

Portfolio

Interior
Architecture

Selected Work | 2018 - 2022



Betul Rahmaniyeoglu

Qualification

Alfatih talented
Highschool - Istanbul ● 2014 - 2016

Turkish language courses to C+
Istanbul University ● 2016 - 2017

Interior Architecture Bachelor degree
Faculty of Engineering Architecture
- Beykent University ● 2017 - 2021

3Ds Max - Vray
Modeling rendering
courses ● 2020 / 2022

Working Experiences

Freelance Translator 'arabic - turkish - english'
with tourists or official matters ● 2016 - 2019

Administrative employee And Sales advisor
in Digital group company ● 2020 / 4 month

Sworn translator arabic - turkish
languages in T.C Notary ● 2021 / 6 month

Freelance Interior -
architect. ● 2022

Nationality :
Sryian - Turkish

Address :
Istanbul - Turkiye

Contact :
+905314051115
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Spoken Languages

Arabic Native

English Advanced

Turkish Advanced

Japanese Beginner

Software Skills

Autodesk AutoCAD

Autodesk 3Ds MAX & Vray

Adobe Photoshop

Adobe Illustrator

Sketchup

Microsoft

Academic lessons

Semesters.1 - 2 - 3 :

Graphic Communication I-2 / Orientation and Introduction to Interior Architecture
History of Art and Design/ Basic Design/ Principles of Design/ Architectural Rendering Techniques
Visual Perception/ Structure and Construction Materials/ Computer Use in Design I / Design Studio I

Semesters. 4 - 5 - 6 :

Design Studio II - III - IV / Critical Analysis of Art Work/ Computer Use in Design II / History and Theory of Interior Architecture
Theories of Contemporary Art/ Cost Planning in Interior Architecture/ Furniture Design/ Quality Management Systems and Standards
Yacht Interior Design/ Color and Light in Space/ Intelligent Interior Systems/ Aesthetics and the Philosophy of Art

Semesters. 7 - 8 :

Design Studio V / Physical Environment Control/ Survey and Documentation/ Restoration/ Grad. Project
Material Selection and Application in Interior Space/ Project Management/ Digital Communication
Entrepreneurship/ Occupational Health and Safety

Personal Skills

Attention to details

Hardworking

Passionate

Hand drawing

References

Experienced Guider: Abd alrhman Msouti
behance.net/abdalrhmanmsouti

Dr. Sen YÜKSEL

senyuksel@beykent.edu.tr

Dr. Bilge YILDIRIM GÖNÜL

bilgegonul@beykent.edu.tr

B.

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01 Florist House Project



" About The Site "

- The project was in a residential area must likely calm and its near to shop centers and high ways at the same time.



" The Idea "

- The plan was to have a work space in a quiet area. my idea was to have a place that I can live and work in at the same time, so it was the Florist house.

" The Logo "



" The Concept "

- the nature of work in this place was to sell and make flowers, also design parties or special dates, so i just made it from the flowers symblos.



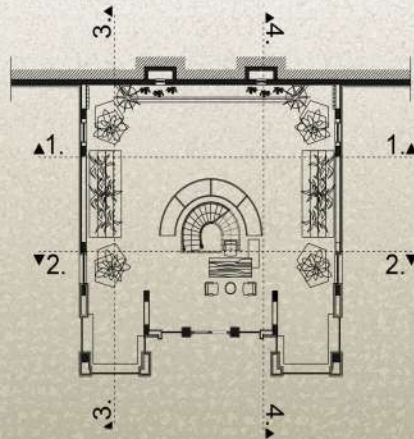
" The Colors "

- tulip flower colors categoris, marble and original wood.

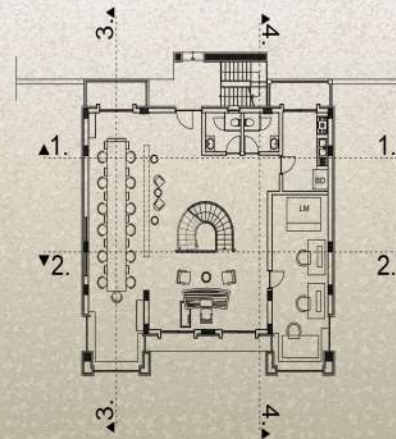


- Cad technical drawing details Plan's and Sections.

