

An aerial photograph of a coastal landscape. A river flows from the top center towards the bottom left, where it meets the sea. The surrounding land is divided into various fields and patches of vegetation, with some roads visible. The overall tone is grayscale, with a yellow rectangular overlay on the left side containing text.

I.T.U LANDSCAPE ARCHITECTURE DEPARTMENT

STUDIO REPORTS

2020-2021

SPRING SEMESTER

LANDSCAPE PROJECT I

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

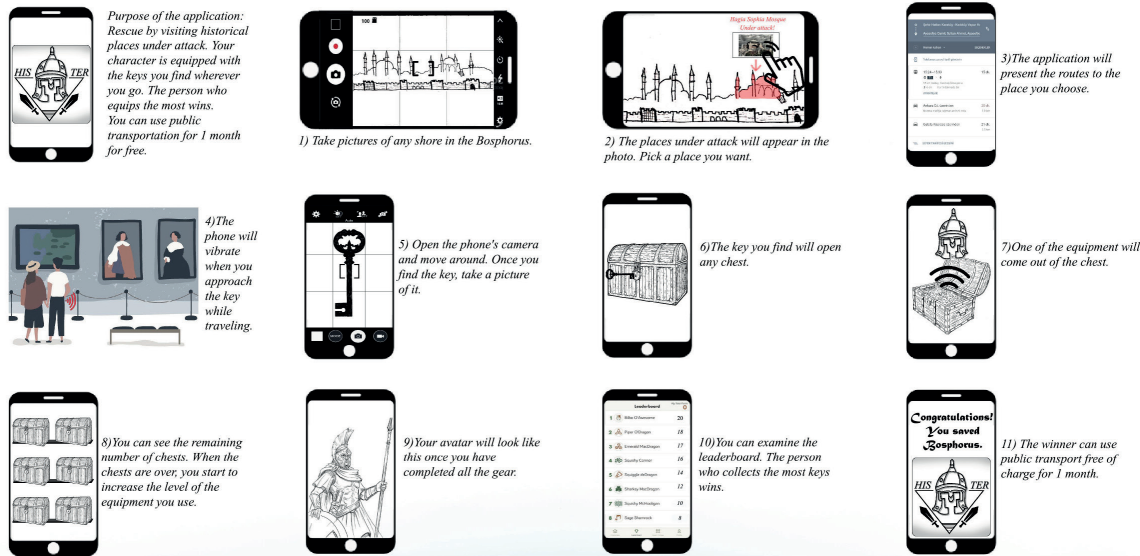
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RESPONDING TO THE FUTURE



This project interrogates the layers of landscape with a touch of technology on them. Accepting landscape as a socio-ecological system and discovering its interplay with technology stands as the studio studies' starting point. Benefitting from the Bosphorus setting, students will develop design skills for responding to the future within a multi-scale approach.

The content of the studio:

- Discovering the layers of landscape
- Gaming with layers through virtual to spatial augmented reality
- Handling technology as a spatial layer
- Studying within a multi-scale design setting
- Acting beyond the traditional
- Discovering small urban voids
- Solving complex design issues through developing hard and soft scape detail plans

The studio holds three sequential modules, starting from city-scale to neighborhood and individual scales.

• Module I involves "a workshop/minor project on "discovering the layers of landscape-the Bosphorous" through the silhouette studies, old maps and photographs, green-blue-historical-social networks, technology touch to space

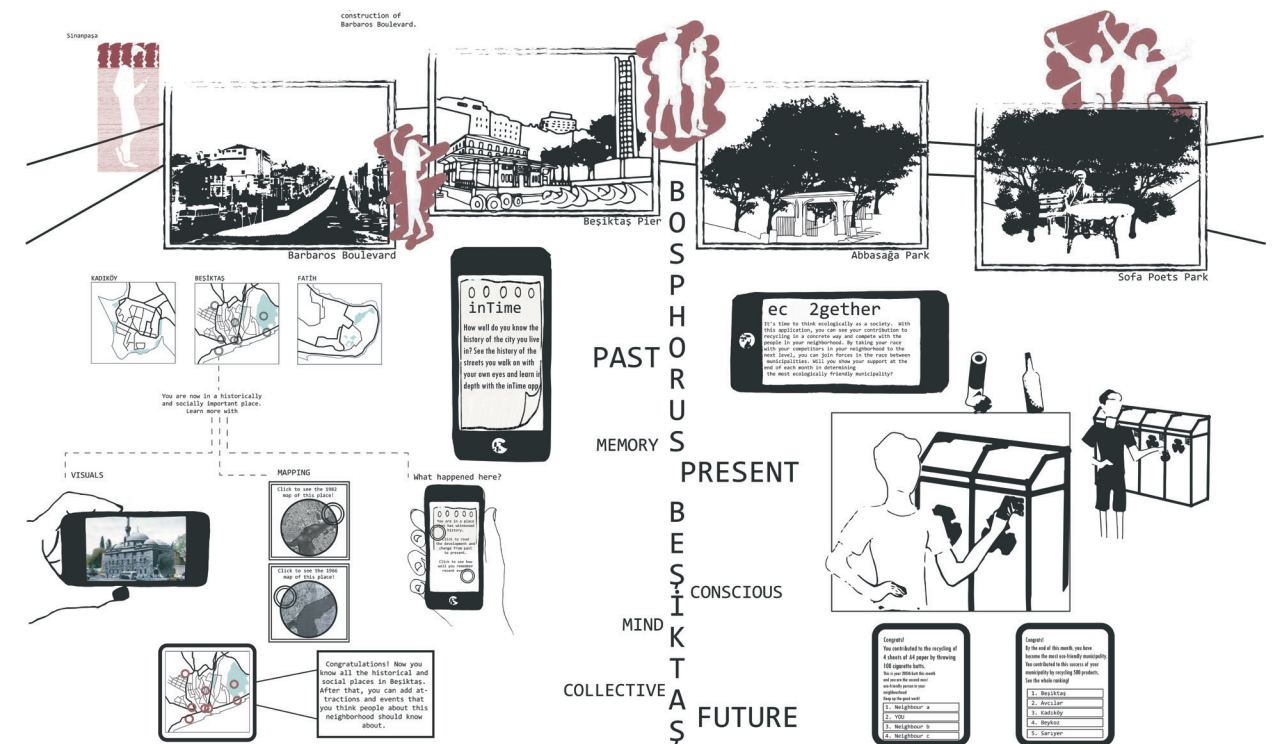
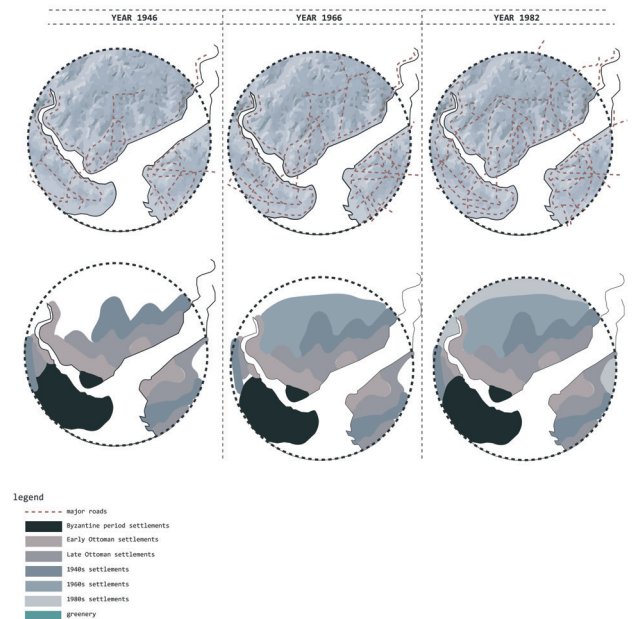
• Module II starts with "a seminar- mini workshop on virtual to spatial augmented reality" and is followed by 1/500, 1/200, and 1/50 scale landscape design studies.

