

Gökhan ÖZTÜRK

Architect | Self-Taught Artist

ART
2018 to 2022
PORTFOLIO



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'Limited Landscape' are 10 to 20 second long video works that are perceptually framed, design by colored, rendered in a 3D model environment. Each piece is focused on different landscapes in a different atmosphere.

2 I'm not here - I'm there 2022

'I'm not here - I'm there' is a collection of 30 second **video** pieces which are Landscapes were prepared in *3D environment* and combined with *music* and *AI visualization* effects.

3 Liberty & Liability Concept Study & Process

'LIFE' is like Rocks suspended in the air between the concepts of **Liberty** and **Liability**. Invisible *ropes* connect us to the *ground & sky* as we find our balance within ourselves.

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Gökhan was interested in many art works especially during the Pandemic Period. Although all of these works are for the purpose of improving himself, a few of them were client works and some of them were prepared for competitions.

5 Sketchbook,

ABOUT



“My biggest **DREAM** is to leave a mark on the world **one day**”

Gökhan's main profession is **Architect** also **Self-Taught Artist & Designer** especially interested in visual arts. Gökhan completed his education at **Çankaya University Faculty of Architecture** in 2019. During his education, he tried to improve himself as a trainee or volunteer in many architectural offices. He is currently working in the Project and Design Unit as an Architect at the '**Gazi University, Construction and Technical Department**' He lives in Ankara, Turkey.

Despite Deafness, he tries to create his own world of ideas and convey this to the masses. His aim has always been to try to make works that convey his **ideas & feelings** effectively. At this point, the area he adopted was **Landscapes**.

If we look at the past of landscape images, they do not belong to any geography or society, this makes it **universal**, every culture has its own style, but they are always inspired by landscapes and express nature by blending it with their emotions.

But there is no fixed flow of ideas in his works or a dominant feature in his designs. Because he tries to convey his message as it comes to his mind, and transforms the idea that comes to mind into a visual creation as he sees it in his **imagination**.

Areas of Expertise:

- Concept Design
- Building Design
- Landscape Design
- Portrait
- Concept Art
- Landscape Art
- 3D Model Art

Areas of Interest:

- Realistic Visualization
- Visual Arts
- NFT
- Graphic Design, Poster, Portfolio and Logo Design

Programs Skills:

- AutoCad (Advanced)
- Sketchup (Advanced)
- Lumion (Advanced)
- Photoshop (Advanced)
- 3D Max (Basic Level)
- Revit (Basic Level)
- Blender (Self Learner)
- Cinema 4D (Self Learner)

He spent his entire childhood making *charcoal drawings* and making *surrealist sketches*. He created many works of art with *oil paint, watercolor, clay* and *natural materials*. He prepared *clay sculptures* and *paper figures*, experimented with rare fields such as *wood carving* and *jewelry design*, and tried to *design furniture* in his architecture school.

In the lonely environment of the Pandemic Period, Gökhan, like many creative individuals, was chasing new creations by looking within himself, participated in more than one artistic competition during this period and started to take an interest in the field of *1/1 NFT Art*. **This Portfolio** presents some of his work during this period.



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Limited Landscape - Autumn

LIMITED

ANDSCAPE

'Limited Landscape' are 20 second long **video works** that are perceptually framed, design by colored, rendered in 3D model environment.

Each piece is focused on different **landscapes** in a different atmosphere.

THE STORY

"There is an event in the life of every artist that drives people to art. Mine happened years ago on an October 11th. I've always been interested in art my real passion, my interest in landscape paintings, started with this story."

"I had a girlfriend when I was a kid, my childhood sweetheart. The girl's uncle was a landscape photographer, he traveled around the cities and made amateur documentaries. He used to send the photos he took every week to him niece, and she would show it to me."

"The time I spent with that girl was fascinating, she would show me the photos her uncle took and I would show her the landscape pictures I cut out of the magazines. We used to **dream** about going to the places in the photo and what the places in the photo were like."

