ICM 366E [*14549*] Interior Architectural Design Studio III

ICM 449E [*14552*] Interior Architectural Design Studio IV

ITU Faculty of Architecture, Department of Interior Architecture
Spring 2024_Monday&Thursday@Studio #

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> objective

The aim of the design studio is to design comprehensive interior architectural projects. The students are expected to address design issues through experimenting and pushing their abilities to assess, select, and integrate appropriate combinations of spatial elements, palettes of interiors, aesthetics, and building technologies along with users' needs into their design solutions.

> project brief: Interiors as Palimpsest

The city of Istanbul and its proximate environment consist of a uniquely conglomeration of people, consisting of various and different religions, language, and ethnic origins, all living together. This unique heterogeneity has given birth to a multi-cultural harmony, reflecting its effects both to the vernacular and monumental buildings. The old buildings of Istanbul are the most important witnesses of the city's past. It is important that these structures, some of which have been demolished and some have come to life with new functions, adapt to the requirements of the time in order to meet the new needs and uses.

Interiors are spaces which become debased or are made unreliable by erratic alterations, causing errors to appear in its architecture. Interior spaces of old buildings can be found in the city of Istanbul mostly in the form of historical adaptations. These spaces are also important to adapt in order to meet the new uses in socio-cultural context. In the case of contextual adaptations, one can see these old buildings as documents and examples of their time.

Adaptive re-use is distinct from the practice of "conservation", because how we rethink and reinterpret the existence interiors represents how the future will read the present. The present needs to contain information by means of functionality and aesthetics in order to understand a significant and continuous state of becoming which subsequently potentiates or challenges design. Moreover, by focusing on interior spaces, it is possible to rethink the social and cultural built environment and to design new interiors suitable for today's needs. In this context, "palimpsest[1]" is a key concept for designing in the cultural and traditional built environment focusing on interiors. In other words, a palimpsest can be defined to uncover or expo layers of history in order to design new interior spaces.

Keywords: Adaptation, Re-Use, Palimpsest, Urban, Interiority.

> project description & site:

- The design studio aims to rethink, reread, and reinterpret the values of old buildings by critical thinking and interior design techniques and strategies in the context of adaptive reuse. The studio is for interior design studios III and IV. While Studio IV students' main design problem is the adaptive re-use of interior spaces, the Studio III students will focus on multifunctional, mixed-use spatial design in large scales. Students are expected to research, understand, and analyze the cultural heritage structure considering all palimpsest layers of the project site. Students are also expected to find an appropriate function including the spatial needs and building program, and develop a design proposal individually to revitalize the building environment.

- The project area is the **Paşalimanı Flour Factory**[2] in Üsküdar, Istanbul. It is also known as the Beylik Mill.

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[1] It consists of a combination of the words "palin" meaning "repeat" and "psestos" meaning "rubbed smooth" https://en.oxforddictionaries.com/definition/palimpsest

2 https://kulturenvanteri.com/tr/yer/pasalimani-un-fabrikasi/#17.1/41.031212/29.021002

> methodology

In the design studios, design research will be done by "**situation analysis**", including initial research to get data from literature review, interview and environmental walkthrough, survey analysis and so on, and presented through mapping, diagrams, drawings and conceptual study and physical/digital models. *This method will address 'magnitudes, relationships and processes of interventions and space' rather than defining 'form'*. Representations will be through rendered collages in mixed media (and software) rather than photo-realistic renders. Subsequently, the individual process can be supported by sketches, photos or movies, diagrams, charts or any graphic information that can influence the design methodology.

> course work

The course work structure will include the following elements for Interior Architectural Design Studio III and Studio IV.

- Project Description
- Project Scenario
- Graphic Representation of Contextual Issues at Neighborhood Scale
- Diagrams related to Spatial and Architectural Issues
- Interior Architecture Plans and Sections 1/50, 1/20
- Material Display (moodboards, collages, material boards)
- Physical/Digital Models
- Spatial Perspectives, Collages and Renderings
- Details in Plan or Section 1/20 or 1/10
- Details in Furnishing 1/10, 1/5

> submission

The objectives, methodology and coursework are applicable for all projects.

