Architecture Portfolio '22

Nuri Seçkin

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Name Nuri Seçkin

Dateof Birth 1999

Origin Turkey

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Status Bachelor of Architecture

School KTH - Royal Institute
of Technology

Nuri Seçkin Curriculum Vitae

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adress: Yukari mahalle, Yildiray sokak, no:ll Kartal/Istanbul TURKEY

education

- -Highschool of Science / Istek Uluğbey Foundation -Bachelor of Architecture (BArch) / Yeditepe University

Studio Ot / Single Family House

- Studio 02 / The Collaborative Co-Living and Co-Working Space
- Studio 03 / Maritime Inovation Center at Salacak
- Studio 04 / Sustainable Togetherness: A Co-Living Development for a More Sustainable, Equitable Society
- Studio 05 / Designing for Resilience Umut Elazig Advenced Design Studio / Tutors: Emre Arolat & Ece Ceylan Baba

- Studio 06 / Museum of Lost Sculptures at Golden Horn

work experience

- 2019 / Under Architects / Office Internship / Turkey2020 / DAP Construction / Construction Internship / Turkey
- 2020 / Akcin Architects / Competition Assistant / Turkey
- 2021 / BIOSIS Architecture / Internship / Copenhagen-Denmark
 Present / BIOSIS Architecture / Architect / Copenhagen-Denmark

-Model Building

-Grasshopper

-3D Printing (Speciality in developing architectural models for 3d printing process.)

-AutoCAD

-SketchUp

-Revit

-Adobe Suit

workshops

- -Agile Construction Workshop / 2020
- -BAU-ETSAB Winter Workshop / 2019
- -BAU-ETSAB Summer Workshop / 2020

competitions

- -Rammed Earth / 2020 / Slovenia
- -Tarsus Waterfall Tourism Facilities Architectural Project Competition / 2021 / Turkey
- -YAC Meditation Mine / 2022 / Ireland
- -Söğüt Architectural Project Competition for the Meeting-Encounter Area with History and Nature / 2022 / Turkey

languages -English (TELTS 7.0/C) -Turkish (Native)

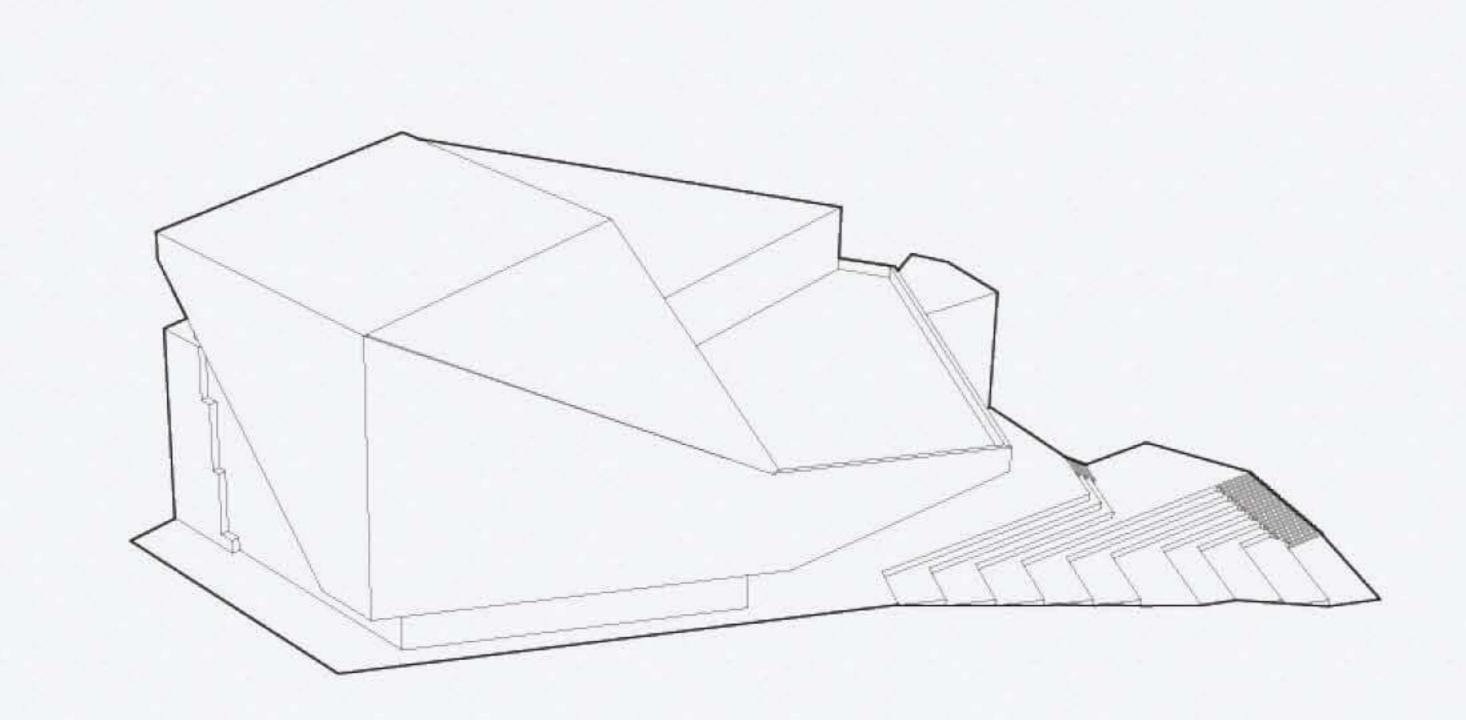
-Serbian (Native)

-Danish (I'm still working on my Danish skills. Basically a beginner.)

Contents

					Omar Erapid				
Lagunen Storsenter	Qullilerfik	Vattenparken	Vasapainei			Exhibition Model for Danish Architecture Center	Nature and	I IIIOVACIOII	DAC So Danih!
05	06	07	08	10	15	18	21	25	27

Contents



Lagunen Storsenter at Bergen - Norway

Location: Bergen - Norway

Year: 2021

Category: Professional - BIOSIS Architecture

Stage: Ongoing Type: Commercial

Role: Environment Modeling

3D Modeling Model building Graphic Design

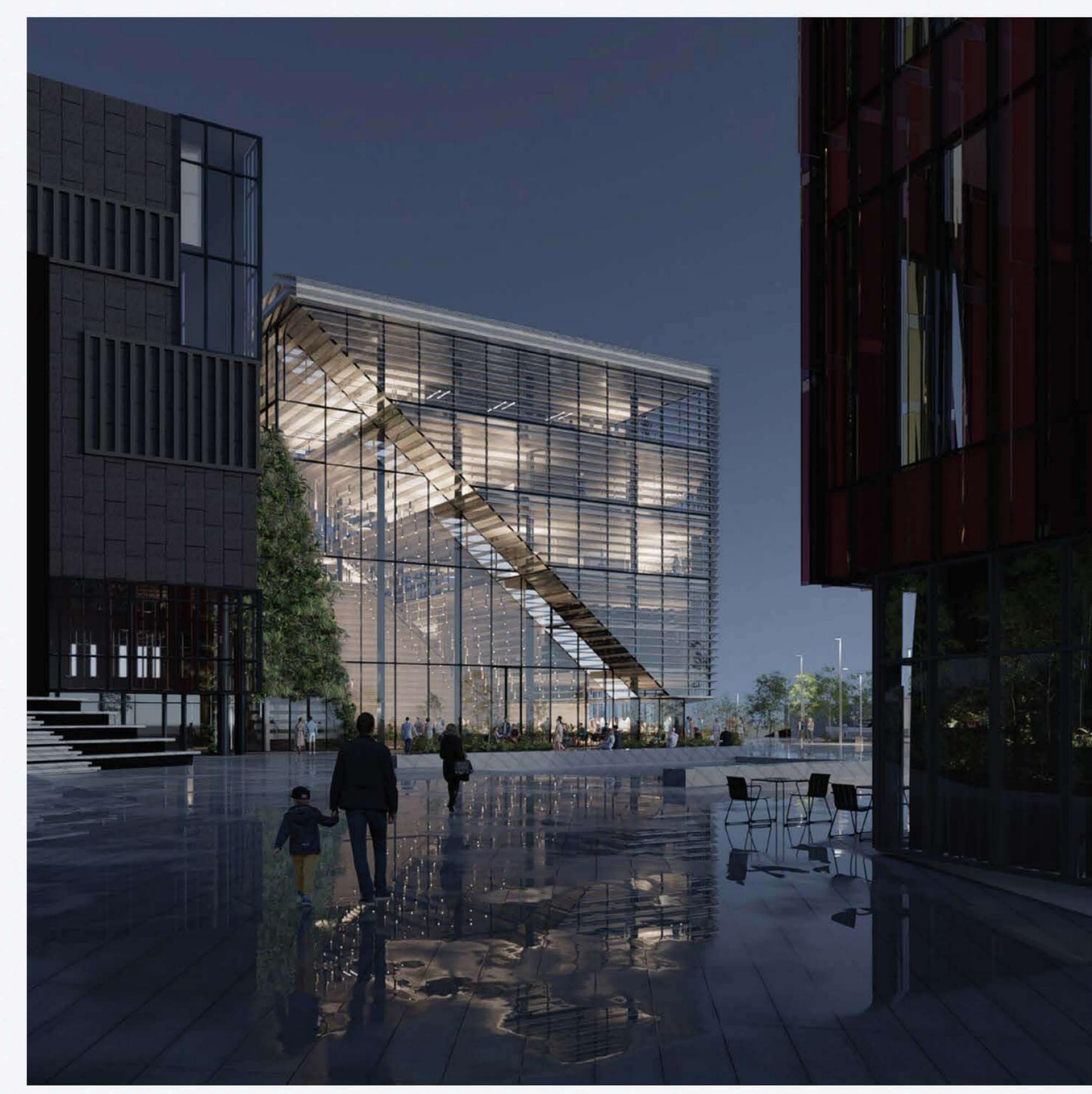
The shopping mall's architectural design is a true testament to modernity and innovation. The structure is elevated above the landscape, creating a stunning and unique visual effect.

The concept makes use of high-tech materials and reflective surfaces that enhance the commercial space's aesthetics while providing a practical solution for energy conservation. The design's sleek and minimalist approach is balanced by warm wood accents and greenery that complement the reflective materials, providing a welcoming and natural atmosphere for shop-

The use of advanced building technologies creates an immersive shopping experience, while the panoramic views of the surrounding landscape make it a truly unforgettable destination.



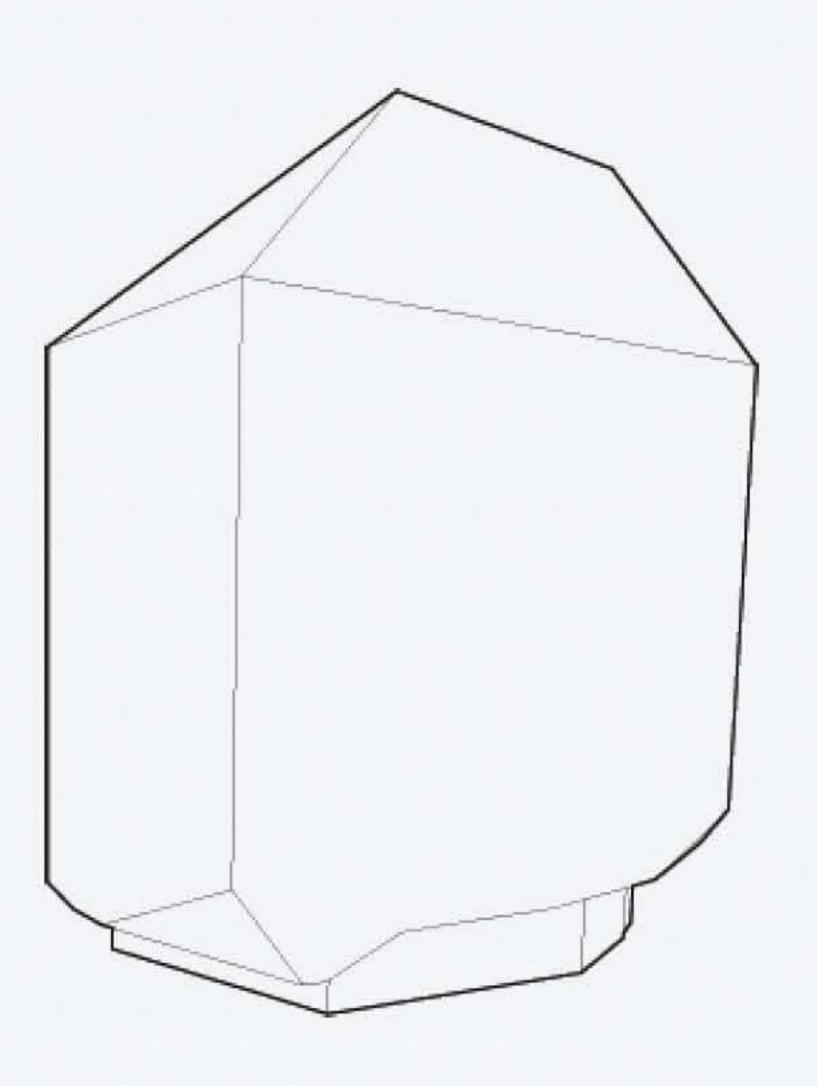
Lagunen Storsenter



Atrium Space Approach



New Plaza Design as an Interaction Space



Qullilerfik at Nuuk - Greenland

Location: Nuuk - Greenland

<u>Year:</u> 202

Category: Professional - BIOSIS Ar-

chitecture

Stage: Ongoing

Type: Housing

Role: Environment Modeling

3D Modeling

Visualization

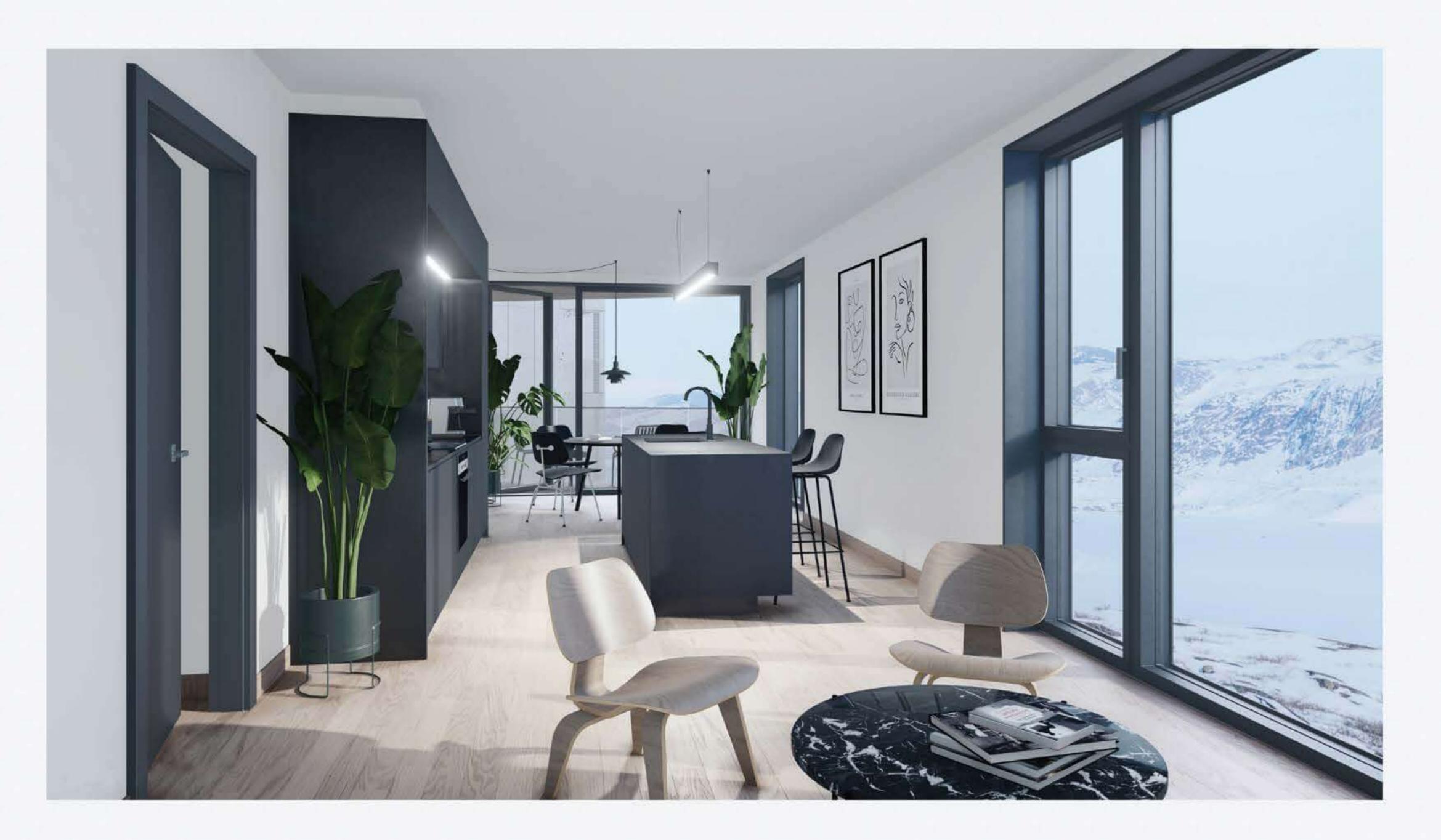
Jusing project in Gr

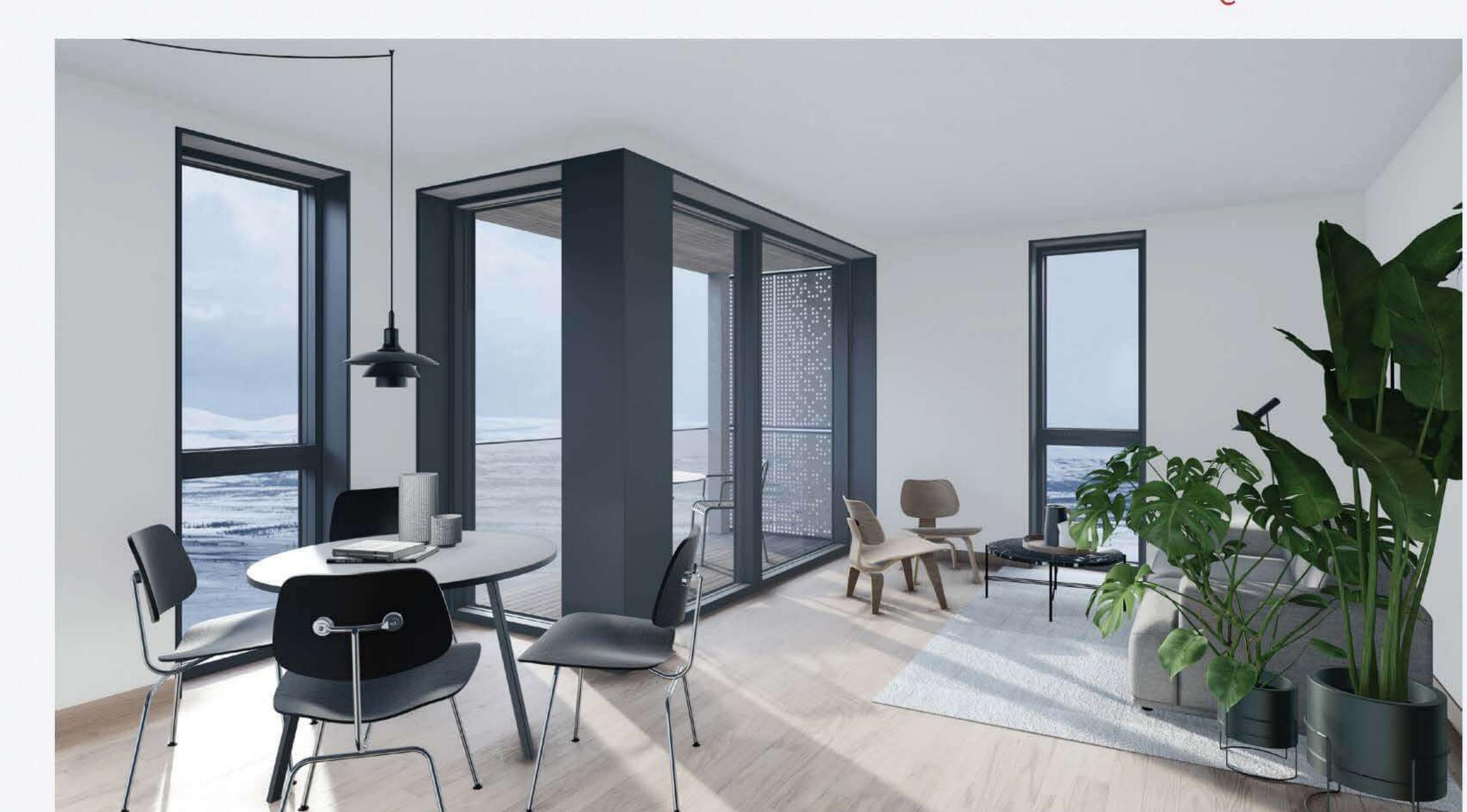
The housing project in Greenland is a remarkable architectural feat designed to withstand the harsh climate of this remote region. The concept of the project involves buildings that rise from the landscape with a small footprint, maximizing space and minimizing the impact on the environment. The building's shape and facade take inspiration from the rugged terrain of Greenland, reflecting the beauty of the landscape while providing a durable and practical housing solution.

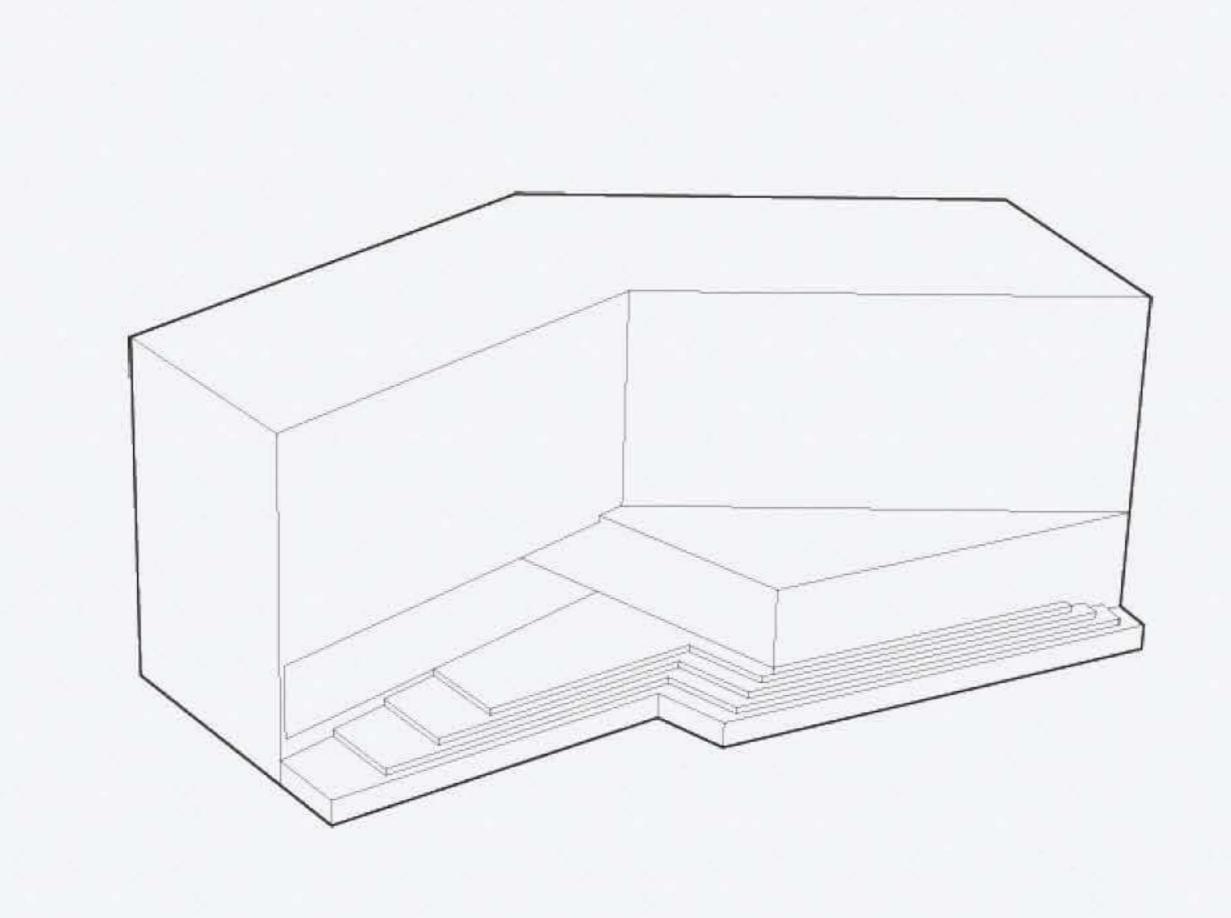
The design of the project is based on a deep understanding of the natural environment and the need to create sustainable living spaces that can endure extreme weather conditions. The use of local materials and construction techniques ensures that the buildings blend seamlessly into the landscape while offering a high level of functionality and comfort to residents. The minimalistic design approach, with its clean lines and sharp angles, creates a sense of unity with the



