

KUMSAL AKDOGAN
ARCHITECTURE PORTFOLIO
Selected Works

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**ACADEMIC
SELECTED WORKS**

FESTIVAL HALL

SPRING 2010 CULTURAL LOCATION: KYRENIA, CYPRUS

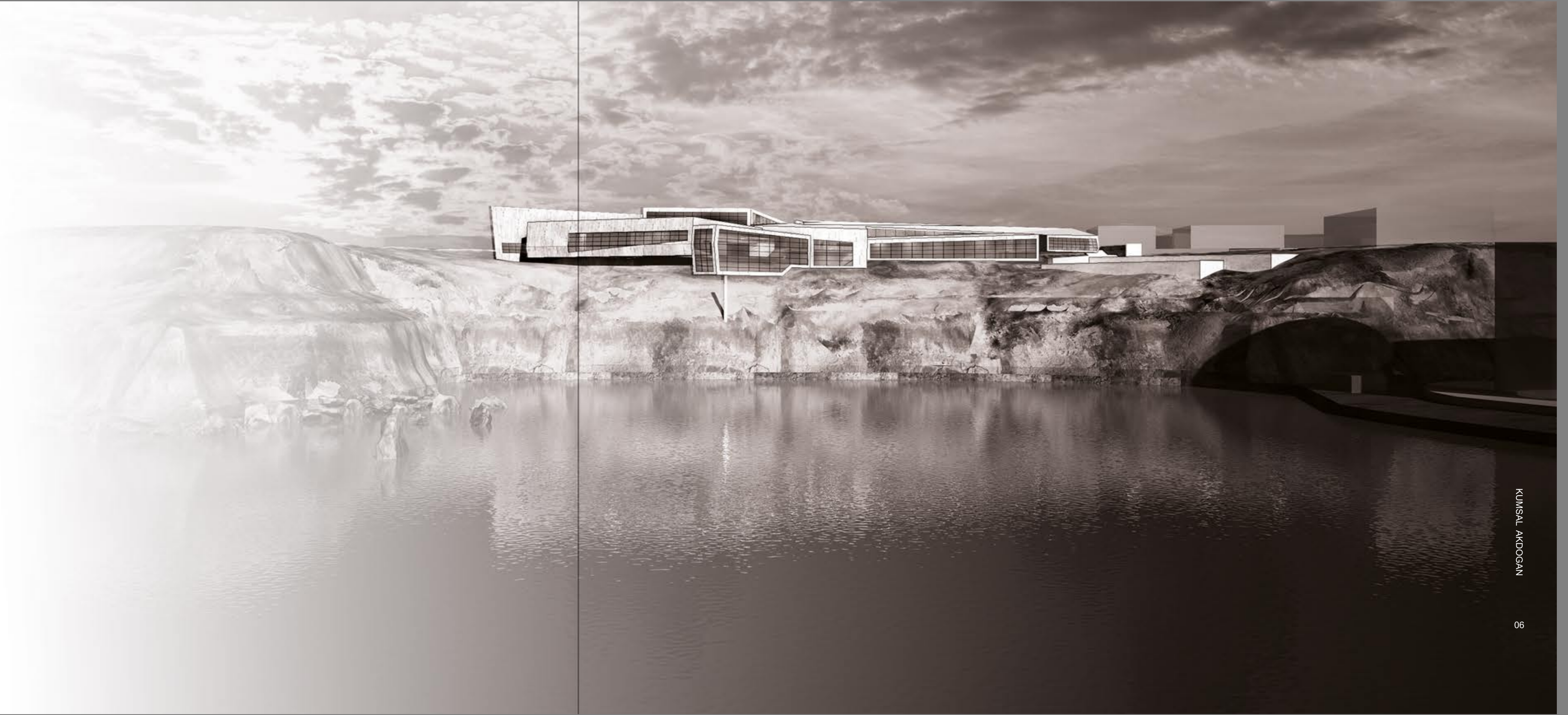
The idea behind this project is to design a festival hall which will attract people to this scenic site. The site of the project is in a fascinating location in historic old town of Kyrenia, close to Kyrenia Castle and impressive Old Harbour. Mediterranean Sea is on the northern side of the inclined topography that assures a scenic view for the project.

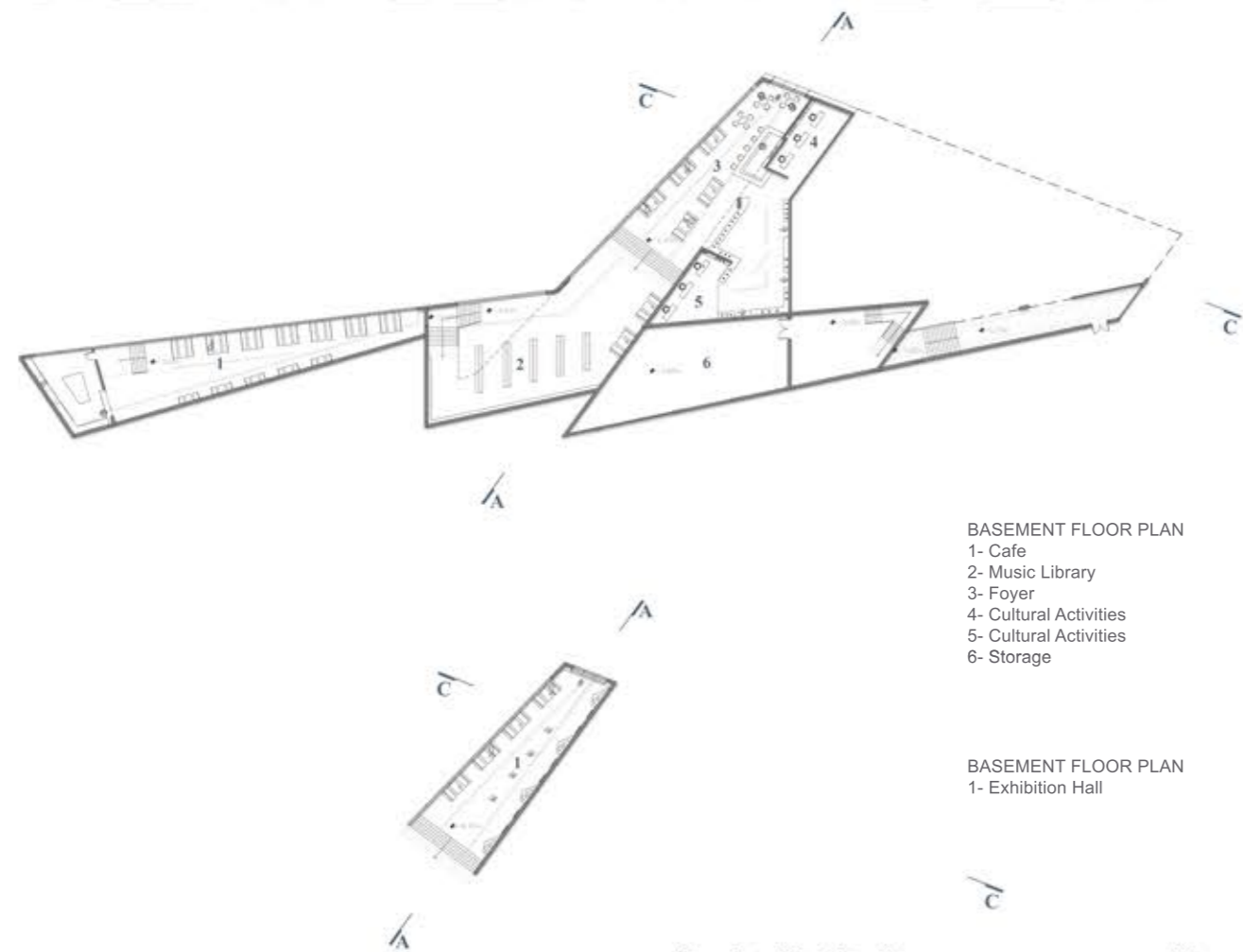
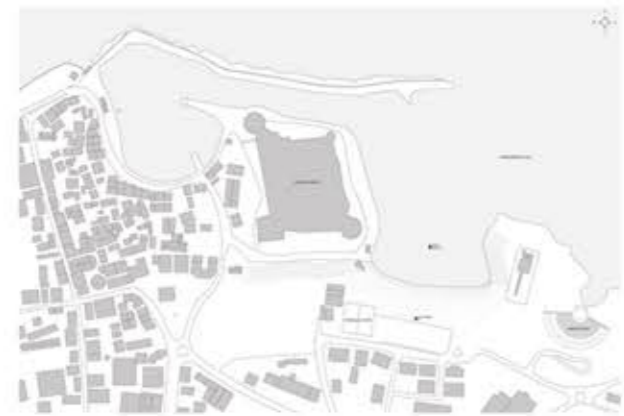
The general design of the festival hall is based on a dynamic form. Dynamic geometry of the project accentuates the sea view and the topography. For integrity, the dynamic lines both inside and outside of the building continuous through the landscape.

The entrance of the building is effectively emphasized by the entrance canopy and stairs. Entering the building, a wide glass - fronted northern facade with a spectacular Mediterranean Sea view welcomes visitors.

Spatial layout of the building is designed functionally: two vast concert halls with different capacities for various cultural activities, exhibition halls, spacious foyers for each concert hall, two cafes, areas for cultural activities, offices and music library. Varying ceiling heights is incorporated into design in order to allow natural light and give an artistic touch.

Southern landscape consist of car and bicycle parking area, water elements, sitting areas, led lighting elements on the ground. Two observation decks, at two different levels with panoramic Mediterranean Sea is situated on the northern side which is accessed through the western side of the building.



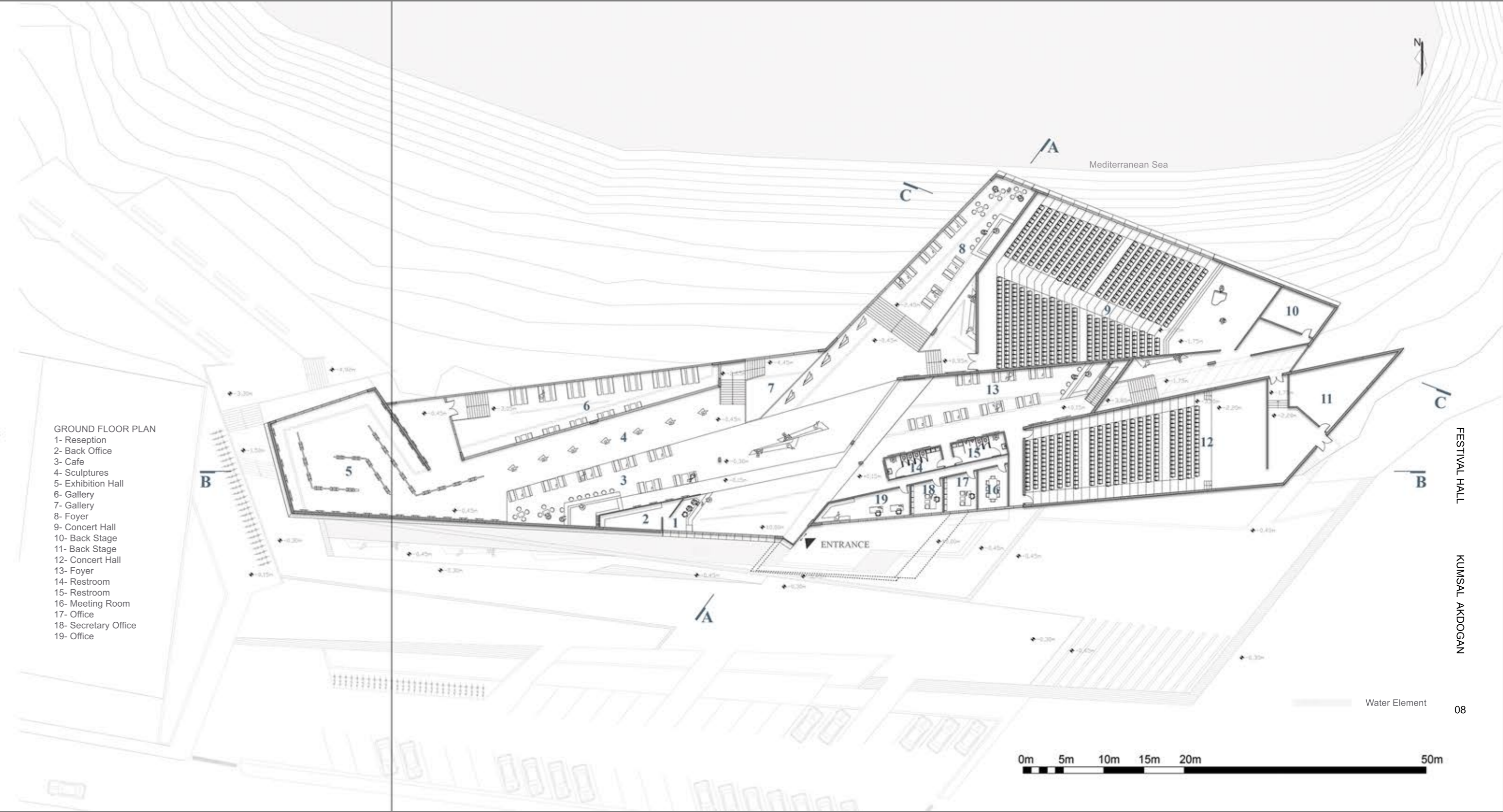


- BASEMENT FLOOR PLAN**
 1- Cafe
 2- Music Library
 3- Foyer
 4- Cultural Activities
 5- Cultural Activities
 6- Storage

