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OTHER
WORKS

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ALP OKAN ATAKAN

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"The architect is merely the curator. He sanctifies and celebrates a phenomenon which predates his involvement. He has complete authorship for it is his intervention that recognizes and makes possible the appreciation of the subject. yet the subject is itself authentic with or without an architect. It is this older authenticity, which originates from the events and social circumstances of the past. that gives weight to the subject."

EDUCATION

- 2017 - 2021 Yeditepe University, Faculty of Architecture, Department of Architecture | Istanbul
(Graduated with 3.61/4.00 GPA)
- 2013 - 2017 Besiktas Ataturk Anatolian High School | Istanbul
- 2001 - 2013 Ozel Besiktas Jimnastik Kulubu

EXPERIENCE

- June 2019 Özak Global Holding | İstanbul
Architecture Internship | Construction Site
Did site surveys and checked the ongoing construction with the crew
- June 2021 SEMimarlık | İstanbul
Architecture Internship | Office
Worked on some modelling, rendering and animations for their latest housing project
- August 2021 TAGO ARCHITECTS | İstanbul
Architecture Internship | Office
Helped drawing their construction project for a university hospital
- February 2022 TAGO ARCHITECTS | İstanbul
Architect | Office
Produced some CAD drawings and helped with concept improvement of housing tower

CERTIFICATES AND ACCOMPLISHMENTS

- May 2021 Izmir Chamber of Architects National Competition Purchase Reward | Izmir
- March 2021 "Let's Get Some Fresh Air" Winter Workshop First Prize | İstanbul
- October 2020 Shortlisted at 9. Doğal Taş Yarışması | İstanbul
- September 2020 Advanced Design Studio "Post-Elazığ" led by Assoc. Dr. Ece Ceylan Baba and EAA-Emre Arolat Architecture | İstanbul
- July 2020 "Let's Face the Future" Summer Workshop | İstanbul
- April 2020 Voluntary project published and mentioned in "Acil Korona Mekanları" blog and website
- January - May 2020 Lecture Assistant at Yeditepe University Course:
Arch-328 Building Information Modelling (BIM)
- March 2019 Autodesk REVIT Structure Course
- November 2018 Allplan 2019 and BIM Application Seminar
- September 2018 Autodesk REVIT Architectural Course taught by Istanbul Chamber of Architects
- July 2015 Language International Studies (LSI) taught at London

SKILLS

International linguistic skills:

Turkish | Native
English | C1 Advanced Level of Speaking, writing and reading, TOEFL IBT Score: 95/120
French | Elementary Level

Software skills:

Trimble Sketchup, Ms Office Suite, Autodesk Autocad 2D, Act-3D B.V. Lumion, Autodesk Revit, Adobe Suite, Blender, Derivative TouchDesigner, Chaos Group Vray, Autodesk Maya, Rhino Grasshopper, Unity Engine

Architecture skills:

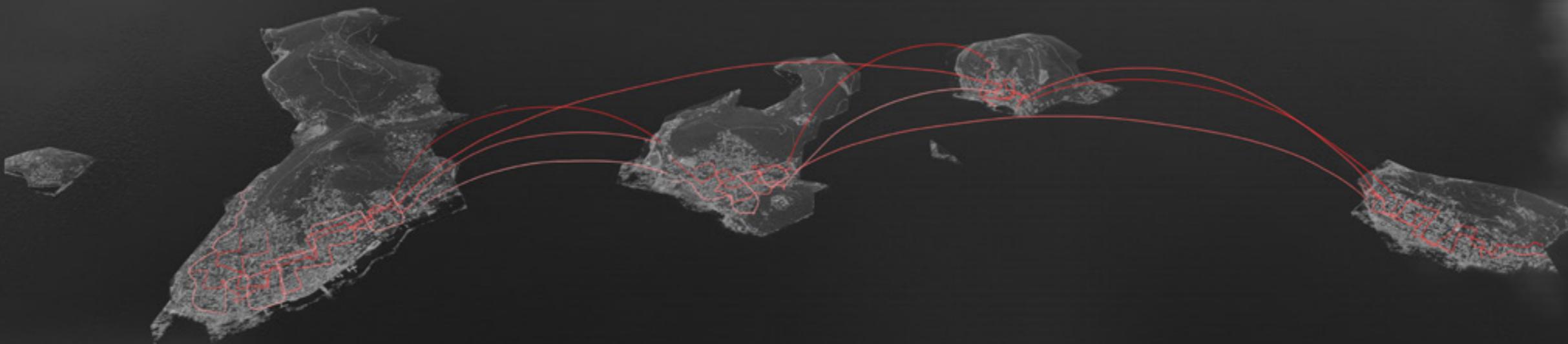
3D printing, Coding in C++, Laser cutting, Videography, Photography, Construction

ARTLAND

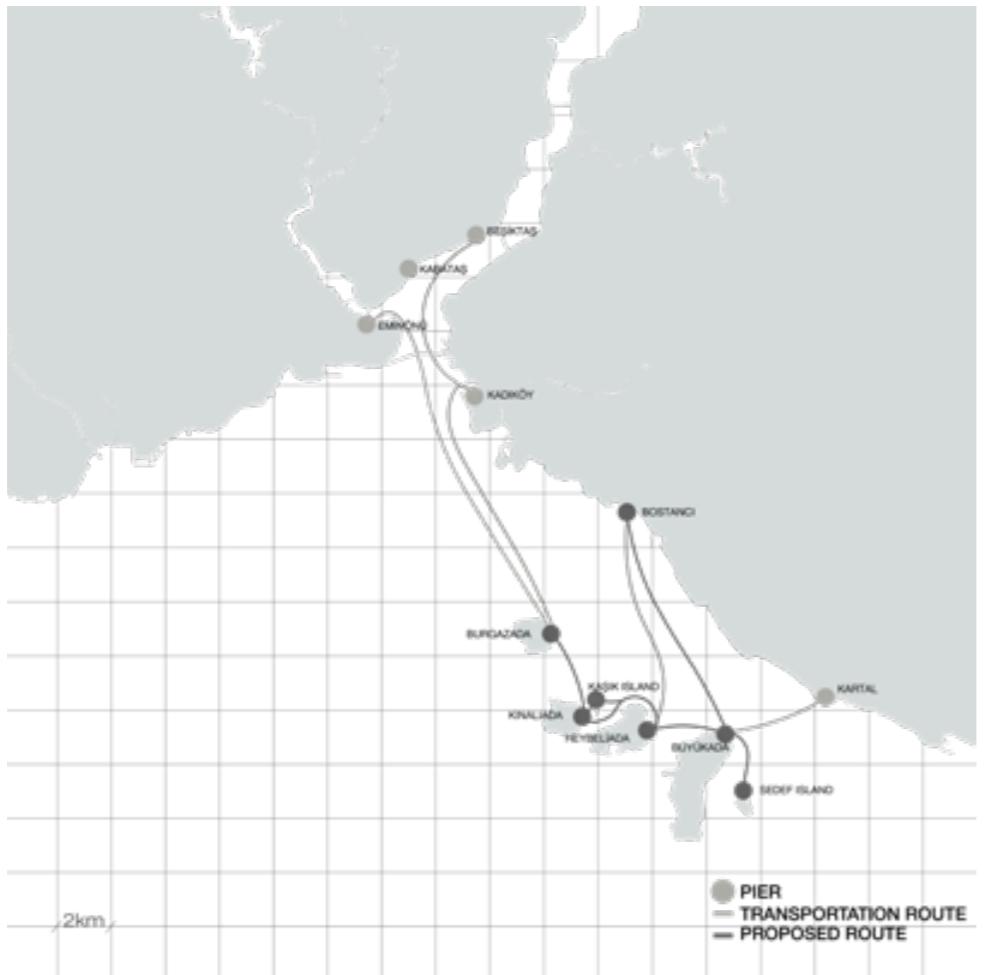
A VISIONARY ATTEMPT TO RETHINK OPEN-AIR MUSEUMS

INSTRUCTOR: ASSOC. DR. ECE CEYLAN BABA | SPRING 2021

SITE: PRINCES ISLANDS



Artland started off as a design alternative to the previous biennial that were being held on the Princes Islands. The idea came into my mind while participating at the 16. Istanbul Biennal. Within the biennial there were multiple places that you could visit around the Istanbul and some of the spots in it were on the Princes Islands. Going there I was mesmerized by the beautiful exotic yet secluded islands and thought why make only one spot a museum when you can consider the entire island as an open-air museum. This approach resulted in the design in a way that not anywhere in island isn't above one another and everywhere should be considered as a art piece.



TRANSPORTATION TO PRINCES ISLAND

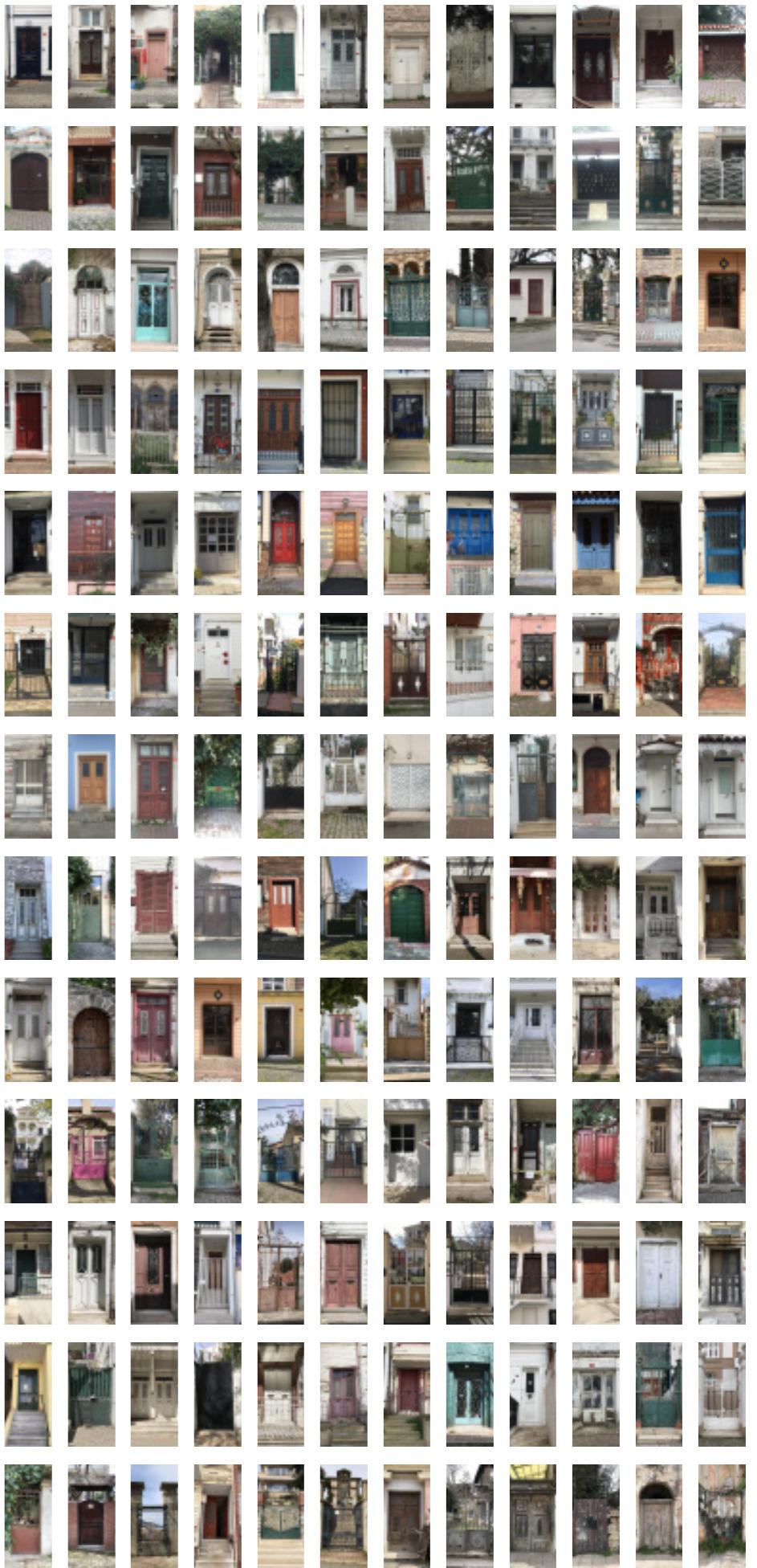
While working on the Islands you have to consider the journey of the people coming there and how it could affect the experience. Major point of contact that I have analyzed was at Bostancı pier hence I deemed it to be a stepping stone to the Princes Islands.

