

I.T.U.
LANDSCAPE ARCHITECTURE
DEPARTMENT

THE
L.

Landscape

A. N. D.

Architectonic

Nexus

Design

Design Thinking

Re-cording experiences

Site dynamics

De-cording
intangible relations

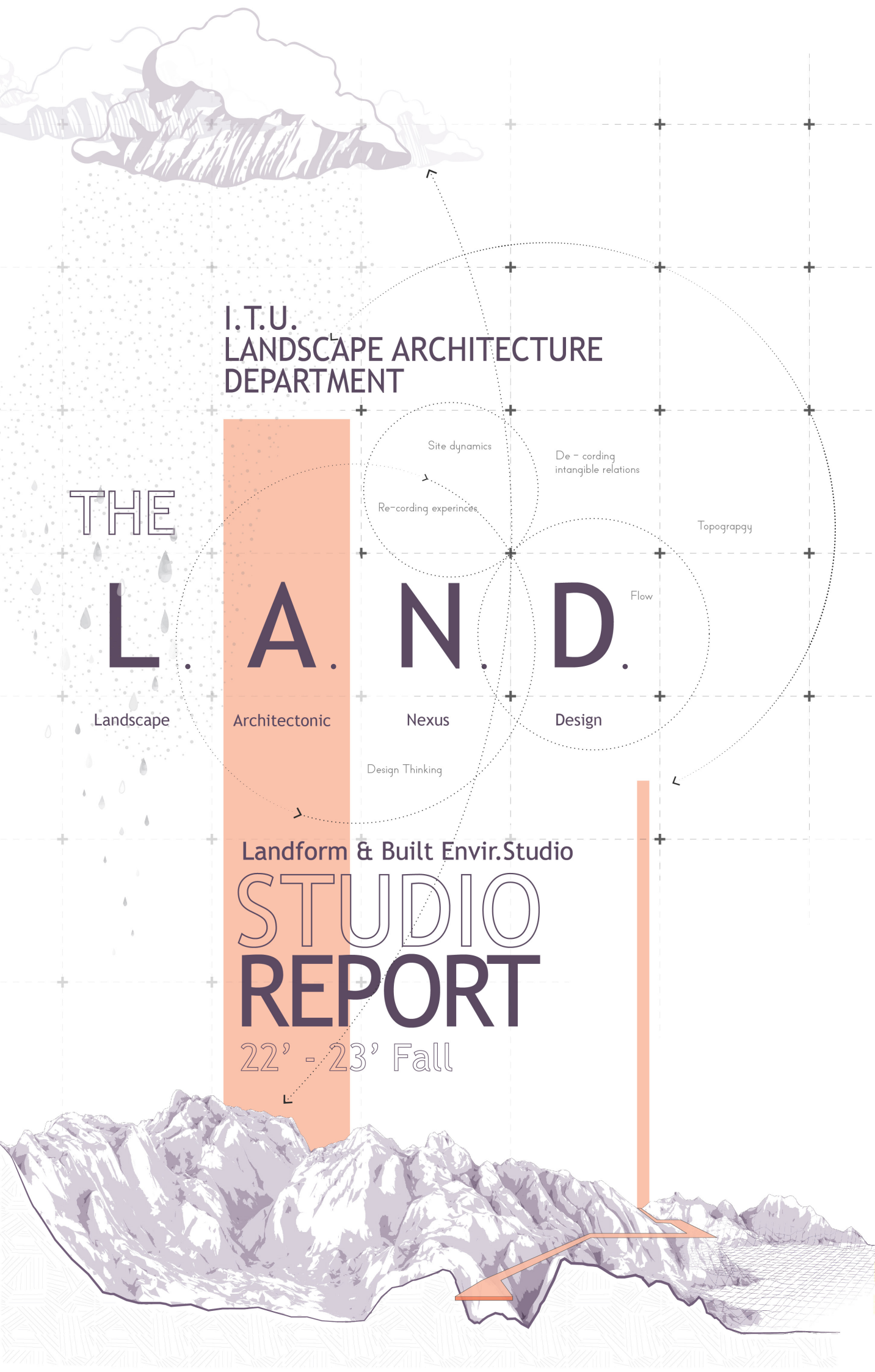
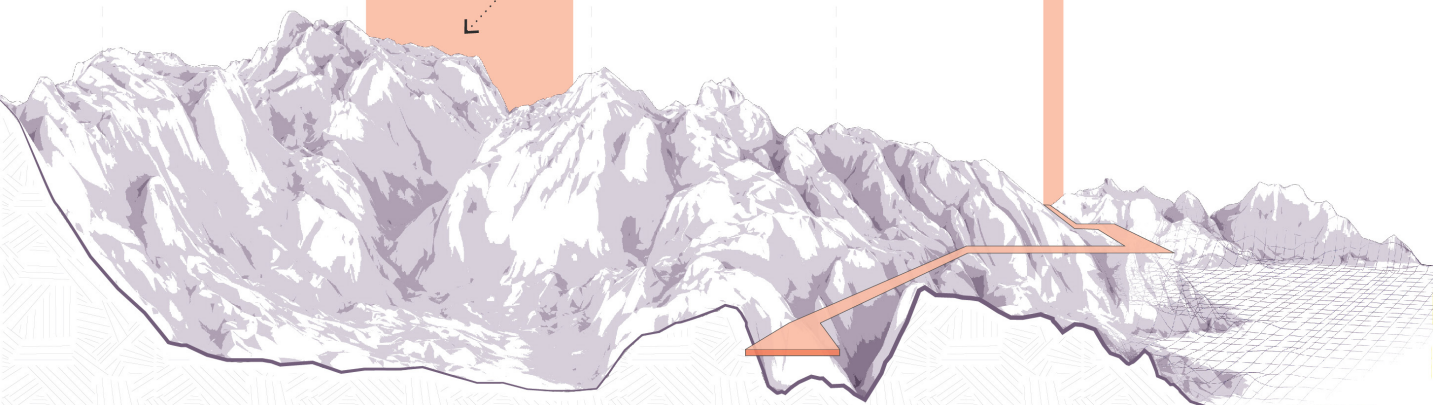
Topography

