

ITU Faculty of Architecture  
Department of Landscape Architecture  
2022-2023 Spring Graduation Project

# Landwalls Chronicles

*: Landscape Design of Istanbul Landwalls District*

## **Jury B**

Core Jury Members

Assoc. Prof. Dr. Elif Ltfiye Kutay Karaor

Assist. Prof. Dr. Ikhwan Kim

Guest Jury Members

Prof. Dr. Zeynep Kuban

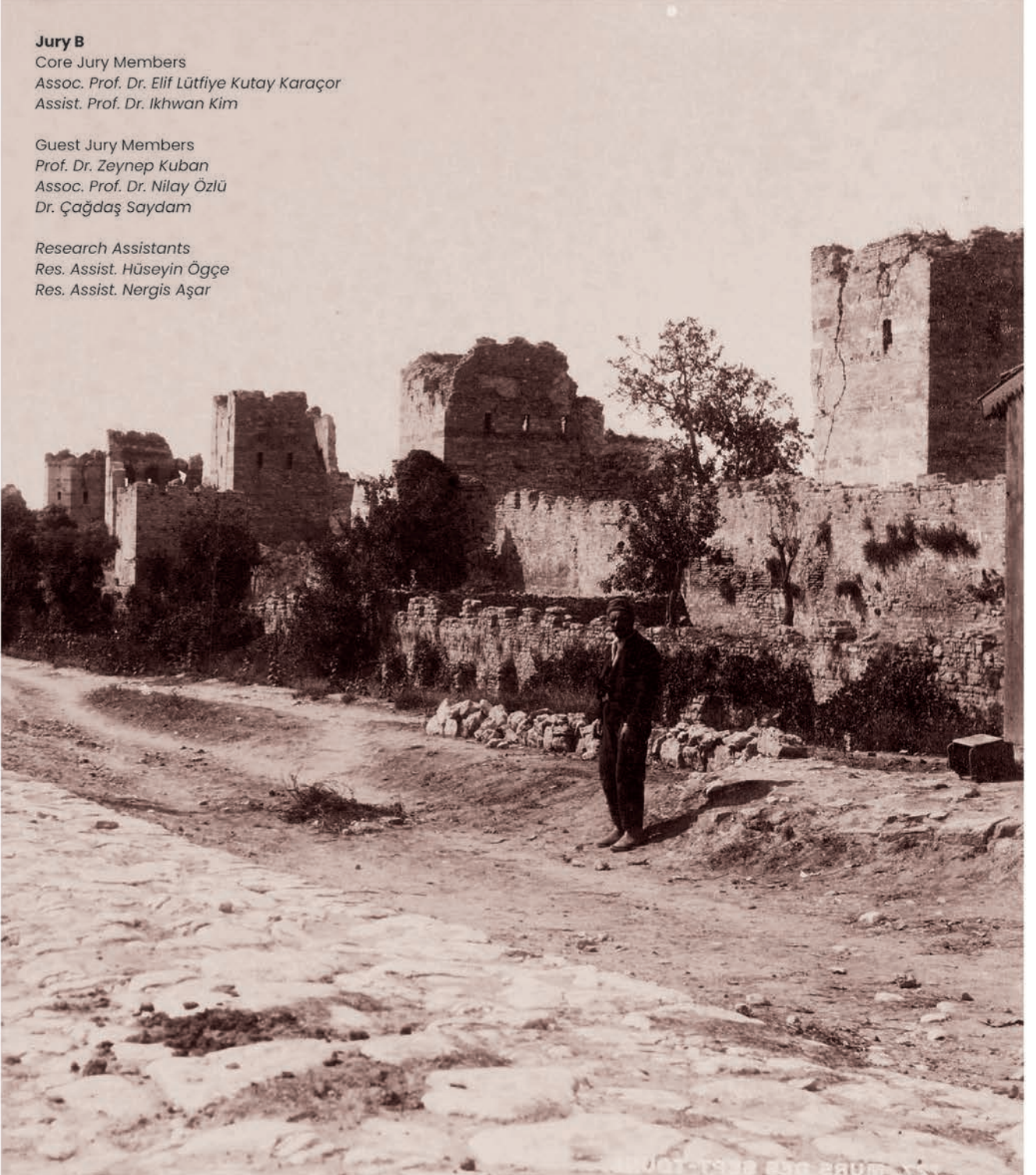
Assoc. Prof. Dr. Nilay zlu

Dr. ada Saydam

Research Assistants

Res. Assist. Hseyin ge

Res. Assist. Nergis Aar



# PEM 4902E

## Graduation Project

### Jury B

#### **Core Jury Members**

Assoc. Prof. Dr. Elif Lütfiye Kutay Karaçor  
Assist. Prof. Dr. Ikhwan Kim

#### **Guest Jury Members**

Prof. Dr. Zeynep Kuban  
Assoc. Prof. Dr. Nilay Özlü  
Dr. Çağdaş Saydam

#### **Research Assistants**

Res. Assist. Hüseyin Ögçe  
Res. Assist. Nergis Aşar

Istanbul Technical University,  
Faculty of Architecture,  
Department of Landscape  
Architecture, Taskısla Campus

Phone: +90 (212) 2931300  
ext.2808 Fax: +90 (212) 2514895  
E-mail : peyzajmim@itu.edu.tr

#### **Editors:**

Elif Lütfiye Kutay Karaçor  
Ikhwan Kim  
Hüseyin Ögçe  
Nergis Aşar

#### **Graphic Design:**

Nergis Aşar  
Hüseyin Ögçe

**01**  
About The Project

**02**  
Student Works

# 01

## About the Project

### Landwalls Chronicles: *Landscape Design of Istanbul Landwalls District*

Graduation Project Aims and Content 2022-23 Spring Semester Landscape Architecture Jury A and B Graduation Projects focus on the Landwalls of Istanbul and its surrounding environments within the title of "Landwalls Chronicles." "Landwalls Chronicles" attempts to reveal the uncanny, ambiguous, tangible, and intangible nature of the cultural landscapes through design, concerning cultural heritage, ecology, and society trio at the Landwalls in the Historic Peninsula of Istanbul. The Historic Peninsula is situated at the confluence of the Black Sea and the Sea of Marmara. Golden Horn, the Sea of Marmara, the Bosphorus, and the Landwalls form its physical borders (of the intra-muros city). Throughout history, the Historic Peninsula has been home to various cultures and civilizations as a Greek colony, Roman city, Byzantine capital, Ottoman capital, and Turkish metropolis, all of which left their cultural and physical imprint on the city (Mantran, 2015). Those imprints create a multi-layered system that refers to both tangible and intangible matters in relation to space, ecology, politics, and society.

Landwalls as the main project site of the graduation project covers these matters with its shifting roles in these multi-layered systems. Its dominant essence starts from being a military shield, a boundary between inside and outside, transformed into a cultural threshold throughout history.

The vegetable gardens Bostans- that still remain near Istanbul's landwalls, are one of the primary examples of cultural, historical, anthropic, and ecological sustainability in the urban context. We encourage students to explore and work with key concepts- cultural landscape in relation to cultural heritage, ecology, society- analytical tools, and critical skills to better understand the meaning and politics of food, including food geographies, food production and consumption concerning food rights, food inequality, food sovereignty, and food security.

Chronicle derived from the Greek word Khronos, "time", is defined as a "historical account of facts or events in the order of time" or "a factual written account of important or historical events in the order of their occurrence" in the dictionaries (Online Etymology Dictionary, Oxford Dictionary, 2023). It is also defined as "a record -a series of events-in a factual and detailed way" (Oxford Dictionary, 2023). Regarding this, the Graduation Project invites students to discover the unique and considerable potential of the site's cultural, multi-layered, historical, and urban landscape aspects especially through the events. These events can be linked to many terms such as socio-ecology, circularity, environmental sustainability, preservation, restoration, climate action, resiliency, equity etc. as aforementioned above paragraph.

Students will be expected to develop a landscape strategy to create an open, green, circular, and public space system connecting the cultural and historical urban layers. In addition, it is expected that the systems will be able to respond to possible needs within the framework of risk management and urban resilience. The proposal should include the local characteristics, daily life cycle, current physical and social problems, population and its pressure on the site, preservation strategies of the multi-layered cities, and contemporary planning and design approaches.

## Core Jury Members



Assoc. Prof. Dr. Elif Lütfiye  
Kutay Karaçor  
*ITU Landscape Architecture*



Assist. Prof. Dr. Ikhwan Kim  
*ITU Landscape Architecture*

## Guest Jury Members



Prof. Dr. Zeynep Kuban  
*ITU Architecture*



Assoc. Prof. Dr. Nilay Özlü  
Karaca  
*Istanbul Bilgi University  
Architecture*



Dr. Çağdaş Saydam  
*Mimar Sinan Fine Arts University  
Urban and Regional Planning*

## Research Assistants



Res. Assist. Nergis Aşar  
*ITU Landscape Architecture*



Res. Assist. Hüseyin Ögçe  
*ITU Landscape Architecture*

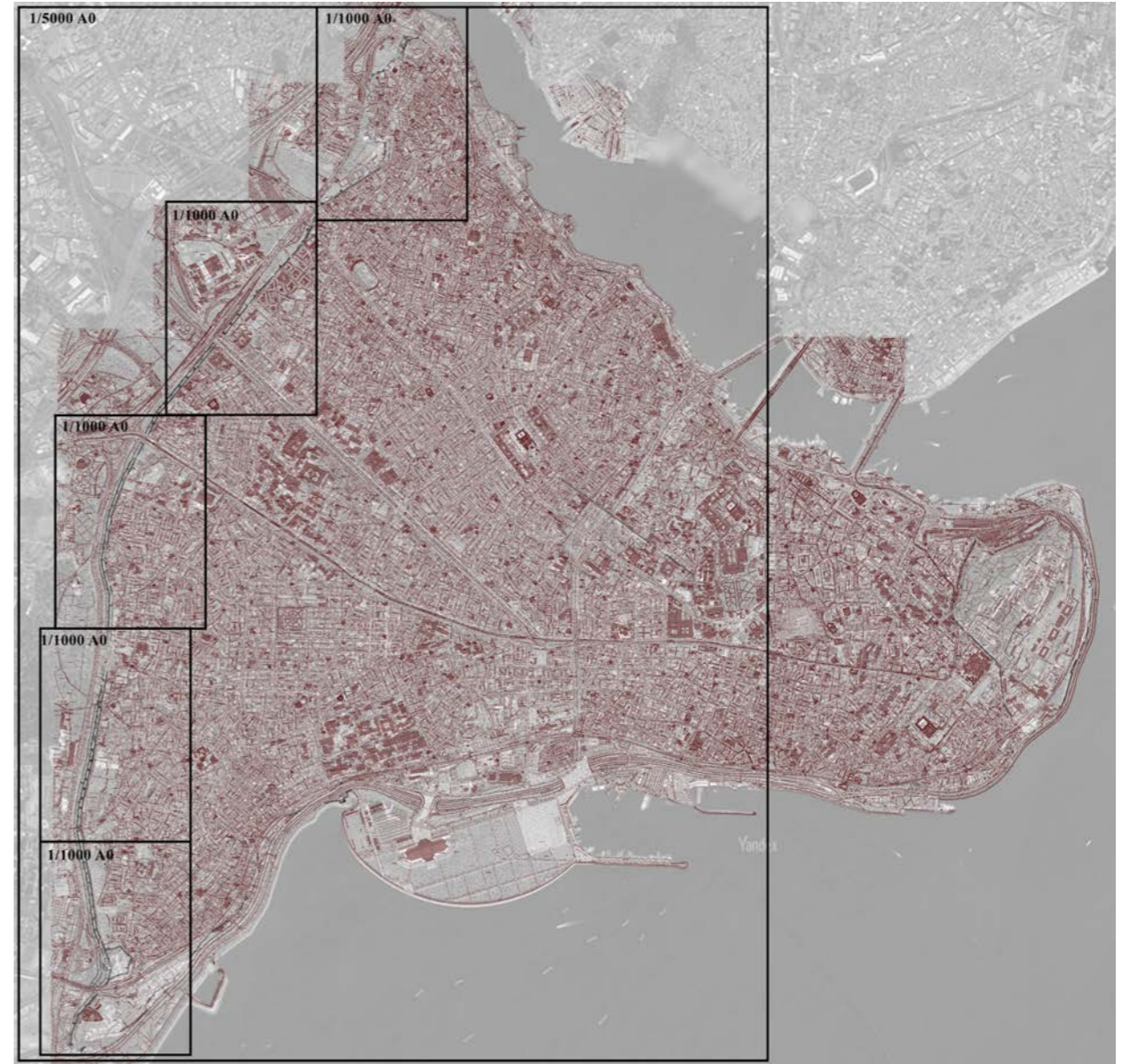




Figure 1 (URL -1)

Istanbul is an ancient city that has hosted various civilizations throughout history. Since prehistoric times, every civilization reflected its culture in the city, making the city unique both physically and sociologically. The Megara colony on the Bosphorus built the city of Byzantium, which is mostly documented in textual documents, holds a significant role in ancient antiquity. Only the names of some monuments are still visible. It is known that Byzantium, located at the tip of the Seraglio, was surrounded by walls, which were later demolished during the enlargement of the city by the Roman emperor Septimus Severus during the early 3rd century. The amount of archaeological evidence needs to be increased to support a hypothetical reconstruction. The region's topography, however, enables the construction of a physical environment that can integrate the fundamental components of the city into an easily discernible relationship. The ports at its base, the sea walls' orientation, and the landwalls's westernmost point are all known. The Acropolis located at the plateau's summit, where the Ottoman sultans' palace-Topkapı Palace- still stands, is another. A few lines that depict the city's bounds make up the city's reconstruction, nonetheless (Müller-Wiener, 2016).

The city was declared as the new capital of the Roman Empire by Constantine I in 330. It was renamed "Nova Roma" and later adopted the name Constantinople. During the imperial reconstruction and glorification of the city, new walls were erected towards the western hinterlands. During the 5th century emperor Theodosius expanded the city and built Theodosian Walls between the Golden Horn and the Sea of Marmara. A monumental portal bearing a triumphal arch was also built close to its southern edge, marking the ceremonial entrance to the city. The "Golden Gate" opened to Mese, the ceremonial axis leading to the Imperial Palace, Hippodrome, and Hagia Sophia. Since then the landwalls of Theodosius mark the physical and symbolic boundary of Constantinople for almost 10 centuries, until the conquest of the city by Mehmed II in the mid-15th century.

After the conquest, recognizing its imperial significance, Fatih built Yedikule Towers over the Golden Gate. Then after, landwalls remained as the symbolic border of the Ottoman capital and turned into a buffer zone between the inner and outer city. Losing its defensive purposes, the area surrounding the landwalls started housing bostans, providing Istanbul's fresh vegetable needs. The integrity of the wall was damaged during the construction of the Orient Express railroad during the late-19th century. Other industrial projects, such as the Gas factory (Gazhane), were also implemented in the area. Suburban precincts around the wall were inhabited probably mostly by low-income groups that were mostly engaged in agrarian activities during the Ottoman era. The precarious position of the inhabitants on the outskirts of the city remained during the early-Republican era. As Istanbul immensely grew during the second half of the 20th century, the strip around landwalls remained as a liminal agro-historical zone.

