Cinematic Territories:

RECLAIMING CINEMA IN BEYOGLU

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Interiors Buildings Cities
Independent Group 2023/24

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INTRODUCTION



Project

Based in Istanbul, Turkey, my project want to propose a new cinema space as a social common. As a method to do so it deals with examining cinema as a physical and mental space, focusing on the diverse and cosmopolitan urban fabric of historical Beyoglu district.

LAYERS OF BEYOGLU





Atmosphere

CINEMATIC BEYOGLU

Cinema in Beyoglu

LAYERS OF BEYOGLU



Place

CINEMATIC BEYOGLU

Emek Cinema , Yesilcam Street

Cinema in Beyoglu

LAYERS OF BEYOGLU



Oh Beautiful Istanbul, 1966



Image of the City



CINEMATIC BEYOGLU

Beyoglu in Cinema

LAYERS OF BEYOGLU





Image of the City

Golden Paved City, 1978
The Bandit, 1996

CINEMATIC BEYOGLU

Beyoglu in Cinema

LAYERS OF BEYOGLU









Cinematic Element

“Roof”

“Scenography Istanbul”

CINEMATIC BEYOGLU

Beyoglu in Cinema

LAYERS OF BEYOGLU









Cinematic Element

“Mahalle” & Street *“Everydayness”*

CINEMATIC BEYOGLU

Beyoglu in Cinema

LAYERS OF BEYOGLU









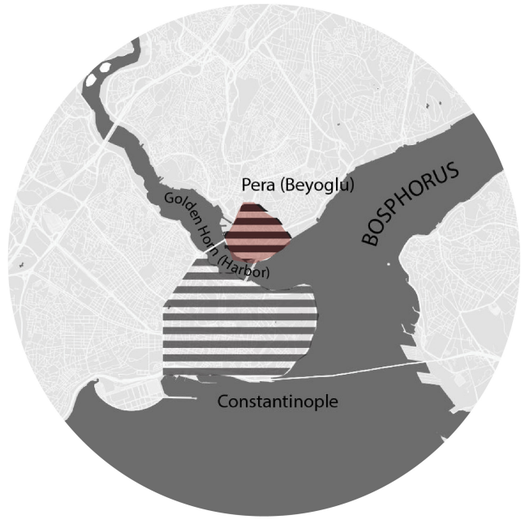
Cinematic Elements

“Apartments” *“Charachter” “Intimacy”*

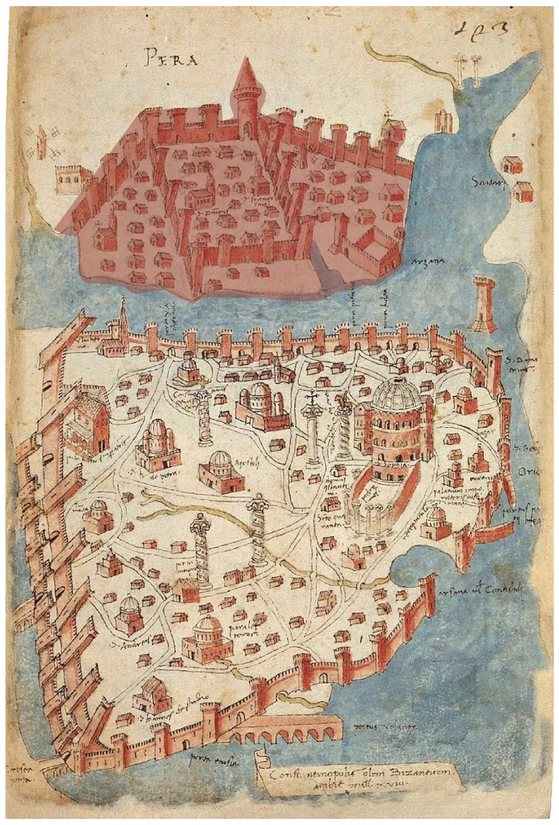
CINEMATIC BEYOGLU

Beyoglu in Cinema

LAYERS OF BEYOGLU



Byzantium-Roman Period
B.C.300-1453



Istanbul Gravure, 1422
Cristoforo Buondelmonte

Ottoman Empire
1453



Constantinople by Giovanni
Andreas Vavassore, circa 1535.

HISTORY

LAYERS OF BEYOGLU



“Industrialization”



“Modernization”

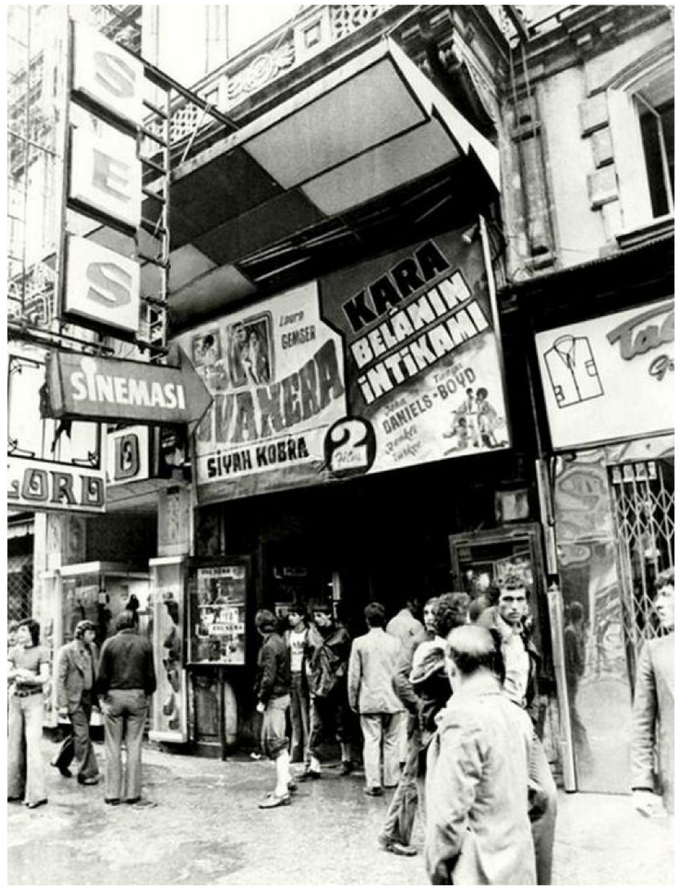
Ottoman Period 18th Century

HISTORY

SOCIO-POLITICS

LAYERS OF BEYOGLU





"Westernization"

Late Ottoman Period 19th Century

HISTORY
SOCIO-POLITICS
CINEMA

LAYERS OF BEYOGLU



1923 - Turkish Republic founded
1955 - Istanbul Pogrom

Turkish Republic

HISTORY
SOCIO-POLITICS

LAYERS OF BEYOGLU





1960 - Golden Time of Turkish Cinema: Yesilcam

HISTORY
SOCIO-POLITICS
CINEMA

LAYERS OF BEYOGLU





1980 - Degrading of Beyoglu
Military Coup

HISTORY
SOCIO-POLITICS
CINEMA

LAYERS OF BEYOGLU





1990 - Pedestrianization of Istiklal Street and
recovery of cultural places and nostalgic character
Start of First Wave of Gentrification

POLITICS OF SPACE

LAYERS OF BEYOGLU





POLITICS OF SPACE

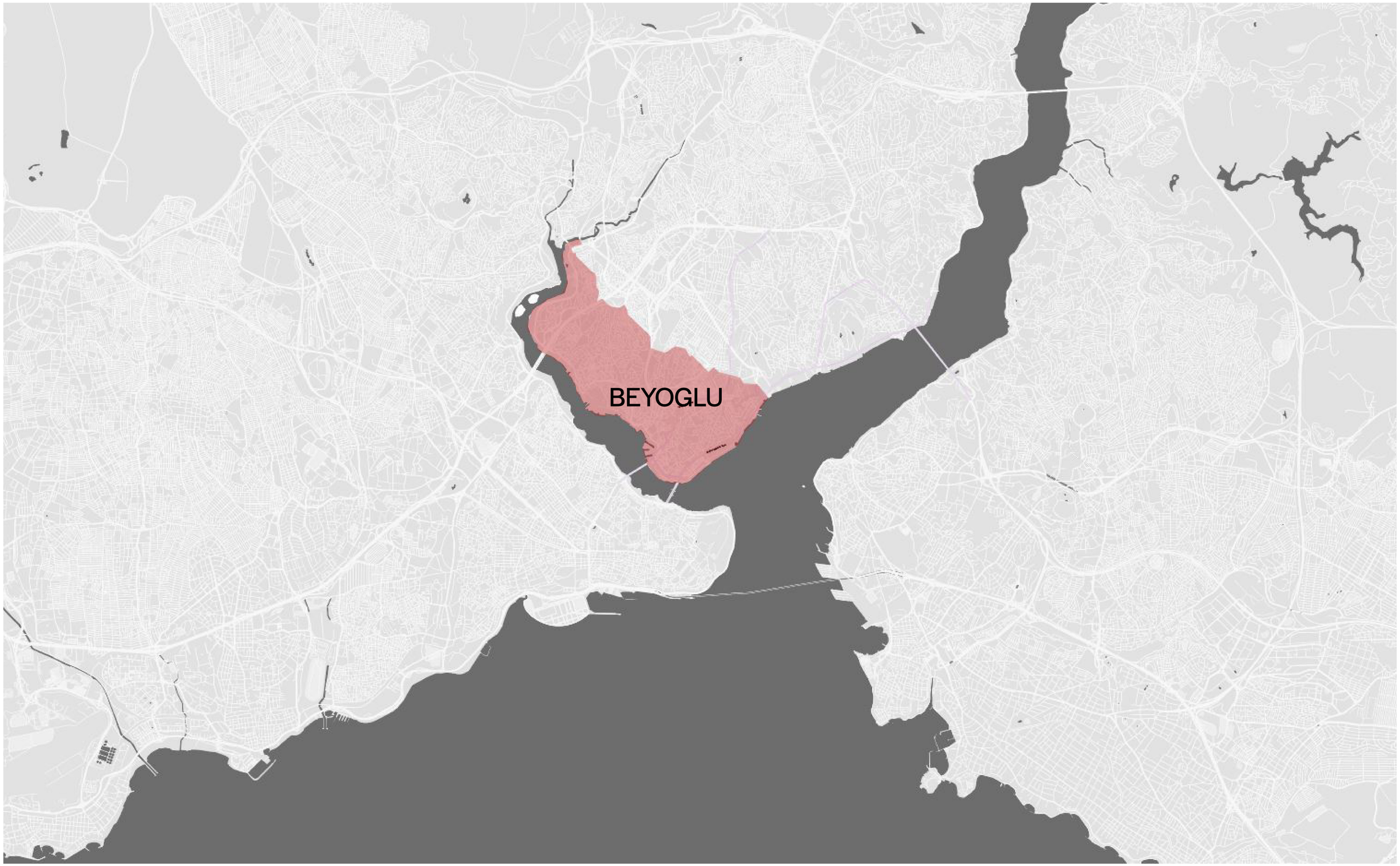
LAYERS OF BEYOGLU





POLITICS OF SPACE

LOCATION



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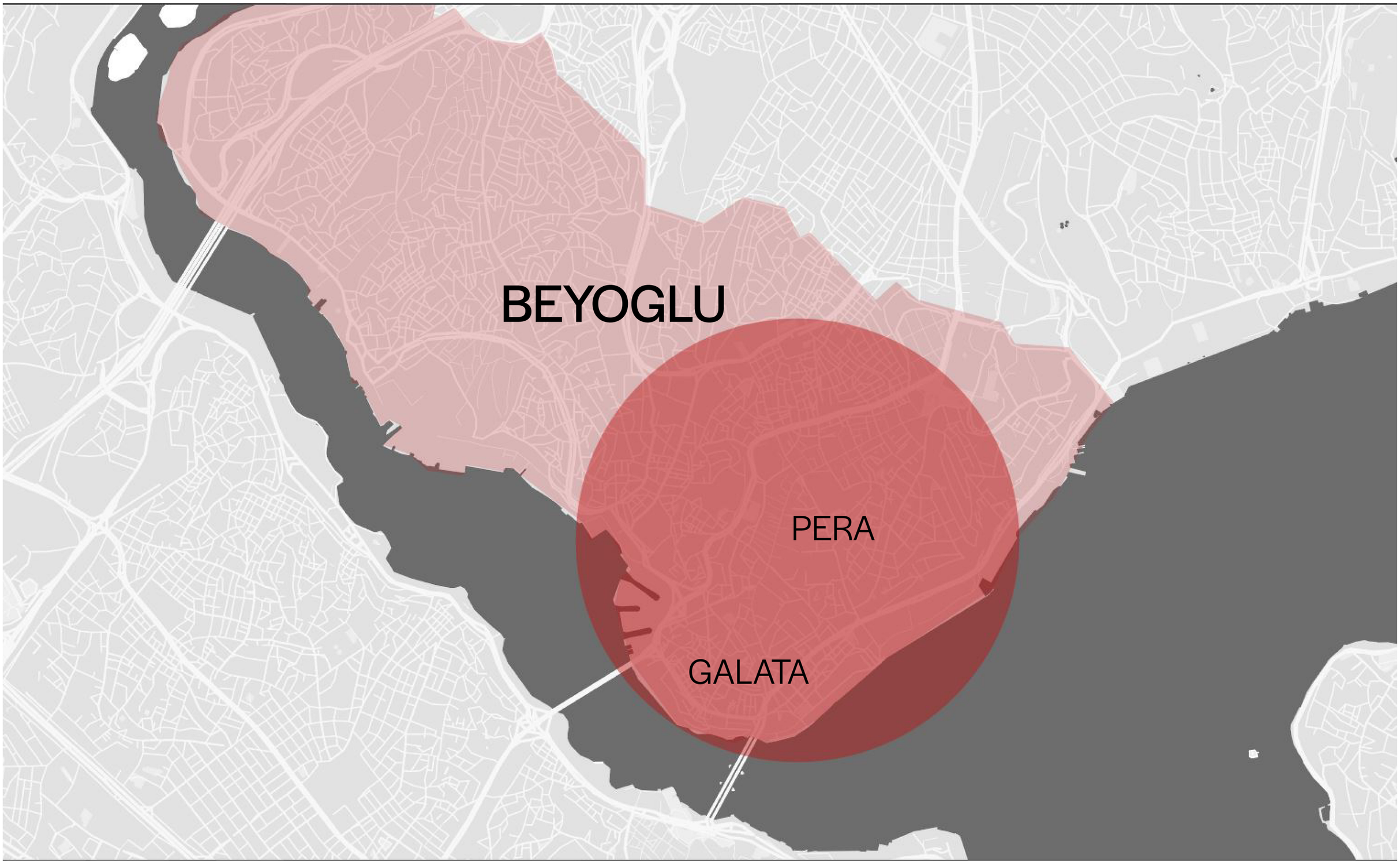

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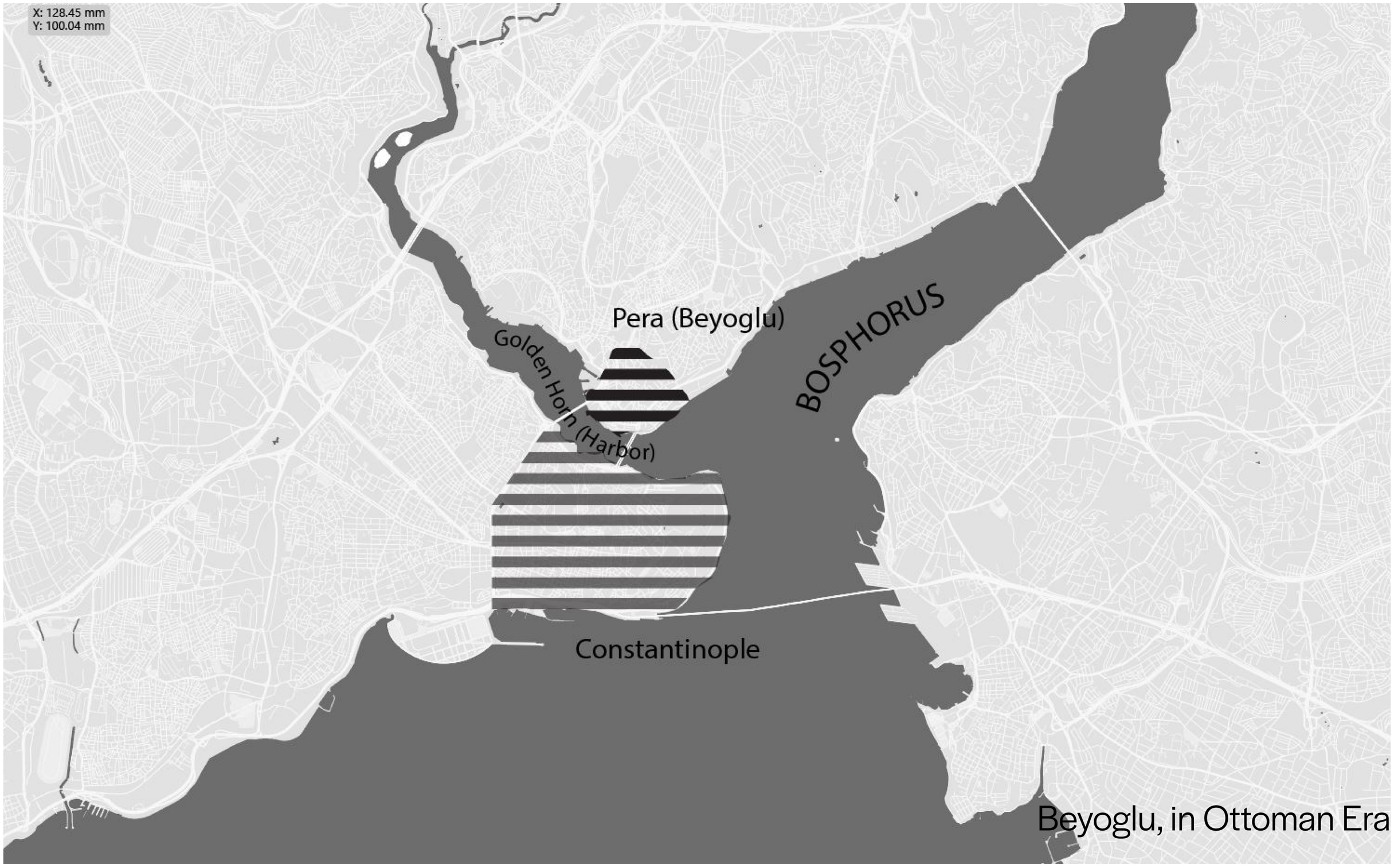
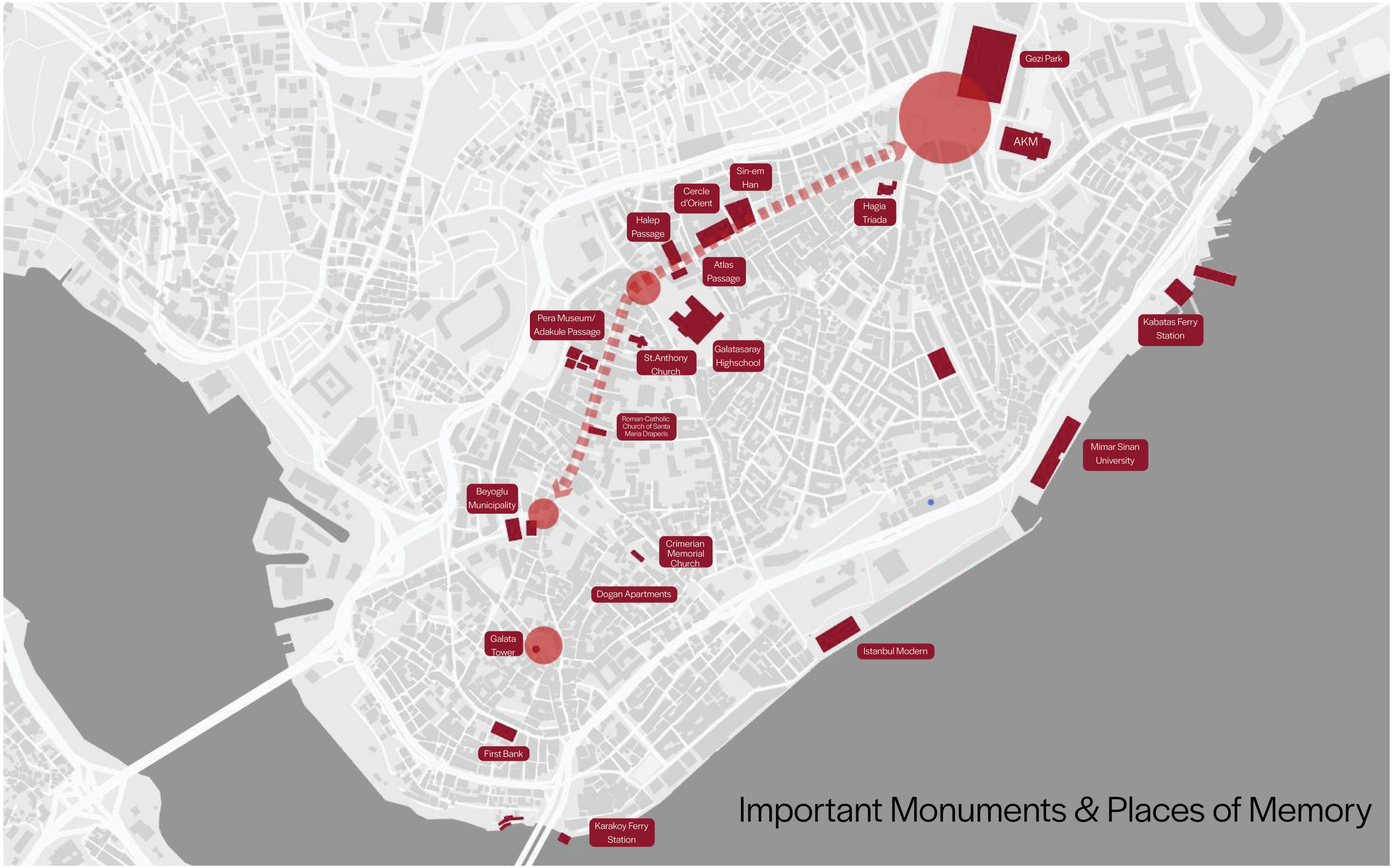

X: 128.45 mm
Y: 100.04 mm
Pera (Beyoglu)
Golden Horn (Harbor)
BOSPHORUS
Constantinople
Beyoglu, in Ottoman Era

LOCATION



Istiklal Street & Squares

LOCATION


Gezi Park
AKM
Sin-em Han
Cercle d'Orient
Halep Passage
Hagia Triada
Atlas Passage
Pera Museum/ Adakule Passage
St.Anthony Church
Galatasaray Highschool
Kabatas Ferry Station
Roman-Catholic Church of Santa Maria Draperis
Mimar Sinan University
Beyoglu Municipality
Crimerian Memorial Church
Dogan Apartments
Galata Tower
Istanbul Modern
First Bank
Karakoy Ferry Station
Important Monuments & Places of Memory

LOCATION



LOCATION



LOCATION



LOCATION





1. Galata Tower
2. Dogan Apt.
3. Project Site
4. Crimean Memorial Church
5. Swedish Consulate
6. Istanbul Modern
7. Russian Consulate
8. Santa Maria Church
9. Italian Consulate
10. Dutch Consulate



LOCATION



Site Plan
1:1000

LOCATION

Abandoned Greek Family Houses



Site Plan
1:1000

LOCATION



Abandoned Greek Family Houses

LOCATION

“terrain vague”



<u>Site Plan</u>
1:1000

LOCATION





“terrain vague”

LOCATION

Parking Lot



Site Plan
1:1000

LOCATION



Parking Lot



LOCATION



Site Plan
1:1000

LOCATION



Site Plan
1:1000

LOCATION



Site Plan
1:1000

LOCATION



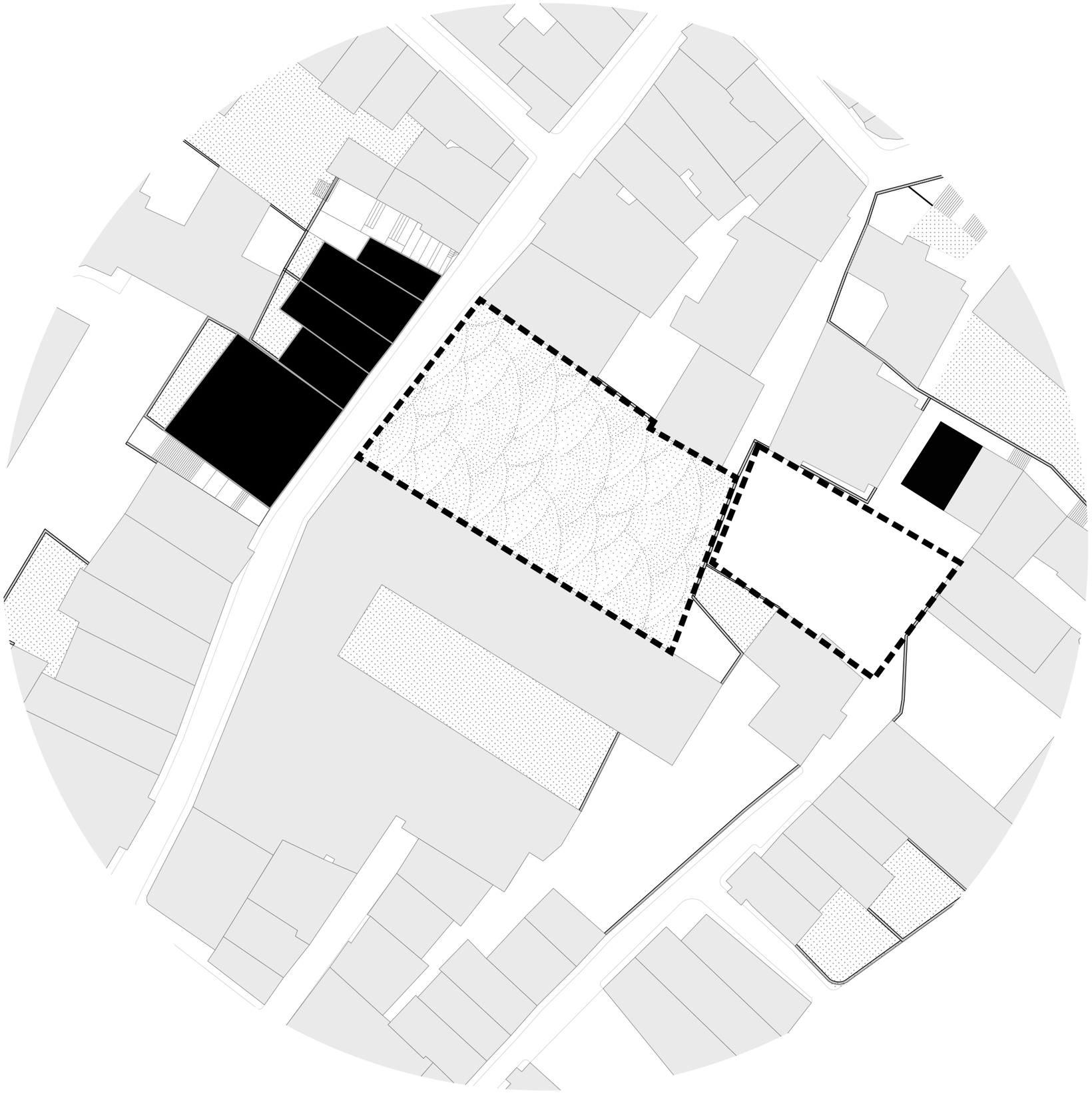
Istanbul Insurance Maps, 1932
by Pervititch

LOCATION



Istanbul Insurance Maps 1932
by Pervititch

LOCATION



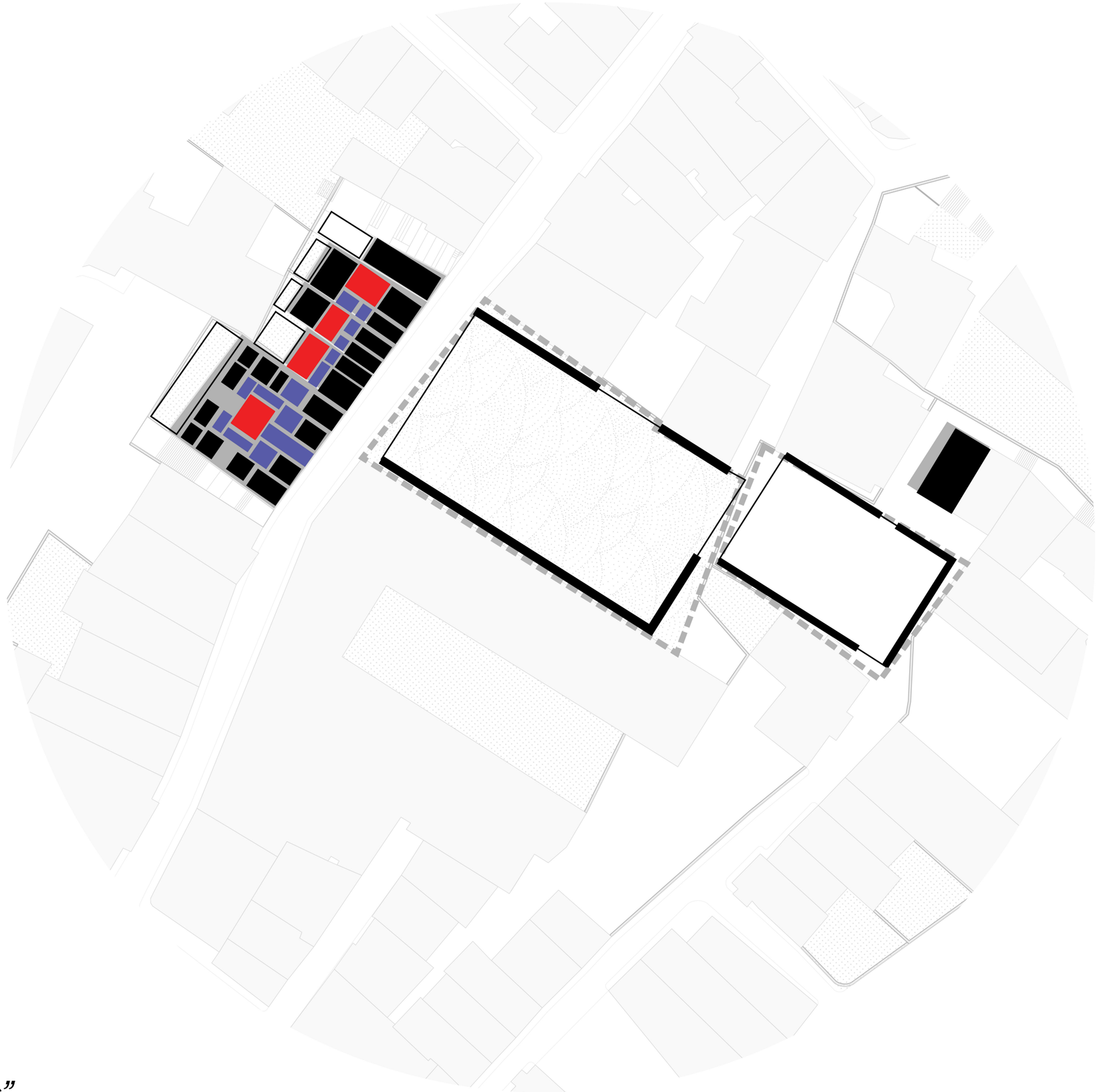
Site Plan
1:500



Site Plan
1:200



Site Plan
1:500



“a series of interior and exterior rooms”