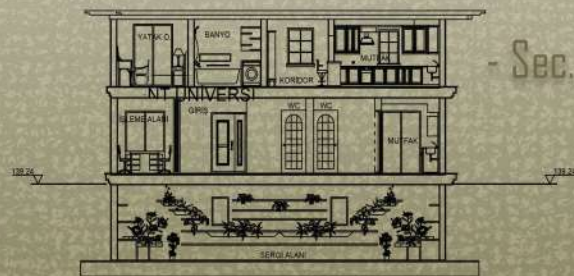
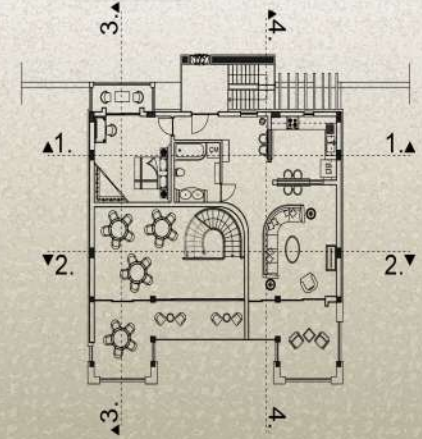
- Entry plan : Reception, shop and orders cashier.



- 2nd plan : work place, manager, kitchen and wc.

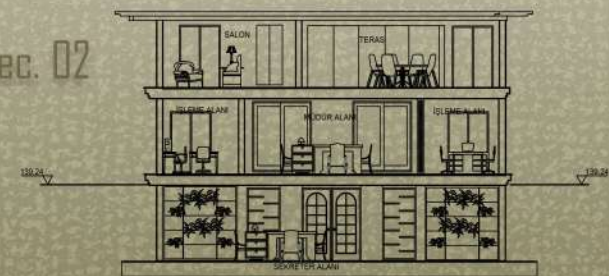


- 3rd plan : home area (has another entrance), balcony and restroom for workers.

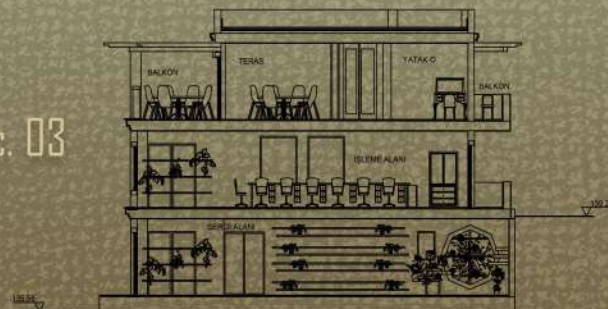


- Sec. 01

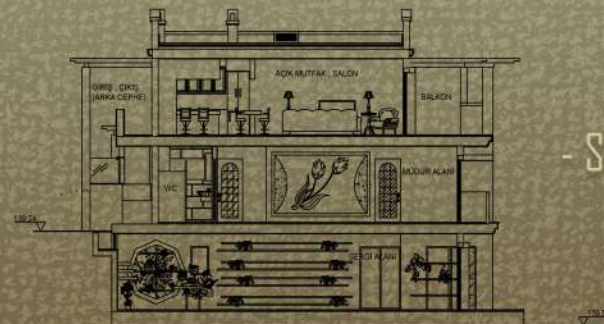
- Sec. 02



- Sec. 03



- Sec. 03



- The Back View.



- The Left View.