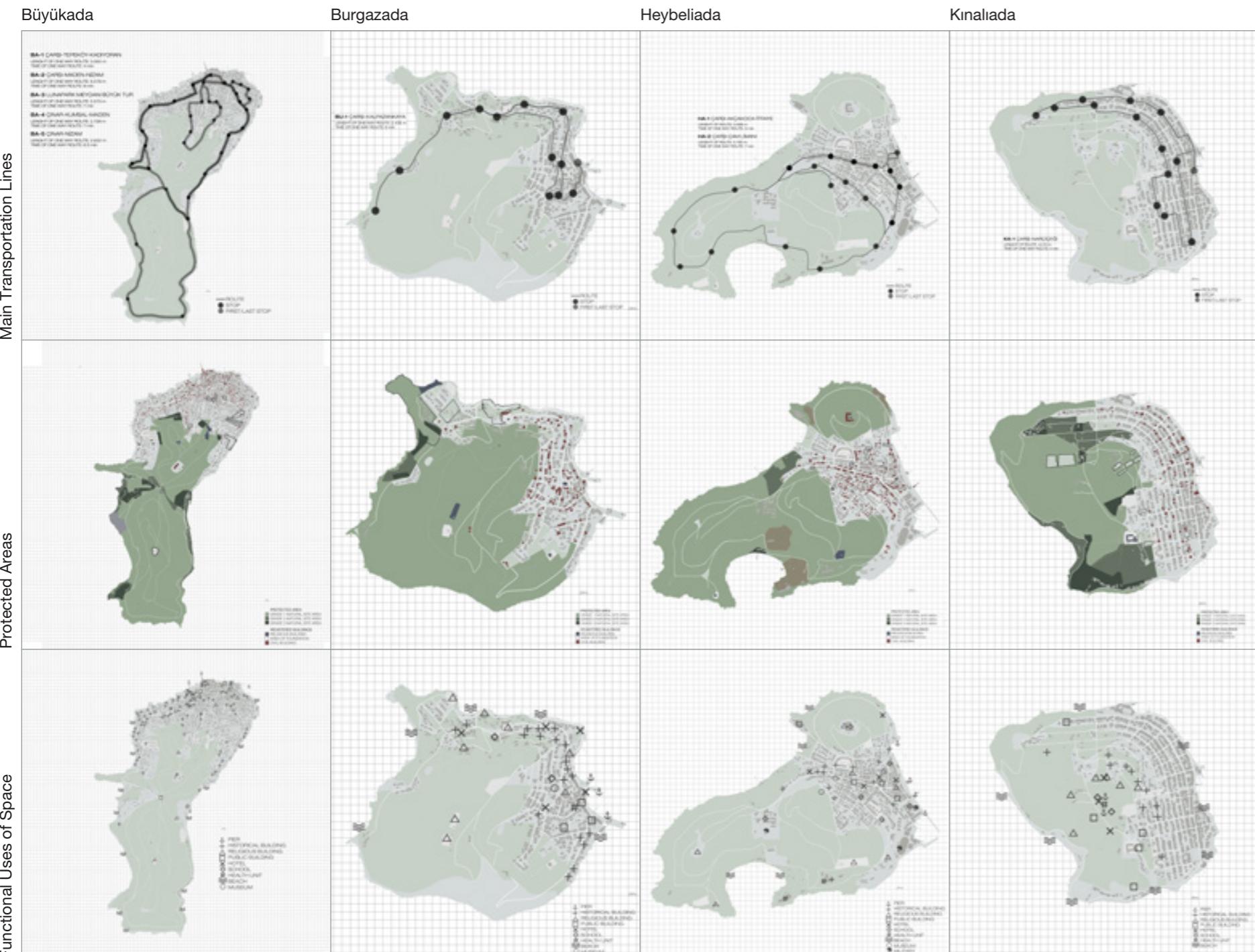
LEFT

Importance of the location and transportation lines to the Princes Island

RIGHT

Various doors located on all of the Princes Islands



**LEFT**

Initial Analyses about each individual island

RIGHT

3d Printed Model of Istanbul to better understand the context of Princes Islands

NEXT SPREAD

General information about each island and concept ideas

KINALIADA

Kinaliada is an island in the Sea of Marmara; it is the closest of the Prince Islands to Istanbul, Turkey, lying about 12 kilometres to the south. Administratively, it is a neighbourhood in the Adalar district of Istanbul. Kinaliada means "Henna Island" in Turkish, as the land has a reddish colour from the iron and copper that has been mined here. This is one of the least forested of the Prince Islands.

BURGAZADA

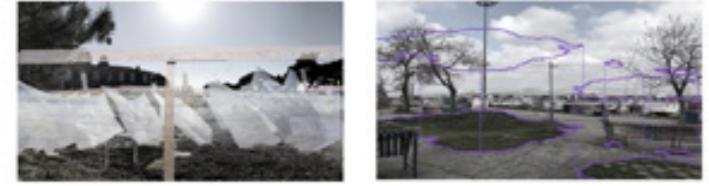
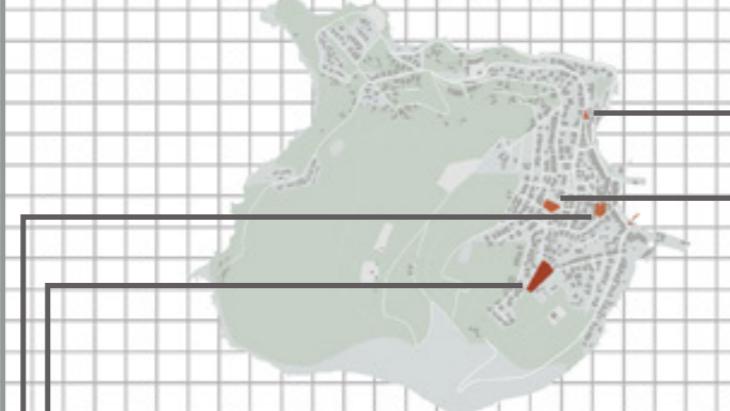
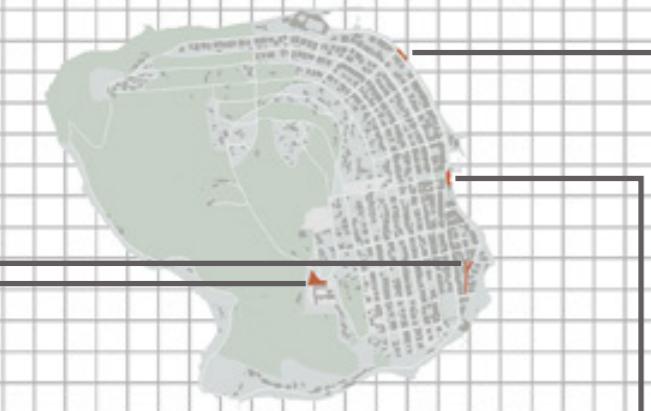
Burgazada, Burgaz Adası, or shortly Burgaz is the third largest of the Princes' Islands in the Sea of Marmara, near Istanbul, Turkey. Historically, the island has been inhabited chiefly by the Greek minority, whereas in the 20th century, many Jews from Istanbul have settled in Burgazada. In 2003, Burgazada suffered a terrible forest fire, losing almost its entire woodland. The island consists of a single hill 2 kilometres across.

HEYBELIADA

Heybeliada or Heybeli Ada is the second largest of the Prince Islands in the Sea of Marmara, near Istanbul, Turkey. The large Naval Cadet School overlooks the jetty to the left as you get off the ferry or seabus. There are two interesting pieces of architecture on the grounds of the school. One is Kamariotissa, the last church to be built before the conquest of Constantinople. The other is the grave of Edward Barton, the second English Ambassador to be sent to Constantinople.

BUYUKADA

Büyükkada is the largest of the Princes' Islands in the Sea of Marmara, near Istanbul, with an area of about 5 square kilometres. Büyükkada consists of two peaks. It has many historic churches, monasteries and mansions that tourists can visit. In addition, the island features the Prinkipo Greek Orthodox Orphanage which is the largest wooden construction in Europe and second largest in the world.

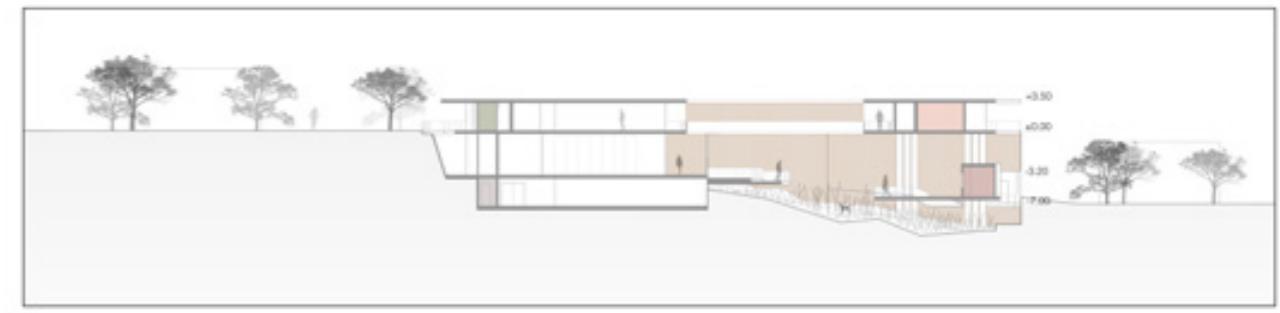




While observing the Heybeli Island this particular site gave me lots of inspiration. Site was surrounded with huge walls but inside was left alone. When observed it had this wild bushes that were growing inside it. Looking closely you could see some animals walking inside the bushes. I was inspired by this bond between the human made walls and wild animals living inside it. With my design I wanted to emphasize this coherent relationship between wildlife and man-made structures. I didn't want to interrupt this connection but built on top of it.

-7 Level Plan**-4.30 Level Plan****Ground Floor Plan**

Legend: Lobby (green), Elevator (tan), Administration (orange), WC (yellow), Exhibition (light orange), Storage (red), Conference (grey), Classes (pink), Cafe (brown), Technical Room (blue).

**A-A Section**

Legend: Lobby (green), Conference (grey), Classes (pink), Cafe (brown).

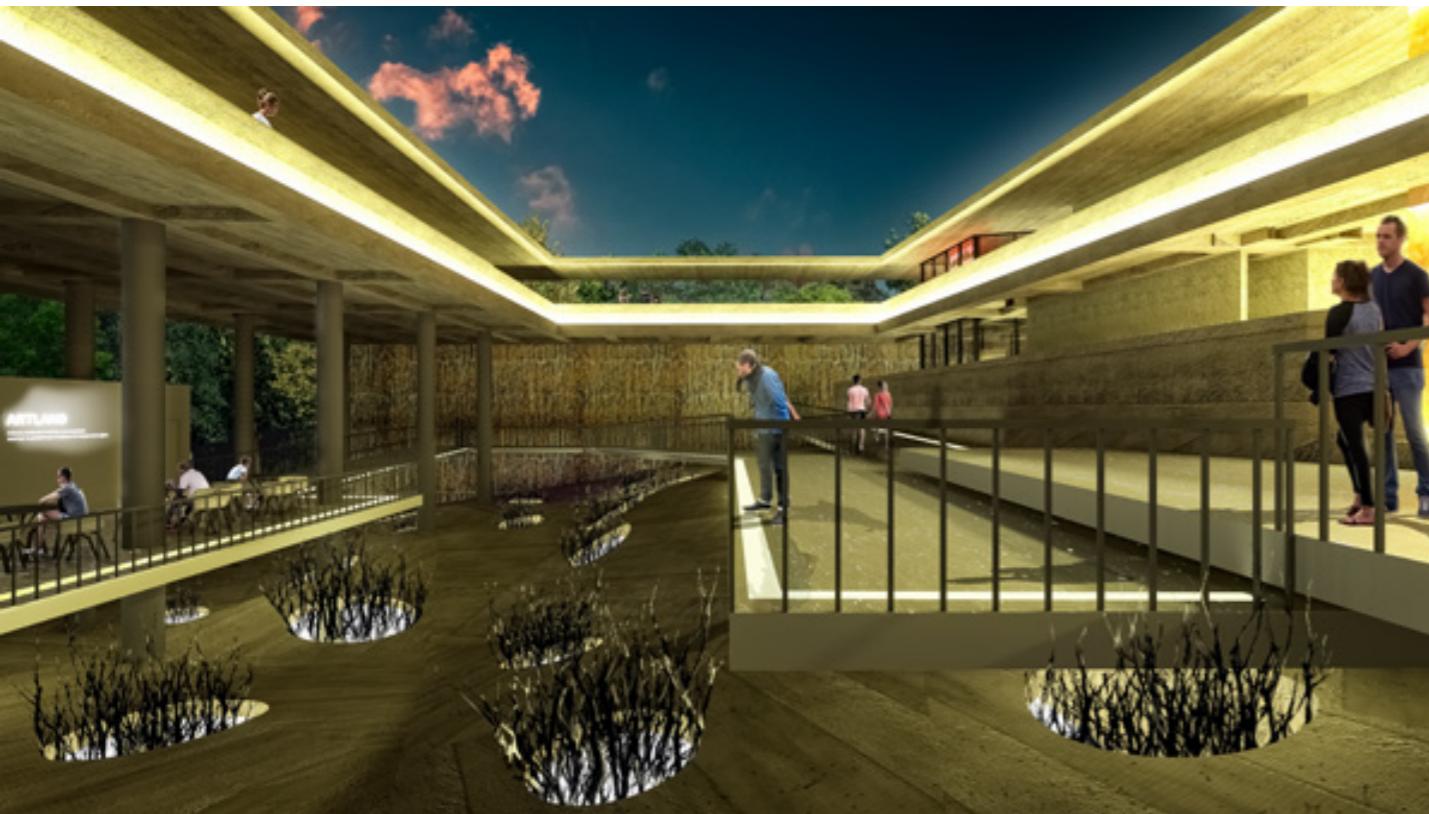
In the section you can clearly see the interaction between bushes, wildlife and human experience. This interaction then was placed at the center of this open-air museum. There is a bridge that connects and exists on top of it for people to see the wildlife from up above. Building itself is being lifted by huge columns which is the smallest area you can connect a structure with ground. Wildlife is left untouched and preserved throughout the museum.

TOP
Plans

BETWEEN
Site Plan

TOP
Site Views

BETWEEN
Section



Insulation from Outside

For the adjacent walls I wanted the branch texture to also be present on them. These walls are made out of branches and twigs on site, tied together to one another. They are made this way to provide insulation of light coming from within while providing curiosity to the outside visitors.



Journey Towards The Unknown

Wildlife placed at the center as a main attraction source, bridge that was placed on top of it provides the necessary connection. This bridge takes the visitors from lower levels and puts them into a journey to higher levels while walking on top of branches.

RIGHT

Render from the beginning of bridge

LEFT

Render from inside the structure

BELLOW

Photos from the brochure that was designed for the visitors

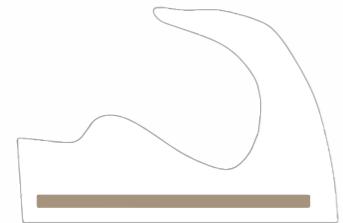


BEDEN

A MEDITITATIVE FIELD EMERGING FROM THE COLLISION OF AXES
INTERNATIONAL YOUNG ARCHITECTS DESIGN COMPETITION
SITE: RIYADH

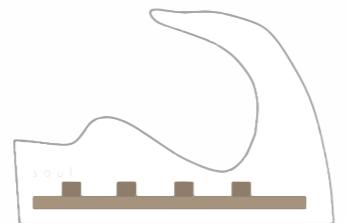


In the middle of a the desert where Sahara ends. The sun has been left her hanging while she could not tell whether it was sunrise or sunset. The wind is blowing from her east. She has grains of sand on her tan face. In the middle of nowhere. Either she's as tiny as those grains of sand, or she's the ruler of all this nowhere. Exactly like not knowing how to swim in an ocean, she does not know how to live in this sea of sand. Somehow, there is something that keeps her afloat on these sands, like the buoyancy of water. She is feeling lonely and her instinct of survival is the reason why she kept going forward...



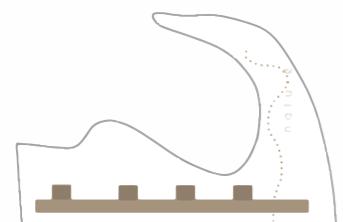
against the desert

On the site, people make their first move against the desert with the body wall. This wall forms the backbone of the main axle.