Site Plan
1:500

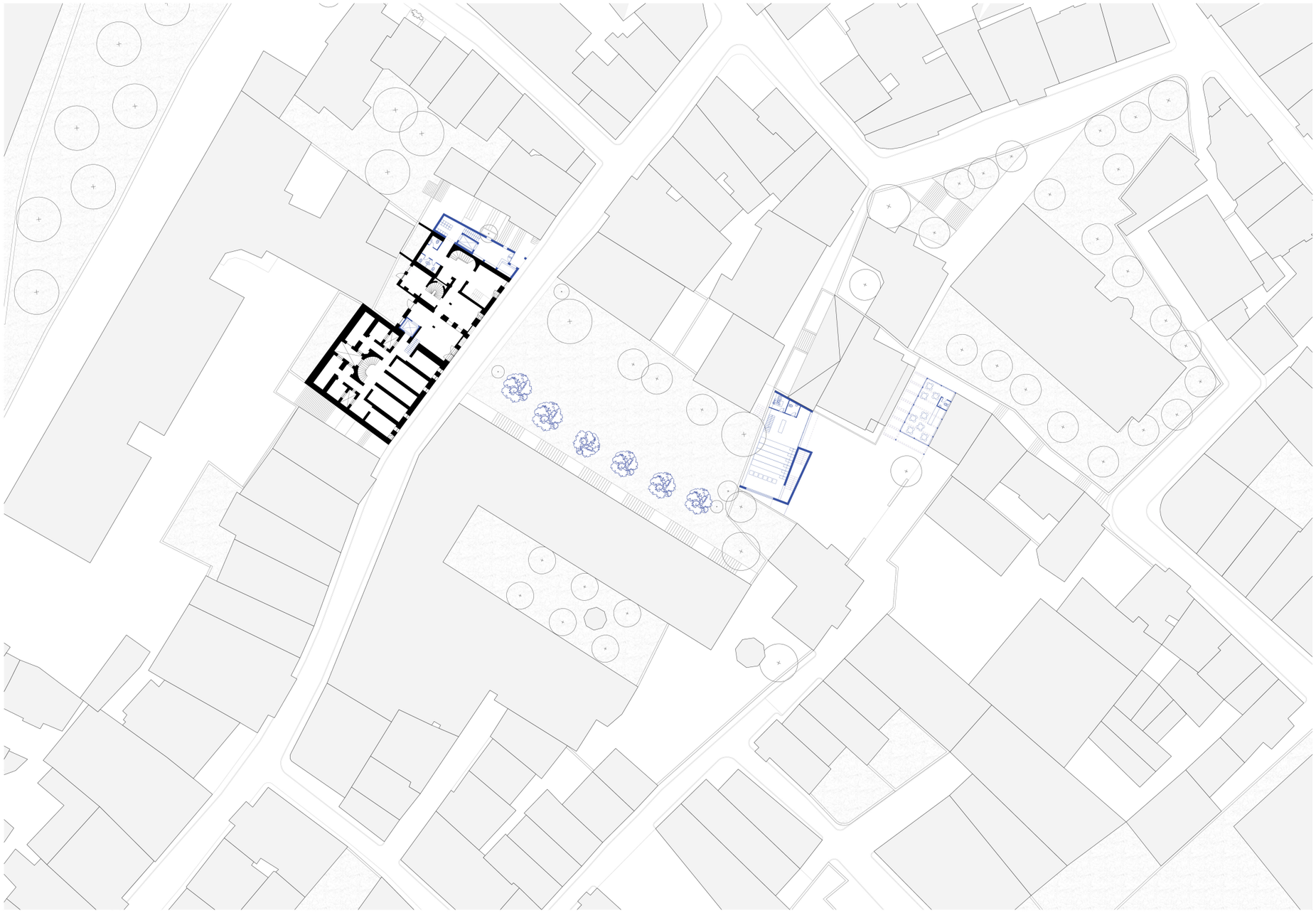
DESIGN

EXISTING SITUATION

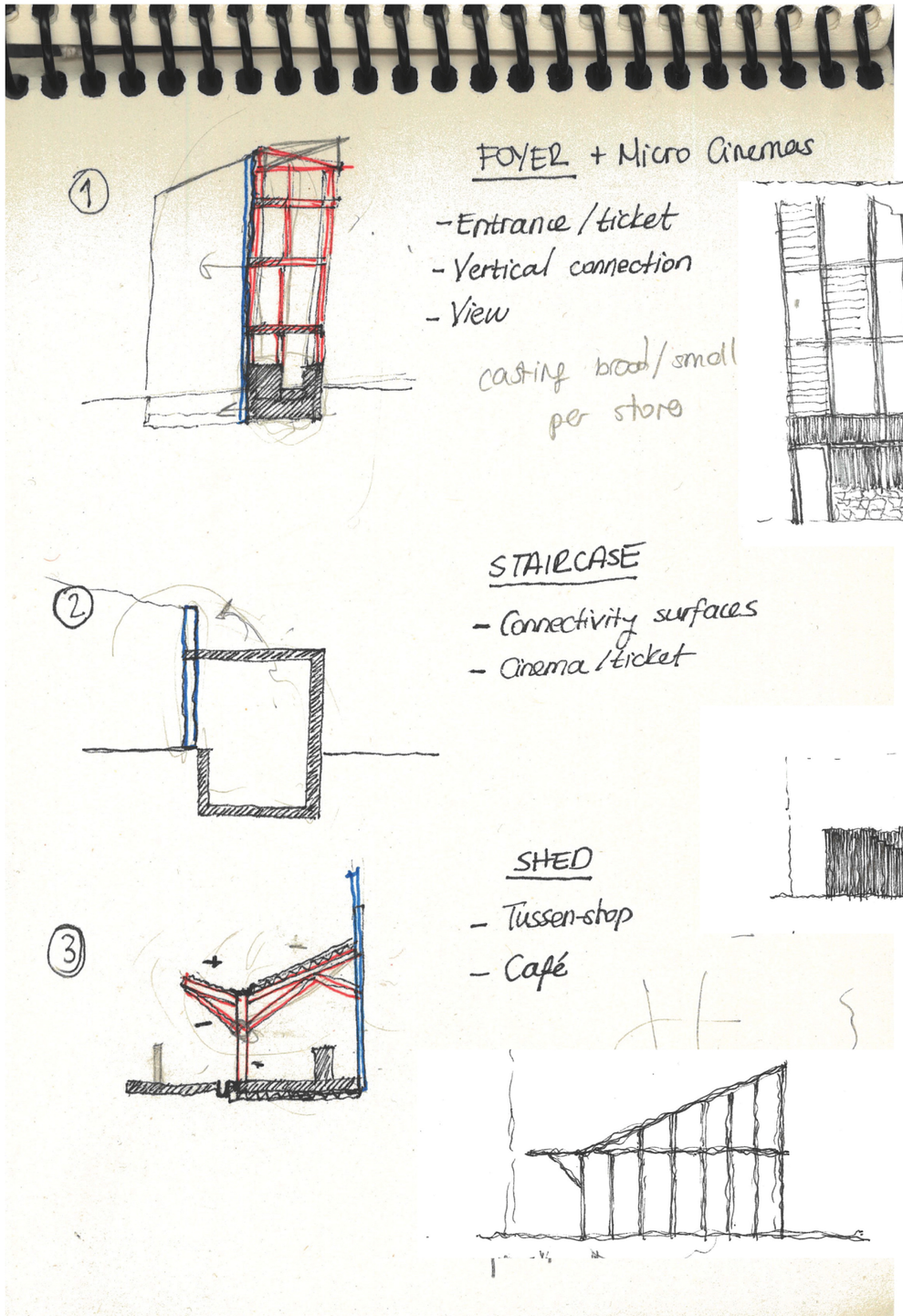


Site Plan

1:500



Site Plan
1:500


1
FOYER + Micro Cinemas
- Entrance / ticket
- Vertical connection
- View
casting wood / small per store
2
STAIRCASE
- Connectivity surfaces
- Cinema / ticket
3
SHED
- Tussen-stop
- Café

DESIGN

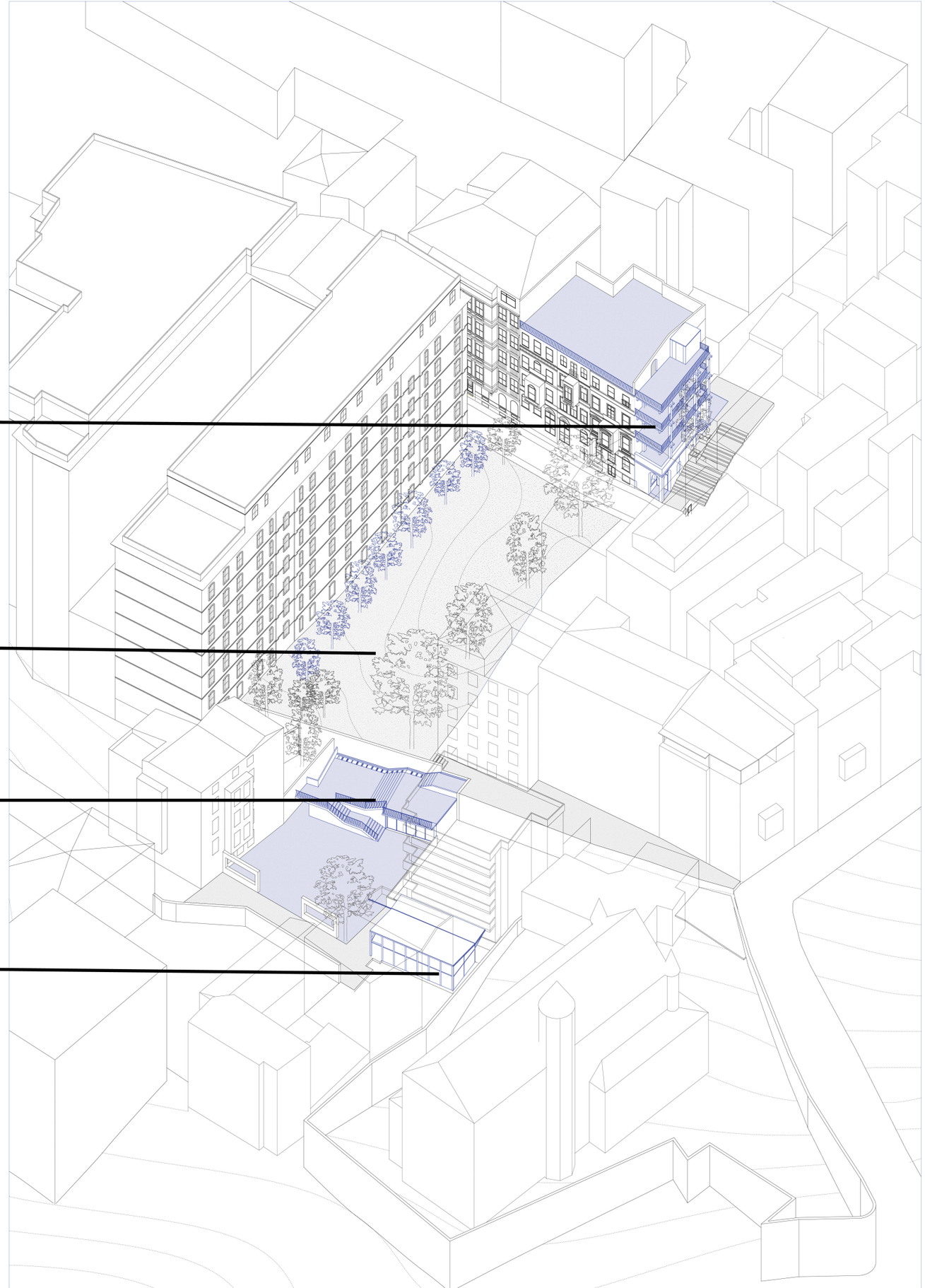
STRATEGY

1. Micro-Cinemas & Foyer
- Cinemas
- Collective Spaces
- Cafe
- Vertical Connection

2. “terrain vague”
- Open-air cinema
- Park

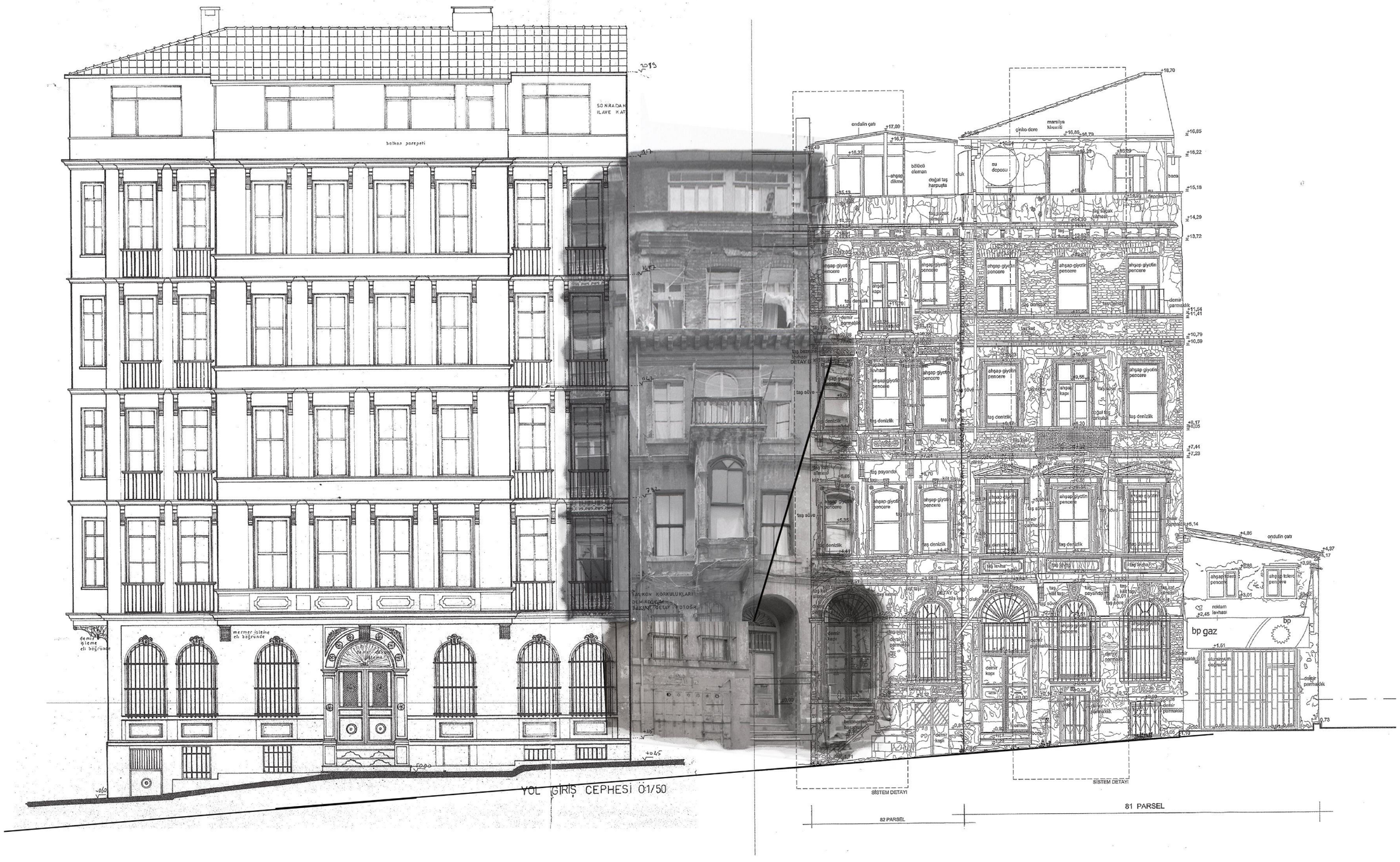
3. Stair
- Underground cinema/auditorium
-Storage

4. Shed
- Cafe



DESIGN

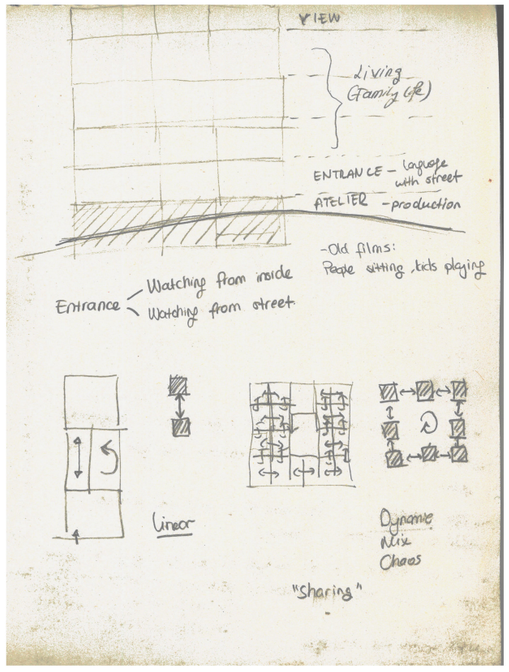
TERRITORY 1:
MICRO-CINEMAS AND FOYER

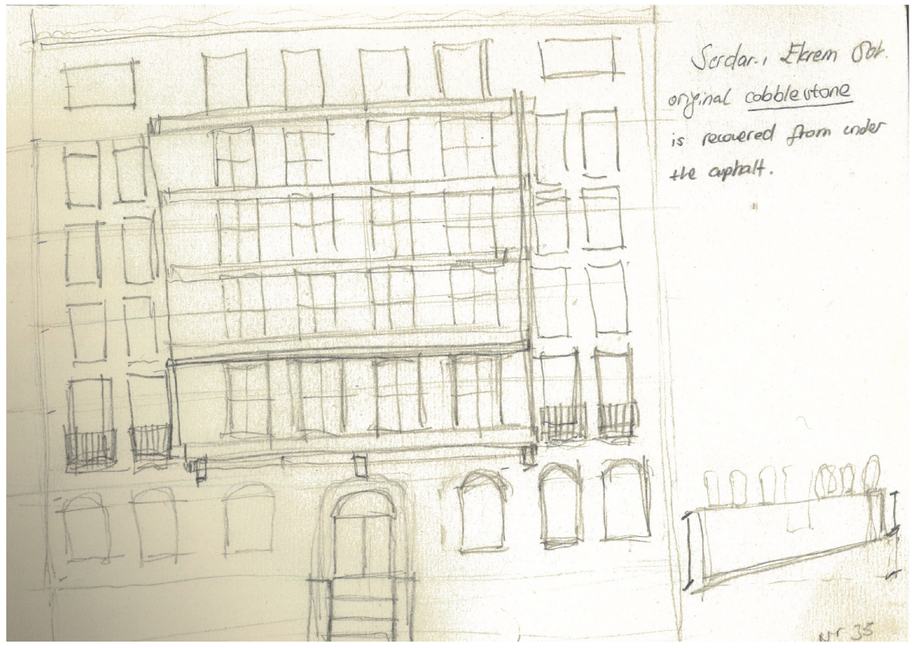


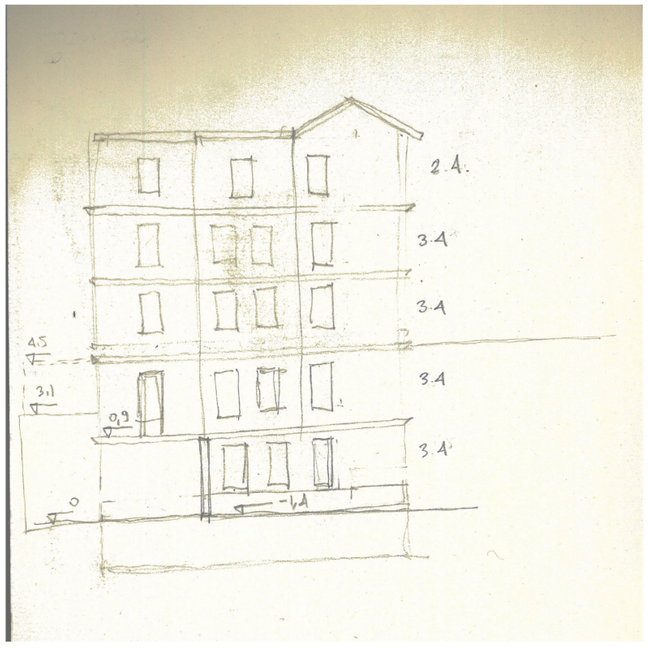
DESIGN

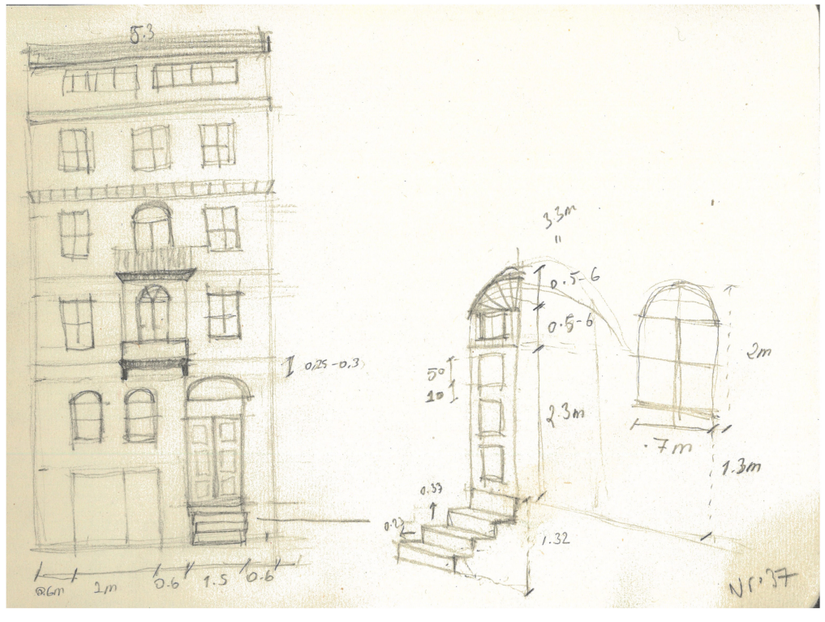
TERRITORY 1:
MICRO-CINEMAS AND FOYER

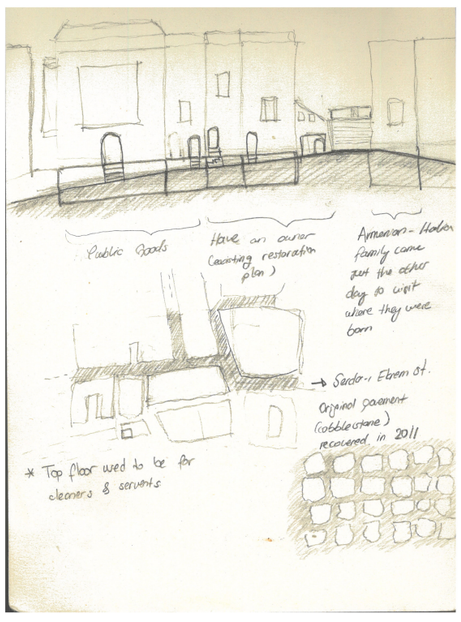
STRATEGY

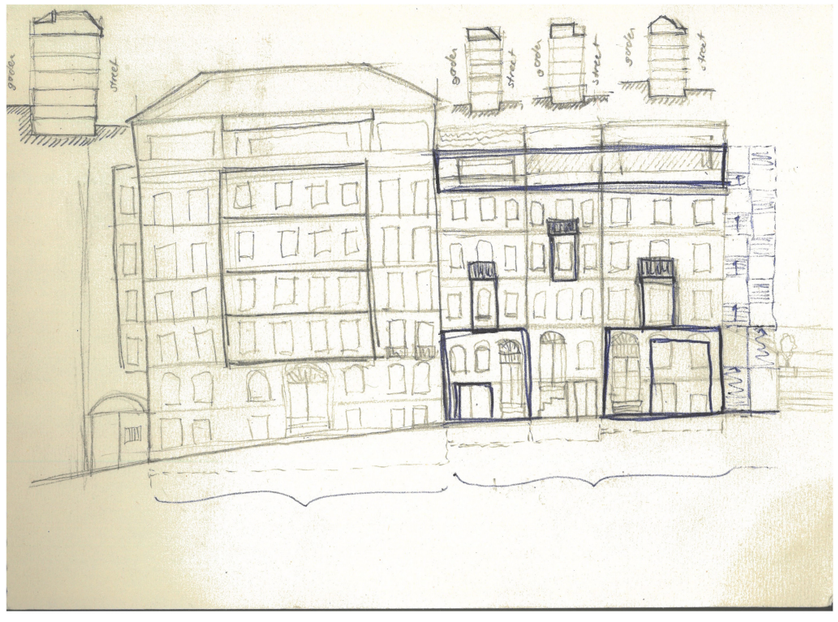






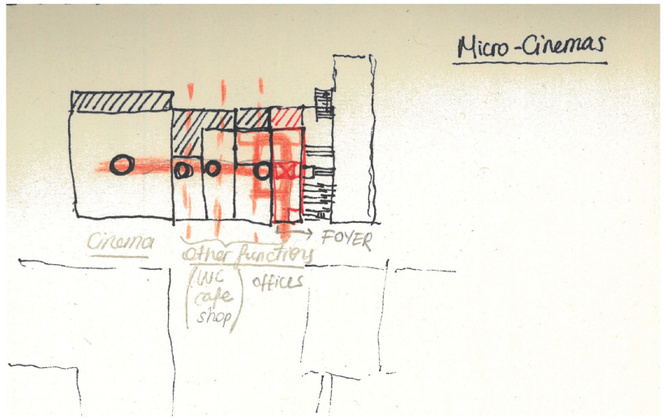


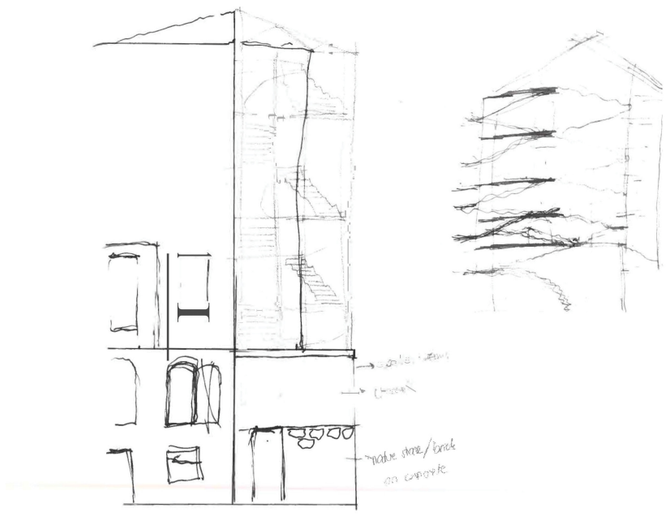


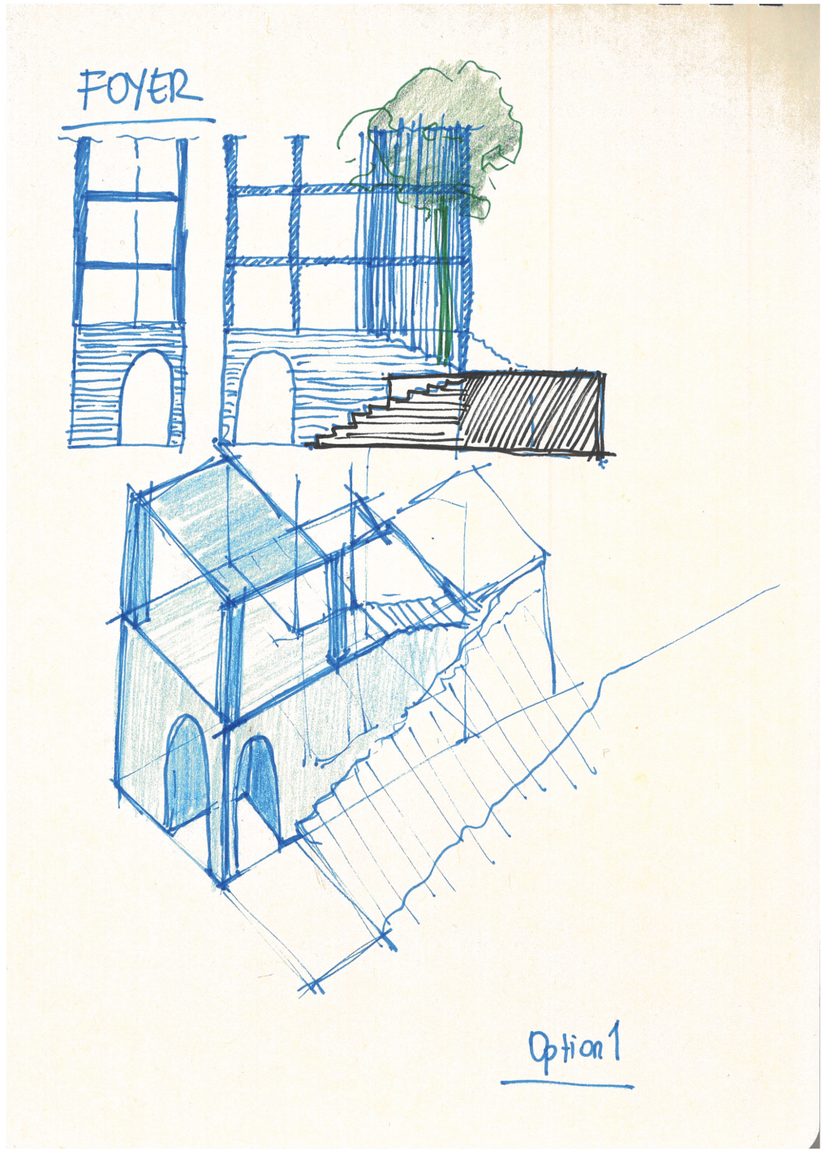


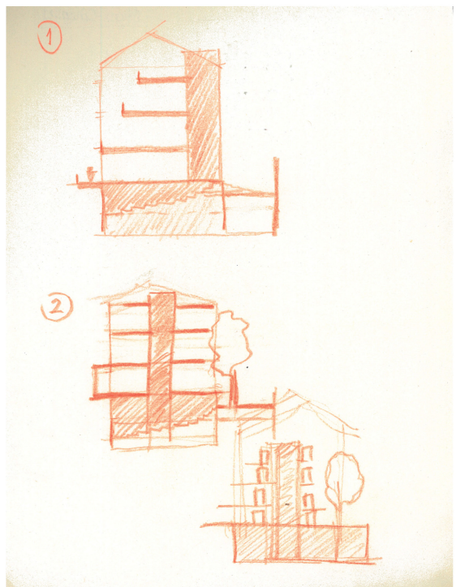
DESIGN

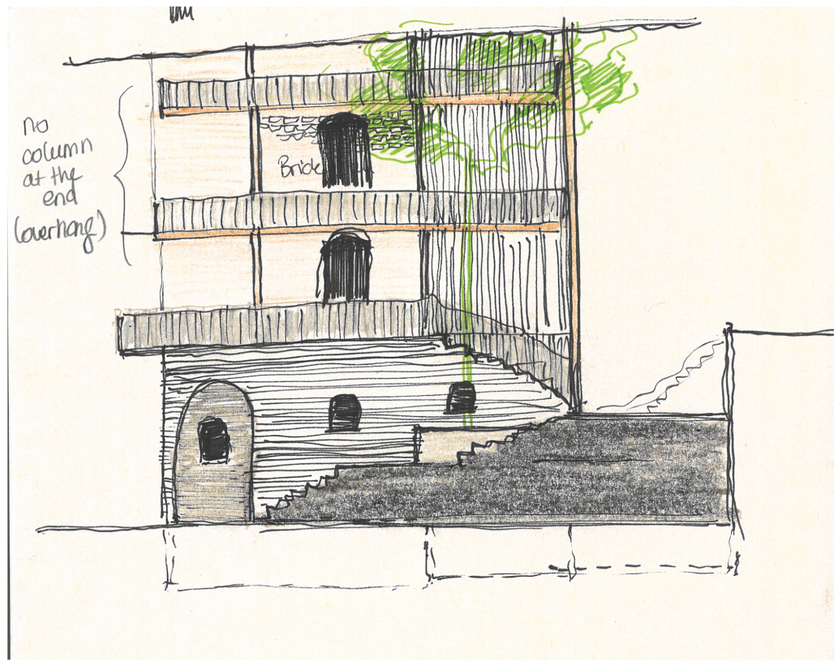
TERRITORY 1:
MICRO-CINEMAS AND FOYER











DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

EXISTING SITUATION



Elevation South-East
1:200

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

PROPOSAL

DEMOLITION



Elevation South-East
1:200

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

PROPOSAL

ADDITION



Elevation South-East
1:200

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

PROPOSAL

ADDITION



Elevation North-East
1:100

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

EXISTING SITUATION



Basement
1:200

TERRITORY 1:
MICRO-CINEMAS AND FOYER

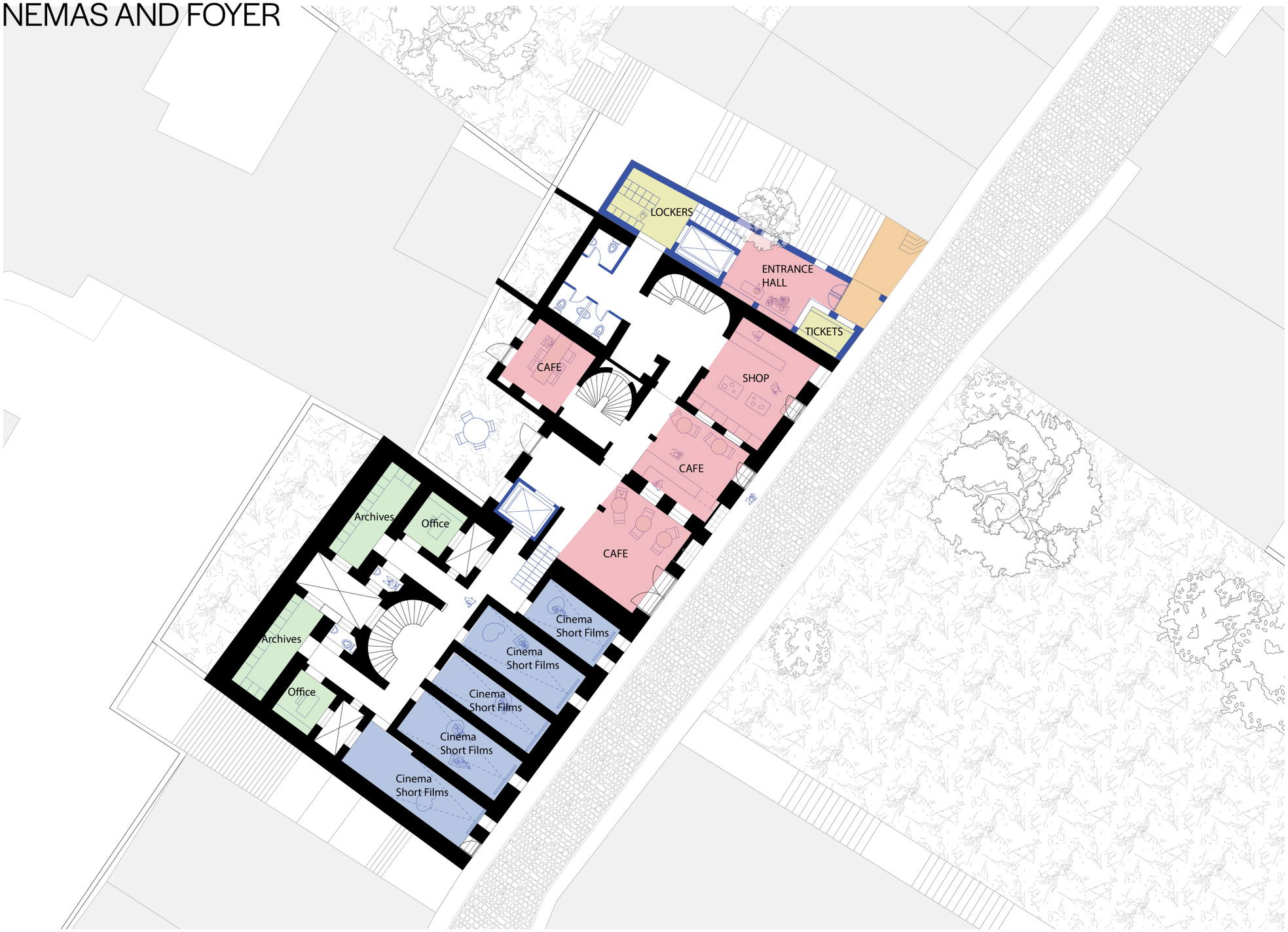


Basement
1:200

DESIGN

FUNCTIONS

TERRITORY 1:
MICRO-CINEMAS AND FOYER



Basement
1:200

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

EXISTING SITUATION



Ground Level
1:200

DESIGN

PROPOSAL

TERRITORY 1:
MICRO-CINEMAS AND FOYER



Ground Level
1:200

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

FUNCTIONS



Ground Level
1:200


CINEMA
BIOGRAFTEATERN RIO
MARS
5–8 TEMPO FILMFESTIVAL
7 LIVEOPERA: MADAME BUTTERFLY
9 INTERNATIONELL KORTFILMSFEST: WIFTI
12 LIVE: VIBRAGERA
18 KLUBB FENOMENAL: FINKULTUR
21 LIVEOPERA: SOMNGÅNGERSKAN
FILMFRUKOST → SÖNDAGAR
6 TEMPO – STHLM DOCS
15 FILMIDYLL – QUEERFEMINISTISK FILM
22 KLUBB SUPER 8 – TEMA: SUPERHJÄLTAR
29 CINEMAFRICA – BEST OF
FILMVISNING ALLA DAGAR – SE HEMSIDA
FILMKAFÉ MED COPACABANA
→ GRATIS KORT- & KONSTFILM PÅ BIODUK
ÖPPET VARDAG 10–21 HELG 10–21
08–66 99 500 T: HORNSTULL BIORIO.SE

