

ADVANCED ARCHITECTURAL DESIGN

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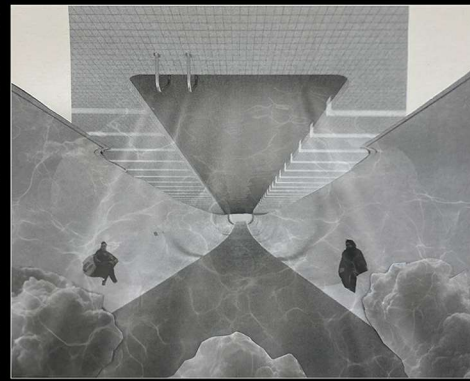


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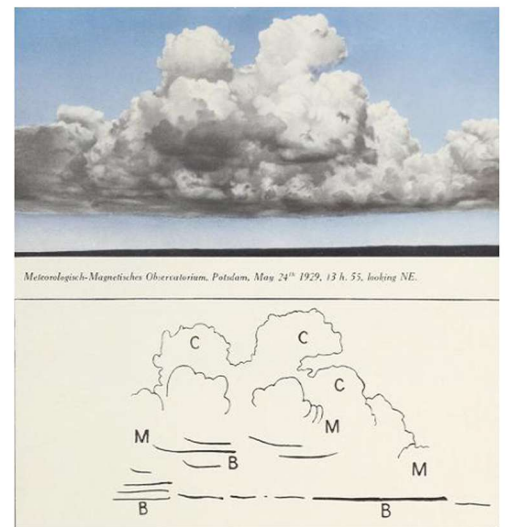
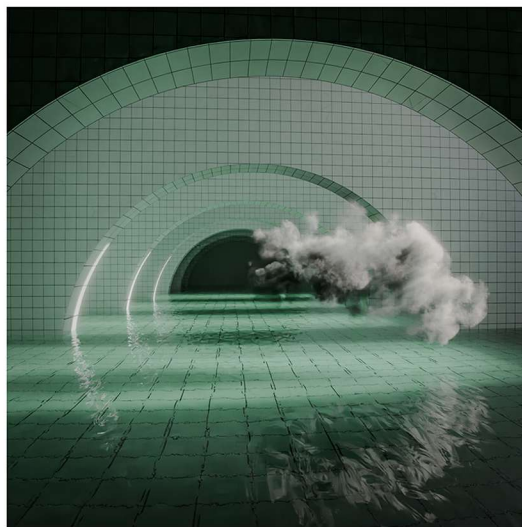
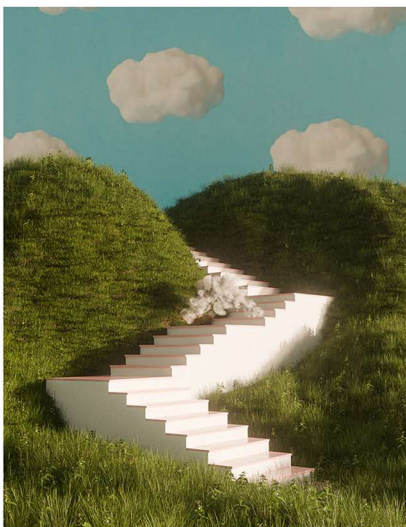
The architecture of these scenes emerges from dream worlds where reality feels heightened more vivid, yet subtly wrong.

Repetition of corridors, tiles, and lighting patterns constructs spaces that feel endless and detached. These environments blur familiarity and fiction, laying the foundation for a building that challenges our sense of place and perception.



These early collage experiments helped shape the spatial language of the project translating emotional states into atmospheric environments.

The sequence of the ice room, pool, and steam room began here as an architectural metaphor for the transformation of water, mirroring the character's shift between internal realities. Textures, light, and fog suggest a sensory journey where the line between material and immaterial dissolves.



