

SPARKS 2021
(DIGITAL MEDIA)
STUDENT PROJECTS ONLINE SHOWCASE

SPARKS
SPARKS
SPARKS
3D
MODELING
ANIMATION
Motion Graphics

Curator/Supervisor:
Yoong Wah Alex Wong
Assistants:
Abad Shams & Iğın Harput

Exhibitors:

Abad Shams
Alp Cihan
Alp Dinçer
Ayşegül Yapar
Begum Erinç
Berna Yıldırım
Deniz Muftuler
Ece Naz Erülker
Gamar Karimli
İdil Kapıkıran

Iğın Harput
Kıvanç Sert
Lolwa Al-Mohannadi
Melis Kocer
Nagihan Aydınlık
Naz Kirelli
Nur Nurdoğlu
Selin Memikoğlu
Shakiba Sattar
Sinem Başar

Şevval Tufan
Yavuz Yalçın
Yeraz Arslan
Zeynep Erkman
Zuhal Uz

Poster Design: Shakiba Sattar

Sabancı
Universitesi

EASART
GALLERY

SPARKS 2021 (Digital Media) online showcase comprised student projects in 3D Animation, Motion Graphics and Art, Videography, and 3D Modeling. Our student projects are extra valuable this year because of the global lockdown period to prioritize health, and safety comes first. Although we faced a sudden change of mode of learning from physical to online learning in a short period, our commitment, enthusiasm, and positivism are unbeaten. We learned to overcome these technical and communication problems instantly to continue to produce artworks relentlessly. Professor's and students' interactions and meetings are no less than the usual time spent on-campus learning, in fact, more than ever. To date, we have experienced this first hand.

SPARKS 2021 continues to adopt the open concept, primarily to accommodate students who intend to realize their imagination and creativity in art, design, and artistic expression with digital media courses. Our students utilize different forms of media via software, videos, mobile apps and gadgets, virtual platform, and social media (Zoom, Google, Youtube, Vimeo, Instagram, Facebook, etc.) in the discussion process and creation. Therefore, these are the student projects resulting from exercises in the short time given in the courses mentioned above. By obtaining the digital media knowledge and information, our students are prepared and capable to develop their own artistic and conceptual works more extensively, like a portal that opens to different creative realms and dimensions. The importance of fundamental and rich courses available in the VAVCD program helped our students to gain history, theoretical and practical knowledge to be better (conscious) designers and artists with the multi-talented skillset and background needed in society.

Working with digital media sometimes takes much more effort and time because of the wide variety of options in styles, tools, platforms, and trials one needs to decide. In a sense, decision-making is crucial in this learning process. Digital media is not necessary making artists or designer artworks less valuable when viewed worldwide online instantly. Indeed some digital artists and designers are doing exceptionally well nowadays. Nonetheless, the digital transition remains a challenge to market, archive, distribute digital artworks, including to justify better copyright and censorship laws. The usage of digital media is in the facet of our daily life whether one likes it or not. It has a vitally broad and complex impact on society and culture. Digitization is profoundly altering our cultural experience in terms of new technology production, access, and information dissemination and in the sense of creation and participation, learning, and digesting such swift-paced information. There are two sides to every coin; perhaps leading toward a paperless society could lead to a sustainable future with less consumption of the decaying natural resources remaining in the world.

Here we share and present to you **SPARKS 2021**, and happy browsing.

(Türkçe)

SPARKS 2021 (Dijital Medya) çevrimiçi vitrini, 3D Animasyon, Hareketli Grafik ve Sanat, Videografi ve 3D Modelleme alanlarında öğrenci projelerinden oluşuyordu. Bu yıl, öğrenci projelerimiz, küresel karantina dönemi nedeniyle sağlığa ve güvenliğin önceliğine önem verilmesi nedeniyle ekstra değer kazandı. Kısa bir süre içinde fiziksel öğrenmeden çevrimiçi öğrenmeye geçip ani bir öğrenme şekli değişikliği ile karşı karşıya kalmamıza rağmen, bağlılığımız, coşkumuz ve pozitif tutumumuz yenilgiye uğramadı. Karşımıza çıkan teknik ve iletişim problemlerini bir an önce aşmayı, bıkmadan usanmadan sanat üretmeye devam etmeyi öğrendik. Profesörlerin ve öğrencilerin etkileşimleri ve toplantıları, kampüste öğrenim için harcanan normal zamandan daha az değil, aslında her zamankinden daha fazla. Bugüne kadar bunu ilk elden deneyimledik.

SPARKS 2021, öncelikle sanat, tasarım ve sanatsal ifadeye hayal gücünü ve yaratıcılığını gerçekleştirmeyi amaçlayan öğrencileri dijital medya dersleri ile barındırmak için açık konsepti benimsemeye devam ediyor. Öğrencilerimiz, tartışma sürecinde ve oluşturulmasında yazılımlar, videolar, mobil uygulamalar ve araçlar, sanal platform ve sosyal medya (zoom, google, youtube, Vimeo, Instagram, Facebook vb.) aracılığıyla farklı medya biçimlerini kullanmaktadırlar. Bu nedenle yukarıda belirtilen derslerde ortaya çıkan öğrenci projeleri verilen kısa süreli alıştırma sonucunda oluşturulmuştur. Öğrencilerimiz, dijital medya bilgi ve bilgilerini edinerek, farklı yaratıcı alemlere ve boyutlara açılan bir portal gibi kendi sanatsal ve kavramsal çalışmalarını daha kapsamlı bir şekilde geliştirmeye hazır ve yetkin hale gelirler. VAVCD programında yer alan temel ve zengin derslerin önemi, öğrencilerimizin toplumun ihtiyaç duyduğu çok yönlü beceri ve altyapıya sahip daha iyi (bilinçli) tasarımcılar ve sanatçılar olmak için tarih, teorik ve pratik bilgi edinmelerine yardımcı oldu.

Karar verilmesi gereken stiller, araçlar, platformlar ve denemelerdeki çok çeşitli seçenekler nedeniyle dijital medyayla çalışmak bazen çok daha fazla çaba ve zaman gerektirir. Bu öğrenme sürecinde bir anlamda karar verme çok önemlidir. Dijital medya, dünya çapında çevrimiçi olarak anında görüntülendiğinde sanatçıları veya tasarımcı sanat eserlerini daha az değerli kılmak gerekli değildir. Gerçekten de bazı dijital sanatçılar ve tasarımcılar günümüzde son derece iyi durumdadır. Bununla birlikte, dijital geçiş, telif hakkı ve sansür yasalarını haklı çıkarmak da dahil olmak üzere dijital sanat eserlerini pazarlamak, arşivlemek ve dağıtmak için zorlayıcı olmaya devam ediyor. Dijital medya kullanımı istesene de istemesene de günlük hayatımızın içindedir. Toplum ve kültür üzerinde hayati derecede geniş ve karmaşık bir etkiye sahiptir. Dijitalleşme, kültürel deneyimimizi yalnızca yeni teknoloji üretimi, erişim ve bilgi yayma açısından değil, aynı zamanda yaratma ve katılım, öğrenme ve bu tür hızlı bilgileri sindirme anlamında da derinden değiştiriyor. Her madalyonun iki yüzü vardır; belki de kağıtsız bir topluma doğru yol almak, dünyada mevcut olan çürüyen doğal kaynakların daha az tüketildiği sürdürülebilir bir geleceğe yol açabilir.

SPARKS 2021'i burada paylaşıp sizlere sunuyoruz, iyi seyirler.