"We agreed to go to the cinema. I went to the cinema, but she could not come. That rainy day, she had a car accident while she was walking down the road to **meet me**. That's why I never forgave myself, I promised myself that I would never forget her."

"I promised myself that I would **immortalize** her. that's why I created the '**Limited Landscape**' series, at least I wanted to make my memories with her eternal with ART. Every landscape I created is what I remember from the places we **dreamed** of in those beautiful days."

The Framed Design **represents** photos from that day
The Limitation of Landscapes **represents** memories I forgot
The Loop Video **represents** my desire to remember those days again

I will remember she
again & again
again
again
again

Consisting of a total of 9 pieces, the series presents different landscapes with the same frame. All of the pieces have been created by recreating the photographs I have seen in the past, as far as I can remember, in 3D environment. 3D model topography is arranged manually, it is NOT created by parametric modeling.

Before creating the landscapes, I did not use sketches because the nature of the story of the landscapes had to be generated from my memories and instinctively.

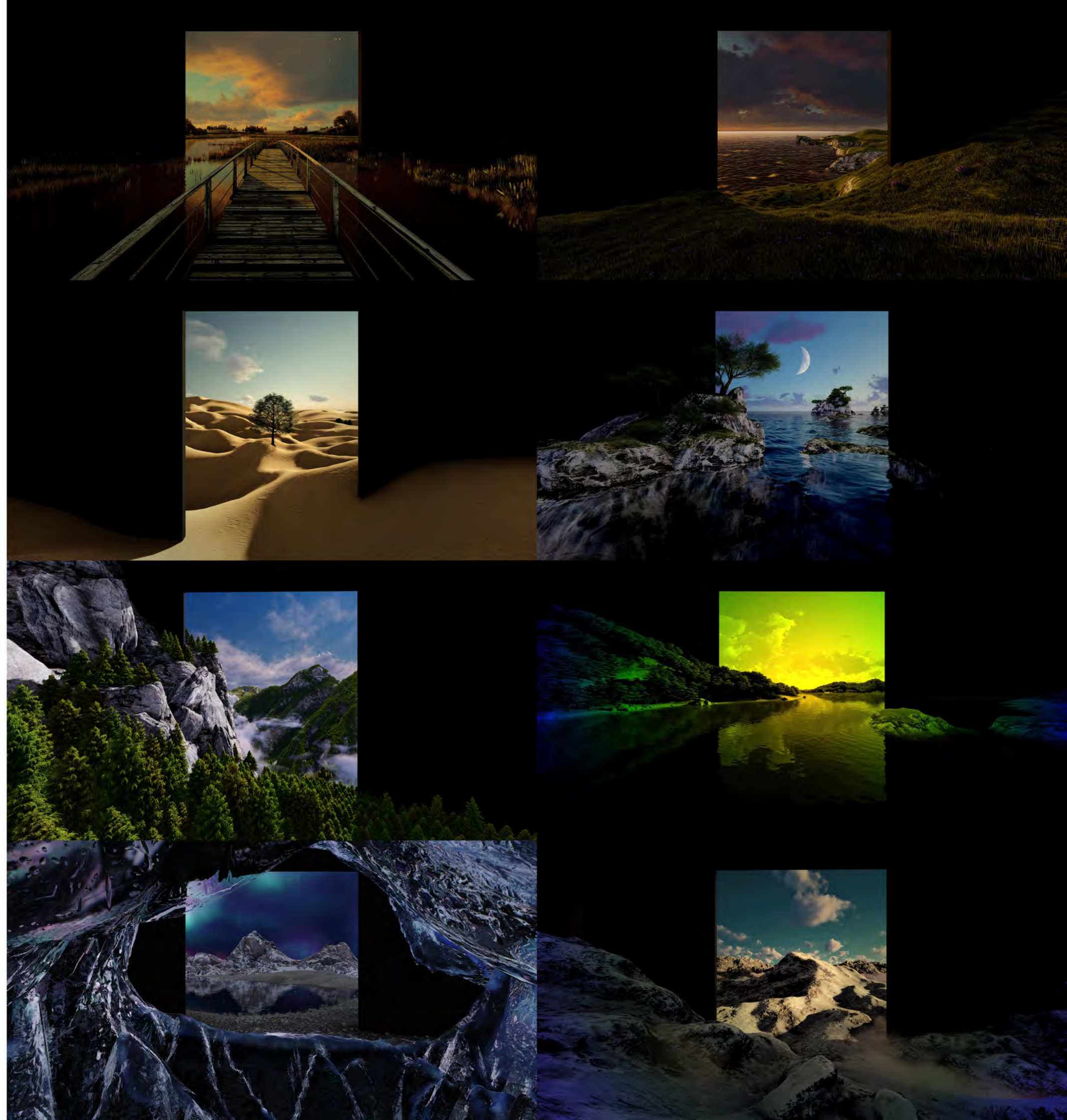
Sketchup, an architectural modeling program, was used to model the landscapes, and Lumion, an architectural modeling program, was used for rendering.