“street”

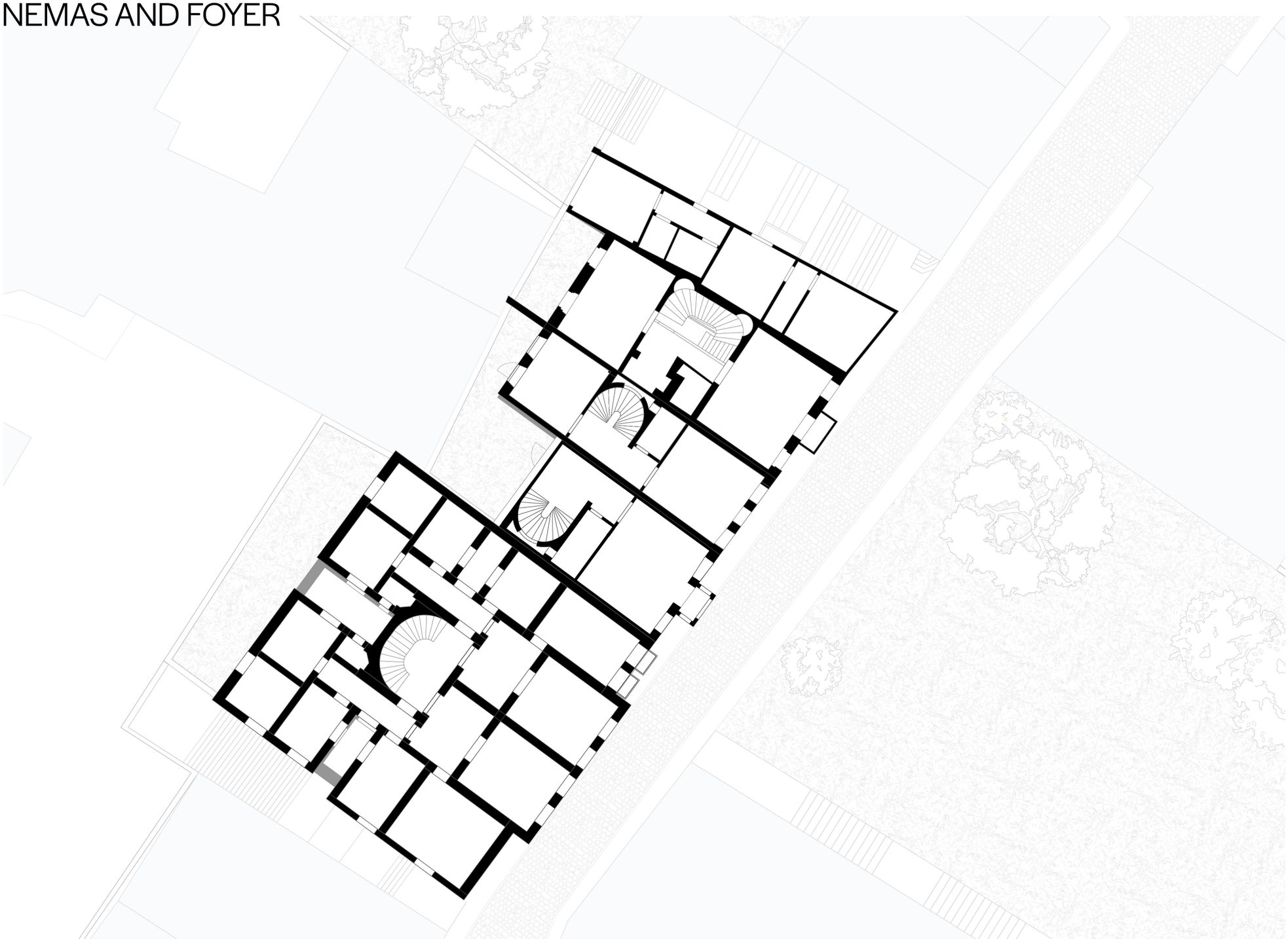


“street”

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

EXISTING SITUATION

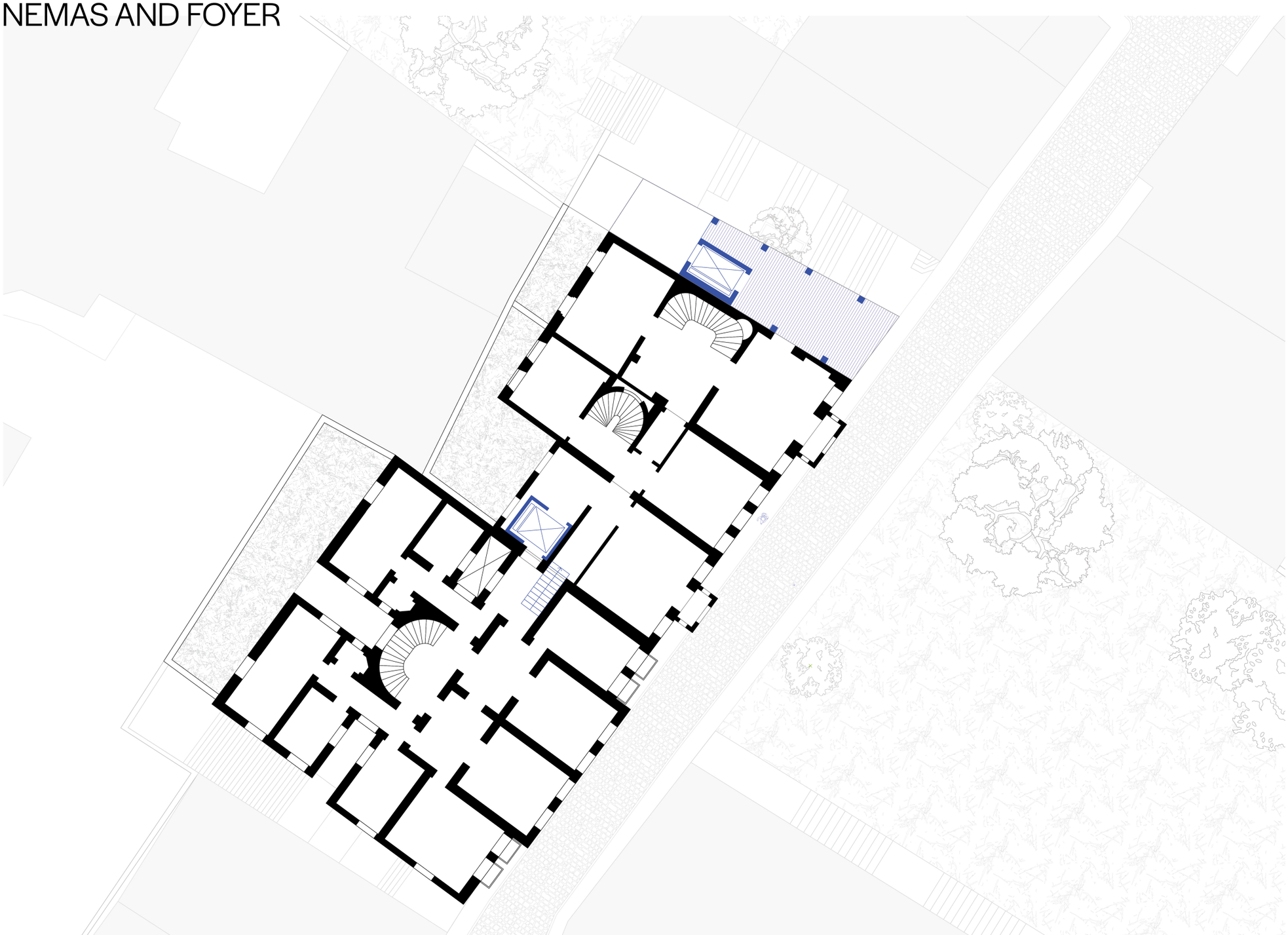


Level 1+
1:200

DESIGN

PROPOSAL

TERRITORY 1:
MICRO-CINEMAS AND FOYER



Level 1+
1:200

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

FUNCTIONS



Level 1+
1:200

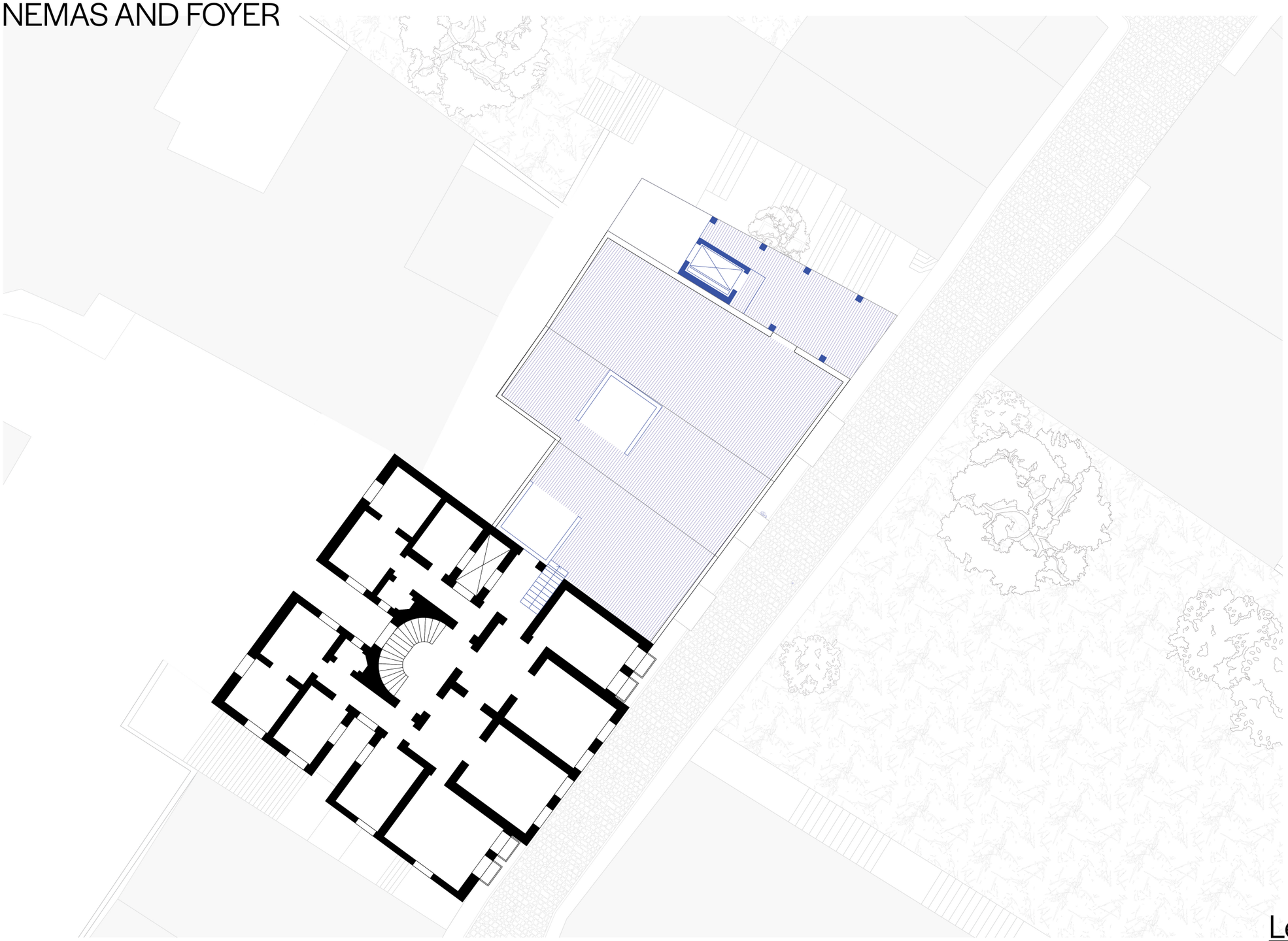


“room”


HÜLYA
KOÇYİĞİT
MURAT
SOYDAN
RENKLİ
PERİHAN CELAL
ATIF YILMAZ
KÖÇEK
YAVUZ TURGUL
HÜSİN BEY
NER ŞEN
yılmurcalk
KÖPRÜALTI ÇOCUĞU
İLKER İNANOĞLU
CÜNEYT ARKIN FİLİZ AKIN
Dönersen ıslık çal
Yönetmen:
ORHAN
OĞUZ
İki gece kuşu
Biri cüce
Biri Travesti
Bir dostluğun
Hikayesi
Senaryo:
CEMAL ŞAN
Görüntü Yönetmeni:
ORHAN OĞUZ
Müzik:
ONAY OĞUZ
UĞUR
FİLM A.Ş.
FİKRET KUŞKAN
MEVLÜT DEMİRYAY
MENDERES SAMANCILAR
DERYA ALABORA

“room”

TERRITORY 1:
MICRO-CINEMAS AND FOYER



Level 4 - Roof
1:200

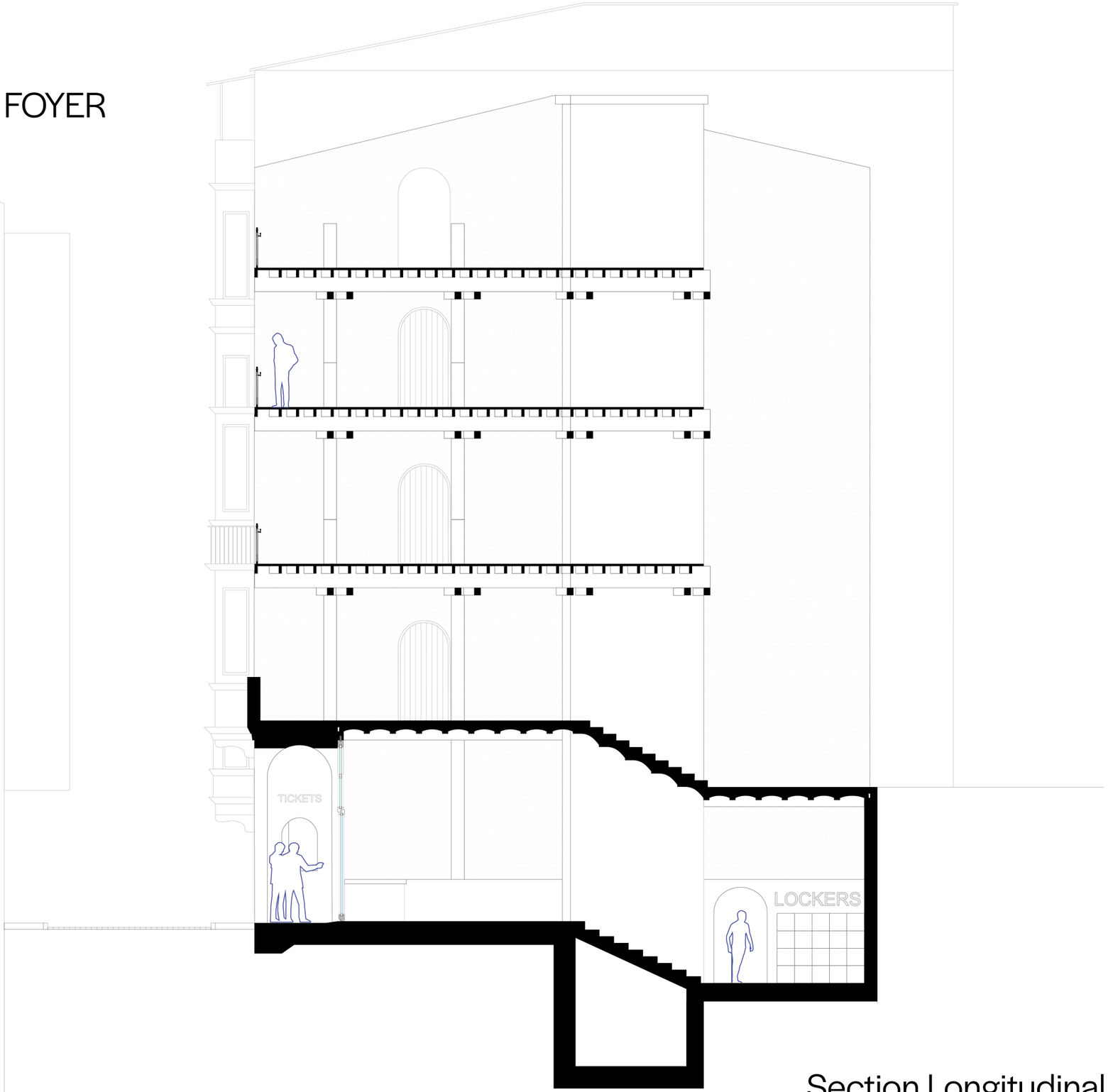




“roof”

DESIGN

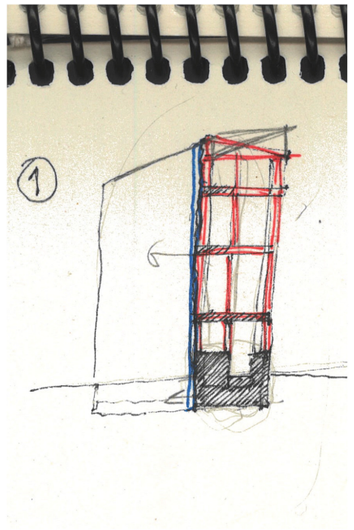
TERRITORY 1:
MICRO-CINEMAS AND FOYER

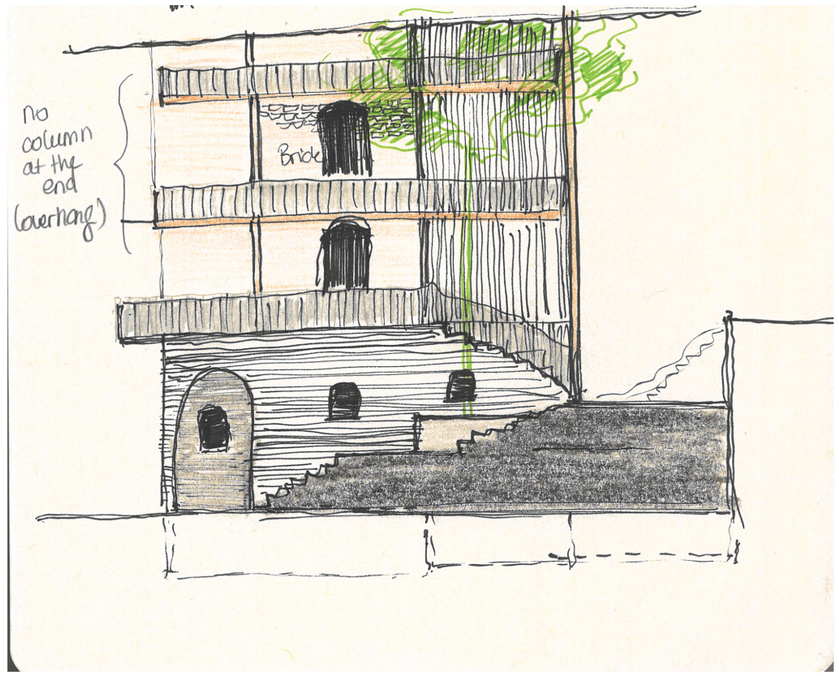


Section Longitudinal
1:100

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

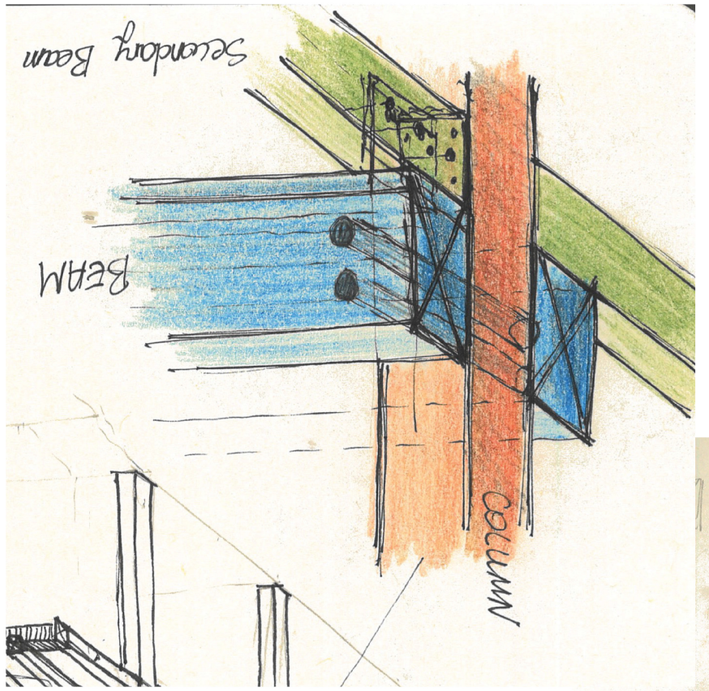


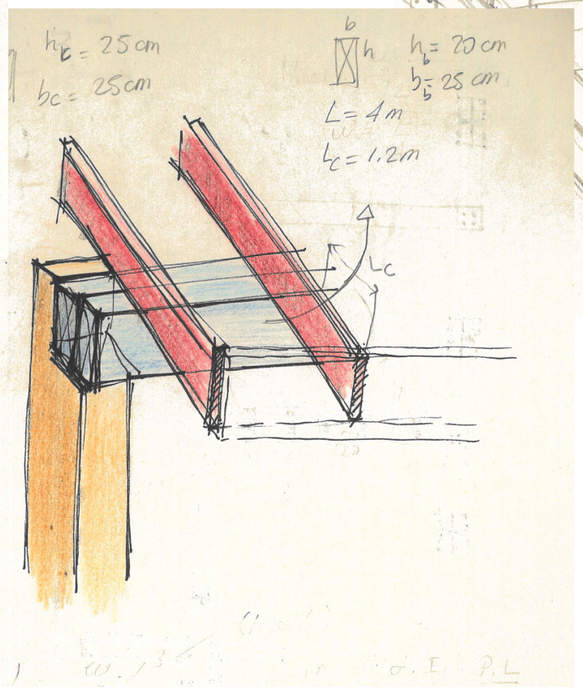


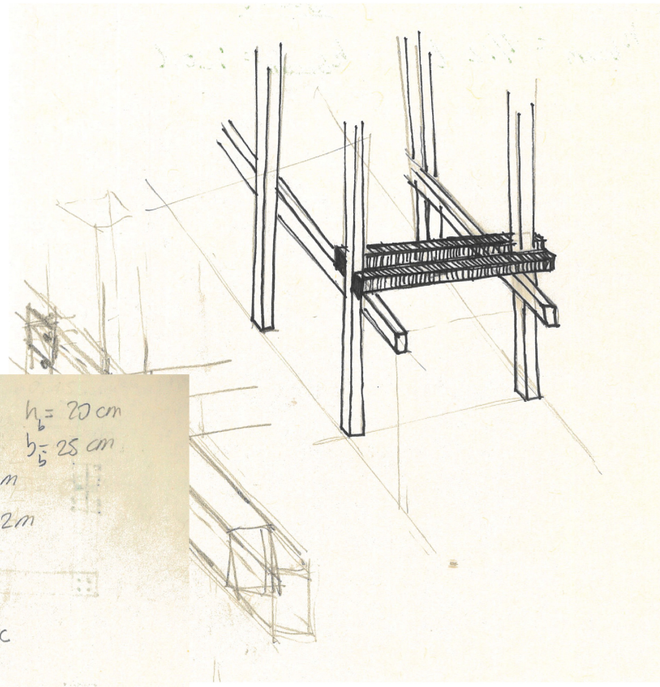
CONSTRUCTION & MATERIALITY

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER



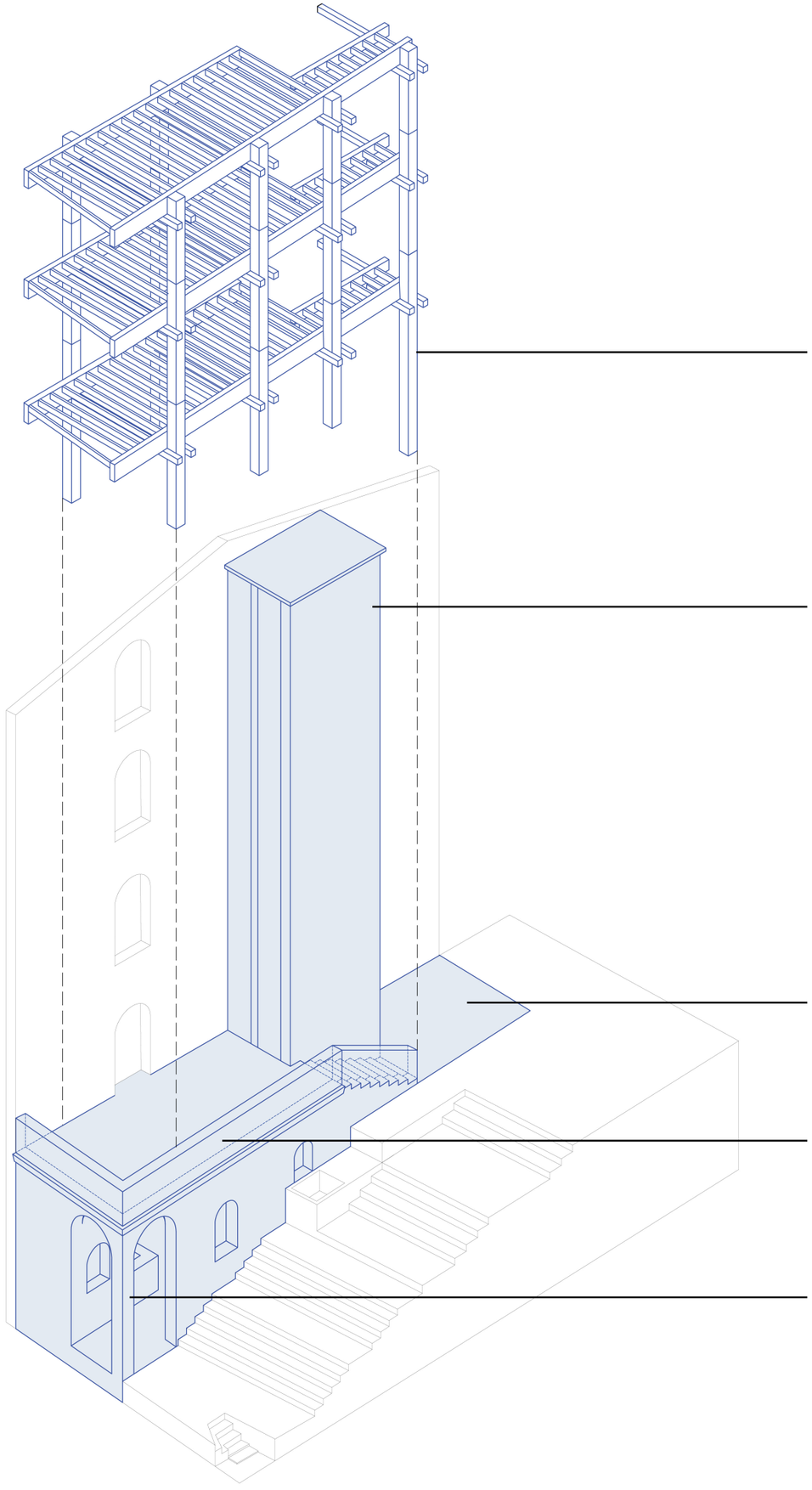




CONSTRUCTION & MATERIALITY

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER



Wooden Construction

Light scaffolding like CLT construction lands on the concrete plinth and connects through a knife plate to the load-bearing walls.
For this construction double wood connections with minimal use of visible connectors are opted.

Elevator Shaft

Elevator shaft provides the vertical accessibility to Micro-Cinema Complex meanwhile providing the stability for the wooden construction terraces.
This is MRL Elevator which does not have a dedicated penthouse machine room locates the machine within the override space in the top of the elevator shaft.

Concrete Plinth

Concrete Plinth sits on the footprint of the decayed building. The building steps down into the landscape towards its back and reaches with its roof to the same level with the end of the existing stairs in order to create a small square. Meanwhile the step down also allows access to the half-basement of the Micro-cinema Complex. Due to its mainly underground nature concrete is opted as material.

Raised Walls

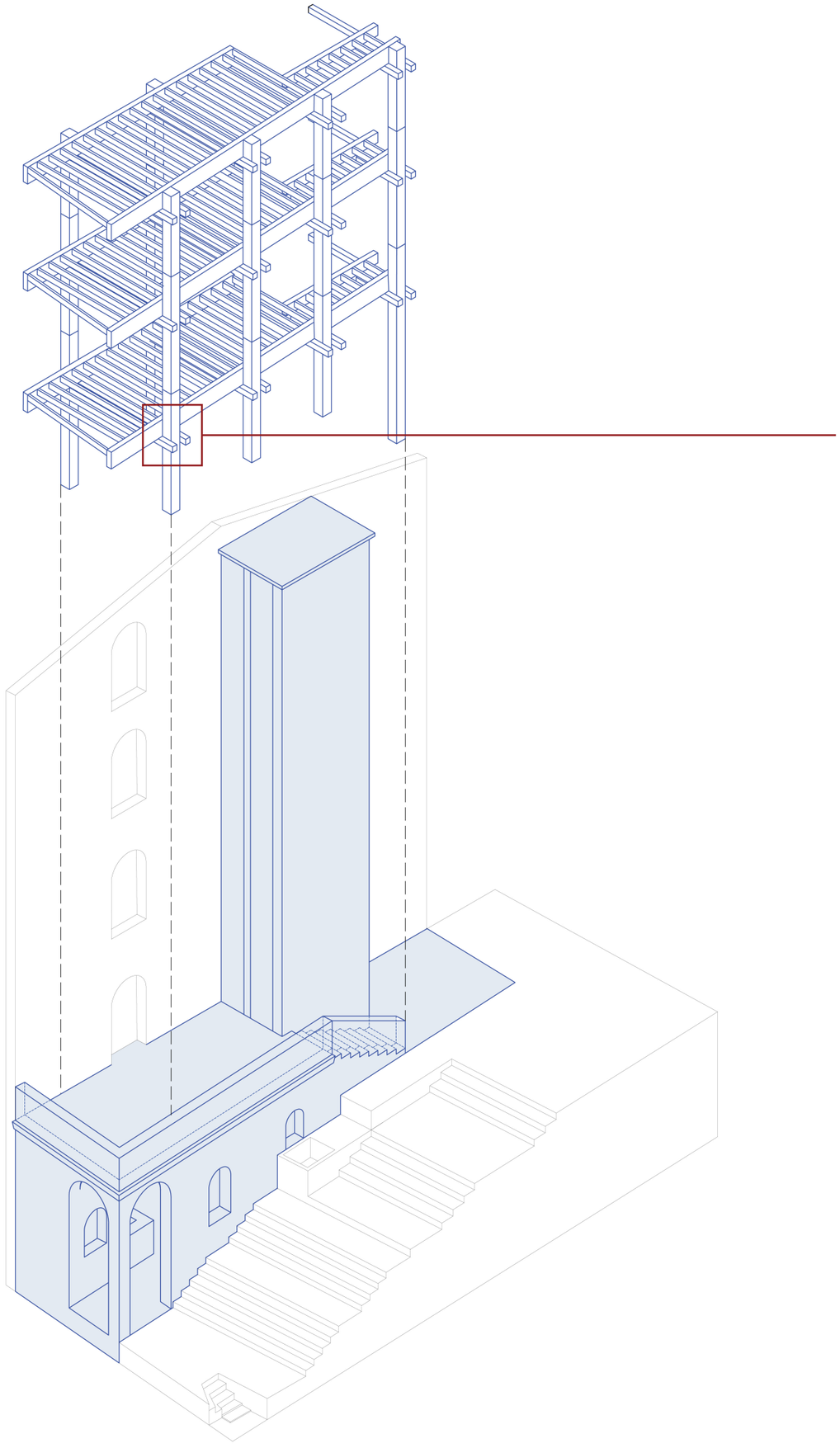
Walls of the facade continues above the roof in order to create a railing for the roof terrace. An ornament marking the end of the roof also aligns with the ornament lings of the neighboring buildings.