The final submission should be submitted digitally* as pdf files that include all the works in the semester (details will be announced).

Digital: including all the submissions materials such as all 2D/3D technical drawings, model photos, mood boards in pdf format. The files should be max. 25MB.

- Students are also encouraged to submit any additional elements relevant for the project. (Sketchbook, sketches, images etc.).

- Sources of any kind of inspiration (visual, written, AI) must be cited and be obeyed to the ethical rules.

> attendance & grading

- According to the ITU Undergraduate Education and Training Regulations (Article 23), the attendance is minimum 80% (**minimum of 22 presences out of 28 studio classes**). **Only hospital health reports will be counted for 20% absence limit.** In case of an emergency during final submissions, at least three days of hospital health report is required.
- Students should **get crits** at least **10 studio classes to pass the course.**
- Students should **attend** and **make presentations for at least two juries.**

According to the ITU Undergraduate Education and Training Regulations (Article 23), the students are graded by a **pin-up**, **juries I, II and III** (15%, 20%, 25% respectively), and **final submission** (40%).

> references & readings

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> schedule

Week	Date		Process		Method	
week 1	Semp Oct	**30 Mo** 3 Thu	Studio	**Introduction** **Site visit** **Seminar**	Survey Research+ Design	**Situation Analysis:** Photos, Movies, Audios, Sketches, Diagrams
week 2	Oct	7 Mo 10 Thu	Studio	**Seminar** Initial İdeas	Research+ Design	Conceptual models+ Drawings+Diagrams
week 3	Oct	14 Mo **17 Thu**	Studio **Pin-Up**	Initial Ideas **Presentation**	Design+ Crit	Conceptual models+ Drawings+Diagrams
week 4	Oct	21 Mo 24 Thu	Studio	Initial Ideas	Design	**Situation Analysis:** Photos, Movies, Audios, Sketches, Diagrams
week 5	Oct	31 Thu	Studio	Conceptual Ideas	Design	Conceptual models+ Drawings+Diagrams
week 6	Nov	**4 Mo** 7 Thu	**Jury I** Studio	**Presentation** Layout	**Crit** Design	Conceptual models+ Drawings+Diagrams
week 7	Nov	11 Mo 14 Thu	Studio	Layout + 3D	Design	Study model + Sketches + Charts, Diagrams + Tech drawings
			SPRING BREAK November 18- 22			
week 8	Nov	25 Mo 28 Thu	Studio	Layout + 3D	Design	Study model + Sketches + Charts, Diagrams + Tech drawings
week 9	Dec	02 Mo 05 Thu	Studio	Layout + 3D	Design	Study model + Sketches + Charts, Diagrams + Tech drawings
week 10	Dec	**09 Thu** 12 Mo	**Jury II** Studio	**Presentation** Layout + 3D	**Crit** Design	Study model + Sketches + Charts, Diagrams + Tech drawings
week 11	Dec	16 Mo 19 Thu	Studio	Detail + 3D	Design	Study model + Sketches + Charts, Diagrams + Tech drawings
week 12	Dec	23 Mo 26 Thu	Studio	Detail + 3D	Design	Study model + Tech drawings + Details + 3D
week 13	Dec Jan	30 Mo 02 Thu	Studio	Detail + 3D	Design	Study model + Tech drawings + Details + 3D
Week 14	Jan	**06 Mo** 09 Thu	**Jury III** Studio	**Presentation** Detail + 3D	**Crit** Design	Study model + Tech drawings + Details + 3D
Final*	Jan		**Submission**			

