

[U N T I T L E D]

re-establishing urban dialogues in complex cityscapes

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noise

noise
dialogues

dialogues

constructive conversations or exchange of ideas

between two or more parties

towards finding solutions



[URBAN NOISE]

[URBAN NOISE]

2D surface

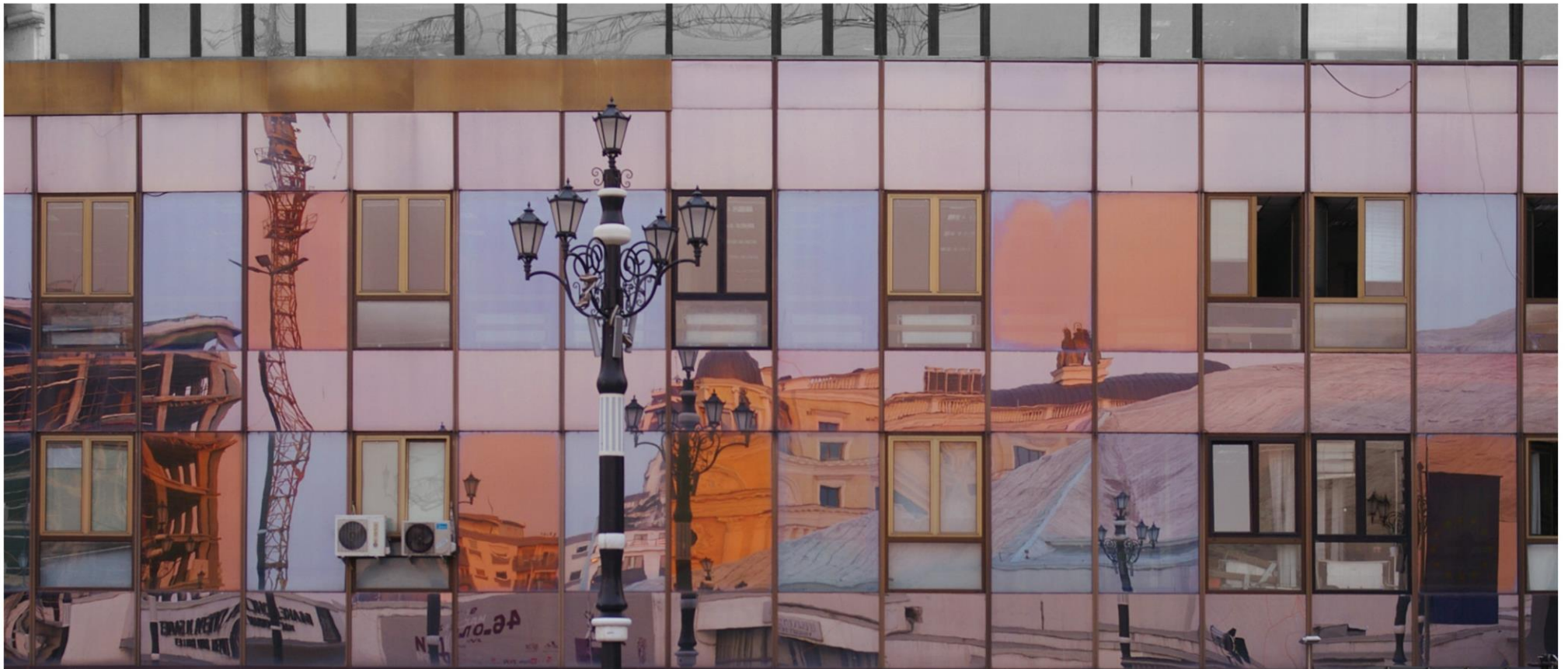
buildings aesthetics

3D composition

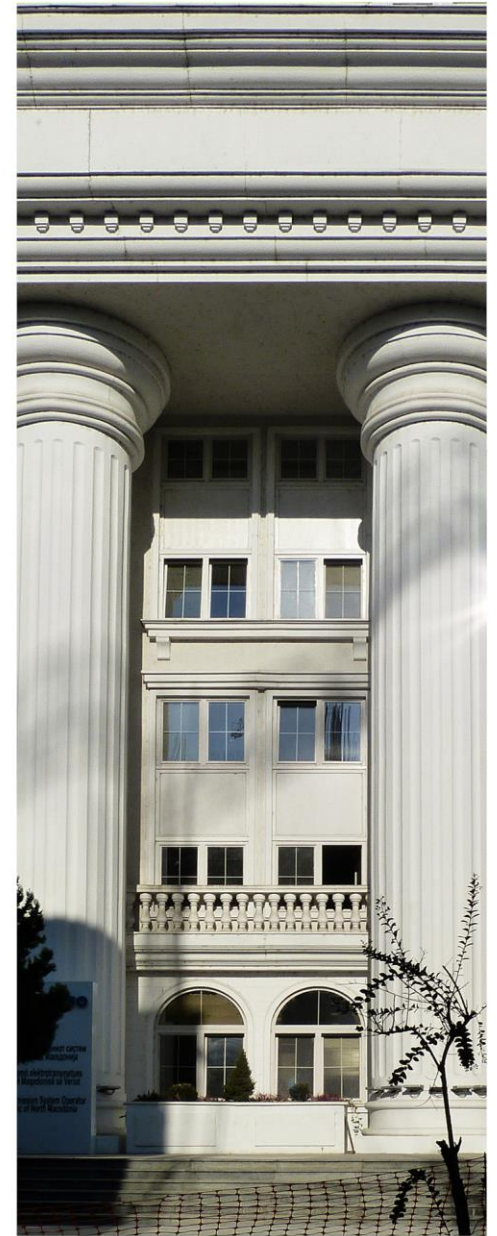
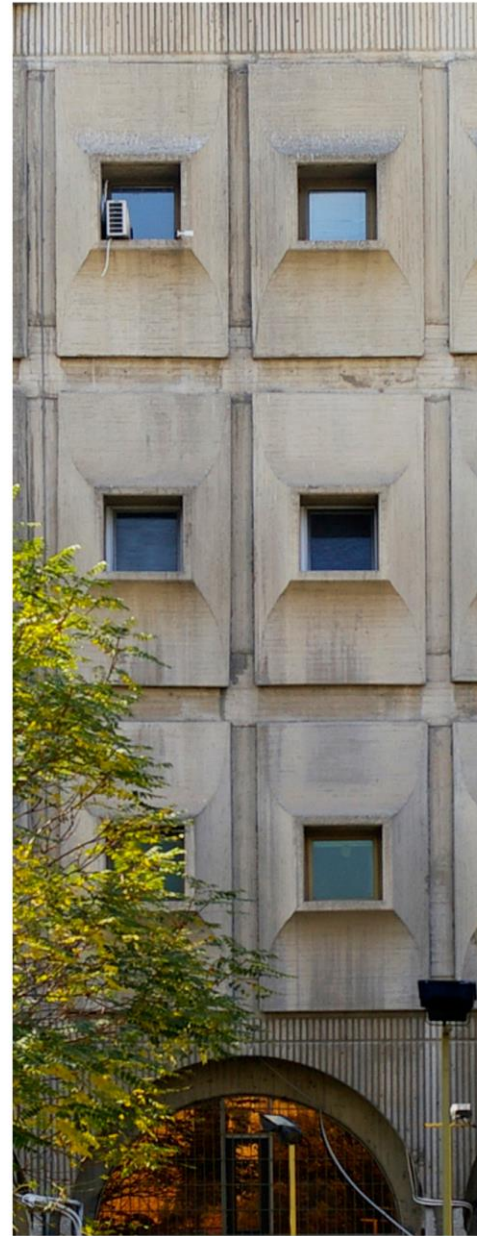
urban fragments

4D scenography

social networks



The Surface

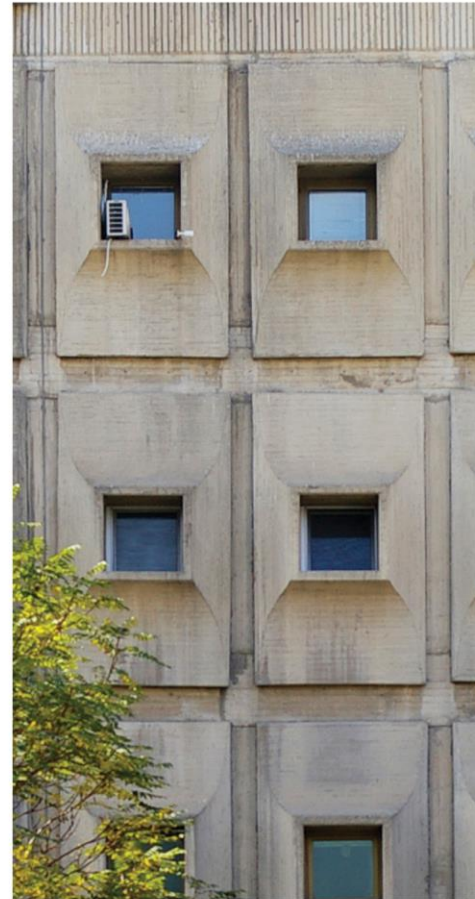




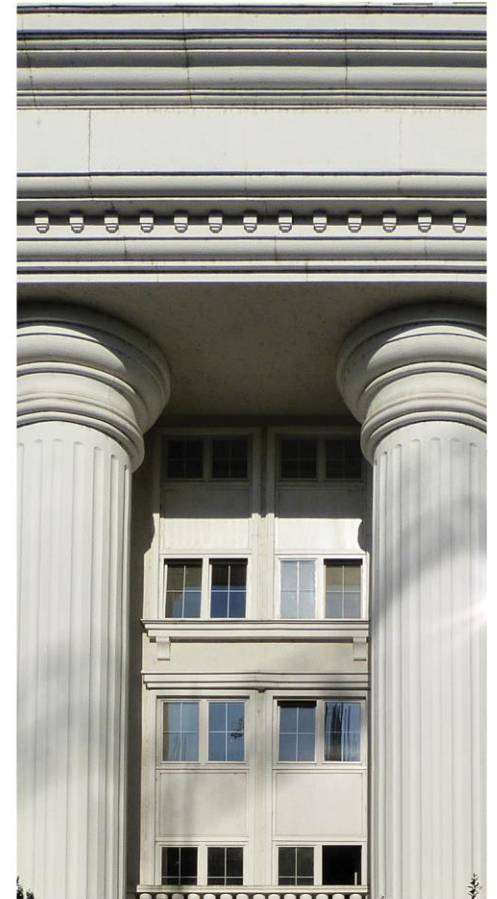
Ottoman Empire



Europeisation



Modernisation

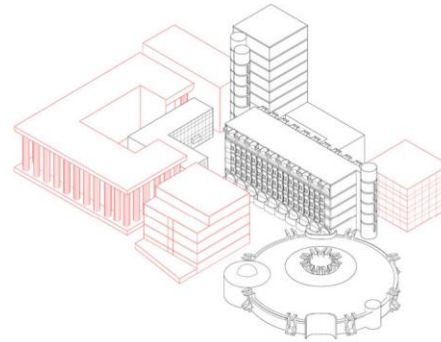
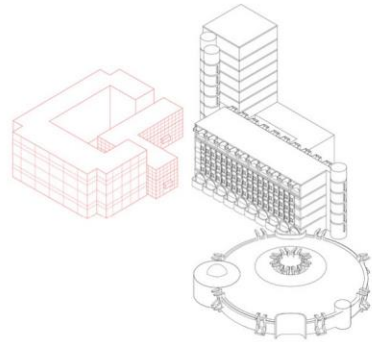
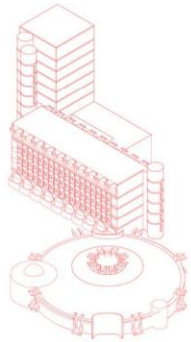


Post - Modernisation



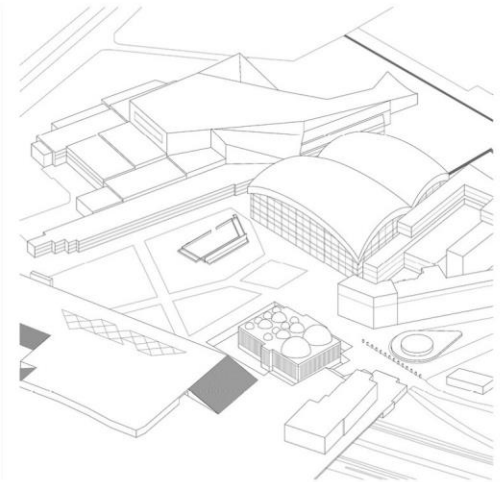
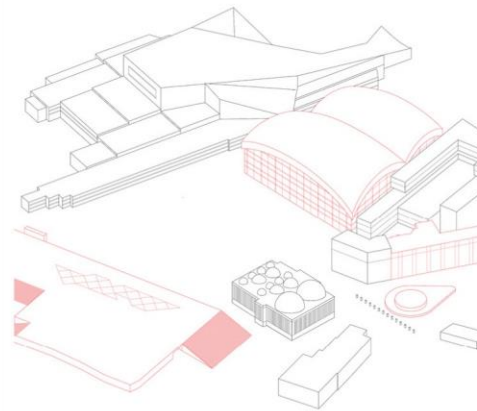
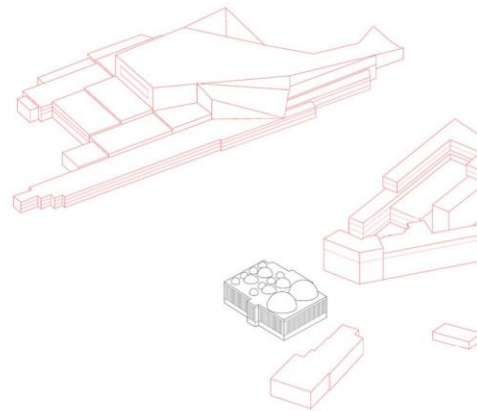
The Composition





