

ALP OKAN ATAKAN

SELECTED WORKS
2017-2022

name



Kağıthane | ISTANBUL atakanalpokan@gmail.com
+905413432896
behance.net/alpokanatakan

"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."

contact

scan for full portfolio



table of contents

competition | RIYADH

advanced studio | ELAZIĞ

competition | IZMIR

experiments | VARIOUS

BEDEN
A MEDITITATIVE FIELD EMERGING FROM THE COLLISION OF AXES
INTERNATIONAL YOUNG ARCHITECTS DESIGN COMPETITION

ARTLAND
A VISIONARY ATTEMPT TO RETHINK OPEN-AIR MUSEUMS
INSTRUCTOR: ASSOC. DR. ECE CEYLAN BABA | SPRING 2021

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

OTHER WORKS

PR
01

name
BEDEN

date December 2021	function Residential
location Riyadh Saudi Arabia	type Prayer Space
duration Two months	Housing
company YAC Competition	team Individual

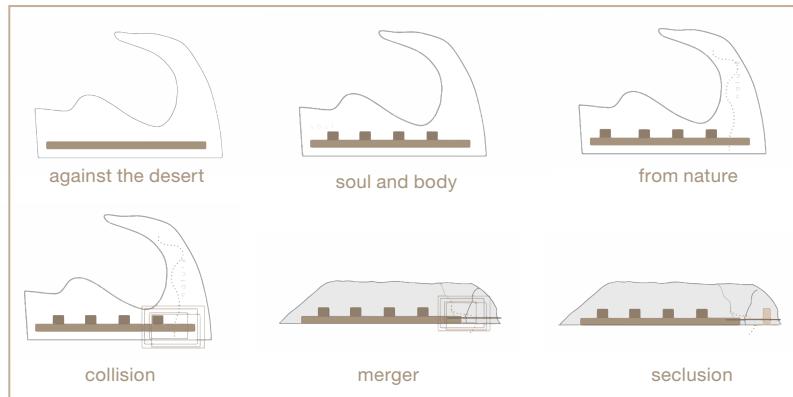


abstract:

BEDEN is a proposal for the International Young Architects Design Competition. Project area is very close to the city of Riyadh and has a rich history. In Riyadh, vernacular architecture 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 artifacts act like zoning tools in the master plan. There are two main architectural axes in the project that intend to continue their existence. One of them is a sharp man-made functional system organized according to the user's needs. The other is a completely natural system. A masjid forms where two axes meet. The emergence of masjid could be interpreted as a result of the collision of man and nature.

