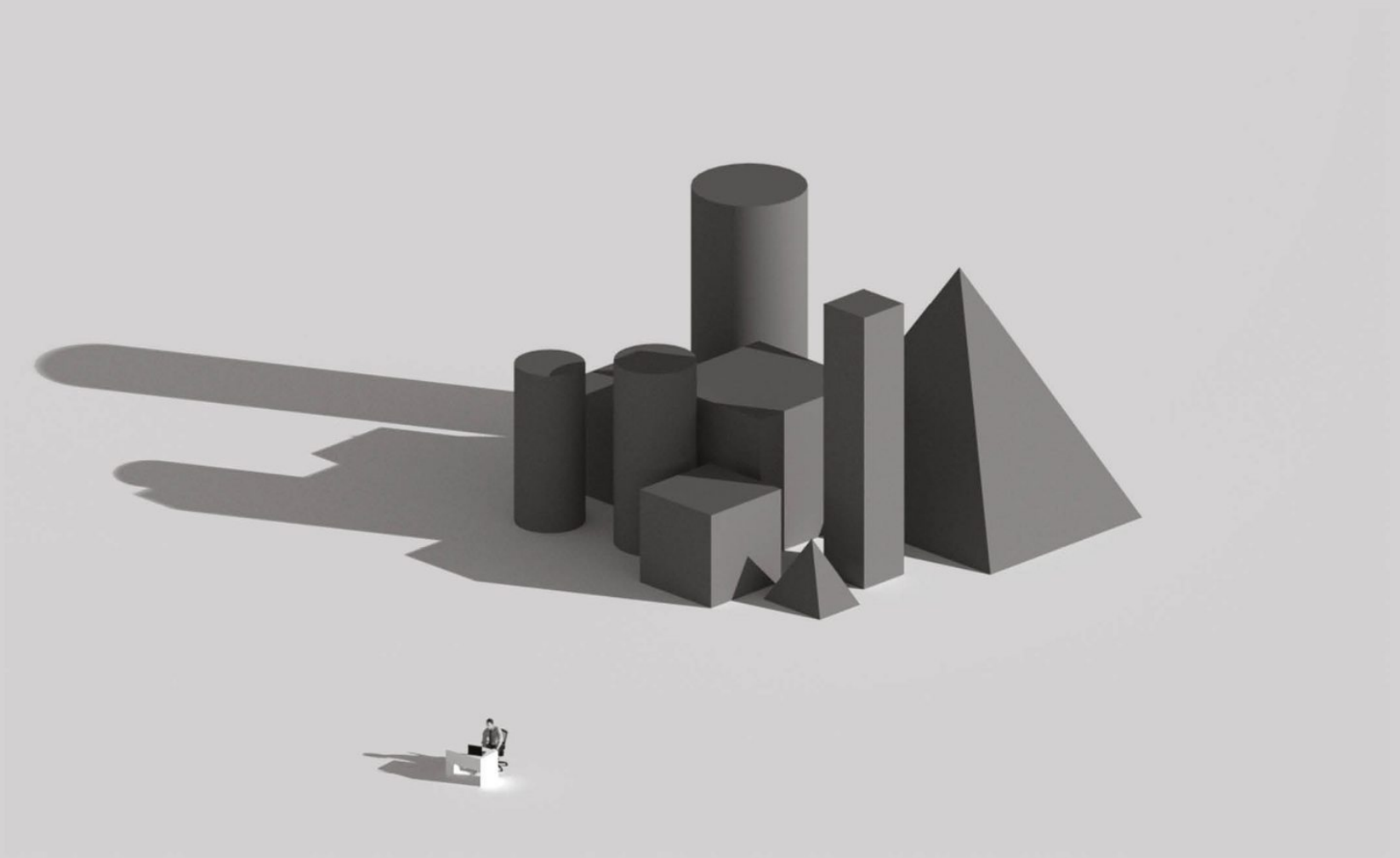




B | **POR
TFO
LIO**
BERK KOŞAR



BERK KOŞAR

CV & PORTFOLIO

I was born and live in Istanbul, Turkey. I am studying master's degree in Architecture and Urban Regeneration at Sapienza University of Rome in Italy. I had a minor in the Department of Interior Design at Beykent University. I am also studying for an Associate's Degree in the Department of Real Estate Management at Anadolu University.

On my way to architecture, I study to improve my skills and discover my identity in architecture. For this purpose, I always try to participate in workshops, seminars, and competitions and learn more in other ways. I am more interested in sustainable, ecological and contemporary architecture.

This portfolio is a curation of my personal and academic work.

Berk Koşar



CONTENT

CURRICULUM VITAE	6
01 THE DEAD END <i>Architectural Design Studio III</i>	8
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- CV -
BERK KOŞAR

Architect / Interior Designer / Real Estate Manager



- ABOUT -

I was born and lived in Istanbul, Turkey. Currently, I live in Rome, Italy.

I am studying for a Master's degree in Architecture and Urban Regeneration at Sapienza University of Rome. At the same time, I am studying Real Estate Management at Anadolu University.

I have a Bachelor's degree in Architecture and a minor in Interior Design from Beykent University in Istanbul. Also, I accomplished an Erasmus+ exchange in Poznan, Poland for my Bachelor's degree.

On my way to architecture, I am working on improving my skills and discovering my identity in architecture. To this end, I am constantly attending workshops, seminars, and competitions, as well as learning in other ways. I am more interested in sustainable, ecological and contemporary architecture.

Berk Koşar

- BASIC INFO -

Name: Berk Koşar

Born: 15th June 1999

Birth place: Istanbul, Turkey

Residant place: Rome, Italy

Driving license: Class B

- LANGUAGES -

Turkish: Native

English: Fluent

German: Beginner

Italian: Beginner

- CONTACT -

✉ berkkosarc@gmail.com

☎ +393517493368

+905320674635

f /berkkosr

📷 /berkkosr

in /berk-kosar

Be /berkkosar



ACADEMIC

Sep 2022 - Jul 2024

Master's degree in **Architecture and Urban Regeneration**
Sapienza University of Rome (La Sapienza)

Feb 2022 - Jul 2022

Erasmus+ Exchange in **Architecture**
Poznan University of Technology (Politechnika Poznańska)

Sep 2018 - Jul 2022

Bachelor's degree in **Architecture**
Beykent University

Nov 2020 - Jun 2021

Minor's degree in **Interior Design**
Beykent University

Oct 2020 - Jun 2022

Associate's degree in **Real Estate Management**
Anadolu University

Sep 2017 - Jan 2018

Preparatory programme in **English**
Beykent University

Sep 2013 - Jun 2017

High School Diploma
Güç Kardeşler High School

WORK EXPERIENCE

May 2022 - Jun 2022

Architectural Project Manager Intern | **STP Trading GmbH**
Internship - Berlin, Germany

Feb 2020 - Apr 2022

Architectural & Graphic Designer | **Upwork**
Freelance (Remote) - Website

Jan 2022 - Feb 2022

Office Intern | **Fidan Architecture**
Internship - İstanbul, Türkiye

June 2021 - July 2021

Construction Site Intern | **DAP Yapı (Ormanköy Project)**
Internship - İstanbul, Türkiye

