

2nd Year Studio
Final Jury

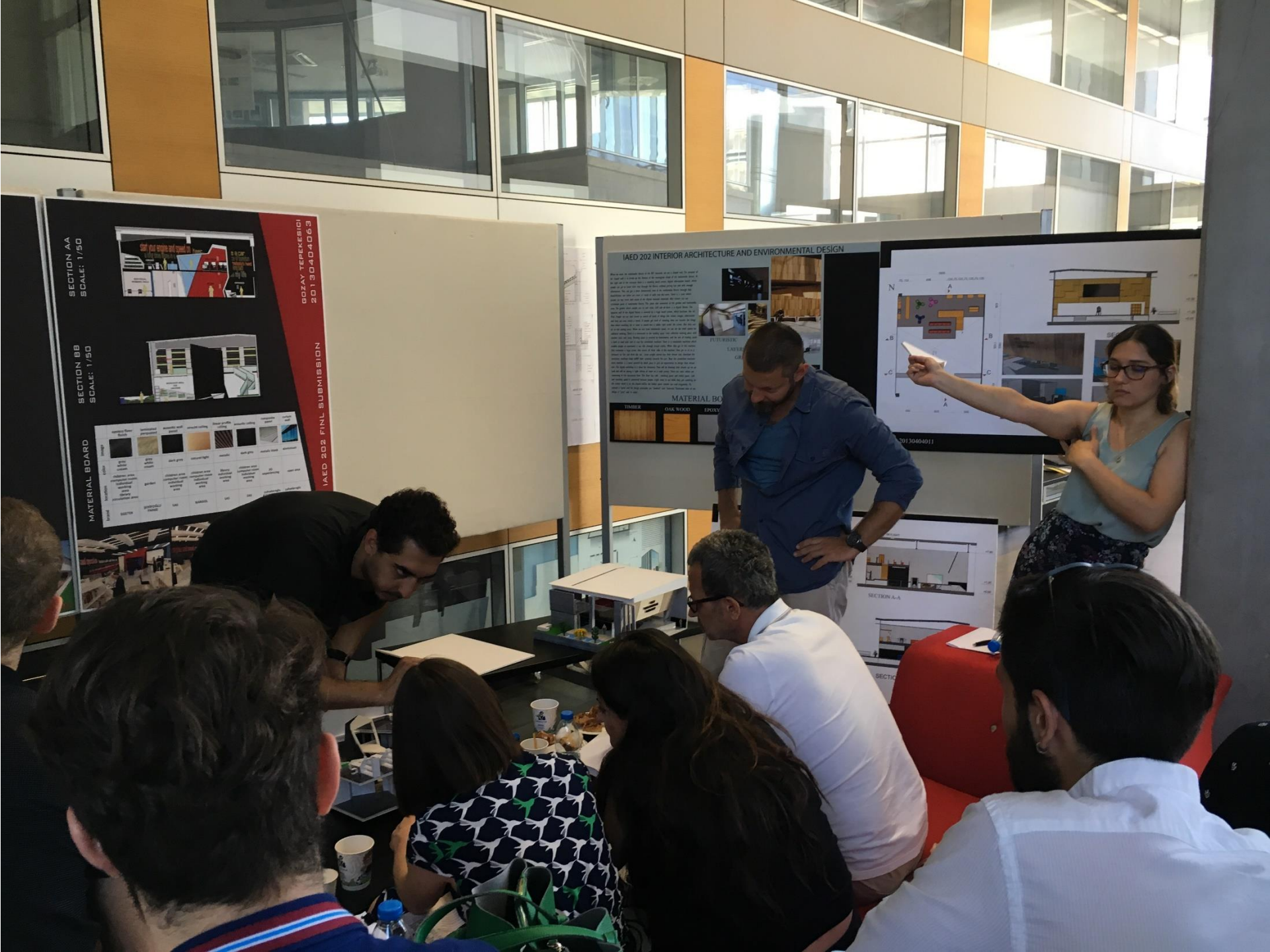












SECTION AA
SCALE: 1/50

SECTION BB
SCALE: 1/50

MATERIAL BOARD

IAED 202 FINAL SUBMISSION
20130404063

Material	Color	Texture
Dark grey	Dark grey	Smooth
Light grey	Light grey	Smooth
White	White	Smooth
Black	Black	Smooth
Dark wood	Dark wood	Wood grain
Light wood	Light wood	Wood grain
Dark green	Dark green	Smooth
Light green	Light green	Smooth
Dark blue	Dark blue	Smooth
Light blue	Light blue	Smooth
Dark red	Dark red	Smooth
Light red	Light red	Smooth
Dark yellow	Dark yellow	Smooth
Light yellow	Light yellow	Smooth
Dark purple	Dark purple	Smooth
Light purple	Light purple	Smooth
Dark orange	Dark orange	Smooth
Light orange	Light orange	Smooth
Dark brown	Dark brown	Smooth
Light brown	Light brown	Smooth