Qullilerfik







Vattenparken at Börlange – Sweden

Location: Börlange - Sweden

<u>Year:</u> 202

Category: Professional - BIOSIS Ar-

chitecture

Stage: Delivered Competition

Type: Housing

Role: Enviroment Modeling

3D Modeling

Graphic Design

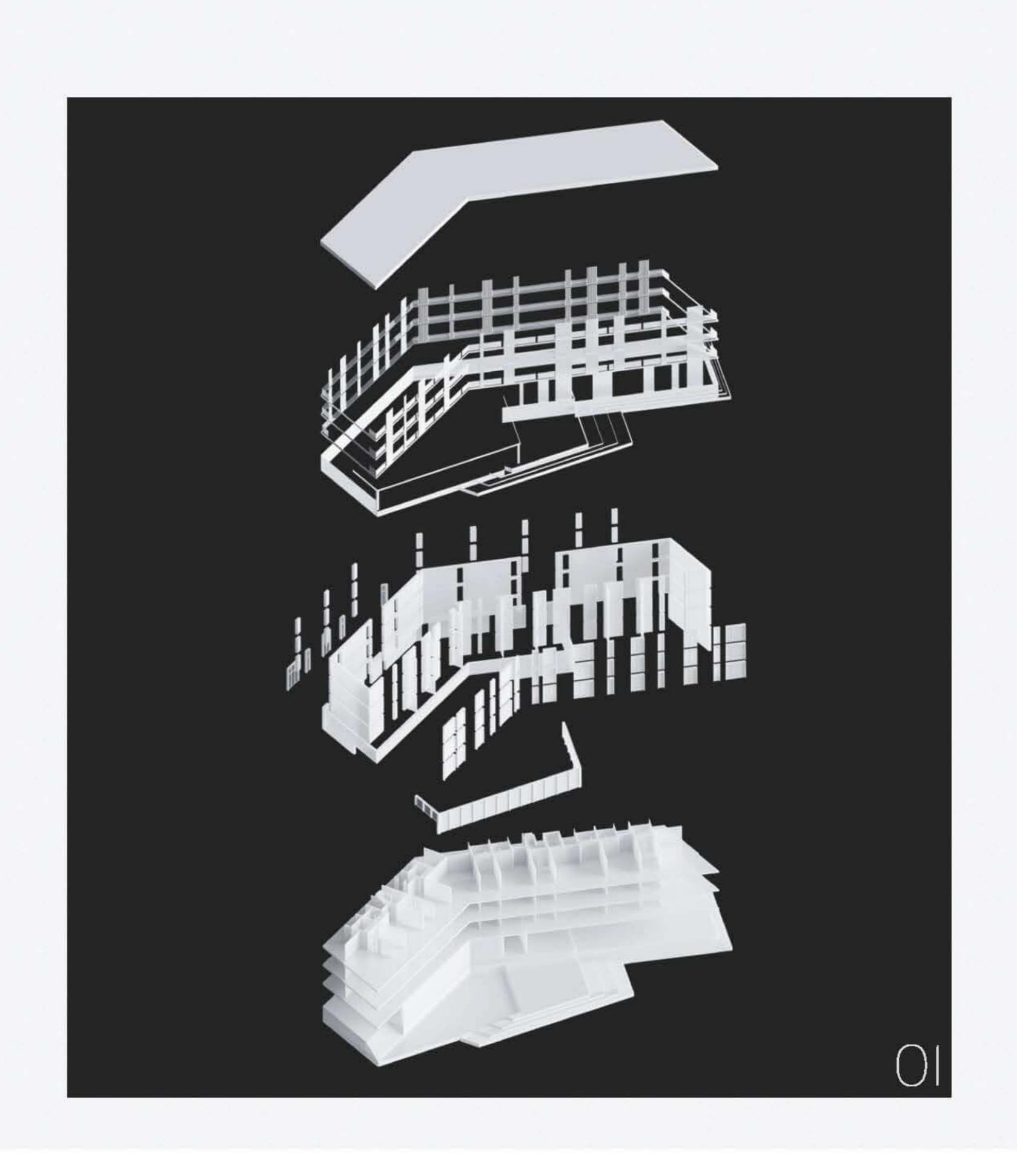
Diagram Desgn

The housing competition held in Sweden focused on creating a living space for students, researchers, and academics. The concept of the project was to design a space that faced the beautiful natural surroundings and the lake, while creating an open and welcoming public space for residents. The design provides an immersive experience that guides all residents towards nature with its open spaces and accessibility.

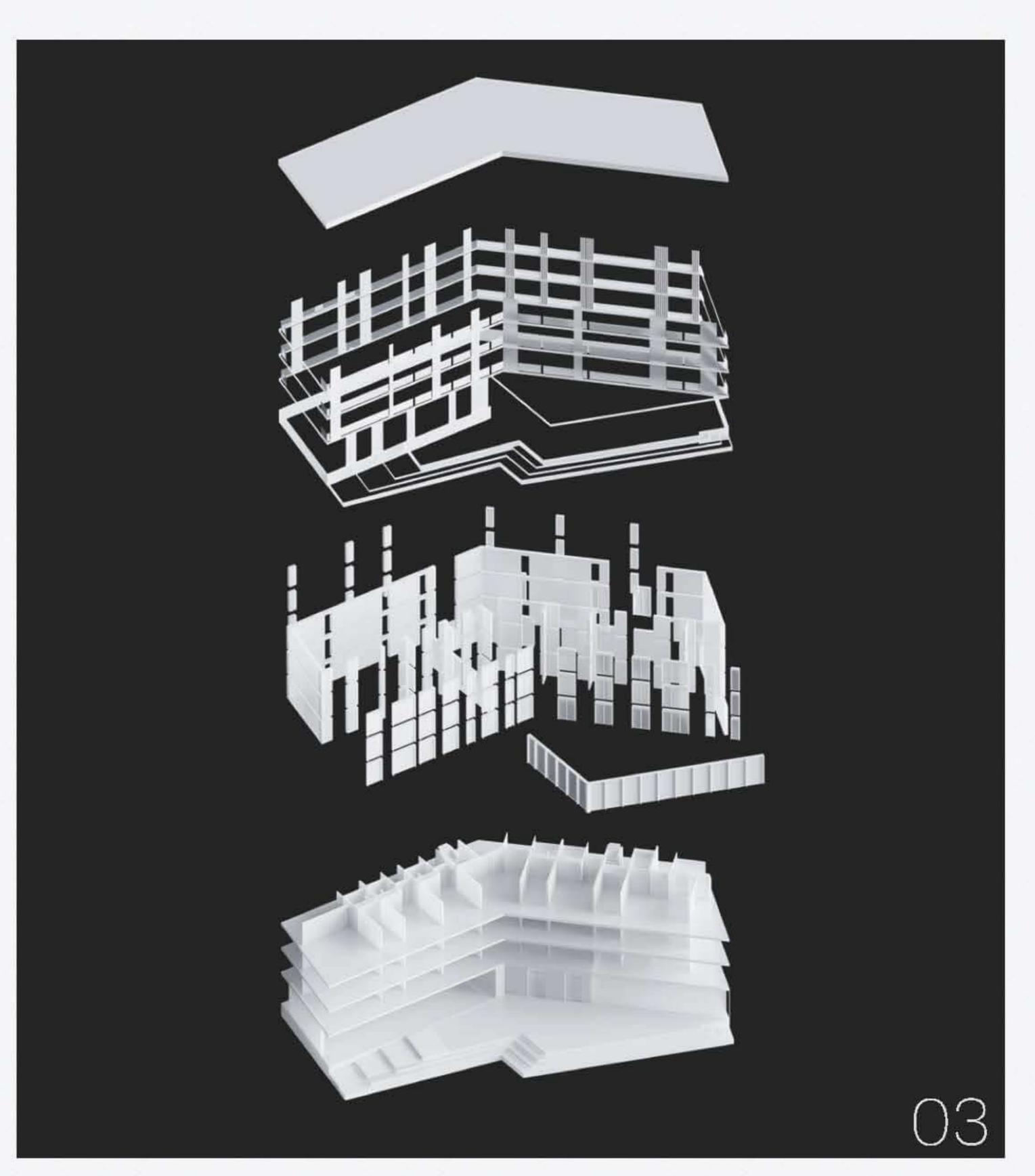
The architecture of the project ensures that the buildings reflect the natural surroundings while integrating with the existing landscape. The design incorporates large open spaces and public areas that promote community engagement while highlighting the natural beauty of the area. The project's concept provides a serene living space while enabling residents to interact with the stunning surroundings in a unique and immersive way, which is sure to create a memorable and enjoyable living experience.



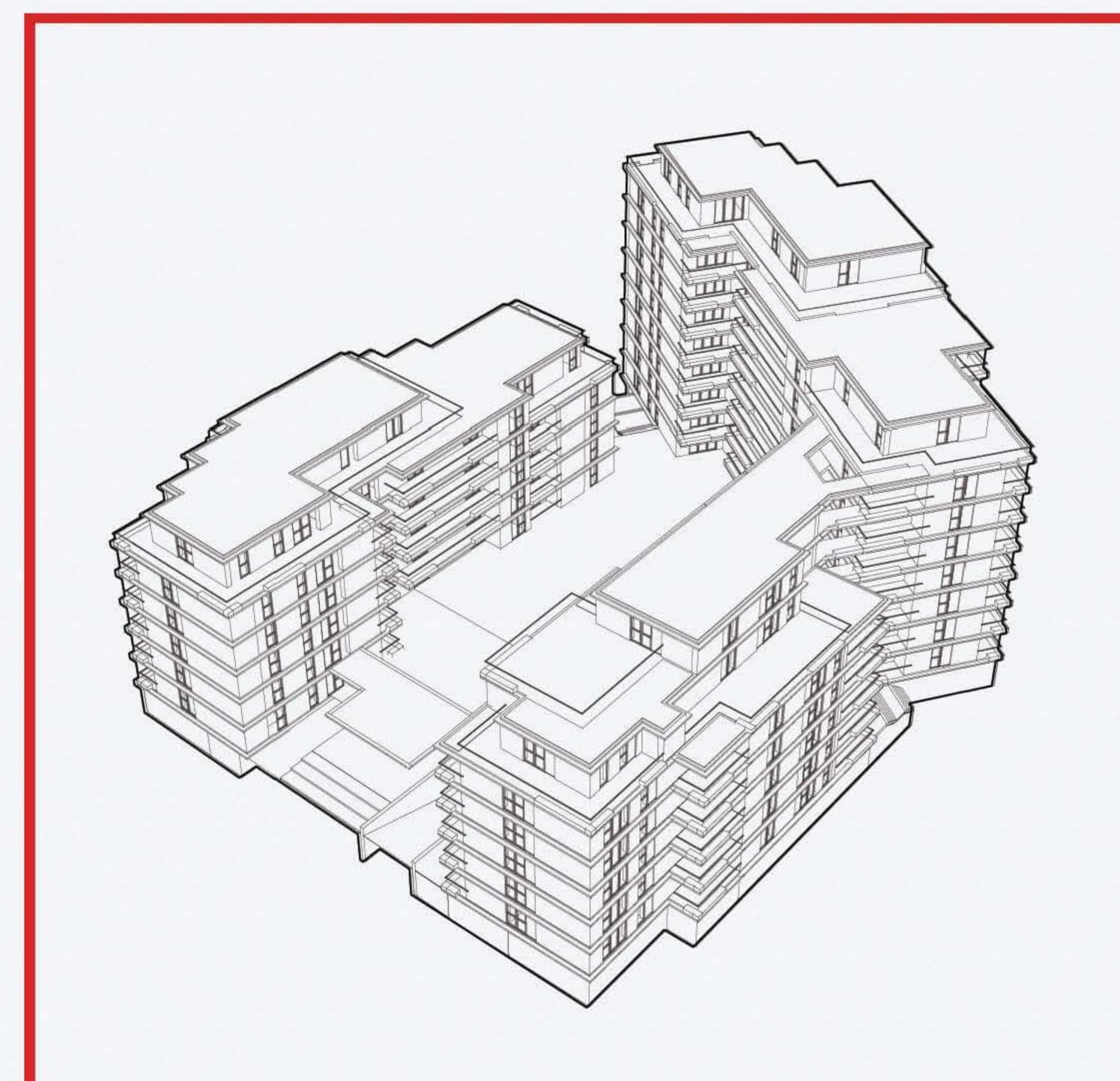
Vattenparken







Vattenparken



Vasaparken at Börlange – Sweden

Location: Börlange - Sweden

Year: 202

Category: Professional - BIOSIS Ar-

chitecture

Stage: Delivered Competition

Type: Housing

Role: Enviroment Modeling

3D Modeling Graphic Design

Diagram Desgn

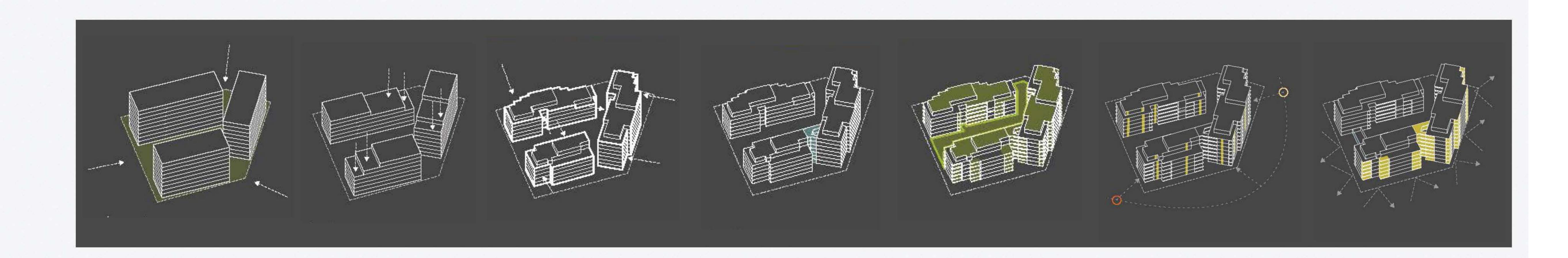
One of the latest architectural project is all about creating a beautiful, sustainable urban courtyard that preserves the natural landscape around it. Our team is committed to elevating the quality of the courtyard while minimizing its impact on the environment.

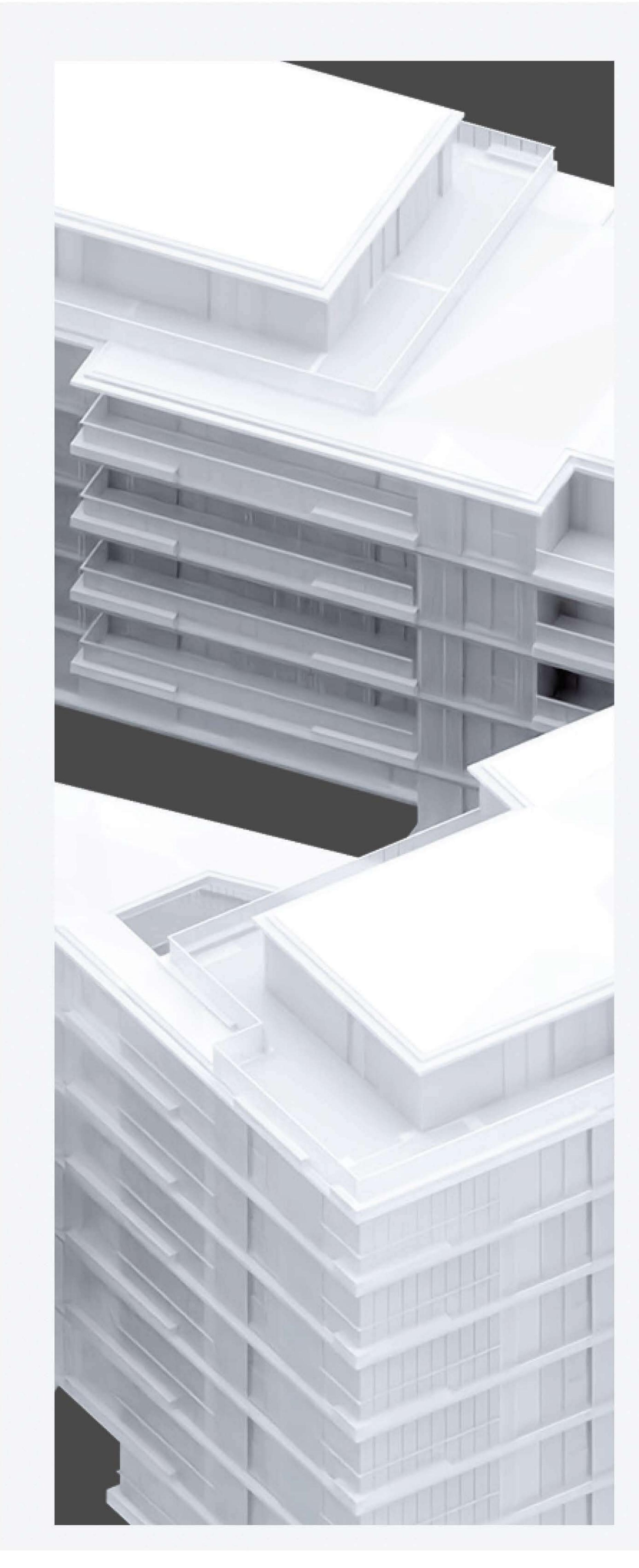
To achieve this goal, we're strategically forming the volumes around the site to minimize the impact on the natural surroundings. This will help to preserve the existing trees and vegetation, while also creating a welcoming and serene atmosphere for visitors.

To ensure that our project meets sustainability criteria, we sourced all the wood for the facade from local suppliers. The facade itself features photovoltaic panels, which are a critical component of the new regulations in the area. By incorporating these panels, we're able to ensure that the courtyard is fully sustainable and has a minimal impact on the environment.



