MIDDLE EAST TECHNICAL UNIVERSITY
DEPARTMENT OF ARCHITECTURE

GRADUATE (Ph.D.)
SEMINAR
Arch 604

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February 8, 2022 Online: 10:00-10:30

ZOOM ID
Coordinator and Host: M Erkılıç
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10.00 – 10:30

Design of Digital Spaces and Exhibitions - *Sun Disc*

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The framework of the architectural design and representation has advanced throughout the years comparable to innovative turns of events. Especially in the 21st century, the fast advancement of scientific innovation and the developments in digital technologies has affected architectural production. 3d computer modelling allowed designers and artists to render convincing representations of real things[1]. Something that was straightforwardly affected was visual expressions and visual culture, which customarily resisted for the sake of the independence of craftsmanship, its stylish quality and individual motivation. Since digital technologies have become more sophisticated in creating iterative copies of objects over the last two decades, their advancements have suggested interesting applications in the field of digital exhibition, with significant implications for knowledge sharing and dissemination. However, despite the recent development and improvement of various technologies in modelling, scanning and visualization, architectural design of digital exhibitions and systematic digital gathering of large collections lacks a procedural approach. This initial research proposal demonstrates the current state of art project to provide a procedure for creating digital reproductions of artefacts for institutions tasked with managing and enhancing the display of artefacts and digital art through digital exhibitions.

Spatial relationships of the built environment and digital exhibitions is studied with *Sun Disc* (one of the selected artefacts from the collection of *Ankara Museum of Anatolian Civilizations* is selected to study the framework of the digital exhibition concept.) The future research in the framework of study aims to explore methods to visually express digital art and develop a critical approach to the digitalization of the spaces using immersive technologies. Unique artworks and other types of objects will be visualized in a 3d design environment, a speculative digital exhibition experience will be presented in the forthcoming part of the PhD research.

Keywords: digital design, digital exhibitions, digital representation, virtual museums, digital archives, computer graphics, interaction

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[1] Greengard, Samuel. Virtual reality. MIT Press, 2019.