Through various civilizations, the city has developed its urbanism and architectural styles. Byzantine churches, Ottoman mosques, Roman defenses, and forums are all superimposed in its urban fabric (Gül & Howells, 2013). The Historic Peninsula is, therefore, extremely valuable because of its unique usage and construction. Since 1985, it has been included on the UNESCO World Heritage List (UNESCO, 2019). Topkapı Palace, Sarayburnu, Seraglio Point, Hagia Sophia, and the Landwalls of Istanbul are the frontiers of the cultural heritage in the Fatih district. Among these, the

Landwalls of Istanbul will be the primary concern of this project regarding its context at the intersection of cultural landscapes, heritage, ecology and society domains. They are in Istanbul's Fatih District and go by the titles Fatih Suriçi (which means intra-muros "within the wall"), and Historic Peninsula (Fatih Municipality, 2021). Atop seven hills, the Historic Peninsula of Istanbul spans a surface area of approximately 16 km<sup>2</sup> (Müller-Wiener, 2016). These hills display well-known architectural treasures. The Historic Peninsula includes a variety of land uses that serve different purposes. The most significant are residential, commercial + commercial, and green areas. The population is significantly higher daily because of the many tourists, shoppers, and businesses. In this way, geographical diversity adds to the point of motion's dynamic and coherent cycle (Ögçe & Demir, 2020).

A landscape is created by the 1600-year-old walls and its surroundings, which reflect the city's history and the numerous complex cultural activities that have occurred there. Cemeteries, open spaces like parks, historical orchards/vegetable gardens-bostans-, city walls, fortifications, gates, towers, monuments from various historical periods, and buildings like traditional homes are some of the multi-layered tangible features of the cultural landscape. Intangible cultural qualities attributed to the location also include meaning and significance (Kıvılcım Çorakbaşı, D. D. F., 2021). One of the most prominent intangible qualities of the district was about movement of the food weave. Protecting these qualities through time have always been a complex task and been open to debates linked to various domains.

Recently, landwalls and surrounding areas lie at the heart of a heated urban debate. From restoration of the landwalls to the use of surrounding areas, many issues became a matter of conflict between various groups and agencies, such as the central and local governments, civil society, NGOs, local residents, scholars, farmers, and other interested parties. Especially following 2013, historic bostans evoked wide-spread interest and international campaigns were held to protect and list them as heritage sites. These agro historical precincts, currently surrounded with main arteries, industrial heritage, railroad, architectural monuments, and new urban developments remain at the intersection of cultural heritage, architectural preservation, ecological concerns, sustainable development and urban renewal.

Besides these, the overall picture regarding political, social, and ecological context needs to be analyzed on historical bases regarding people, place, and space networks. Since the main context is also linked to heritage, the terms preservation, renovation, and restoration need to be articulated and elaborated concerning space, place, architecture, and culture.



Figure 2: Konstantinopolis Map (1422), Cristoforo Buondelmonte (URL -2)

02

## Student Works

**Özge Naz Güler**

*Re-Layerizing Landwalls: A New Era*

**Tuğba Kurt**

*Re-envision in Landwall Istanbul*

*Landwalls*

**Sude Özdemir**

*Sensory Horizons: Exploring the  
Landscape in Multisensory Ways*

# Özge Naz Güler

## Re-Layerizing Landwalls: A New Era

The project is preparing to re-layer the walls, which have always had a function throughout history and have served this city, by examining the layers of senses in the human mind. A new era will be started by functionalizing the undefined city walls by exposing the user to various stimuli in order to integrate a historical texture with modern life. Digitization, one of the primary tools of the new age, will actually help create the 'new' by reminding the old on the city walls that have become an incomparable land art.

### HISTORY OF ISTANBUL

It is not possible to consider the history of Istanbul and the history of the Walls independently of each other. Until the military peace experienced in the Ottoman era, the walls were the most important works for the protection of the historical peninsula

### HISTORY OF LANDWALLS

**Neolithic Period**  
Calcolithic Period  
5000 BC

**Yarimbuzgaz Cave**  
The first known settlement  
13th-11th BC

**Lygos**  
The first known settlement  
13th-11th BC

**Roman Empire**  
Constantine the Great 306 to 337  
When Severus captured the city he gave severe damage but in time he rebuilt again

**Byzantine Empire**  
Emperor Theodosius II Roman Emperor from 402 to 457  
Walls were severely damaged in two earthquakes in 437 and 447

**Ottoman rule started in 1453 with Fatih the Conqueror.**  
The walls lose its significance as defensive and military usage

**UNESCO**  
The ditches used for sieges began to be used as an orchard as there was no threat.

Became UNESCO World Heritage Site in 1985

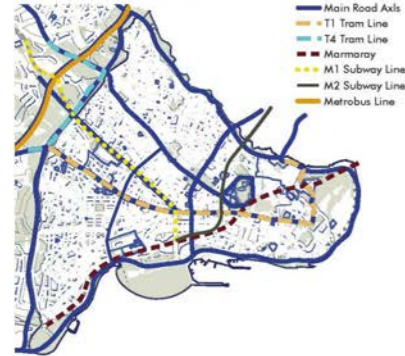
During the Republican period, the city walls started to be seen as a big problem, although they could not be demolished due to being under protection, many gates and points for the big streets were demolished.

### FUNCTIONAL EVOLUTION OF THE WALLS

- 1 Defense - Military**  
Because of the political uncertainty before the Ottoman period, the walls were very important in terms of military and defense.
- 2 Boundary Maker**  
Thanks to the political peace in the Ottoman period, the walls have completely lost their defensive function, and now they have become only a border marker.
- 3 Urban Problem ?**  
Especially in the Republican era, the function of such large-scale historical buildings in a modernizing city remained unclear.

**PRE-OTTOMAN**      **OTTOMAN**      **REPUBLIC**

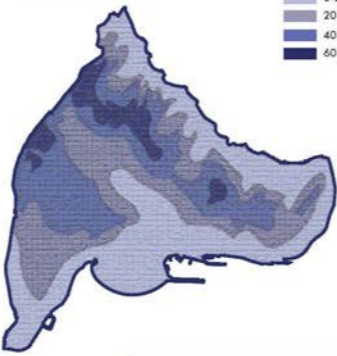
### TRANSPORTATION



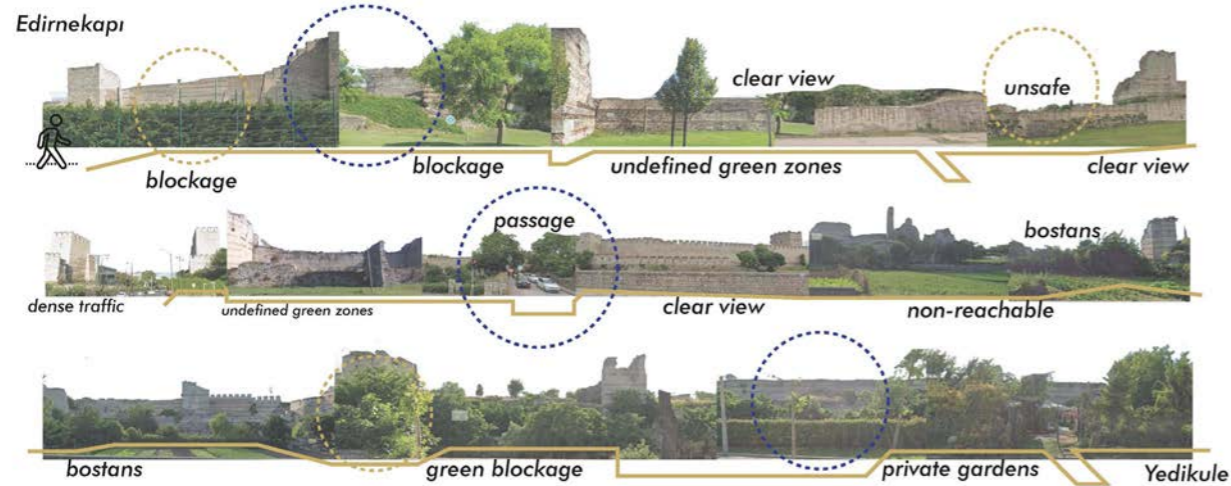
### GREEN AREAS



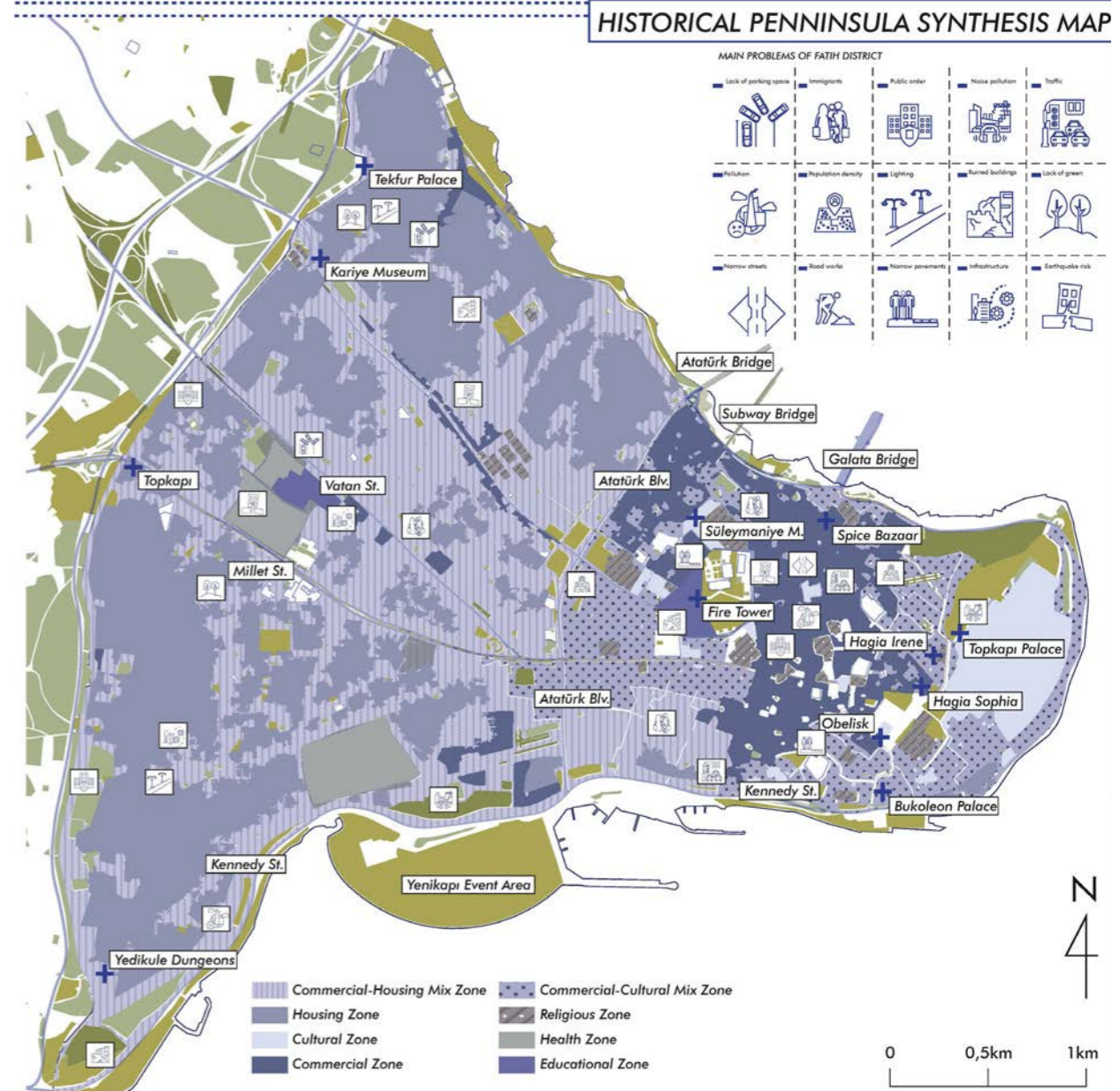
### TOPOGRAPHY



### TAKE A WALK ALONG THE LANDWALLS

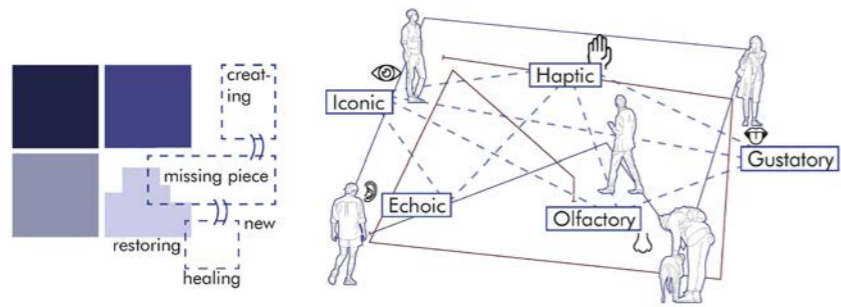


### HISTORICAL PENINSULA SYNTHESIS MAP



### Main Goal:

To solve the security and accessibility problems by improving the elements that currently make the site unsuitable in social, cultural and ecological areas so that the site and the walls can be remembered by people both historically and socially.



**DESIGN CONCEPT**

While creating a new layer, the most important way to create a permanent memory or place in people's minds is to activate their senses. The user is stimulated by the senses they use unconsciously and opens a new memory section in their mind.

**CULTURAL / HISTORICAL**

- traces of history route
- visual zone to revive history
- gates as a reminder

**ECOLOGIC /**

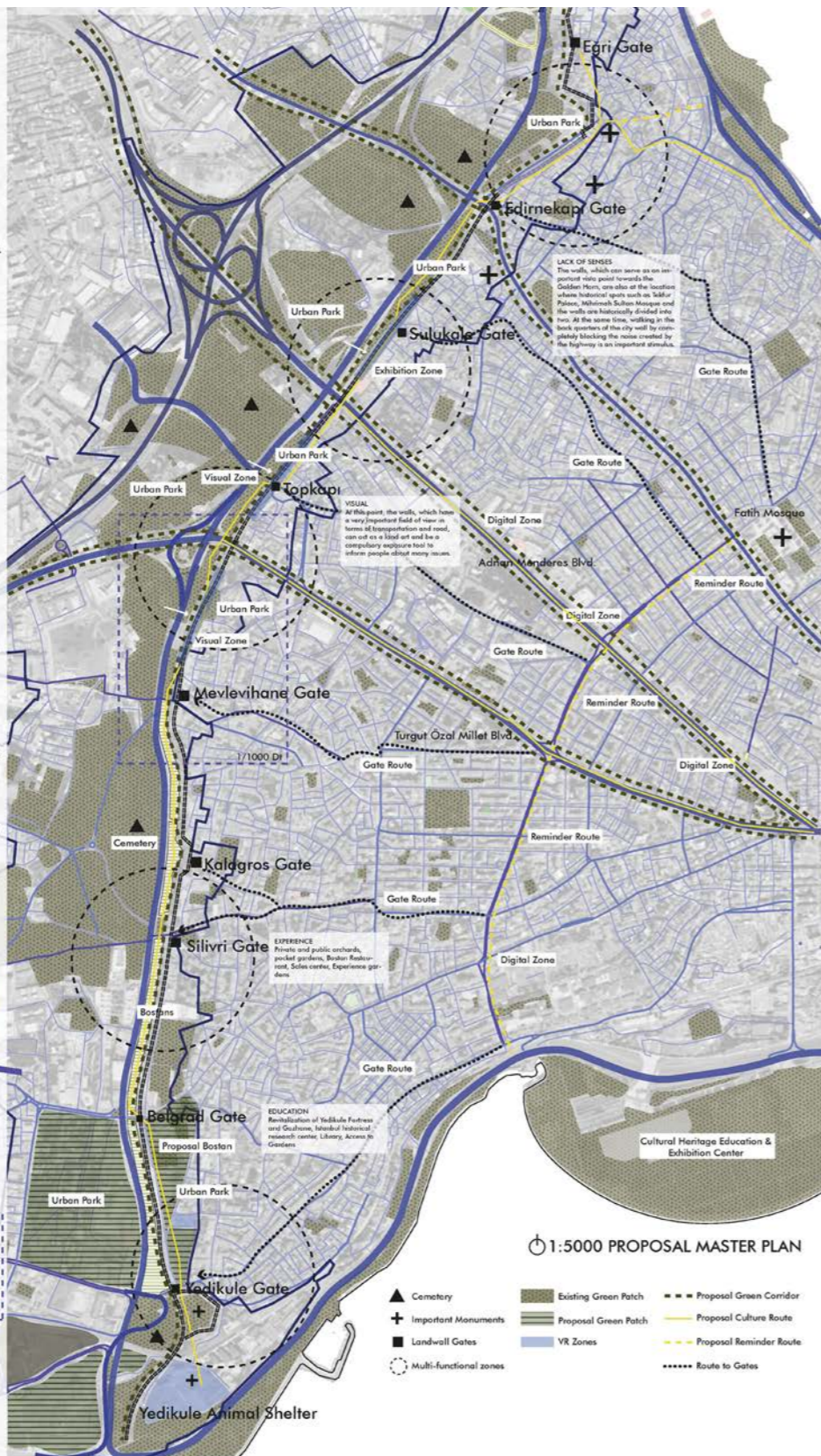
- The green corridor between the city walls and the cemeteries and the center