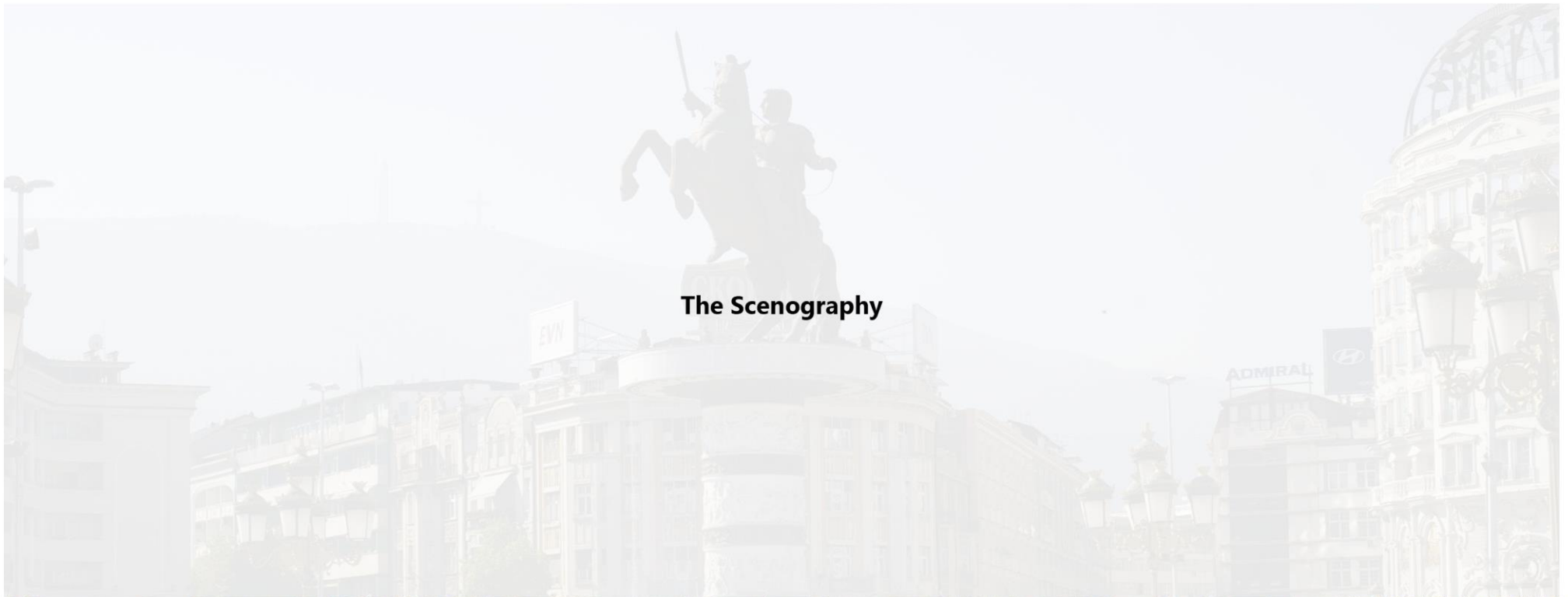
Timeline



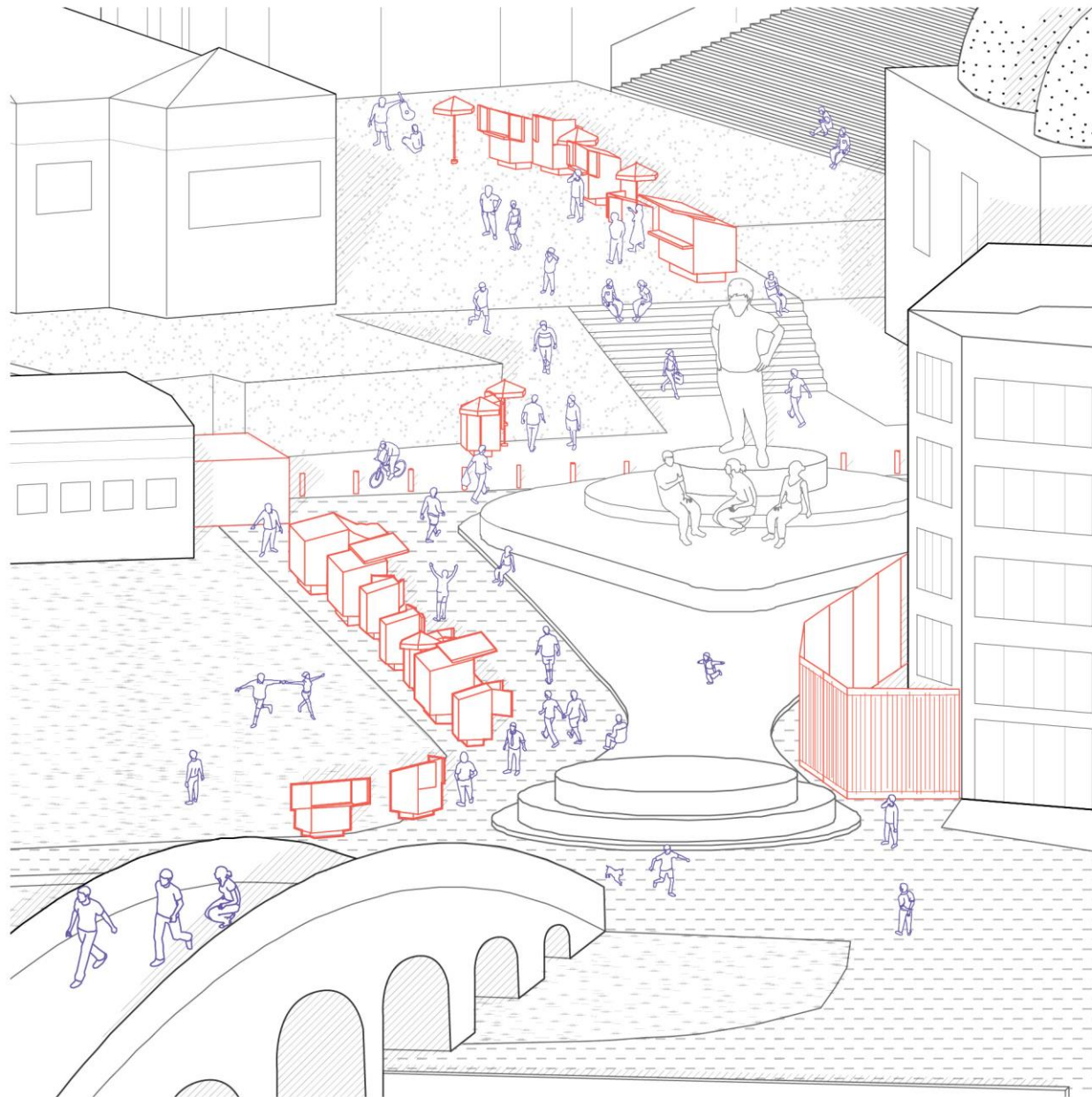


Timeline

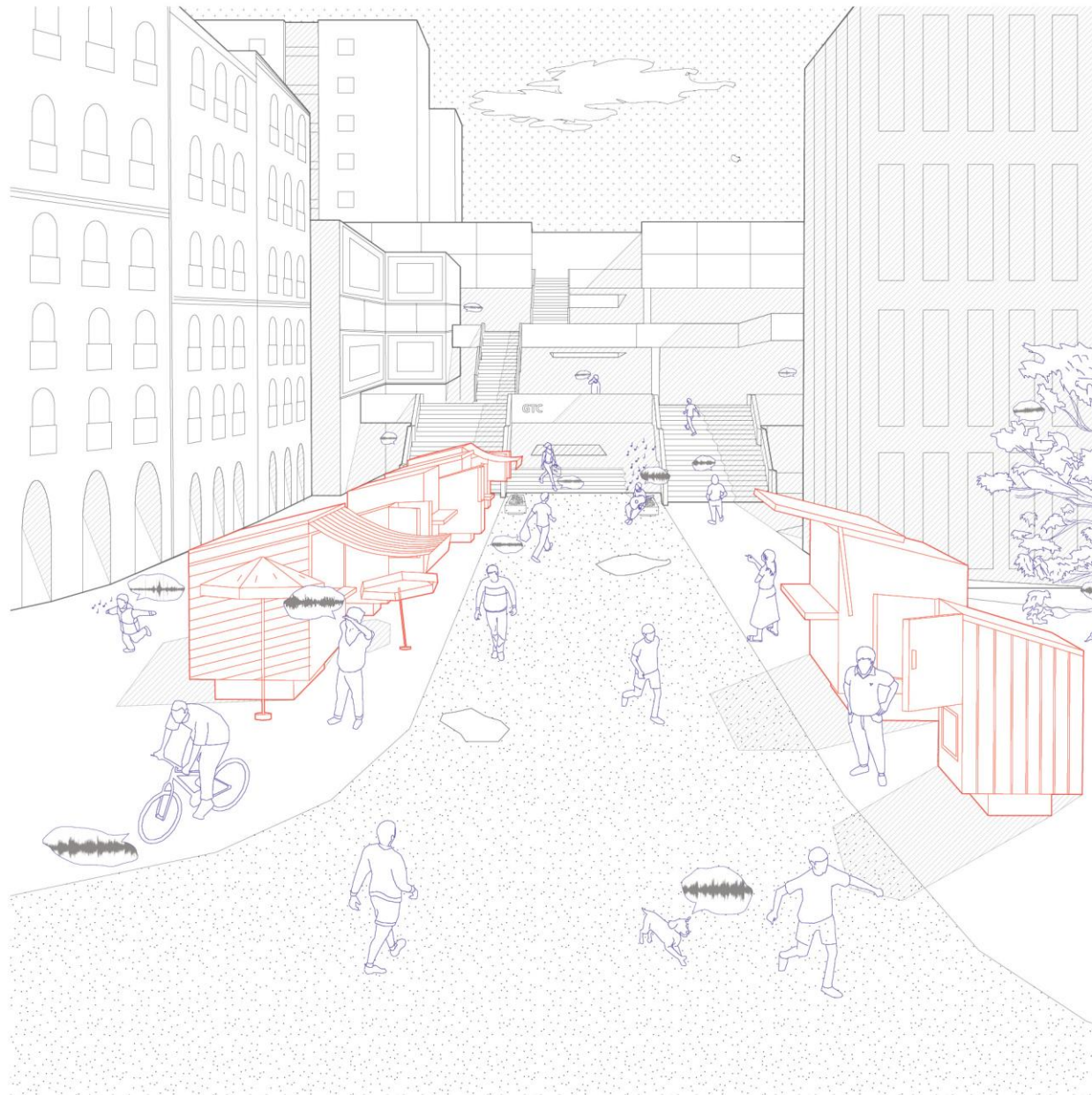




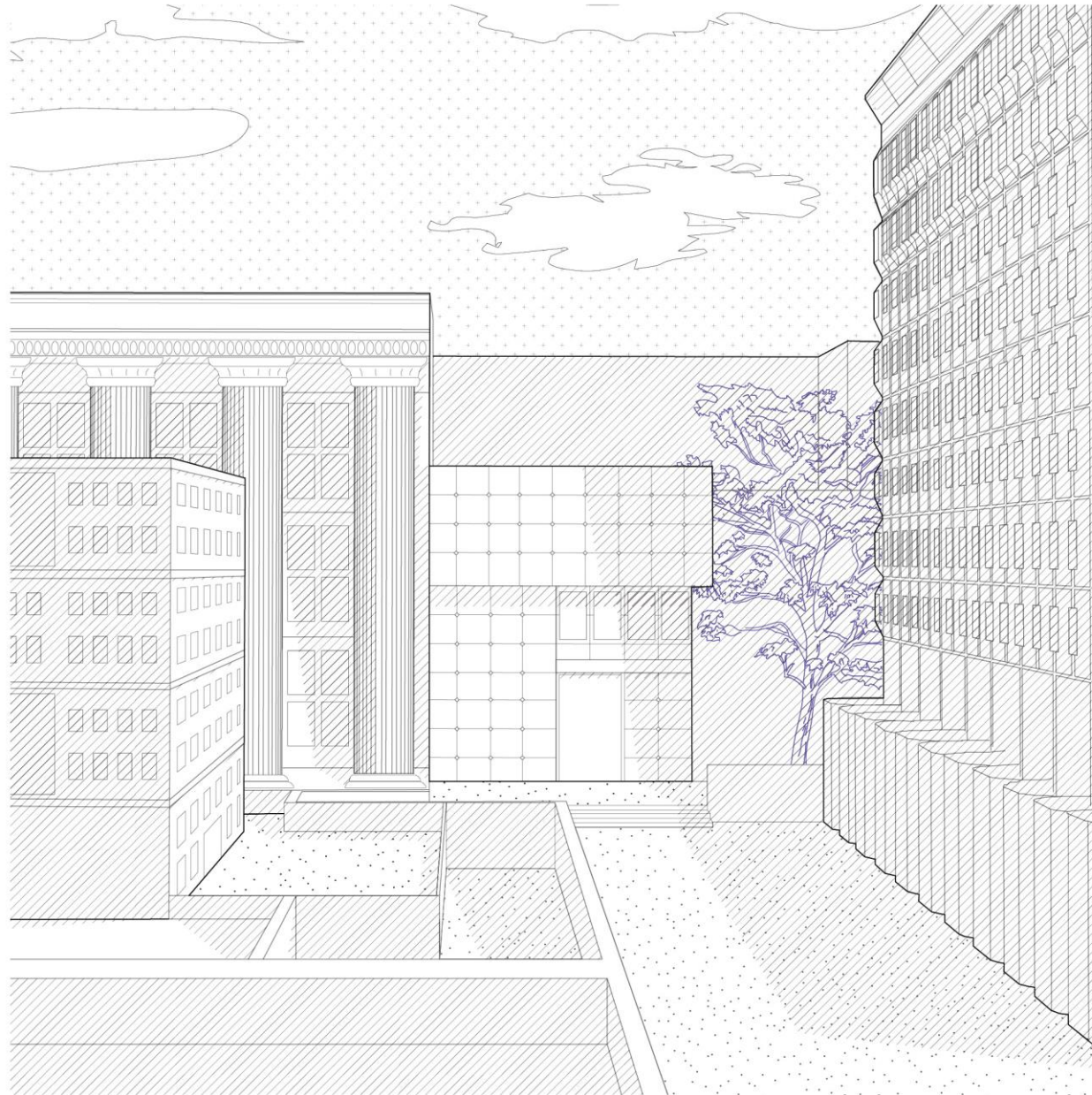




Congested network



Pulsating stage



Empty stage



Socially produced spaces

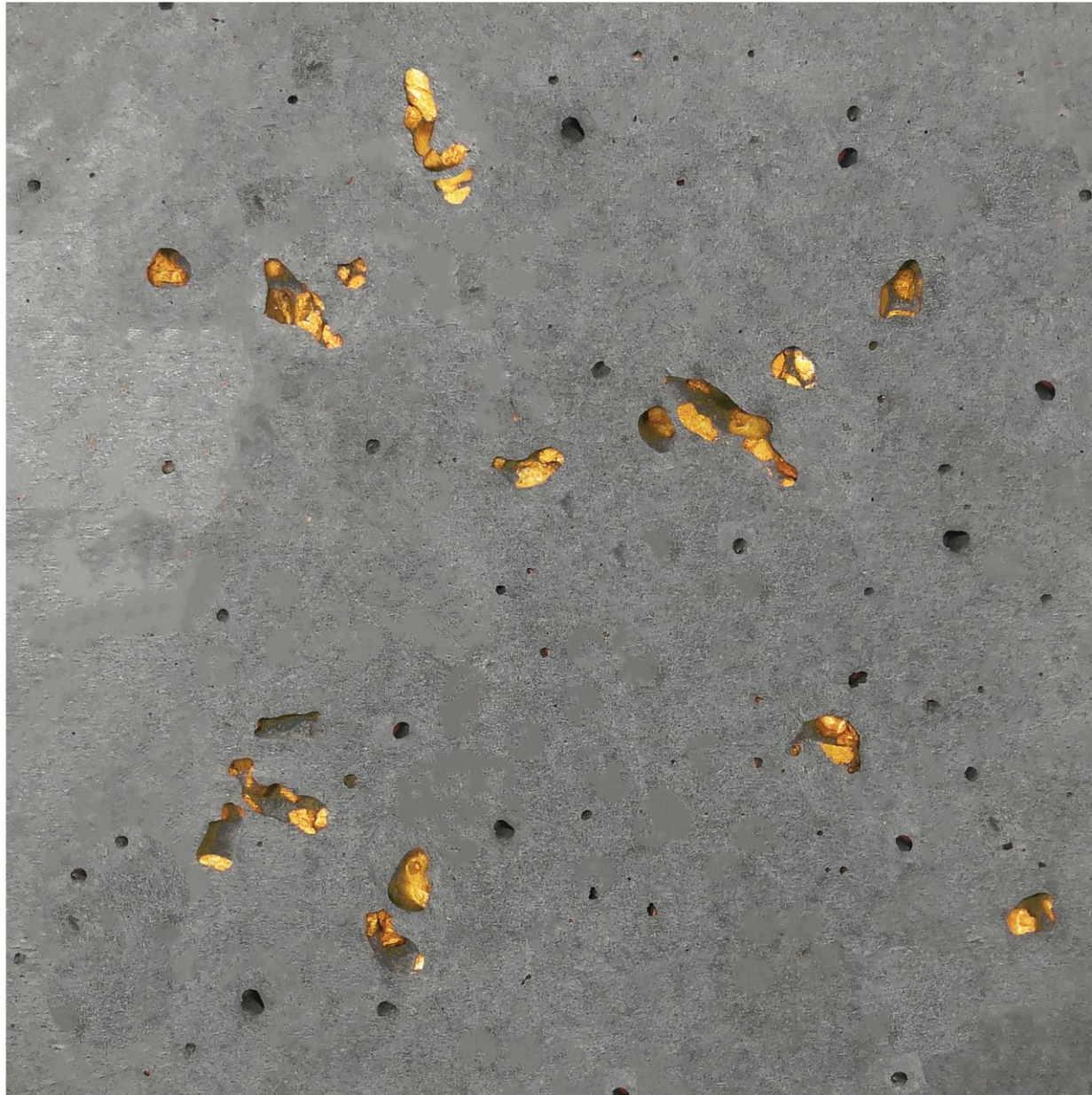


Mechanically produced spaces

[RE-ESTABLISHING URBAN DIALOGUES]

Leftover spaces





[URBAN SILENCES]

[URBAN SILENCES]