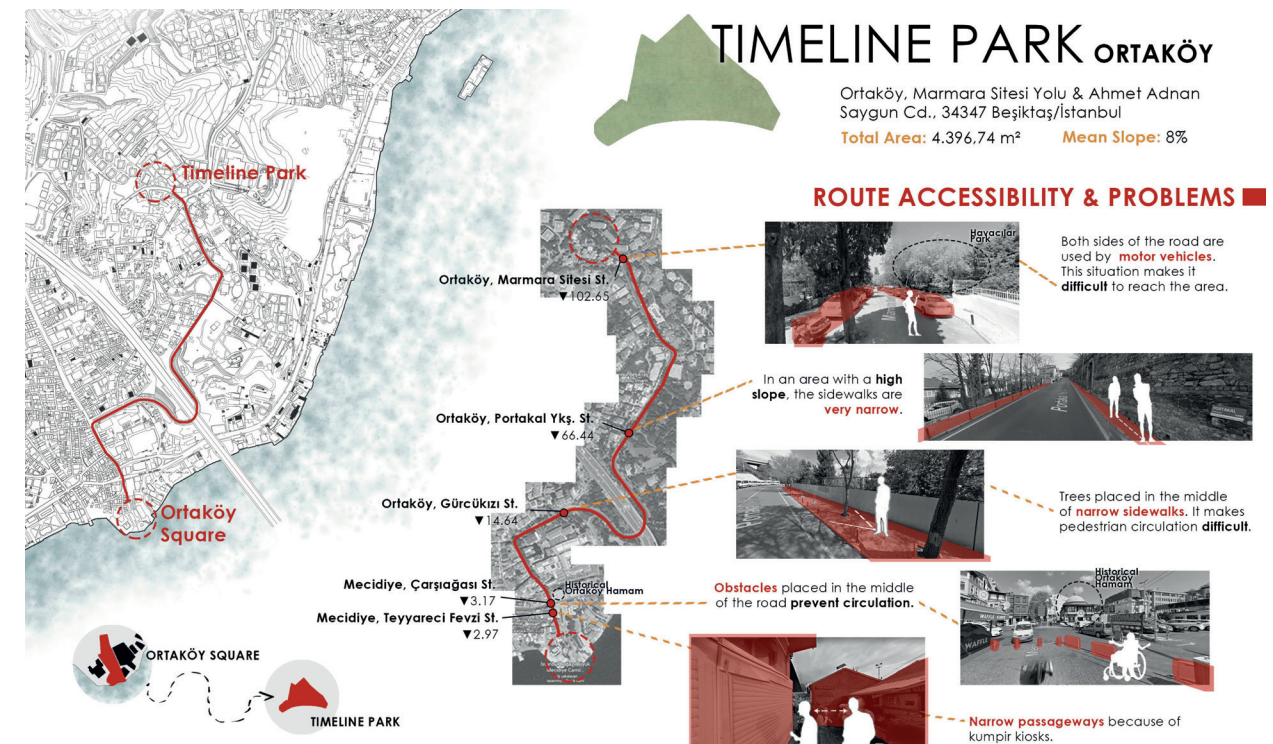
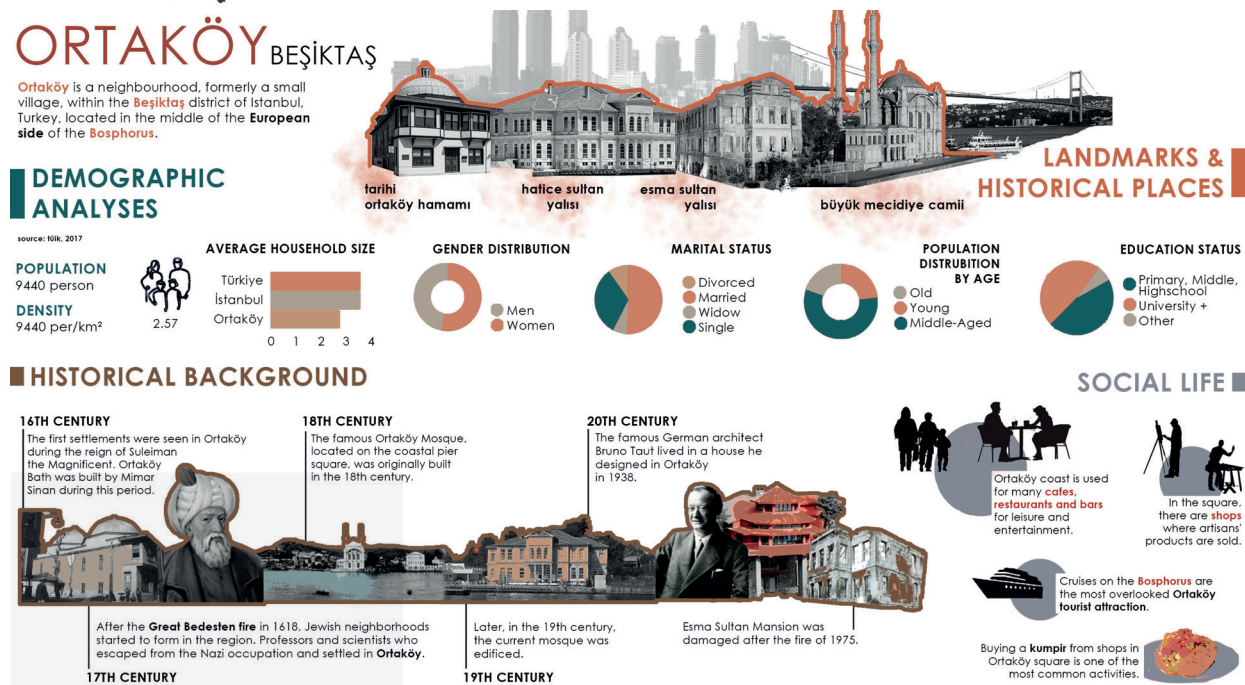
• Module III involves "a workshop/minor project on "movie manipulation through senses - merging representation techniques."

The studio stands on an interactive platform involving workshops, seminars, guest experts and jury members.



BOSPHORUS





TIMELINE PARK

Hande Beril Küçükler

The landscape design project, which was carried out with studios throughout the semester, aimed to examine the landscape layers based on the historical texture of the Bosphorus. At the same time, landscape layers were considered as a socio-economic system and this system was combined with a technological touch at the end of the project. Within the scope of this project, various field analyzes were made and the analyzes go from general to specific. The analysis, which started with the history and process of the Bosphorus, was scaled down to the project area which is Ortaköy. In line with the concept, a new design was developed for the project area and finally, a planting design was carried out.

Site analyzes were carried out to better understand the characteristics of the site. The purpose of these analyzes is to develop sustainable designs that are compatible with the area. In this context, the characteristics of the site were examined under different headings. The project area chosen by going from general to specific is Ortaköy. Analyzes were made for the Ortaköy area.

a. Demographic Analyses

The first analysis for the Ortaköy region is the demographic analysis. The people living in this region have created the needs and texture of this area. In line with the information obtained from the 2017 TURKSTAT, it can be said that Ortaköy's population is 9556 and its density is 9,867 per/km2. The average household size is 2.57. This data can be understandable when compared with the average values of Turkey and Istanbul. The average household size of Turkey is 3.50, and the average household size of Istanbul is 3.40. Therefore, the average household size of Ortaköy is low and there is an average of one or two children in a household. In gender statistics, 53% of the population is female and 47% is male. If we look at the marital status statistics of the region, 52% of the population is married, 10% is divorced, 6% is a widow and 32% is single. In line with the analyzes made on the ages of the people living in the region, it can be said that 53% of the population is middle-aged, 25% is young, and 22% is old. Another situation examined within the scope of demographic analysis in education. 48% of Ortaköy population has a university degree or higher education, 44% in primary school, secondary or high school graduate, and 8% has other education levels. By using these analyzes, the potential users of the project will be determined, and a special design will be created for the users.

b. Landmarks

The landmarks located next to the project area make that area attractive for locals and tourists. At the same time, these landmarks highlight the historical texture of the area. For example, the Historical Ortaköy Bath built by Mimar Sinan, Hatice Sultan Mansion, Esmâ Sultan Mansion, and finally the Great Mecidiye Mosque which has become the symbol of Ortaköy, are the landmarks and attractive points of Ortaköy.

c. Historical Background

The first settlements in Ortaköy were seen in the 16th century, during the reign of Süleymân the Magnificent. The historical Ortaköy Bath was built by Mimar Sinan in this century. In the 17th century, the great Bedesten fire occurred. Due to this fire, most of the wooden structures in the region were damaged. At the same time, Jewish neighborhoods began to form in this century. Scientists, artists, and professors escaped from the Nazi occupation, and they settled in Ortaköy. In the 18th century, the famous Ortaköy Mosque, also known as the Great Mecidiye Mosque, was built. This mosque was restored in the 19th century. German architect Bruno Taut, one of the important architects in the history of architecture in the 20th century, built a house in a grove and lived in Ortaköy for many years. As a result of a fire in 1975, Esmâ Sultan Mansion was damaged. The people who lived here

throughout history formed the urban memory of Ortaköy. This field has been shaped and changed by the needs of people in this process.

d. Social Life

The social life of the Ortaköy area offers some functional ideas for the use of the design projects. For example, in Ortaköy, there are markets set up to sell jewelry, works of art, and similar items made by people with their own efforts.

e. Natural Analyses

Ortaköy is located on the slopes along the valley stretching to the shore. This area contains many monumental trees in connection with their historical value. Many of these trees are protected. At the same time, Ortaköy includes many green areas. One of these areas is Havacılar Park, which is the project area.

f. Built Environment Analyses

This area, formed by all natural elements, has been used by people throughout history and some structures have been built. In this region, which was shaped by human-made, a different texture was created. At this stage of the project, these impacts were investigated and analyzed. These analyzes include road systems, solid void analysis, and land use analysis.

TIMELINE PARK 1/200 DESIGN PLAN ▲ N



FUNCTIONS

1. CENTER

technology
digital plant installations
artificial intelligence
trace of the pavers



4. VIEW TERRACE

gathering area
accessibility
highest point of park
view of park



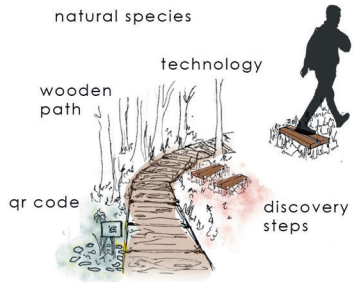
2. COMMUNITY GARDEN

community activities
edible plants
planting
accessibility
seasonal growth



5. THEMATIC GARDENS

natural species
technology
wooden path
qr code
discovery steps



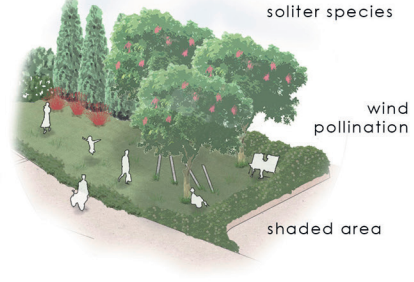
3. PLAYGROUND

natural surfaces
"now" layer
slope integrity



6. OPEN GREEN SPACE

soliter species
wind pollination
shaded area

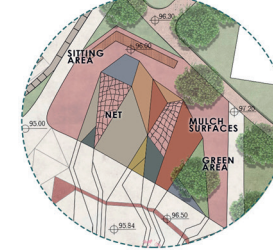


DESIGN APPROACH

With all these analyzes and ideas, different areas were created within the park. For example, users will be able to grow their own fruits and vegetables in the garden. The open green space creates a space where people can listen to the birdsong and touch the ground. It offers a more natural experience for children who play. The view terrace provides the best panoramic view according to the topography. Finally, thematic gardens make people feel the passage of seasons with their landscape designs. The wooden path takes people to the past layer, and while people wander in this layer, they feel the future layer by learning about plants with applications such as QR codes.