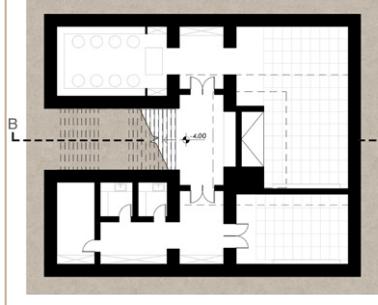
design process



TOP
Render



masjid

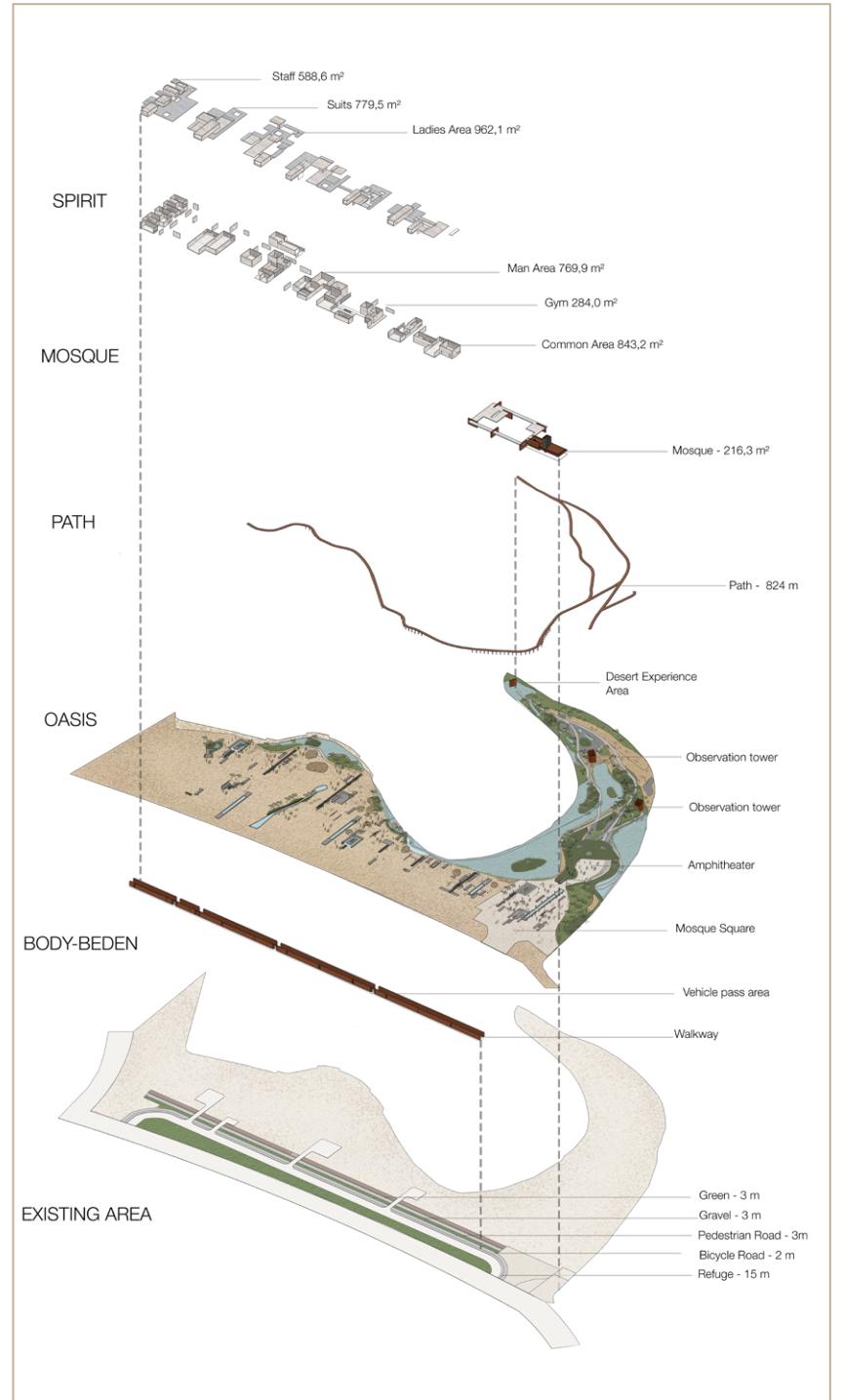


Inside the masjid, there are tricks of light made by the panels on the minaret. A person prays to Allah with great awe, with his body and soul. He is filled with calmness. He wanders in a supernatural and spiritual state.

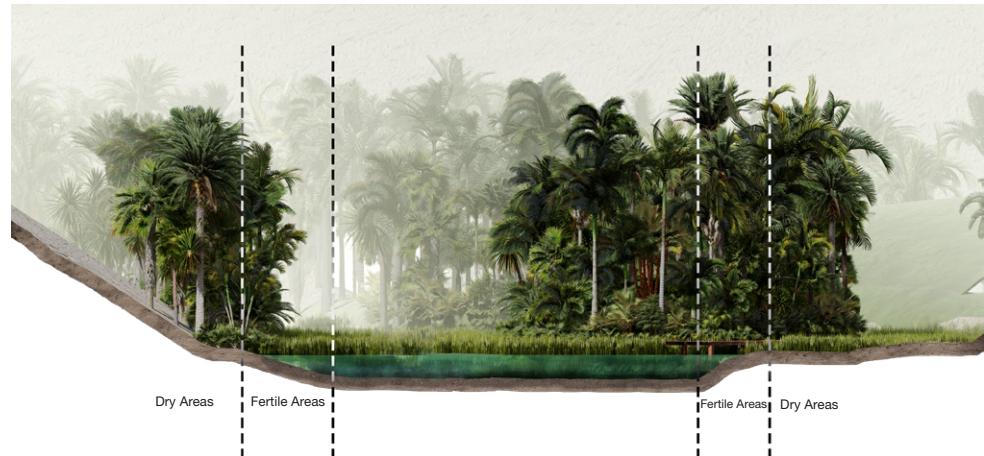
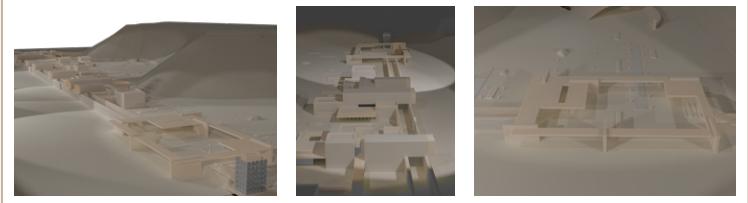
TOP
Site Plan

