

Where We Were...

**Workers**  
no live here

**Young people**  
come here only for entertainment

Cats

# WHO?

**2 Different  
social classes**



Artists  
and  
designers

**Elders**



Tourist

**Children**



**Friday**  
where mousque

**Night Time**  
only central street



# WHEN?

**Day Time**  
all street



**Summer/Spring**  
tourist


**Sunday**  
where cathilic

**Weekend**  
tourist

**Passage  
Area**



**Conflict  
between  
2 classes**



**Walk**  
in the middle  
of the street - **Safe** problem

Spontaneous  
use of street

**HOW?**

Underground

**Car and bicycle**  
along the side walk

**“ Familiar ”** use of dead end  
street - CUL DE SAC



**Temporary use  
of the neighbourhood**

**Football**  
inside the street

Entertainment  
Activities

**Balance**  
of the conflict between  
2 classes

Something  
attractive for  
**Children**

Car Parking

**WHAT?**

Coffee Point

Rubbish bin

**Urban Regeneration**

**Green Area**

Something for **elders**  
to take out for their residence

**Shadow**

**Football field**

Pray

**AIM**

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**TO LINK**

# BETWEEN

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# TO LINK

TWO SOCIAL  
CLASSES



ELDERS AND  
CHILDREN

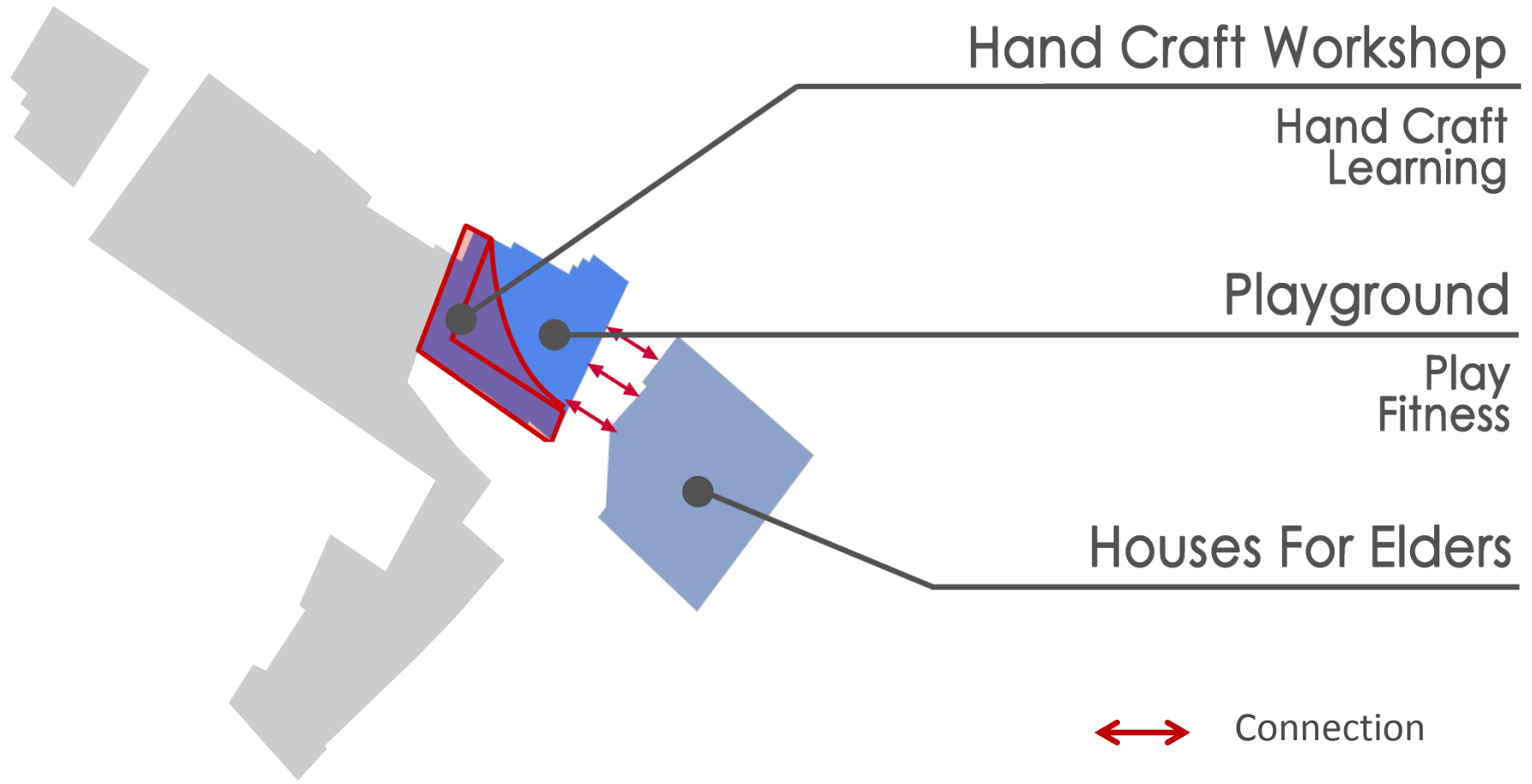


STUDY FIELD  
AND CITY



# FUNCTION

Workshop and House near by

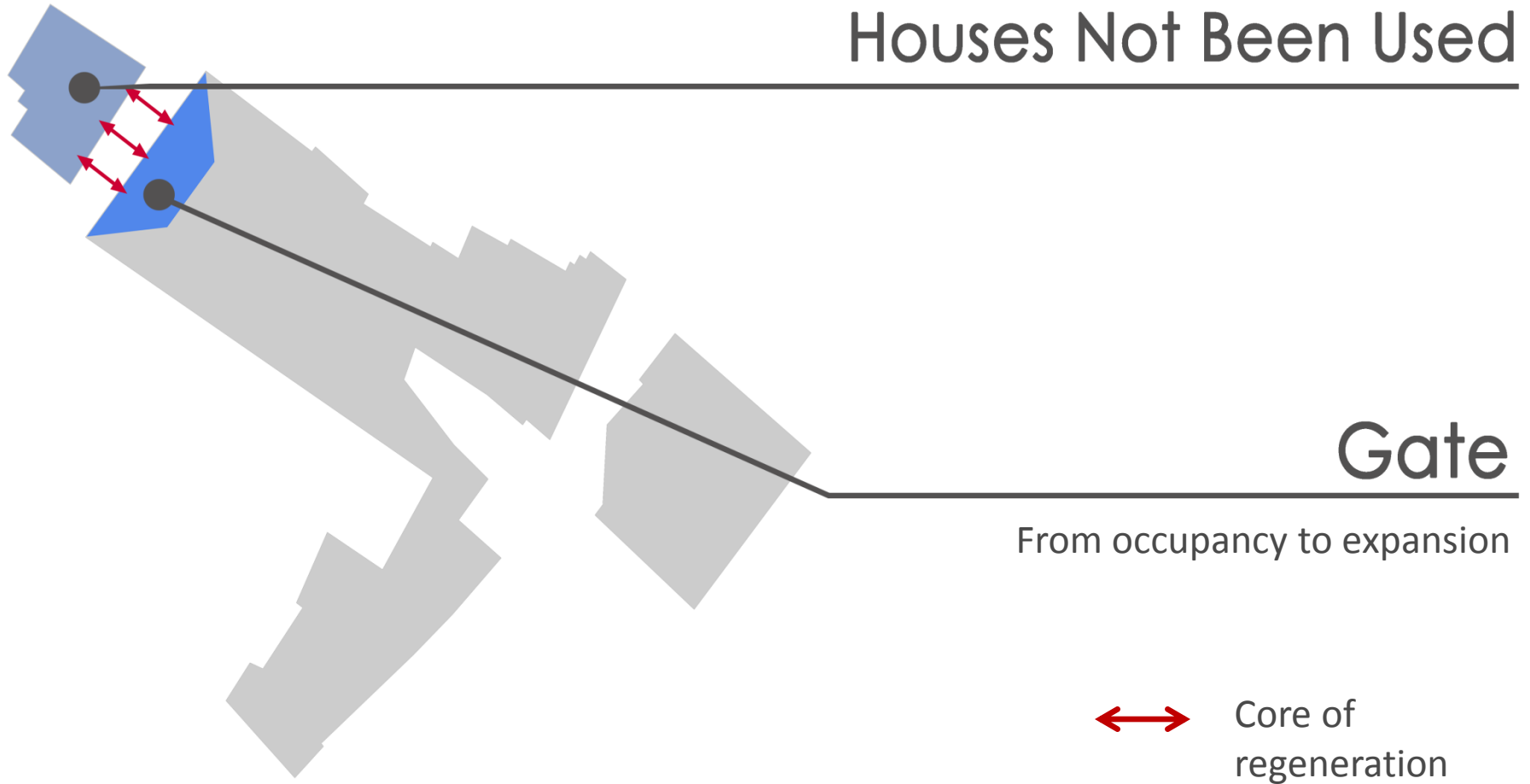




# FUNCTION

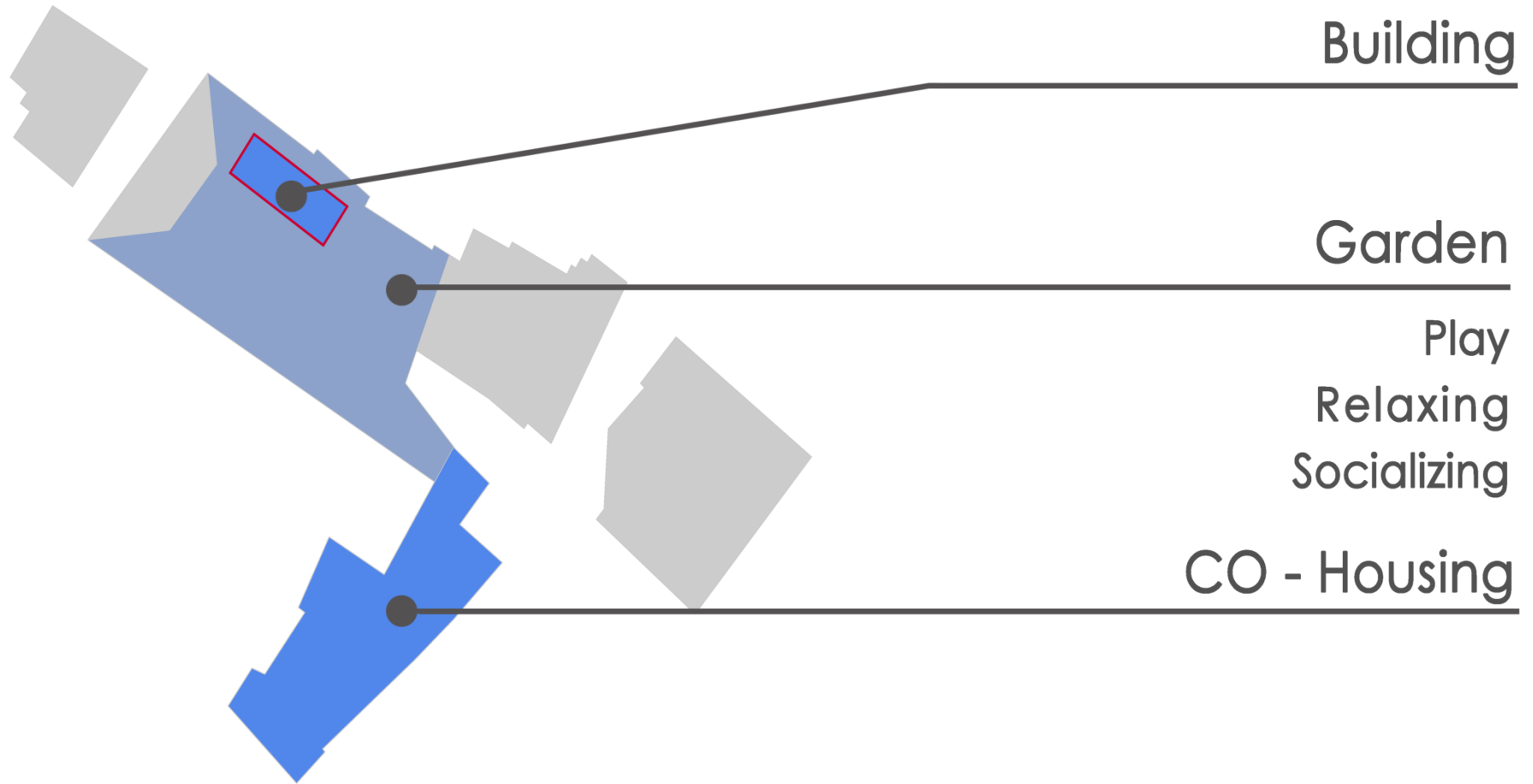
Gate and House near by

Houses Not Been Used



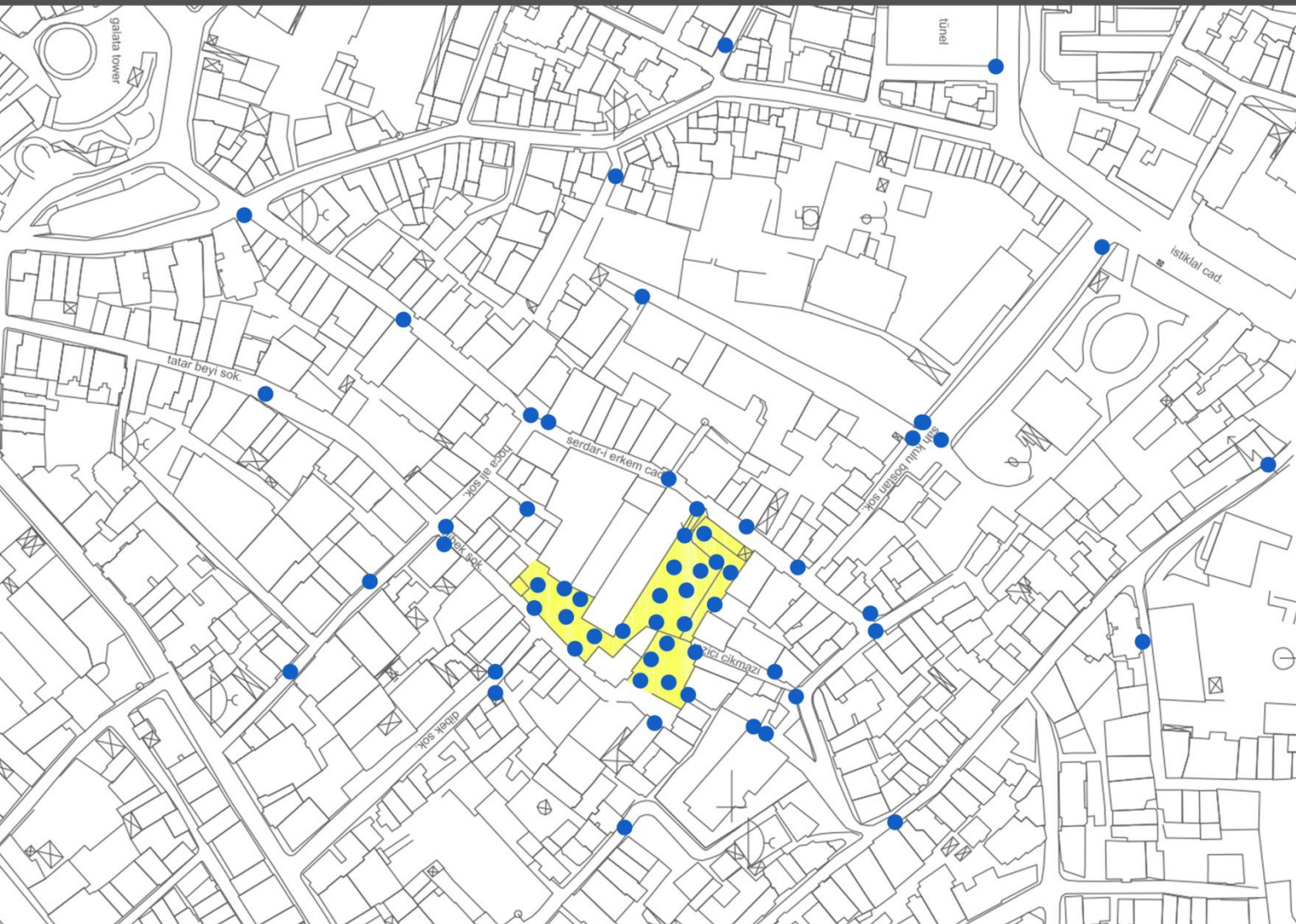