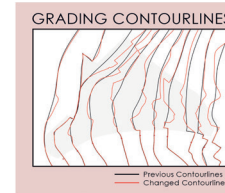
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PLAYGROUND 1/100 ▲ N

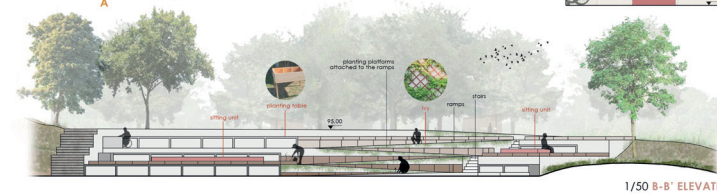
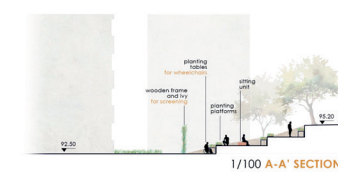
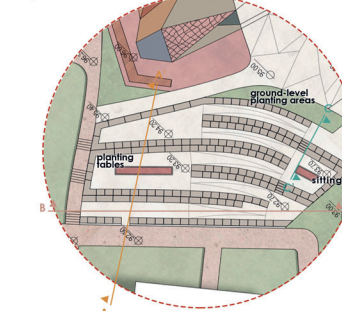


AXONOMETRIC DRAWING 1/100

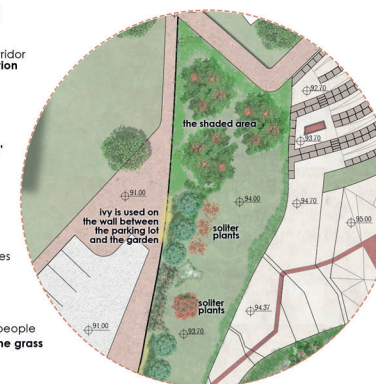
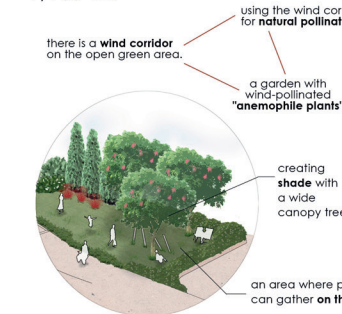
MATERIALS OF PLAYGROUND



COMMUNITY GARDEN 1/100 ▲ N



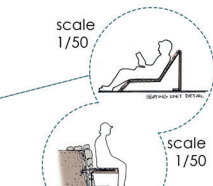
OPEN GREEN SPACE 1/100 ▲ N



VIEW TERRACE 1/100 ▲ N



SITTING UNIT DETAILS



MATERIALS



a. Community Garden: People who can grow their own plants, vegetables, and fruits in the communal garden establish a different communication between neighbors than usual. Another function of this area is to enable people to perceive the time without looking at the clock or the calendar. The seasonal changes of plants create awareness for people.

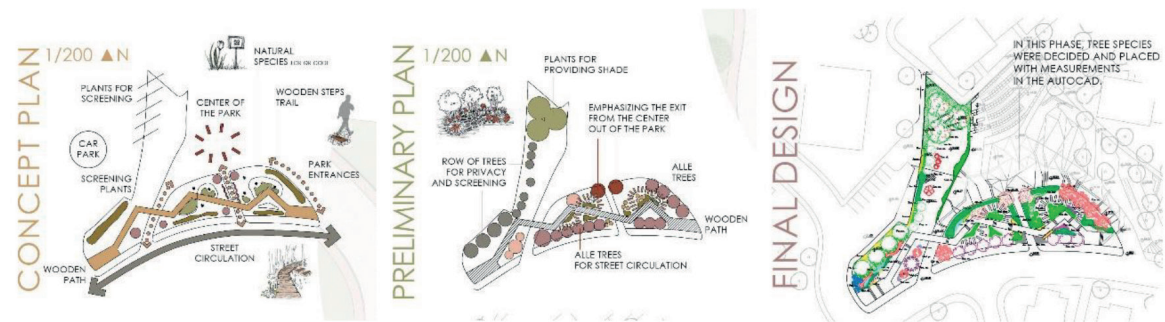
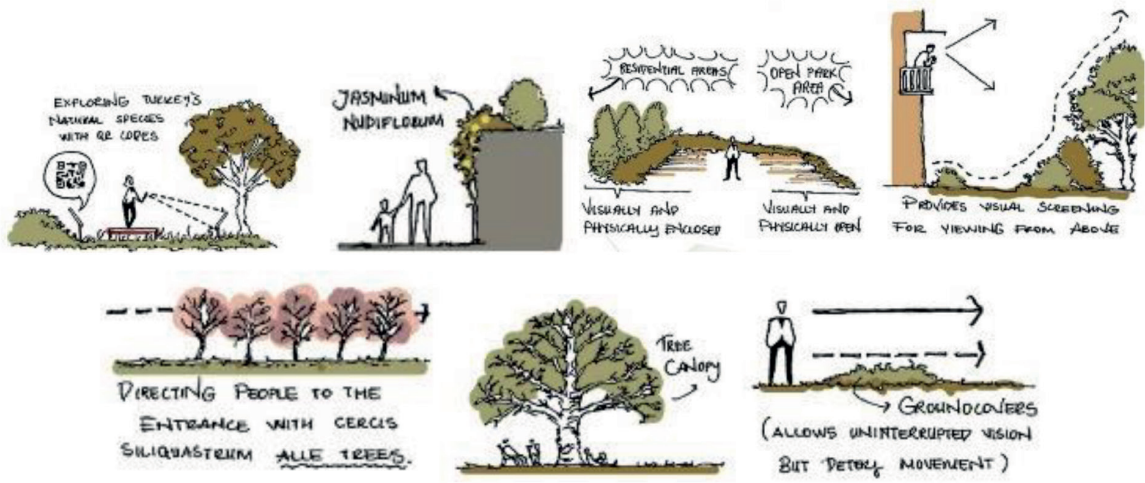
b. Playground: The playground offers children a natural play experience. Platforms, climbing areas, and climbing nets have been created in the sloping park area.

c. View Terrace: The view terrace is located in the highest area of the park. The vegetation and structures in the park are viewed from this area and a whole perspective of the timeline concept is obtained.

d. Open Green Space: The open green space was designed with the idea of creating a space where people can sit and relax comfortably. Creating a natural area in the park is also important in terms of protecting the habitat there. The existing wind corridor in this area was evaluated positively and used with wind-pollinated plants.

e. Thematic Garden: Thematic gardens include a technological addition to the landscape texture of the park. This technological touch introduces the natural and beautiful-looking plants of Turkey to people with the help of QR code technology. There is a wooden platform that runs through the thematic gardens and connects them. Discovery steps go out from this platform to take users to plants that have QR codes.

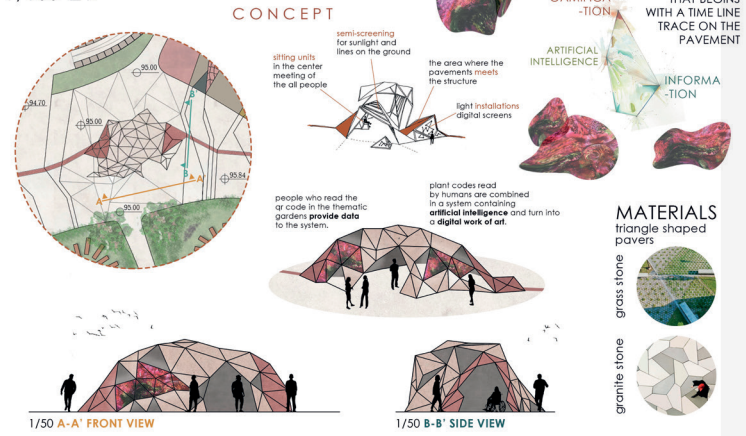
f. Center: The idea of the thematic garden merges with the center. The structure in the center contains various seating groups and digital screens. These digital screens reflect the transformation of data received from QR codes, which work with artificial intelligence technology, read and transform into a visual work of art.



