for more than one player to develop Istanbul in five different areas. The game is both a game of chance, decision and strategy. Among the players who progress and decide according to the instructions on the cards, the first player to reach a certain score wins.

Colors of Istanbul

Win condition and aim of the game: Providing color diversity and increasing the population by developing its districts in every field.

Players are citizens. This game is for four players.

Game components are:
 - Dice
 - A color wheel
 - Neighborhood cards
 - Color stripes
 - Mission/ choice cards

How to play?

- The playing order is determined by rolling the dice. Each player draws four of the town cards. The order of the cards is important.
- The first player to pick the cards starts the game. The first player spins the wheel.
- In the incoming area, they need to innovate in their districts.
- Player draws a card in the color indicated by the wheel.
- In this card, player is presented with choices regarding the innovations he will make. Player's score of some color depending on the choices they make.
- Player fills the district card with color bars according to their choice.
- Color variety increases the number of people. Players calculate population based on their colors. Each category and color has a population coefficient. For example in this game: (1x2000)x20 + (2x2000)x20 + (3x2000)x15 + (2x2000)x15 + (3x2000)x15 = 60000 people.
- The first to gather a total of 100,000 people to their district wins.

Zeynep BÖRKE YILDIZ
050180756

FORREST GUMP (1994)

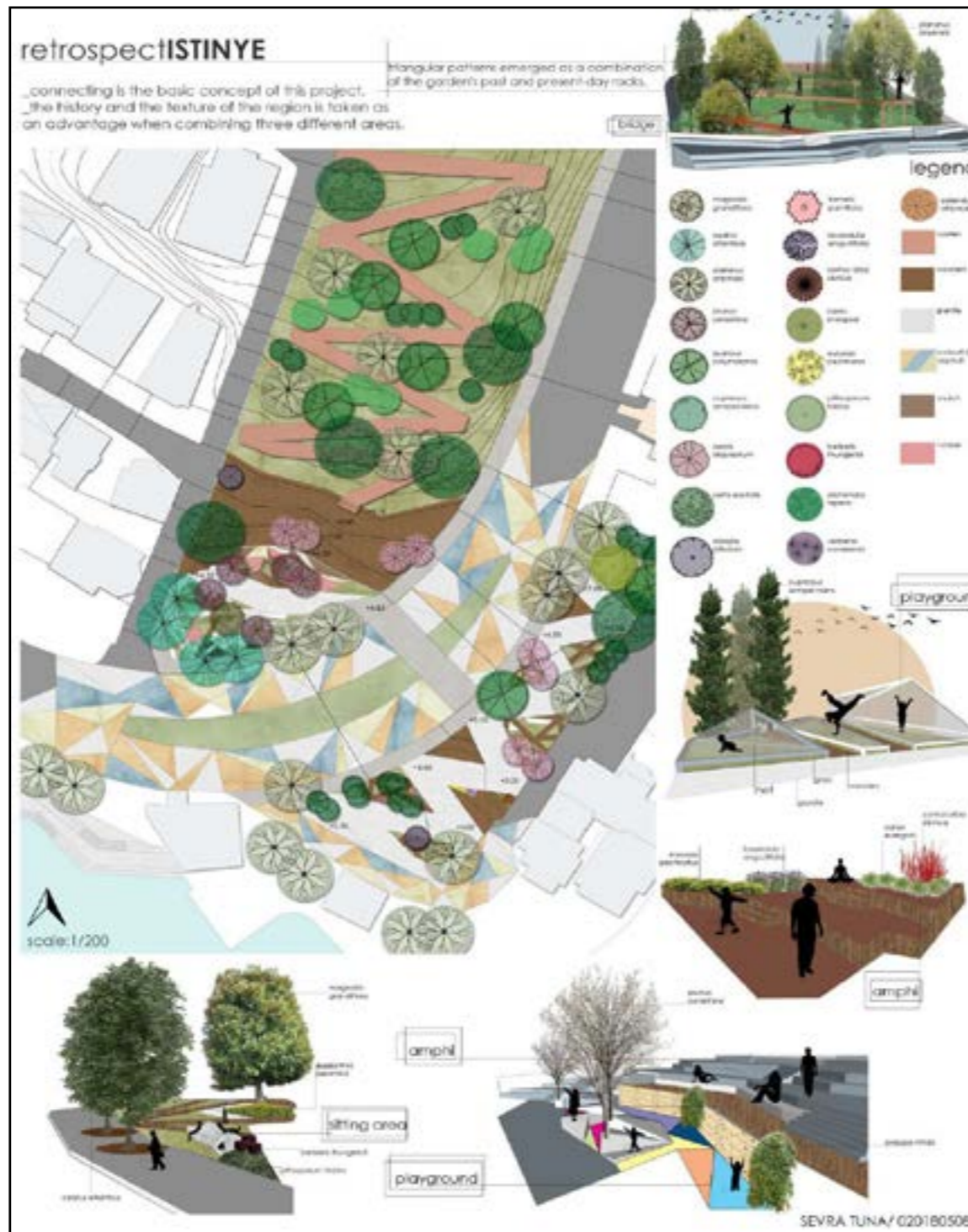
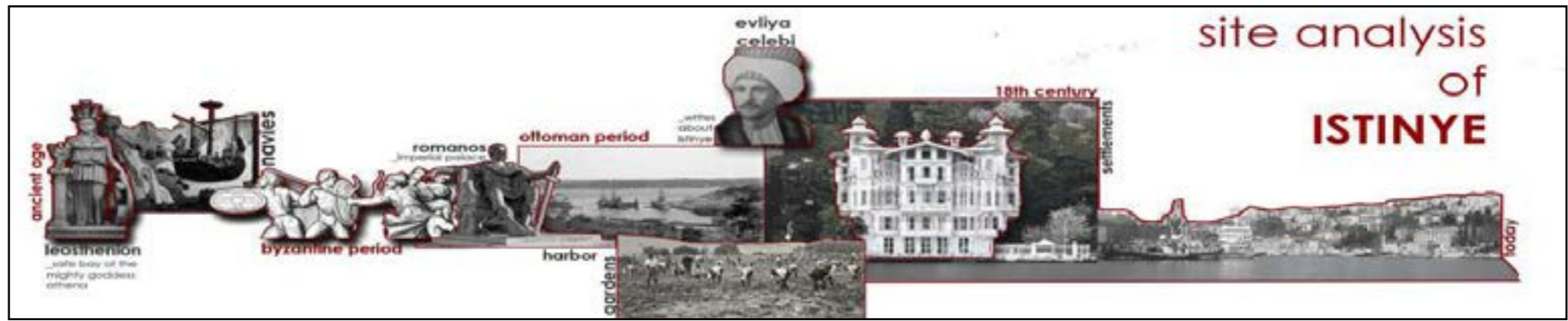
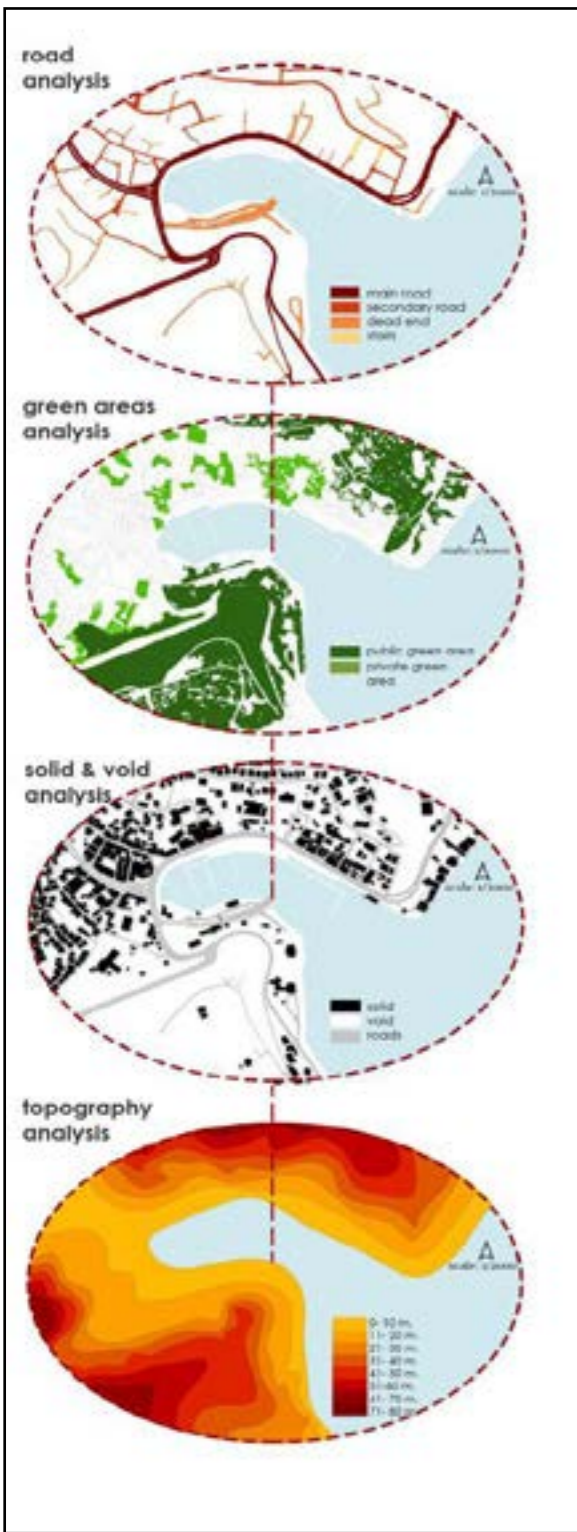
DREAM OF JENNY

In the second workshop, "Manipulation of Senses through representation techniques", a scene selected from the movie Forrest Gump is recreated by manipulating the senses and landscape. In this workshop, which I named Dream of Jenny, the character "Jenny", which is important for the main character Forrest, changes the surrounding landscape and vision as she approaches the stage.

Jenny is Forrest's childhood sweetheart and best friend, she has always had pure feelings for her and supported Jenny in all circumstances. Wherever his life takes Forrest in the movie, his path always crosses with Jenny.

One evening, when the Forrest is very lonely, he looks out of the window and has a dream of Jennie in a white angelic dress.

The day after, Jenny returns to Forest. This return is important to Forrest because he always waited for Jenny all her life. She stays with him for a while and leaves Forrest again. But things are changing for Forrest, as he learns that the next time they meet, they have a child named Forrest. After the marriage, Jenny dies, but Forrest is no longer alone.



RETROSPECT-ISTI NYE

SEVRA TUNA

Our main concept within the scope of Landscape Design 2 project in the fall semester 2020-21 was to perform designs that appeal to the senses. In this context, the area where I worked was IDO1 and IDO2 parks located in Istinye. Istinye is a very popular port district from the past to the present.

