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**2<sup>nd</sup> Design and Cinema Conference - April, 06<sup>th</sup>-09<sup>th</sup> 2005**  
**Design and Cinema: form follows film**

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Istanbul Technical University – Faculty of Architecture



İstanbul Teknik Üniversitesi, 2. Tasarım ve Sinema Konferansı, 6-9 Nisan 2005

Istanbul Technical University, 2<sup>nd</sup> Design and Cinema Conference, 6-9 April 2005

## Design and Cinema: form follows film

First national Design and Cinema Conference which was held in May 2003, aimed to make the researches, experiences and people, visible, accessible and let them be shared and known by a wider audience, while interrogating the place of design disciplines within cinema. The attention drawn by this conference showed the necessity of evaluating the knowledge in the intersection of these two disciplines. Within this direction, it's also aimed in second of "Design and Cinema" conference, like the first one to increase the share of common experience of design and cinema fields' intersection.

While first conference made a place of design disciplines within cinema world, was held around the theme of "design in the wonderland", second conference is mainly on the product of design activity and about the form that shows the substance of the "designed" and is looking for different definitions from the cinema fact and forms, the different "forms" of the concept of the form in cinema and to evaluate the affect of cinema forms created in life, within the title of "form follows film".

ITU Faculty of Architecture will be hosting this conference 06-09 April 2005 at ITU Taskışla. We're inviting researchers, designers, people working for the cinema sector and students from all over the world, to this new and limitless field for sharing and exchanging information.

### **CONFERENCE THEMES**

The definitions derived by different contexts of the concept of form which is the main theme of 2nd International Design and Cinema Conference, provides widening both research fields. Form within the context of saying "everything produced by humans has a form" has different functions acting as process, tool and result. But in cinema field, a production of a film as a visual and mental way, it becomes an element produced on cinema plane or an element transferred to this plane. At the same time formed film is affecting forms other than itself. Designed is also sometimes formed with this affect.

Within this frame, the evaluation of the relation of design and cinema disciplines will be the basis of discussion of the conference.

#### ***Form***

Concept of form exists in distinct ways in meaning and by the things it tells. It's aimed to examine different perspectives of form within the art of cinema in this title.

- Within the intersection of design and cinema, is the form meaningful?
- Where does the form stand within the intersection of design and cinema?



- What is the identity of the created form?
- Can form be depending on the situation?
- In which context form is related to the history?
- Where and how do the new forms can be produced?
- Are the forms becoming templates?

#### *Design as a **forming** element*

Within this title it is aimed to discuss the forming affect of productions of the design field to cinema field.

- What is the affect of productions of different scales of design disciplines to cinema?
- Which elements get affected from different personal narration of people/elements who make the film?
- Where and how do the paths of different narrations intersect? Or do they intersect at all?
- Are there any (sub)genres which become identical with the design?
- Does the design make the audience perceive itself or the scene?
- What forms the types?
- Is it possible to say that the designed is a player of the film?
- What is the relation between the productions of cinema and the real life?

#### *Cinema as a **forming** element*

Cinema has been a factor within the period it's been made, affected and been affecting. When we feel to carry the magic of the movie to our lives at that point, cinema steps out from its own limits. Within this title it's aimed to evaluate the forming affect of cinema.

- How art of cinema does affect life?
- Till to what extent does this affect reach in life?
- Can cinema be an ideological conductor?
- Is the design only perceived at the movie screen in the cinematic plane by the audience?
- Design forms which reflect the real world's tendencies, can give direction to cinematic world?
- What is the relation between the productions of cinema and the real life?



• **DEADLINES:**

Call for papers	<b>27<sup>th</sup> Feb. 2004</b>
Deadline for abstracts ( <b>EXTENDED</b> )	<b>05<sup>th</sup> Nov. 2004</b>
Announcement of confirmed abstracts	<b>12<sup>nd</sup> Nov. 2004</b>
Deadline for the full paper and presentations	<b>21<sup>st</sup> Jan. 2005</b>
Announcement of the confirmed presentations	<b>25<sup>th</sup> Feb. 2005</b>
Deadline for registration	<b>18<sup>th</sup> March 2005</b>
Deadline for late registration	<b>01<sup>st</sup> April 2005</b>
Date of conference	<b>06<sup>th</sup> -09<sup>th</sup> April 2005</b>

Abstracts will be evaluated by the scientific board of the conference and for the confirmed abstracts, the authors will be informed by e-mail. In the following phase accepted abstracts will be asked for full paper. Full papers will be evaluated by the scientific board. Selected full papers will be published in the conference book, after the conference.

**INVITED LECTURERS**

Juhani Pallasmaa (accepted, officially announced)  
Helmut Weihsmann (accepted, officially announced)  
François Penz (accepted)  
Alex McDowell (accepted)  
Syd Mead  
Harald Belker  
Doug Chiang  
Scott Robertson  
Neville Page  
James Clyne  
Ryan Church  
John Brown  
Mario Doucet  
Feng Zhu

**CALL FOR WORK**

When design, as it is agreed to be at the intersection point of different professions, collaborates with cinema, which comes into existence with the contribution of other professions, the output increases, relations to the realities change and new designs are created.



Second Design and Cinema Conference aims to present together all created forms which are based on design-cinema relation. Works from film, video, design, graphic and other related professions are expected to be contributed to the 'Works' section.

In Work section products of cinema industry, design products for cinema industry, and products generated mutually by the two industries will be presented and exhibited. Furthermore works from broadcasting, which basically uses the same tools with cinema industry to expose different type of products and their intersections with design, will be encouraged to be contributed to the Second Design and Cinema Conference.