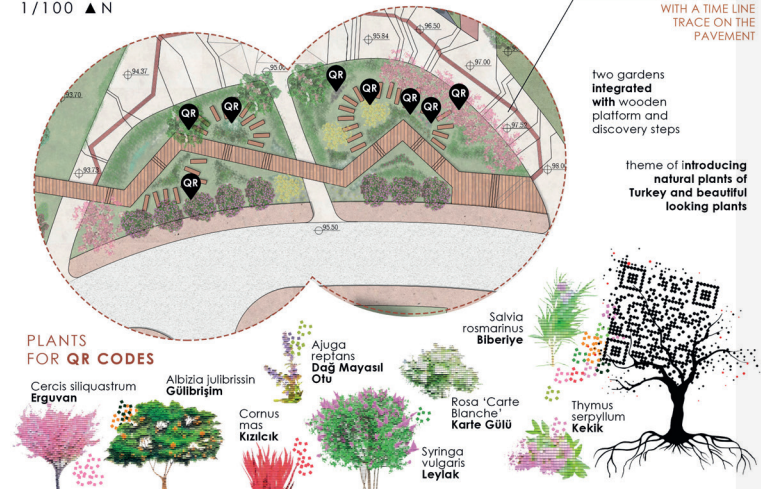
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CENTER DIGITAL INSTALLATION 1/100 ▲ N

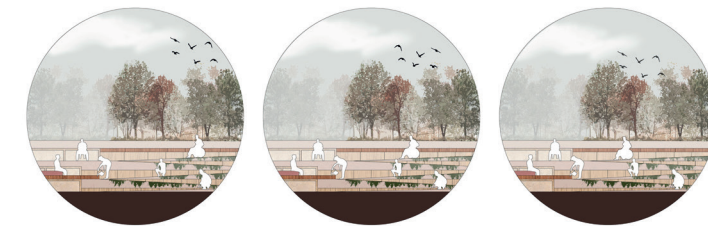


THEMATIC GARDENS 1/100 ▲ N

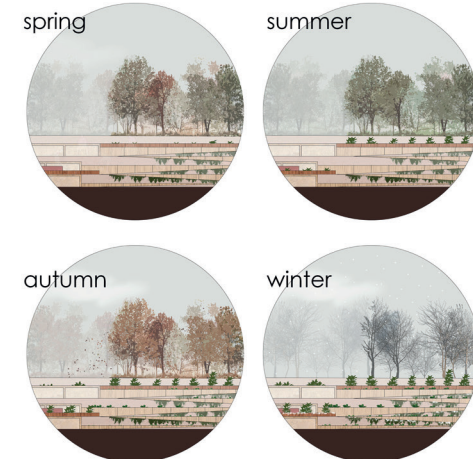


TIMELINE PARK COMMUNITY GARDEN workshop II

movements of users



seasons and growing plants



color palette



PLANTING DESIGN

a. Conceptual Drawings

In connection with the analyzes and the concept, the areas to be planted were selected and evaluated. Then, a number of concept drawings covering planting purposes and methods were made.

b. Design Process

After the drawings were made, sketches and drawings were made on the scale of the plan and the concept plan and primary design plan were created. Finally, the plants to be used were decided and their lengths and diameters were arranged by transferring them to the Autocad.

Finally, the thematic garden and open green space, for which planting was designed, were transferred to the master plan and finalized.

PLANT LIST

No.	Symbol	Code	Latin Name	Common Name	Height	Width	Quantity	CK	Trunk Height	Trunk Width	Root Form
1		Aes. ca.	Aesculus carnea 'Briotii'	Kirmizi Çiçekli Akdenizli	15-20 m	8-10 m	3	30	5 m	50 cm	Tap root
2		Alb. ju.	Albizia julibrissin	Gülberber, İpek Ağaç	10-12 m	5 m	3	25	5-6 m	30 cm	Fibrous Root
3		Pic. am.	Picea amara	Sarp Ladini	10-25 m	5-10 m	4	35	-	25 cm	Fibrous Root
4		Cup. ar.	Cupressus arizonica	Arizona Servisi	12-15 m	3-5 m	6	35	-	55 cm	Fibrous Root
5		Pin. co.	Pinus cembra	Sis Engi	7-8 m	4-5 m	1	25	2-3 m	25 cm	Fibrous Root
6		Cer. sil.	Cercis siliquastrum	Erguvan	7-8 m	4-5 m	5	15	2-3 m	20-25 cm	Fibrous Root
7		Cot. co.	Cotinus coccinea	Duman Ağacı, Pırılak Çalısı	5-7 m	3 m	1	18	1 m	20-30 cm	Fibrous Root
8		Mal. fu.	Malus floribunda	Japon Çiçek Elması	7-8 m	4-5 m	2	30	1-2 m	10-12 cm	Fibrous Root
9		Cot. ma.	Cornus mas	Kızılcık	7-15 m	3-4 m	3	18	3-5 m	10-15 cm	Fibrous Root
10		Pice. gl.	Picea glauca	Yerli Güce Korkun Ladini	4-5 m	1-2 m	1	25	-	10-12 cm	Tap root
11		Pin. mu.	Pinus mugo	Dağ çamı	2-5 m	2-5 m	-	20	-	-	Tap root
12		Pice. pu.	Picea pungens	Bodur Mavi Ladini	2-5 m	2 m	4	35	-	-	Tap root
13		Jac. ma.	Jacobaea maritima	Bahçe Külli, Küllü	15-45 cm	9,5 m2	-	9	-	-	Fibrous Root
14		Ber. ver.	Barberis verruculosa	Barberis	90-180 cm	16,7 m2	-	5	-	-	Fibrous Root
15		Vib. sp.	Viburnum sp.	Gilebunya	3-5 m	3-5 m	1	10	-	-	Fibrous Root
16		Ros. sp.	Rosa 'Carle Blanche'	Karte Güllü	50 cm	60 cm	1	15	-	-	Fibrous Root
17		Syr. vu.	Syringa vulgaris	Leylak	4-6 m	4 m	8	55	1-2 m	9-10 cm	Fibrous Root
18		Jun. ho.	Juniperus horizontalis	Sarımsı Ateş	20-30 cm	24 m2	-	9	-	-	Tap root
19		Jun. sq.	Juniperus squarata	Mavi Sarımsı Halkı Yıldız Ateş	1 m	18 m2	-	9	-	-	Tap root
20		Ber. th.	Barberis thunbergii	Kirmizi Barberis	1,5-3 m	22 m2	-	35	-	-	Fibrous Root
21		Spi. va.	Spiraea vanhouttei	Kırmızı Sakalı Japon Ispiryesi	1-2 m	5,1 m2	-	3	-	-	Fibrous Root
22		Sal. ro.	Salvia rosmarinus	Biberiye, Kuşdili, Rosmarin	50 cm-150 cm	2,1 m2	-	9	-	-	Fibrous Root
23		Thy. se.	Thymus serpyllum	Yabani Kekik	9-10 cm	1 m2	-	9	-	-	Fibrous Root
24		Cer. al.	Cornus alba	Kirmizi Güvelik, Kızılcık, Kiren	2-5 m	40-60 cm	3	36,5	-	-	Fibrous Root
25		Aj. re.	Aljula reptans	Dağ Mayası Otu	10-20 cm	4,4 m2	-	9	-	-	Fibrous Root
26		Sed. ac.	Sedum acre	Altın Sedum, Dam Korkuğu	9-10 cm	1,6 m2	-	5,5	-	-	Fibrous Root
27		Vin. ma.	Vinca major	Vinca, Cezayir Menekşesi	10-20 cm	2,1 m2	-	9	-	-	Fibrous Root
28		Cot. da.	Cotoneaster dammeri	Hadem Yerli Dağ Mırsıması	22-30 cm	52,7 m2	-	9	-	-	Fibrous Root
29		Cer. to.	Cerastium tomentosum	Yaz Kari	30 cm	11,1 m2	-	9	-	-	Fibrous Root
30		Ver. sp.	Veronica spicata	Yavşan Otu Çiçeği	30-60 cm	3,5 m2	-	9	-	-	Fibrous Root
31		Jas. nu.	Jasminum nudiflorum	San Çiçeği, Yâsemîn	30-60 cm	14,6 m2	-	5	-	-	Fibrous Root

13

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14

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CISTERN

BYZANTINE CISTERN IN THE HISTORICAL PENINSULA

The archeologist Dr. Kerim Altuğ's detailed map of the 154 cisterns and underground maps of Sultanahmet and its surrounding.

Cistern of Aetius

Cistern of Aspar

Cistern of Mocius

Cistern of Philoxenos

Cistern of Basilica

18th century Rumeli Fortress

1880 Anadolu Fortress

Küçükü

1993 Beylerbeyi Palace

1854 Dolmabahçe Palace

Galata Tower

Maiden Tower

Blue Mosque & Hagia Sophia

1853 Bosphorus

green system

topography

blue system

first settlements

CISTERN' USE IN HISTORY

water storage

meeting place for government meetings

secret passage used in wars

TECHNOLOGICAL LAYER

Another Istanbul

This mobile application is a game in which the underground corridors in the historical peninsula of Istanbul. It was inspired by the archeologist Dr. Kerim Altuğ's detailed map.

In the game, it is attempted to find **154 cisterns**. About the cisterns found, the user is asked **questions** based on **guesswork** or **historical information**. With every correct answer given, the user earns points. Thus, historical knowledge is also reinforced.