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to
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I'm not here I'm there

'I'm not here - I'm there' is a collection of 30 second **video** pieces which are Landscapes were prepared in *3D environment* and combined with *Music* and *AI visualization* effects.

We travel to different worlds in our dreams and wander trough the vague landscapes that our subconscious creates, only to be left with a blurry memory of the scenes that we witnessed.

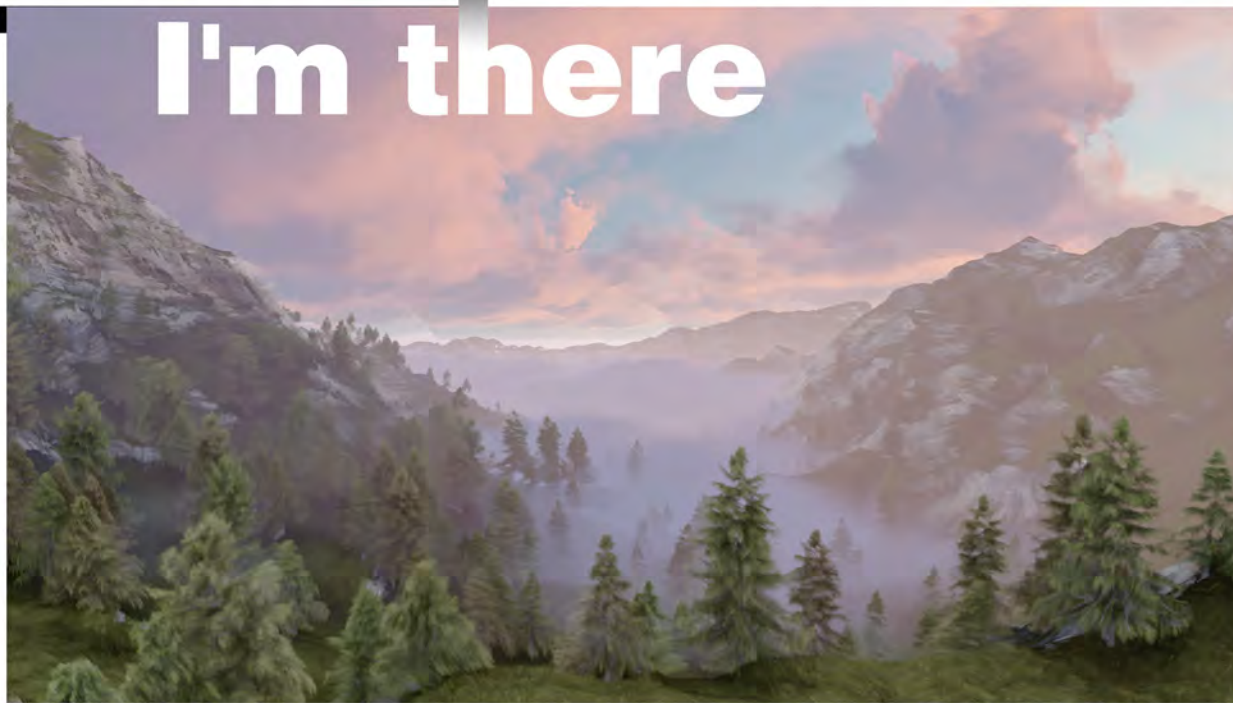
'I'm not here - I'm there' collection represents our travels in dreams. Scenes wandering through landscapes designed in a 3D environment combine with musical sections to reveal our emotions. Pieces representing our even when we are here, not being here, so being in our dreams.

