# ... a little about my backgorund

İstanbul

Wuppertal

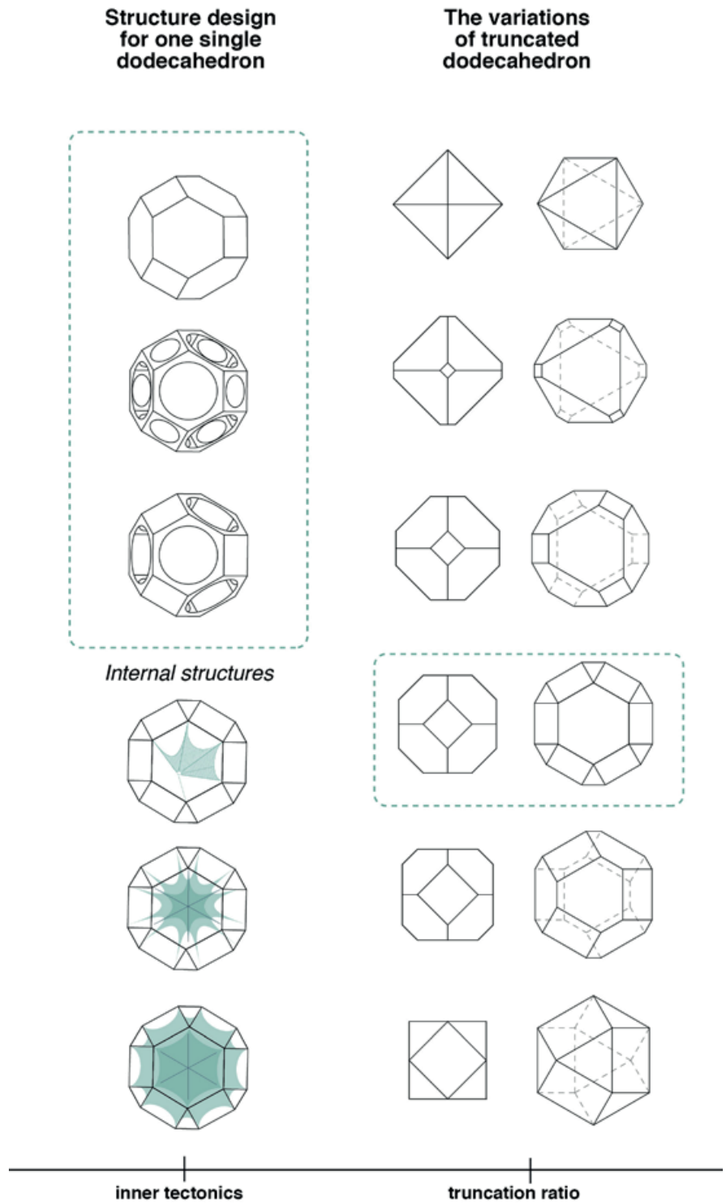
Berlin

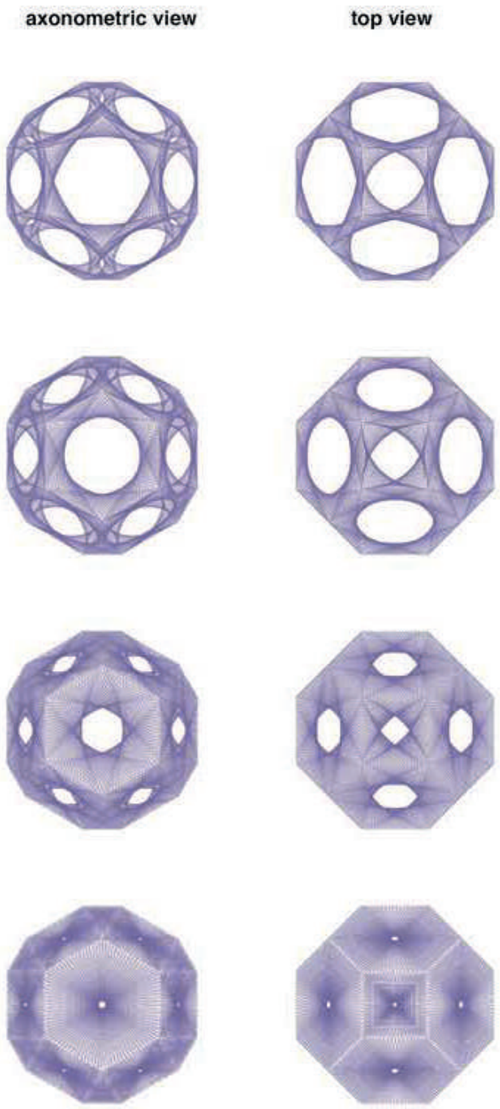
Weimar

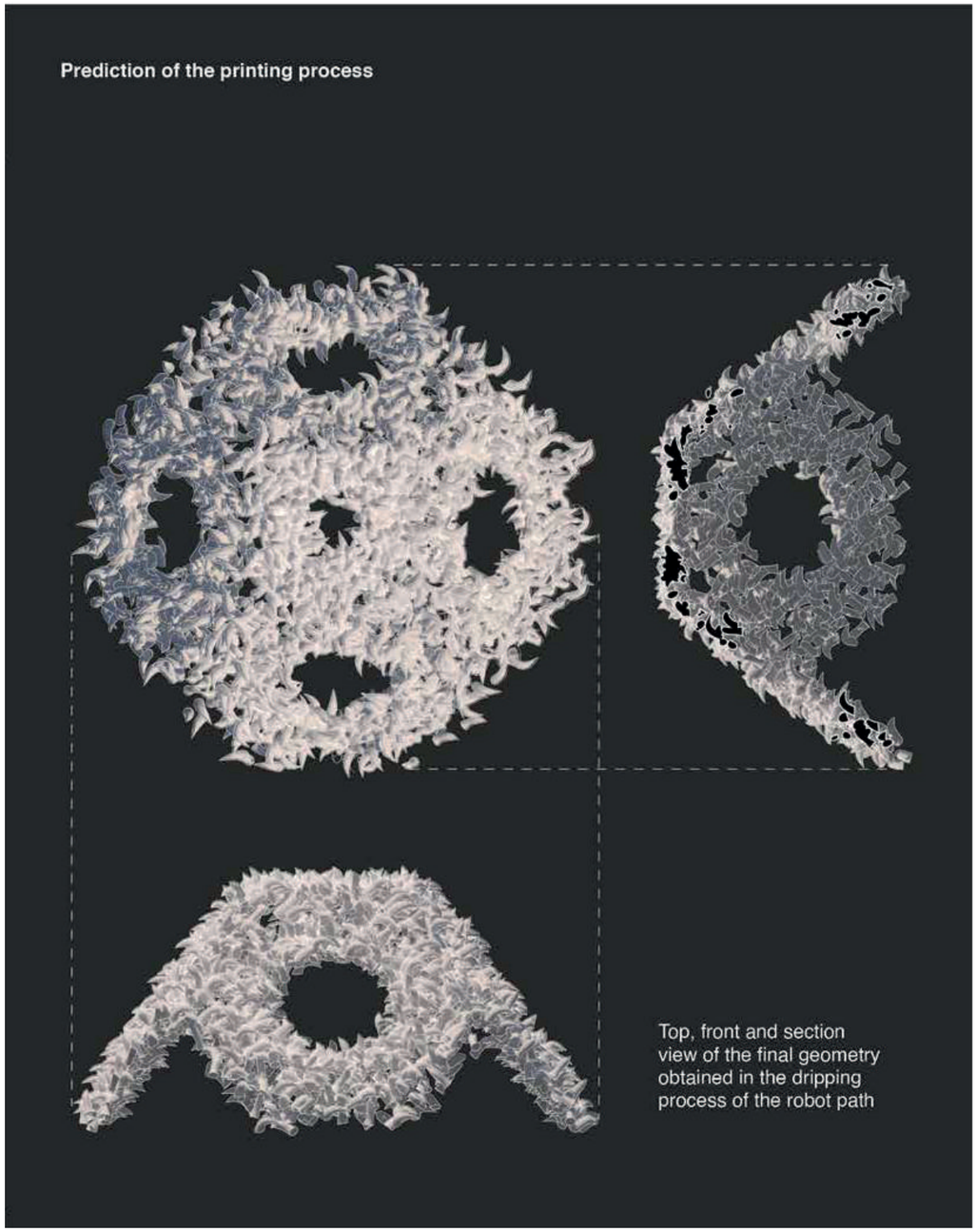
# Projects I developed and/or involved in

