mobile — immobile
Istanbul Technical University
Department of Industrial Product Design

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with the support of:

YTONG
In English, the word “furniture” originates from the need to prepare a room for whatever activities will take place there. In Turkish, as in many European languages, the word “mobilia” has its roots in the fact that furniture elements had to be “mobile” and transportable. The immovable elements of furniture are conversely called “immobile” and that term, in some cultures, also means the solid constructed elements of the building. This project looked at the relation between the “mobile”—furniture elements of the home and the “immobile”—the bricks and mortar structure of the building.
By exploring, swapping and re-combining the elements of “mobile” and “immobile”, we discovered many possibilities for challenging conventional assumptions and creating innovative solutions. The project was sponsored by YTONG, the brick manufacturer.
the participants
Zeliha Arıcı, Umman Kırhasanoglu, Kubra Pasaoğlü, Nurten Bagdatlı, Gökhan Karasu, S. Berker Dorkip
Adil Çongur, Ali Hakan Topbas, Emine Sarsılmaz, Bilge Köprülü, Selman Kuzgun, Pınar Azizoglu
Umut Saglam, Atılay Erkul, Burçin Gülen, Aysegül Erman, Gülsen Sızyek, Berk Ümit,
the design process
DIVERGENCE

Personal research and observation exercise
DIVERGENCE

Scenario building and 3D exercise
DIVERSION

YTONG factory, production and material characteristics
TRANSFORMATION

Design concept development
TRANSFORMATION

Erol Gürdal, materials and aspects of building construction
CONVERGENCE

Detail design development
CONVERGENCE

Kanat Basar, Häfele furniture fittings;
Design for presentation
CONVERGENCE

Final submission and presentation: 2D sketches, 3D sketches, 1:1 low-fi model, renderings, technical drgs., research file.
the projects
Project title: “YR”
Design: Adil Çongur and Ali Hakan Topbas
YR stands for “Ytong Rail”, where part of the furniture structure is derived by a Ytong rail at the wall. The rail securely supports the shelf unit and several units can be combined or moved along a wall. Simple chair elements can be combined to make a sofa. The YR system maximizes the use of small spaces.
low fidelity models
Project title: “Store Room”
Design: Aysegül Erman and Gülsen Sizyek
Store Room is a built-in wardrobe with mirror and steps which turns into a changing room by using its sliding and hinging doors.
When in use, Store Room transforms the space it occupies, it divides a space and re-defines it. Two Store Room units can combine to create a changing room area.
low fidelity models
Project title: “Drop”
Design: Berk Ümit
The drop table intends to be simple, useful and modern. It has two parts: The main surface is attached to the kitchen wall.
The second sliding surface allows the table to be prepared in the kitchen and pushed through to a service window to the living room. Hidden shelves provide useful secondary surfaces.
low fidelity models
Project title: “Sit-See”
Design: Emine Sarsılmaz and Bilge Köprülü
Sit-See is a combination of walls and window, where you sit on your own, or with friends, read books, listen to music and enjoy the view.
Thin and thick Ytong walls create empty spaces for different storage areas. A special Häfele rail system creates flush cupboards, which are invisible until used. In “Sit-See” the home is a part of the furniture.
The combination of walls, door and the entrance creates “Door-Seat”, where you store your shoes, hang your coats, remove your shoes or tie your shoelaces.
low fidelity models
Project title: “Up-Ground Bed”
Design: S.Berker Dorkip and Gökhan Karasu
The bed, when not being used, can waste an entire room. Up Ground Bed maximises the space in a room by using a false floor. When closed the bed is under the floor. With the help of an electrical elevating system the product is easy to use and practical.
The covers fold open to form bed-side shelves and the mattrass is raised automatically into place.
Up-Ground Bed, utilises the space under the floor to house the electric motors and mechanisms that lift the bed into place for use or make it disappear, to ready the room for other activities.
Project title: “Ro-Co”
Design: Pınar Azizoglu and Selman Kuzgun
Ro-Co is a rotating cupboard that shares its contents between two rooms. The first side may be a normal display cabinet.
The second side can be an audio-visual unit for TV and hi-fi.
The system consists of modular units suspended on a steel frame skeleton. The order of the shelves can be changed by the user.
low fidelity models
Project title: “Balco-Bench”
Design: Umman Kırhasanoglu
Balco-Bench is a table and seating system designed for places like balconies, terraces and gardens. Balco-Bench solves the problem of carrying tables and chairs outside and provides a flexible space to sit and eat outside.
The benches are lifted slightly and then rotated into place. The table, which is stored in the wall can easily be opened by just pulling. Balco-Bench looks like a sofa and indicates that the outside of the house is as comfortable as the inside. Up to six people can eat together on Balco-Bench.
low fidelity models
Project title: “Rotating Cupboard Unit”
Design: Umut Saglam and Atılây Erkul
The Rotating Cupboard Unit uses the corner of a room, which is normally an underutilized space. The corner is often a junction for three or four different architectural spaces and the Rotating Cupboard Unit combines, uses and transforms those spaces.
As it rotates it creates a small doorway for people to pass between the different rooms.
Rotate the unit some more and the cupboard and doorway mysteriously disappear!
low fidelity models
Project title: “Y-Tween”
Design: Zeliha Arıcı and Nurten Bagdatlı
Y-Tween is a deceptively simple concept of shelf and wall system. The wall provides the shelf’s load-bearing structure and a system of components composed of lighting, rails, shelves, rotating tables and drawers. The character of Y-Tween changes entirely, depending on its location, purpose, and the components that are used.
Y-Tween can form the wall units of a bathroom, separating dining room and kitchen, in a child’s bedroom to provide the simultaneous functions of wall, shelves and cupboards.
low fidelity models
Project title: “Play Room”
Design: Kübra Pasaoglu
PlayRoom extends the Ytong structural elements into the furniture elements of a child’s room. The stairs, bed structure and cupboard and shelf units are made from the brick material. The result is a robust and fun environment for children, that includes a pole for quick descent and a structurally-reinforced area under the bed for protection during earthquakes.
In PlayRoom, steps, shelves, beds and other functions are located around the sides of a room, and derive their structural strength from the walls.
Project title: “MOOF, Moving Furniture”
Design: Bürcin Gülen
MOOF is a system of “Moving Furniture”, where practical connections can be found between different rooms of a home. Simple changes in the structure of a wall allows for a new type of furniture that exists in two rooms at once.
MOOF is a shelving system with a wheeled seating unit that makes its appearance in whichever room it is needed. On one side it is handy for studying books at the shelf, at the other side for relaxed conversation or contemplation.
The second side also has a useful and generous cupboard and a discreet secret cupboard for cherished possessions.
low fidelity models
Everyone passed!

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