# FUNCTION

## Garden and CO - Housing



# FUNCTION

Daily life needs spread in the city






Daily life  
needs

# MAP

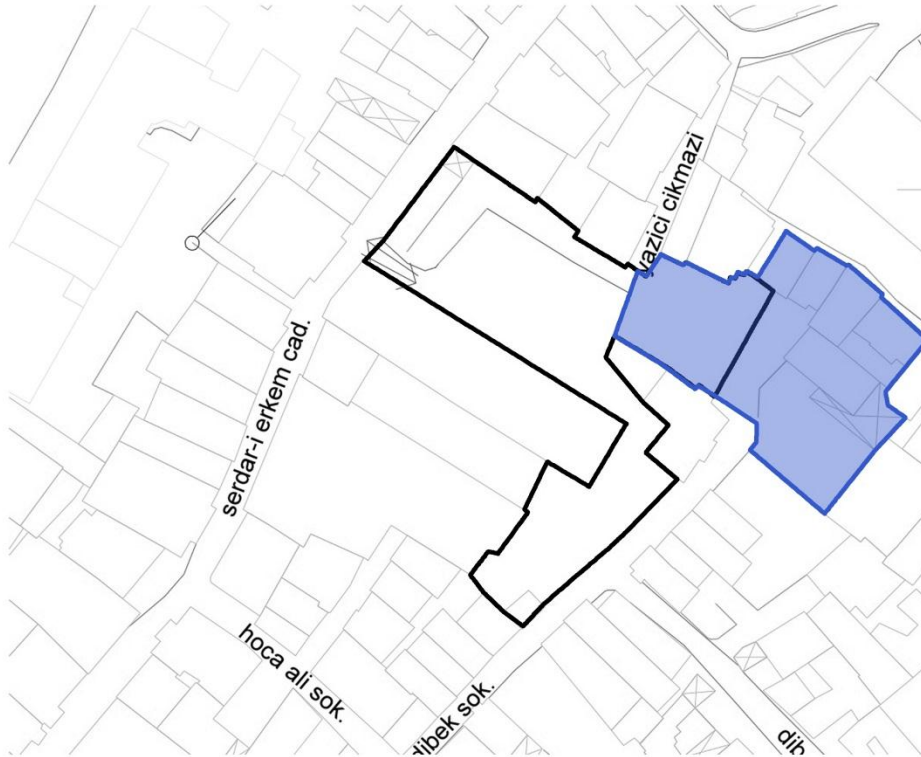
## From Limits To Opportunities



-  Connection With City
-  Central Area
-  No more limits

# KEY WORDS

## Zone 1



### END WITHOUT ENDING

- Familiar
- Comfortable
- Exchange of  
Memories  
Skills  
Knowledge  
Story

MIXED - USE

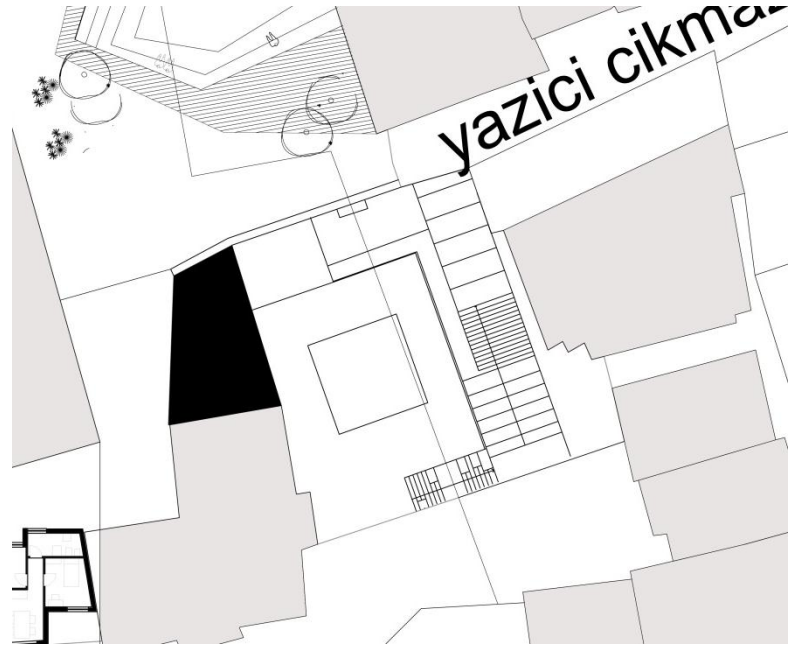
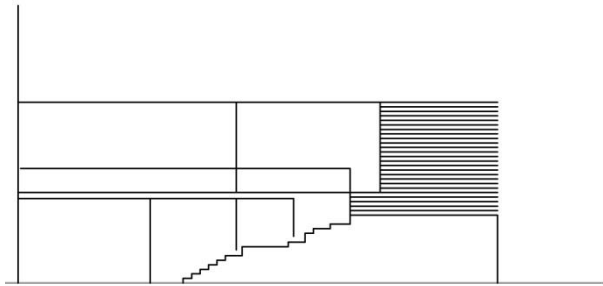
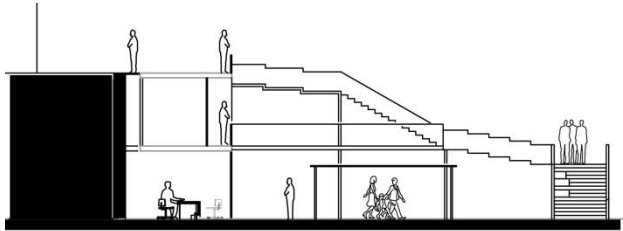
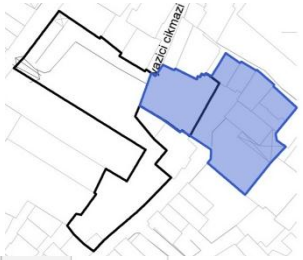