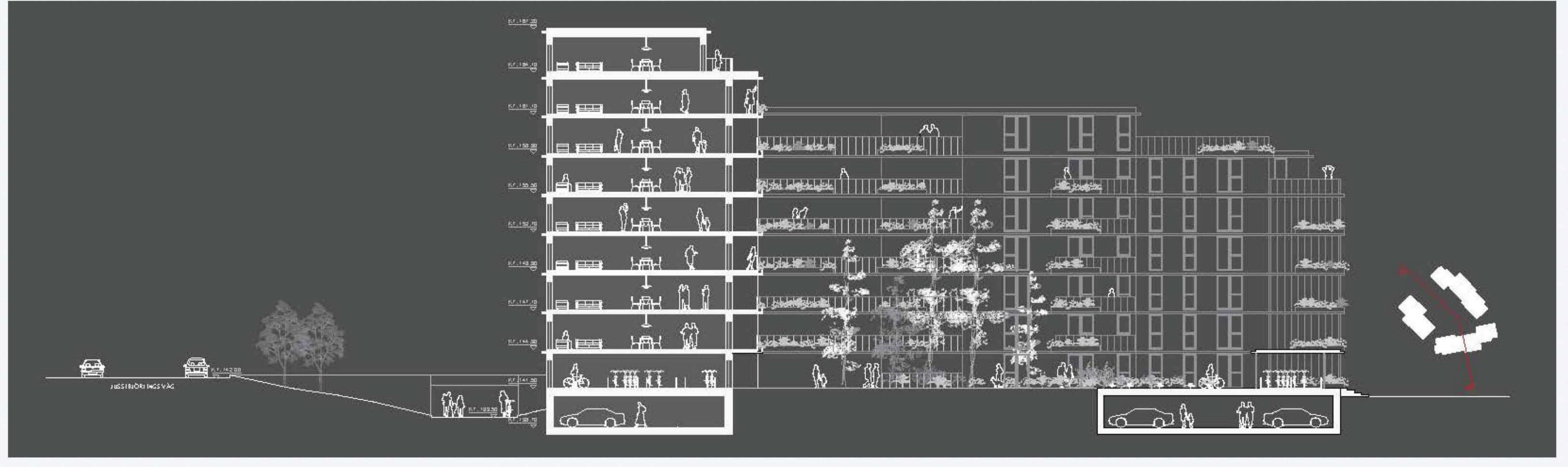
Vasaparken / Courtyard

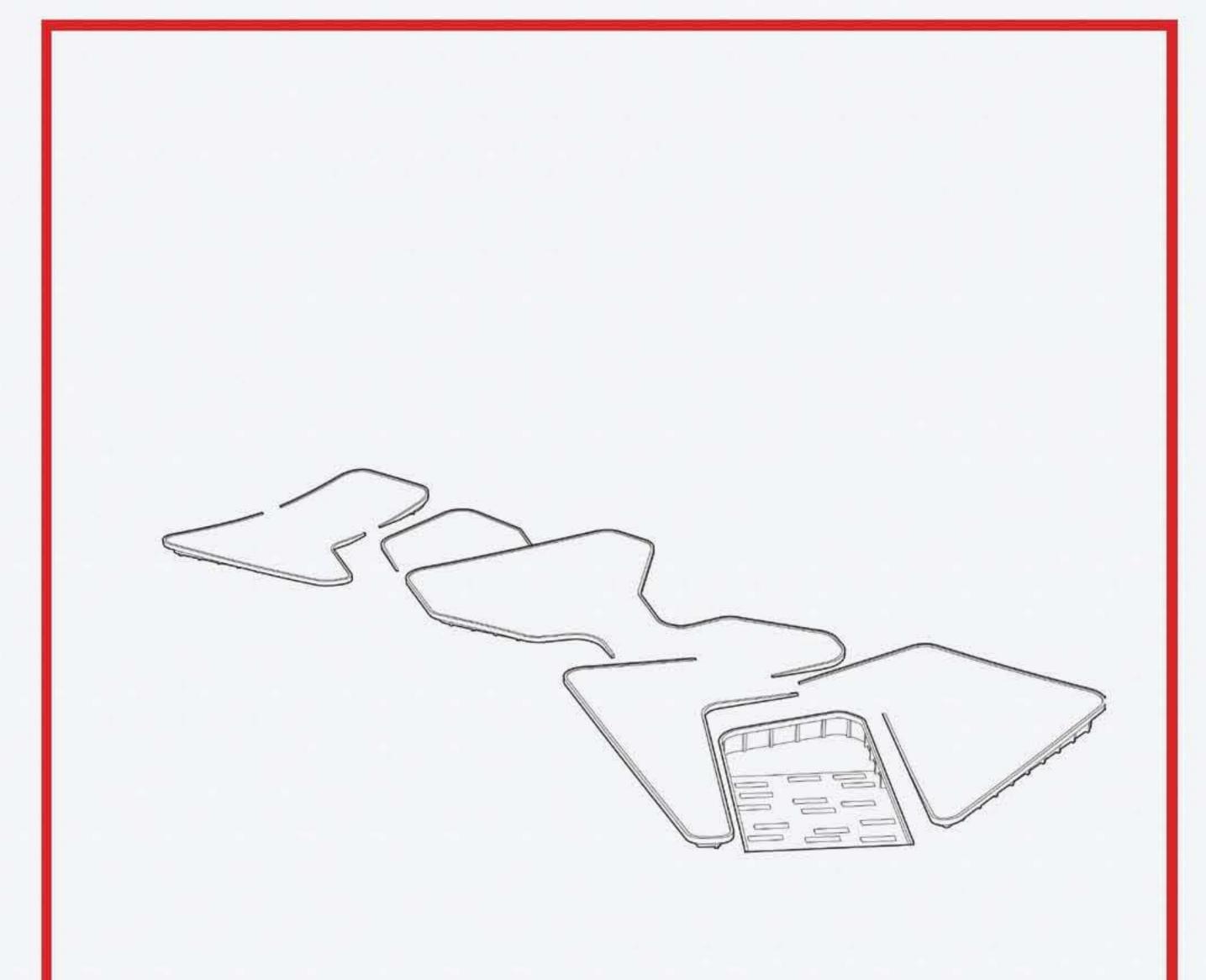






Vasaparken





Museum for Lost Sculptures at Golden

Location: Istanbul - Turkey

Year: 202

Category: Personal Graduation Project /

Studio IV

Stage: Delivered

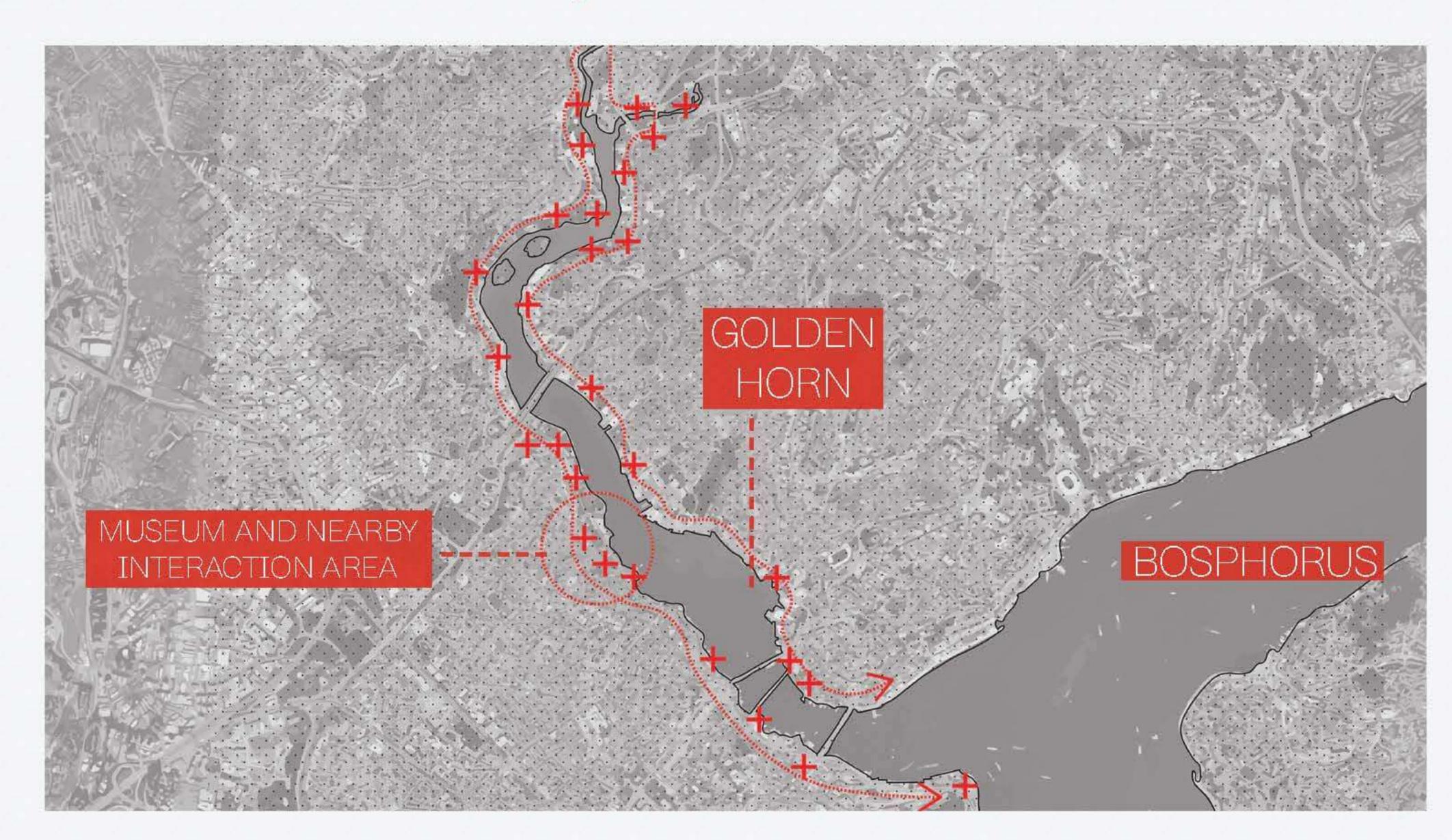
Type: Cultural

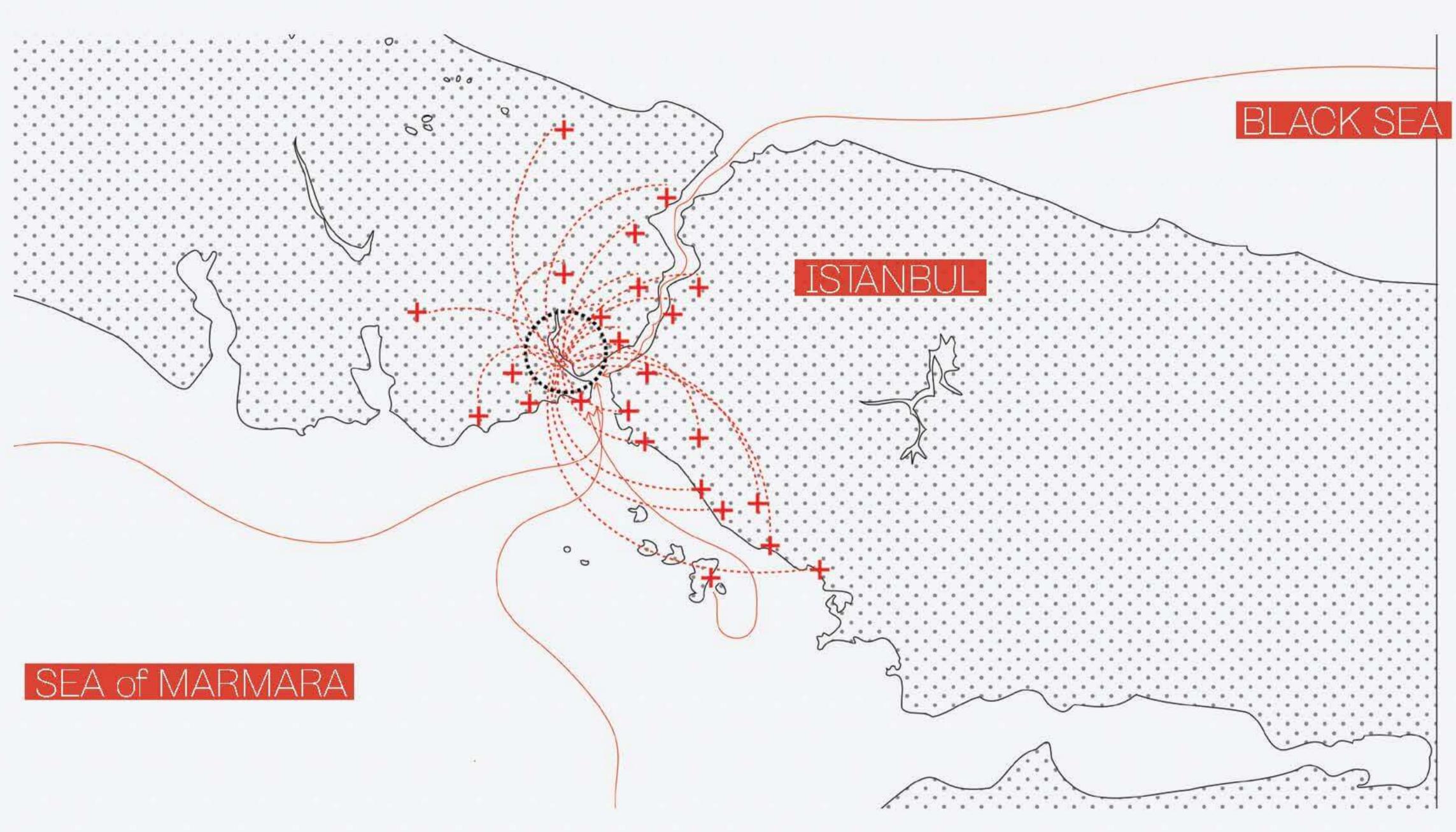
The project aims to enhance the public's relationship with sculptures by displaying them in a park in Balat, Istanbul. The park was chosen based on an analysis of the daily habits of the residents, including the ways in which they use the beach and the routes they take. The sculptures that will be displayed will be of different types, including monumental sculptures and smaller sculptures that establish a more personal and subjective relationship with the public. The goal of this project is to provide a more positive and meaningful connection between the sculptures and the public, in order to enrich the cultural and artistic experience of the community.

The park, which is located between the beach and the Balat neighborhood, was determined to be a suitable location for the sculptures due to its frequent use by associations and clubs. The museum itself will be positioned on the coastline where public use is officially recognized. This is in order to break down the boundaries between the museum and the public and to exhibit sculptures in their proper context. The goal is to create a more immersive and meaningful experience for the community by placing the sculptures in a context that they can easily relate to in their daily lives.



Artworks and sculptures in public spaces, which have become a symbol and individual of resistance, movements and the pursuit of rights, and the administrations that cut off the ties of these works with the public...





Over time, with the effect of the oppressive regime, especially in Istanbul, its ties with the public, especially the works of art, sculptures, which have become the leading role of public events, have become the gathering point-unifying elements. This started by putting a distance between the works and the public, and then obstacles were put between them. As if all this was not enough, it was placed on the bases and its interaction with people was restricted. This event took place in many different parts of Istanbul and continues to happen. However, Istanbul is not the only place affected by this event. Such incidents are taking place quietly in many parts of Turkey. For this reason, the location of the museum makes it an open port for both Istanbul and Turkey. Golden Horn, which has hosted different cultures and important events throughout history.



A place where valuable goods and necessities from once distant lands are delivered to new lands with great value. In the twenty-first century, that place becomes a port where works of art and sculptures exhibited in its detached public space will reach their new homes. This port has one main point but more than one stop. These stops, which contain different concepts in different contexts along the golden horn, form a comprehensive route. Along this route, works of art

that have been plucked from themselves are reunited with the public in the preserved nooks and crannies of historical ruins, on the shore, in the middle of the water, in parks and in the Istanbul Museum of Lost Sculptures.

A new port and route for lost, removed, and forgotten public works of art



Findskli Parkinda (6.5.A)
Heykel Blm ögrencitekinin
ag tigs sekgi
göselligi Halkla içice bir
tasakım olması



1981 Yil Yaz Findskli Parks Kabatas



1981 Yaz Findskli Parks Kabatas



1981 Yili Yaz Findikli Parki Kabatas



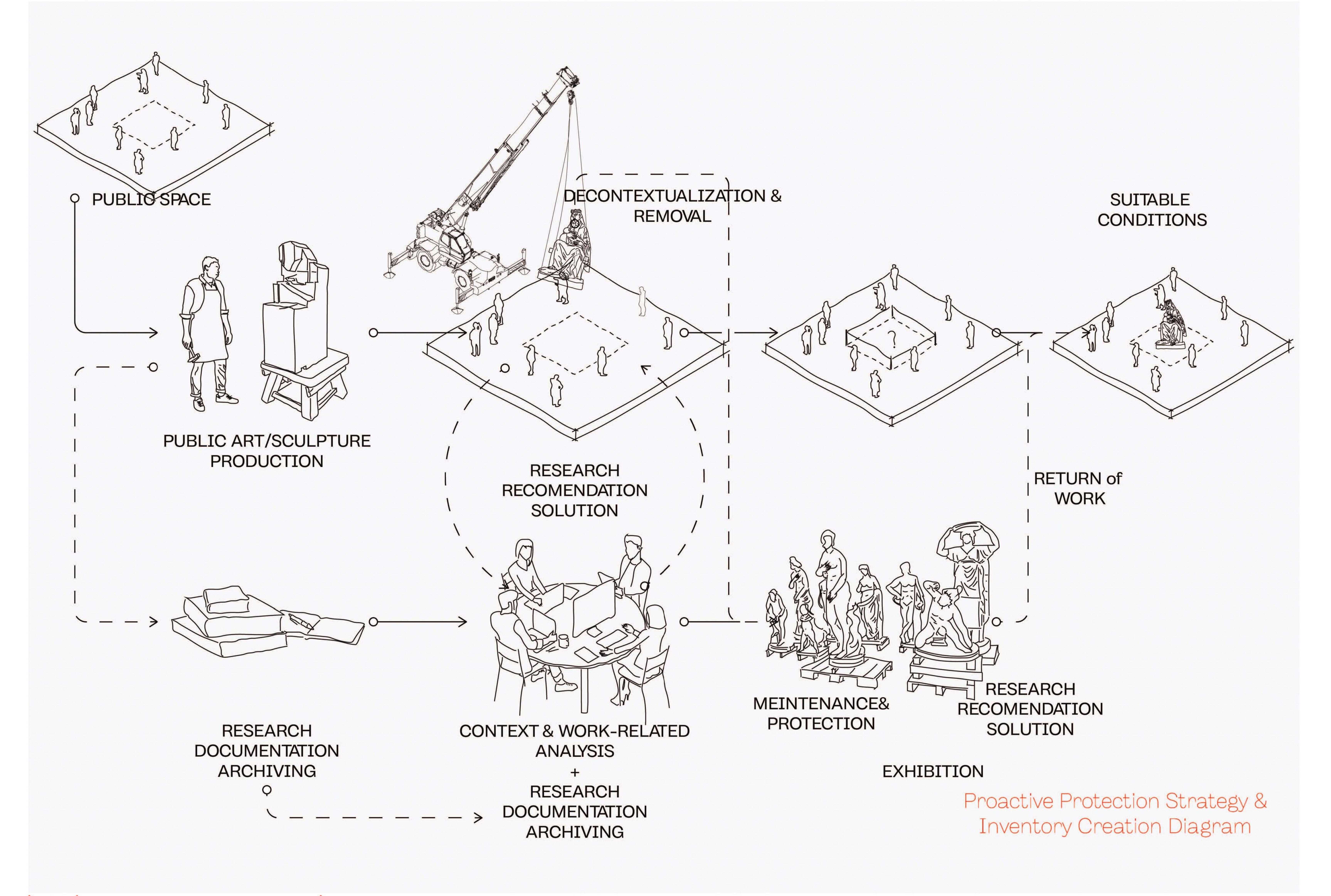
1981 Yaz Findukli Parki



1981 Yaz Findlikh Parki Kabatas

Year-end exhibition of Mimar Sinan Fine Arts University students at Findikli Park

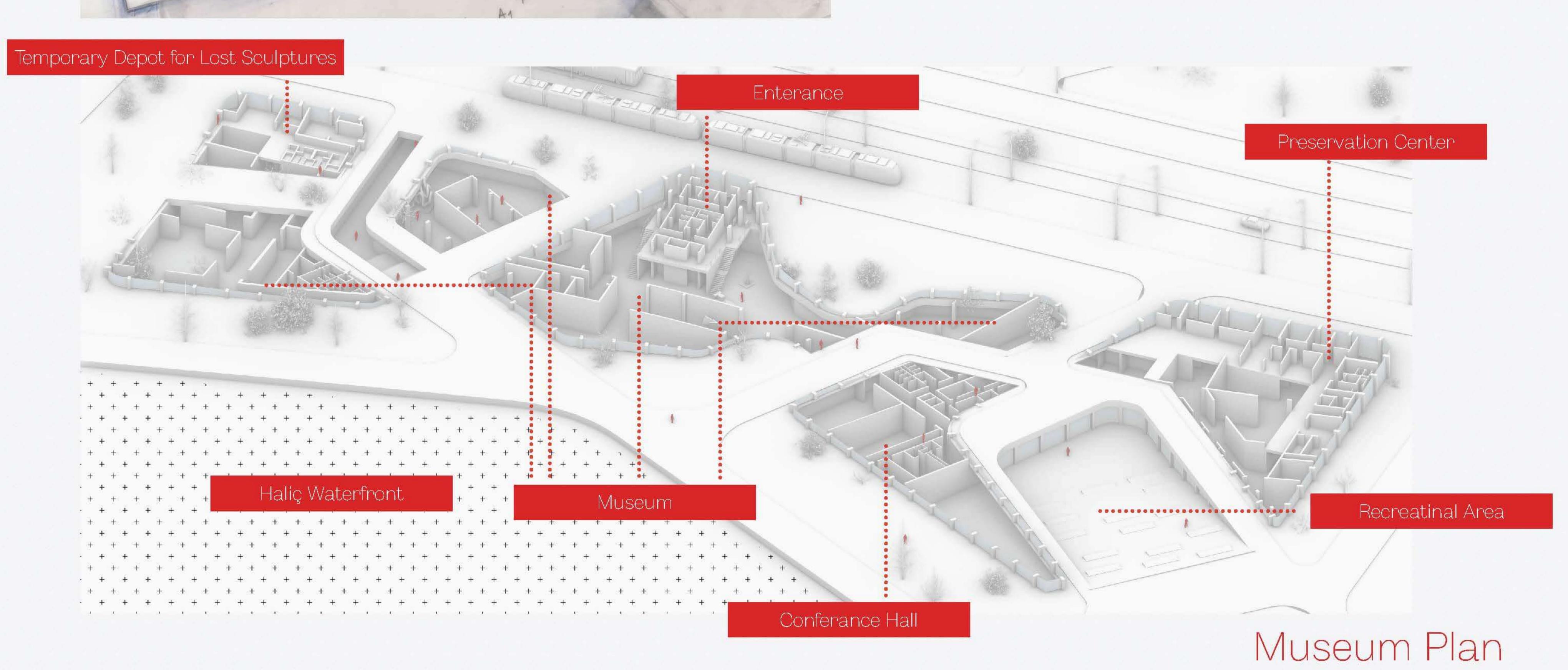
Back side of the photograph - Reverse side of the photograph: "The summer of 1981. The exhibition opened by the students of the sculpture department in Findikli Park, its beauty is a design intertwined with the public"

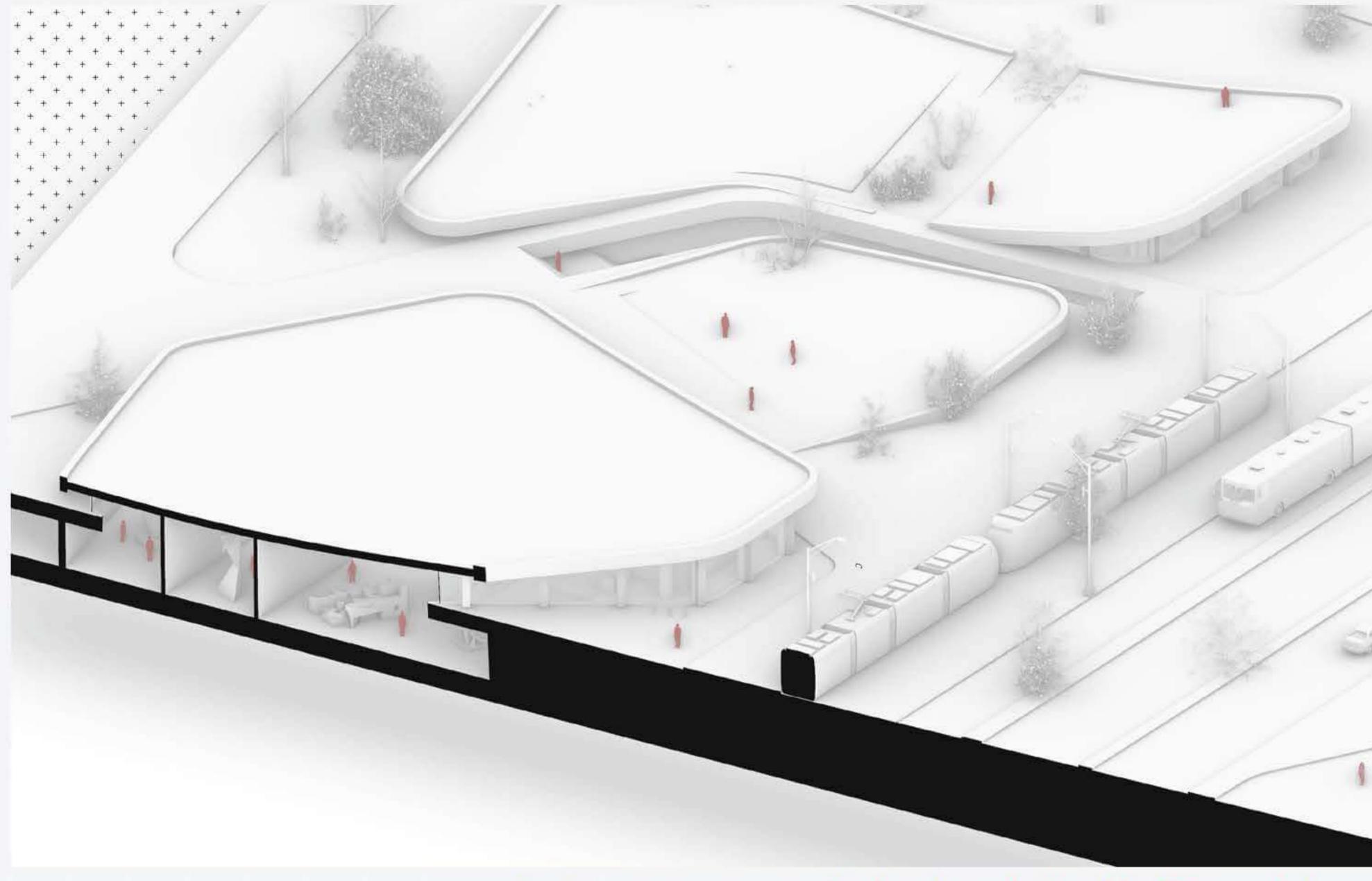




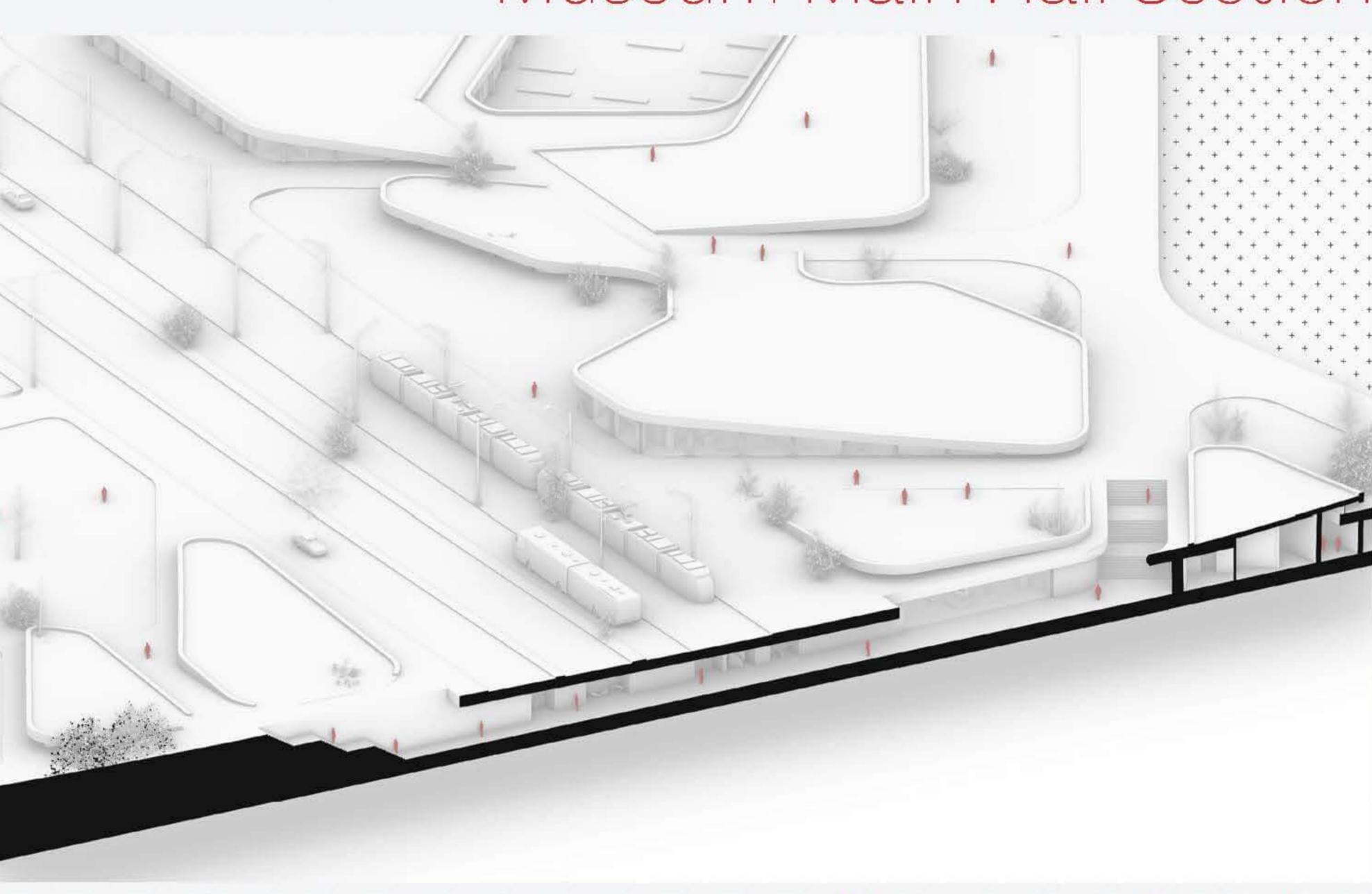
Site Plan

Initial sketches where data and features from early-stage contextual analysis starts to shape deign charecteristics of project in urban space





Museum Main Hall Section



Passage Section



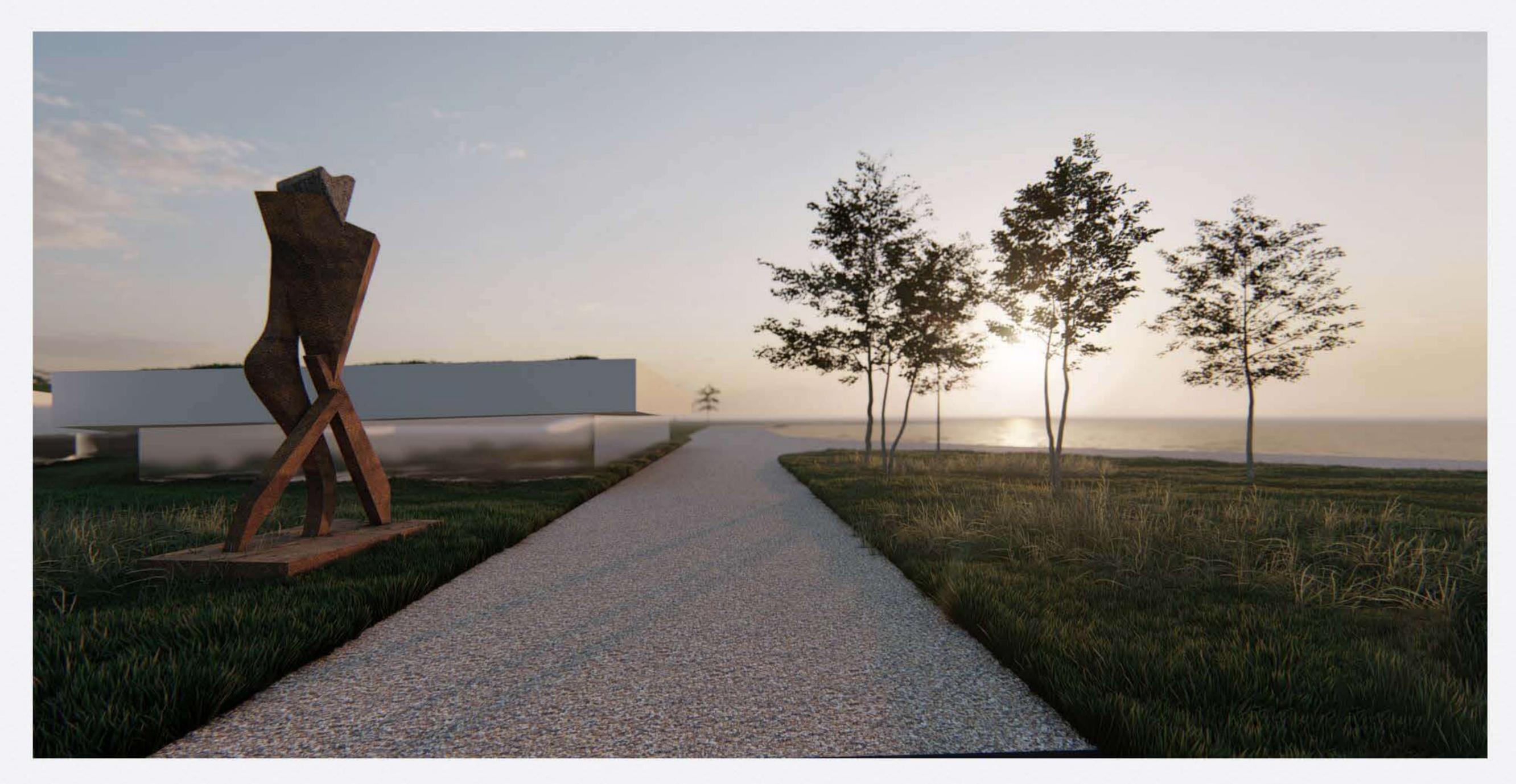
The project displays sculptures of different types, including monumental sculptures and smaller sculptures. Monumental sculptures are larger in scale, often built on pedestals which creates a distance between the sculpture and the public. While, smaller sculptures establish a more personal and subjective relationship with the public, which strengthens the public's psychological and abstract aspects. The project aims to create a personal and meaningful relationship between the public and the sculptures on display, by choosing sculptures that can be easily related to in the daily lives of the residents.