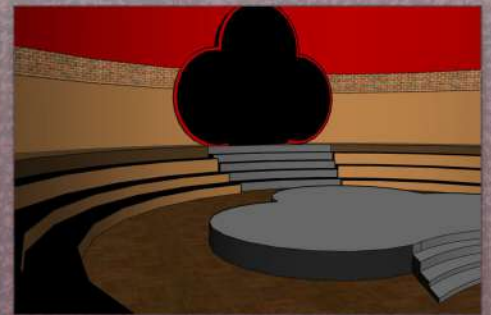
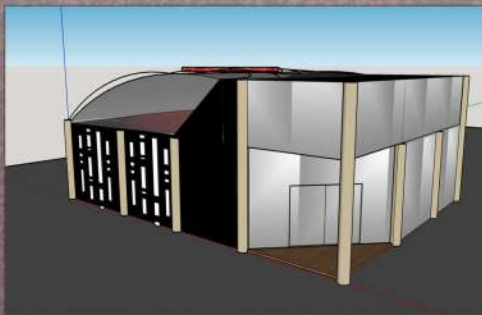
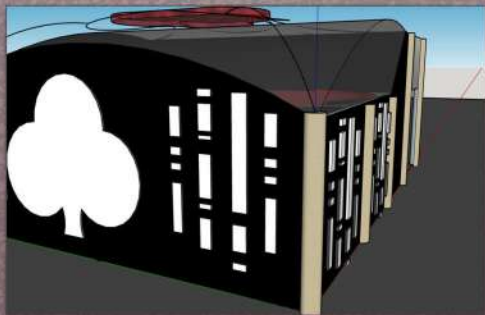
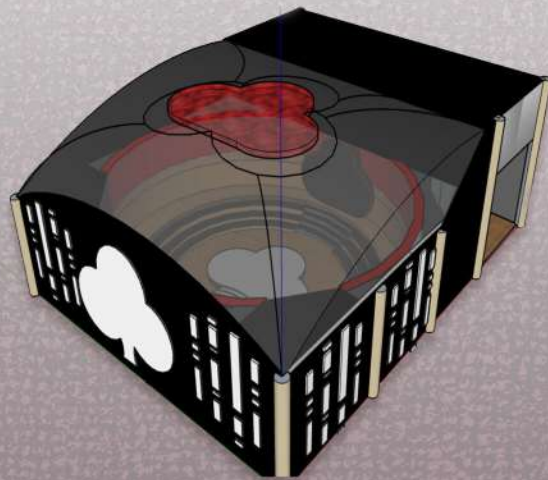
- The Front View.



- Shop Entry Door details.



02 Theater Project

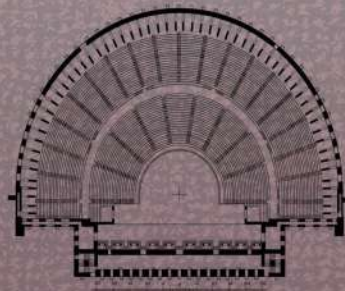


"About The Site "

- The project was located in the middle of Istanbul, and close to a very important subway.
- The neighborhood has many short buildings, and is full of work spaces. Due to that, we made a plan to take advantage of the provided sunlight.

"The Idea "

- The idea was to make a place full of hope and energy with traditional entertainment ways, like art galleries.
- My choice was an Italian theatre, with a neoclassical type.



"The Logo "



Casa Del' Tiyatro Classica

"The Concept "

- Because of entertainment and theater idea, I wanted to make something unique from 'playing cards' symbols.



"The Colors "

- the category made of casual colors from the old theaters type :

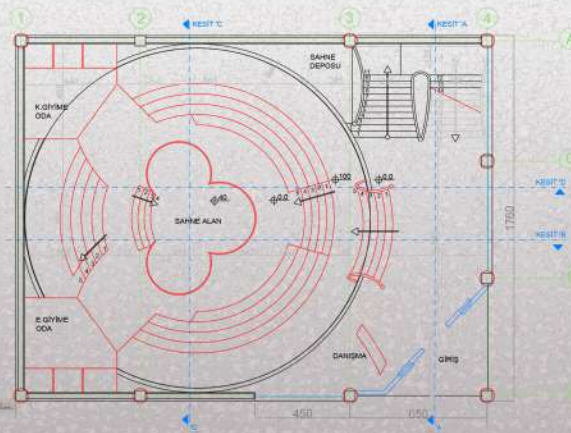


_ Cad Technical drawing /
coloring plans / hand drawing

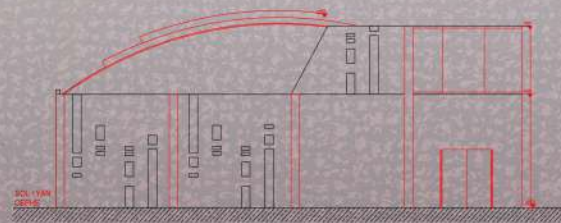
_ Furniture details
hand drawing



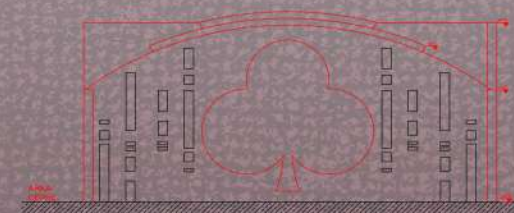
_ Entry Plan, Reception and the theater.