BELOW
B-B Section





3d printed model

**TOP**

Soil Diagramme

BELOW

Site Render

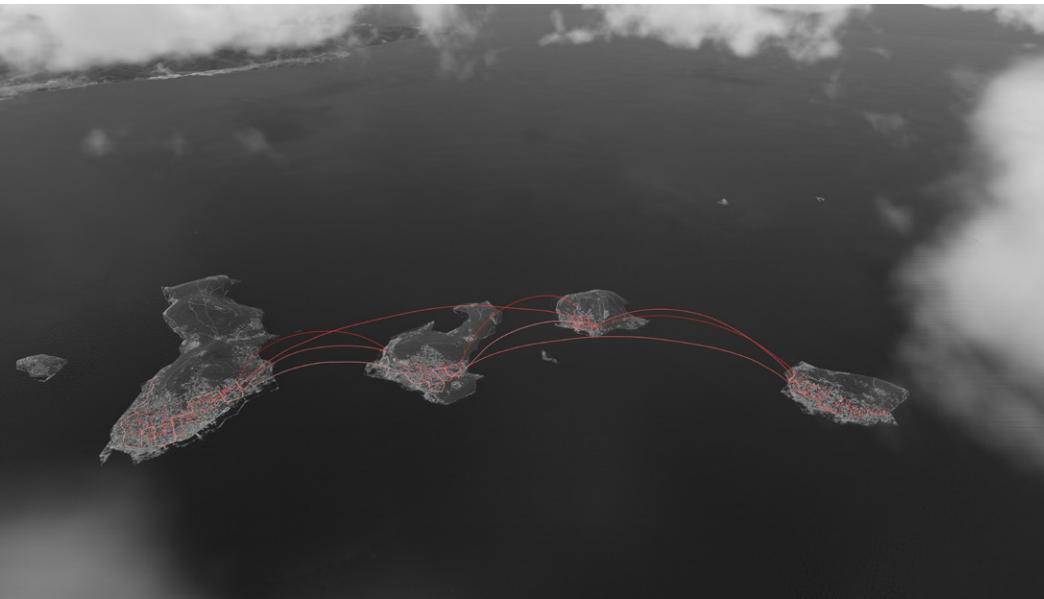
Soil Type

Oasis grounds consist of very deep, well-drained soils that formed in material weathered from sandstone, shale, limestone and some igneous rocks. Oasis soils are on alluvial fans and flood plains. These alluvial properties give plants some of the best conditions to live in the desert making them the perfect place to grow crops and farm.