**Dodecahedron in the grotto**
*How can we create a grotto using ambiguity?*

Chateau de Rambouillet - Laiterie de la Reine
France




axonometric view
top view


Prediction of the printing process
Top, front and section
view of the final geometry
obtained in the dripping
process of the robot path

**F&G Waves**

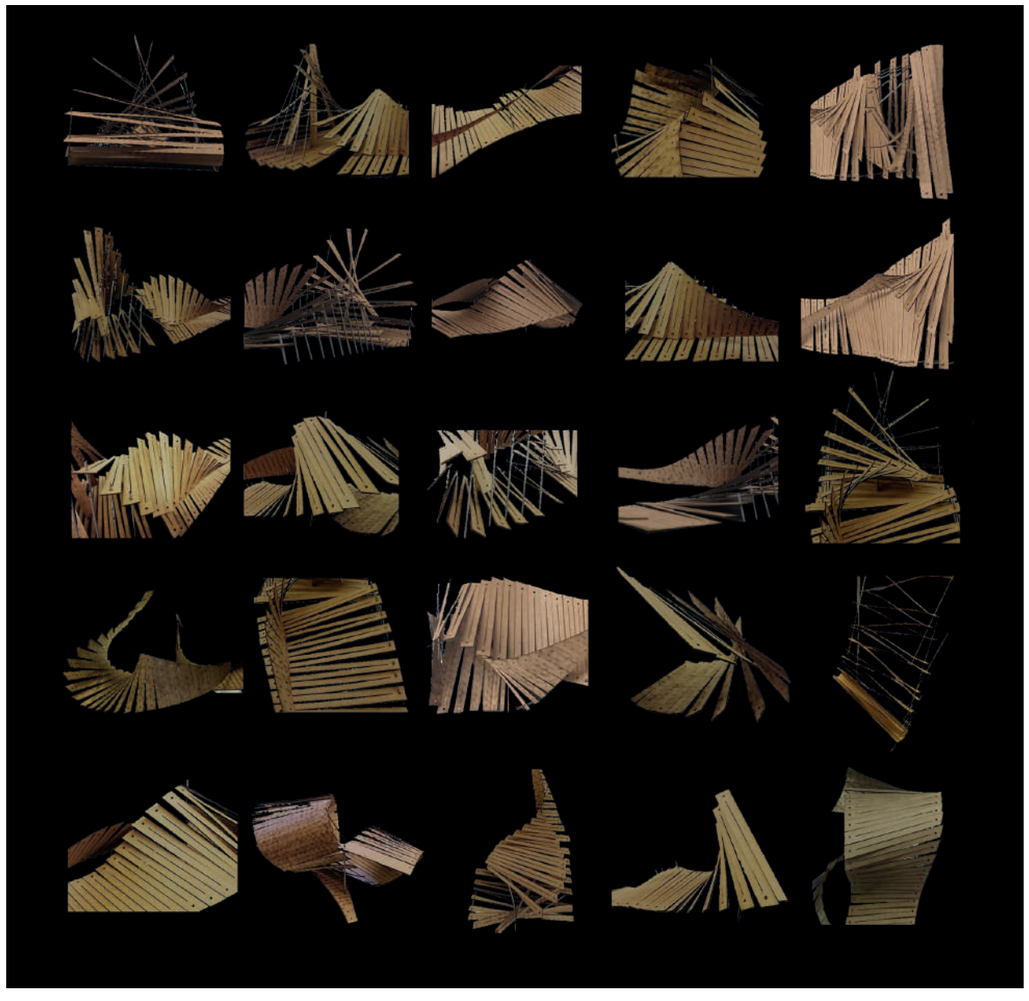
*Form finding process - digitally- physically*