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Liberty

&

Liability



The '**Liberty & Liability**' work never seems to be finished to me. I think the images you see here are preliminary work. It's just an idea I work on on off days. What I like about art is that I can connect ideas with different metaphors so I can visualize the ideas.

It's more of a visual presentation of the contradiction I got while questioning life.

Our dreams, our goals, as we fly to the sky, we are tied to the ground by ropes called 'liability' to the reality of life. We are suspended in the air, neither reaching our liberty nor fulfilling our liability.

Or

We can't rise as high as we hoped, maybe our lives are too heavy to rise. Our lives are heavy and we are tied to our 'liberty', to the sky, by ropes. the result does not change, we are suspended in the air, we can neither reach our liberty nor fulfill our liability.

The conclusion I've come to these days is that both can be true, we are tied to our dream by the ropes one pulls us up and we are tied to our reality by the ropes pulls us down.

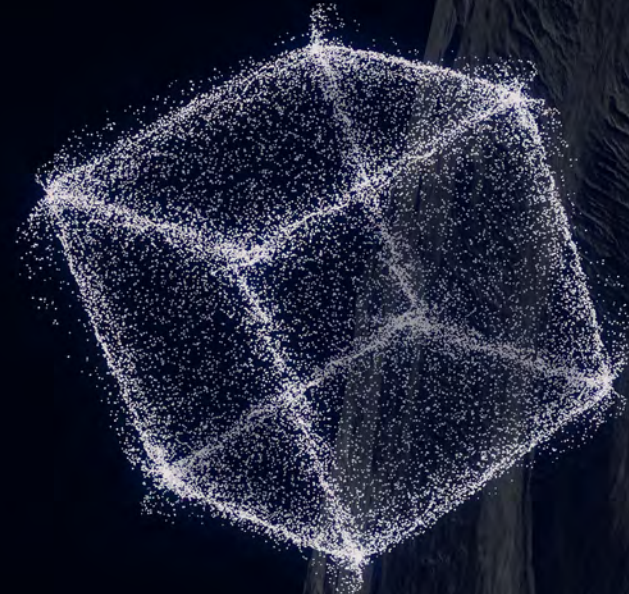
The examples you see here were basically made with 'Photoshop', the rock material and mountains were created with 'WorldCreator' and 'Blender'

4

Selected

ArtWorks

My interest in Digital Art, which started during the Architectural Education process, increased during the Pandemic Period after I graduated. During this time, I took part in many digital art competitions and NFT projects. I would like to talk about a few works that I have chosen in this section.



