

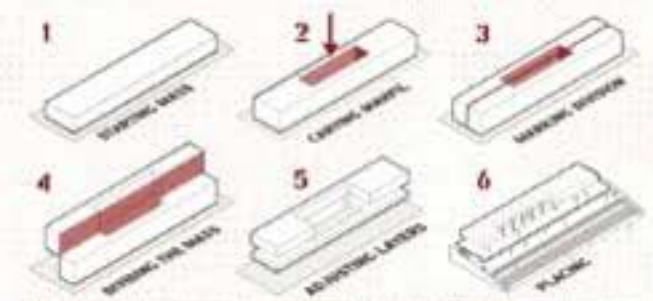
MAHFİL

Ankara's Literary Culture

The project aims to revive Ankara's literary culture by transforming a public space into a hub for intellectual activities and cultural exchange. A public square in front of the ground floor contains a central amphitheater that hosts discussions and spontaneous gatherings. Above, a quiet space offers an exclusive space for discussion and interaction. The top level houses a library and offices, supporting research and scholarly engagement.



CONCEPT DEVELOPMENT



The core of the project centers on the idea of a 'modular unit'—a social and cultural system that allows gathering, dialogue, and contemplation. The goal is not merely an objective but an emotional presence. A layered and layered form follows the logic of the design. Architectural elements—bookshelves, modular, amphitheater seating, terraces, and circulation paths—become all organized around a centralizing role as a contemporary take on all local library models.

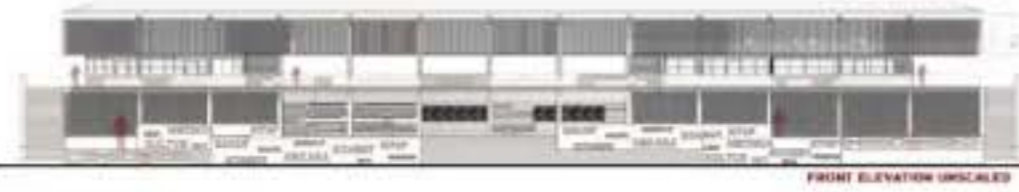
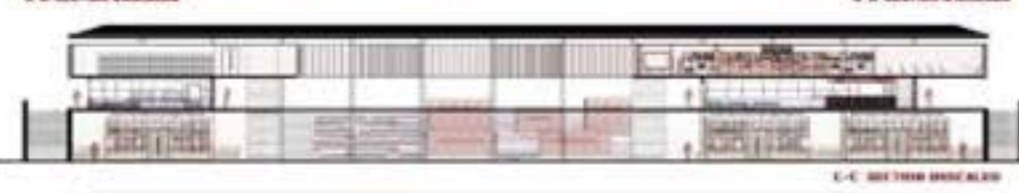
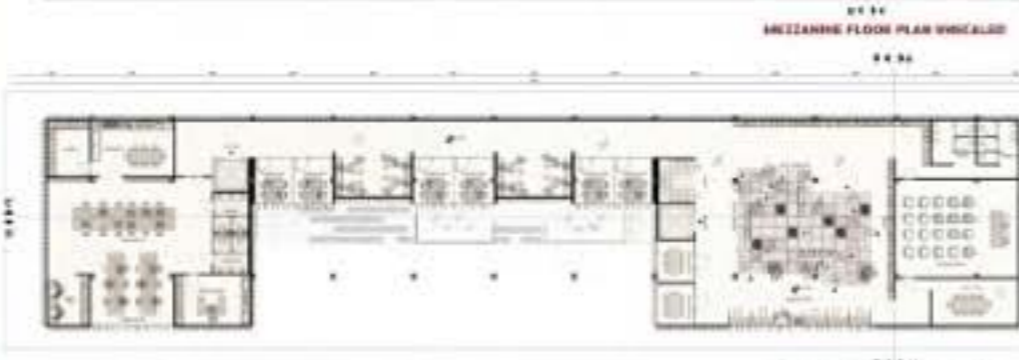
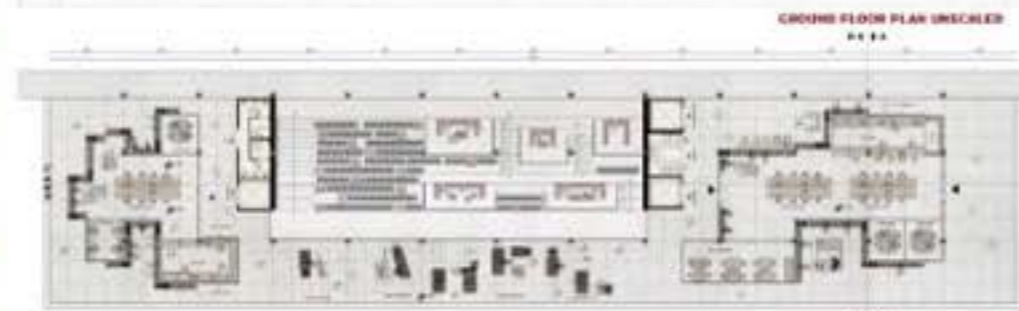
EXPLODED DIAGRAM