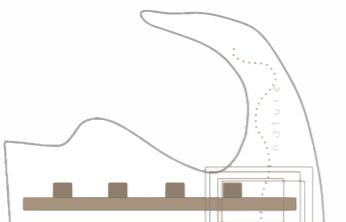
soul and body

The spine of the man made axis represent the body. Next move will be the meeting of soul with the body. Here, the soul create private spaces.



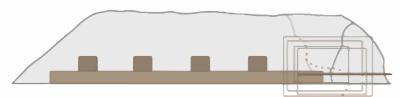
from nature

The desert responds to this move by combining elements of nature in an unique way. This uniqueness defines the "oasis".



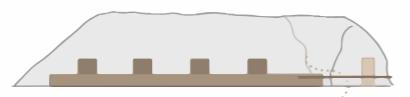
collision

As a result of this challenge, what is human and what is nature colliding and intertwined. The collision area will make the user feel relieved.



merger

The physical collision area evolves into the mental union area. A square has formed where nature and man made are intertwined.



seclusion

In the area where nature and man made collide, there is a worship area that isolates the user from this chaos and unity.

There are two main architectural axes that intend to continue their existence as they were. One of them is a sharp man-made functional system organized according to the user's needs. The other is a completely natural system. These axes have places where they converge into each other and in those areas Masjid is created as a symbol of them.

TOP
Design Process

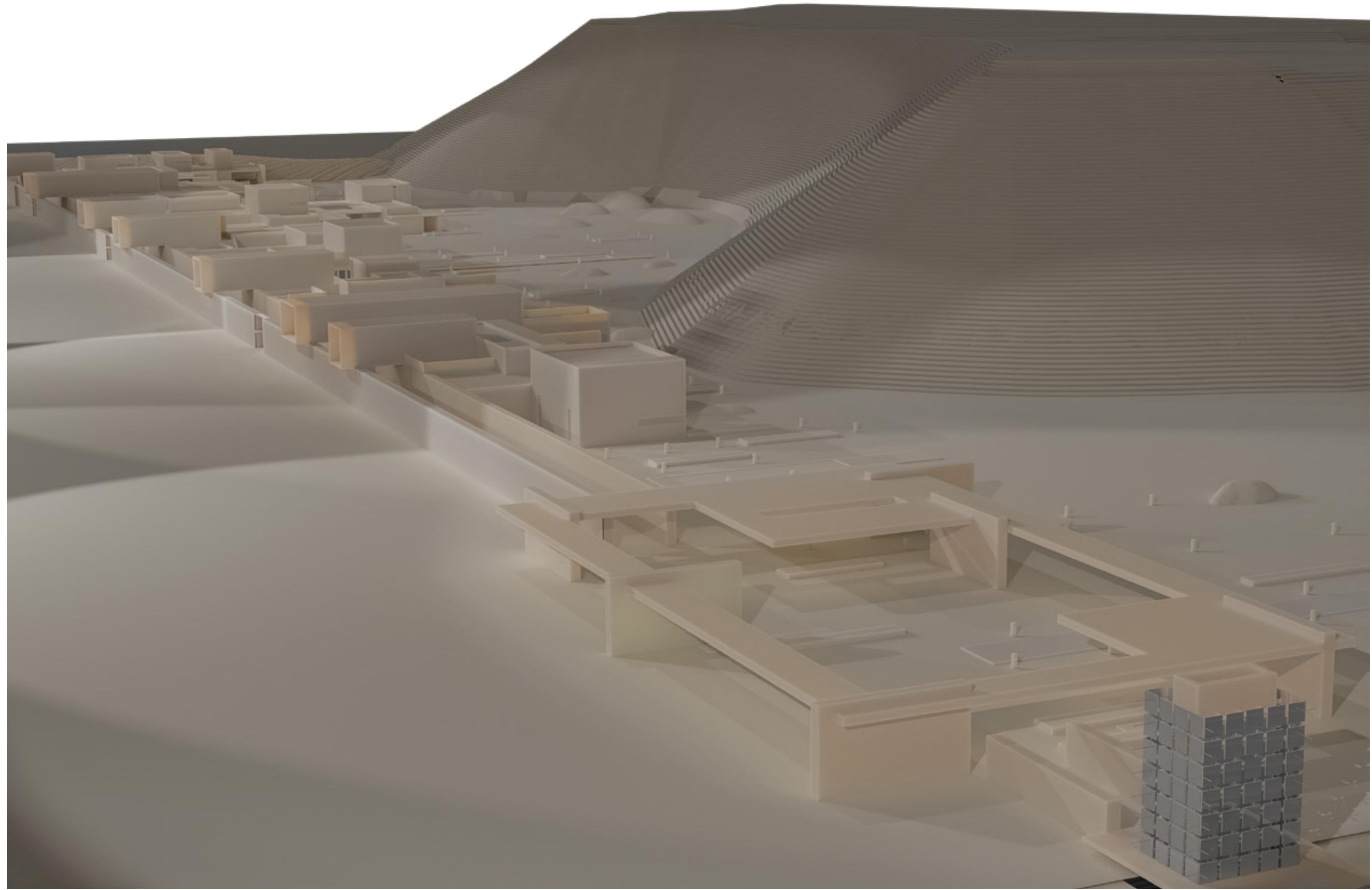
BELLOW
Main Design Philosophy

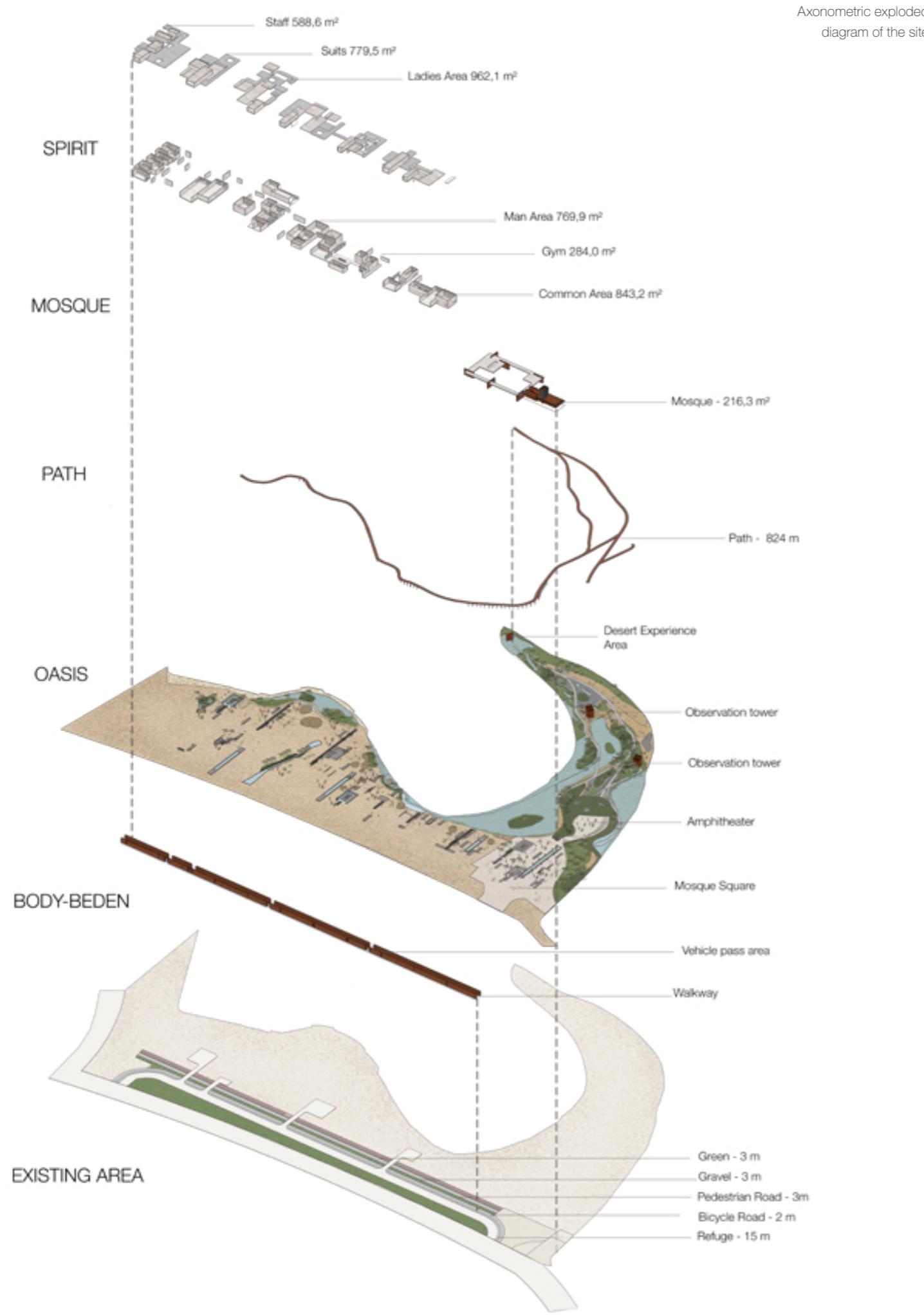
RIGHT
Master Plan

FOLLOWING SPREAD
3D Printed Model

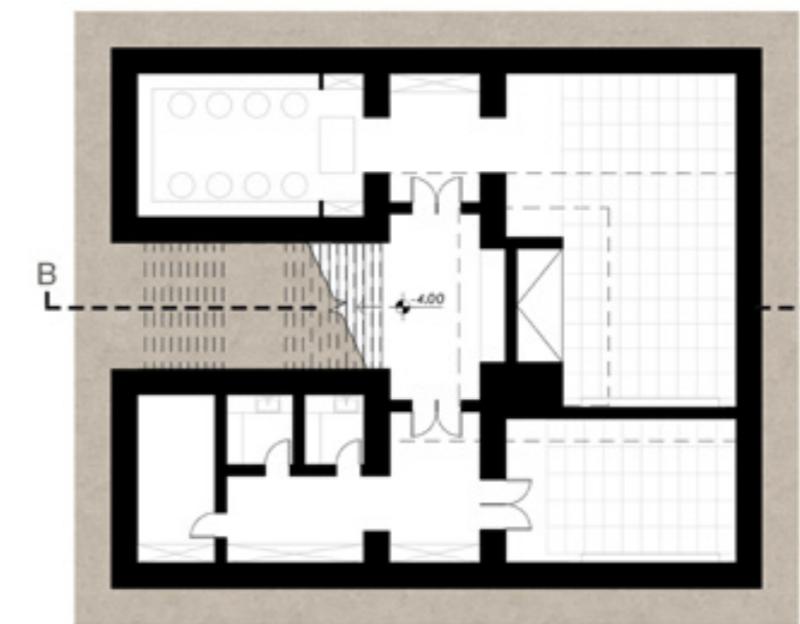


Master Plan
3D Printed Model



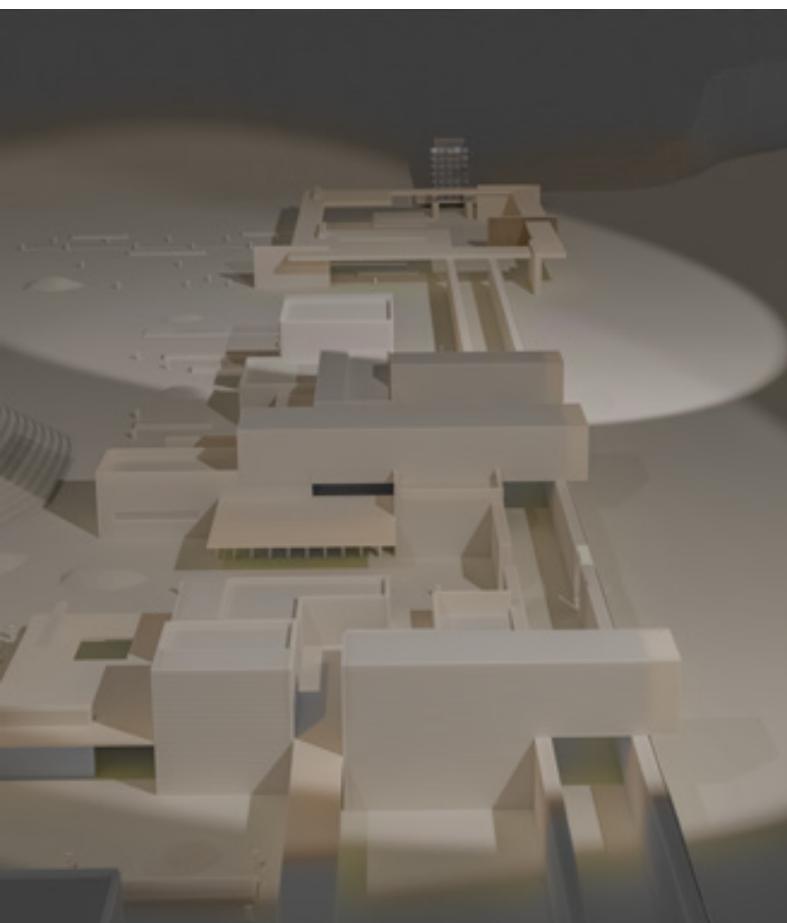


TOP
Plan of Masjid
BELOW
B-B Section of Masjid



Inside the masjid, there are tricks of light made by the panels on the minaret. A person prays to Allah with great awe, with his body and soul. He is filled with calmness. He wanders in a supernatural and spiritual state.





The design area is very close to the city of Riyadh and this city is very valuable as a historical stand point. Riyadh divides the total spaces into private and public. The cul-de-sacs around the city, are designed as women's private spaces or service spaces. The points where the two streets intersect each other are semi-private points. The points where all the streets come out are public spaces like squares. These street types act like zoning areas in the layout plan. While the roads separate the private and public spaces, mujabbabs reconnects them at some upper levels. Adaptation of these major principles were fundamental to the design of the site.

