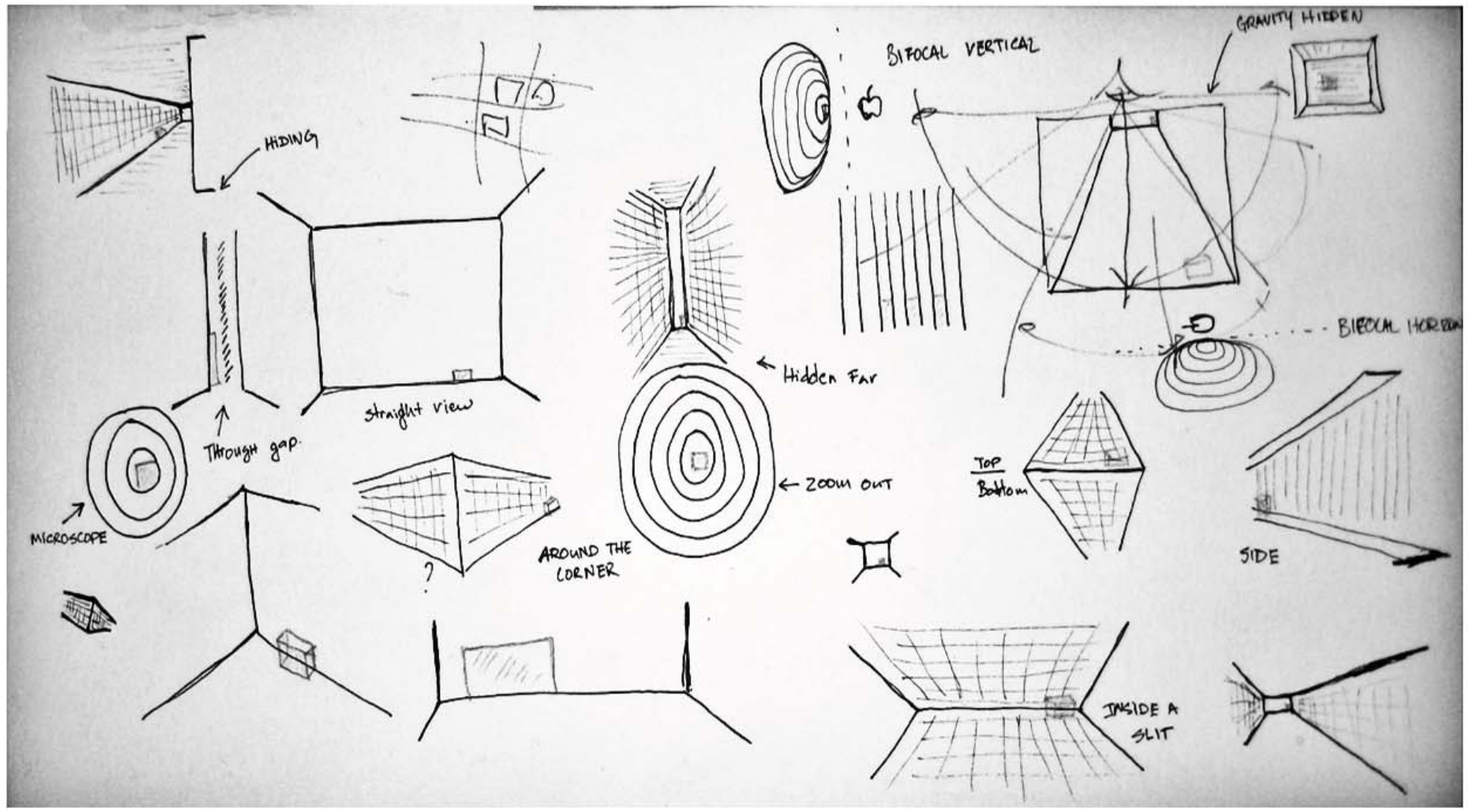
City Reconfigured

Columbia University
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Istanbul is a city that lies within a fault zone where natural disasters often occur. Residents of Istanbul have been through devastating disasters and are anticipating many more to come. Instead of rebuilding the city to its pre-disaster condition by fortifying and preserving the historic structures, this project utilizes gaming design to reconfigure the city in a whole new way. A new city is created through the experiences of a protagonist who processes the environment by collecting, layering, and organizing fragments of information. He is the super-surveillance and the builder. In this post-apocalyptic Istanbul, inhabitants experience a new dimension in understanding the environment through layers of materials, history, timeline, perspectives, textures, touch, feel, all of which is revealed by the protagonist. He shares the understanding of the environment by merging old and new structures, landscapes, histrory, and revealing new visions and dimensions of spaces.