MASS DIAGRAM & MATERIAL BOARD



OFFICIAL PRODUCTS



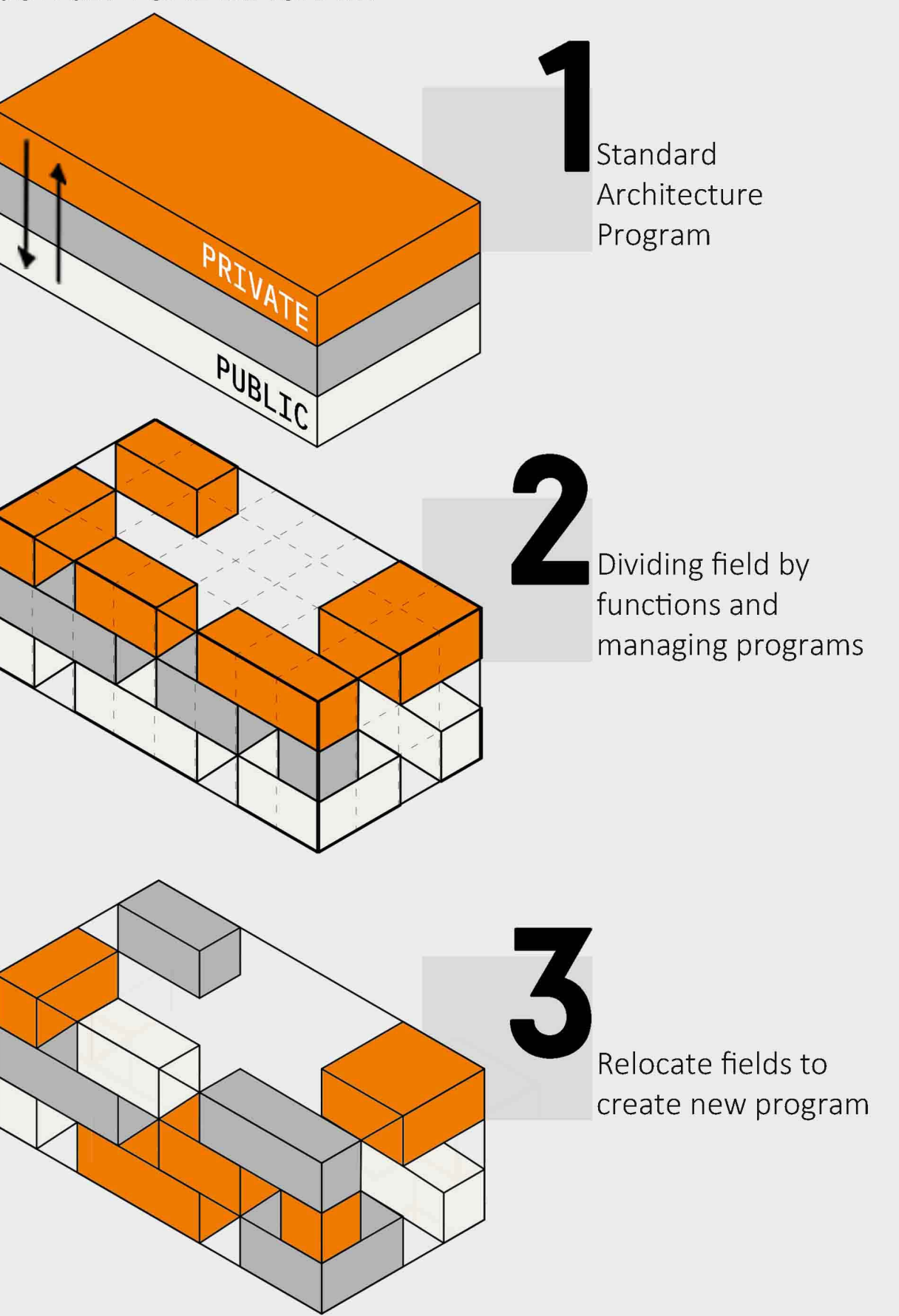
MAKERS 312

CREATE

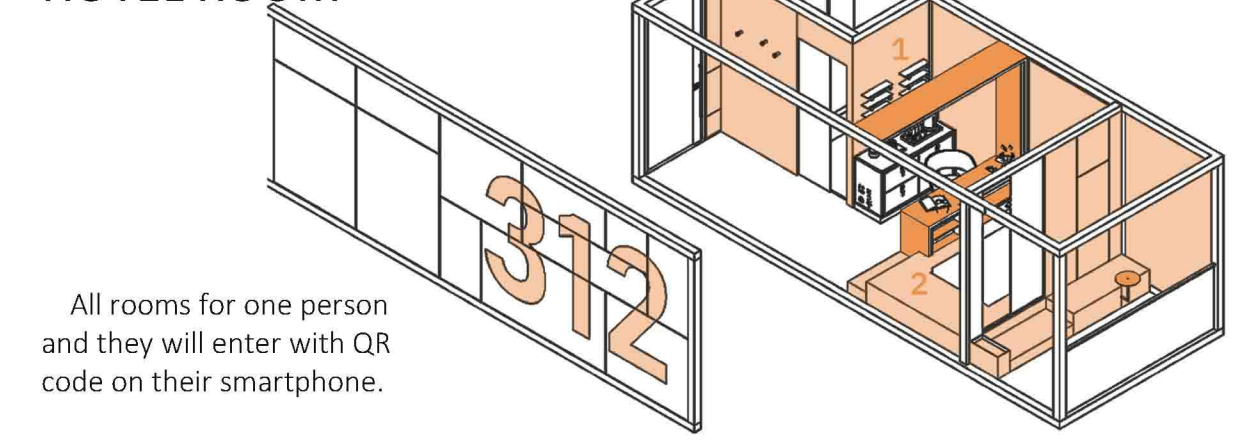


GENERAL PERSPECTIVE OF THE PROJECT | BAYINDIR STREET SIDE

CONCEPTUAL DIAGRAM

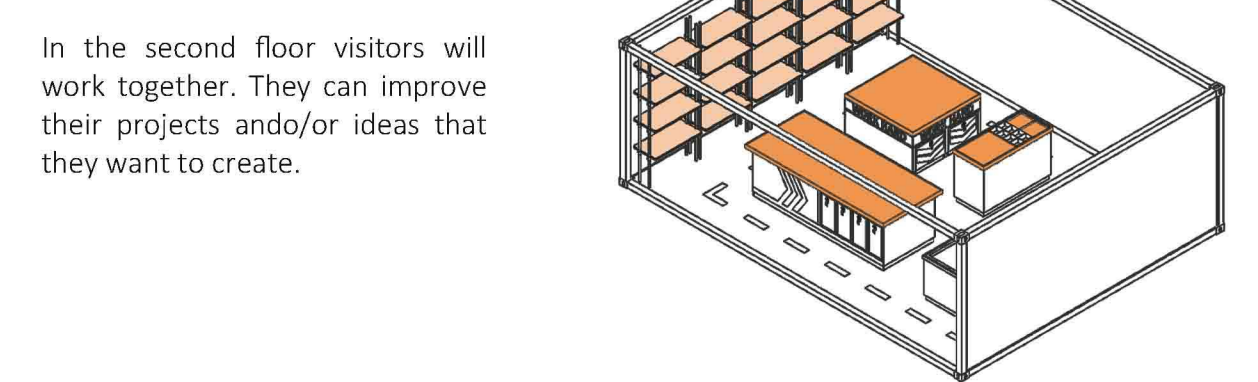


ISOMETRIC VIEW OF HOTEL ROOM



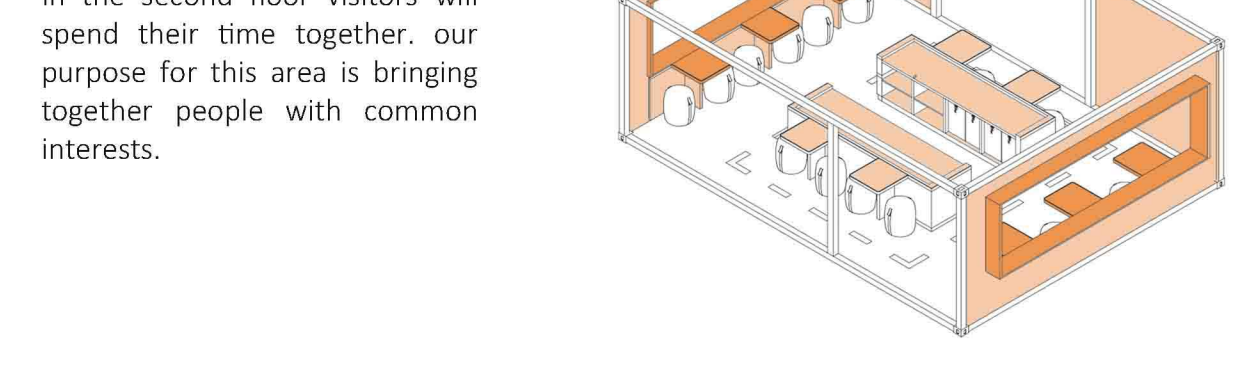
All rooms for one person and they will enter with QR code on their smartphone.

ISOMETRIC VIEW OF WORKING AREA



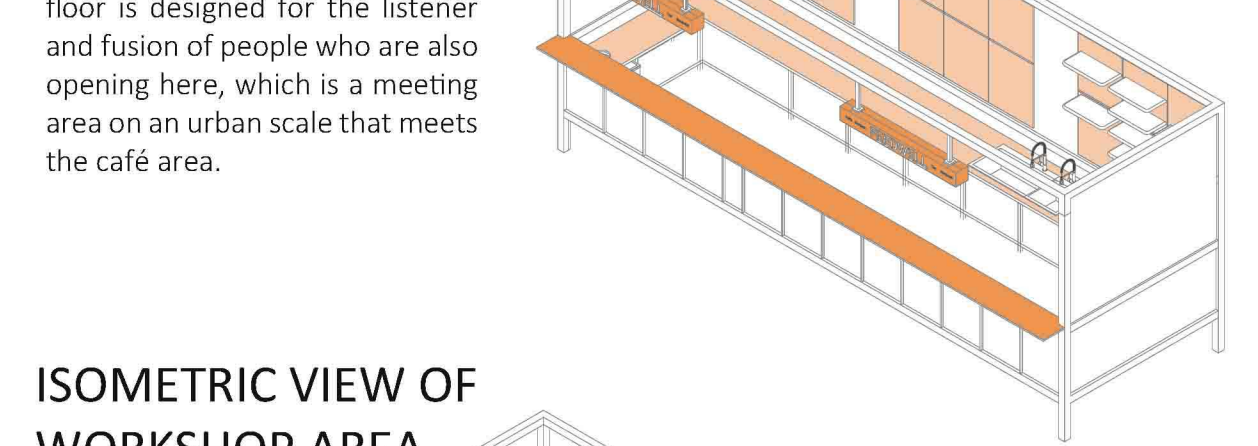
In the second floor visitors will work together. They can improve their projects and/or ideas that they want to create.

ISOMETRIC VIEW OF COMMON SPACE



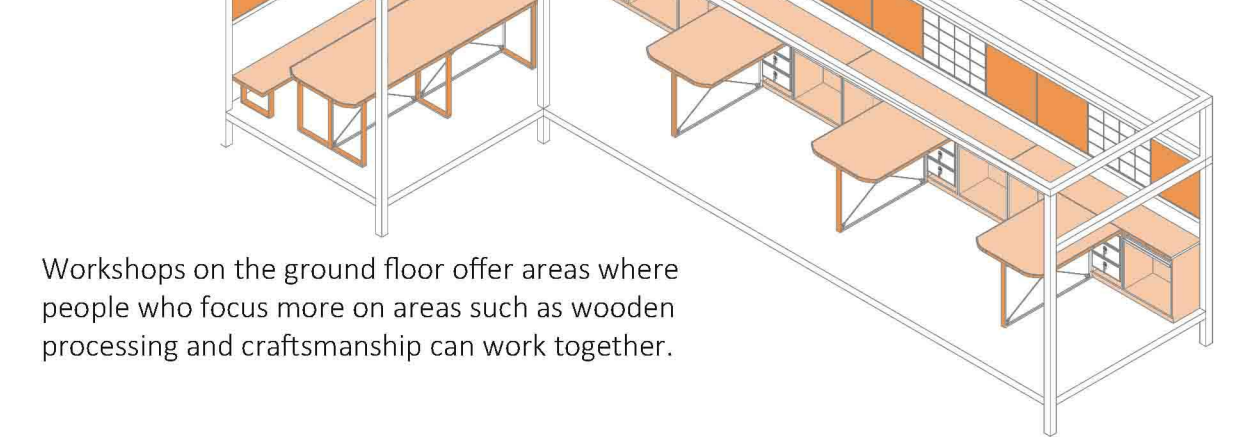
In the second floor visitors will spend their time together, our purpose for this area is bringing together people with common interests.

ISOMETRIC VIEW OF FeedWell Cafe



The coffee area on the ground floor is designed for the listener and fusion of people who are also opening here, which is a meeting area on an urban scale that meets the cafe area.

ISOMETRIC VIEW OF WORKSHOP AREA

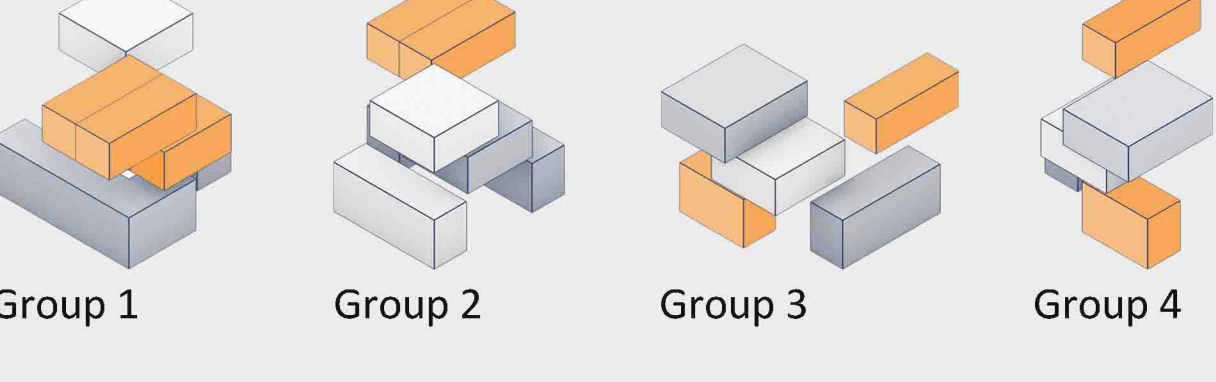


Workshops on the ground floor offer areas where people who focus more on areas such as wooden processing and craftsmanship can work together.