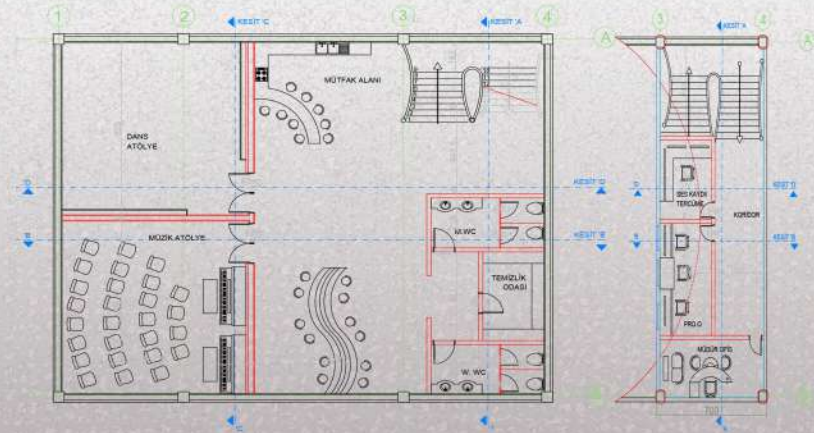
_ Front View.



_ Left View.



_ Basement Plan: music and Ballet classrooms.
resting places, kitchen and wc.

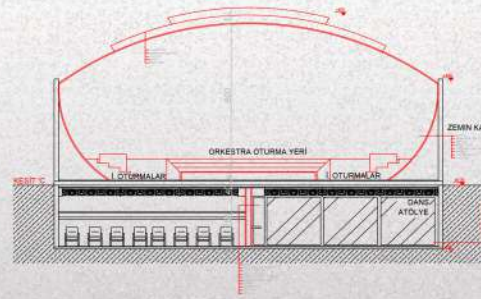


_ 1st floor: control and
management rooms.

_ Theater Perspective hand drawing



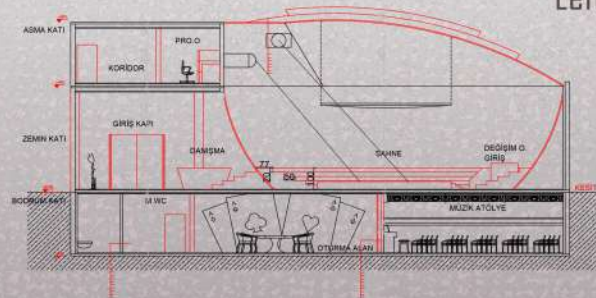
_ Sections Tecnical and details Cad drawing.



Front Sec.



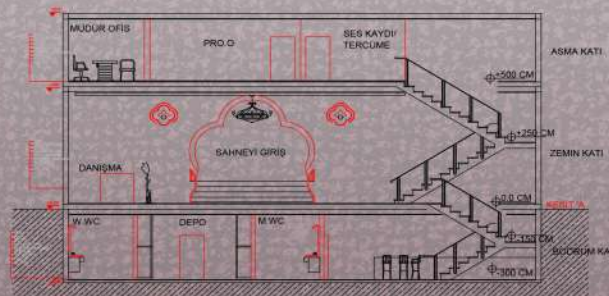
_ Sections coloring details.



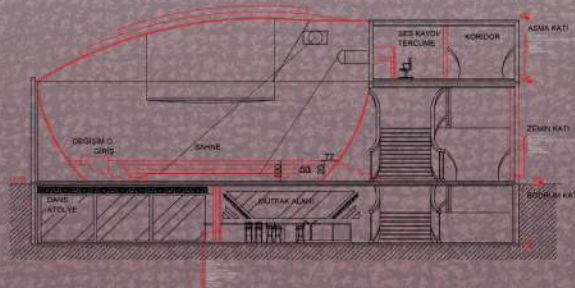
Left Sec.



Side Sec.



Right Sec.



03

Restaurant Project's



* Egyptian Pharaonic design vibe



* Syrian Islamic design vibe



" About the Site and the project "

- The site was located in ISTANBUL MODERN ART MUSEUM- Galata Port / designed by Renzo Piano
- The project: our task was to design a restaurant inside the museum building, we have space angle ground floor and a basement with sea view.