My main concept in the project was to combine these two parks using the bostan culture, which has an important place in Istinye's past, and the rock structure that is often seen in the area today, and to design these parks to better experience the area.

If I start from the shore, I have designed a system that provides more convenient access to the sea by creating steps and amps on this beach, where various activities such as swimming or fishing are often performed.



MANIPULATION THROUGH SENSES



the scene

this road is the road to forest gump's house.
the road where he escaped his fears.
the aim of the study is to use the path
as the forest's timeline.

step1: drawing

...ploid patterns were chosen in accordance with the texture of the landscape elements (coarse, medium, fine). for the shirts worn by forest gump in the film of all ages. ...triangular patterns are inspired by the major project.

step3: animating

...a flow has been created by changing colors, shadows and characters. ...the tunnel effect is achieved and the timeline is animated.



step2: coloring

color palette

color selection is inspired by choleoscopes.



BACK TO THE NATURE BACK TO THE UYLUKE

GAME RULES

- 4 PLAYERS TAKE 1 CHARACTER
- ...DARKLY SPARK
- ...TERRACE-HYBRIDIZATION ELEMENT
- ...SUSTAINABLE STRUCTURES
- EVERY PLAYER STARTS THE GAME WITH 5 RESOURCES AT THE START AND 20 LEVELS OF EXPLORE

POPULATION

EACH TREE REPRESENTS 1 PEOPLE | CHARACTERS | OUTRIGGER FOR A TOUR

IF THERE IS A SURVIVAL AFTER THE TOURS ARE FINISHED, A NEW TREE REPRESENTS 10 PEOPLE

REPAIRING OF THE TREE MAKING PROCESS OCCURS AS FAST AS THE SPEED OF THE GAME IS TO REACH 20 THOUSAND PEOPLE. THE PLAYER COLLECTS COIN FOR AROUND

THE NUMBER OF PEOPLE IN HIS TREE IS 20.

EXPLORE

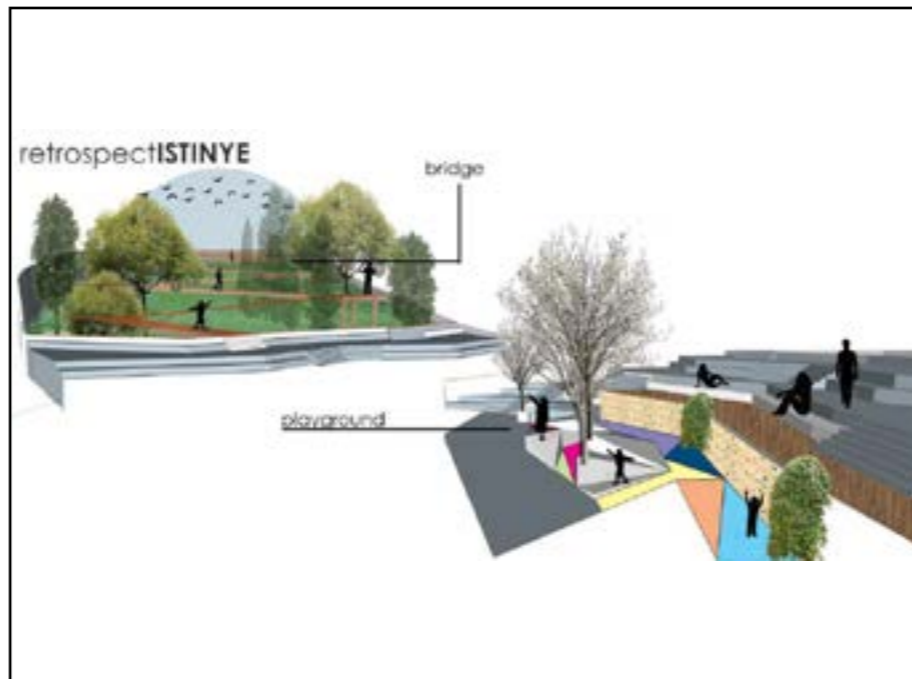
AT THE END OF A ROUND, PLAYERS MUST REPORT FROM THEIR TABLE TO EMPLOYERS ADVISOR AS MUCH AS THE VALUE OF THE JOB THROUGH EACH ROUND. A PLAYER WITH AN EMPLOYER WHO COMES TO THE OFFICE SHOULD CHOOSE

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I designed the parts of IDO1 park near the pier as a small square for those who will use the ferry here. As I moved away from the pier, I created various amps and steps using the slopes created by the influence of the topography.

In order to be a playground (not only for children), I tried to give users different experiences by creating triangular network systems under which there are various fragrant plants.

I described the densely wooded area at the end of the park as a quieter and more hidden area, designing it as a getaway, a point of departure from the city.

In order to unite the parks, I aimed to provide integrity between the two areas with triangular patterns inspired by the rock structure and bostan ideas. Natium rem que ni rent.

I basically divided IDO2 Park into 4 zones. First area is again in the mood of a small square, a region where seating elements and planting design are intense. Second area is a region where there are hills and tunnels created for children for play purposes, and the wall formed with a difference in topography is used as a climbing wall. Third area is again formed by the use of topographic differences and amp system, thanks to this system, the landscape can be experienced much more easily. Fourth area consists of a structure designed both to experience the highly sloping dense woodland at the top of the park and to get even more caught up in the landscape. as not to disrupt the natural structure of the area.

