I.T.U
LANDSCAPE ARCHITECTURE
DEPARTMENT

LANDSCAPE DESIGN I
STUDIO
REPORT

19' -20 ' SPRING

Istanbul Technical University,
Faculty of Architecture,
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PROJECT I

landscape design

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STUDIO . 01

NEVERLAND . 02

POST PANDEMIC . 03

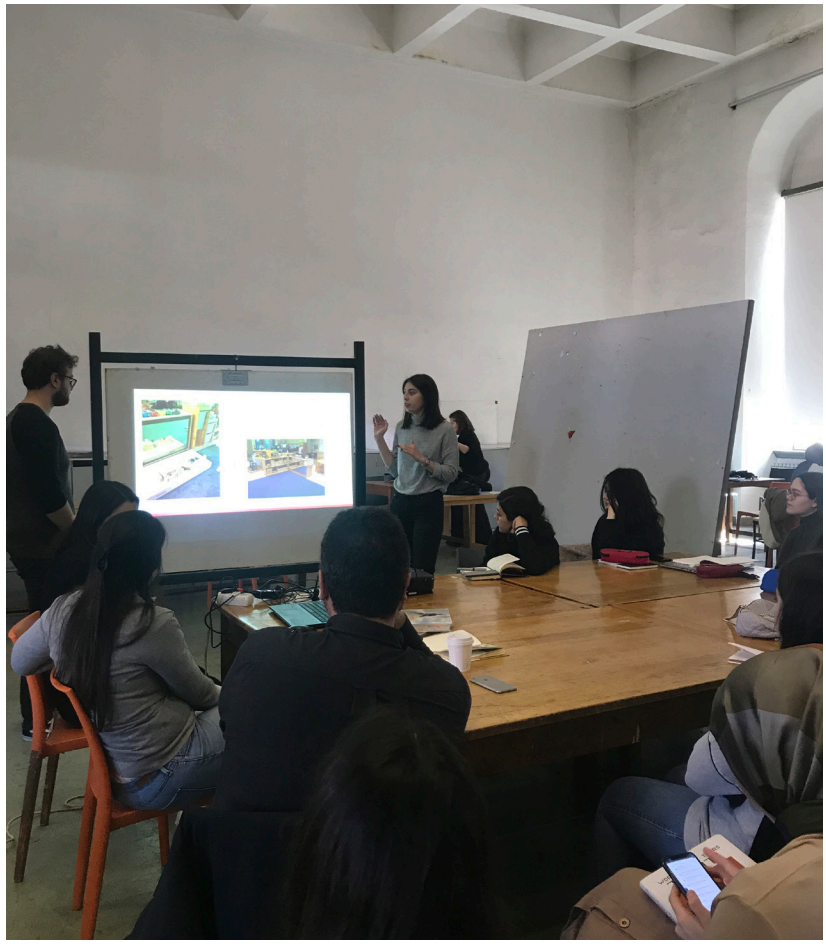
.01 STUDIO

landscape fundamentals

Landscape Design I studio focuses on experimental design of small urban voids with diverse activities for the use of the inhabitants; innovative design approaches; design strategies in order to posses varying scale problems, technics and methods for representing landscape. The objective of this course is to gain insight to the concept of scale in the context of landscape design by experiencing different design methods, whille improvng the ability of conceptual approach to the design problems in different context and scale. The studio encouradge students to produce ideas on place and settlement concepts; innovative and experimental design studies, and gain ability in designing small scale urban spaces with different themes in urban context.

Landscape Design –I Studio invited students to focus their design thinking towards "HUMAN". As the main subject indicates students are expected to think about the user and designer and explore the role of Human in nature.

Considering the critical changes in the 21 century, people, as a part of this biotic, abiotic, and artificial environment, began to change the natural system irreversibly and inevitably. How can design change the natural process while answering the needs of all shareholders of the Earth? While these remarks on the main question of the studio, the process had been instructed under two main modules. The "design" notion was elaborated under two different areas. One is a limited small area attached to an education structure, a playground while the other area is a part of the urban landscape..



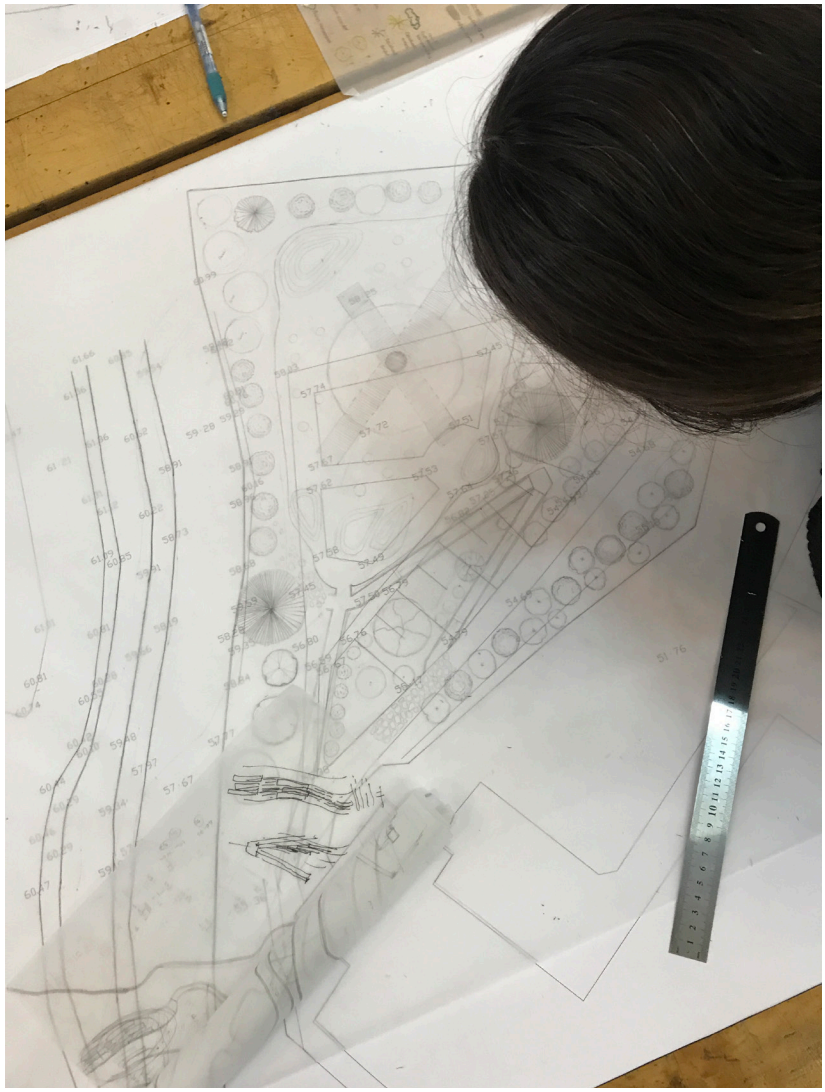
For avoiding the limits of imagination, instead of a known place, Module-1 was focused on a "NEVERLAND" theme for desining a playground of a kindergarten in Istanbul Technical University Campus. Eventually, students would be free and limitless of expectation while they are designing this Neverland. Hence they are inspired by the needs, behaviours and daily routines of children as the users of these playgrounds. This module was developed to make students realize that design is not only a technical drawing production but a process of understanding and reading the imagination and life of the users (children). Here in this module, Neverland was referred for that nonexisting imaginative playground of children.

The second module of the studio was developed based on the critical change in the daily lives of all people around the world due to COVID-19 pandemic. Post–Pandemic Module was a design reaction to the urgent needs of people during the pandemic. In this case, students represented their design solutions for a busy urban square in Istanbul, Besiktas.

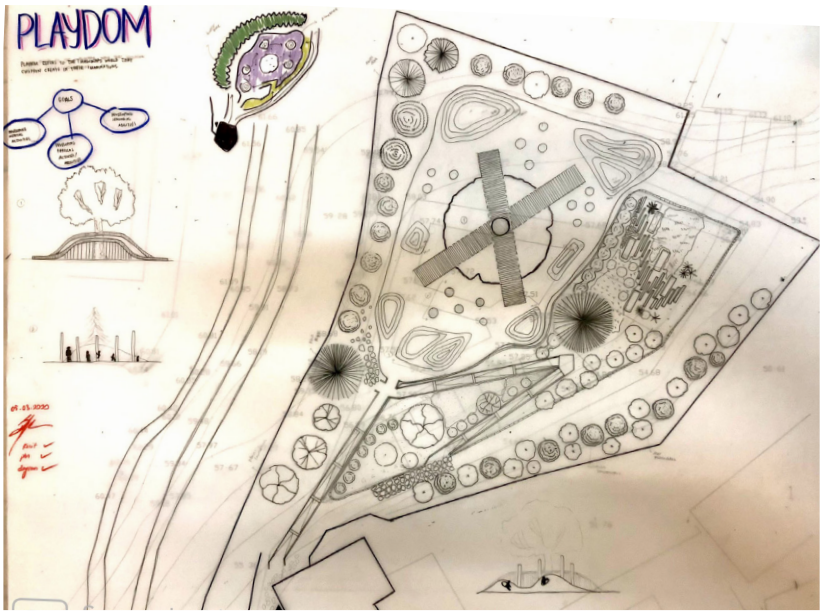
Jury I

The fourteen weeks studio consists of two major moduls with a different subject and site that gives a dynamic structure to the studio flow.

In addition to the final submissions of all projects and modules, the students are ased to complete a Sketch Exam in one of the classes. This exercise helps to focus their attention and motivation to their design thinking.



Sketch Exam



Sketch Exam - Elif Rana Değirmenci

02 NEVER LAND

DESIGNING PLAYGROUND FOR IMAGINATIVE MINDS

MODUL I

from children perspective

The Playground design encouradge students to rethink space and user relations through the eyes of a child. This module of the studio aims to develop creative thinking aproach in small areas. Yet these areas are parts of a bigger system, ITU campus. Eventually, students are asked to consider a larger landscape system while designing a smaller part of it. Yet the user profile is a specific group, children at kindergarten level.

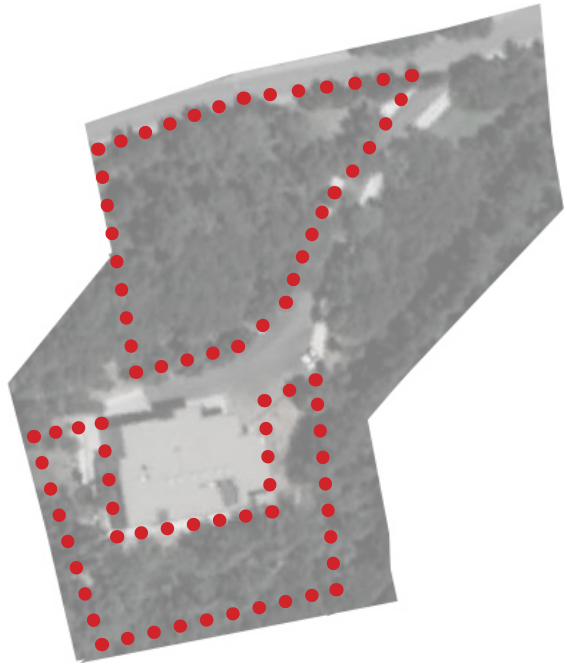
Designing a place for imaginative minds: Pedegogic development, Environmental psychology, Youth development, Montessori education, Educative playgrounds, Outdoor school.