Sculpture Garden



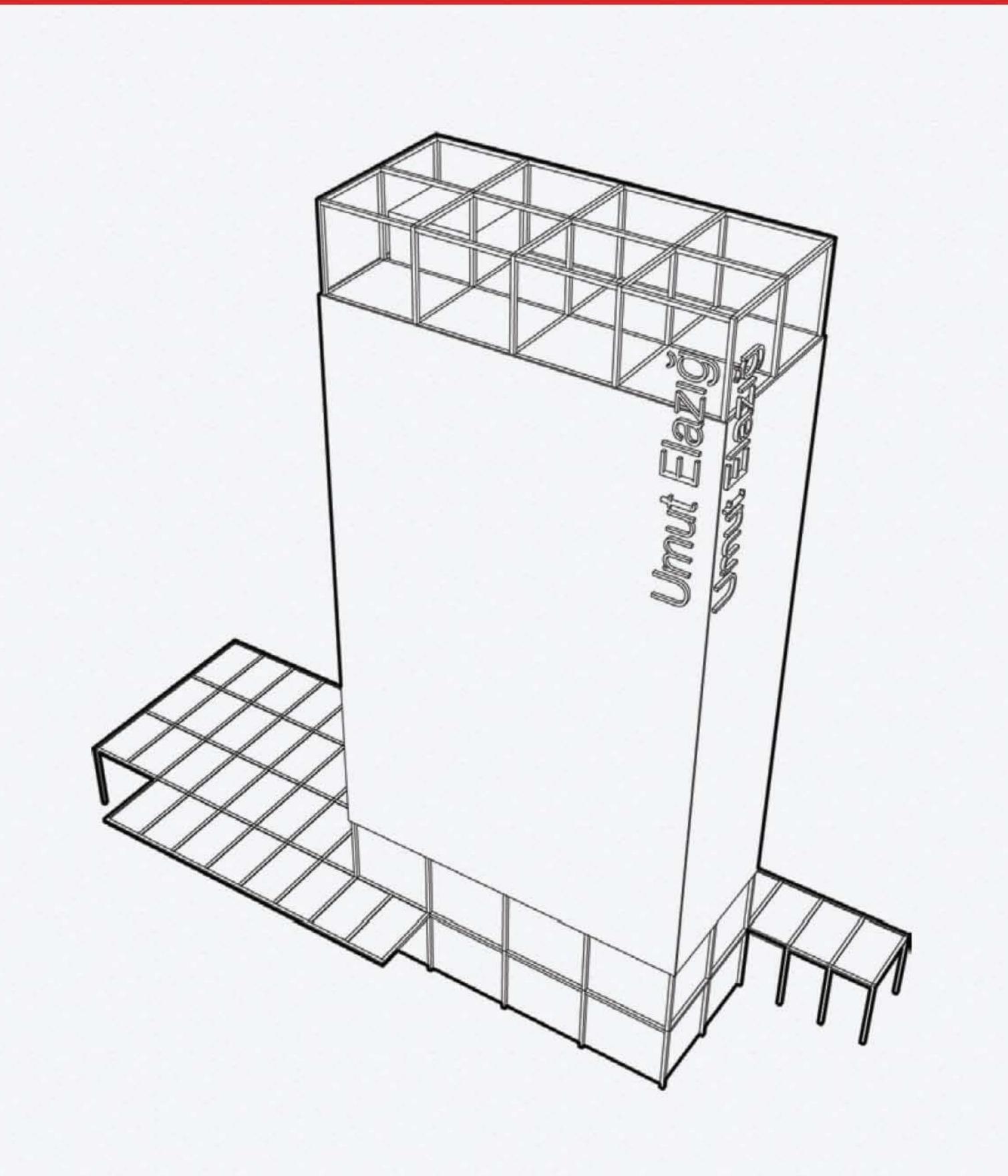
Comunity Hub



Waterfront Contact



North Enterance



Designing for Resilience / UMUT-Elazığ

Location: Elazığ - Turkey

Year: 2020

Category: School Project / Design

Studio V

Stage: Delivered

Type: Housing / Cultural

Role: Concept development

Model building

Research and development

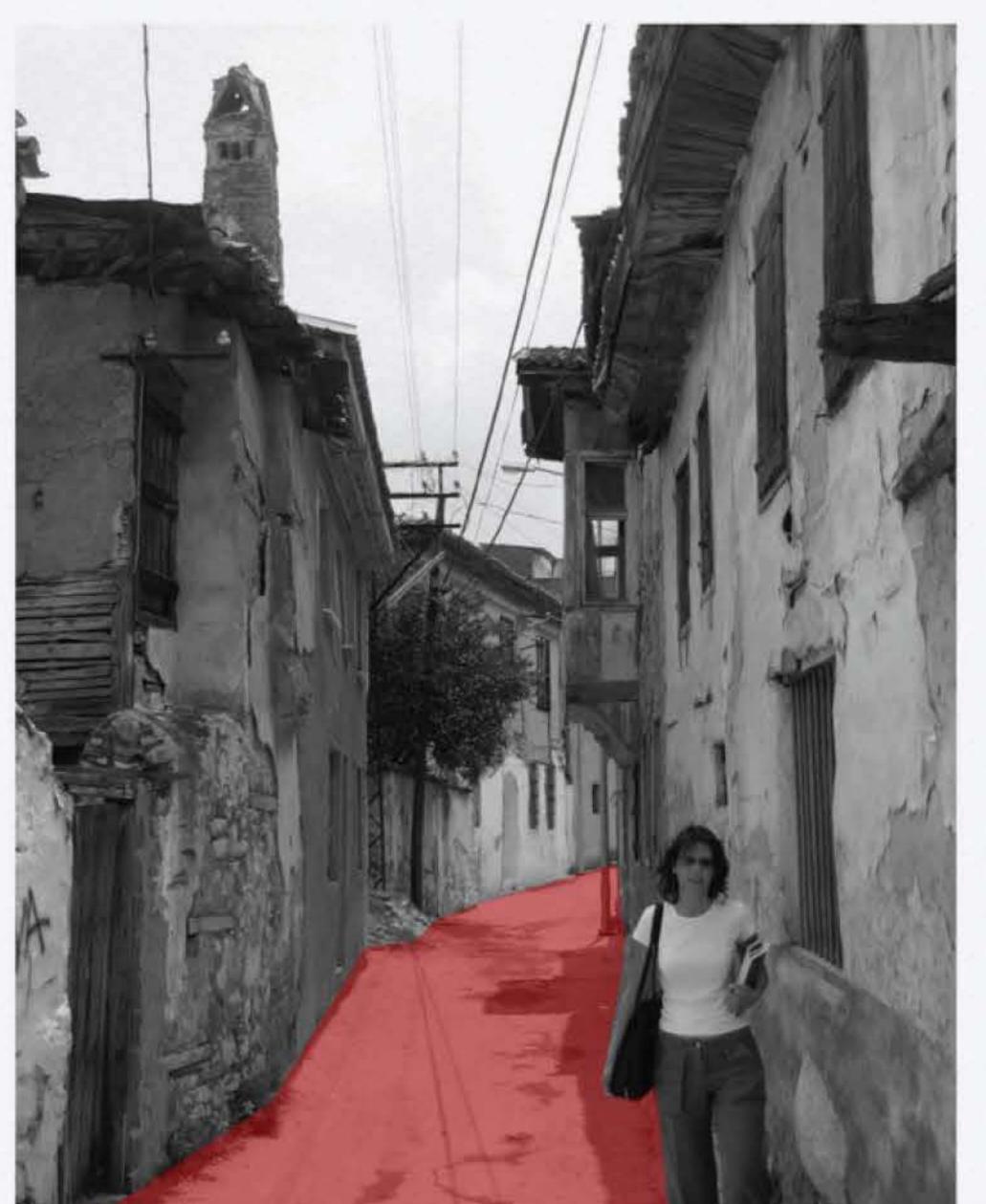
Graphic Design

As a response to the unfortunate earthquake disaster happened in Elazığ, Turkey in January 2020, Emre Arolat voluntarily directs Post-Elazığ Advanced Design Studio with Prof. Dr. Ece Ceylan Baba at Yeditepe University. The studio project could be referred to as a social responsibility project which brought EAA-Emre Arolat Architecture, academia, Elazığ Municipality and Governorship of Elazığ together. With the collaboration of the mentioned parties, Post-Elazığ Advanced Design Studio aims to develop a resilient and self-sufficient masterplan model to lessen the physical, economic and psychological damages caused by the calamity.

Design challenges for the Post-Elazığ Advanced Design Studio include achieving density, promoting diversity, and integrating local agriculture. The studio aims to explore how architecture can aid in healing post-earthquake trauma by synthesizing sustainable design trends, vernacular architecture, and the culture of Elazığ.



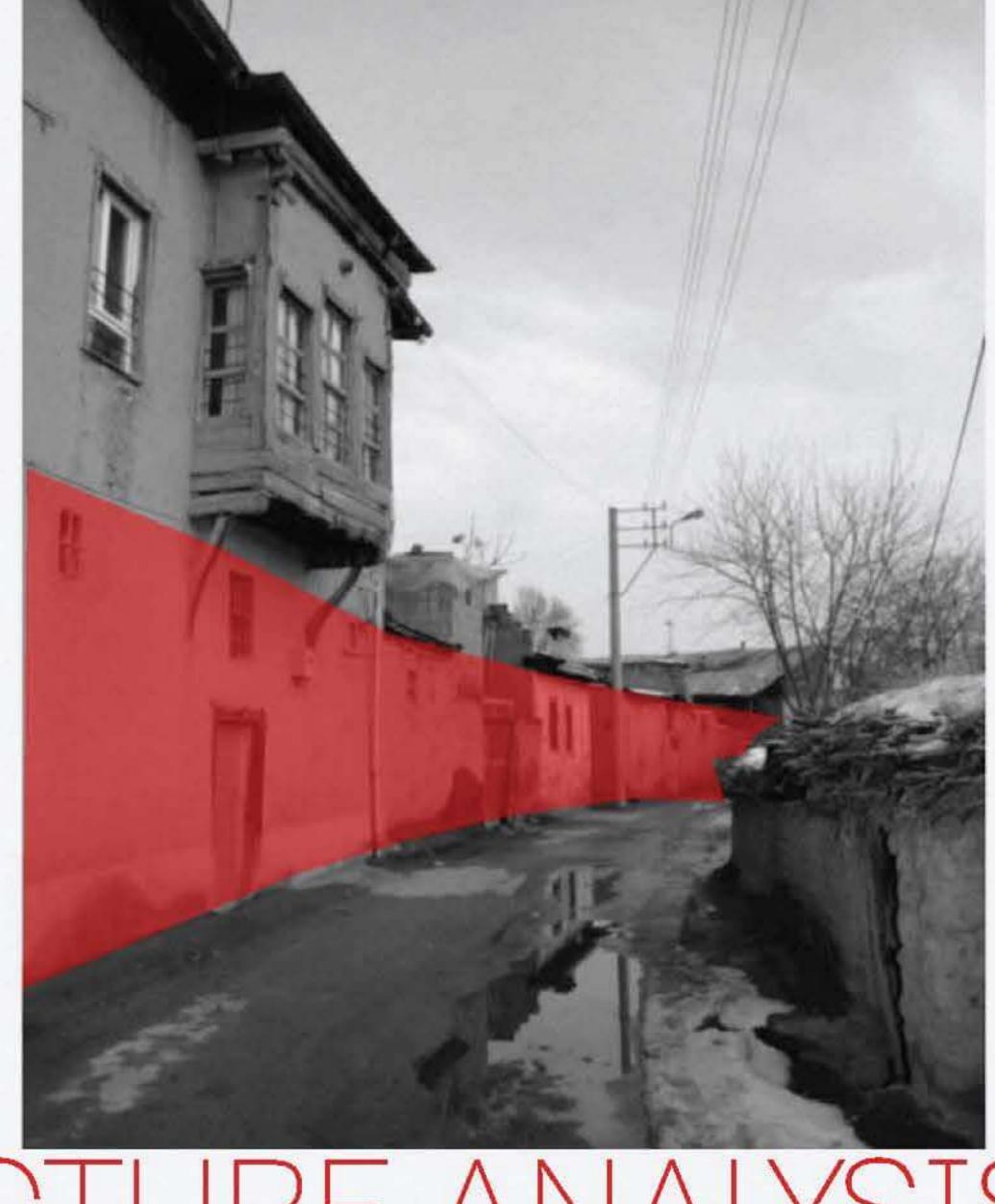














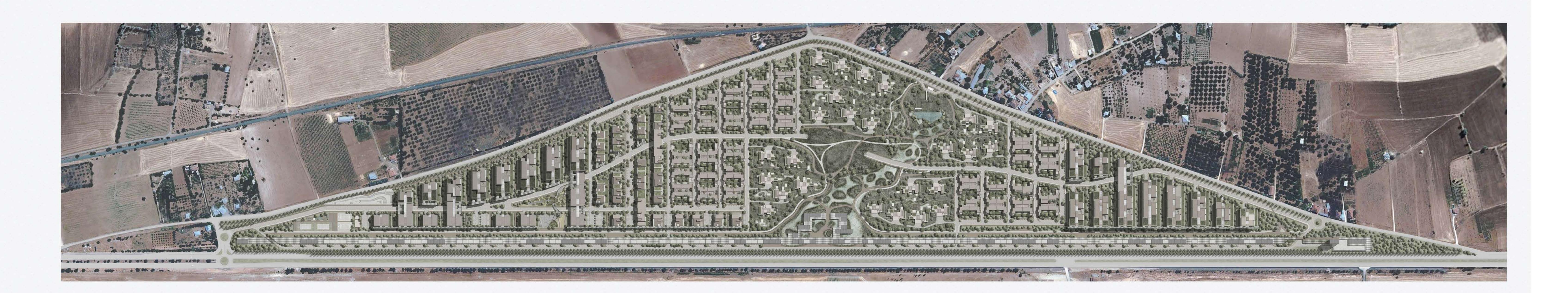








HOUSING









WETLAND LANDSCAPE CONCEPT





See Agent (Spirorine pubbenesses)