- BASEMENT FLOOR PLAN**
 1- Exhibition Hall



- GROUND FLOOR PLAN**
 1- Reseption
 2- Back Office
 3- Cafe
 4- Sculptures
 5- Exhibition Hall
 6- Gallery
 7- Gallery
 8- Foyer
 9- Concert Hall
 10- Back Stage
 11- Back Stage
 12- Concert Hall
 13- Foyer
 14- Restroom
 15- Restroom
 16- Meeting Room
 17- Office
 18- Secretary Office
 19- Office



FESTIVAL HALL

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07

FESTIVAL HALL

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08

Water Element



A - A SECTION

- 1- Foyer
- 2- Foyer
- 3- Entrance
- 4- Foyer
- 5- Music Library

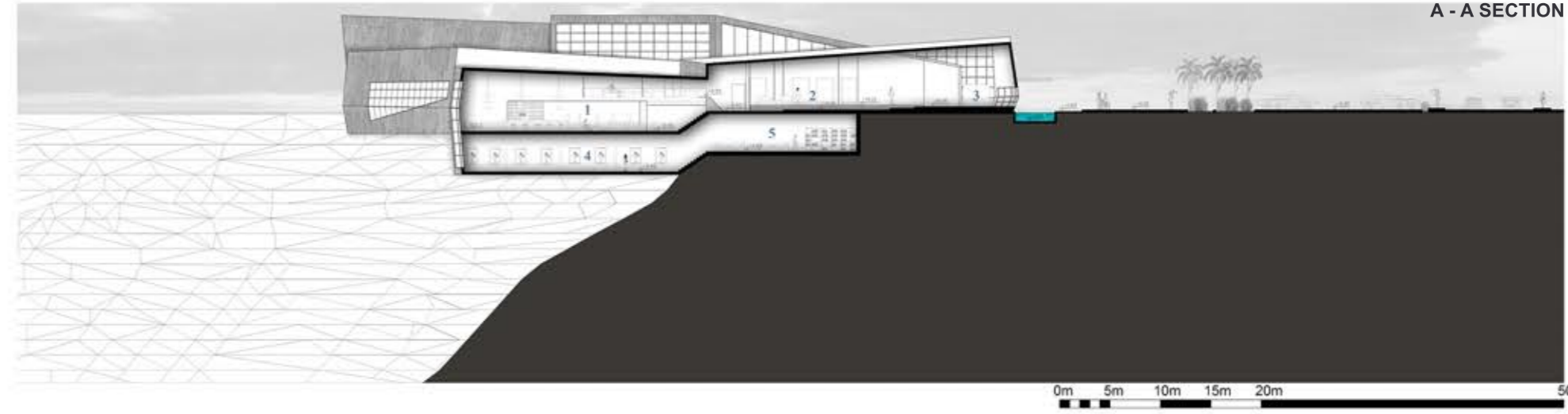
B - B SECTION

- 1- Small Hall Theatre
- 2- Meeting Room
- 3- Restroom
- 4- Entrance
- 5- Reception
- 6- Cafe
- 7- Exhibition Hall

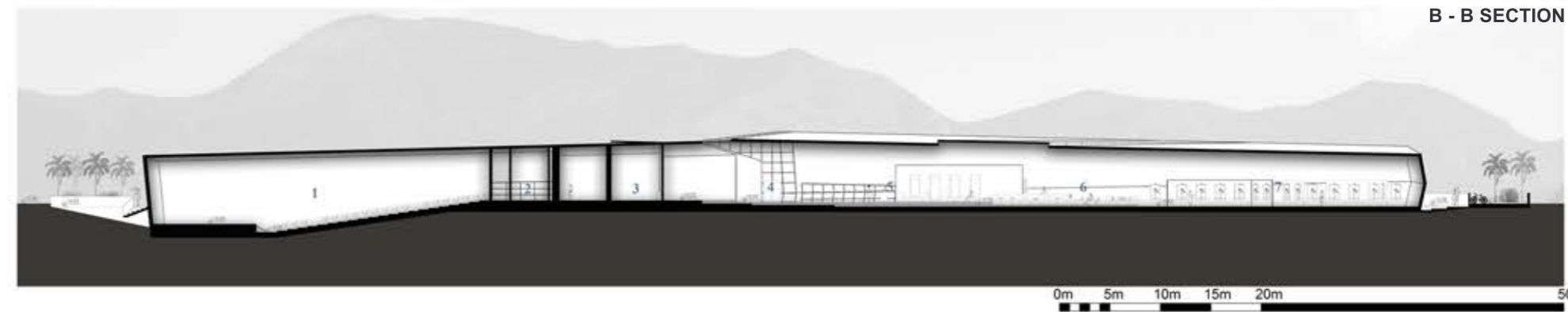
C - C SECTION

- 1- Back Stage
- 2- Back Stage
- 3- Concert Hall
- 4- Cultural Activities
- 5- Foyer
- 6- Foyer