4D scenography

framing

3D composition

focusing

2D surface

zooming



4D scenography

framing



3D composition

focusing



2D surface

zooming



4d

The Scenography

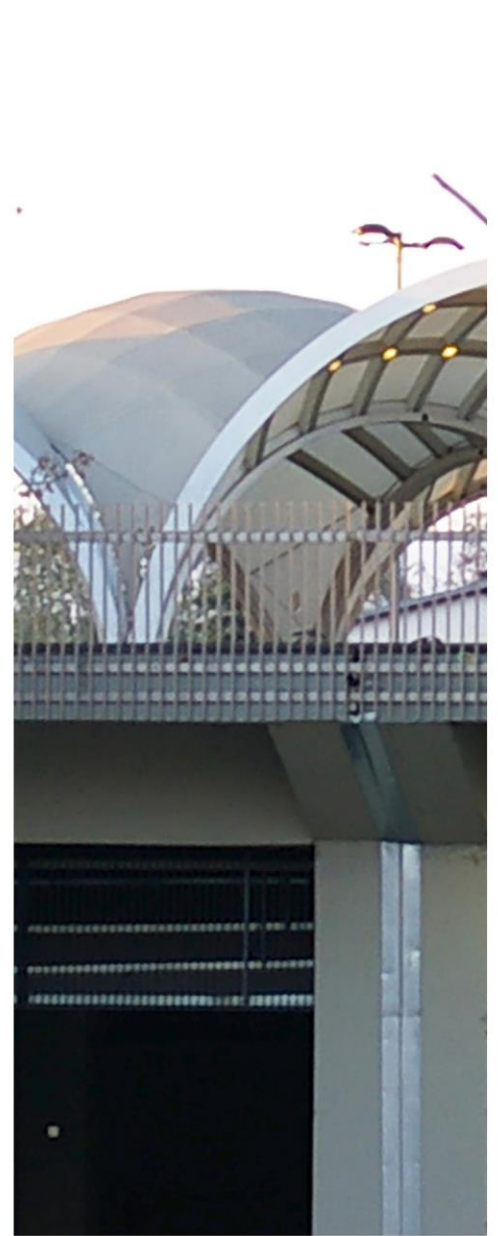




Framing





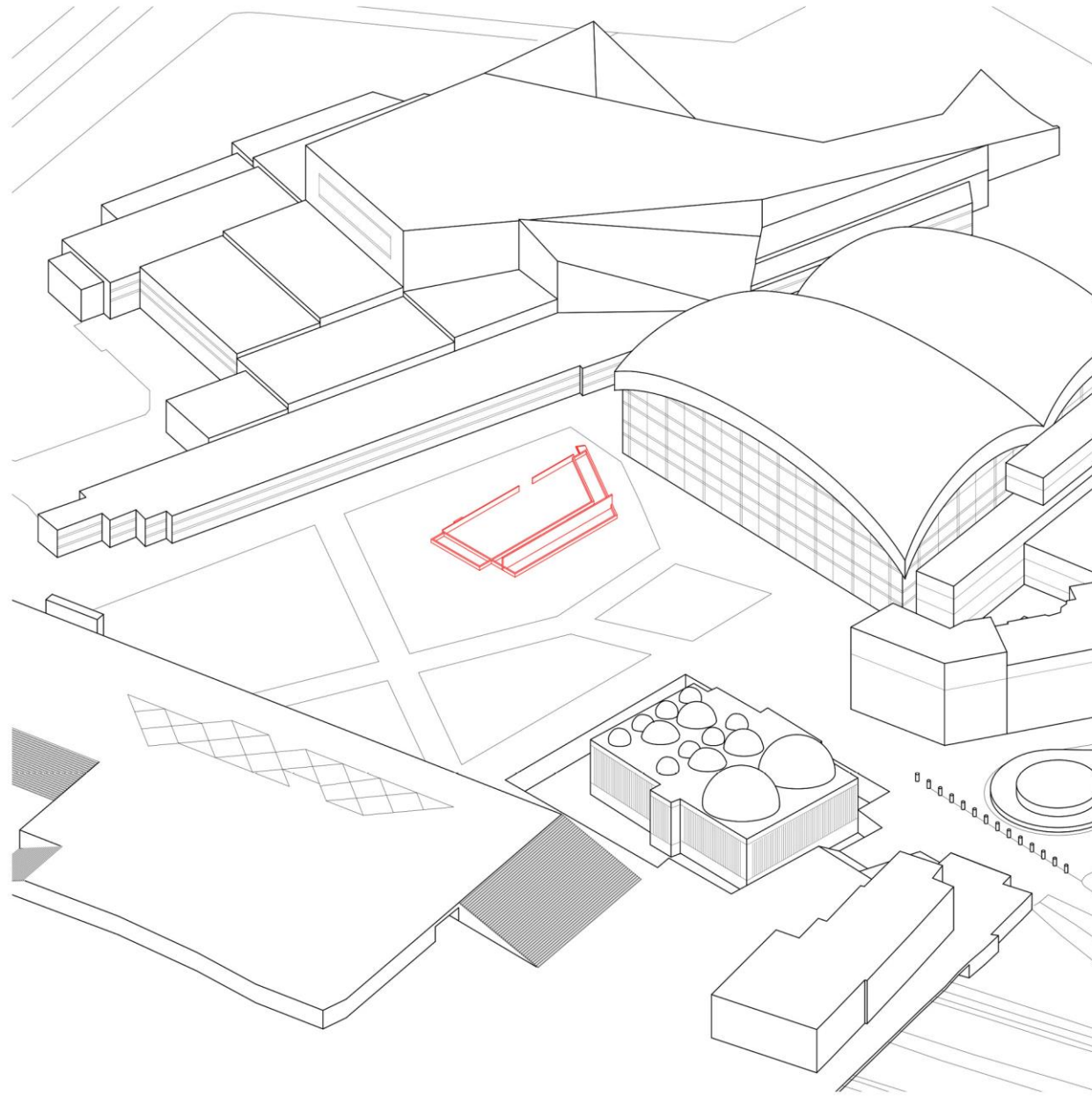




Context



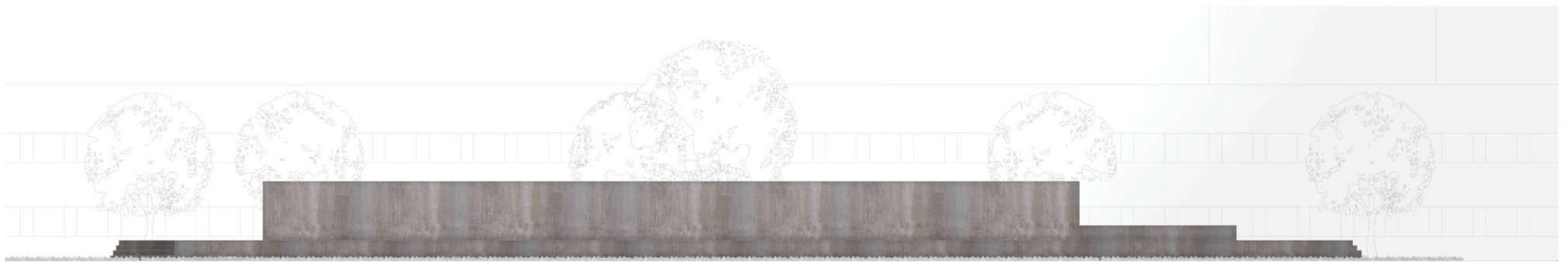
Performance



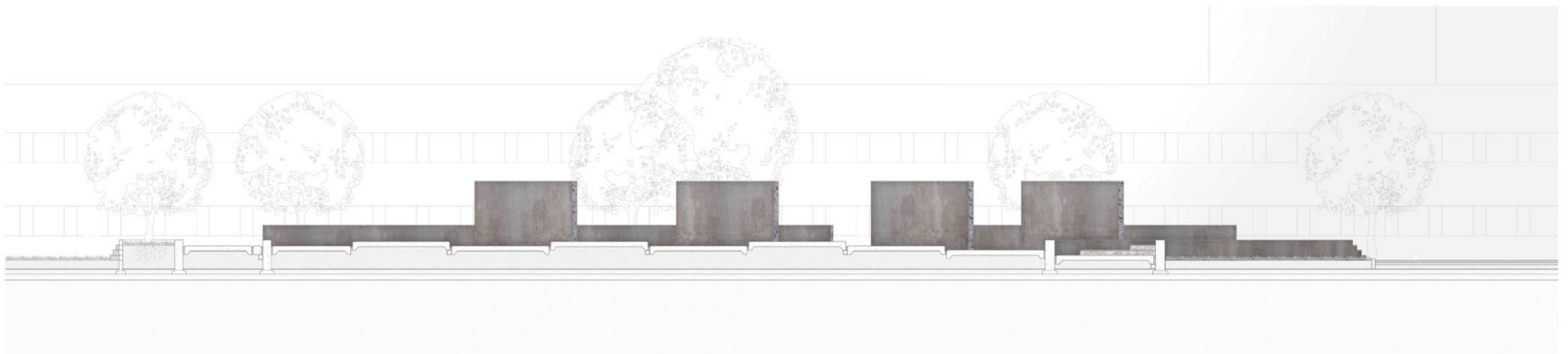
Existing situation







Existing wall

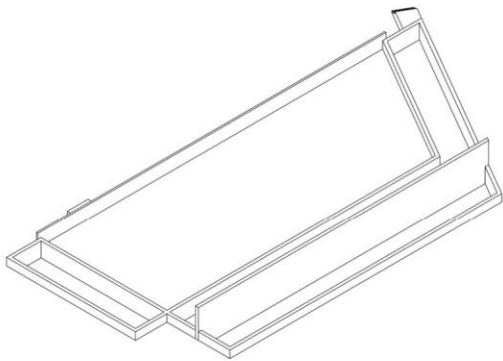


Moved walls

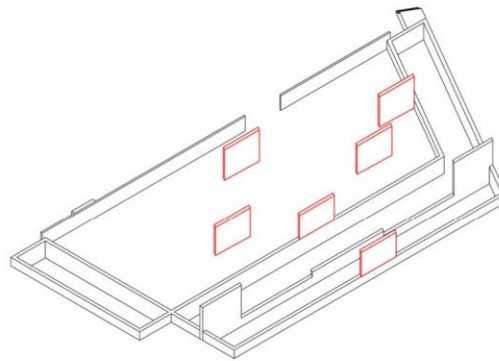


Cutting

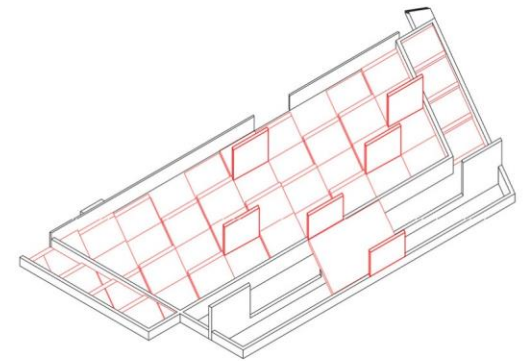




Existing structure



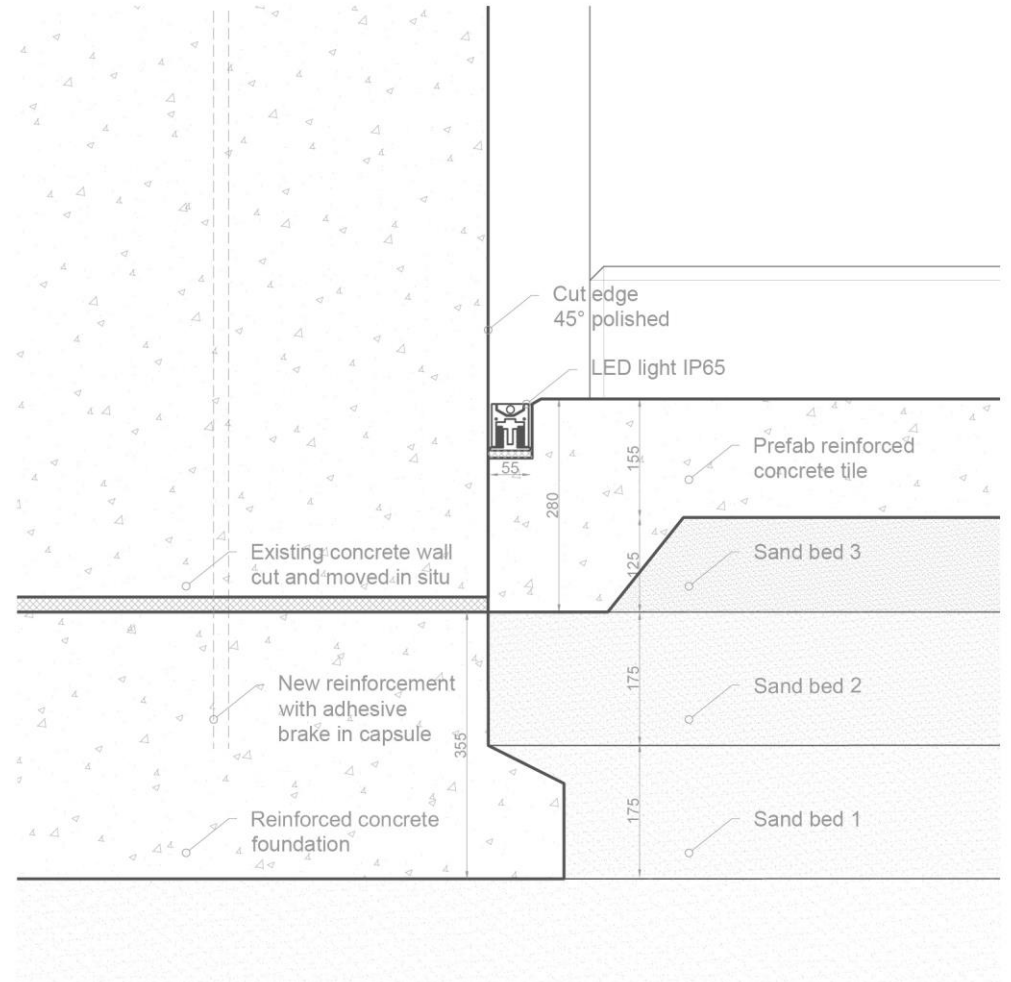
Scenography



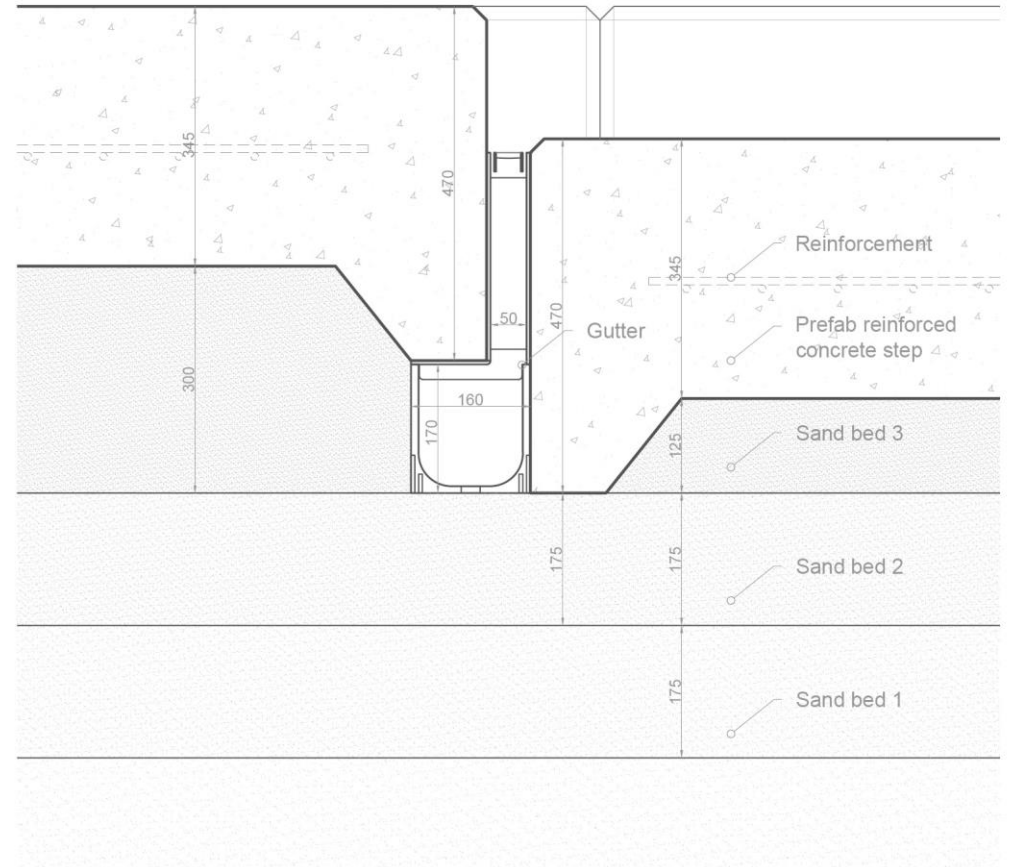
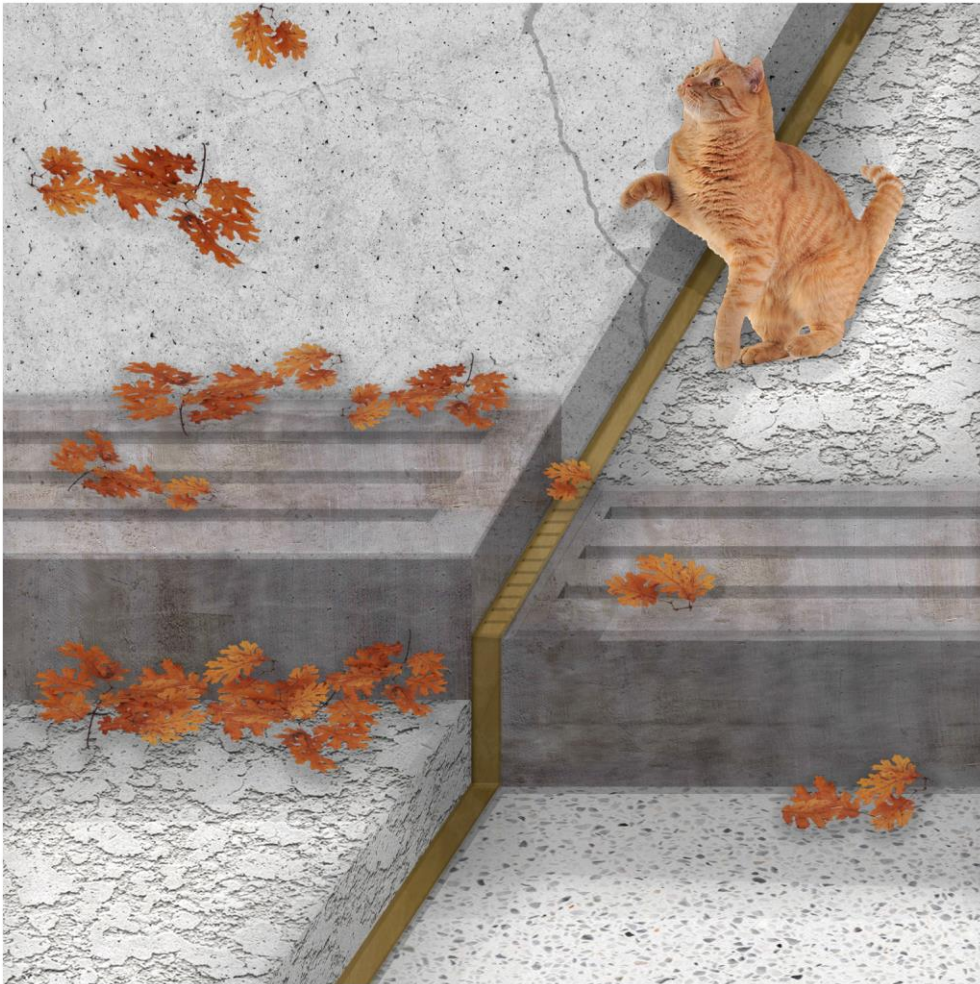
Levels