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WETLAND FACILITY

WETLAND SECTION

WETLAND

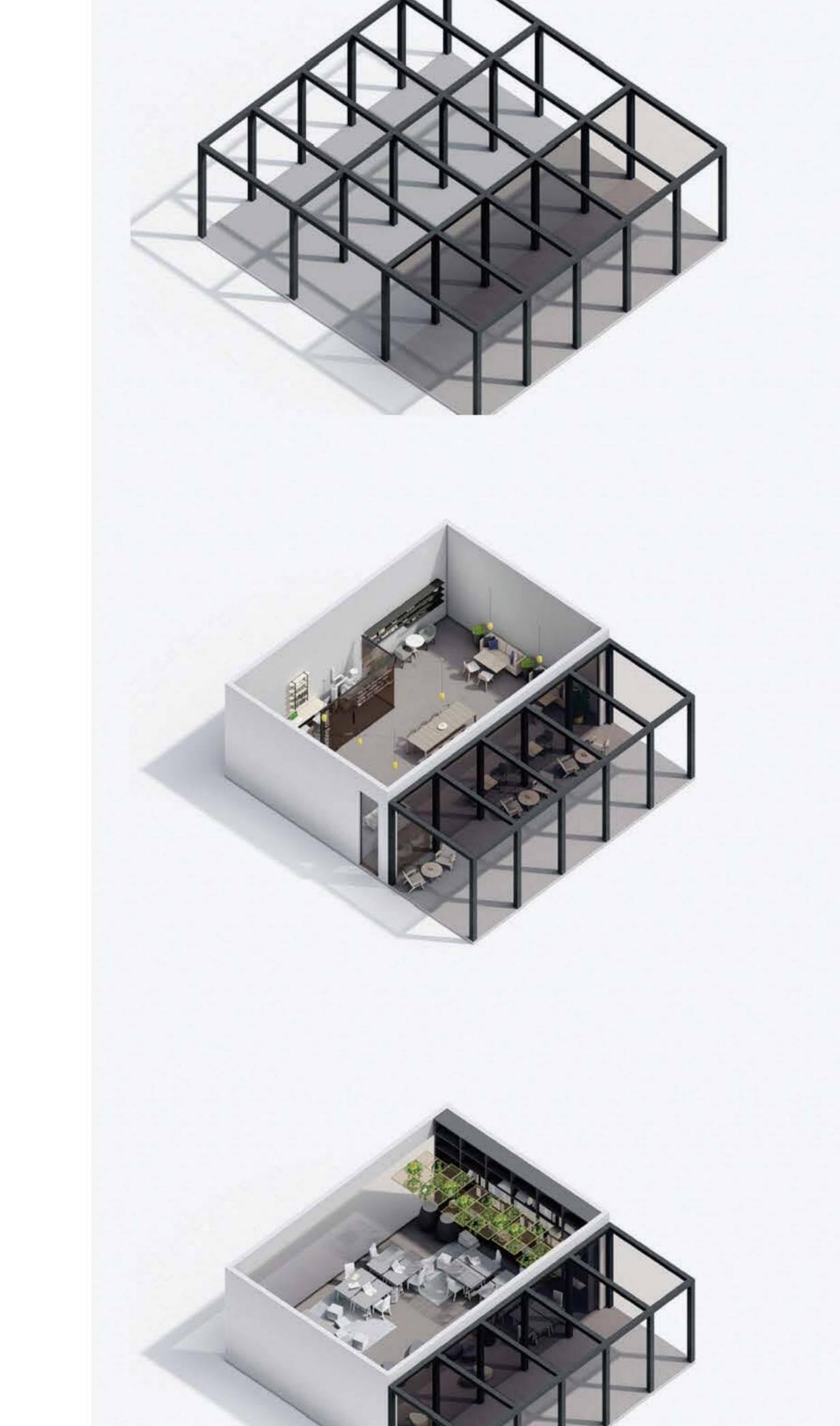


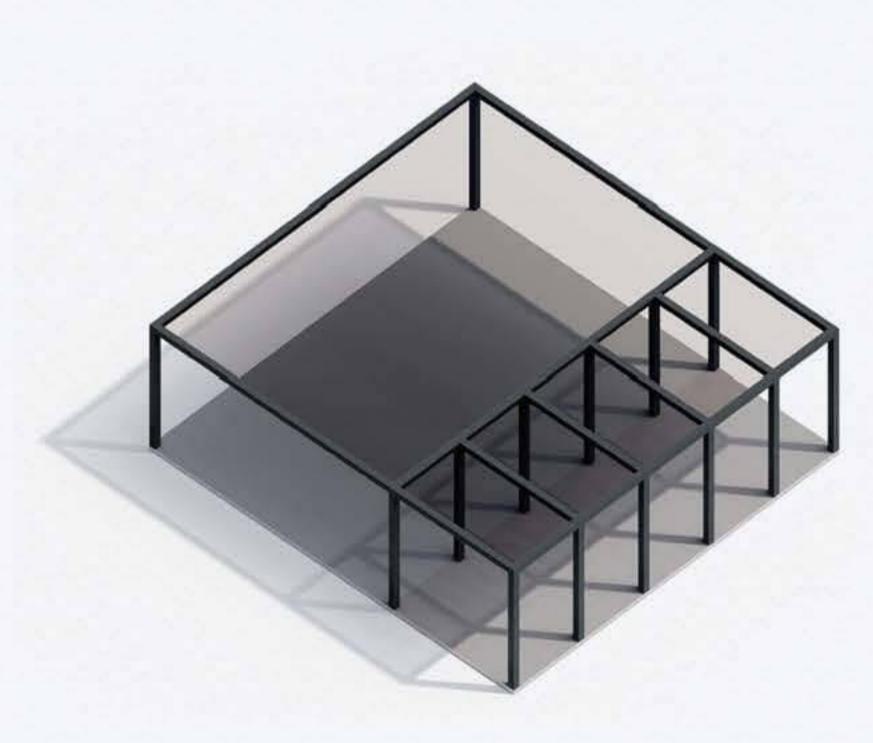
URBAN STRUCTURE

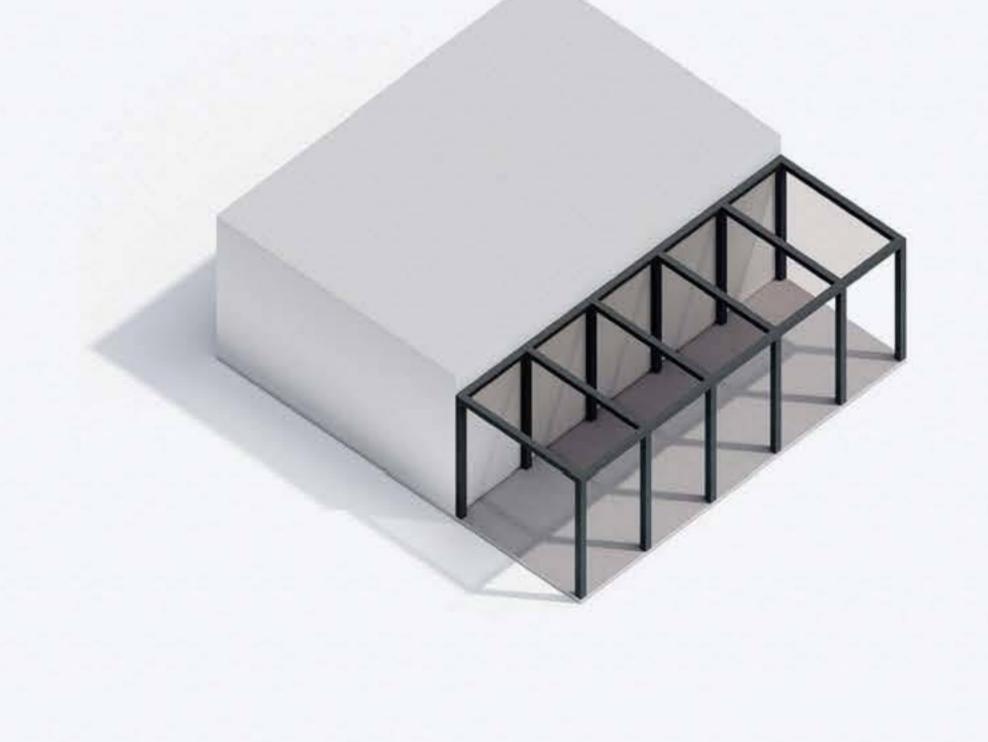


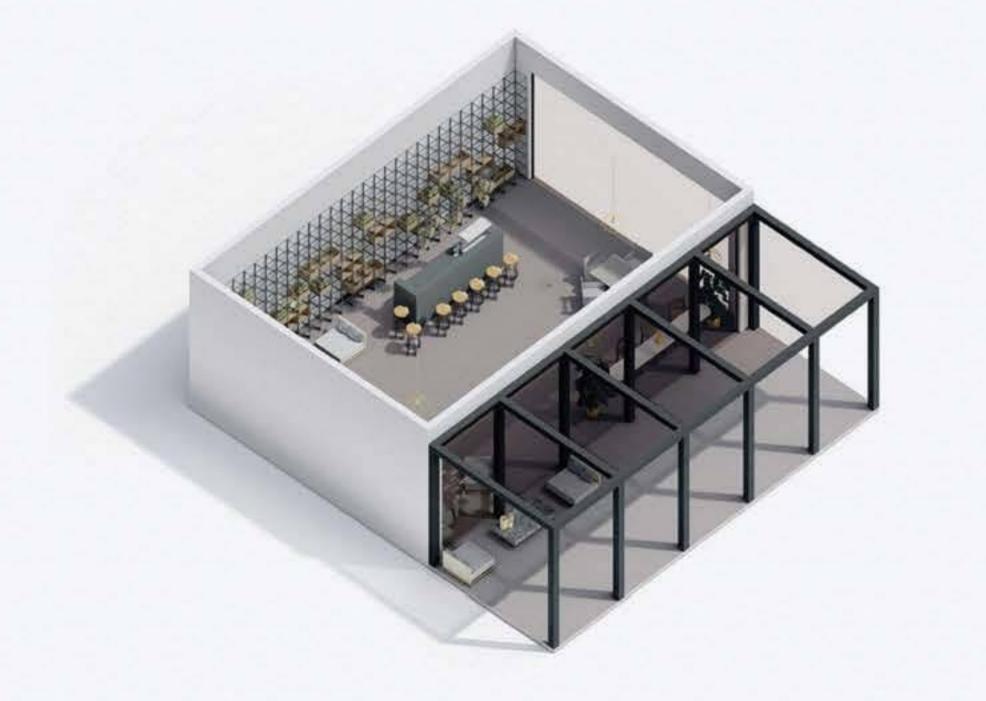
URBAN STRUCTURE

URBAN STRUCTURE TOOLBOX

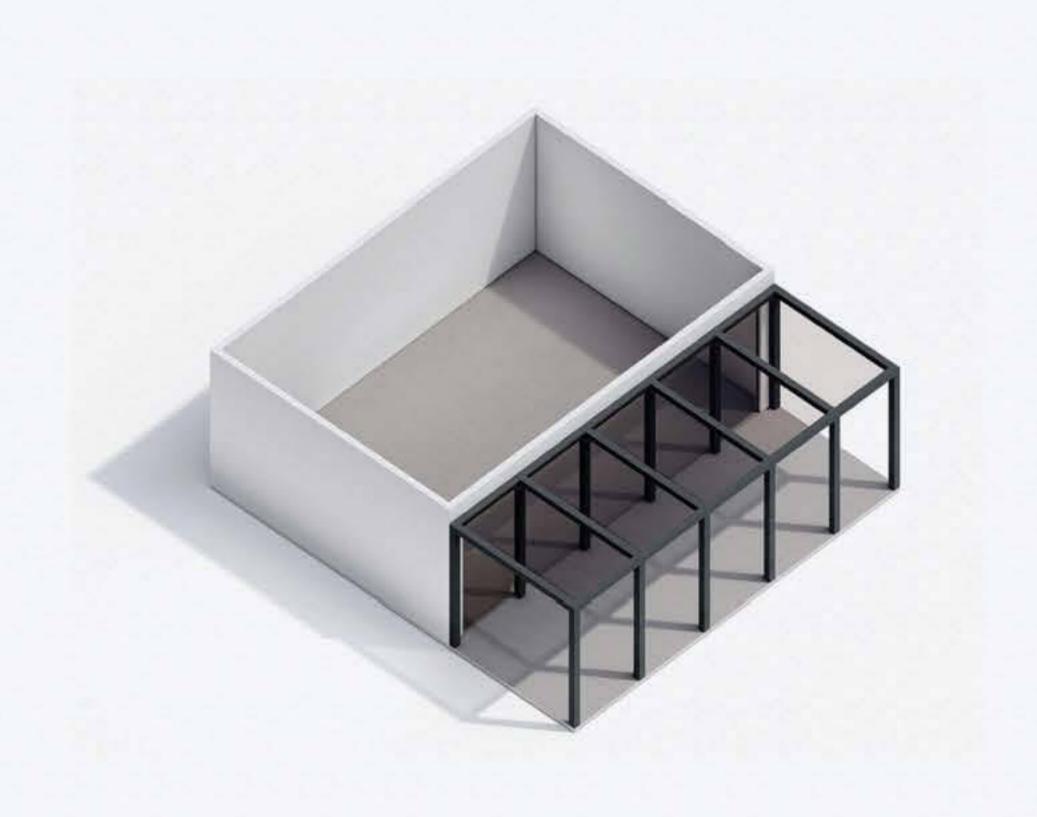


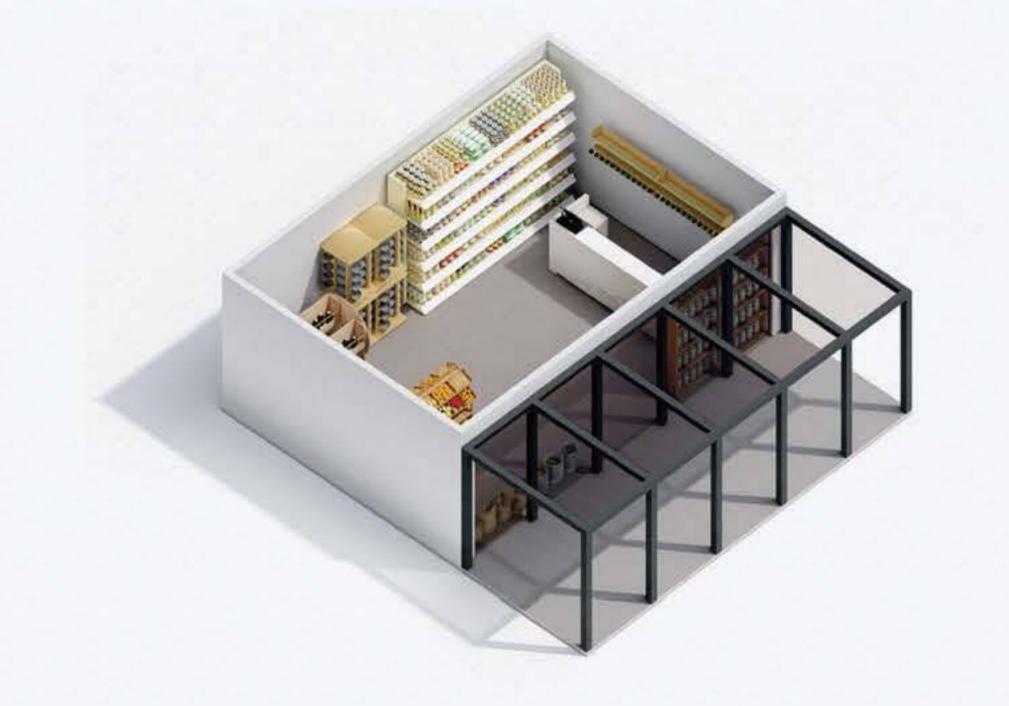




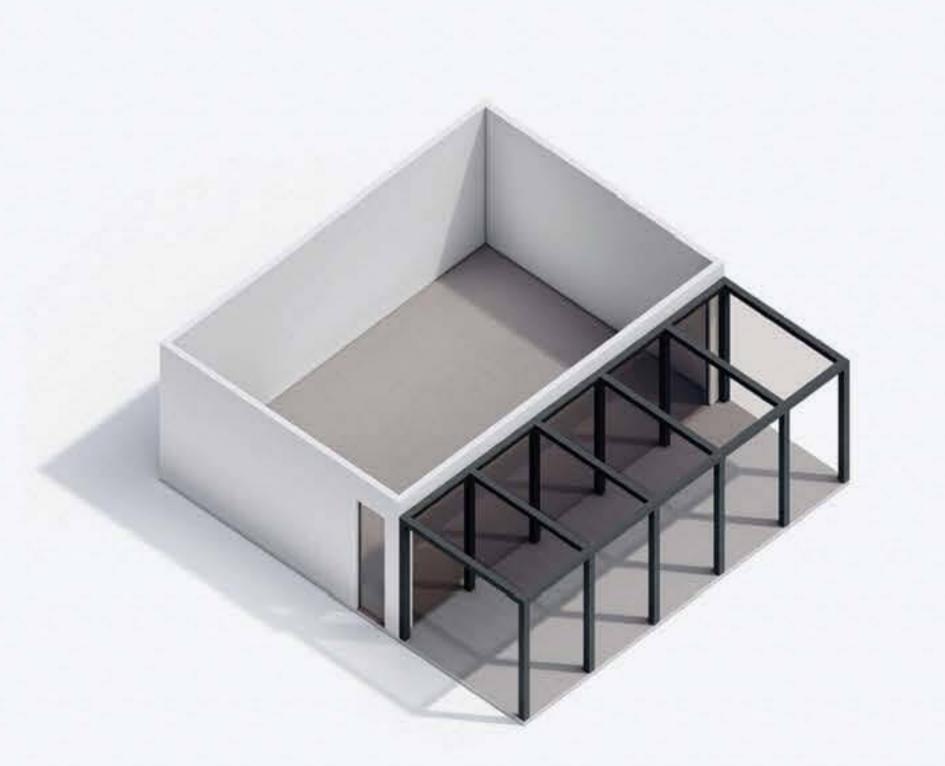


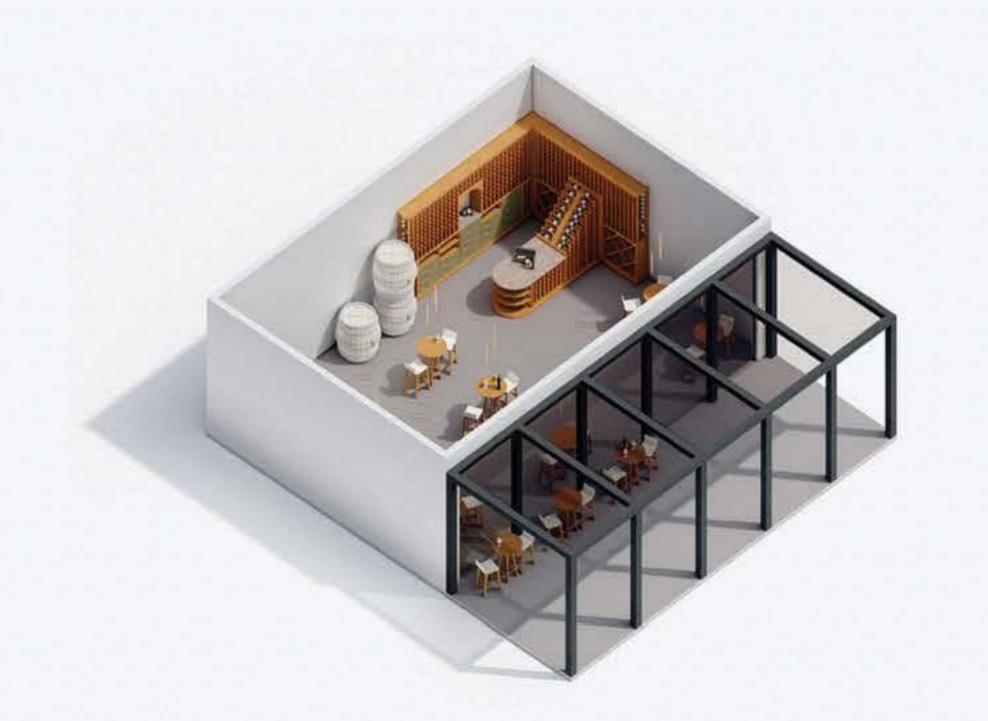


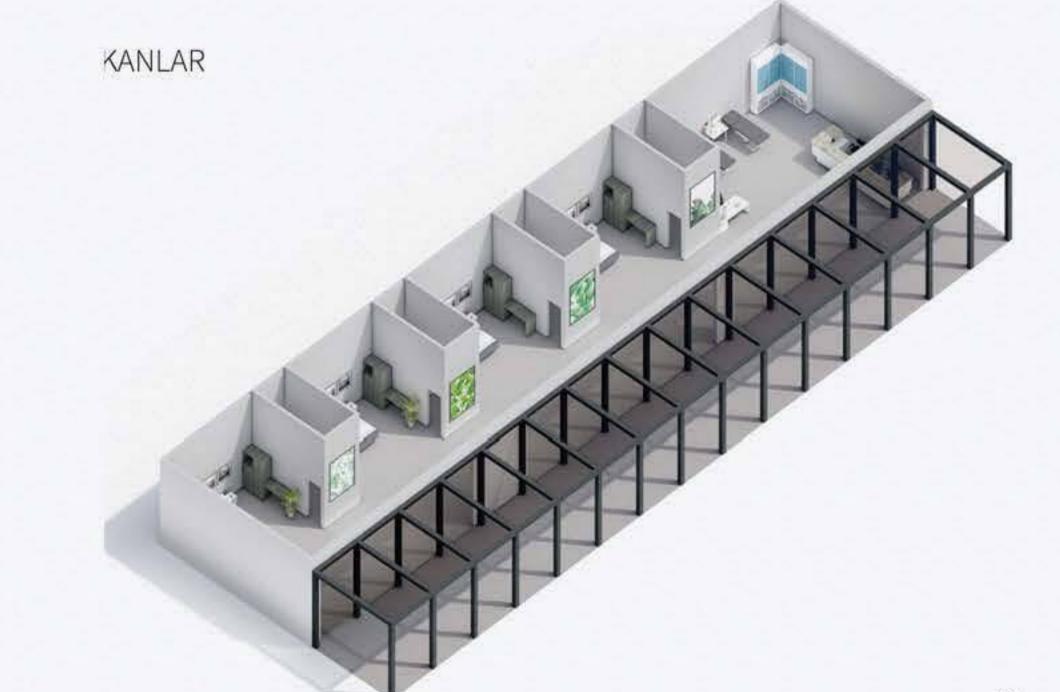


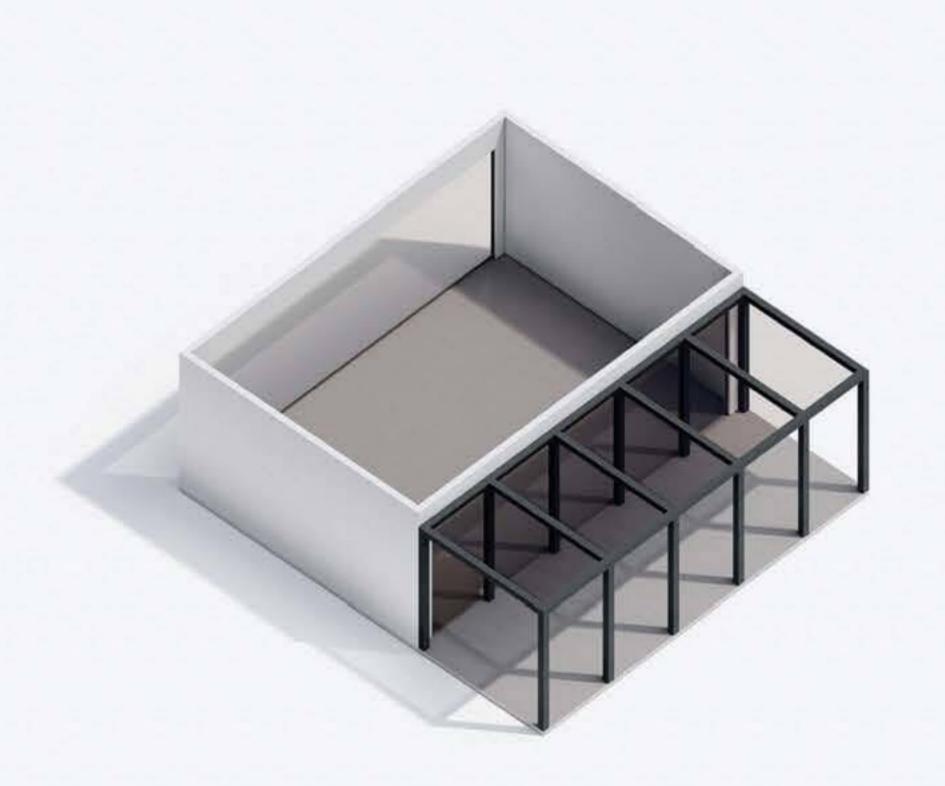






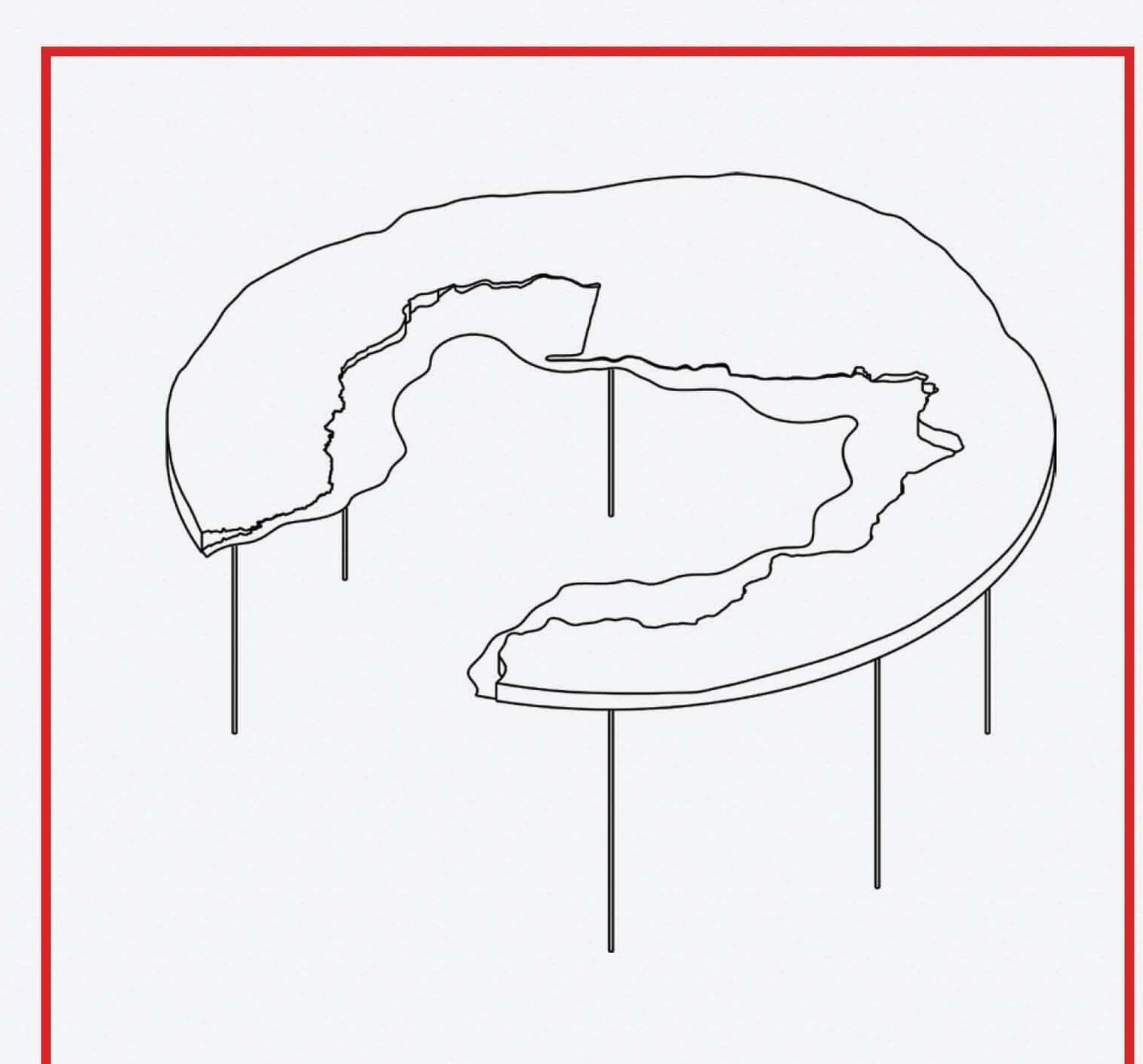












Exhibition Model for Danish Architecture Center

Location: Copenhagen - Denmark

Category: Professional/ BIOSIS Architecture

Stage: In Progres


Type: Architectural Model

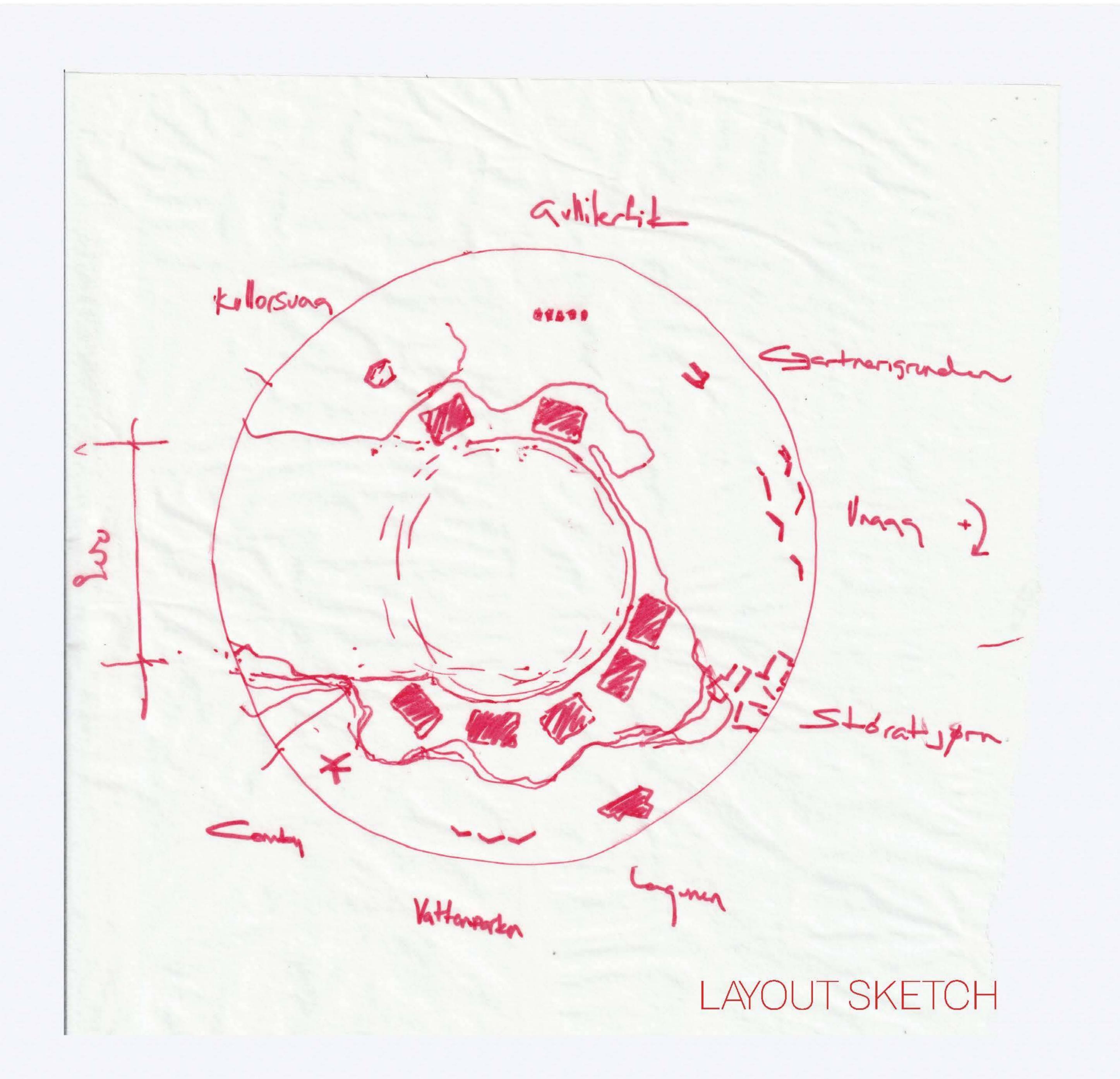
Role: Concept development Model building

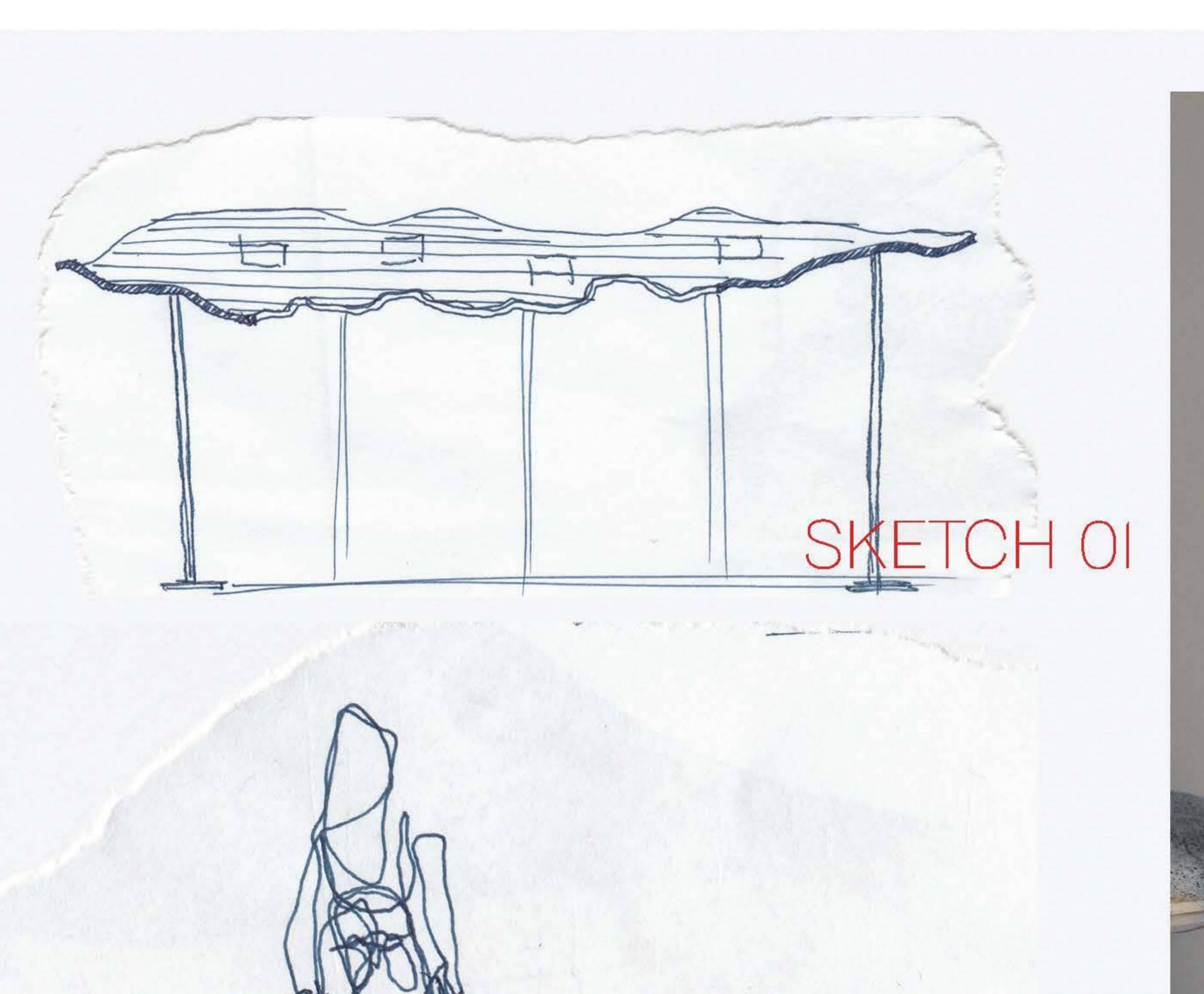
Model showcases the harmonious relationship between the design of our company's projects in the Nordic countries and the surrounding context.