PR	name ARTLAND
02	

date	Spring 2021	function	Entertainment
location	Princes Islands	type	Museum
duration	Three months	Recreation	
company	Yeditepe University	team	Individual

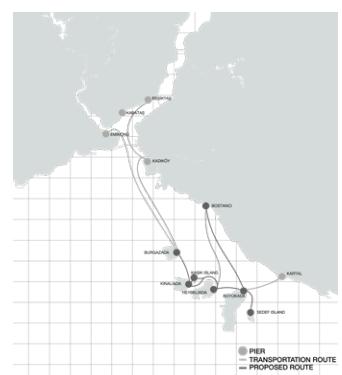


abstract:

Artland started as a design alternative to the previous biennial that was being held on the Princes Islands. The idea came into my mind while participating at the 16. Istanbul Biennial. Within the biennial, there were multiple places that you could visit around Istanbul and some of the spots 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 on the island isn't above one another and everywhere should be considered as an art piece. This way an outsider could get lost inside the Island and experience the Island as a whole. This also meant that any curator could use the Island itself as an inventory and try out different experience routes around the Island. Within these constraints, I worked through and identified potential sites which have distinct features.

designing
the journey



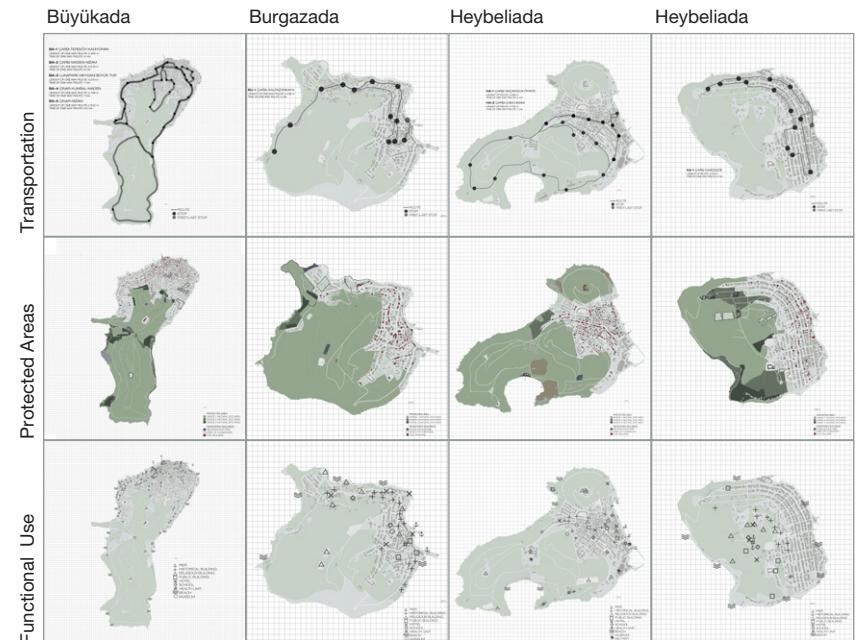
TRANSPORTATION TO PRINCES ISLAND

While working on the Princes 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 Bostanci pier hence I deemed it to be a stepping stone to the Princes Islands.



UNIQUENESS OF THE ISLAND

Examining the Islands, I was fascinated with how much a simple door to an ordinary house can differ from one another. This had a huge impact on the design and made me reconsider that each spot on the island is unique to itself. Furthermore each area had distinct features and I wanted to emphasize that in the project.





DESIGNING THE STRUCTURE

TOP LEFT

Location of site on Heybeli island

TOP RIGHT

Site plan

LEFT

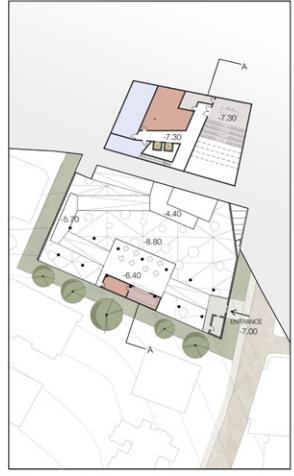
Design collage

While observing the Heybeli Island this particular site gave me lots of inspiration. The site was surrounded by huge walls but inside was left alone. When observed it had these 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 them. With my design, I wanted to emphasize this coherent relationship between wildlife and man-made structures.