Silhouettes of the final design

parameter : f & g equations

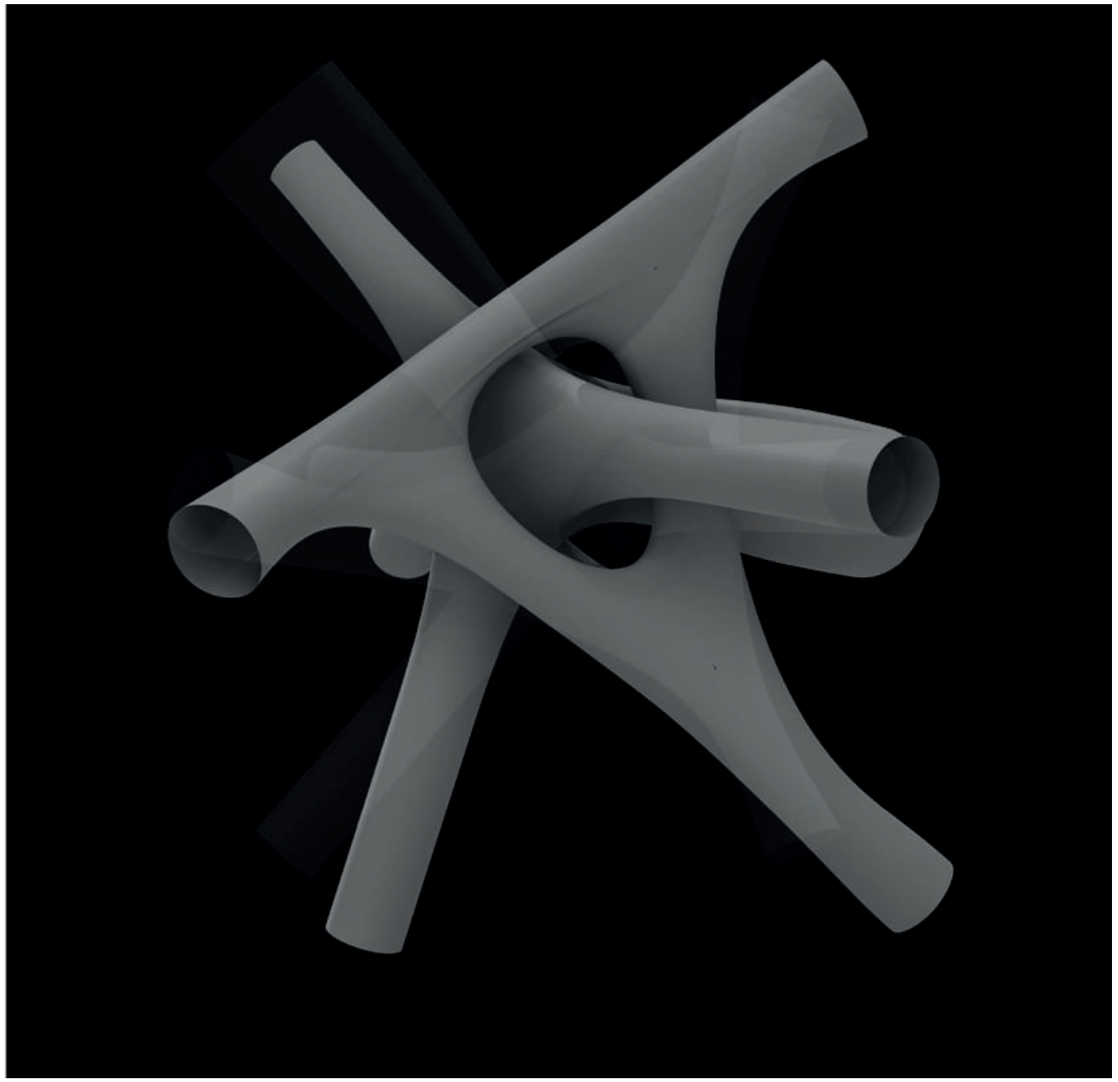
f(x) : cos(x/4) + 2  g(x) : sin(x/2)