This series of visual experiments explores the dreamcore aesthetic a surrealist approach that evokes the hazy logic of dreams through liminal spaces, soft lighting, and spatial ambiguity. Repetition, distortion, and nostalgic eeriness shape these environments, creating a sense of disorientation within familiarity. Clouds and fog act as metaphors for the blurred boundary between reality and imagination, dissolving the edges of space and perception. These scenes immerse the viewer in a world where the physical and the psychological meet a gateway between waking life and the dream state.

This elevation captures the core architectural gesture of the project: a moment of rupture within the ordinary. The building is situated between two typical English-style homes on a quiet street in Peckham, London its placement deliberate, its contrast intentional.

At first glance, it mimics its surroundings through the use of familiar materials like brick, but upon closer inspection, the illusion collapses. The entire facade is constructed of glass bricks, each embedded with an air gap filled with xenon gas.

The gas reacts with light to emit a soft, surreal glow, giving the structure an almost holographic presence. It becomes both present and absent, reflective and transparent, simultaneously belonging and resisting. In daylight, it appears like a faint mirage; at night, it radiates a subtle luminosity, evoking the dreamlike quality of dissolving reality. This architectural intervention disrupts the rhythm of the street not by shouting, but by slipping into another dimension gently suggesting that the boundary between real and unreal is thinner than it seems.



This image reflects the origin point of the entire project an early exploration in which I stood behind a wavy glass surface, my figure visible yet fractured. That distorted self became the first glimpse of the fragmented character at the heart of the narrative: someone caught between the waking world and a dream. In this new interpretation, figures are now placed behind translucent glass bricks, surrounded by a thick atmospheric smoke.

The bricks distort their outlines; the smoke dissolves their forms. Their identities blur into the architecture itself, merging with the liminal space they occupy. This moment isn't just visual it is psychological. The distortion mimics the feeling of unreality, of drifting out of sync with time and place, of questioning the validity of what we call the real. The room becomes a threshold an in-between space where dream and consciousness intersect. By materializing that feeling of disconnection and warped perception, this piece sets the tone for the rest of the project: architecture as a vessel for altered states.

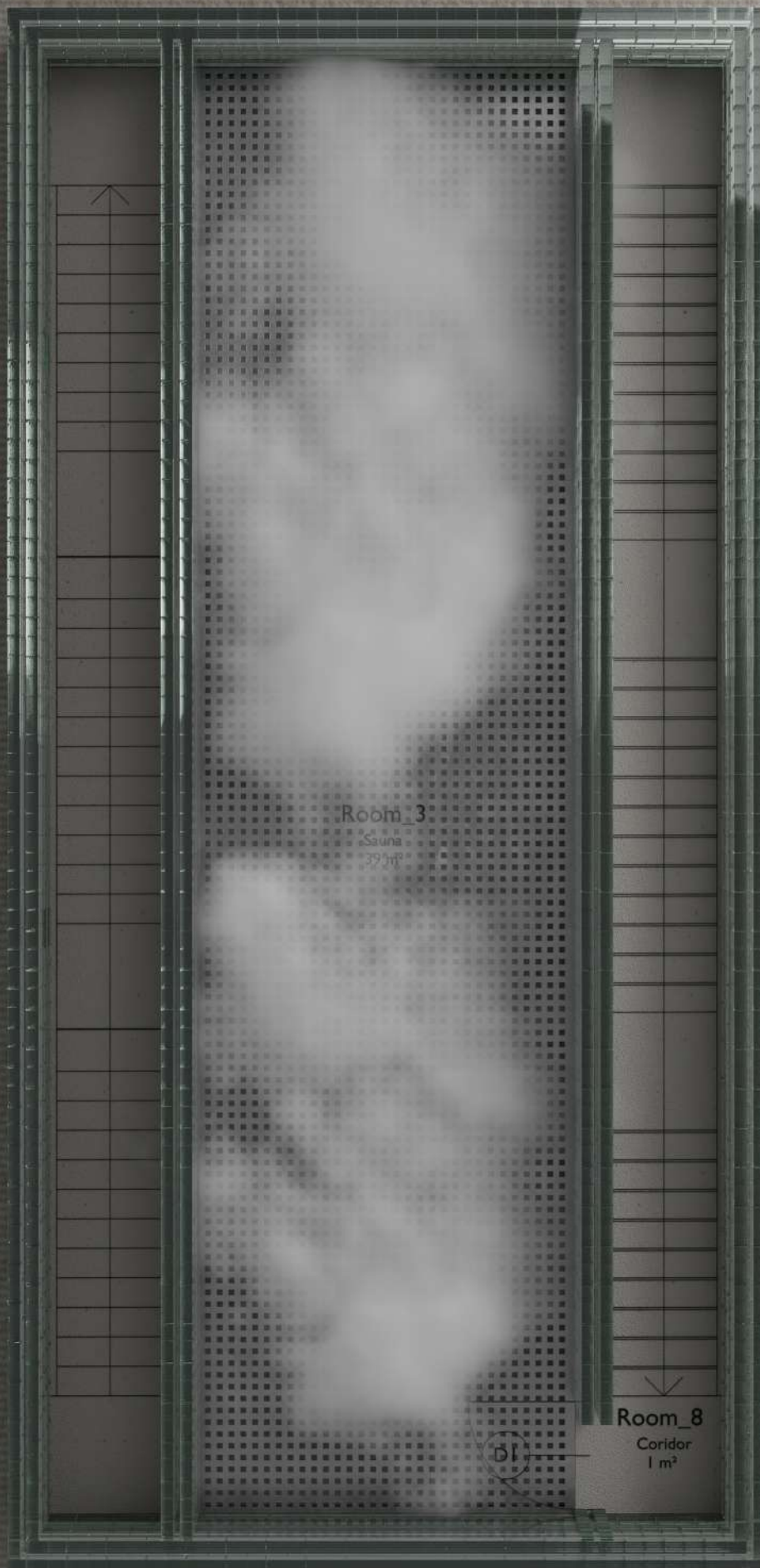
The project begins with a fragmented character caught between two worlds reality and dream. His perception glitches as familiar environments start to feel unreal, repetitive, and hollow.