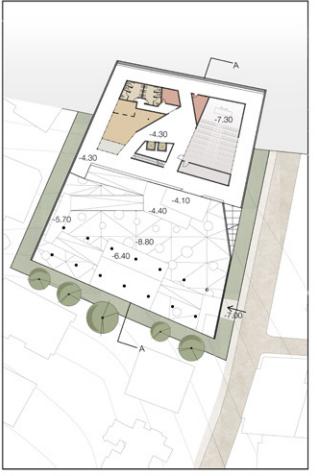


plans

-7 Level Plan



-4.30 Level Plan

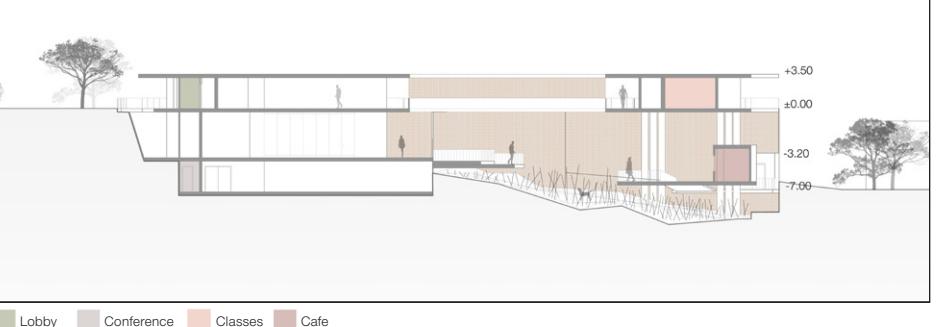


Ground Floor Plan



design process

A-A Section



Lobby Conference Classes Cafe

3d printed model



ABOVE

