

# MEMDUH CAN TANYELİ

ARCHITECT, MSc & VIDEOGRAPHER

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**ABOUT** I am an architect and a videographer from Istanbul, Turkey.

I have been professionally working on the interdisciplinary interactions of architecture and visual arts since 2010. My works have been featured in multiple exhibitions and biennials both in Turkey and abroad, including La Biennale di Venezia, Istanbul Design Biennials and Lincoln Road 1111 in Miami.

Alongside being one of the founding partners of visual documentation and production studio Sarraf | Galeyan | Mekanik, I've taught and am still currently teaching technical design, visual representation and graphic and motion visualization classes as an adjunct lecturer at fine arts, architecture and design faculties of universities in Istanbul.

## PERSONAL INFORMATION

WEBSITE [sarrafgaleyanmekanik.com](http://sarrafgaleyanmekanik.com)

NATIONALITY Turkish

LANGUAGES Turkish (native), English (academic proficiency)

## EDUCATION

GRADUATE **Istanbul Technical University**

2008–2011 Architectural Design Master Programme, MSc

Dissertation Title: *Agonografi: Video Oyunları ve Mimarlık* (Agonography: Video Games and Architecture).

Adviser: Arzu Edem, Prof. Dr.

GPA: 3.50/4.00

UNDERGRADUATE **Yıldız Technical University**

2003–2008 Architecture, BArch

GPA: 3.02/4.00

## INTERESTS

VISUALIZATION & ARCHITECTURAL DOCUMENTATION

Representation of architecture and the built environment in filmic and videographic medium. Architecture and design as experiential visual splendors and spectacles. I have represented in artistic form and still represent via methods of in-situ documentation, digitally generated photorealistic imagery and composition of both digital and actual footage, various buildings, architectural endeavors and urban landscapes. I am interested in the storytelling qualities of architecture and the built environment, regardless of the human interaction or apparent lack thereof depicted within a motion picture.

VIDEO GAME THEORY

Exploring the methods of interactive narratives and simulated realities inside video game environments. Design of digital realms in visuospatial storytelling situations. Cybertextuality, conflict and resolution of conflict as a governing mode of game and play in digital worlds. I intend to establish the accumulation of video game design knowledge and its theoretical framework as an independent episteme that transcends the corpus and methods of various art forms from which it borrows, iterates and repurposes.

## PROFESSIONAL EXPERIENCE

2012–ONGOING

**Sarraf | Galeyan | Mekanik LTD** ([sarrafgaleyanmekanik.com](http://sarrafgaleyanmekanik.com))

*Founding partner, director*

Sarraf | Galeyan | Mekanik was founded by partners E. Seda Kayım, Erhun Erdođan and M. Can Tanyeli in August 2012.

Defining and creating an inter-disciplinary working field emerging from the individual specialty areas of its partners, SGMStudio has drawn its path by designing and producing multimedia works for creative industries, nurtured by publishing and content production, sound and music recording and composing, photography and film making.

### SELECTED WORKS

#### 2022 | Médiathèque

for Yerce Mimarlık

Architectural presentation movie. (Watch [here](#).)

#### 2021 | Turkey Spatial Strategy Plan

for Istanbul Technical University

Infographic animation for the presentation of a government-funded large-scale regional planning project.

#### 2020 | Z-ONE

for Zone Magazine

Experimental promotional video showcasing featured photographs from the magazine's first printed issue. (Watch [here](#).)

#### 2019 | The Institute

Personal video-art project

Shown at Kiraathane İstanbul Edebiyat Evi as part of Bahar Turkey's Boş Bir Oda Kendi Fonksiyonunu Yaratır exhibition. (Watch [here](#).)

#### 2019 | The Path

for Stefanie and Yerce Mimarlık

Architectural presentation movie. (Watch [here](#).)

#### 2019 | Video Production for *Vıkvıklanmalar* Exhibition.

for EAA Emre Arolat Architecture

Shown at Mecidiyeköy Likör Fabrikası as part of Genç Cumhuriyet'in Cesur Hamlesi Olarak Mecidiyeköy Likör ve Kanyak Fabrikası ve Dahası: Kent Hafızası Bağlamında Vıkvıklanmalar exhibition. (Watch [here](#).)

#### 2018 | Video production for Pavilion of Turkey in La

**Biennale di Venezia**

for IKSŞ and Kerem Piker

Shown at Pavilion of Turkey in La Biennale di Venezia, 16<sup>th</sup> International Architecture Exhibition. (Watch [here](#).)