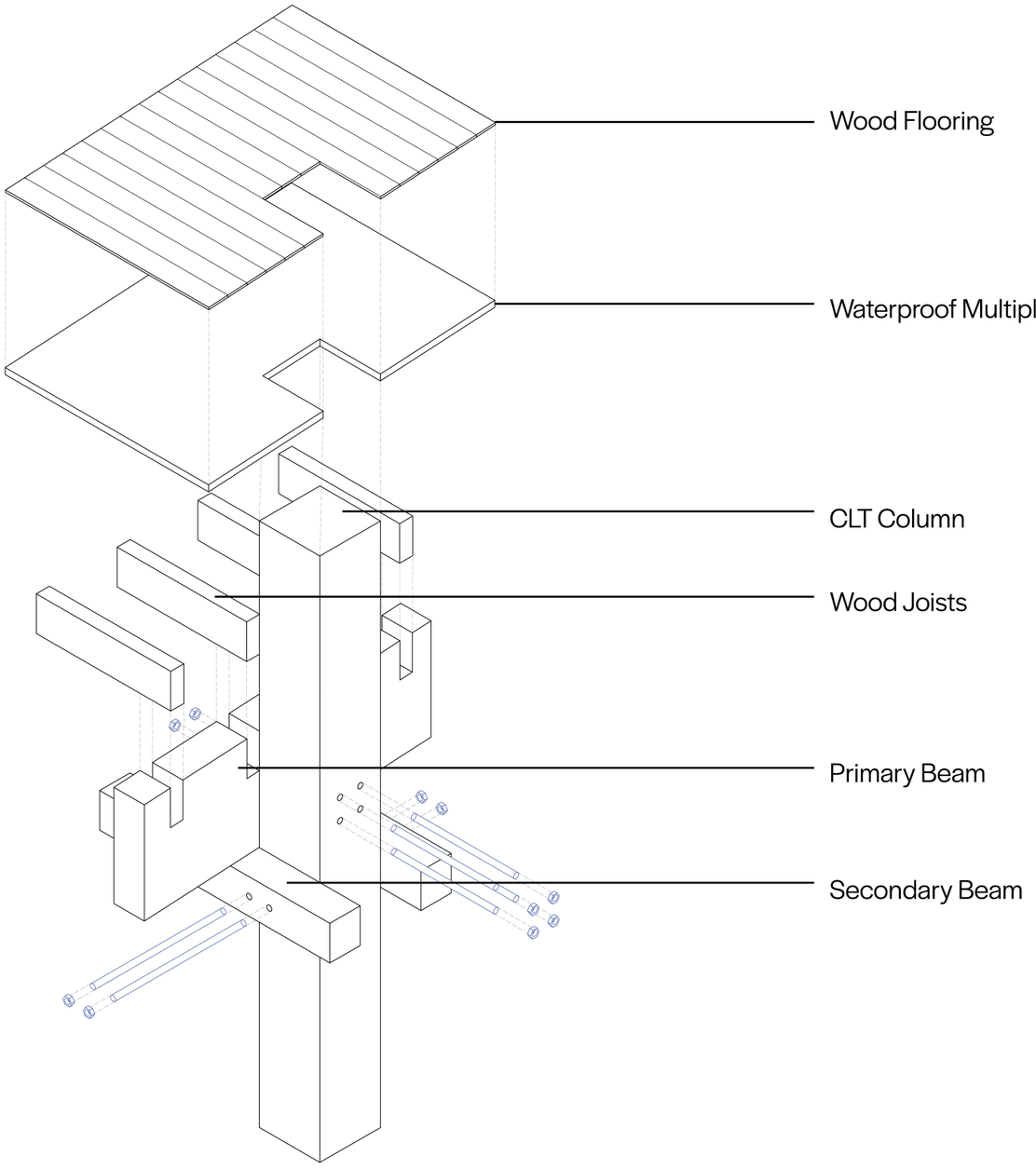
Concrete Vault

Facade fallows the opening typology of the neighbor buildings and creates a offset and a corner by the interaction of 2 arched openings.

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER

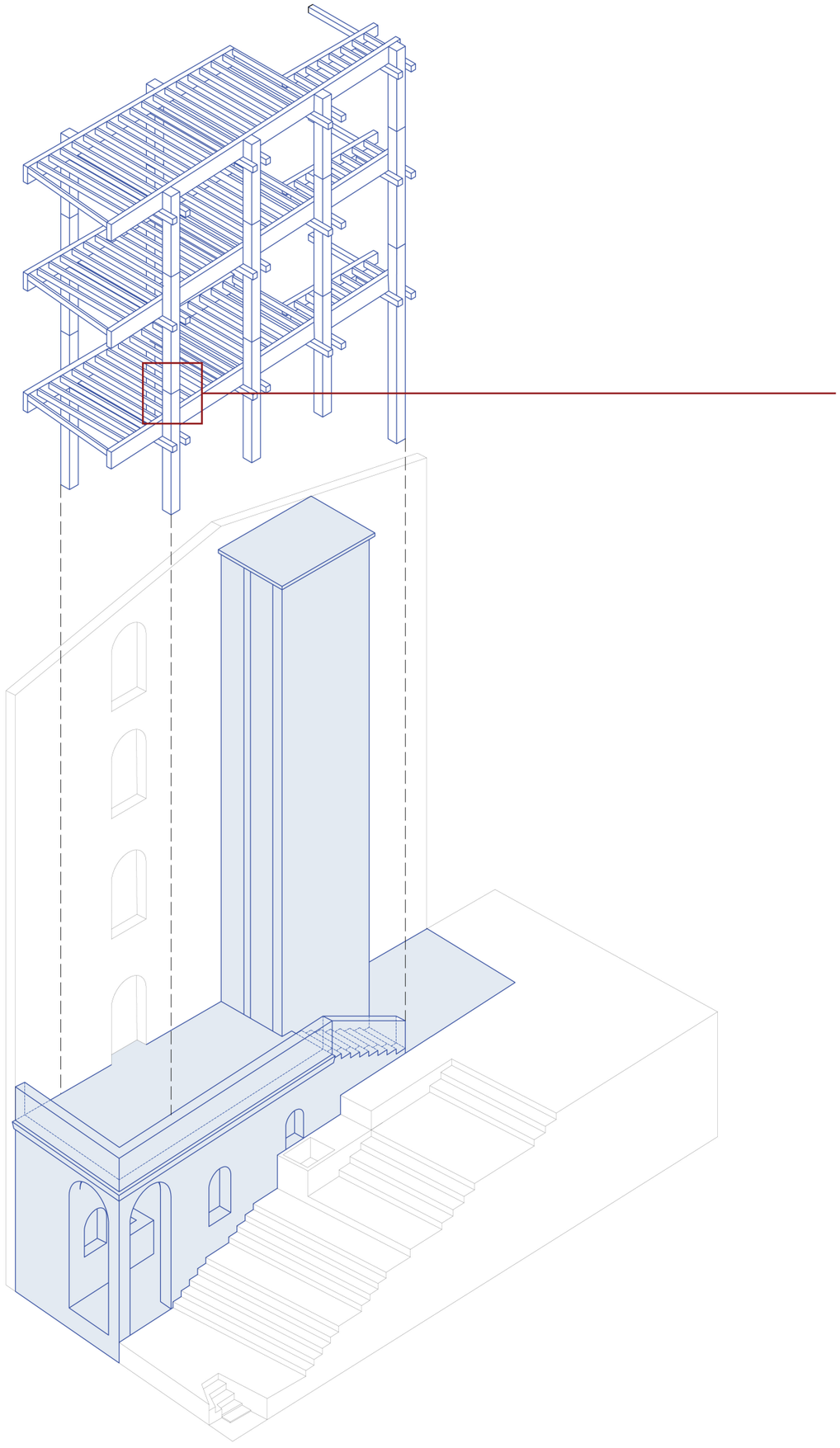


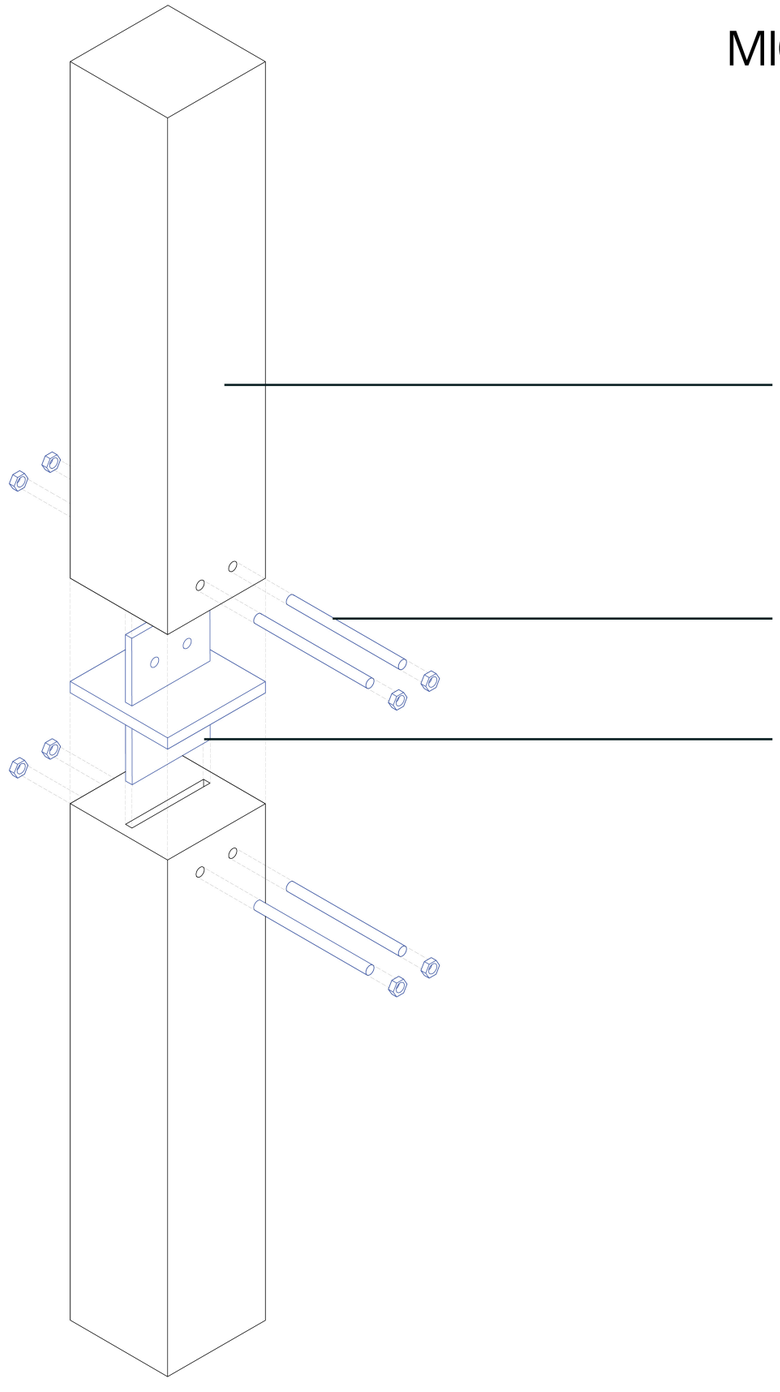


CONSTRUCTION & MATERIALITY

DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER





The column connection is situated 1.2m above the floor level and beam connections in order to avoid buckling/bending.

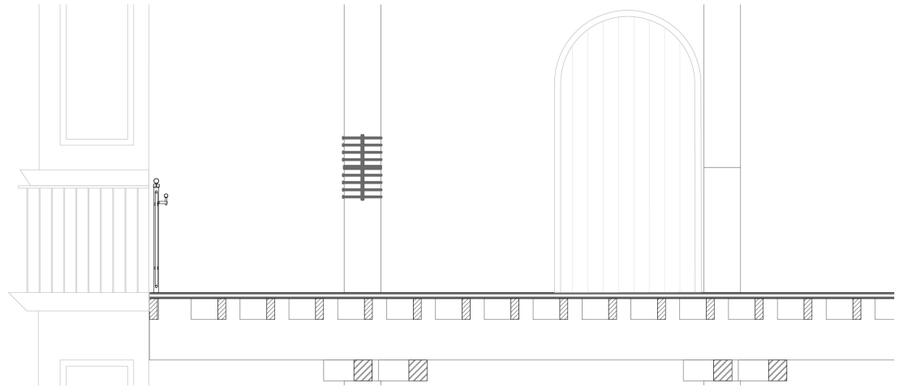
CONSTRUCTION & MATERIALITY

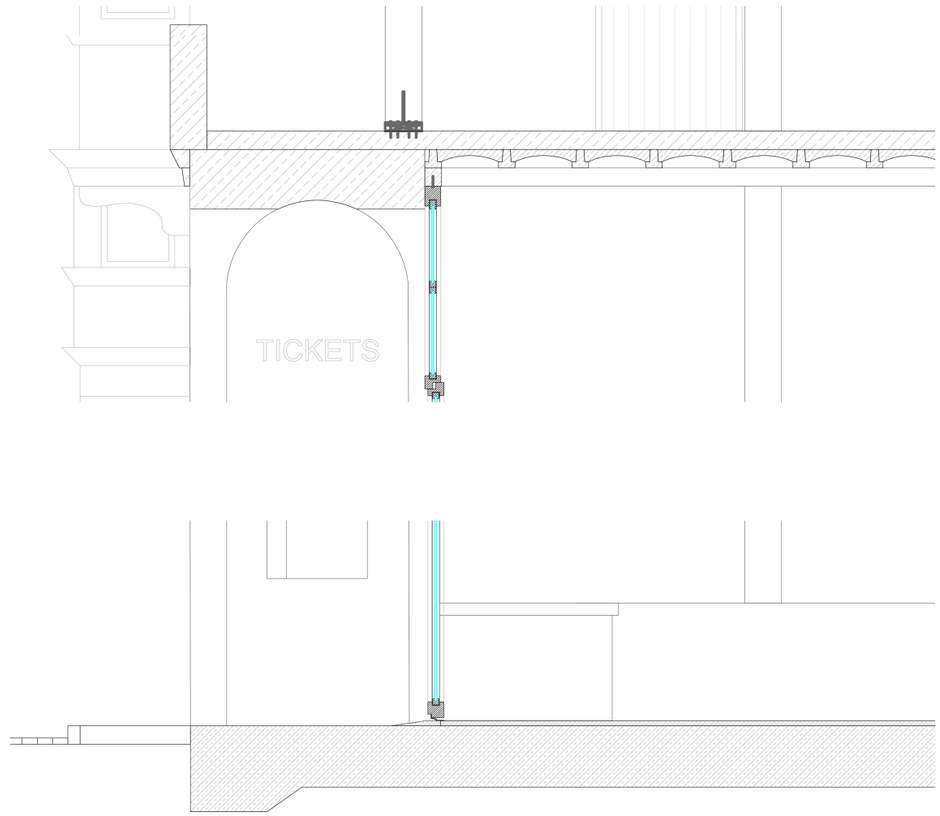
DESIGN

TERRITORY 1:
MICRO-CINEMAS AND FOYER



CONSTRUCTION & MATERIALITY

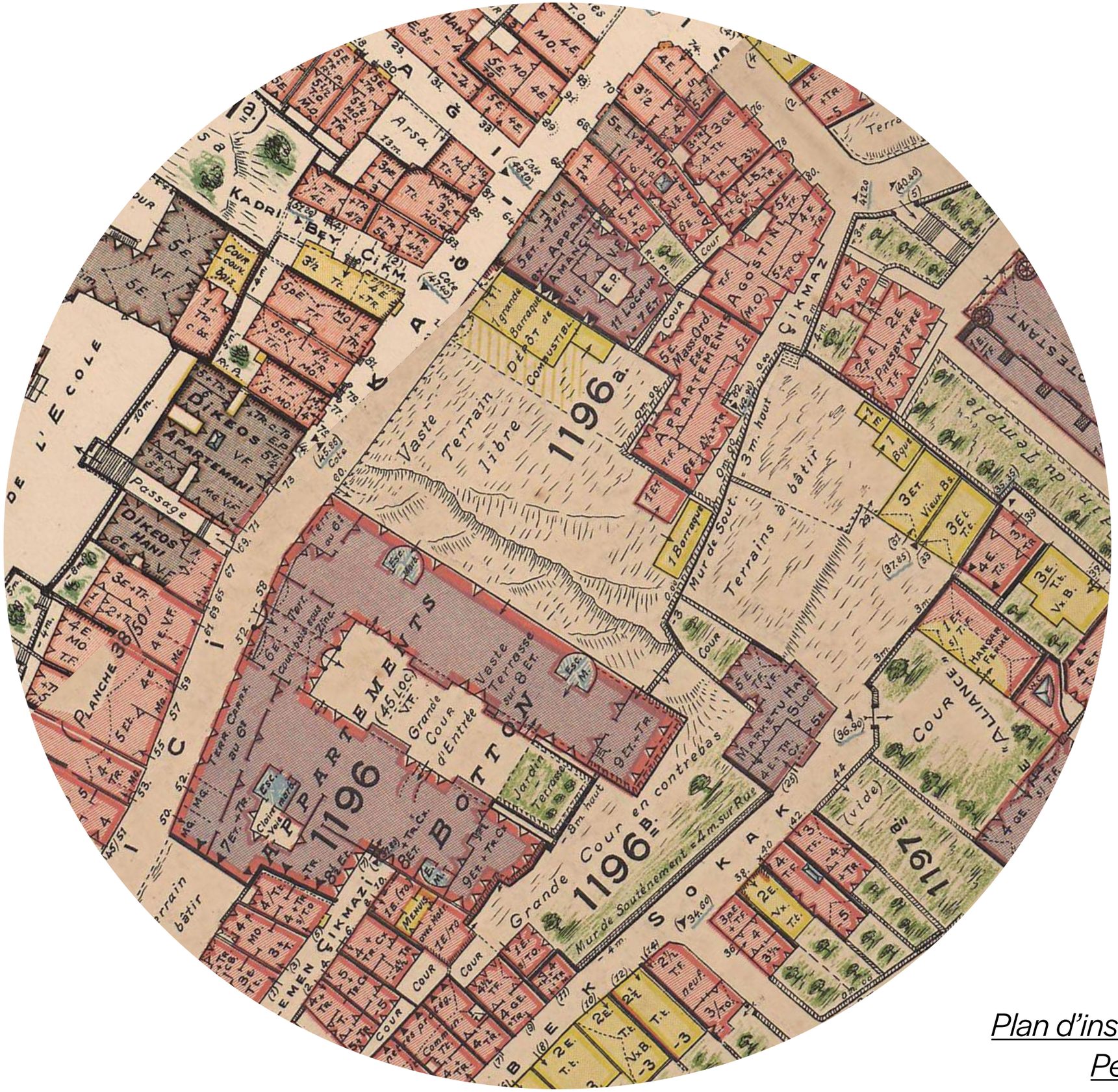




DESIGN

TERRITORY 2:

“terrain vague”



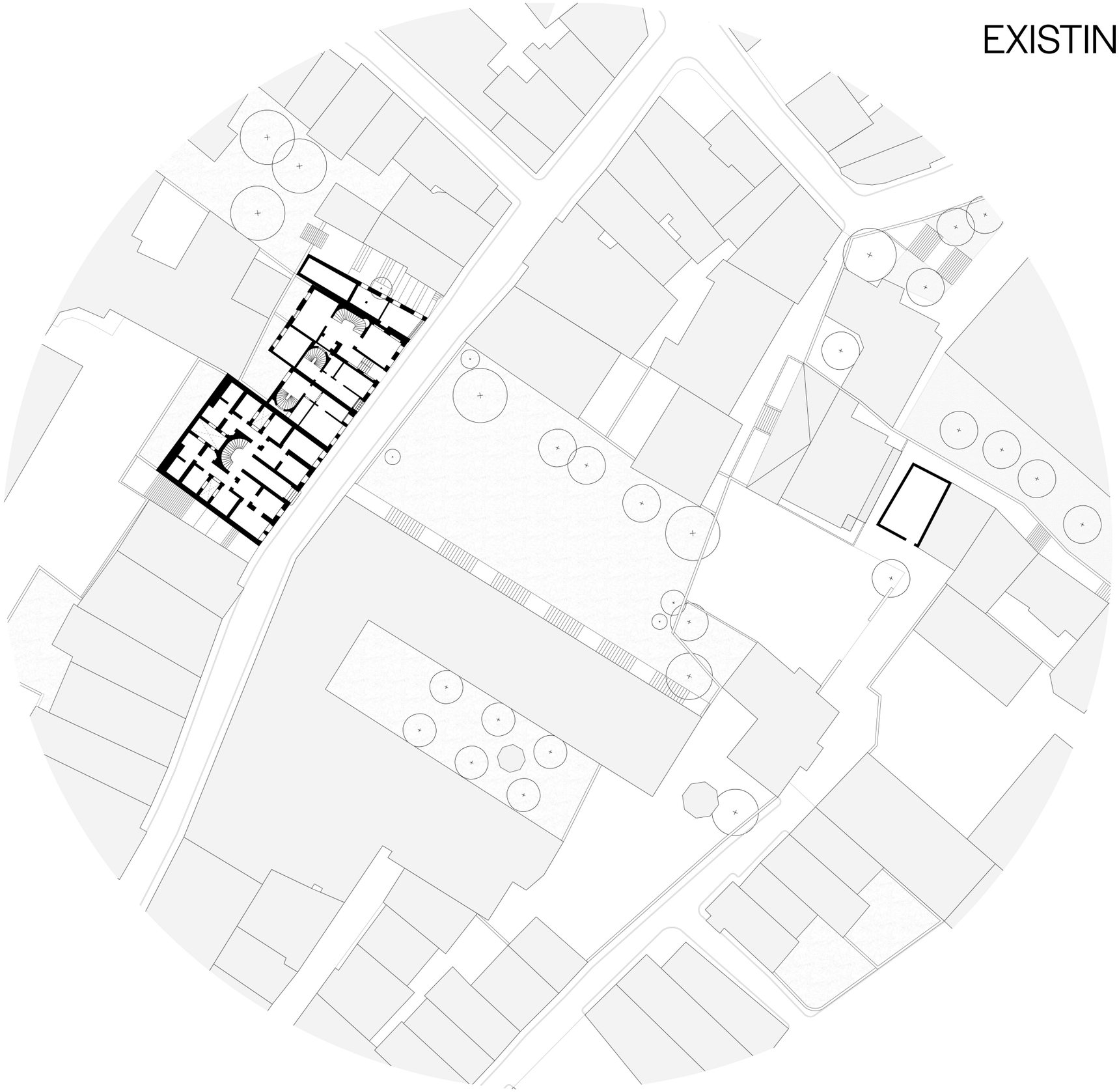
Plan d’insurance, Pervititch

DESIGN

TERRITORY 2:

“terrain vague”

EXISTING SITUATION



Plan
1:200

DESIGN

TERRITORY 2:

“terrain vague”

EXISTING SITUATION





DESIGN

TERRITORY 2:
“terrain vague”

EXISTING SITUATION

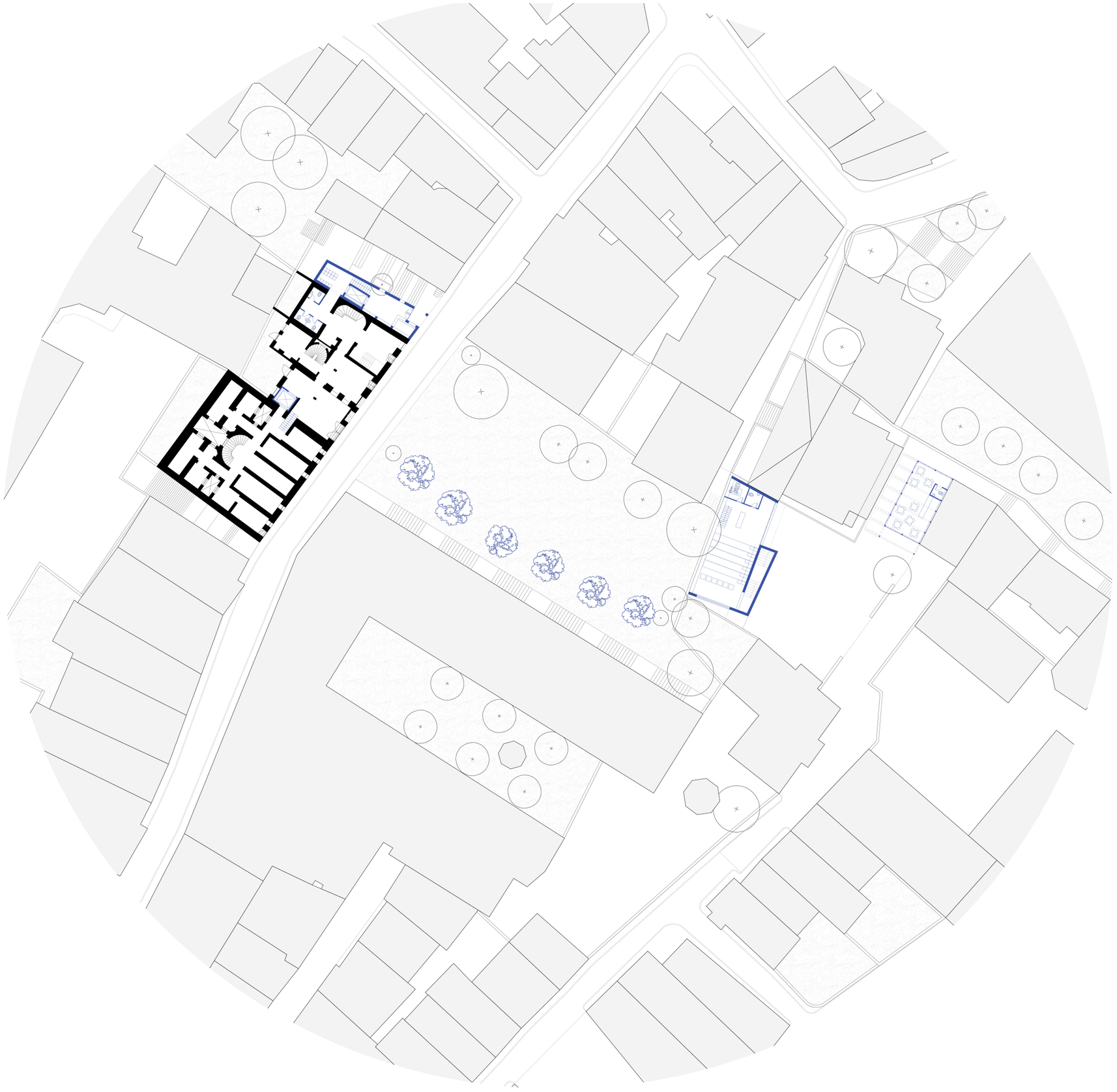


DESIGN

TERRITORY 2:

“terrain vague”

PROPOSAL

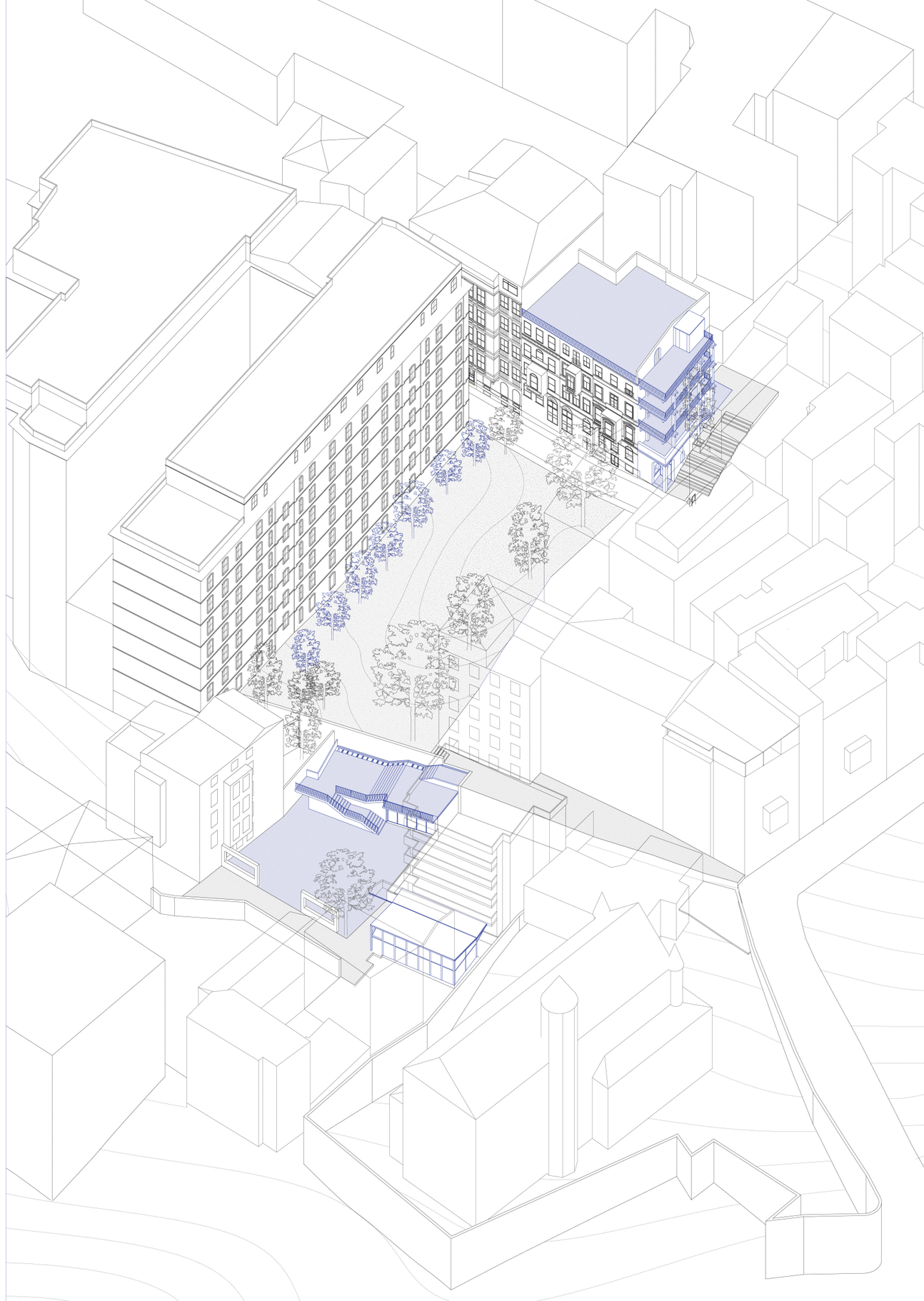


Plan
1:200

DESIGN

TERRITORY 2:

“terrain vague”



DESIGN

PROPOSAL

TERRITORY 2:

“terrain vague”



DESIGN

PROPOSAL

TERRITORY 2:

“terrain vague”



DESIGN

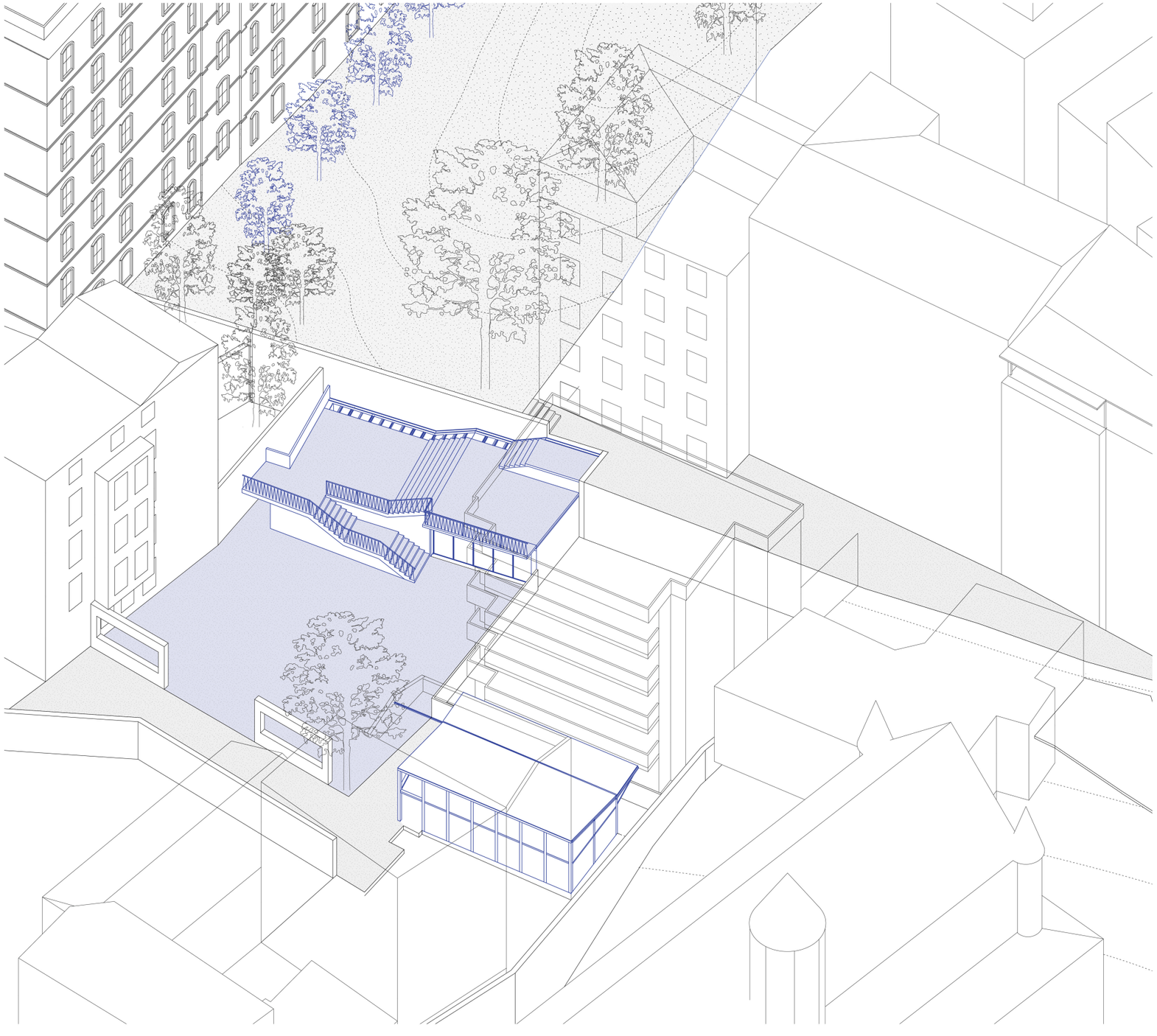
TERRITORY 2:
“terrain vague”