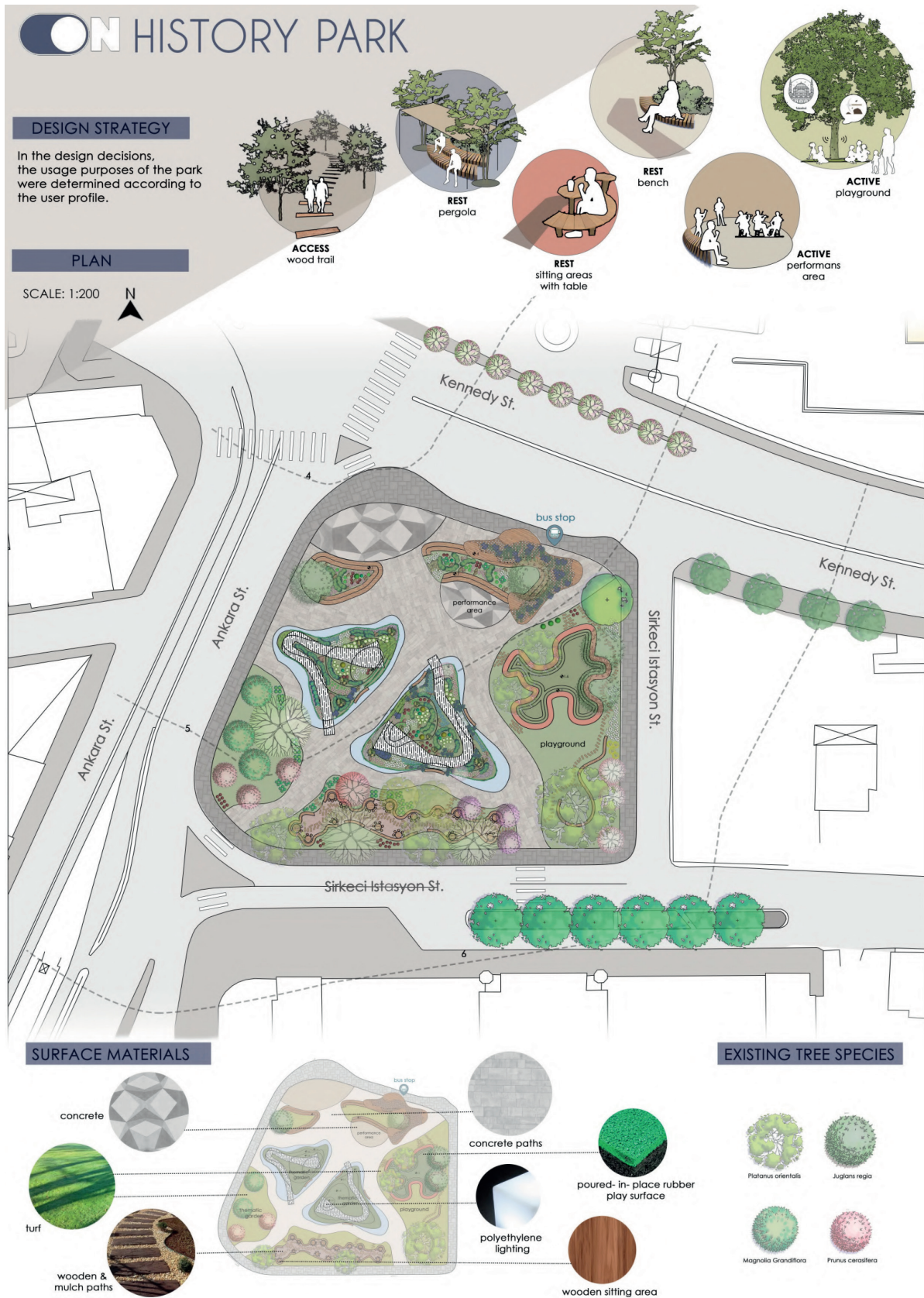
Some cisterns that can survive today and are safe to enter can be visited and extra points can be earned by **QR code** in their entrances to the app. The players are ranked according to the points earned in the game, and the user who reaches a certain score gets **discounts at museum entries** in Istanbul.

REFERENCES

Altuğ, K., & Akkay, I. (n.d.). İstanbul'da bazarı DENEYİMİ (sancıların) Mimarî ÖZELLİKLERİ ve Kentin Tarihî Topografyasındaki Dağılımı. (Unpublished master's thesis). Bazarı sancıların. (n.d.). Retrieved from <https://bazarıconstantin.wordpress.com/tag/bazarı-sancıların/>.
Bakan Technologies GmbH. (n.d.). Constantinople (und der Bazarı). Production nach der Aufnahme des Freiherrn v. Molke auf 1/4 der Größe des Originals. Retrieved from <https://www.georeferencing.com/>.
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With the technological layer to be used in the park, the history of this underground world will be visualized and will be the theme of the park.

The buildings created by raising thematic gardens, amphitheater sitting areas, and playgrounds aim to give people a sense of height and lowness as they wander throughout the park. In addition, the sitting areas resembling water curves and the blue lighting created on the ground of the thematic gardens represent the water element.



a. General Information About Site: Fatih is one of the oldest settlements in Istanbul, located on the historical peninsula, and is a district considered the center of Istanbul with the city's official institutions. The study area –Sirkeci Park- is located in the Sirkeci district of Fatih district, the area is 4.300 square meters. It is surrounded by Sarayburnu in the east, Eminönü in the west, and Cağaloğlu region in the south.

b. Historical Information About Site: There are important historical mosques, underground cisterns, bazaars, palaces, and parks in the Fatih region and around Sirkeci. Some of these are the Hagia Sophia Mosque, the Blue Mosque, Topkapı Palace, Sirkeci Train Station, and the Grand Bazaar.

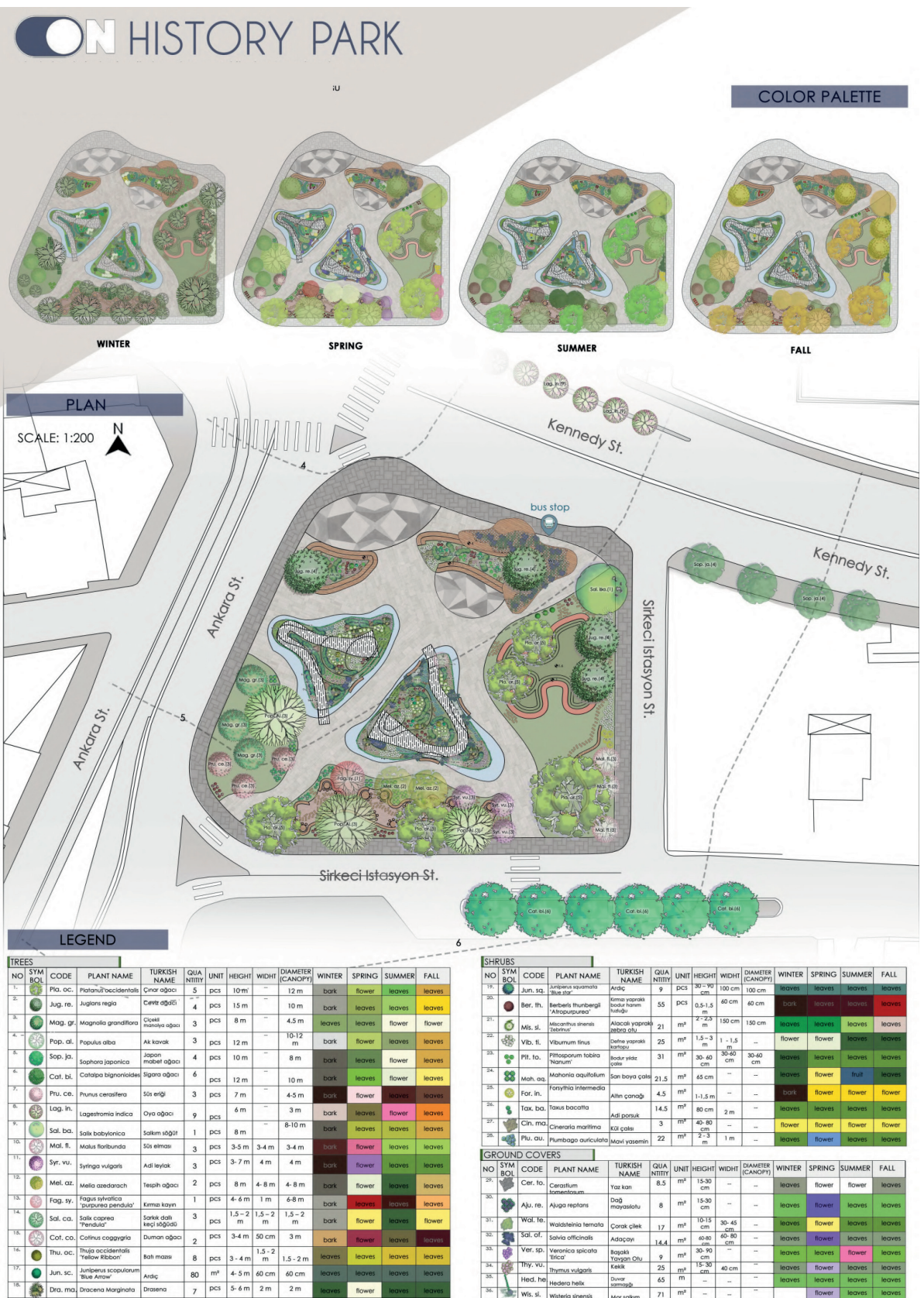
Site Analysis

a. Transportation System: Transportation to the area can be provided by many different transportation systems. It is 2 minutes away from the ferry ports that are used to going Beşiktaş, Kadıköy, Üsküdar, and Harem. Also, it is 2 minutes away from the Sirkeci tram station, and 5 minutes from the Marmaray metro.

b. Solid & Void Analysis: With the solid & void analysis, it can be said that there is a dense construction near the area. The surrounding parks are Gülhane Park, Fatih Monument Park, Saraçhane Park, and Saraçhane Archaeological Park.

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c. Topography Analysis: Since the area is close to the shore, it is not a sloping area. Topography lines range from 0 to 40 ft.

d. Microclimatic Features: Sun direction and wind direction were also taken into account in the environmental analysis of the area.

