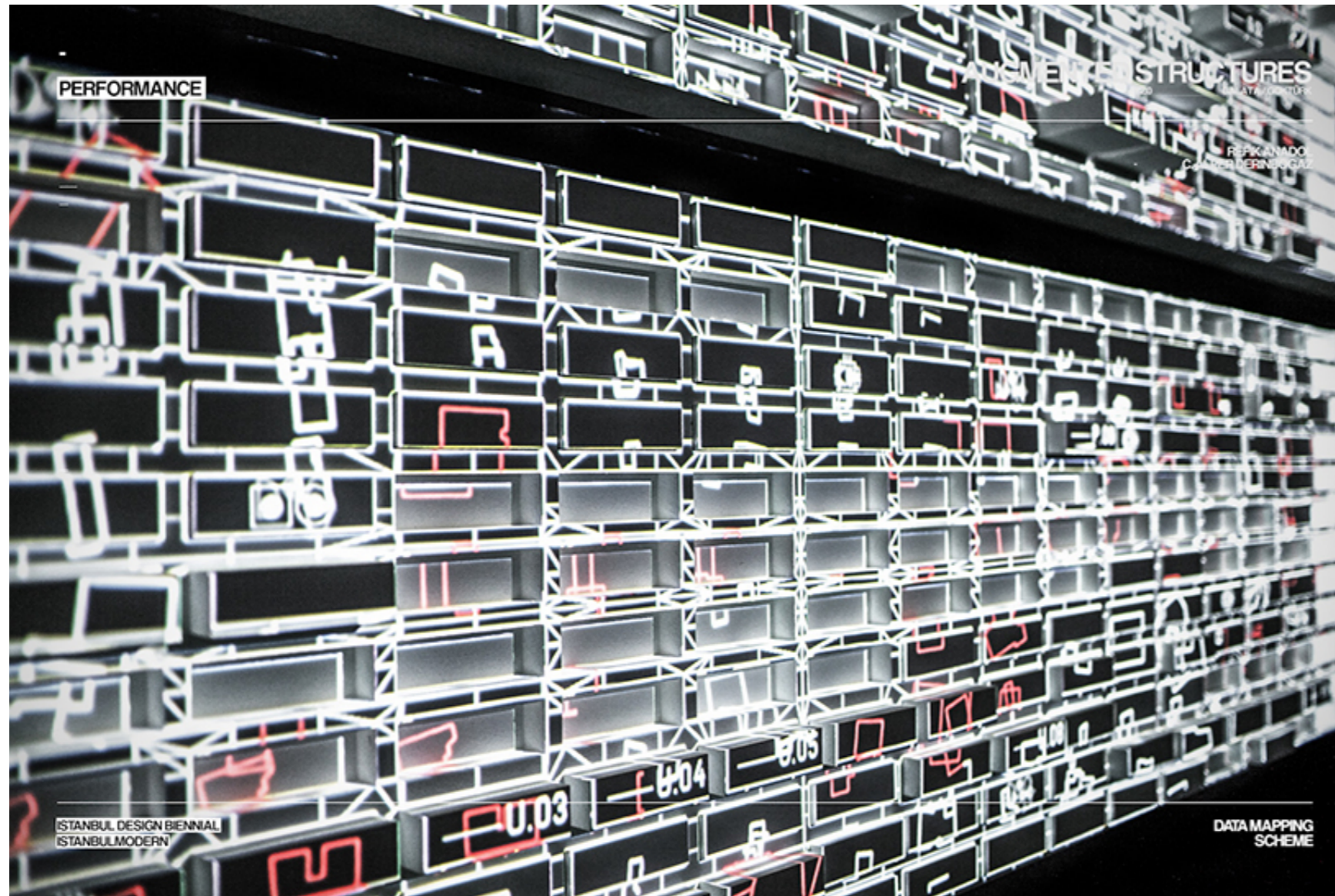




## refik anadol + alper derinbogaz: augmented structures v2.0

'augmented structures v2.0' by [refik anadol](#) and [alper derinbogaz](#) is a distilled urban experience project which focuses on two dissimilar regions in istanbul and displays the inner characteristics of the texture of a city-center that has undergone a recent transformation within a suburban region consisting of gated communities. presented at the istanbul design biennial within the 'musibet' exhibition curated by local architect [emre arolat](#), the work is based on soundscape and data mapping of two regions reveals the invisible information about their context and suggests an alternative way to understand the existence of urbanization through new media technologies.