PROPOSAL



DESIGN

TERRITORY 3:
Parking Lot



DESIGN

TERRITORY 3:
Parking Lot

EXISTING SITUATION

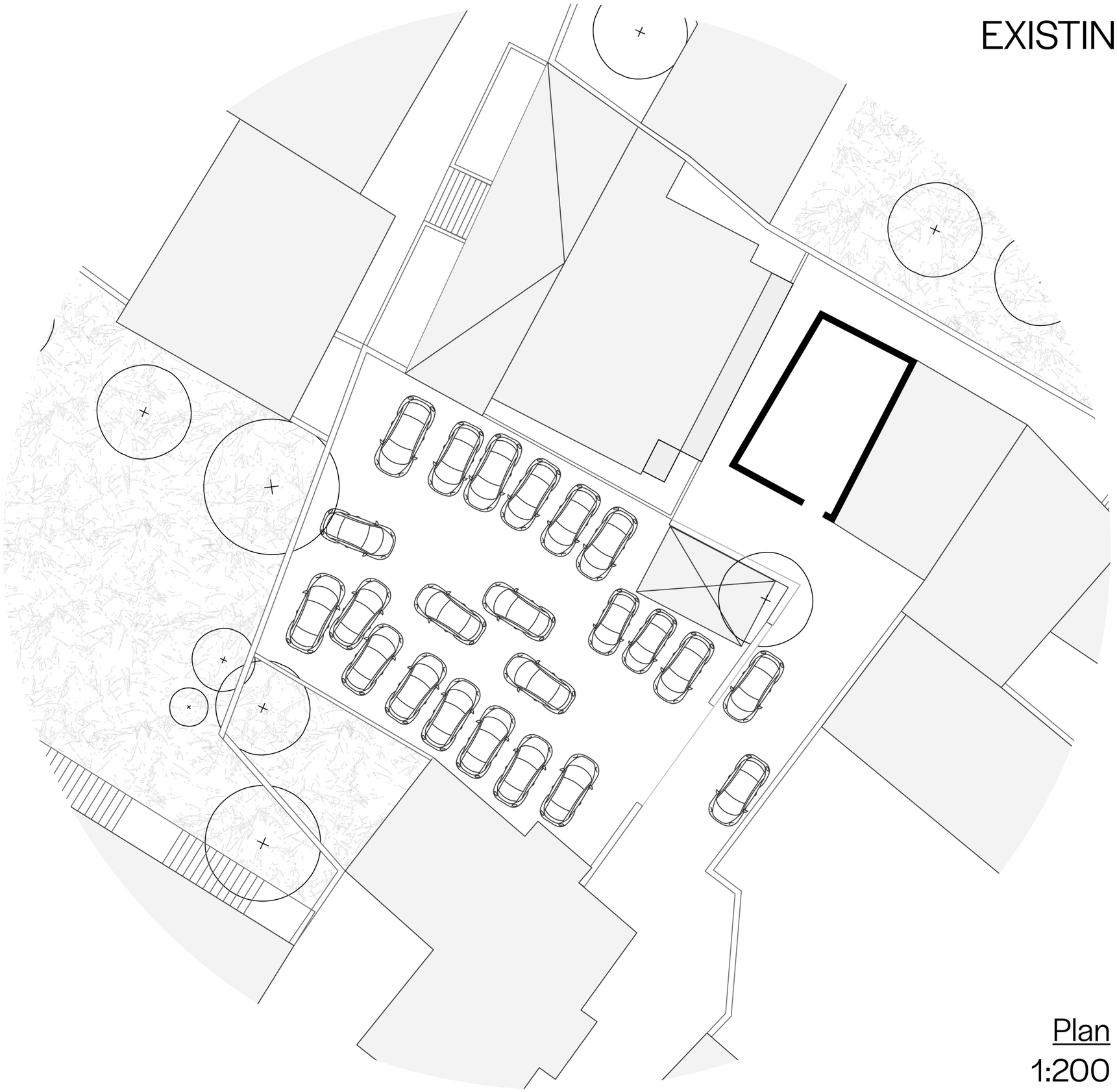




DESIGN

TERRITORY 3:
Parking Lot

EXISTING SITUATION



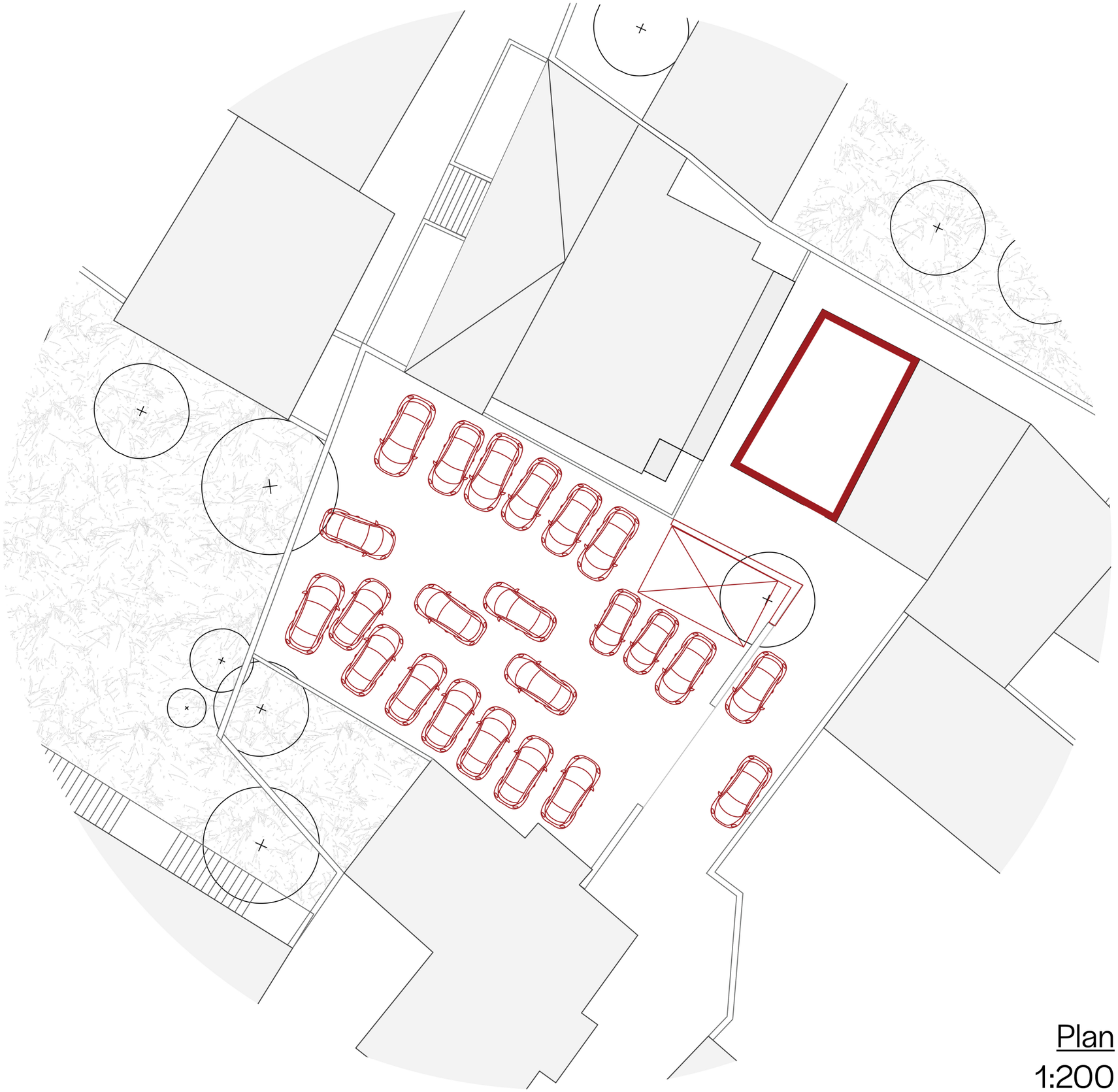
Plan
1:200

DESIGN

TERRITORY 3:
Parking Lot

PROPOSAL

Demolition



Plan
1:200

DESIGN

TERRITORY 3:
Stairs

PROPOSAL

Addition

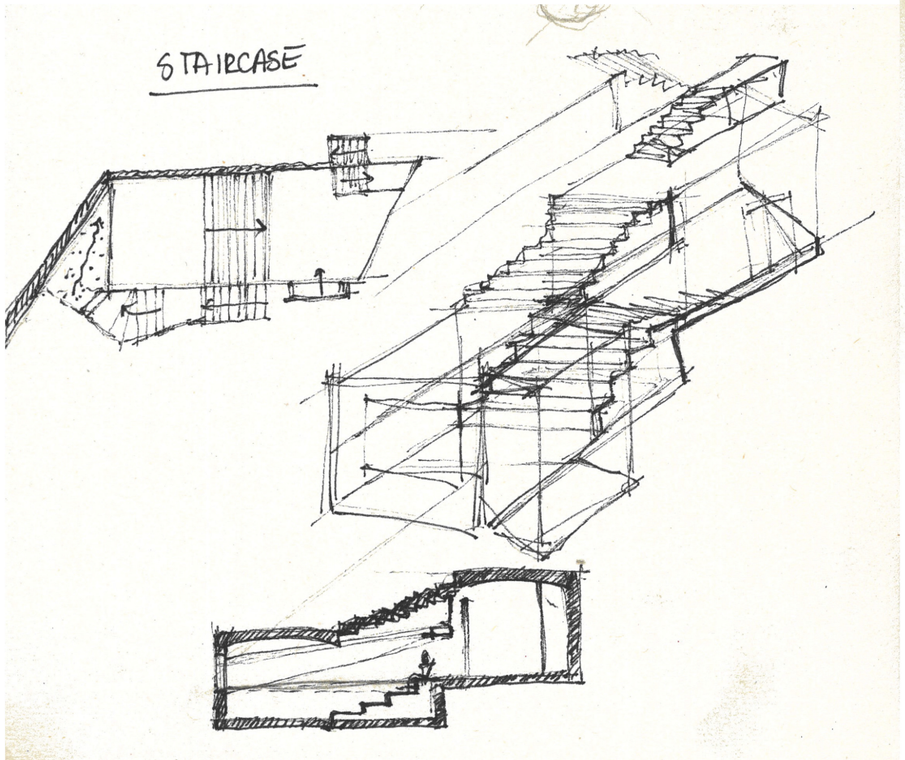


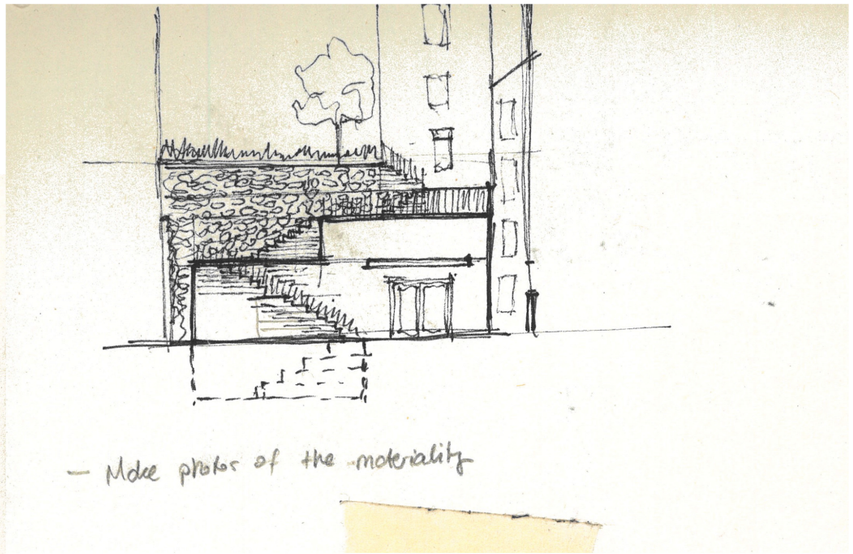
Plan
1:200

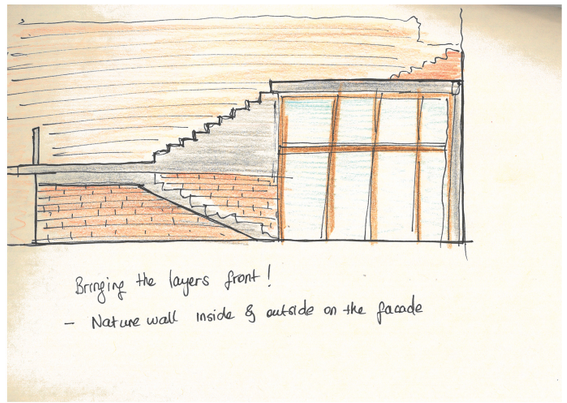
DESIGN

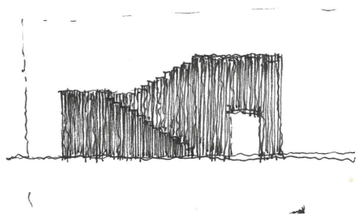
TERRITORY 3:
Stairs

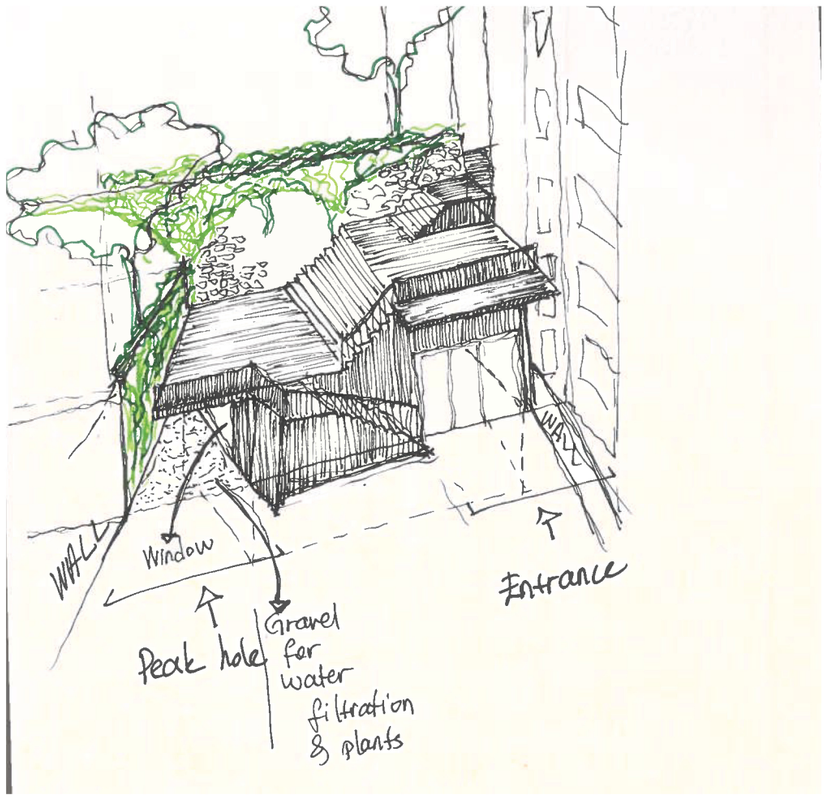
STRATEGY

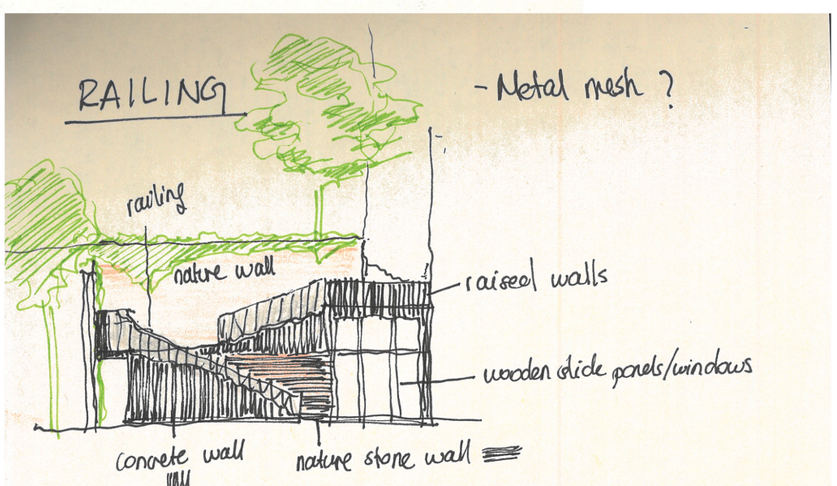












DESIGN

TERRITORY 3:
Stairs

EXISTING SITUATION



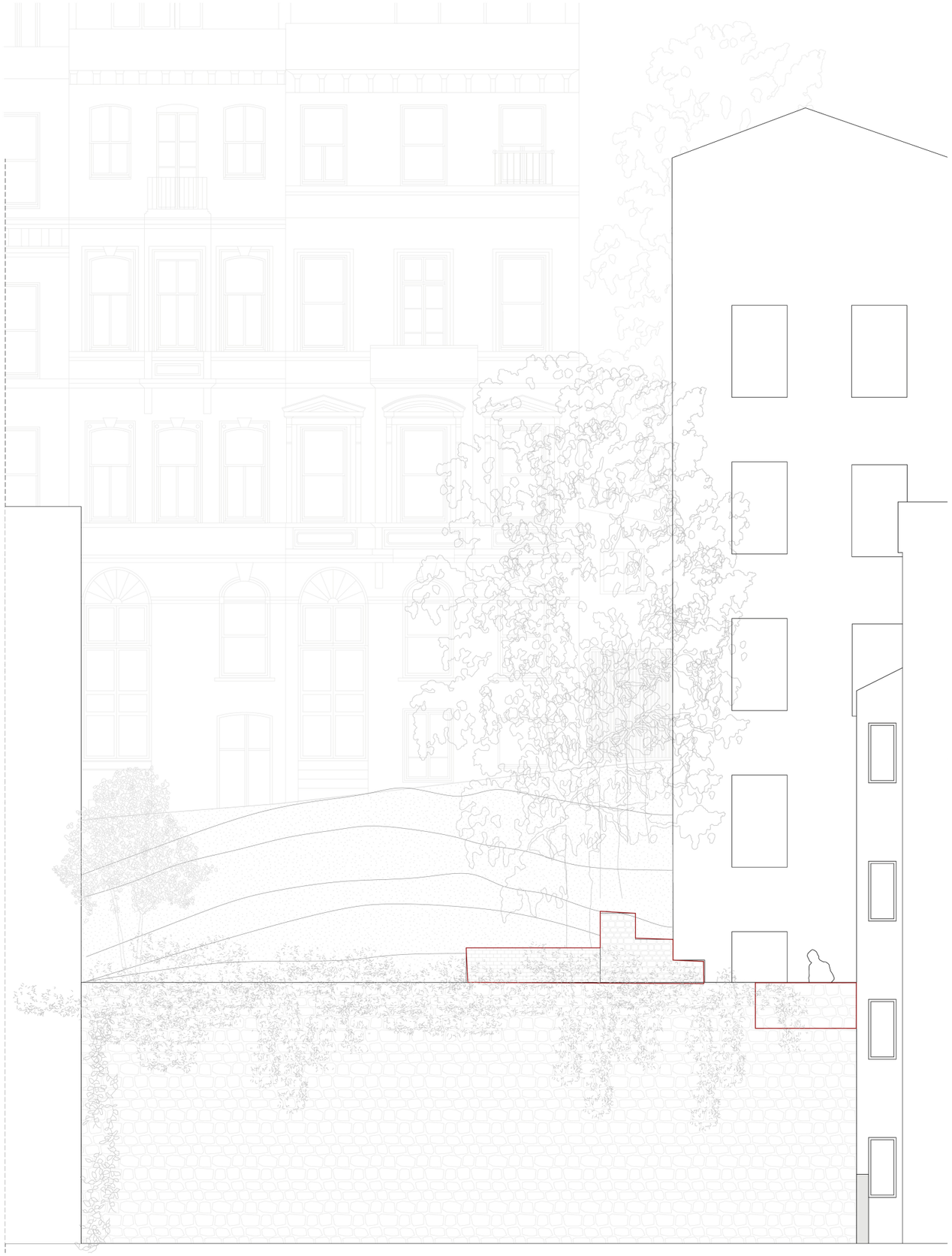
Elevation South-East
1:100

DESIGN

TERRITORY 3:
Stairs

PROPOSAL

Demolition



Elevation South-East
1:100

DESIGN

TERRITORY 3:
Stairs

PROPOSAL

Addition

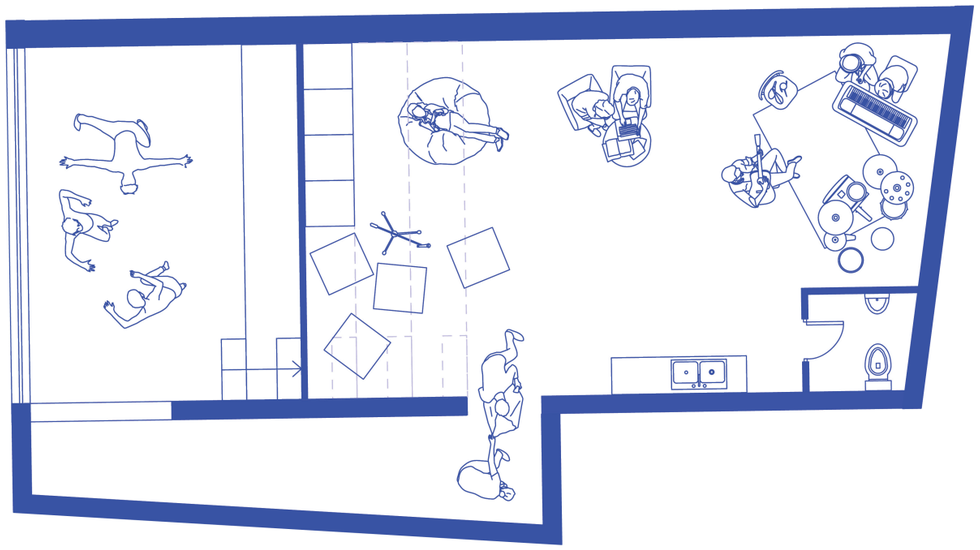


Elevation South-East
1:100

DESIGN

TERRITORY 3:
Stairs

PROPOSAL

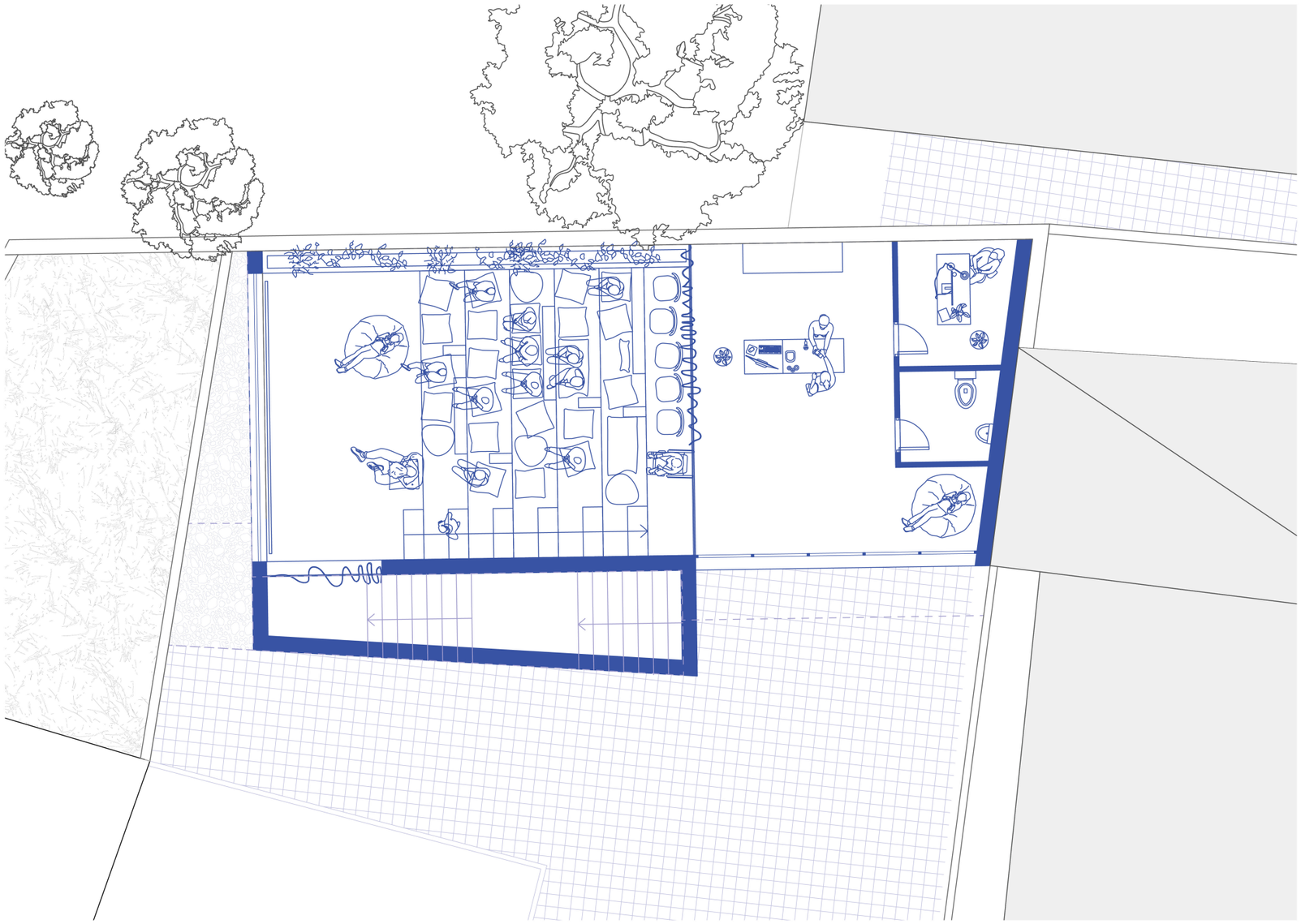


<u>Basement</u>
1:100

DESIGN

TERRITORY 3:
Stairs

PROPOSAL

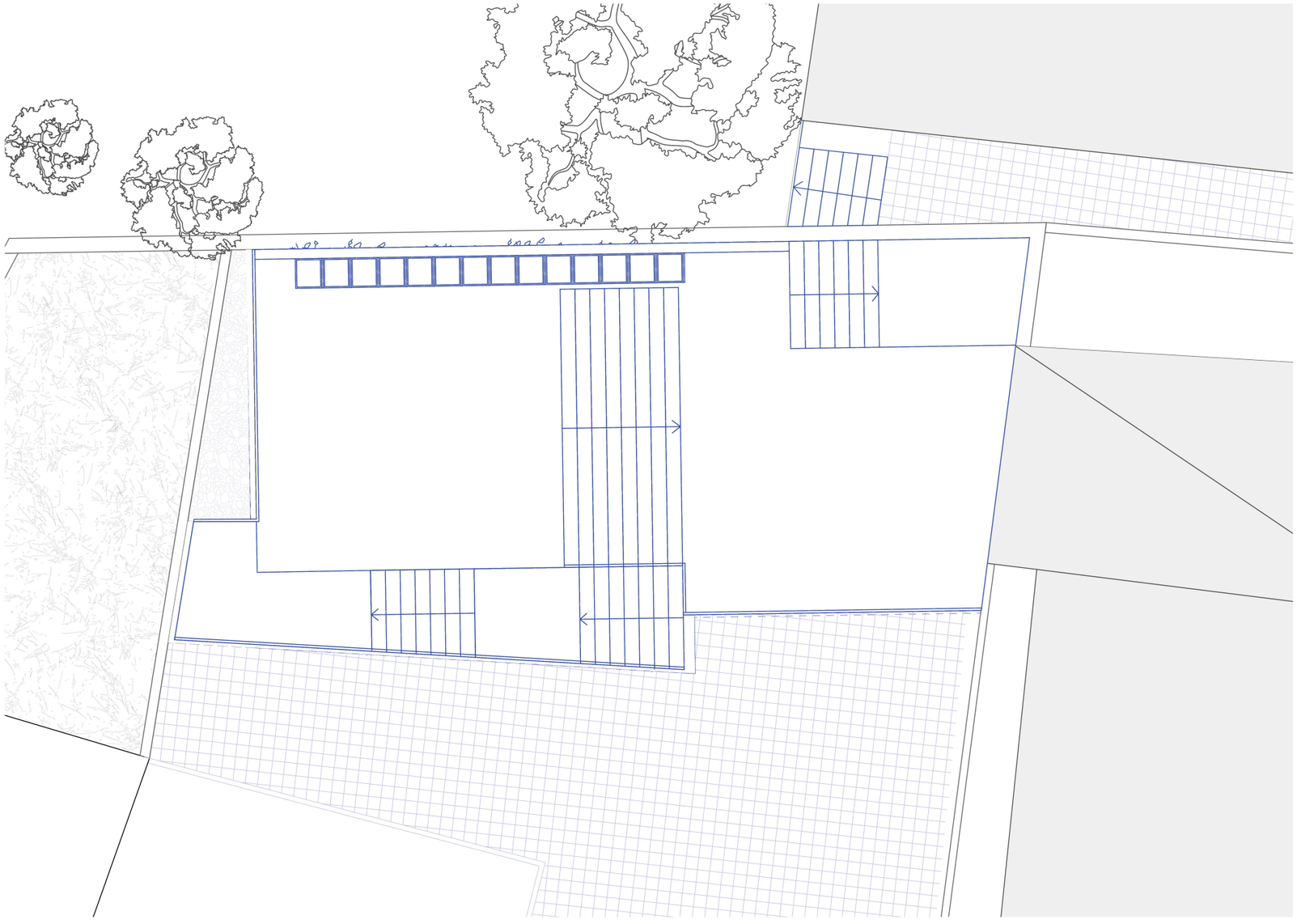


Ground Level
1:100

DESIGN

TERRITORY 3:
Stairs

PROPOSAL

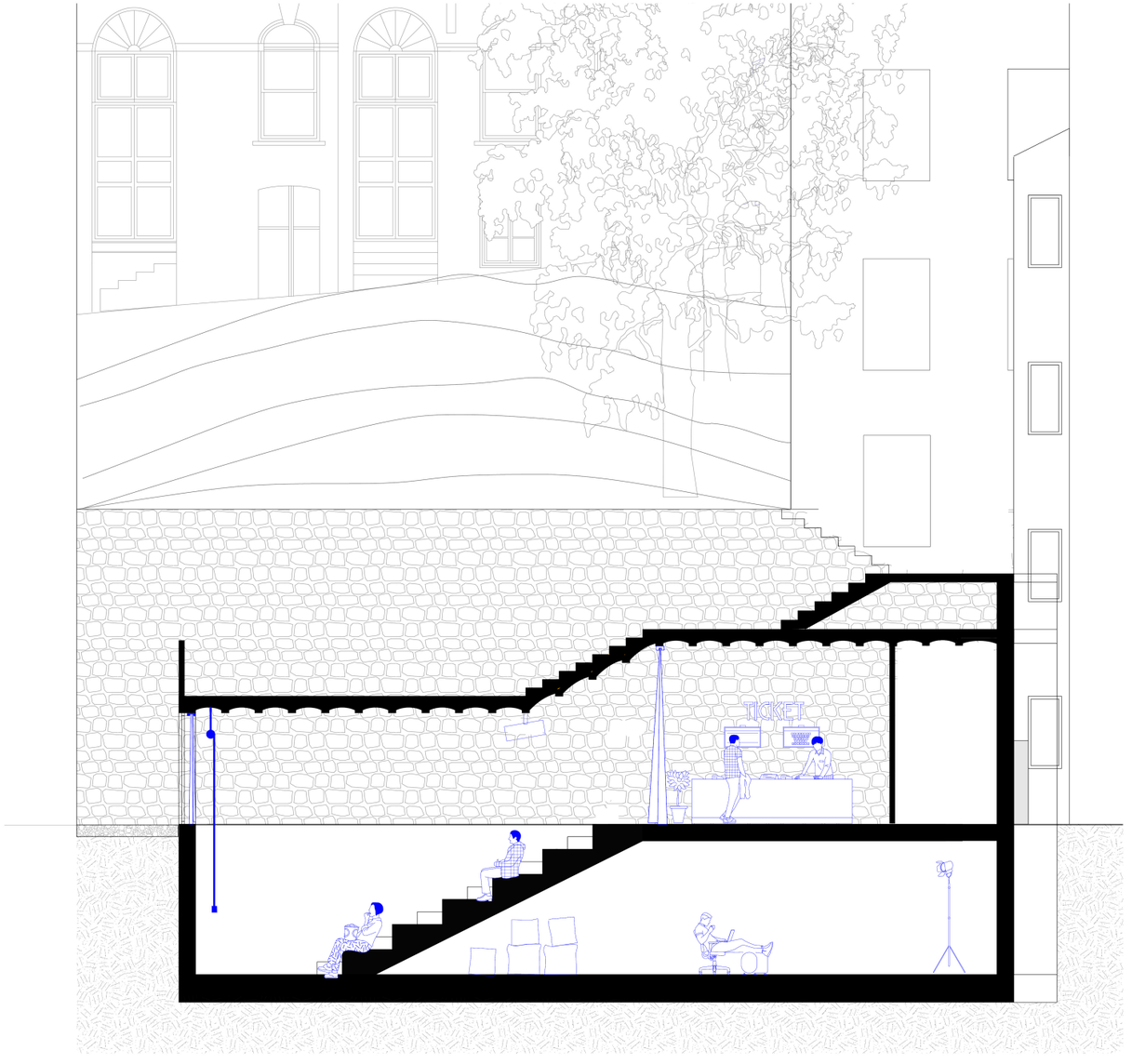


Roof
1:100

DESIGN

TERRITORY 3:
Stairs

PROPOSAL



Section
1:100

DESIGN

TERRITORY 3:
Stairs

STRATEGY

MATERIALITY