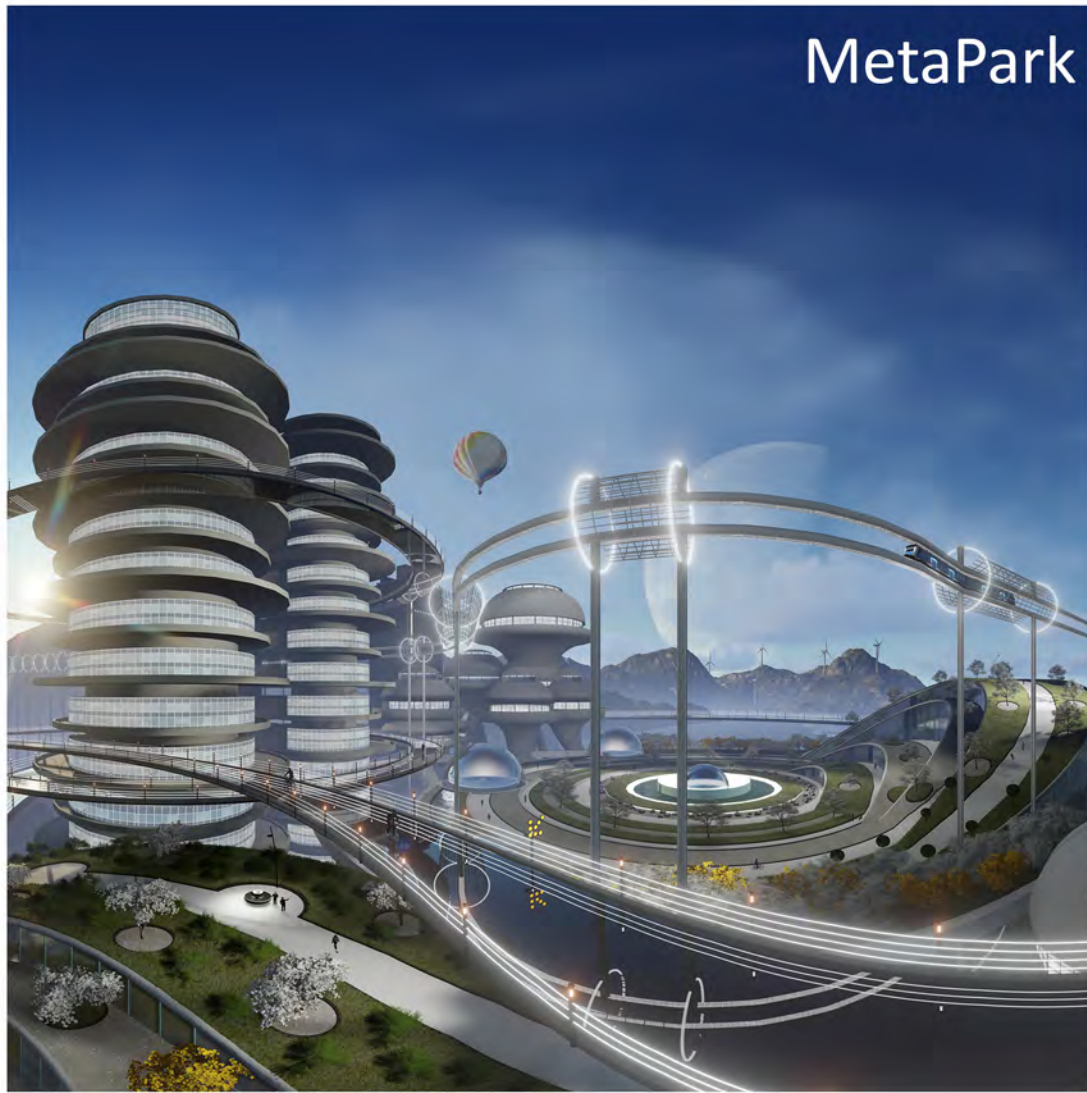
MoonCube

The Collection, which consists of the works of community consisting of 80 different Turkish digital artists, each of which is created by the artist in his/her own style.

Each of us shines, individually creating our art. We shine as a community and shape the world we build together. we are shaped and transformed as a whole on the way to success.

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to watch video

MetaPark



Cube Form Of Landscape

“In this Collection, I redesigned the shapes in my mind in cubic form. I have obtained the Cube Form of the Landscapes. Among the goals of the architect is to create forms that are compatible with his environment. Sometimes the form is inspired by the environment and sometimes the environment is influenced by the form.”

2020



“In the digital poetry book project, 40 different artists created works depicting their poems. The poem of this piece is about 'MetaVerse' communities. I wanted to paint the world of the future in order to describe visionary communities that dream and build.”