Project Site I |

ITU Maslak Campus Kindergarden locates in the main campus of ITU and surrounded by Pinus brutia species in and around. The grove in the campus is considered as an adventage for children to continue their education in the outdoors while they continue playing.

Project Site II |

ITU Maçka Kindergarden is located in the Maçka Campus where the education buildings are distributed in a busy district of İstanbul. This is an other challenging factor for design.



Project Site I

ITU | **MASLAK Kindergarden**

2000 m² | 4000 m²

Project Site II

ITU | **MAÇKA Kindergarden**

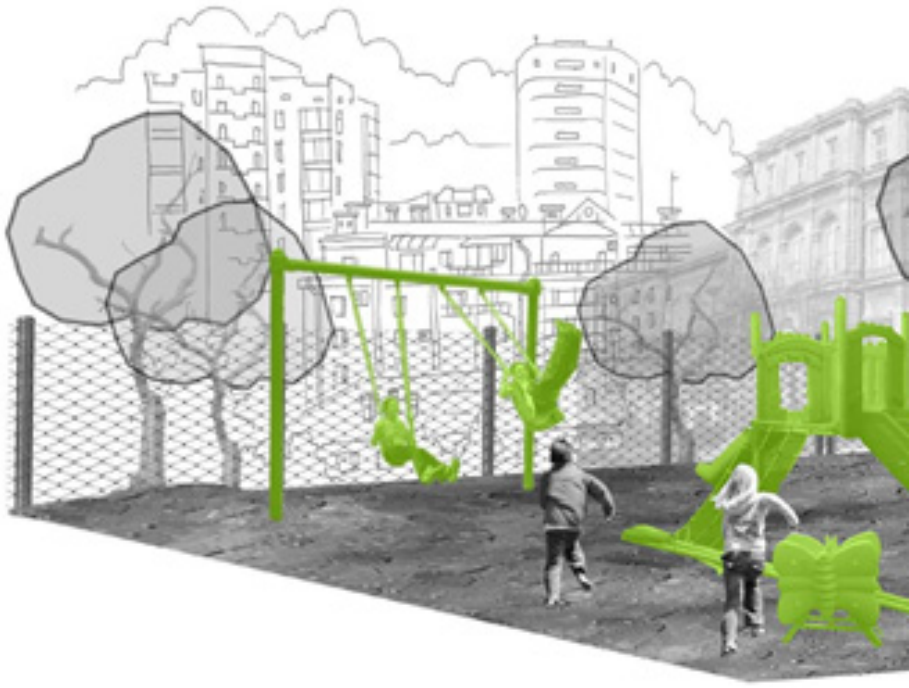
1800 m²

NEVER LAND

DESIGNING PLAYGROUND FOR IMAGINATIVE MINDS

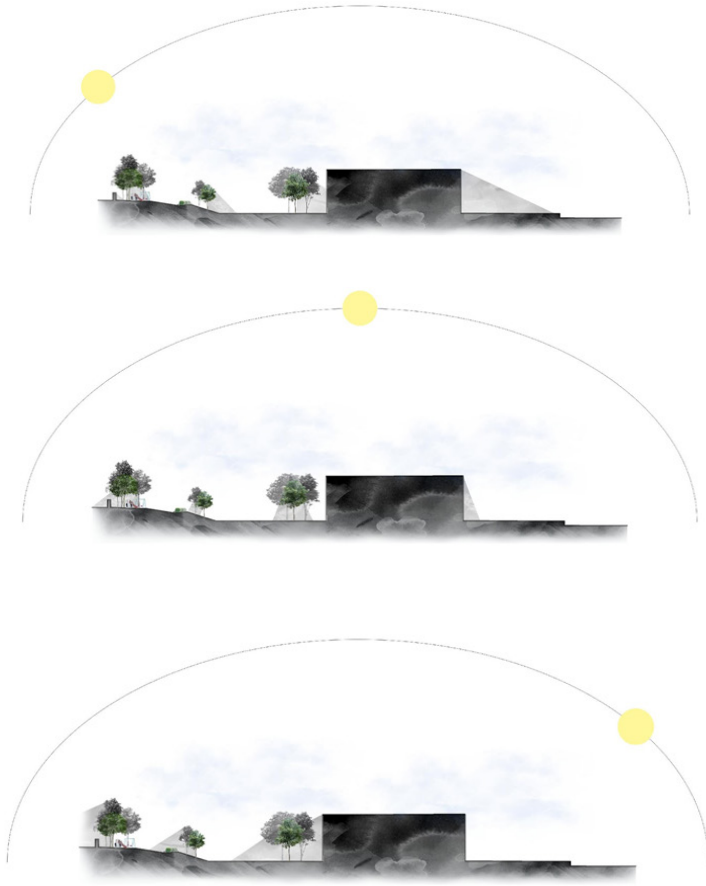
PROJECT AIM

The Playground design encouradge students to rethink space and user relations through the eyes of a child. This module of the studio aims to develop creative thinking aproach in small areas. Yet these areas are parts of a bigger system, ITU campus. Eventually, students are asked to consider a larger landscape system while designing a smaller part of it. Yet the user profile is a specific group, children at kindergarten level.



The aim of this module was to encourage students to focus on an intengibale part of designing process. Limitless and free from real space, children have an unvisible imaginative realities. Most of the time they don't prefare a specific play equipment for entertainment and they can use an unexpected urban furniture as a play instrument in their minds.

This objective of this module is designing a place for these imaginative minds, During this design process the students made research about pedegogic development, environmental psychology, youth development,Montessori education method, educative playgrounds and, outdoor learning to support their design thinking.



Shadow analysis

“SHELL WE GO TO THE PLAYGROUND?”

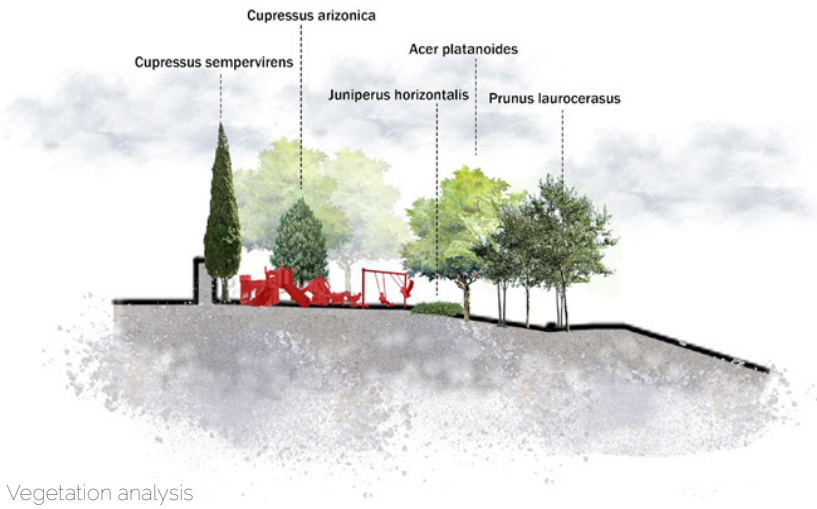
ELİF RANA DEĞİRMENCİ

The area that was being worked on for this module was the playground of Istanbul Technical University Maçka Kindergarten.

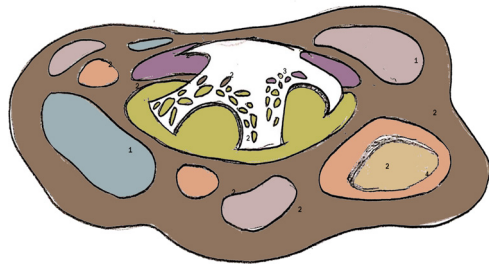
This Project aimed to provide a natural area as much as possible and enough open space for kids to move around freely but before that the Project offers to solve the sound pollution and wind problem with a buffer zone which consists of trees that are labeled as sound and windbreakers.

According to the analysis that have been done, the area had lots of potentials but at the same time bunch of problems. The aim was to remove those problems in the first hand, then create a better playground for kids which are from different age groups.

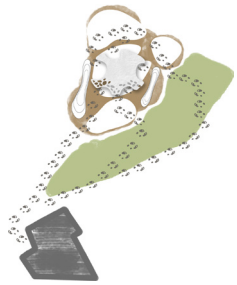
This Project aimed to provide a natural area as much as possible and enough open space for kids to move around freely but before that the Project offers to solve the sound pollution and wind problem with a buffer zone which consists of trees that are labeled as sound and windbreakers. The steep path leads to the playground is cancelled, instead two options are presented : A ramp, and stepping stones as stairs.



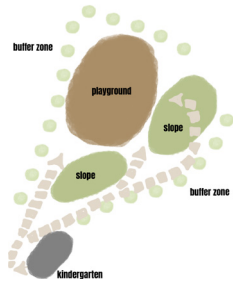
Vegetation analysis



CIRCULATION



CONCEPT DIAGRAM



Students wanted to do classes outside as well so a Shell Structrue is designed in the playground not only for fun and gaming, but also outside learning. The Shell is in relation with its surroundings with its special facades having holes on it. The Shell can act as a playground, a cinema room, a classroom and as a shaded area and encourage kids from different ages to spend time together and correlate with each other with its play area parts relating to different age groups.