#### 2018 | The Mall

Personal video-art project

Shown at walk-in cinema in SALT Beyođlu as part of 4<sup>th</sup> Istanbul Design Biennial. (Watch [here](#).)

#### 2018 | Studio Loft

for Yerce Mimarlık

Architectural presentation movie. (Watch [here](#).)

#### 2017 | Contrasts

for EAA Emre Arolat Architecture

Presented at Young Artist Initiative's Complements and Dichotomies exhibition in 1111 Lincoln Road, Miami. (Watch [here](#).)

#### 2016 | Arch Strata Antioch

for EAA Emre Arolat Architecture

Shown at Palazzo Bembo as part of La Biennale di Venezia, 15<sup>th</sup> International Architecture Exhibition. (Watch [here](#).)

#### 2015 | Gelecekte Herkes 15 Dakikalığına Kahraman Olacak (In the Future, Everyone will be Heroic for 15 Minutes)

Personal installation project, co-authored with E. Seda

Kayım, collaboration with S. Tavilođlu

Displayed at 2<sup>nd</sup> Istanbul Design Biennial, curated by Zoë Ryan. (Read [here](#) and [here](#).)

#### 2012 – 2015 | Sancaklar Mosque

for Sancaklar Foundation

Architectural documentary movie. (Watch [here](#).)

#### 2014 | 2 Mabed: Bir Cami, Bir Cem Kültür Evi (2 Shrines: One Mosque, One Djem Culture Centre)

for Orhan Özgüner

Exhibition movie. (Watch [here](#).)

#### SELECTED WORKS (CONT.)

##### 2013 | **Bağımsızsa, Beyoğlu Sineması'nda! (If It's Indie, It's on Beyoğlu Movie Theatre!)**

for Herkes İçin Mimarlık (Architecture for All, NGO)  
Promotional video. (Watch [here.](#))

##### 2012 | **Opening Movie for the Musibet Exhibition**

for IKSİV and EAA Emre Arolat Architecture  
Shown at 1<sup>st</sup> Istanbul Design Biennial, curated by Emre Arolat.  
Main exhibition/documentary movie. (Watch [here.](#))

##### 2012 | **Cities in Ruins: How the Bombings Changed the Face of Istanbul**

for Kerem Piker Mimarlık  
Shown at 1<sup>st</sup> Istanbul Design Biennial as part of Kerem Piker's Bomba exhibition. Mockumentary. (Watch [here.](#))

##### 2012 | **İstanbul'u Bir Günde Nasıl Tasarladım (How I Designed Istanbul in One Day)**

Personal video-art project, co-authored with E. Seda Kayım  
Shown at 1<sup>st</sup> Istanbul Design Biennial.  
Exhibition movie. (Watch [here.](#))

##### 2012 | **Fabrika (The Factory)**

for EAA Emre Arolat Architecture  
Shown at *Fabrika* exhibition in Milli Reasürans Sanat Galerisi.  
Main exhibition movie. (Watch [here.](#))

#### TEACHING EXPERIENCE

SPRING 2022	<b>Istinye University</b> Lecturer ( <i>Turkish</i> ) - Cinematographic Space Analysis
FALL 2021, SPRING 2022	<b>Istinye University</b> Studio Tutor & Lecturer ( <i>English and Turkish</i> ) - Representation Techniques and Digital Design I&II
FALL 2021	<b>Istinye University</b> Lecturer ( <i>English</i> ) - Video/Architecture
SPRING 2021	<b>Istinye University</b> Studio Tutor & Lecturer ( <i>Turkish</i> ) - Advanced Visualization Techniques <b>Istinye University</b> Lecturer ( <i>English and Turkish</i> ) - Architectural Production
FALL 2020, SPRING 2021	<b>Istinye University</b> Studio Tutor & Lecturer ( <i>English and Turkish</i> ) - Representation Techniques I&II
SPRING 2021	<b>Bilgi University</b> Lecturer ( <i>English</i> ) - Video/Architecture
FALL 2020	<b>Istinye University</b> Studio Tutor & Lecturer ( <i>English and Turkish</i> ) - Digital Media & Modelling <b>Kadir Has University</b> Studio Tutor & Lecturer ( <i>English</i> ) - Digital Media & Modelling
FALL 2019, SPRING 2020	<b>Kadir Has University</b> Studio Tutor ( <i>English</i> ) - Basic Design I & II
FALL & SPRING 2018, 2019, FALL 2020	<b>Kadir Has University</b> Studio Tutor & Lecturer ( <i>English</i> ) - Visual Communication in Design I & II
SPRING 2018, 2019, 2020	<b>Kadir Has University</b> Lecturer ( <i>English</i> ) - System Thinking