MATERIAL BOARD

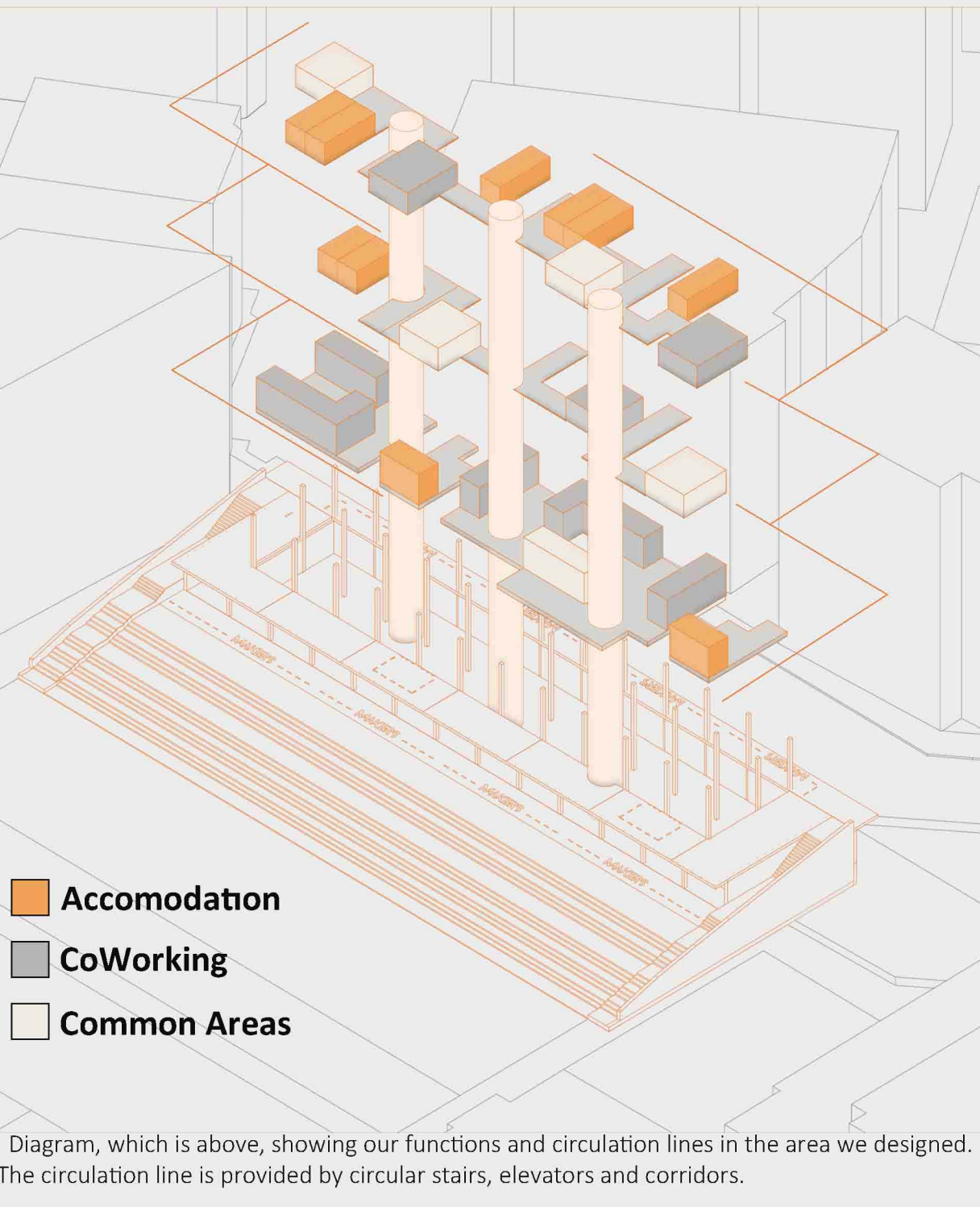


BUILDING BLOCKS

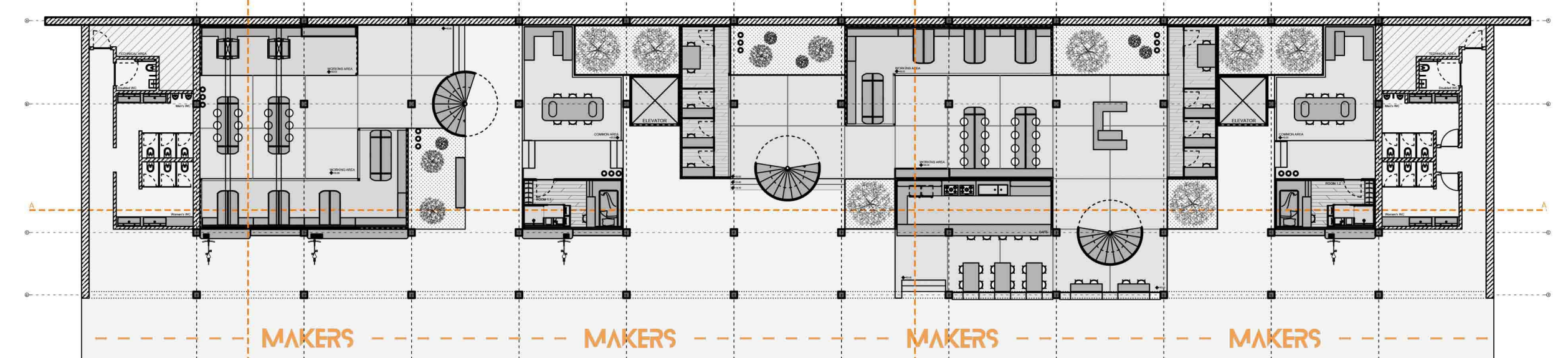


When creating our blocks, we started with a rectangular block. In some places, these blocks come side by side; in some places, they come together in an L shape and sometimes they are used alone. While creating our space, we established block systems and these block systems were created by rotating. All blocks and block groups are different derivatives of each other.

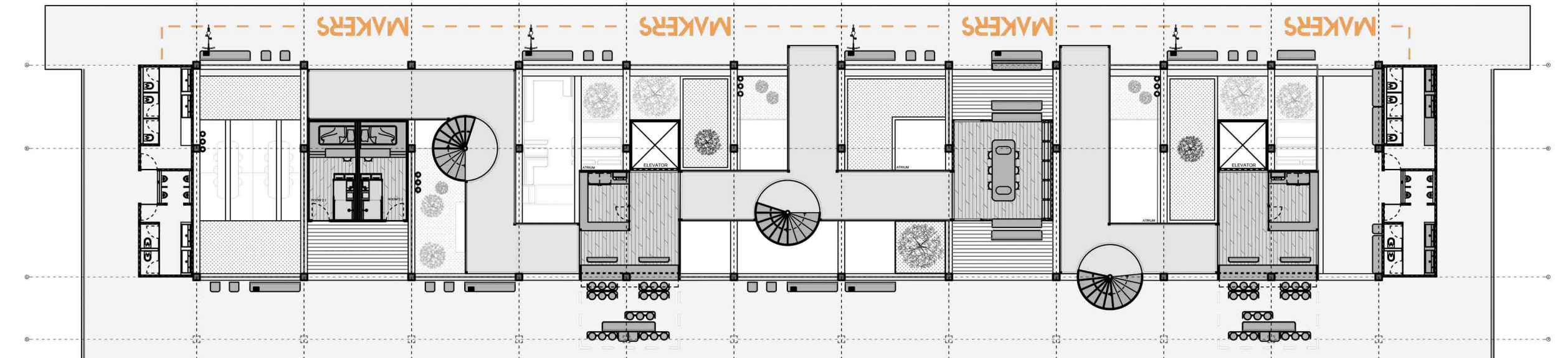
MASS DIAGRAM



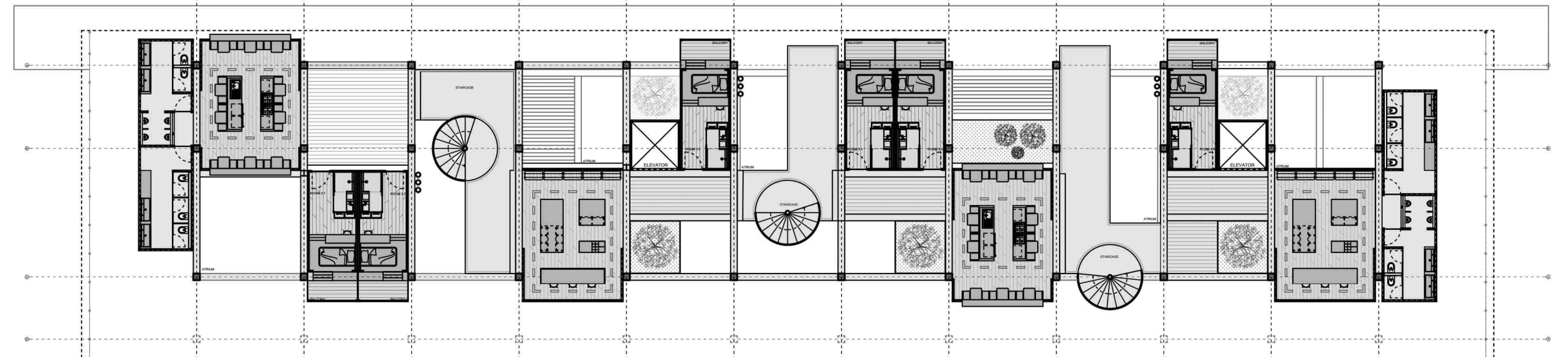
Diagram, which is above, showing our functions and circulation lines in the area we designed. The circulation line is provided by circular stairs, elevators and corridors.