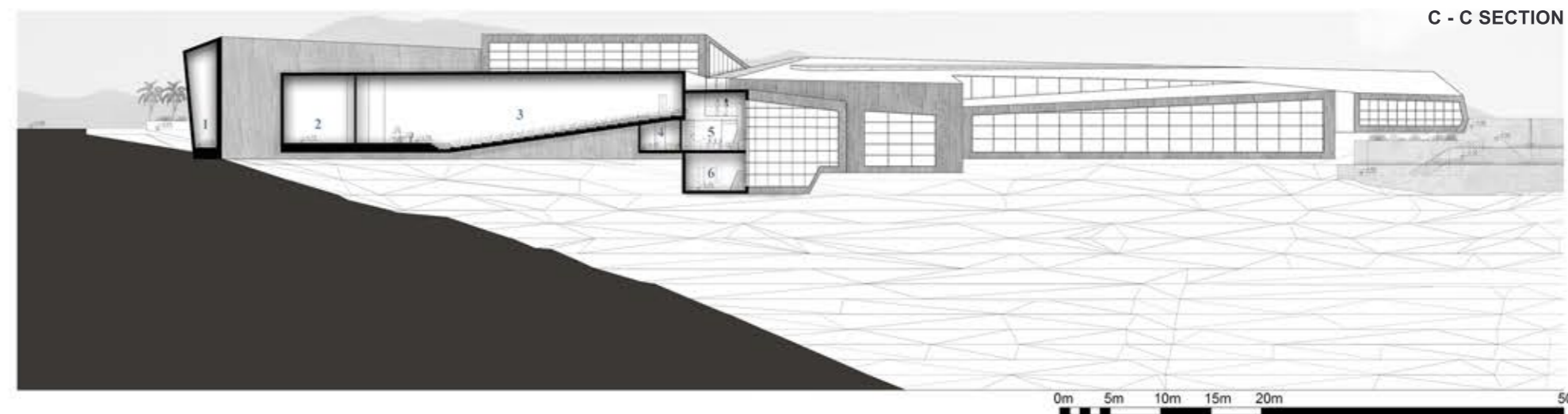
A - A SECTION

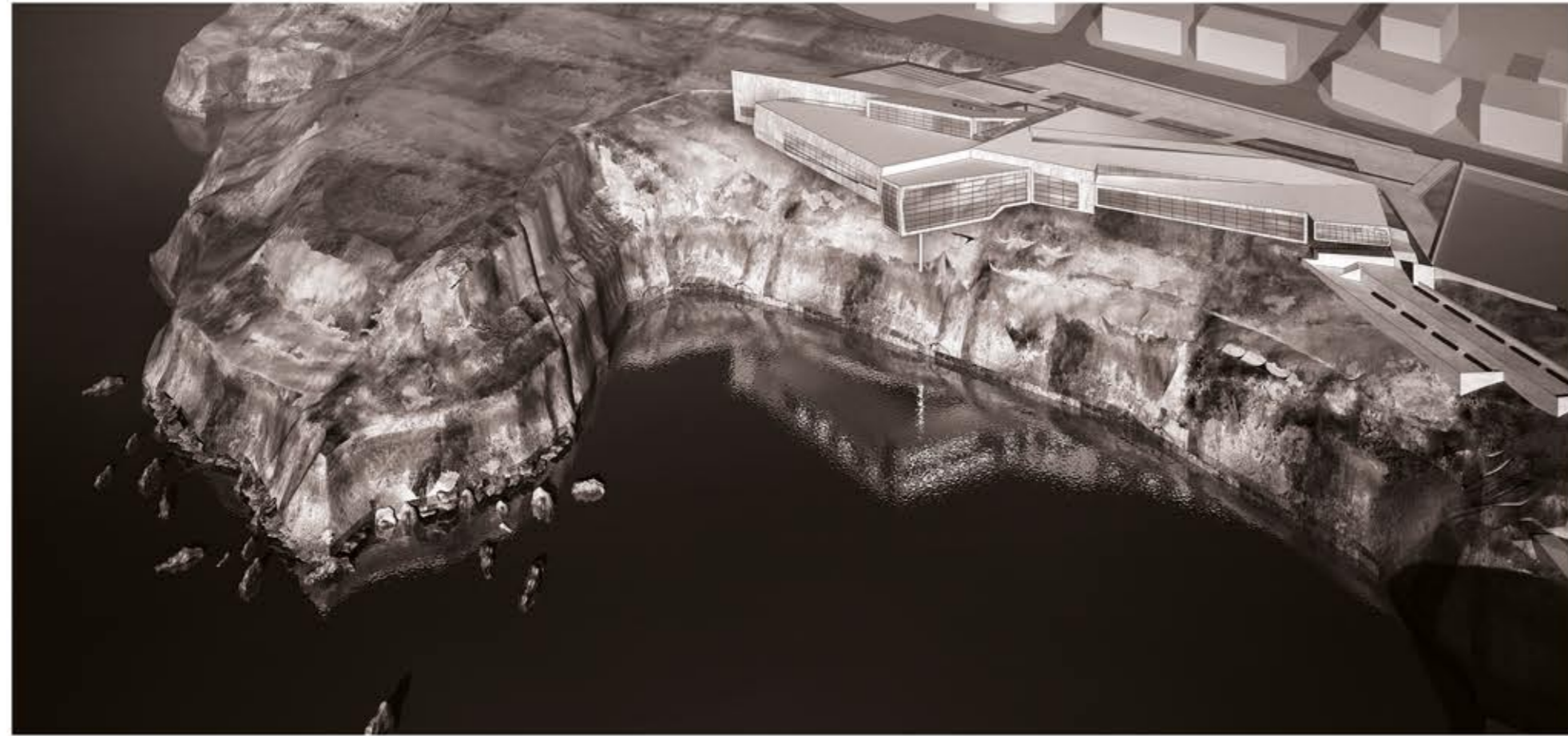


B - B SECTION



C - C SECTION





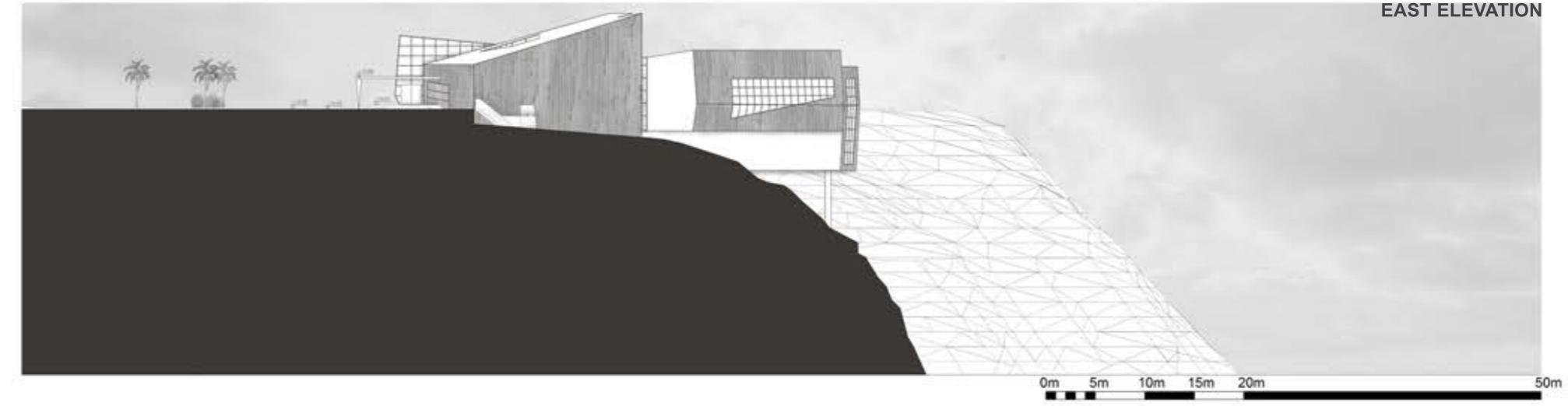
FESTIVAL HALL



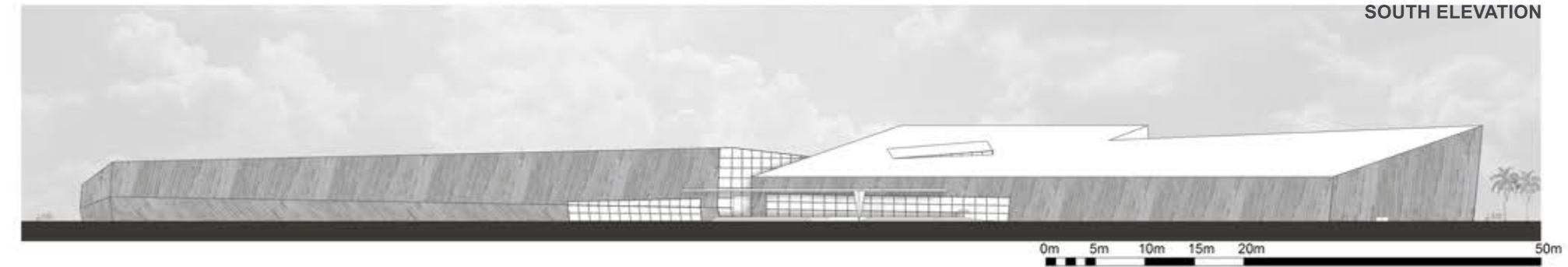
NORTH ELEVATION

KUMSAL AKDOGAN

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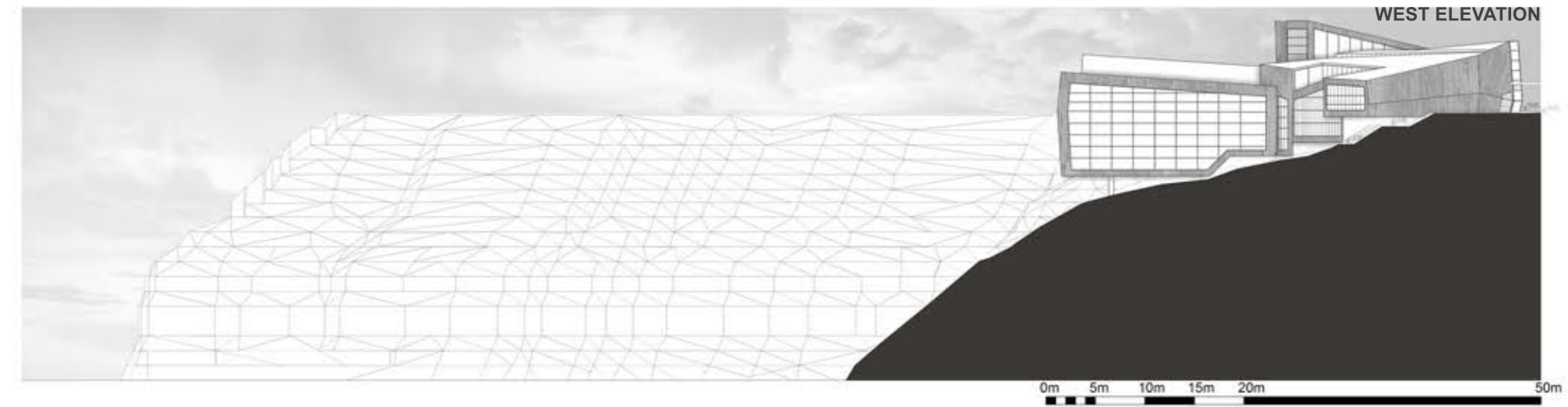


EAST ELEVATION



SOUTH ELEVATION

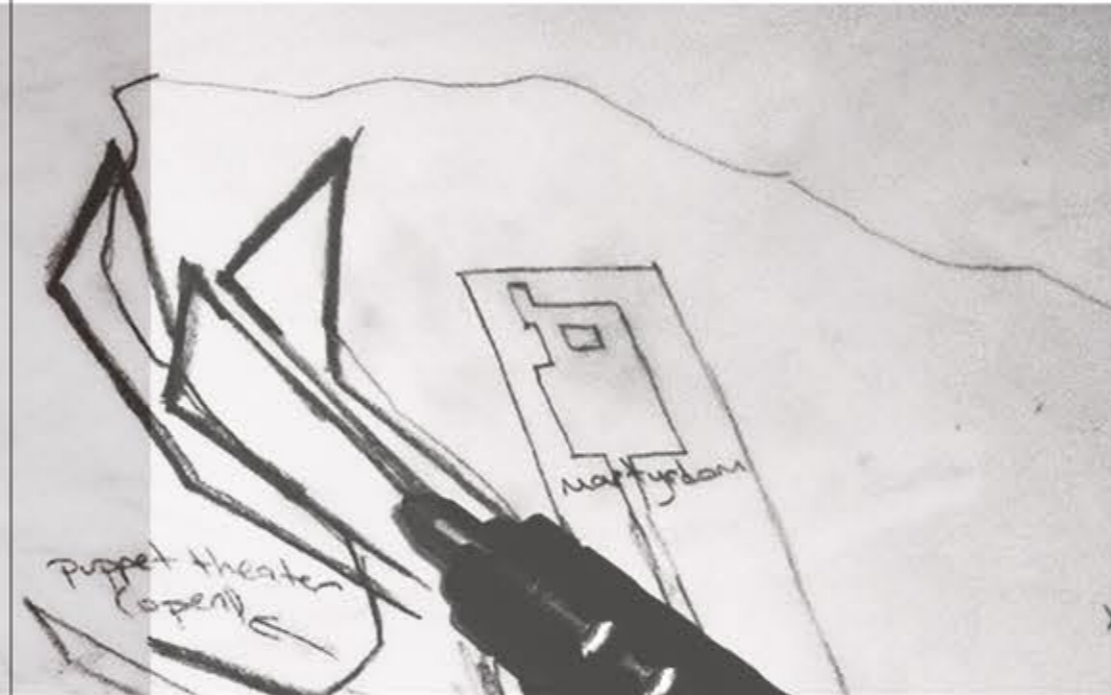
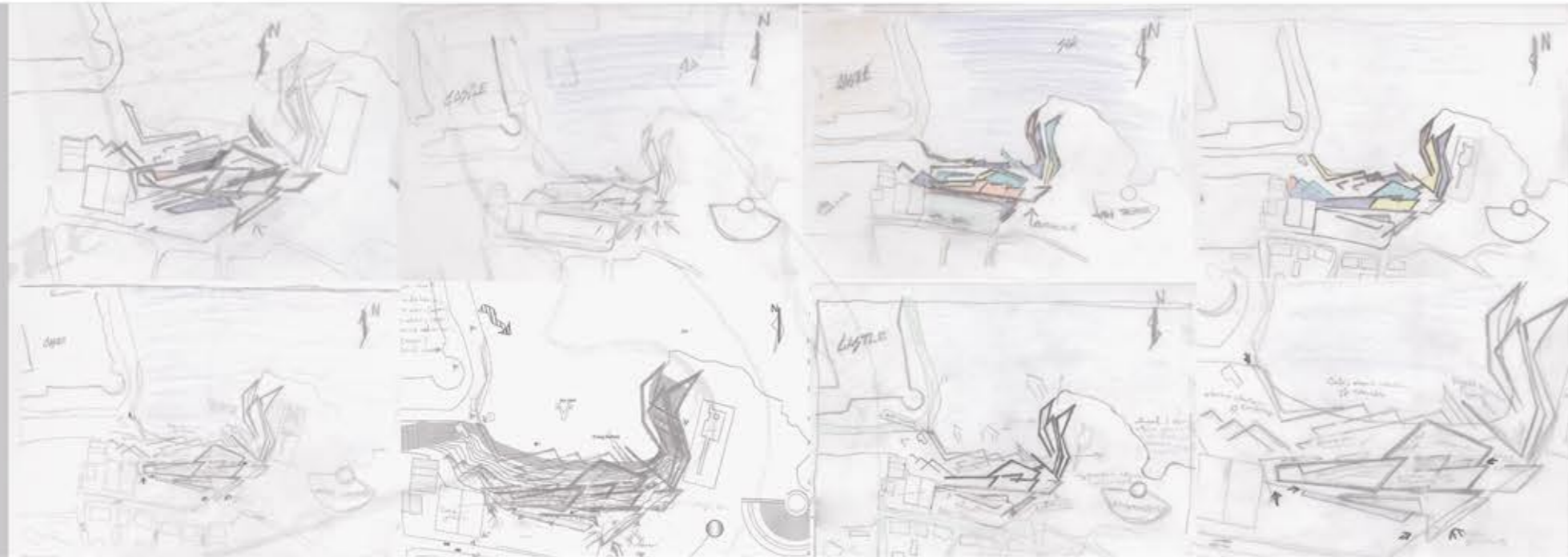
FESTIVAL HALL



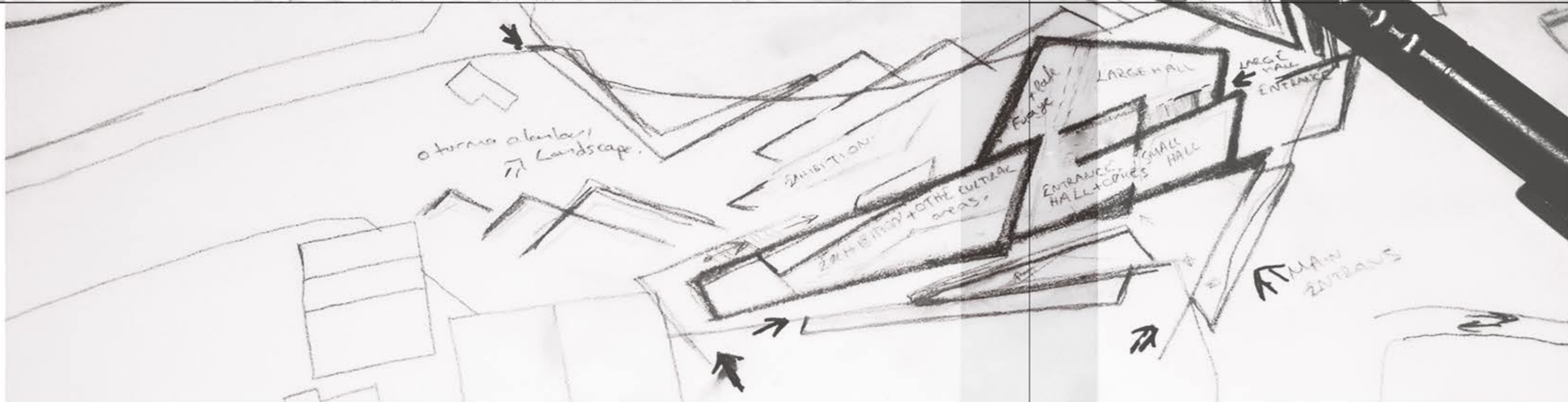
WEST ELEVATION

KUMSAL AKDOGAN

12



SKETCHES



PUBLIC LIBRARY

FALL 2008 EDUCATIONAL LOCATION: KYRENIA, CYPRUS

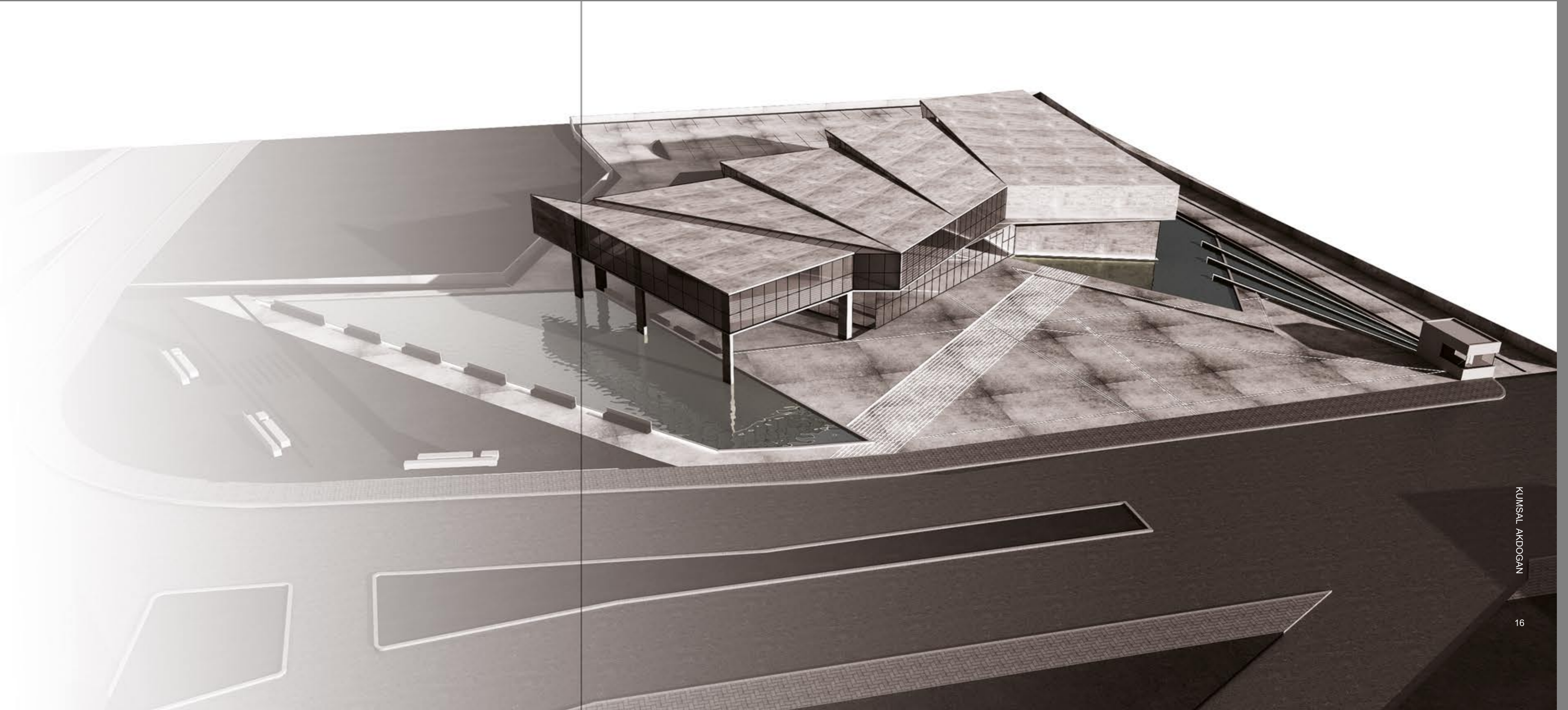
The idea of the public library is to create a landmark, a center of attraction in Kyrenia. The site of the project is centrally located in an intersection that is very close to the attraction area of the city. The street on the eastern side of the project which goes to the Old Harbour is quite active. This central and active position of the project is suitable for being a public gathering place for the people.

