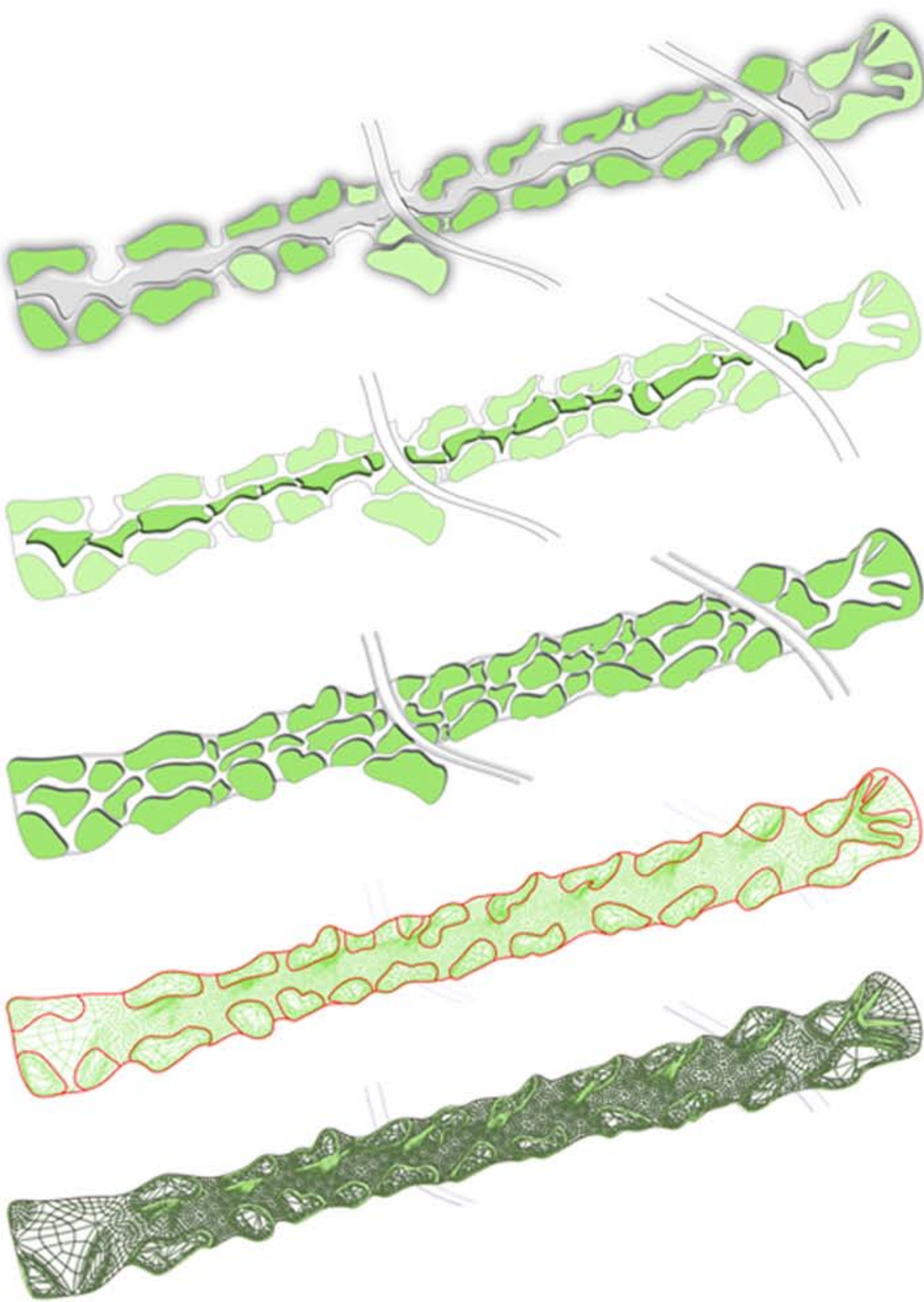


THE TRANSFORMATION OF URBAN SCALE TO BUILDING SCALE AS A DESIGN PROBLEM



Nature is a dynamic platform for urban and building design, where the design problems optimize; choosing the most suitable material, recycling, and adapting to changing conditions. These cannot be seen on the platform itself, but is composed of a pattern that includes a relationship network between details.

This research aims to explore the intersection between the process of nature and the design methodology and how this intersection produces, transforms and transacts itself in the mind of man. Here, the purpose is to research for an alternative design agenda in order to break the rigid frames surrounding man and nature.

The system of nature requires to be studied on different scales. The integration of the land with its surrounding in large scale peri-urban areas has significance, but it's not everything. Even though the environmental parameters seem as; topography, infrastructures, agricultural distinctions, etc in large scale peri-urban context, the smaller scale solutions can be optimized by the landscape pattern outcomes. Thus, a new design pattern should have been discovered to serve for each different scales and the boundary regulations between them. Thus, this pattern has to include hidden potentials for transition between urban and building spatial organizations. The parameters of the urban landscape has to be transformed through each detail of the building context with a format which is adequate for flexible and generic design process.

The discussion and grounds of the article are supported by an architectural design research laboratory. The laboratory is based on a new architectural design strategy and approach with the dynamics of space between mankind and nature and its changing balance. The methodology evaluated in order to improve and acquire what is natural where it comes out as a pattern. This methodology doesn't only provide a framework for the underlying organisational logic of complex systems, but at the same time also provides an approach of the means and methods to design a multitude of complex organisational systems. Geometry is one of this tools in this research process.

The system of points has a mathematical set of probabilities especially in virtual thinking in this century. Thus, the environment and the territory can be defined as a superimposed and intertwined set of nets which gives possibilities to generate certain spaces and/or terrains in different scales. Geometry is a design tool which directly refers to and is included in design methodology, and which can be changed by environmental forces and perceptual differences, rather than being the representation of nature.

In order to focus on this problem, a group of architects have been studying on an on-going research. This research group is developing a new architectural theory which comes by with this new methodology. The outcomes can be summarized as the transition between large and small scales, between horizontal and vertical layers, between inner and outer faces.