Curator and Supervisor: Asst. Prof. Dr. Yoong Wah Alex Wong

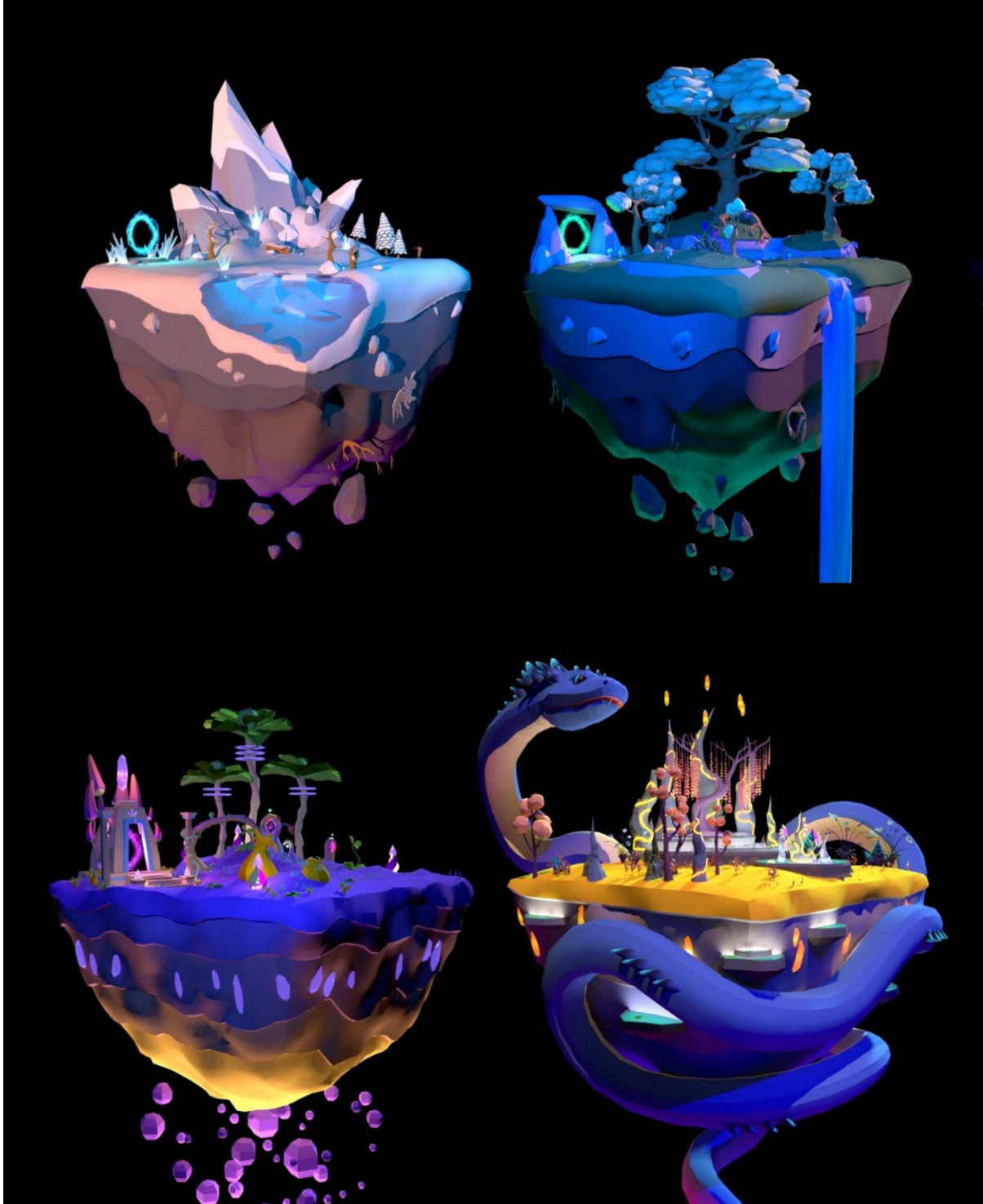
SPARKS 2021 Participants: DEEP DOWN (3D Animation Class 2021), Abad Shams, Alp Cihan, Alp Dinçer, Ayşegül Yapar, Begum Erinç, Berna Yıldırım, Deniz Muftuler, Ece Naz Erülker, Gamar Karimli, İdil Kapıkıran, Ilgın Harput, Kıvanç Sert, Lolwa Al-Mohannadi, Melis Kocer, Nagihan Aydınlık, Naz Kirelli, Nur Nurdođlu, Selin Memikođlu, Shakiba Sattar, Sinem Bařar, Őevval Tufan, Yavuz Yalçın, Yeraz Arslan, Zeynep Erkman, Zuhul Uz.

VA434/534 – 3D Animation:



Deep Down by 3D Animation Class 2021

Video Link: https://youtu.be/hvm9UACq_3M



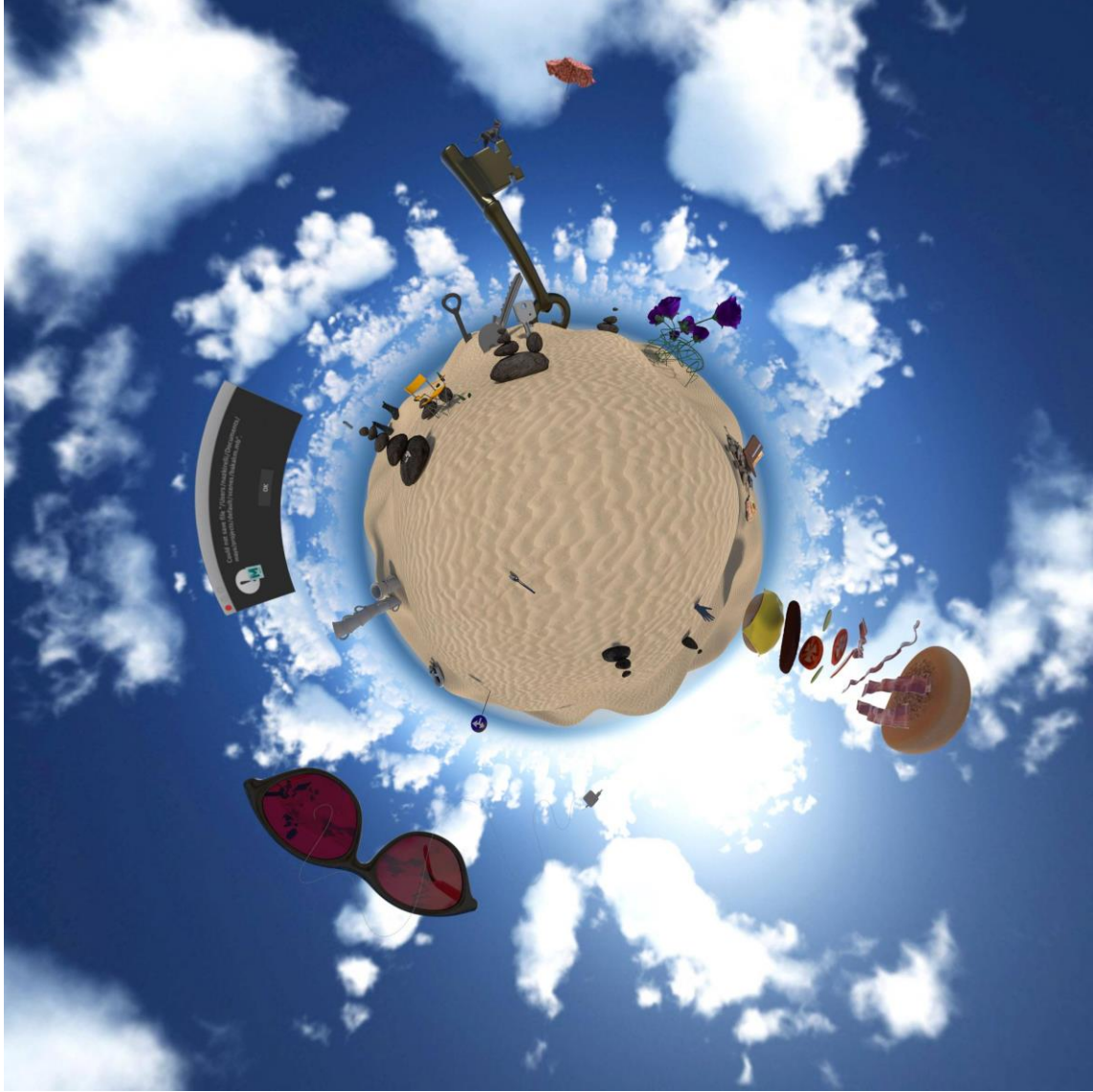
3D Landscapes by Naz Kirelli

Video Link: https://youtu.be/FjnVQkEHw_8

Video Link: <https://youtu.be/VvmWFMGNIDo>

Video Link: https://youtu.be/pqM6D_I9CRI

Video Link: <https://youtu.be/sdNzvp8VYHk>



Virtual Reality Desert (Digital Art Installation) by Naz Kirelli



Character Design by Naz Kirelli

Video Link: <https://youtu.be/FqIx8J4ZVXA>

Video Link: <https://youtu.be/eNsH0BtVzME>

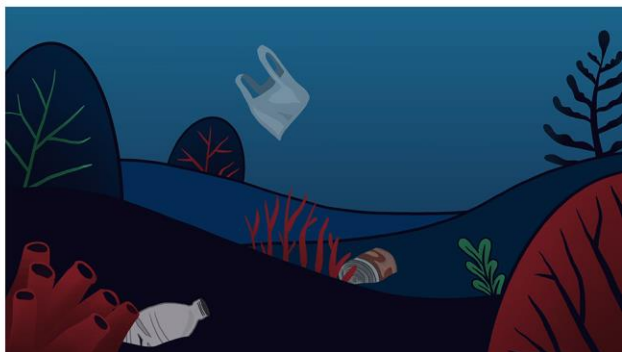
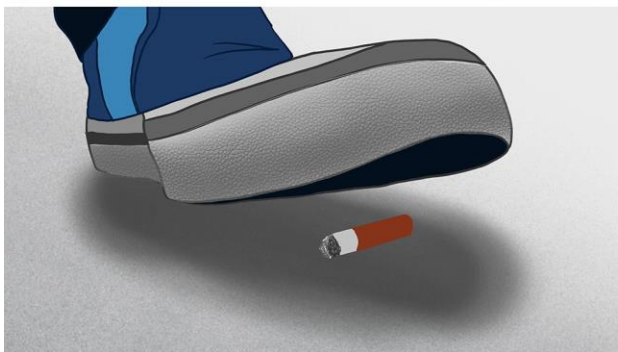
Video Link: <https://youtu.be/u0wrf100Zpk>

VA440/548 – Motion Graphics and Art:



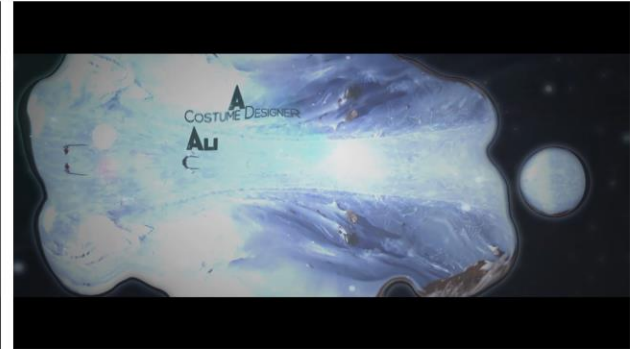
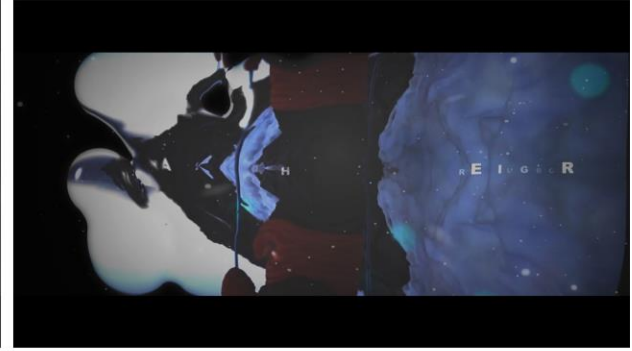
Portals by Zuhul Uz

Video Link: <https://youtu.be/7sVfck9gTQ>

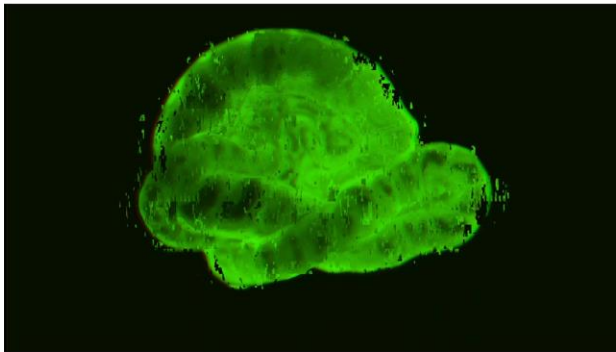
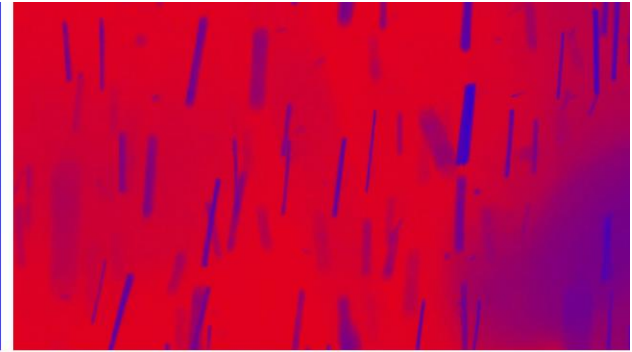
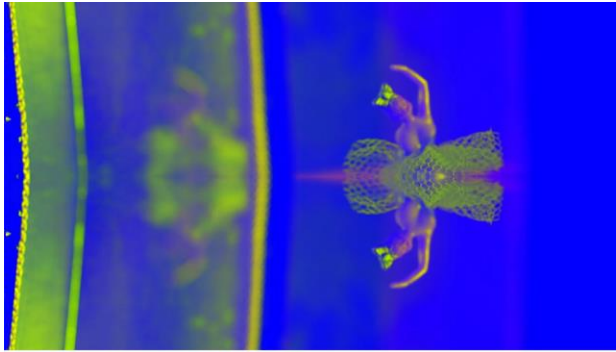


Tainted by Zuhul Uz

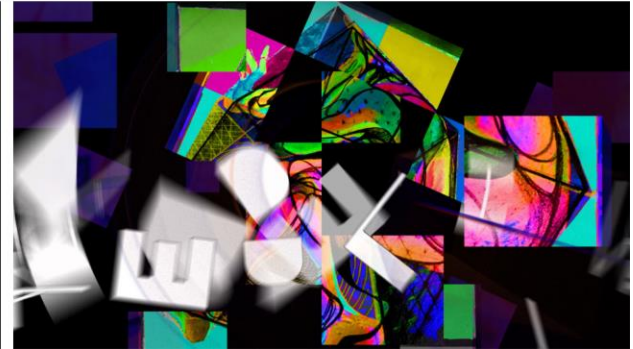
Video Link: <https://youtu.be/0TkhZ6-U3Hc>