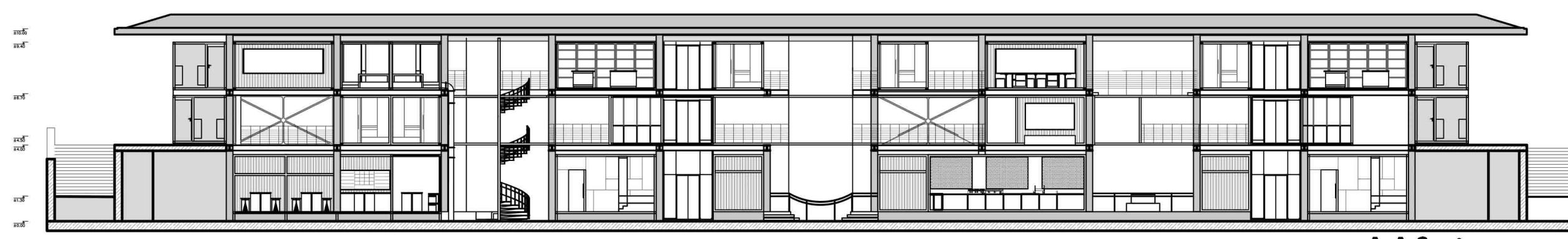
GROUND FLOOR PLAN



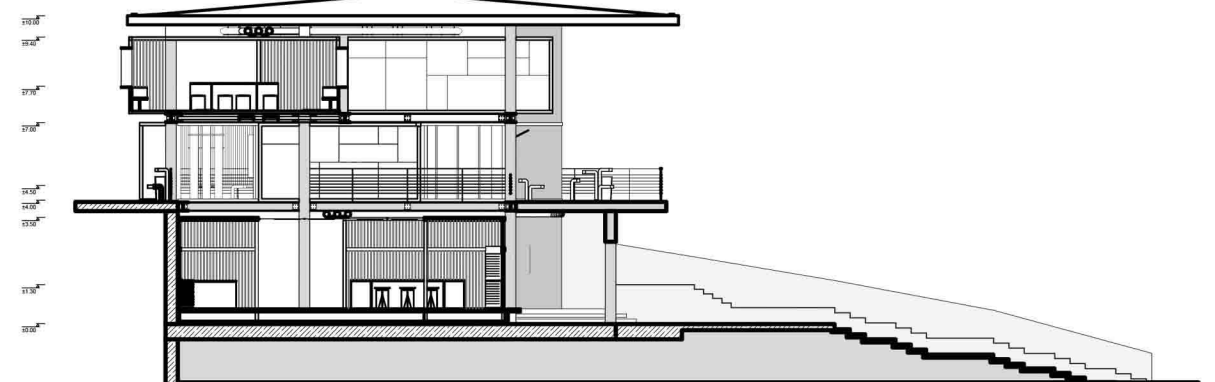
FIRST FLOOR PLAN



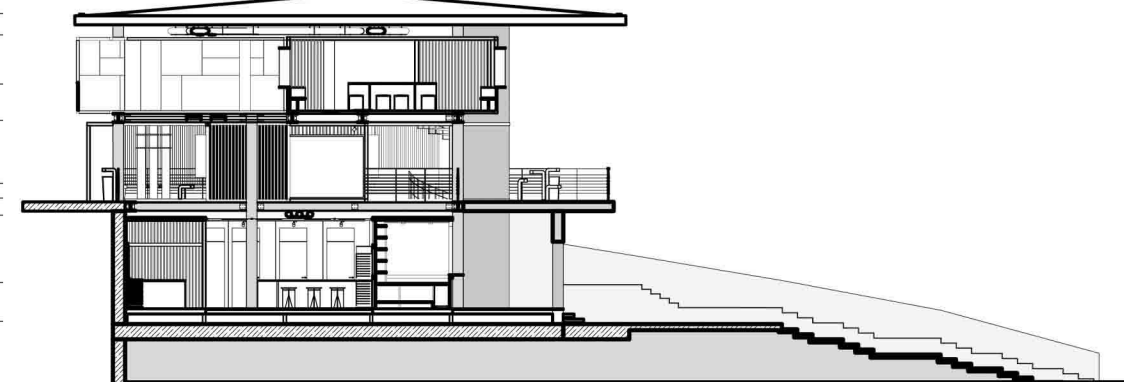
SECOND FLOOR PLAN



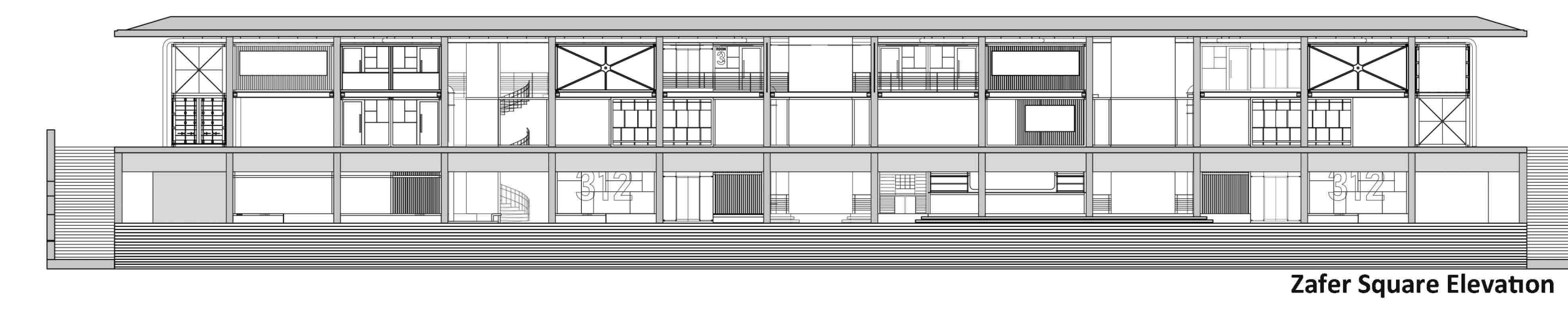
A-A Section



B-B Section



C-C Section



Zafer Square Elevation



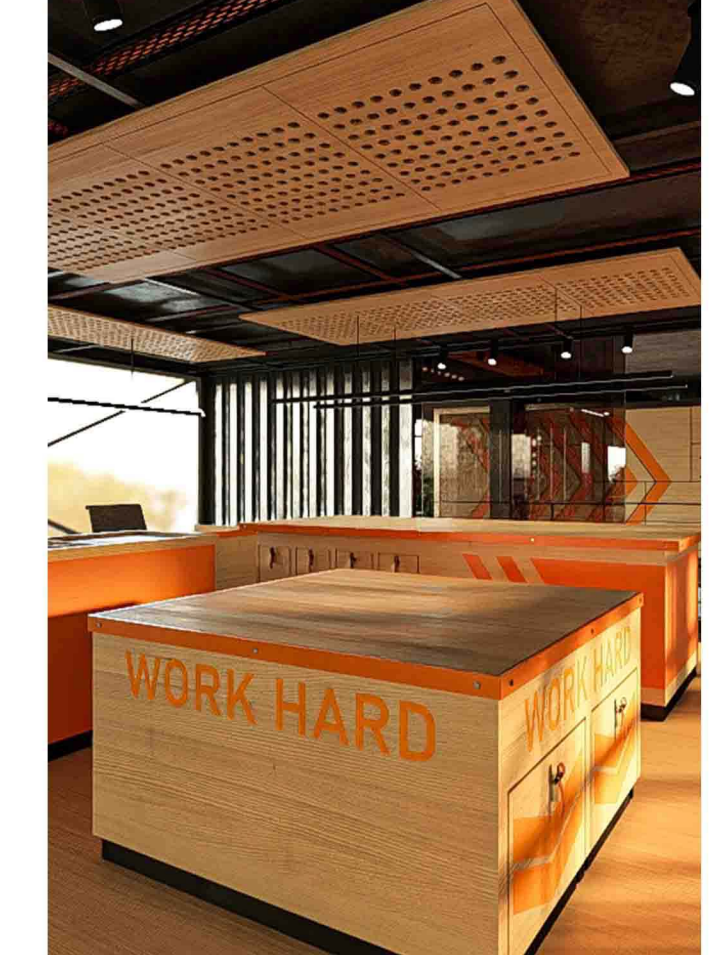
Bayindir Street Elevation



GENERAL PERSPECTIVE OF THE PROJECT | BAYINDIR STREET SIDE



GENERAL PERSPECTIVE OF THE PROJECT | BAYINDIR STREET SIDE



Co-Working Areas

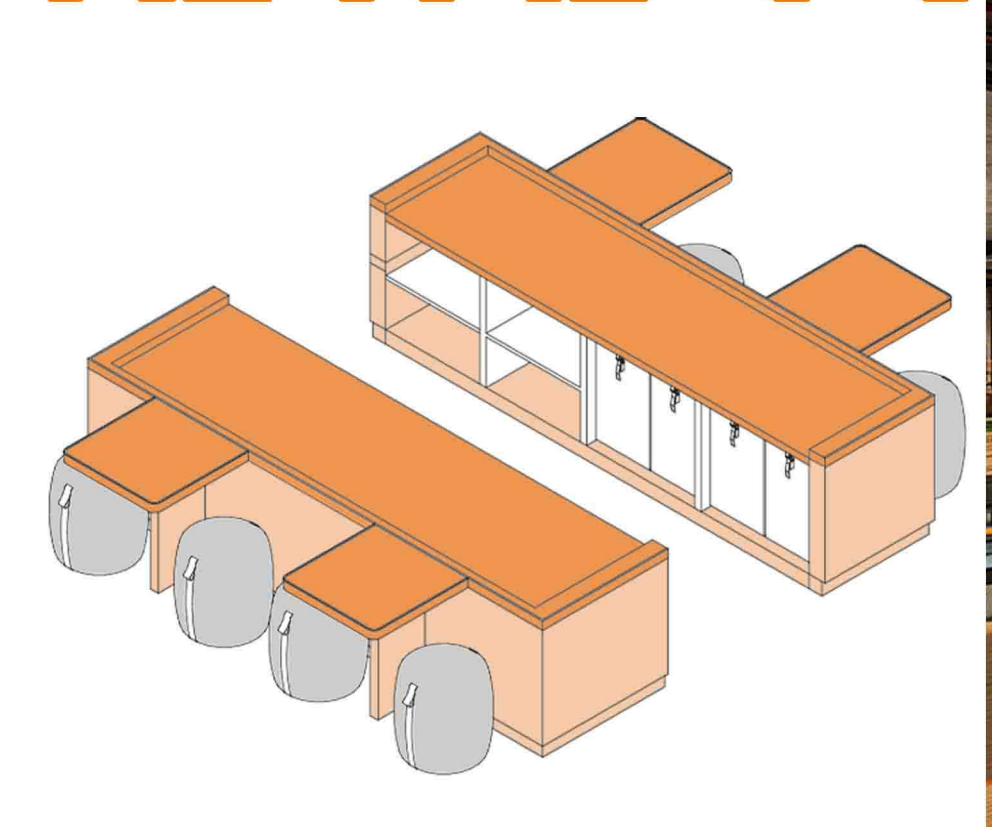


In co-working spaces, producers can develop and work together. It is one of the areas where we think it will be a base for the research and development phase of the product to be produced. Our aim is to bring together visitors with the same hobbies and encourage them to create new products.



Co-Working Areas Furniture Detail

RETHINK



Common Spaces Furniture Detail



Common Space



Workshop Area



DO IT TOGETHER

Workshop Area Sitting Units

In the left and above image, there are work and common areas in the main wooden workshops. Designed in accordance with Maker Culture, these areas aim to bring the attributes together around this current. On the right side, Feedwell Cafe is visible and draws an inviting but an inviting side with its side. The design language in the cafe has a maker cultural understanding of wooden panels, metal stuktur with bright orange color emphasize Makers 312.