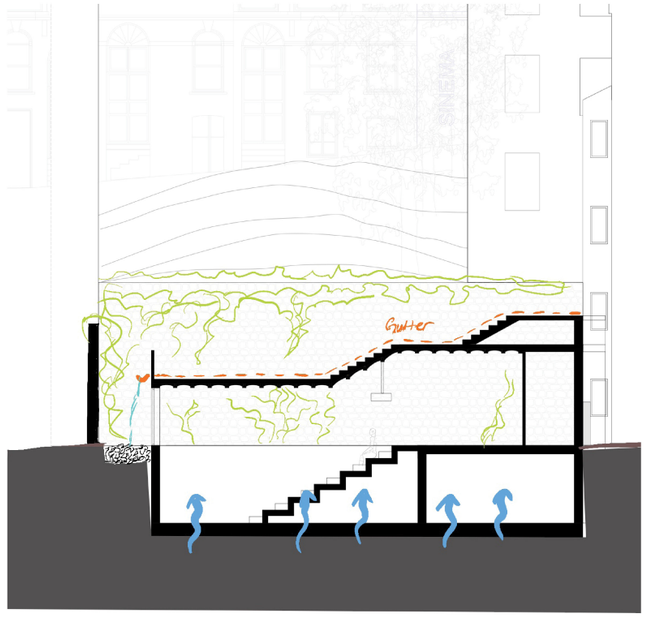


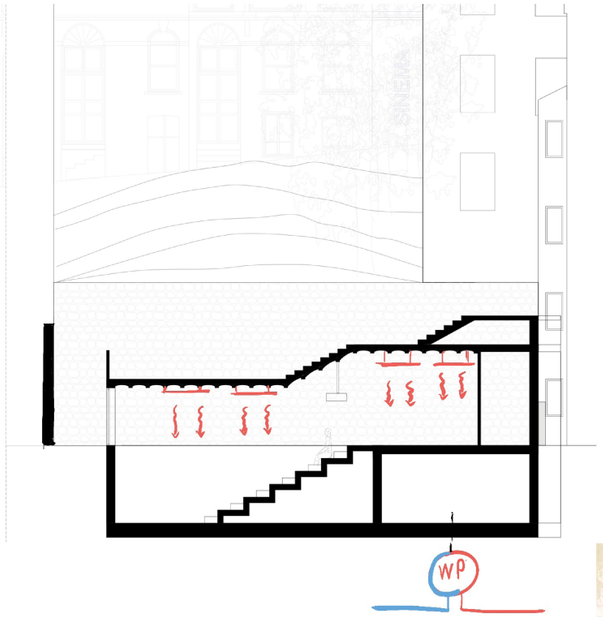


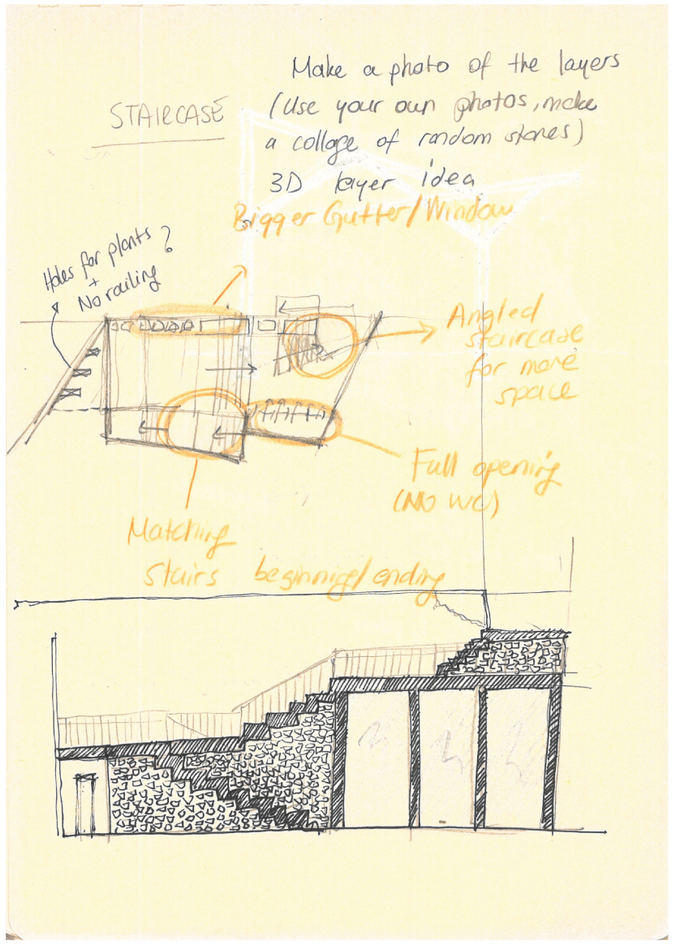
DESIGN

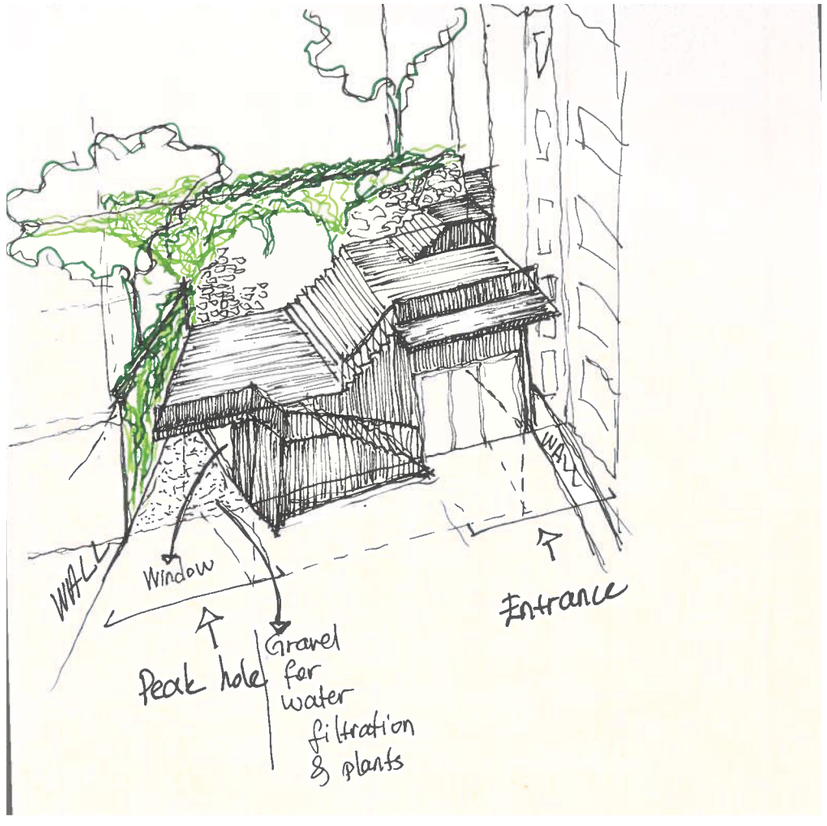
TERRITORY 3:
Stairs

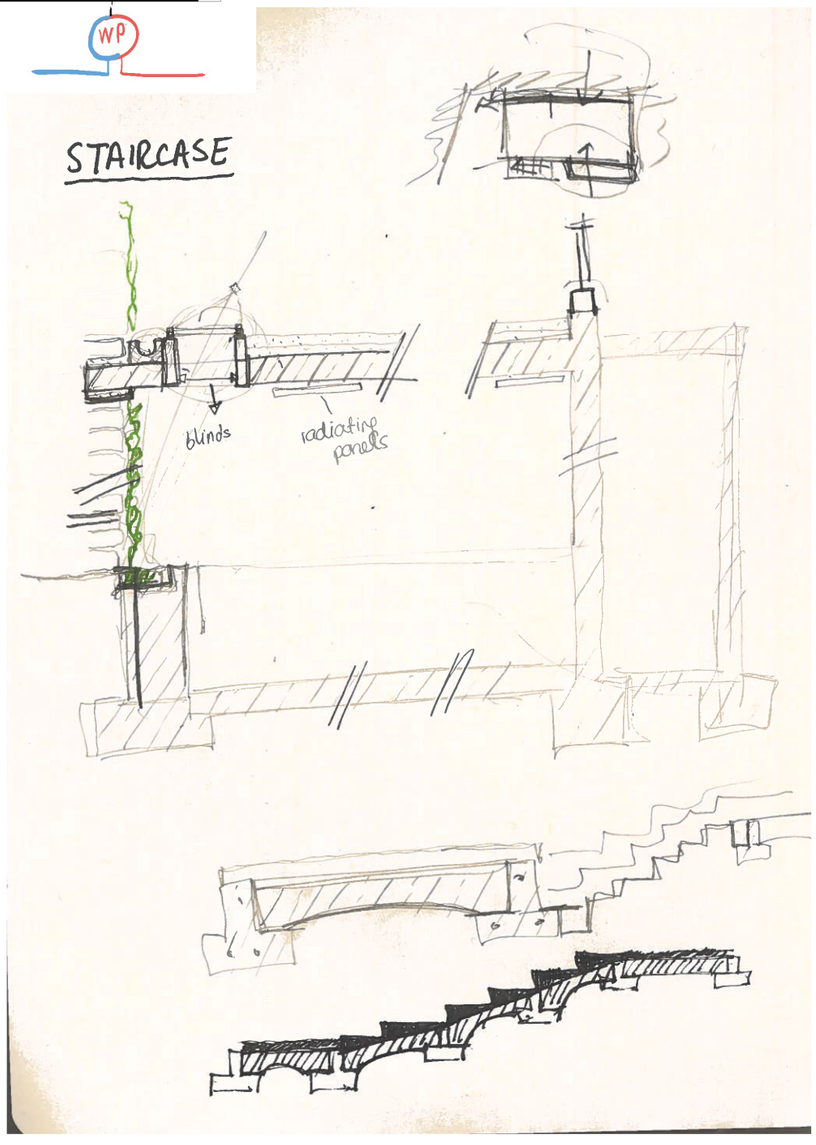
STRATEGY












6
CINEMA
BEYOĞLU SİNEMA
SES 1885
ORGÜTÜNCÜLÜ

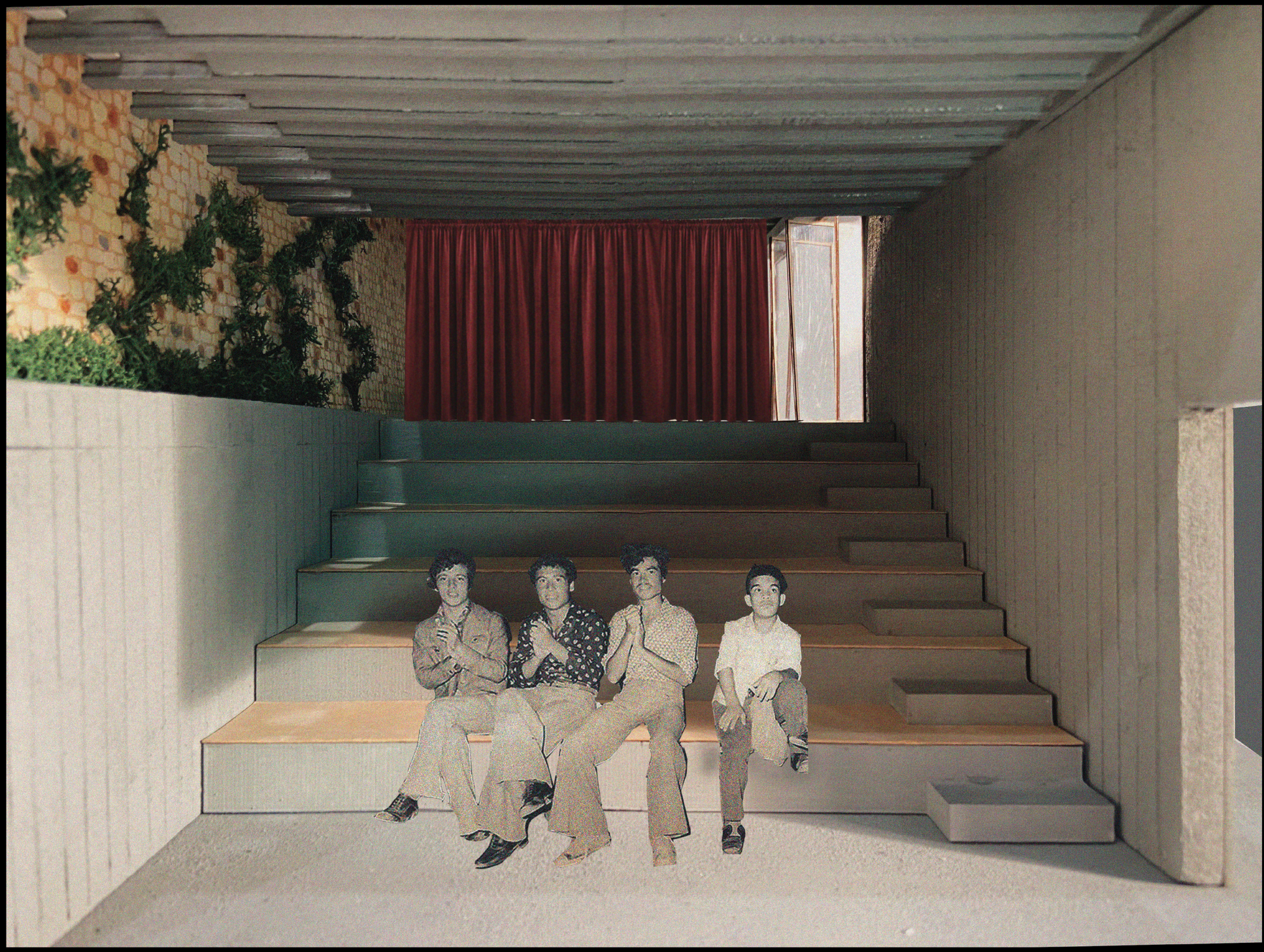



CINEMA
EMEK
EMEK
FULL METAL JACKET
FULL METAL JACKET
Dolby Digital
Dolby Digital
BEYOĞLU SİNEMA


MUSTANG



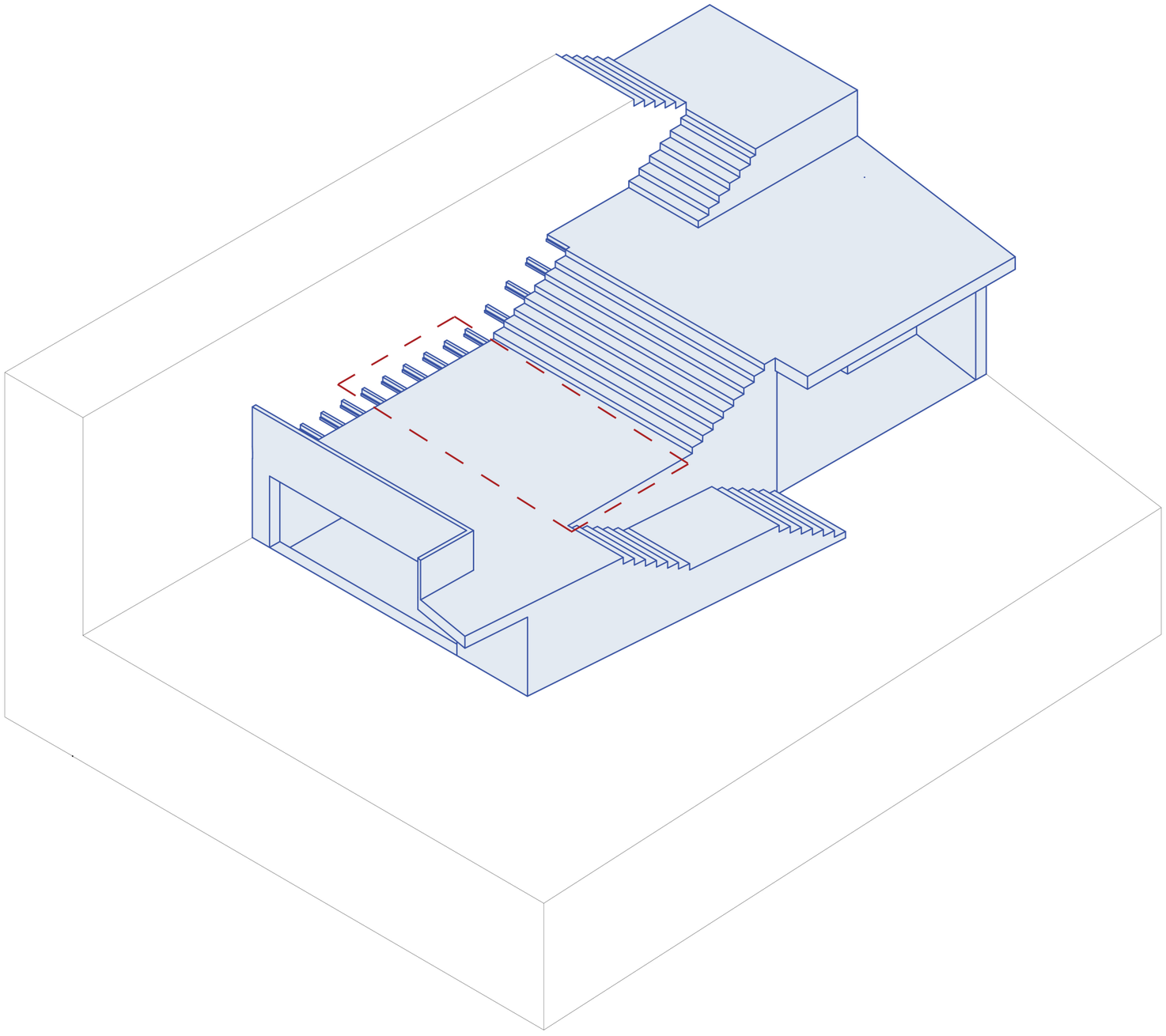








TERRITORY 3:
Stairs



DESIGN

TERRITORY 3:
Stairs

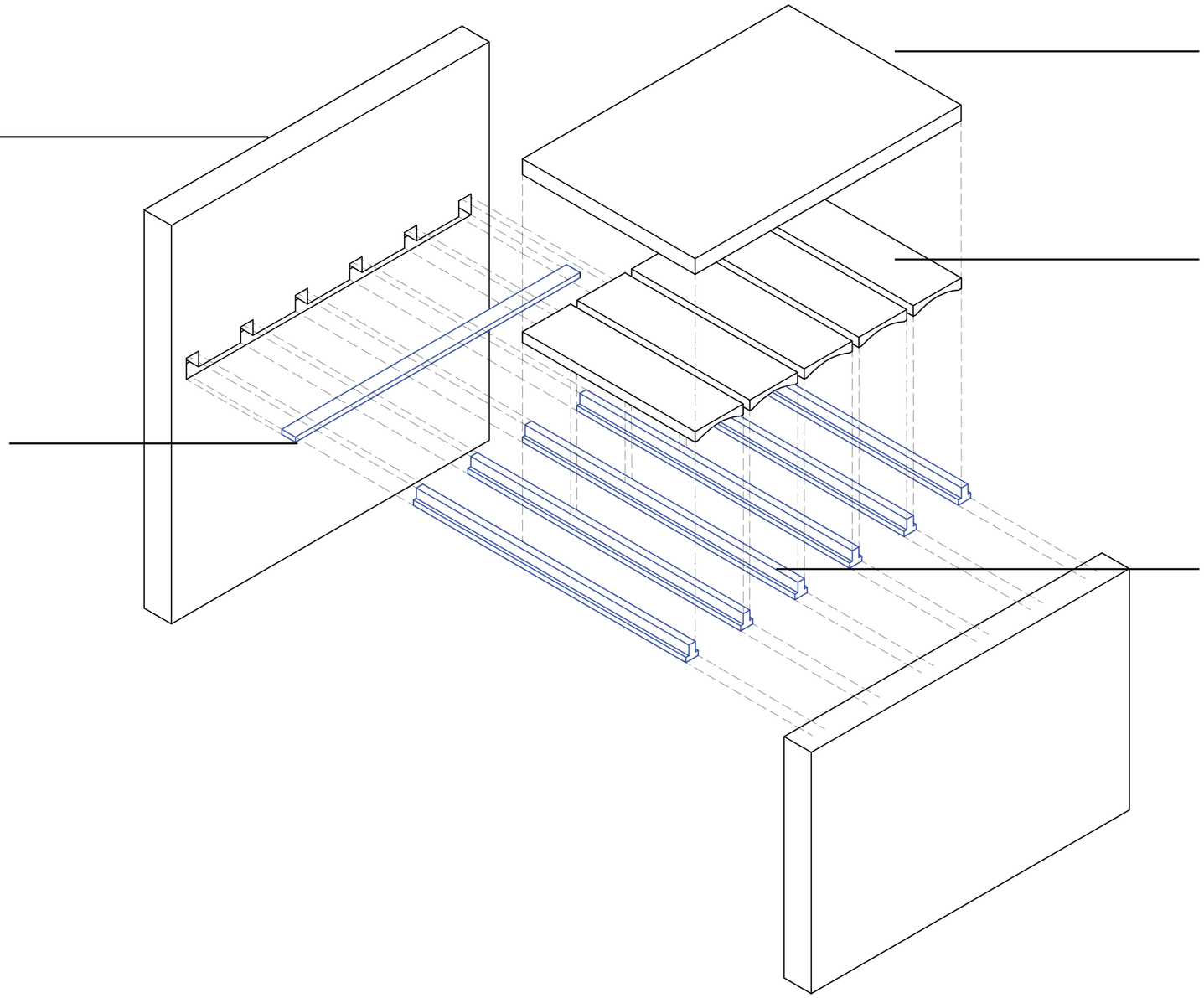
MATERIALITY & CONSTRUCTION

Nature Stone Wall

Existing retaining wall is kept and added to the design. By making cavities on the wall, a place is made where T-beams can rest.

Secondary Beam

By making a thin cut under the t beams with stone cutter and filling the cut with concrete, T-beams are binded with each other and building stands more stable



Concrete Vault Ceiling

One last thin layer of concrete finish makes the floor stronger.

Concrete Vault Ceiling

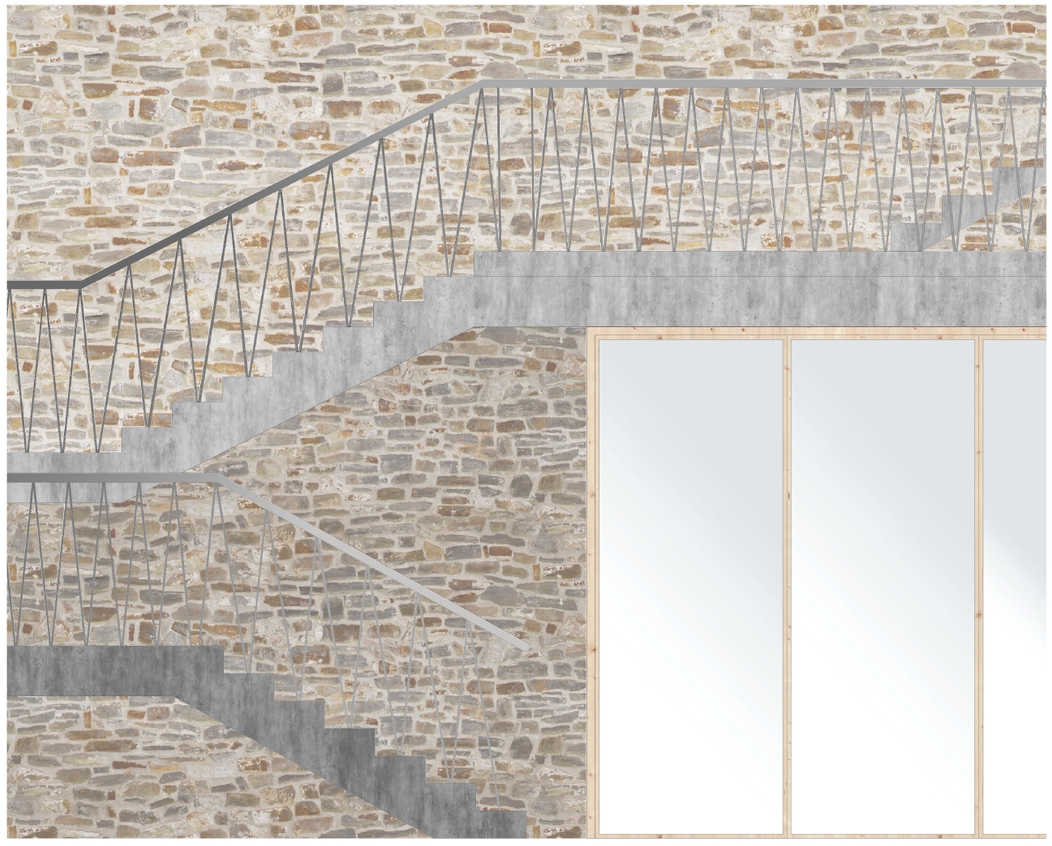
In-situ concrete vault ceiling allows structure to be as light as possible while referencing the characteristic half basement vault ceiling of the area.

T-beams

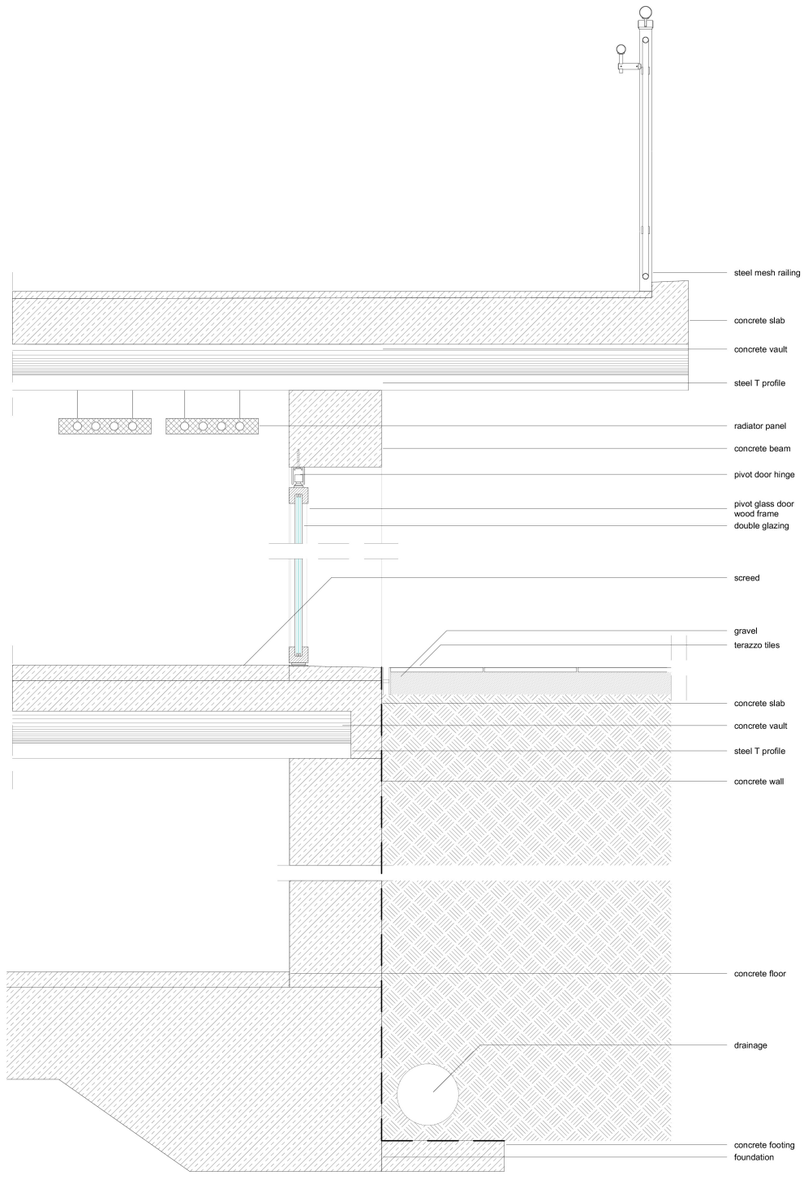
Concrete T-beams rest in one side in the retaining wall and on the other side facing the parking lot rests on the concrete wall.