the projection is meant to display the texture of a city-center

by bringing disparate disciplines like sound, architecture and visual arts together, the development re-examines the world in aesthetic terms, in its capacity as an 'interdisciplinary transformation'. *'augmented structures series forces each discipline to alter its own 'material' state; transforming sound into mathematics, mathematics into architecture and architecture into a living structure, while presenting the viewer with a new media experience that is multi-levelled, produces sound, moves and breathes.'*

PERFORMANCE

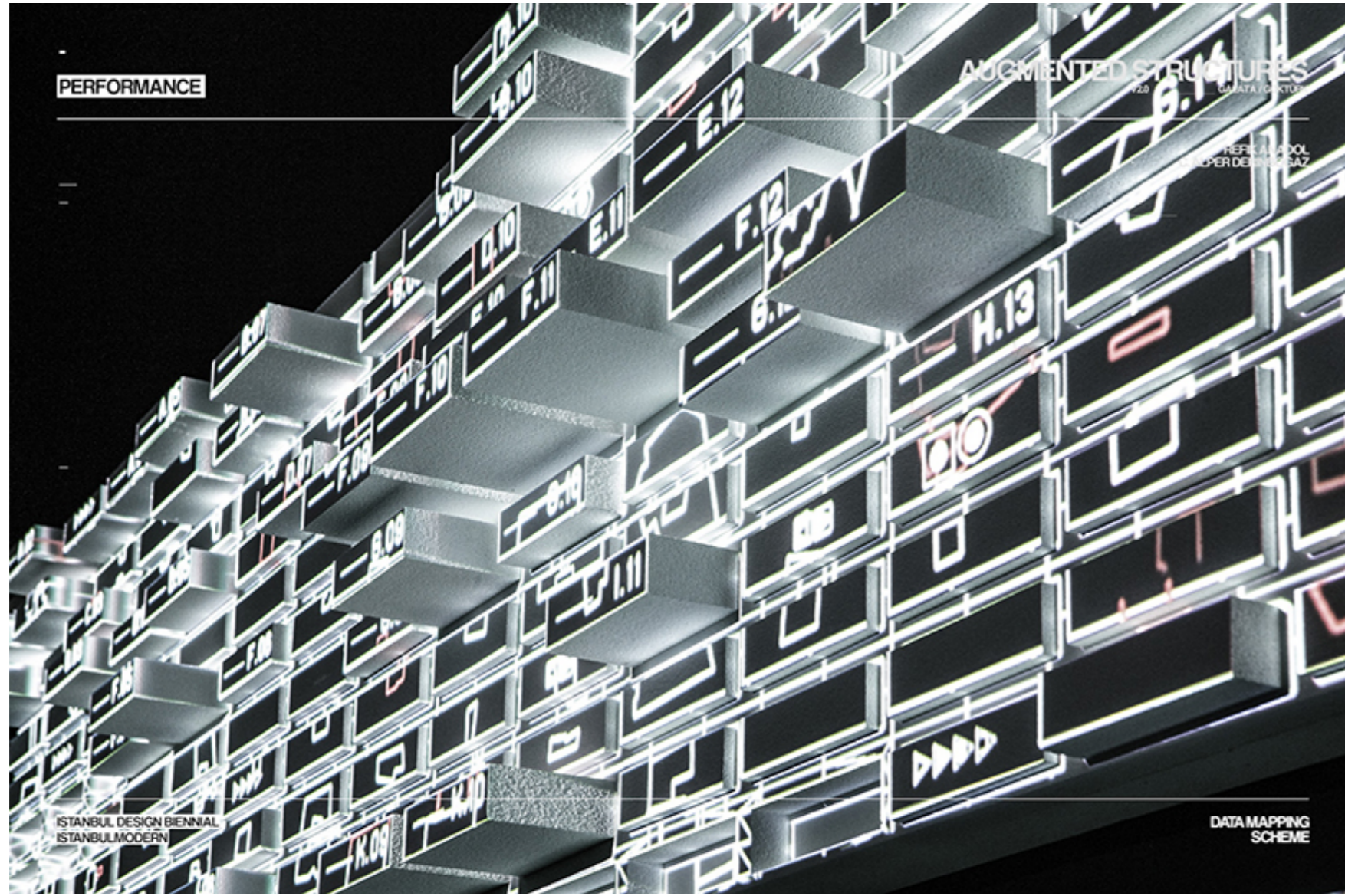
AUGMENTED STRUCTURES  
V2.0 GALATA / GOKTURK