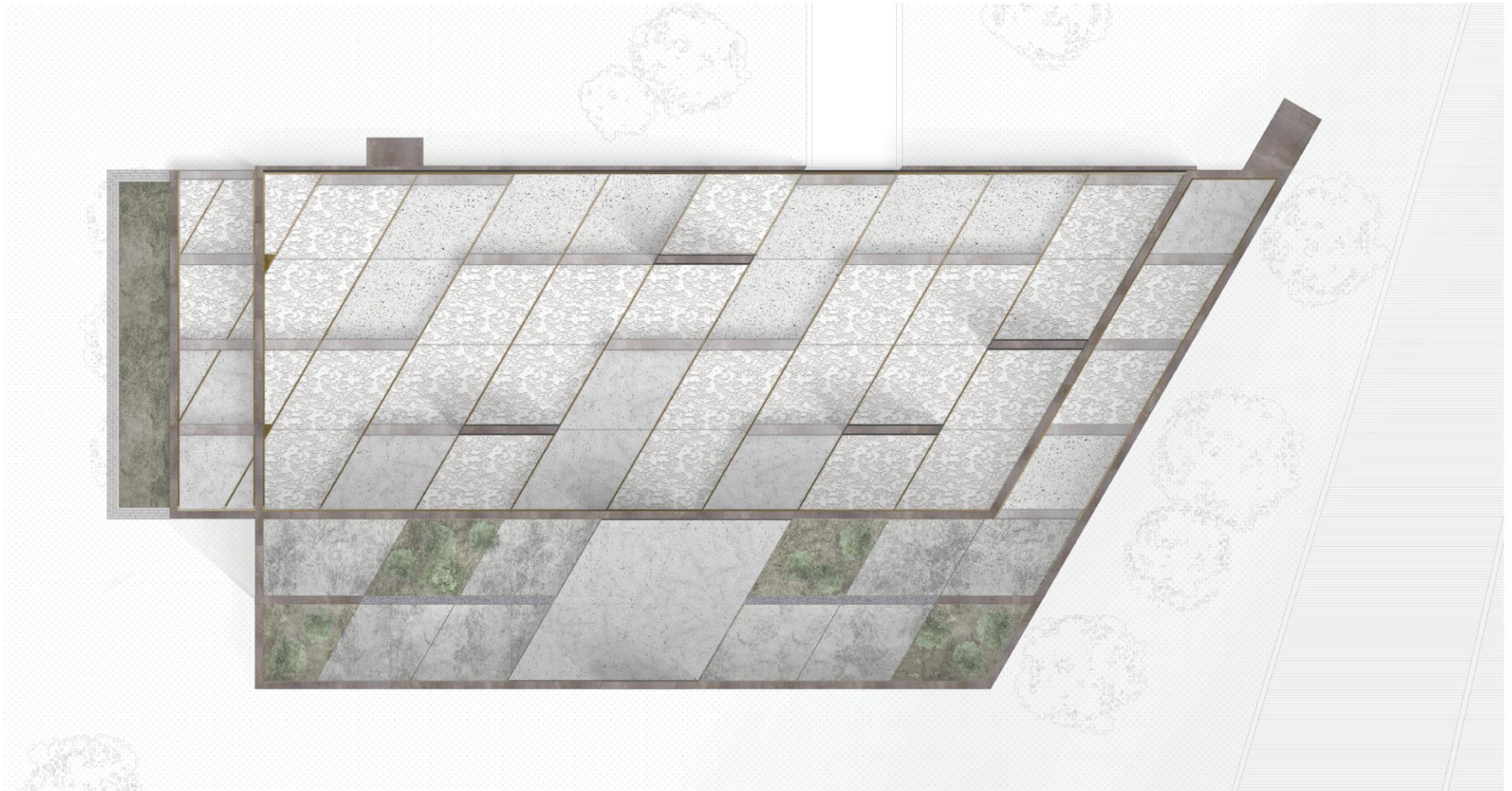




The wall



The steps



Floor plan













3d
The Composition

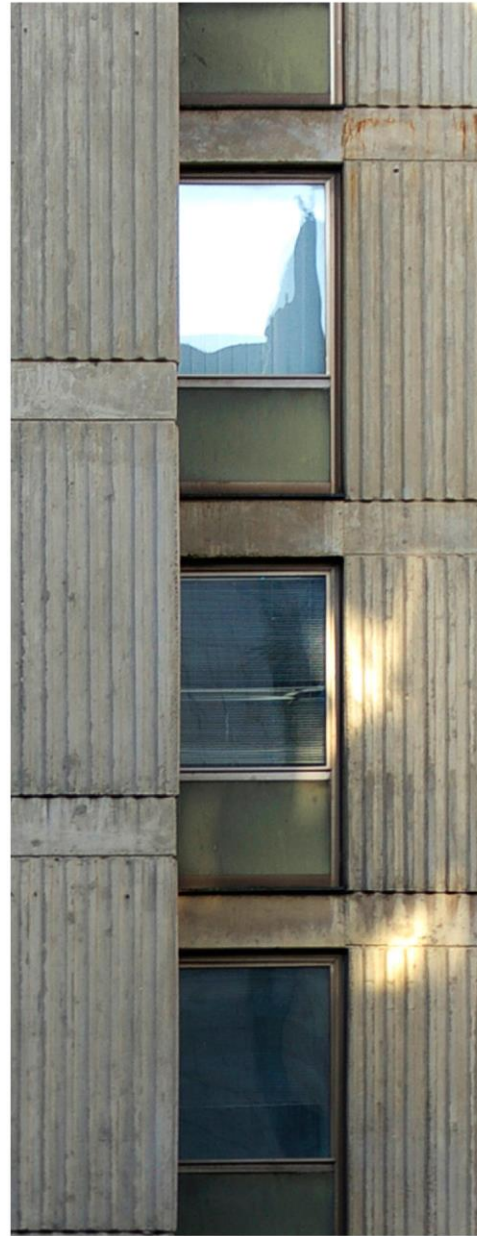


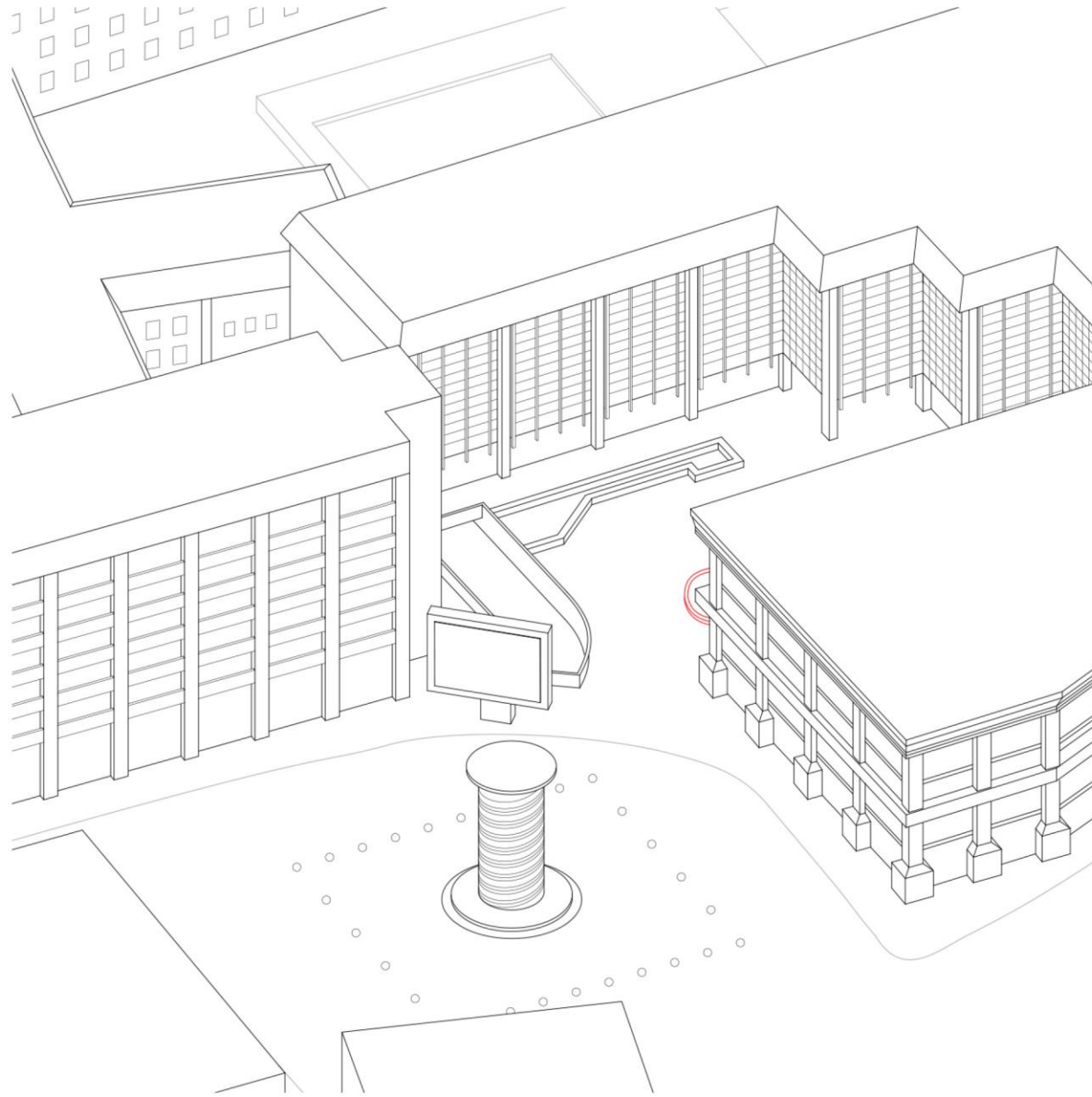


Focusing

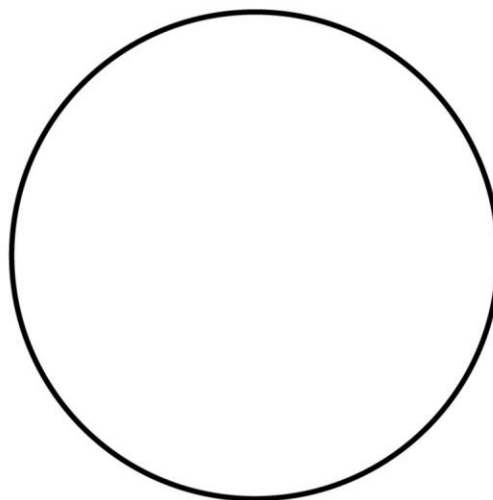








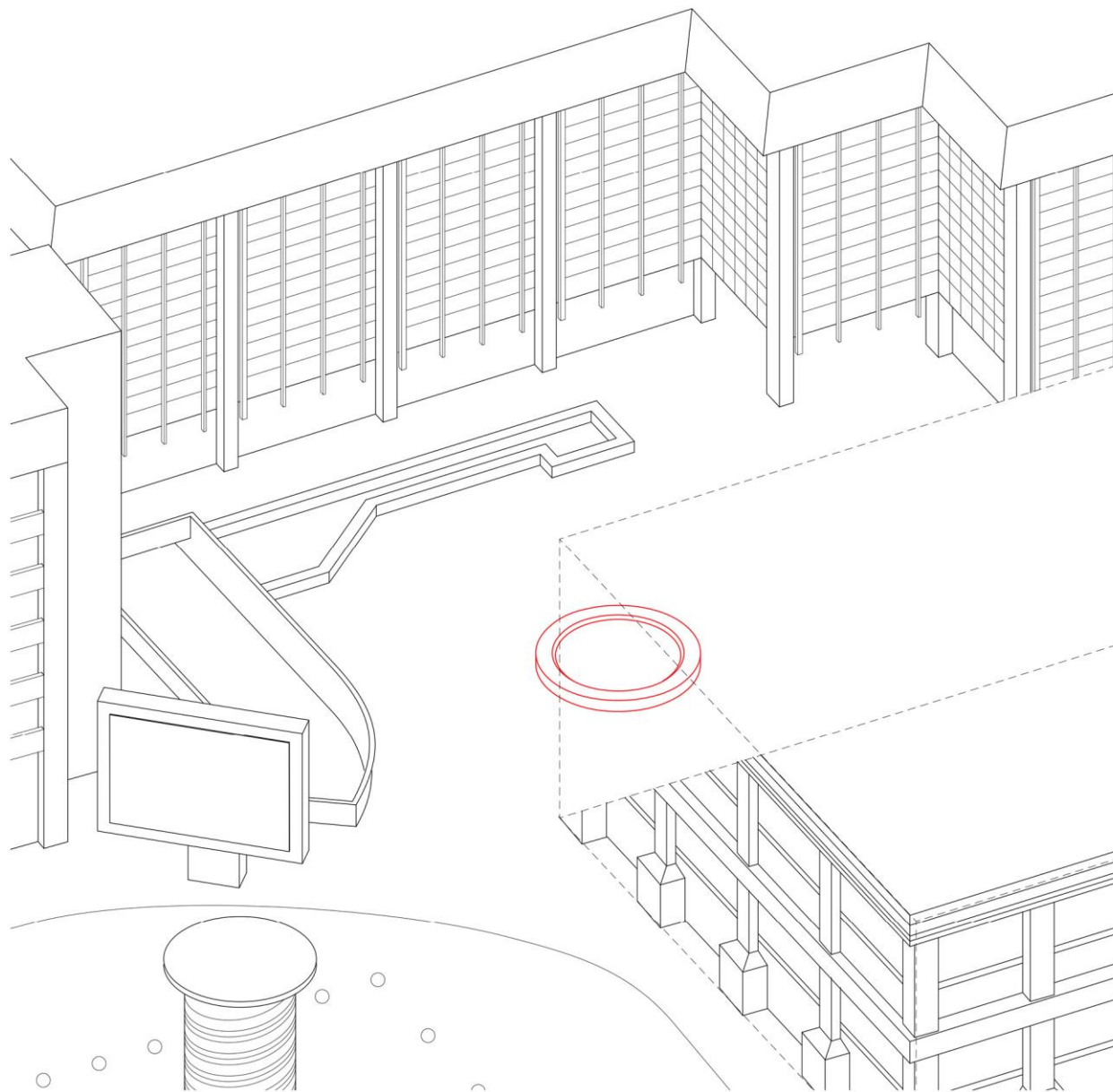
Existing situation



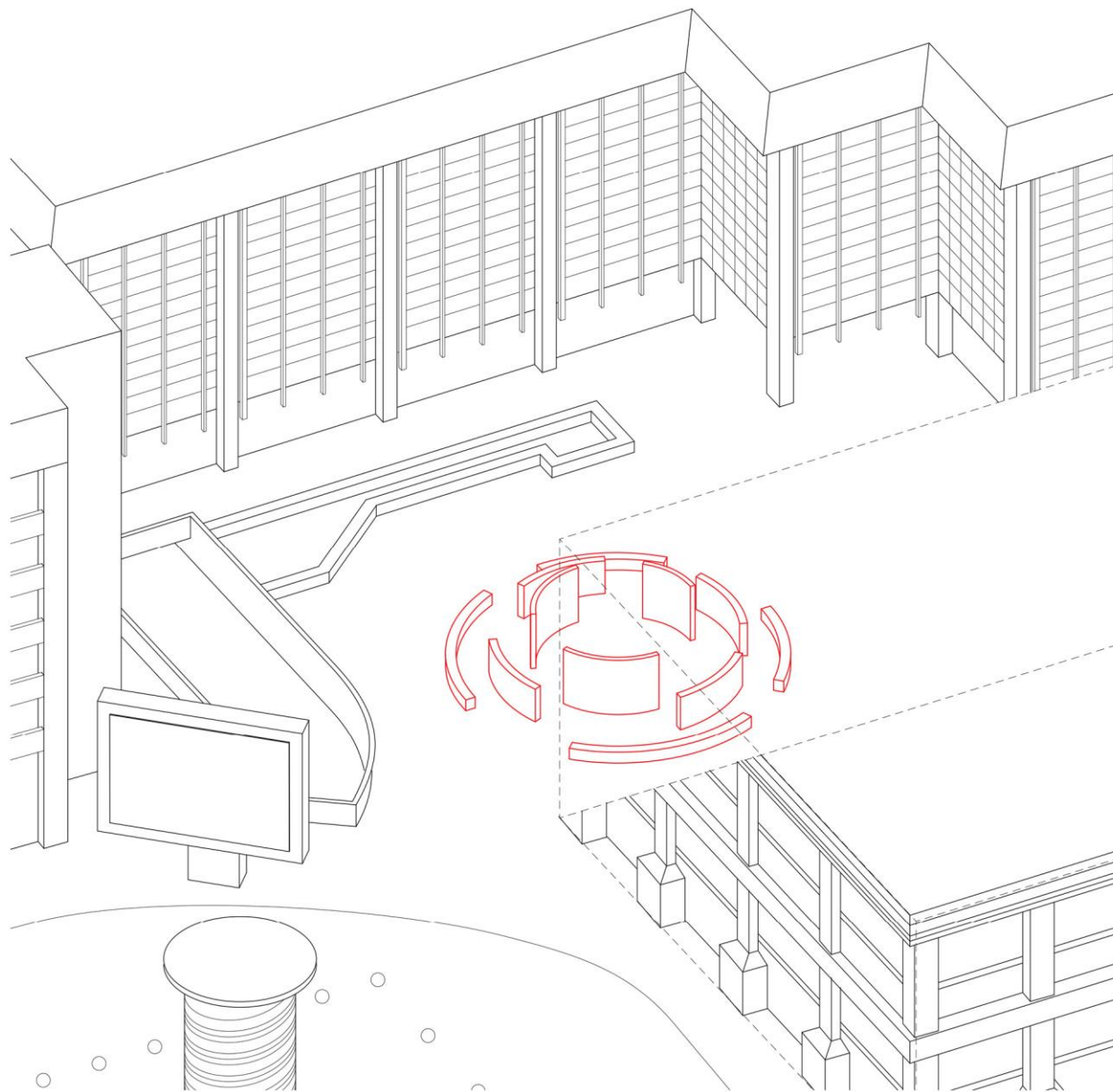




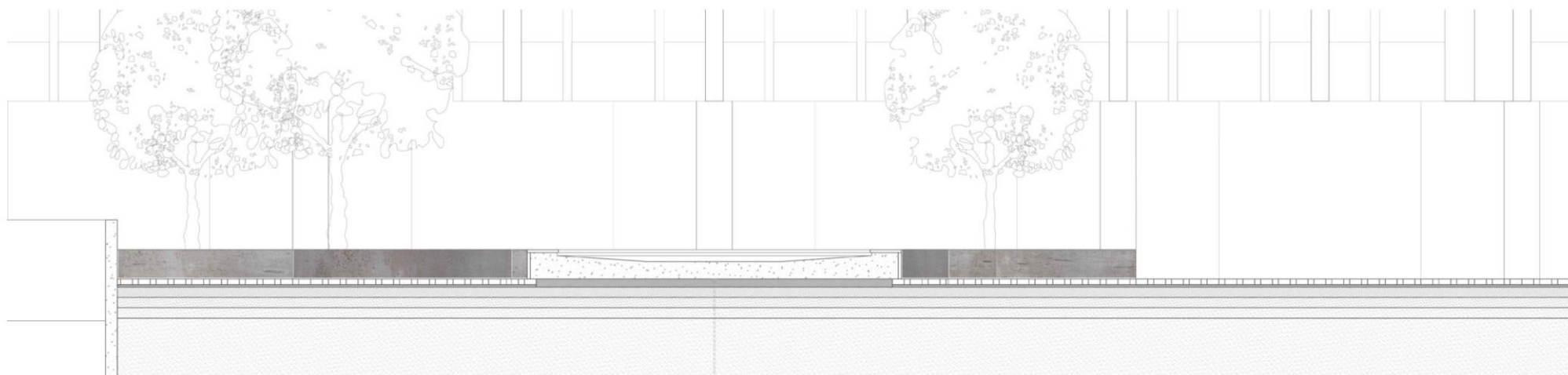
Negative vs. positive



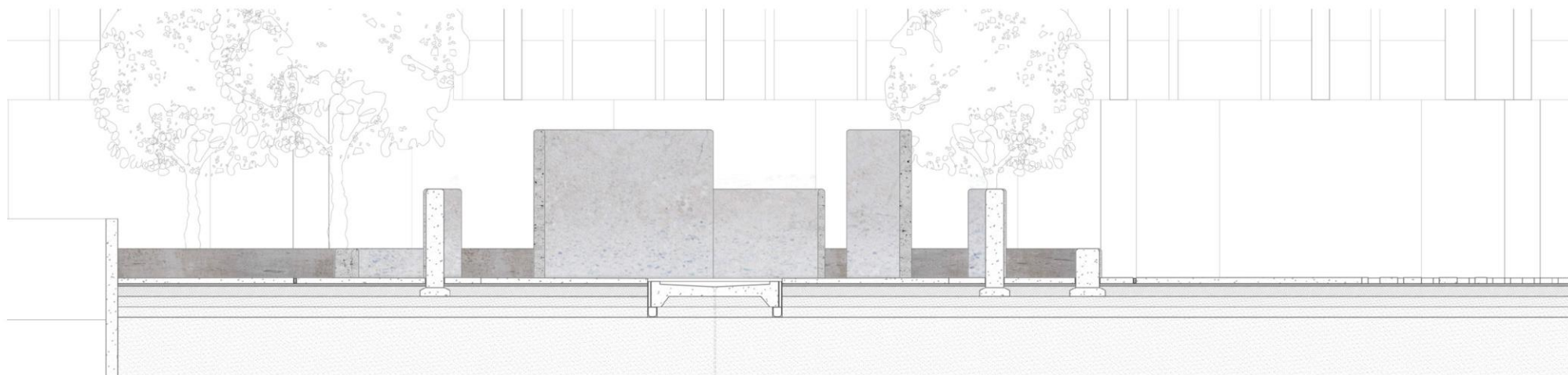
Existing situation



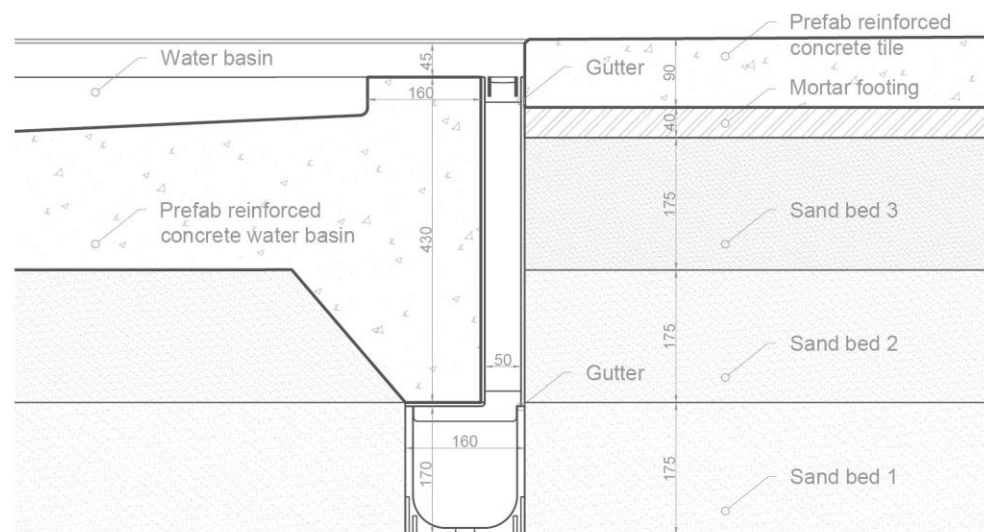
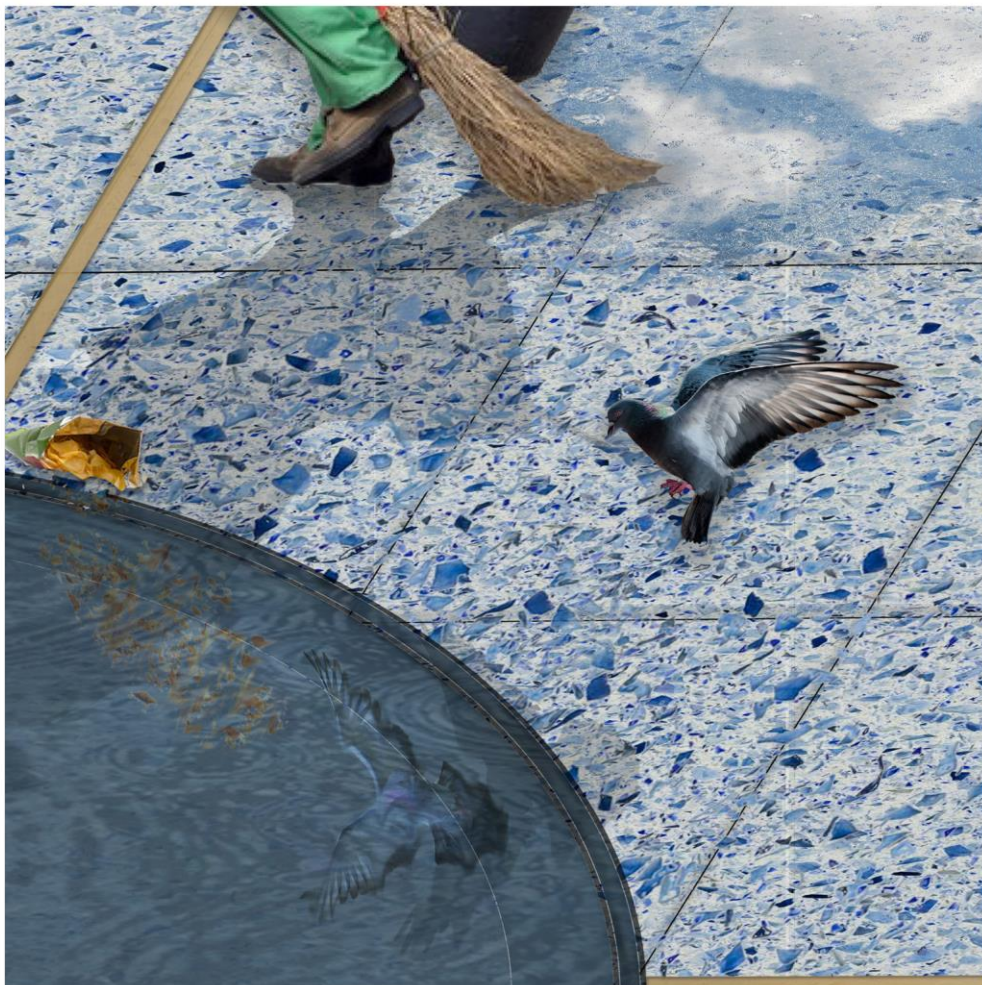
New composition



