Science fiction cinema since its beginning deals with present as much as (maybe even more than) future. By focusing on problems of present it offers possible futures, which in recent decades, are rarely something to look forward to. Technological developments and shifts in society change our way of living and cities transform accordingly. They get higher, faster and intricately leveled that more and more complex patterns are created. Interaction within city also changes. At first, ground floor façade - passenger moving on the street relationship turned into giant sign/advertisement board – moving car relationship. Now with projection mapping every surface of a building can be associated with. Different movements create more complex relationships. With the help of machines people can travel and connect at different levels of city other than ground floor. Nevertheless without the support of machines human beings can only move in certain ways limited by their physical attributes. Spatial designs are bound with limitations of human body. Once in a while science fiction movies address these limitations and offer alternatives. Human like advanced creatures that can jump high, fly, pass through walls
(mutants / super humans), humans travel in time or astral planes, extraterrestrials, humans living in conditions other than earth or in spaceships lead to new opportunities to create unconventional spaces.

The purpose of this paper is to seek these unconventional spaces created in movies and other media and focus on their relationship with their users. Human mutation or teleportation may not be in our near future, but living on other planets and artificial intelligence inhabitants on earth are not fantasies anymore. What kind of changes these will bring to our everyday spaces and cities is the main question.

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

She has been working as an instructor for architectural design studio and various courses on architectural representation and narration in cinema and literature in Eskisehir Osmangazi University, Department of Architecture since 2010. She graduated from Gazi University with a Bachelor of Architecture degree in 2004. Completed her graduate and doctoral studies on architectural representation, architectural narration and adaptations in cinema and literature in METU in 2008 and 2015 respectively.