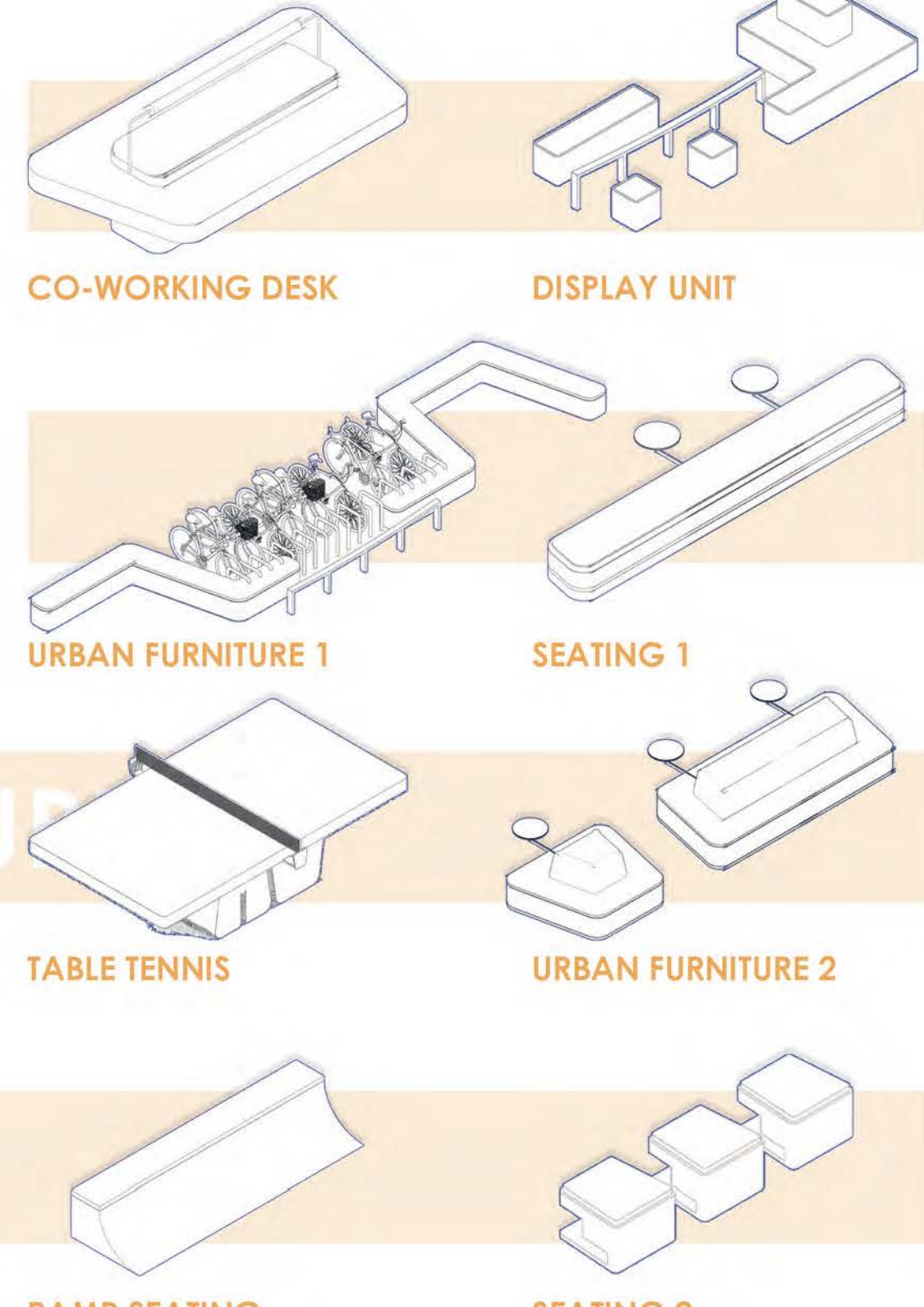
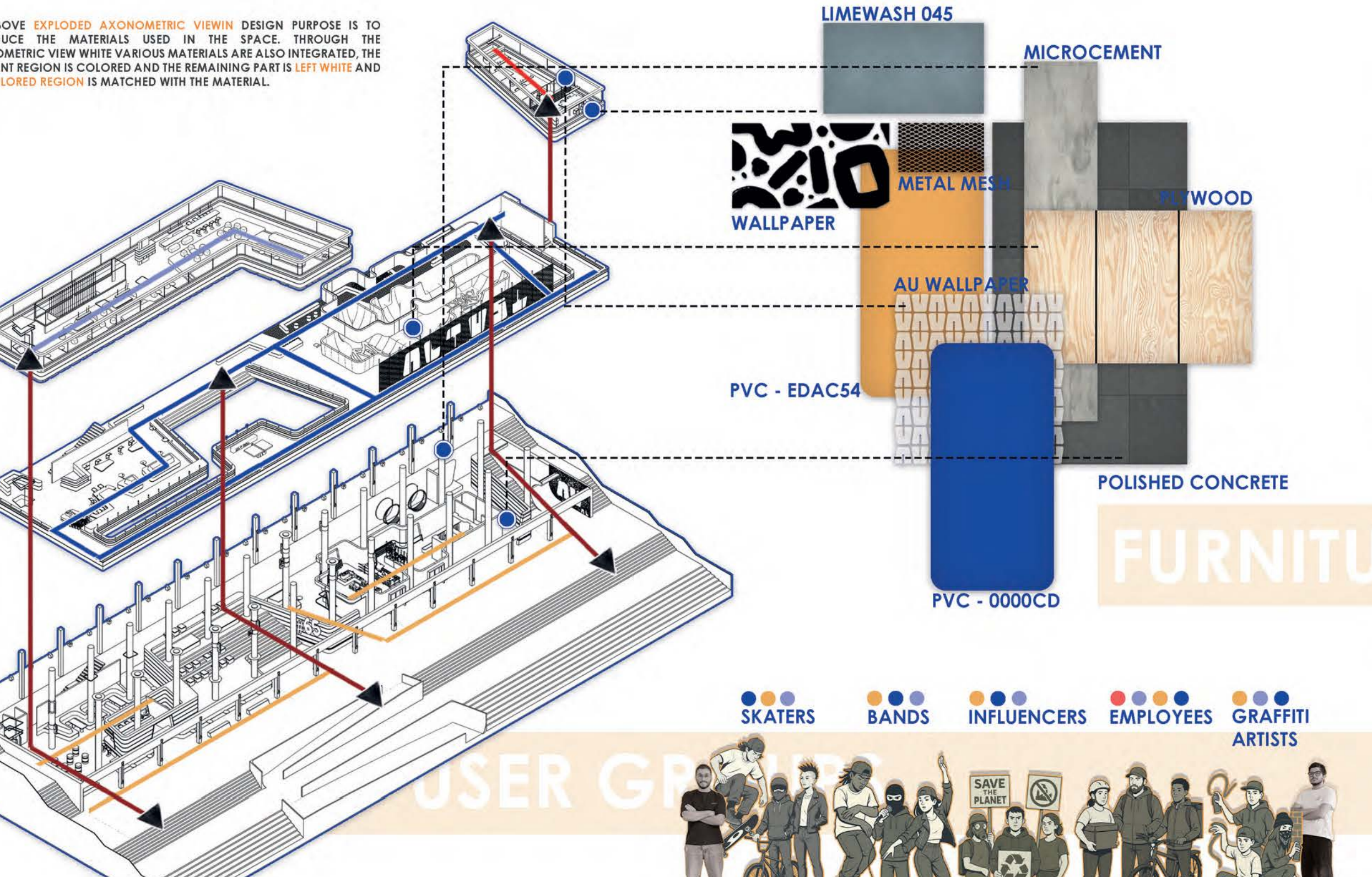
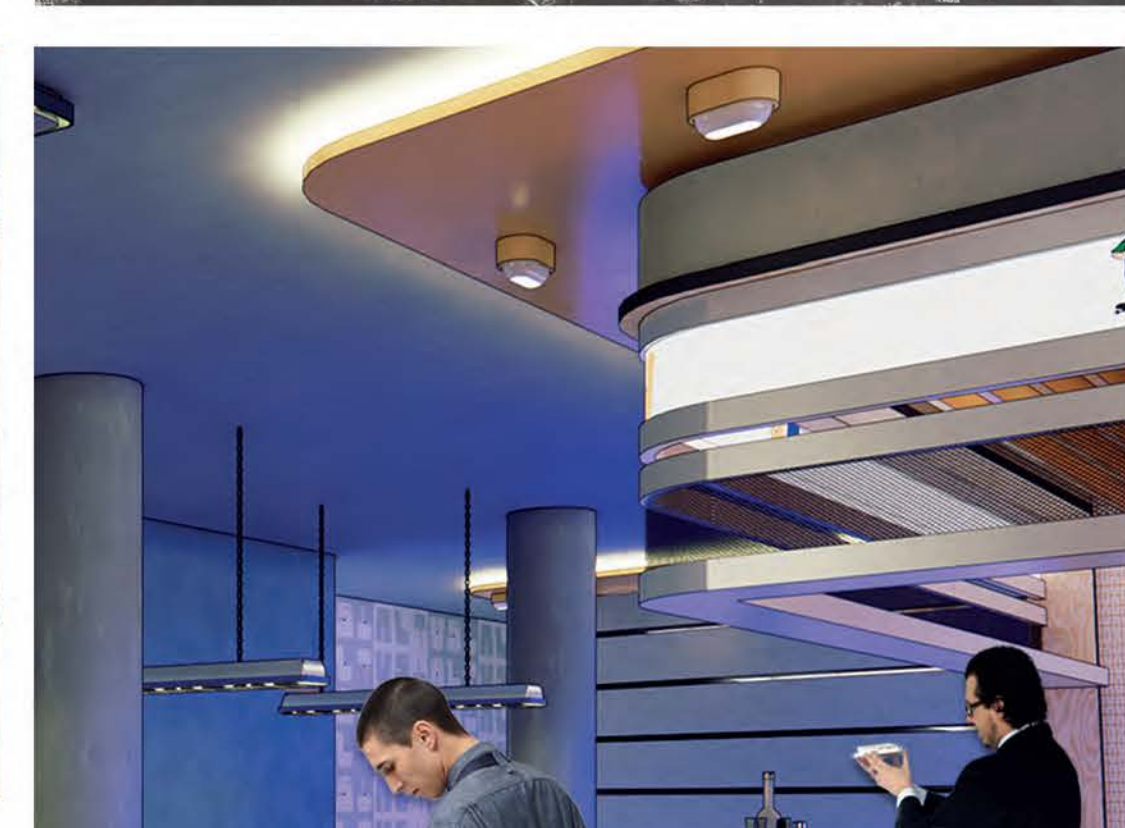
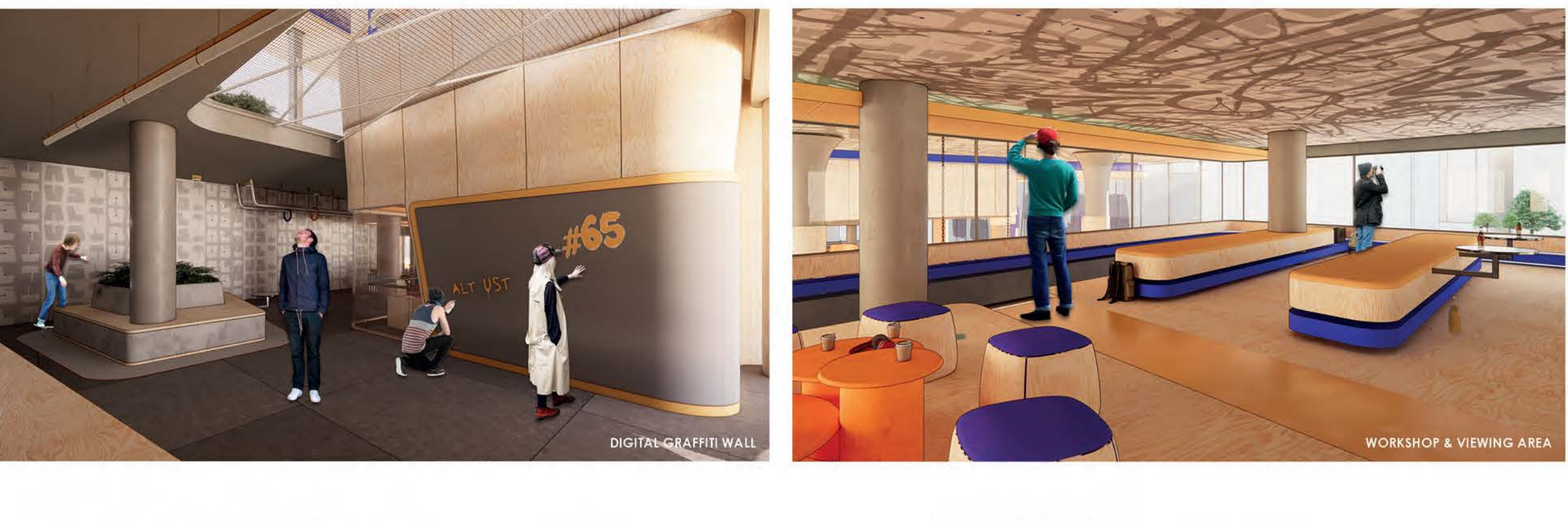
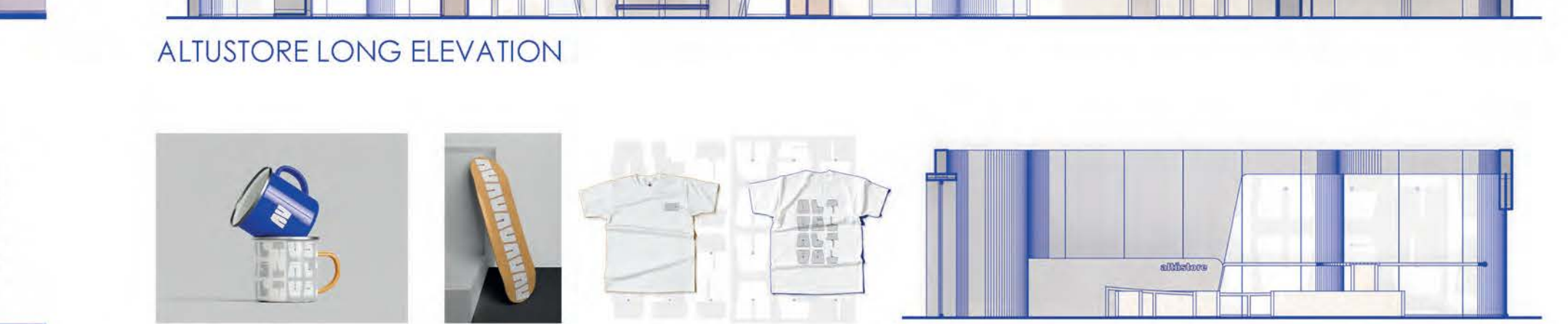