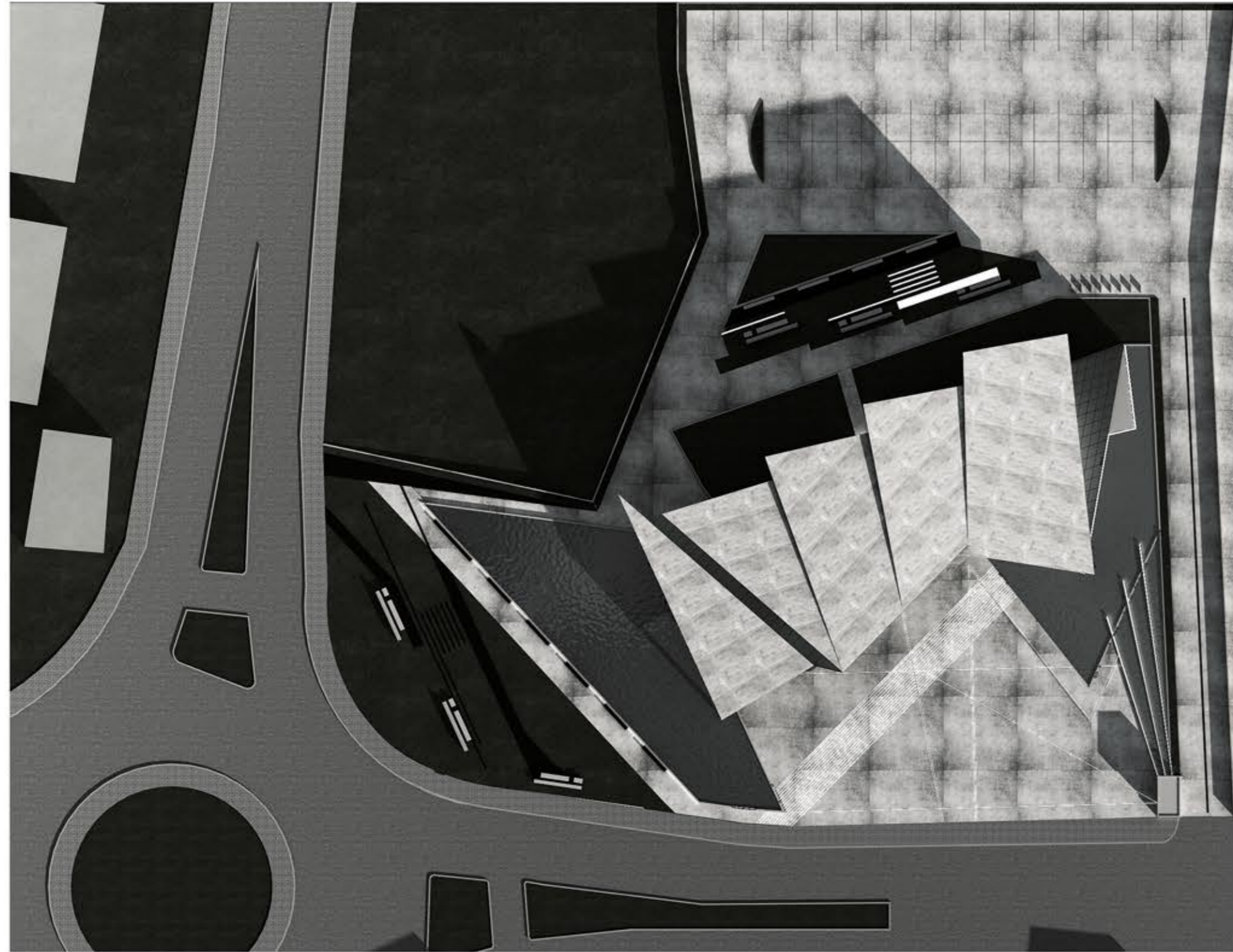
The general design of the public library is based on creating a dynamic, strongly characterized form that is perfectly integrated with landscape. The form of the roof has consecutively varying heights that extends to the western side of the upper level of the public library, allowing natural light and giving an artistic touch to the building. This effectuates the essential part of the design approach.

Access to the entrance of the building is emphasized and defined with aesthetically designed line formed led lighting elements on the ground. The line form of the lighting elements creates integrity with the landscape and the library.

The landscape also includes car and bicycle parking area, sitting areas and water elements. The water elements on the northern and southern side of the building follow the form of the library and integrate to the design of the building.

The interior of the library contains cafe, exhibition hall, special collection parts, offices, program room, internet room, meeting room and conference room. The form of the cafe has a perception of separation from library with the hall between them. Cafe's form ensures completion within the design of the project.



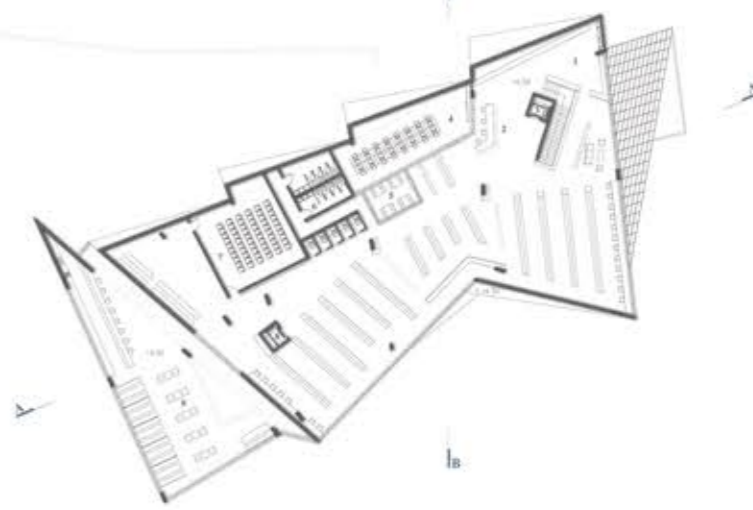
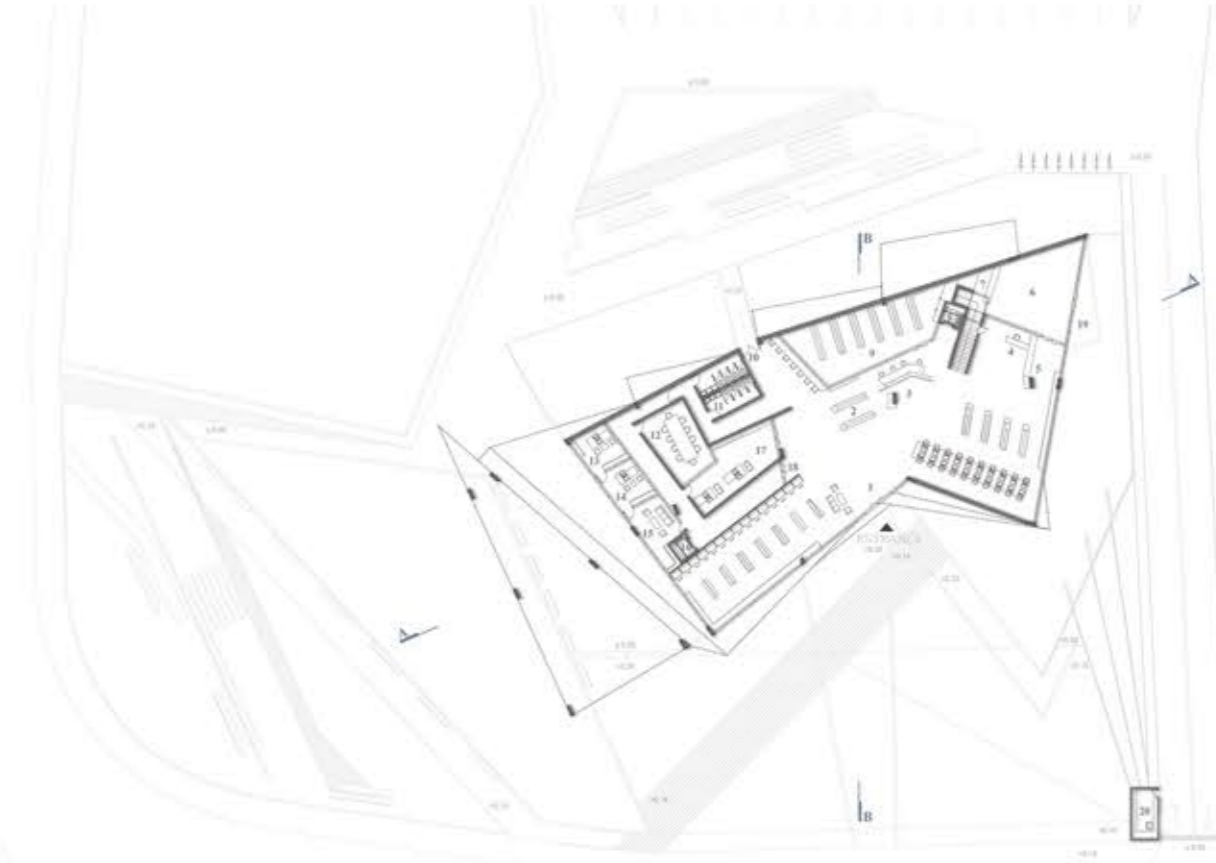


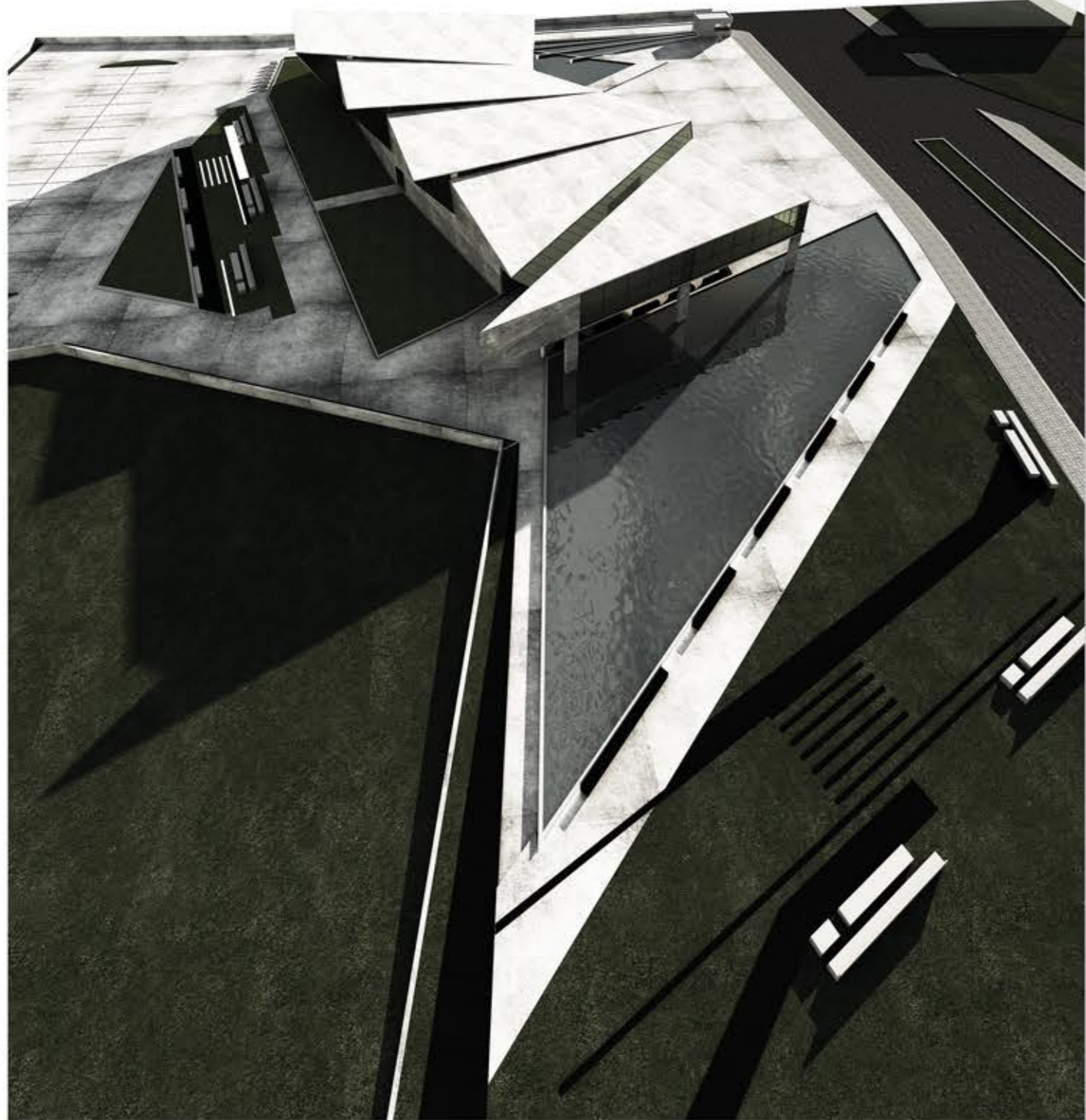
GROUND FLOOR PLAN

- 1- Entrance
- 2- Catalogs
- 3- Desk
- 4- Writer Desk
- 5- Brochure Desk
- 6- Exhibition Hall
- 7- Cocktail Table
- 8- Elevator
- 9- Special Collection
- 10- Emergency Exit
- 11- Restrooms
- 12- Conference Room
- 13- Director Office
- 14- Secretary
- 15- Break Room
- 16- Elevator
- 17- Offices
- 18- Staff Entrance
- 19- Terrace
- 20- Security

FIRST FLOOR PLAN

- 1- Copy
- 2- Reference Desk
- 3- Elevator
- 4- Internet Room
- 5- Program Room
- 6- Restrooms
- 7- Meeting Room
- 8- Elevator
- 9- Cafe