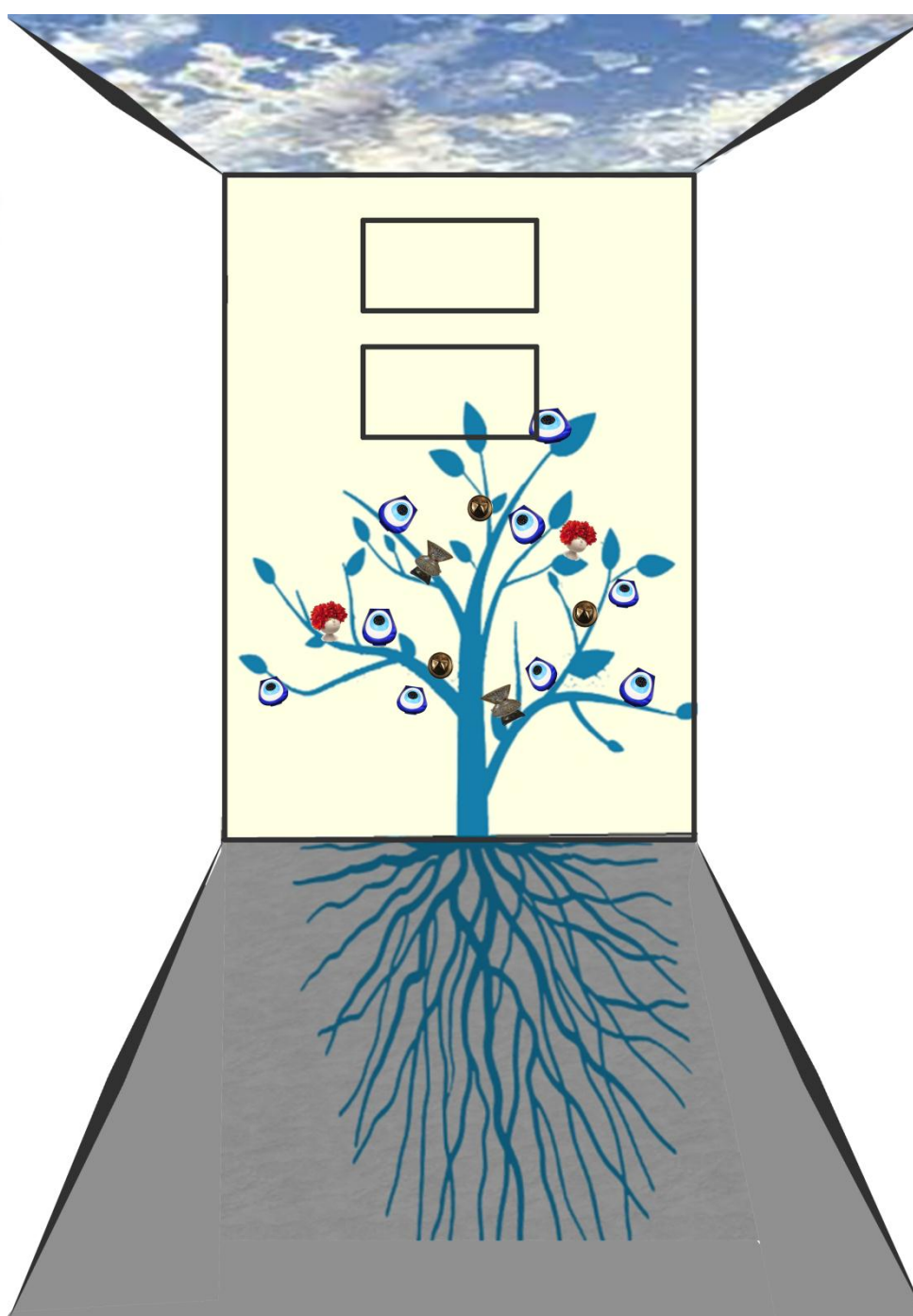
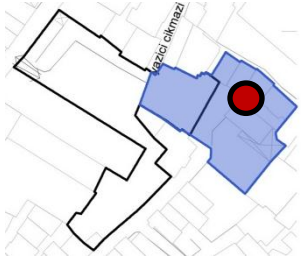
# Case Study