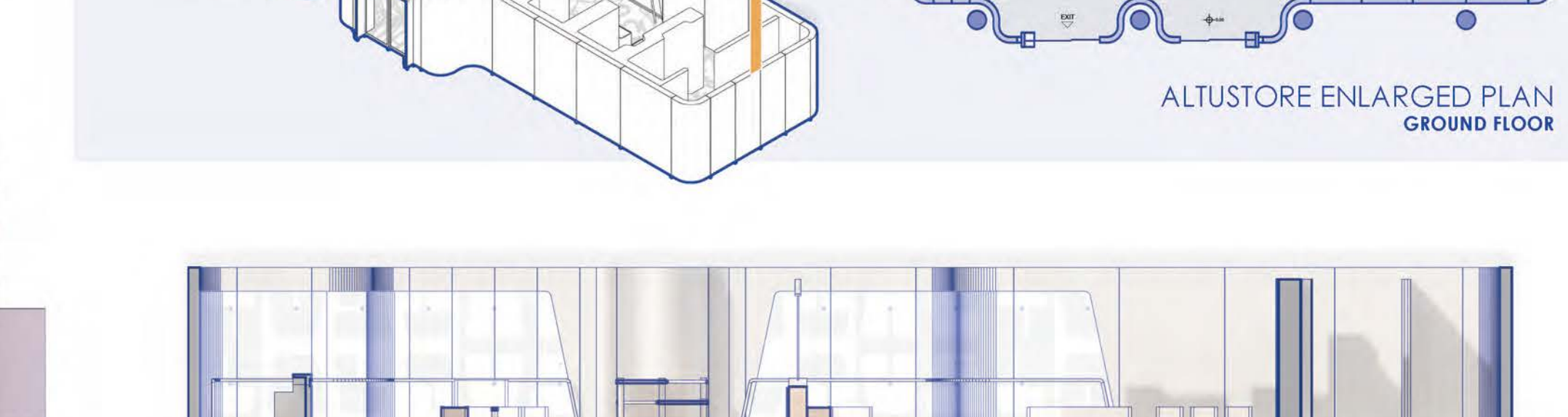
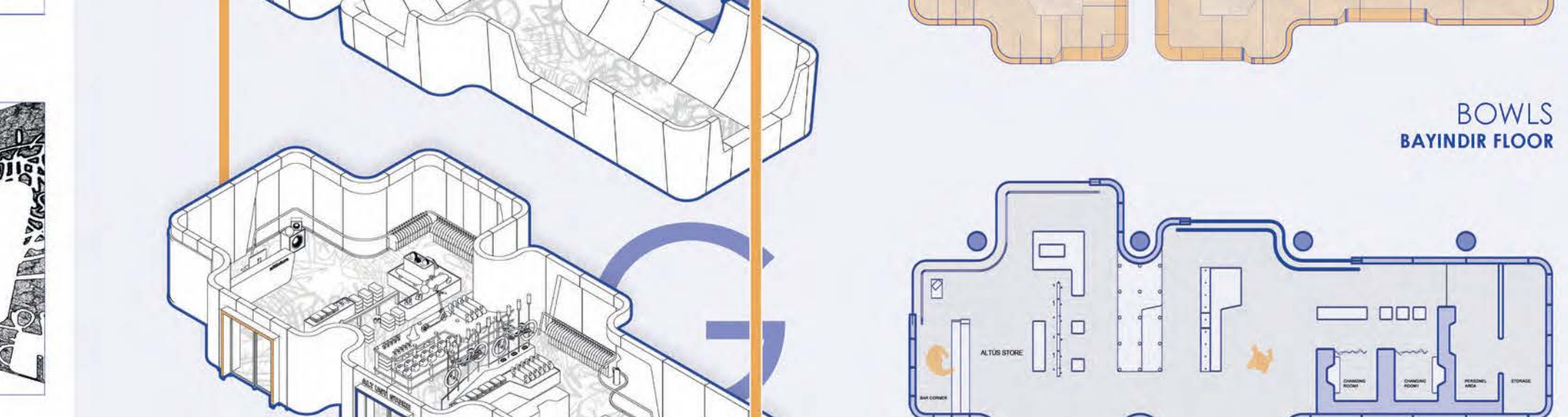
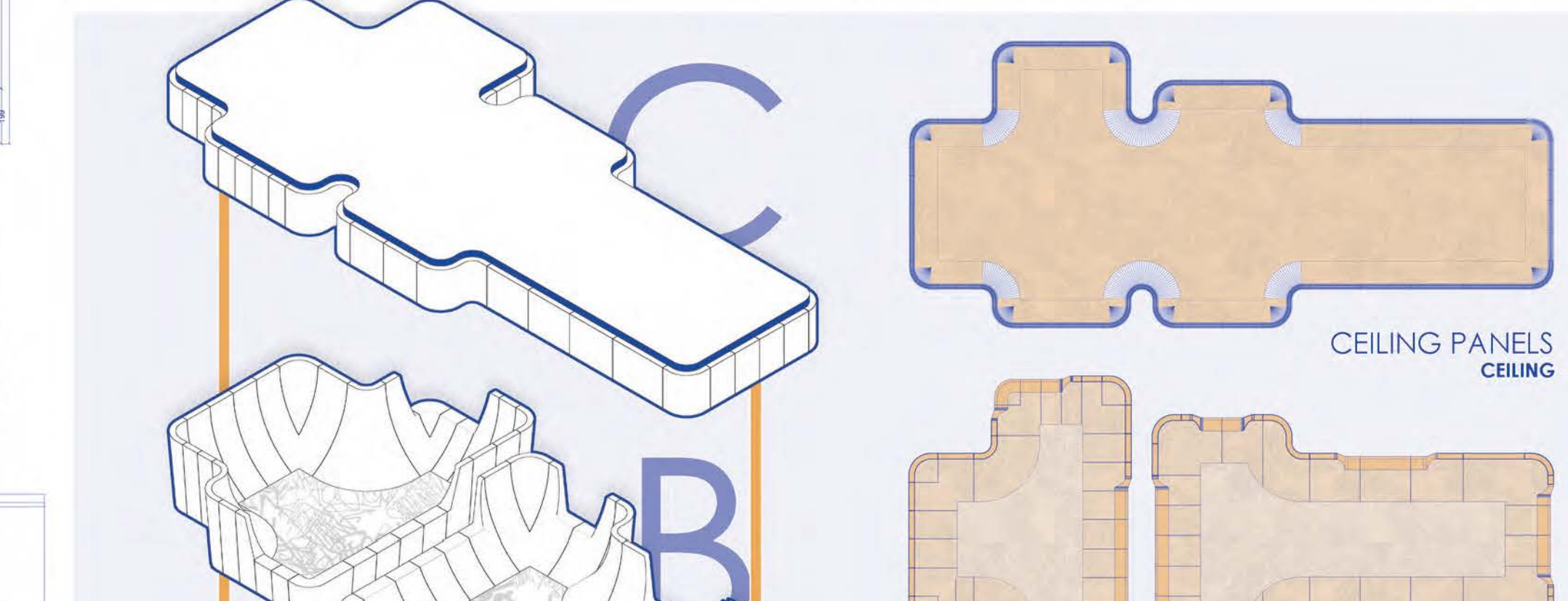
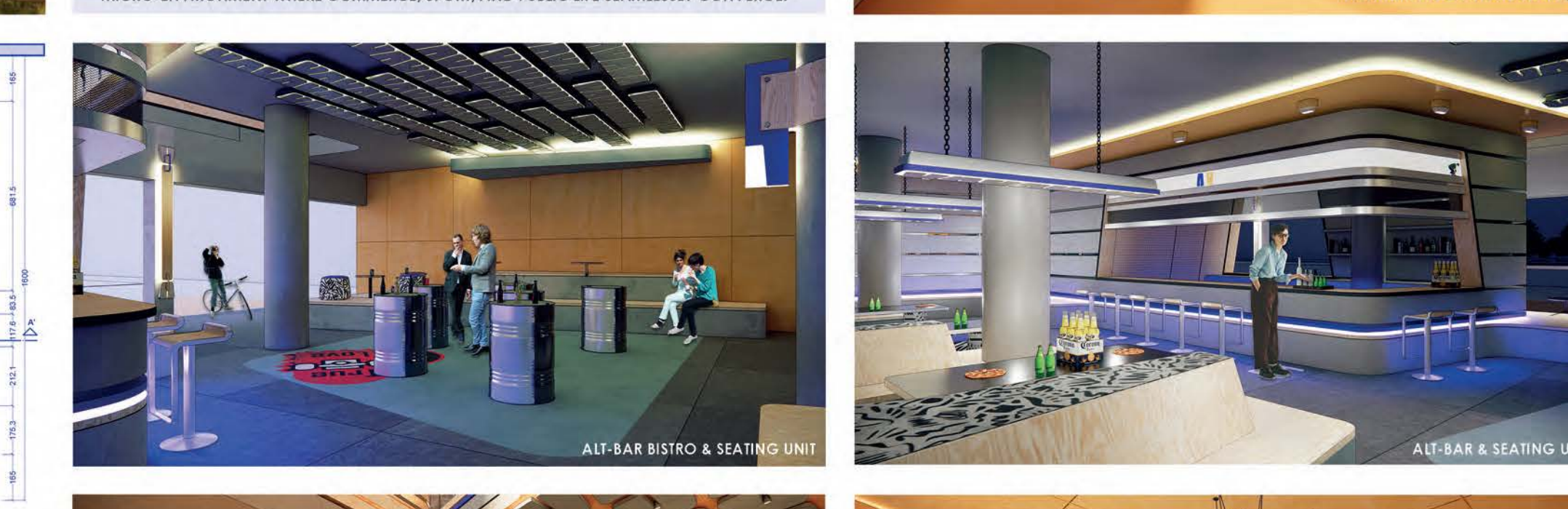
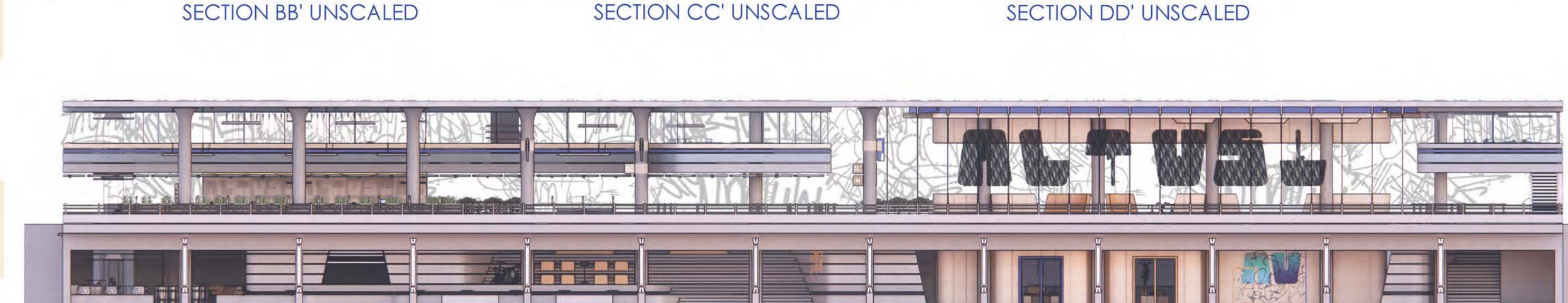