BACK TO THE NATURE BACK TO THE UYLUKE

7 MOST IMPORTANT PLANT AREAS OF ISTANBUL 2020

TERACE-LANDSCAPE DESIGN | SUSTAINABLE STRUCTURES | TERRACE-HYBRIDIZATION ELEMENT | DARKLY SPARK | TERRACE-HYBRIDIZATION ELEMENT

DESCRIPTION

THE GREAT AREAS AT ISTANBUL HAVE BEEN DESTROYED INTO ONLY 4 SMALL TREES HAVE SURVIVED. THEIR SURVIVAL AND LIFELESSNESS OF THEIR LANDS ELEMENTS THAT WILL BRING THEM LIFE AND OXYGEN OFFERS FROM THE PLANTS GROWN ON THEIR LANDS (CHARACTERS, FOOD AND KNOWLEDGE).

SINCE THE SOIL TYPES OF EACH LAND ARE DIFFERENT FROM EACH OTHER, THE PLANTS THEY GROW ARE ALSO DIFFERENT. THEY WILL SURVIVE AND REPAIR THEMSELVES AS LONG AS THEY PRODUCE THE NECESSARY OXYGENS.

SCENE PLANTS OF ISTANBUL 2020

SCENARIO MALNUTRITION
LACK OF OXYGEN

JAYNESS

SCENARIO MALNUTRITION
LACK OF OXYGEN

FEEL THE NATURE

SENSESCAPE



experiences point, connection, light, flowering beds, balcony, sight, than, smell, accessibility, observe the birds, FEEL THE NATURE, touch, feel the sea, green, hear, wind, enjoy the view, walking track, plants, inbetween in the nature, attractive, thematic garden, observation points, taste, sports lawn, using different plants species.

CONCEPT



MEDITATION GARDEN



NATIVE FOREST



PLAYGROUND



HARD LANDSCAPE PLAN



FEEL THE NATURE YAĞMUR SOLAZ

The project area is Kireçburnu Çamlık Park located in Sarıyer district of Istanbul. The park has a very beautiful Bosphorus view due to its location. At the same time, the lower part of the park opens to a natural forest. However, this use is not currently available. The park is located in the district and serves mostly the people of the neighborhood. Kireçburnu Çamlık Park is designed to be more functional with the nature it has, and it is aimed to offer a wide variety of functions to its users. The main purpose of the design is to create a peaceful space intertwined with nature. The main fiction that shaped the design was topography. The area is a place where there are many elevation differences. The design consists of various thematic gardens (smell garden, edible garden, aroma garden and discovery garden), playground, activity lawn, seating areas sitting on topography, meditation garden, sports garden, hard-floor seating areas and terraces.

Considering the functions around the park, many entrances are given to make the park more inviting. One of these entrances leads to the bus stops. Thus, transportation is also facilitated. Many functions have been defined to make the park a park for everyone. The roads are divided into 3 classes in terms of accessibility in the park. First-degree roads provide the main pedestrian flow designed as 4m and bring people to the main places. Second degree roads are designed as 3m. Third degree roads are roads designed as 1.5 m passing through thematic gardens. In the middle of the park, there is a large green area called event meadow. Here, the local people can participate in various activities. In order to benefit from the view better, seating areas have been designed at 65 level, which is the highest point of the park.

In addition, terraces were created at the view points. Children's playground, on the other hand, is built on the children who are intertwined with nature and create their own games. One of the thematic gardens in the park, the edible garden can be cultivated by the park residents. The discovery garden next to this garden offers people the opportunity to explore with its vegetal design. The fragrance and aroma gardens attract many bird and butterfly species thanks to the plants they have. In addition, a pathway was built in the natural forest area outside the park, and guests who wanted to visit the forest were also provided. Kireçburnu Çamlık Park includes many functions by improving its natural beauties and provides people with a peaceful environment in touch with nature.

FEEL THE NATURE



CONCEPT

experiences point connection light flowering beds
 balance sight blue smell accessibility
observe the birds FEEL THE NATURE touch
 rhythm green hear wind enjoy the view
 feel the see inbetween in the nature attractive
 walking track plants observation points beetle sports lawn
 thematic garden using different plants species

PLANTING DESIGN

SCENTED GARDEN	DISCOVERY GARDEN	AROMATIC GARDEN	SERIES GARDEN
<i>Rosa damascea</i>	<i>Fuchsia scabrida</i>	<i>Lavandula angustifolia</i>	<i>Diagnos sanguinalis</i>
<i>Eurotia pectinatus</i>	<i>Acer platanus</i>	<i>Melissa officinalis</i>	<i>Olea linza</i>
<i>Lavandula angustifolia</i>	<i>Sida babilonica</i>	<i>Melissa officinalis</i>	<i>Meliss domatica</i>
	<i>Tilia tomentosa</i>	<i>Mentha piperita</i>	
	<i>Pinus pinea</i>		

FENCE PLANT	GROUNDCOVER	FOCUS PLANT	OBSERVATION PLANT
<i>Prunus laurocerasus</i>	<i>Aegagropogon</i>	<i>Magnolia grandiflora</i>	<i>Cercis siliquastrum</i>
<i>Ligustrum japonica</i>	<i>Urtica dioica</i>		<i>Ficus pinea</i>
<i>Cornus alba</i>	<i>Carex maritima</i>		
	<i>Portulaca grandiflora</i>		