Apr 2021 - July 2021

Tourism Staff | **Mice Academy Human Resources**
Contract - İstanbul, Türkiye

May 2018 - Sep 2018

Front Desk Officer | **Demirören Şirketler Grubu**
Full time - İstanbul, Türkiye

Dec 2017 - Jul 2018

Sales Consultant/Sport Leader | **Decathlon Turkey**
Part time - İstanbul, Türkiye

VOLUNTEER EXPERIENCE

June 2021 - Aug 2022

Chairman of the Execute Board | **Erasmus Student Club**
Beykent University, İstanbul/Turkey

June 2021 - Present

Volunteer | **TEMA Foundation**
İstanbul/Turkey

Apr 2021- Present

Member | **OpenStreetMap Foundation**
Online

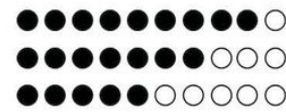
Oct 2019- Present

Volunteer | **Istanbul Culture and Sport Organization**
İstanbul/Turkey

TOOLS



Autocad
Revit
3ds Max



SketchUp



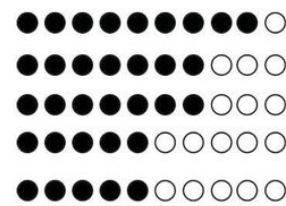
Vray



Lumion



Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Adobe Premiere Pro



MS Office



INTERESTS



Sketching



Travelling



Reading/Researching



Playing guitar



Cycling



Swimming

CERTIFICATES & PARTICIPATIONS

Erasmus+ Youth Exchanges (Vote your choice+ in Costinesti, Romania) 05.11.2022 - 13.11.2022	European Commission
Erasmus+ Training Course - Impact Measurement (Be the Change You Want to See in Poznan, Poland) 20.04.2022 - 26.04.2022	Service Civil International (SCI)
Erasmus+ Youth Exchanges (Bizz2Youth in Riga, Latvia) 10.04.2022 - 18.04.2022	European Commission
Basic Design Principles 31.12.2021	Institute Istanbul
Photoshop Basics for Web Design 31.12.2021	Institute Istanbul
Erasmus+ Youth Exchanges (H.O.P.E Heroes of Planet Earth in Hollókő, Budapest, Hungary) 10.11.2021 - 20.11.2021	European Commission
Erasmus+ Strategic Partnership (Games as Tool for Social Change in Wisła, Poland) 05.10.2021 - 13.10.2021	European Commission
Erasmus+ Youth Exchanges (Active is Fun in Bakonyzentlászó, Hungary) 05.09.2021 - 12.09.2021	European Commission
Open Source Volunteering Programme 29.04.2021 - 15.07.2021	Youth Season Association
E-Commerce and Digital Marketing 16.03.2021 - 06.05.2021	Beykent University
Excel Calculations and Basic Functions Tutorial 29.03.2021	Beykent University
Introduction to Illustrator Program with Applications 27.02.2021	Institute Istanbul
Autocad 2D Drawing (Basic Level) 27.02.2021	Institute Istanbul
Experiential Learning and Youth Works 07.12.2019 - 08.12.2019	Experiential Training Center
Erasmus+ Youth Exchange (Colours of European Cultural Heritage in Piekary Slaskie, Poland) 12.10.2019 - 20.10.2019	European Commission
Diction 25.11.2017 - 17.02.2018	Institute Istanbul

COMPETITIONS

Amorf Natural Stone Design Project 26.07.2021	Certificate of Participation
Open Space Maritime, Sailing and Marine Environmental Awareness 26.07.2021	Exhibition & Certificate of Participation

WORKSHOPS

Department of Interior Design Wall Workshop 24.04.2021 - 02.05.2021	Beykent University
Macigal Truth: Poem, Architecture and You 07.05.2021	ArchSocial
Re-discovering the "Home" (During the pandemic) 08.05.2021 - 23.05.2021	Beykent University

EXHIBITIONS

Department of Architecture Student Exhibition 2020 - 2021 Fall Term	Beykent University
Department of Interior Design Wall Workshop Exhibition 2020 - 2021 Spring Term	Beykent University
Department of Architecture Architecture During Pandemic 2020 - 2021 Spring Term	Beykent University
Department of Architecture Student Exhibition 2020 - 2021 Spring Term	Beykent University
Open Space Maritime, Sailing and Marine Environmental Awareness August 2021	Kalamış Sailing Club

REFERENCES

Selim GÜRSAN Project Manager at DAP Yapı	selimgursan@dapyapi.com +905497418737
Prof. Dr. Ayşe UĞUR TÜTENGİL Head of Architecture Department at Beykent University	aysetutengil@beykent.edu.tr +905428110096
Prof. Dr. Ayşe Nilay EVCİL Lecturer at Beykent University	nilaye@beykent.edu.tr +905359484243



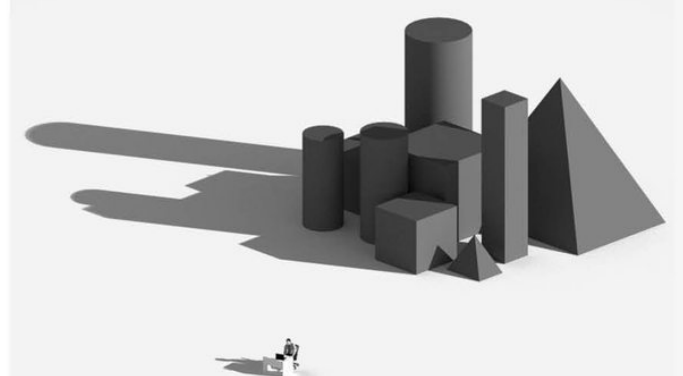
- SOCIAL MEDIA -



- PORTFOLIO -



- THE CITIES I'VE VISITED -





01_THE DEAD END

Architectural Design Studio III
Dr. Bilgen Dündar
2020-21 Fall Semester | Beykent University
Capo Dorso, Sardegna, Italy
War Museum

Sardinia Island, which has been a frequent destination for people since ancient times; conservation and discovery of nature, history and culture
It is a special place needed.

With the effect of being one of the most frequented and popular spots, Sardinia Island has attracted many civilizations and this has led to war on the island has brought. Local people built forts and shed blood to protect the island. One of these castles, Capo D'orsa Castle, reminds us of its epic history and the bloodshed, separating us from the main path.

It was constructed with dead-end roads leading to places and eventually to a dead end and turned into a multifunctional museum.