Taj Mahal of Karakoram by Abad Shams
Video Link: <https://youtu.be/16OBFg-xcvc>



Suspiria by Ilgin Harput
Video Link: <https://youtu.be/D7vvgIsw4kc>



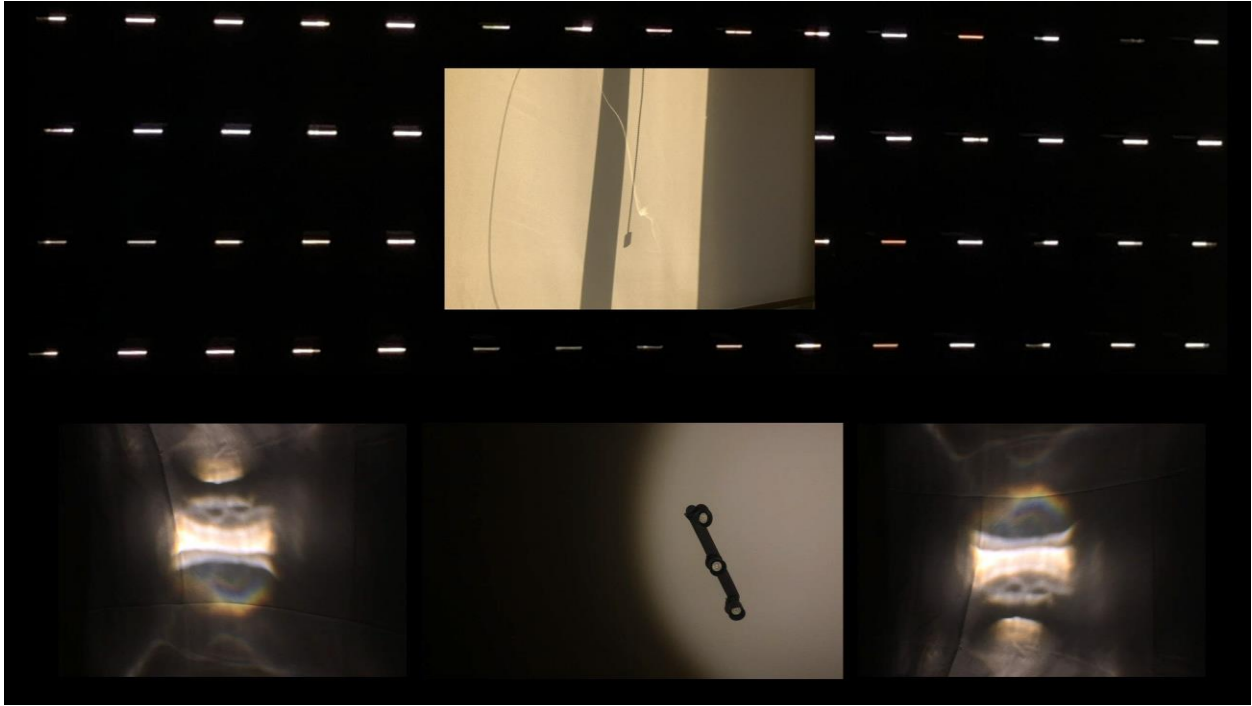
CUBE by Shakiba Sattar

Video Link: <https://youtu.be/zq82IMv7i3Y>



Conflux by Gamar Karimli & Nur Nurdođdu

Video Link: <https://youtu.be/EQxwdmnoMii>



Lights and Shadows by Begum Erinc

Video Link: <https://youtu.be/0vID9JshB9Q>



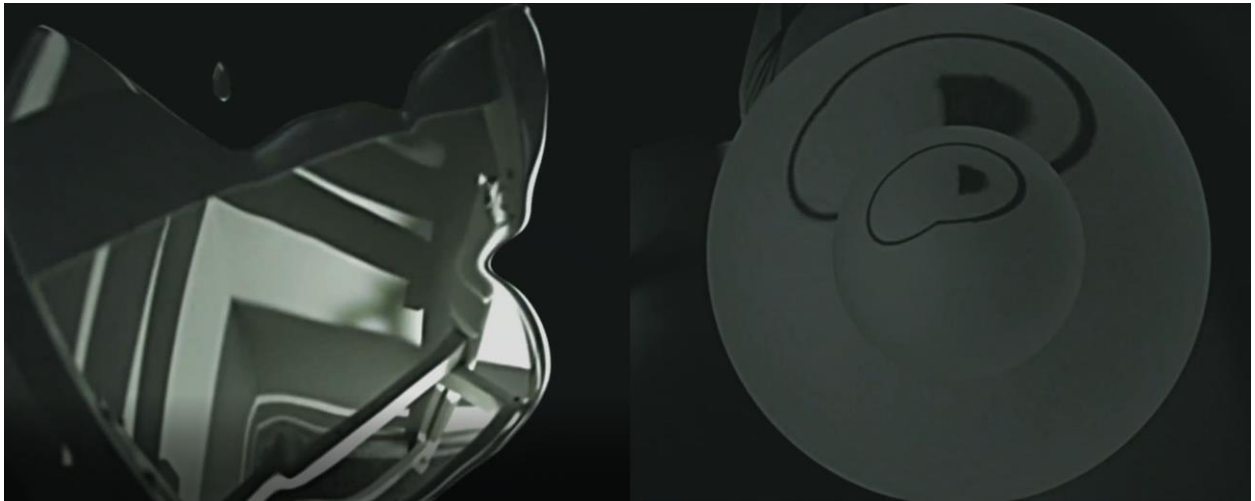
Conversation by Abad Shams

Video Link: <https://youtu.be/94dbA8noEgE>



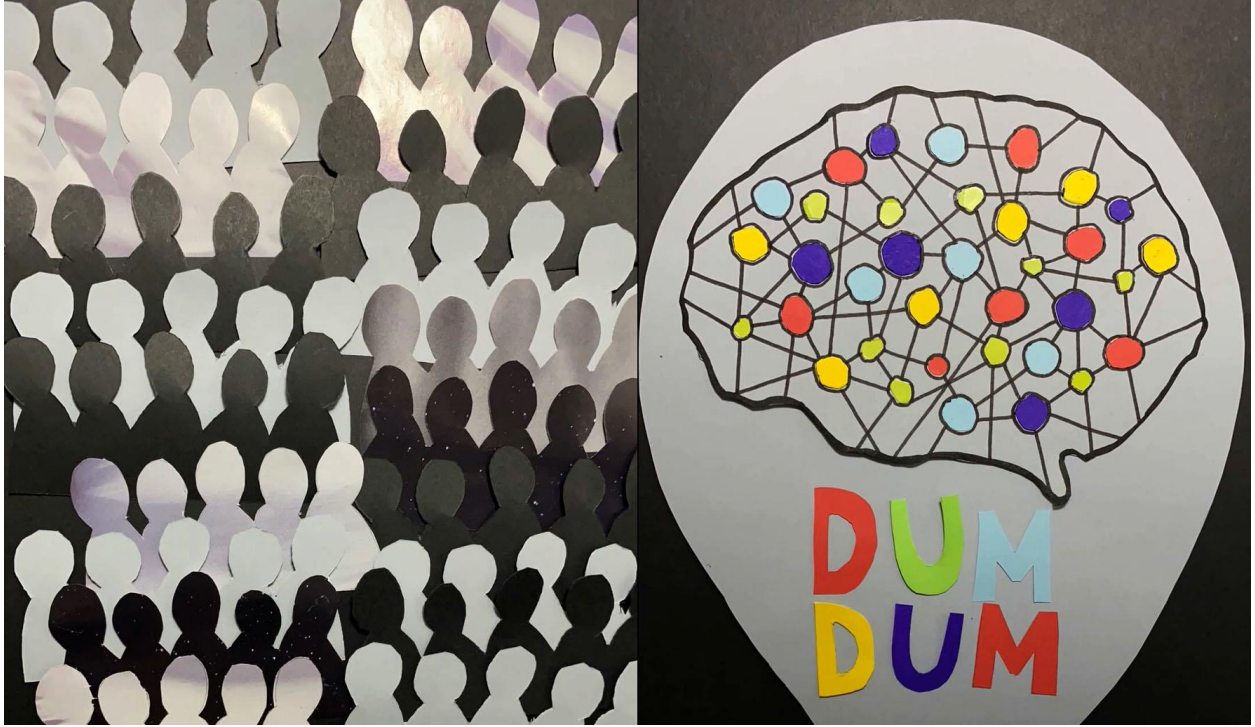
Parkland Avenue by Berna Yıldırım

Video Link: <https://youtu.be/igWNrgcxJWo>



Dollhouse by Sinem Başar

Video Link: <https://youtu.be/tqOKcROn34s>



Discrimination (Dum Dum) by Şevval Tufan
Video Link: <https://youtu.be/USkgy9zKiZE>