FEEL THE NATURE

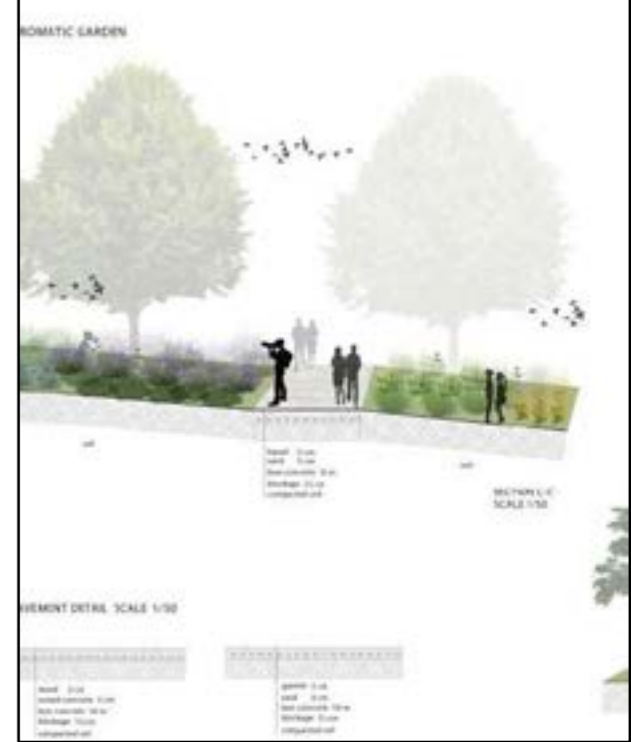
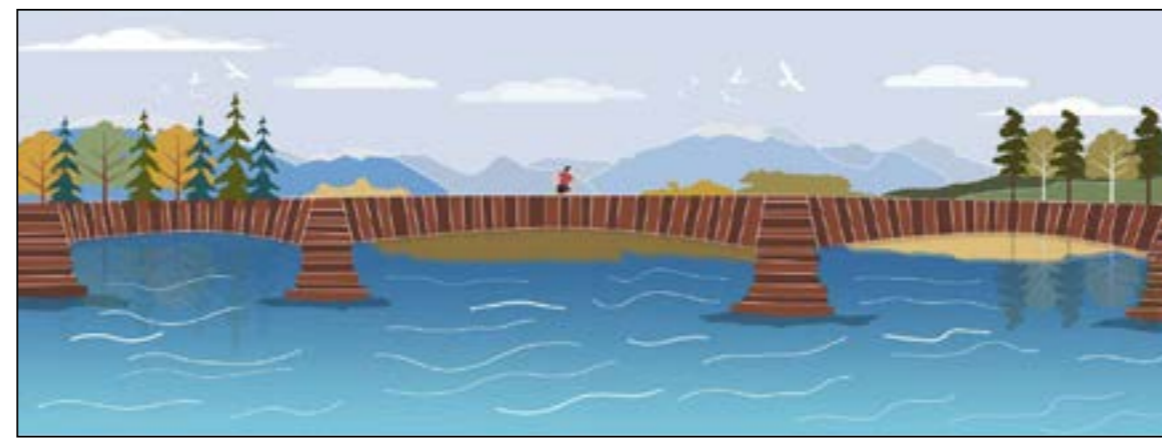
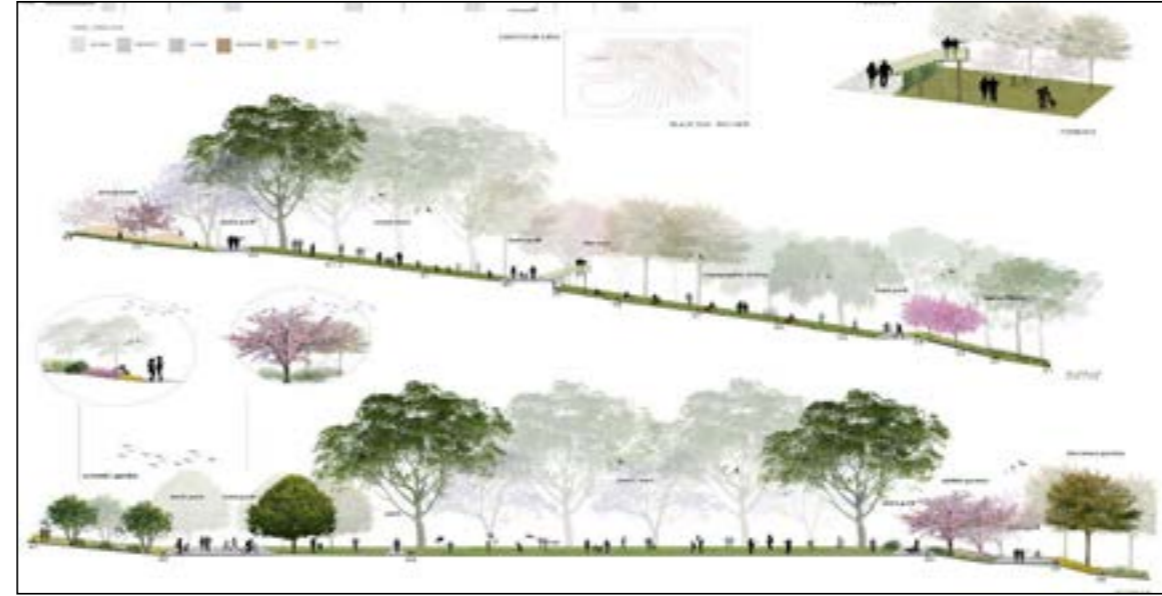
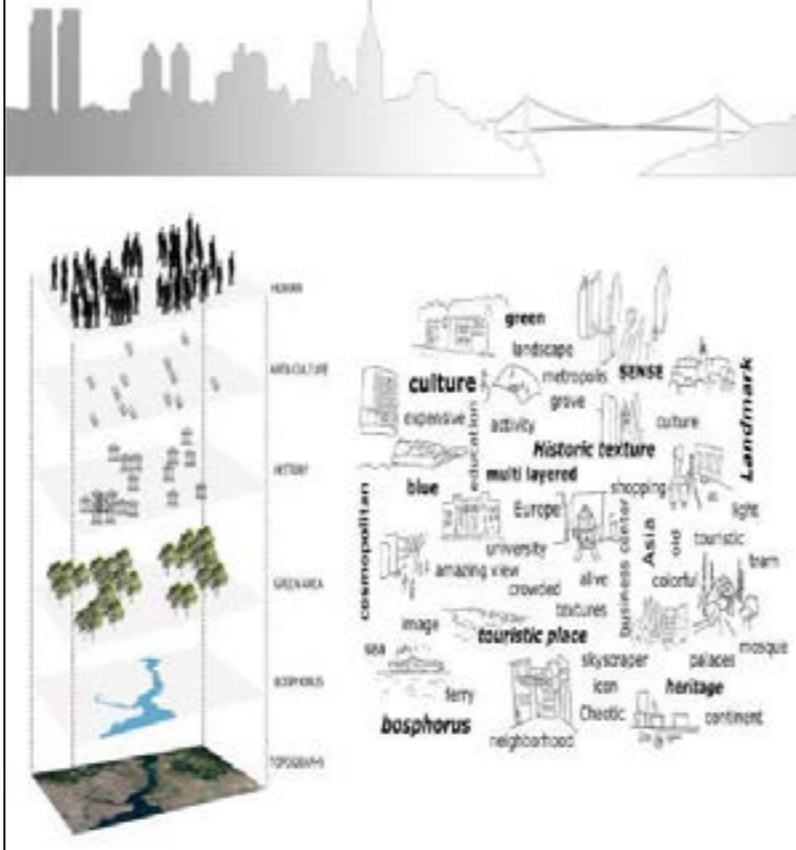