AA SECTION



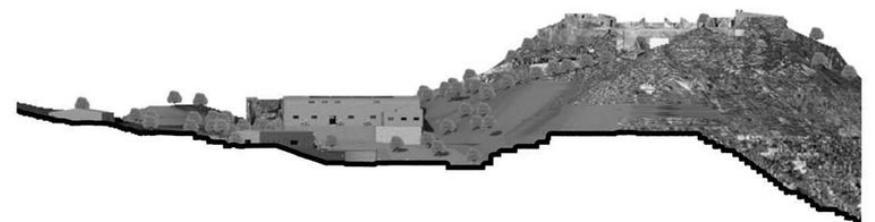
BB SECTION



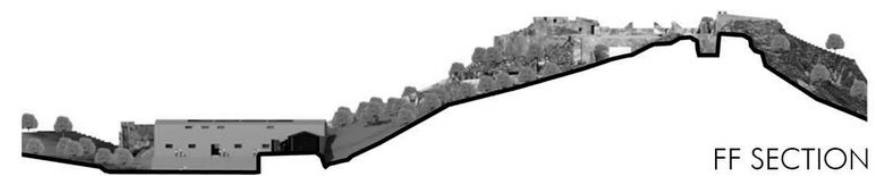
CC SECTION



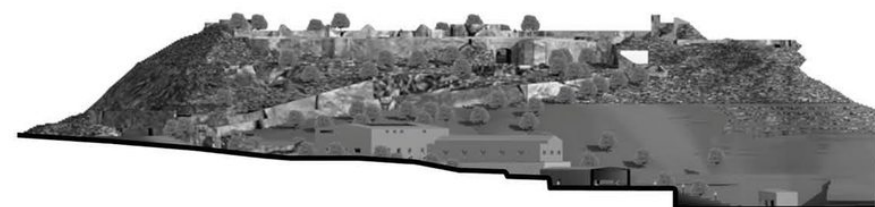
DD SECTION



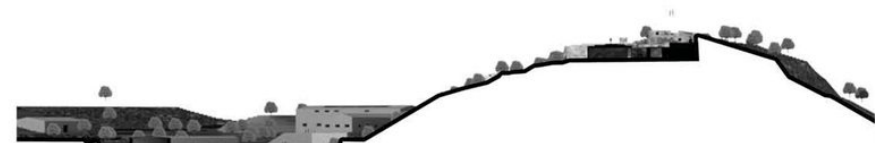
EE SECTION



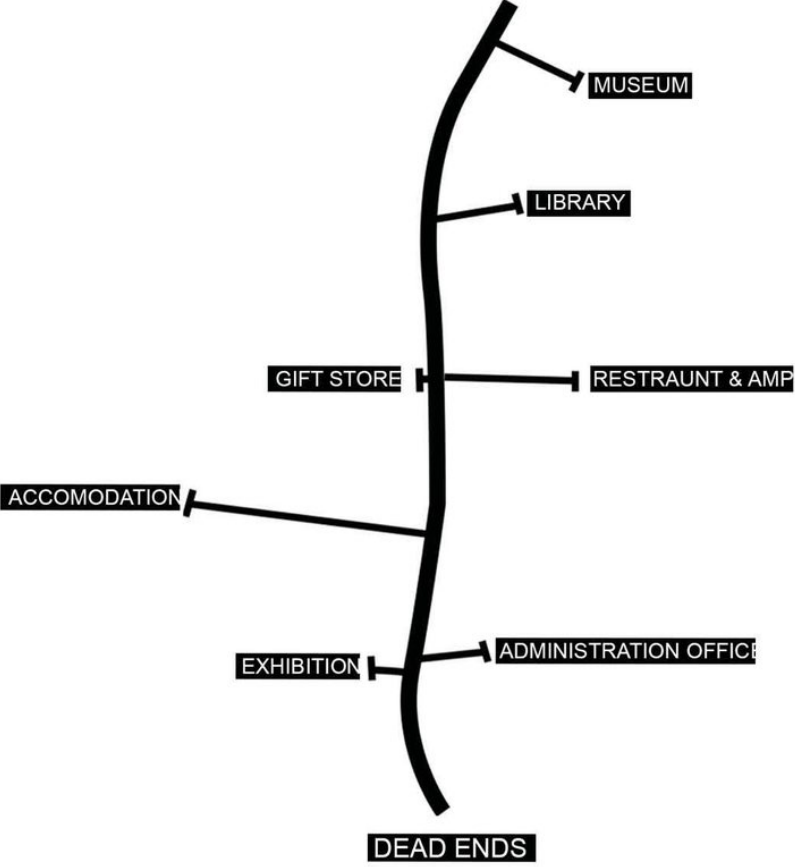
FF SECTION



HH SECTION



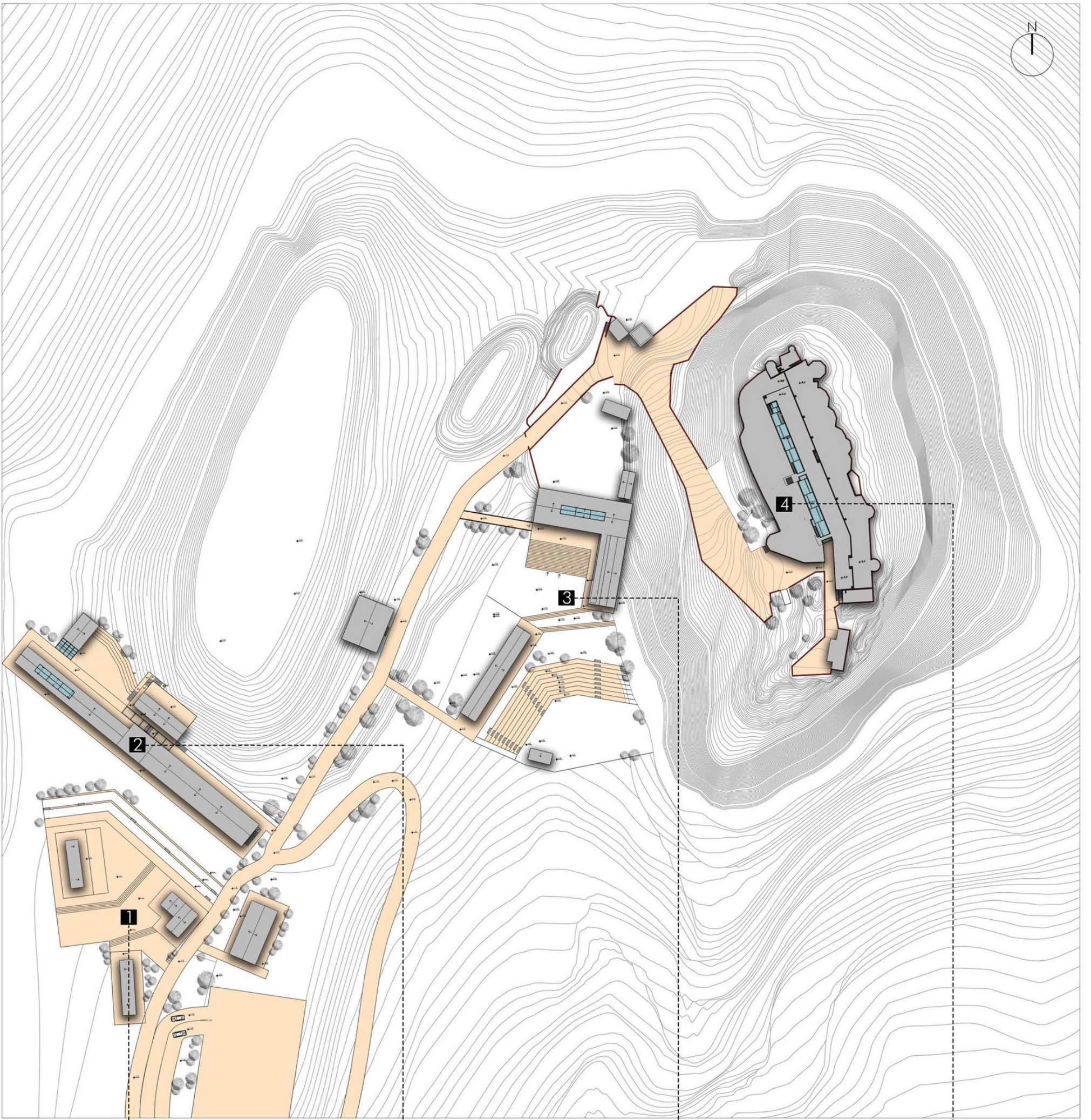
GG SECTION



Wooden material cut in the shape of the building.