Flow

Landform & Built Envir. Studio

STUDIO
REPORT

22' - 23' Fall



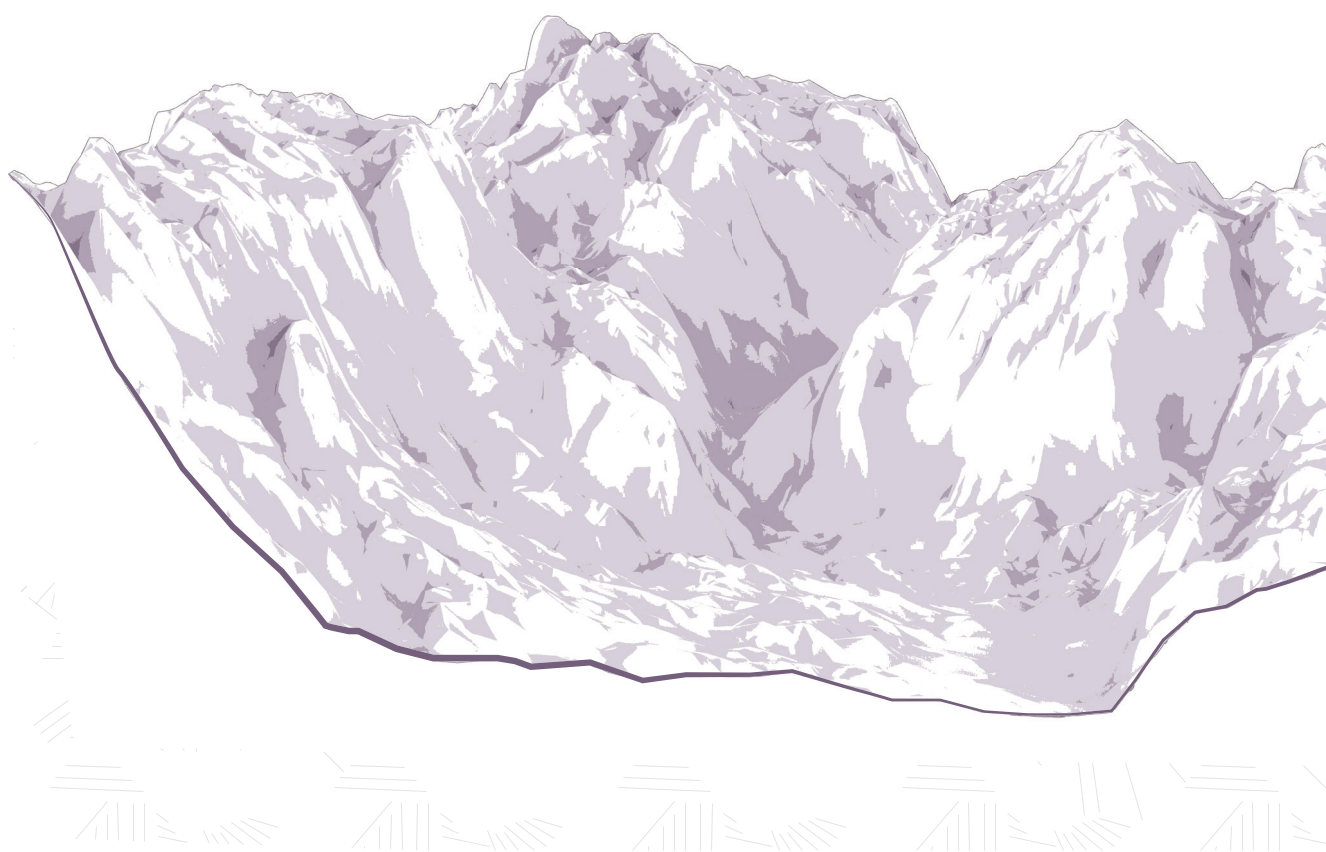
L . A . N . D .

Landscape

Architectonic

Nexus

Design



Landscape Architectonic Nexus Design

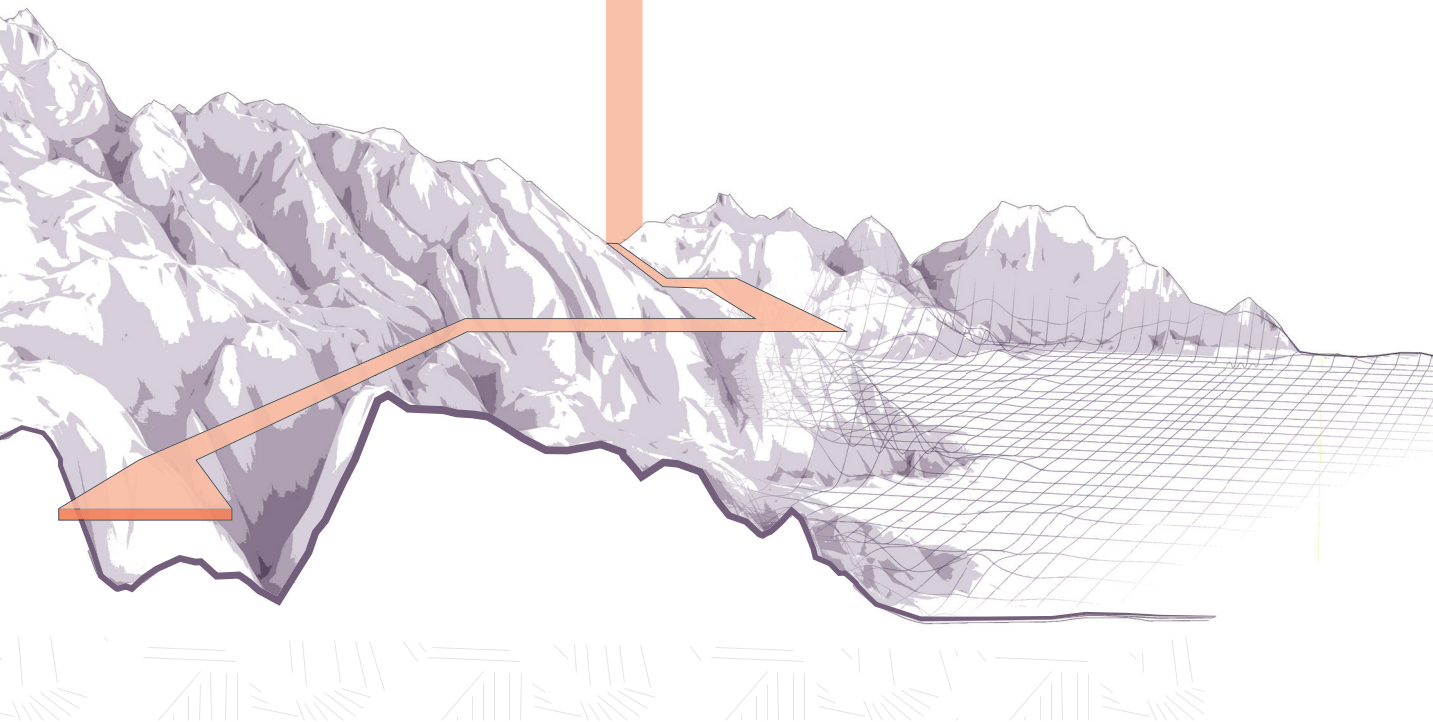
The studio, with its collective theme "The L.A.N.D", introduces students the basic elements of landscape architectonic design by addressing multi-dimensional aspects of topography and built-environment. For this goal, The L.A.N.D. is structured around a series of experimental design exercises with a focus on morphological, phenomenological, compositional and material qualities of landscape architectonic design.