A - A SECTION

- 1- Cafe
- 2- Library
- 3- Break Room
- 4- Office
- 5- Library
- 6- Storage
- 7- Water Element
- 8- Water Element

B - B SECTION

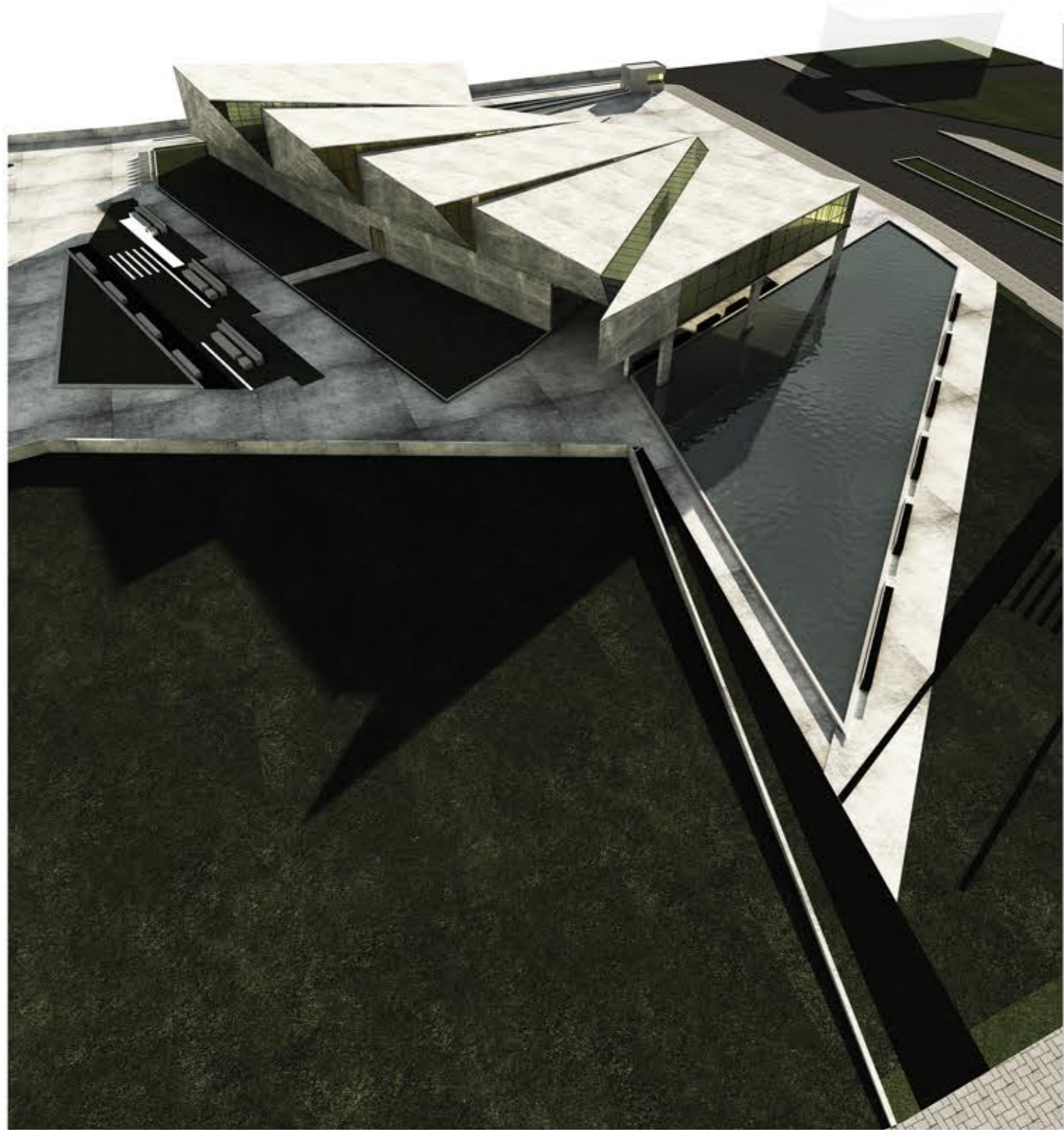
- 1- Internet Room
- 2- Library
- 3- Special Collection
- 4- Library
- 5- Shelter
- 6- Storage



A - A SECTION



B - B SECTION



EAST ELEVATION

NORTH ELEVATION

SOUTH ELEVATION



OLYMPIC PARK

SCHINDLER COMPETITION 2010 LOCATION: BERLIN, GERMANY

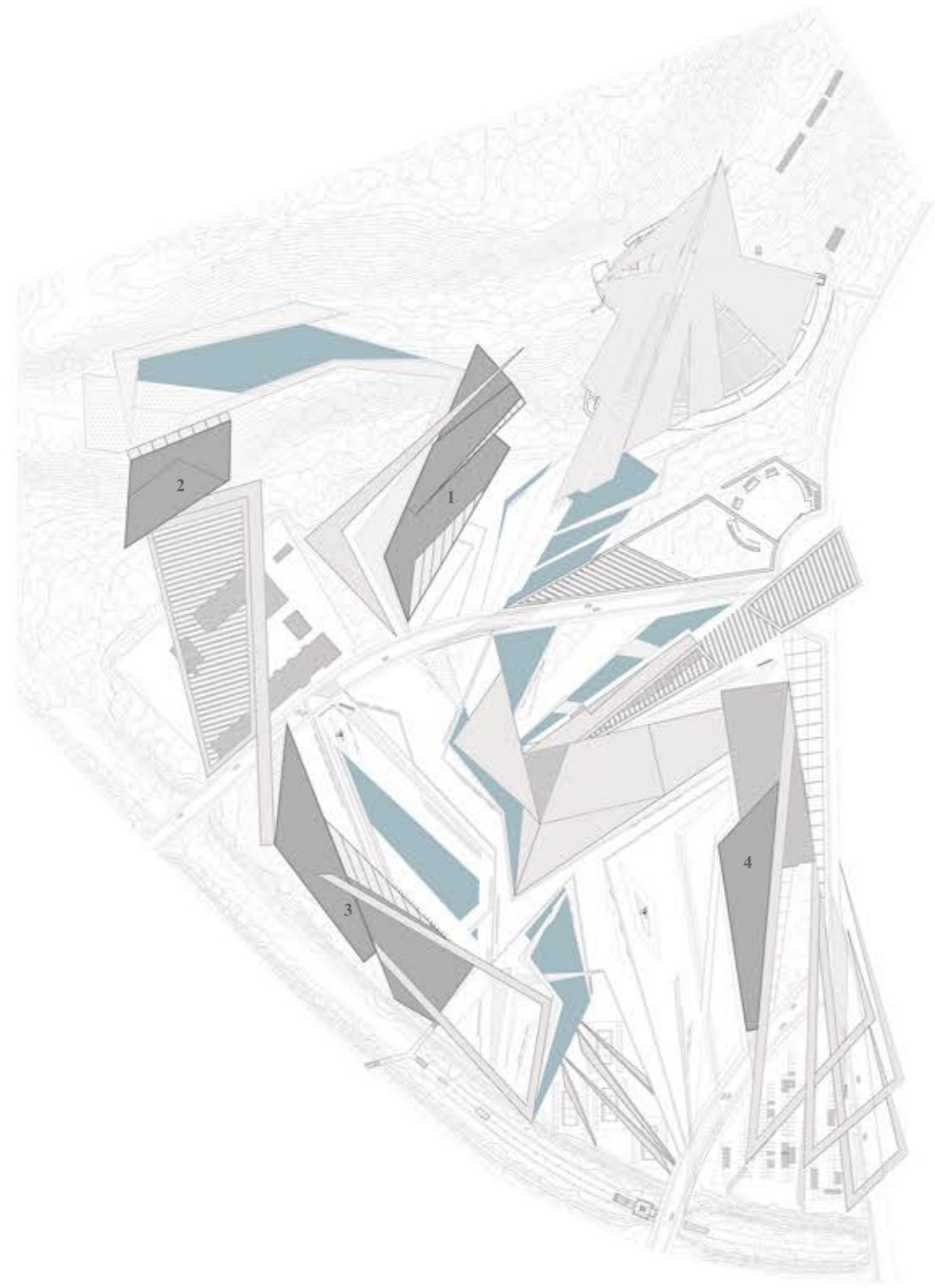
In the fourth year of the university, I participated in Schindler Competition 2010, Berlin, Germany. The project, Olympic Park, was selected among the term projects in the university. The competition's goal is to improve access and overall mobility for all city inhabitants, considering their age and physical capabilities.

Revitalizing this area, a dynamic and characteristic design approach is applied to make the site a center of attraction for people keeping the integrity without touching the existing buildings (from sport arenas to hotel and amphitheater). The site has an irregular settlement. Tennis centre, hotel, aquatic centre, ice hockey and equestrian centre are designed. These all are integrated to the existing structure by incorporating covers to the design creating harmony.

Expanding the sidewalks, it is divided into sections for pedestrians, bicycles and for people who have walking disabilities and vision impaired. Water elements are placed on the site and these water elements are positioned in a way that it gives the impression of continuity on a single line, so it also provides some movement on the site. On some of these water elements, bridges are placed for pedestrian access. Sitting areas are created with different levels on the landscape.

The existing historic amphitheater (Waldbühne) is a very strong attraction center. To emphasize the amphitheater, cover with very strong dynamic and diverse inclination on Waldbühne was designed. Natural light is allowed in by leaving some gaps on the cover. Thus, Waldbühne has become more functional and symbolic center of attraction for visitors.





GRAPHICS

- A- Urban Structure
- B- Existing Buildings
- C- Access to the Site

- COVERS
- EXISTING BUILDINGS
- NEW STRUCTURES
- WATER ELEMENTS

NEW STRUCTURES

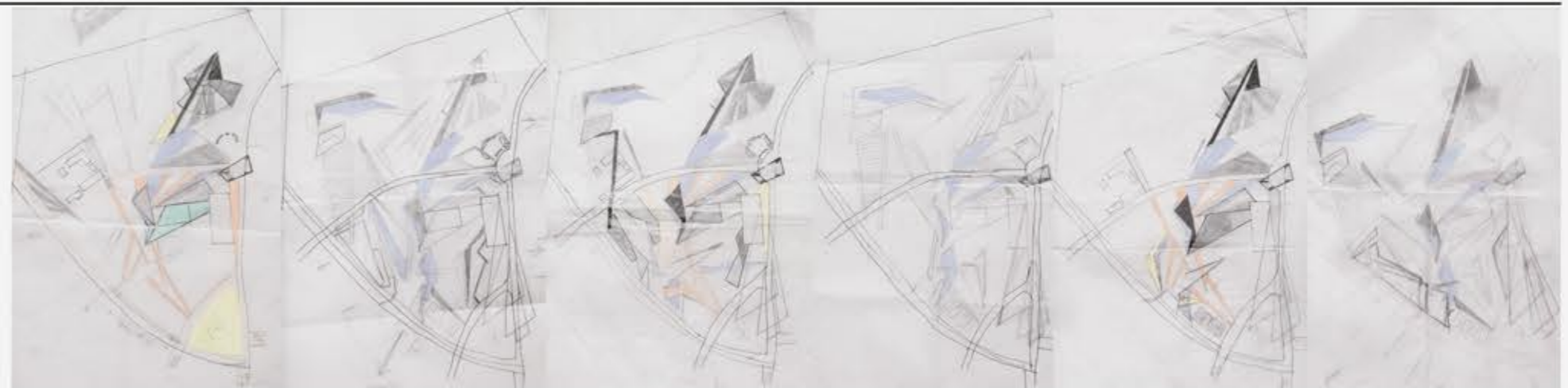
- 1- Hotel
- 2- Tennis Centre
- 3- Aquatic Centre and Ice Hockey
- 4- Equestrian Centre



A-

B-

C-



CUBE - DYNAMIC & THREE DIMENSIONAL CUBE - THREE DIMENSIONAL

BASIC DESIGN

The essential aim in this basic design project is based on to create geometric form inside of a wooden cube that represents dynamic and three dimensional effects.

Cube - dynamic & three dimensional

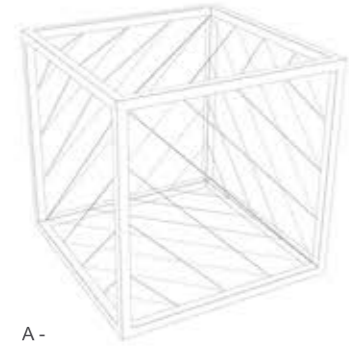
I focused on creating a form inside of a cube that ensures three dimensional and dynamic effects.

A tetrahedron is positioned inside of the cube in a way that all the vertexes of it touch to cube's four vertexes. Thus, all the edges of the tetrahedron touch to nonexistent surfaces of the cube. This emphasizes three dimensional effect. Twelve proportional triangles placed in gaps around the tetrahedron effectively. Every three triangle is placed consecutively and parallel to each surfaces of the tetrahedron (evenly spaced). This emphasizes dynamic effect. In order to implement the integrity, everything is colored black.