Adaptation to the castle stairs.



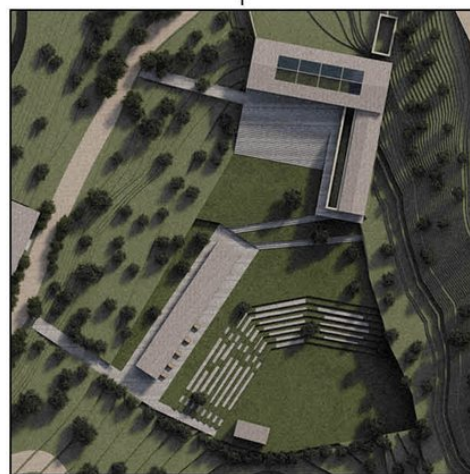
Site Plan



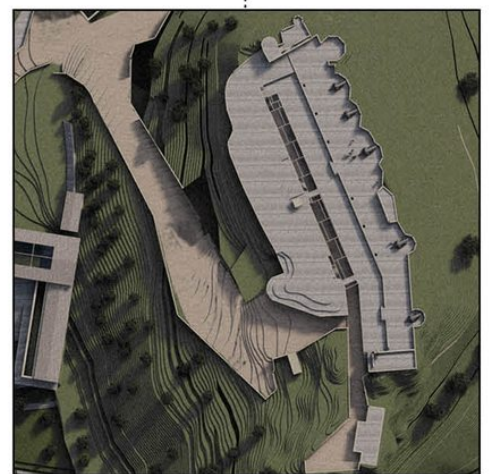
1. Exhibition