NOTE: The Schedule prevails unless the instructors will inform otherwise. In case of alteration, it will be announced both verbally (during studio hours) and by writing (email and studio posted announcement).
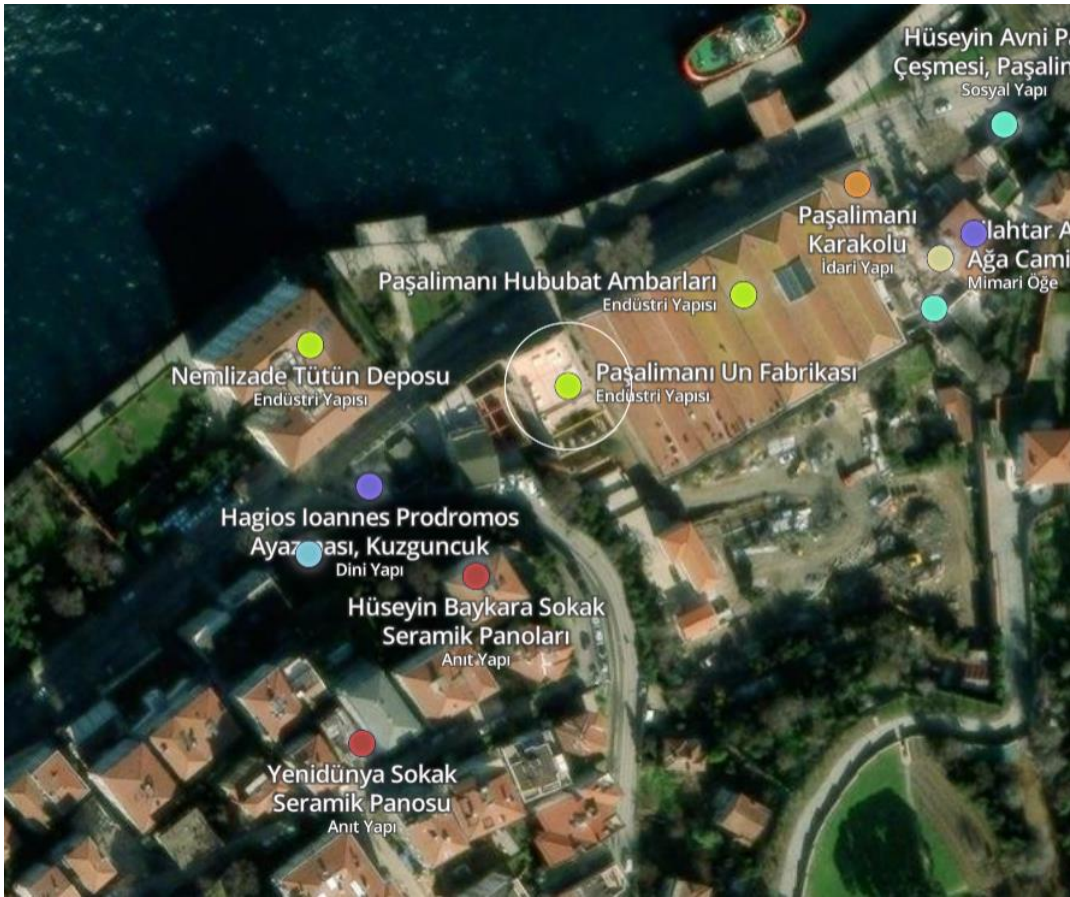***The exact date will be announced later.**

Image 1: Paşalimanı un fabrikası (Url-1)

Image 2: Paşalimanı Un Fabrikası (Url-2)

Image 3: Paşalimanı Un Fabrikası (Kona, 2015)

> Image References

Kona, Seçil. 2015. Paşalimanı Un Fabrikası ve Yeniden İşlevlendirme. (Yayımlanmamış Yüksek lisans tezi).

Url-1 https://kulturenvanteri.com/tr/yer/pasalimani-un-fabrikasi/#17.23/41.031236/29.021337

Url 2 https://xxi.com.tr/i/kamusal-oylum-onerisi