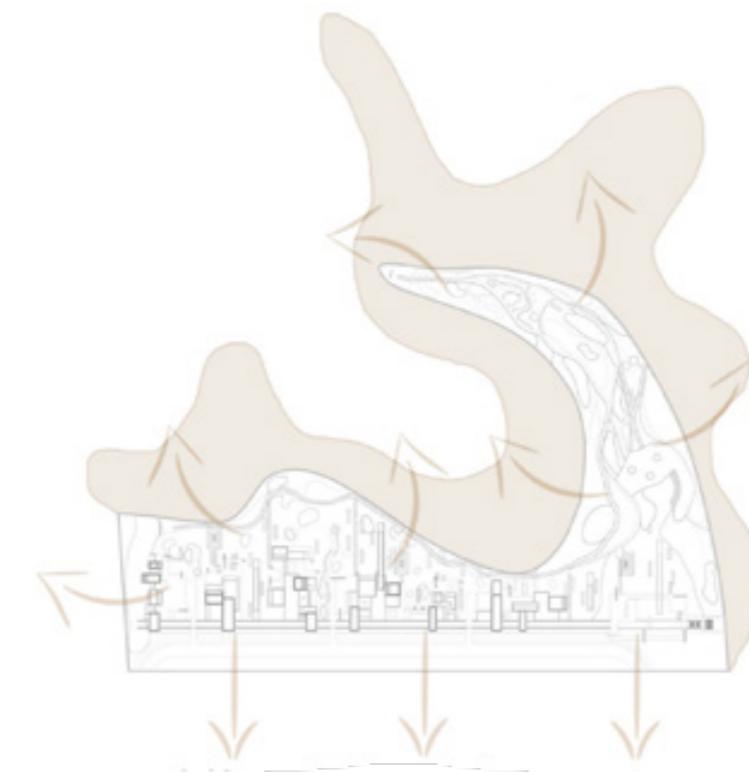


LEFT
3D Printed Model

TOP RIGHT
Shaping the Future

OPPOSITE
Soil Diagramme

FOLLOWING SPREAD
Various Renders

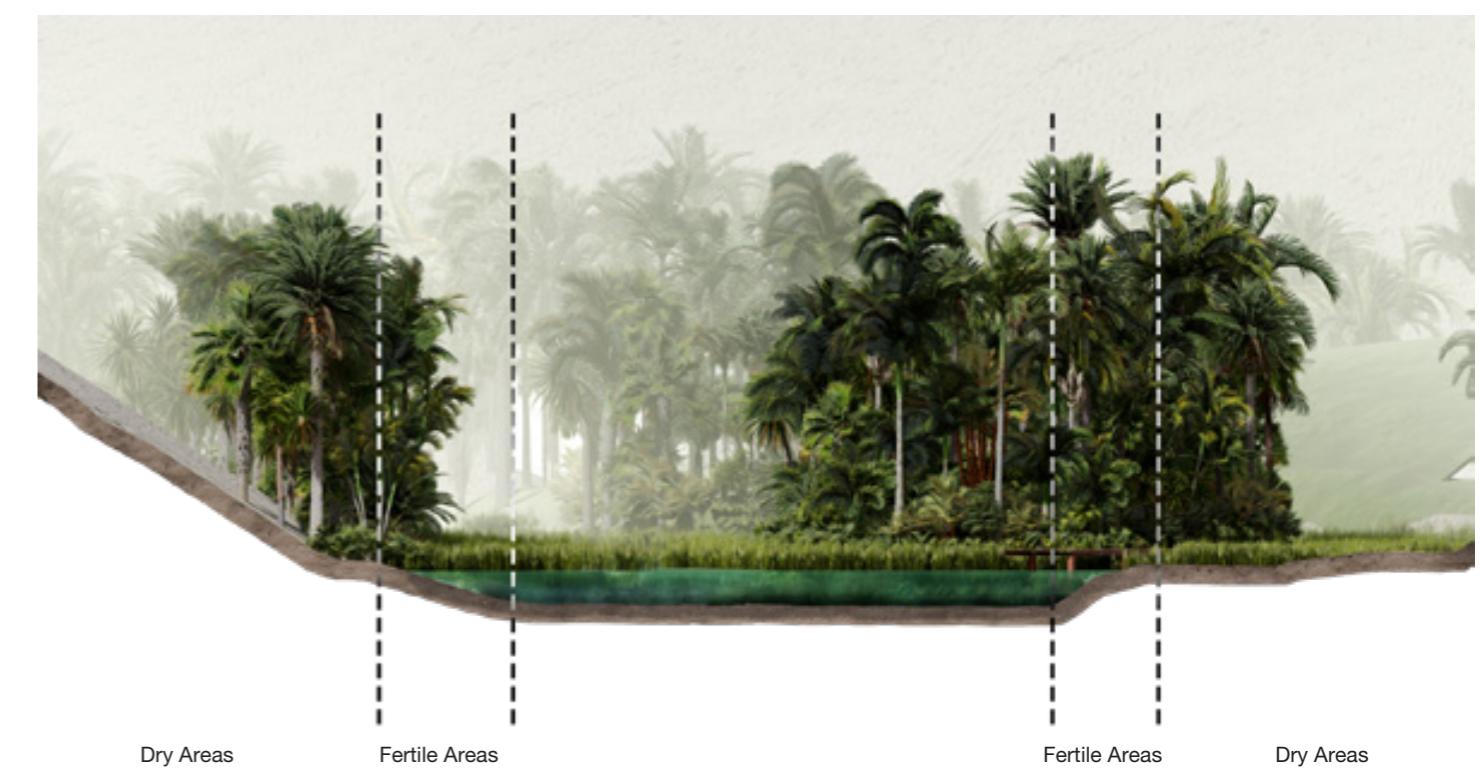


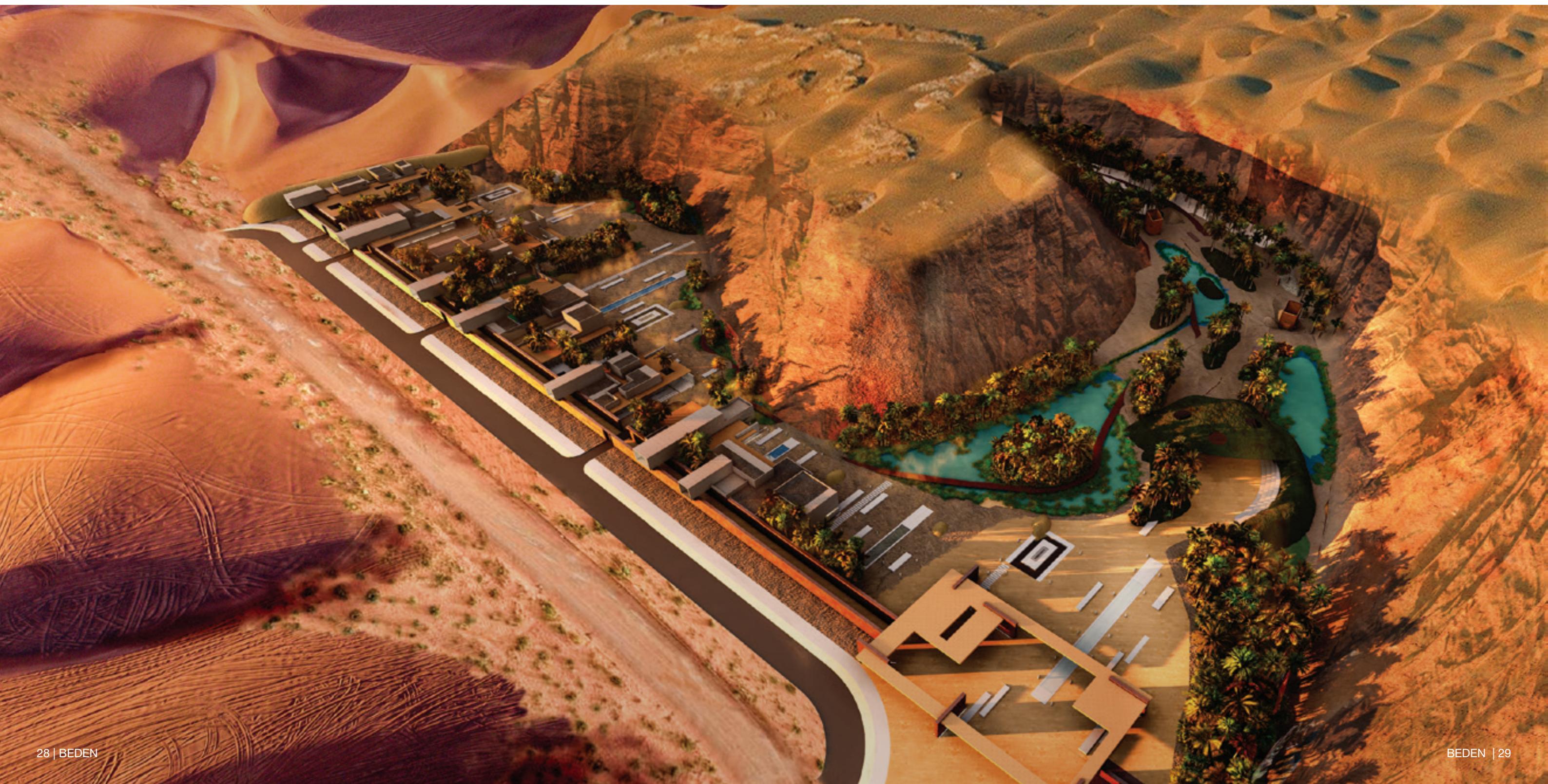
Growth Potential

Nature plays a huge role on the project. It was designed with growth in mind. The Oasis part of the project is planned to get larger by each year. So nature could once more thrive in these dry lands once more.

Guiding the Upcoming

Beden can guide the formation of the future built environment around it. It was designed simply to reinforce the upcoming building schemes around it and better plan out the future for the land.



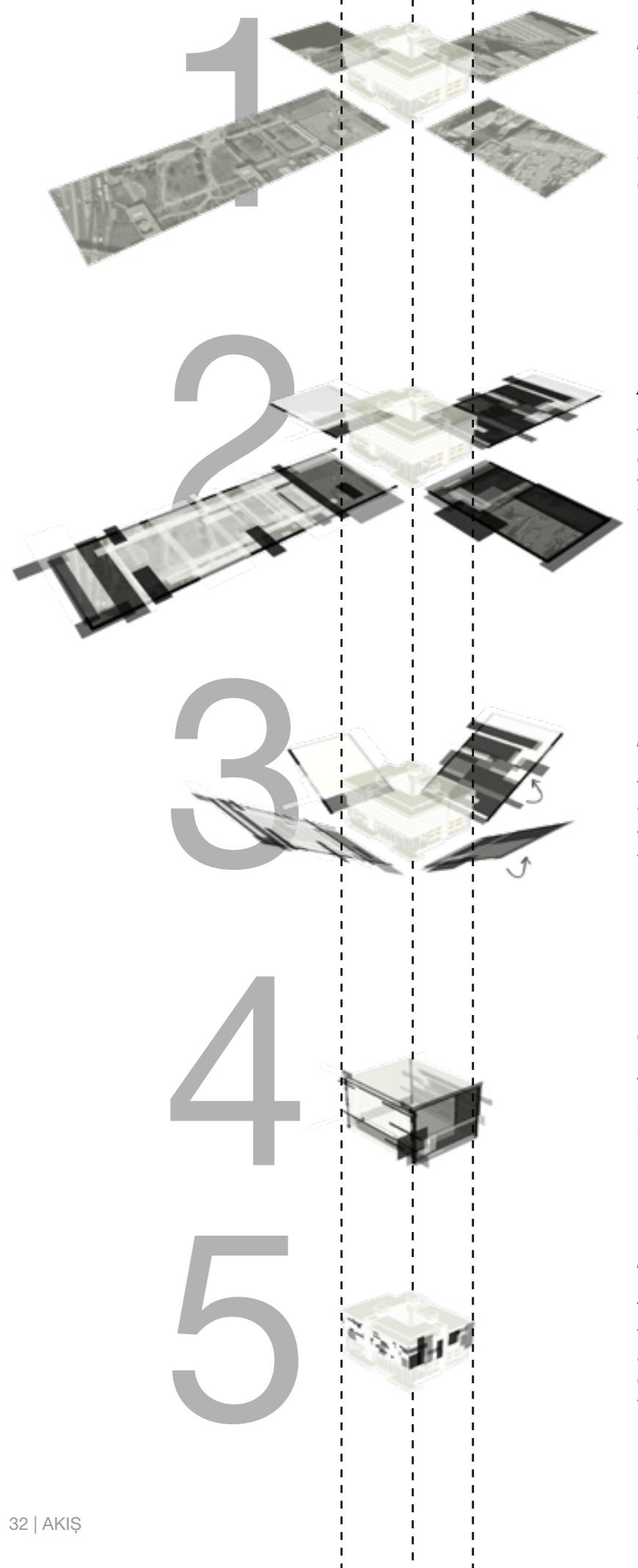


AKIS

PRACTICE OF INTEGRATING URBAN AREA INTO THE STRUCTURE
IZMIR CHAMBER OF ARCHITECTS NATIONAL COMPETITION | PURCHASE REWARD
SITE: IZMIR

As a place embodying the cultural histories of the cities, squares handles various roles in order to preserve the image of the cities and create their identity. It is such that sometimes it loses itself enough to be alone, sometimes it does not give up its building blocks and continues its historical trace in public memory. In this transformation process, if they do not disappear, the elements surrounding the square become the witnesses of the city as a spectator. The decrease of the audience makes the square not an identifiable place and even causes loss of identity. Izmir Konak Square is the best example of these losses and the drifting within the city. In the 18th century, the square took on a political and military identity and became acquainted with the city, with the Government House and the Yellow Barracks built instead of the Katipzade Mansion.





Expansion

Structure is the strongest audience of its context. At this point, the façade opening areas were examined as the trace areas of the building.

Abstraction

The texture of the context discussed in the opening of the pockets is symbolized by abstraction.

Break

The building aims to create itself with its environment. It will take on the role of reflector and carrier of the parameters of the city.

Closing

The flow of the urban fabric from horizontal to vertical has been realized.

Distortion

The reflection of the physical testimony of the building to the architecture is provided by the organization of the textures on the facade.