**SOCIAL / TECHNOLOGIC**

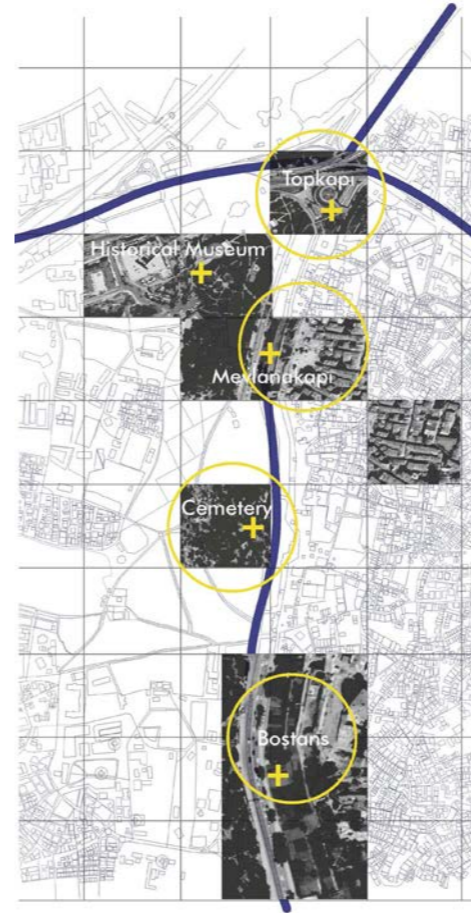
- touching experiences inside and out walls
- digital reminders to revive history
- urban parks and experience bostans along the walls
- unseen history

**Experiencing**

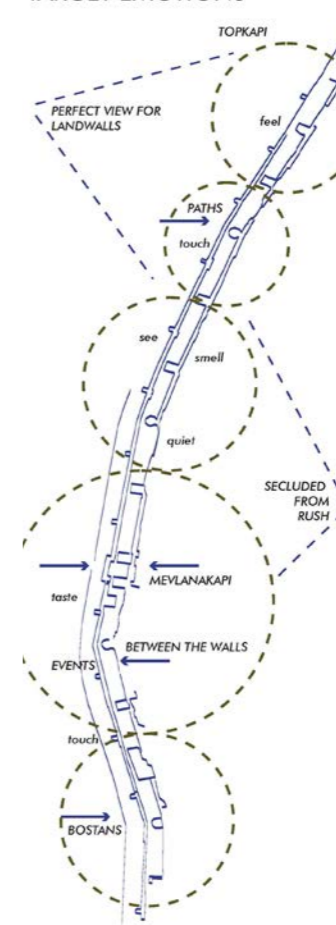
- Visual Zone
- Digital Zone
- Walkability



**FOCUSED AREA**

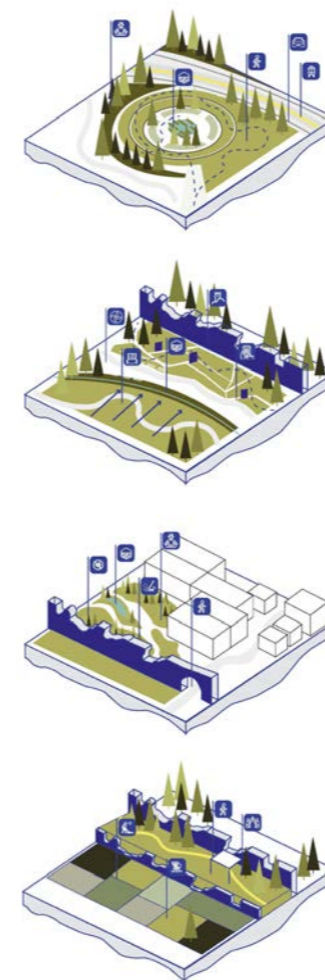


**TARGET EMOTIONS**

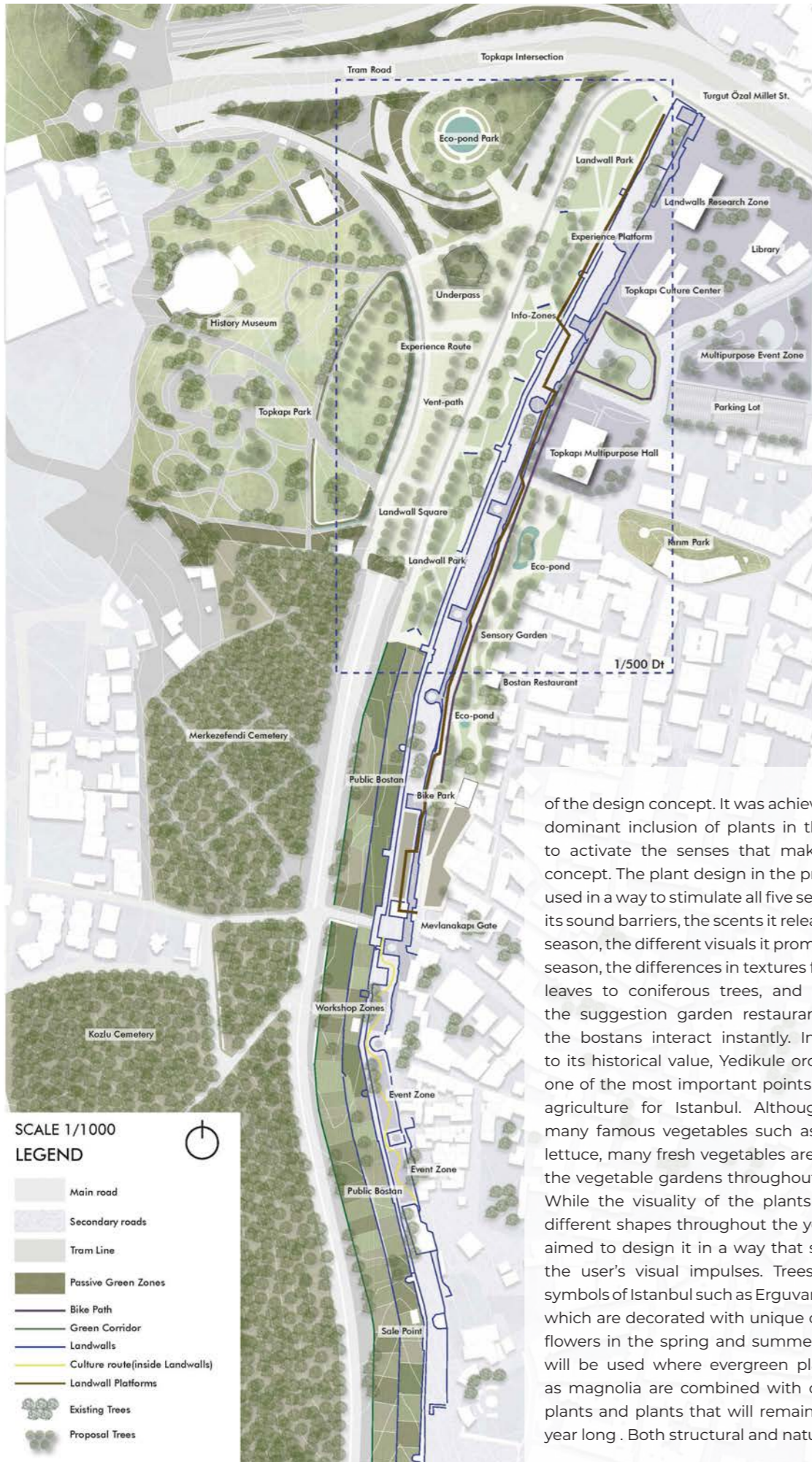


The aim of this project is to make these senses experience in the same design and to include this historical area, which is undefined in people's minds, in their minds and daily life. The design decisions made in the light of this concept were gathered under three headings as cultural-historical, ecological and social-technological. Although divided into titles, these decisions were aimed to act in a loop that feeds each other. Before the targeted digital applications in the field, the history of this subject and the reasons for success and failure were reviewed. Digitalization in cultural heritage areas involves the use of digital technologies to document, preserve, and promote cultural heritage sites and artifacts. Digitalization can take many forms, such as 3D modeling, virtual reality experiences, mobile applications, digital archives, and online exhibitions, among others. The success of app implementation in historical sites largely depends on the quality of the app and the needs and preferences of the visitors.

From the 1/1000 plan level of the project, the park area from Topkapı junction to Mevlanakapi and the following orchards are included. The dense cemetery area to the west of the project area was seen as important points to connect with the green texture of the city and was one of the most important points taken into consideration when designing the plant patch. This area was chosen because it has many empty spaces and has the potential to be a very good viewing point for the walls, and it is a point where the design concept can be applied most easily. Having pedestrian users like intersections and squares can strengthen the idea of walls, which are one of the building blocks of the design, as an exhibition element by themselves. It was important for the area to have a large square and intersection-style potential social green areas, as well as a large part of the garden texture. The orchard tissue took part in this project as one of the most important structures of the concept, both in terms of completing the planting and with its historical value. The planting strategy was included in the project as one of the most important elements for the realization







of the design concept. It was achieved by the dominant inclusion of plants in the design to activate the senses that make up the concept. The plant design in the project was used in a way to stimulate all five senses, with its sound barriers, the scents it releases in the season, the different visuals it promises every season, the differences in textures from large leaves to coniferous trees, and of course the suggestion garden restaurants where the bostans interact instantly. In addition to its historical value, Yedikule orchards are one of the most important points for urban agriculture for Istanbul. Although it has many famous vegetables such as yeidkule lettuce, many fresh vegetables are grown in the vegetable gardens throughout the year. While the visibility of the plants takes on different shapes throughout the year, it was aimed to design it in a way that stimulates the user's visual impulses. Trees that are symbols of Istanbul such as Erguvan and Oya, which are decorated with unique colors and flowers in the spring and summer seasons, will be used where evergreen plants such as magnolia are combined with coniferous plants and plants that will remain green all year long. Both structural and natural points

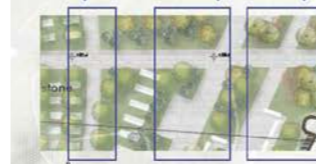
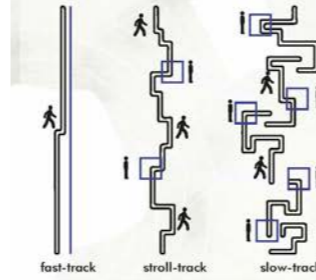
**1/500 Scale**

At 500 scale, the focus is on the Landwall park and part of the sensory gardens. When we take the north of the area as the starting point, the user already sees the walls from a beautiful view point and entering.

Designed with lines that can slow down and draw the designer in and create natural hubs in their own way, with seating and socializing areas from the moment you enter, with the road line that creates a culture-history path with the help of digital stimuli operating with the logic of an open-air museum. This road has been designed with illuminators and high-tipped trees that aim not to obstruct the viewing distance for safety purposes.

With the continuation of the same line language, as user went to the west of the area, they were given the chance to pass this area quickly or with the speed of experience, taking into account the daily users or people passing by.

**Design Lines**



Especially the large green areas with a very high potential between the front and back walls of the city wall were designed with the logic of an open-air museum to be built in the city park with temporary canopies and activity areas.

Different from this transition, people will also be able to experience many different cultural and artistic activities in history with the activity areas. With the help of ramps and stairs, platforms along the wall that can make you experience the city wall from inside and outside were included in the design.

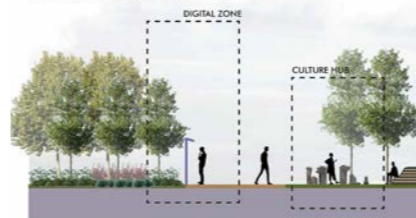
In particular, three different designs of walkways were evaluated. While the walkways at the edge of the wall are intended to make the user use the protruding area much more inward and to distract the user, a design was also made for fast users on the walking paths that gradually move to the west.