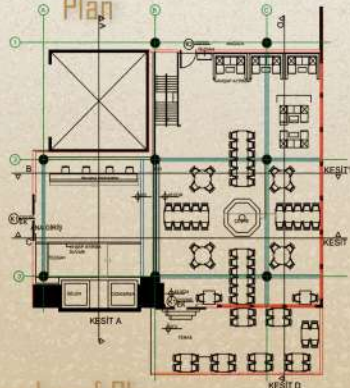
" The Idea and the concept "

- The museum's displays modern art, due to that I thought to add ancient touch for the restaurant, I had two options to consider, The First is an old Damascus house type style, and the second is the Egyptian pharaonic style restaurant. Since the old Damascus house style is popular in Turkiye, I came up with the idea to make the Egyptian pharaonic style, But in the end I did them both.

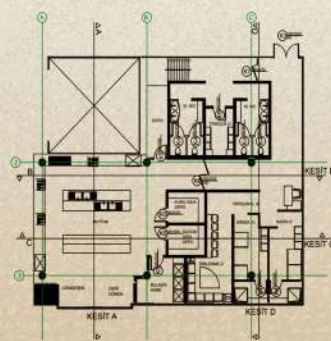


- Cad Technical drawing dateils, plans and sections :

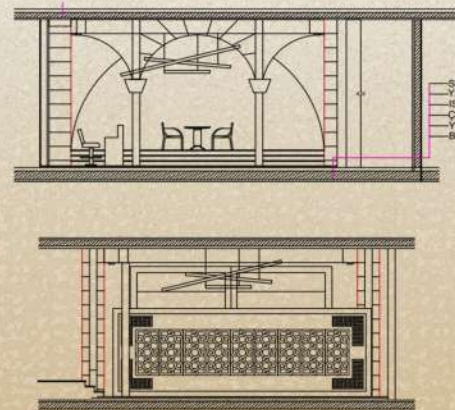
- Grand floor
Plan



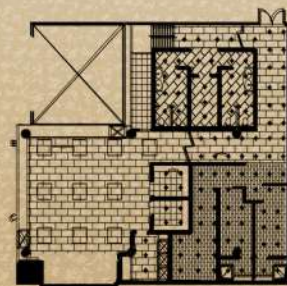
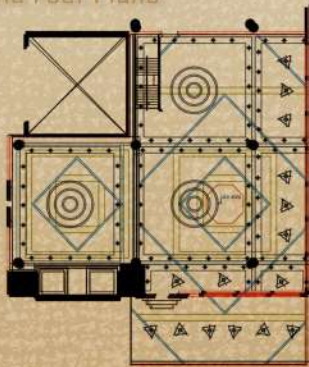
- Basement



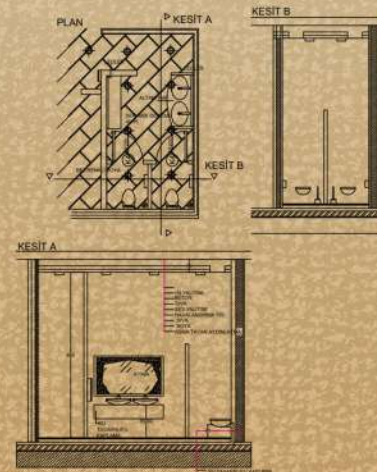
- Sections dateils



- floor and roof Plans



- WC dateils and 1/20 drawing



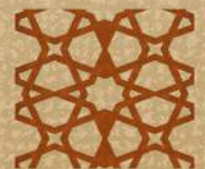
- Colors, Furniture, Materials Moodboard :



wooden chair
with motif and
antique tapestry



wall lamps with
green touch



decorative
with wood
materials
for walls

3D Model and Render for " old
Damascus houses " style design



3D Model and Render for " Egyptian
pharaonic " style design



04

Courses work



In the realistic render production course on Vray, I learned to be more precise in details, and mastered the placement of lights and the diverse use of materials.

Through practicing Vray, I could use different and diverse materials, and select the appropriate ones while determining the right illumination required for each place.



I also mastered designing with the external facades of the buildings from architectural drawings and the weather factors, such as adding the sun, the HDRI feature and night mode.



Returning to interior design, I learned how to organize several styles of furniture in one place and choose the appropriate angles for the cameras.





| Neoclassical Living room |

In this project the camera tools, the way they are placed and used have been more mastered, while improving the design touch in terms of colors and decorations.