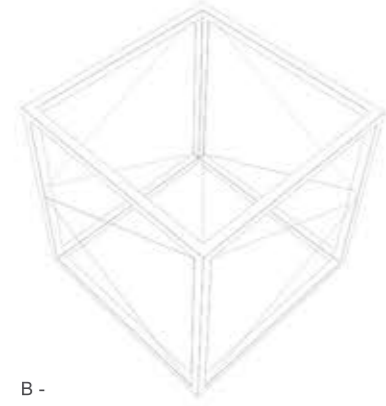
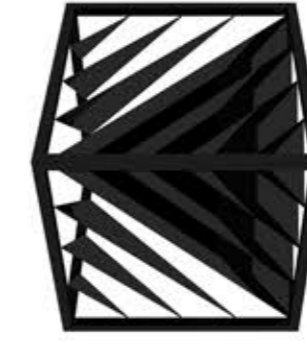
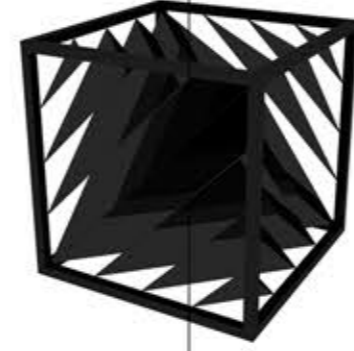
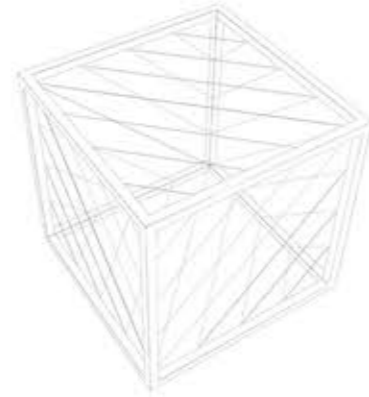
Cube - three dimensional

I focused on creating a form inside of a cube that ensures three dimensional effect.

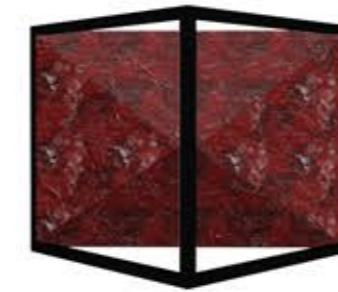
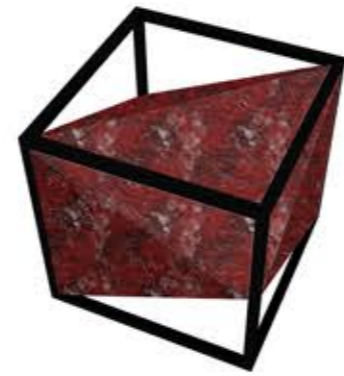
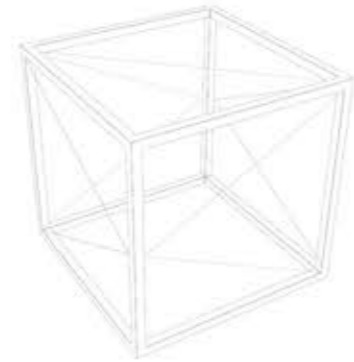
A geometric shape fits inside of the cube and touches the non-existent surfaces of the cube. Texturing of the geometric shape is achieved by melting different colored candles which created contrast within this shape and the cube. Furthermore, mentioned application give rise to definition and accentuation.



A -



B -



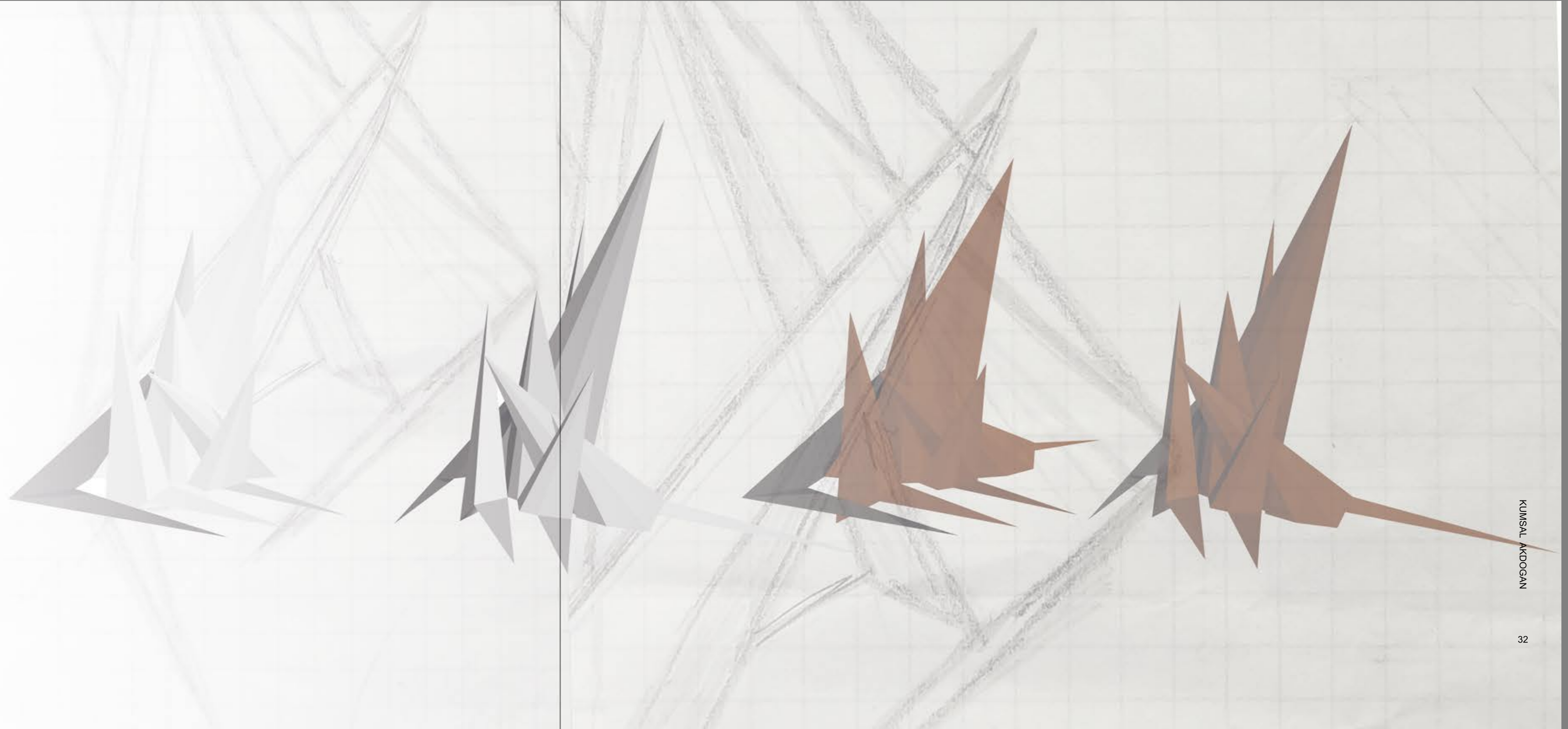
BEETHOVEN - 9TH SYMPHONY

BASIC DESIGN

The essential aim of this basic design project is to create a holistic form that defines one of the master pieces of classical music.

One of the best known work of Beethoven which is the 9th Symphony is picked to create this form.

This dynamic form is created to illustrates up and down musical notes of the symphony by positioning geometrical shapes which represents the soul of the 9th Symphony. The interplay between the geometrical shapes implement the integrity.



PROFESSIONAL
SELECTED WORKS

yooistanbul inspired by Philippe Starck

YOOISTANBUL, inspired by Philippe Starck

RESIDENTIAL LOCATION: ISTANBUL, TURKEY

Zen Architecture, Istanbul, Turkey

Inspired by Philippe Starck, yoo team has carried out 80 projects in 34 countries. I was involved in their project in Istanbul, Yooistanbul. It is over a land of 22.000 sqm with 116 luxurious residences, 11 blocks overlooking the dazzling view of Bosphorus and nature. The project includes 2+1, 3+1, 4+1, master one level and penthouses options.

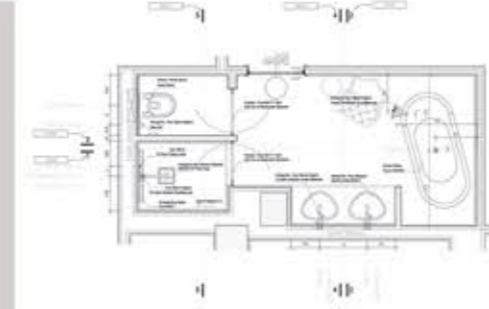
Responsibilities: Detail Drawing, Construction Drawing, Detail Drawings of all bathrooms, Development of floor plans, Part of 3d Modelling & Rendering

Software: AutoCAD, 3ds Max, V-ray, Adobe Photoshop, Microsoft Office.



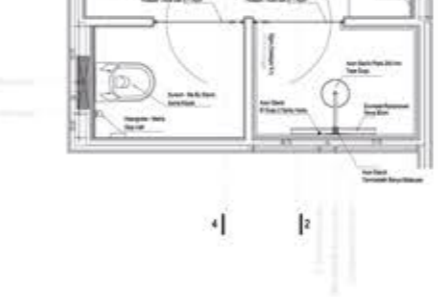
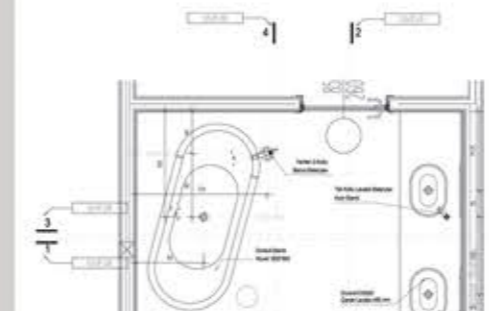
FLOOR PLAN,
ICON PENTHOUSE LOWER FLOOR PLAN

1- Living and Dining Room	12- Laundry
2- Living Room 2	13- Maid's Bathroom
3- Balcony	14- Bedroom 3
4- Balcony	15- Bathroom 3
5- Entrance	16- Balcony
6- Kitchen	17- Bathroom 4
7- Hall	18- Bedroom 4
8- Bedroom 2	19- Hall
9- Bathroom 2	FLAT GROSS: 489,54 m ²
10- Balcony	TOTAL GROSS: 947,00 m ²
11- Maid's Room	



FLOOR PLAN,
ICON PENTHOUSE UPPER FLOOR PLAN

1- Living Room	12- Hall
2- Kitchenette	13- Outdoor Living
3- Master Bedroom	14- Outdoor Living
4- Dress Room	15- Outdoor Living
5- Master Bathroom	16- Outdoor Living
6- Sauna	17- Outdoor Living
7- Steam Room	18- Outdoor Living
8- Powder Room	19- Storage
9- Bedroom 5	20- Storage
10- Dress Room 2	FLAT GROSS: 457,21 m ²
11- Bathroom 5	





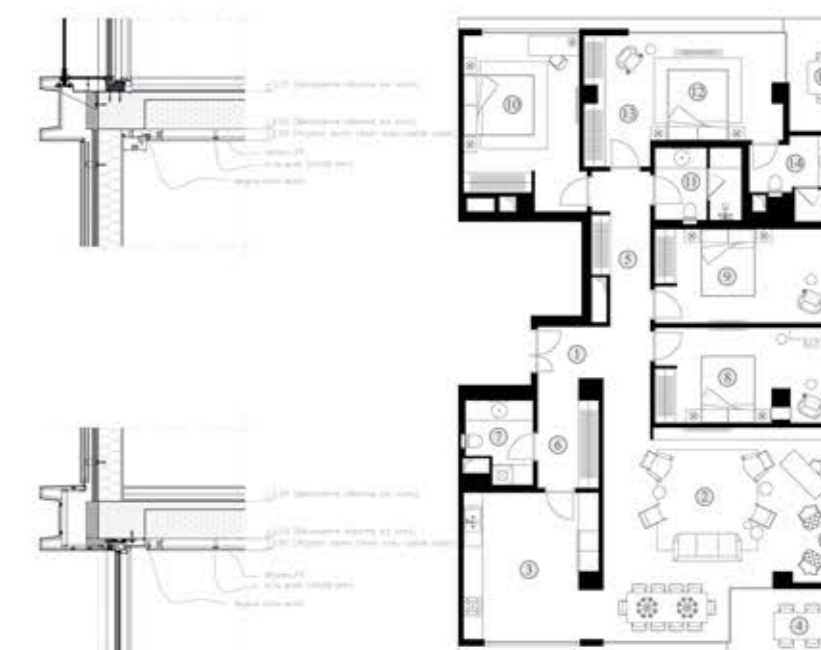
FLOOR PLAN, MASTER ONE LEVEL

- | | |
|---------------------------|------------------------------------|
| 1- Living and Dining Room | 13- Bedroom 3 |
| 2- Balcony | 14- Bathroom 3 |
| 3- Kitchen | 15- Balcony |
| 4- Balcony | 16- Bedroom 2 |
| 5- Maid's Room | 17- Master Bedroom |
| 6- Laundry | 18- Master Bathroom |
| 7- Maid's Bathroom | 19- Dress Room |
| 8- Entrance | 20- Balcony |
| 9- Hall | 21- Bedroom 6 |
| 10- Bedroom 5 | 22- Bathroom 4 |
| 11- Bedroom 4 | TOTAL GROSS: 491,00 m ² |
| 12- Bathroom 2 | |



FLOOR PLAN, 4+1

- | | |
|---------------------------|------------------------------------|
| 1- Entrance | 9- Bedroom 3 |
| 2- Living and Dining Room | 10- Bedroom 4 |
| 3- Kitchen | 11- Bathroom 2 |
| 4- Balcony | 12- Master Bedroom |
| 5- Hall | 13- Dress Room |
| 6- Hall 2 | 14- Master Bathroom |
| 7- Powder Room | 15- Balcony |
| 8- Bedroom 2 | TOTAL GROSS: 236,00 m ² |