ACTIVITIES

CLIMBING

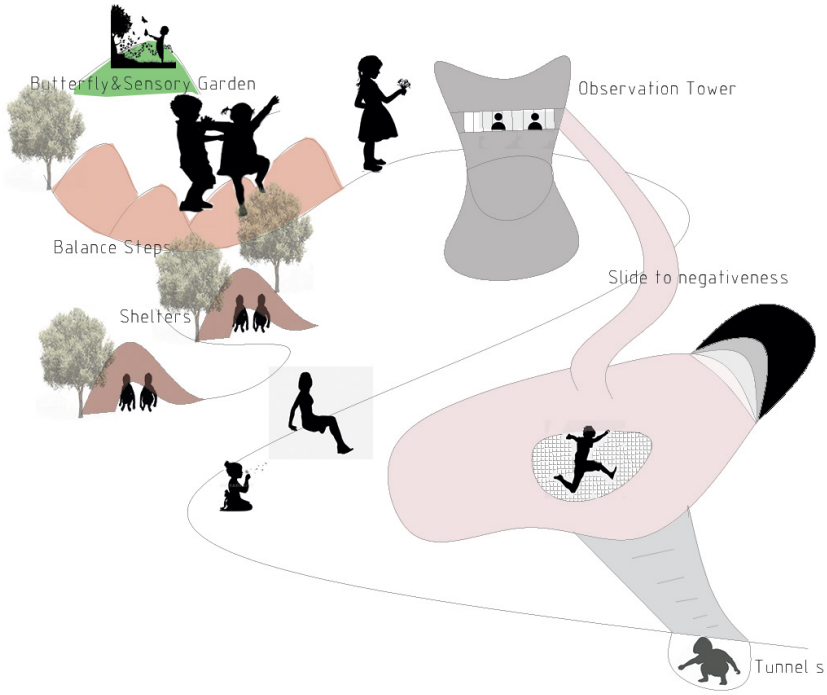
The holes on the surface of the shell can be used as a climbing wall

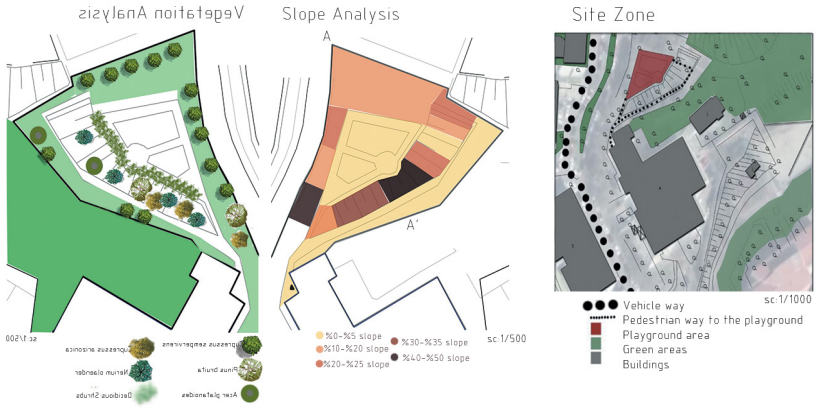
CLASSROOM ACTIVITES

The shell can be used for a lot of activities which are performed in indoors. The surface can act like a board, panel to hang down stuff and screen to project

SANDBOX

The sandbox is a social area where kids come together and create their own games.





CONNECT-MIND

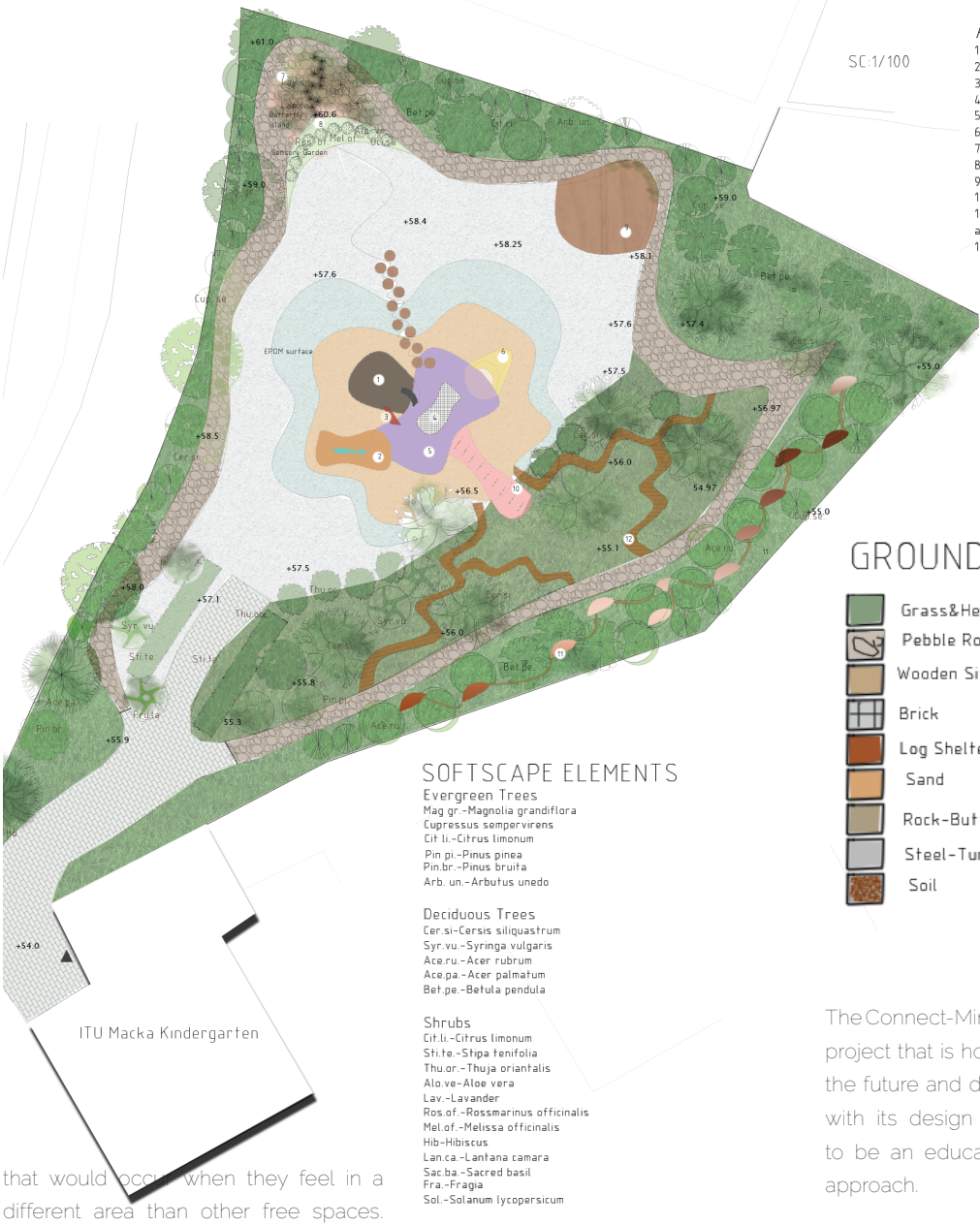
BEYZANUR SEFERİ

The Connect-Mind project is a landscape project that will positively affect the future development of children with its design approach, which aims to be an educational kindergarden.

It was aimed to expand their perception styles by taking risks. Different materials and seasonal transitions for children, sometimes plants that attract butterflies, differences in plant selection. are considered as major dynamics of landscape. Circular connections were made with tunnels and wooden decorations, and the feeling of belonging and labyrinth was attempted.

When the external landscape of ITU Macka Kindergarten was examined and analyzed in person, the area was insufficient for both dangerous, mental and psychological development for children. When the necessary readings were made to make the field both interesting and educational for children, child psychology and education styles were discussed in the design.

Considering the Montessori teaching style, the activities that children manage themselves are considered, a design that is based on cooperation and individuality, and aims to learn by living. By trying to strengthen the physical direction with different activities such as climbing units, tunnels, sand-water activity in the area, it was aimed to strengthen their social aspects, work together and manage themselves thanks to the amphitheater, workshop and outside kitchen. Thanks to the negativity in the field, it was tried to reveal the concept of occupancy and space, the creative activities they can create there, and the feeling of freedom



ACTIVITIES

1-Tower with slide
2-Sand-Water playing
3-Climbing to reach tower
4-Trampoline
5-Negativeness
6-Amphetheater
7-Butterfly Island
8-Sensory-Vegetable Garden
9-Kitchen-Atelier
10-Tunnel
11-Shelters to hide and seek and read a book
12-Wood Sitting Area&Climbing Zone

GROUND MATERIALS

- Grass&Hedera Helix
- Pebble Road
- Wooden Sit-Road
- Brick
- Log Shelters
- Sand
- Rock-Butterfly Island
- Steel-Tunel
- Soil

SOFTSCAPE ELEMENTS

Evergreen Trees

Mag gr.-Magnolia grandiflora
Cupressus sempervirens
Cit li.-Citrus limonum
Pin.pi.-Pinus pinea
Pin.br.-Pinus bruita
Arb. un.-Arbutus unedo

Deciduous Trees

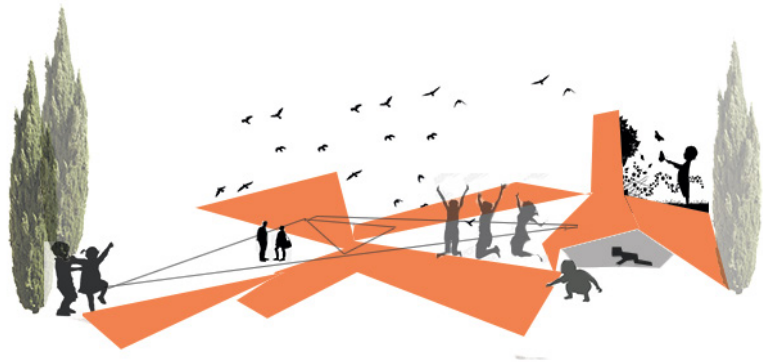
Cer.si-Cersis siliquastrum
Syr.vu.-Syringa vulgaris
Ace.ru.-Acer rubrum
Ace.pa.-Acer palmatum
Bet.pe.-Betula pendula

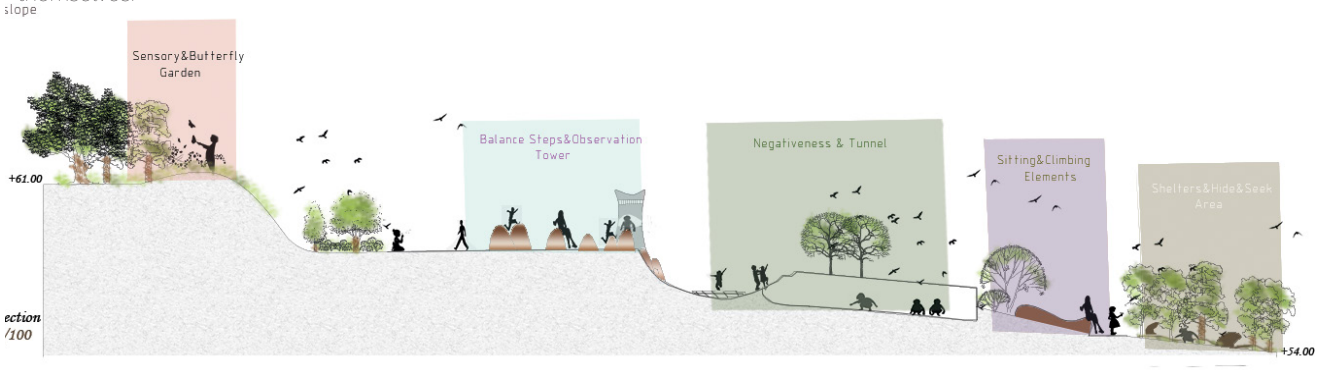
Shrubs

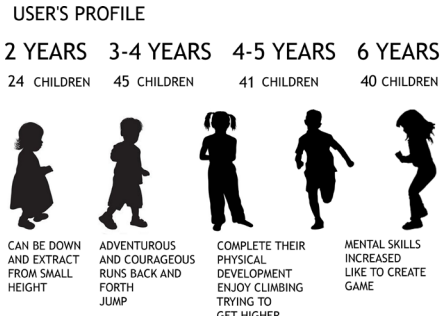
Cit.li.-Citrus limonum
Sti.te.-Stipa tenifolia
Thu.or.-Thuja orientalis
Alo.ve-Aloe vera
Lav.-Lavander
Ros.of.-Rossmarinus officinalis
Mel.of.-Melissa officinalis
Hib-Hibiscus
Lan.ca.-Lantana camara
Sac.ba.-Sacred basil
Fra.-Fragia
Sol.-Solanum lycopersicum

The Connect-Mind project is a landscape project that is hoped to positively affect the future and development of children with its design approach, which aims to be an educational and educational approach.

that would occur when they feel in a different area than other free spaces. From this negativity, the entrance to the tunnels and other climbing and transportation to an area intertwined with nature will create a sense of effort to reach the goal. In addition, with the wooden sheds at the bottom, it is aimed to both read books individually and observe the landscape, as well as connect with wooden roads that connect them together, and create hide-and-seek games that they can create themselves.