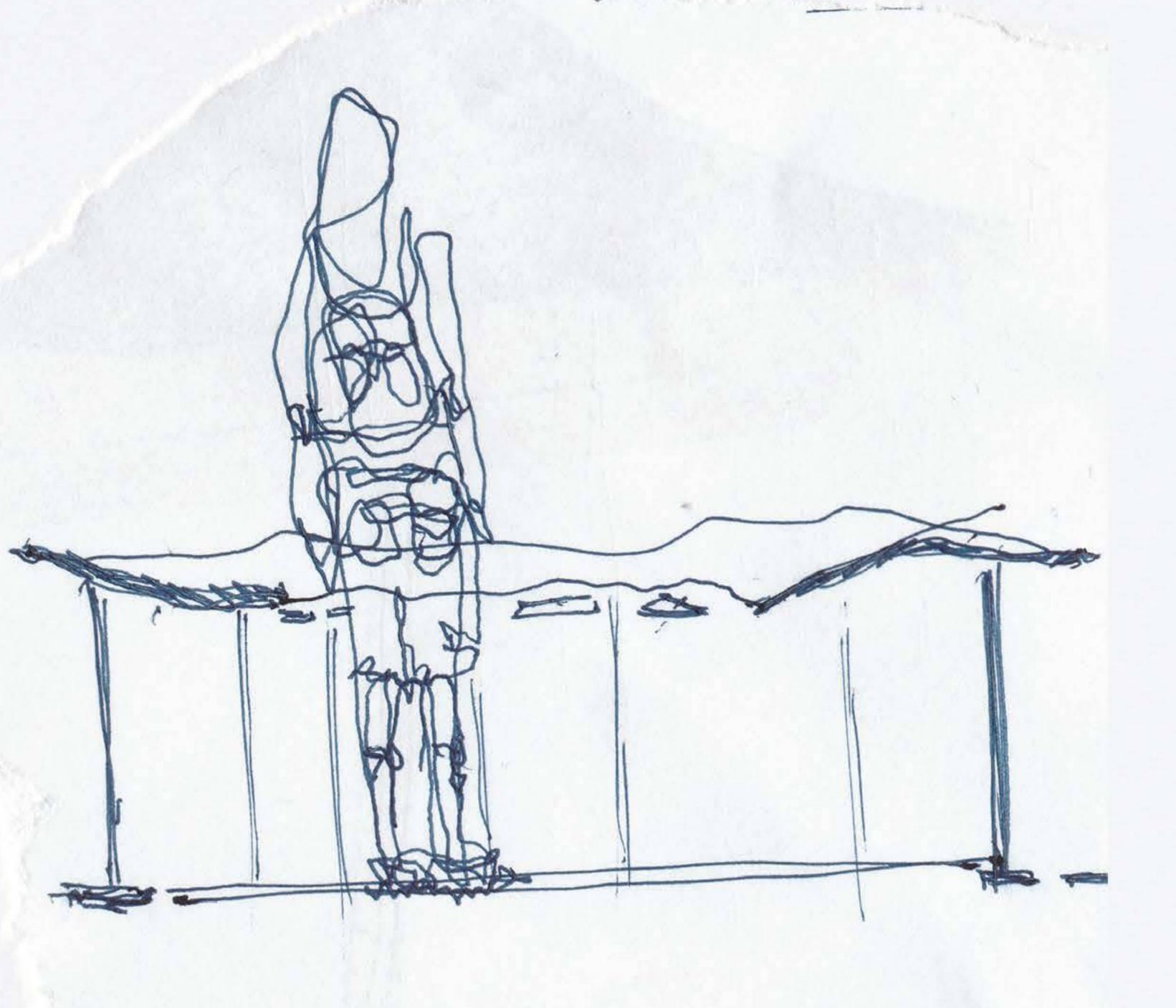
Using 3D printing technology and sustainable raw materials such as recycled oysters and slate, we created a model that not only emphasizes this connection, but also allows for an interactive and immersive experience for the viewer.

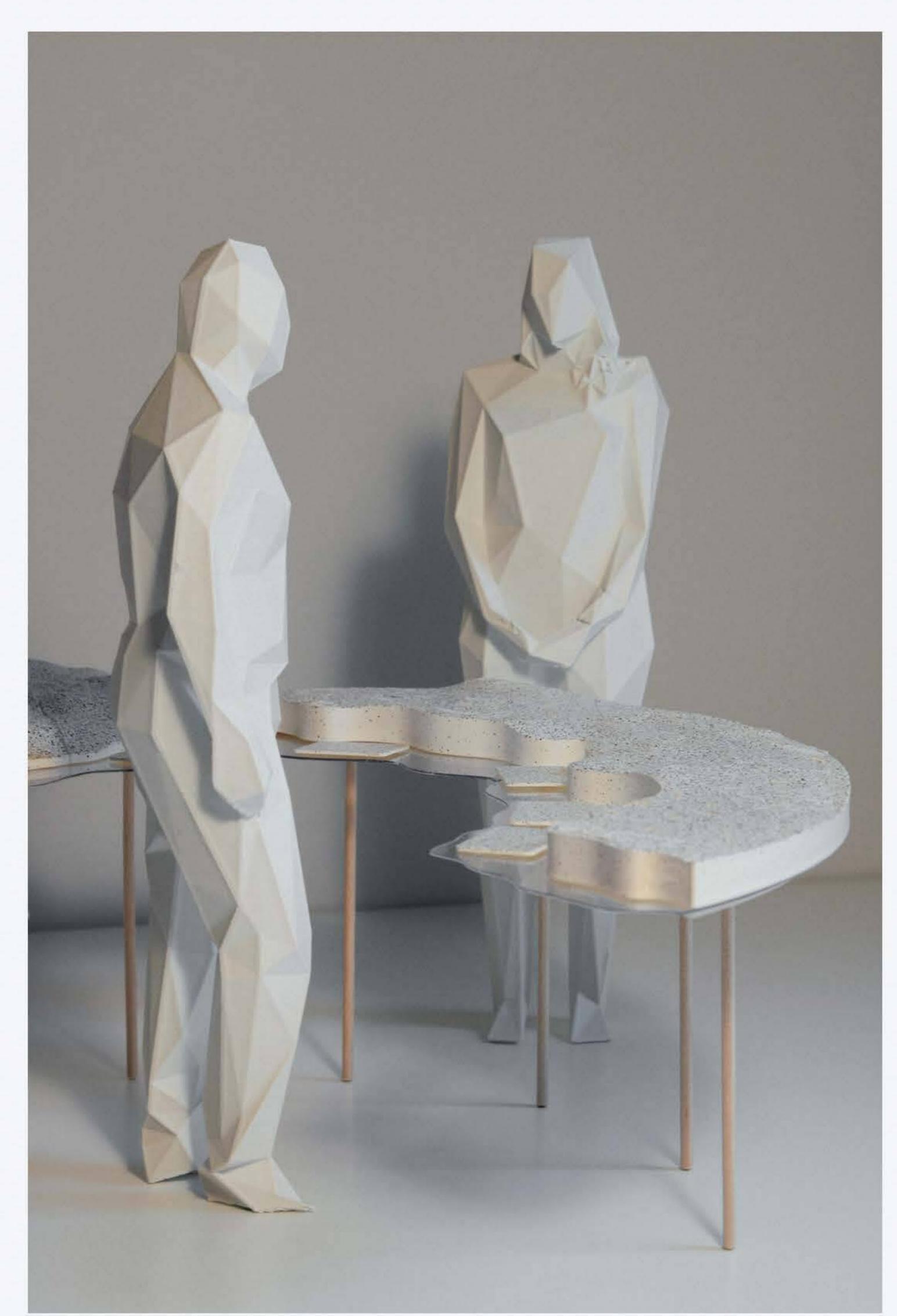
The model spans a series of projects from Greenland to Kophenaga, highlighting the interconnectedness of our designs in the region. Our innovative approach to architectural modeling breaks down the barriers between the viewer and the model, creating a truly unique and surprising experience.



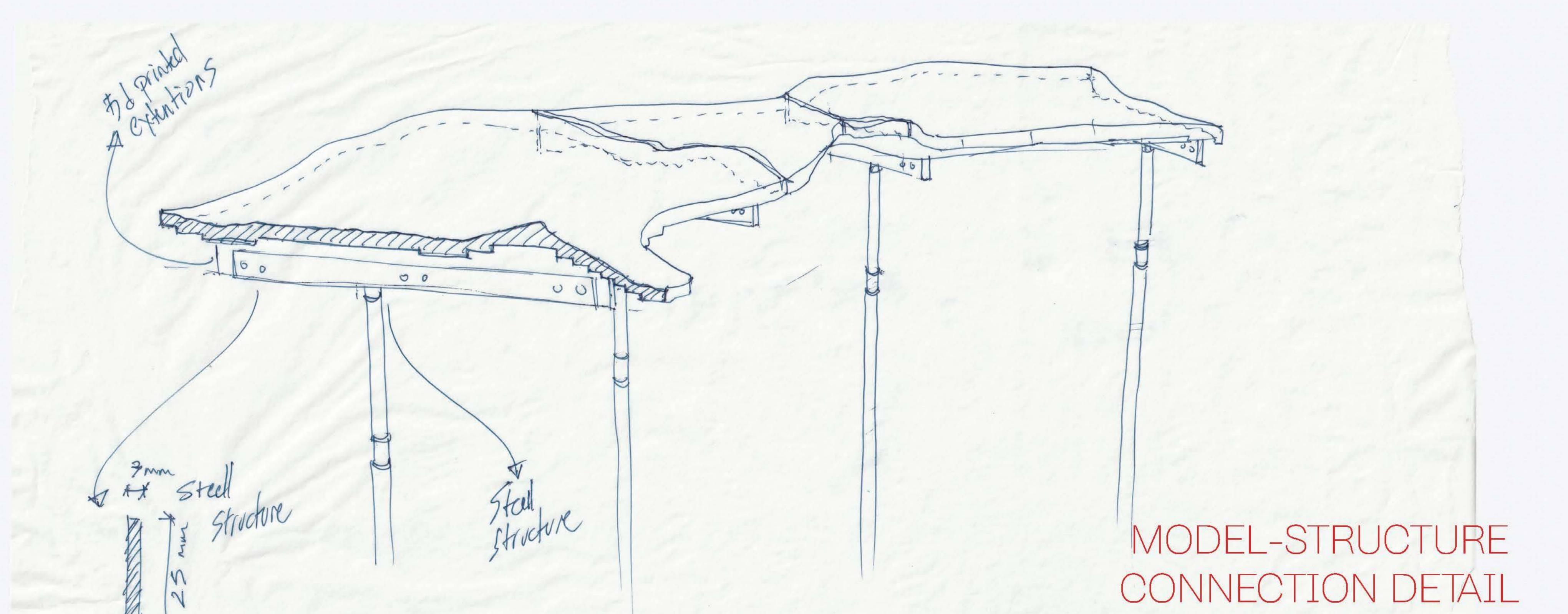


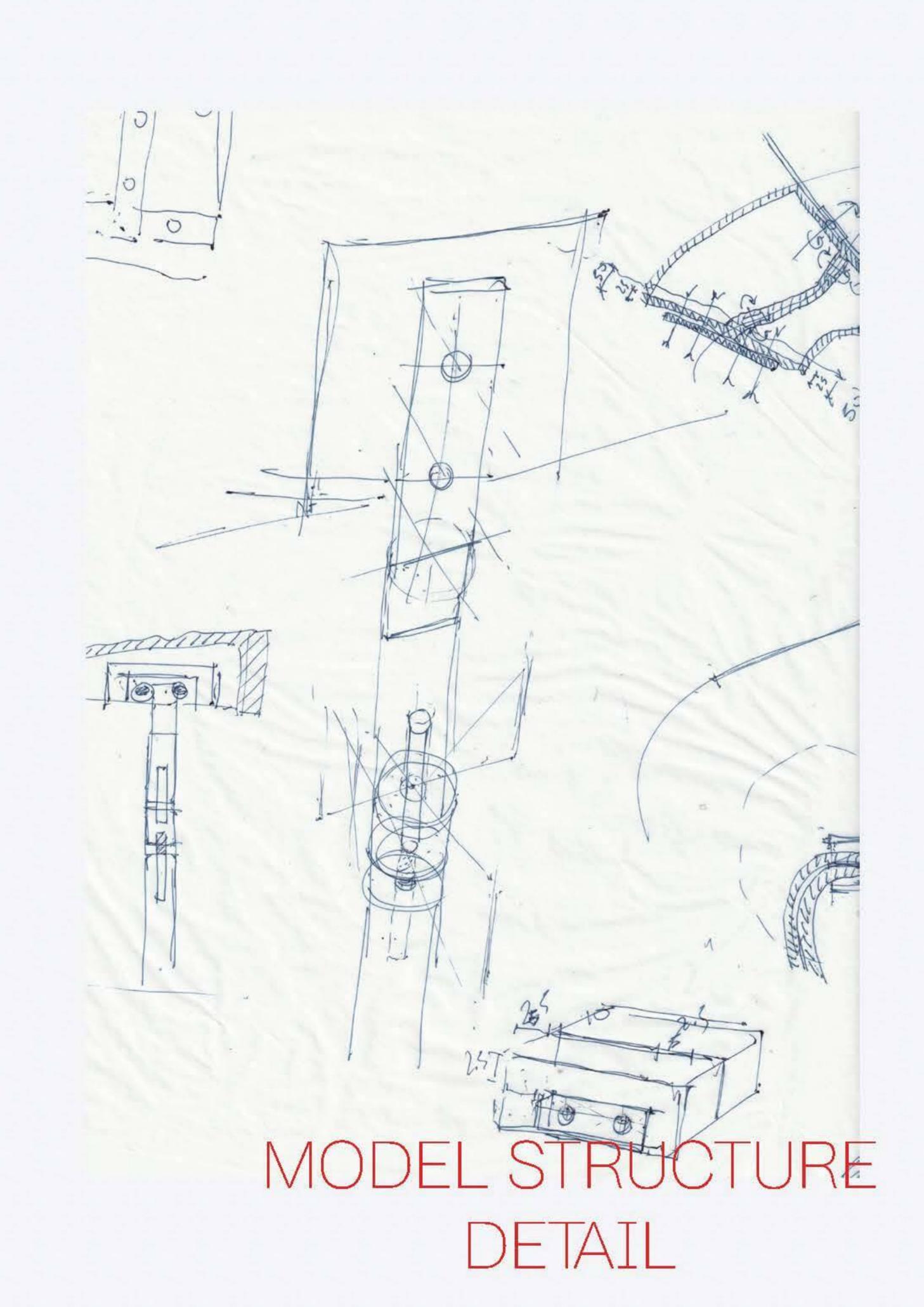




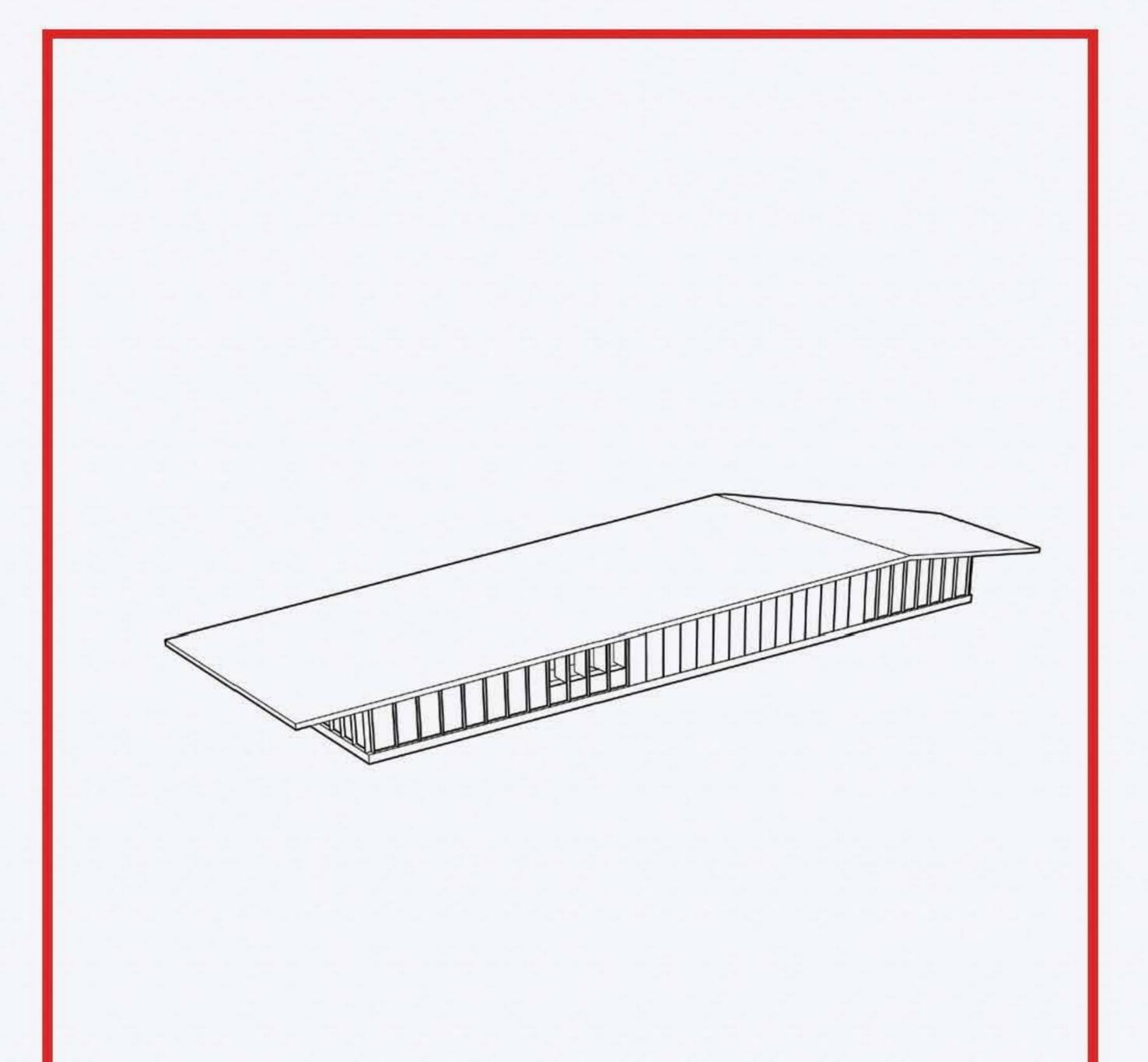


SKETCH 02









Söğüt Nature and History Sanctuary

Location: Söğüt - Turkey

Year: 2022

Category: Professional / Competition Entry /

Group

Stage: Delivered

Type: Cultural

Role: Concep development

Model building

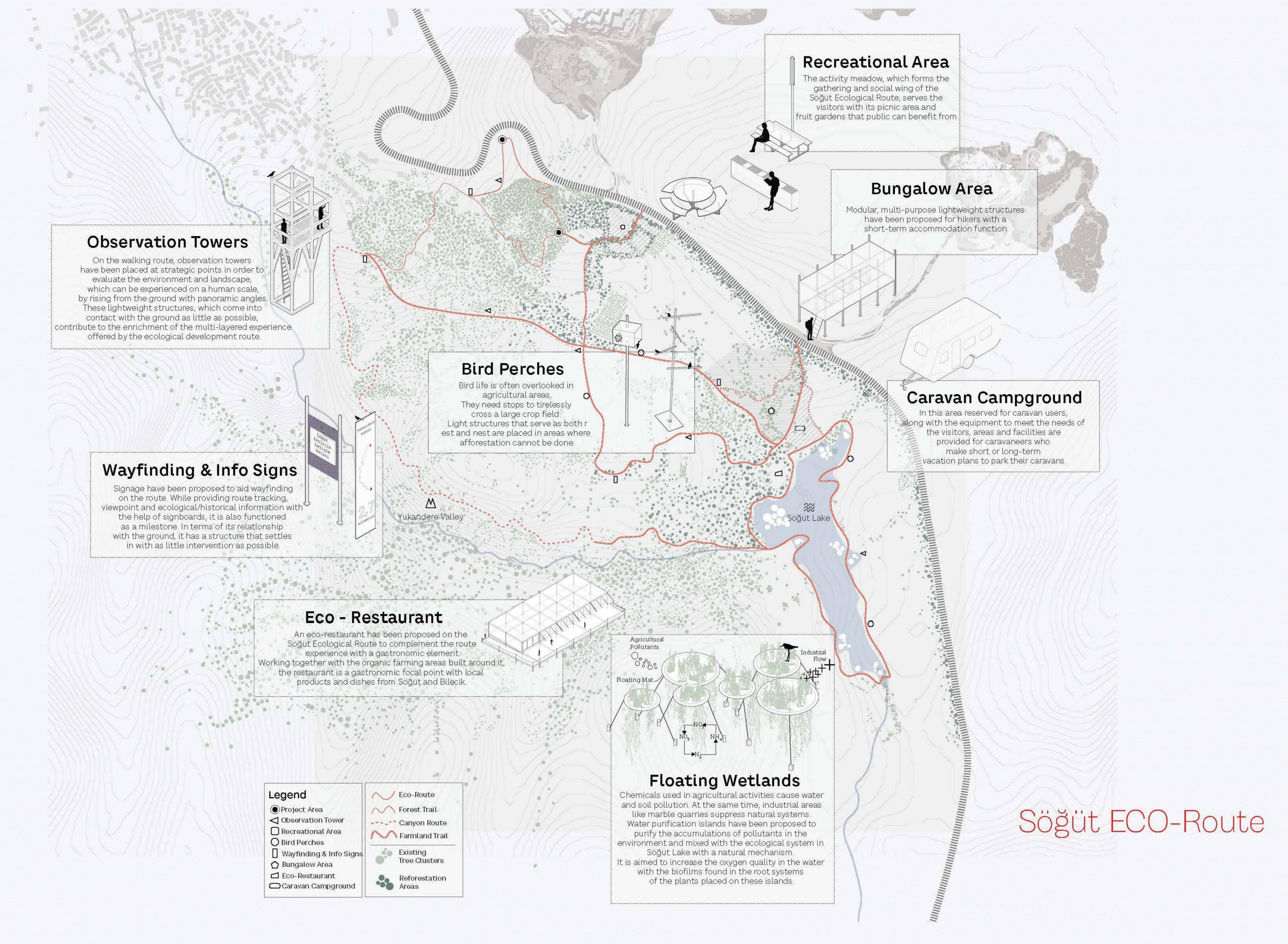
Research and development

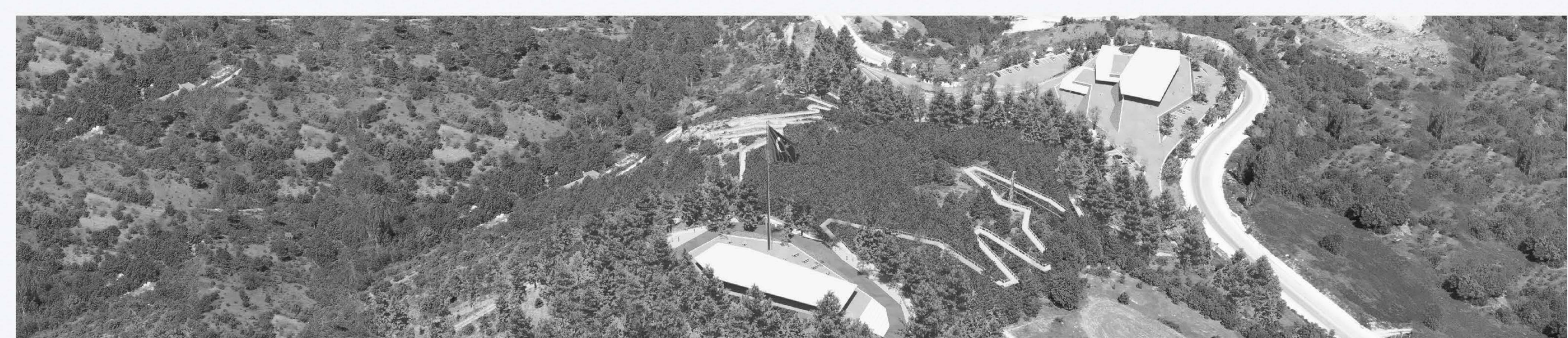
Graphic Design

Visualization

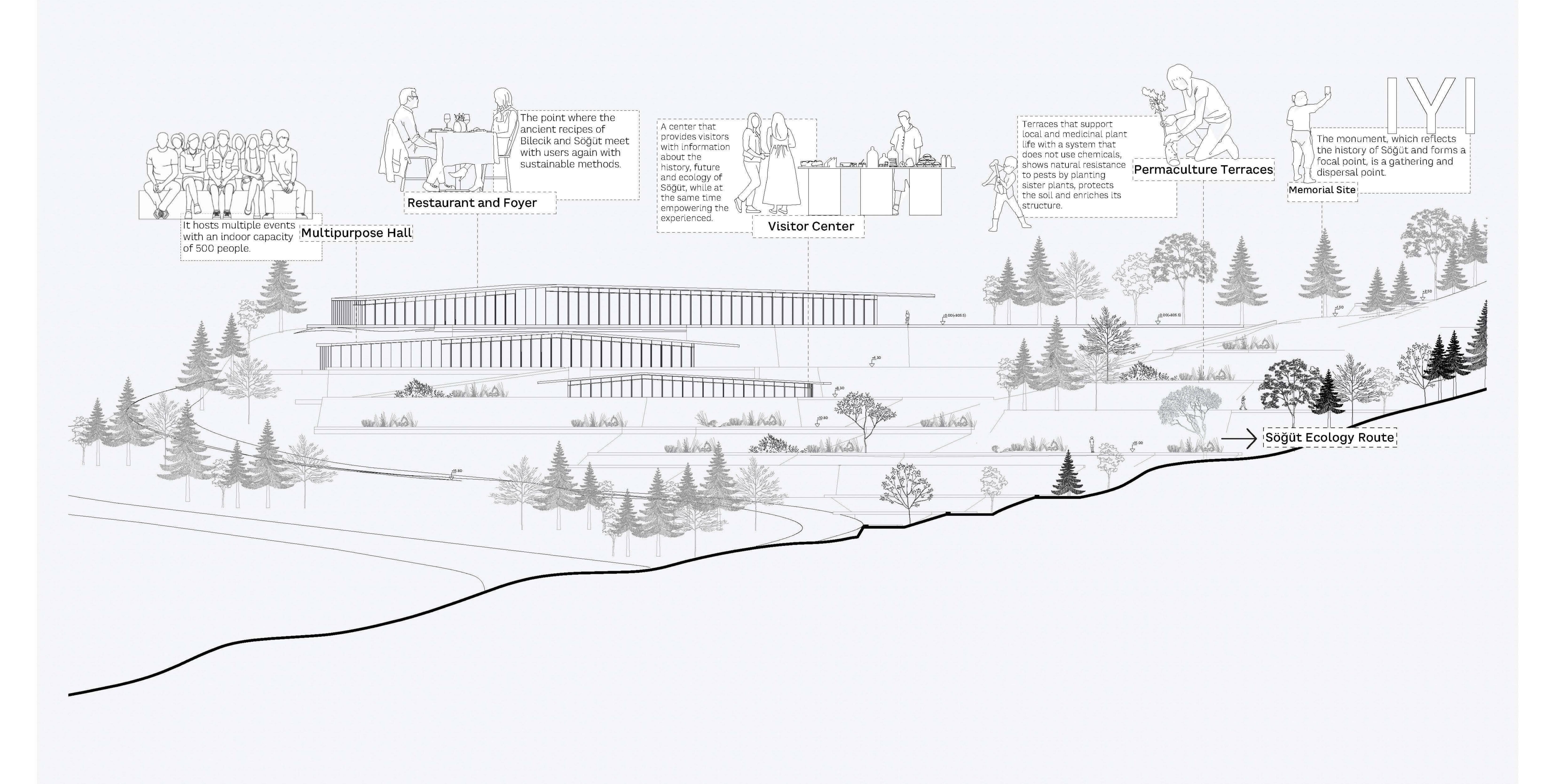
The Söğüt Nature and History Sanctuary is a project located in the district of Söğüt in Bilecik, Turkey, which aims to create a space that reflects the history and culture of the area and promotes a sense of connection between people and the environment. The project area is located on a hill and includes a marble quarry, the Upper Stream Valley, and the Söğüt Lake. The project aims to work closely with the local community and incorporate recycled materials from the nearby marble production facilities in order to reduce its carbon footprint. It also aims to highlight the ancient history of Söğüt and create flexible spaces that can adapt to future scenarios.