The distorted glass becomes a threshold between states bending and blurring the world behind it, it suggests a shift in perception. As the character peers through, reality warps, creating the illusion that he is drifting into another dimension. This visual distortion reflects his psychological state, where the boundary between the real and the imagined begins to dissolve.





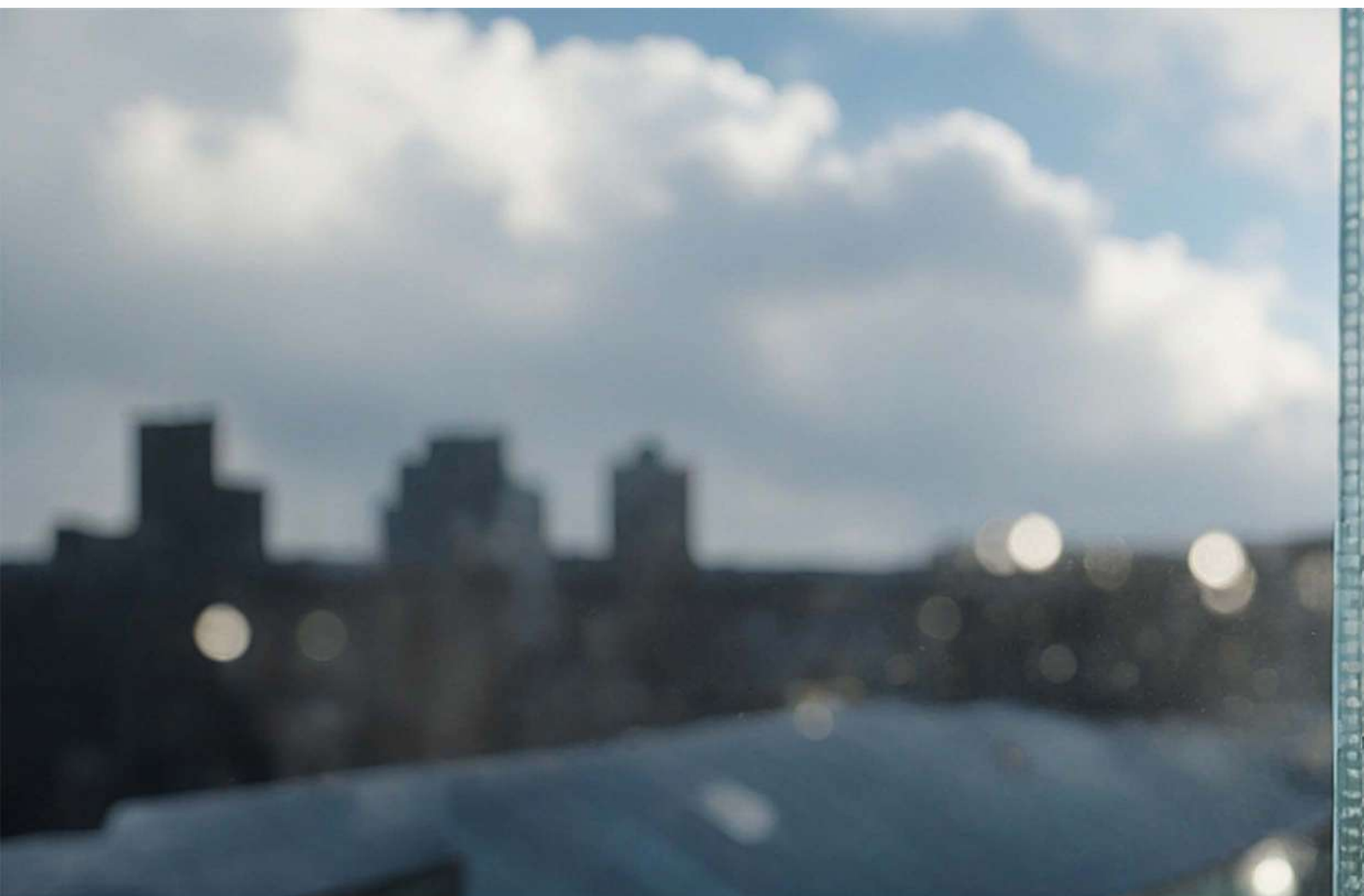
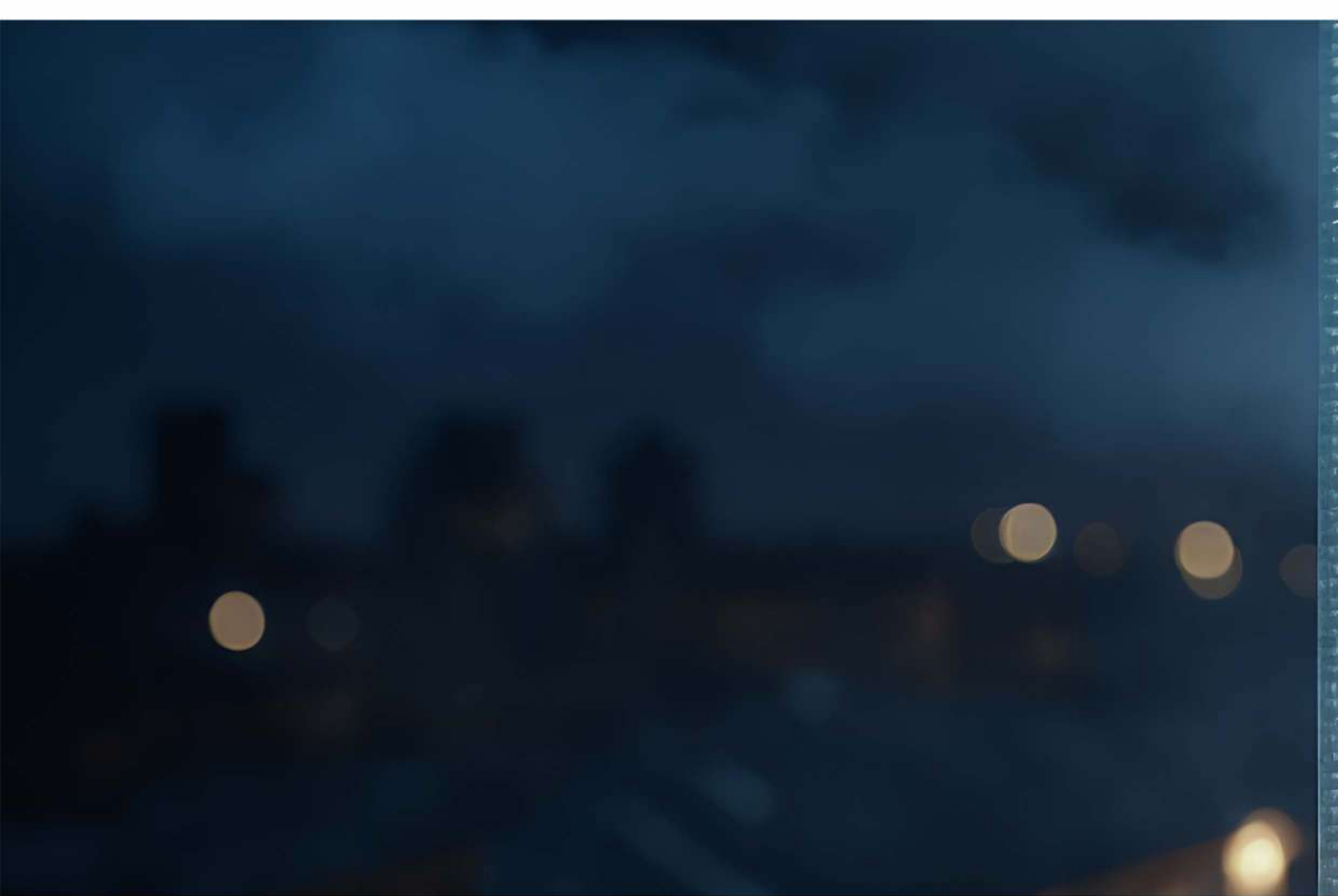
GROUND
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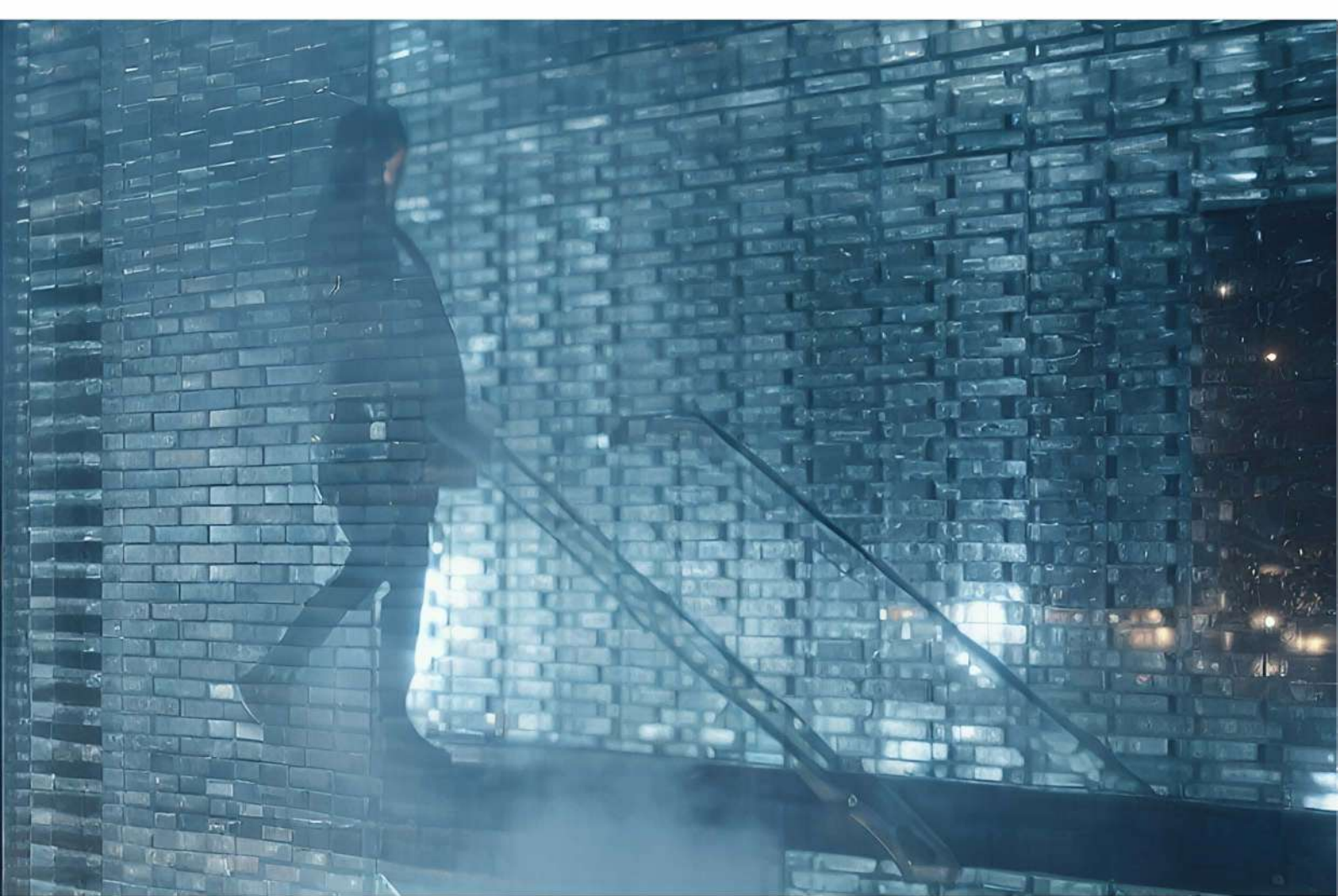