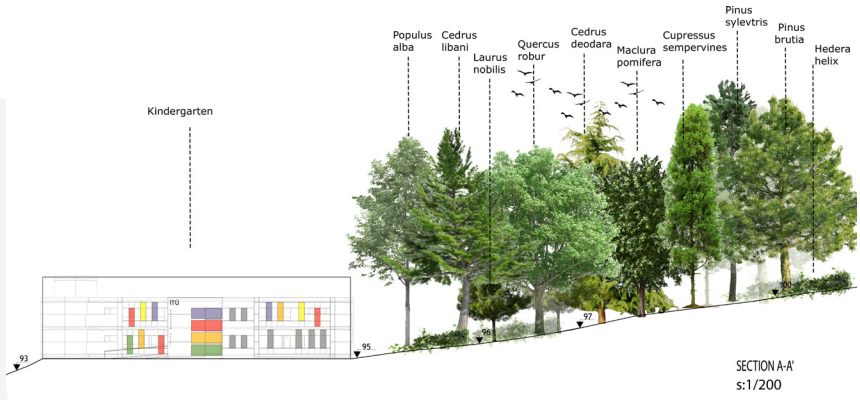


Instead of a game element that shows them what to do, it is thought to provide them with a suitable place and create their own games. With the design, it is aimed to support both the motor skills and mental development of children. A free environment was created for children by creating a playground with hills in different heights and materials. Different heights offer children different perspectives. Changing the materials of the playground enables different functions. Rough surfaces, slippery surfaces, soft floors, hard floors and green areas are available on the playground. Changing heights, materials and colors allow children to use their imaginations and create unique games. At the same time, the playground is suitable for all age groups, thus allowing different age groups to play together.

DREAM UP

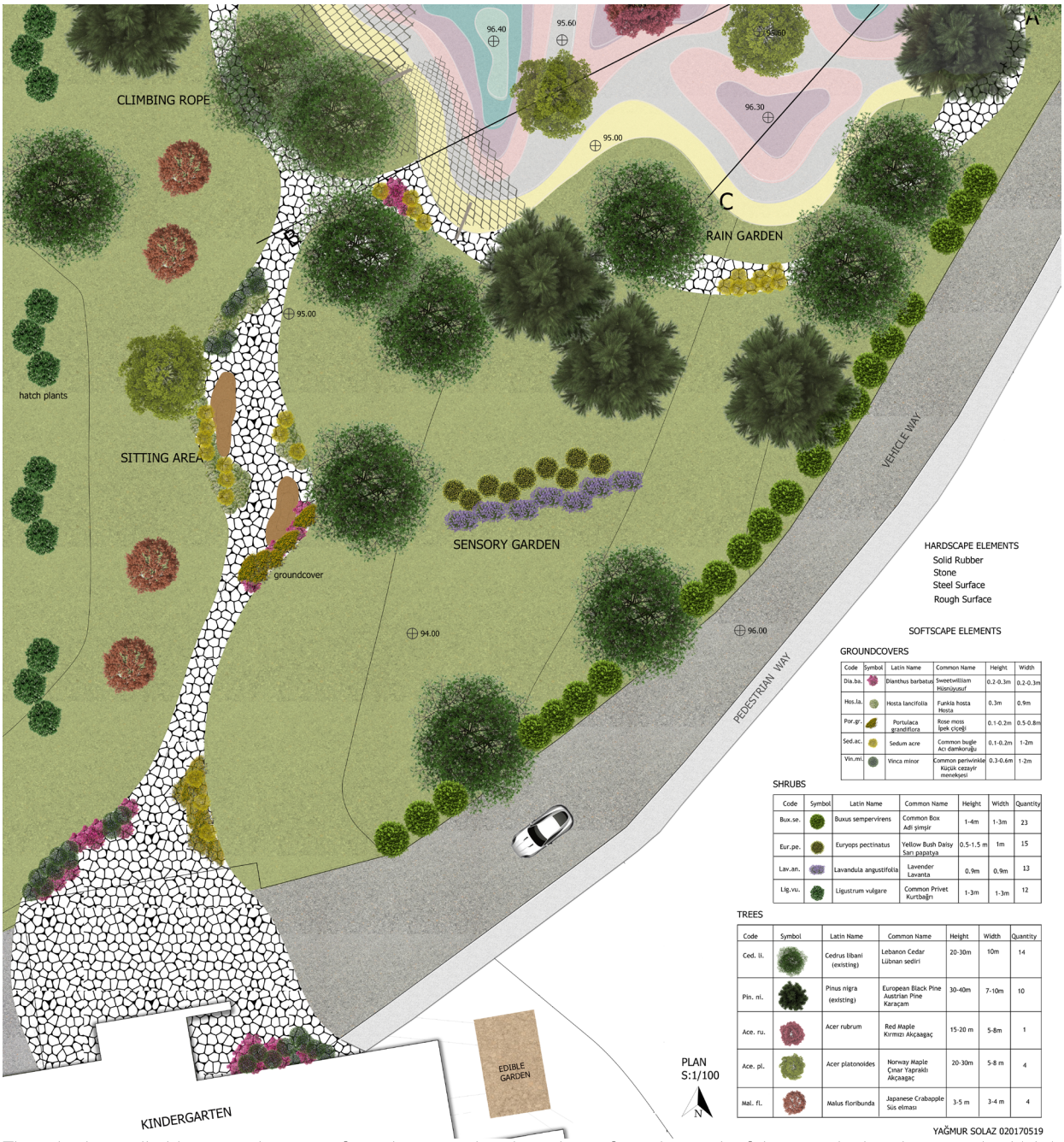
YAĞMUR SOLAZ

The kindergarten located on the Ayazağa Campus of Istanbul Technical University is intertwined with nature. There are a lot of pine and cedar trees in the garden of the kindergarten. However, there is currently no playground for children other than ordinary , plastic mass-produced play elements. In design, it is aimed to create a playground in the nature where children can design their own games with their imagination and play freely.



While younger age groups play in small hills, there are also more sloping, higher areas for older age groups. Another aim of the design is for children to read natural processes, to witness changes in nature.Planting design was made by targeting this. In addition, rain garden have been designed to collect rainwater descending from the hillocks in the playground.

Rain Gardens is both an applied, educational opportunity for children and ecologically contributing to nature. The colorfulness of the design excites children and invites them to discover. Existing trees were effective in shaping the design.



Code	Symbol	Latin Name	Common Name	Height	Width
Dia.ba.		Dianthus barbatus	Sweetwilliam Hüsnüyusuf	0.2-0.3m	0.2-0.3m
Hos.la.		Hosta lancifolia	Funkia hosta Hosta	0.3m	0.9m
Por.gr.		Portulaca grandiflora	Rose moss İpek çiçeği	0.1-0.2m	0.5-0.8m
Sed.ac.		Sedum acre	Common bugle Acı damkoruğu	0.1-0.2m	1-2m
Vin.mi.		Vinca minor	Common periwinkle Küçük cezayir menekşesi	0.3-0.6m	1-2m

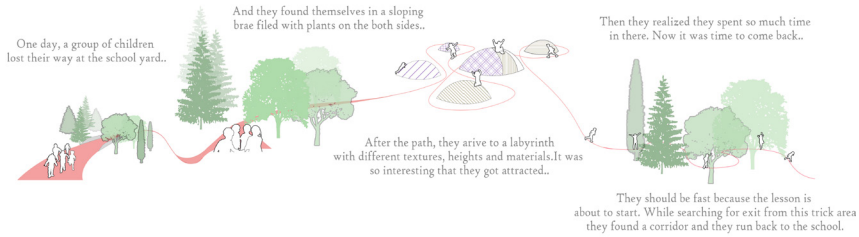
Code	Symbol	Latin Name	Common Name	Height	Width	Quantity
Bux.se.		Buxus sempervirens	Common Box Adi şimşir	1-4m	1-3m	23
Eur.pe.		Euryops pectinatus	Yellow Bush Daisy Sarı papatya	0.5-1.5 m	1m	15
Lav.an.		Lavandula angustifolia	Lavender Lavanta	0.9m	0.9m	13
Lig.vu.		Ligustrum vulgare	Common Privet Kurtbağrı	1-3m	1-3m	12

Code	Symbol	Latin Name	Common Name	Height	Width	Quantity
Ced. li.		Cedrus libani (existing)	Lebanon Cedar Lübnan sediri	20-30m	10m	14
Pin. ni.		Pinus nigra (existing)	European Black Pine Austrian Pine Karaçam	30-40m	7-10m	10
Ace. ru.		Acer rubrum	Red Maple Kırmızı Akçaağaç	15-20 m	5-8m	1
Ace. pl.		Acer platonoides	Norway Maple Çınar Yapraklı Akçaağaç	20-30m	5-8 m	4
Mal. fl.		Malus floribunda	Japanese Crabapple Süs elması	3-5 m	3-4 m	4

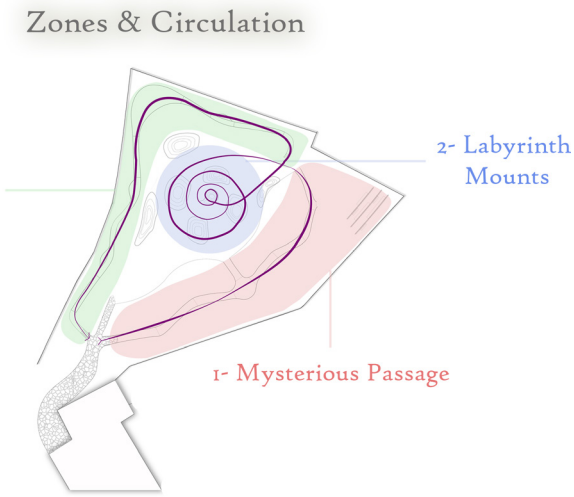
There is also a climbing rope that starts from the ground and continues from the trunk of the trees in the playground, which is twisted in accordance with the pine and cedar trees in the present. From the entrance of the kindergarten, the playground can be reached by a stone path. The graded sitting area on both sides of this path can be considered as a place where children can spend time and talk together. The playground offers different places and functions with different materials and heights. The green areas it contains changes within the seasonal process and offers children a different experience every season. So the playground changes and transforms over time.