The studio will be supported with design talks, seminars and workshops to enrich the landscape vision of the student's, to discuss the current discourses, to provide technical information on representation skills via various tools and to create a vivid design environment within the studio.

Modules

Intangible Encounters
on the Land .01

[RE] Imagine The Land .02





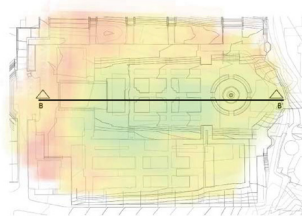
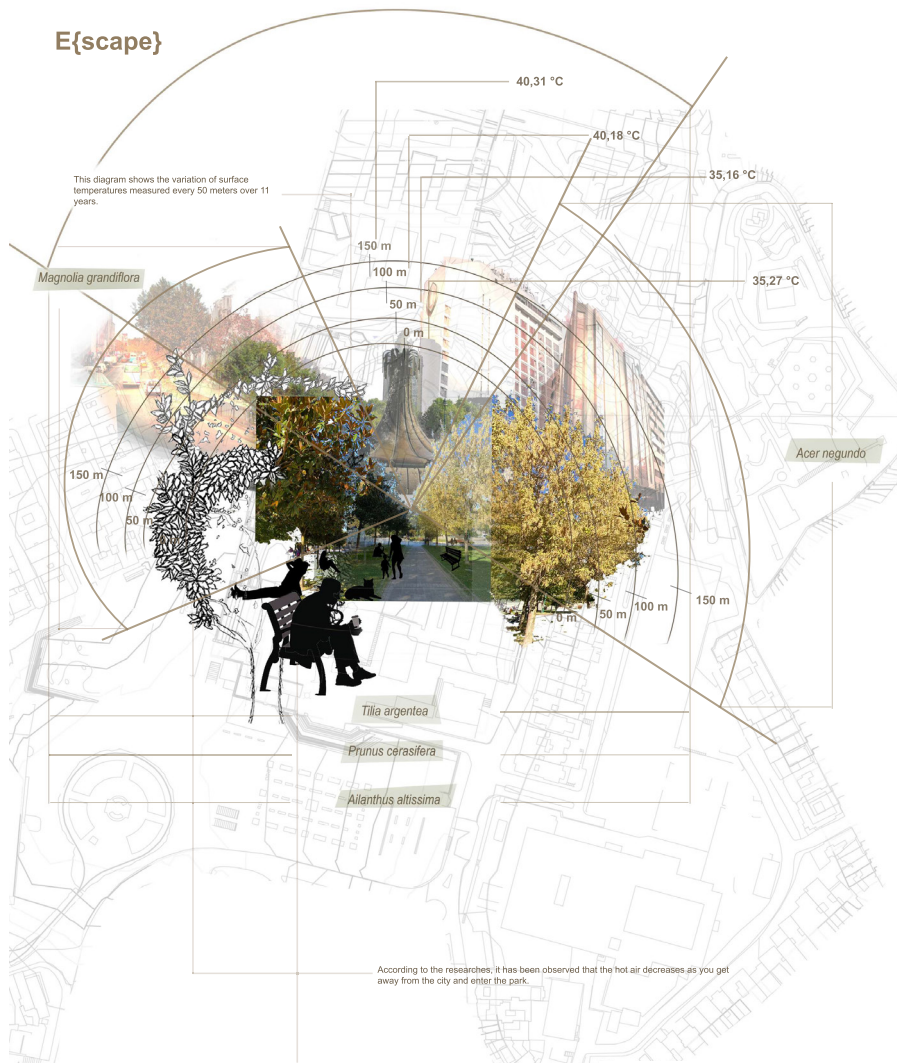
.01 Intangible Encounters on the Land

Taksim Gezi Park- 3 WEEKS

The first module aims to reveal the unseen and hard to trace interactions of the land and to develop skills to understand and represent both the tangible and intangible agents of an urban landscape by introducing hybrid drafting and representation techniques. The landscape atmosphere, invisible forces that shape the urban landscape, usage patterns, urban ecological structure, networks and processes and urban topography will be analyzed and mapped via various representation techniques. Taksim Gezi Park, will be the case study of the Module I. This very well-known site will be revisited by the students to produce data about the site and to reveal uncommon aspects of the site. The products of this exercise will reflect students' imaginary on site and their personal landscape understanding.



E{scape}



B-B' SECTION
11-year temperature distribution map



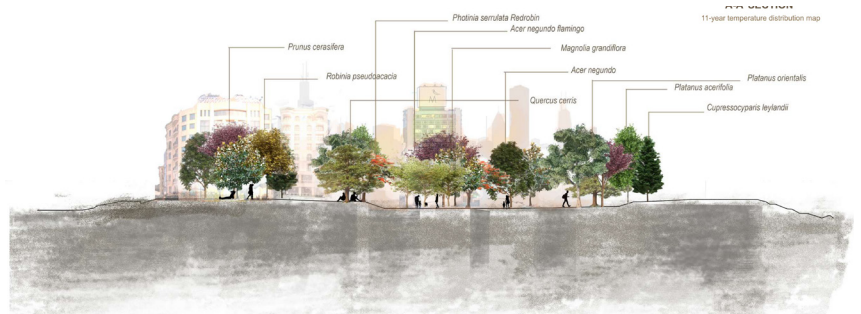
A-A' SECTION
11-year temperature distribution map