IAED 202 INTERIOR ARCHITECTURE AND ENVIRONMENTAL DESIGN

20130404011

SECTION A-A

SECTION B-B

MATERIAL BOARD

Material	Color	Texture
Timber	Light wood	Wood grain
Oak wood	Light wood	Wood grain
Epoxy	Dark grey	Smooth

DISCOVER

THE MULTIMEDIA LIBRARY IN KEY MUSEUM

SCENARIO

CONTRASTING BY AMORPHOUS MASS

EXPERIENCING DIFFERENT PRESENCE

FUNCTION OF USE

EXPERIENCING DIFFERENT PRESENCE

GROUND FLOOR

MEZZANINE FLOOR

SCHEMATIC DIAGRAM

GROUND FLOOR PLAN

SCALE: 1/50

MEZZANINE PLAN

SCALE: 1/50

SECTION AA

SCALE: 1/50

SECTION BB

SCALE: 1/50

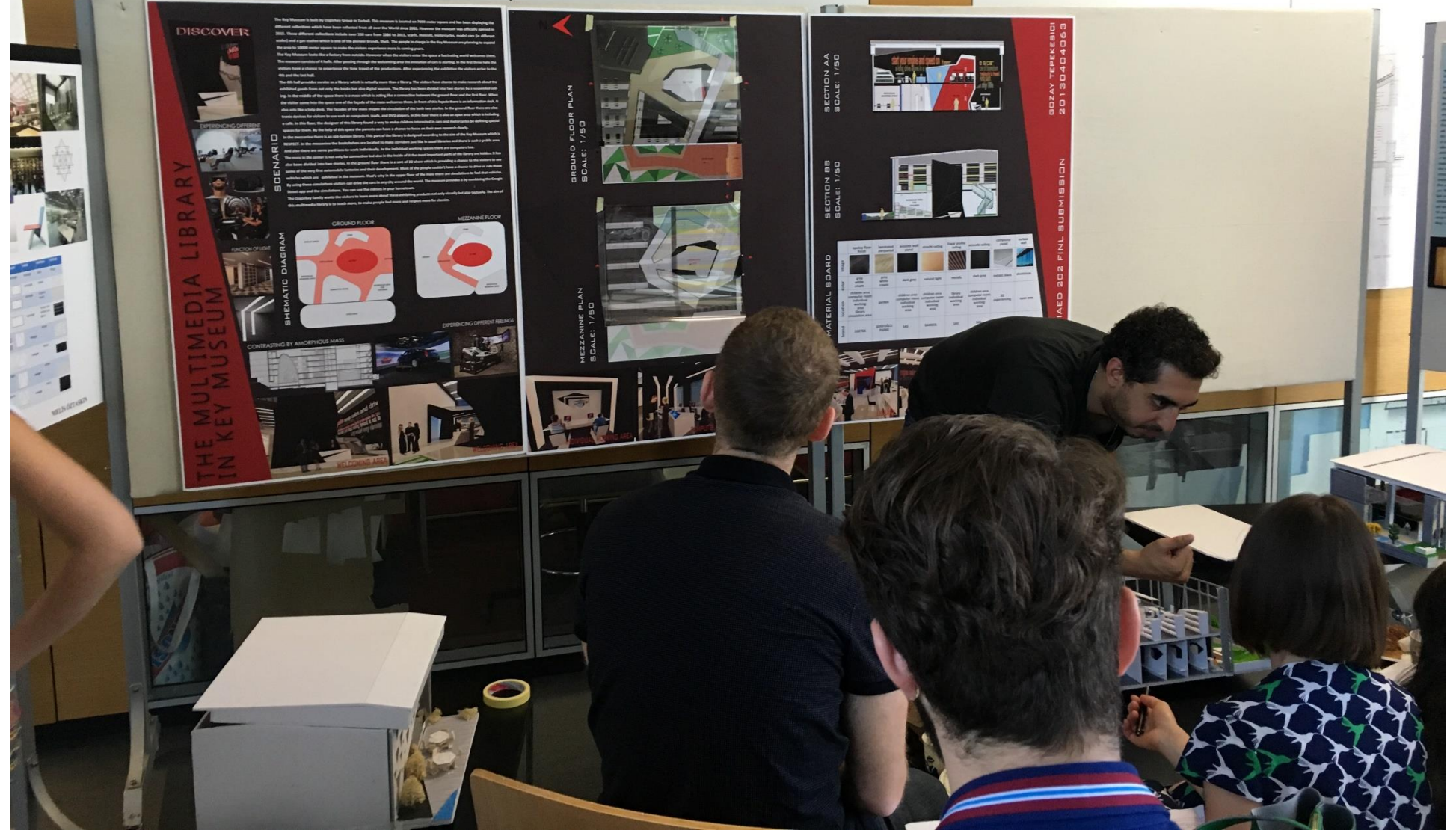
MATERIAL BOARD

Color swatches	Material swatches	Material swatches	Material swatches	Material swatches	Material swatches
Light grey	White	Dark grey	Black	Wood	Concrete