In the works that are submitted the sharing of the two industries shall be looked after. With the contribution of works from theoretical and practical field, the event is expected to turn into a design and cinema fair.

### **Themes**

While accepting the works, their thematical collinearity with the conferences themes, form and concept of form, shall be considered. It is intending to emphasize wideness and variety of that sharing. Themes should be perceived as explicative, but not restrictive.

#### Form

- Form in design and cinema
- Form in design
- Form in cinema

### **Accepted formats**

Works from design end cinema related professions will be accepted. Accepted formats are:

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#### *Screened works*

Film, Video, etc. in VHS (PAL, NTSC), MiniDV, Digital8, Hi8, VideoCD, CD (mpeg, avi, mov), DVD

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#### *Two-dimensional works*

Poster, sheet, etc., which should be at the most A0-sized.

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#### *Three dimensional works*

Models, mock-ups, etc., which should be at the most 100cmx100cmx100cm sized.



All presentations will be evaluated by the organization committee with regards to the scientific committee's suggestions.

### **Participation**

Participants should send their works with their resumes until March 25th, 2005 to the address below.

While application, screened works should be sent to the organization committee via email or mail in CD format, two dimensional works in digital image\* or printed format, three dimensional works in 5 digital images including all their orthographical views. All shipping expenses should be covered by the participant.

Participants may apply with more than one work.

Accepted works will be announced on March 27th, 2005.

(at least 1024pixelx768pixel sized.)

### **PLACE OF THE CONFERENCE:**

ITU Faculty of Architecture will be hosting Design and Cinema 05 Conference, 06-09 April 2005 at ITU Taskisla like the first conference. ITU Faculty of Architecture is located within historical Taskisla building in Beyoglu district. Taskisla building is a 150 year old building placed, 5 min walking distance to Taksim square. This city campus has easy access to different accommodation, recreation and transportation facilities which provides opportunity to visit cultural and historical sites of Istanbul time left from the conference schedule.

### **ACTIVITIES WITHIN THE CONFERENCE:**

In order to reevaluate some of the works there will be some film sessions parallel and related to the ongoing sessions. And also by the workshops participants will be supported to produce their own work. These works will be held at ateliers and/or computer centers supervised by an expert of the field.

Within the conference schedule there are panels, films and workshops.

### **PARTICIPATION TO CONFERENCE**

People who want to submit paper is expected to send 500-750 words length abstracts till 8th October 2004, to the address below by e-mail.

e-mail address: descine@itu.edu.tr



Conference Language: Turkish and English

Presentation Format:

File format: Ms Word, (\*.doc, \*.rtf)

File name: descine05\_surname.doc

Length of abstract: 500-750 words

Paper format: A4

**Content of abstract:**

Title of Paper (16 punt)

Name of the author(s) (12 punt)

Institution

Keywords: (12 punts, italic)

Abstract text: (11 punts)

Name of the author(s)

Contact information of the author(s) (mail address, phone, fax and e-mail): 12 pt, normal  
e-mail address

Full paper format

Finally, it is important that the grammar and spelling of your paper is correct. Each entry should incorporate the following information sequentially:

Title of the paper

- Abstract
- Keywords
- Use only word format (windows)
- Every presentation will be limited by 30 minutes. Presentation and discussion will be included in this time. We recommend you to allow approximately (10) ten minutes for discussion part of your time.
- Your full paper must be at least 2000 words
- No uppercase style, No colored style
- No embedded macros
- Graphics, tables and photographs have to be inserted in document file.
- References. The style of bibliographic citation and reference should follow agreed standards and must provide the complete information that permits a reader to find the item cited
- Author(s)'full name(s), affiliation, contact information (address, e-mail, phone, mobile phone)

The review committee will make the final election of papers after having evaluated full papers.



## **PROGRAM**

Conference will be composed of invited speakers, paper presentations, poster presentations, workshops and movie presentations.

All paper texts will be evaluated by the scientific board. All accepted papers will be presented in Design and Cinema 05 Conference. These papers are aimed to be published digitally and written. Within the conference periods, for the guests who want to have more information on Istanbul, there will be city tours and social activities.

Final program will be announced March 2005.

## **CONFERENCE BOARDS**

### **Organization Board**

Belkis Uluoğlu	(Department of Architecture)
Ayhan Ensici	(Department of Industrial Product Design)
Pelin Tan	(Department of Art History)
Ali Vatanserver	(Department of Film and Television)
Bahar Aksel	(Department of City and Regional Planning)

### **Advisory Board**

Nur Esin Altaş (I.T.U.)

### **Scientific Board (as at 08.01.2004)**

Güncüt Akın  
Erdoğan Aksel  
Nigan Bayazıt  
Feride Çiçekoğlu  
Tuna Erdem  
Arda İnceoğlu  
Dietrich Neumann  
Juhani Pallasmaa  
François Penz  
Halit Refiğ  
Önder Şenyapılı

### **REGISTRATION:**

Information on registration will be announced in November 2004.



**ACCOMMODATION:**

For accommodation facilities organization board is currently working on arranging the optimum conditions and opportunities to the participants. Regarding the accessibility of the city campus where the conference is held, to have a wide range of possibilities for accommodation can be expected.

Till the detailed announcement for accommodation facilities you can ask your questions about this subject [descine@itu.edu.tr](mailto:descine@itu.edu.tr) .

**CONTACT:**

WEB site of the conference: [www.design-cinema.itu.edu.tr](http://www.design-cinema.itu.edu.tr)

Conference e-mail : [descine@itu.edu.tr](mailto:descine@itu.edu.tr)