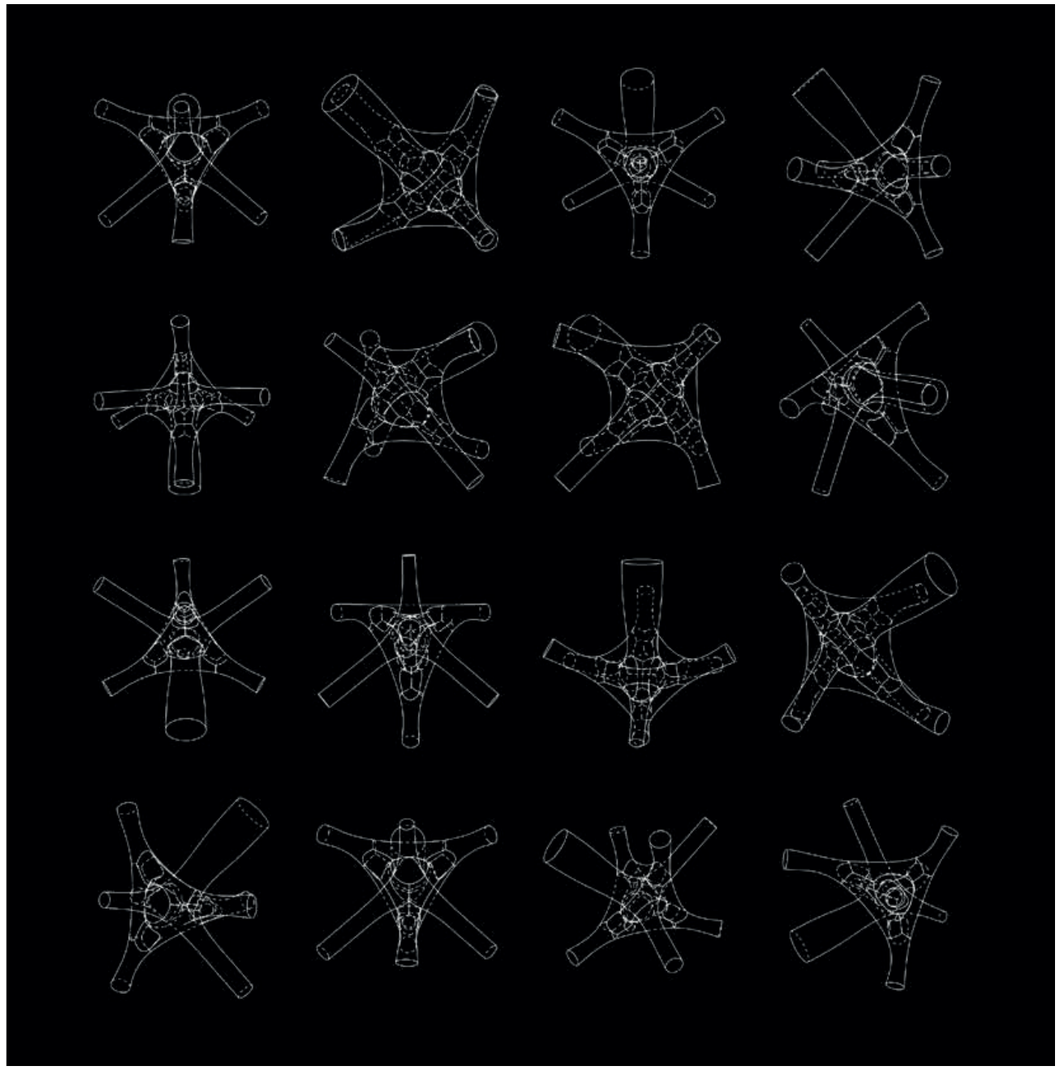
❶ Determining functions {f(x) , g(x)} according to experiences from the previous modeling studies



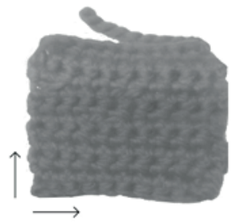
Exploring the bending behaviour and form of the material and supporting the waves using metal bars