DESIGN

TERRITORY 3:
Stairs

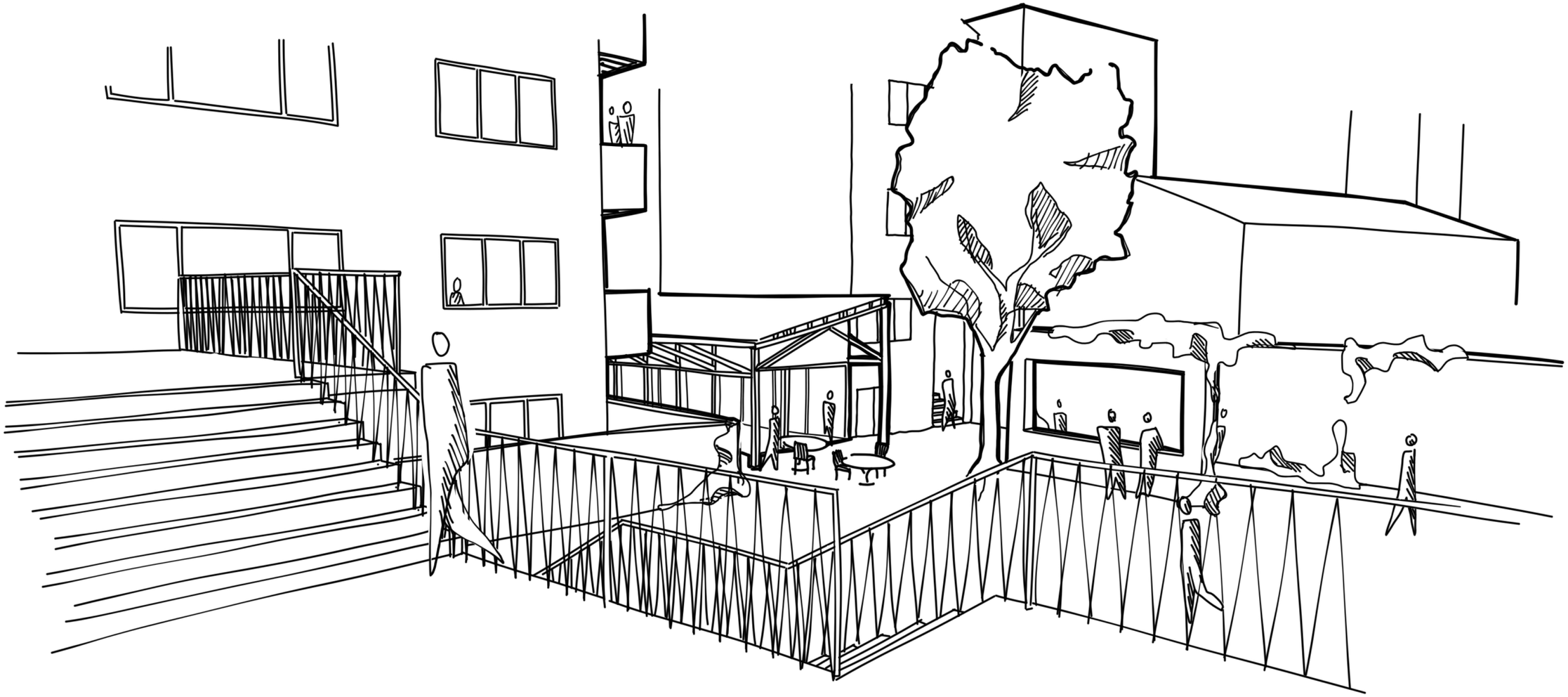


MATERIALITY & CONSTRUCTION



DESIGN

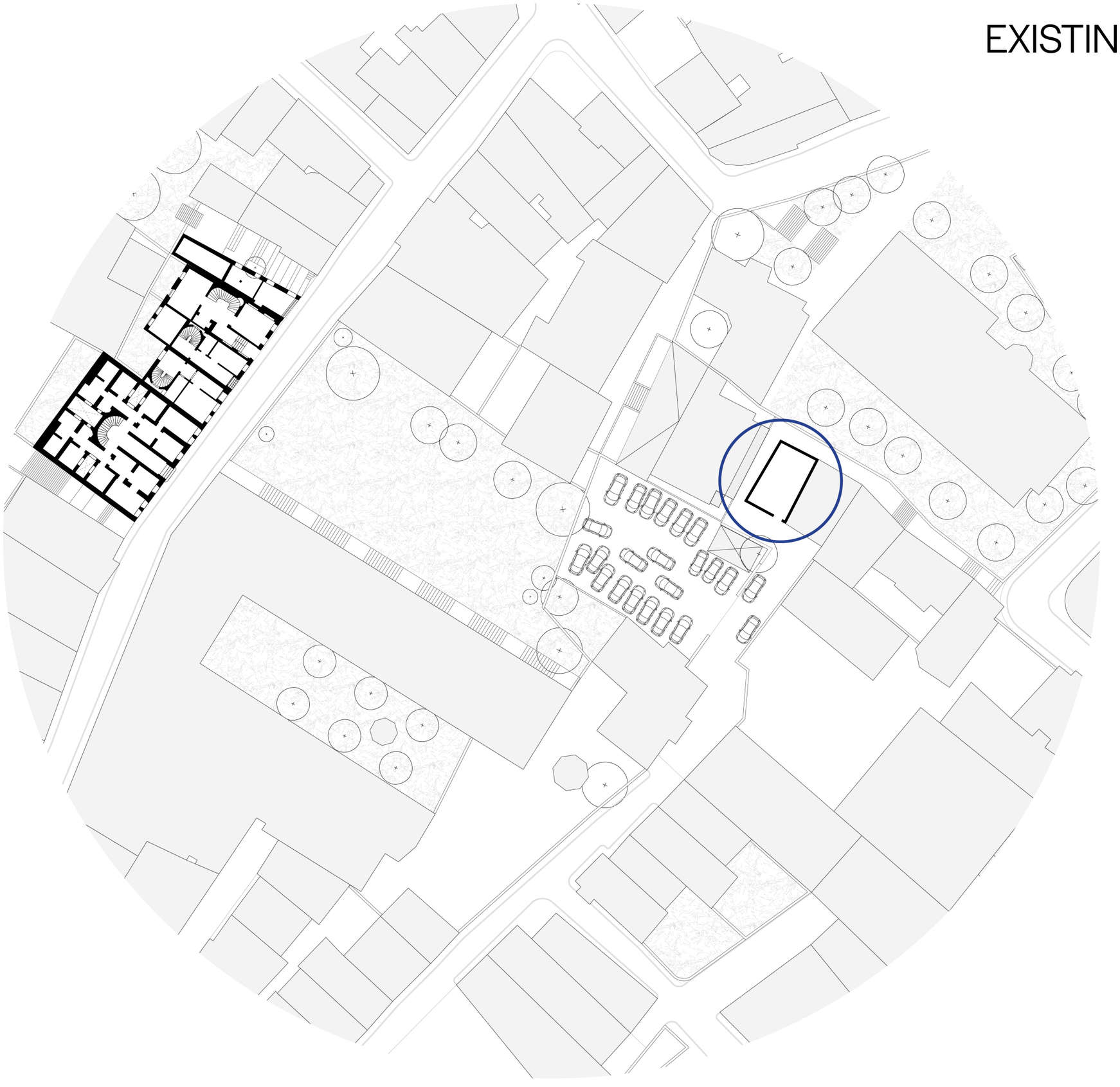
TERRITORY 3:
Stairs



DESIGN

TERRITORY 3:
Shed

EXISTING SITUATION



DESIGN

TERRITORY 3:
Shed

EXISTING SITUATION

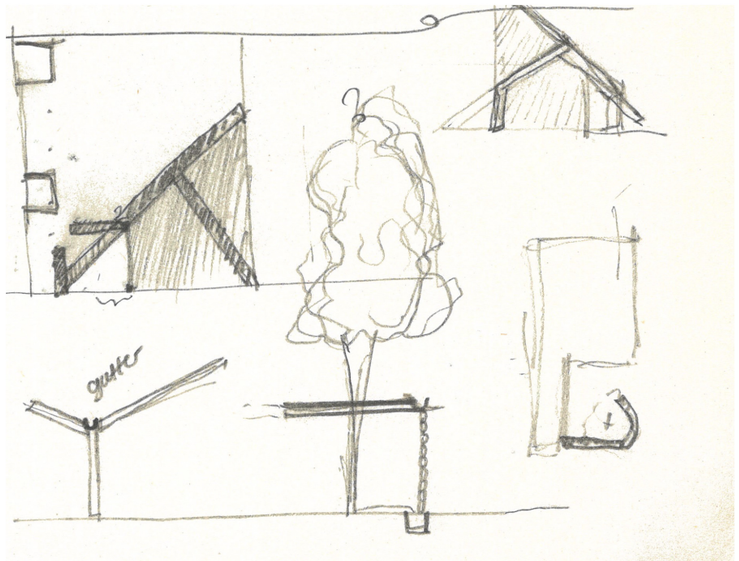


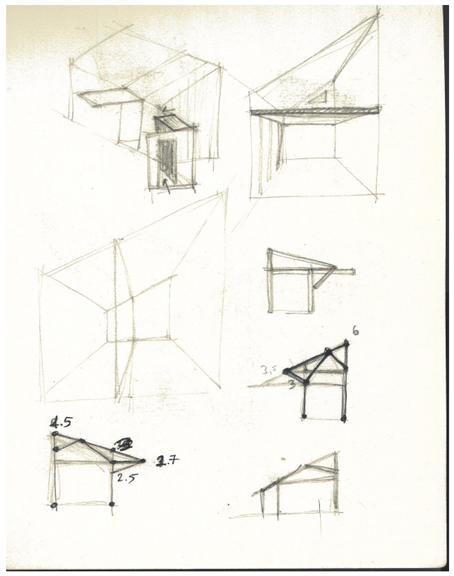


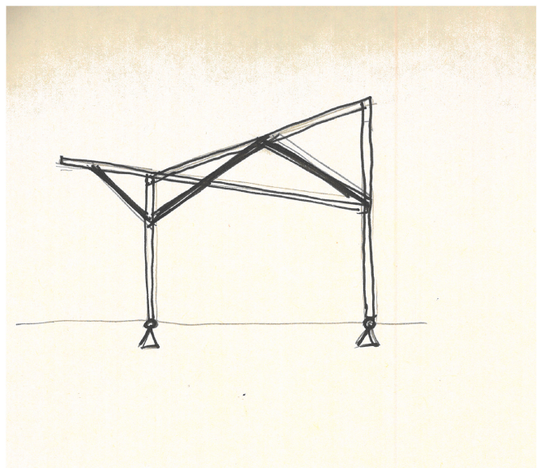
DESIGN

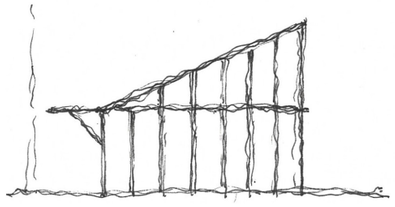
TERRITORY 3:
Shed

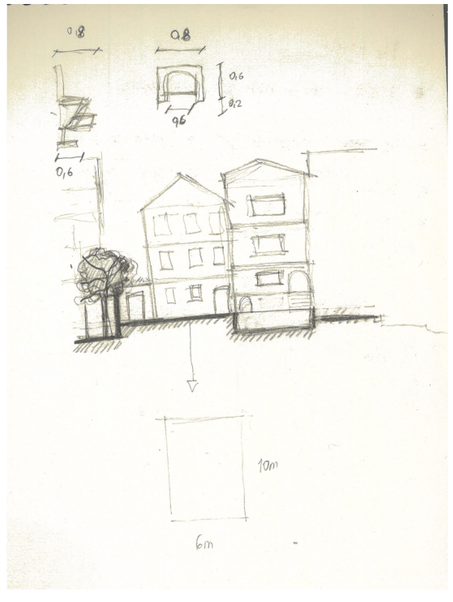
STRATEGY

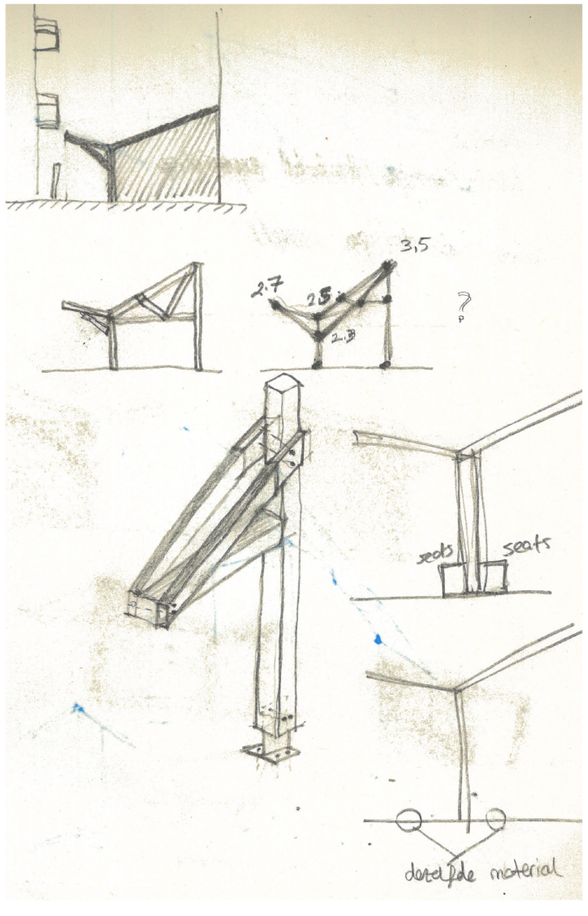


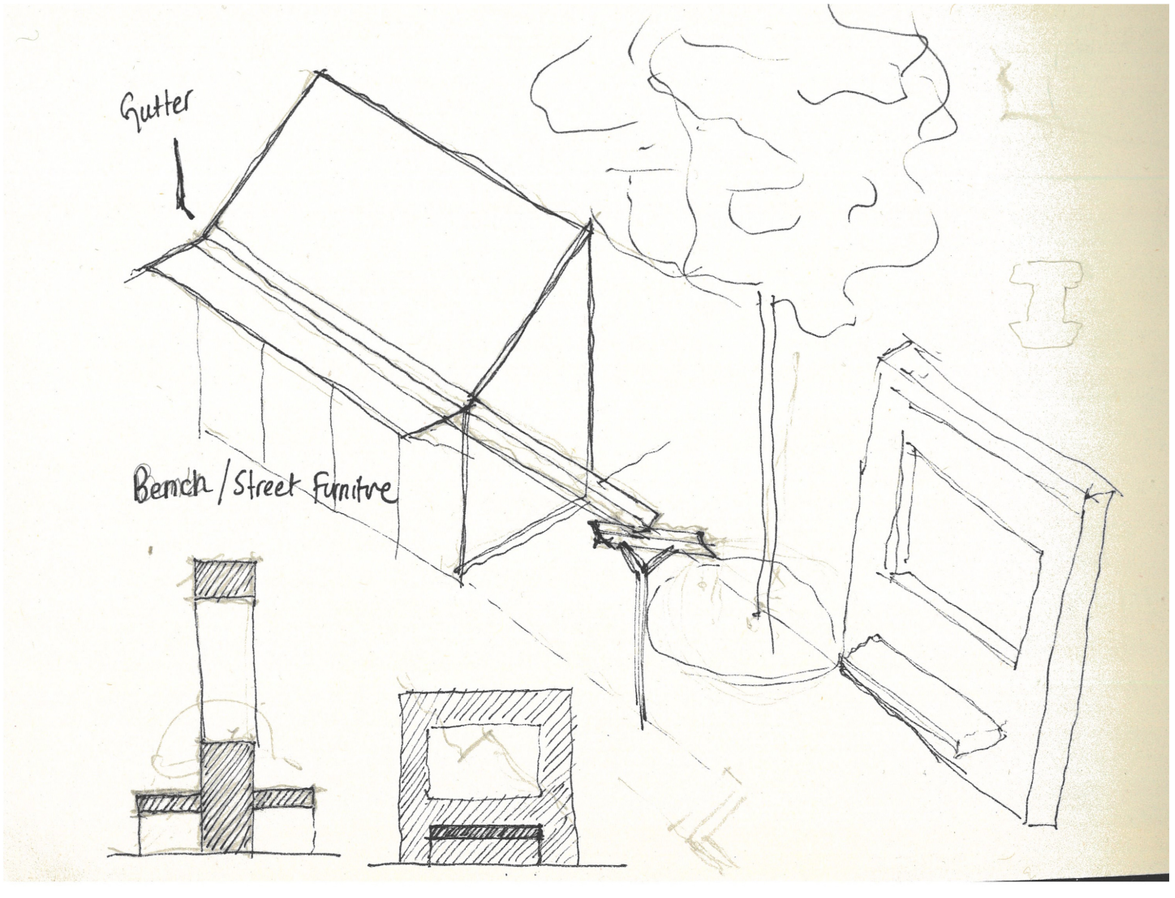












DESIGN

TERRITORY 3:
Shed

EXISTING SITUATION



DESIGN

TERRITORY 3:
Shed

PROPOSAL



DESIGN

TERRITORY 3:
Shed

PROPOSAL



DESIGN

PROPOSAL

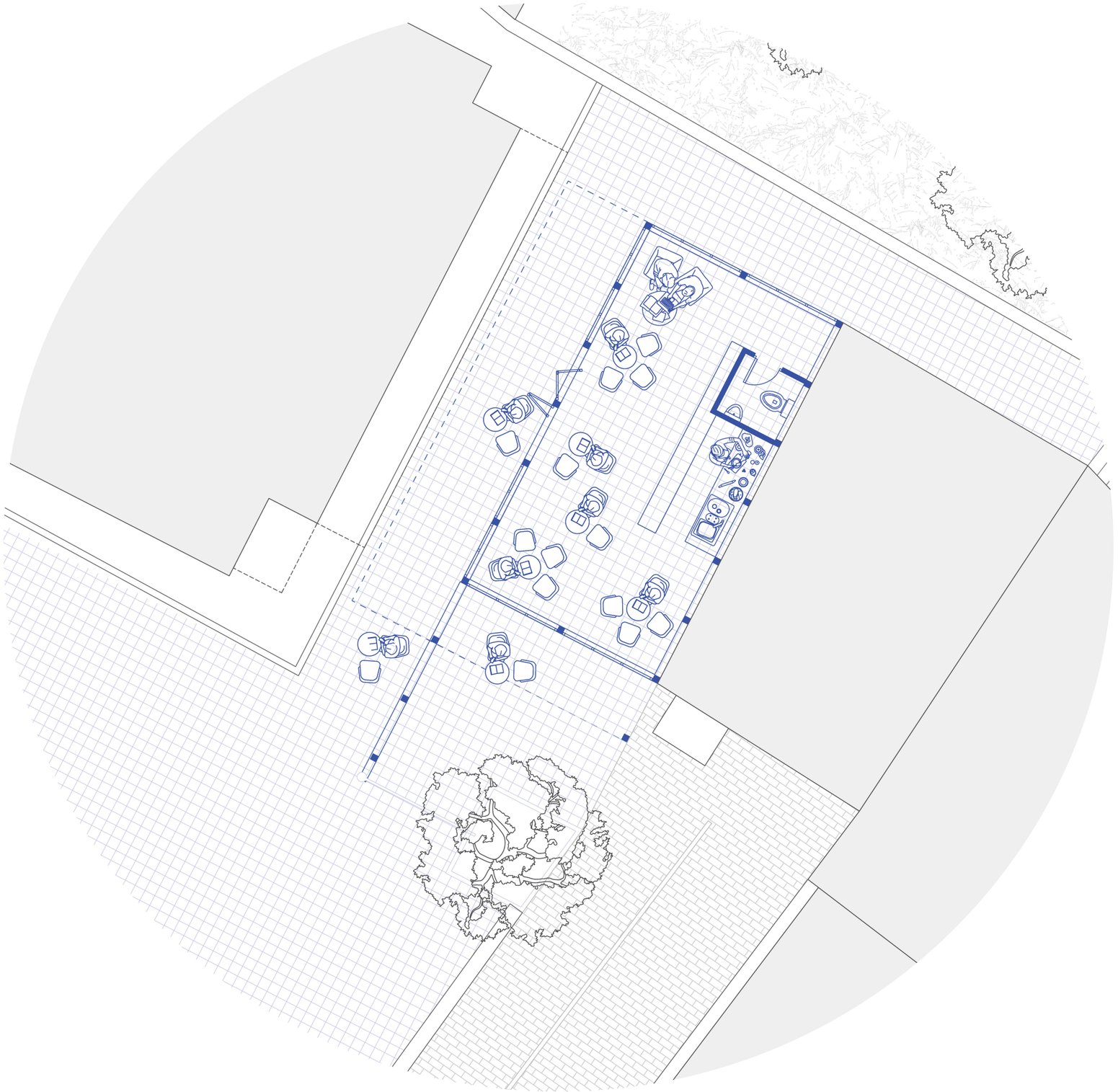
TERRITORY 3:
Shed



DESIGN

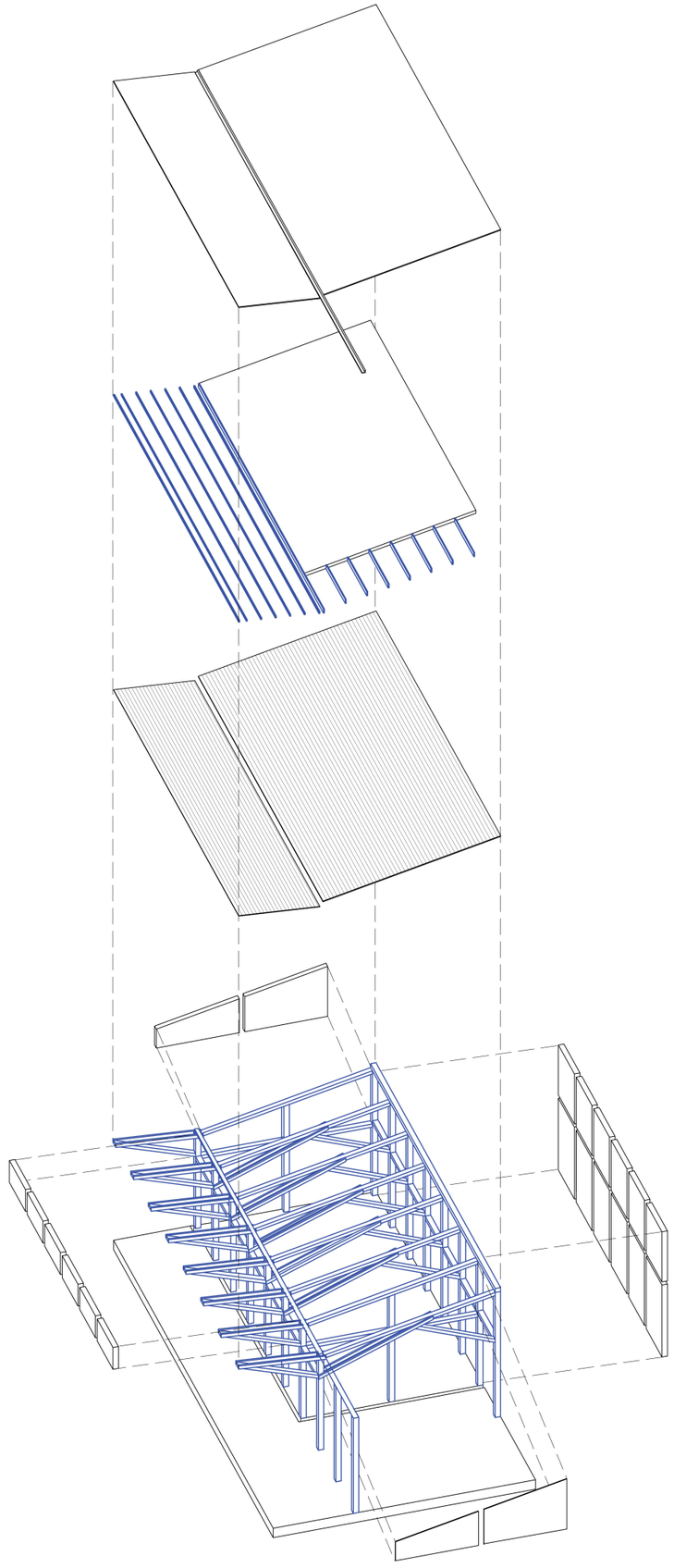
TERRITORY 3:
Shed

PROPOSAL



DESIGN

TERRITORY 3:
Shed



PROPOSAL



DESIGN

TERRITORY 3:
Shed

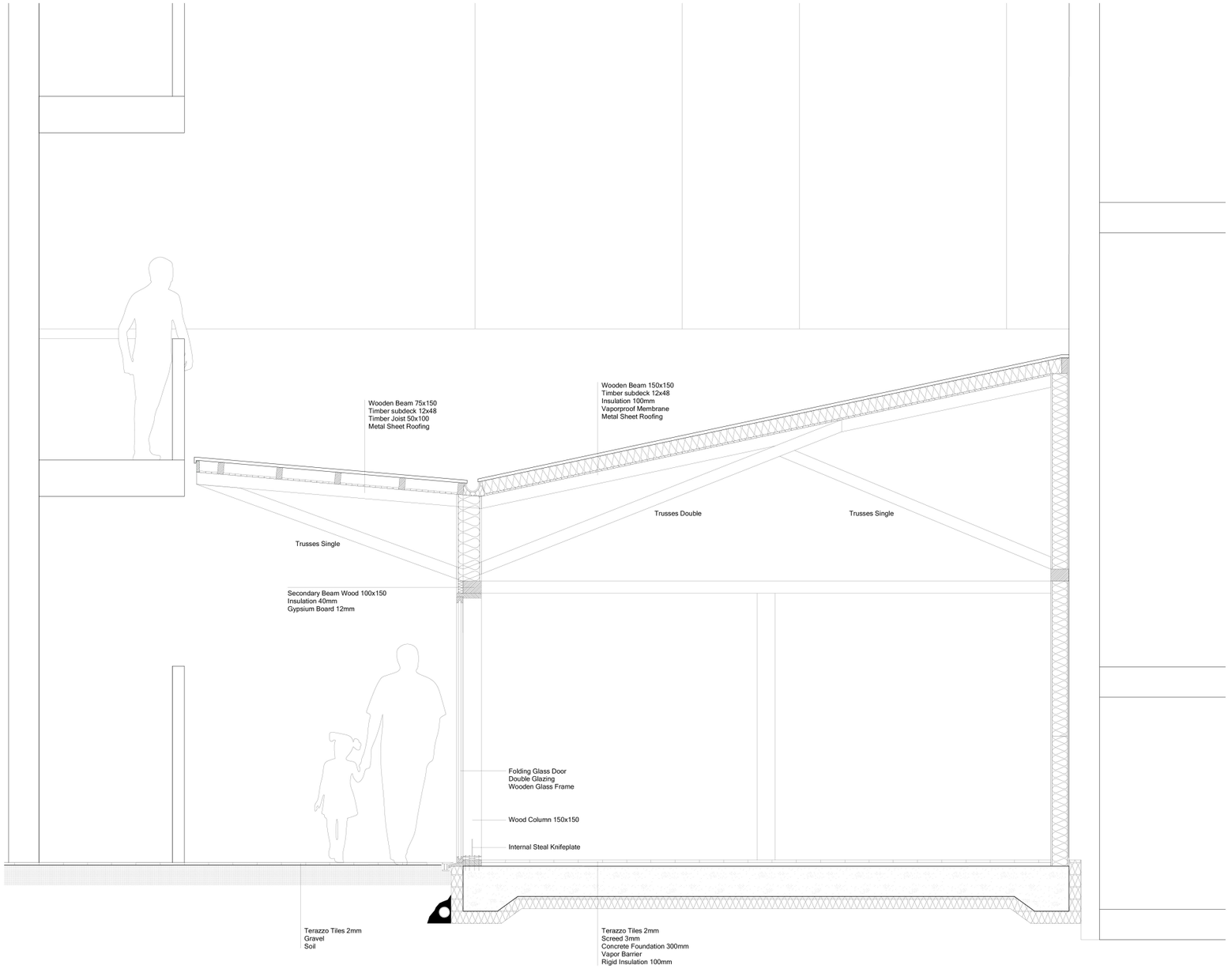
MATERIALITY & CONSTRUCTION



DESIGN

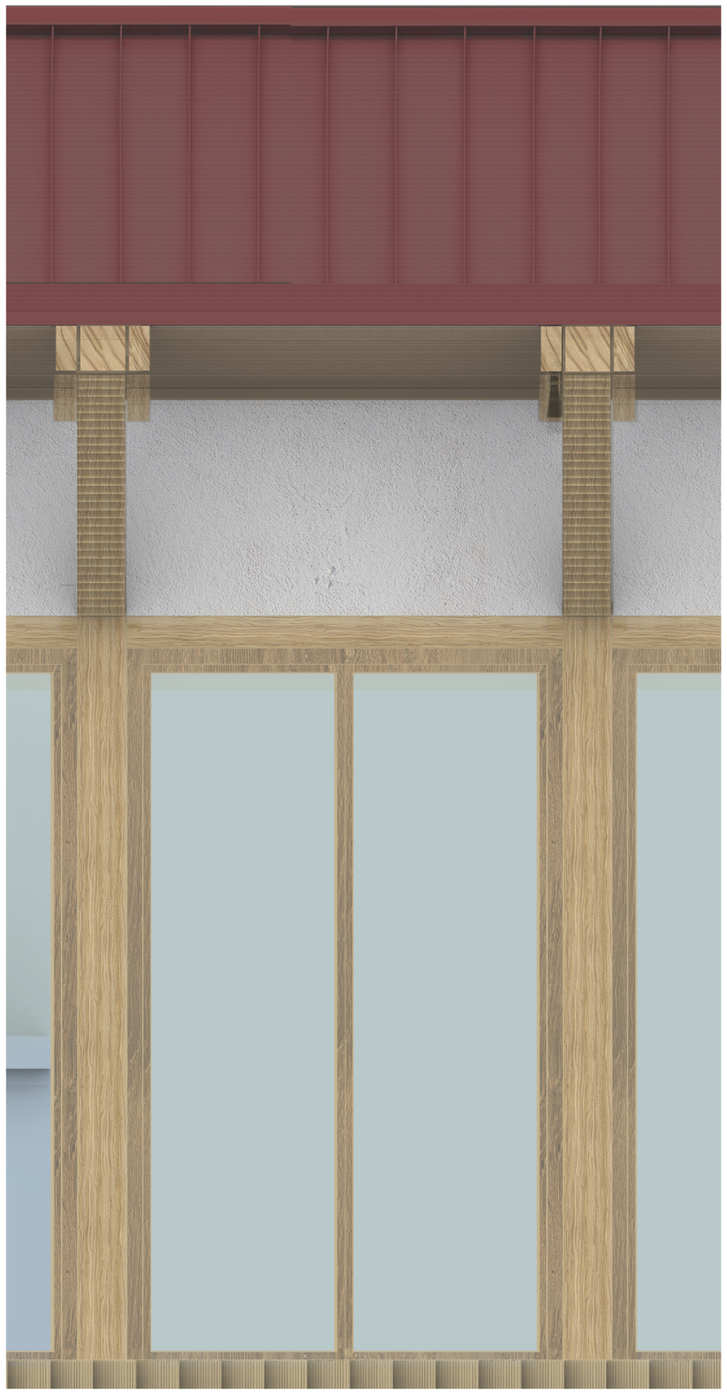
TERRITORY 3:
Shed

MATERIALITY & CONSTRUCTION

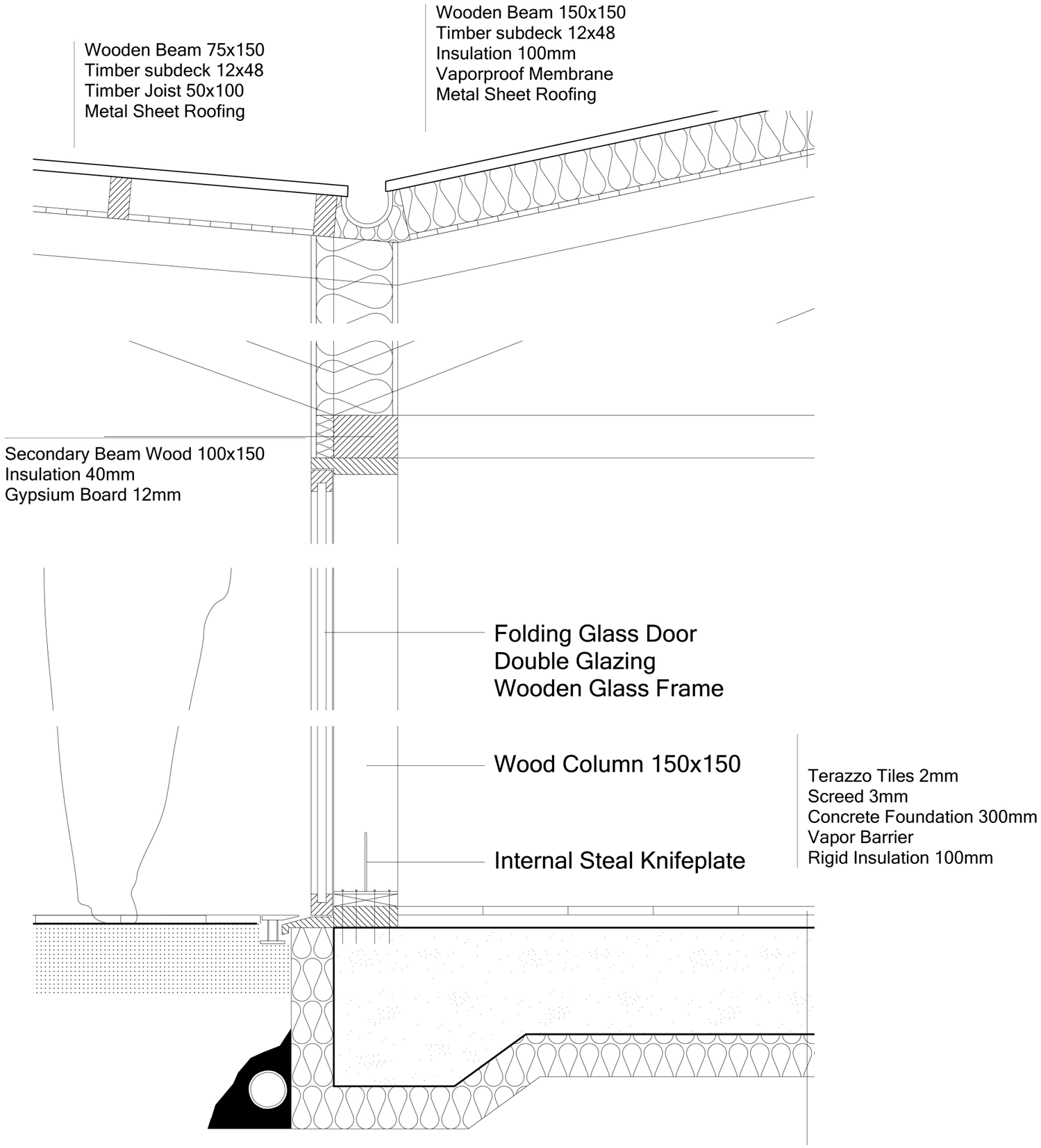


DESIGN

TERRITORY 3:
Shed

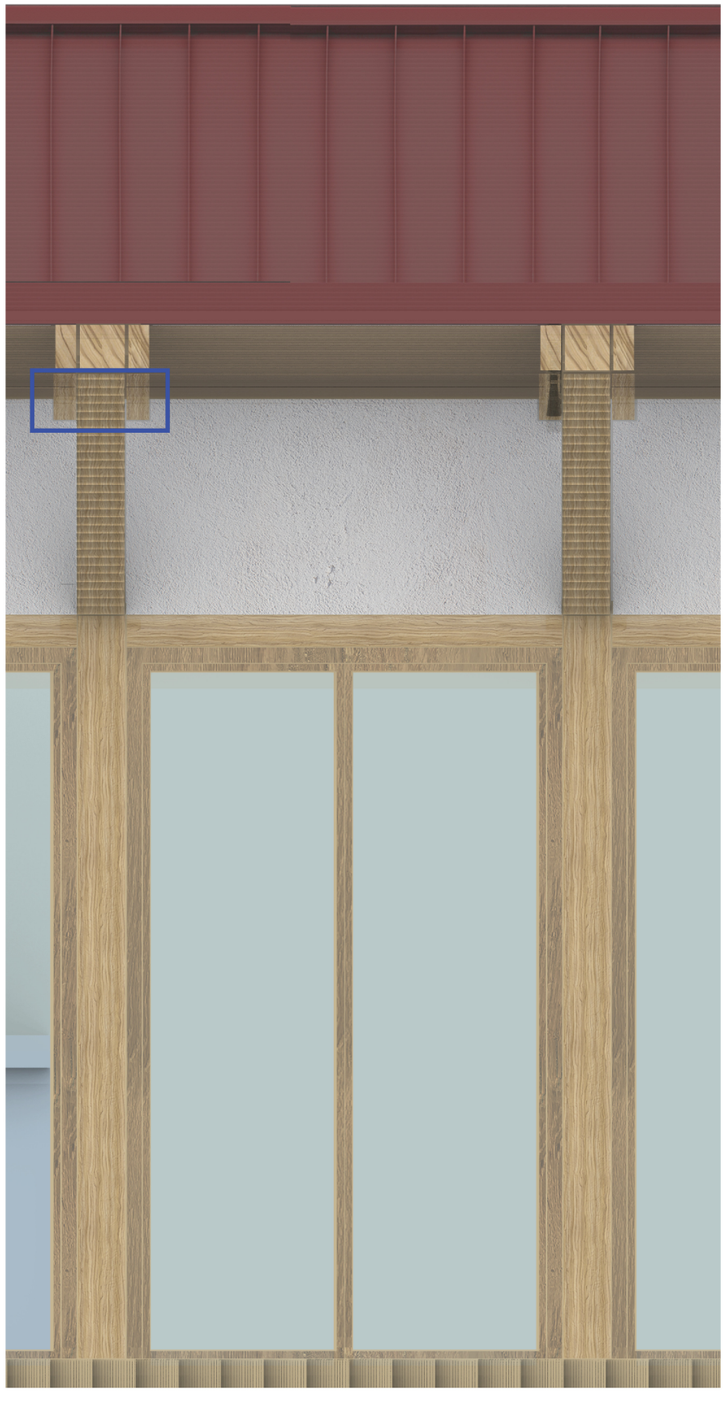