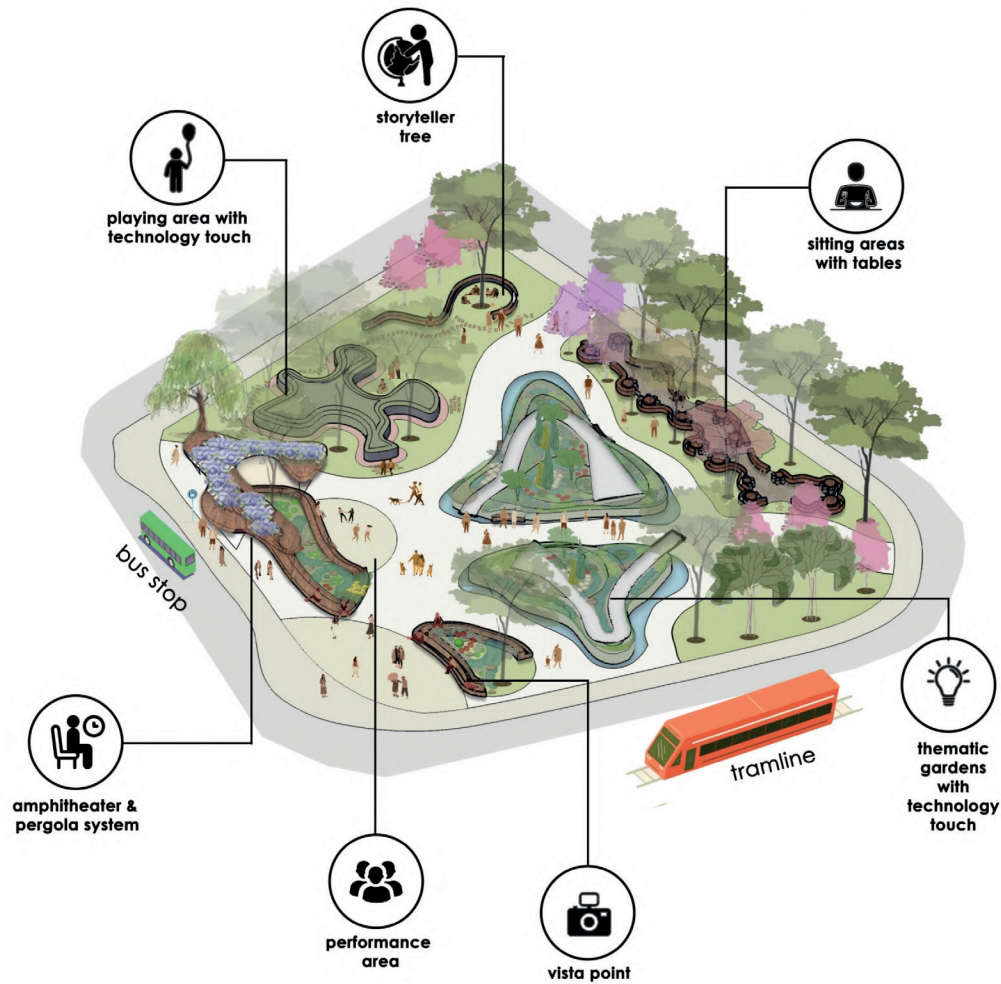
e. Land Use Analysis: When viewed from a small scale, it can be mentioned that there are many historical and touristic areas around the area. In addition, there are Istanbul University, Istanbul Erkek High School, and various primary schools around. On a large scale, buildings located near the parking area are often used for restaurants, hotels, or commercial purposes.

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f. Socio-Economic Analysis: The population of the neighborhood is 396,594. While 31% of this population is young, 16% is old. The male and female population is equally distributed.

g. SWOT Analysis: Strengths of the area are to have an impressive panoramic view, and to be close to historical places, cafes, restaurants, and transportation systems. Weaknesses of the area are the traffic on the main road on the street, and the road cuts off the connection between the sea and the park. Also, the pedestrian road width around the park is insufficient. Opportunities in the area are the environment attracts tourists and is close to stops. Threats in the area are noise due to traffic.

17



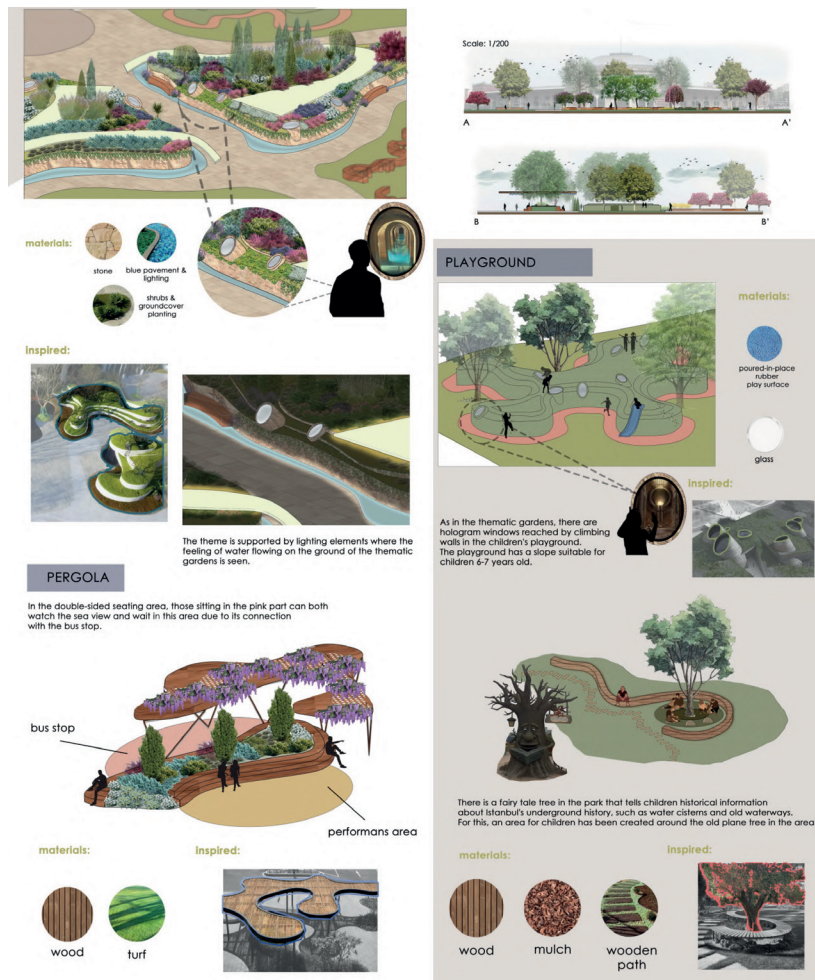
Sirkeci Park Analysis

a) Existing Plant Species

In Sirkeci Park, there are younger trees, shrubs, and bushes as well as thick-bodied old trees. While determining the trees to be protected here, the most rooted trees were preferred and the design was planned accordingly. Some of the tree varieties in the environment are *Platanus orientalis*, *Magnolia grandiflora*, *Prunus cerasifera*, *Juglans regia*, *Laurus nobilis*, *Sophora japonica pendula*.

b) Problems

In the park, usage deficiencies regarding the user profile were determined. For example, due to the restaurants and cafes around the park, there is a lack of seating areas with tables in the park for those who want to eat outdoors. There is no area for children. There is also a need for space for street performers and events. In addition, the park entrances are not connected with pedestrian crossings and pedestrian circulation cannot be provided.



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REPRESENTATION TECHNIQUE WORKSHOP

Concept of The Project

Many civilizations have lived in the historical peninsula since the 7th century BC, and each civilization has established its own palace, religious structure and water system. These structures were destroyed by war and invasions and remained under the ground. The water cisterns established in Byzantine times were used to store water, as a passage during wartimes and for high-security state meetings.

With this display technique, the day and night view and thematic details of the park project are shown.



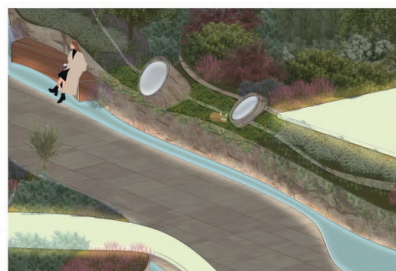
Various colorful plants used in thematic gardens will direct people's vision. While the trees used in places will direct the look upwards. A view to the ground will be provided with colorful bushes and ground cover groups.



The theme of the park will be perceived with the technological touches in which the designed underground hologram is seen.

The historical multi-layeredness of Istanbul and the mysterious history of the underground will be felt through these structures.

With the lighting on the thematic gardens, the plants will be seen clearly in the evening.



Also, the blue lighting seen on the floor will give the feeling of underground water element.

Project Decisions

- User Profile:** Tourists and families with children due to proximity to historical sites, students due to proximity to schools (university, high school, primary school), and local people based on demographics were determined as user profiles.
- Functions:** At the stage of separating into functions, the roads are connected with pedestrian crossings in a way to ensure pedestrian circulation. After determining the user profile needs (seating area, landscape viewing area, performance area, children's playground, thematic gardens), functions were determined by considering environmental conditions such as sun and wind.

c. Design Principles: Design principles are historical visual and sensorial memory, sustainable nature, sense of community, technology touch, physical wellbeing.