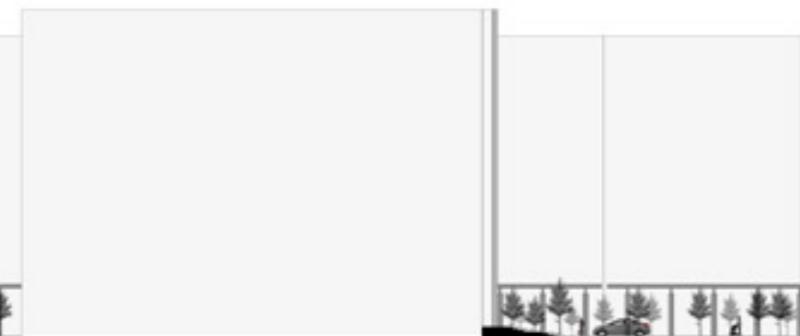
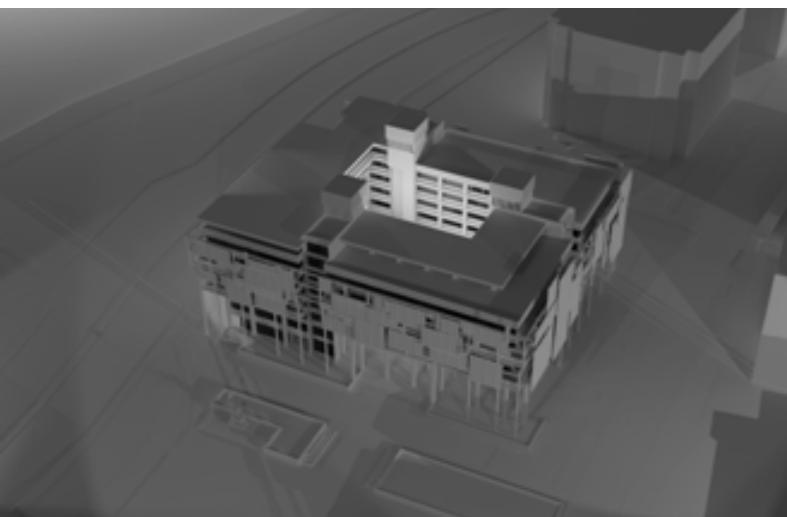
LEFT

Design Process

RIGHT

Master Diagramme



**LEFT**

3d Printed Model

MIDDLE

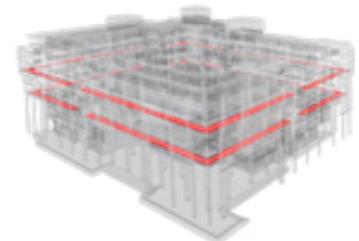
Circulation Diagramme

RIGHT

Floor Plans

BELOW

Section from Site



A circulation area is planned between the panel system, which will be assembled as a single piece on the floor and hung on the façade, and the building's own façade. This area allows the user to touch the facade of the building and the abstract existence of the parameters of the city. This area, which is an alternative socialization and experience space, offers its citizens an interface between the city and the building.

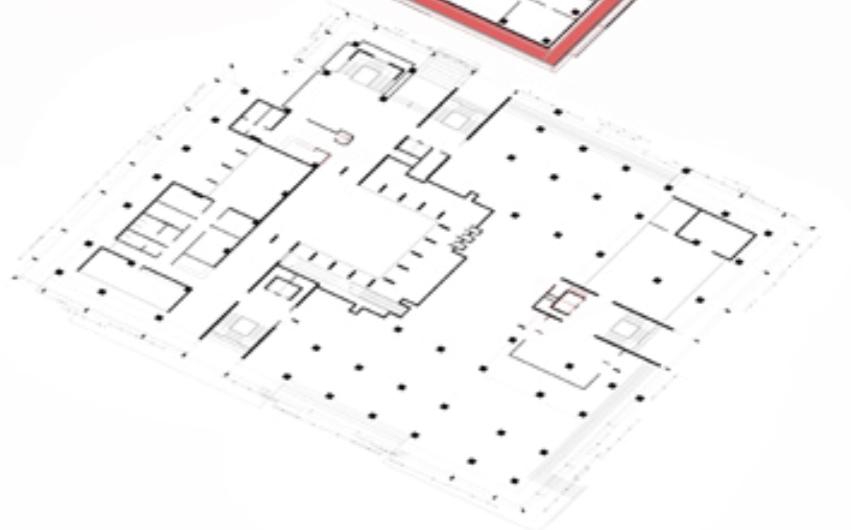
5th Floor Plan



3rd Floor Plan



Ground Plan

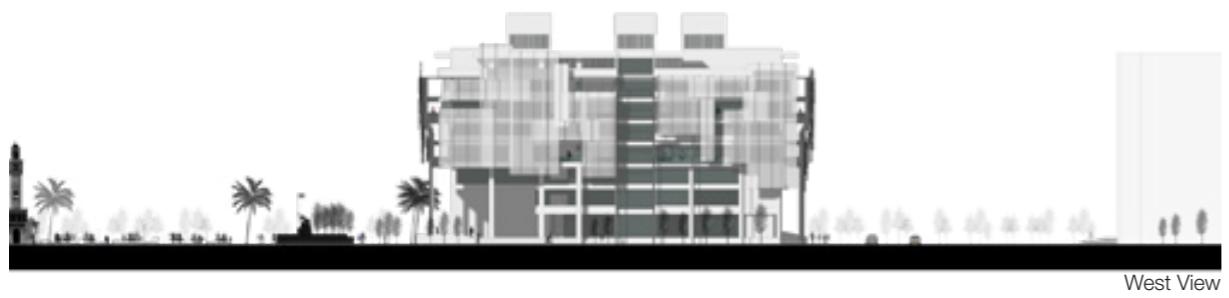




North View



South View



West View



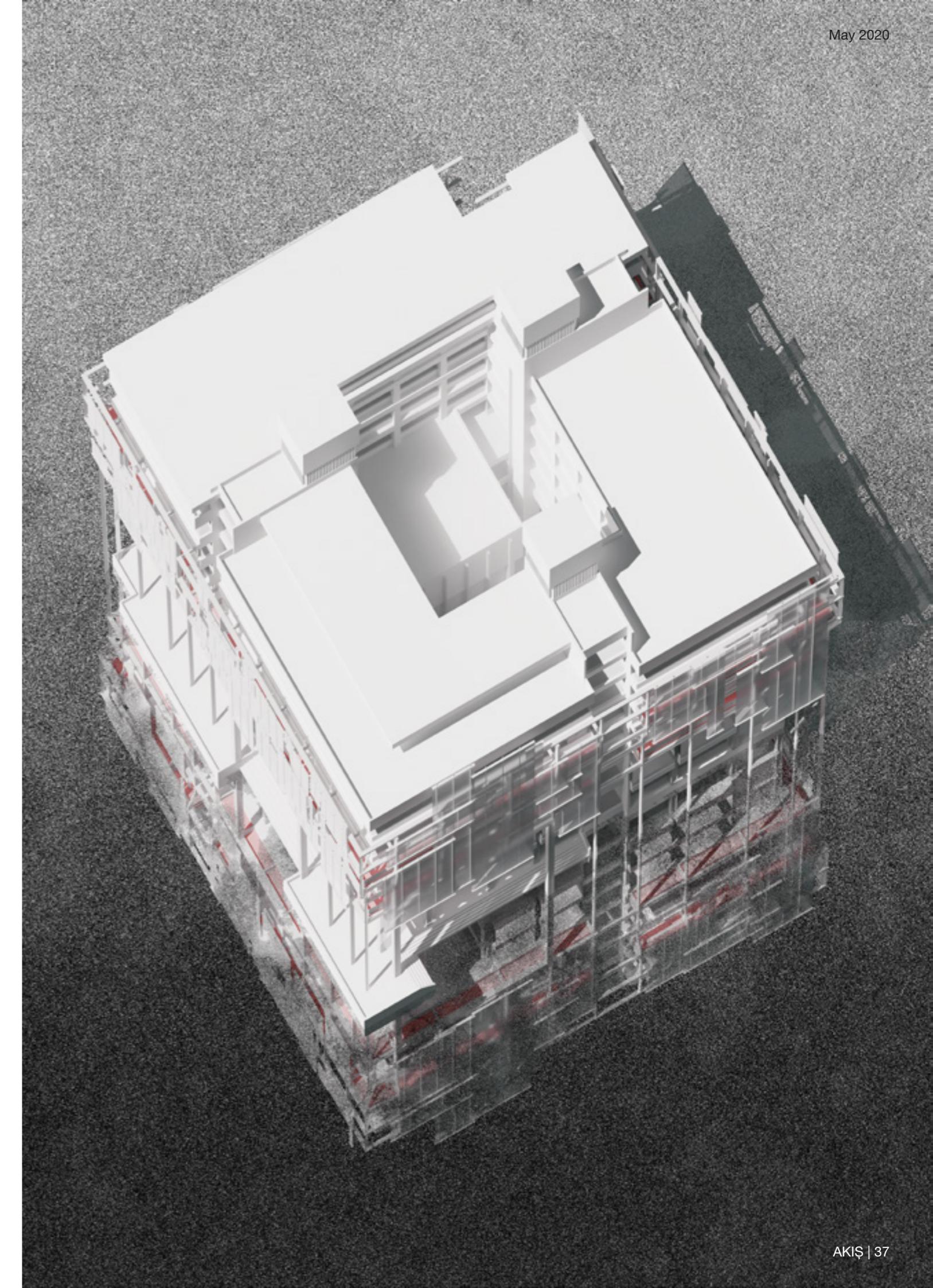
East View

LEFT

Views of the
Façade

RIGHT

Abstraction



UMUT-ELAZIĞ

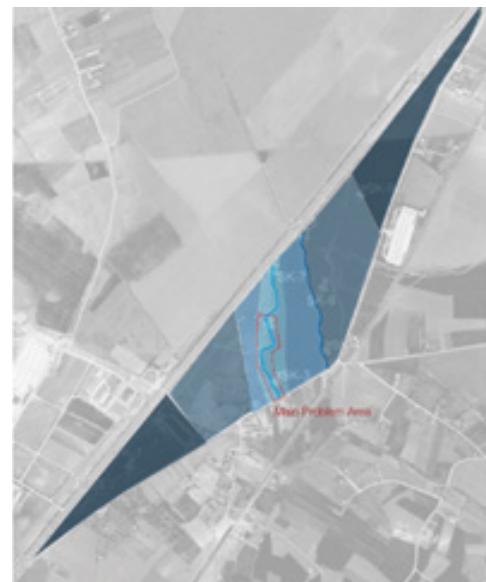
AN ATTEMPT TO SHIFT NEO-LIBERAL ARCHITECTURAL PARADIGMS
INSTRUCTOR: ASSOC. DR. ECE CEYLAN BABA, EMRE AROLAT EAA ARCHITECTURE | FALL 2021
SITE: ELAZIĞ

Umut-Elaziğ is a response to an earthquake disaster that happened on January 24th, 2020 in Elazığ, Turkey. Umut-Elaziğ is designed by Emre Arolat and selected 15 architecture students and 3 graduates lead by Dr. Ece Ceylan Baba. One of the most important features of the project is its sensitivity to the surrounding natural, cultural and social fabric. With a holistic and collective design approach, the project aims to change the face of Elazığ and turn it into a kind of socio-cultural generator for the people of the region.





We initially started the process of designing with analyzes to better understand the site. These analyzes were done thoroughly and contained lots of useful information about the site. One particular analyze was about ground water level that is present in site. This analyze focused on the change of water level among the site. We took as Autumn data set as it was the season where Elazığ gets the most amount of rain.



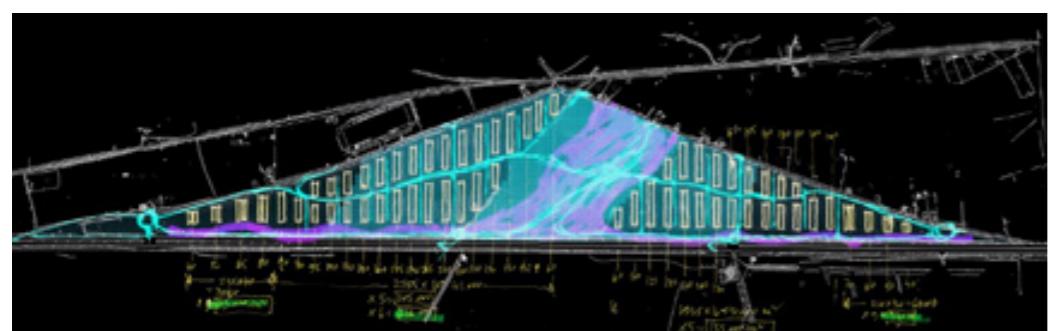
Ground water level analyze showed us that there were this part near the middle of the site where it naturally forms a lake and disappears on repeat throughout the year. Then we did some on site investigations and captured and documented this behavior.

We consulted about this to a expert in geological engineer and he advised us to not build or build with caution around this area as it was hard and expensive to build around water.

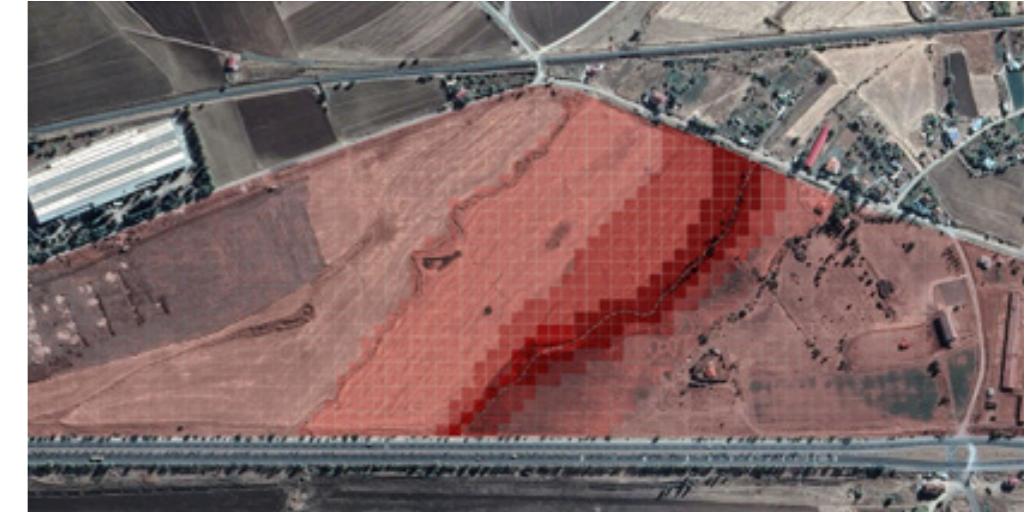
He informed us that the natural moisture of the ground is more suitable for agriculture and greenery data. The soil is alluvial and it is advantageous for agricultural factors, thanks to the components it contains.



This breakthrough was a huge point on design process as it made us think differently on how can we approach to this site. We shifted to a wetland idea where this area would integrate between nature and man-made structures.