**LEGEND SCALE 1/500**

- Asphalt
- Bazalt stone
- Metal Platform
- Tartan Bike Path
- Tartan Walking Path
- Concrete
- Sidewalk
- Bostan
- Landwalls



**REMAINS AND FUTURE**



**SOCIAL AND HISTORY**



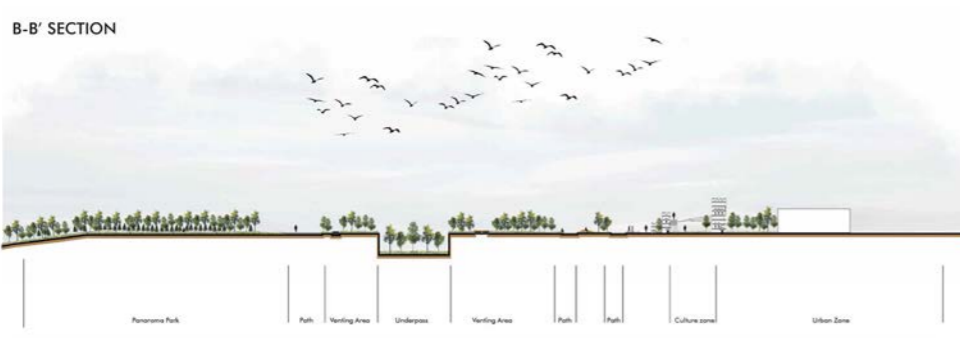
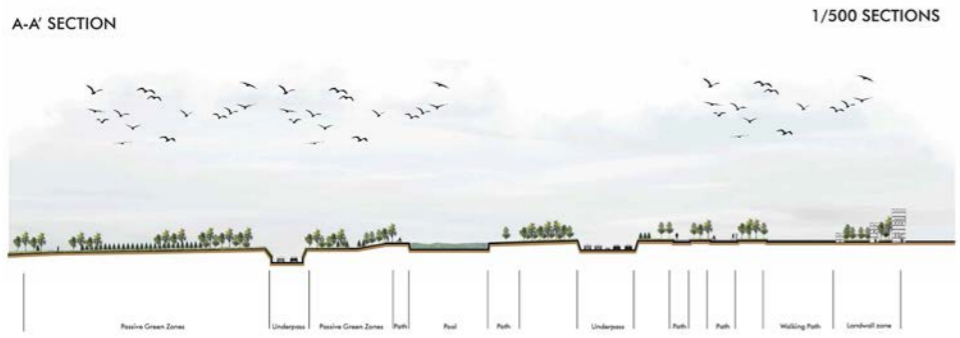
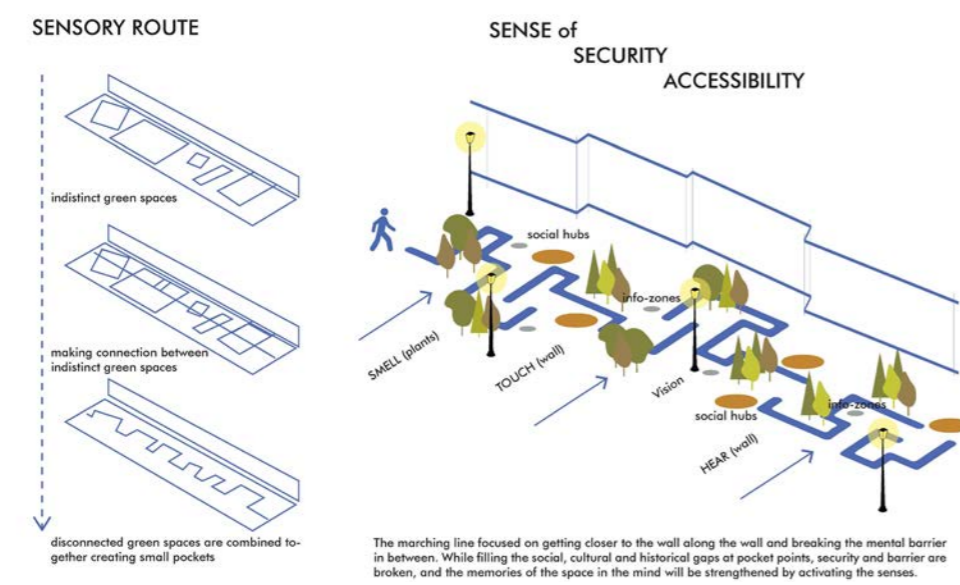
**DIGITAL ZONES**

- infos - trivias
- audio narration
- visual narration

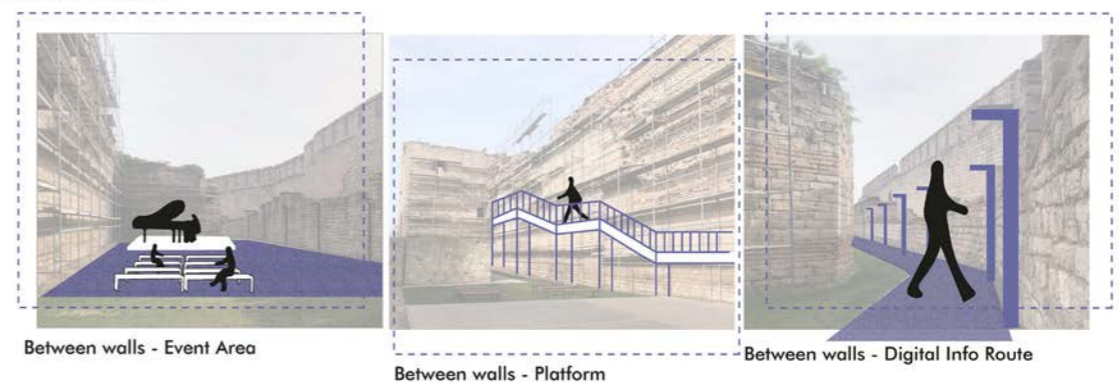


created on the site, festival times were created twice a year, where the bostans are appreciated and can be experienced on site. The design will continue to have an important function in many important points in the senses of planting, as it can continue production in bostan restaurants and all four seasons.

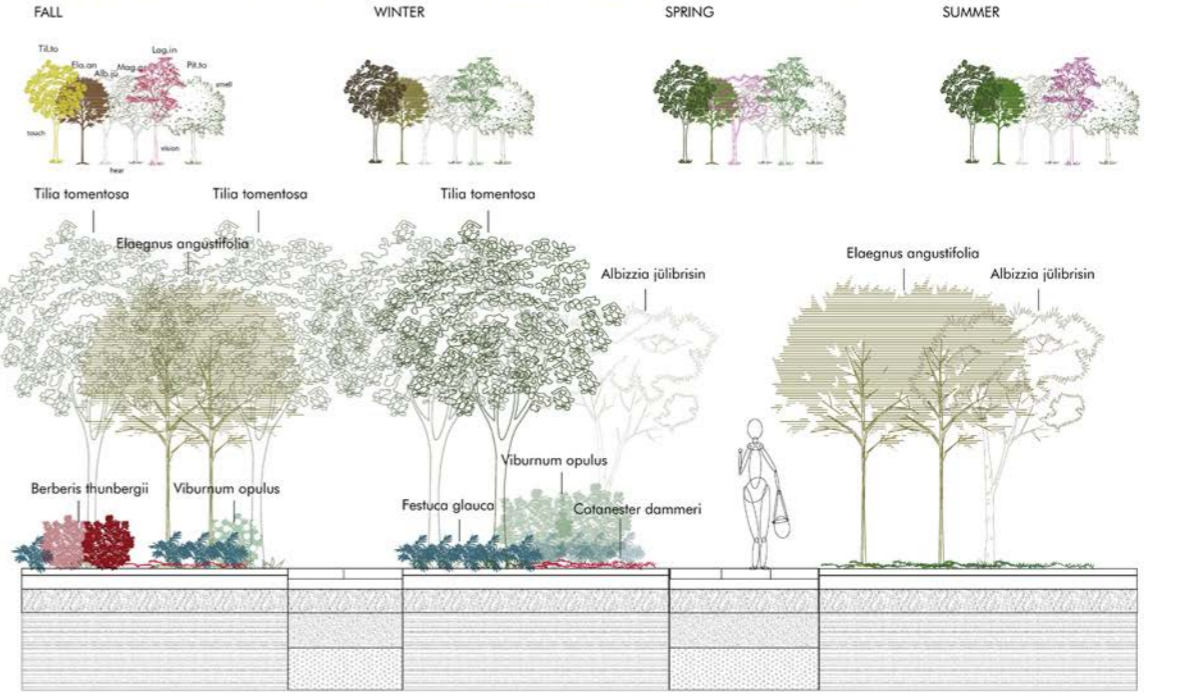
After a detailed analysis of the historical peninsula and its surroundings, I determined that the current biggest problem of the walls is that they remain undefined after they have always had a mission throughout history. That's why the idea of re-layering that guided my concept was to take the user's five sense organs into action and make them permanent in their minds, out of today's undefined state. Sensory memories are stored for a few seconds at most. Each sense has a different type of sensory memory linked with it, including: Iconic memory (associated with things that you see), Haptic memory (sense of touch), Olfactory memory (smell), Gustatory memory (taste) and lastly Echoic memory (sound and hearing) The aim of this project is to make these senses experience in the same design and to include this historical area, which is undefined in people's minds, in their minds and daily life.

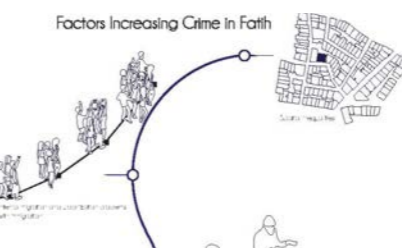
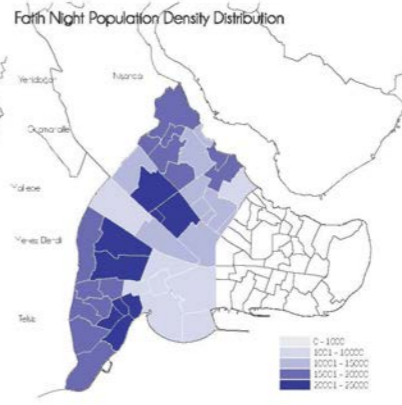
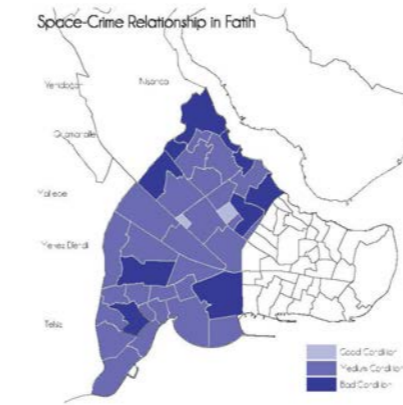
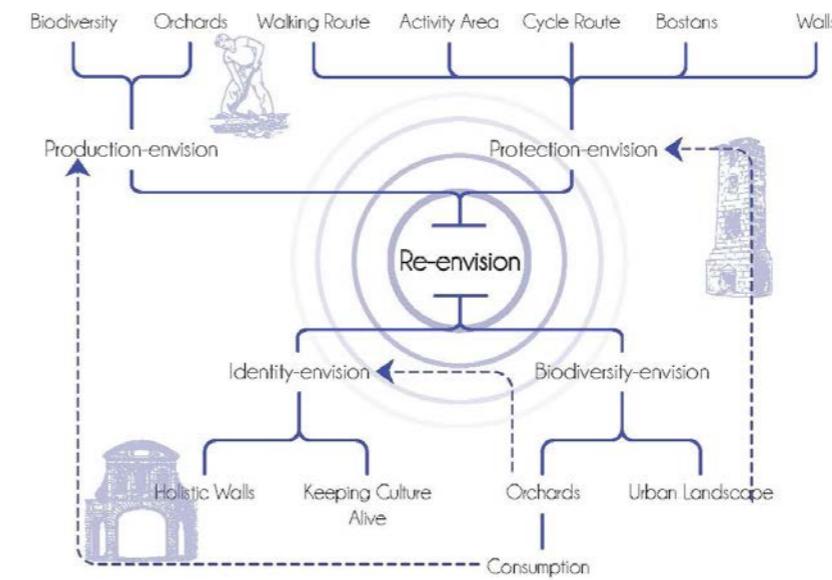
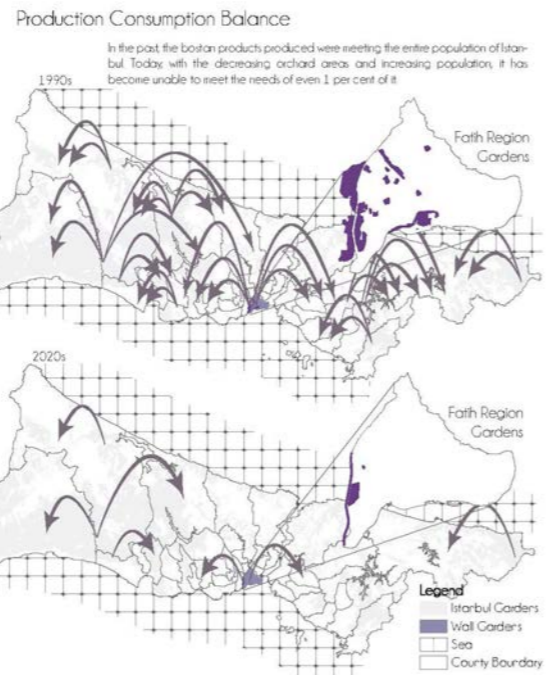
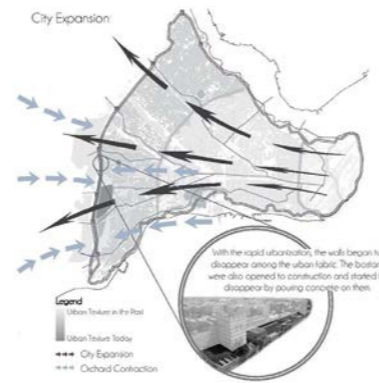
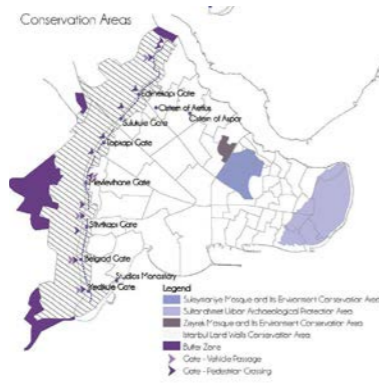
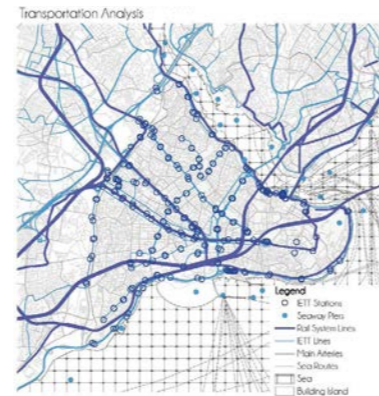
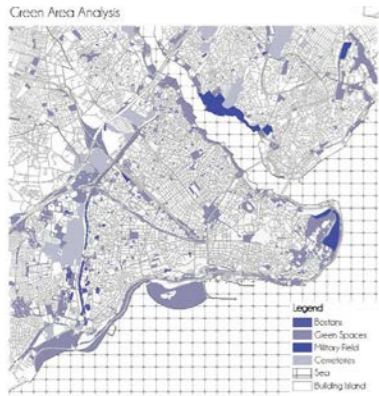
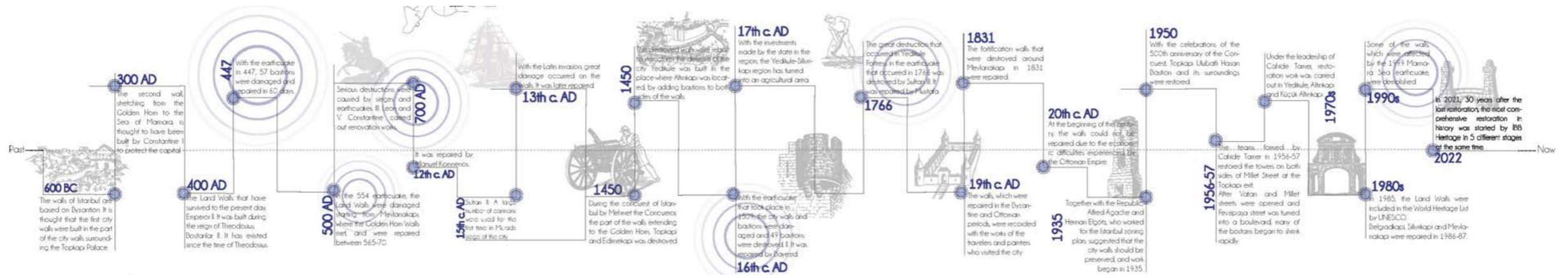


**INSIDE THE WALLS**



**1/200 PLANTING PLAN**





**Tuğba Kurt**

Re-envision in Landwall Istanbul Landwalls

It's about re-envision, that is envisioning the past. The purpose of the walls was to protect the people from external dangers. Currently, the surrounding of the walls has remained idle and has become a dangerous area because of the lack of security. I aim to ensure the security here by making the surrounding of the walls into used areas and drawing the focus here. At the same tie, by activating this area, I aim to re-imagine the value of this monumental building. Bostans have been a source of production and consumption for people. With the new areas create, the production will be increased. At the same time, biodiversity will be increased.