SECTION A-A'
S:1/100

The labyrinth drew children like a vortex, and it's time to turn when the kids realize they're spending a lot of time there. The lesson is about to begin, and they must get out of the maze and go back to school as soon as possible. As they try to get out of this tricky maze, they find an escape corridor and quickly run back to school. This fictional story created for design is put on a circulation that resembles a vortex and the design foundation has been laid on tis circulation. In this case, the passage and corridor are the vortex arms, while the labyrinth plays a role of the vortex center.



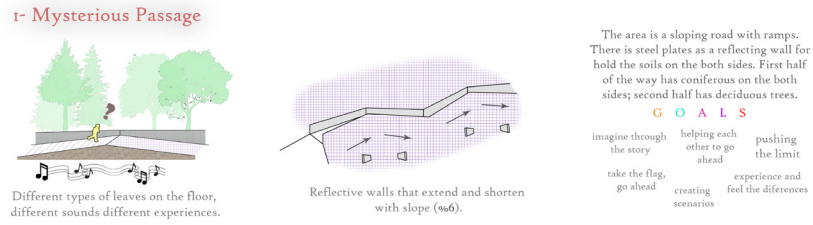
The area basically consisted of 3 parts: a walkway at the bottom, the middle where the toys are, and the sloping area with border at the top. There was a slope of 5-50% slope that separates the lower and middle parts. As a result of my observations, I came to the conclusion that the area is not used very effectively, besides its potential, it is neglected and insufficient.arms, while the labyrinth plays a role of the vortex center.

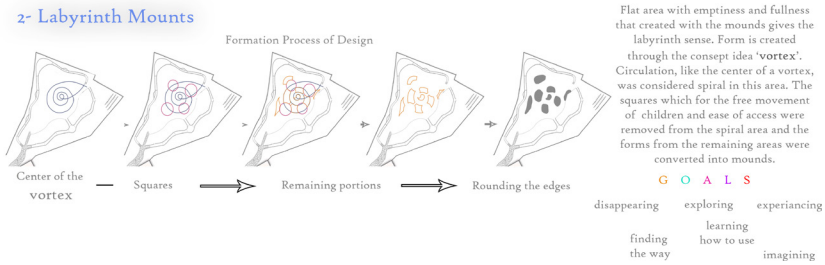


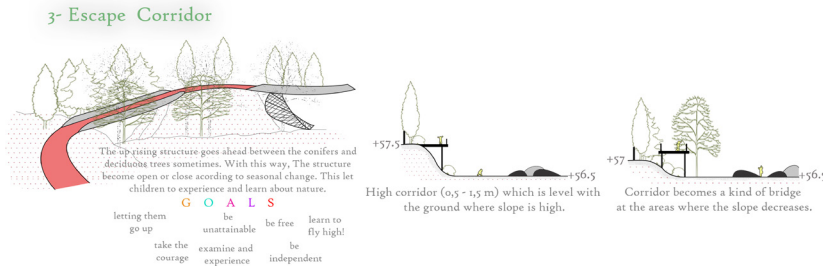
VORTEX

MERVE DILARA EZER

Design was created based on a fictional story. According to the story, when a group of children leave school, they lose their way in the garden and find themselves in a mysterious passage, then when they cross the path, a maze appears in front of them. This labyrinth is quite interesting because it contains different heights and materials, and children do not realize how time passes when they are there.

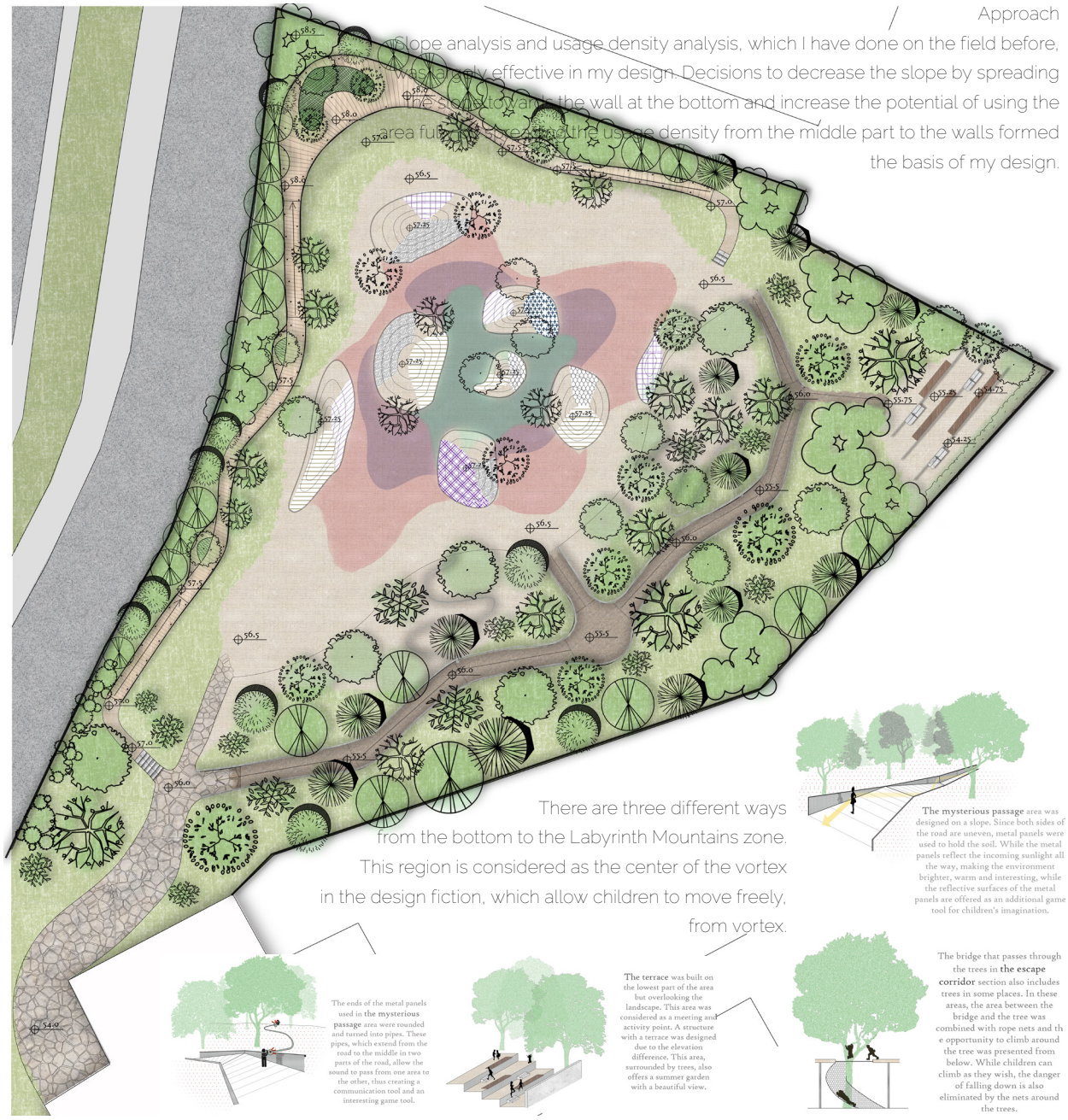






Approach

Slope analysis and usage density analysis, which I have done on the field before, was also very effective in my design. Decisions to decrease the slope by spreading the slope towards the wall at the bottom and increase the potential of using the area fully were made with the usage density from the middle part to the walls formed the basis of my design.



There are three different ways from the bottom to the Labyrinth Mountains zone. This region is considered as the center of the vortex in the design fiction, which allow children to move freely, from vortex.

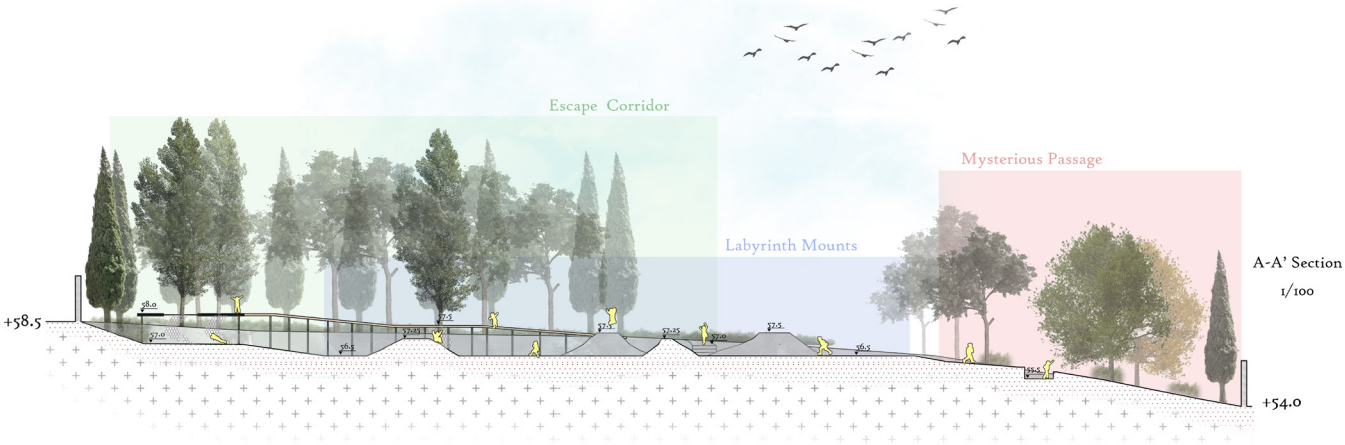
The mysterious passage area was designed on a slope. Since both sides of the road are uneven, metal panels were used to hold the soil. While the metal panels reflect the incoming sunlight all the way, making the environment brighter, warm and interesting, while the reflective surfaces of the metal panels are offered as an additional game tool for children's imagination.

The ends of the metal panels used in **the mysterious passage** area were rounded and turned into pipes. These pipes, which extend from the road to the middle in two parts of the road, allow the sound to pass from one area to the other, thus creating a communication tool and an interesting game tool.

The terrace was built on the lowest part of the area but overlooking the landscape. This area was considered as a meeting and activity point. A structure with a terrace was designed due to the elevation difference. This area, surrounded by trees, also offers a summer garden with a beautiful view.

The bridge that passes through the trees in **the escape corridor** section also includes trees in some places. In these areas, the area between the bridge and the tree was combined with rope nets and th e opportunity to climb around the tree was presented from below. While children can climb as they wish, the danger of falling down is also eliminated by the nets around the trees.