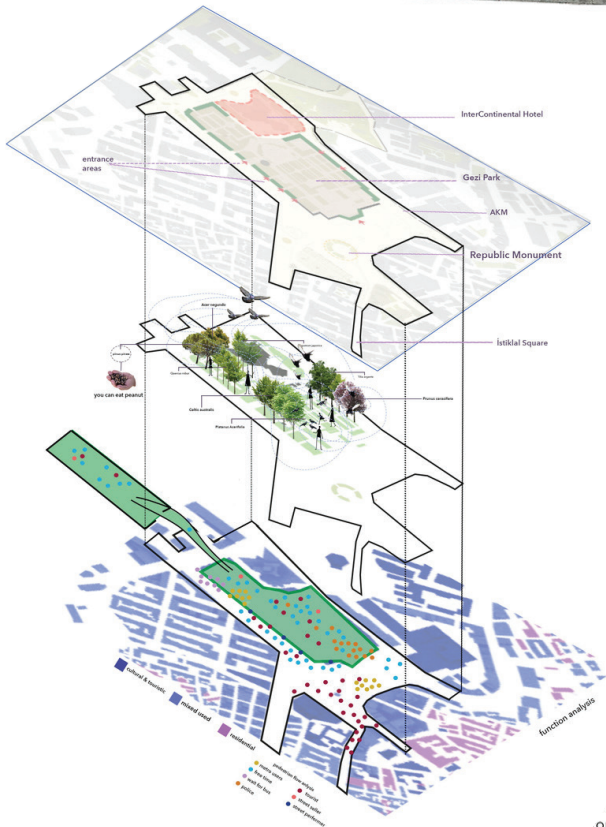


E {Scapel}

Sude Kansız

Gezi park serves as a small ecosystem where vegetations create temperature differentiations. This project focuses on heat effects as an intangible encounter.





Signs of Gezi

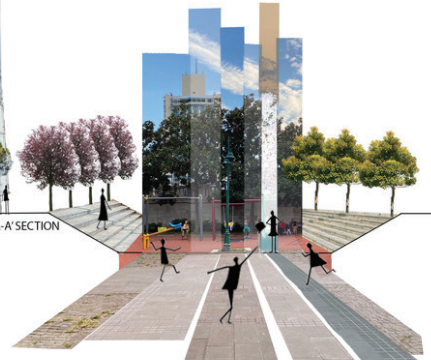
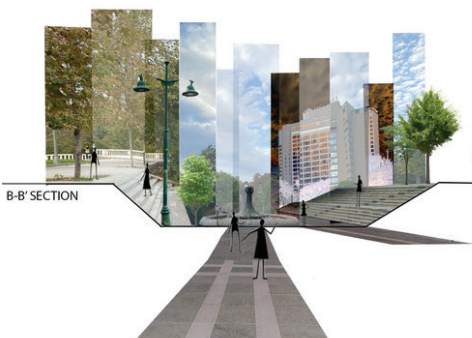
Nihal Şenol

Taksim is the hearth of the Istanbul where cultures meet literally and historically. Every year people pour into Taksim day and night. Taksim and Gezi Park are the places where territory and city meet. This project focuses on the cultural transformations of Gezi and Taksim Square as an intangible encounter.

square and the park, is defined as a transition area, which extends from square to the park, contributes to the monument.

This area, which is one of the focal points of the Gezi Park, offers a place where people can socialize and relax with the sound of water thanks to the water pool. The water pool here supports many living things (birds, cats, squirrels, etc.) in the habitat of the Gezi Park to continue their vital functions.

The children's playground in the Gezi Park offers a multifunctional service because it is a section reserved for children and the expansion of the age distribution in the park.





Pin-Ups



In-class presentations



[E.C.O.]

Ecological. Communication. Observations

Helin Bürüç

The subject examined within the scope of this study based on Gezi Park and its surroundings, interactions with people and shaping the environment.



Photographic views from the begging through the end of the route.

With these images the reality can be connected with the mental route.

Also, the perspectives from the readers of the story can examine the map.

- | | | | |
|---|---|---|--|
|  <p>Existing tree: 116
Height: 12-20m
Canopy spread: 6-12m
Leaves: Evergreen</p> <p><i>Pinus pinea</i></p> |  <p>Existing tree: 29
Height: 12-20m
Canopy spread: 7-10m
Leaves: Deciduous</p> <p><i>Robinia pseudoacacia</i></p> |  <p>Existing tree: 25
Height: 4-6m
Canopy spread: 3-6m
Leaves: Deciduous</p> <p><i>Sophora japonica</i></p> |  <p>Existing tree: 268
Height: 30-50m
Canopy spread: 15-20m
Leaves: Deciduous</p> <p><i>Platanus acerifolia</i></p> |
|  <p>Existing tree: 164
Height: 10-25m
Canopy spread: 10-12m
Leaves: Deciduous</p> <p><i>Acer negundo</i></p> |  <p>Existing tree: 14
Height: 4.5-12m
Canopy spread: 4.5-9m
Leaves: Evergreen</p> <p><i>Laurus nobilis</i></p> |  <p>Existing tree: 65
Height: 6-8m
Canopy spread: 4.5-6m
Leaves: Deciduous</p> <p><i>Prunus cerasifera</i></p> |  <p>Existing tree: 47
Height: 21-28m
Canopy spread: 9-24m
Leaves: Deciduous</p> <p><i>Quercus rubra</i></p> |
| | |  <p>Existing tree: 90
Height: 12m
Canopy spread: 6-9m
Leaves: Deciduous</p> <p><i>Tilia rubra</i></p> | |

WORKSHOP I

Discovering landscape representation via prominent figures of landscape architects

This workshop invites landscape architecture students to investigate different representation modes and tools by applying different techniques of important landscape architects from history to contemporary. With this respect each student will be asked to develop a rooftop garden design within a 30cm*30cm. frame and apply a specific technique/ style associated with a one of the prominent landscape architects.



Exhibition of Workshop I

List of the Landscape Architects

1. Yves Brunier
2. Lawrence Halprin
3. Roberto Burle Marx
4. Michael Desvigne
5. Martin Reino Cano-Topotek
6. Garek Eckbo
7. Martha Schwartz
8. Richard Forman
9. Stoss LU
10. Ian McHarg
11. Dieter Kienast
12. Gunther Vogt
13. Bernard Lassus
14. Paolo Burgi
15. Frederick Law Olmstead
16. Adrean Geuze
17. Bridget Baines and Eelco Hoofman
18. Isamu Noguchi
19. James Corner
20. Charles Jenks
21. Kongjian Yu



Exhibition of Workshop I

A detailed topographic map of Karaburun Village, showing contour lines, building footprints, and a network of paths. The map is oriented vertically, with the coastline on the left side. The terrain is hilly, with contour lines indicating elevation changes. Buildings are represented by simple rectangular shapes, and paths are shown as thin lines connecting different parts of the village. The map is a technical drawing, likely used for landscape architectural design.

