



Organization:

Yildiz Technical University
Faculty of Architecture

Sponsors:

TÜBİTAK
Yildiz Technical University Rectorate

November 18-24, 2012
Besiktas, Istanbul
TURKEY

CONNECT - COLLABORATE - CREATE

Seminar with Edwin Chan

Edwin Chan recently established EC3 in Los Angeles after over 25 years with Frank O. Gehry & Associates and later Gehry Partners, where he was the design partner on many of the firm's most significant cultural and institutional projects. His professional work spans a variety of programs and scales, from master planning to furniture, and includes exhibition and set design. A partial list of notable projects includes: the Guggenheim Museum in Bilbao, the Weisman Art Museum in Minneapolis, the American Center in Paris, the Novartis International Office Building in Basel, the Art of the Motorcycle Exhibition at the Guggenheim NYC, Bilbao and Las Vegas, and sets for the operas "Tannhauser" and "Ariadne auf Naxos" at the Los Angeles Opera.

Chan has lectured and exhibited his work internationally and has held visiting appointments at Harvard University's Graduate School of Design and the University of Southern California. He has garnered multiple awards and distinctions for his work, including most recently the "Chevalier de l'Ordre des Arts et des Lettres" from the Republic of France. Chan received his B.A in Architecture from UC Berkeley and his M.Arch. from the Graduate School of Design at Harvard University and is a licensed architect in California and New York.

Host Faculty:

Murat Soygenis

(Dean, Professor of Architecture, PhD, AIA)

Cigdem Polatoglu

(Associate Professor of Architecture, PhD)

Contributors:

Burak Pekoglu

(M.Arch, Harvard Graduate School of Design)

Miroslava Brooks

(M.Arch, Yale School of Architecture)

* Seminar will be conducted with **YTU** architecture students

Objectives:

SESSION I: 6-8 students: Cultural Project & City (i.e. Museum, Art Gallery, Cultural Center, Library, Theaters, Opera House...etc.)

Since the opening of the Guggenheim Museum in Bilbao more than 10 years ago, there has been a boom in the construction of museums all over the world. Many attribute this phenomenon as the fallout of the so-called “Bilbao Effect.” The majority of these museums tend to be designed by so-called “star-architects” and they all try to compete with each other with their “iconic” presence to attract visitors and tourists from all over the world. While on the one hand, this surge of global interest in museum architecture is positive for the profession, on the other hand, many museums are conceived only for its formal appeal but fail to acquire the programmatic content to become sustainable to the community in the long term. It seems that the time has come to re-think the museum as a building type, especially in relationship to how its formal expression on the exterior might compliment its exhibition program inside. This session will explore the above questions in the architecture of the museum, and the relevance of the museum program in our culture today.

SESSION II: 6-8 students: Execution & Collaboration (i.e. digital fabrication or any collaborative initiative or process that drives design/innovation.)

During my professional practice at Gehry Partners, we have developed a design process that employs physical model making as the primary methodology for form-finding and design decision-making. This process is complemented by the extensive use of digital models as a way to rationalize and to execute construction. As technology becomes increasingly sophisticated, the use of physical models in many other design offices is becoming obsolete. With more and more buildings being designed and realized today by digital technologies only, is our physical environment becoming more and more “machine-like”, and consequently, in danger of losing its tactility and the ability to engage our emotions? Additionally, how does the emergence of digital tools affect our thinking and sensitivities as designers, and how might it impact the construction industry at large? Students participating are encouraged to address these questions by exploring the dialogue between physical and digital models in the design process; and aim to further our understanding and insight to how the physical and digital realms in design might translate to the potential paradigm shift of our professional practice today.

Program:

Monday - 11/19	Tuesday - 11/20	Wednesday- 11/21	Thursday- 11/22	Friday - 11/23
<p>14:00 – 17:00</p> <p>Reception:</p> <p>Introduction between the guests, faculty & students. Discussion of general goals & ideas.</p> <p>* TBD- Field Trip with Students</p>	<p>14:00 – 18:00</p> <p>SESSION I: Arts & Culture</p> <p>14:00 – 16:00 YTU Student Presentations and Critiques (6-8 Students)</p> <p>16.00-16.30 Miroslava Brooks Presentation on <i>Scale & Experimentation</i> Followed by Q+A</p> <p>16.30-17.00 BREAK</p> <p>17:00 – 18.00 Edwin Chan Presentation on Design process of <i>Guggenheim Museum Bilbao</i>, Bilbao Spain</p> <p>Followed by Discussion with Dean Murat Soygenis & Prof. Cigdem Polatoglu</p>	- Open Day -	- Open Day -	<p>14:00 – 18:00</p> <p>SESSION II: Execution & Collaboration</p> <p>14:00 – 16:00 YTU Student Presentations And Critiques (6-8 Students)</p> <p>16.00-16.30 Burak Pekoglu Presentation on <i>Weave</i> Followed by Q+A</p> <p>16.30-17.00 BREAK</p> <p>17:00 – 18.00 Edwin Chan Presentation on Execution & Collaboration</p> <p>Followed by Discussion with Dean Murat Soygenis & Prof. Cigdem Polatoglu</p> <p>Dinner: @ Yildiz Hisar</p>

* **Eligibility:**

- 12-16 Students from the Department of Architecture will present their design process/project on the appointed topics.
- Presentations will be made in groups of 2; each pair will have 30 minutes for discussion.

STUDENTS MUST BE ABLE TO PARTICIPATE IN PRESENTATIONS AND DISCUSSION WITHOUT TRANSLATOR.