It's about reimagining, that is, envisioning the past. Historically, the walls' function was to safeguard the territory and its people from foreign threats. Because to the absence of protection, the environs of the walls have stayed inactive and have become a dangerous environment. By making the space around the walls useable and putting the emphasis here, I want to create security. At the same time, through engaging this space, I hope to reimagine the worth of this colossal structure. Bostans have existed since the walls were built and have served as a source of production and consumption for humans. As the town grew closer to the environment, most of the bostans vanished. Production will expand as additional regions are developed, and the value of garden culture will be highlighted. Urban gardens and bostan culture will be preserved by reserving places for producers and reserving locations for people to learn about the value of production through training, workshops, and markets. In the past, the city provided its sustainability by producing and consuming its own products. Currently, it does not have the area to produce the product that can be enough for the city, but it has to manage sustainability in the right areas. lamentable. The income coming to the city will increase with the activities carried out, the gardeners will also make a profit with the products sold, and they will be encouraged because they do not make extra efforts for incentive sales. The dense bostan texture it had in the past provided ecological diversity, but with the decrease in bostans, both plant diversity and bird diversity decreased. With the right planning,

**Places That Create Security Problems**

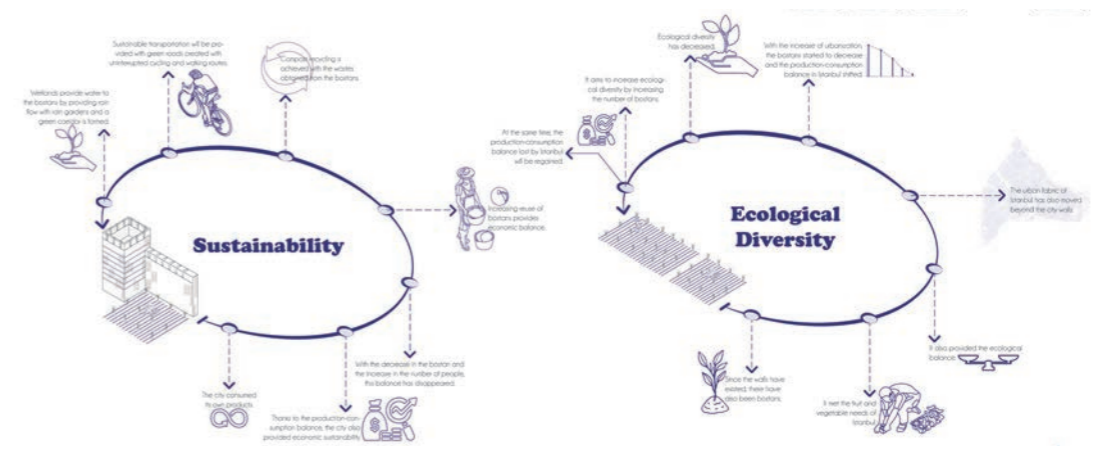
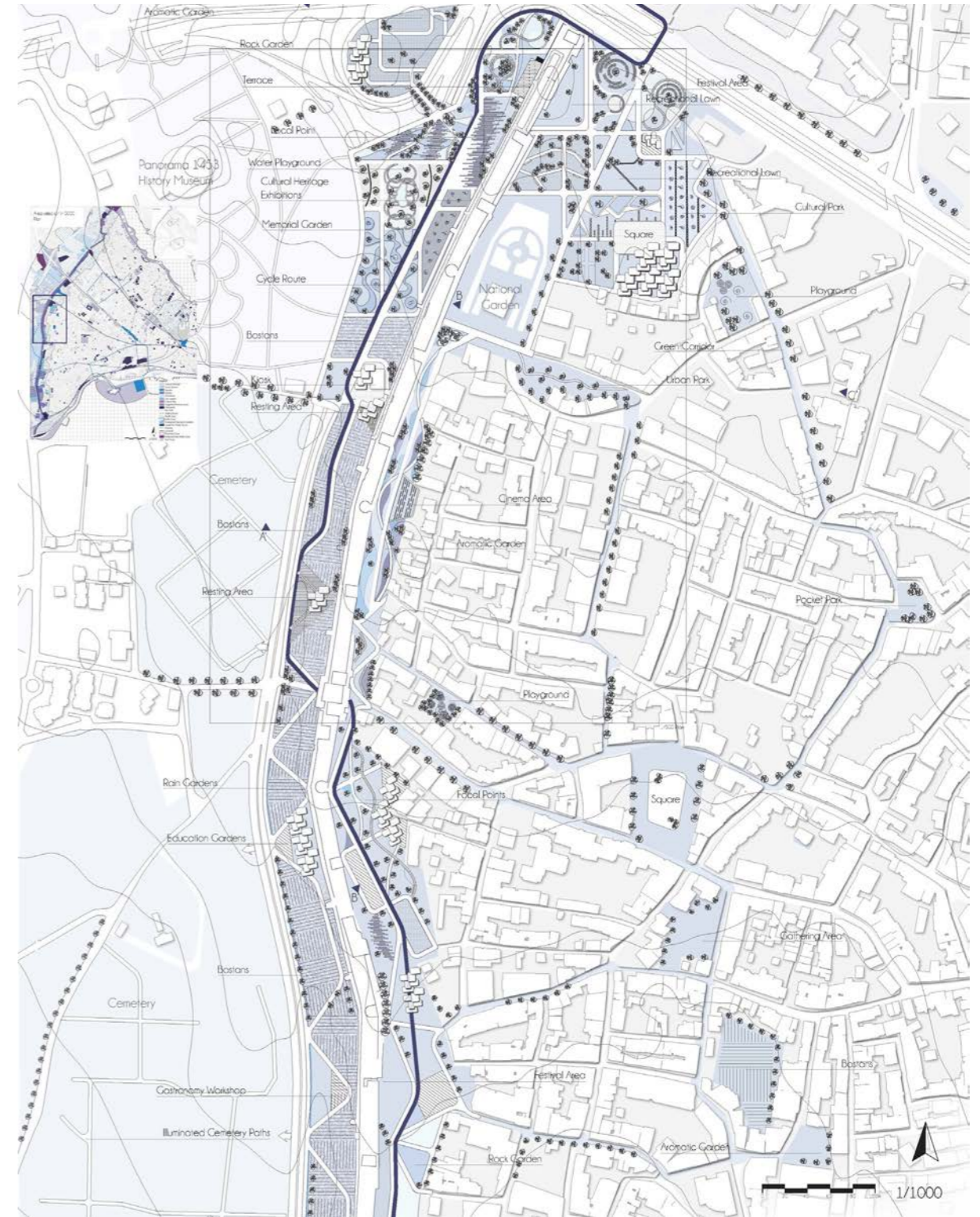
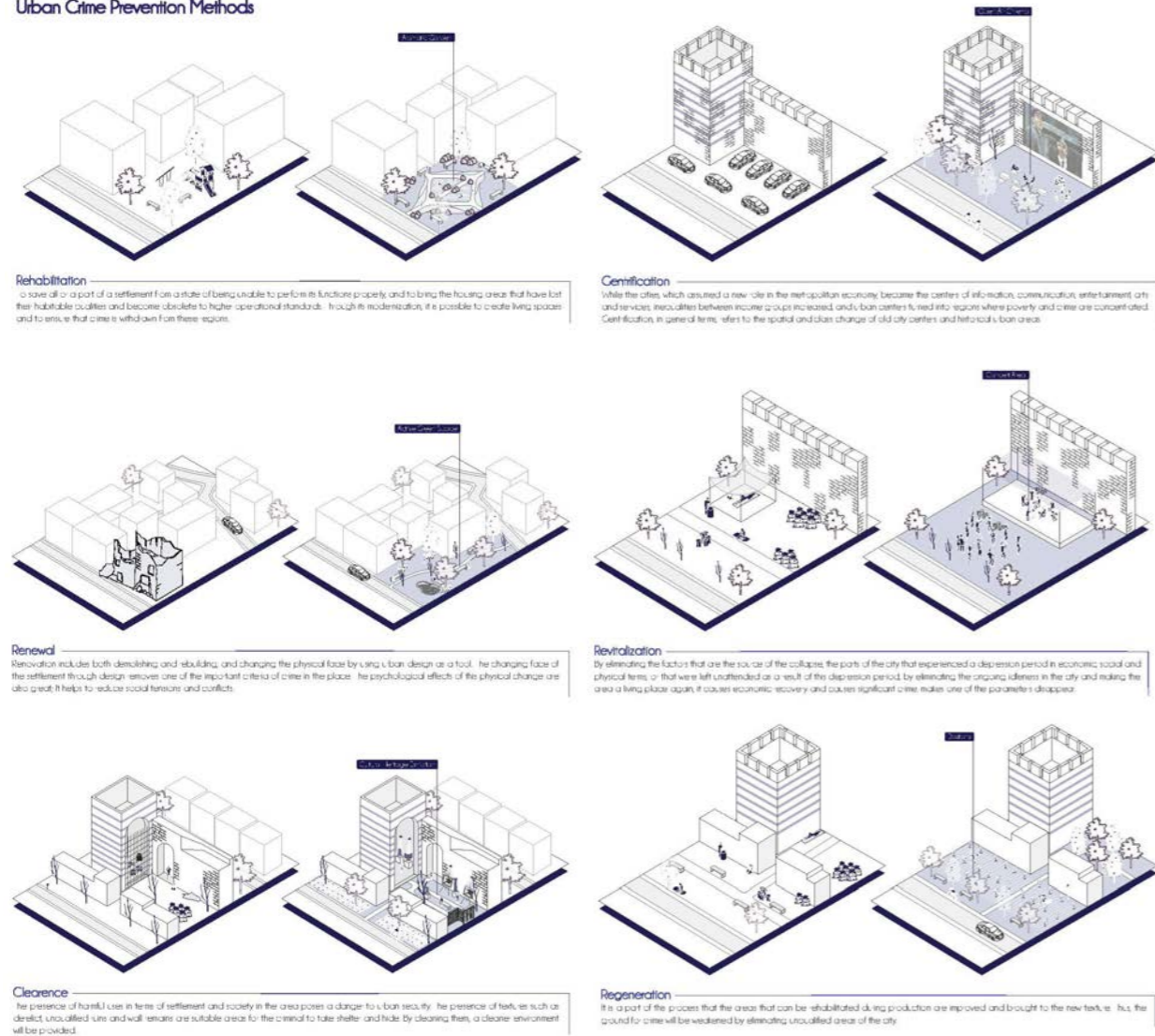


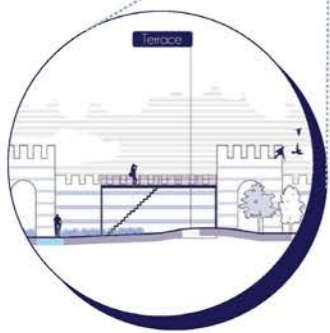
it is aimed to increase the ecological diversity by increasing the garden and landscape. Ecological diversity will increase with eco garden and thematic gardens. Open green areas created for people will also enable people to socialize in these areas. Water playgrounds, on the other hand, will provide the opportunity for people and children to experience it up close, while collecting rainwater.

As a result, the aim of the project, reenvision, will prevent potential crime by transforming the broken unused parks around the water into aromatic gardens through rehabilitation. Dense textures that are found empty and turned into parking areas are closed to human use, which creates desolate spaces. By eliminating these, human use is increased by creating open-air cinemas, market areas and squares, which reduces the potential for crime. Doors with locked iron bars become garbage areas, causing harmful use of the surrounding area, but if these areas are turned into exhibition areas, human use will increase. By creating an

bostan area in the idle areas, both the production will be contributed and the ecological diversity will increase. In other words, it is aimed that the walls have the same protection feature as before with the purposes of renewal, rehabilitation, gentrification, clearance, revitalization and regeneration.

**Urban Crime Prevention Methods**





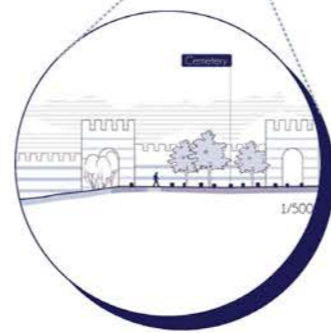
They will gain a different experience by looking at the terrace, city walls and arches from above.



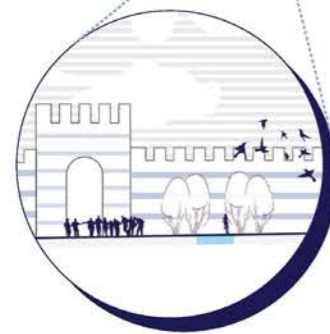
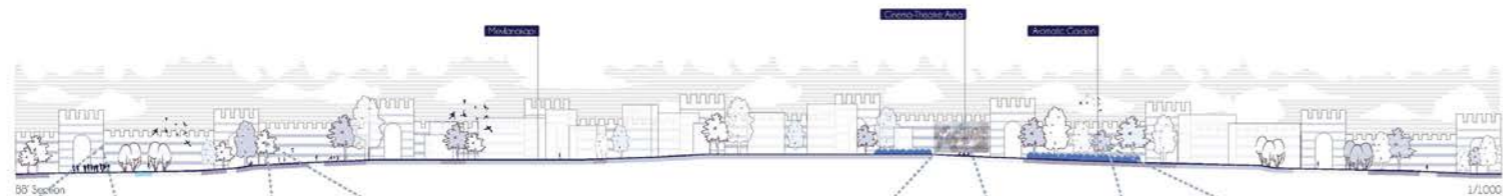
There is an exhibition of cultures that lived in the past.



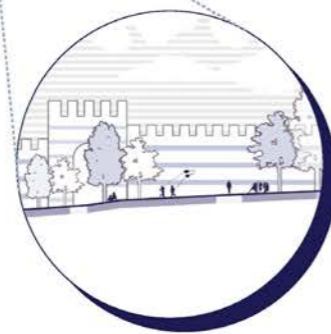
Ecological diversity will be restored with bostons.



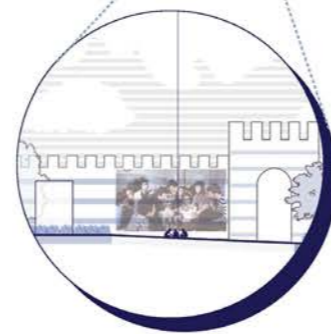
The use of the tombs across the area will also be increased.



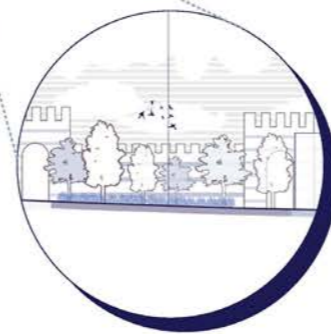
Squares where festivals are held.



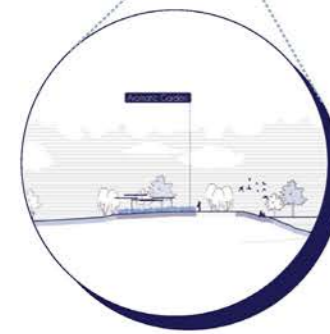
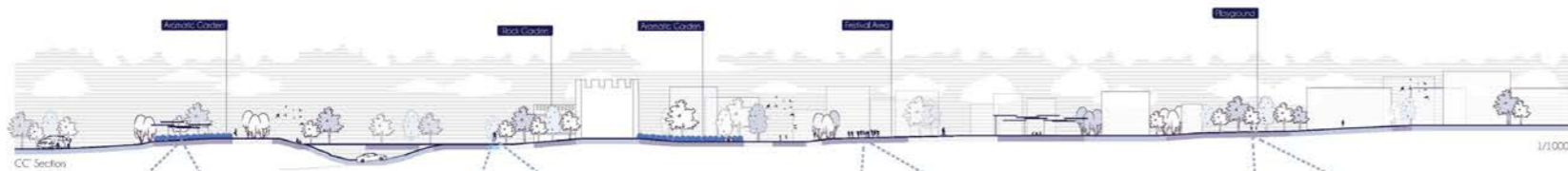
Active green areas where children can play games.