**Co-Crochet!**
*Computing stitches & crotcheting geometry*






***1. Topology***



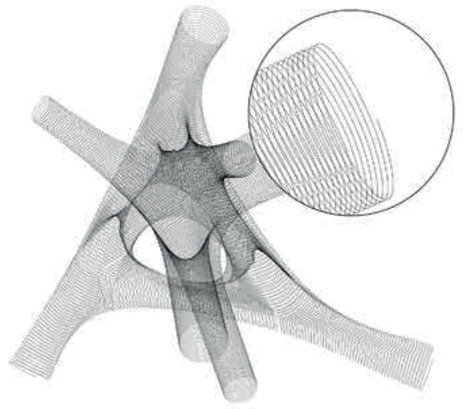
height: 5.5 cm
weight: 6 cm

***2. Crochet Swatch***

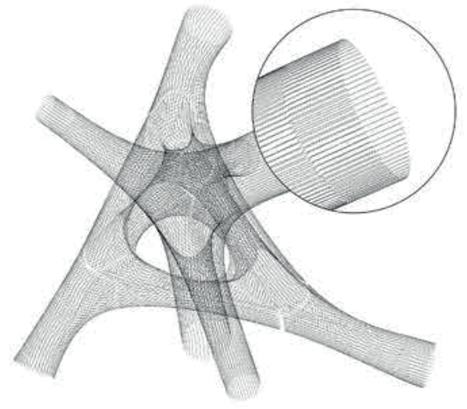
Adapting stitches to numbers to create an algorithm starts with swatches of 10-by-10 stitches. (You see my crochet swatch and width and length values of it).The width and length of these swatches are measured to get the size of a single stitch in a row, and the distance between the rows.

The algorithm uses the width and length of the 10-by-10 stitch patterns to calculate row and stitch counts when creating crochet patterns for three-dimensional objects.In this way, the Text-based instruction is obtained through the algorithm. The instruction shows the number of stitches in a row, as well as specific positions of increase and decrease between rows starting from the first stitch in the first row and ending with the last stitch in the last row.

In this way, each participant was able to their own create crochet patterns.