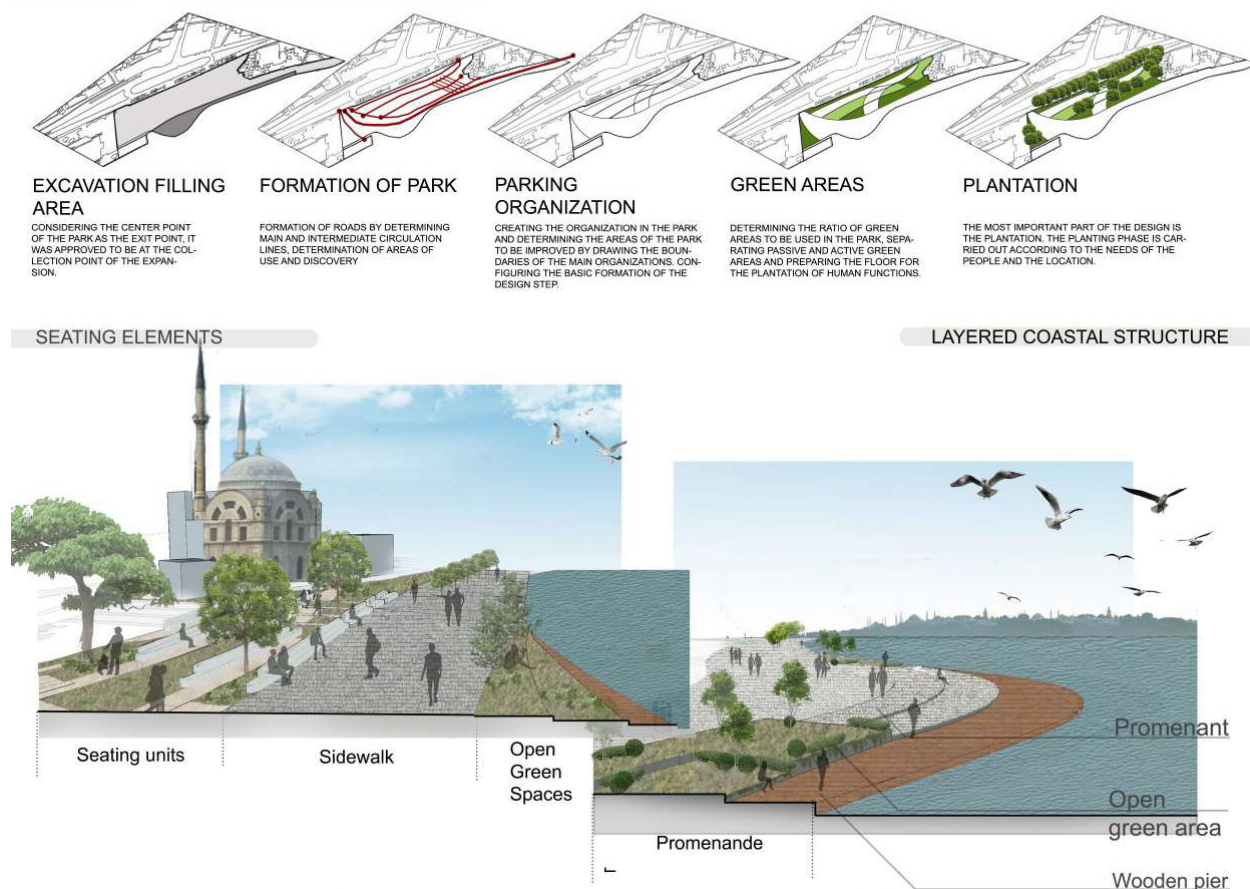
d. Technology Layer: In the raised thematic gardens where various plants are used, there are glazed structures where people give the impression of seeing underground. This will be a hologram reflecting historical traces constructed by the designer.

As in the thematic gardens, there are hologram windows reached by climbing walls in the children's playground. The playground has a slope suitable for children 6-7 years old.



Findıklı is in a very old settlement, the environment of the park is generally composed of commercial buildings and daily human density is very high. Again depending on this rate, transportation is highly improved, there are metro stops, metrobus stop, bus and taxi stops, and a motor port for sea transportation. There is a huge difference when compared the ratio of resident people and people stopping daily. Also, there is Maçka Park as the only ecological reserve in the environment. If we catch an angle from the sea and look at the land silhouette, we can see that the single wooded green area is Findıklı Park. When we investigate surrounding solar movements and wind corridors, it is a way for shadowing by using shadow movements, and it is currently for determination of strong-weight wind corridors and determination for curtaining and landscaping.

DESIGN PROCESS FOR FACES OF THE DESIGN

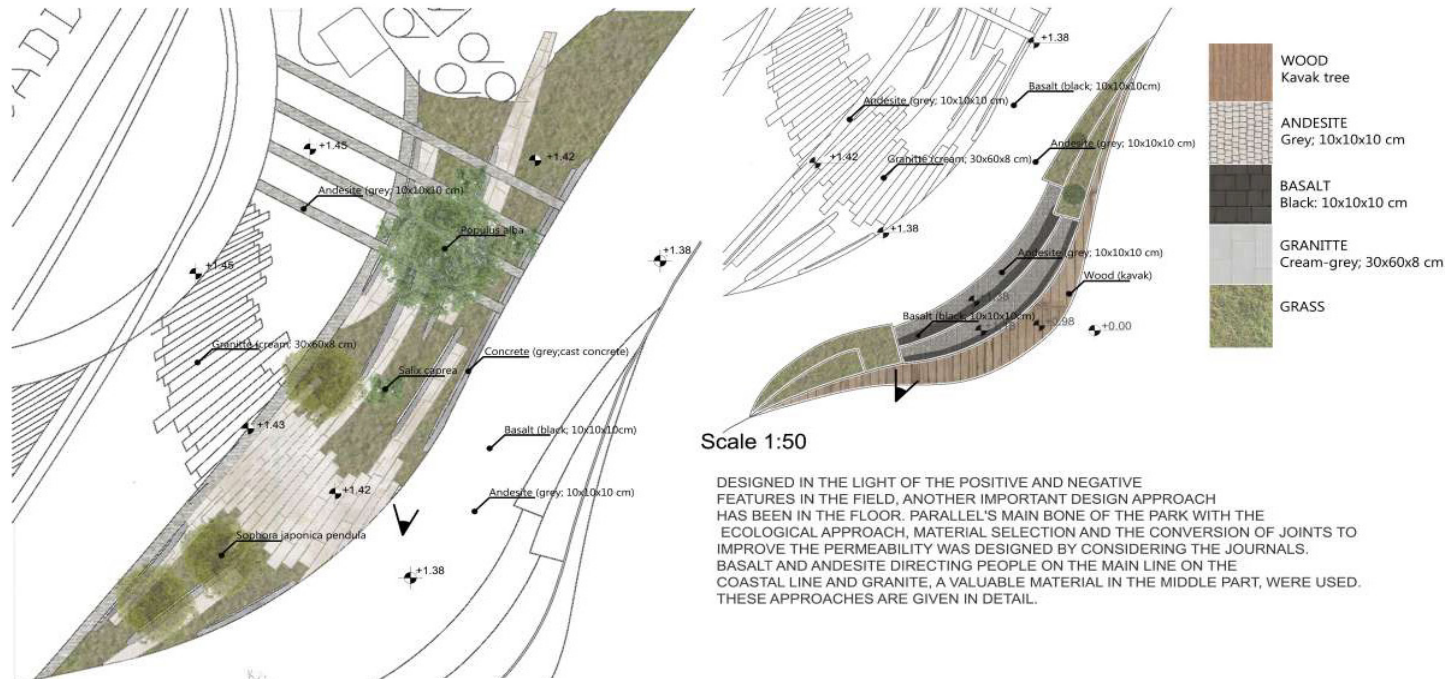


By raising the event area located immediately in front of it and positioning it in front of the open green area, a space with both a park and a view is created. Major activities can take place in this area or people can enhance the experience of the landscape just by sitting.

The technology layer is developed in the exhibition area. The exhibition boards which are in the exhibition area are movable and can be shaped according to periodic needs, at the same time there are sculptures signs the historical history of the park. In this area, the street lights were developed by using 500 million years of algal technology of a design company in the USA. As people move under these rays, the algae will move with them and they will be splashed.

The lights when people pass under using solar aura developed by the same company are also placed. And finally, a climbing area is placed in the playground area, by using the axles made in the park and using these axles for other functions, and it is supported with plants. It is used in the park as seating areas that given different functions, instead of using it as the axis road in the middle of the three main axles, and the playground area impressed. By placing trees on this wooden structure, it is obtained shadow areas and also maintained the balance of materials in the park.

The garden we faced when we entered the street entrance near the mosque is designed with plants that are live in different colors for four seasons. It is achieved a pattern by created different paths with the colors. This area supports the park to be more sustainable, at the same time it remains a vista point in all seasons. It is also directing people from the street into the park. However, it is used andesite and basalt natural cube stones, while granite stone is used in the middle part of the park. It is tried to create a floor design using the colors of andesite and basalt stones to guide people because the park's coastline is very wide.



Seating units shaped using cast concrete are used in different molds in the living area. It is aimed to create shadow areas for people by creating afforestation in that section because the coastline expanded towards the mosque.

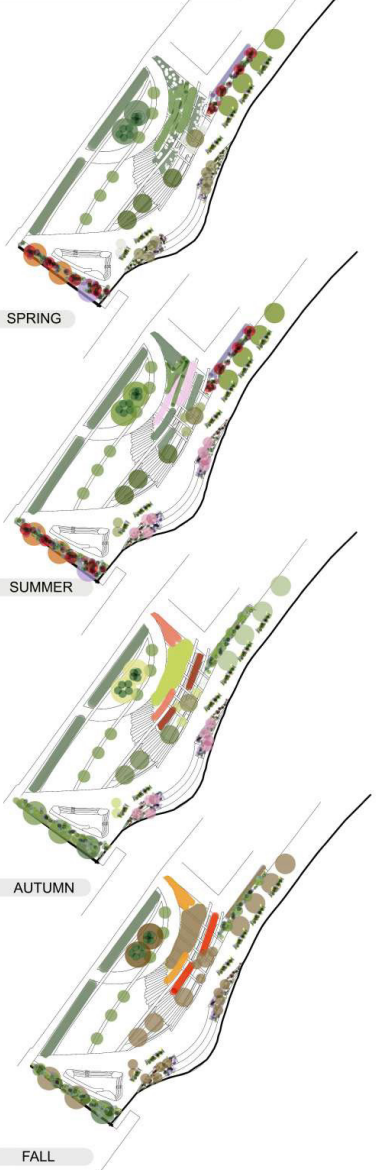
Moreover, slots are created by carrying axles between the flooring, for a more sustainable environment, which was a very wide coastline and it is also planned these cracks with wet and Grassia plants.