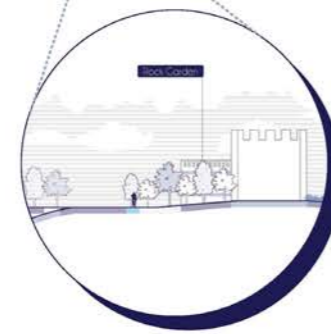
Increasing activity with cinema and theater areas.



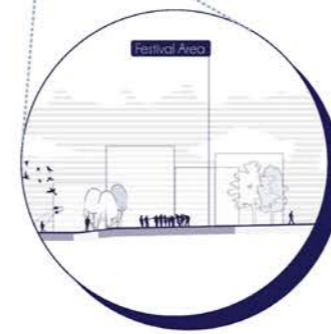
People will be attracted to aromatic gardens.



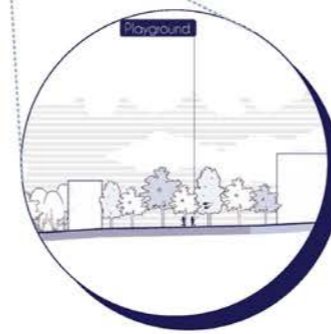
People will be attracted to aromatic gardens.



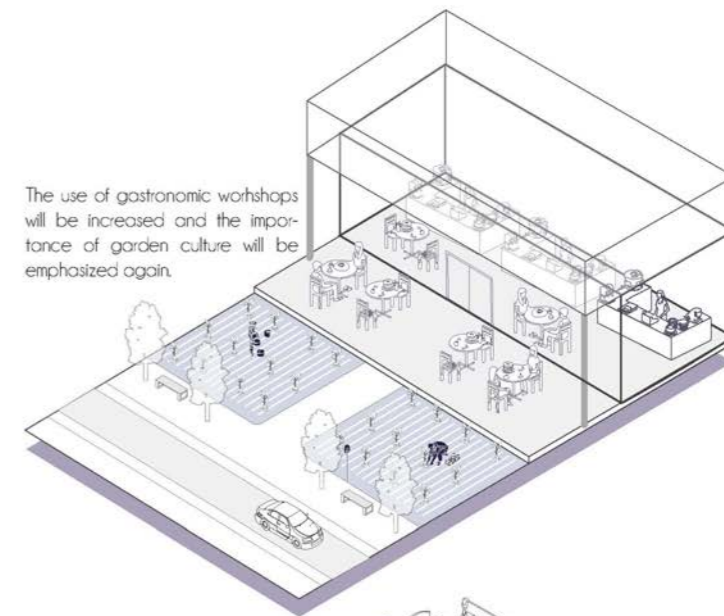
People will be attracted to rock gardens.



Squares where festivals are held.



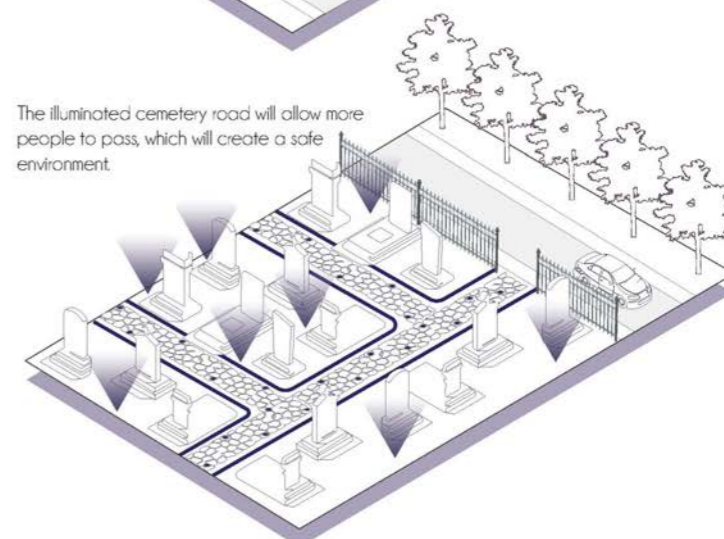
Children's playgrounds will also connect children here.



The use of gastronomic workshops will be increased and the importance of garden culture will be emphasized again.



Sales areas will provide safe and cheap products to the public, and the seller will be able to sell their own products.

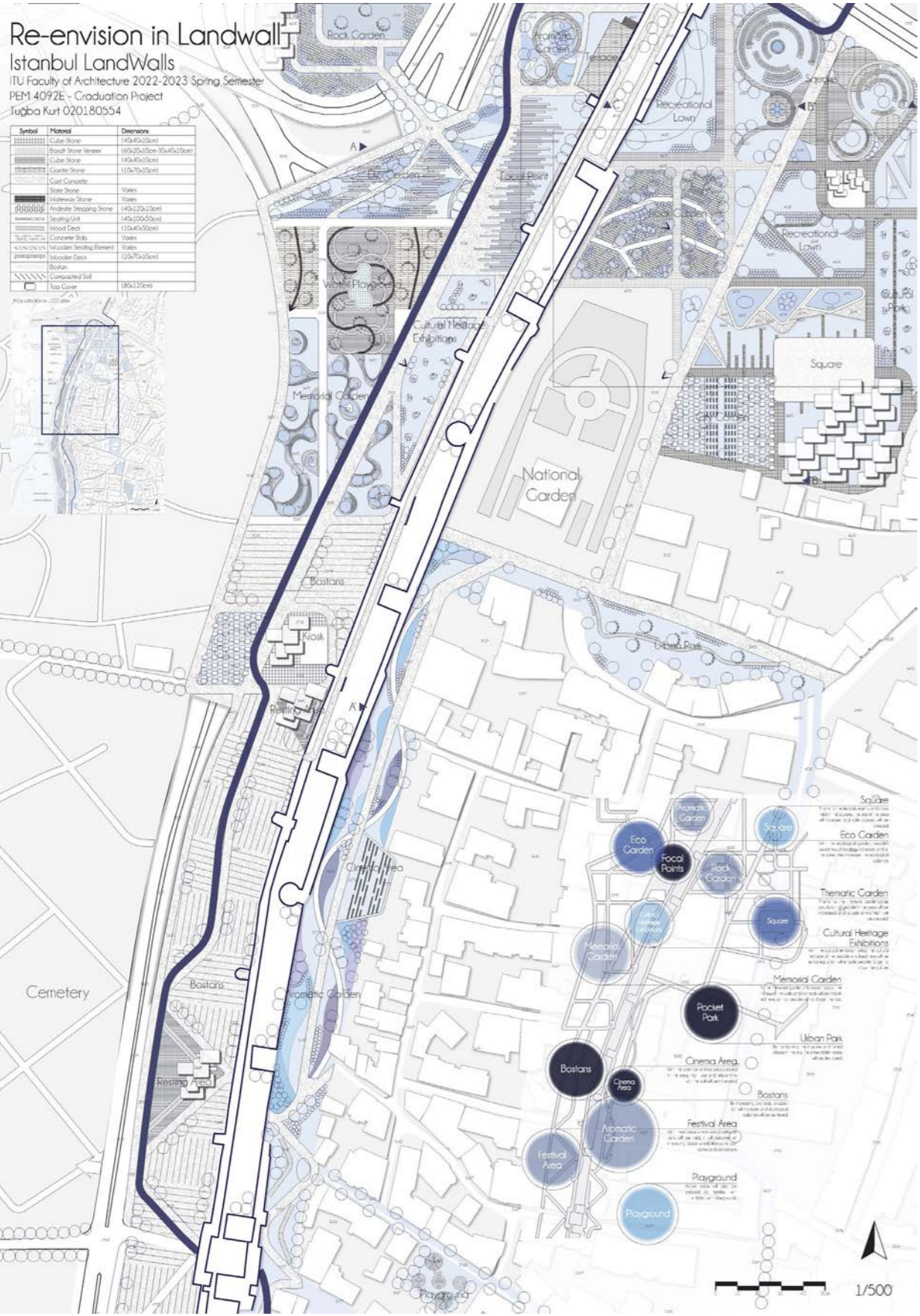


The illuminated cemetery road will allow more people to pass, which will create a safe environment.

# Re- envision in Landwall

Istanbul LandWalls  
 ITU Faculty of Architecture 2022-2023 Spring Semester  
 PEM 4092E - Graduation Project  
 Tuğba Kurt 020180554

Symbol	Material	Dimensions
[Symbol]	Cubic Stone	140x40x20cm
[Symbol]	Rectangular Stone	160x25x10cm / 20x40x20cm
[Symbol]	Cubic Stone	140x40x20cm
[Symbol]	Granite Stone	110x70x20cm
[Symbol]	Cast Concrete	
[Symbol]	State Stone	Various
[Symbol]	Subway Stone	Various
[Symbol]	Andesite Slipping Stone	140x210x15cm
[Symbol]	Seating Unit	140x100x50cm
[Symbol]	Wood Deck	110x40x50cm
[Symbol]	Concrete Slab	Various
[Symbol]	Wooden Seating Element	Various
[Symbol]	Wooden Deck	110x70x50cm
[Symbol]	Roofing	Various
[Symbol]	Compacted Soil	Various
[Symbol]	Top Cover	180x120cm



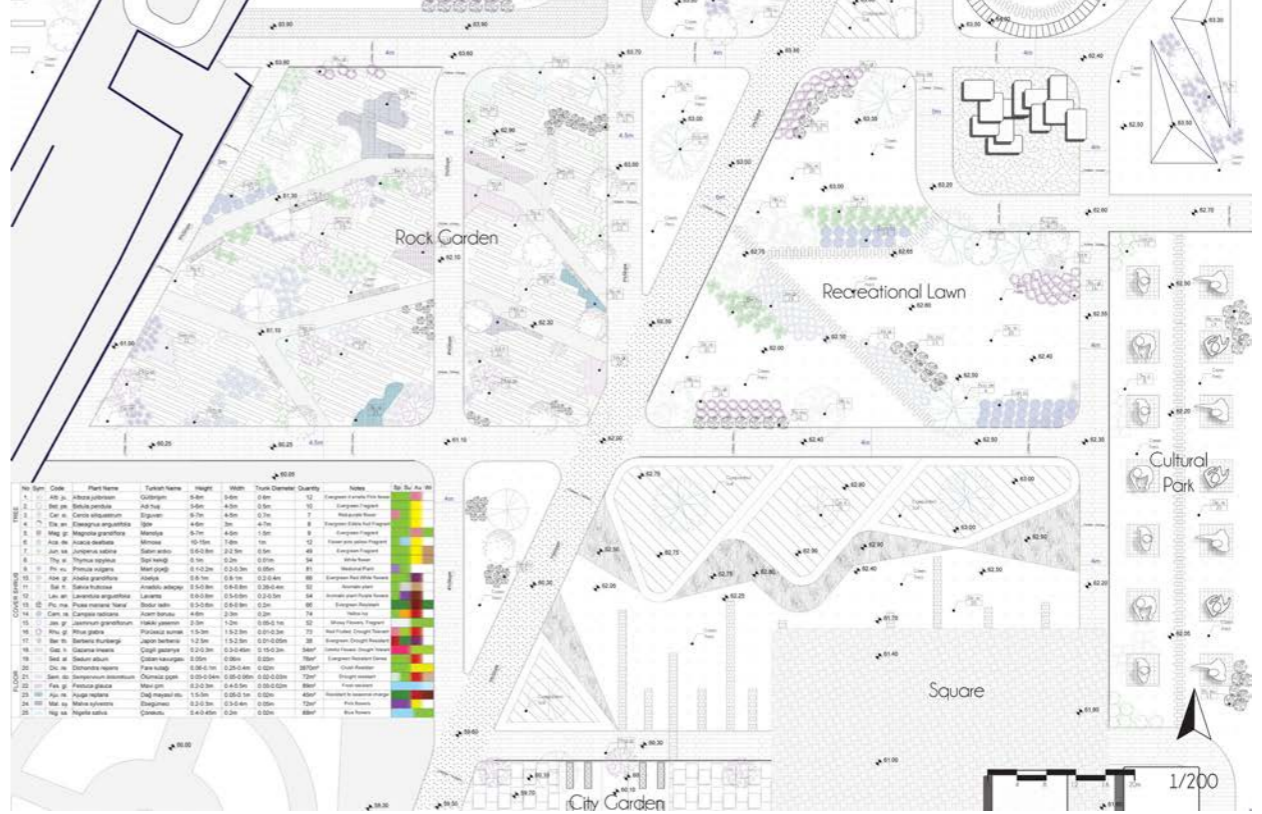
# Re- envision in Landwall

Istanbul LandWalls  
 ITU Faculty of Architecture 2022-2023 Spring Semester  
 PEM 4092E - Graduation Project  
 Tuğba Kurt 020180554

## Structural Plan



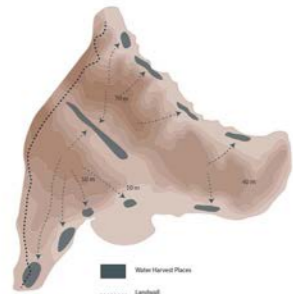
## Planting Plan



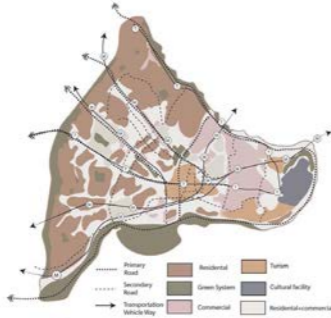
**1883 Ottoman Bostans**



**Slope**



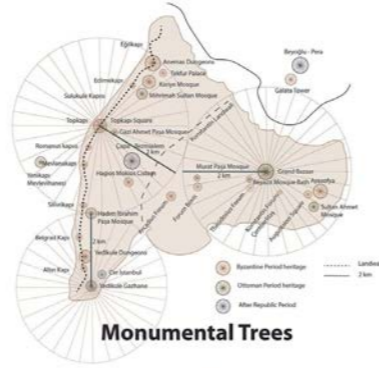
**Land Use and Transportation System**



**Green System**



**Landmarks**



**Monumental Trees**



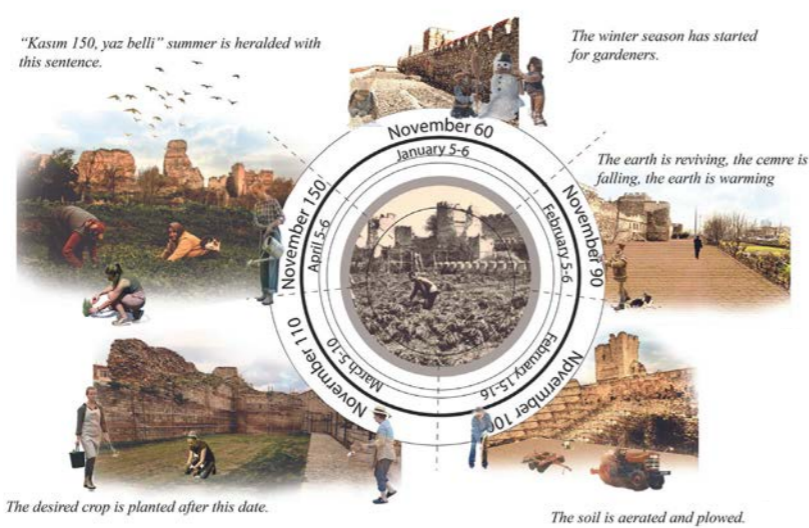
bc  
ou

**Sude Özdemir**

**Sensory Horizons:  
Exploring the  
Landscape in  
Multisensory Ways**

My aim in this project is redefining and activating the area that has lost its identity by making it a focal point. And my design strategies are: Restoring the ecological order, creating a social network with everyone's participation and to teach the understanding of history and space by applying different techniques. So, my concept is developed using the senses by establishing a 'body - space - technology' relationship. Because for people to perceive a place and have a memory in it, they need to use different sense organs there. For this reason, sight, hearing, taste, touch, smell and additional movement were used in activities for

