

YAHSIWORKSHOPS

1-15 EYLÜL
1-15 SEPTEMBER
2008

ÖMER DURMAZ

15

EST
V
EMRE SENAN TASARIM YAKFI
EMRE SENAN DESIGN FOUNDATION



Proje Lideri
Project Leader
Ömer Durmaz



Katılımcılar
Participants

Volkan Ekşi (proje asistanı)

Ceyda Koç

Çağlar Atalay

Duygu Serin

Ece Özdi

İrem Erol

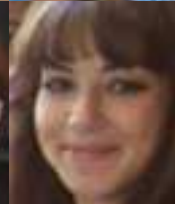
Levent Yılmaz

Nurcan Kalaycıoğlu

Ömer Balyalı

Tamer Köşeli

Tuğçe Keskinel



BRIEF

There are many hurdles which come across a designer's path throughout his career. Every step in the design process can be regarded as an obstacle to be cleared away. Most of the time, the function of the designed product must be directed towards sweeping away these obstacles. At the same time, the designer faces hurdles in his social life; just like everyone else. Most of our happy moments shine out like a present after the problems which we overcome. 'A world without hurdles wouldn't have much of a meaning'; such a statement will surely have some truth in it. If the obstacles we face in life are evaluated according to Abraham Maslow's 'Necessity Hierarchy' theory, they can be seen as a requirement for the human being to 'realize himself/herself'. On the other hand, the human being creates many situations which he/she regards as an obstacle just by inducing himself negatively. And all through life, he/she gives a battle only with the self. Inspired by Lars von Trier's film "The Five Obstructions", it was requested from students who previously had never done animation, to characterize the concept 'obstacle' from their own point of view by using the stop-motion animation technique and some technical production barriers were placed in front of them:

The foreground figure / actor must be the font.

(The background may be a photographic image).

A sentence describing the logic of the film must be utilized within the film.

The film shouldn't be created in the computerized environment with the aid of visual effects; the computer may be put into use only in the montage phase.

The film should have minimum 60, maximum 120 seconds of timing.

The film team should consist of one male and one female student.

Voice / music effects are not to be used in the film.



Aim of the Project: To show that an 'obstacle' is a relative concept, by reminding the statement 'the best excuse isn't better than success'; comprehension of the fact that perception can also display discrepancies according to variables such as the individual, timing, possibilities, differences in psychological and social environments. The main purpose of the Project was composed of the fact that professional limitations shouldn't be regarded as obstacles and the awareness about the reality that the hurdles which come upon our way during the production stage are actually the design itself. Although limitations such as the additional hurdles placed in front of the students, the isolation from the routine working environment, technical limitations were compulsive, the participants were successful in realizing seven animation films and they presented it for the comments of the guests.



"UZLAŖMA"

"COMPROMISE"

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Anadolu niversitesi

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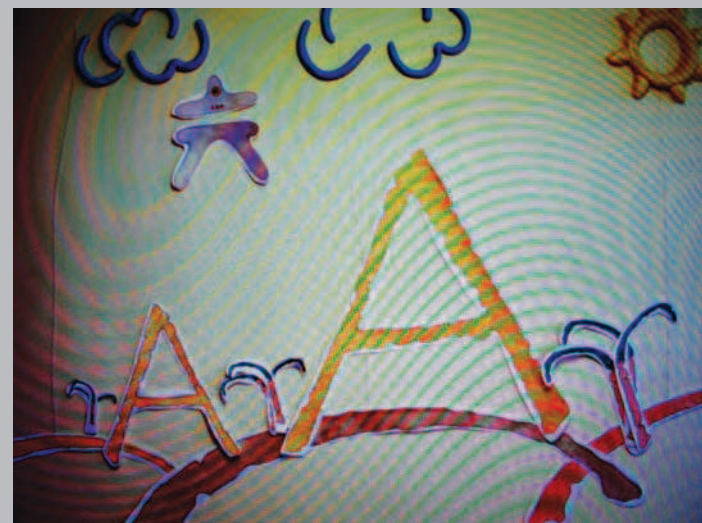
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NOLMAK BİR TEK KENDİN
EN İÇİNDE
UNABİLİR
BAZI ADINA
ÖNCE

EN YALNIZCA SEN KİMSİN
NOLMAK BİR TEK KENDİN
EN İÇİNDE DÜŞÜNCE
UNABİLİR PAYLAŞABİLİR
BAZI ADINA
İKİRLERİ ÖNCE DEN



Kİ KİSİNİN
EK BİR FİKİR
ZERİNDE
HOLLISSANILLIES
NEAK
ERİNE



"SÜRÜ PSİKOLOJİSİ"
"FLOCK PSYCHOLOGY"

Duygu Serin
Marmara Üniversitesi

Levent Yılmaz
18 Mart Üniversitesi



"SU"

"WATER"

İrem Erol

Mimar Sinan Güzel Sanatlar

Üniversitesi



"SU"

"WATER"

İrem Erol

Mimar Sinan Güzel Sanatlar

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"ADIM"
"FOOTSTEP"

Ece Özdil
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"KÖK HÜCRE"
"STEM CELL"

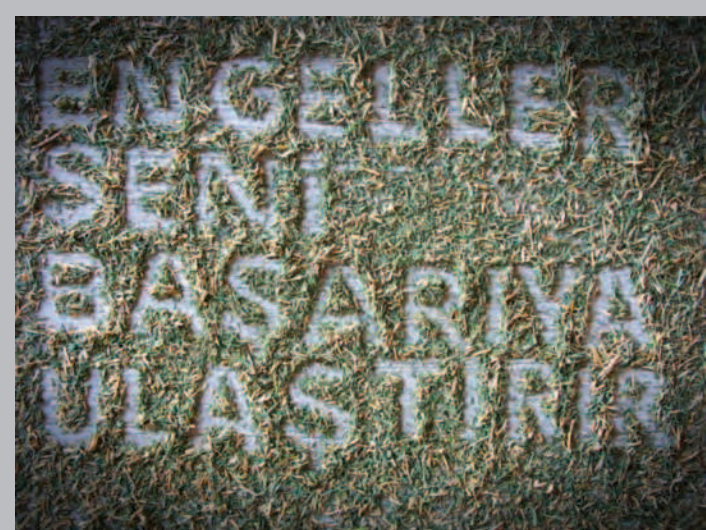
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Bilgi Üniversitesi



"ENGELLER"
"OBSTACLES"

Tamer Köşeli
Anadolu Üniversitesi



Daily Life

• **Religion** – Christianity, Islam, Hinduism, Buddhism, Jainism, Sikhism, Zoroastrianism, Judaism, and others.

• **Language** – Persian, Urdu, Hindi, Bengali, Punjabi, and others.

• **Government** – Monarchy, Republic, and others.

• **Education** – Traditional and modern.

• **Art and Culture** – Persian miniature painting, Urdu poetry, and others.

• **Architecture** – Persian architecture, Islamic architecture, and others.

• **Music** – Persian music, Urdu music, and others.

• **Food** – Persian food, Urdu food, and others.

• **History** – Persian history, Urdu history, and others.

• **Geography** – Persian geography, Urdu geography, and others.