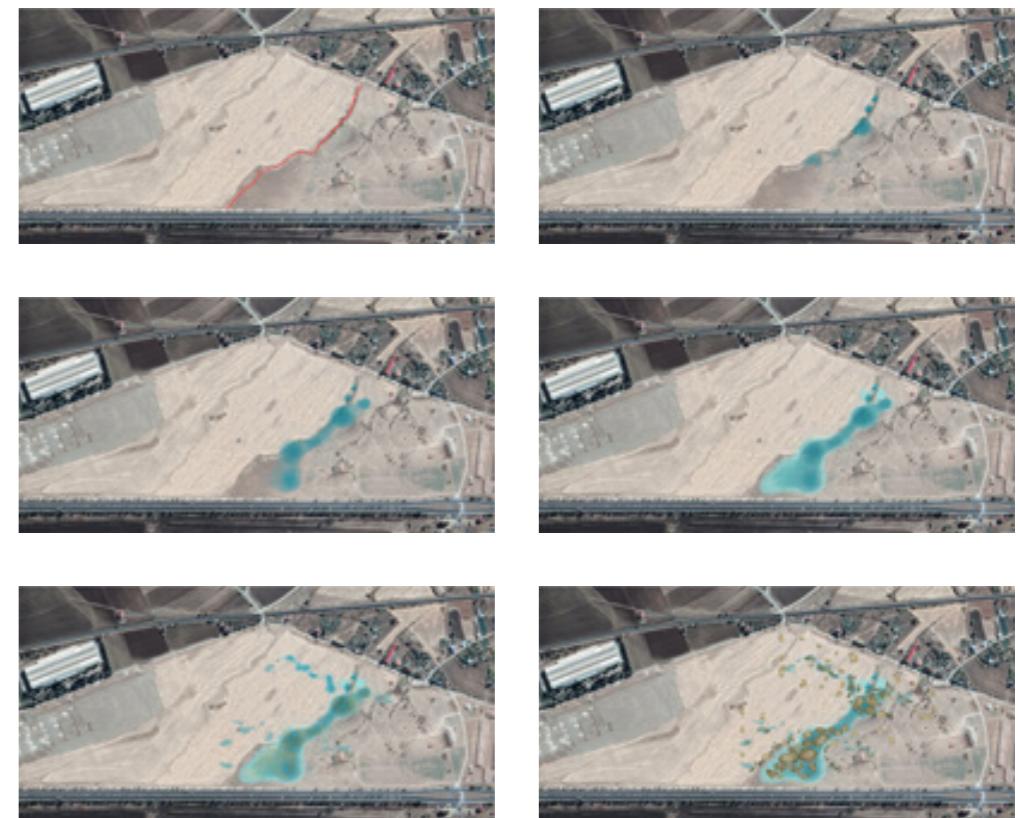


LEFT
Design Process
BELOW
Early Site Sketches
from Emre Arolat



With the surfacing of Wetland, we went ahead and placed our structural elements with in touch with it. Formation of the site inspired us to make a walkway adjacent to it. Then we made a piazza in the center of where the walkway and wetland collided unto each other. With the help of Emre Arolat we created the architectural bond between nature and man-made.

Emergence of Wetland



RIGHT
Wet area that were forming through the year
FOLLOWING SPREAD
Process of the Wetlands formation



⌚ Master Plan

Diagrams



Cyclist Circulation



Non-Resident Car Circulation



Resident Car Circulation



Human Circulation



Park Houses

Park houses are singular houses that have been closely connected with nature by creative fragmentation of spaces. They operate as a whole with nature, as if they were always there. From time to time these houses cross into ecological water park and nature itself. Local building strategies and local natural stones were preferred as key element to these structures.

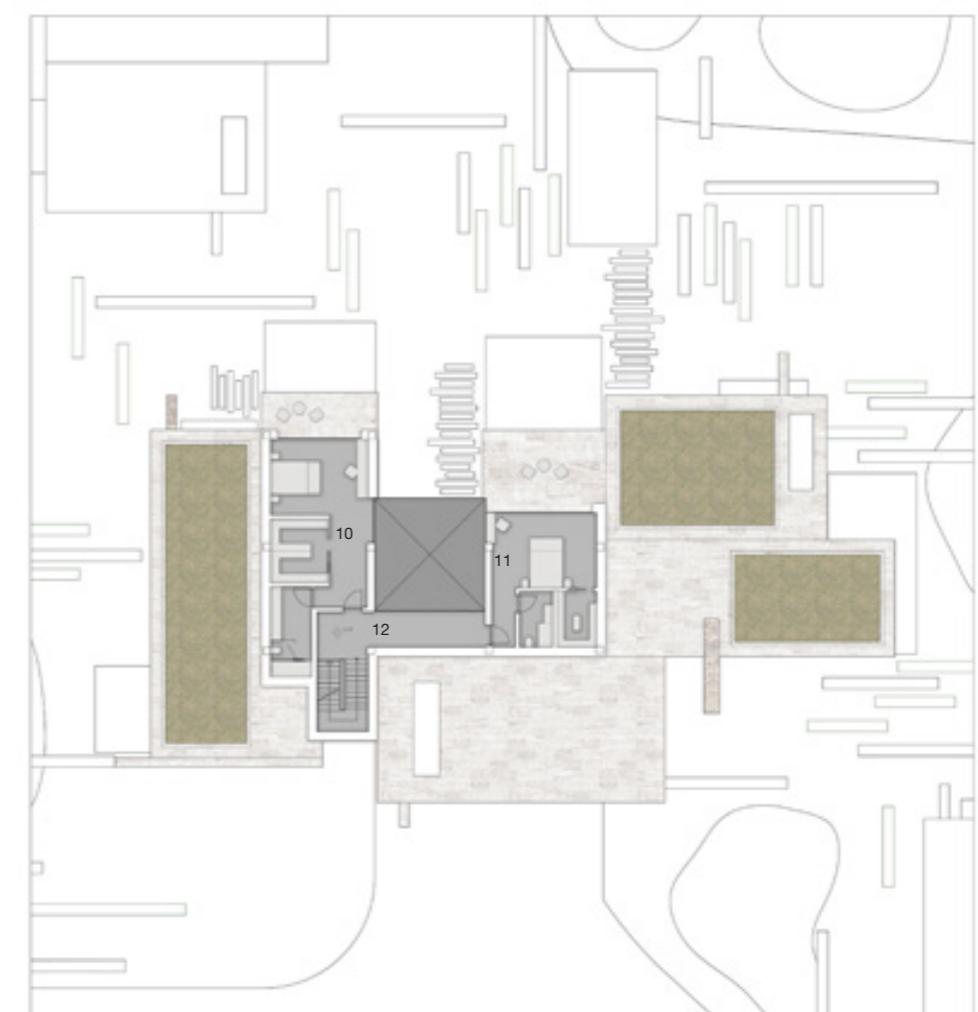
GROUND FLOOR PLAN

- 1- Entrance Hall
- 2- Entrée
- 3- First Guest Room
- 4- Servant's Room
- 5- Second Guest Room
- 7- Garden
- 6- Courtyard
- 8- Kitchen
- 9- Living Room



FIRST FLOOR PLAN

- 10- Main Bedroom
- 11- Third Guest Room
- 12- First Floor Hall



TOP

Place in Site

MIDDLE

Early design sketches

BELOW

Photos of Model

RIGHT

Plans



TOP
Render from side entrance

RIGHT
Render from garden

BELOW
Render from inside





Courtyard Houses

The courtyard houses have a design that takes the context and blends it with the new modern architecture principles. These houses are inspired by Elazığ's traditional Harput houses. Urban texture and mass composition among units were given importance in these houses. It is designed in a way that the "body" walls of the houses with courtyards, which lost their bearing aspects in traditional Harput houses, would act as a structure that covers the inner courtyards. These walls are intended to form a boundary between the inner courtyard and the street.

GROUND FLOOR PLAN

- 1- Entrance
- 2- Entrée
- 3- Hallway
- 4- Living Room
- 5- Kitchen
- 7- Taşlık
- 6- Cellar
- 8- Garden
- 9- Courtyard
- 10- Conservatory
- 11- Garage



FIRST FLOOR PLAN

- 12- Main Bedroom
- 13- Bedroom
- 14- Guest's Room
- 15- Dressing Room
- 16- Terrace



TOP

Place in Site

MIDDLE

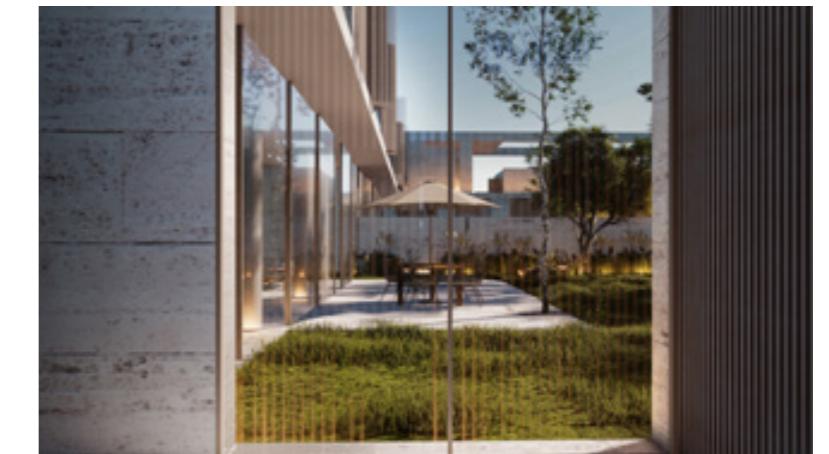
Concept Images

BELOW

Photos of Model

RIGHT

Plans



TOP RIGHT

Render to better understand
the atmosphere

MIDDLE

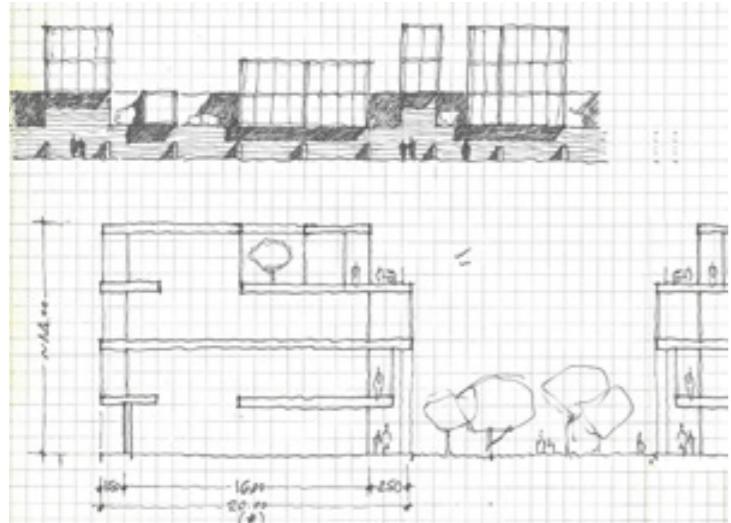
Render from inside

LEFT

Render from the street

*Urban Villas*

Urban villas are built with a mechanic that can be combined side by side and does not use excessive floors than necessary while doing this. In these houses, the concept of intermediate space, terrace and sheltered upper garden is given importance. Each house has spacious rooms and a combination of terraces or gardens. They are designed to house the middle class of the project.



These houses serve as the backbone of the project as they were intended to accommodate the most amount of people inside them. They also have these vertical farming structures on their blank façades. Each family living inside the houses would be given a space inside the farming structures to plant their crops. This was done to further enhance the circle of sustainability inside the project.

**TOP**

Place in Site

MIDDLEDesign Sketch
from Emre Arolat**BELOW**

Photos of Model



FIRST FLOOR PLAN



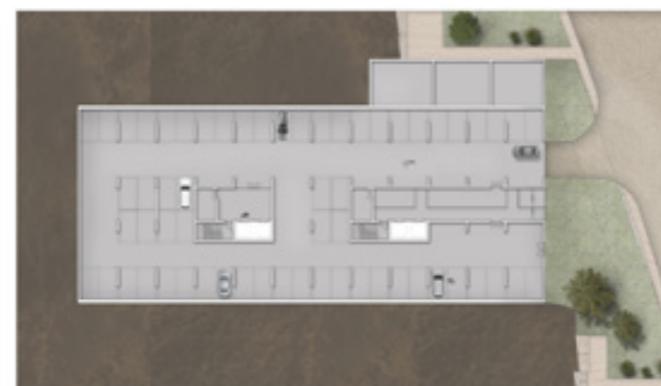
4TH FLOOR PLAN



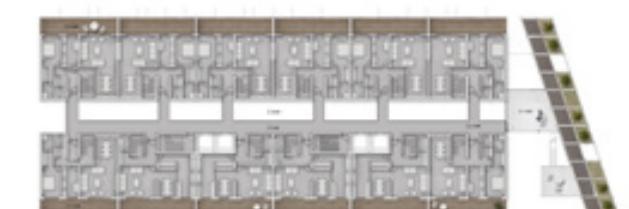
GROUND FLOOR PLAN



3RD FLOOR PLAN



BASEMENT FLOOR PLAN

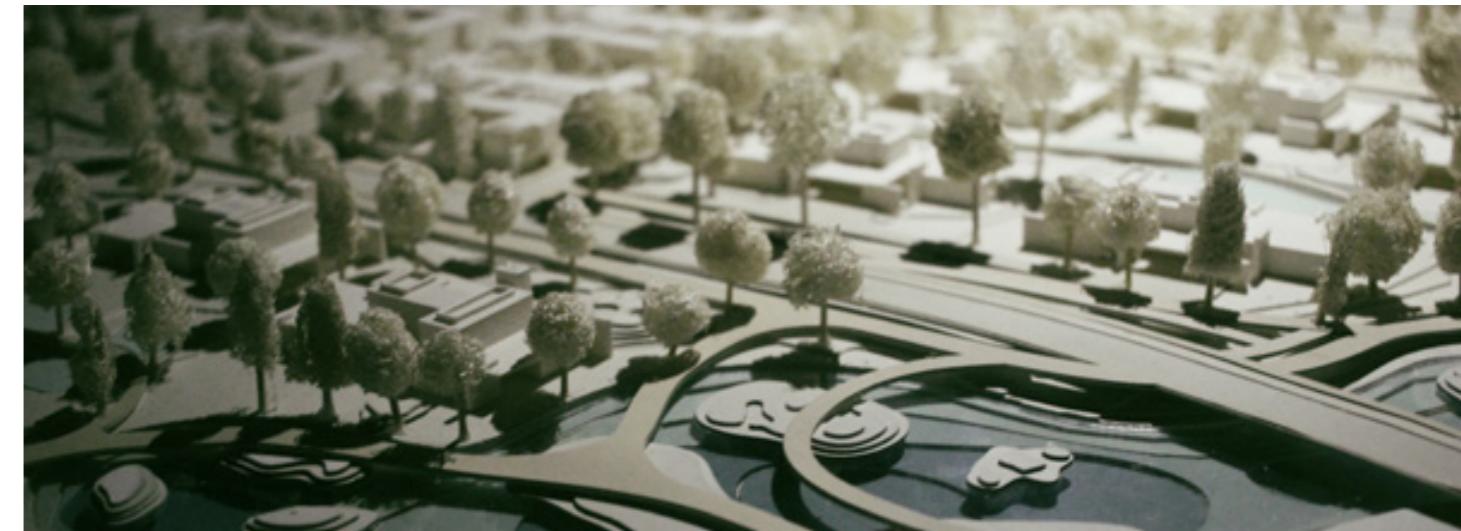


SECOND FLOOR PLAN



LEFT
Render of the façade
RIGHT
Render from the avenue
FOLLOWING SPREAD LEFT
Photos from Model
FOLLOWING SPREAD RIGHT
Group Photos





Umut-Elazığ was a major stepping stone going from academic journey to professional journey. In the end we presented our works with Emre Arolat and Assoc. Dr. Ece Ceylan Baba to Şahin Şerefoğulları (Mayor of Elazığ), Erkaya Yırık (Governor of Elazığ), Bedrettin Dalan (Former Mayor of Istanbul) and Prof. Dr. Ayşe Semra Akyel (Dean of Yeditepe University). Mayor stated that he was interested to the project and currently a professional team of architects are working on detailing the remaining parts of the project. Umut-Elazığ is expected to start the construction phase in 2023. You can scan the QR code to watch the whole presentation.