NLOGO ISTANBUL

MIXED-USE LOCATION: ISTANBUL, TURKEY

Zen Architecture, Istanbul, Turkey

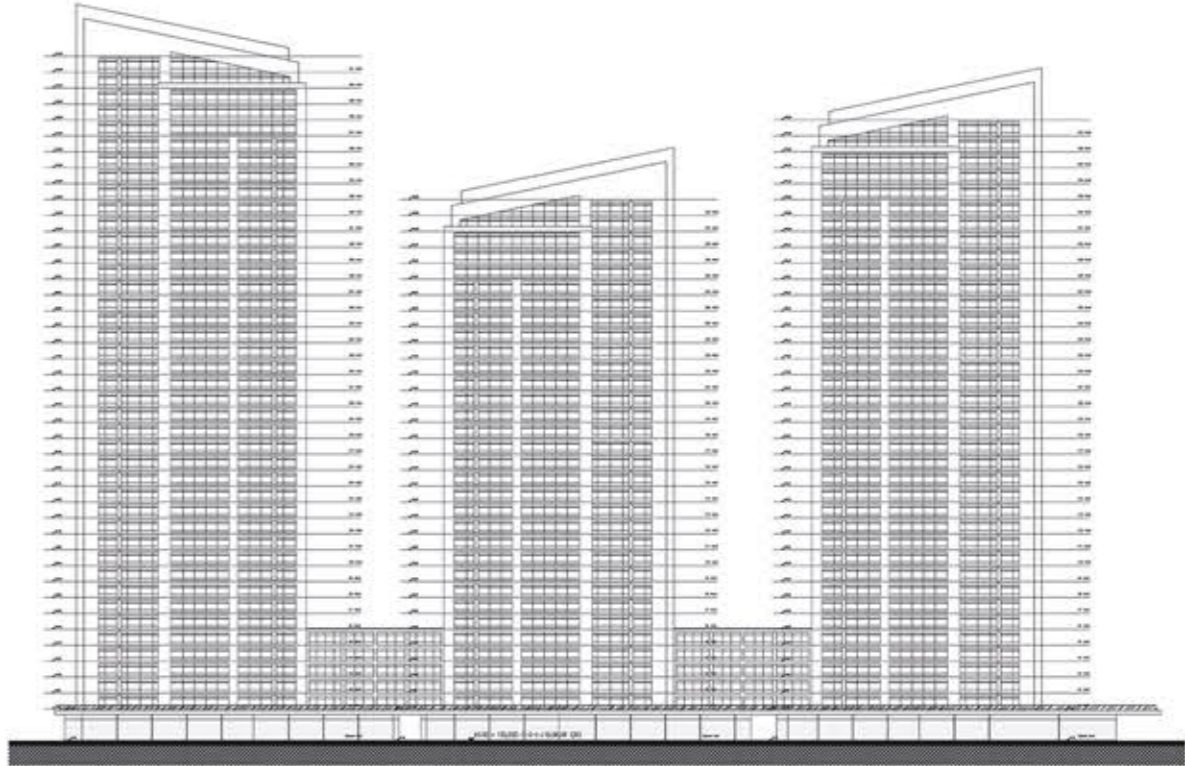
Location of the project is in Esenyurt, Istanbul. The mixed-use project contains 7 blocks, 2519 flats (1+0, 1+1, 2+1 and 3+1) and 59 commercial sections. The commercial sections are positioned on a street called CaddeIstanbul which runs in the central area of the blocks. My involvement is to control the whole project from start to finish, designing across all phases from conceptual design through construction, construction drawing and detail drawings.

Total Construction Area: 310.000 sqm
Land Area: 33.000 sqm

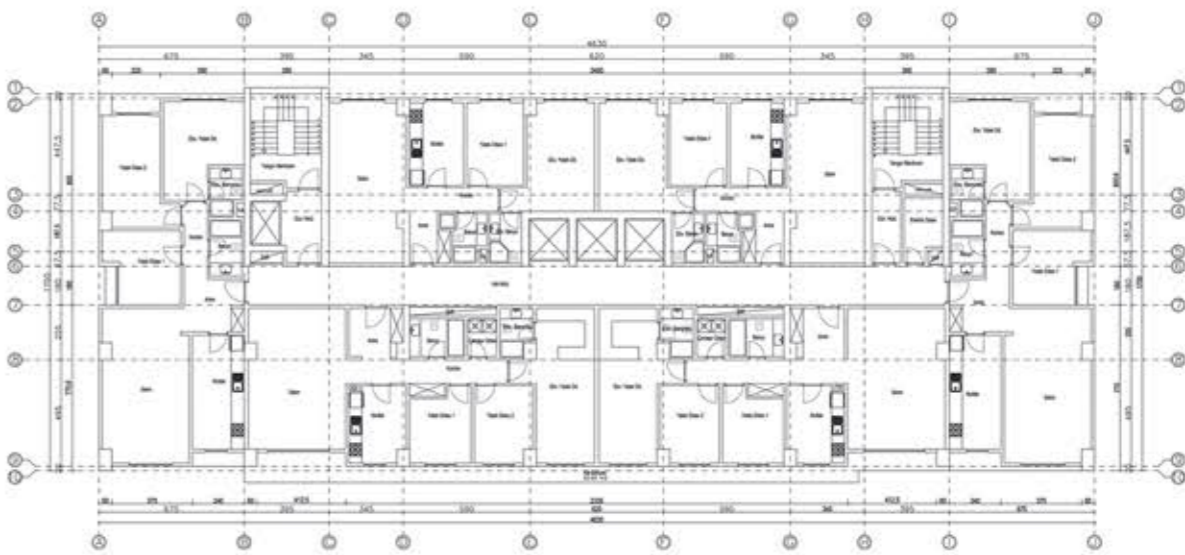
Responsibilities: Control the whole project from start to finish, designing across all phases from conceptual design through construction, Construction drawing, Detail drawings.

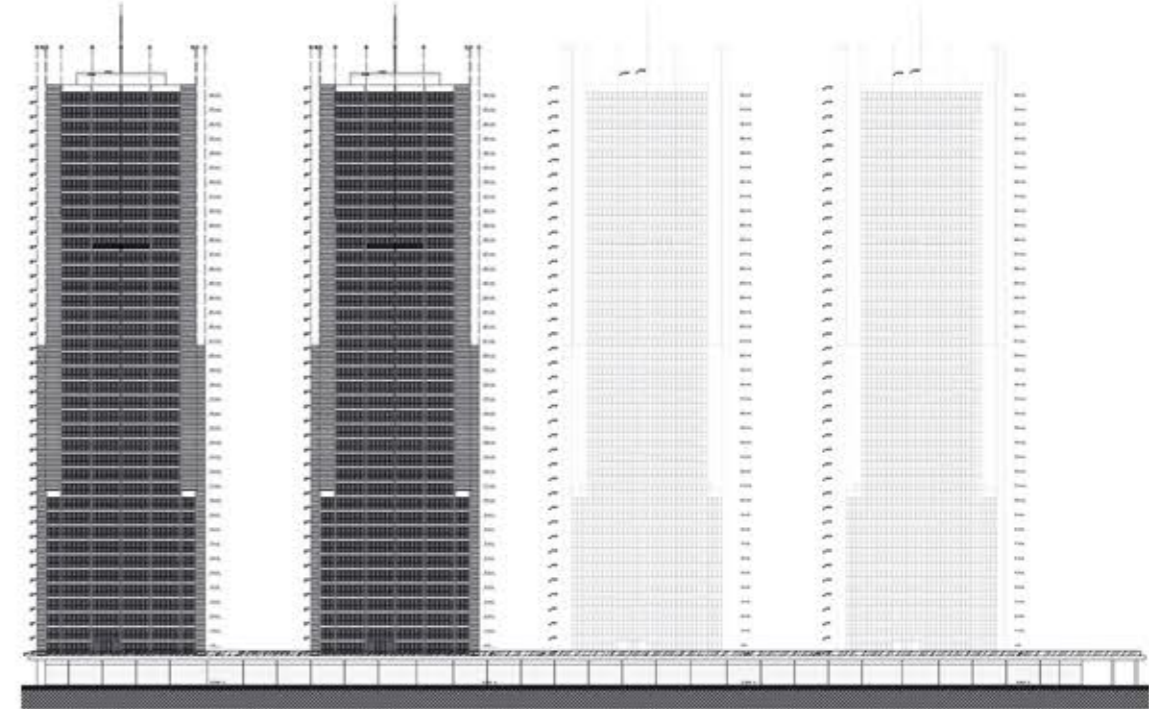
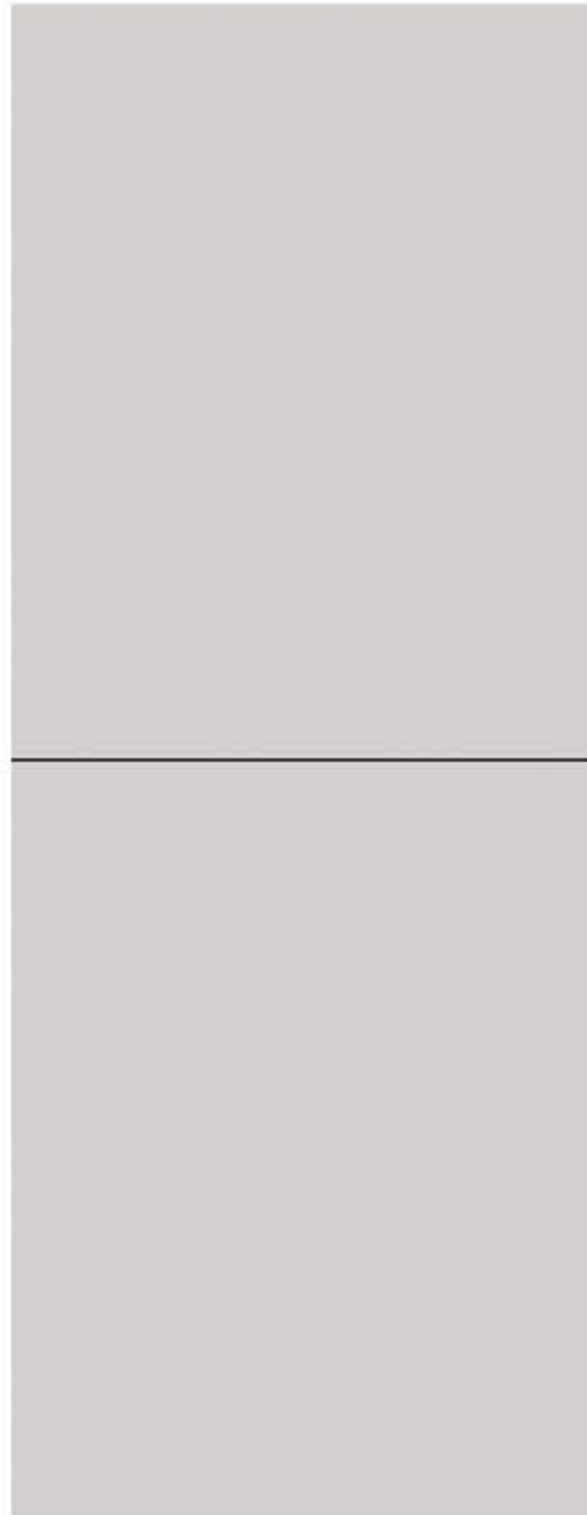
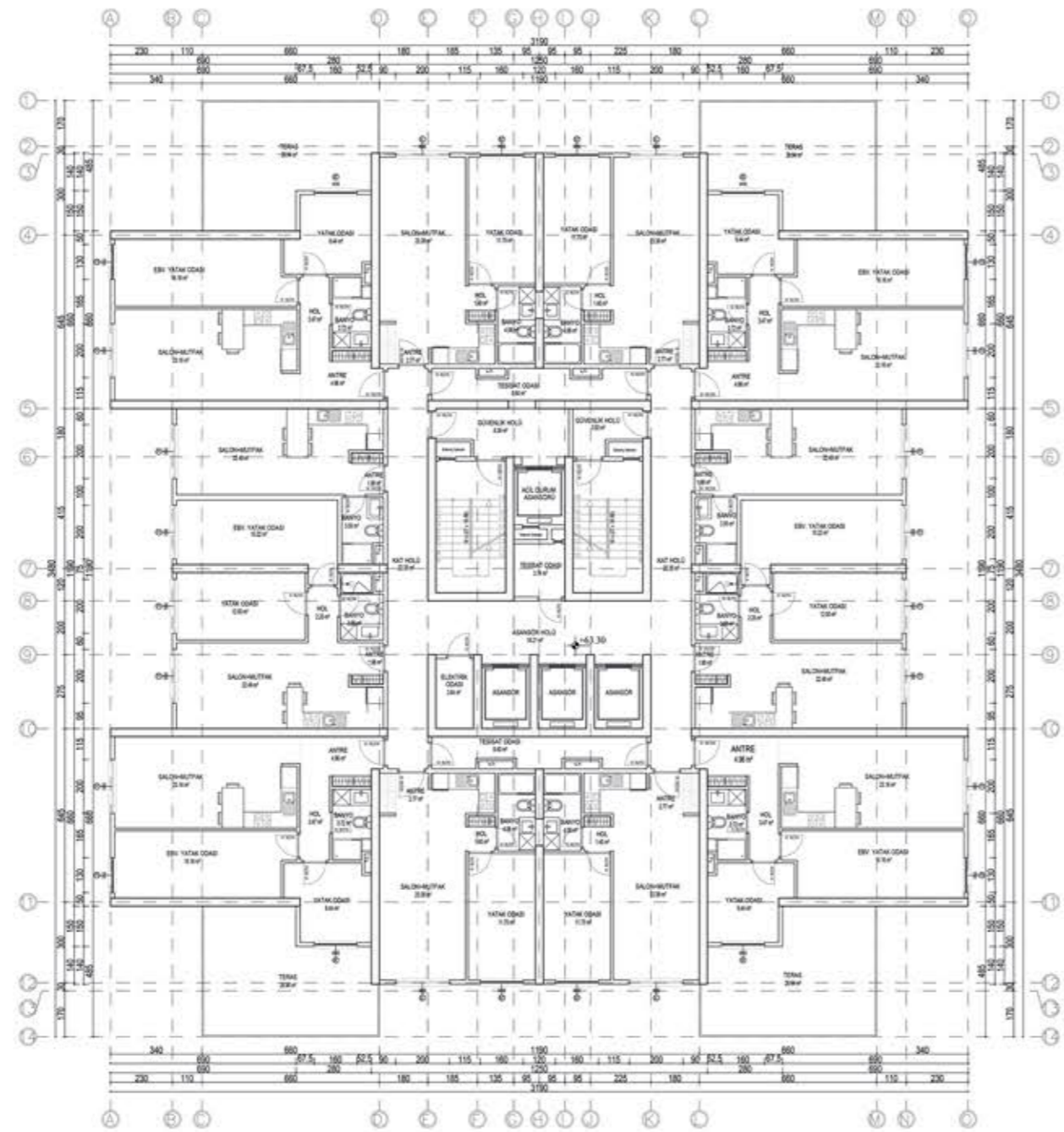
Software: AutoCAD, Adobe Photoshop, Microsoft Office.