MATERIALITY & CONSTRUCTION

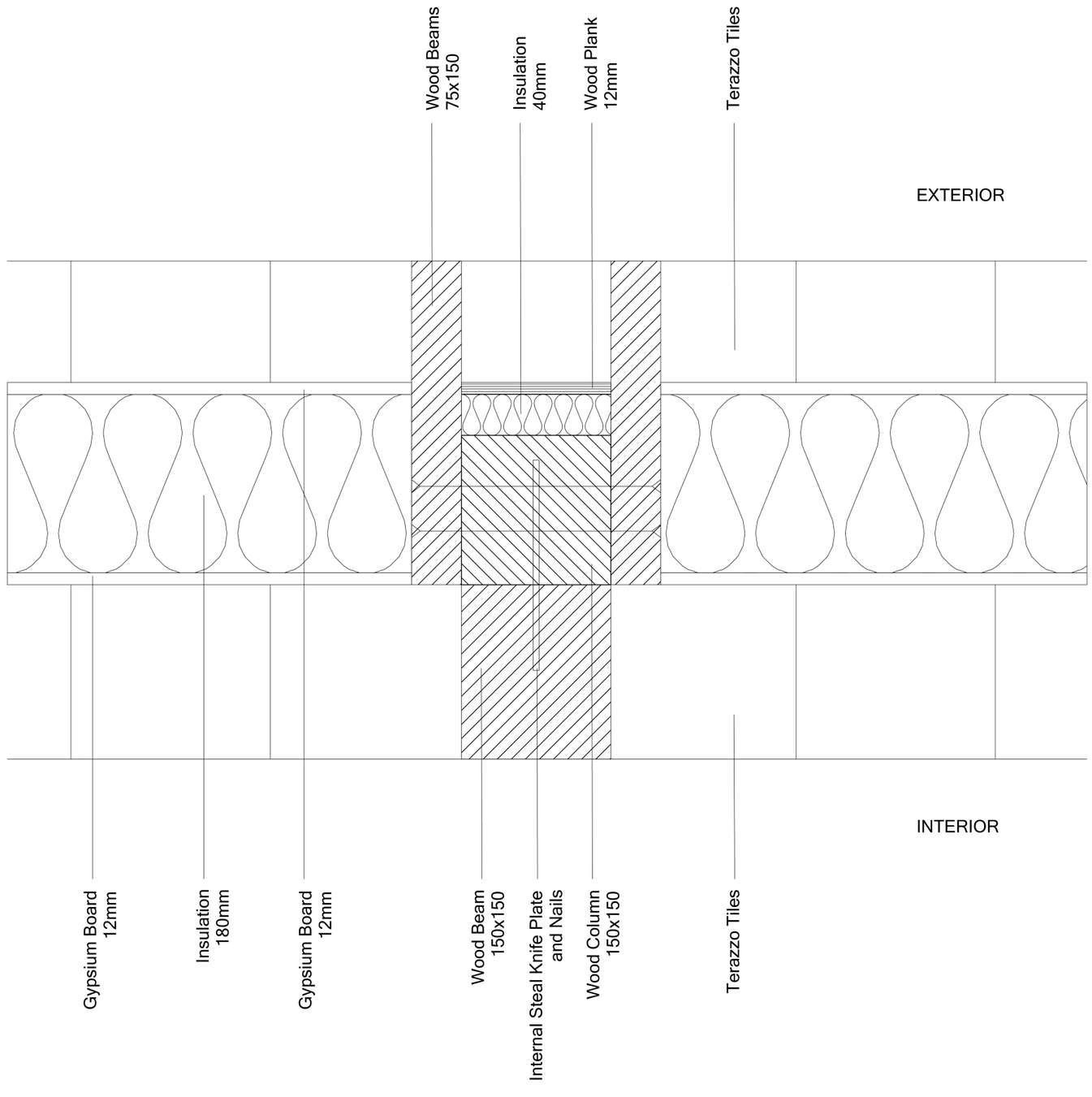


DESIGN

TERRITORY 3:
Shed

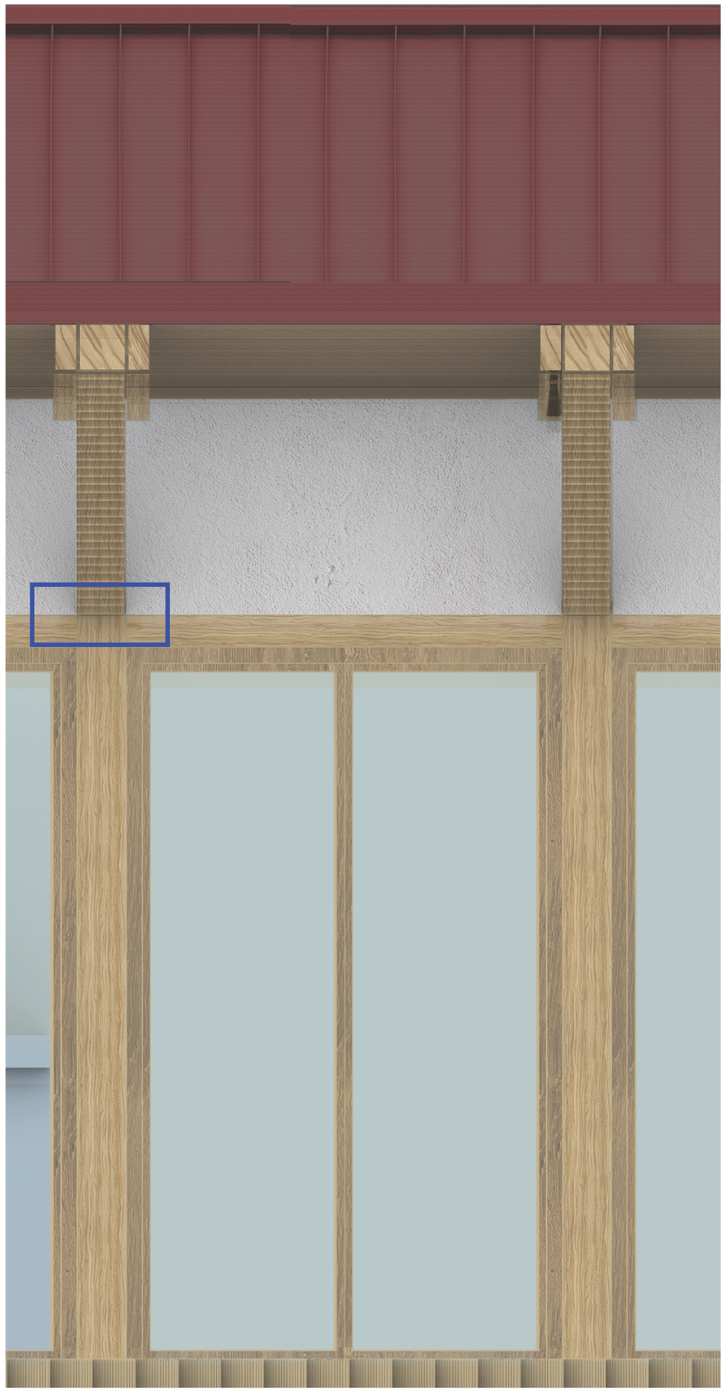


MATERIALITY & CONSTRUCTION

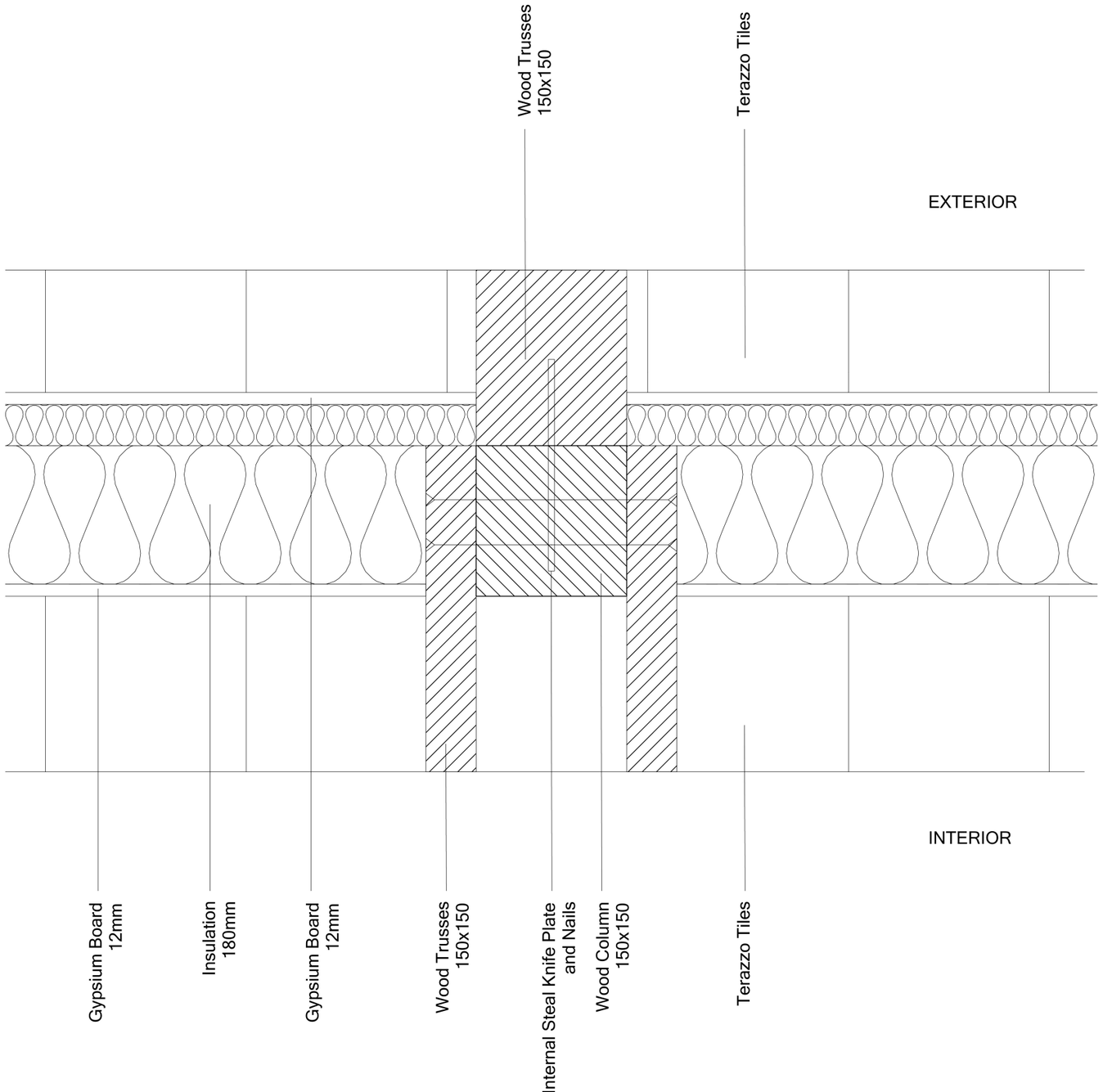


DESIGN

TERRITORY 3:
Shed



MATERIALITY & CONSTRUCTION



DESIGN

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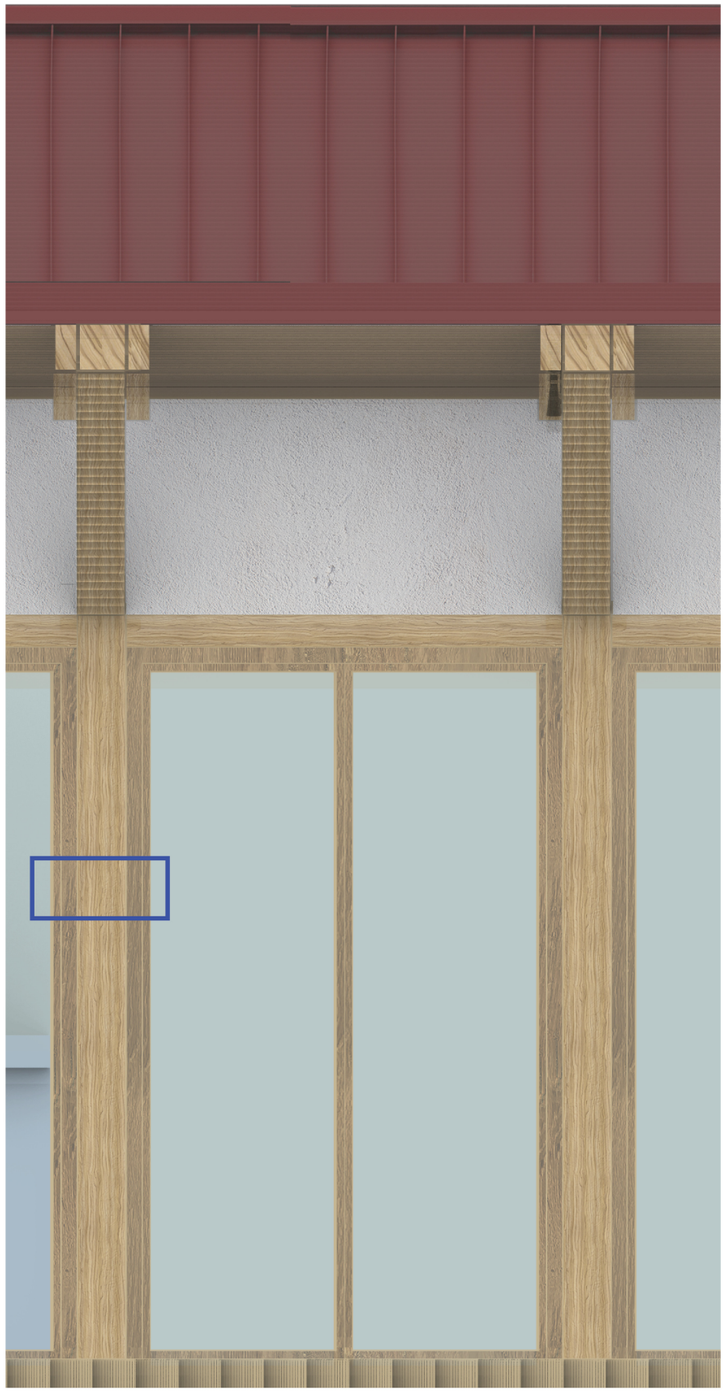
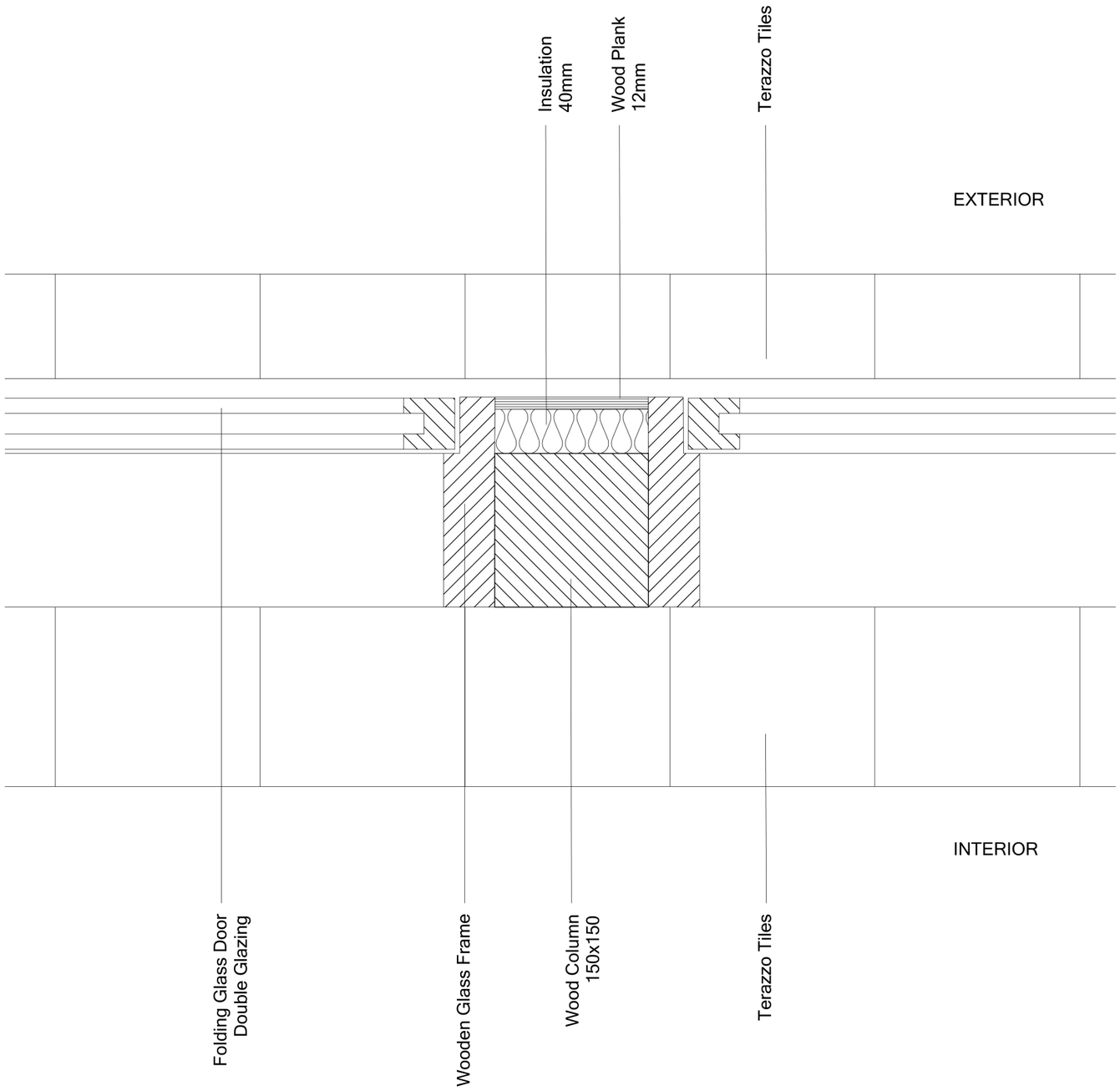
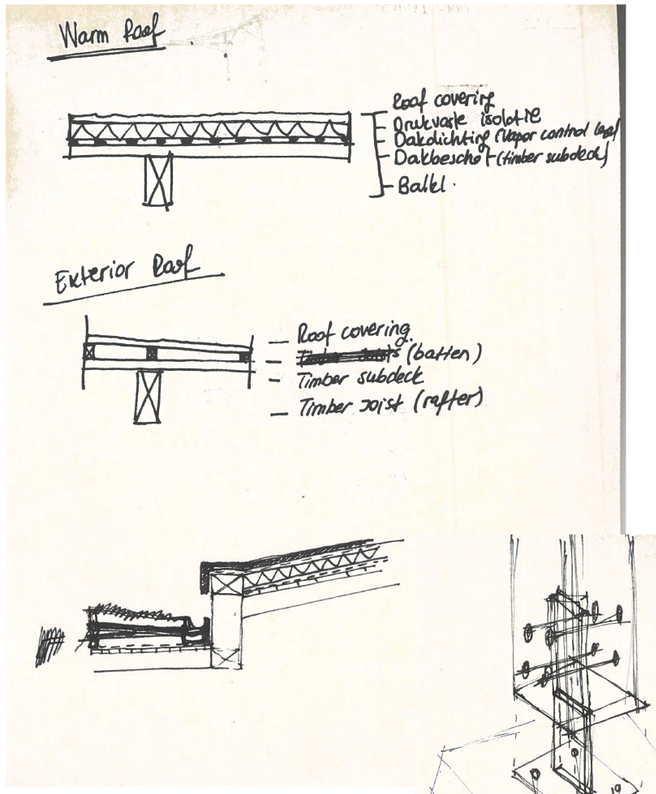


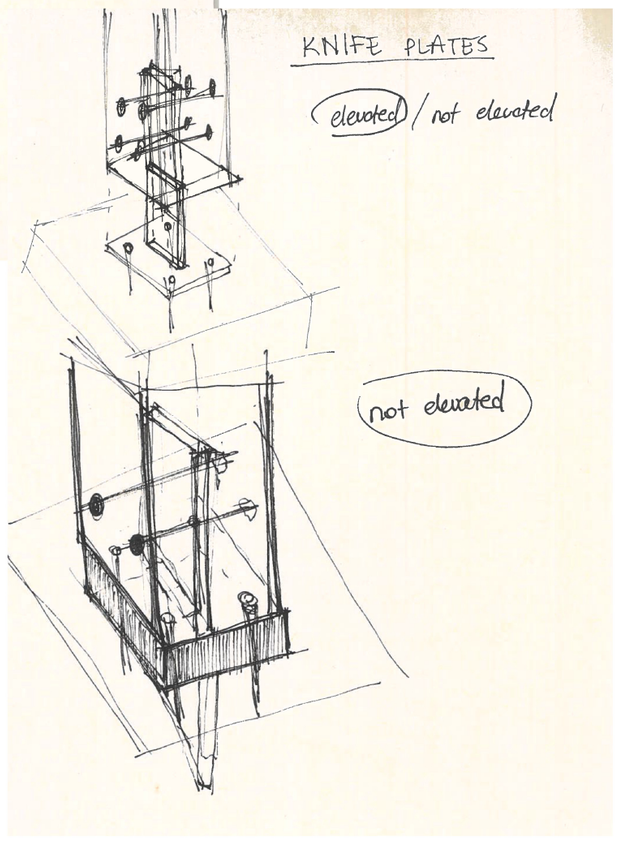
MATERIALITY & CONSTRUCTION



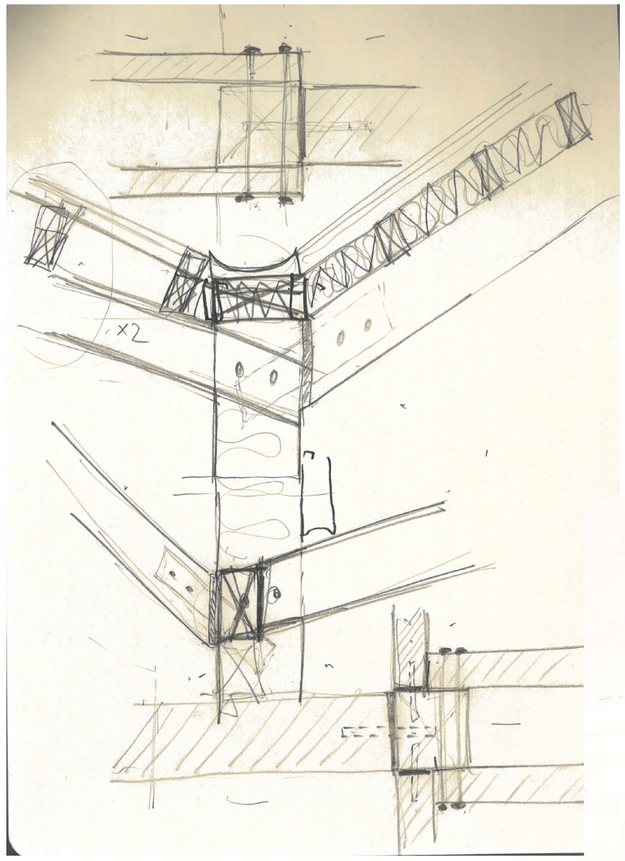
DESIGN

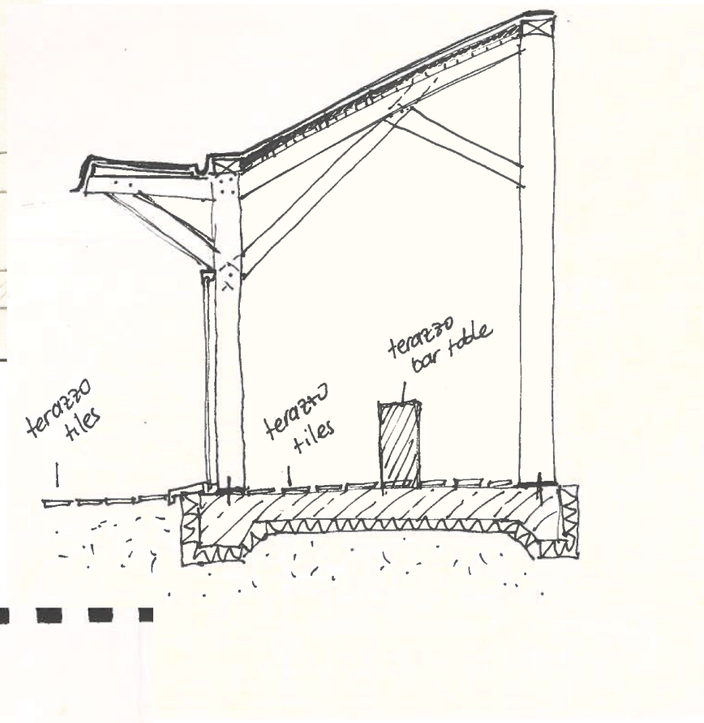
TERRITORY 3:
Shed

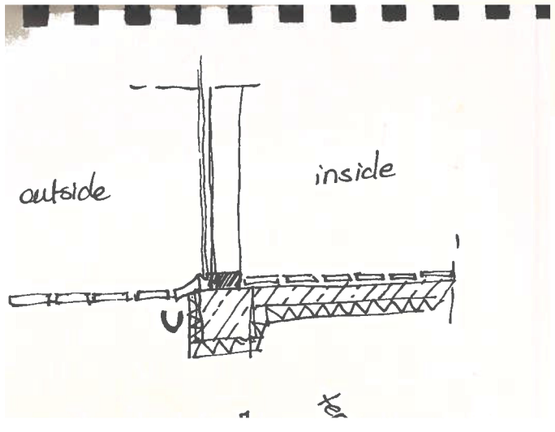




MATERIALITY & CONSTRUCTION



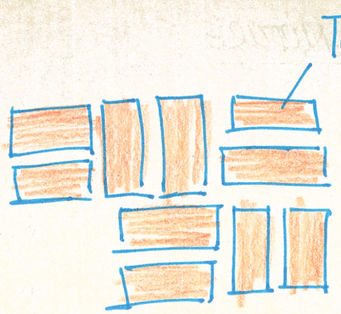




DESIGN

TERRITORY 3:
Shed

MATERIALITY & CONSTRUCTION

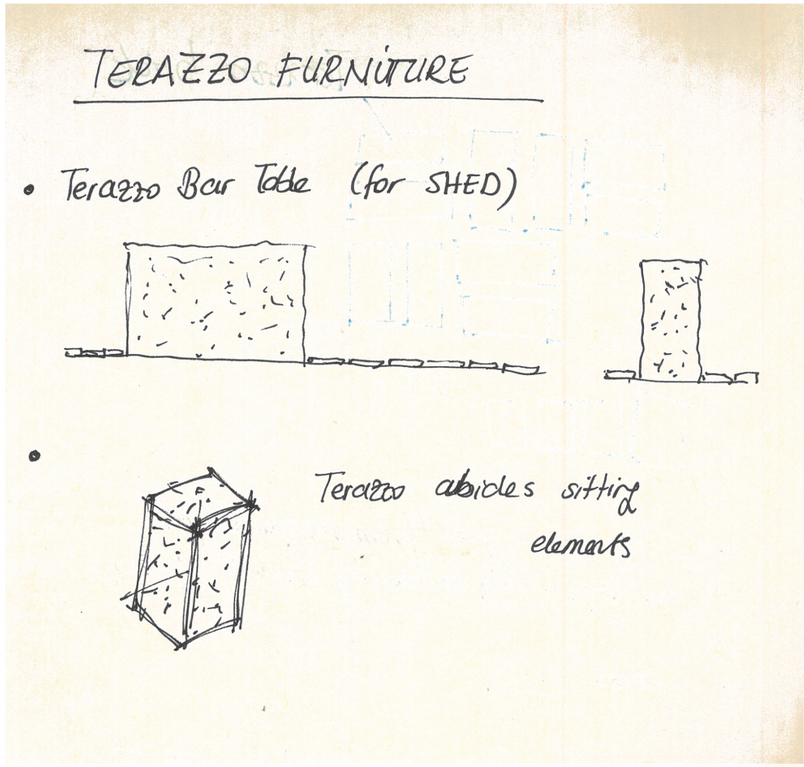


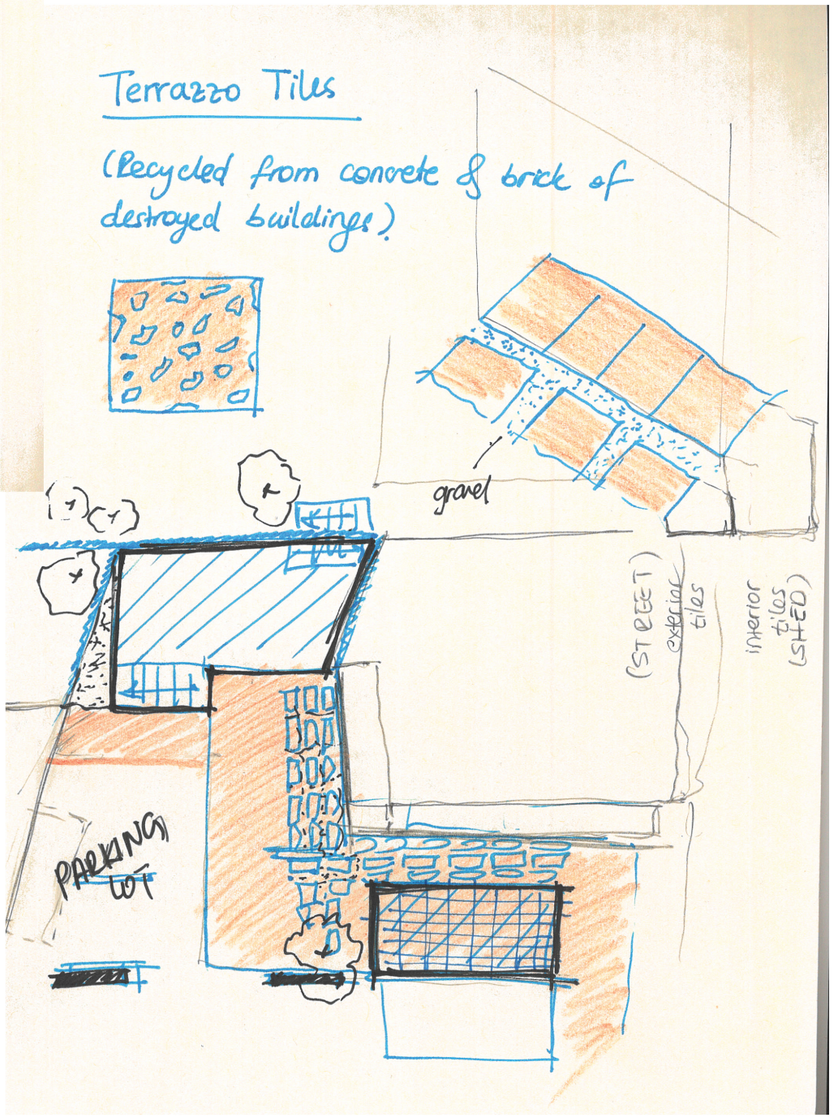
- Recycled brick (from the destroyed building, usually hallow clay brick) ≒70

- Cement ≒20

- Other bricks, wood & nature stone from the site ≒10







DESIGN

TERRITORY 3:
Shed

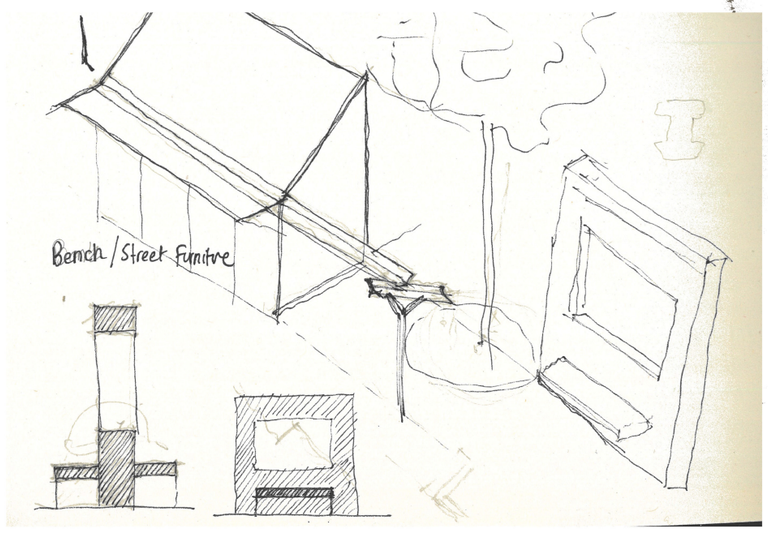
MATERIALITY & CONSTRUCTION



DESIGN

TERRITORY 3:
Shed





MATERIALITY & CONSTRUCTION













THANK YOU...