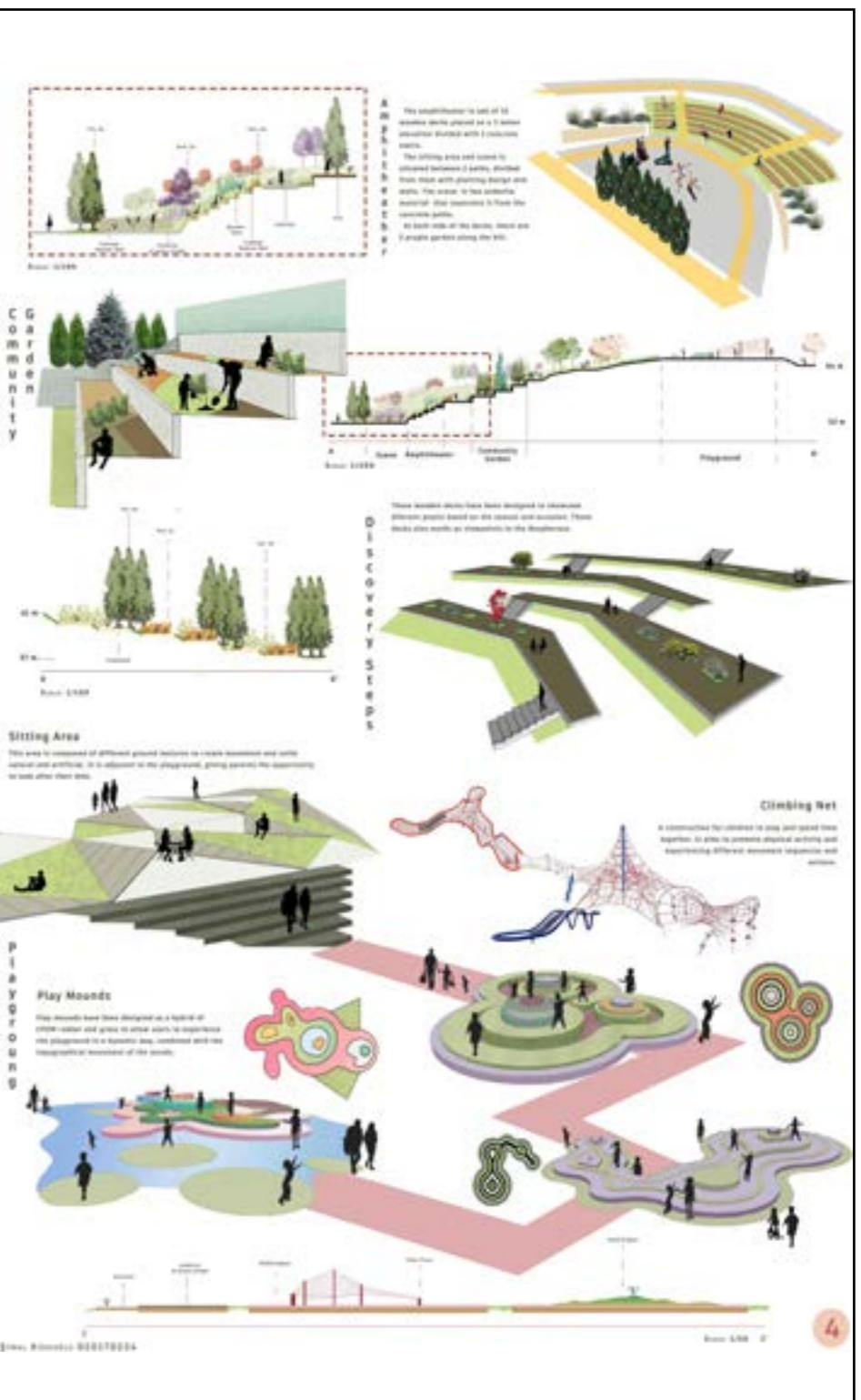
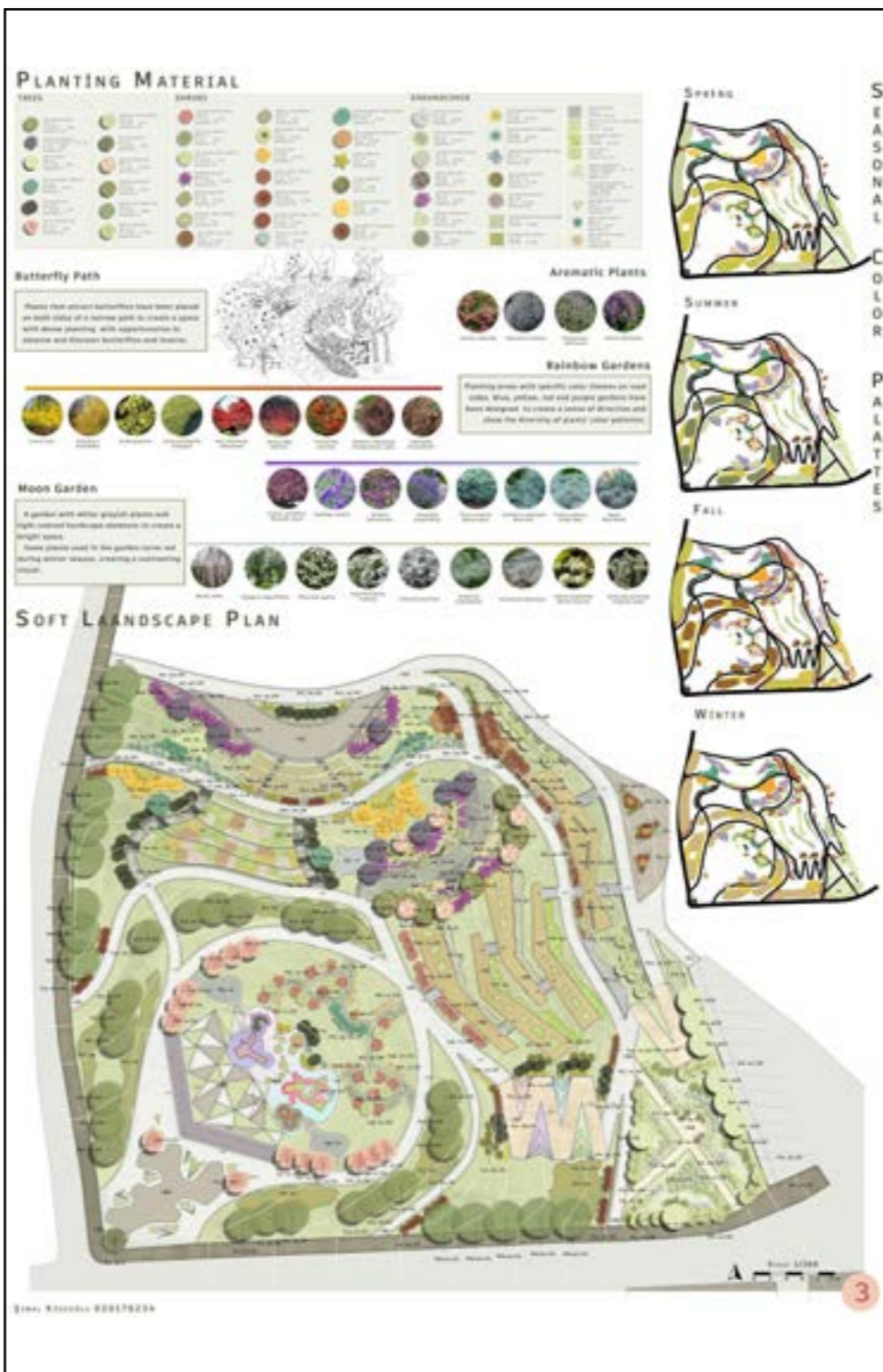
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MULTI LAYERED CITY OF ISTANBUL