Above: Multiple perspectives seen from the eyes of the protagonist Sticky and his assistant Wormy.
Below: Left, Sticky, the protagonist. Right , Wormy, Sticky's assistant.



Sticky
Wooormy
CHARACTERS
Good

Super Surveillance
Telescopic Vision
Speed Running
Speed Reading
Material Manipulation
Earthquakes Generation
Adhesive Generation
Bi-Focal
Flight
Elasticity

EARTHQUAKES

RAIN

ENVIRONMENT

FRAGMENTS OF THE PAST
THROUGH THE PERSPECTIVES
OF SURVEILLANCE

FOG

HUMIDITY

SITE
Velifendi Stadium

Restaurants
Museum /Exhibition
Gift Shop
Training Center
Racehorse Hospital
Administrative Building
Gardens
Horse Racing Track

CITY

Seven Hills
Cotton
Alcoholic drinks
Silk
Winter=3 hours of sunlight
Lodos Warm Wind
Poyraz Cold Wind
228 days of Fog
1509 Earthquakes
Fault Zone
Humidity

GOOD

Museum
Mosque
Spice Market
Food Quaters
Sleeping Quaters
Gambling
Strip Clubs
Rallycross Tracks



More than 15,000 people are dead, 23,000 injured, and 500,000 homeless after a devastating earthquake struck Turkey on August 17, 1999. Measured at 7.4



Istanbul Flash Floods kills at least 20, injured 20, unknown number of missing after worst rain in decades



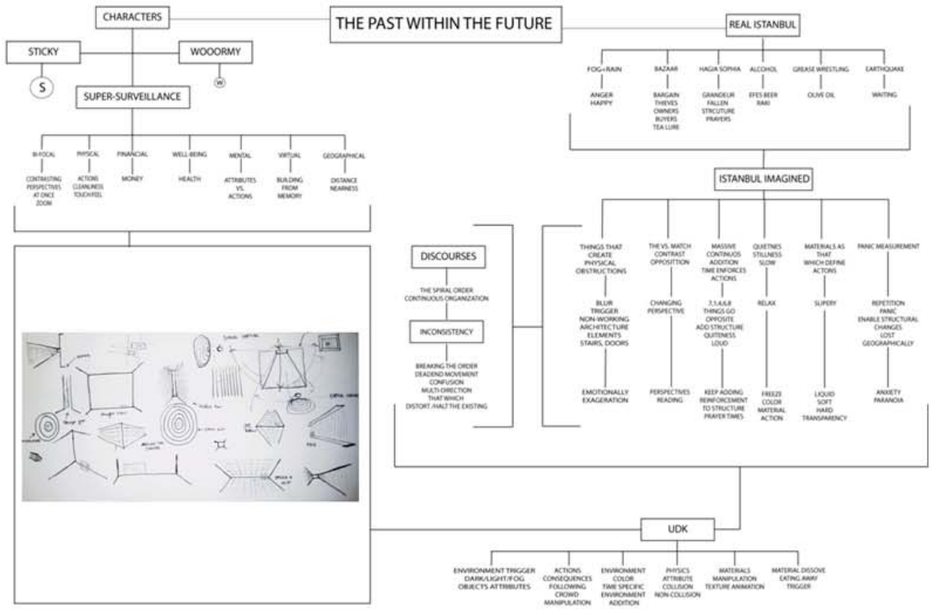
Heavy fog continues disruptions in Istanbul:
Heavy fog continued to paralyze daily life in Istanbul, causing traffic accidents. A 15-vehicle pile-up occurred on the TEM highway near Bahçeşehir Tuesday morning due to fog, leaving four people injured.













The city is built to accommodate the upcoming catastrophes. Architecture spaces are embedded within the landscape. If another earthquake occurs, another perspective is created.



History is recorded and embedded within walls, ceilings, floors. New history is added creating a double reading of space.