For the last project in the final test of the course, which was designing a living room, all of the above orders were completed after strengthening the design and modeling tools.

05

Workshops
And Freelance Projects



| Livingroom - Guests Room |
Arabic style Classic model design





| Kitchen |
Modern Basic model design





| Bedroom |
Modern Classic model design





| Bedroom |
Modern Classic model design





| Studying - Gaming Room |
Modern Creative Tech model design



06

Hand draw
works and design



College works - 3rd year - Islamic art museum model design



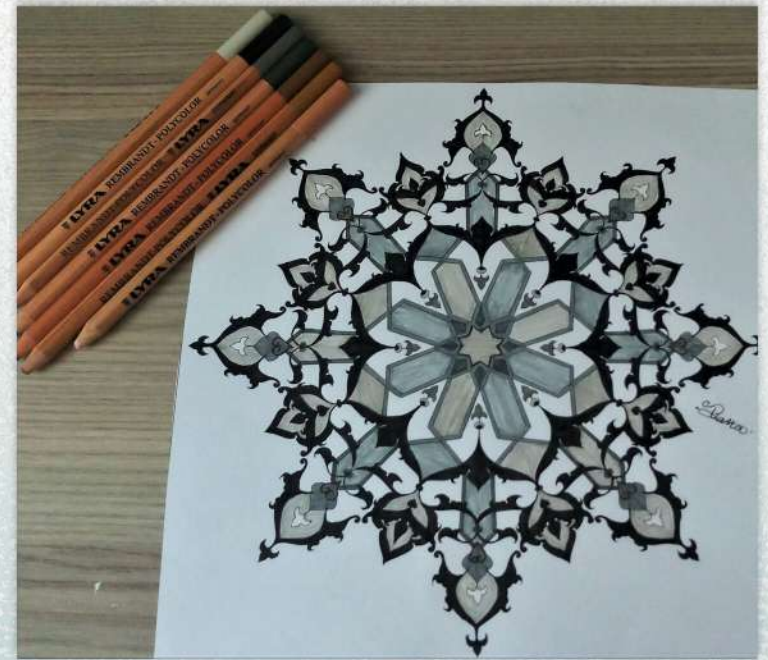
College works - 2nd year - Bank modern model design



College works - first year - Livingroom modern model design

The Living Black

Lack of color is chasm due to my influence on the church's outward appearance, which was black and gray colors, but now it is white and gold inside and outside. The iron nickname of the church's outer building which was of a dark basalt, gave the church character of color and iron appearance.



The blessed Blue

The blue color as a whole expresses his beautifully serenity and contemplation. My goal is to create several different gradations from the color, the chasm of diversity between the previous trio, and the way to draw lines to add spirituality to the design.



The Blue Reflection

This design cannot be said about it a special design. even the smallest details are taken from the glassware & drawing of the ottoman mosques with geometrical motifs & nature approximations to add flowers & leaves with it. The ottoman glassware was charecterized by bright & strong colors when the sunlight entered it, reflectingnthe colors inside to make many several broken spots for the place.

Red Mirror

The Palaces of the sultans in istanbul were distinguished by a european, islamic & unconventional charecter, as the islamic ottoman motifs were combined with european details of a chirstian charecter, with its sharpness & its emergence from diferent eras like " Gothic, Baroque...etc", on the other side the colors are bright and contrasting, and despite their consistent contrast, thanks to the architectural style of distribution



Pharaonical

With regard to the decorations of this design, it is taken from the beauty of the lotus flower and the way the pharaohs venerated it and put it in all their designs. And the colors, of course, are the colors of the Pharaonic era in Egypt.



Autumn Gold

This design expresses the beginning of the long winter and the phrase "If the fall is beautiful, then it is autumn." The motifs of this design are a quote from the Andalusian era.




Sea Reflection

In this design an attempt to embody the beauty of ancient ottoman architecture in a modern way using bright colors, this view can be found almost every where in ancient and the public places in Istanbul, and one of my favorite details.

One Piece


What if the roof and floor are one piece my mind answered with this design, dimensions of the ceiling lights are combined in parallel with floors, some details were taken from the aforementioned palace, and my attempt to imitate the palace's diverse colors is strangely consistent.






For more:

 : Betul Rahmaniyeoglu

 : batoul.m9

 : bamarch



Thank You

...

The End.

