Moving Images - Static Spaces: Architectures, Art, Media, Film, Digital Art and Design

• Paper / Proposal Title:
New Ways of Concept Design

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• Presentation Method. I would like to:
  i. present in person (with a written paper)

• Abstract (300 words):
In this paper, the utilization of conventional and contemporary tools particularly the level of interaction and usage practices of VR-Glass and Interactive Projection Mapping (IPM) in the design process is discussed. In this context, in parallel with the developments in technology, the current discussions of notions such as real-time rendering, interactive, and collaborative design in the design process and their contribution to productivity have been examined.
In the conventional concept design processes, various printing methods, monitors or mobile devices are used to present sketches, computer-generated images or animations. The display of produced images or animations through equipment like monitors and mouse makes communication between the project stakeholders and the real-time intervention of the project difficult. The main hypothesis is that the up-to-date tools and methods used in this direction are effective in making the design processes efficient.
Among up-to-date interactive systems, VR-Glass systems are most preferred with a variety of visual advantages to the user. In spite of advantages, one of the most important disadvantages of these systems is that it is very difficult to communicate face to face because of a headset. For this reason, IPM systems, mostly used in digital artwork, can be considered as a new alternative tool in concept design process in terms of functionality. As a result of our studies, IPM system, which is an alternative to VR-Glass systems makes the project stakeholders to do face-to-face communication as well as allowing for real-time and direct gestural intervention over the projects.

• Author(s) Biography (200 words each):

Hasan Taştan: I’m an Architect- living in Istanbul, Turkey. I’m 27. I graduated in 2014 with a bachelor’s degree in architecture from Yildiz Technical University (YTU). During education, I’ve participated in various competitions, events and professional works. Now I’m studying Computer Aided Design for master degree at Y.T.U. and working for YTU Department of Architecture as a Research Assistant.

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RESEARCH AREAS:

Information Technologies
Computer Science
Building Design
Human Computer Interaction
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Database Systems
Project and Construction Management
Increased Reality
3D Impressions
Computer Vision
Virtual Reality
Knowledge Visualization
Simulation and Modeling

SCIENTIFIC CONGRESS / SYMPOSIUM AND SCIENTIFIC MEETINGS:


A 3D Animation Film Supported Education Model", Architectural Education Forum 4: Flexibility in Architectural Education, Erciyes University Faculty of Architecture, Kayseri, Mayıs 2009

Entwurf Von Symmetrischen Reflektoren Für Uniforme Beleuchtungsstärkeverteilung", Licht 2006, Bern, Eylül 2006

The Effects of Futurism on Science Fiction Cinema", 1st International CIB Endorsed METU Postgraduate Conference, Ankara, Mart 2006


How to Preserve a Housing Utopia: The Documenting and Sustainability of Modern Heritage Case Study: Ataköy- İstanbul, 1.International do.co.mo.mo Workshop. 18-26.09.2006 , İstanbul, Eylül 2006

Proposed Urban Information System Model For The Historical Peninsula In İstanbul: A Case Study of Kumkapı, HABİTAT II FORUM OF PROFESSIONALS and RESEARCHERS- EXHIBITIONS & DEMOSTRATIONS, İstanbul, Mayıs 1996