

RE-READING THE PRODUCTION OF SPACE THROUGH VIRTUAL REALITY
TOOLS

(M. Sc. Thesis)

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ABSTRACT

Space is a multi-layered and dynamic concept; it cannot be defined solely with physical elements. In this study, the concept of space has been analyzed and its layers of structure, relationality and narrative are examined. As a result of this analysis, the concept of virtuality and the concept of cyber space, which is the reflection of virtuality in architecture, is included in this study in order to achieve an architecture that is not only visually oriented in the production of space and the spatial experience. In the study, the space of art, located at the intersection of cyber space with architecture, has been evaluated as the first production of cyber space initiatives with its intellectual and virtual environment, in order to discover the concept of cyber space and its potentials. It has been researched in a historical process as “the space of art before modernism”, “the art that became spatialized with modernism after the Renaissance”, “the concept of white cube” and “postmodernist space art”. While investigating the relationship of art and space, it was deemed necessary to include the avant-garde of modernism, which are located on the axes of logic and imagination, in order to emphasize the contribution of the virtual and physical in art production. While space is an element used in the production of art or the positioning of art, it has progressed to become a concept questioned by the work of art itself or by itself. The concept of cyber space, which reaches the peak of its potential by creating an interface where the boundaries are blurred and physical continuity is not lost through 21st century technologies and has become an aesthetic laboratory, has changed the materiality, geometry, translatability and movement characteristics of the space by creating a new language with the structure, relational and narrative layers of the space. The aim of the research is to discover the interconnections in the process extending from physical space, to the cyber space that exists with the interaction of technology, which is the predecessor of science and art produced from virtuality, and to analyze the changing qualities and potentials of the concept of space as a result of the contributions of these interconnections.

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