The Mysterious Passage region is considered as a branch of the vortex from the design fiction. The walking path in the area is closed with the expansion of the slope downward. Here, I proposed a new walking path that continues refracted with the 6% slope. The soil will be held with metal panels on both sides of this road, which proceeds with a lowering and rising, so that the sunlight reflected from different angles and the silhouettes of children on the metal panels will create a different and effective playground. At the same time, intense planting on both sides of the road will add a mysterious atmosphere to the area and will contribute to the development of children's senses with the different sounds and feelings that different kinds of tree's leaves make while walking on the road. At the end of the road, the lowest point of the area has a beautiful view. This area is terraced and the terraces are connected to each other by stairs. It is designed as an area where different activities can be done by creating seating areas.



03 POST PANDEMIC APPROACHES
URBAN LANDSCAPE CONTEX

MODUL II

from human perspective

During the second semester of 2019-2020, people have experienced an unexpected change whitin their daily lives, and routines due to COVID-19 Pandemic. Our cities, houses, streets, offices passed through a fast transition period than ever before. This module asked students what they are thinking and what kind of design solutions they can create as a Landscape Architecture student and as a Human.

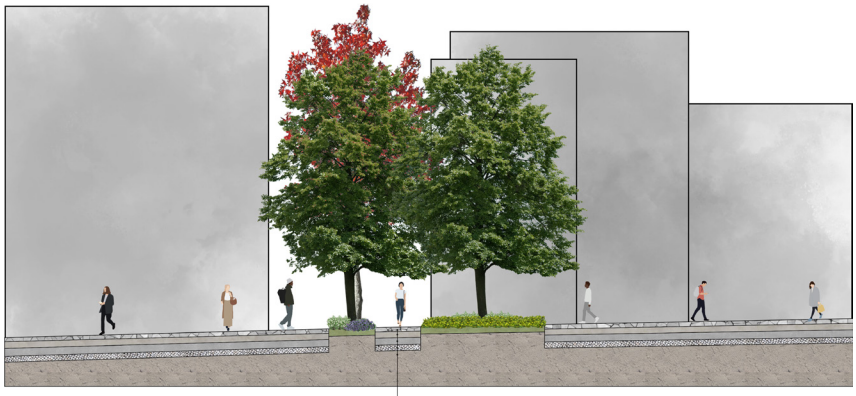
The relation between designer and this critical pandemic period is elaborated throug an urban open space in Istanbul, Beşiktaş. Students are asked to produce ideas and design solutions based on their experience during lockdown, solutions for our needs in our living spaces, individual and common spaces, urban areas. They are encouradged to think about environmental threats of future and how do they reflect on urban areas.

Absense of open urban spaces and green areas, food accessibility and security, water resources, common area sharing, and natural systems are projected as main research topics.

Project Site

Beşiktaş District Shore Line

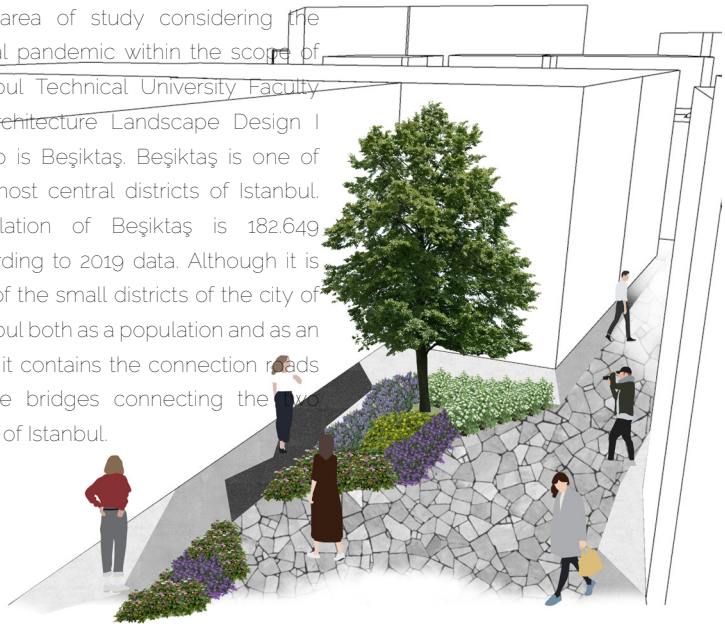
Urban interiors / docks / bridges etc.



SECTION B-B'

- slate stone
- sand
- lean concrete
- compressed agregate
- compacted soil

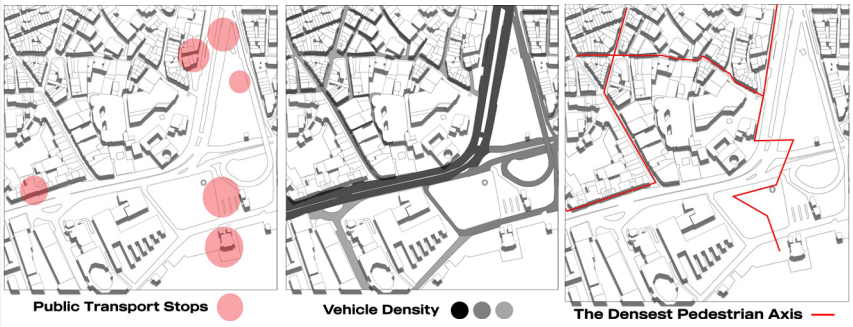
The area of study considering the global pandemic within the scope of Istanbul Technical University Faculty of Architecture Landscape Design I studio is Beşiktaş. Beşiktaş is one of the most central districts of Istanbul. Population of Beşiktaş is 182.649 according to 2019 data. Although it is one of the small districts of the city of Istanbul both as a population and as an area, it contains the connection roads of the bridges connecting the two sides of Istanbul.



GREEN DISTANCE

EKIN SENA ALKIŞ

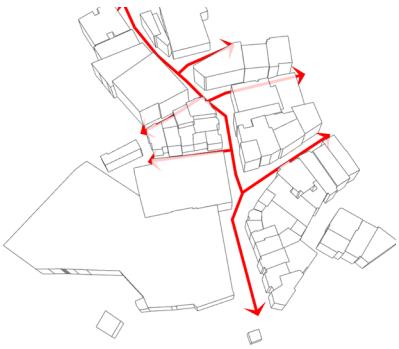
The aim of the project is to contribute to the social distance, which is very important during the pandemic period and needs to be maintained among people, thanks to the planting proposed to the street. At the same time, with this project, since Beşiktaş is a very central and urban area, contribution will be made by adding green to the insufficient green areas of Beşiktaş.



It is a lively area with an average of 2 million people daily, natural landscapes on the Bosphorus slopes, universities and business centers on the Levent-Maslak line.. There are a wide variety of people spending time in Beşiktaş. In Beşiktaş, transportation options are used extensively and together with the pedestrian density in the streets, it is a dangerous area in the pandemic process. As a result of the analyzes, it was determined where the density of people and vehicles in Beşiktaş was concentrated and decreased. As the project area, Beşiktaş's street with the highest human density has been chosen. The project proposes a planting project for this street.

SECTION C-C'

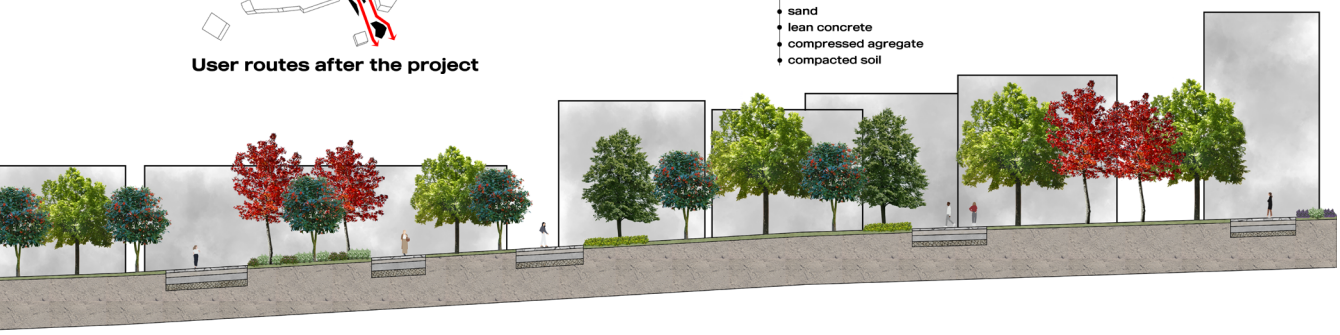
- slate sto
- sand
- lean con
- compres
- compact



User routes before the project

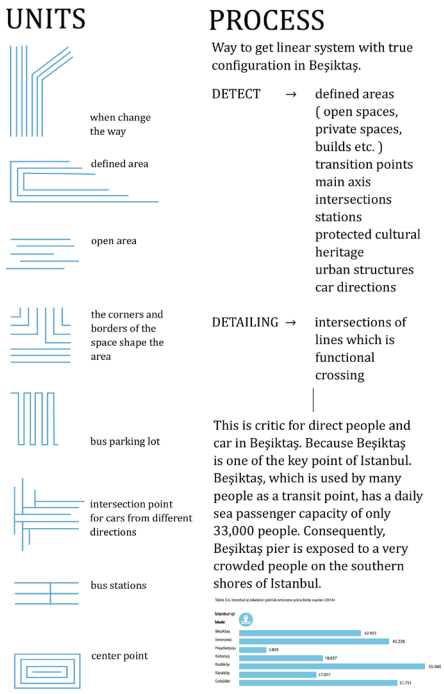
User routes after the project

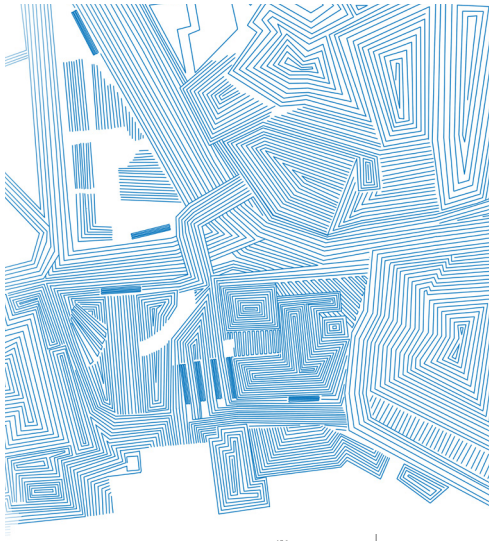
- slate stone
- sand
- lean concrete
- compressed agregate
- compacted soil

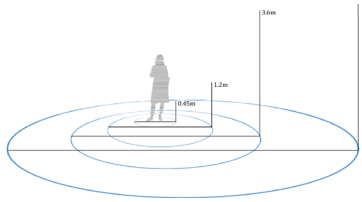


ne
crete
sed agregate
ed soil

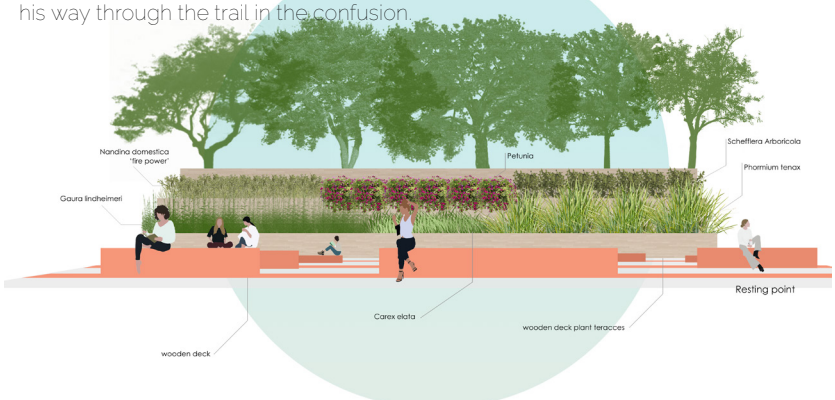
Beşiktaş, one of the oldest settlements in Istanbul, is a comfortable and comfortable district in the districts such as Bebek Ortaköy, which is home to cultural heritage and cultural art events, attracts tourists with its beach and atmosphere, at the first step taken from Asia to Europe. When you arrive, the crowded and chaotic part of Istanbul is witnessed. Although Sinanpaşa has a wide range of functions, its most important responsibility is due to the crowded passenger flow, as it is located in one of the key points in Istanbul. For this very reason, Barbaros Hayrettin Pasha Square assumes a great responsibility with the region's active operation especially as sea lines, bus stops and transfer points.