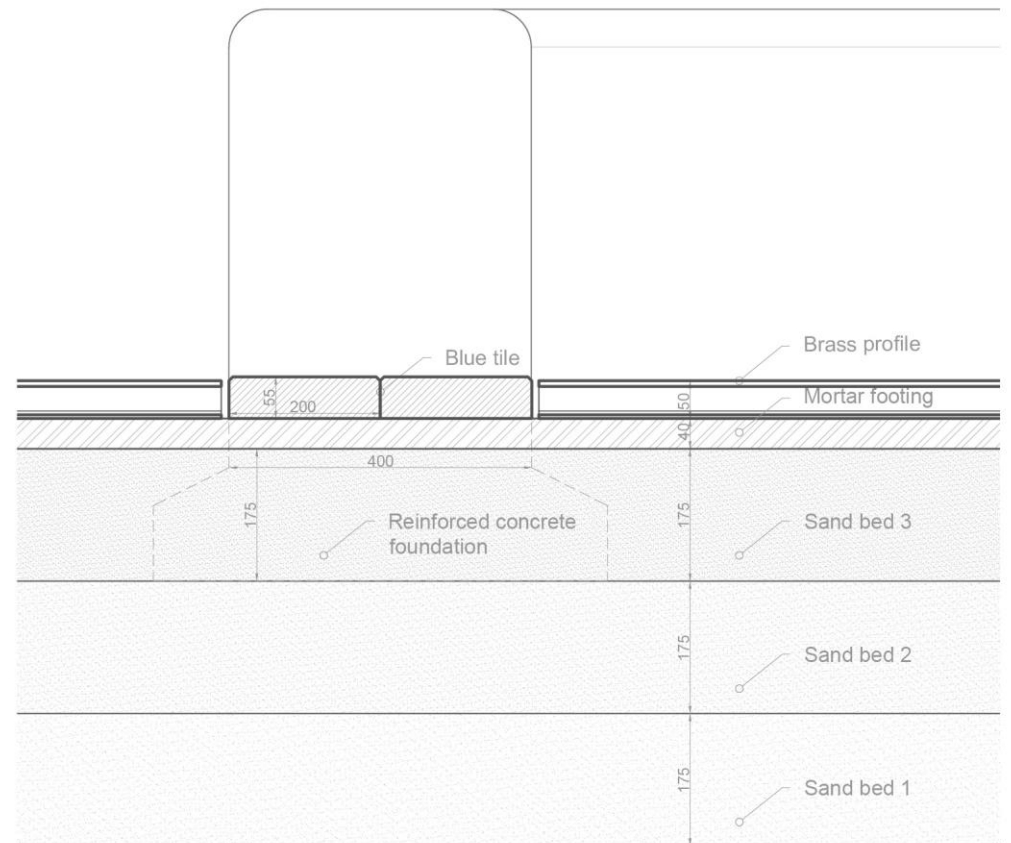
Existing fountain



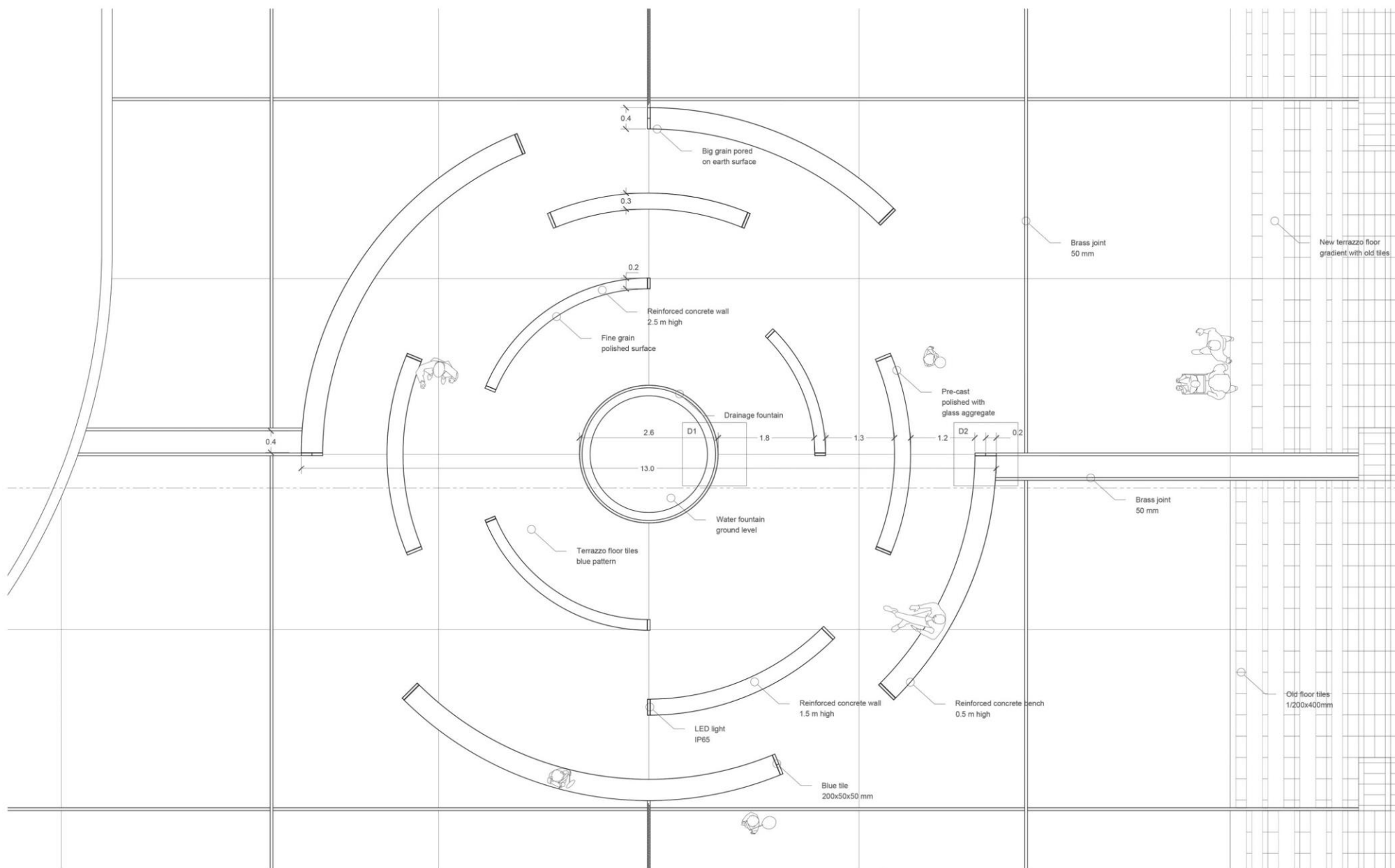
New composition



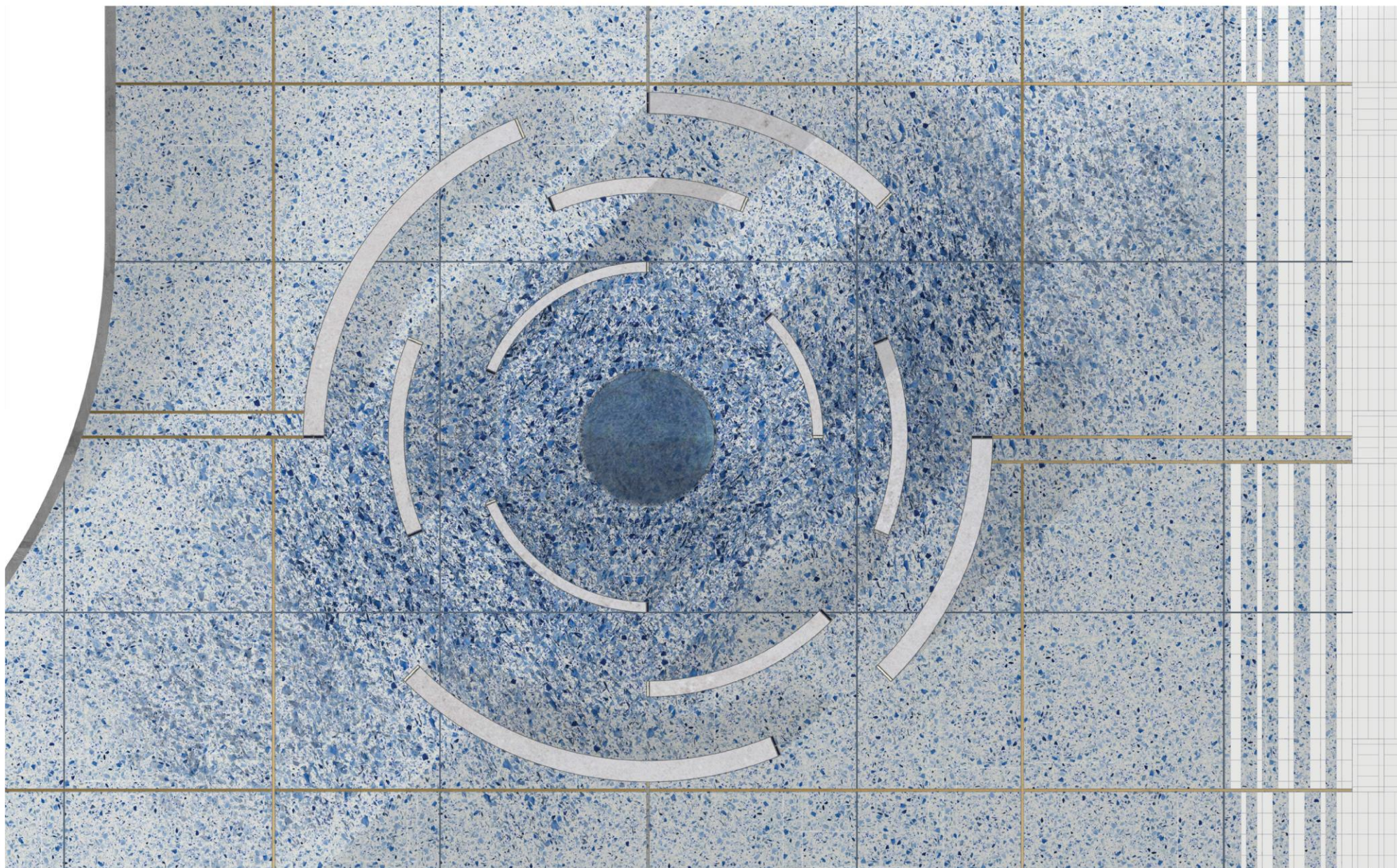
The fountain



The bench



Floor plan

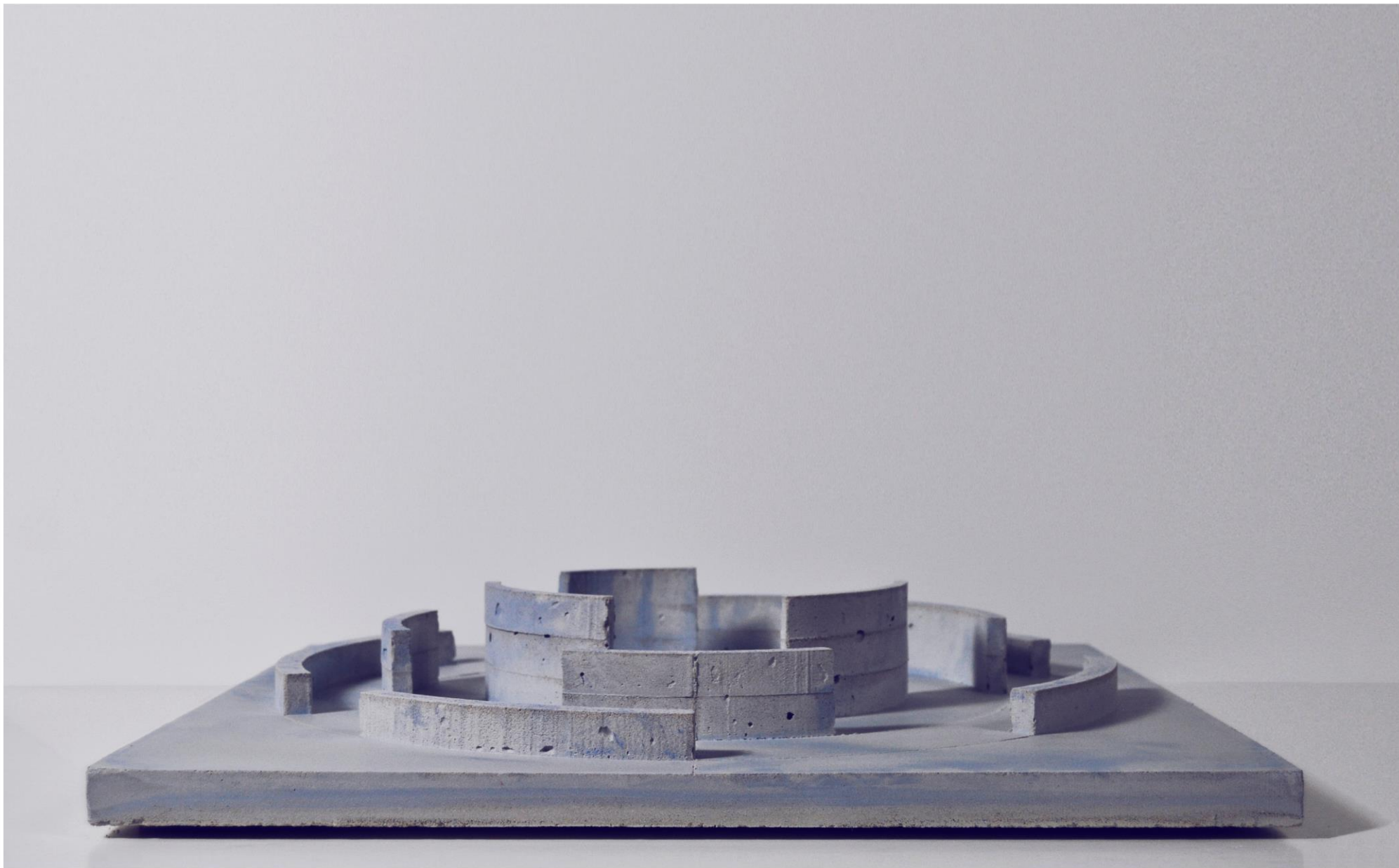


Floor plan

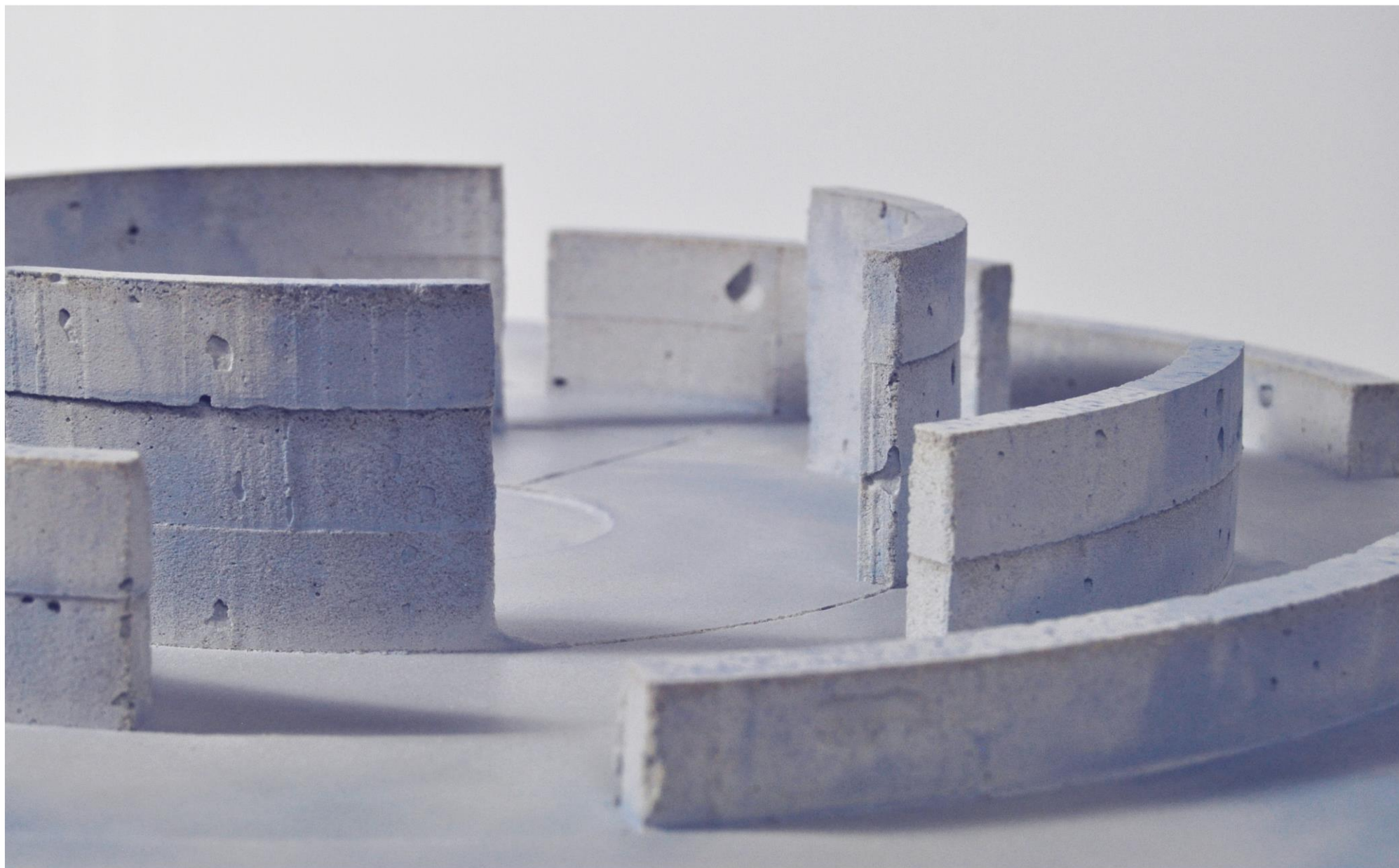








Sculptural object



Active vacuum

2d
The Surface

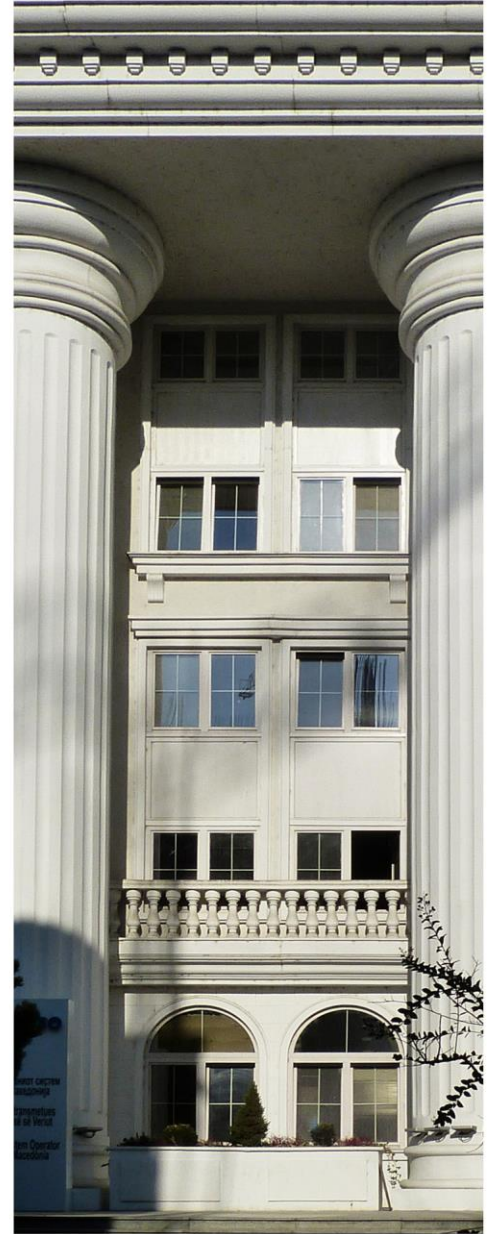


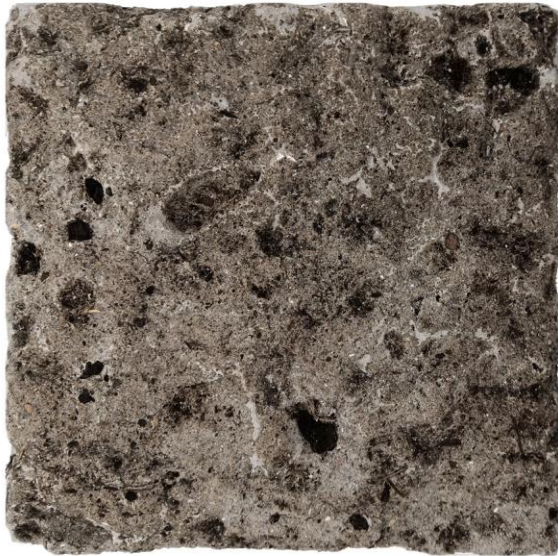
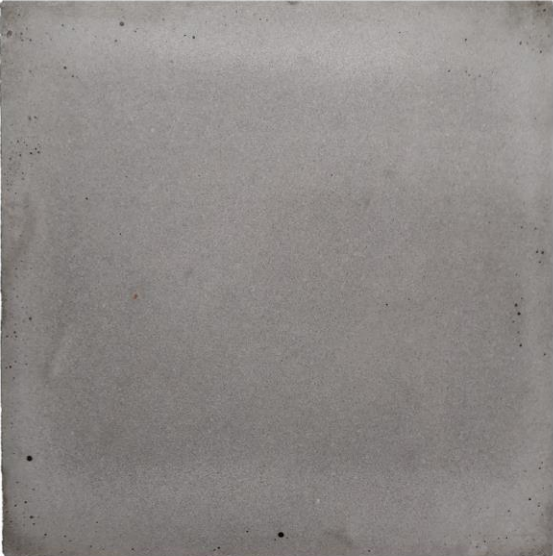