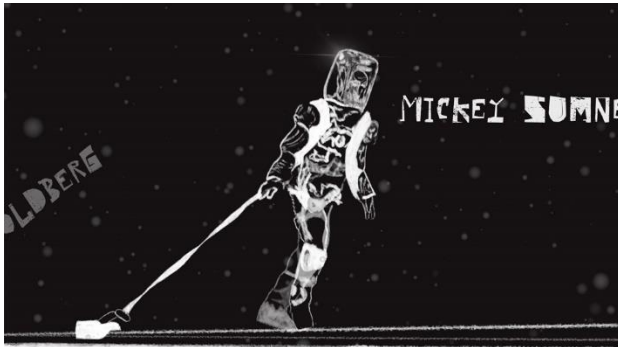


Frances Ha by Deniz Müftüler
Video Link: <https://youtu.be/qEExmnMEKvo>



August Rush by Lolwa Al-Mohannadi

Video Link: <https://youtu.be/GRPgePNEBJc>



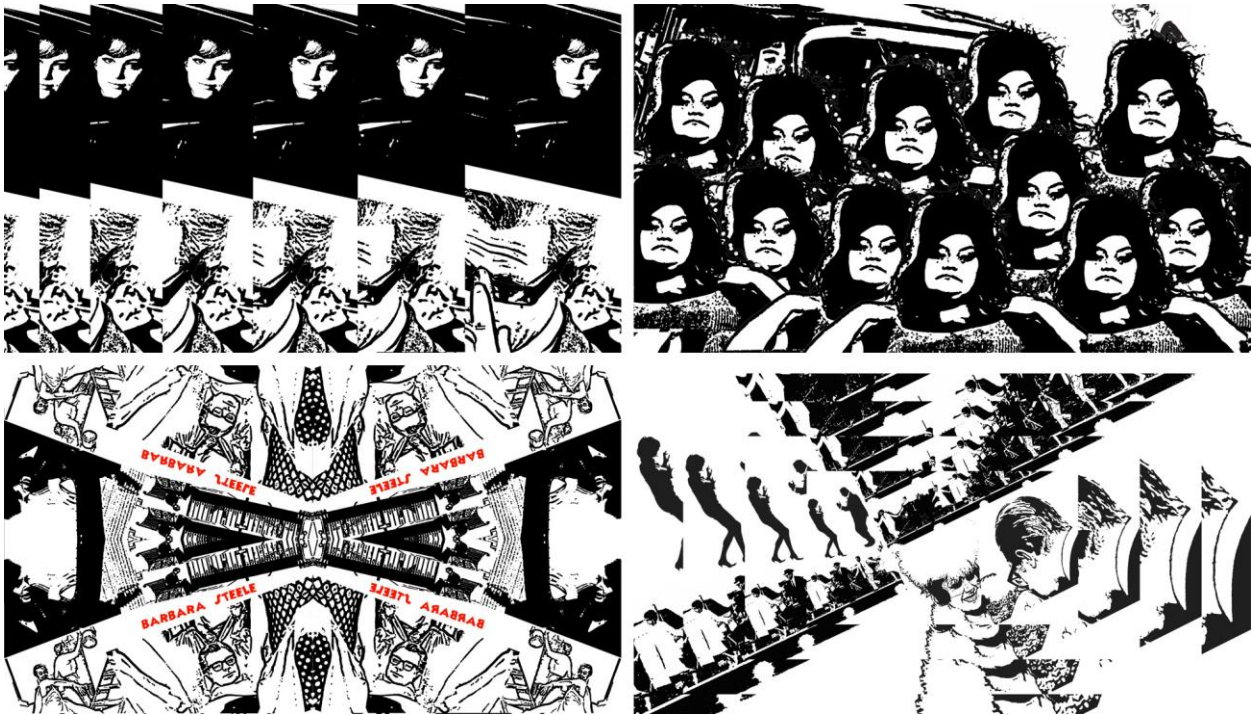
Snow Piercer by Begum Erinc

Video Link: <https://youtu.be/sBF5hgALLrs>



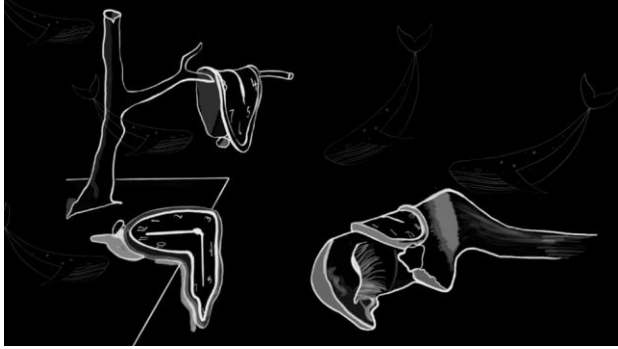
The Great Gatsby by Yeraz Arslan

Video Link: <https://youtu.be/hUiTrYQD6NI>



8.5 by Şevval Tufan

Video Link: <https://youtu.be/6TAeMLs4gC0>



Midnight in Paris by Selin Memikoğlu

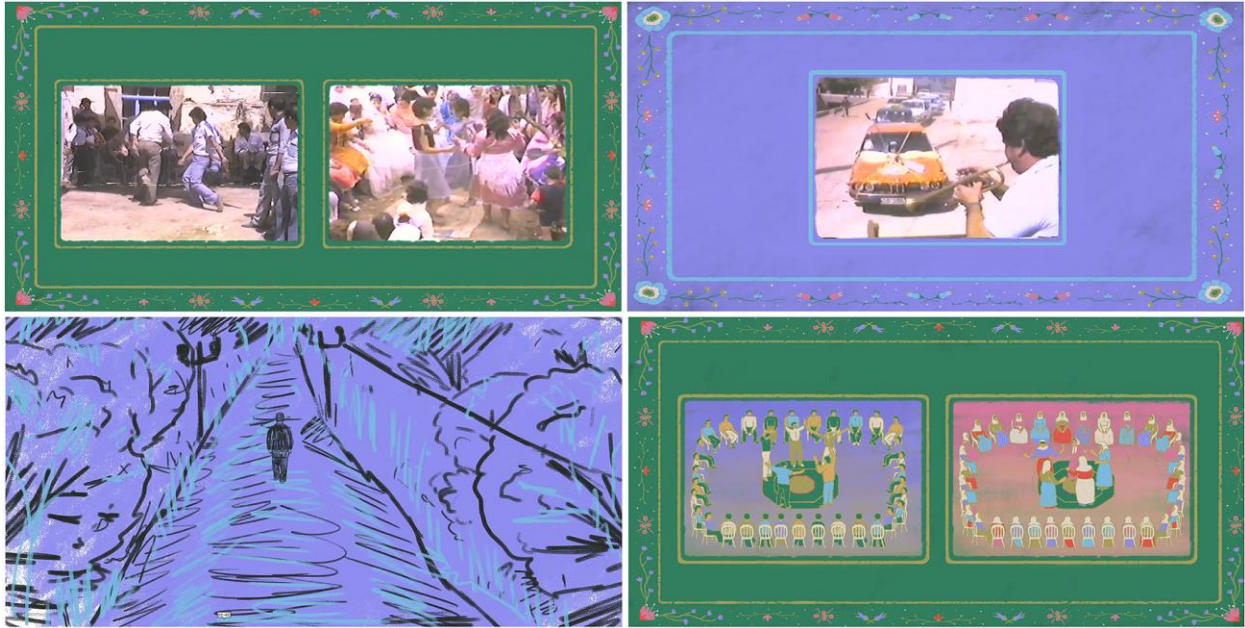
Video Link: <https://youtu.be/JKSYZs1iO0k>



Anthropocene by Sinem Başar & Zeynep Erkman

Video Link: <https://youtu.be/yd35Hwqigc4>

VA431/538 – Videography and Narrative Making:



Telli Duvaklı by Nagihan Aydınlık

Video Link: <https://youtu.be/H03FBmZSiPI>

1
Shot: Extreme close-up
Angle: Straight on
Description: Woman has an anxiety when she arrives to the building after driving car

2
Shot: Long / far
Angle: Straight on
Description: Woman enters the building

3
Shot: Full
Angle: Straight on
Description: Woman sits on the couch uncomfortably

4
Shot: Long / far
Angle: Bird's eye view
Description: Woman stares at the walls a lot and has the symptoms of claustrophobia

5
Shot: Extreme close-up
Angle: Straight on
Description: Woman thinks that a cigarette might relax her

6
Shot: Extreme close-up
Angle: Straight on
Description: When the woman realizes the cigarette doesn't work, she worries more

7
Shot: Extreme close-up
Angle: Straight on
Description: Woman decides to eat chocolate for her body to increase serotonin

8
Shot: Long / far
Angle: Aerial
Description: Woman panics because she imagines her way back to home in a traffic

9
Shot: Close-up
Angle: Eye-level
Description: Woman imagines the sound of the cars and the speaking voices start to sound louder to her

10
Shot: Close-up
Angle: Eye-level
Description: The clock ticking increases her anxiety level

11
Shot: Medium
Angle: Eye-level
Description: Woman goes out to balcony yet she doesn't feel any relief

12
Shot: Extreme close-up
Angle: Eye-level
Description: Woman takes a deep breath

AGORA

AGORA is about displaying a very often traumatic event experienced called claustrophobia. The main character who is in her early adulthood is experiencing the situational phobia by an irrational and intense fear of being tighten. It is just another day as the usual ones, yet being out from the comfort zone, the people, sounds, hot weather in the living room triggers the phobia and causes the symptoms. When she enters the room the first thing she does is searching the windows, looking at the walls and calculating the size of the room. She gets uncomfortable of the crowd in the room, even though they are only 5 people, checking the exist of the room and imagining the building's exist all the time to comfort herself. She can't concentrate to the conversation and prevent the ideas that are floating in her mind either. It is an inside vision of the claustrophobic person for displaying how a very simple act becomes harder and impossible to accomplish, thus I wanted to show a very simple daily situation of a claustrophobic person and the disorder's difficulties.