## Familiar Use









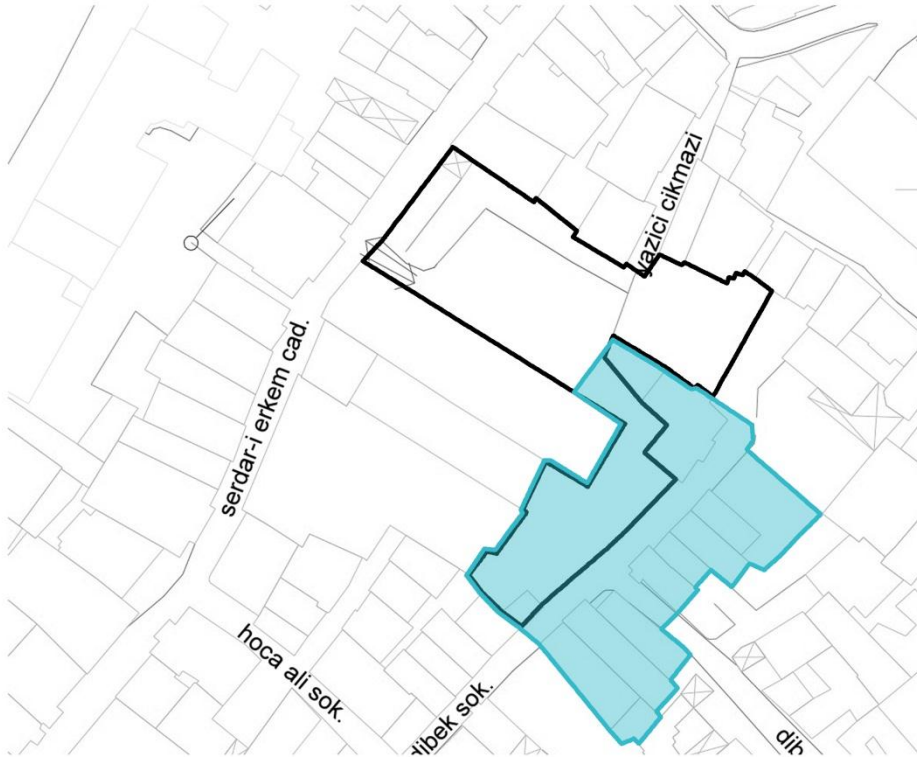
## THE TREE OF MEMORY





# KEY WORDS

## Zone 2



### CO HOUSING

- Mixing Classes
- Living traditionally in contemporary way.
- Privacy

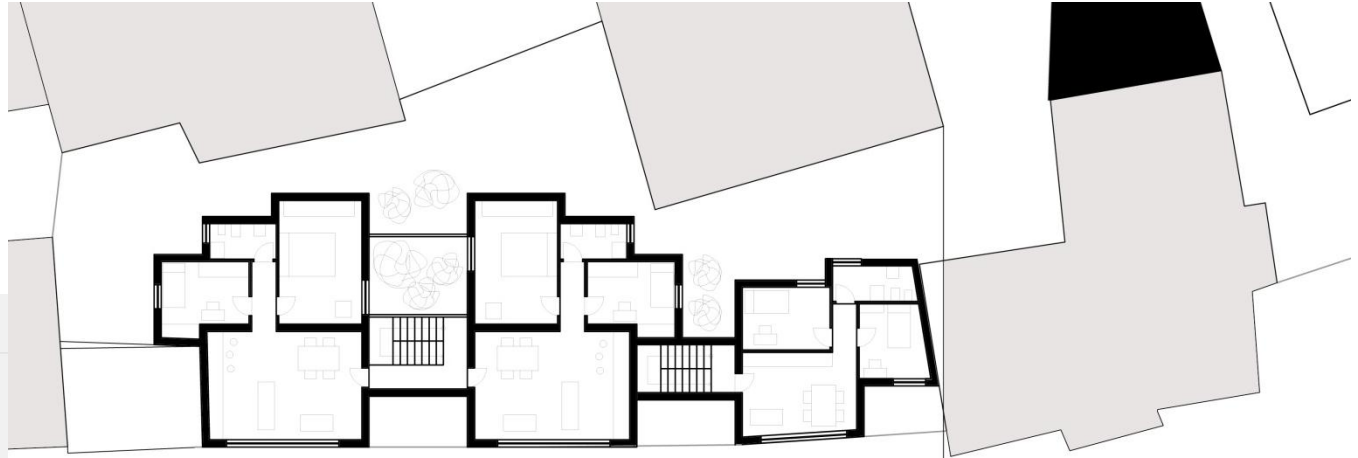


# Case Study

## Familiar Use

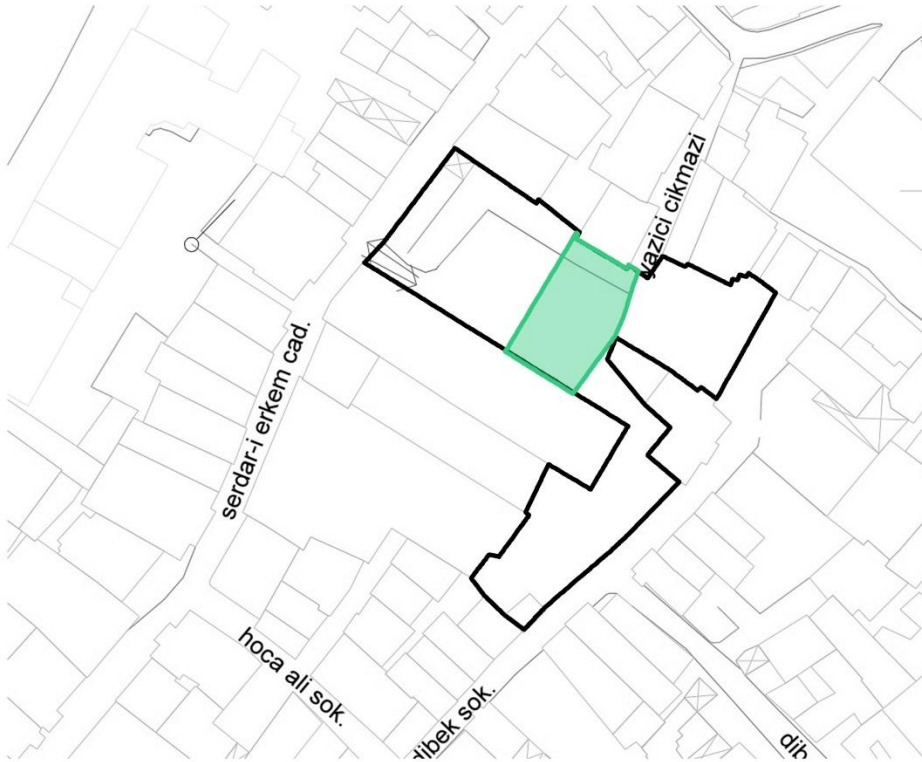






# KEY WORDS

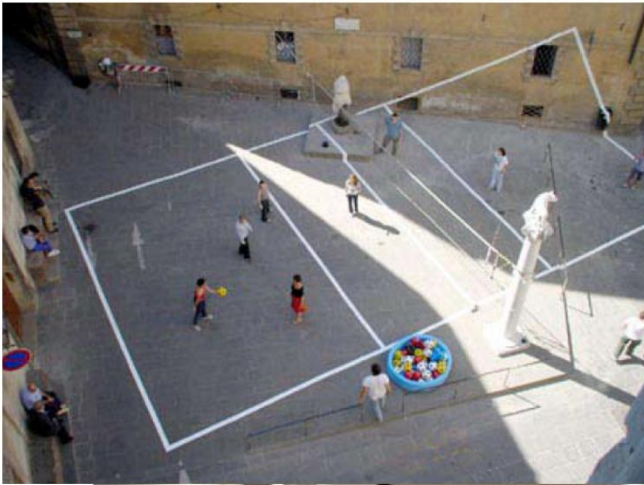
## Zone 3



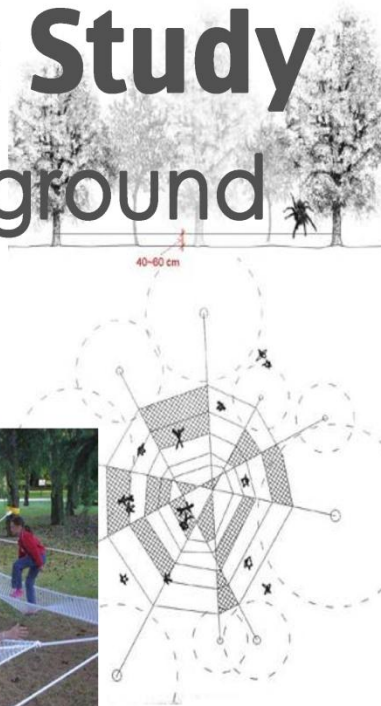
### GARDEN

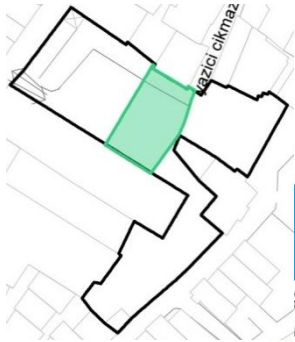
- Precious
- Spontaneous
- Atmosphere of relaxing
- Intimacy
- Flexible use – Urban Furniture