REFIK ANADOL  
C. ALPER DERINBOGAZ

ISTANBUL DESIGN BIENNIAL  
ISTANBULMODERN

DATA MAPPING  
SCHEME





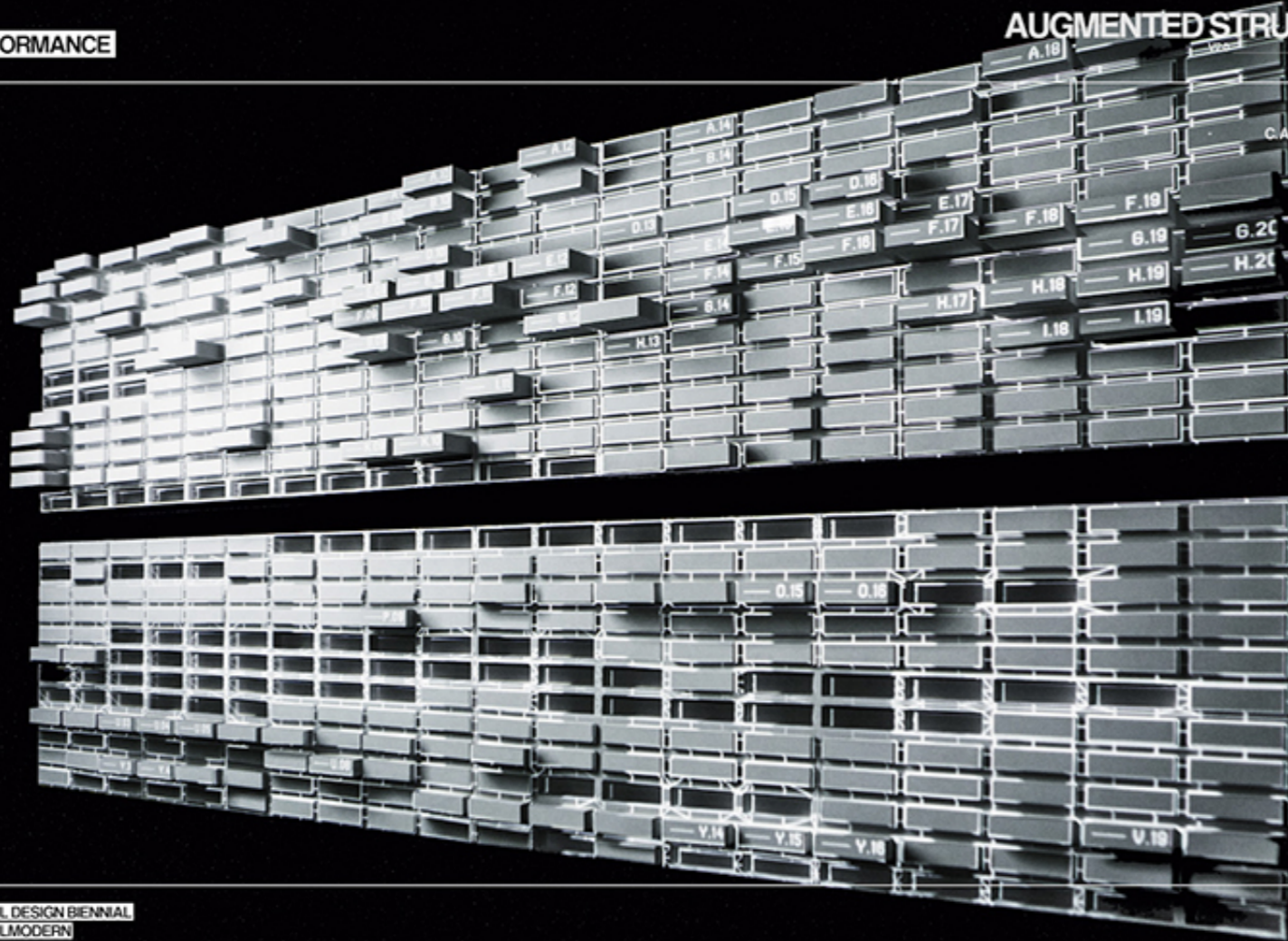
drawer-like animations comprise the projection