.02 [RE] Imagine the Land

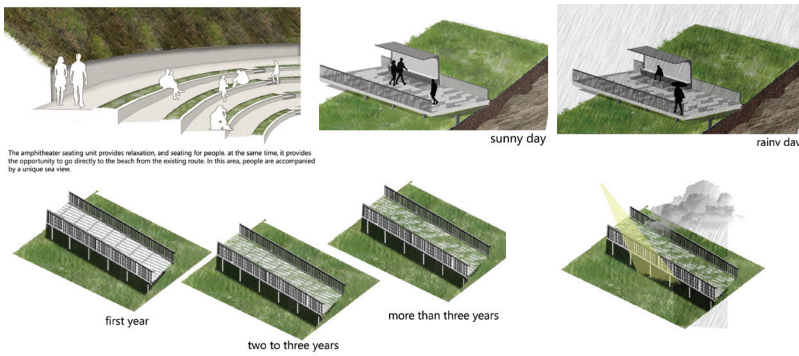
Karaburun Village - 7 WEEKS

For the second module, students will be asked to design a Trail on a hilly topography at the interface between land and the sea. It is expected from the students to develop landscape architectonic design proposal for the trail which will be a spine of a horizontal landscape that connects different landscape characteristics and hubs. Here, relation with the land, structural and material quality of the design, the form & function relations, processes, vertical movement on the hill and overall the context of the proposals will be questioned.

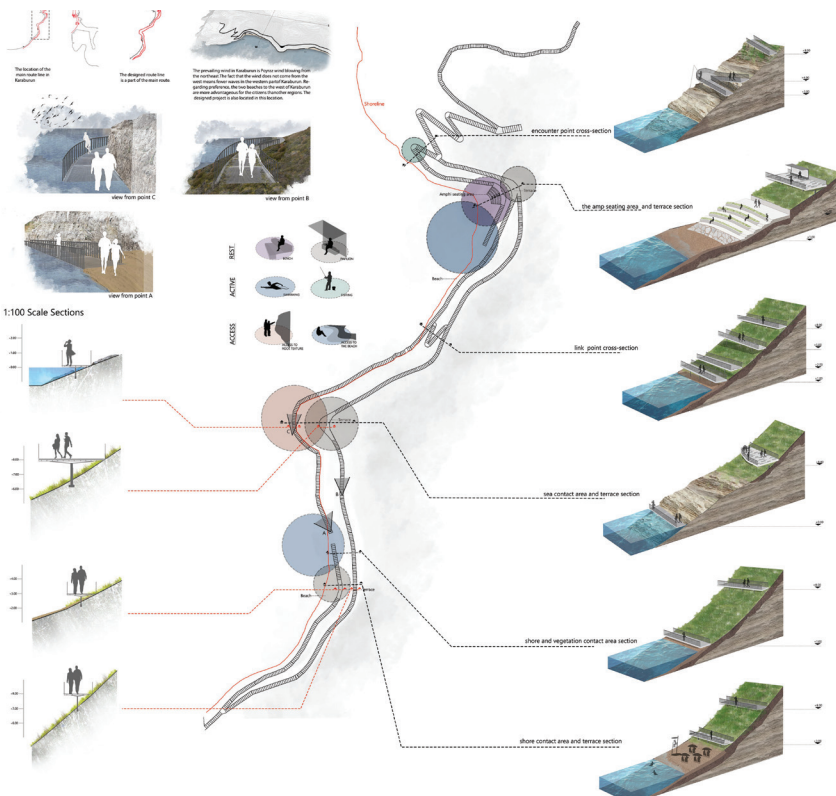




The choice of material on this route has been chosen purely to protect the local vegetation. Therefore, the route has a steel frame and composite permeable grating that provides a non-slippery walking surface that allows wind, rain, and light to filter through. It is aimed to create a different space perception for the user by choosing different flooring materials on the route. Reinforced concrete material was preferred in the terrace and amphitheater sitting area, which is one of the focal points and has a top-down relationship. In the design, reinforced concrete seating units were built on the terraces, which gives the user the opportunity to listen.



Karaburun Lighthouse

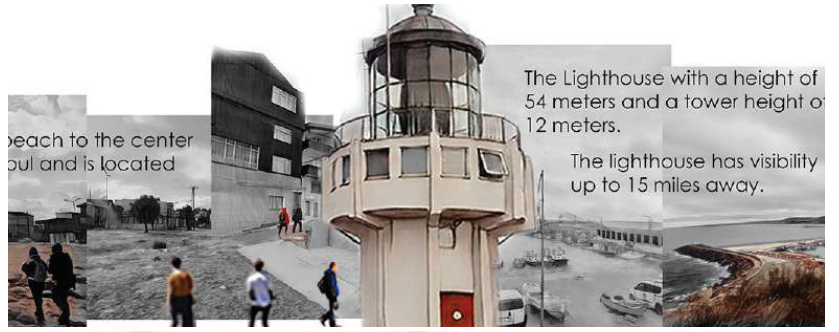


Karaburun Excursion

The ViewScape

Şevval Düzgün

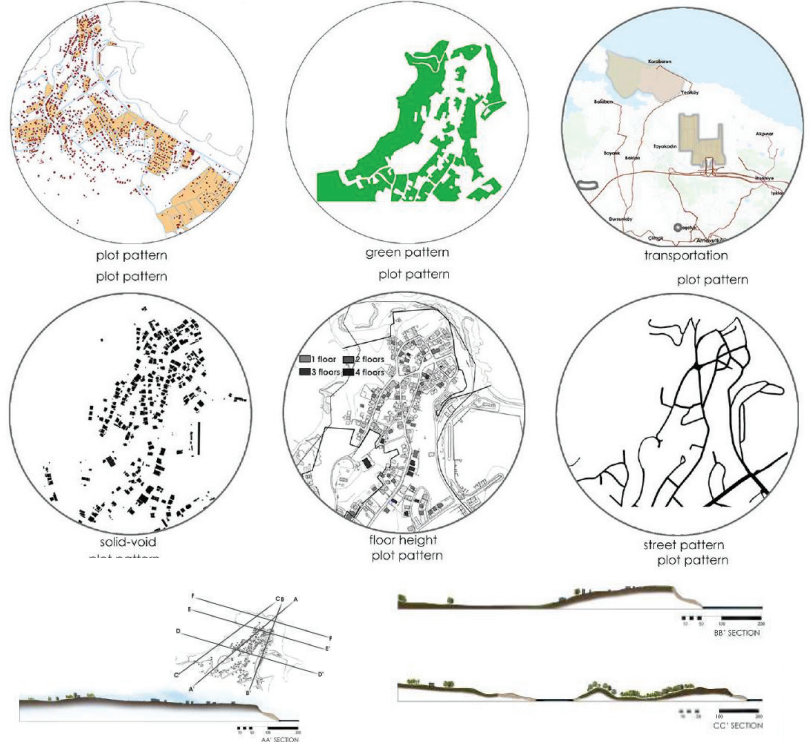
The project is located in Istanbul Arnavutköy, in the Karaburun neighborhood. In this region where the settlement is located, there is a view that makes the Black Sea side of Istanbul feel closely, and the lightstone, which is the third in the world in terms of light power. However, the inability to evaluate this view, the fact that those in or visiting Karaburun do not have an area to watch the view, and the importance of the lightstone that dominates Karaburun cannot be emphasized enough is an important problem in terms of the value of the region. In addition to the lacks that those who visit Karaburun will encounter, the existing settlement may also have many needs. An example of this is the lack of enough playgrounds for children. Based on these, a new area was created with open spaces such as a park, where users can both enjoy the view and feel the dominance of the lightstone. This area actually finds its place in an extension. The situation to be emphasized as an extension is that the project consists of a route and within this route, each region creates a space for itself according to different needs. There are three focal points in the project.



