
Digital-Cultural Ecology and the Medium-Sized City

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Abstract Submission Form

1. Paper / Proposal Title: Cinematic visions: the changing reality of the representation of future urban life

2. Format: Written paper

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6. Abstract (300 words):

Ever since the motion studies of Étienne-Jules Marey and Edward Muybridge affected all ways of seeing by adding the fourth dimension-time-into the equation of image, space and motion, the representation of reality has started to change simultaneously. Their innovation has transformed the century where the moving image term has altered from magic to science then from science to art in the eyes of the audience. As the integration of moving image to daily life has evolved via technological developments, its power to orient the masses has multiplied through a century, and the perception of the reality has started to differ accordingly.

It can be said that the above-mentioned transformation journey of moving image -from being a research method for motion studies into becoming the seventh art; cinema-reveals the close relationship between art and science at the first sight. They have always had a mutual relationship in which other disciplines are also integrated inherently.

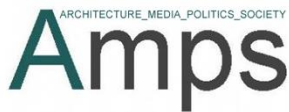
Architecture is maybe the most prominent one in this integration, because of its close relationship with representation and image. The cinematic imaginary and its ability to transform reality generate new memories for the audience through the perception of the image. Architecture whether as a design element or tool for this imaginary also becomes an object of this generation. In other words, it acts as glue binding new memories within cinematic images through a spatial reconstitution.

This paper aims to explore above-mentioned spatial reconstitution- linked to the reciprocal relationship between science, art and architecture in cinema- through science fiction genre movies. It can be argued that this relationship has effects on future architecture and by so urban life. It will try to initiate an examination of a historical future survey of the realized or adopted conceptual designs of cinematic images and how they affect science, art, and architecture mutually. While doing so, science fiction genre movies' set designs and their illustrated environments will be the primary material for this examination.

Consequently, this study will try to clarify the links between the visions of future cities and urban life in science fiction genre movies and their impact on real life by comparing the films as case studies methodologically. Also, it will try to map temporal patterns between these cases.

7. Author(s) Biography (200 words each):

Ayşegül Akçay Kavakoğlu is an assistant professor at İstanbul Kemerburgaz University Department of Architecture, currently teaching design studio, digital design and representation courses. Her research interests involve design process, computational design, representation and moving image studies in general. Akçay Kavakoğlu graduated from Dokuz Eylül University, with a Bachelor of Architecture degree. She has conducted her master studies at Middle East Technical University and Ecole Nationale Supérieure d'architecture de Paris-Belleville. She graduated from METU with her master thesis focused on the representation of city images in cinema. She got her Ph.D. in architecture degree from METU by researching the contribution of moving image to the (computational) design process. She executed several workshops and curated exhibitions. Akçay Kavakoğlu has worked on various architectural design projects and has awards in national architecture competitions.



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