



Meets: Monday 13:00 - 17:50 and Thursday 13:00 - 17:50

Instructors: Assoc. Prof. Dr. Z. Ezgi KAHRAMAN, Assist. Prof. Dr. Özgül Burcu ÖZDEMİR SARI, Assist. Prof. Dr. Suna Senem ÖZDEMİR, Assist. Prof. Dr. Deniz ALTAY KAYA, Res. Asst. Semih KELLECİ.

About Crp 101 Basic Design Studio For Planners:

This course is the introduction to the basic concepts and principles of design required for city planning education. It comprises specific exercises, including brainstorming steps, to develop mental and manual skills to cope with basic design problems and to establish visual values for structuring and articulating two and three dimensional spatial compositions in different media. The main purpose of the course is to present students design tools and design principles of spatial organization and spatial hierarchy needed in city planning processes.

Course Objectives:

This course aims to give students the principles of abstraction and the design tools in creating the geometrical and social meaning of space. The studio mainly focuses on the Gestalt Laws of Form (e.g., orientation, diversity, coherence/complexity, hierarchy, proximity, similarity, alignment, connectedness, symmetry). Students will also be introduced to the concepts of hierarchy in space and topographical order of space. The studio aims students to gain design skills in both two and three dimensions. The studio also seeks to give students the understanding of how to transform geometrical patterns into patterns of physical environment.

Learning Outcomes:

- 1. Develop the methods of perception and abstract thinking within a system understanding in the urban environment
- 2. Develop design skills for creating geographical order and syntax.
- 3. Understanding and developing skills on designing spatial hierarchy.
- 4. Develop the abilities of two dimensional and three dimensional thinking and representation.
- 5. Employ the ability to work individually to illustrate the originality and creativity

Teaching Policy:

Key system is the jury system. Students share all the ideas and inputs to improve them. The course will be organized as 4 hours of lecturing and 6 hours of studio work per week. Studio work is arranged as group and self-study, studio critiques and the jury system.

Textbook(s)					
Author(s)	Title	Publisher	Publication Year	ISBN	
Donald Watson, Alan Plattus, Robert G. Shibley (eds.)	Time-saver standards for urban design	McGraw-Hill	2003	007068507X	
Behrens, R.R.	Art, Design and Gestalt Theory	Journal: Leonardo, (31:4), 299- 303.	1998	-	

Reference Books						
Author(s)	Title	Publisher	Publication Year	ISBN		
Lauer, D.A., Pentak, S.	Design Basics, Eight Edition,	Wadswort, Cengage Learning.	2012	978-0-495- 91577-5		
Tanalı, Ziya	Sadeleştirme	Alp Yayınevi	2000	0130-44771- 4		
Lynch, K.	The Image of the City	The M.I.T. Press. London, England:	1960	978-0-262- 62001-7		
Lynch, K.	Site Planning.	Maple-Vail.	1989	0-262-12106- 9		

Course Outline:

Weeks	Topic(s)
1	Introduction, Frame of Reference and Abstraction. Assignment 1: Observation and abstraction in a frame of reference. Studio critiques on asgn.1
2	Introduction to Gestalt Laws of Form: Figure-ground/Solid-Void Relationship Assignment 2: Composition with three geometrical forms Studio critiques on asgn.2
3	Geometric Hierarchy-Diversity-Complexity-Coherence Assignment 3: Composition with different sizes of a geometrical form Studio critiques on asgn.3
4	Geometrical Order: Distance and balance relationship between values of similar/different kind Assignment 4: Developping a syntax Studio critiques on asgn.4
5	Distance and Balance Relatoionship Assignment 5: Symmetric balance-imbalance; Asymmetric balance-imbalance by using the developed syntax. Studio critiques on asgn.5
6	Studio critiques on asgn.5 Abstraction of the environment Assignment 6: Representation of a piece of environment through a geometrical order
7	Studio critiques on asgn.6 Three dimensional representation of the environment Assignment 7:3D representation of apiece of environment with reference to the developed order
8	Studio critiques on asgn.7 Three dimensional Balance and Order Assignment 8: 3D balance and order ina cube
9	Studio critiques on assignment 8
10	Introduction to Geographical Elements and Topography Assignment 9: Developing a topographical order
11	Studio critiques on assignment 9
12	Applying Gestalt rules to shape the environment Assignment 10: Organization of the environment with respect to basic human activies
13	Differentiation of common vs. private spaces Studio critiques on assignment 10
14	Space Hierarchy Studio critiques on assignment 10