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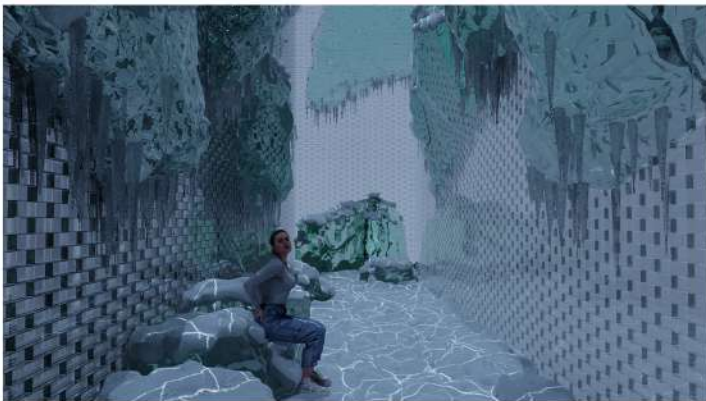


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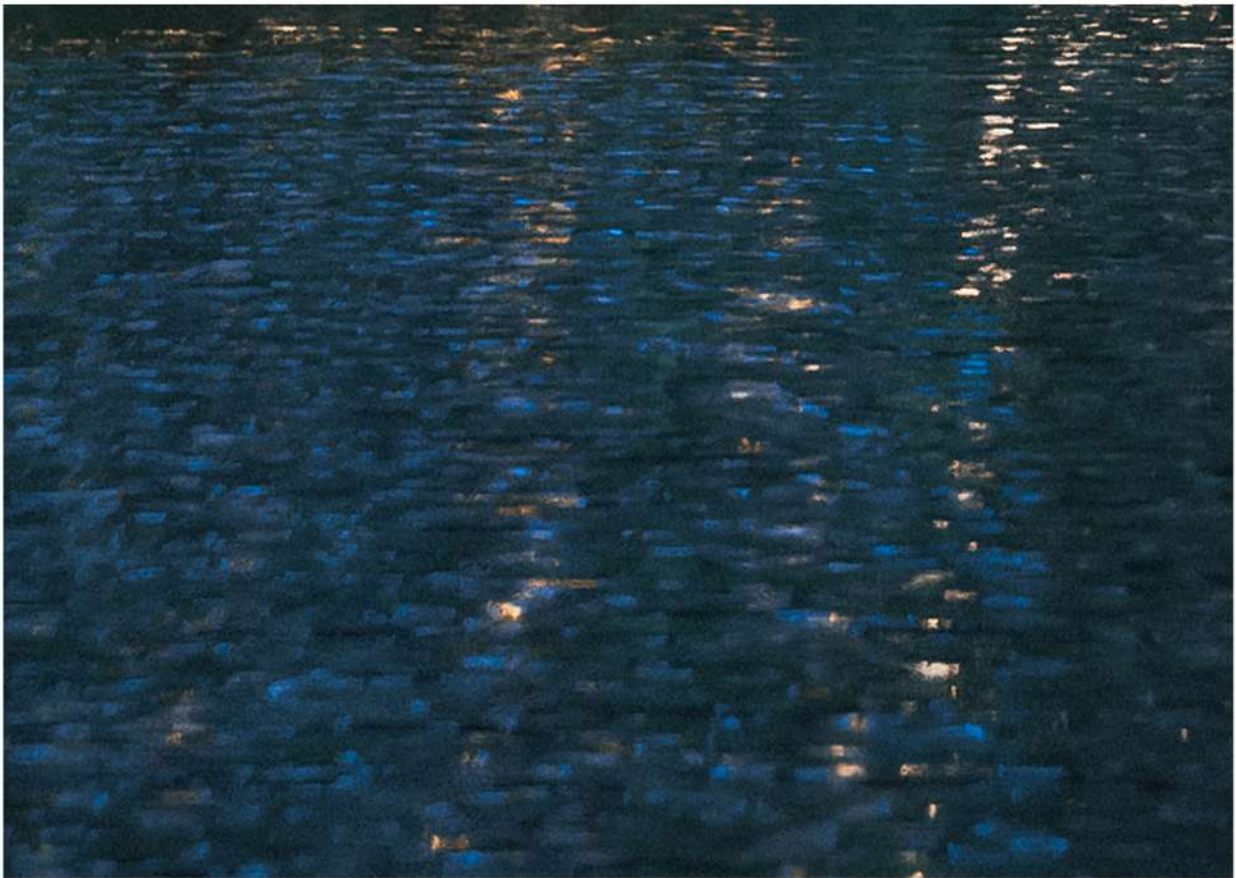