Brochure that was designed for the visitors

BELOW

Render



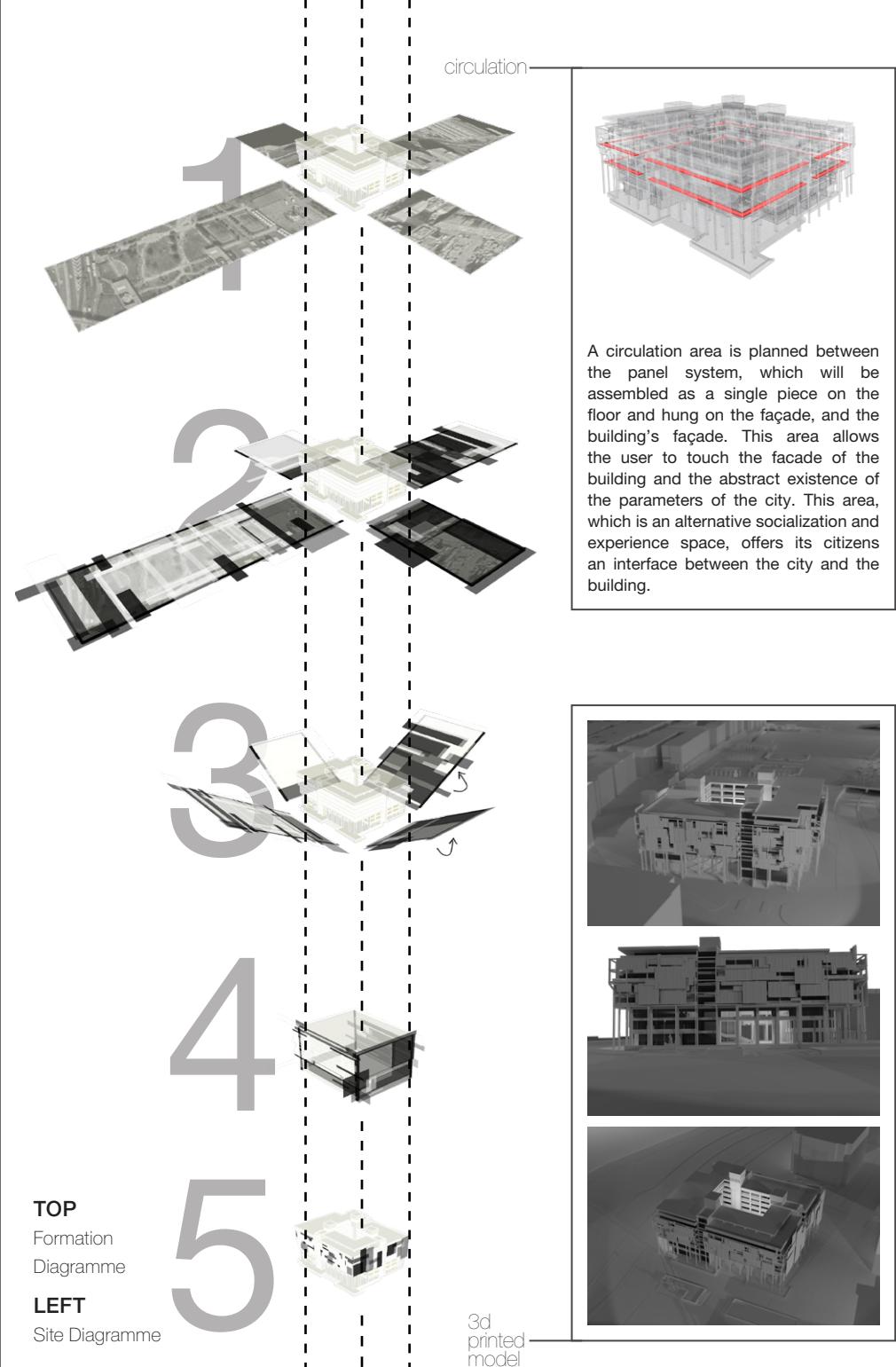
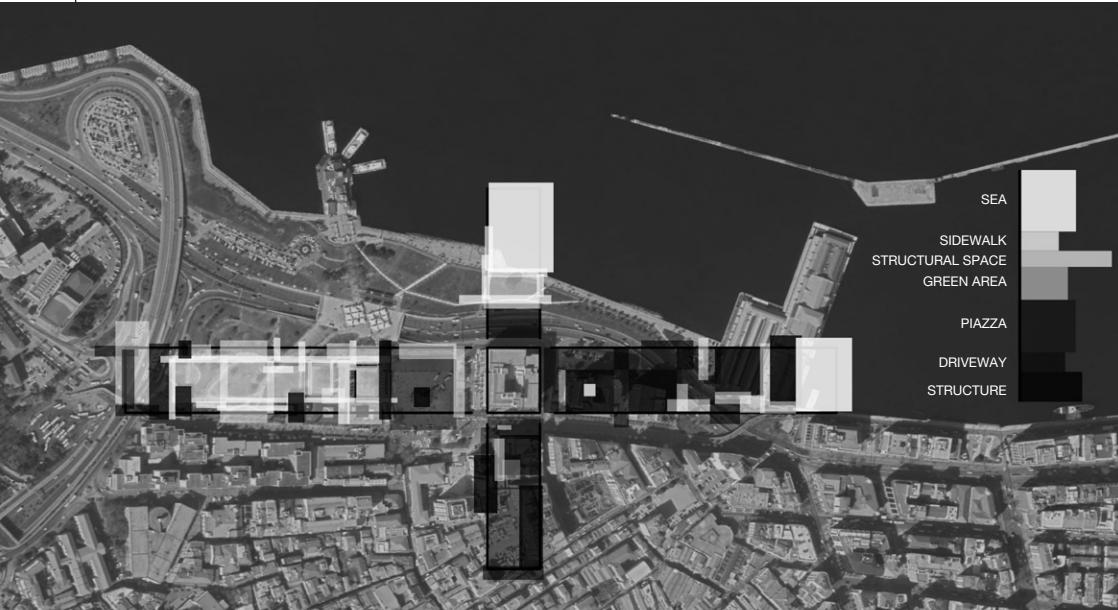
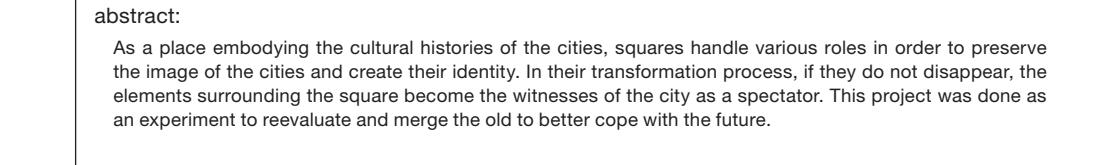
Lobby Elevator Administration WC Exhibition Storage Conference Classes Cafe Technical Room