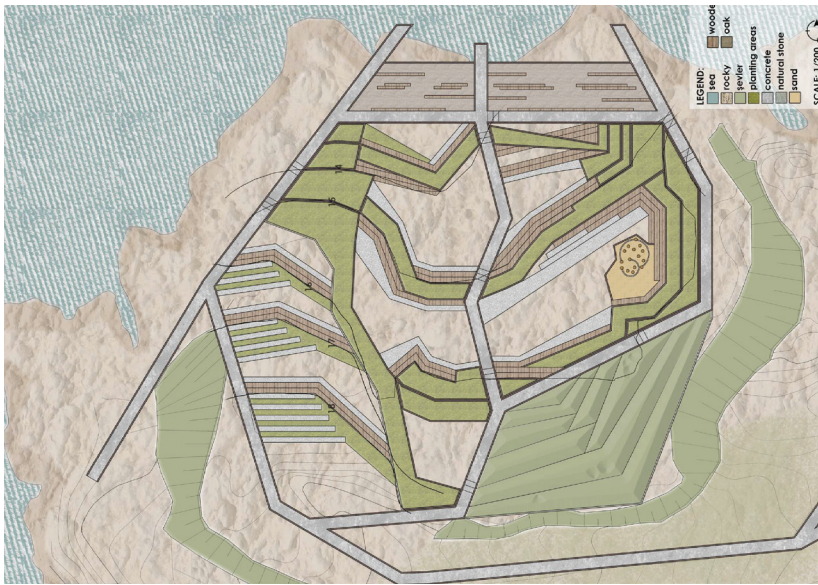
beach to the center
oul and is located

The Lighthouse with a height of 54 meters and a tower height of 12 meters.

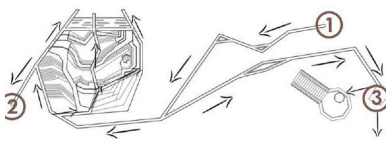
The lighthouse has visibility up to 15 miles away.



Jury Presentations

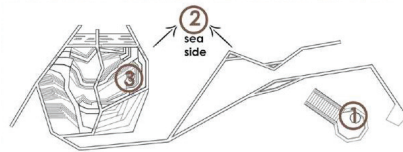


NODES and FLOW

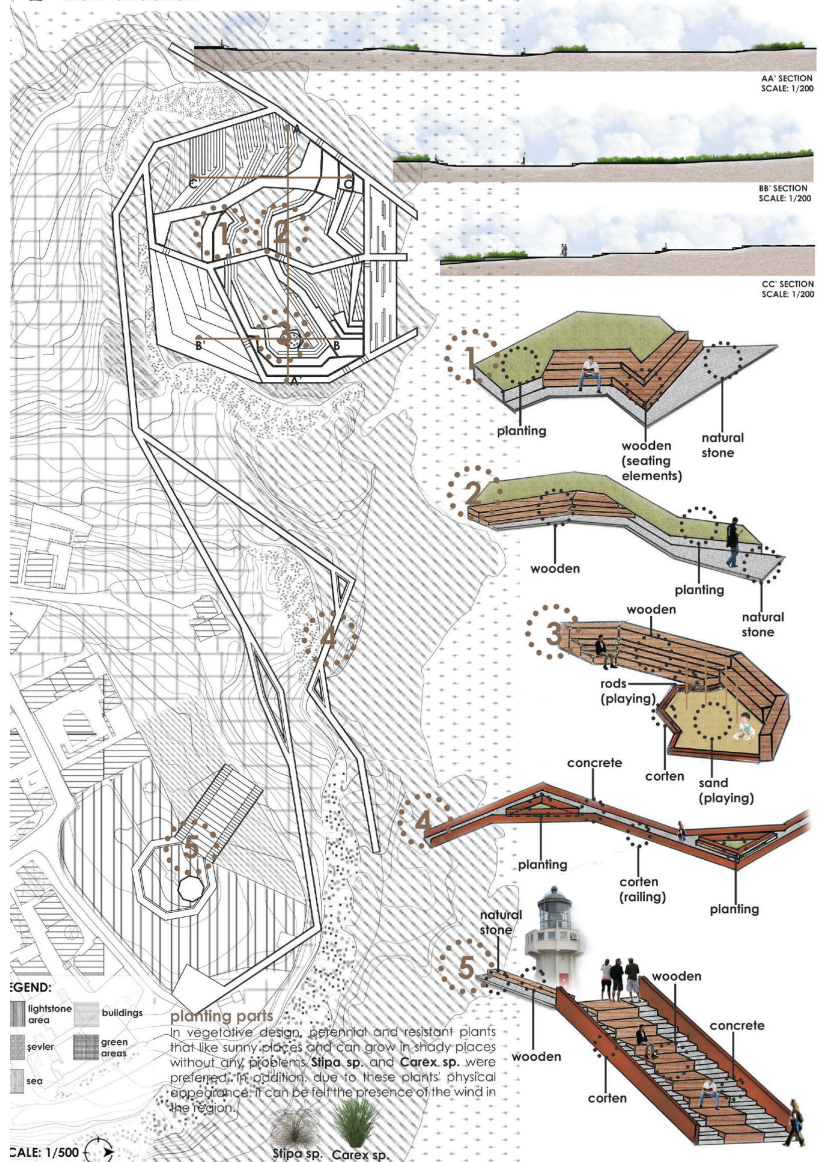


- 1: the start of the route
- 2: the end of the route that connects with the cable car
- 3: connection with settlement
- ↙ :flow direction

FOCAL POINTS-the destinations-



- 1: lightstone
- 2: sea view
- 3: park



planting parts
 In vegetative design, perennial and resistant plants that like sunny places and can grow in shady places without any problems *Slipa sp.* and *Carex sp.* were preferred. In addition, due to these plants' physical appearance, it can be felt the presence of the wind in the region.