AGORA by Ayşegül Yapar

Video Link: <https://youtu.be/Sy-kKsZ3gng>

RUNNING OUT

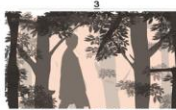
A film about running out of space. Space is like time. The main idea is of the film is how with the passage of time we are running out of space. The protagonist is in a constant movement in different spaces through out the film and with every new place he walks through, he find less space for himself. He craves to go back to where he started, where he felt free but that cant happen in real life. we cant turn back time. And so the protagonist meets his fate.



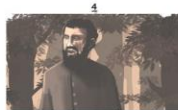
1
Subject is walking in a plain wide open area with nothing around him except for may be mountains.



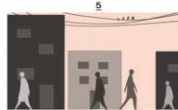
2
camera shows him from behind as he is walking among the plains .



3
with a transition environment changes and subject is walking among the trees. He sometimes stops and looks around .he seems playful .



4
then with another transition for the first time we see the face of our subject .he seems calm and happy as he plucks a flower or a leaf from the tree while walking .



5
with another transition the surrounding changes and now the subject is walking on a path with a building or two and may be a person walks by him .he keeps walking ...



6
with another transition surrounding changes and there are more people and buildings now....



7
we see a close up of our subject again, as he looks around while walking and is looking at different environment with so many people and buildings.



8
with another transition there is such a crowd around the subject that he cant find the space to walk this is the point we see panic on the face of our subject as he trying to find his way .



9
subject starts running in panic as he pushes people away and find a street and runs towards it .



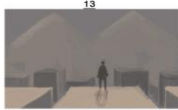
10
another shot of subject running in the street and people looking at him as he is trying to find his way back to the wide open plain where he was happy .



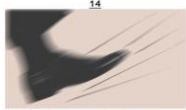
11
suddenly he finds himself alone in the street with no people around him. he is out of breath. he feels suffocated as he realizes that the street is too narrow and he cant breath in that space. he tries to push the walls away from him..



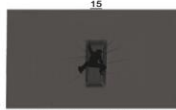
12
with no luck in finding his way out of the narrow streets he is stuck in, he climbs a wall to get out of there. .



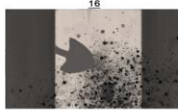
13
he climbs the wall and finds him self standing on a roof with many houses surrounding him with many narrow streets. in far distance he see the mountains where he thinks the plains are...



14
as he is looking at the mountains hopelessly like they are right there but he cant reach them now. his foot slips and he falls...



15
with a transitions he is falling into a grave....



16
with the first person camera subject is looking with fear at the walls surrounding him.. he had just seen his old place and wanted to get there but now he is in a grave not understanding where he is and as he look up, a shovel throws loads of dirt on him and there is complete blackout now.

the end....

This could be end of the video as the subject looks at the far mountain and camera moves away from him slowly while he is just standing there looking into the far horizon.

Abad Shams
00030148
Alex wong

Running Out by Abad Shams

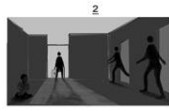
Video Link: <https://youtu.be/wwczJOJq6oU>

THE CAGE

A film about greed, how greed slowly poisons our minds. a story through the eye of a young child and how it molds him into taking a decision that most adults cant take.



1
old man walking towards his home with a cage in his hand that has a white bird in it.



2
as he enters his home , his three kids show joy and run towards him. two of them are old boys and one is young child..



3
they all see the bird in the cage and gather around the cage to look at it. Its so beautiful, the elder two are getting greedy thoughts in their mind, as they return to their rooms.



4
old man sits in the lawn with cage and young child by his side playing while the elder two are peeking from their rooms to see the bird.



5
old man goes out to get some work done while one of elder boys is looking at his father leaving the home and the cage is left there with only the young child.



6
he runs and grabs the cage and returns to his room.



7
old man come back and finds the child sitting alone with no cage.



8
he goes to the room of one of elder boys and asks him about the cage. but he says that he doesnt know. .



9
so the old man enters his room to check if he is lying and the other boy who has the cage, sees the opportunity and puts back the cage in front of child and goes back to his room..



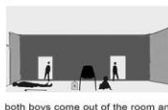
10
old man comes out of the room and finds the cage back in its place.



11
so he sits back in the chair. while the other elder boys is peeking from his room to get the cage with out anyone knowing.



12
old man get up to go out again, but as he reaches the door, he has a stroke and he falls down.



13
both boys come out of the room and see the dead father. then they look at each other and then at the cage. in that moment they both realize the intention of one another



14
they both run towards the cage to grab it before the other gets it. .



15
while they are running towards the cage the young child looks at them like they are demons, but not his brothers.



16
they both try to grab the cage and in doing so they end up fighting for it, while the young child is looking at his fighting brothers and a dead body of his father. .



17
while they are fighting, he goes near them, and grabs the cage, and pick it up and looks at the bird very closely.



18
and then he opens the cage, and let the bird fly free while his brothers stop fighting and look at the flying bird hopelessly.

Abad Shams
00030148
GR 501
Alex wong

Cage by Abad Shams

Video Link: https://youtu.be/w_D6dH2Evyg

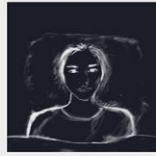
Dichotomy

This video project is about a guy who is struggling with bipolar disorder. Bipolar disorder is a mental disorder that causes unusual shifts in energy, mood, concentration, and so on. Basically, it has two distinctive phases: mania and depression.

This video be representing a day of the same person both in manic and depressive state. So, there will be two 24 hours of the same person.



Scene 1: The man is sleeping
rec duration: 30 secs
Footage use time: 6 secs
Angle: Close up / top view



Scene 2: looking at the ceiling
rec duration: 20 secs
Footage use time: 7 secs
Angle: top view



Scene 3: sleeping
rec duration: 1 min
Footage use time: 8 secs
Angle: side view



Scene 4: Smoking
rec duration: 20 secs
Footage use time: 7 secs
Angle: Behind



Scene 5: sky
rec duration: 1 hour
Footage use time: 7 secs
Angle: below



Scene 6: kettle boiling
rec duration: 2 minutes
Footage use time: 10 secs
Angle: closeup to the bubbles



Scene 7: sunshine coming in
rec duration: 2 minutes
Footage use time: 10 secs
Angle: eye level / front view



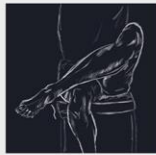
Scene 8: showering
rec duration: 10 mins
Footage use time: 15 secs
Angle: feet level



Scene 9: jogging
rec duration: 30 mins
Footage use time: 25 secs
Angle: below



Scene 10: alarm buzzing
rec duration: 5 secs
Footage use time: 5 secs
Angle: top / close up view



Scene 11: shaking legs
rec duration: 1 minute
Footage use time: 10 secs
Angle: knee level / close up



Scene 12: sleeping
rec duration: 30 secs
Footage use time: 10 secs
Angle: distant side view



Scene 13: playing video games
rec duration: minute
Footage use time: 15
Angle: close up



Scene 14: door closing
rec duration: 10 secs
Footage use time: 10 secs
Angle: front view



Scene 15: grocery shopping
rec duration: 10 minutes
Footage use time: 25 secs
Angle: multiple angles



Scene 16: rainy weather scene
rec duration: 5 minutes
Footage use time: 10 secs
Angle: below



Scene 17: drinking
rec duration: 5 minutes
Footage use time: 20 secs
Angle: multiple angles



Scene 18: texting
rec duration: 2 minutes
Footage use time: 10 secs
Angle: side view



Scene 19: drunk walk
rec duration: 40 minutes
Footage use time: 25 secs
Angle: behind



Scene 20: opening the door
rec duration: 2 minutes
Footage use time: 10 secs
Angle: front / knee level