PERFORMANCE

# AUGMENTED STRUCTURES

GALATA / GOKTURK

REFIK ANADOL  
C. ALPER DERINDOGAZ

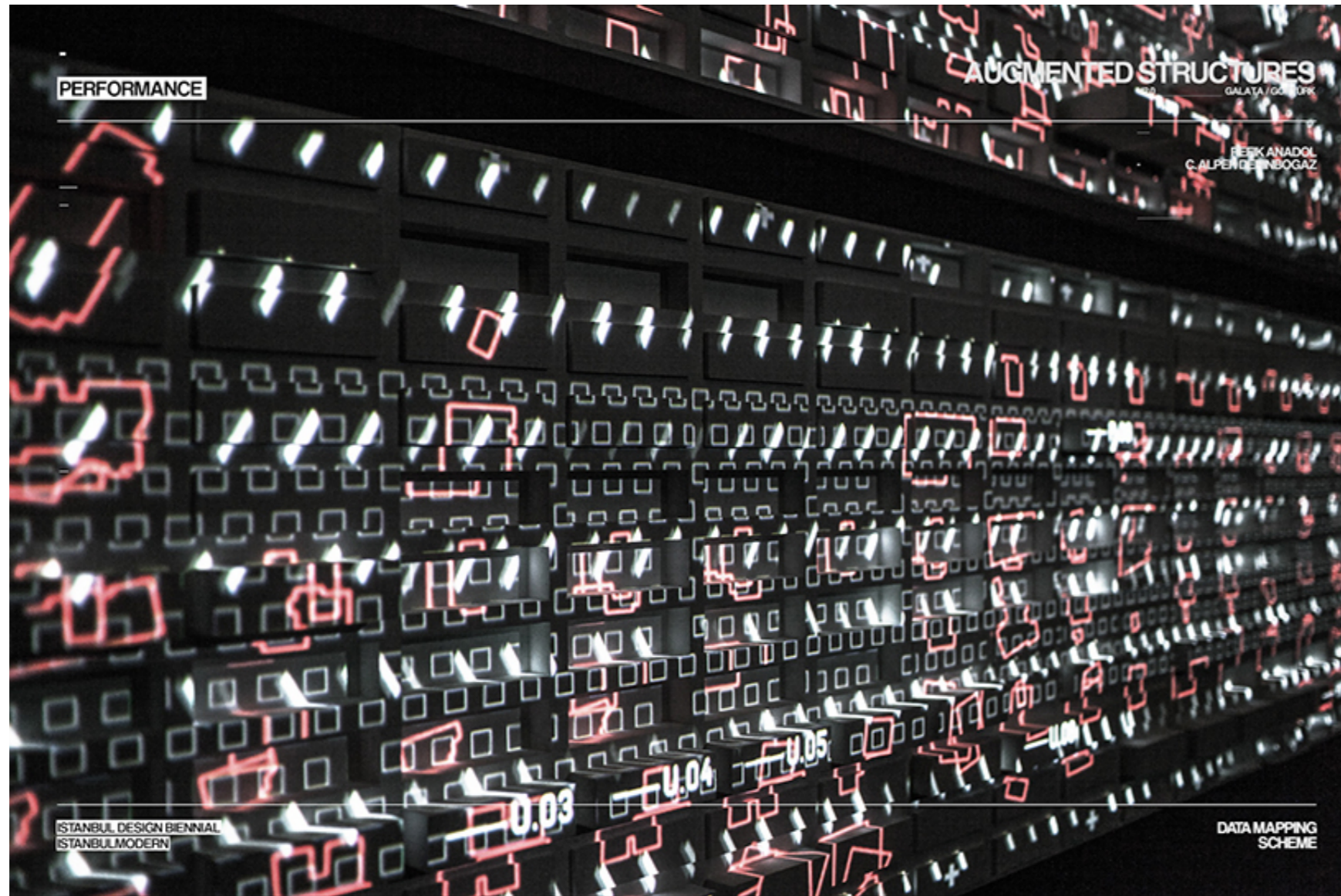


ISTANBUL DESIGN BIENNIAL  
ISTANBULMODERN

DATA MAPPING  
SCHEME

full view

'augmented structures v2.0'  
video courtesy of refik anadol



A/V performance documentation



**project details:**

**sound designer:** kerim karaoglu

**parametric designers:** cosku cinkilic, koray bingöl