It is aimed to create beautiful scenery for people by floating in the wind. When aiming to create a more ecological environment in planting, most are land covering picture clothing with the capping of the equipment.

Water request, shade, four-season color, and plant texture are the criteria that are considered while trying to select the most suitable plants for the plants during the plant stage. In the forms of bushes, they are used the gray-green and red color texture in general, and it is tried to show them in detail on the color pallet. After the bushes, red, purple, pink, and orange are used again on the trees and flowering bushes. The color change occurring four seasons is shown in detail.

DESIGN IN FINDIKLI

SEOSANL COLOR CHANGING OF FINDIKLI GARDENS
SEOSANL COLOR PALETTE



LEAFING PUT

RAEX - Fraxinus excelsior - Adi diğbudak

PLTOR - Planatus orientalis - Doğu çınarı

PAZTO - Paulownia tomentosa -

LAEIN - Lagerstromia indica - Oya ağacı

ACESA - Acer saccharum - Şeker akçağacı

POPAL - Populus alba - Ak kavak

SOJAPE - Sophora japonica pendula - Japon sofrası

CABI - Chamaerops humilis - Bodur akdeniz palmiyesi

SAXCP - Salix caprea - Keçi söğüdü

Mevcut ağaçlar

Paulownia tomentosa
Wisteria sinensis
Fraxinus excelsior
Salix caprea

DECIDUOUS

Paulownia tomentosa
Chamaerops humilis
Lavendula stoechas Linnaeus
Pittosporum tobira "Nana"
Laurus nobilis
Berberis thunbergii
Berberis thunbergii "Atropurpurea Nana"
Buxus sempervirens "Rotundiflora"
Cotoneaster dammeri
Cornus alba sibirica
Cornus sanguinea Winter Beauty
Artemisia arborescens
Rosmarinus officinalis "Prostrata"
Photinia Red Robin
Pistacia terebinthus

SOLITER

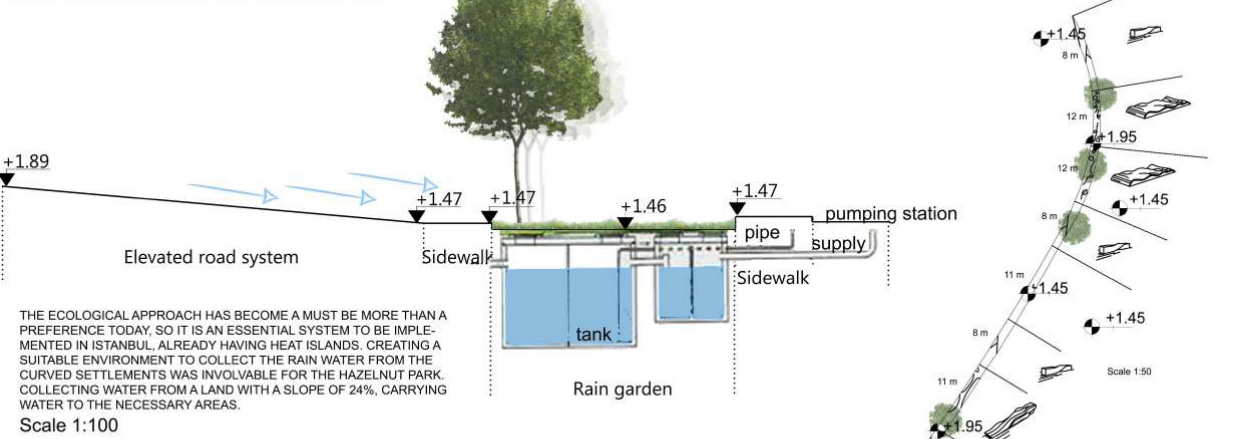
Paulownia tomentosa
Lagerstromia indica
Acer saccharum
Sophora japonica
Salix caprea
Spiraea bumalda x arguta
Spiraea stoechas Linnaeus
Wisteria sinensis
Cornus alba sibirica
Cornus sanguinea Winter B.
Photinia Red Robin

PERENNIALS

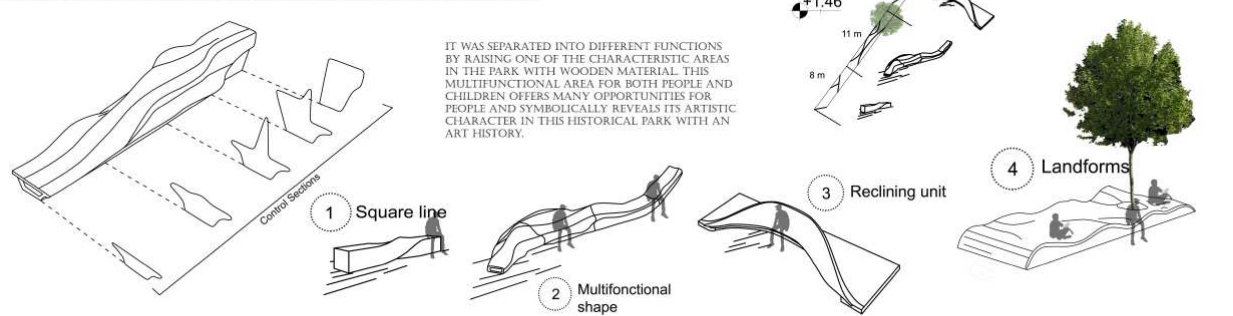
Fraxinus excelsior
Planatus orientalis
Paulownia tomentosa
Lagerstromia indica
Acer saccharum
Populus alba
Sophora japonica pendula
Chamaerops humilis
Salix caprea
Wisteria sinensis
Laurus nobilis
Berberis thunbergii
Berberis thunbergii "Atropurpurea Nana"
Buxus sempervirens
"Rotundiflora"
Cotoneaster dammeri
Spiraea bumalda japonica
Spiraea bumalda x arguta
Cornus alba sibirica
Cornus sanguinea Winter B.
Photinia Red Robin

PIATE - Pistacia terebinthus - Menengiç

RAIN WATER COLLECTION & RAIN GARDEN



WOODEN MULTIFUNCTIONAL SEATING ELEMENT LINE



It is also tried to maintain the balance of hard and soft scape in the park.

Findikli Park is a city park located in the city center, the hardscape rate should be very high but it is tried to balance this with soft scape and bring an ecological approach.

Aybüke Yarbaskan

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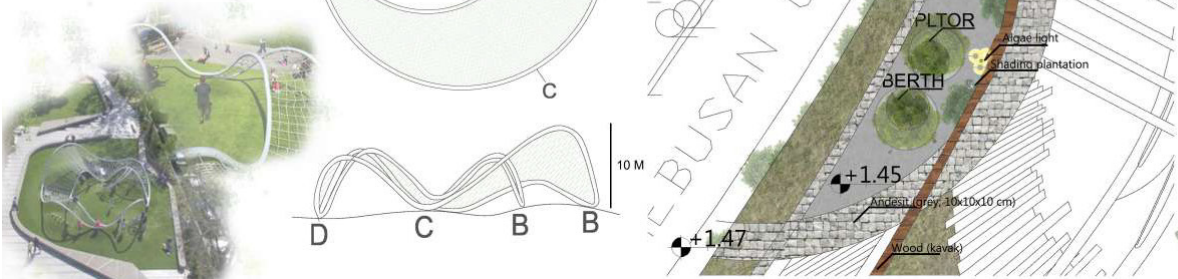
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DESIGN IN FINDIKLI

RESPONDING TO THE FUTURE - LAYER OF TECHNOLOGY

PLAYGROUND DESIGN AND FUNCTIONAL MATERIALS

WHEN I CREATE A PLAYGROUND FOR THE CHILDREN, I HAVE TO DECIDE WHAT I WANTED TO DO HERE I TRIED TO DESIGN CLIMBING AND PLAYGROUNDS IN DIFFERENT FORMS, INCLUDING THE SPIRIT OF THE PARK, INTERACTING WITH THE TREES AND PLANTS, RATHER THAN THEY RUN IN THIS AREA AND SPEAK AROUND. IT CAN BE BETTER UNDERSTANDING FROM THE DETAILS I HAVE GIVEN THE SIDE PLAN AND SECTIONAL VIEW. I TRIED TO CREATE A PLAYGROUND SYSTEM USING A WOODEN SKELETON AND THICK ROPES SUSPENDED SYSTEM AS THE MATERIAL CONTENT.



EVENT PLACE AND RELATIONSHIP WITH THE ENVIRONMENT

WHEN A DESIGN IS MADE BY CONSIDERING TODAY'S CONDITIONS, BOTH TECHNOLOGY, OUTLOOKS AND THE NEED FOR SOCIALIZATION ARE INCLUDED AND DESIGNS ARE DEVELOPED TO GET THEM ALL TOGETHER. IN THIS DESIGN, ELEMENTS WHICH ADD THE ART AND ARTIST THEME AS THE MAIN CHARACTER OF THE PARK CONTINUED FOR CENTURIES. THIS AREA IS AN EXHIBITION AREA WHERE ARTISTS EXHIBIT THEIR ARTS. AT THIS CROWDED AREA, OFFERING AN AXLE FROM SCULPTURES TO PICTURES, WE PROVIDE SECURITY WITH TECHNOLOGY. A SOLAR LIGHT AND MOVING PERCEPTION LIGHTS THAT CAN CLEAN WHEN GOING UNDER CORONOVIRUS...



FROM INVISIBLE TO VISIBLE

BLUE ALGAE LIGHTING AND MOVEMENT



Aybüke Yarbaskan

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