# Case Study Playground





KALATA  
AREA



WS AREA/  
GREEN AREA



URBAN  
FURNITURE



NEW  
BUILDING



EXTERIOR  
FLOOR



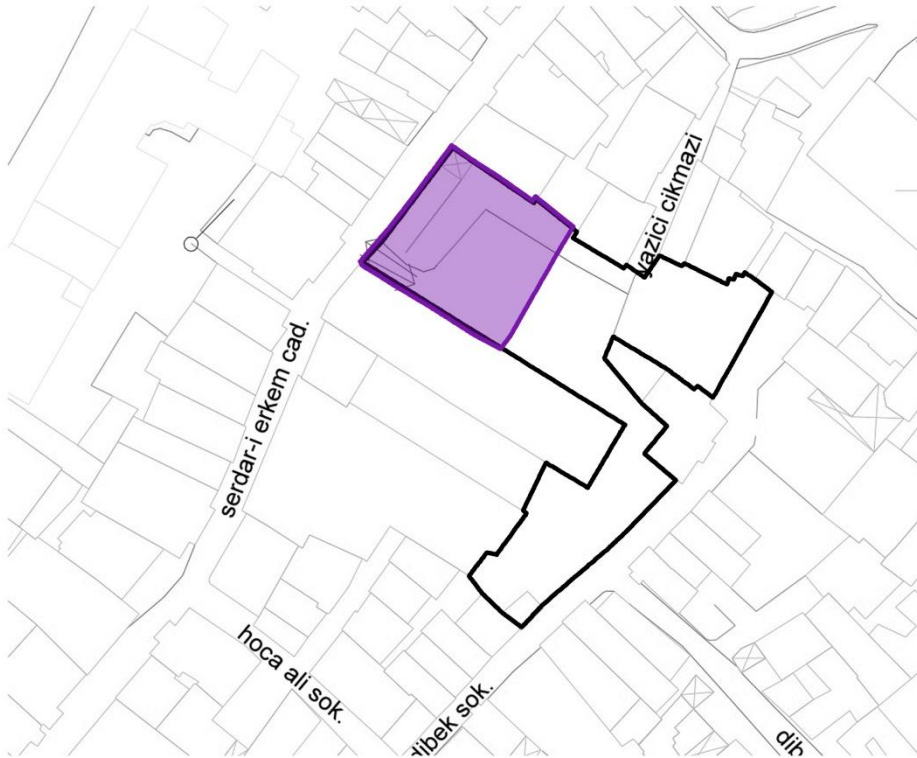
FAKE  
FACADE





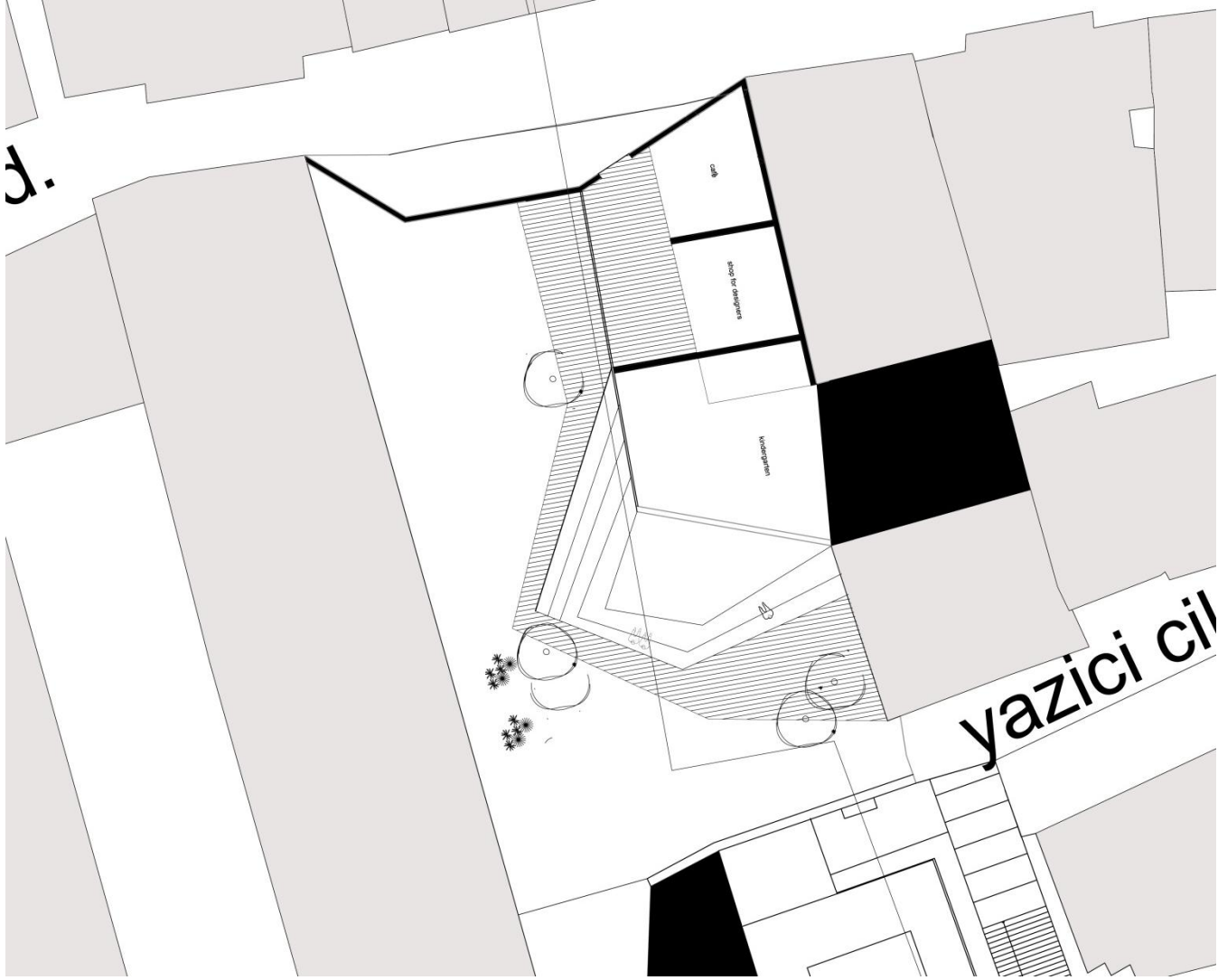
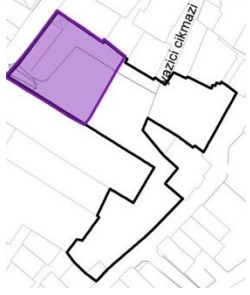
# KEY WORDS