Today's global problem, the Covid-19 pandemic, faces the problems we experience in this busy crowd of Istanbul very hard this time. The pandemic, which restricts our movements and causes us to close to homes, has much more restricted our outdoor use in Istanbul. Therefore, a project that designs the Barbaros Hayrettin Pasha square has been created due to the reasons such as unavailability of areas, insecure areas and lack of sufficient areas as the biggest problem of open areas. Systematic linear design proceeds with certain units but is open to different textures at intersections. Starting at the intersection of Barbaros Boulevard with Beşiktaş Avenue, the lines that end in front of the pier primarily take the person into focus and allow him to easily find his way through the trail in the confusion.

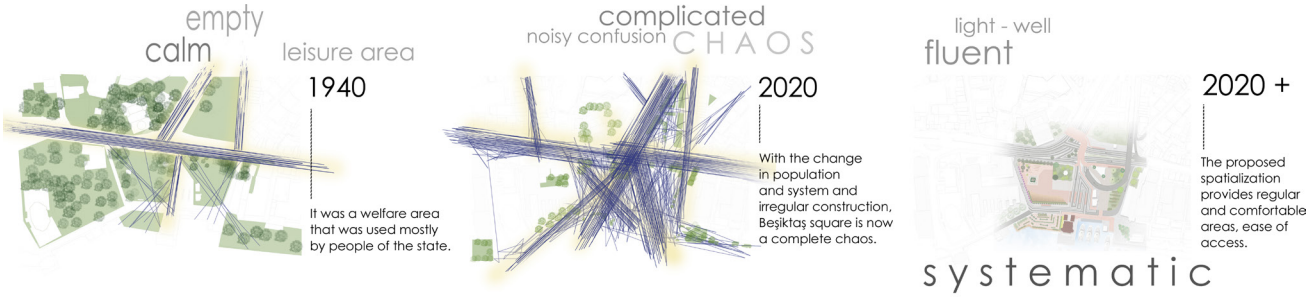


ALL FROM LINES

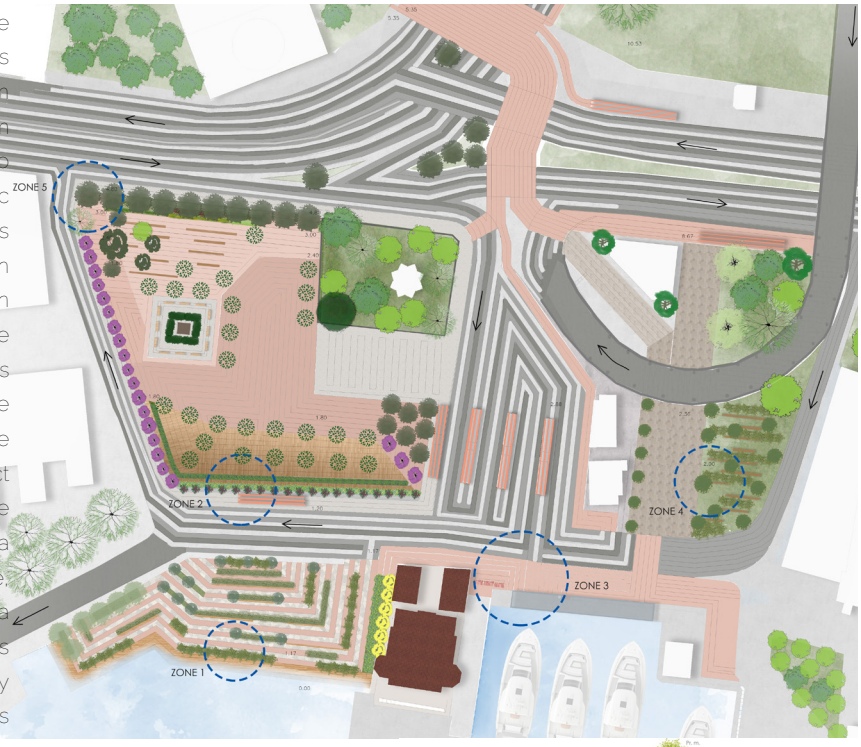
NURAN KUL

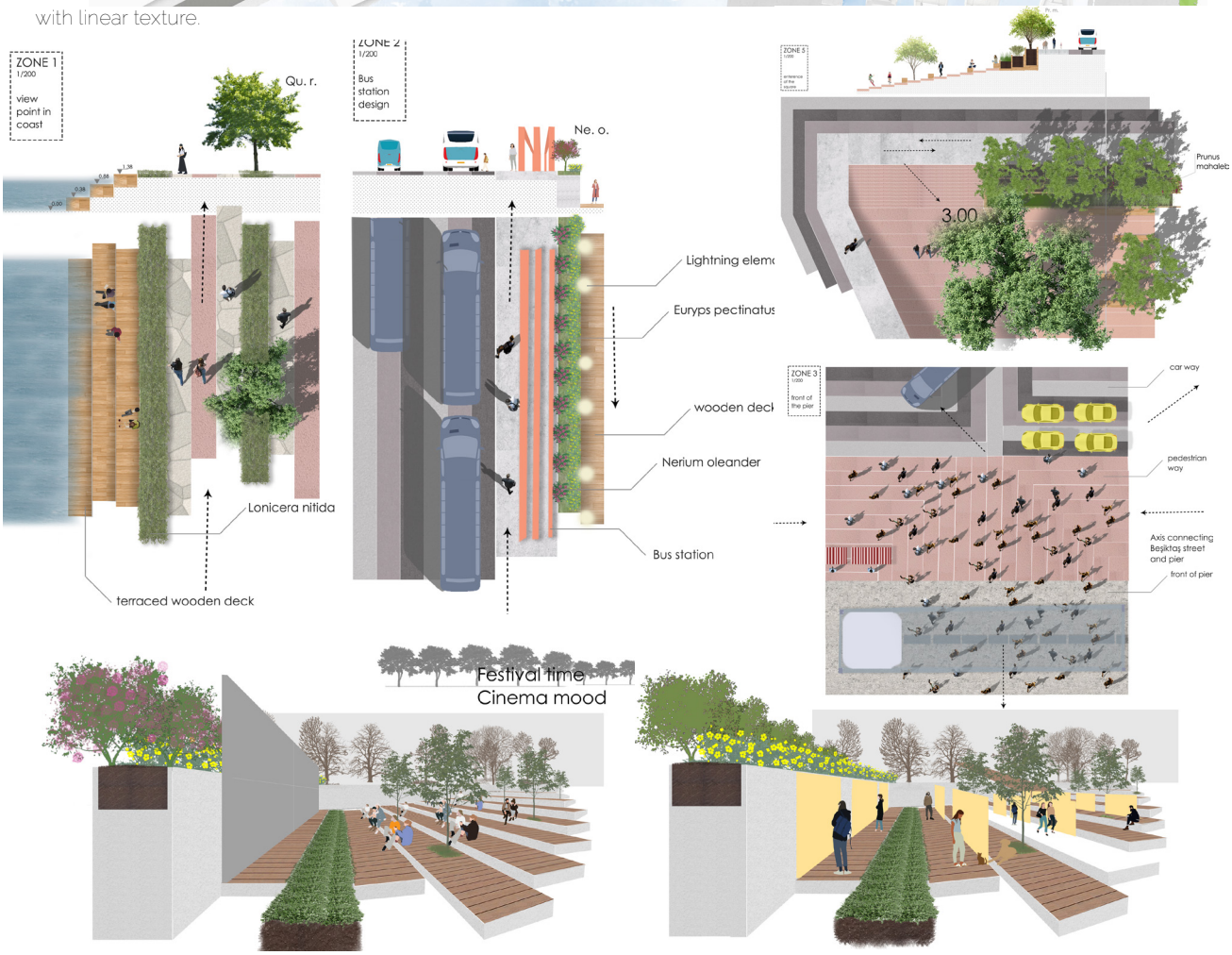
The project "All from lines" has made Beşiktaş a place that facilitates regular and time accessible access in the sense of creating a sustainable urban open space after the pandemic and by monitoring a systematic trend in terms of landscape architecture.

"All from lines" project aims to solve many problems we face in our open and green spaces with a new system: It aims to make this square, which is used by 10 thousand people a day, by using open and spacious areas away from complexity and dignity by dividing the area into functional parts with linear texture.

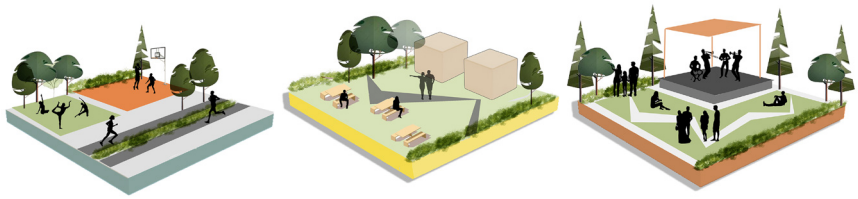


At the same time, it is aimed to give a comfortable feeling in line widths determined by human standards. From the first point to the open area from Beşiktaş street to the beach, it is aimed to save people from the confusion of traffic and crowds and to meet different places with green and spacious areas. Although pandemic separates people, it is known that it will be healthy to come sometime in the squares where we feel safe. In this respect, it is intended to contribute to the feeling of people safe by planting large and empty areas. "All from lines" project aims to solve many problems we face in our open and green spaces with a new system. It aims to make this square, which is used by 10 thousand people a day, by using open and spacious areas away from complexity and dignity by dividing the area into functional parts with linear texture.