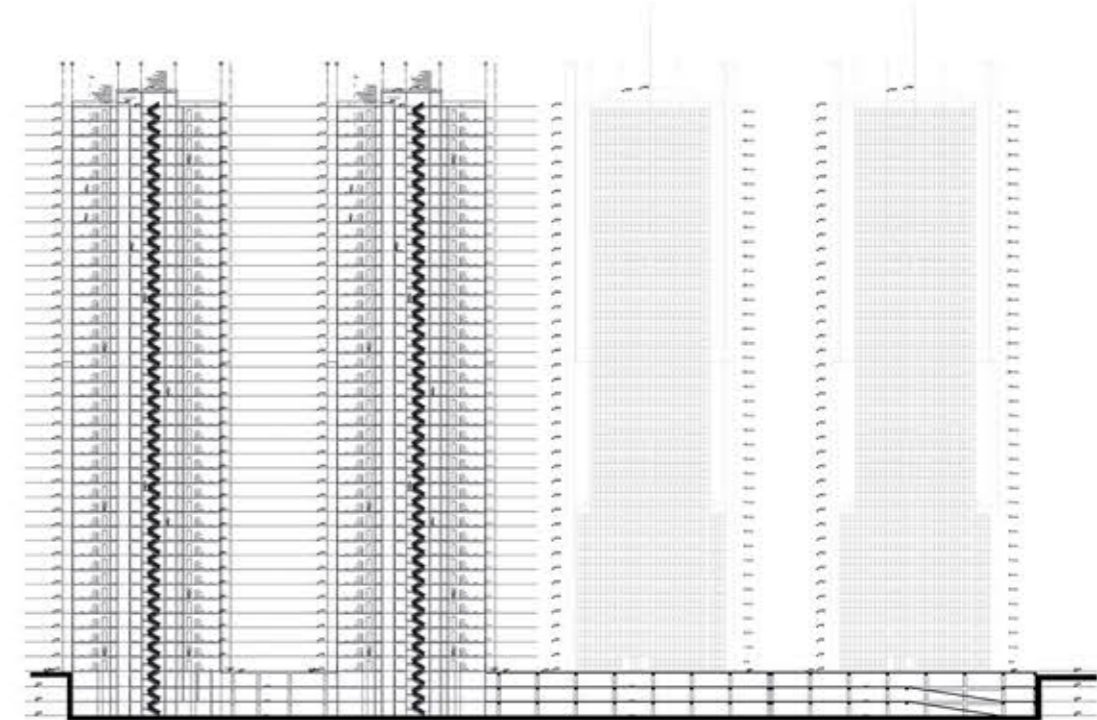


ELEVATION - FLOOR PLAN





ELEVATION - SECTION



OFFICE

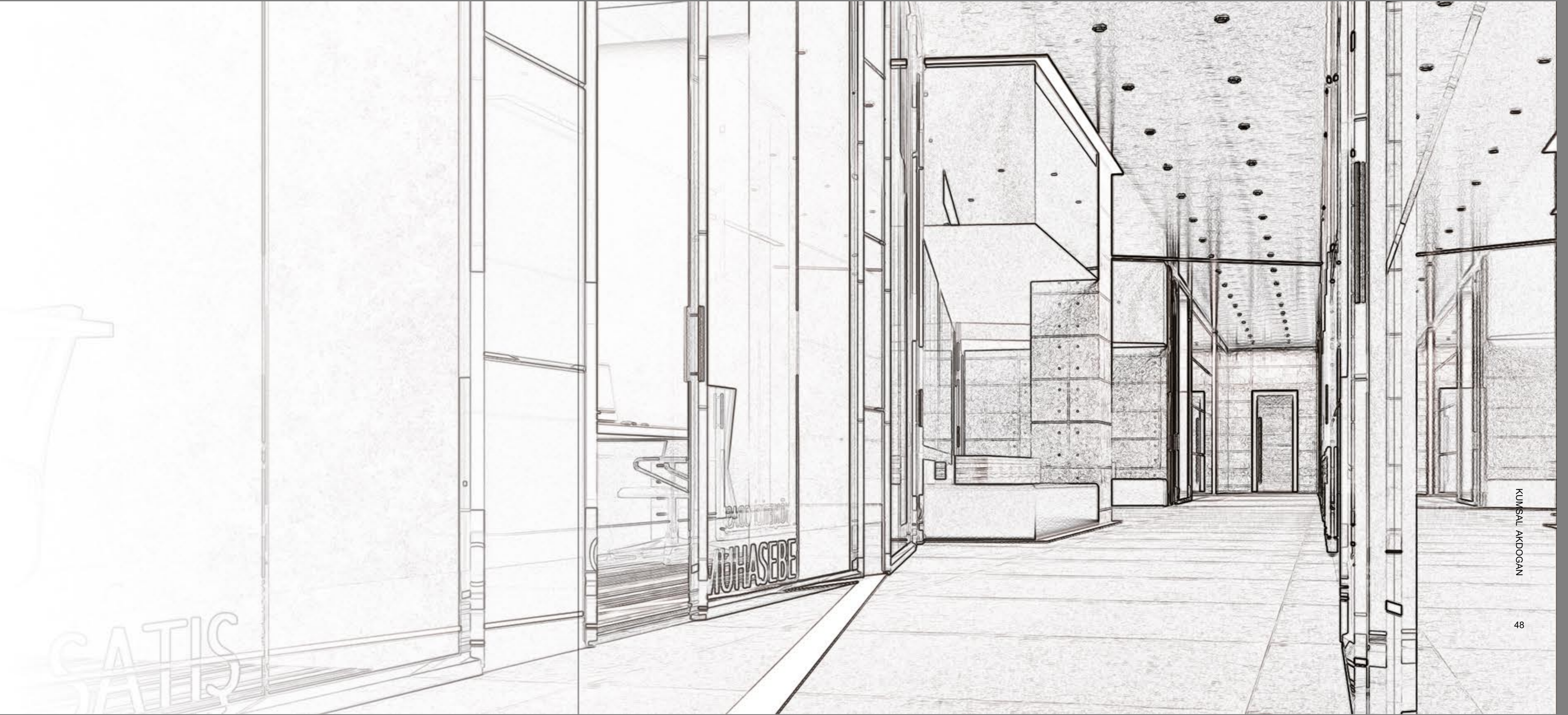
INTERIOR DESIGN LOCATION: ISTANBUL, TURKEY

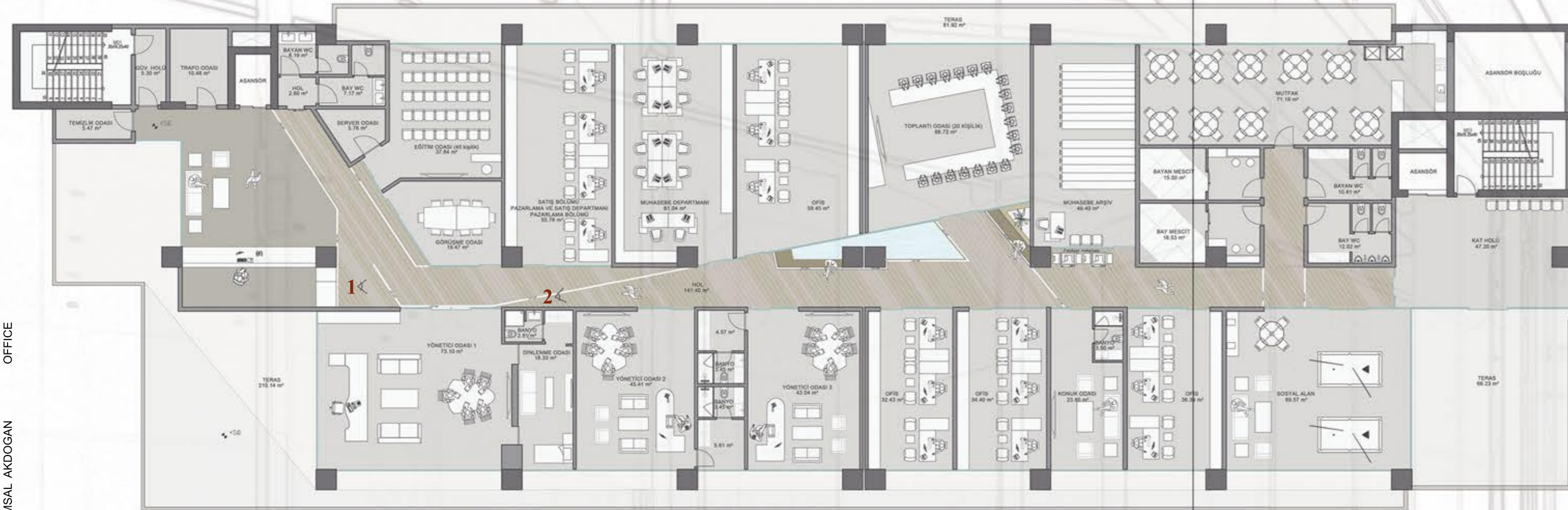
Zen Architecture, Istanbul, Turkey

The office is located at the top floor of a factory building. I was in charge of interior design of the whole office floor. According to the needs of the client, the floor is divided into functional parts. The essential part of the office floor is the hallway which stretches along on this elongated space. The objective is to enlarge the hallway in the middle towards the meeting room to give a perception of open space. Lighting on the floor and the ceiling leads into the offices and colored glass panels are placed on the hallway to define.

Responsibilities: Interior Design, 3d Modeling & Rendering

Software: AutoCAD, 3ds Max, V-ray, Adobe Photoshop





1



2



3D MODELING & RENDERING

SOFTWARE: 3DS MAX , V-RAY, ADOBE PHOTOSHOP

Zen Architecture, Istanbul, Turkey

Selected 3d modeling and rendering works from different projects that I was in charge at Zen Architecture.





3Ds MAX DESIGN

KUMSAL AKDOGAN

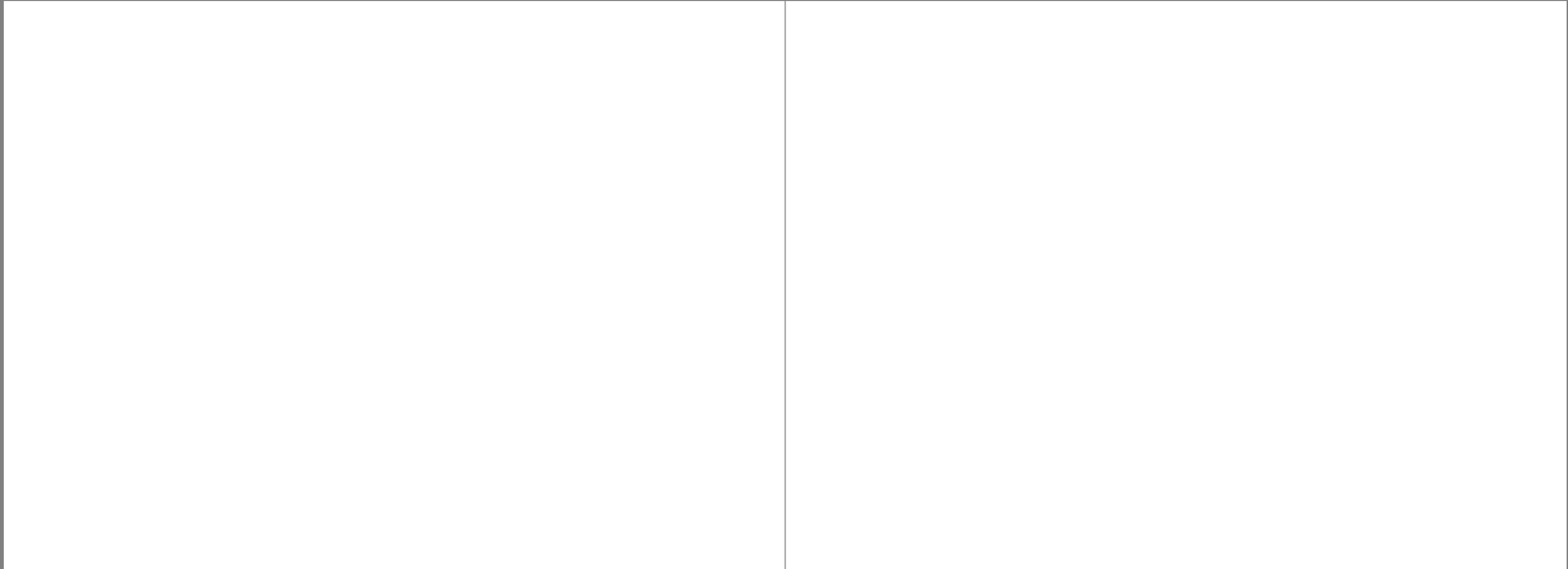
53



3Ds MAX DESIGN

KUMSAL AKDOGAN

54



THANK YOU

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