SCALE: 1/500



Karaburun Coastline Collages



Karaburun Excursion

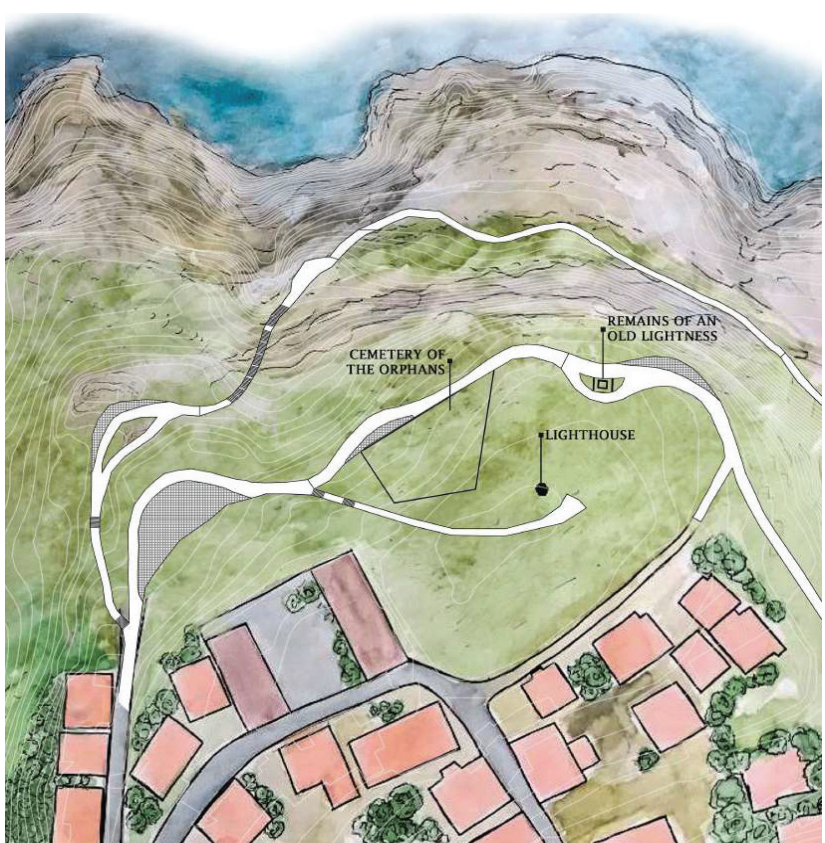
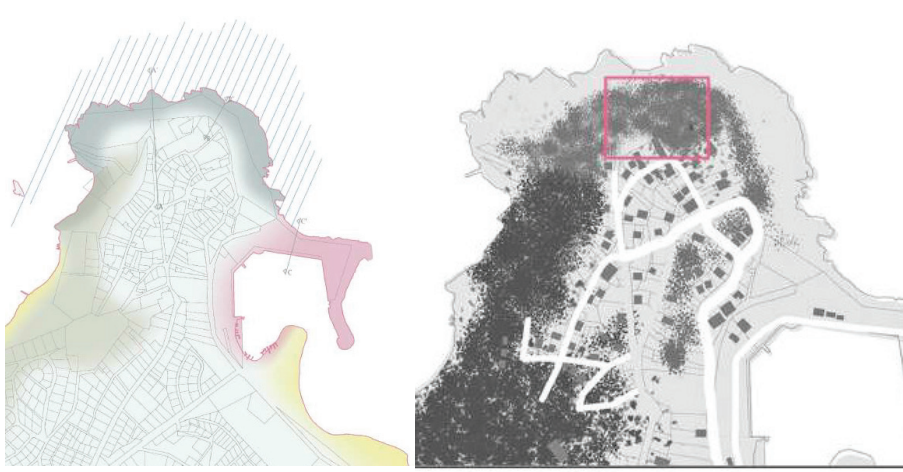
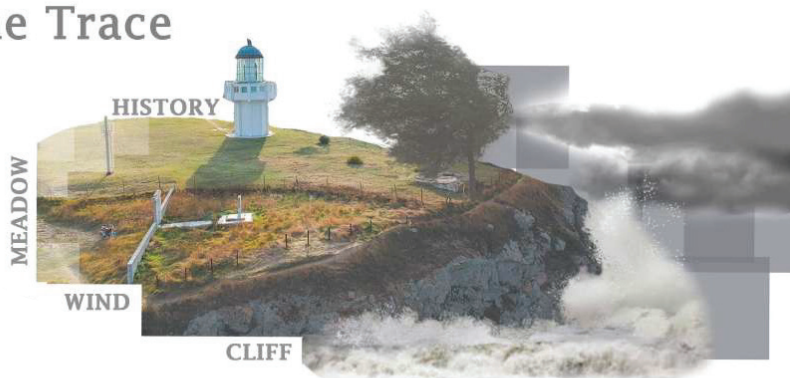
These are the lightstone, the sea view and the park. The project encourages both the ability to see all focal points at every point and the users to progress along the route, and supports the continuation of the existing organic green texture and the increase of green spaces, as well as observation, sitting and rest functions. In addition, in response to the lack of children's playgrounds in the region, it also includes a park within the seating areas for children. Most of the project is located on the rock and in order not to disturb the texture of the region, only the parts of the route and the elements in the project such as seating elements have different materials. While the surface of the route continues with concrete, the railings are made of corten material and the seating elements are made of wood material. In addition, in some parts of the project, the seating elements also have intersections with plant designs.