According to Düşlerinle Gel, Beşiktaş Meydan Survey in 2018, people use Beşiktaş for air and recreational activities with a rate of 32% at most, but they complain that there is not enough space for this. Therefore, closed and narrow areas are generally preferred to socialize in Beşiktaş Square. After the pandemic, people will continue to come to Beşiktaş, but they will need more open spaces to socialize.



*Akaretler Car Park
-Sports facility
for people living here

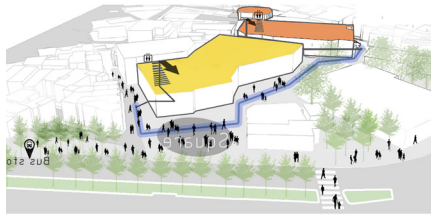
*Sinanpasa Passage
- food hall, shopping

*Buyuk Besiktas Çarsısı
-festivals, activities
scenery point resting

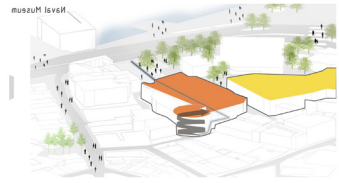
ROOF-TANCE

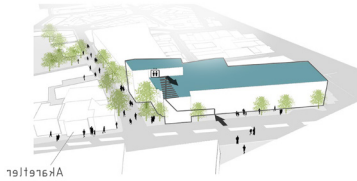
ZEYNEP BERFU YILMAZ

In this project, the roofs of the Büyük Beşiktaş Bazaar (2555m2), Sinanpaşa Passage (1782 m2) and Akaretler Parking Lot (1500 m2), which are used publicly for these roofs Veşiktaş were arranged. The terrace of the Büyük Beşiktaş Bazaar was designed as a festival, resting and viewing area as it is a good view point. Its also a responce as a space for the lack of festivals and activities in Beşiktaş. The roof of Sinanpaşa Business Center was organized as a shopping, eating and drinking area.

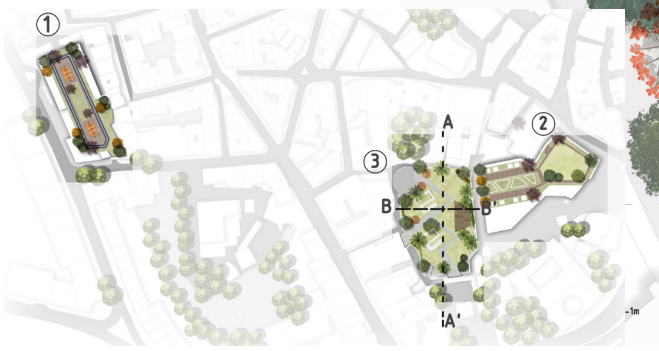


Increasing the green areas of Beşiktaş Square, which is insufficient in terms of green space, will both decrease the density of the streets and give people new spaces. In this project, the roofs of the Büyük Beşiktaş Bazaar (2555m2), Sinanpaşa Passage (1782 m2) and Akaretler Parking Lot (1500 m2), which are used publicly for these roofs and have a large area used publicly in Beşiktaş were arranged. The terrace of the Büyük Beşiktaş Bazaar was designed as a festival, resting and viewing area as it is a good view point and for the lack of festival and activity in Beşiktaş.





The roof of Sinanpaşa Business Center was organized as a shopping and eating and drinking area. The roof of Akaretler Parking Lot in the residential area in Akaretler, was designed to provide people with a sports field. While planting the roofs, plants suitable for growing on the roofs, whose height is not more than 10 meters and that can grow in crates were preferred such as Chamaecyparis lawsoniana, Acer palmatum, Picea glacua,Genista lydia .



A-A' SECTION

B-B' SECTION

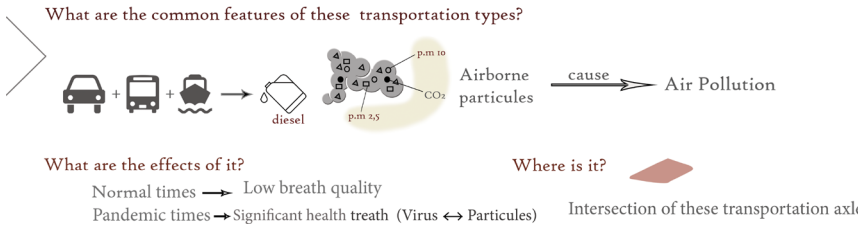
Akaretler Car Park

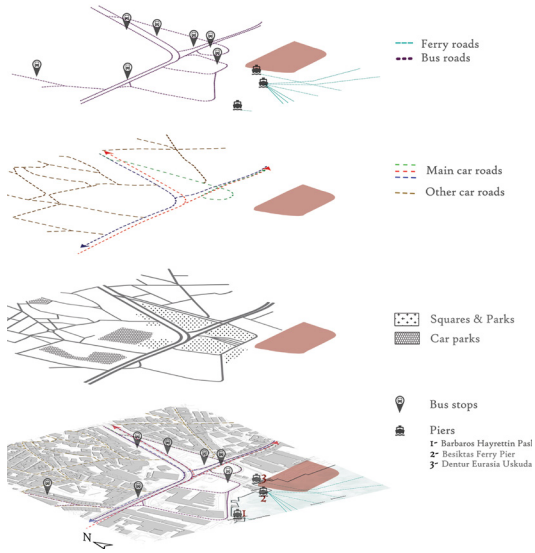
② Sinanpasa Business Center
-passage-

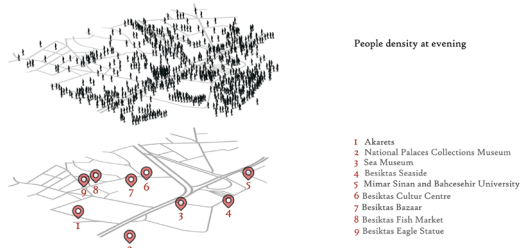
TRACES TO PLACES

MERVE DILARAA EZER

The 'pandemic', which has become one of our biggest problems in 2020, affects our habits and daily life significantly. For those of us seeking to facilitate human life and find solutions to problems, new questions and situations arise that need to be researched and considered in this aproach. In this project, we worked on what we can do for open spaces after the pandemic.

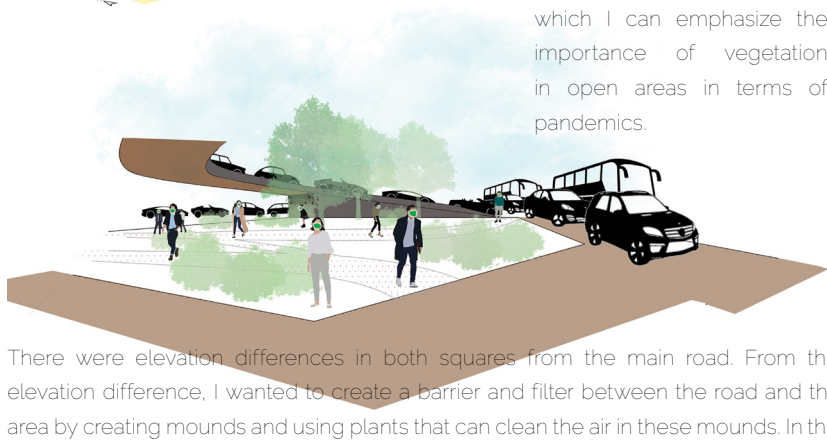




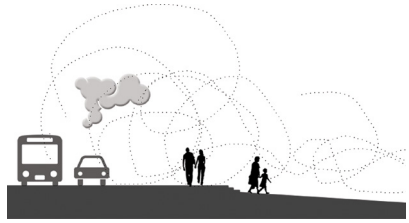


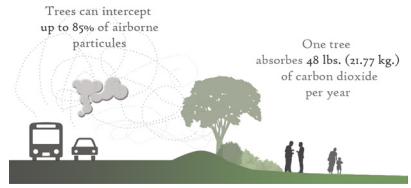
Beşiktaş is a district where transportation and all kinds of vehicles are used extensively. The fuels consumed by these vehicles are then released into the air as particles such as CO_2, p.m.10 or p.m.2,5. We see that these particles increase in direct proportion with the use of vehicles. These particles, pose a great danger in terms of human life because both they create air pollution, and when we look at the pandemic, viruses can be attached to these particles and dispersed in the air. So, in the air pollution mapping I made, I saw that the air pollution caused by the intensity of the vehicle usage around Beşiktaş pier and Barbaros Square was intense and therefore I chose it as my working area.

Based on air pollution, I wanted to make a design in which I can emphasize the importance of vegetation in open areas in terms of pandemics.



There were elevation differences in both squares from the main road. From this elevation difference, I wanted to create a barrier and filter between the road and the area by creating mounds and using plants that can clean the air in these mounds. In this way, the exhaust gas and the particles emitted by the vehicles on the road will reach the area less thanks to the function of the mounds as a barrier. Also, the plants on them will act as a filter, absorbing the air particles and cleaning the air.

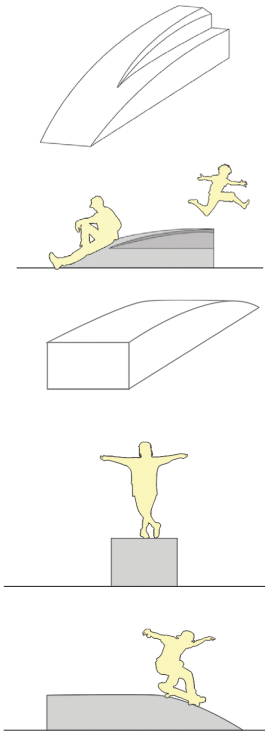


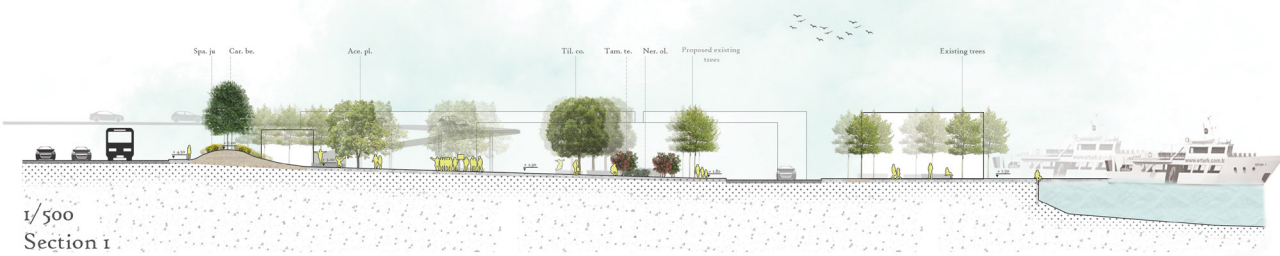


Circulation movements

human movements in the field
through piers
through bus stops

Seating Elements Formation





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Section 1