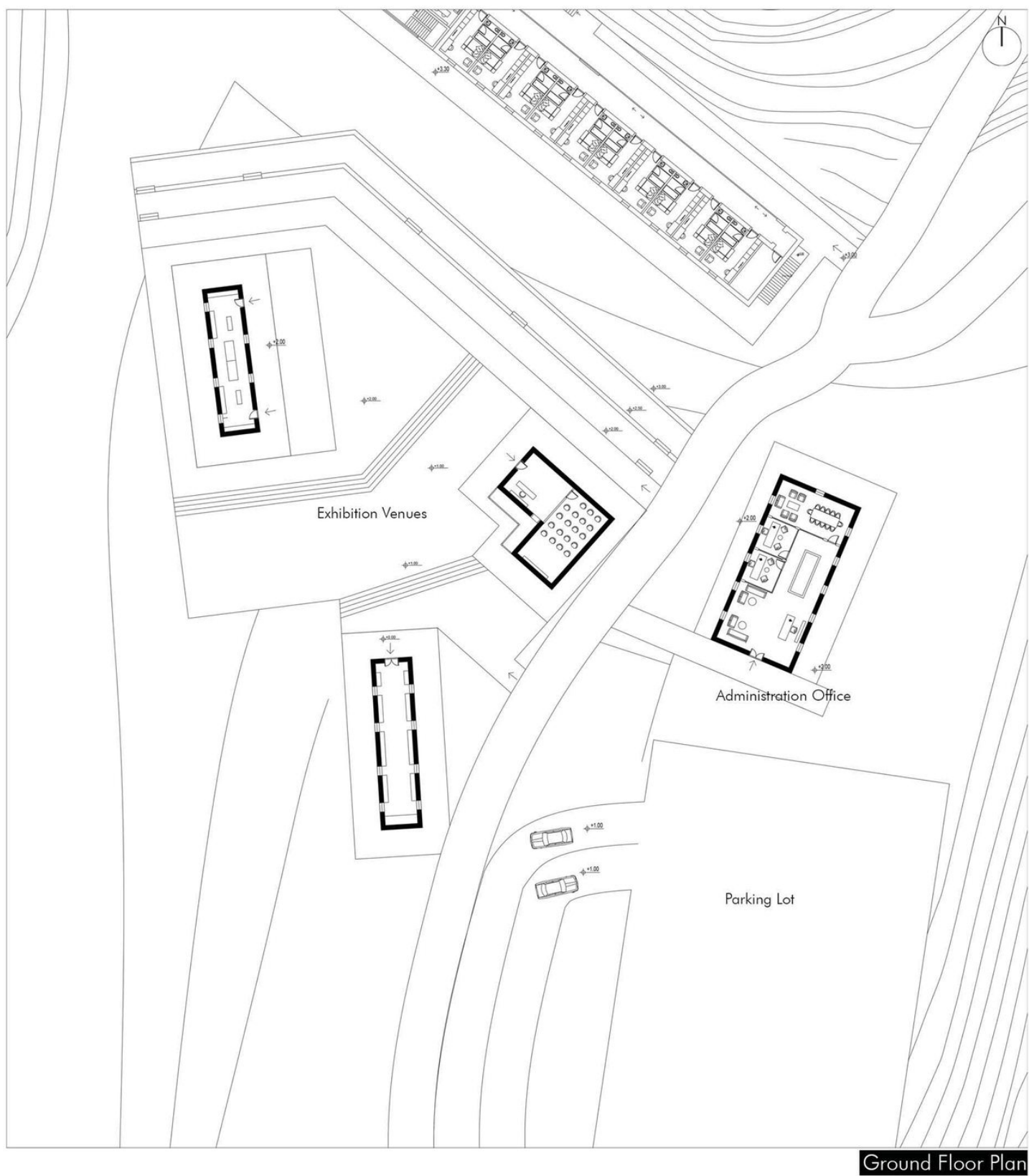
2. Accomodation

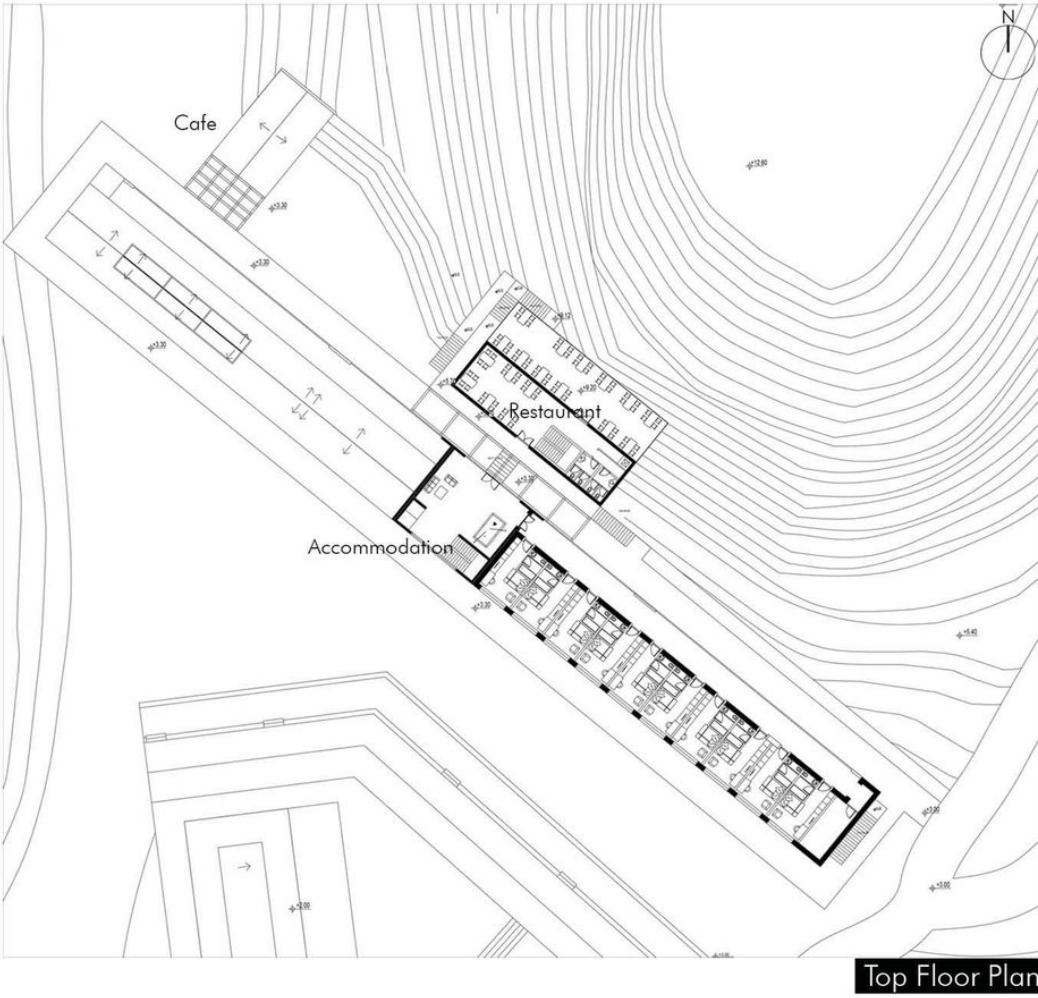
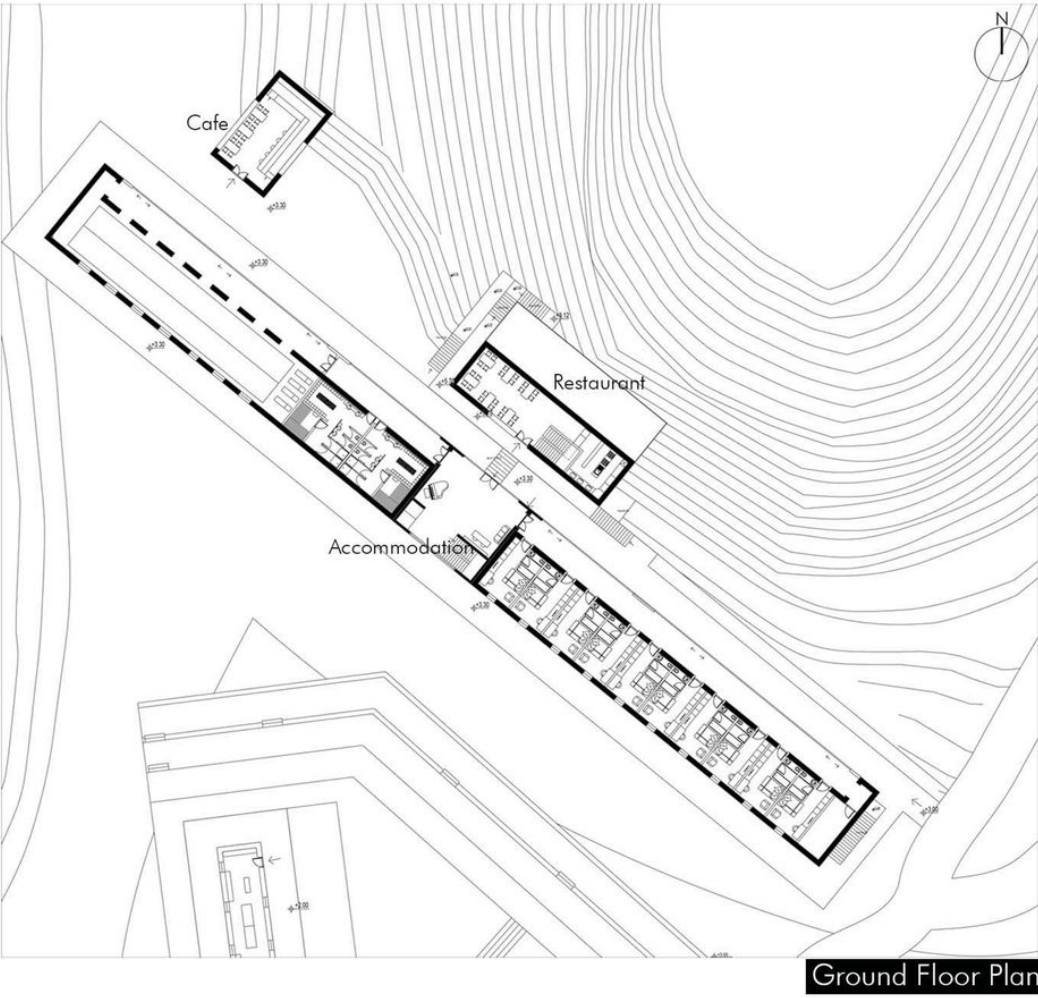