The interior spaces are designed as an experiential extension of the project's core idea: the transition between states between reality and dream, between physical and immaterial. Each floor corresponds to a different state of water, acting as both a spatial and metaphorical transition. The ground level, the ice room, is still and reflective, evoking a frozen moment where time and perception are held in suspension. This mirrors the initial stage of disconnection experienced by the character when repetition and the uncanny start to disturb the logic of everyday life. Moving up to the pool room, the body enters a more fluid environment. The use of glass bricks and reflective surfaces, combined with the presence of floating clouds and vapor, blurs the distinction between the interior and the sky. The space begins to feel less grounded both physically and perceptually mimicking the character's shift into a dream state. The transparency and repetition of the materials enhance the sensation of disorientation and immersion. The final level, the steam room, becomes the most abstracted space. Visibility is low, boundaries are obscured, and the sensation of space becomes more about atmosphere than form. This spatial logic is consistent with the character's psychological progression: as he moves further from reality, the spaces become less defined and more immersive. The architecture supports this narrative by using material transitions, atmospheric conditions, and spatial ambiguity to simulate a drift away from the familiar and into the unknown. Each room is not just a programmatic zone but a stage in a perceptual journey designed to feel like moving through layers of consciousness.





This visual shows how reflections behind glass bricks and on water distort reality, turning familiar shapes into abstract, dreamlike forms. The rippling surface and refracted light blur what's real, making the space feel surreal and detached. It transforms simple materials into a sensory experience, where architecture feels emotional and almost hallucinatory.