zooming

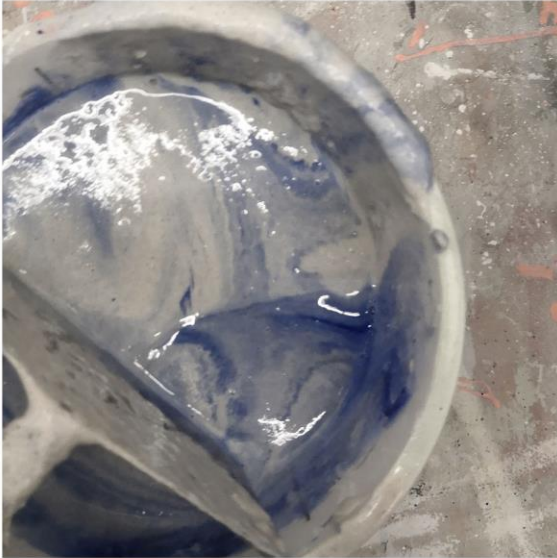




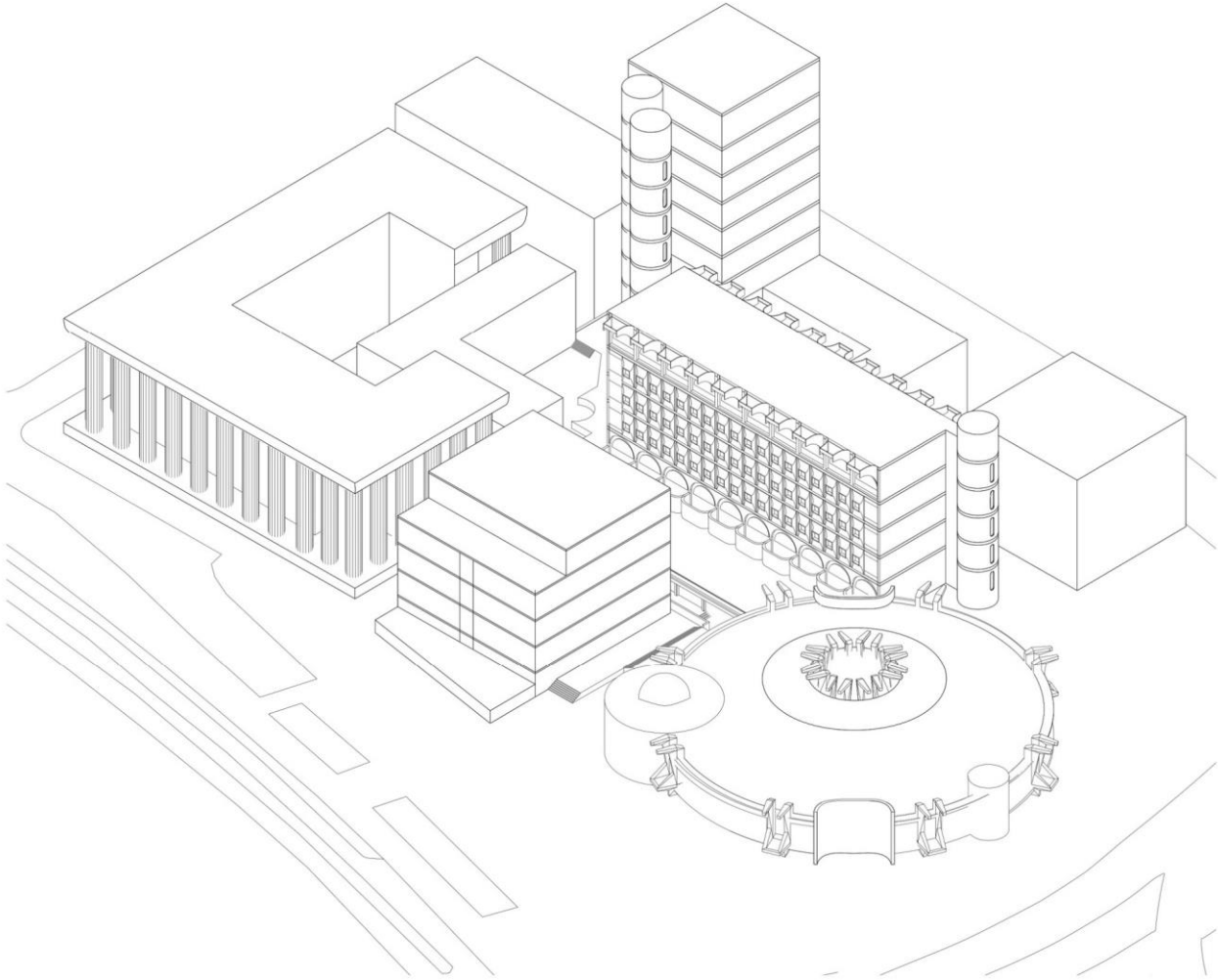




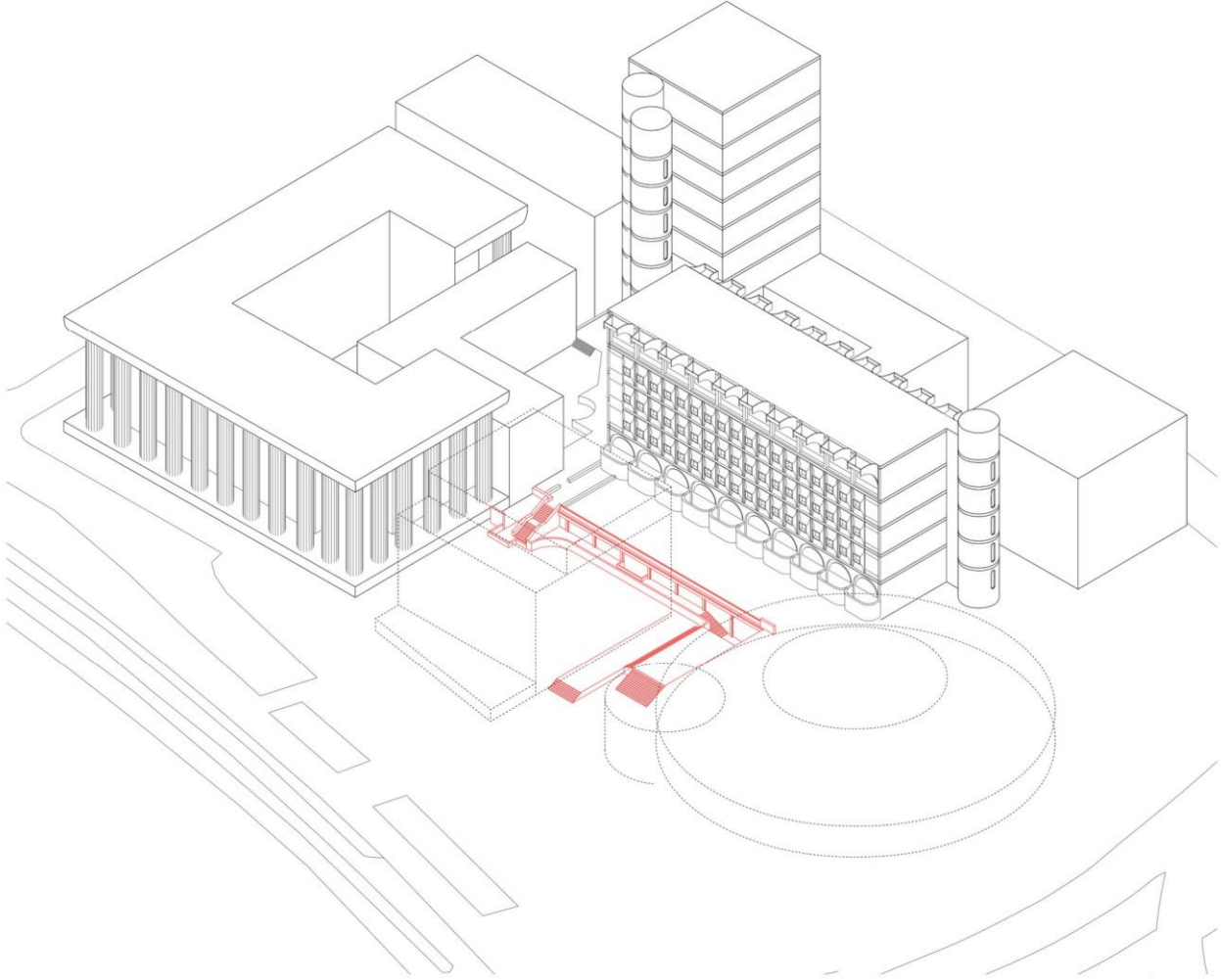
Touch



Sight



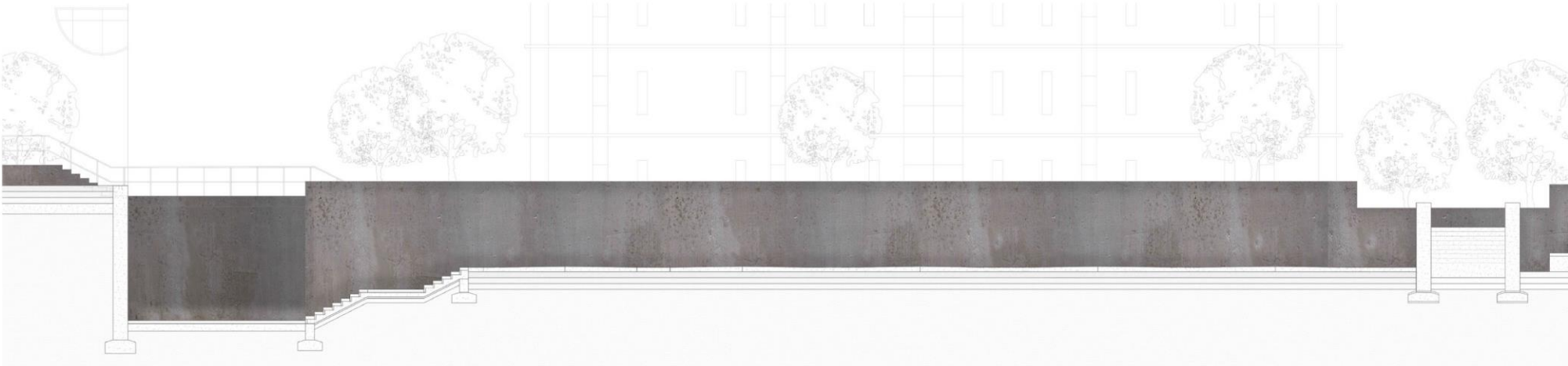
Existing situation



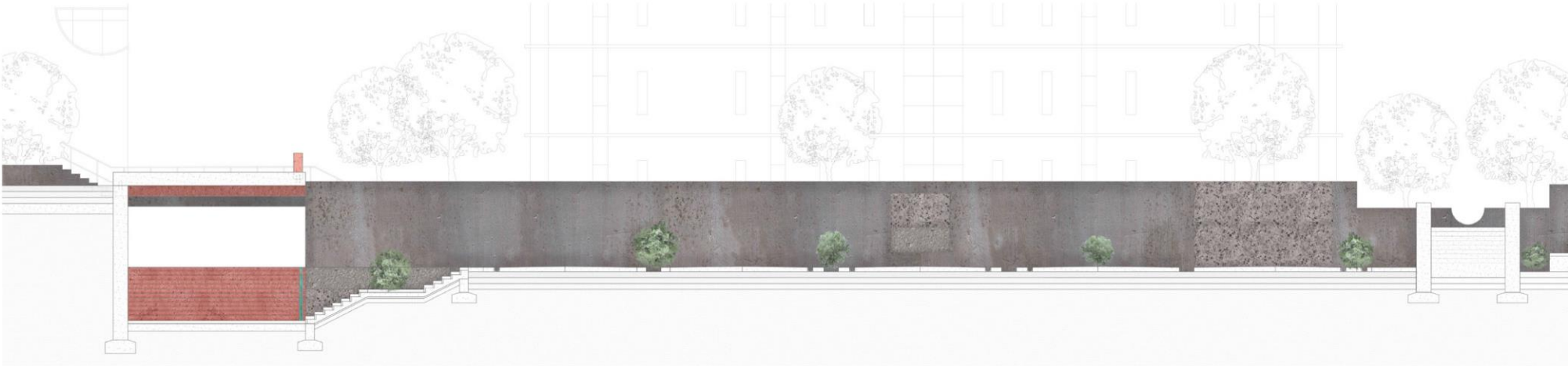
New surface



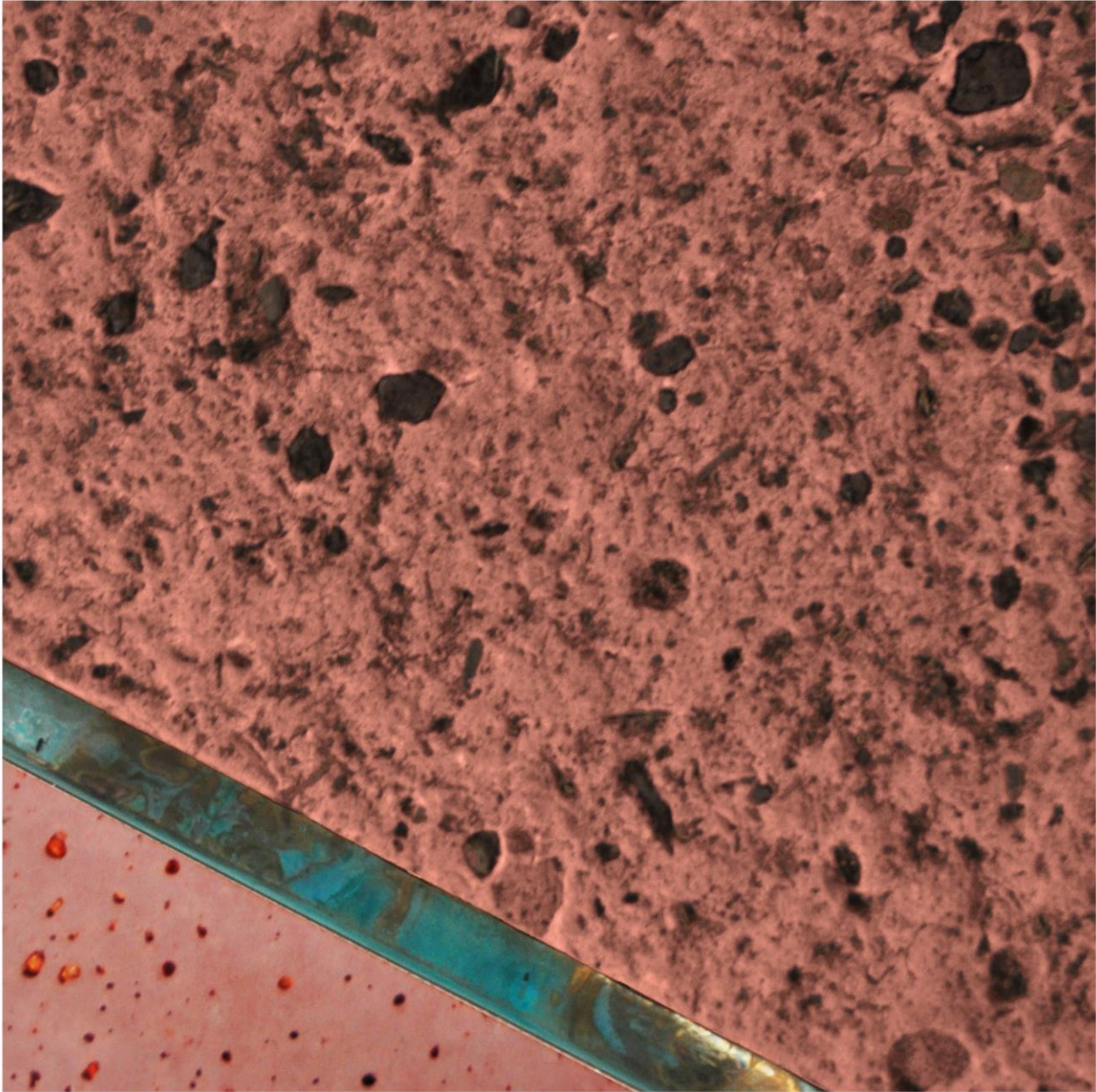