2022



KaosDesk

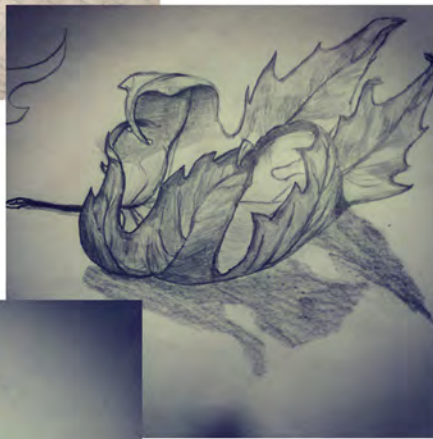
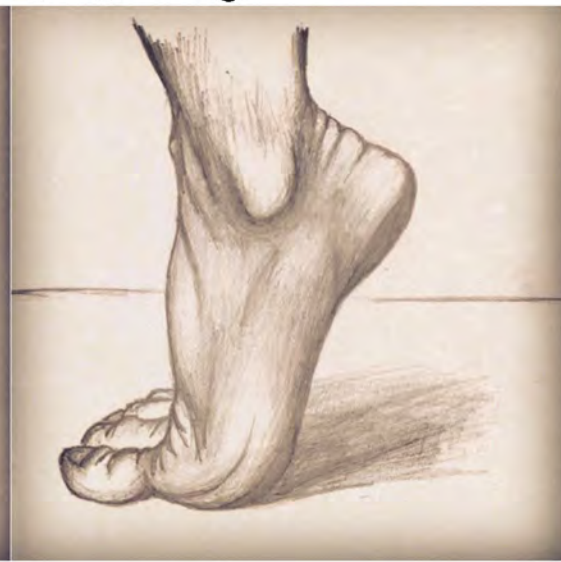
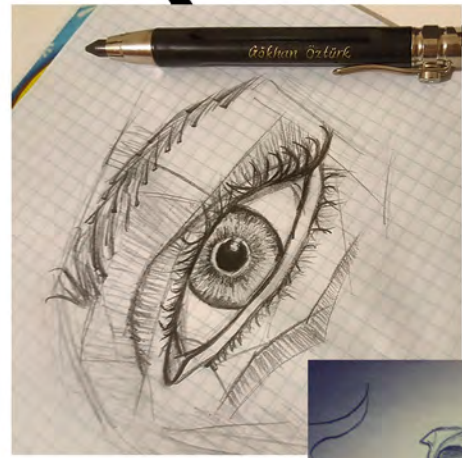