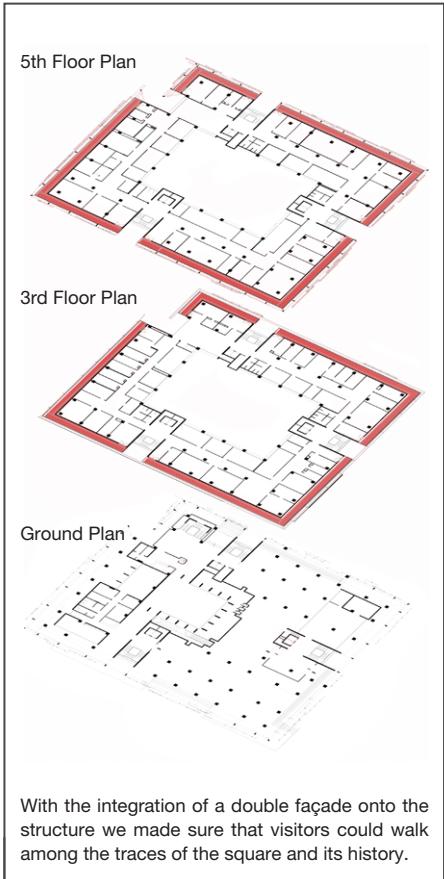
G-PR	name	AKIS,	date May 2021	function Entertainment
03	location Izmir		type Facade Integration	
	duration One months		Re-use	
	company Izmir Chamber of Architects	team	Berkay Turk, Irem Incetuzcu	



abstract:

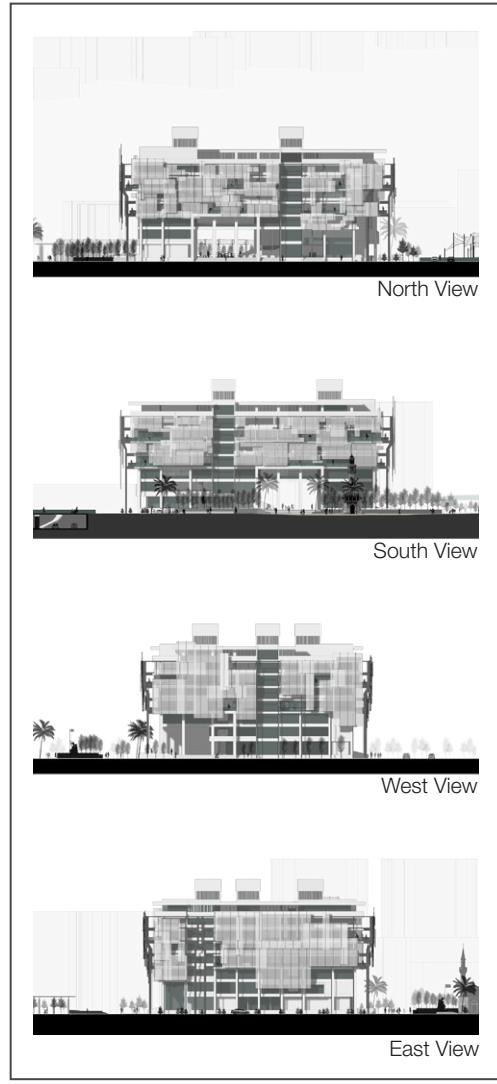
As a place embodying the cultural histories of the cities, squares handle various roles in order to preserve the image of the cities and create their identity. In their transformation process, if they do not disappear, the elements surrounding the square become the witnesses of the city as a spectator. This project was done as an experiment to reevaluate and merge the old to better cope with the future.