## Zone 4

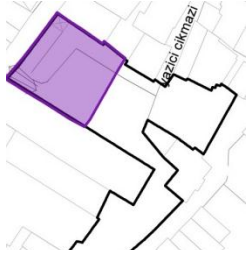


### CORE OF REGENERATION

- Filter
- Continuity
- Embrace – Welcoming
- Joiner





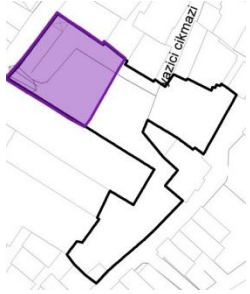




# Case Study

## Color As Landmark







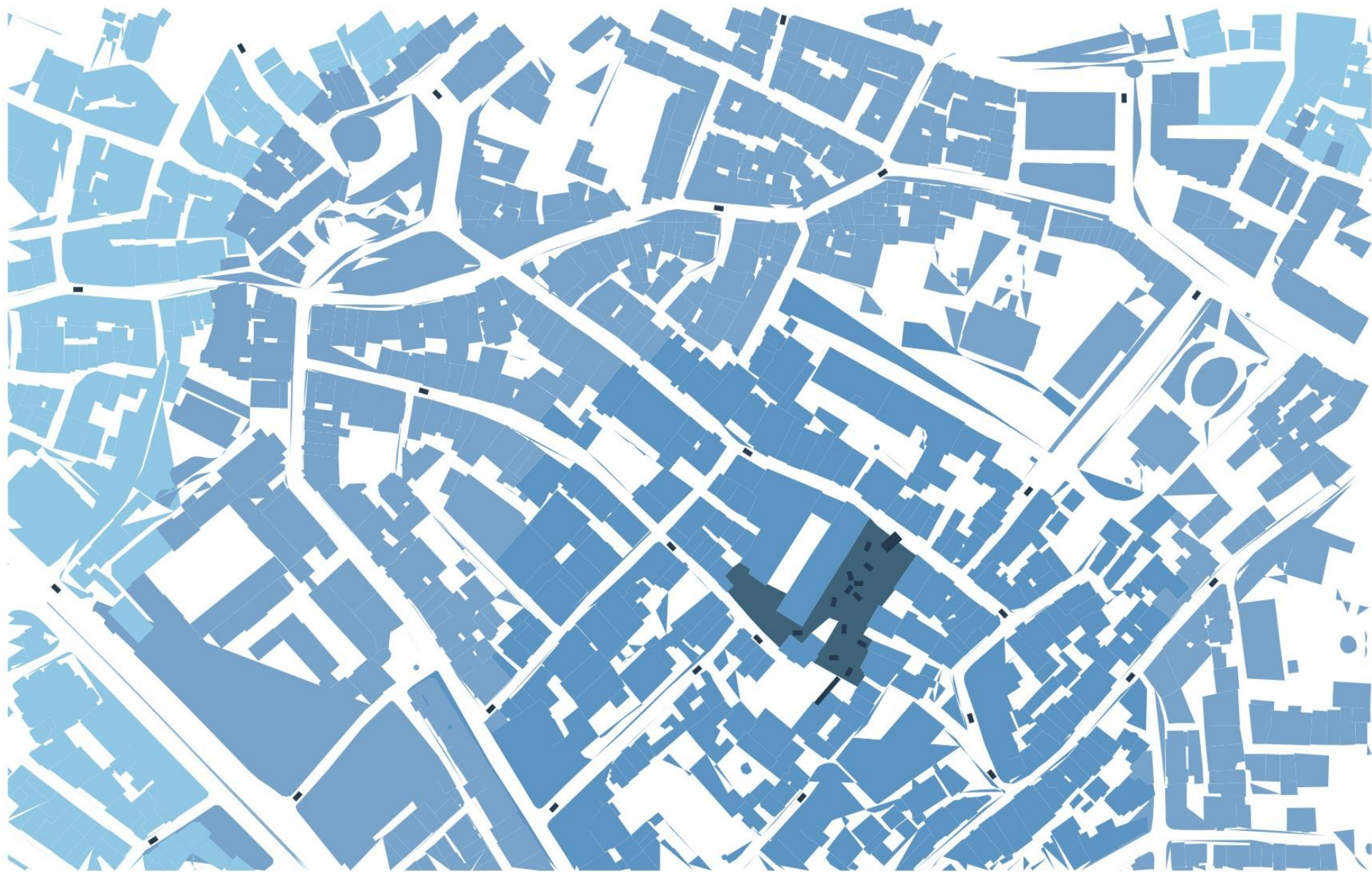


# Case Study

## Spread Urban Furniture







Furniture spread around Galata's area





TO OBSERVE  
TO WATCH



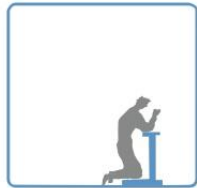
TO SIT  
TO REST



TO EAT  
TO SOCIALIZE  
TO CHAT



TO PLAY



TO PRAY



Conceptual  
uses of frame  
furniture.  
Coming from  
the northern  
street area's  
furniture  
creates a  
games of  
frames and  
views that  
allows you to  
see what  
there is  
behind them

Thank you for listening..