Changing the existing



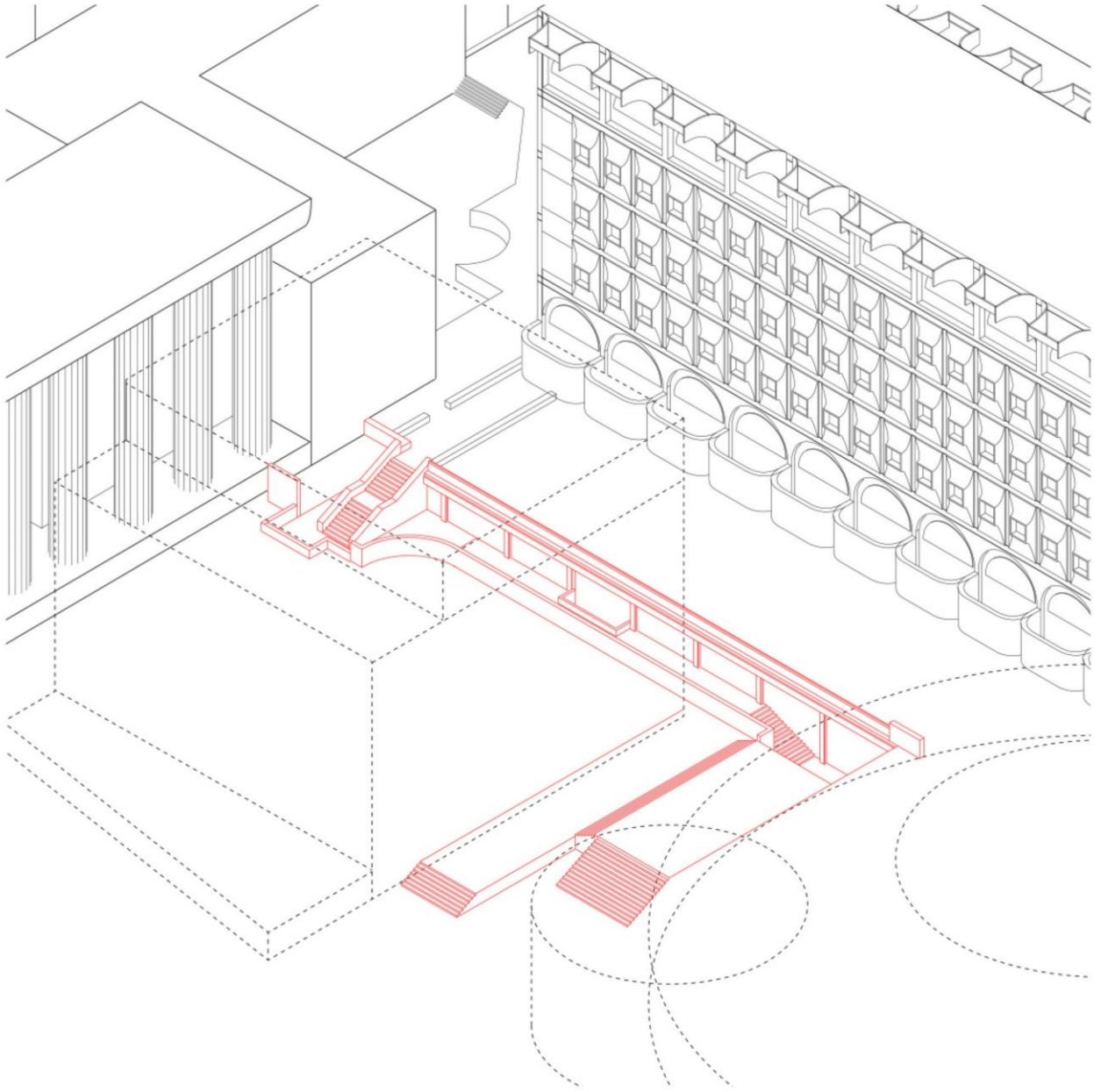
Existing wall



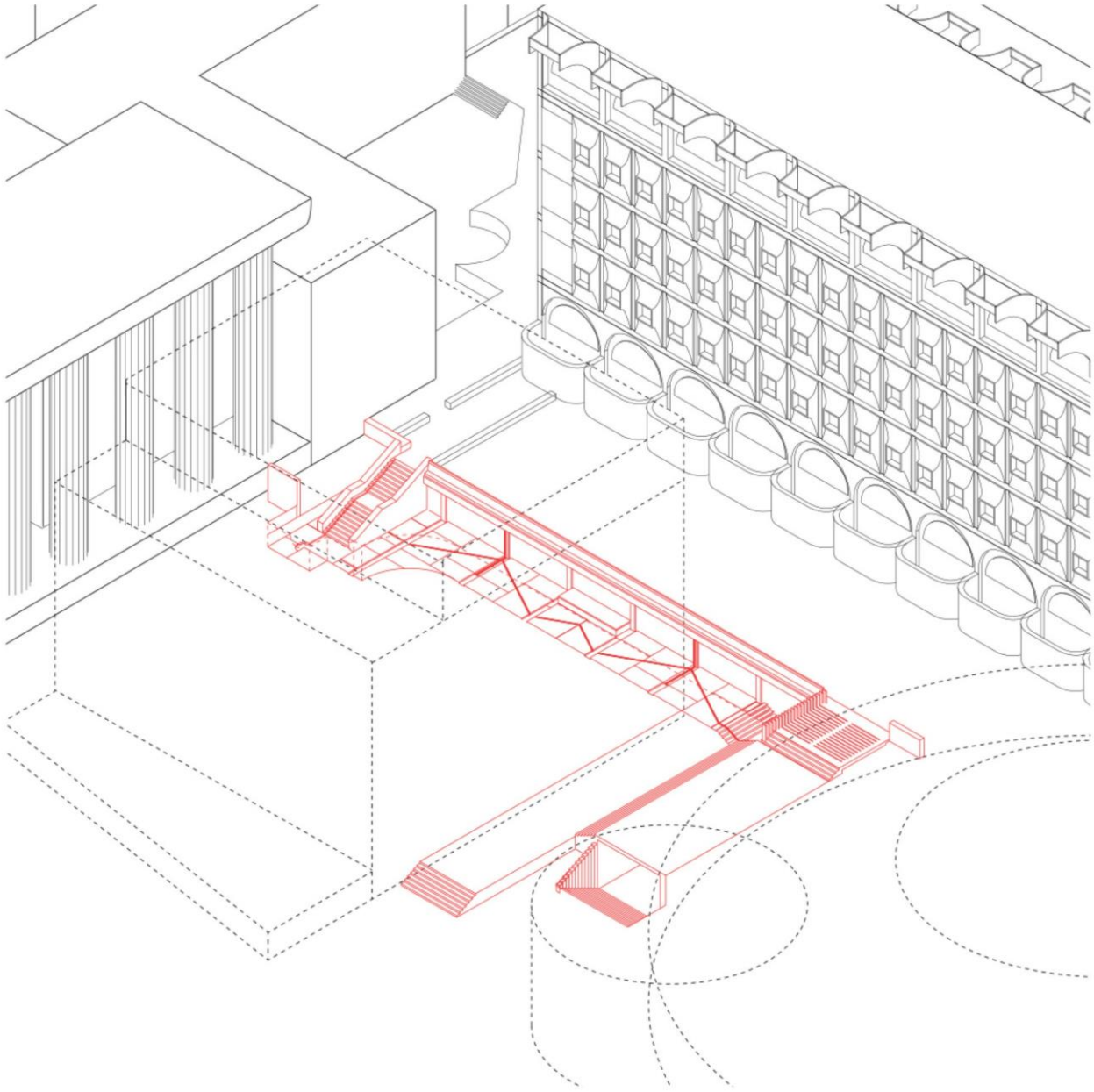
Changed surfaces



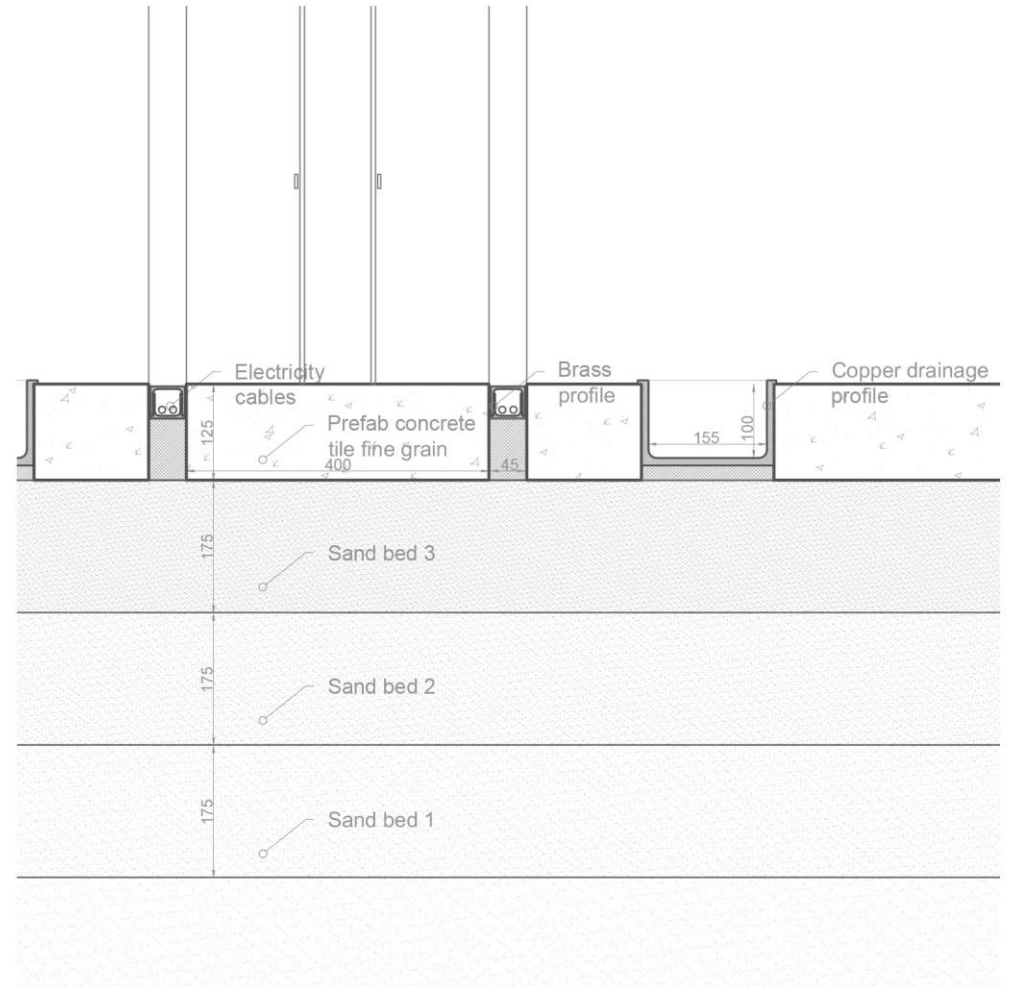
New surfaces



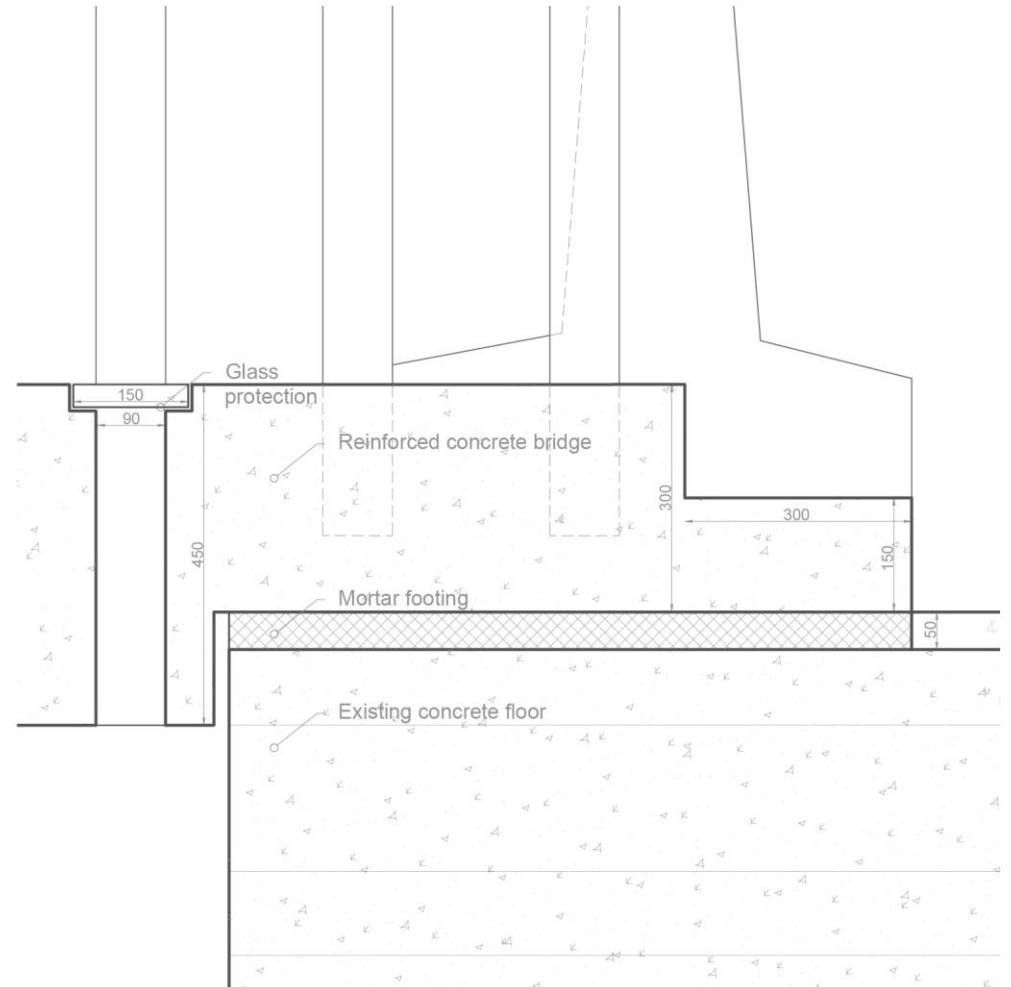
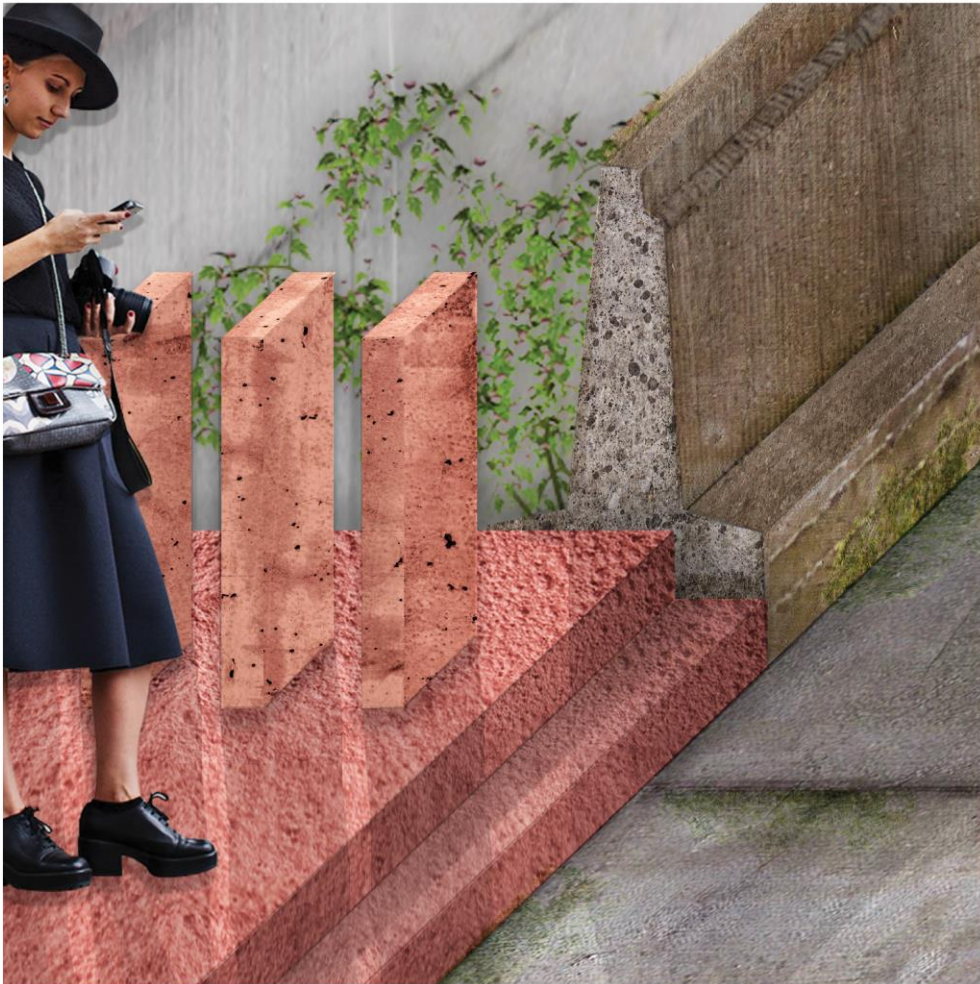
Existing Situation