IDEAS FOR FINL SUBMISSION

IDEAS FOR FINL SUBMISSION

201904000663

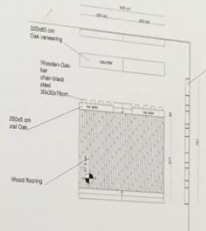




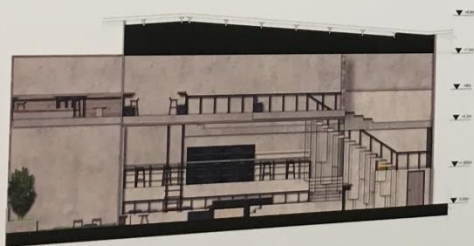


SECTION AA'

SCALE: 1/50

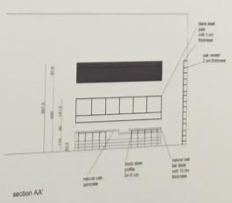


PARTITION PLAN



SECTION BB'

SCALE: 1/50



PARTITION SECTION

GAMZE ENES

20130404022

IAED 202 INTERIOR ARC

SCENARIO

The client wants to know the path into the ground with these collections. In the first scenario, we are going to design a multi-story structure with that path. In the multi-story library, there will be different types of collection and or storage, archival, documents, books and other materials. Whether we use wood and digital data about (2D) for collection. In the museum, cars will be from the past to the present and or combined with different brands and companies. Besides the car collection, there are naturally, model cars and spaces in there. The museum does not only have cars in the city, it also has to reflect the features of the area of the car museum.

The multi-story library is generally concerned with the car. Usually, we find lots of information about the car design and manufacturing process, about the companies and their designers. Also, people can find documents related about cars and the list range of those times.

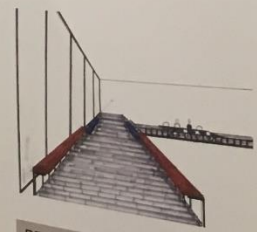
There is a space to design with available floor (under the museum floor). There are two walls made of wood. It is an open plan design for the ground floor. There are also stairs in the place. There is a space of all the ground floor. The car will be going on to that place.

There is an entrance. There is a loading area and a coffee area. In the above, there is a lot of interesting models and people that people can buy. Also, they can make models in the meeting area.

Secondly, when they walk along the site, they see the digital data area and seeing area and an outdoor area. In the meeting area, they can watch some documentaries. Moreover, the digital data area is a place for people who want to watch or learn something individually. From the digital data area, there is an access to the museum room. Also, on the ground level, there are displays of programs, cars and models.

On the museum floor, this area is more like a library because there are displays and displays for books, magazines and a wider sound collection. When people go up to the museum floor, they see the display, and behind the display area, there is a narrow walking area but they can't see their cars from the display area. When they see the bridge, there are some viewing areas for people who want to take a look at something and study there.

While this design concept needs to be addressed with the whole museum, the library should be completely different from the museum.



PERSPECTIVES

IAED 202 INTERIOR ARCHITECTURE AND ENVIRONMENTAL DESIGN STUDIO II

SCENARIO

The city Museum tries to meet the best into the present with their collection in the city Museum, we are going to design a multimedia library with that aim. In this multimedia library, there will be different types of collections such as books, periodicals, documents, music and video recordings, and other hard copy and digital data about the city. In the museum, cars which are from the past to the present are exhibited with different brands and companies. Besides the car collection, there are models, model cars and stories in there. The museum also not only pay attention to the cars, it also tries to reflect the features of the area of the various cars.

The multimedia library is generally concerned with area the cars. People can find lots of information about the car's design and manufacturing process, also about the companies and their designers. Also, people can find documentary material about cars and the life stories of those lines.

I think to divide the space with massive floor. Under the massive floor, there are no walls inside just partitions. It is an open plan design in the ground floor. When people are there in this place, they have a view of all the ground floor. They see what's going on in that place.

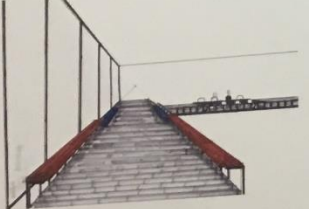
Firstly, at the entrance, they see a seating place and a cafe area. In the store, there lots of items including models and models that people can buy. Also, they can make models in the seating area.