ISTANBUL UNIVERSITY FACULTY OF MEDICINE

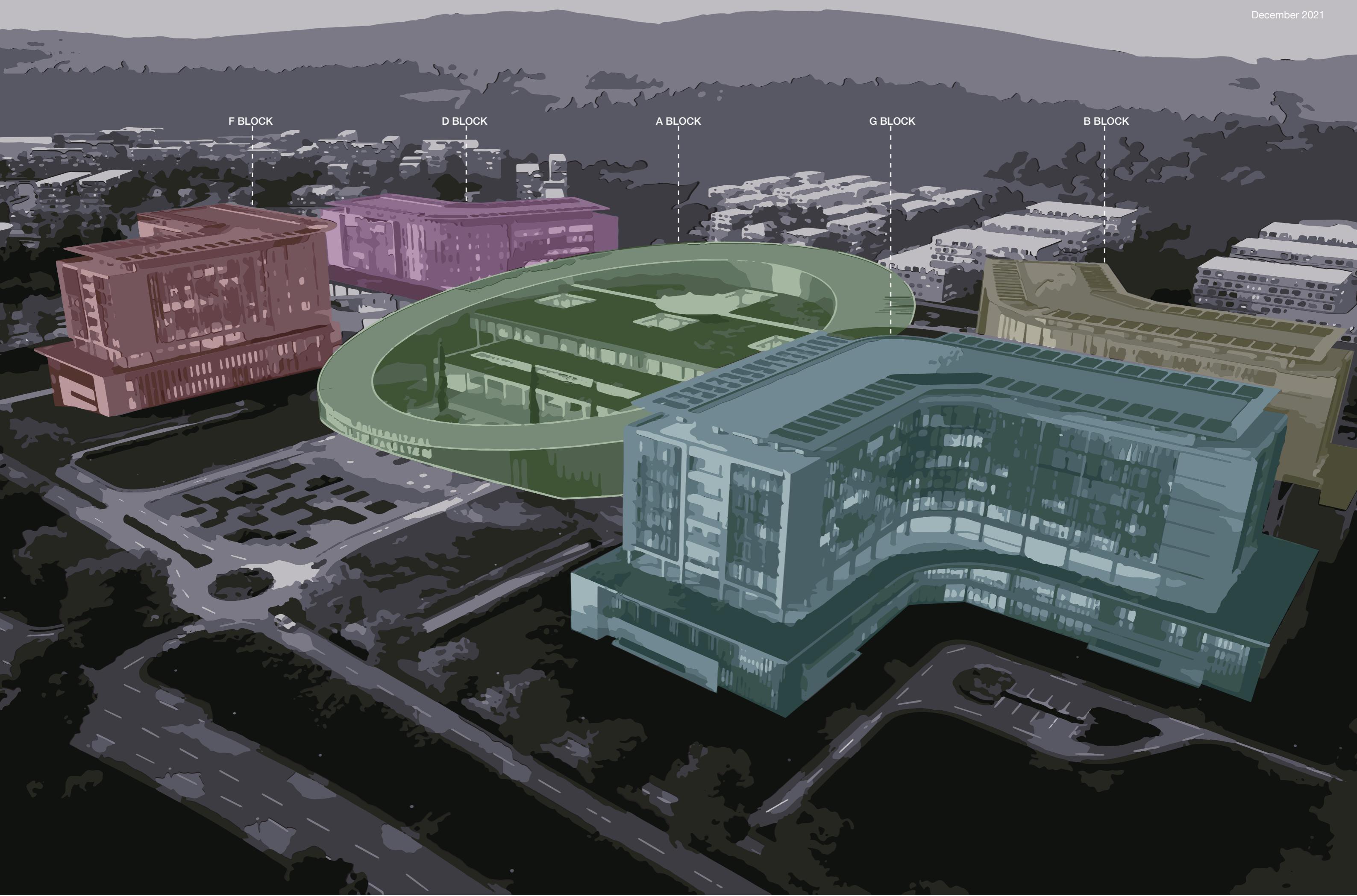
PROFESSIONAL WORK

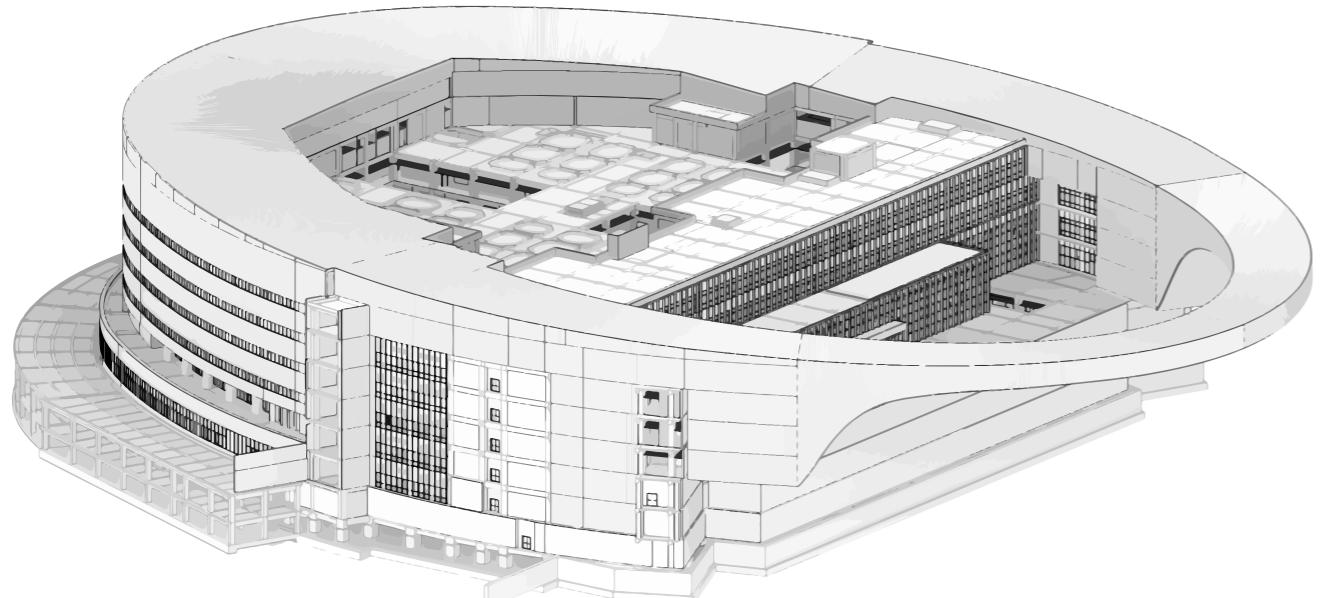
TAGO ARCHITECTS

SITE: HASDAL

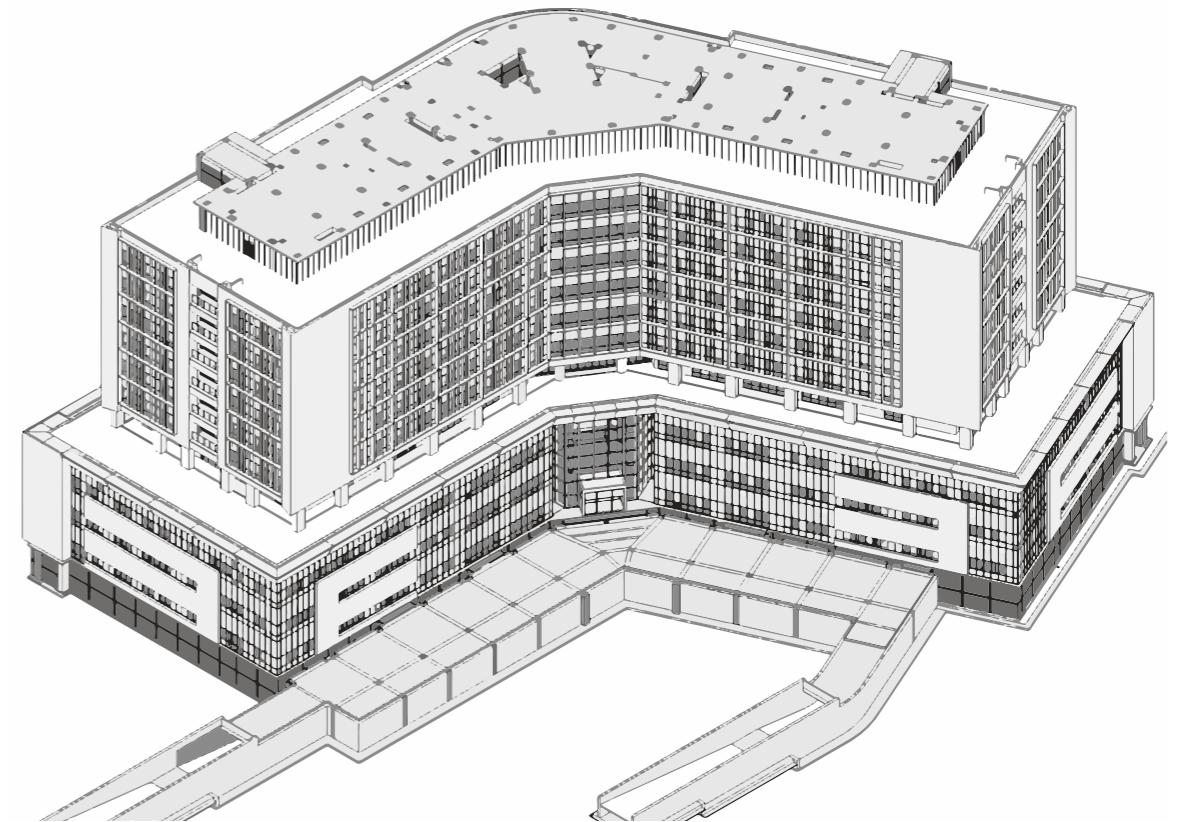
Istanbul University Hasdal Campus Hospital Building Project is an accessible health complex that includes the developing technologies of the health sector and has functions that can meet the necessary needs. While their former location is situated in a well location, client asked for a bigger university to house more people. Project consists of seven blocks in total. A block ,which is situated in the middle of the site and the biggest block, has operating rooms, intensive care units, emergency services and support areas. There are a total of 300 patient beds in each block. I worked on some of the blocks in this project. I was mainly involved in BIM side of things.







This block is considered to be the biggest and main part of the project. It is designed to house the most amount of patients in itself. It was designed as an oval shape to resemble embracing arms. I did some plan reworking inside it. I designed some of the areas and worked on mainly ground and first floor. I had to work closely with structural engineers and MEP specialists with this project and learned valuable information about construction details from them.



I also worked on B block and the bridge which connects A block to B block. For this block I have inspected the BIM models, did some preliminary scheduling of the block and did the redirection of water through sloping toward the drainages. While working on them I had to be closely in touch with the landscape architects. They informed me about the importance of the water and how bad design of water flow can lead to flooding of the lower levels of the building.