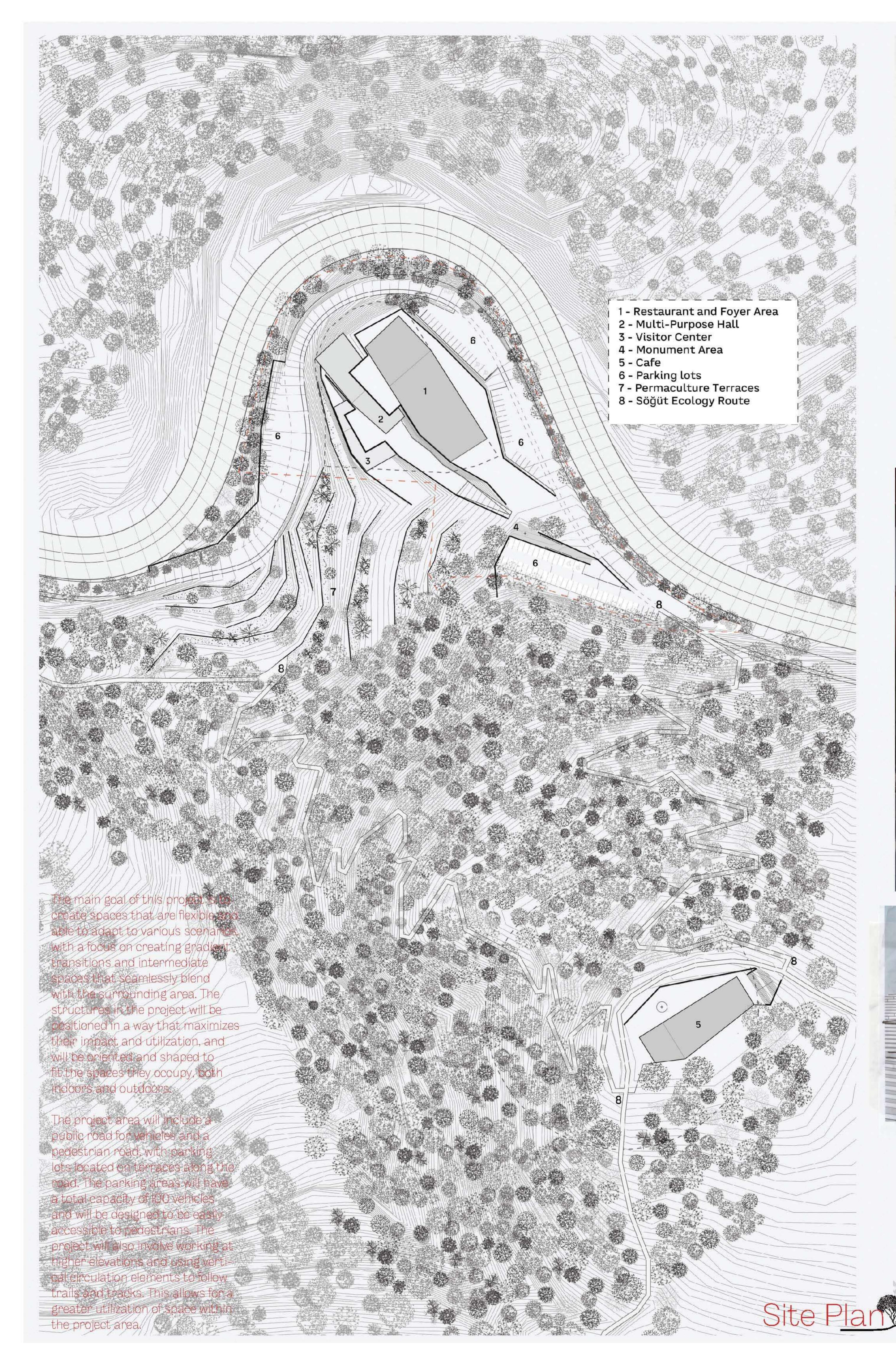
The Söğüt Nature and History Sanctuary's design considers the land's natural features with indoor and outdoor areas for activities and events. Terraces connect the surrounding landscape, while also providing outdoor gathering spaces. Educational facilities for workshops, conferences, and programs, are included. The sanctuary promotes sustainability and cultural enrichment for visitors and the local community.

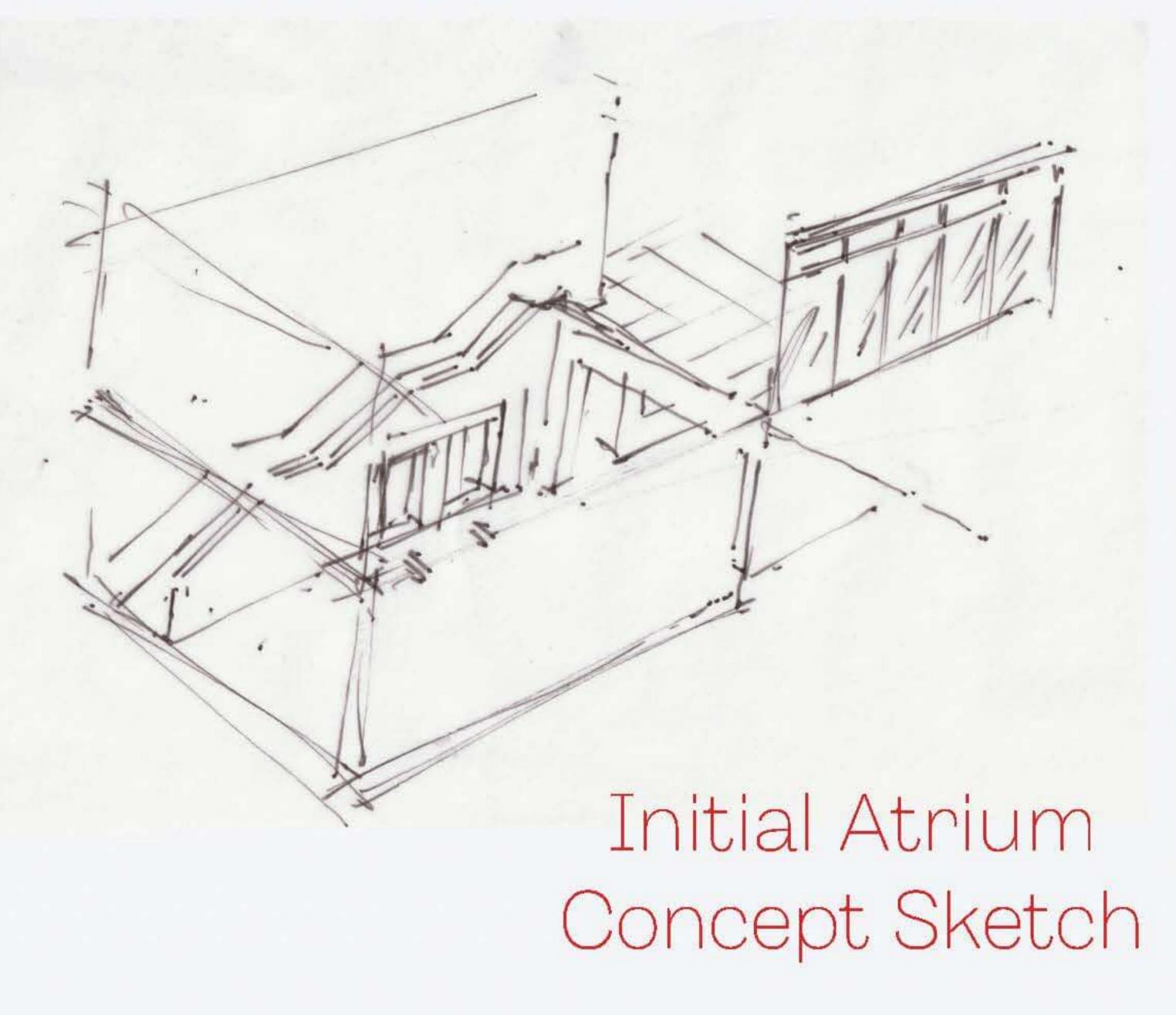


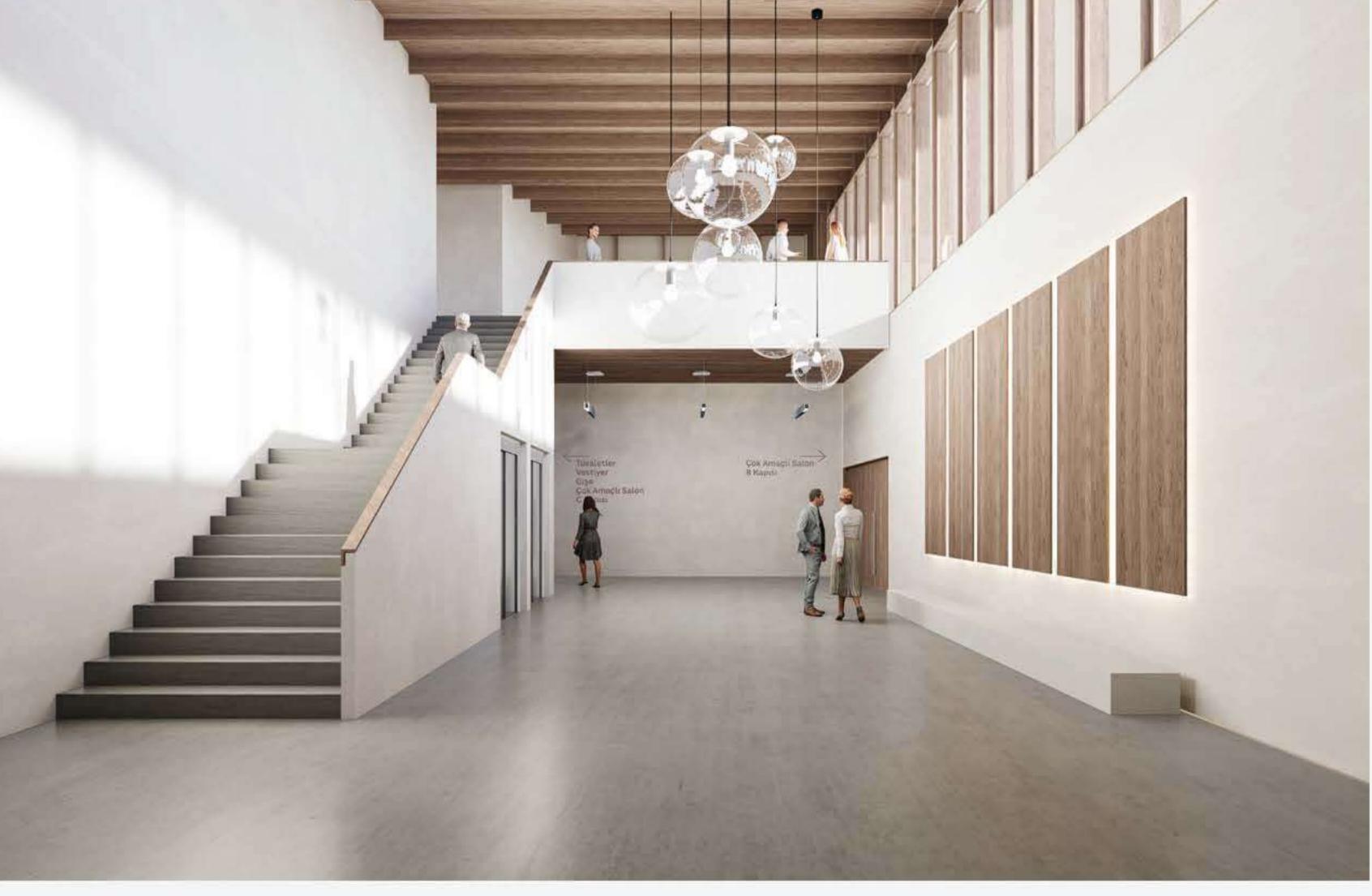


The project allows users to experience nature at and promotes a connection to the surrounding environment through the inclusion of stairs and viewing terraces that pass through a longstanding is to revitalize the bond beand nature.









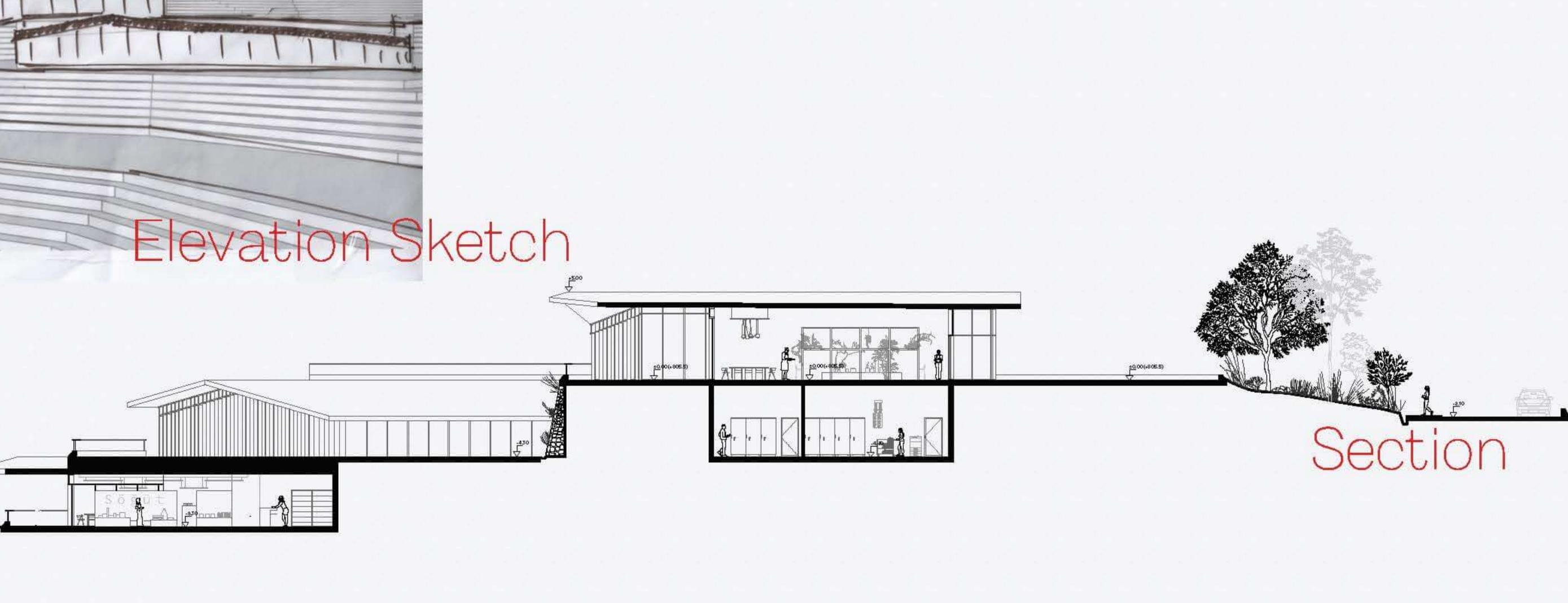
The atrium serves as a central gathering space, showcasing the building's character through its light and luminous design. It also highlights the building's location through its connection to the surrounding landscape.

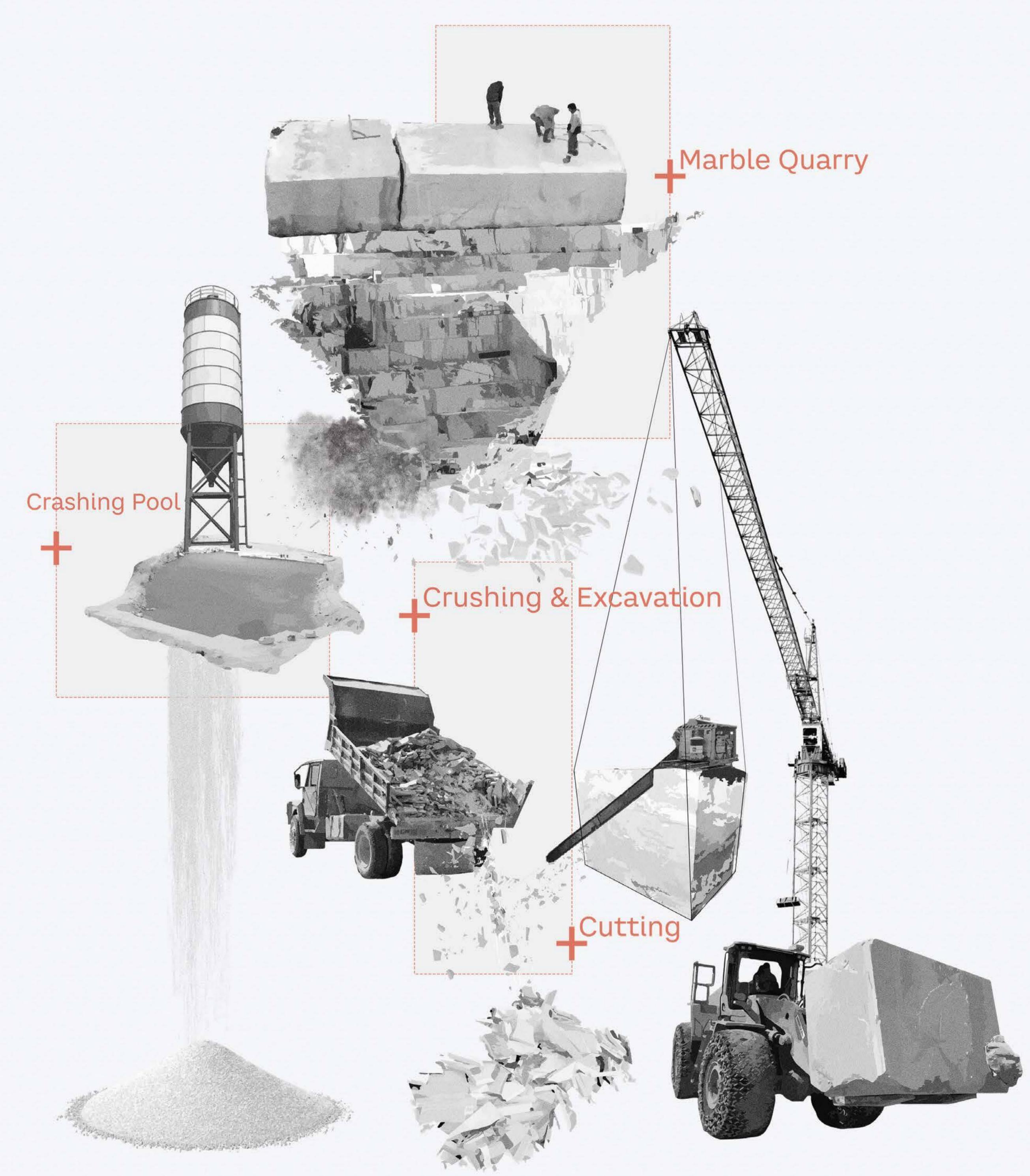
Atrium



ECO-ROUTE CAFE

This project uses sustainable materials, including Ahşap, CLT, and recycled aluminum, in the structure and façade. It also incorporates marble dust and paledian waste from nearby quarries in various areas. These materials not only reduce waste production, but also give the structure a unique texture.