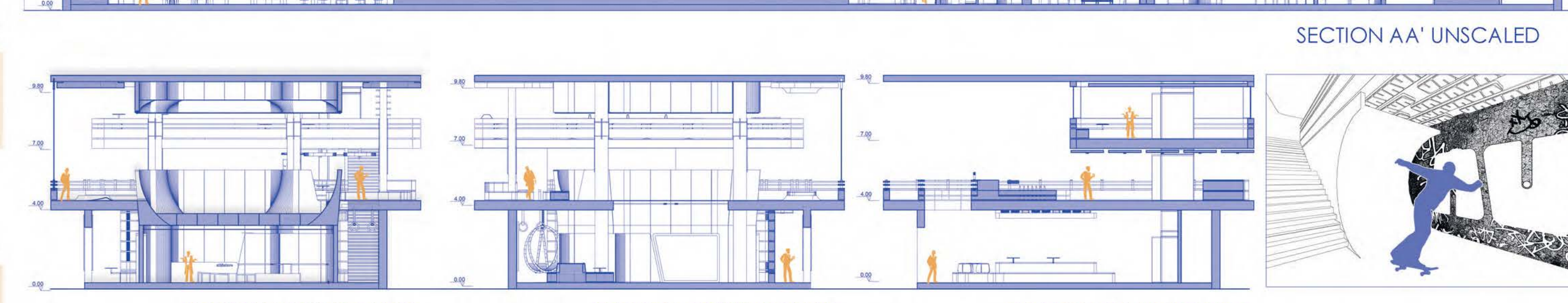
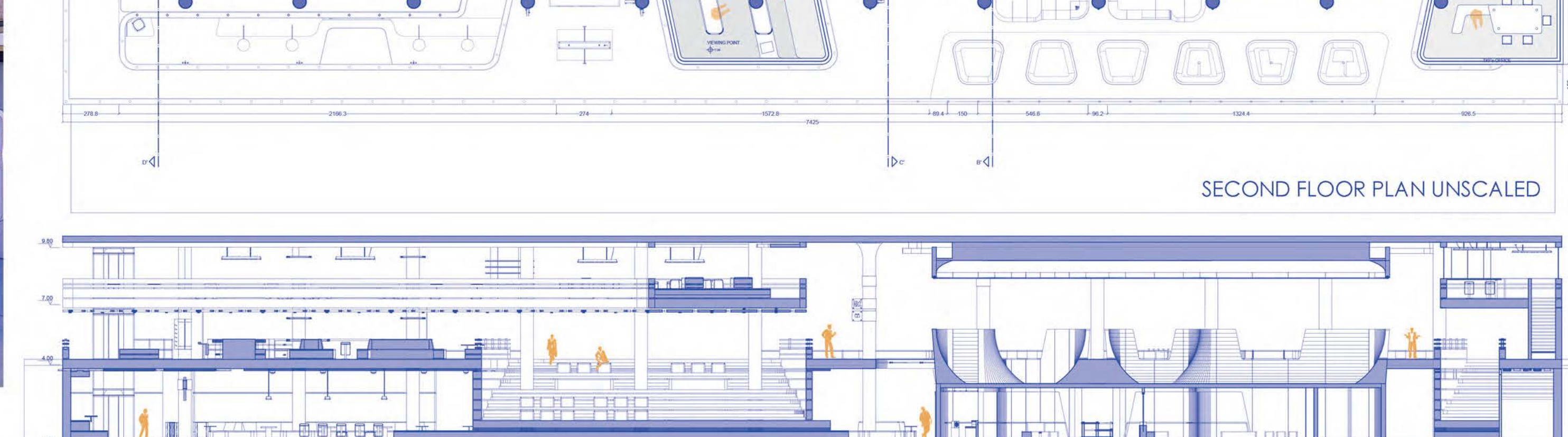
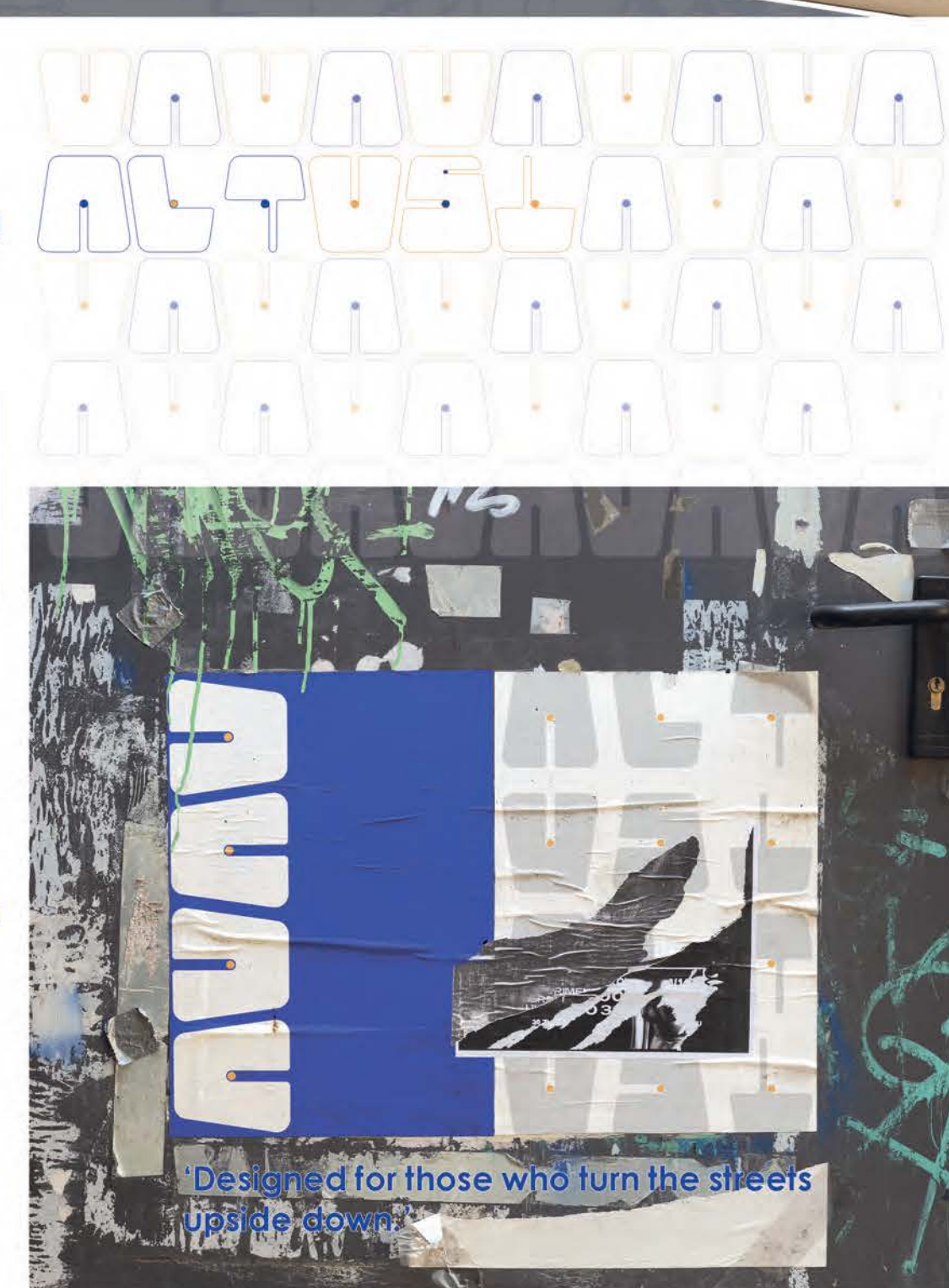
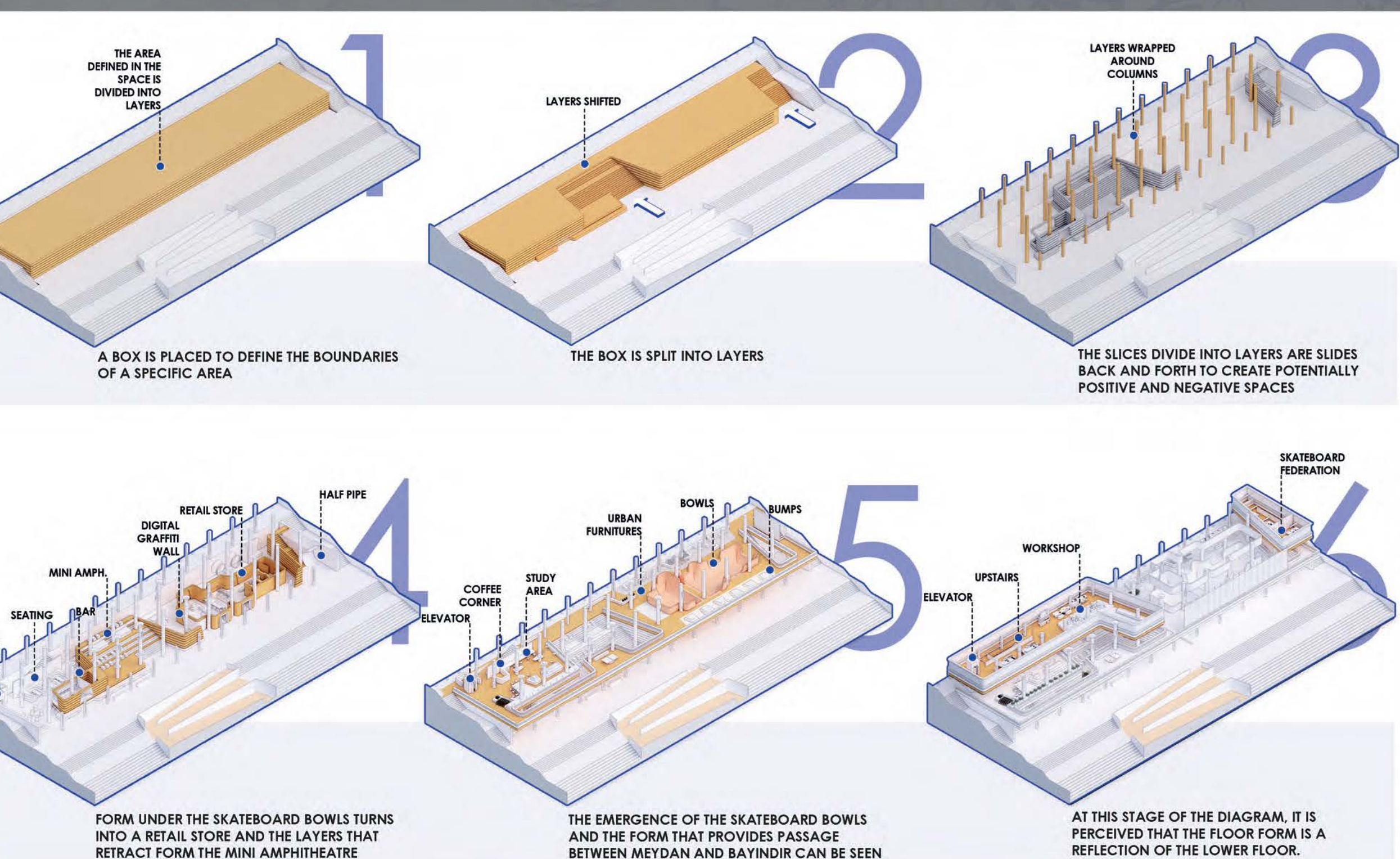
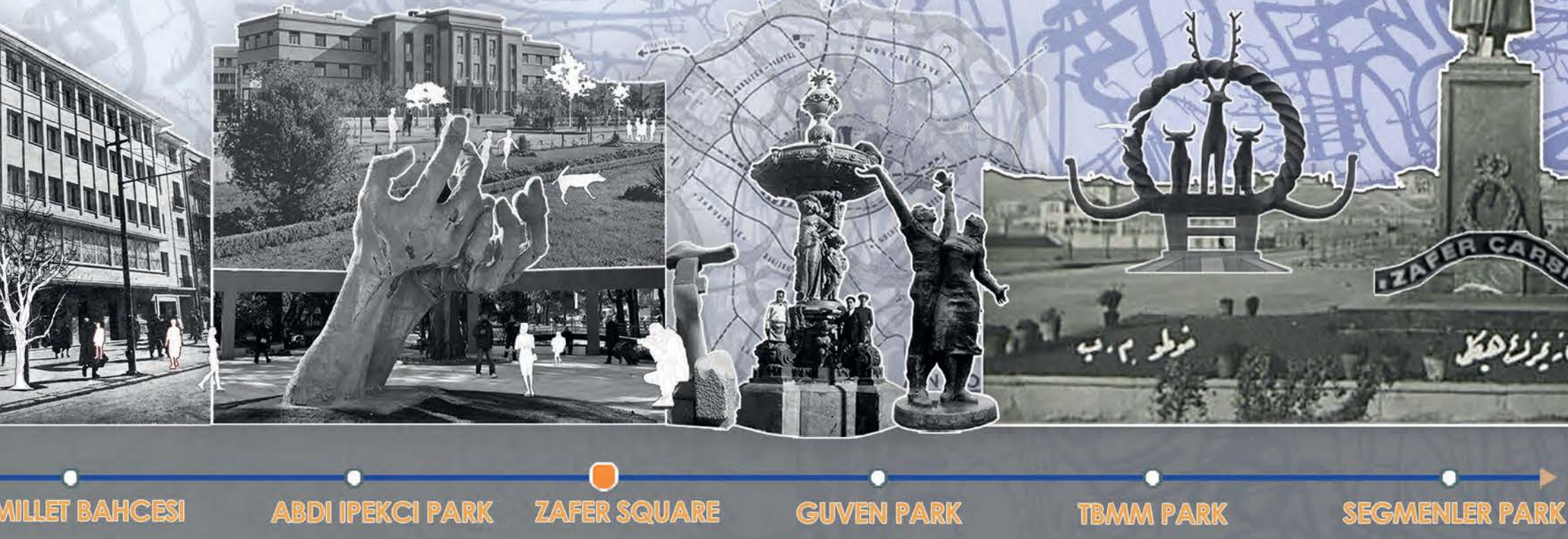