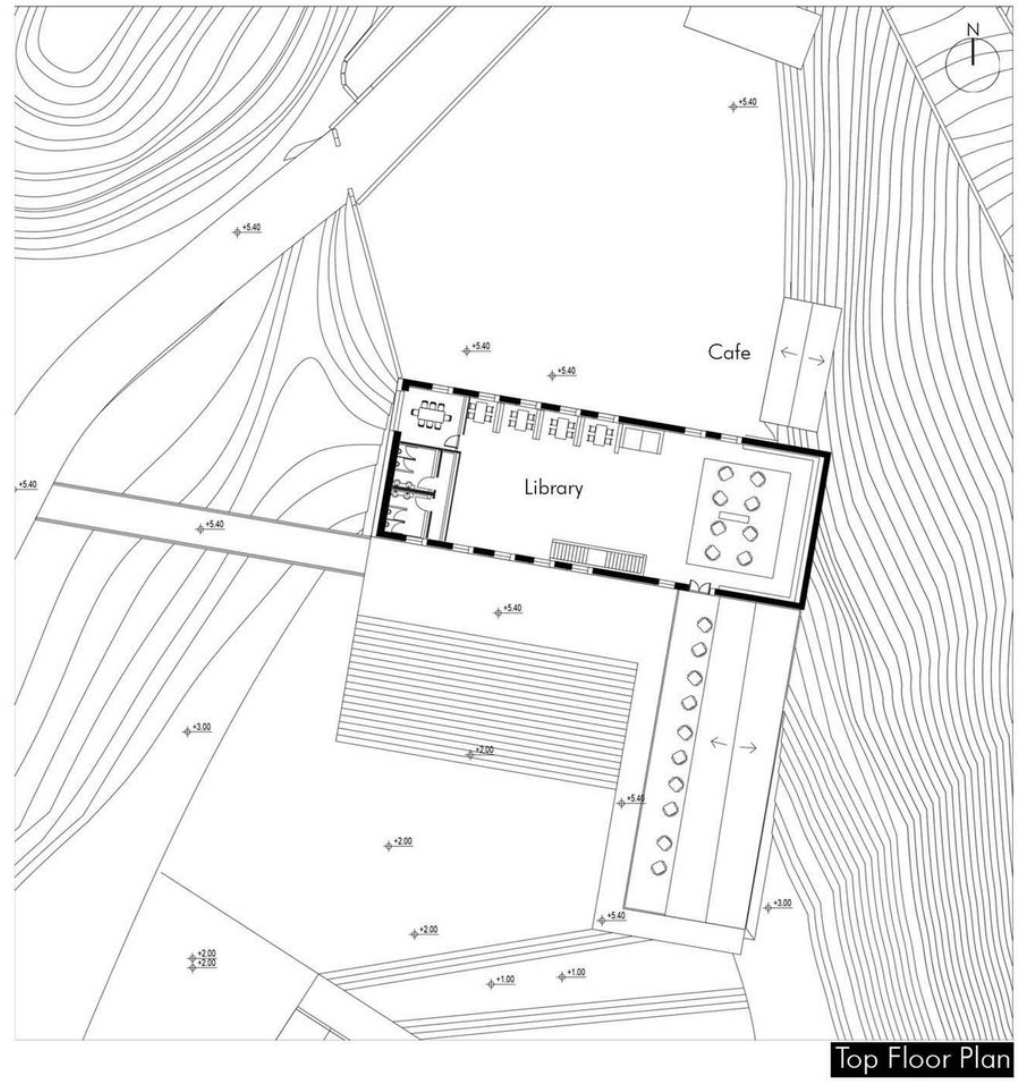
3. Restaurant & Cafe

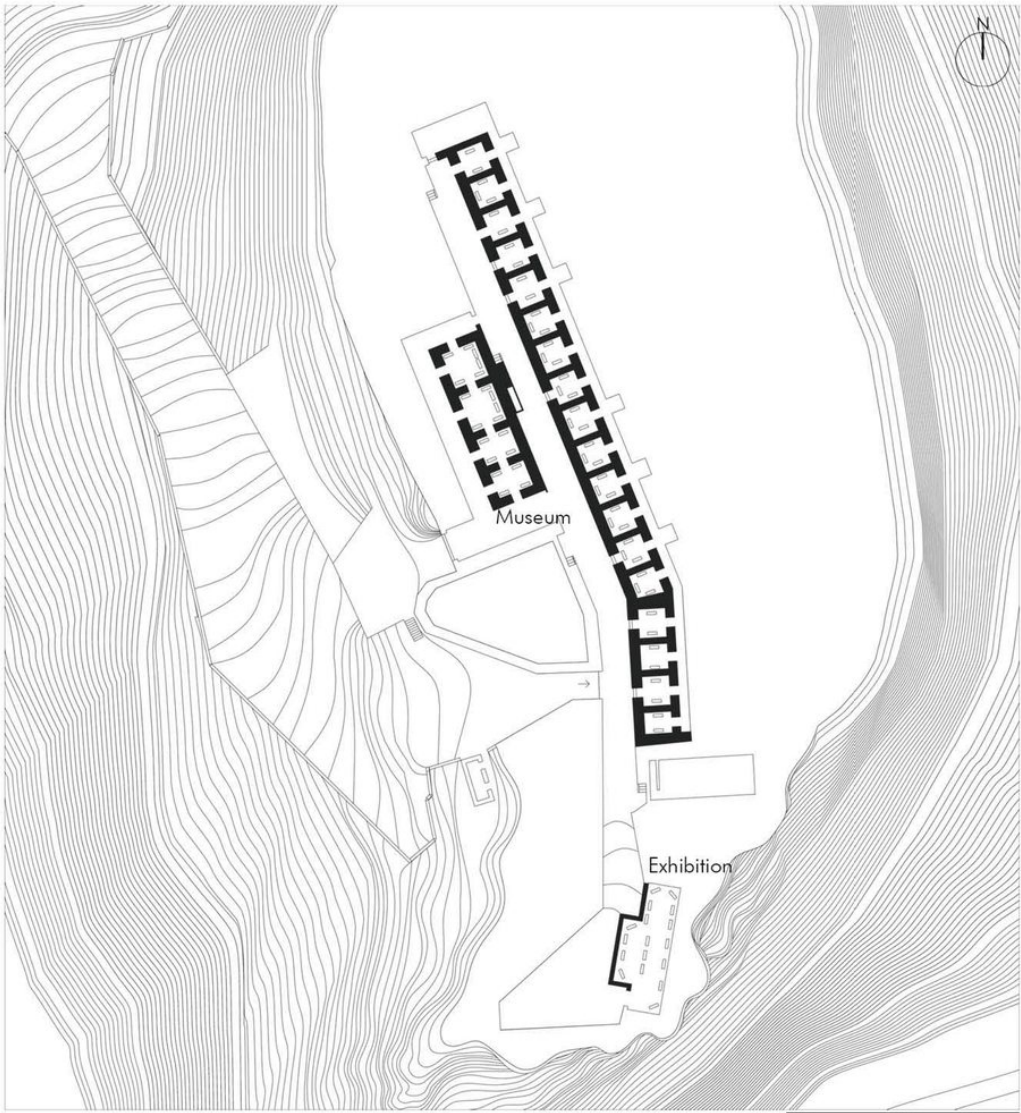


4. Museum

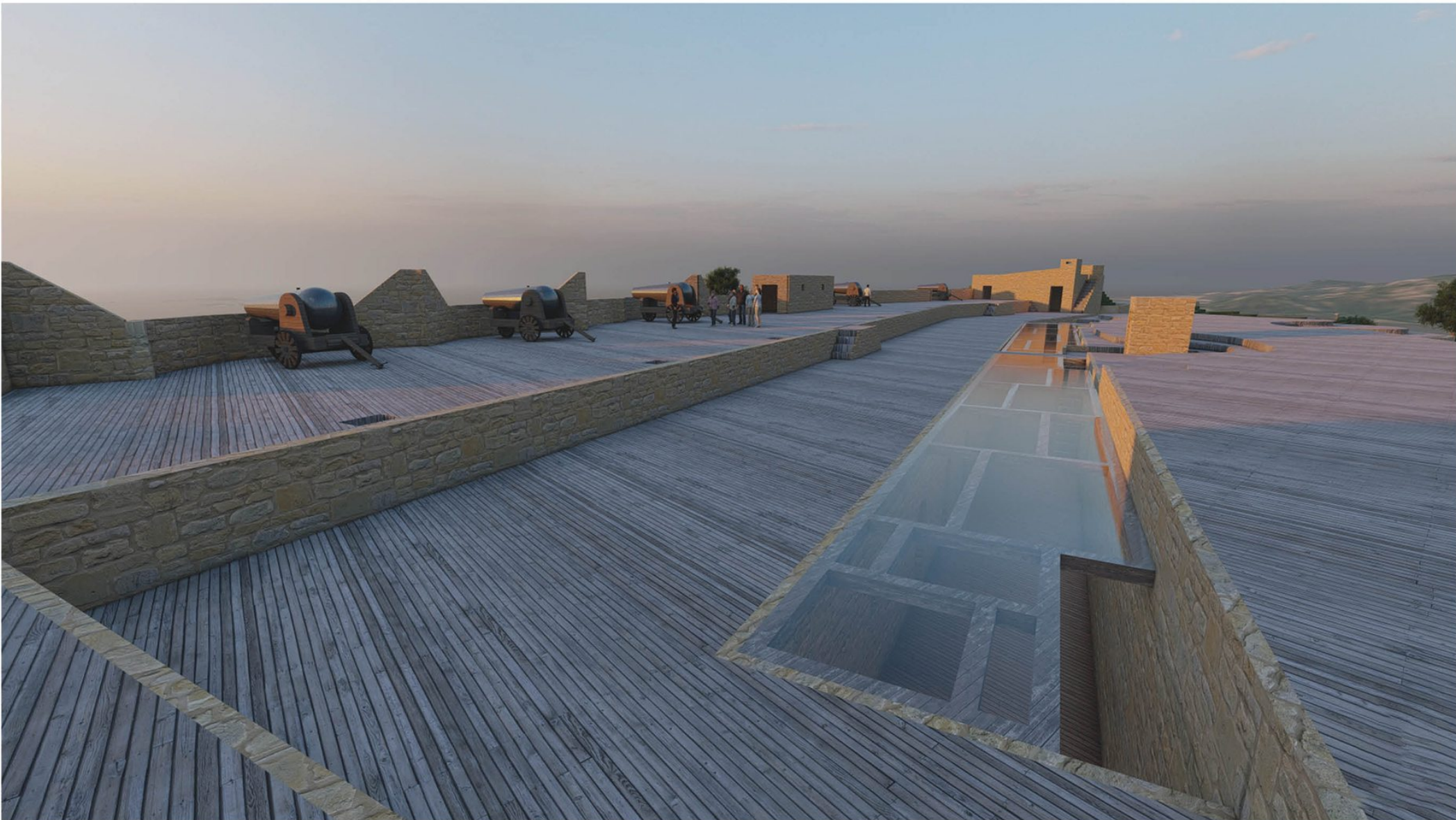
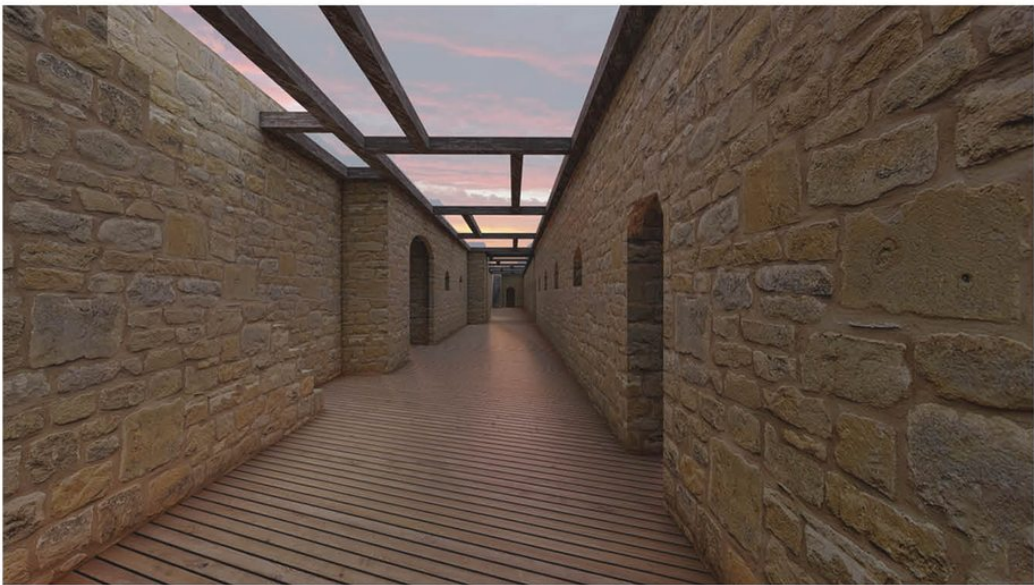








Ground Floor Plan





02_THE CROSSING TIME

Architectural Design Studio IV
Prof. Dr. Ayşe Uğur Tütengil | R.A. Hakan Ilıkoba
2020-21 Spring Semester | Beykent University
Nişantepe, Çekmeköy, İstanbul, Turkey
Student Center & Library & Dormitory