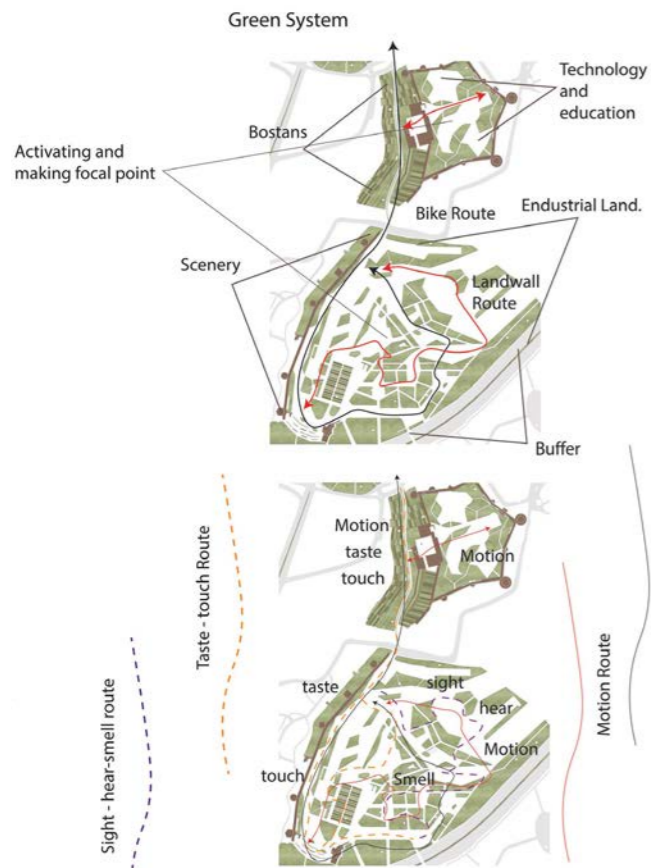
**Gardener Calender**



When I looked at the land use in Yedikule region, I saw that the areas were divided into zones: Residential, Commercial, Historical, Industry and Ruin. Then I determined the landmarks in the region and created a historical route: Yedikule Dungeons, Yedikule Landwalls and Bostans, Gazhane, Cer Atalier, Old Yedikule Tram, Monumental Trees and Historical Mosques. Then I suggested a green axis to the field. Aks starts from the orchards of Lanwall, goes from the industrial park to the coastal zone and to the tram station. Then I benefited from the experiences of the people living here. While people suffer from the insecure environment, lack of light, and the loss of social memory, they are happy for the good neighborhood relations and the financial support that the tourist movement will bring here. As a result, I have reached that the historical memory of the area is weak and that some areas create an unsafe environment due to being too idle. My plan consists of an bostan on both sides of the Landwall area, activity areas, a cemetery at the bottom, Yedikule cellars recreation area, Gazhane Recreation area, Green Yedikule tram, a bicycle route that tours historical buildings and monumental trees. At the top, we start to tour the orchards with a green axis from the orchard built by the municipality to my own orchards. There are visual light and virtual reality shows at the

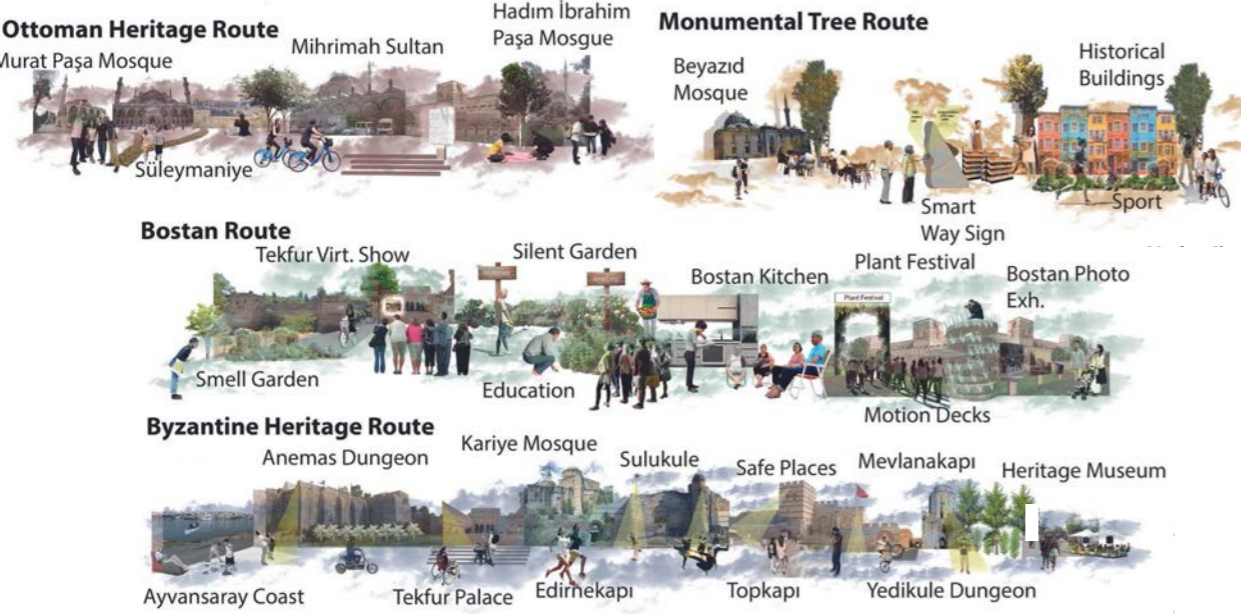
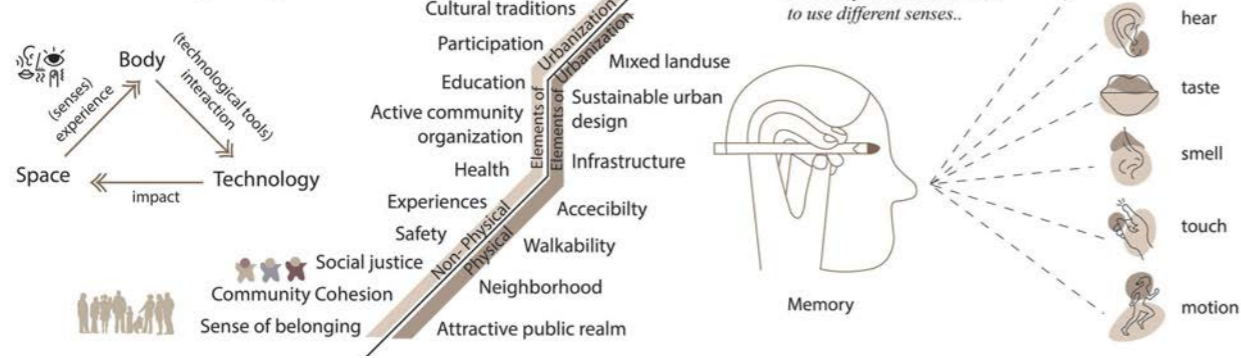


bottom of the city wall, and garden activities where we continue the old tradition. The parts that are a little more outside are actually more mixed-use. Fruit is grown on one side and vegetables are grown on the other. There are activity areas in many building blocks among my parcels. These are: Garden kitchens, workshop areas, bostan markets, neighborhood gathering areas, permaculture education, bostan photography exhibition, activity meadow, individual and collective activity areas. When we go down to the lower part, there is a cemetery and there is a memorial tree in it. This is also a viable route. There are areas where gardeners can rest in the bostans at the bottom of the city wall. In Yedikule dungeons, there is a history visual show, heritage roud exhibition and technology hubs. This part will be a place where technology and history meet. While history is being recreated with virtual reality, people will come here from the routes and learn something from here, both physically and emotionally. At the same time, the technology center will be the place where the historical peninsula can be transformed in terms of technology and what kind of innovations we can use in agriculture. We are coming to the Gazhane region. Gazhane is actually industrial buildings built during the Ottoman period to supply the city's electricity. However, with the development of technology, they



are abandoned and become an idle area of the region. Yedikule gas house is like this. For this reason, I designed many different areas for this unsafe and neglected area, which is right next to the landwall area. I turned the industrial tower in the gasworks into a viewing tower and we got a beautiful view of the Bosphorus and the landwall. At the same time, I suggested the idea of reflecting Yeşilçam films on this tower in certain periods. Afterwards, I restored the dilapidated gas station buildings and suggested areas where plants can be planted and Yedikule history exhibition areas. In addition to these, I suggested areas such as the Bostan Festival square, Open-air cinema area, Light show area, Artificial Landwall Playground, Agricultural field resting areas, viewing terraces, sensory garden, neighbourhood gathering area, Gazhane historical exhibition area and workshop areas. Apart from that, I designed historical buildings and monumental trees from the Byzantine period, which the bicycle route visited, and suggested pocket gardens. Finally, there was a tram between Yedikule - Sirkeci in this region before, but it was closed due to Marmaray, and its construction has started again recently. That's why I suggested a green corridor to this tram area. This part is also associated with the memorial tree route in my 5000 plan. If we look at the division of space in the 500 plan, the

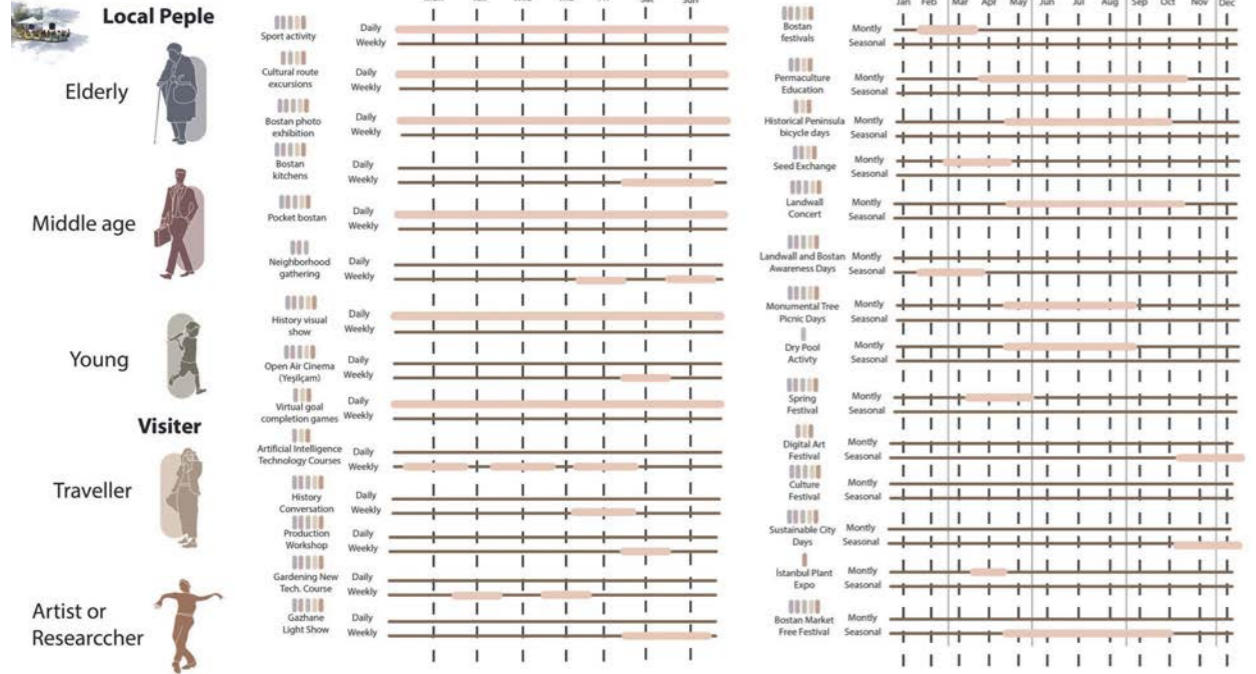
### Multisensory Ways



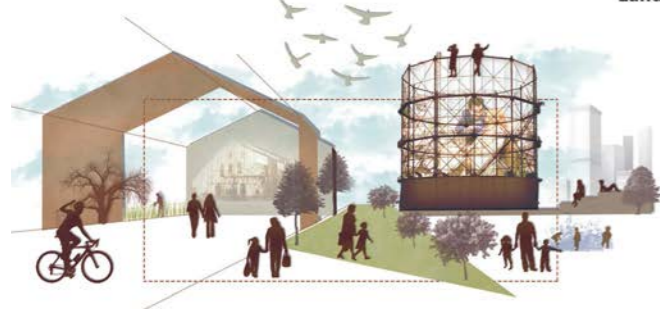
upper part is mostly technology, education and bostans; the lower part can be taken as industrial landscape, buffer and scenery part. At the same time, the bicycle route and the cultural heritage route are important routes that connect these two areas. When we look further inside, it is possible to increase these routes to 4. Cycling and cultural heritage route movement route; sight, hear, smell a route; one in taste and touch. Then we see an Artificial Landwall playground in the area. The Marble Tower in this area is located at the junction of the Land walls and the Sea walls. Most of the sea



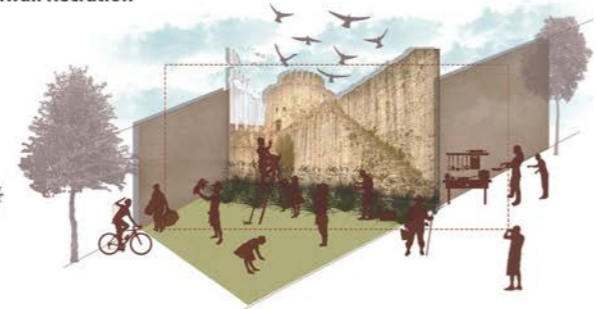
### Activity Calendar



### Gazhane Recreation



### Landwall Recreation



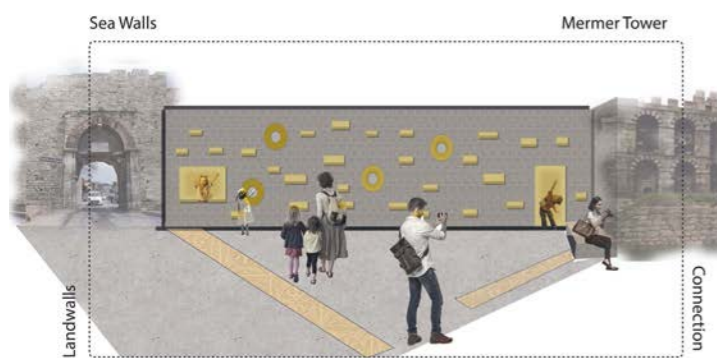
### Agricultural Fields and Market Place



### Monumental Tree and Gathering Place



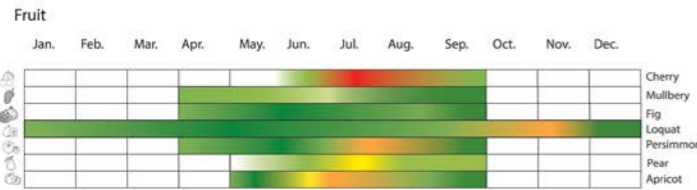
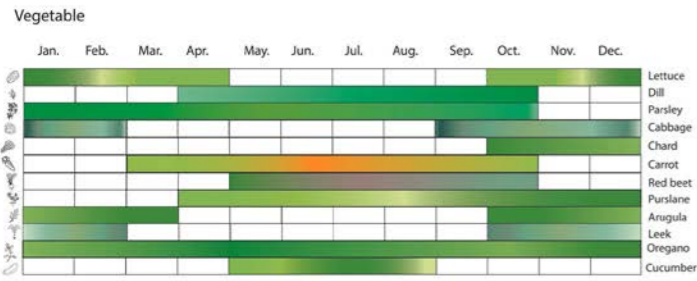
### Artificial Wall Playground



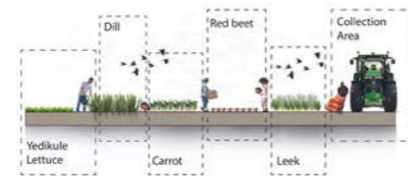
The Marble Tower is located at the junction of the Land walls and the Sea walls. Most of the sea walls were lost but still had a connection with the Land walls. In the old days, there was a highway here, but over time this place was turned into a park. When viewed from far, the Tower and the city walls stand apart. Therefore, I created small fortifications connecting these two structures and created a space where children can interact with the wall.