Scene 21: smoking in bed
rec duration: 3 minutes
Footage use time: 15 secs
Angle: front view

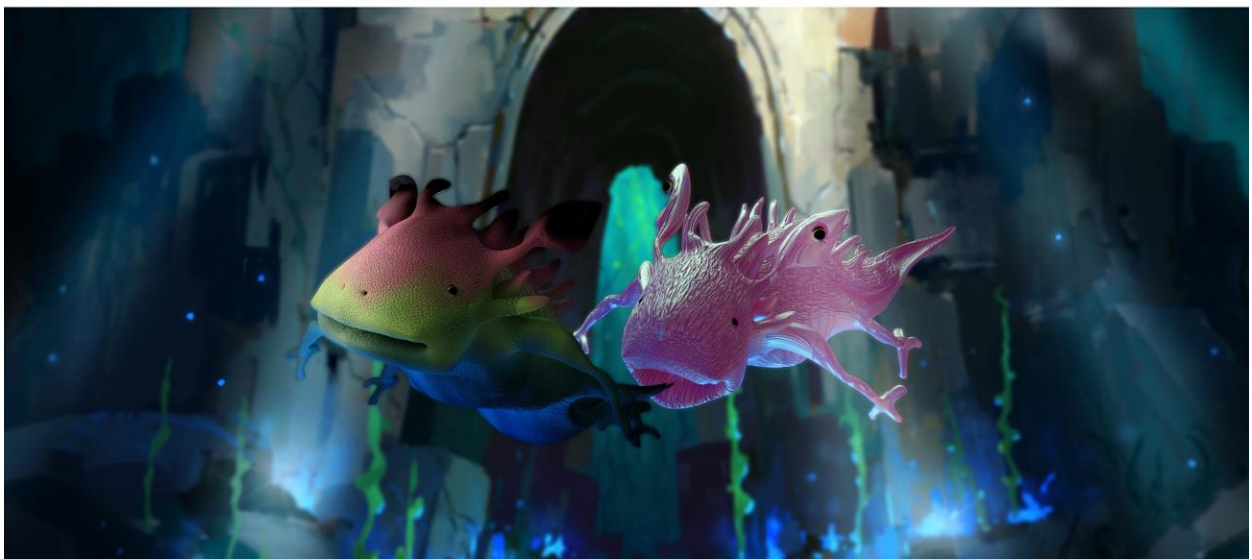
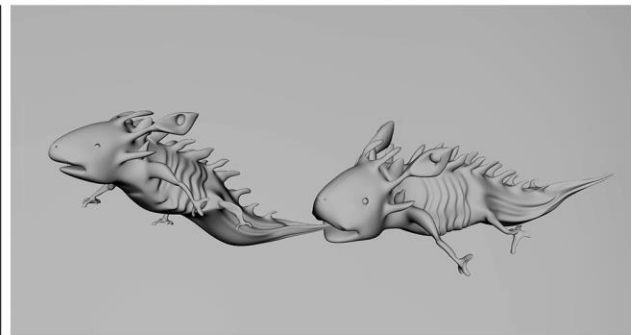
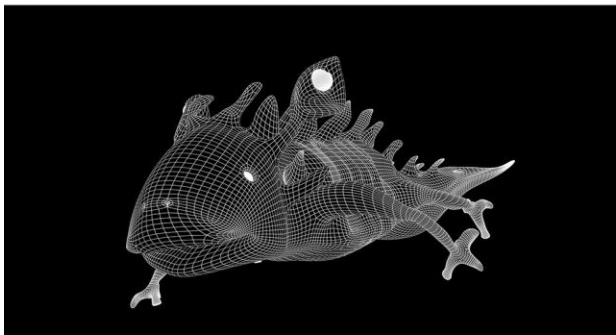
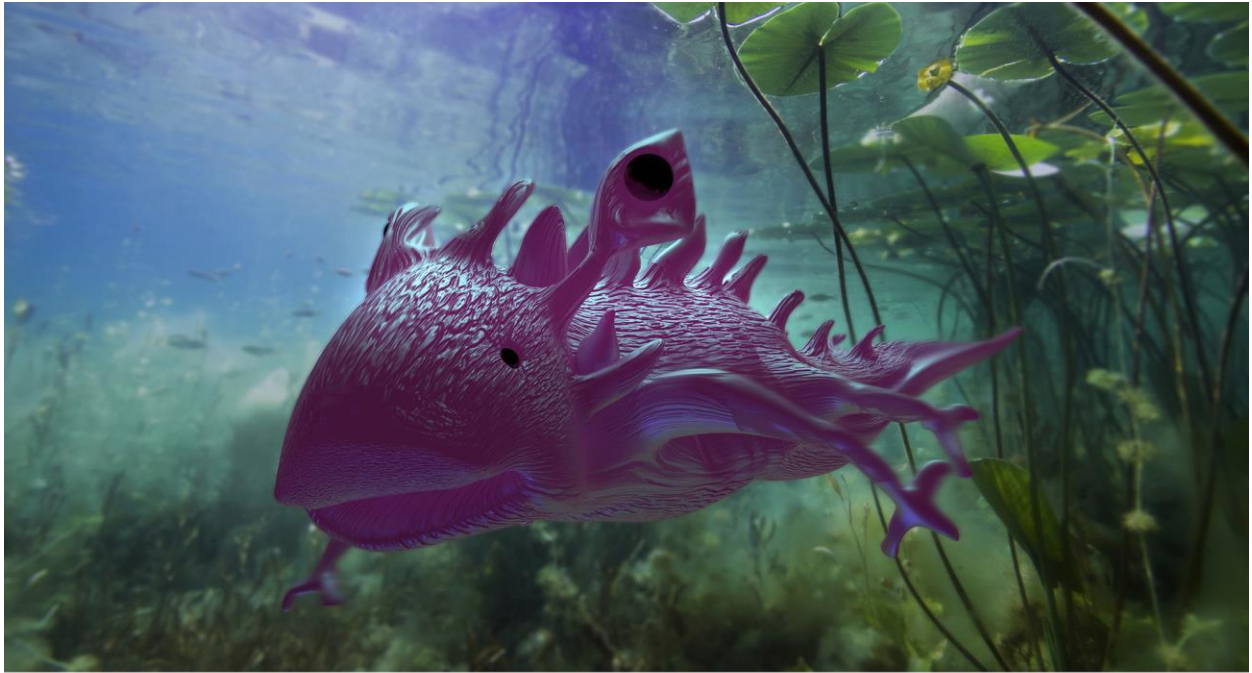


Scene 22: taking pills
rec duration: 30 seconds
Footage use time: 10 secs
Angle: top view

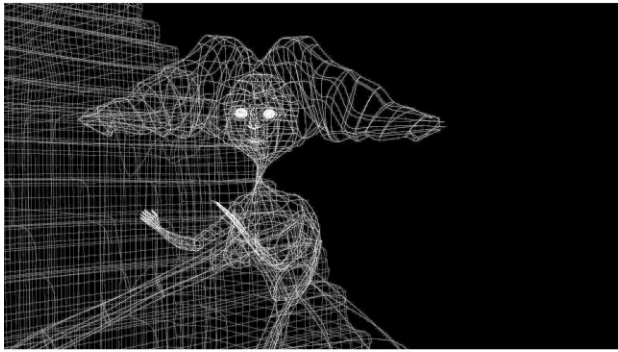
Dichotomy by Melis Koçer

Video Link: https://youtu.be/qV_sWXzvoRA

VA433/529 – 3D Modeling:



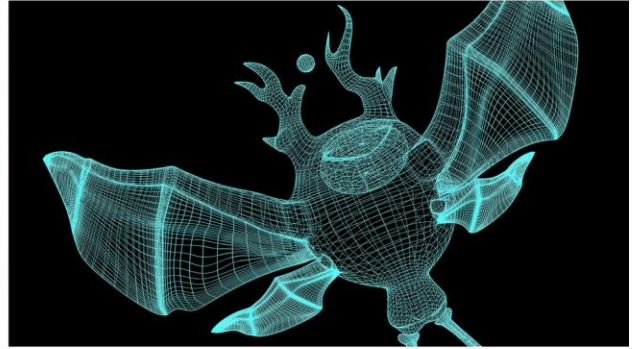
Ilgin Harput



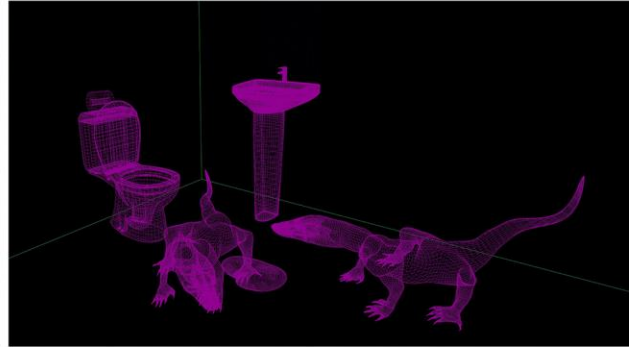
Begum Erinc



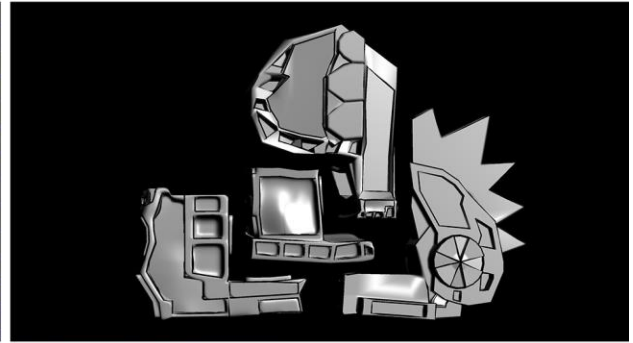
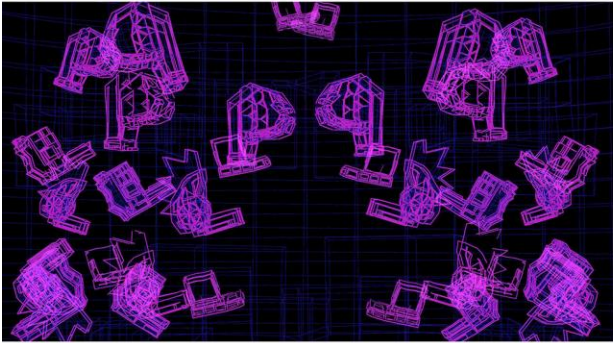
Berna Yıldırım



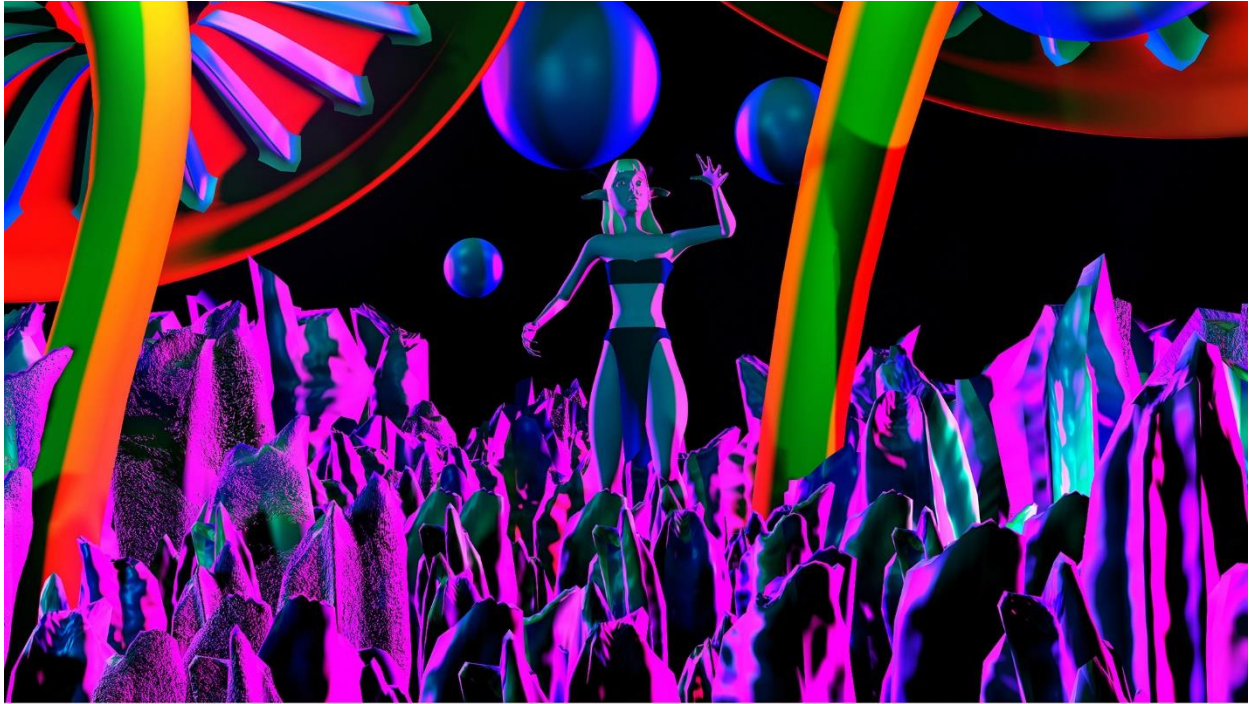
İdil Kapıkıran



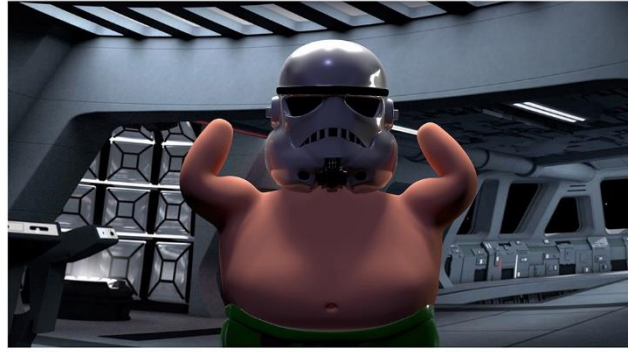
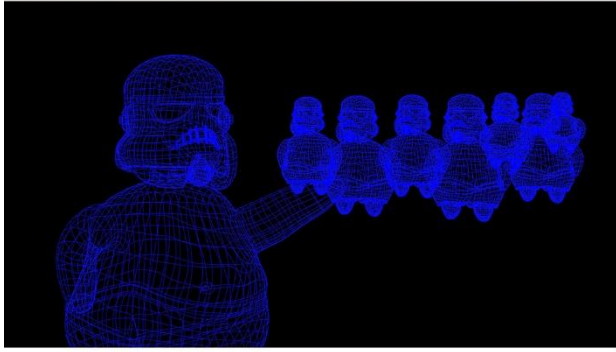
Sinem Başar



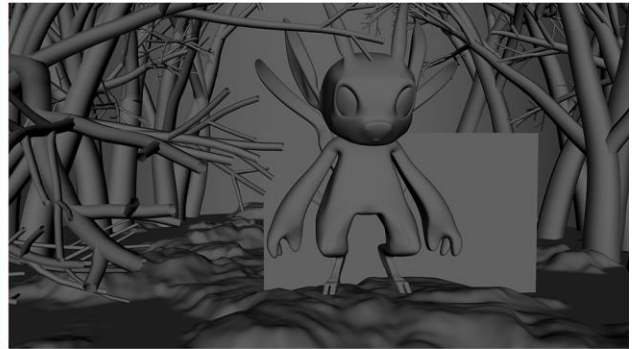
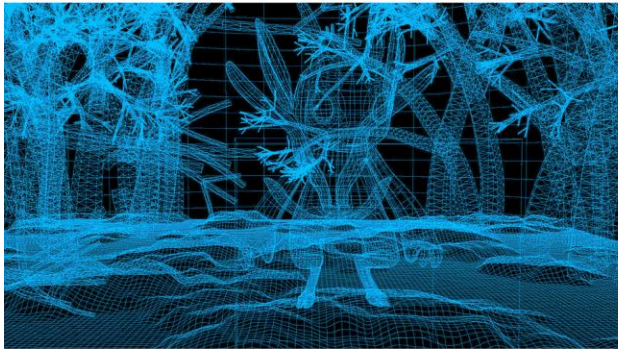
Kıvanç Sert



Zeynep Erkman



Yavuz Yalçın



Alp Cihan



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