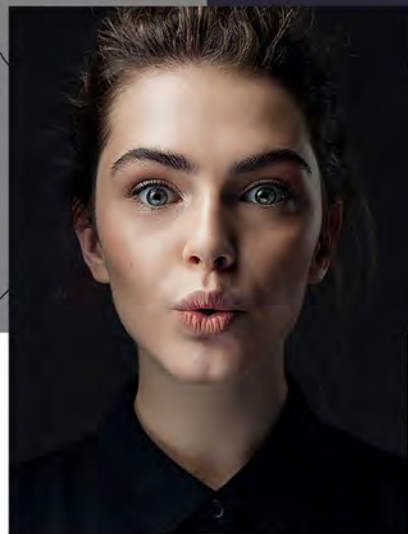
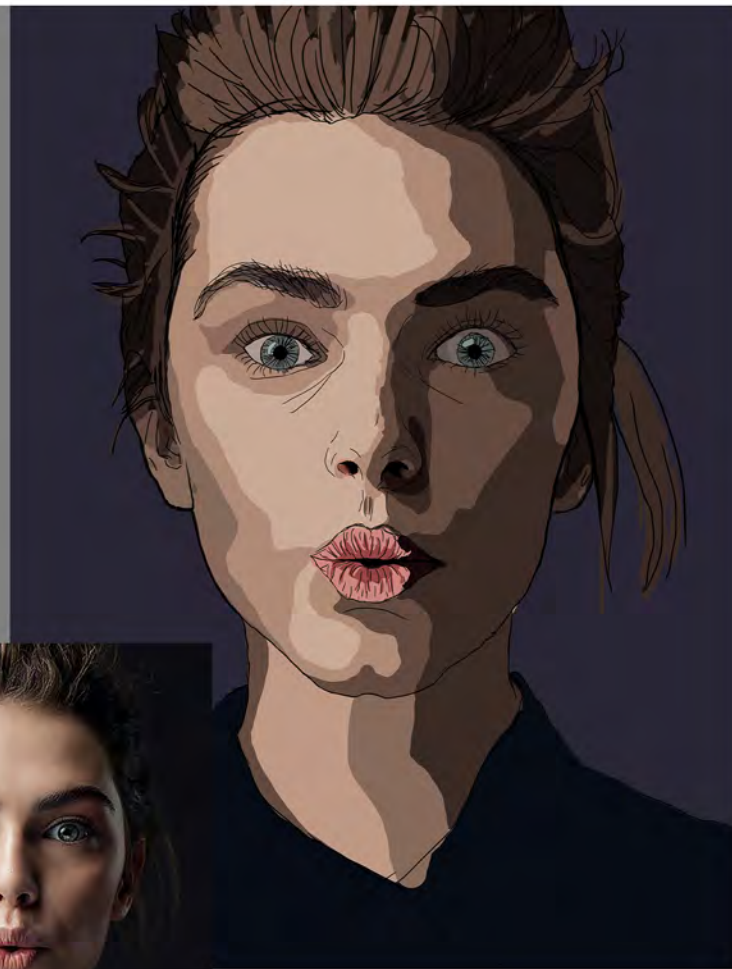
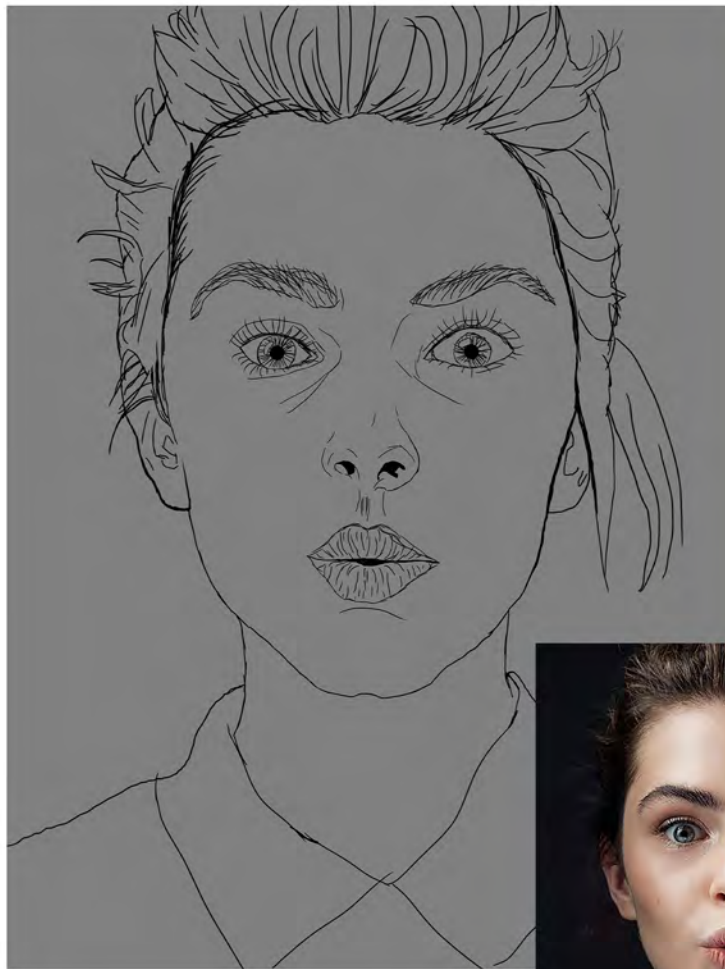
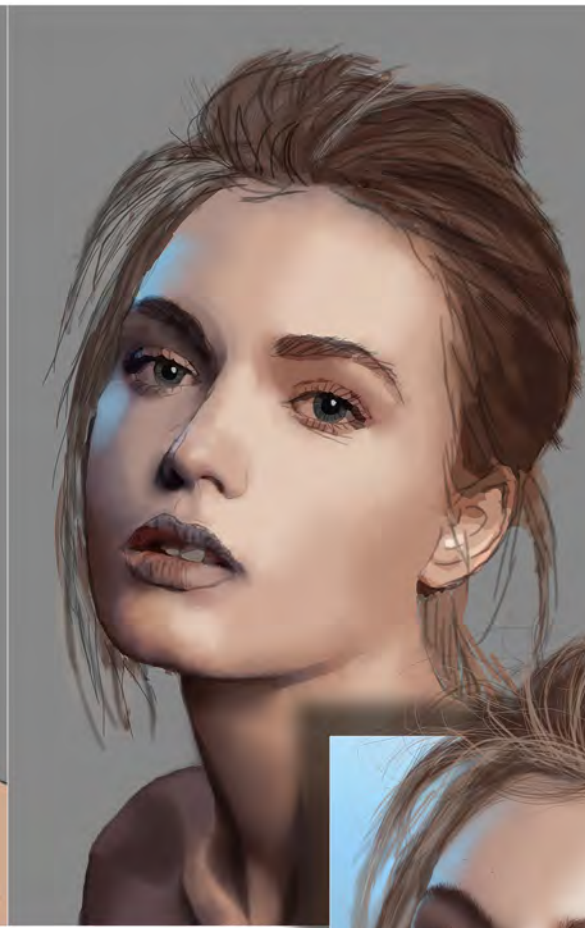
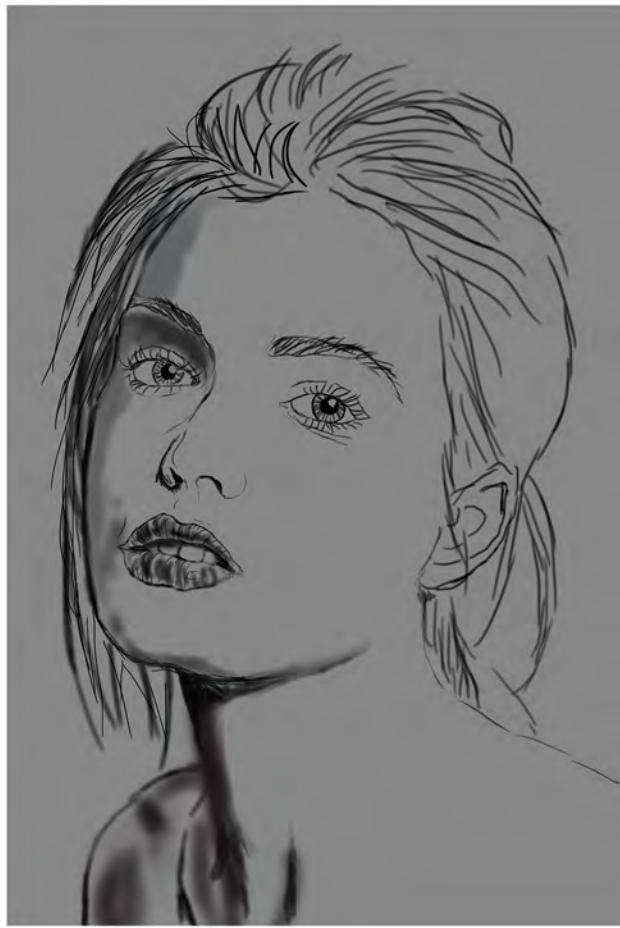
2018

“My work 'KaosDesk', which passed the pre-selection with 50,000 entries in the competition held in 2019 on 'the world of artists', depicts the gravity of dreams. This work, in which I try to obtain a striking depiction of the artist minds caught between reality and the world of imagination, is my **first work** in the field of Digital Art.”



5 sketchBook





PORTRAITS