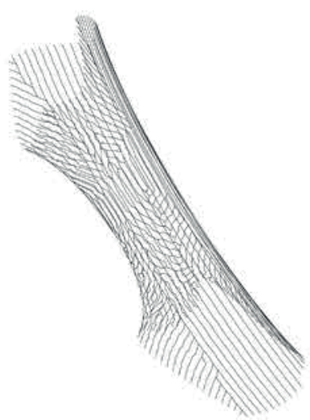
***3. Row***



***4. Pattern***

***1. Topology***

***3. Row***

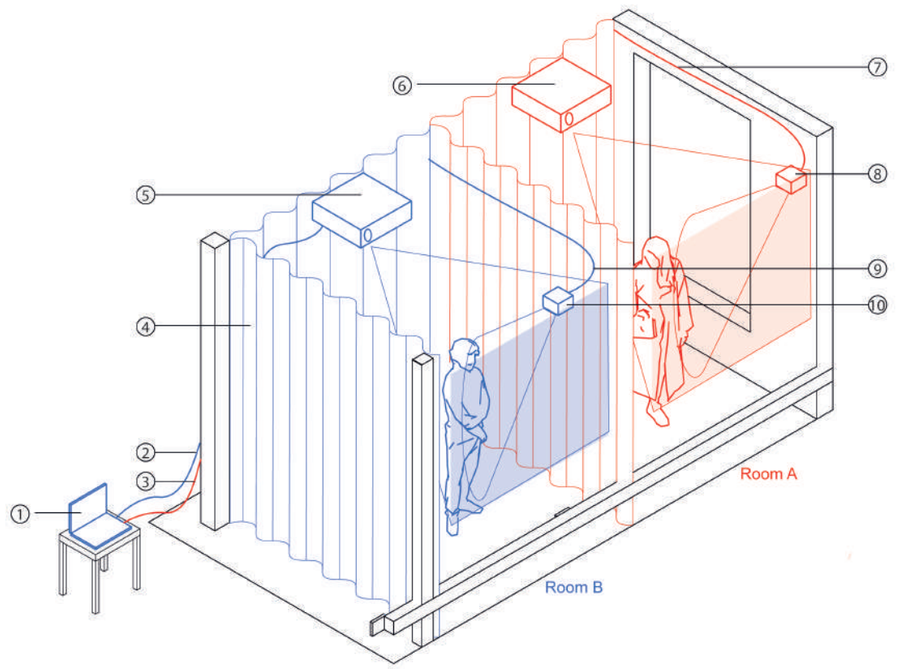


***4. Pattern***

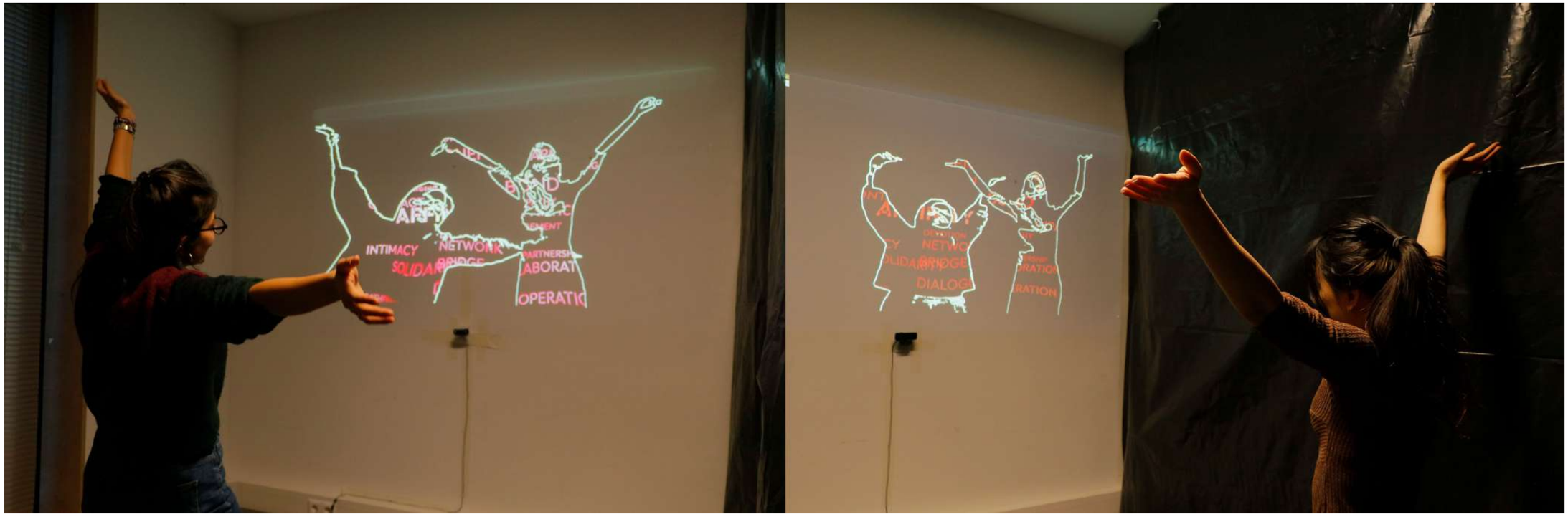
***5. Object***

**Malleable Boundaries**

We live
closer than
ever,
—
so why do
we feel
more
isolated?




1.Laptop (Touchdesigner)
2-3. HDMI cable