Secondly, when they walk along the way, they see the digital data area and resting area which are on different levels. In the resting area, they can watch some documentaries. Moreover, the digital data area is a place for people who want to watch or learn something individually. From the digital data area, there is an access to the simulation room. Also, on the ground level, there are displays of magazines, films and books.

On the mezzanine floor, this area is more like a library because there some shelves and displays for books, magazines and a video sound collection. When people go up to the mezzanine floor, they see the display, and behind the display area, there is a model building area but this area is about three steps from the display area. When they pass the bridge, there are some working desks for people who want to take a break or something and study there.

I think this design concept needs to be associated with the whole museum. The library cannot be completely different from the museum.

INSPIRATION SOURCES



PERSPECTIVES



GROUND FLOOR PLAN

SCALE: 1/50

MEZZANINE FLOOR PLAN

SCALE: 1/50

GÜLPERİ ATAS - IAED 202

spaces for different activities. A multi-level library is a public building that provides a place for people to read, study and work. It is a place where people can spend their time and learn. The library is a place where people can find books, information and knowledge. It is a place where people can learn and grow. The library is a place where people can find books, information and knowledge. It is a place where people can learn and grow. The library is a place where people can find books, information and knowledge. It is a place where people can learn and grow.



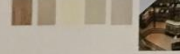
Types of Surface Coating

Wood, Metal, Stone, Concrete, Glass, Wall Paper, Tiles



Types of Flooring

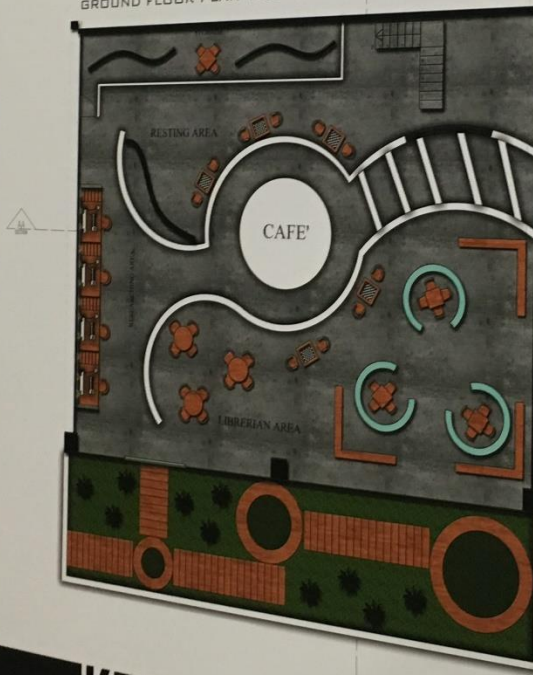
Concrete, Wall, Limestone, Wood



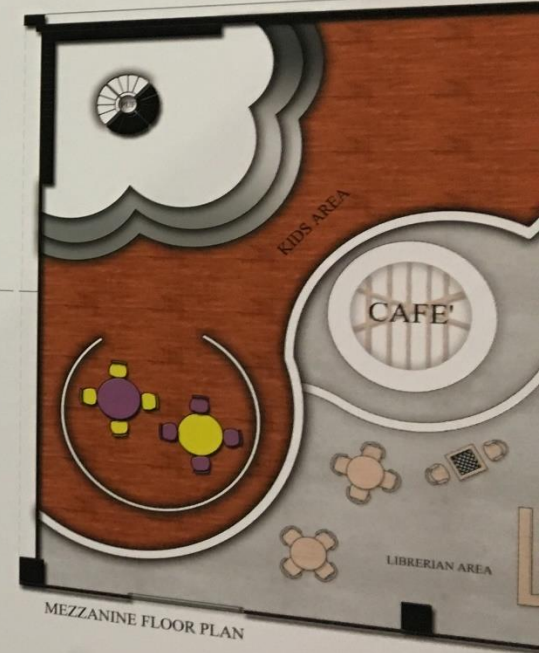
SECTION BB 1/50 SCALE



GROUND FLOOR PLAN 1/50 SCALE



MEZZANINE FLOOR PLAN 1/50 SCALE



KEY MUSEUM



GROUND FLOOR PLAN

MEZZANINE FLOOR PLAN

SECTION AA

SECTION BB

IAED 202 INTERIOR ARCHITECTURE AND ENVIRONMENTAL DESIGN STUDENT MULTIMEDIA LIBRARY

WHITE AND BLACK

EPOXY

CONCRETE

LIGHTING

STAIRS

ENTRANCE

READING AREA

DIGITAL AREA

VIDEO ROOM

BOOKCASES

READING AREA

STAIRS

ENTRANCE

MEZZANINE FLOOR SCHEMATIC PLAN



20130404006