FEEDWELL Cafe

ALTUS

ÖMER KAYRA YÜKSEL ERDEM KANAR | GROUP 1

THE PROJECT AIMS TO REVITALIZE ANKARA / TÜRKİYE WITH SKATEBOARDING CULTURE, CREATING A VIBRANT SOCIAL AND SPORTS HUB IN THIS IMPERIAL CITY DISTRICT. THE DESIGN CONSISTS OF A MAIN MASS SHUT UP IN LAYERS ALONG ZAFER CAĞIRI, WITH THE SPACES BETWEEN THEM ACTING AS PASSAGES CONNECTING BAYINDIR LİNE AND MEYDAN. THESE AREAS ALSO SERVE AS WALKING AREAS FOR REST AND SOCIAL INTERACTION.



USER GROUPS



SERVICE AREA

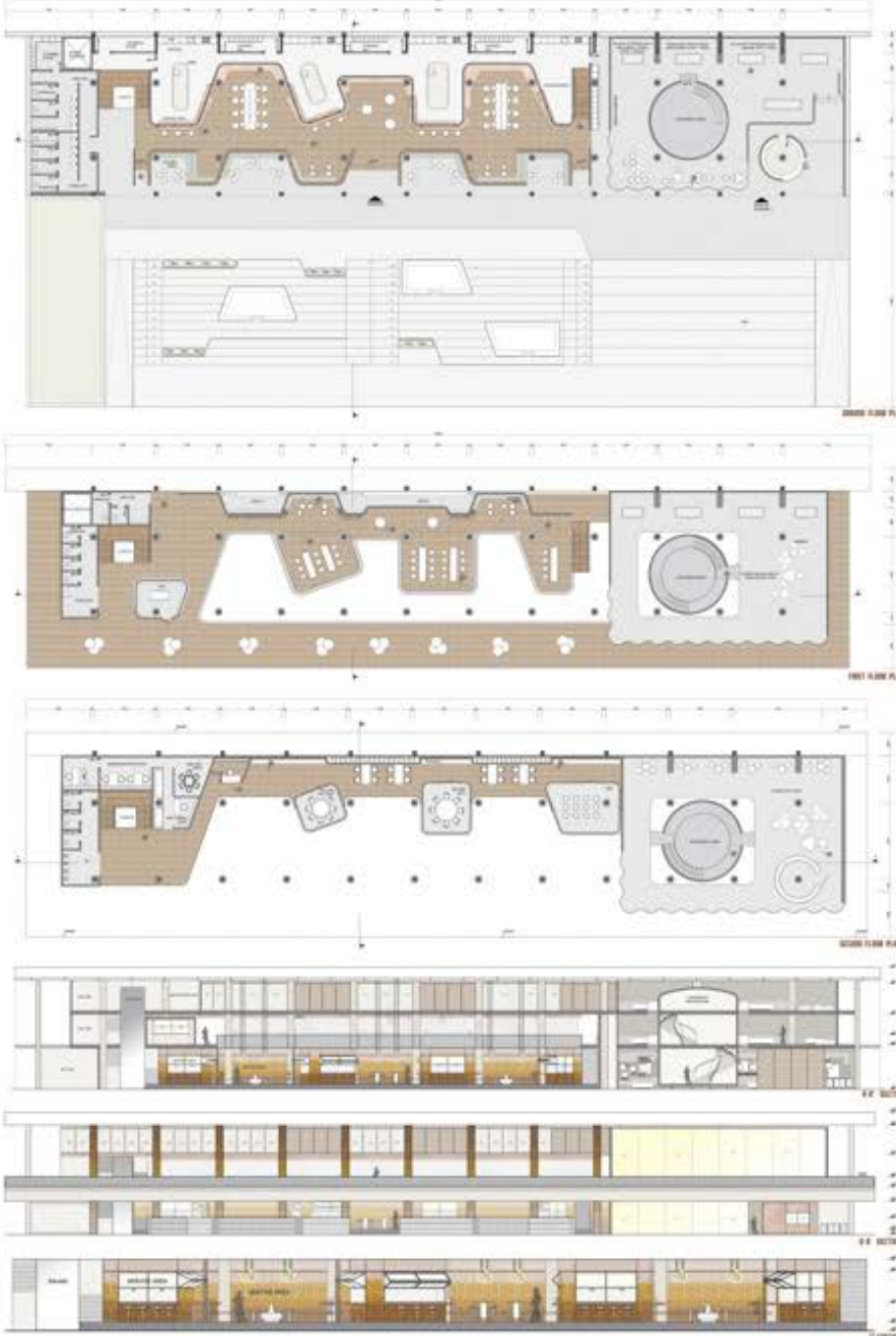
In the interior service areas, elements inspired by the form of beer barrel buildings were used to create an identity that aligns with the overall concept, while also enhancing the sensory experience of the space through their texture, form, and visual continuity, transforming into visually engaging and welcoming design elements.



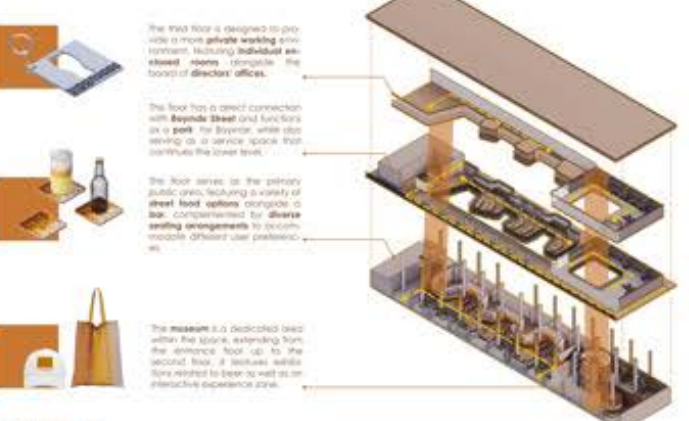
BIRANIHARA

The AOC Beer Factory stands as one of the early Republic's industrialization efforts, symbolizing modern production values and the development of domestic industry. More than just a production facility, it marked a significant step in Ankara's social evolution process.

Saharya Beer Park (and the historic **Panfir** restaurant project) aims to be the city's social life, meeting spaces in the memory through their contribution to public space, food culture, and everyday urban experiences. All these solutions reflect key aspects of Ankara's social, cultural, and historical past.



Ceramic material was chosen to abstract the color of beer using translucent elements, creating a rhythmic wall composition reminiscent of a beer glass. Additionally, materials such as fresh metal, wood, glass, copper, and natural stone were thoughtfully combined to evoke the aesthetic and social atmosphere of historic beer factories. The selective material selection effectively bridges the heritage of past production techniques with contemporary architectural design approaches.



The 1st floor is designed to provide a more private working environment, featuring individual workstations, meeting rooms, and the board of director's offices.

The floor has a direct connection with **Beynül Milletler** and functions as a park for **Beynül Milletler**, while also serving as a service space that caters to the lower level.

The floor serves as the primary public area, featuring a variety of great food options, complete bar, complemented by diverse seating arrangements to accommodate different user preferences.

The museum is a dedicated area within the space, extending from the entrance floor up to the second floor. It features a series of spaces designed to be well as an interactive experience zone.

TECHNICAL DRAWINGS



BAYINDIR BEER PARK

BEER MUSEUM

In the 2nd floor, interior and exterior spaces are designed to emphasize the aesthetic language of the Beer Park concept. These pockets enhance the social character while providing relaxed seating and resting areas, encouraging social interaction and momentary pauses within the flow of the space. By integrating these semi-enclosed zones, the design fosters the interaction between circulation and rest, creating a more fluid and engaging interior experience. The partitioning creates both private and communal spaces, catering to different user needs throughout the day. The choice of not only support functions diversity but also contributes to the architectural rhythm of the layout. The interplay of form and function strengthens the connection between the building and its social context. Carefully selected materials and textures within the spaces further distinguish them from surrounding circulation paths, offering tactile and visual contrast. These moments of repose provide opportunities for reflection, conversation, or simply observing the surrounding activity. Lighting strategies are also designed to highlight these zones, reinforcing their presence throughout different times of day.