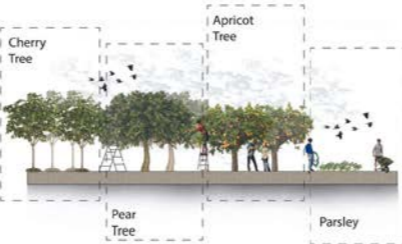
## Bostan Plants



### D-D' Section(Planting Plan)



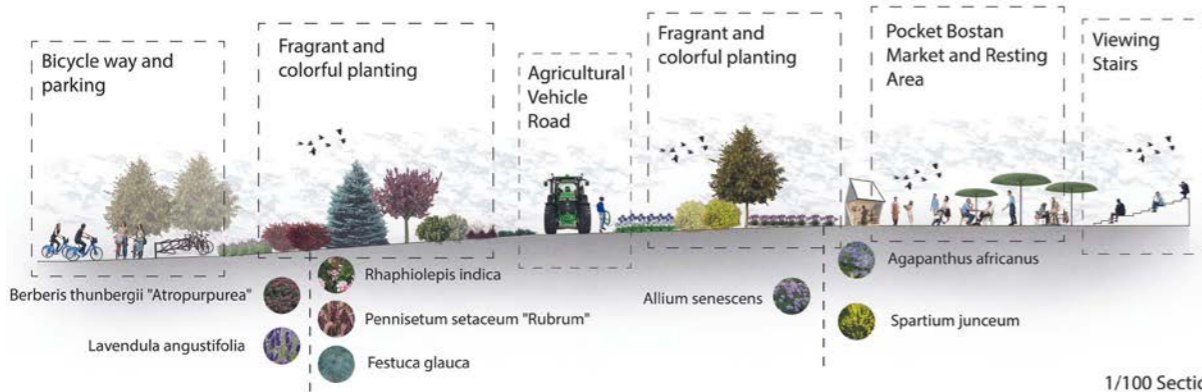
### E-E' Section(Planting Plan)



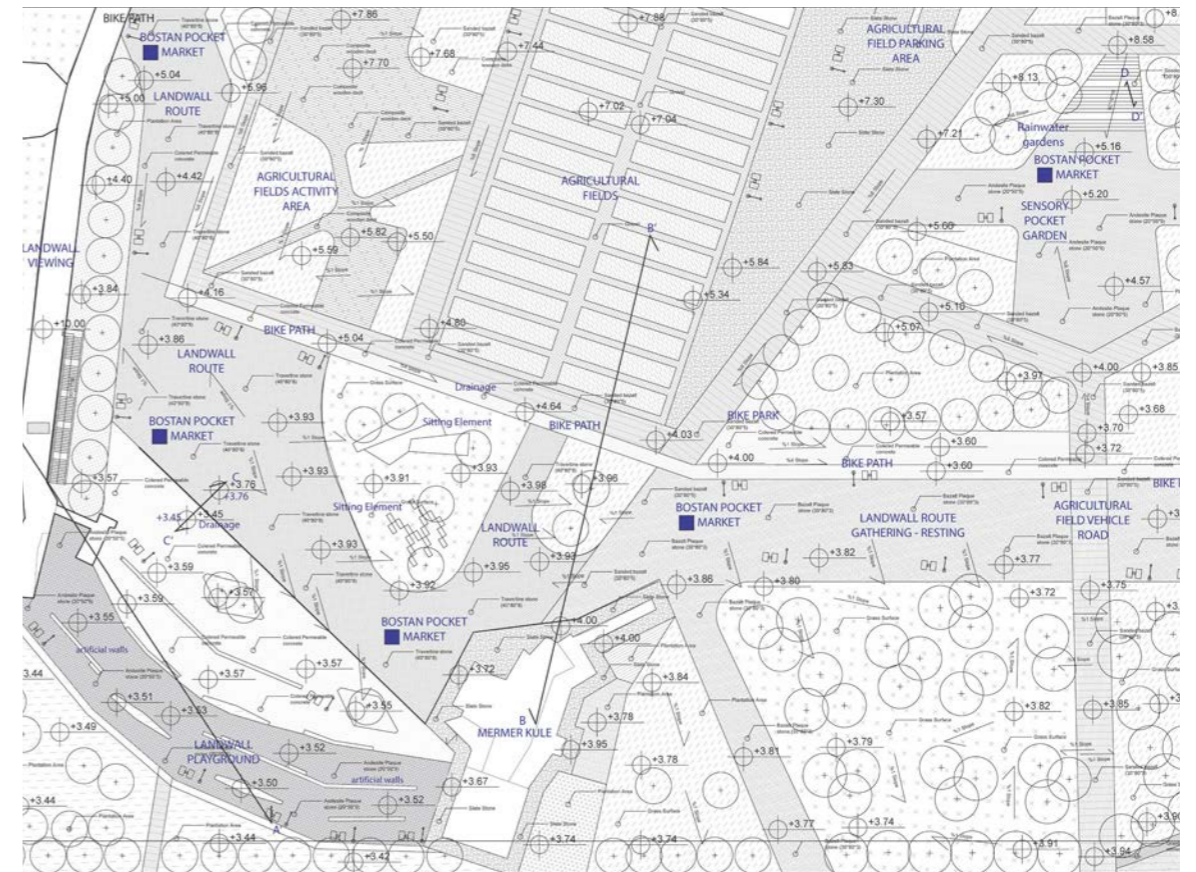
1/100 Section

1/100 Section

### C-C' Section (Planting Plan)



1/100 Section



### A-A' Section



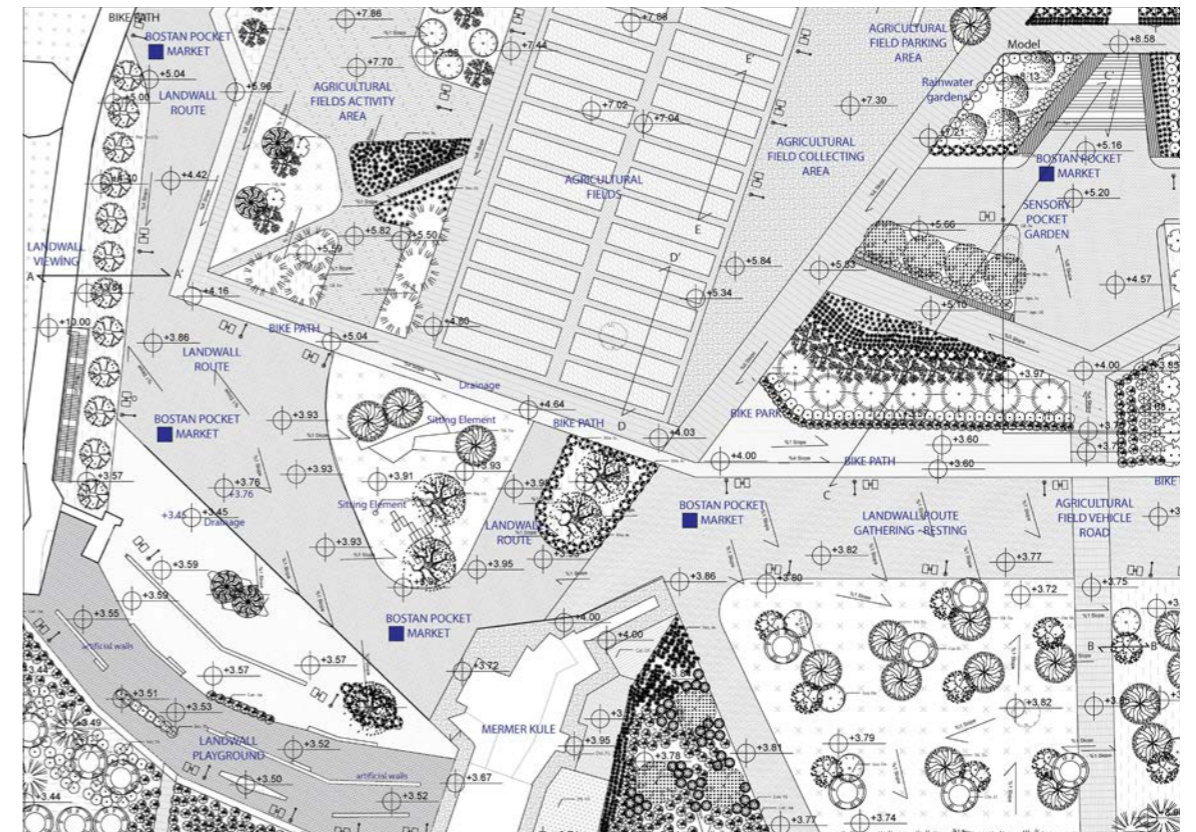
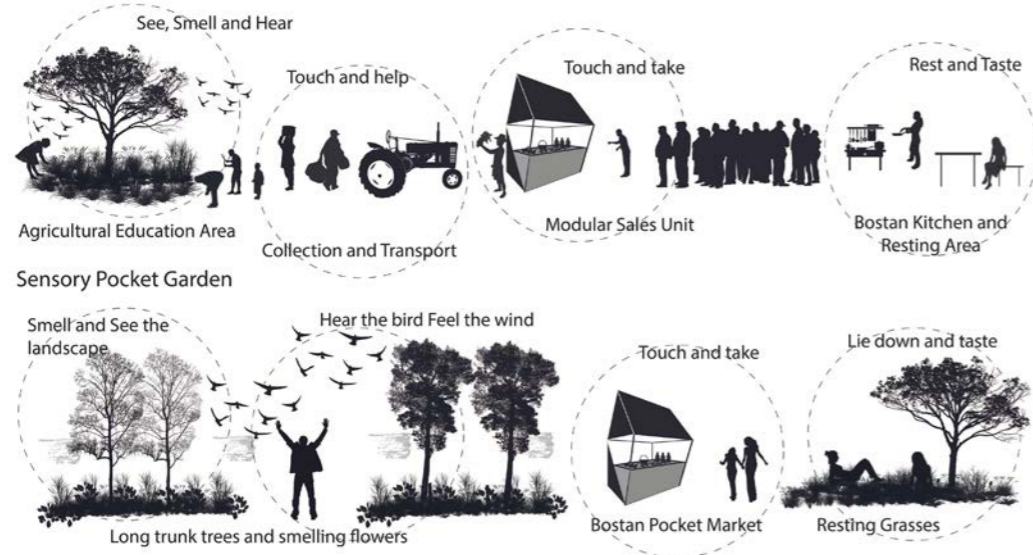
### B-B' Section



1/200

walls were lost but still had a connection with the Land walls. In the old days, there was a highway here, but over time this place was turned into a park. When viewed from afar, the Tower and the city walls stand apart. Therefore, I created small fortifications connecting these two structures and created a space where children can interact with the wall. Because the fortification walls are historical areas and we cannot interfere with them too much. Therefore, this area has become a small Landwall simulation and the areas have been connected. I chose the last point where the wall reaches the sea walls in the structural and vegetative plan. Because this place has become a huge idle area very close to the coastal area. I arrange the elevation correctly. I set the paths not to go above 6 percent. I tried to achieve the structural and vegetative balance. I have built a rainwater harvesting garden in many areas.

### Bostan Pocket Market Cycle



## Rerferences

- Fatih Kaymakamlığı. (2019). Fatih'te coğrafi yapı ve demografi. <http://www.fatih.gov.tr/cografya>
- Fatih Municipality. (2021). Fatih ilçesi belediye projeleri odakli mekânsal strateji plani.
- Gül, M., & Howells, T. (2013). Istanbul Architecture (1st ed.). The Watermark Press.
- Istanbul Metropolitan Municipality. (2018). İstanbul Historical Peninsula Management Plan.
- Kortan, E. (2015). Le Corbusier Gözüyle Türk Mimarlık ve Şehirciliği (8th ed.). Boyut Yayın Grubu.
- Kuban, D. (2017). İstanbul Bir Kent Tarihi (3rd ed.). Türkiye İş Bankası Kültür Yayınları.
- Mantran, R. (2015). İstanbul Tarihi (4th ed.). İletişim Yayıncılık.
- Müller-Wiener, W. (2016). İstanbul'un Tarihsel Topografyası (4th ed.). Yapı Kredi Yayınları.
- Ortaylı, İ. (2012). İstanbul'da Tarihi Yaşamak. In A. E. Bilgili (Ed.), Şehir ve Kültür İstanbul (1st ed., pp. 61–106). Profil Yayıncılık.
- Ögçe, H., & Demir, Z. (2020). Evaluating the City Image of the Istanbul Historic Peninsula Through Academicians' Perspective. Chinese Journal of Urban and Environmental Studies, 8(3), 2050016. <https://doi.org/10.1142/S2345748120500165>
- Özlü, N. (2017). Houses of Osman: Mobility and Visibility in the Ottoman Court from 15th to 19th Centuries. In A. Akçay Kavakoğlu, D. Güleç Özer, D. Yorgancıoğlu (Eds), AURUM Design Notes (s. 286-294). İstanbul: İstanbul Kemerburgaz Üniversitesi.
- UNESCO. (2019). Historic Areas of Istanbul. <https://whc.unesco.org/en/list/356/>
- Terndrup, A. P. (2015). Cross-cultural spaces in an anonymously painted portrait of the ottoman sultan mahmud II (Order No. 1586093). Available from ProQuest Dissertations & Theses Global. (1674538601). Retrieved from <http://160.75.22.2/dissertations-theses/cross-cultural-spaces-anonymously-painted/docview/1674538601/se-2?accountid=11638>
- Yayım-Yener, D. (2016). İstanbul Tarihi Yarımada Peyzaj Düzenlemelerinde Kullanılan Odunsu Bitkiler Üzerine Bir Araştırma. Kastamonu Univ., Journal of Forestry Faculty, 16(1), 1–13.
- Yıldırım, B. (2009). BELEDİYE BAŞKANI CEMİL TOPUZLU'NUN İSTANBUL'U DÖNÜŞTÜRME UYGULAMALARI. In FEN BİLİMLERİ ENSTİTÜSÜ. Istanbul Technical University.
- URL. 1. <http://www.eskiistanbul.net/resimler/yedikuleden-kara-surlari-sebah.jpg>
- URL. 2. <https://www.gzt.com/skyroad/istanbul-kara-surlari-3601638>