4.Black Plastic
5-6. Projector
7-9. Cabe extension
8-10. Webcam



# ... Patterns

**Line**


We live in a world of lines.

A line is not a ***point-to-point connection***, but a direction — ***a becoming***.

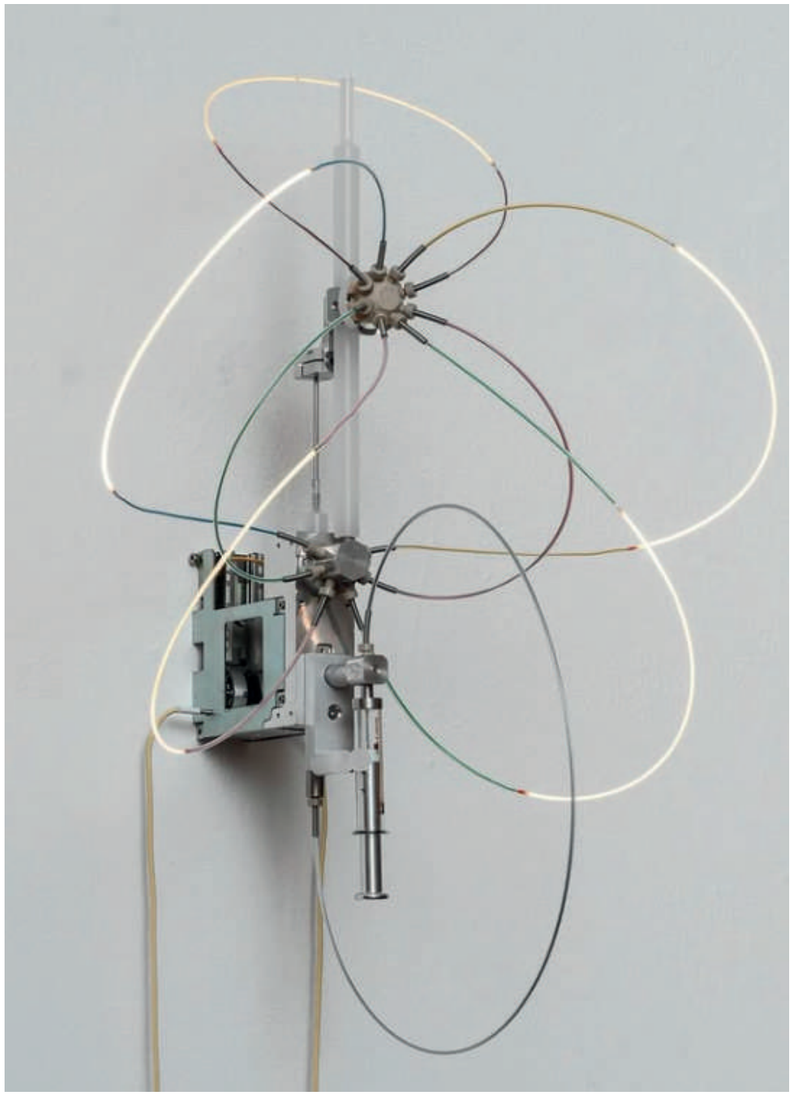
I would like to explore the line ***as an active element that responds to forces and interactions***.