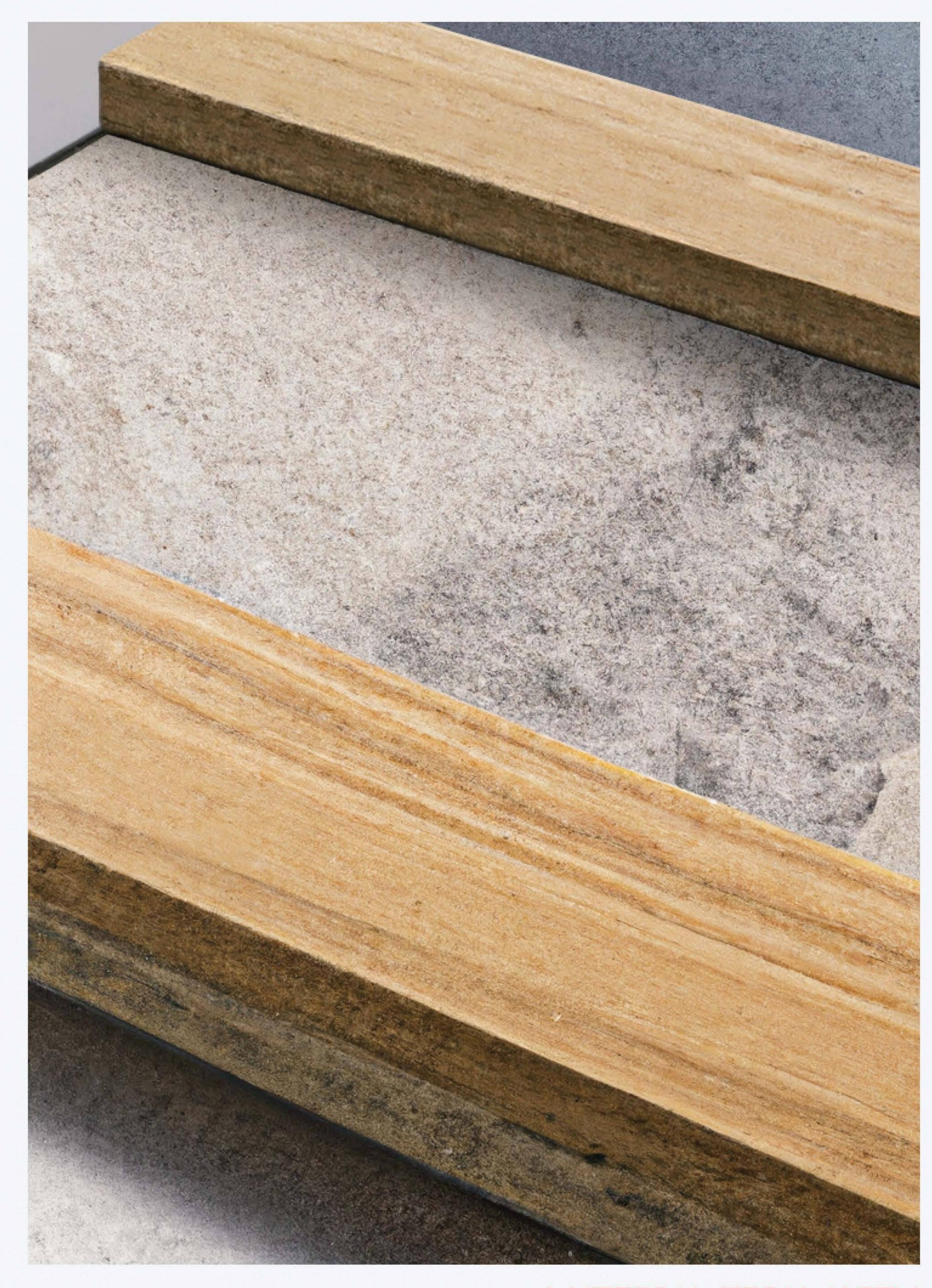




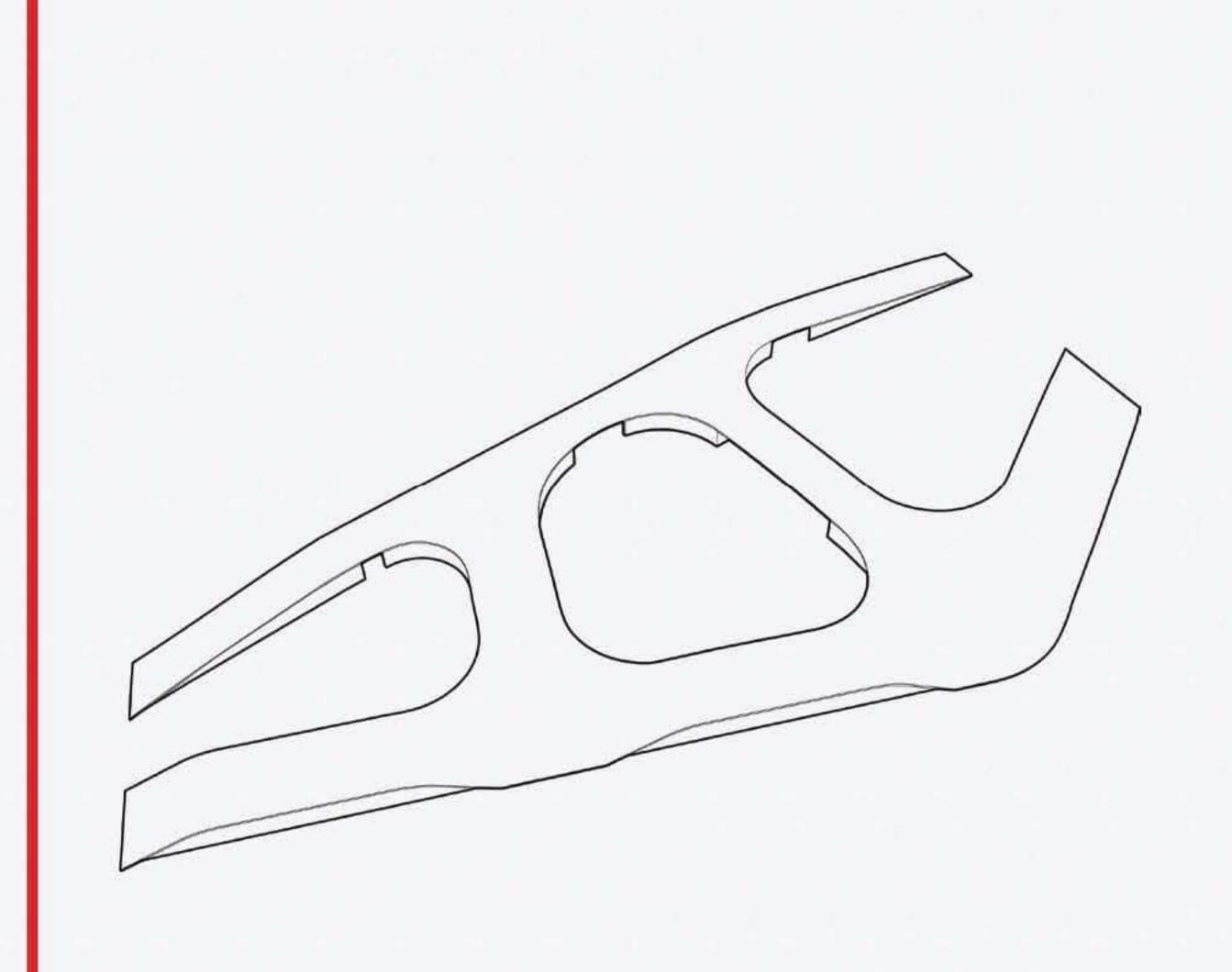
Marble Dust

- -Glass Production -Concrete Aggregate
 -Mineral Plaster Making -Tessellation
 -Paper Production -Compressed Road Ground
- -Concrete Production -Filling Material

Paledian Waste



MATERIAL TRIAL WITH RECYCLED MARBLE DUST



Maritime Inovation Center at Salacak

Location: Salacak - Istanbul

Year: 2018

Category: Personal School Project / Design

Studio IV

Stage: Delivered

Type: Cultural

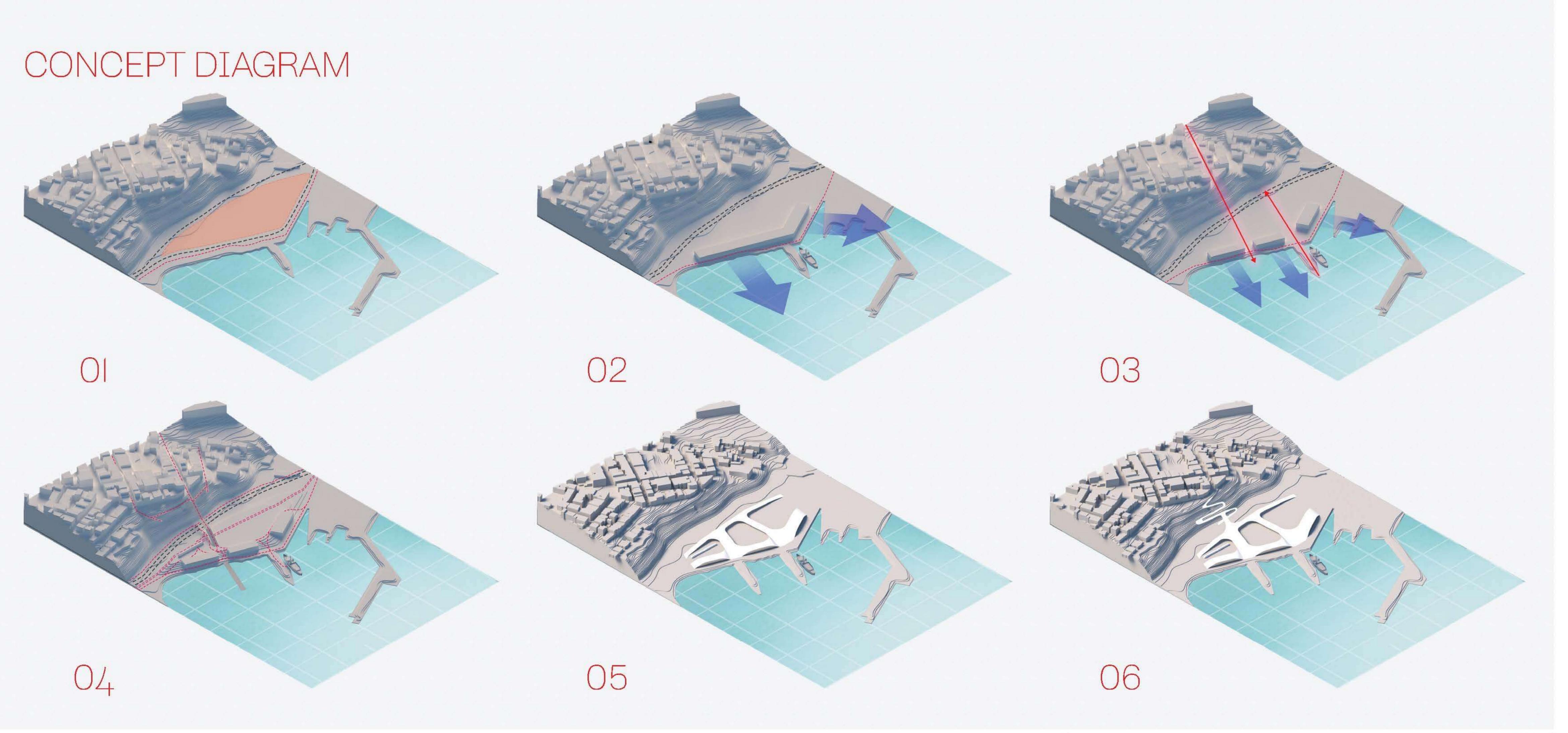
The Harem project is a multi-functional complex located in the city of Harem, focused on the development of international maritime transport and trade. The project aims to revitalize the coastal and court area through the creation of a research center, an extension of the research center, and a guest house.

The complex is enclosed by a shell that is divided into three main masses and shaped to create three courtyards, two open and one closed. An access bridge connects the Salacak district to the coastal area, improving access and connectivity. The complex also includes a proposal for a tram line that passes through the project land, making it easily accessible for visitors and locals. The functions of the complex facing the harbor are oriented towards the Istanbul Strait.

The Harem project aims to create a functional and visually appealing complex that serves as a hub for international maritime transport and trade, while also enriching the urban landscape and enhancing connectivity within the city.



URBAN COURTYARD

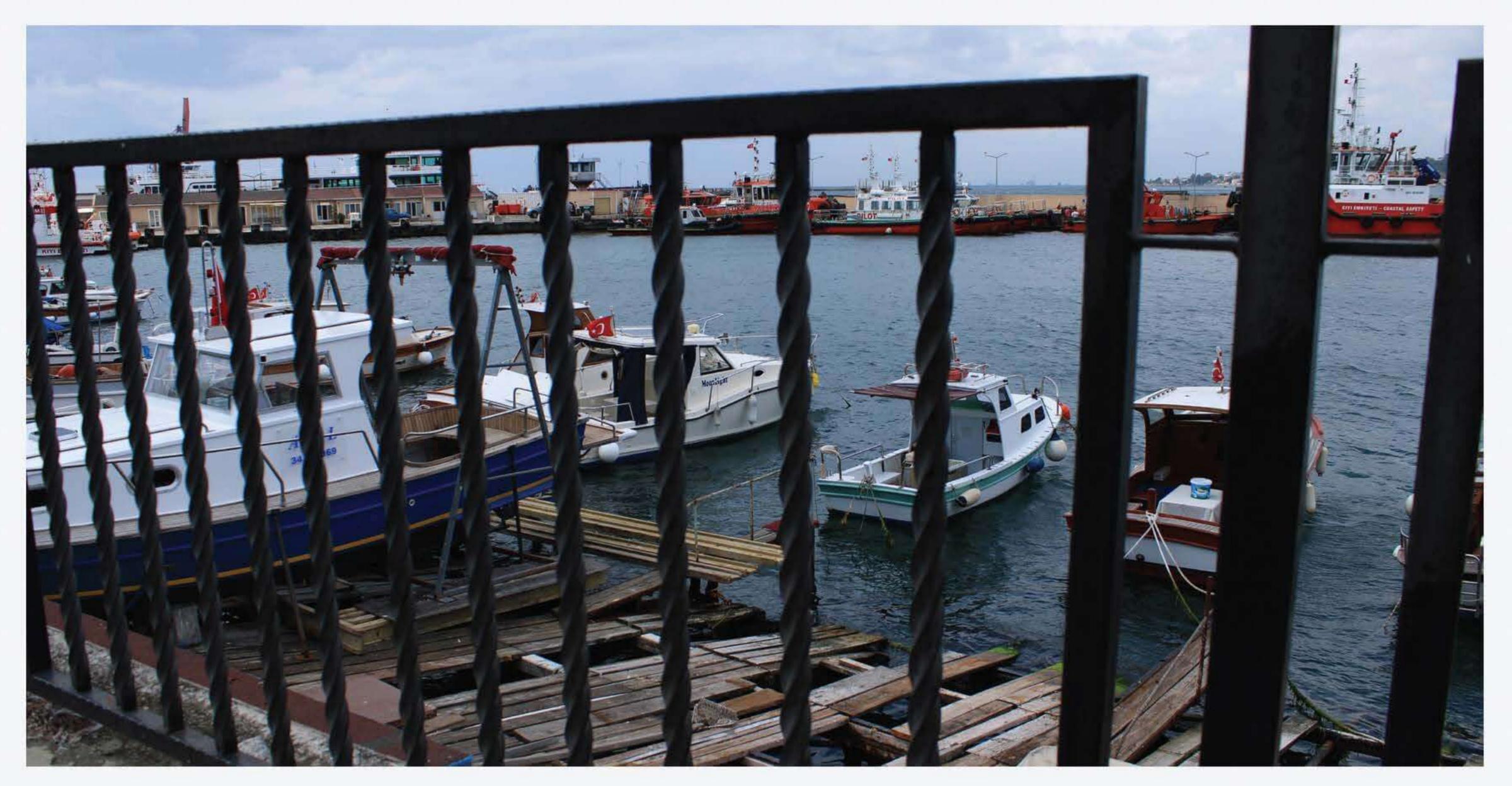




AN ACCESS POINT IN THE CITY THAT IS BLOCKED

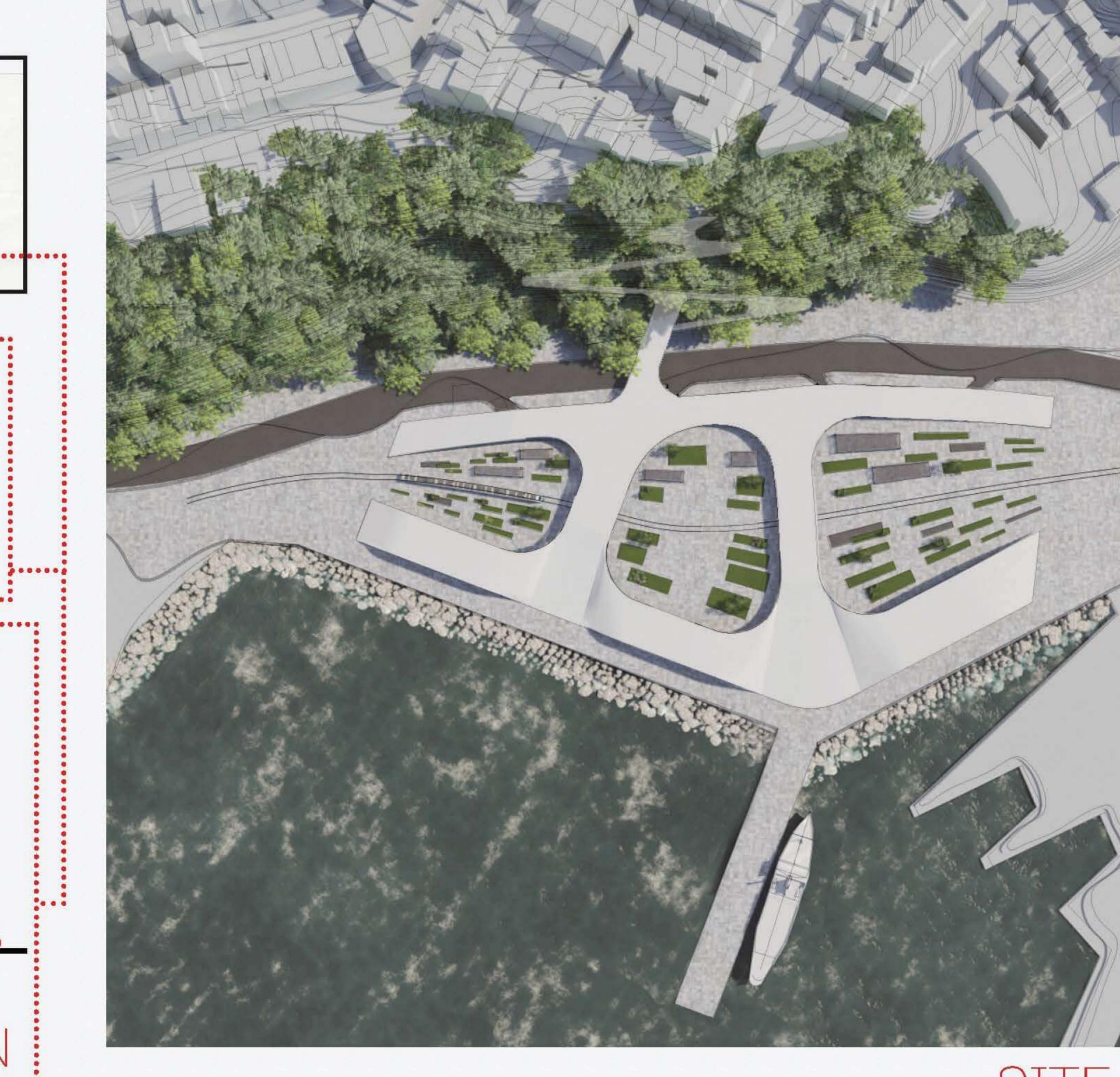
During the field visits, it was observed that the city was in interaction with the coastline before and the elements that enabled this interaction pre-existed. However, today it has been observed that these elements are unusable and therefore the interaction of the city dweller with the coast has been lost.



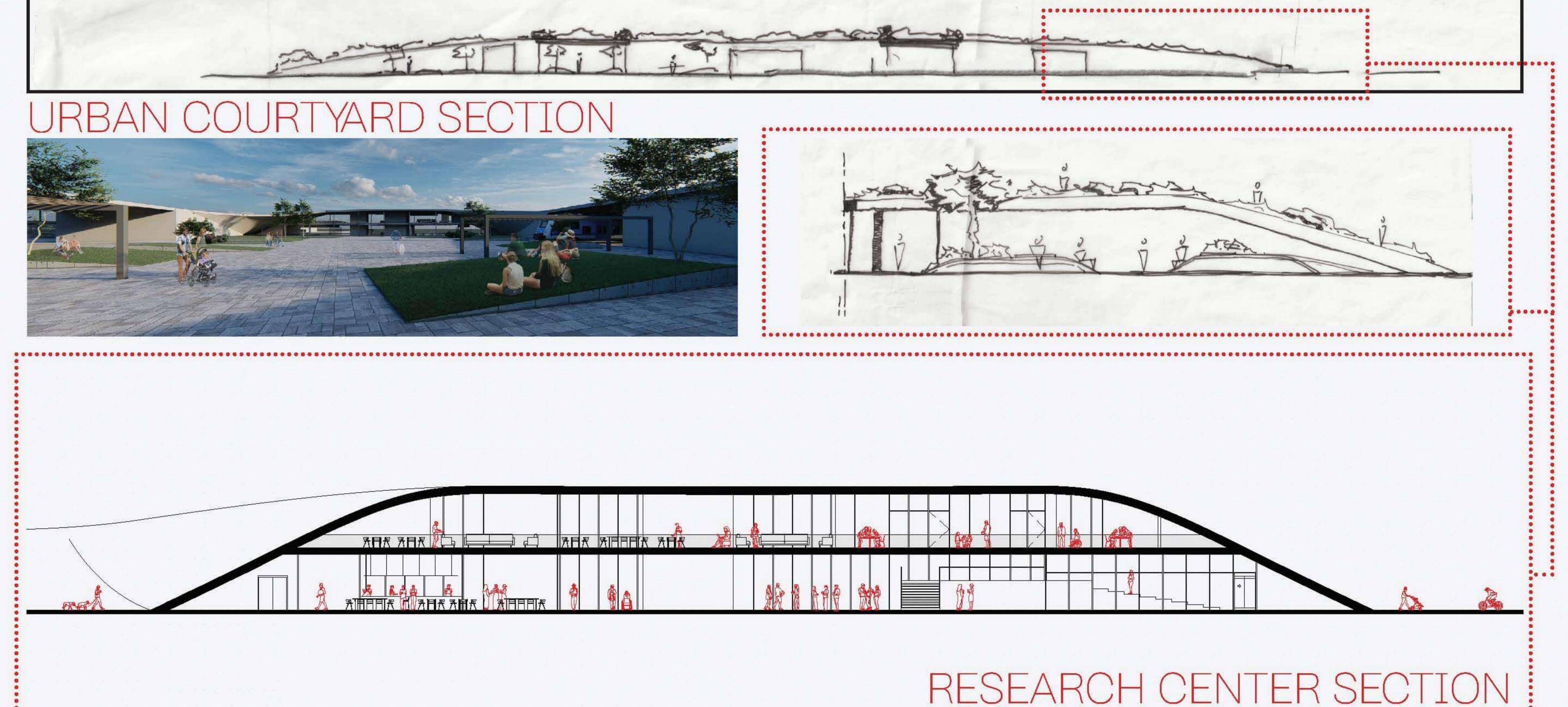


AN ACCESS POINT IN THE CITY THAT IS BLOCKED

Throughout the project, suggestions were made on an urban scale, and the benefits of the city dwellers were considered. It is a project with fea- tures that will have a positive effect not only on the region where it is located, but also for the city where it is located.



SITE PLAN





DAC So Danih!

Location: Danish Architecture Center / Copenhagen

Year:2023

Category: Professional/

BIOSIS Architecture

Stage: Delivered

Type: Architectural Exhibition

Role: Concept development

Model building

Project managment

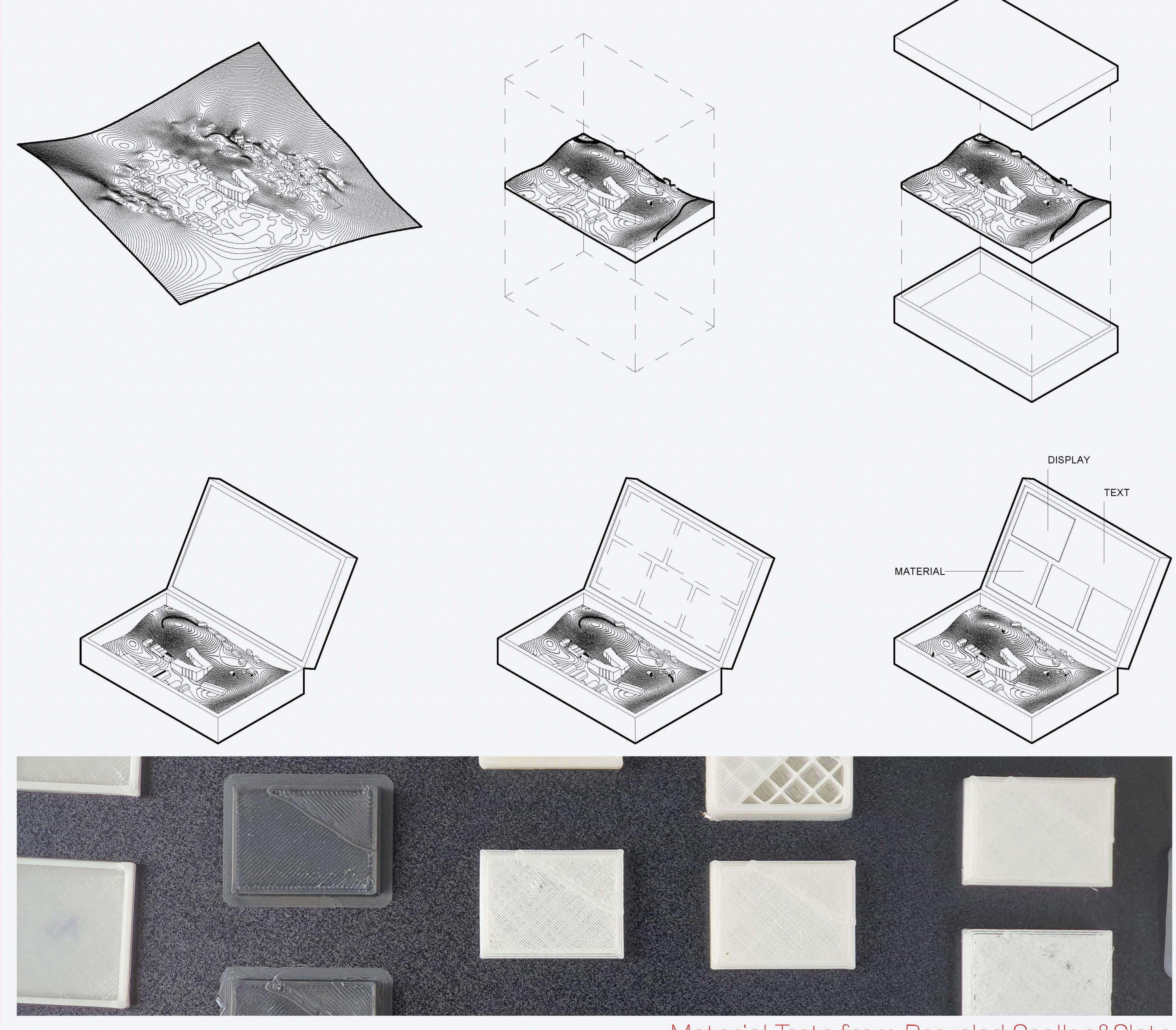
3D Printing Assistant

8 Boxes with architectural models, representing the transport cases that's been carryed around world when traveling.

This exhibition is a representation of those models, created with some circular principles:

The models and cases are 3D printed in materials that use crushed scallop shells in one of them, and waste from a slate quarry in another. It was also important to us, that the exhibition could be easily mounted and taken down again, to use in future exhibitions or to use the cases for future projects.

The 8 projects on show, span over a range of different climate zones and continents. In all of our architectural work, climate plays a crucial role. The climate conditions are not constraining factors, but ones that help us generate its particular architectural language. Climate factors such as wind, snow, water, topograpy, local plant life etc is monitored, analyzed and addressed to create designs, linked to a situation - or in many ways - they grow out of the conditions of the site. As individuals in a way - with a dna created by the situation.



Material Tests from Recycled Scallop&Slate



DAC - So Danish!



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