DECODING THE MONOPOLY OF SENSECAPE
ŞİMAL KÜŞEÖĞÜ

During the studio process, various Works and studies were conducted in order to understand sensecapes and make designs based on these understandings. The Project site, Kireçburnu Çamlık Park, is located at the end of a hill in Kireçburnu neighborhood with a view of the Bosphorus. Although the place where the study area is located is adjacent to important bus stops, it is an invisible space due to its surrounding walls. There are no important structures or monumental trees in the dynamic topography of the site, therefore the workspace was designed from scratch. Spaces and uses that appeal to different senses and use the landscape potential and dynamic topography of the area were designed. In accordance with its topography, the spaces progress in a layered structure and the flow between these spaces are provided with roads and stairs.



Board Game Design

creativIST

DISTRICTS & PROJECTS

BECK OF ISTANBUL

UNIQUE CHARACTERS

Manipulation of Senses / Forrest Gump

Using an urban terrain, landscape is defined through visual, tactile, auditory, olfactory and gustatory senses. The senses are used to create a dynamic and interactive experience.

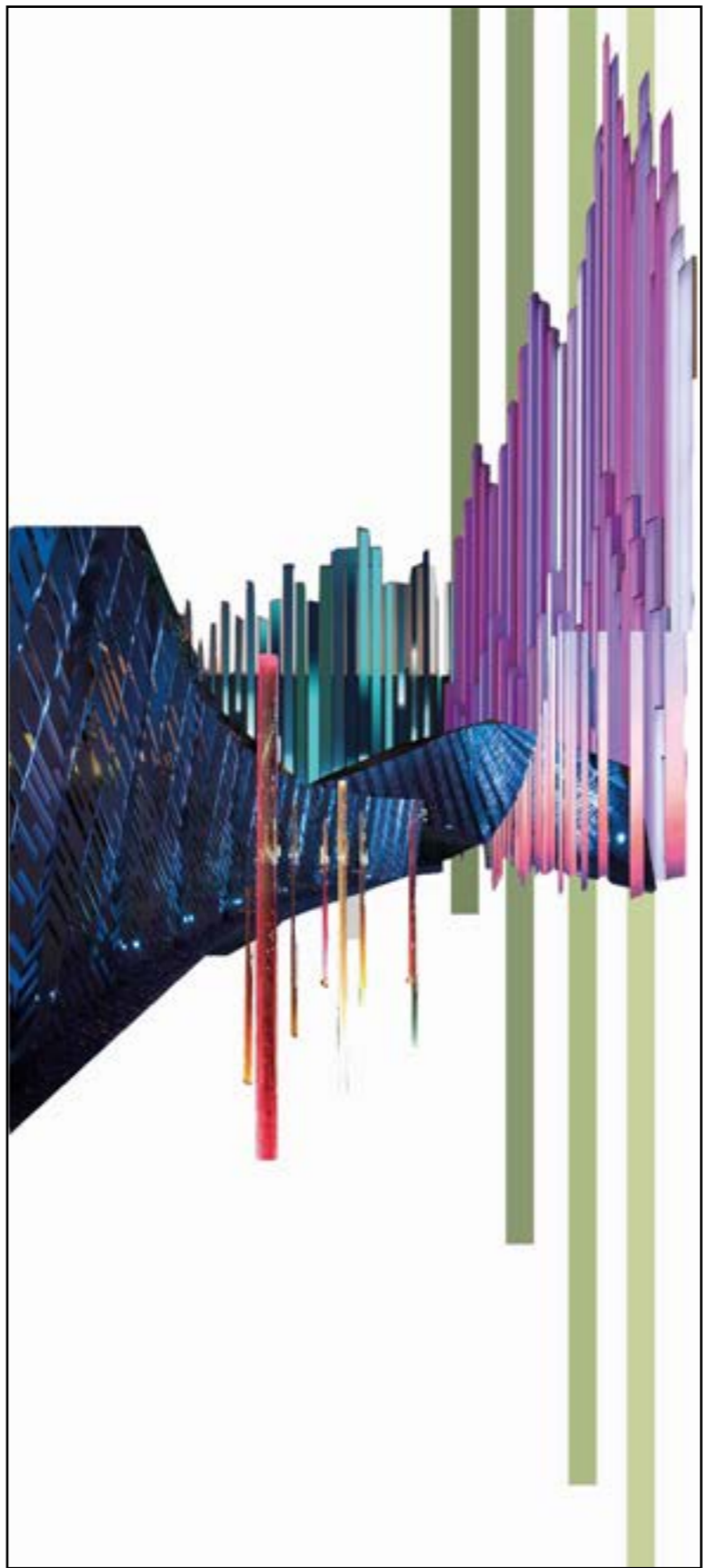
at the corner

Design Plan

Location: Beşiktaş, İstanbul

CONCEPT

The intention is to create a space of attraction in Beşiktaş and Beşiktaş is the first in urban space. The aim of the design is to create a dynamic and interactive experience. These components can be used to create a dynamic space in Beşiktaş and Beşiktaş.



SEASONAL COLOR PALETTES

Spring
Summer
Fall
Winter

More Garden
A garden with grayish white plants and light colored landscape elements to create a bright space. Some plants and in the garden turn red during winter season, creating a contrasting visual.

Narrow Garden
Narrow garden with specific color themes such as blue, purple, yellow and red have been designed to create a sense of direction and show biodiversity.

Place / Light Installation
An installation in the middle of an attraction for dark hours with its interactive light-colored screens is placed in the place. These components create a dynamic space with color changes.

Sitting Area
This area is composed of different ground textures to create movement and visual interest and attract. It is adjacent to the playground, giving parents the opportunity to look after their kids.

Look out Platform
The look out platform is designed adjacent to the light installation. The platform gives a view of the Beşiktaş which overlooking the natural environment of the site.

Climbing Net
A construction for children to play and spend time together. It aims to promote physical activity and experiencing different movement sequences and actions.

Discovery Steps
These wooden decks have been designed to stimulate different senses of sight, touch, smell and sound. These decks with walk as designed to the neighborhood.

Amphitheater
The amphitheater is made of 18 wooden seats placed on a white concrete raised with 2 concrete stairs. The sitting area and seats is designed between 2 paths, divided from them with planting design area walls. The seats to face towards towards that overlooking the view of the concrete park.
At both ends of the decks, there are 2 people garden along the path.

Community Garden