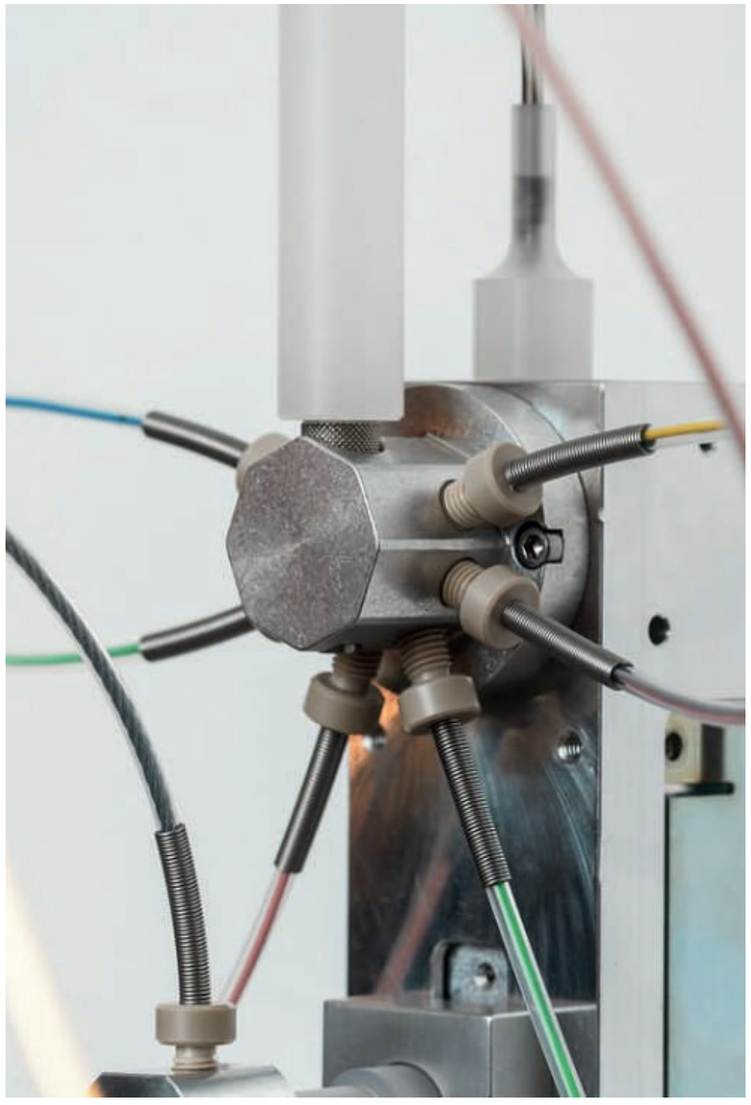
It can act as an outline, shifting between two-dimensional perception and three-dimensional form depending on the viewpoint, allowing line behavior and perception to come together in generating patterns.

***Depending on how we look at it, the line can be seen as points it connects or as a form on its own***

***Outlining, perception***
*Alison Grace Martin*

*flexible materials that can bend, like paper, plastic, or thin metal*





**Fluid Dynamics**
*Théophile Blandet*