THE THEATRE OF EVERYDAY ISTANBUL
THE UNSET STAGES IN THE CITY

Public Building Graduation Studio
Tutor: Oscar Rommens
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Starting point
- Public events, flashmobs, carnivals, protests
- Protests about the public space
- Notions of happiness and well-being as important demands of city dwellers
- Event?
- How a certain phenomenon can change readability of a space; Galata Bridge

Topic of investigation
- Public spaces on the way for staying temporarily, daily life, and chilling out
- Unset stages in the city

Main question
- What are the spacial indicators that transform a certain place to a theatre scene of activities and pleasure?

Case studies
- Galata Bridge
- Benches in front of the Blue Mosque
- Manastir Han
“The Theatre of Everyday”
- Daily life in relation to scenery and nature
- Panorama background; perception; cylinder
- Position of the bridge; far; merged layers
- Land marks; east, Bosphorus, important/ old buildings
- The closer the darker
- Memory; remembering what is not seen
- Two levels, different views
- Sky as a dome and Bosphorus as the floor
- Curtains; ships, cars, trains, either visual obstacles or indicators of time (cuts)
- Curtains; fog as indicator of time and mystifier
- Body in relation to scenery and nature
- Form, position, and configuration of the benches; box
- Landmarks: Hagia Sophia, Blue Mosque, Soltan Ahmet Cami, and Hamam; four directions
- Close; separated layers
- Frames, outsider observer
- Curtains, cars, either visual obstacles or indicators of time (cuts)
- Curtains; fountain as indicator of time and mystifiers
- Memory; remembering what is not seen
- Sky as a blanket
- Activities at night
- Activities in relation to architecture and scenery
- Travelling from daily life to chilling out; crowded to quiet
- Enclosure and sudden openness; surprising view
- Land marks
- Height; separated layers
- Frames
- Curtains; steam as indicator of time and mystifier
- Obstacles, close tall building, one directional view
“The Scenario”
Different activities changing perception and usage of space
- Chilling out is related to the scenery; landmarks and natural elements
- Mixture of job, hobby and chilling out; configuration of space according to the grid of the handrail; privacy
- Different uses of existing architectural elements
- Different activities changing perception of space
- Constant shift of backgrounds according to activities and body position
- Chilling out is related to scenery; landmarks and natural elements
- Form of an architectural element or a small object changing perception of space
- Architecture gradually changing from enclosure to openness
- Activities gradually changing from Job to chilling out
- Architecture suddenly revealing the scenery by height, framing, and openness; surprising
- Chilling out is related to scenery; land marks and natural elements; architecture as a tool to play with these elements
“Lighting | Contrast”
Galata Bridge

- Active during Day and Night
- Contrast, sharpness and blurriness of the background; day and night, upstairs and downstairs
- The difference of perception of space during day and night
- Dynamics of backgrounds and space during day and night
- Dynamics of architectural elements’ use during day and night
- Exaggeration of some elements by lighting
- Active during day only
- Being guided by gradients of light
- Being guided by contrasts
- Travelling from darkness to lightness
- The dark entrance
“Projection”
- Depth of view
- View to the far; perspective; smaller obstacles; sunset and sunrise
- People react to these moments, chilling out, relaxing
- Topography
- Landmarks
- Looking at the east
- Travelling from far to close
- The device, angle of view, points of attraction
- Projection
- Over layering
- Illusion
- Panorama projected facade
- Travelling from far to close
- The device, angle of view, points of attraction
- Projection
- Illusion
- Over layering
- Travelling from far to close
- The device, angle of view, points of attraction, Surprise
- Projection
- Illusion
- Over layering
“Statement of intent”
1- Nature Factory

- Notions extracted from the analysis
- Dynamics between scenery, body, and space
- Architecture as a machine for human being to manipulate and see natural elements, stars at night and the bottom of the sea
- Theory of Play

- Close, far
- Land Marks
- Curtains and mystifiers
- Movement
- Lighting, contrast, gradients
- Sharpness, blurriness

- Tools and machinery
- Optical devices
- Dark Room| pin hole| inversion
2- Somewhere to Look at Sunset| Sunrise

- A certain moment
- Extracted pattern from projection drawings
- Over layering
- Contrast, gradients
- Curtain
- Spectrum
- Movement, changing
“Site”
- Water, far, sea, sunset
- Obstacles
- Land Marks, old buildings
- Curtains, moving elements
“Methodology & Process”
Collage technique

Defining indicators
scenario, lighting, projection

Main theme
Body, nature, space dynamics
Looking, chilling out

Statement of intent
Experimenting with the outcomes

Drawing techniques
Clarifying

Nature (Tschumi)

Event

Context analysis & personal interests

Design

Theme
Collage of the indicators
Pattern

Movie