LEFT
BIM Model
of A Block

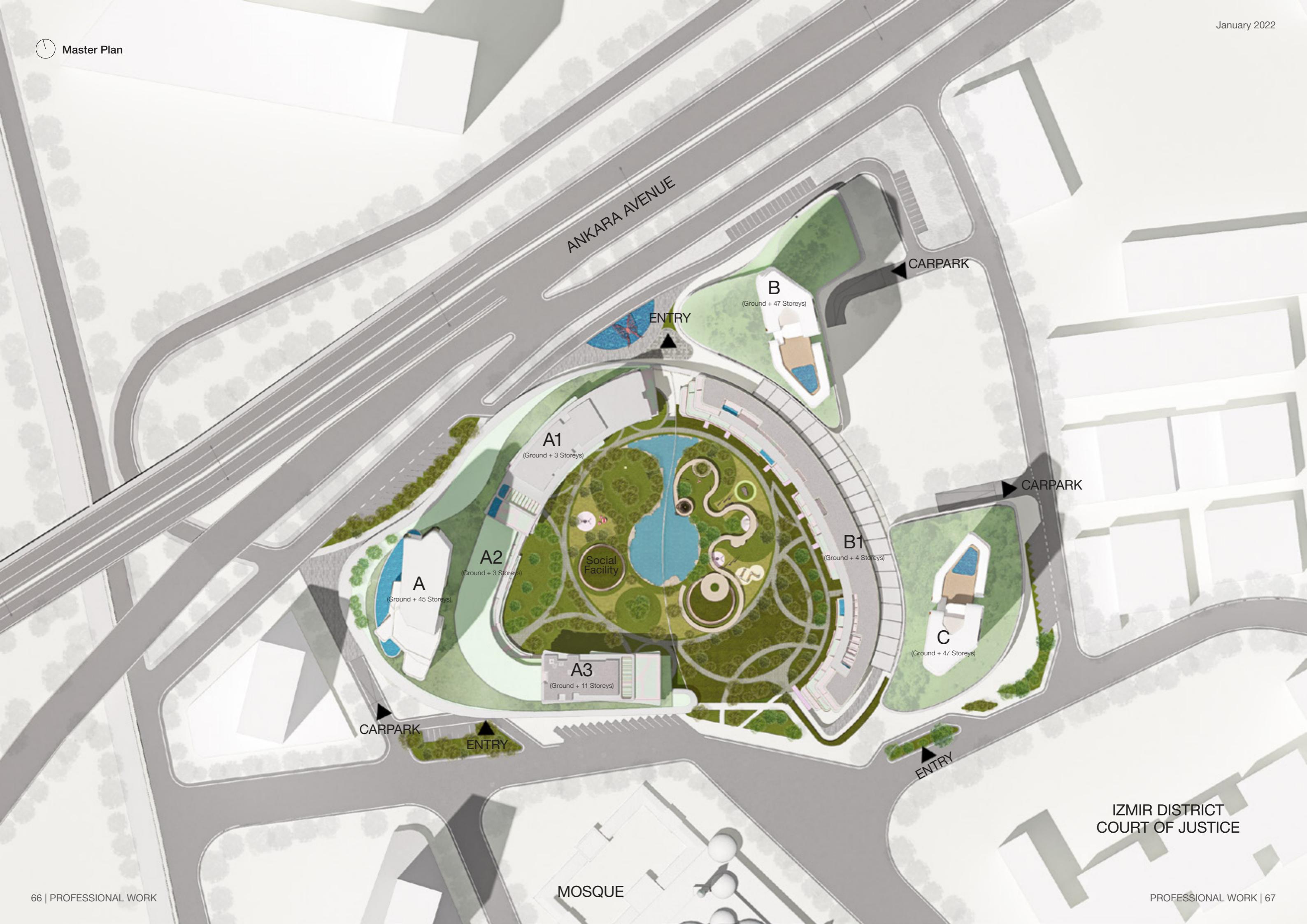
RIGHT
BIM Model of
B Block

FOLKART KONAK

PROFESSIONAL WORK
TAGO ARCHITECTS
SITE: KONAK



Folkart Konak is going to be the new and brightest star of the city with its innovative design and sophisticated architectural details. It has a very special panoramic view of the bay that stretches as far as the eye can see and an impressive landscape area decorated with palm trees. Located in the heart of Izmir, project site is 720 meters away from the sea. Capturing the dazzling bay under the lights, under the shadow of the cool feeling of Izmir sunsets was the main design idea for this project. For this project I was involved in drawing the floor plans and concept development.





12. STOREY PLAN



17. STOREY PLAN



40. STOREY PLAN



43. STOREY PLAN

LEFT

Some of the plans
I have worked on



Design of this particular building was inspired by the openness and welcoming nature of the Izmir. It was designed with a sense of cohesive interaction in mind. Interaction of the views to sea and Izmir of this building was also one of the key point of the design.



*Renders done by TEAM-E

**MIDDLE RIGHT**

Concept Idea

RIGHT

Renders

OTHER WORKS

VARIOUS PROJECTS THAT I HAVE WORKED ON



I was approached by a elderly couple who were looking for new ideas to renovate their existing living room. They were looking for a design which encapsulates their past with a modern twist. I looked into their existing furniture and blended them with new modern style ones. These were some of the renders I handed out to them.

House for the Elderly

Programs Used: Maya, Vray, Photoshop

LEFT
Photos from Model

RIGHT
Group Photos



Villa in Forest

Programs Used: Blender, Photoshop, Evermotion Model Library



This project was done to see how a building can be adapted to be a part of the forest. From the moment I started working on it I was visualizing a structure which were part of a cohesive bond with the nature itself. I thought this could be a get away house in the woods to escape from the rush of downtown.

LEFT

Photos from Model

RIGHT

Group Photos

Night Club

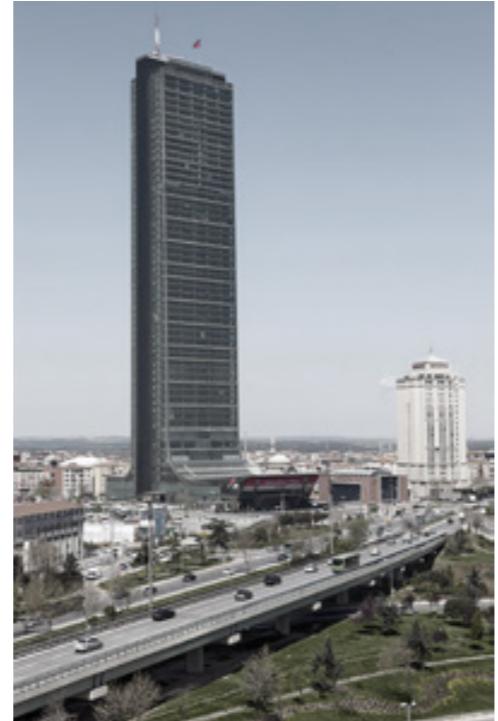
Programs Used: Blender, Photoshop, Megascans



I was looking to capture the feeling of loneliness in nightclubs with this image. In this image I wanted to emphasize the big red light that embraces you and protects you from the harsh reality. The fact that the only silhouette we clearly can see were the people and the ceiling was done intentionally. These people are nothing but silhouette to this big charade that is being played out in this nightclub.

Sapphire Mall Re-thinking Structure

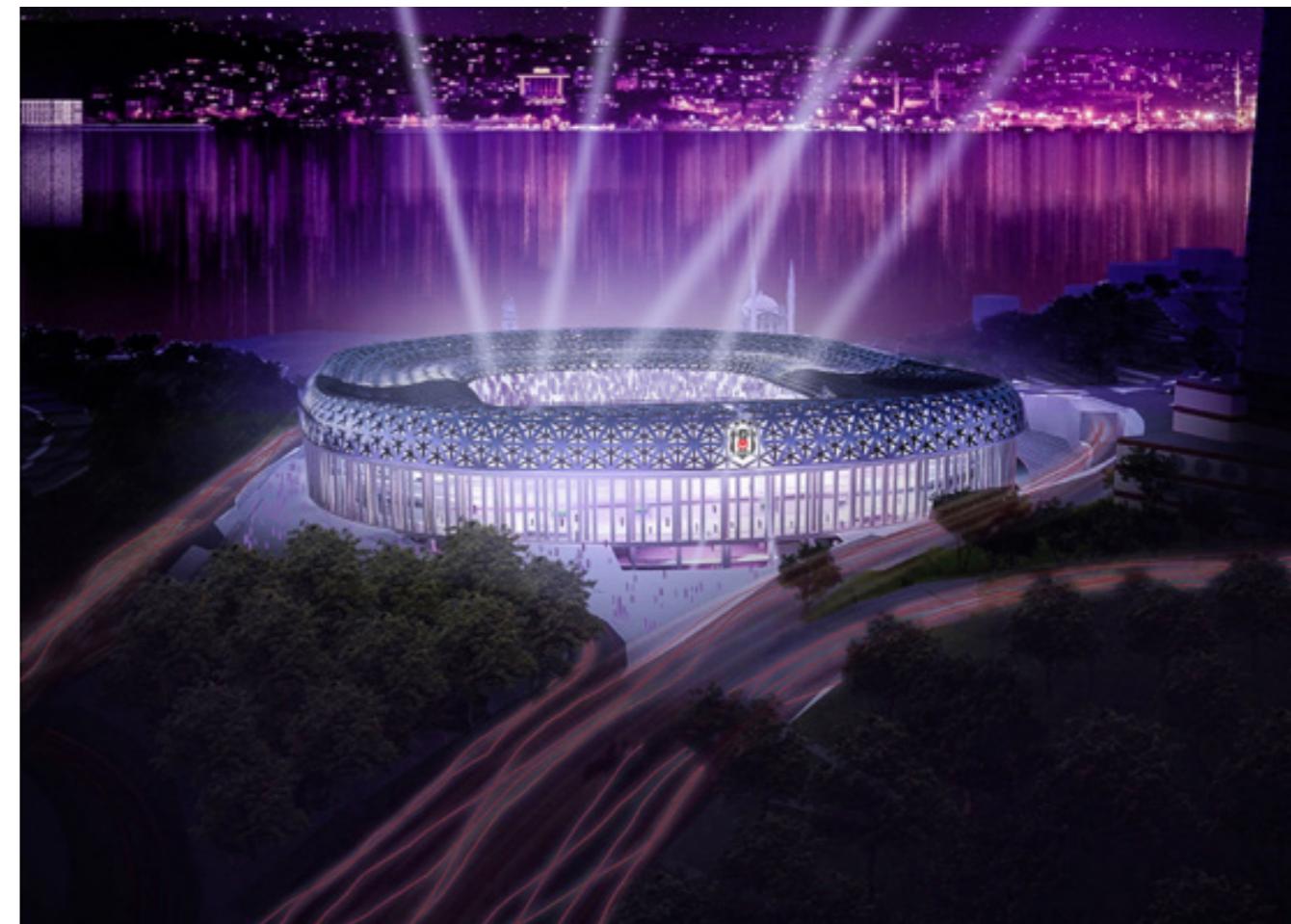
Programs Used: Rhino, Vray, Photoshop



There is this giant tower that menacingly overlooks the whole city at Büyükdere avenue in Istanbul. When going from school to home I used to always get scared by how enormous it is. I did this image as a means to cope with that fear and familiarize myself to the building with my own sense of shape language. The original shape of the building had only one tower. I multiplied it and made them face each other as symbol to two clashing design shrouds between me and the existing building.

Beşiktaş Vodafone Arena Roof Form Works

Programs Used: Rhino, Vray, Photoshop



LEFT

Photos from Model

RIGHT

Group Photos

Twin Villas

Programs Used: Rhino, Lumion, Photoshop



LEFT

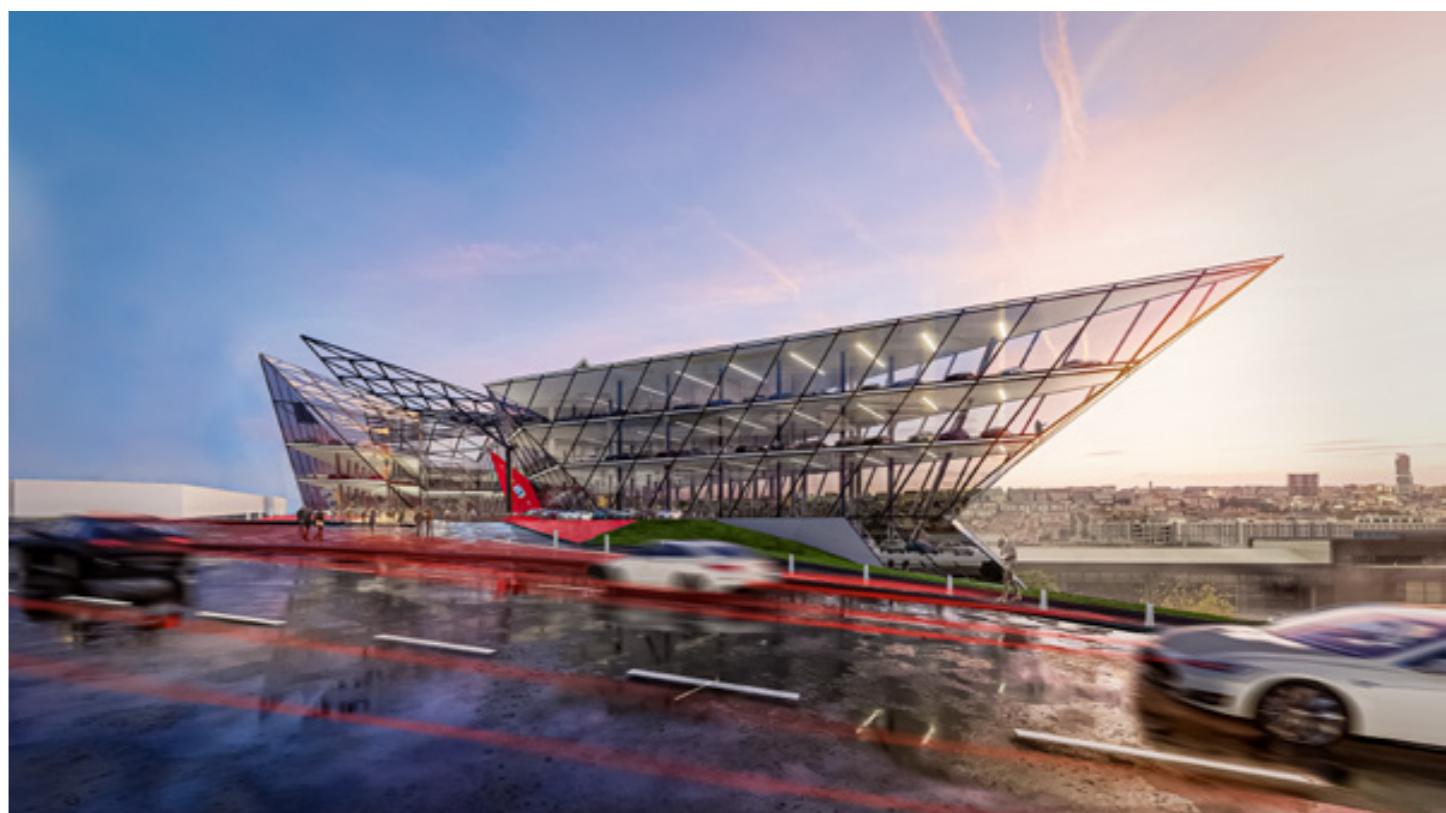
3d Printed Model

RIGHT

Render



I did these images while doing my internship at SEMimarlik. They were kind enough to let me use them for my portfolio. This project was for two relative families. They wanted to have a upstate house where they can both enjoy each other's company. I really enjoyed working closely to the families and designing some of relationships between spaces.



This image was done by me at TAGO Architects for a proposal about a autogallery. For this image I went for a semi-rainy, moody day look. The building had these sharp angles and really open-spaces to house cars. It wanted to emphasize the speed of the cars and the machinery that goes into building these contraptions. I also wanted to capture the feeling of motion in my composition.



LEFT
3d Printed Model

BELLOW
Render

SR-71 Blackbird

Programs Used: Maya, Vray, Photoshop

These were done as a part of a online competition about rendering. I went with SR-71 as it was beautifully crafted plane with it's unique curves all around the body. I also wanted to include some information about the aircraft. Even though I didn't win, it was a nice project to work with and taught me many things along the way.



AOA