In this post apocalyptic world, light is a major tool in exploring architectural spaces. It is attached to each person and becomes dynamic within their movements. If one moves closer to a wall, he can see through it but if he moves further away, the wall becomes translucent.



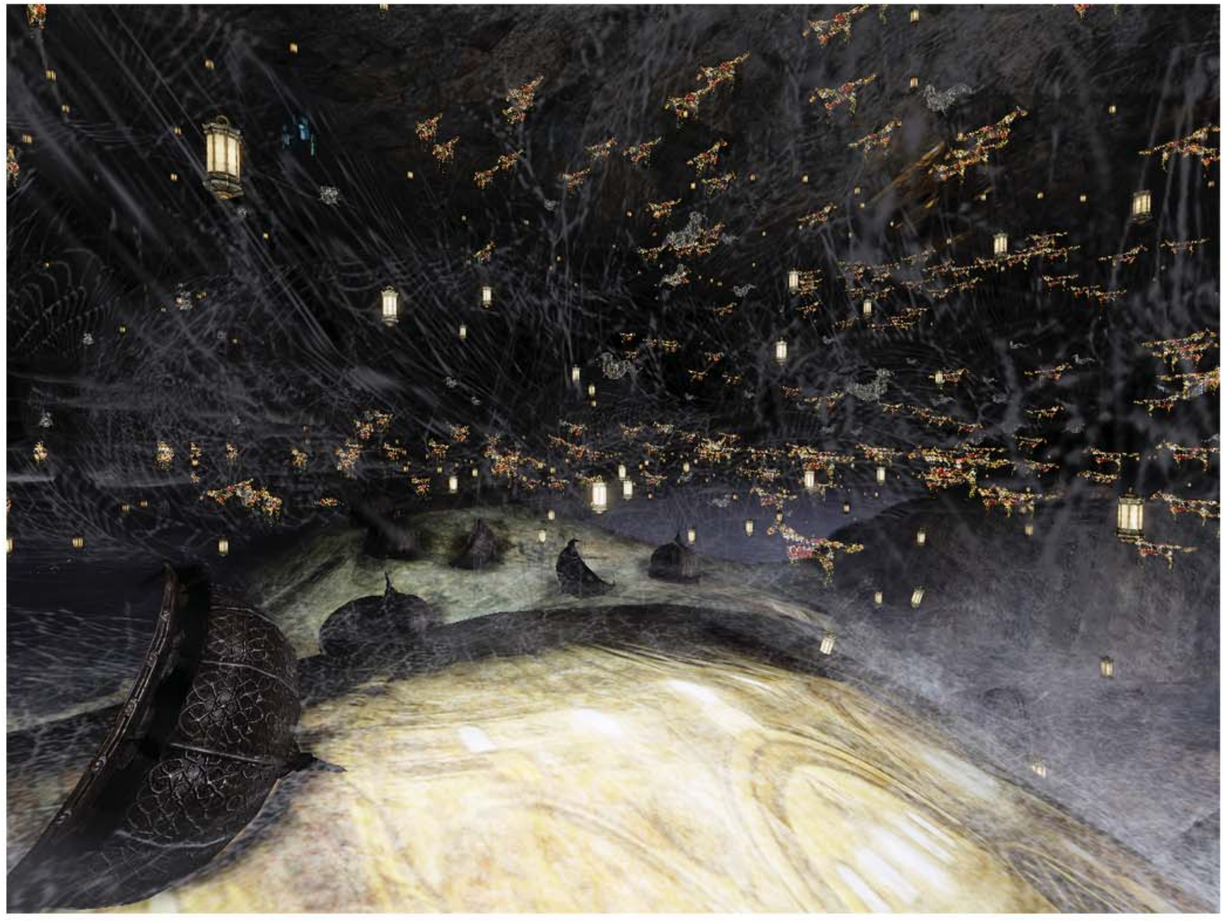
The picture above shows a resident carrying a light source to explore spaces.



Each resident is equipped with a survival kit that allows them to be able to live under water.



As another catastrophe occurs, a new perspective is created, merging with old ones.



There is a mystical nature in which the new world is created. Catastrophes like earthquake, storm, and flood are not seen as negative effects on the environment, but a positive change of space.



An within this perfect world, there are always new and multiple perspective of spaces waiting to be discovered.