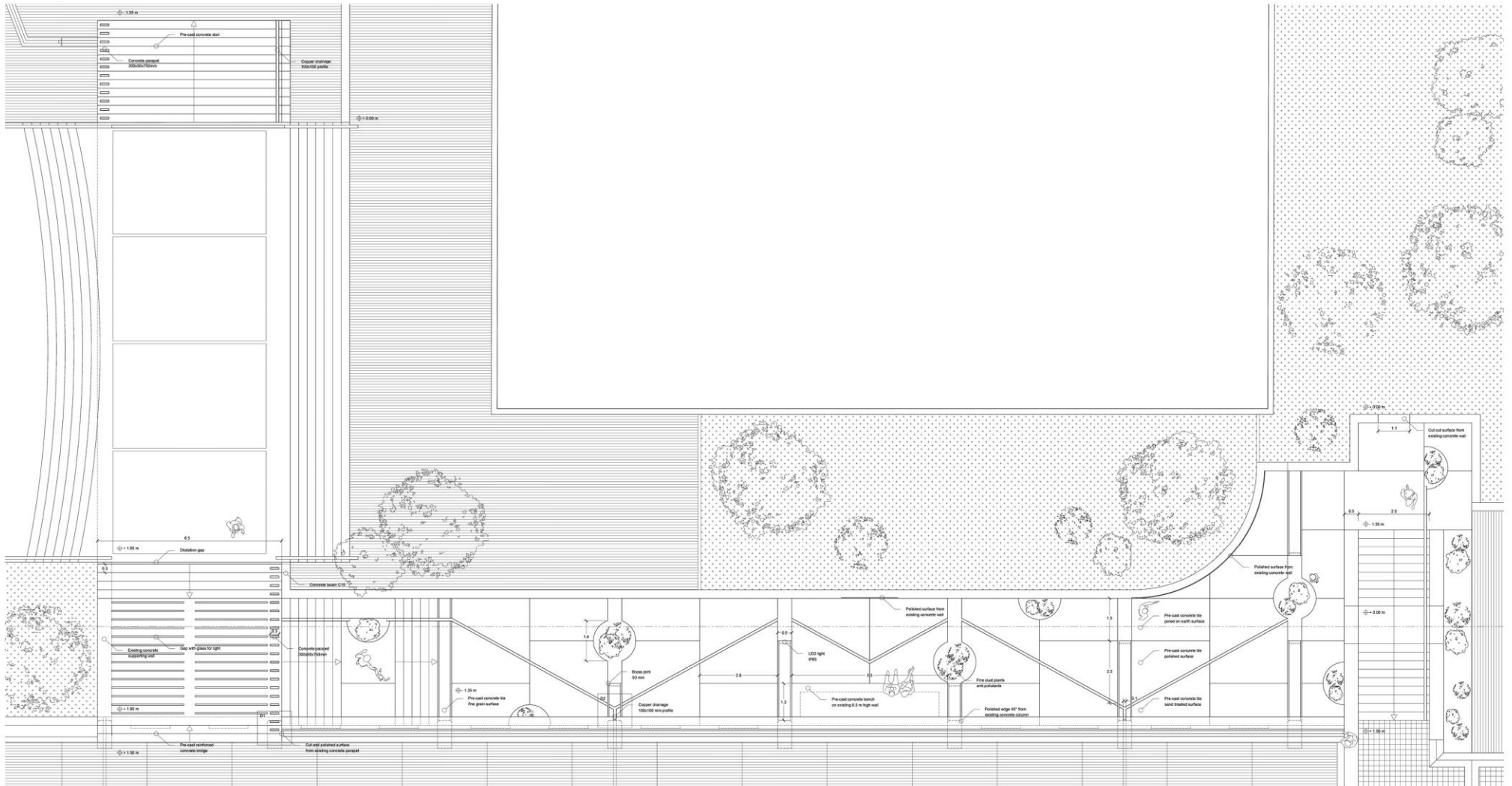
New surface



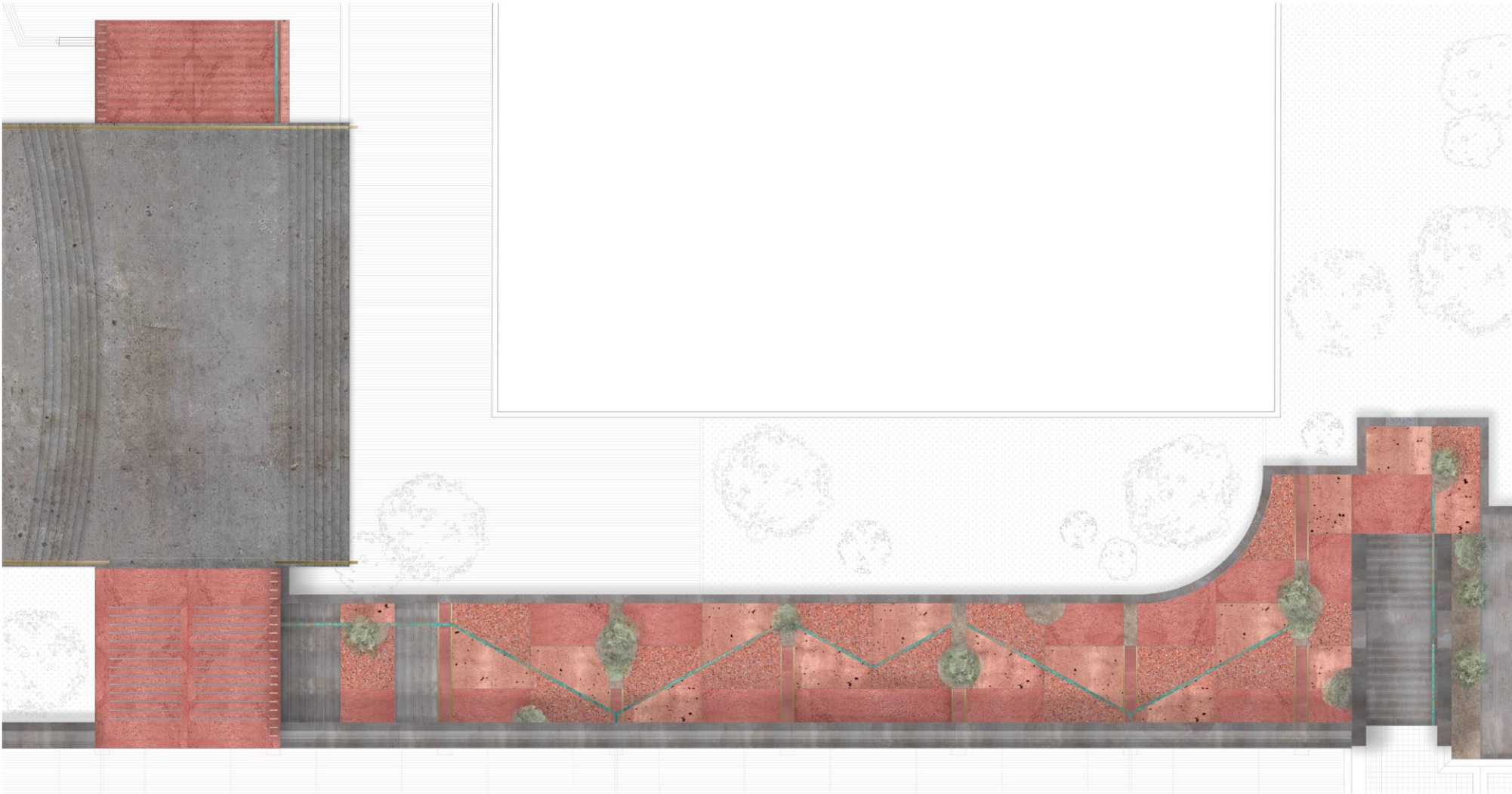
The drainage



The bridge



Floor plan

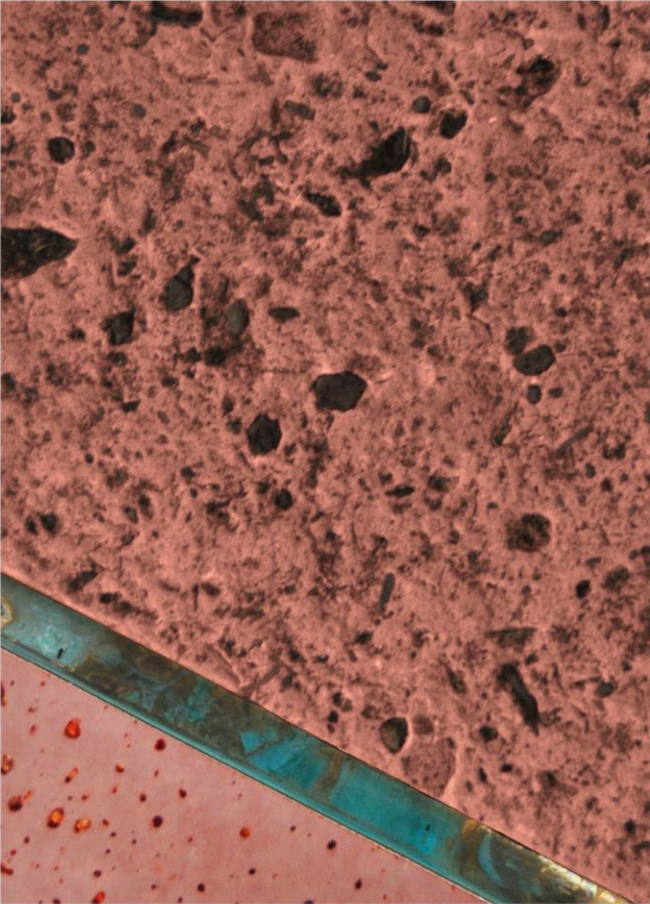


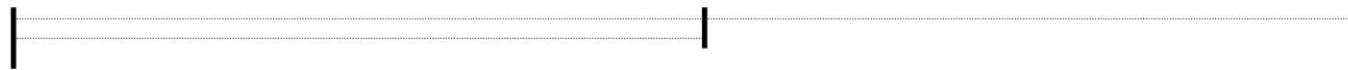
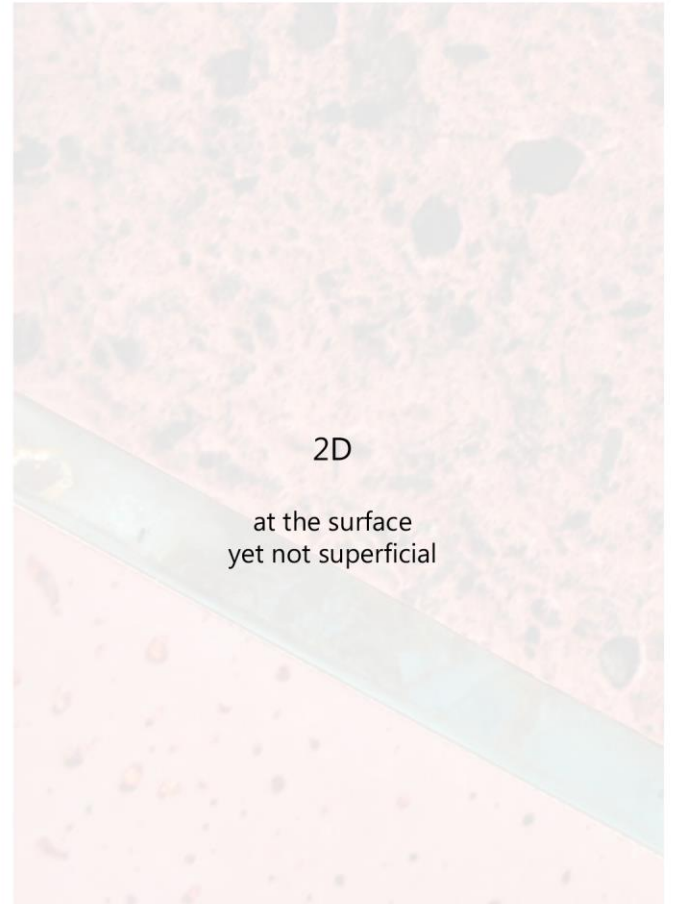
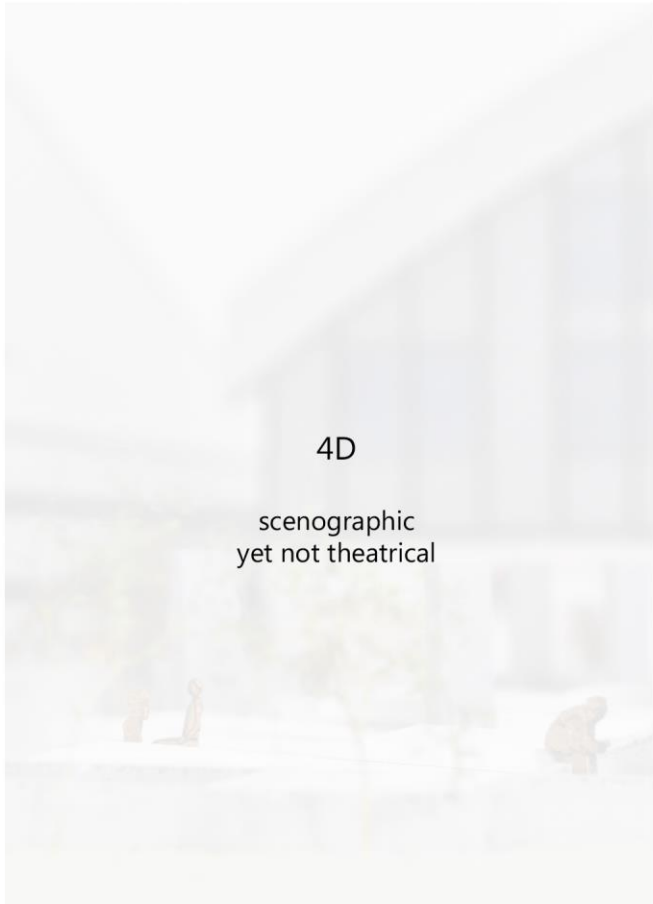
Floor plan

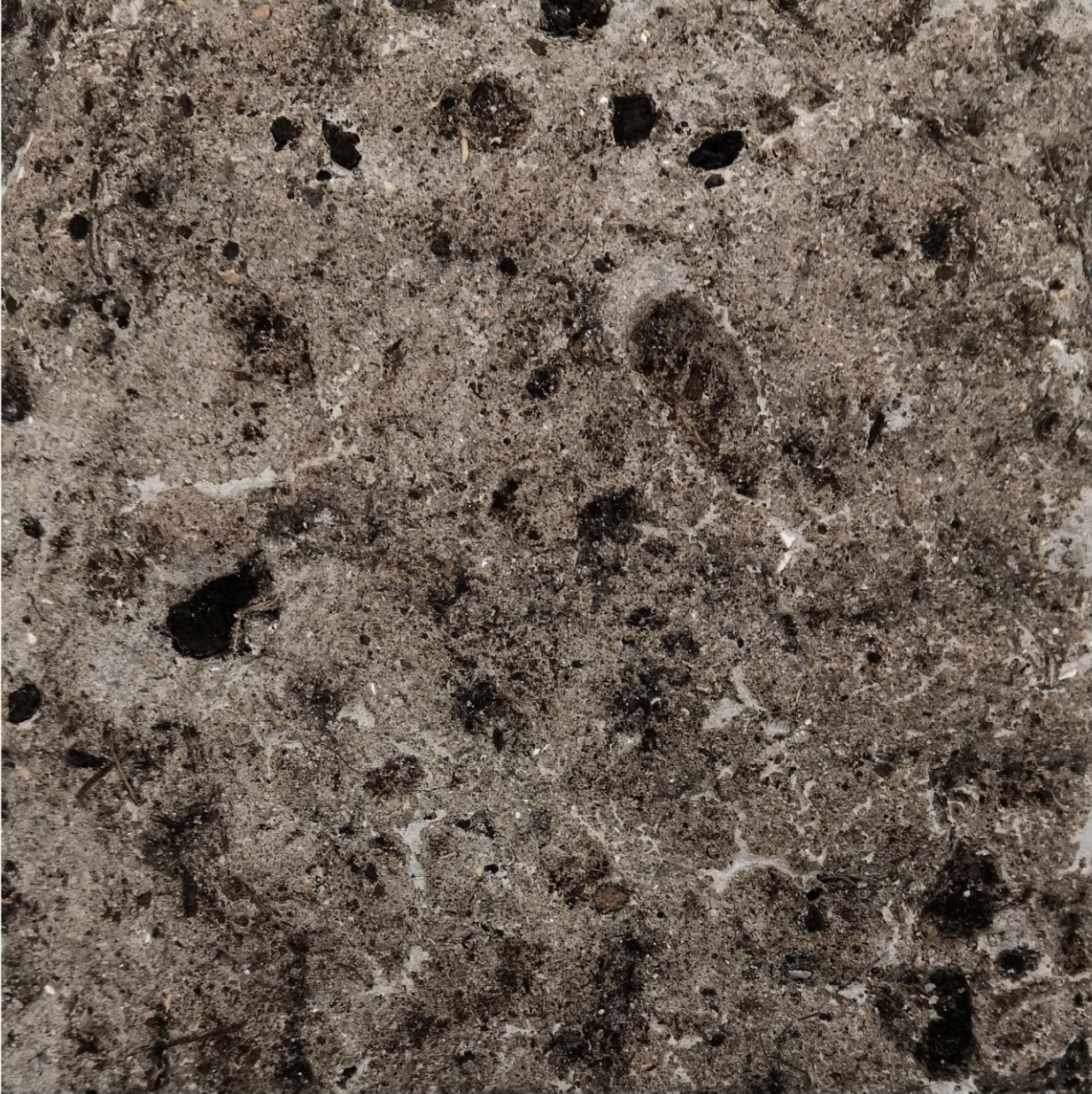












From the smaller scale



to the larger scale

[RE-ESTABLISHES URBAN DIALOGUES]