The Trace

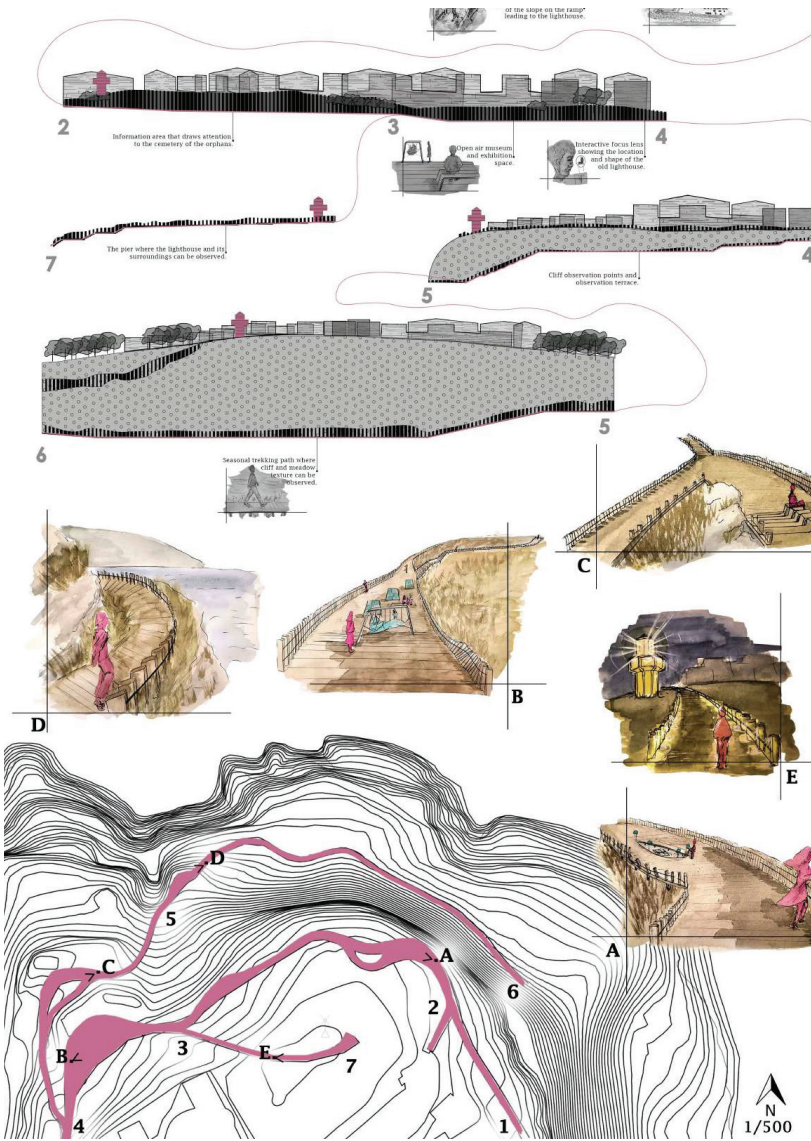
The Trace

Emine Karaca

Karaburun is a coastal town in the Arnavutköy district of Istanbul. According to the municipality data, this area with a population of 1746 is exposed to an almost 3 times population increase in the summer months. The main reason for this is the beaches. In addition to the dominant economy being fishing, commercial factors also play an important role with the existing port. The most important structure of Karaburun is the historical lighthouse, which is the third strongest lighthouse in the world in terms of light power, but this area attracts attention mostly with its physical features rather than human factors. Karaburun has a structure that combines various landscape characters. It offers a wide palette with its cliffs, beaches, meadows and forests. At this point, these were the main factors that shaped our route. Our route design offers perspectives to observe and evaluate different landscape characters of Karaburun, and draws attention to the historical lighthouse and the cemetery for the orphans. Another factor of the context is the climatic field data. Climate is the most important factor that shapes both the human and physical environment. For example, strong winds have shaped both the settlement and the natural environment in this region.



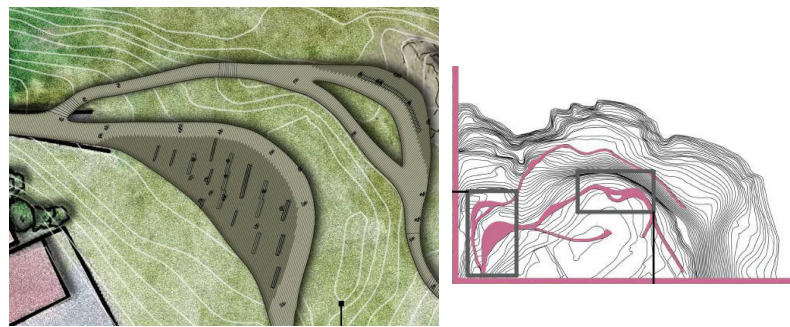
Karaburun Lighthouse / studio



Karaburun Shell Beach



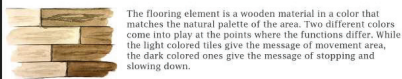
Karaburun Coastline



The public space where the exhibition reveals the historical value of Karaburun. Exhibition elements direct the wind, minimizing the impact of the strong wind in the seating area of the visitors.

The informative area surrounding the old place of the lighthouse and the viewing terrace where you can experience the viewing distance of the lighthouse.

PAVING



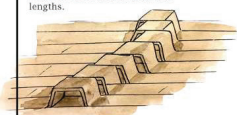
The flooring element is a wooden material in a color that matches the natural palette of the area. Two different colors come into play at the points where the functions differ. While the light colored tiles give the message of movement area, the dark colored ones give the message of stopping and slowing down.

In plant design, local species and species suitable for that climate were selected. With the trees (Tamarix sp., Pinus sp.) at the entrance, a surprising area has been created on the slope leading up to the lighthouse. Apart from this, meadow textures in the design area were combined and strengthened with meadow species (Rosmarinus sp., Thymus sp., Spartium sp., Androegobon sp. etc.) by considering ecological benefit rather than aesthetic concern.

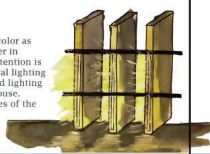
PLANTING DESIGN

SITTING

Seating elements are generally formed by two floors coming out of the surface and connecting them to the ground after reaching a certain height. The forms of seating elements are shaped by the use of materials in different numbers and lengths.



The balustrades are the same material and color as the flooring, higher in some places and lower in others. In addition, in some places where attention is desired, railings are used inclined. Horizontal lighting was used due to the presence of an overhead lighting with high luminous power, such as a lighthouse. Linear lights are hidden on the inner surfaces of the handrails.



LIGHTING/RAILING

EXHIBITION SURFACE



The exhibition elements rise from the ground as a continuation of the floor and merge with the ground again. It is longer in some places and shorter in others, or it can make a diagonal orientation. Also, their orientation is directed by the wind.