#### WORKSHOPS & PRESENTATIONS

2018	<b>Presentation:</b> <i>Video Games and the Island</i> , Princess Islands City Council, Istanbul. <b>Presentation:</b> <i>Video Production of Vardiya</i> , Istanbul Technical University, Istanbul. <b>Presentation:</b> <i>Spintops and Tactile Blocks</i> , Studio-X, Istanbul. <b>Workshop:</b> <i>Not Here, Not Now</i> . Kadir Has University, Istanbul.
2015	<b>Workshop:</b> <i>Sci-Fi'la Ben! (Sci-Fi Me!)</i> , UMÖB 14.5, Gebze.
2014	<b>Presentation:</b> <i>Cinema &amp; Architecture</i> , Karadeniz Technical University, Trabzon. <b>Workshop:</b> <i>Kamu Stopu</i> , UMÖB 14, Trabzon. <b>Workshop:</b> <i>Urban Duck Face</i> , Yıldız Teknik Üniversitesi, Istanbul. <b>Presentation:</b> <i>Designing the Content, Depicting the Process: Architecture as Media</i> , Bahçeşehir University, Istanbul.
2013	<b>Workshop:</b> <i>hem/ve</i> , Mardin Artuklu University, Mardin. <b>Workshop:</b> <i>All Individual Consumption is a Design Production</i> , Yıldız Teknik Üniversitesi, Istanbul.
2012	<b>Workshop:</b> <i>Non-standard Geometry Design with Maya</i> , Mardin Artuklu University, Mardin.

## PUBLICATIONS

**Okuma Denemesi (A Commonplace Book and Ambiguous Standards Institute: A Cross-reading Essay about Designing Discourse in the Biennial)**

Arredamento Mimarlık 326 (2018, 12): 104 – 107

**16. Venedik Mimarlık Bienali'nden Notlar (Notes from the La Biennale di Venezia, 16th Architecture Exhibition)**

Arredamento Mimarlık 322 (2018, 07-08): 84 – 86.

**Video Oyunları ve 'Yer'in Yeniden Üretimi (Video Games and Reproduction of Place)**

Arredamento Mimarlık 256 (2012, 4): 93 – 99.

**Türkiye'nin 'Gastronomik Oryantalizm' Kurbanı Yemekleri (Victims of Gastronomic Orientalism in Turkish Cuisine)** Mimarizm 02/02/2012. (Read [here](#).)

**Deus Ex: Tasarım Araçları ile Alternatif Bir Toplumsallık Temsili Yaratmak (Deus Ex: Creating an Alternative Representation of Community through Design Tools)** Mimarizm 08/09/2011. (Read [here](#).)

**Lisans Öğretiminin Yasakları – Dosya: Yasak! (The Prohibitions in Undergraduate Education)**

Arredamento Mimarlık 245 (2011, 4): 66 – 86.

**Fener Üzerine Bir Mimari Tasarım Stüdyosu Deneyimi (An Architectural Design Studio Experience in Fener)**

with Ayşen Ciravoğlu, Mimarist 20 (2006, 2): 77.

**Bilimsel Küçük Tiyatro (Little Scientific Theatre)** with E. Seda Kayım, Tasarım 146 (2004, 11): 52.

**Lighthouse: Bilgisayar Ortamının Faydaları (Lighthouse: The Benefits of Computer Platform)**

Arredamento Mimarlık 121 (2000, 1): 52 – 54.

## SOFTWARE SKILLS

MODELING & DRAFTING	AUTODESK MAYA, AUTODESK AutoCAD, Rhinoceros 3D
VISUALIZATION & RENDERING	Unreal Engine, V-Ray, Lumion, Keyshot
GRAPHICS & COMPOSITING	ADOBE Photoshop, ADOBE After Effects, ADOBE InDesign, ADOBE Illustrator
VIDEO EDITING	ADOBE Premiere Pro
OTHER	Substance Designer, LR Timelapse