The brief of the project was to design Izmir Konak's old municipality building to withstand the next generations. Currently, the building is not used to its full capacity. With our proposal, we wanted to emphasize the bond between Konak square and the old municipality building. In the end, we were awarded a purchase reward.

double façade



MIDDLE

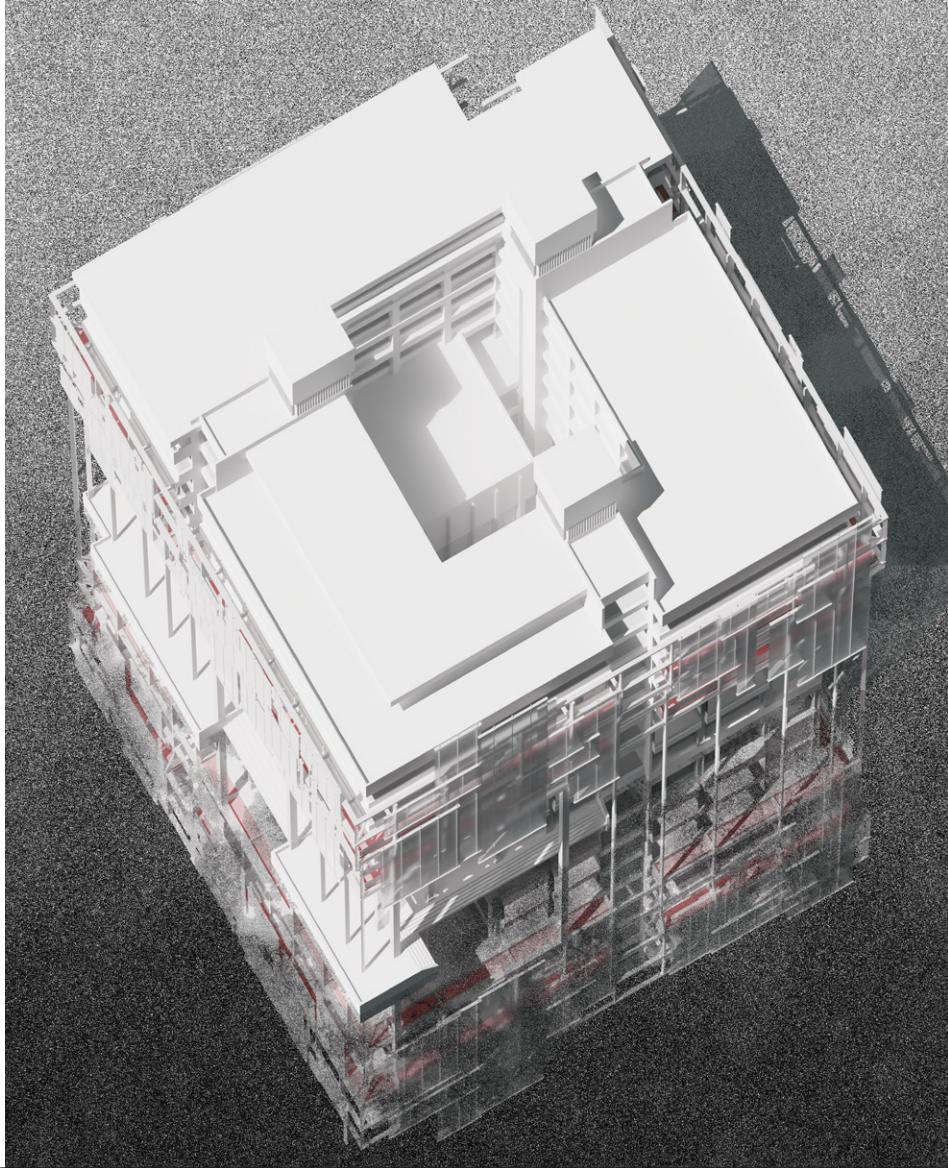
Façade views

RIGHT

Abstraction of the structure

BELOW

Site section



OTHER WORKS

Villa in Forest

Programs Used: Blender, Photoshop, Evermotion Model Library



House for the Elderly

Programs Used: Maya, Vray, Photoshop



Sapphire Mall
Re-thinking Structure

Programs Used: Rhino, Vray, Photoshop



SR-71 Blackbird

Programs Used: Maya, Vray, Photoshop



Twin Villas

Programs Used: Rhino, Lumion, Photoshop



Night Club

Programs Used: Blender, Photoshop, Megascans