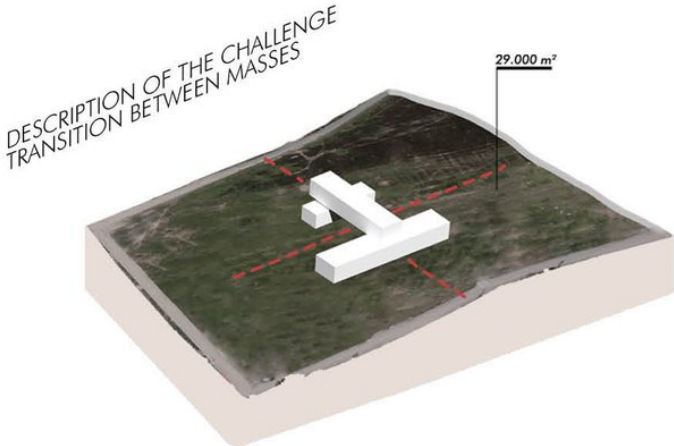
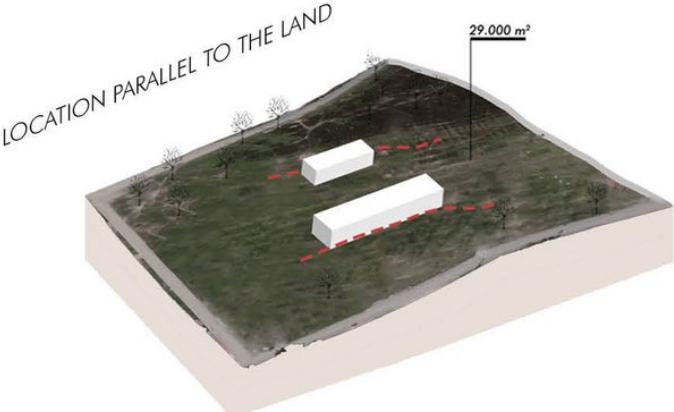
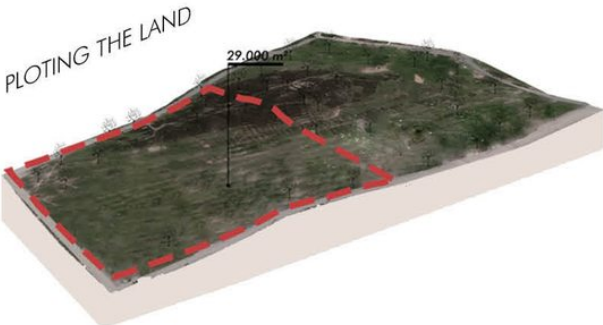
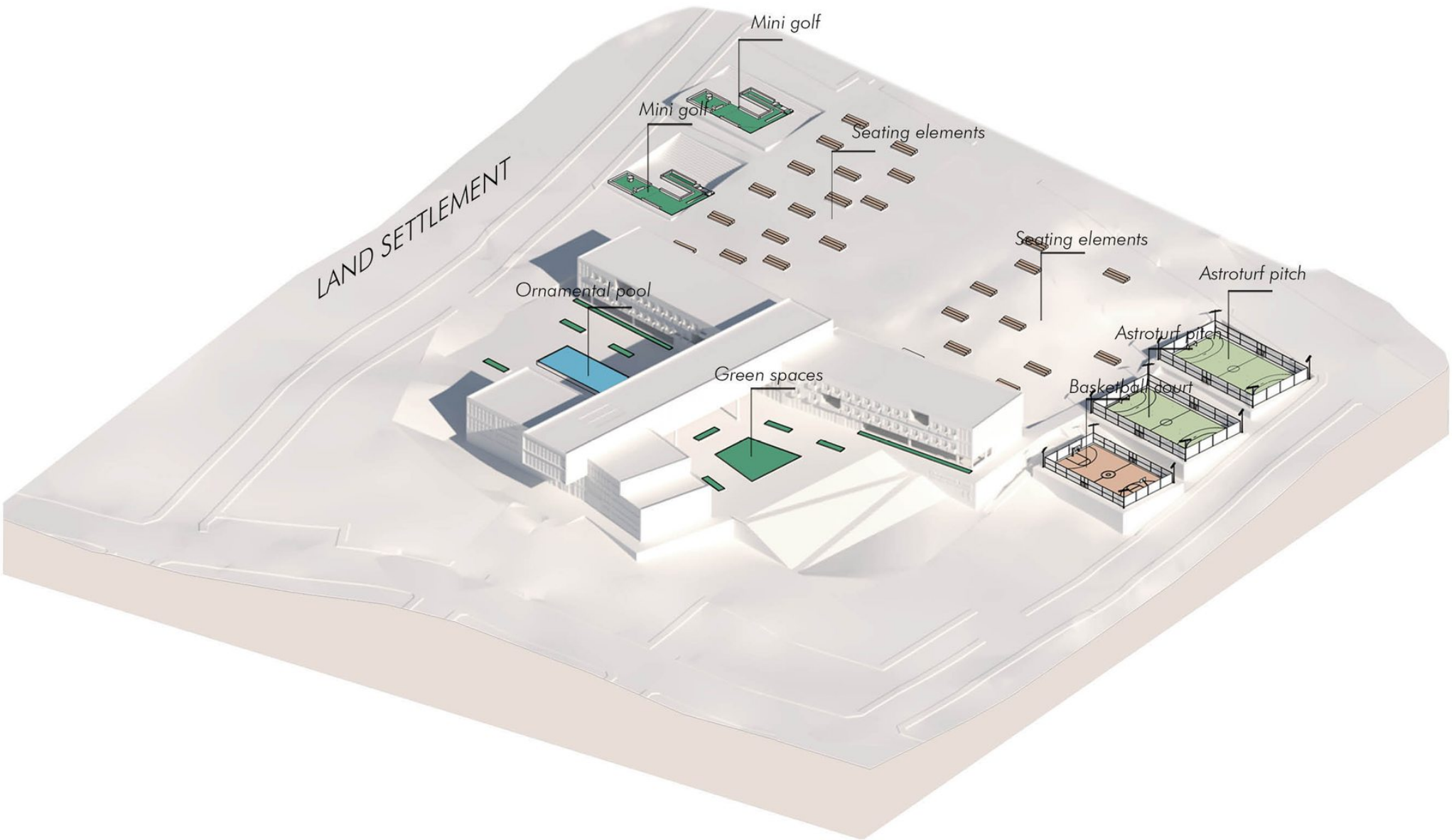
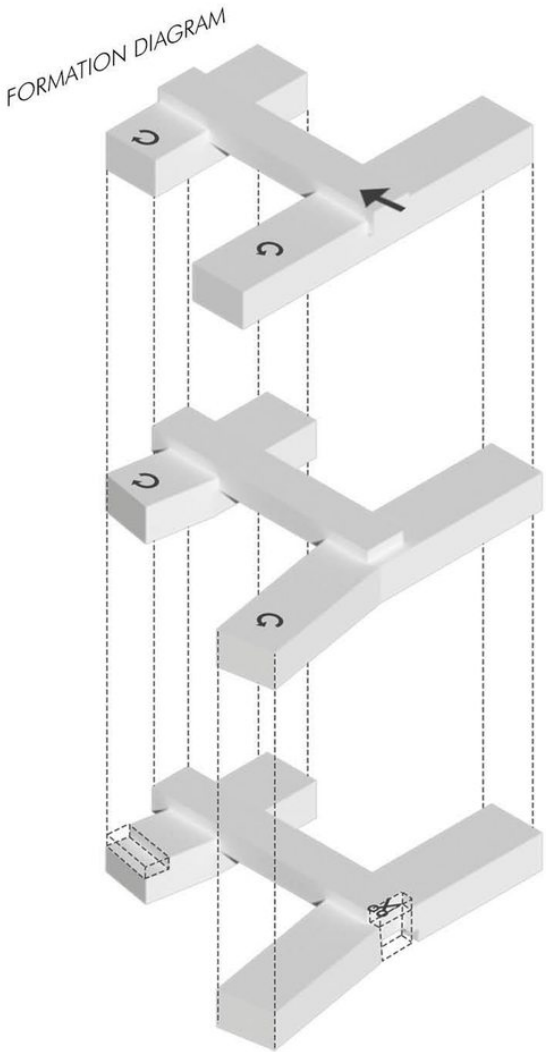
Nişantepe neighborhood in the Çekmeköy district of Istanbul is home to many educational buildings, and the young population rate is high due to this. The Crossing Time project consists of three basic structures, namely the Student Center, Library and Student Dormitories for the young population.

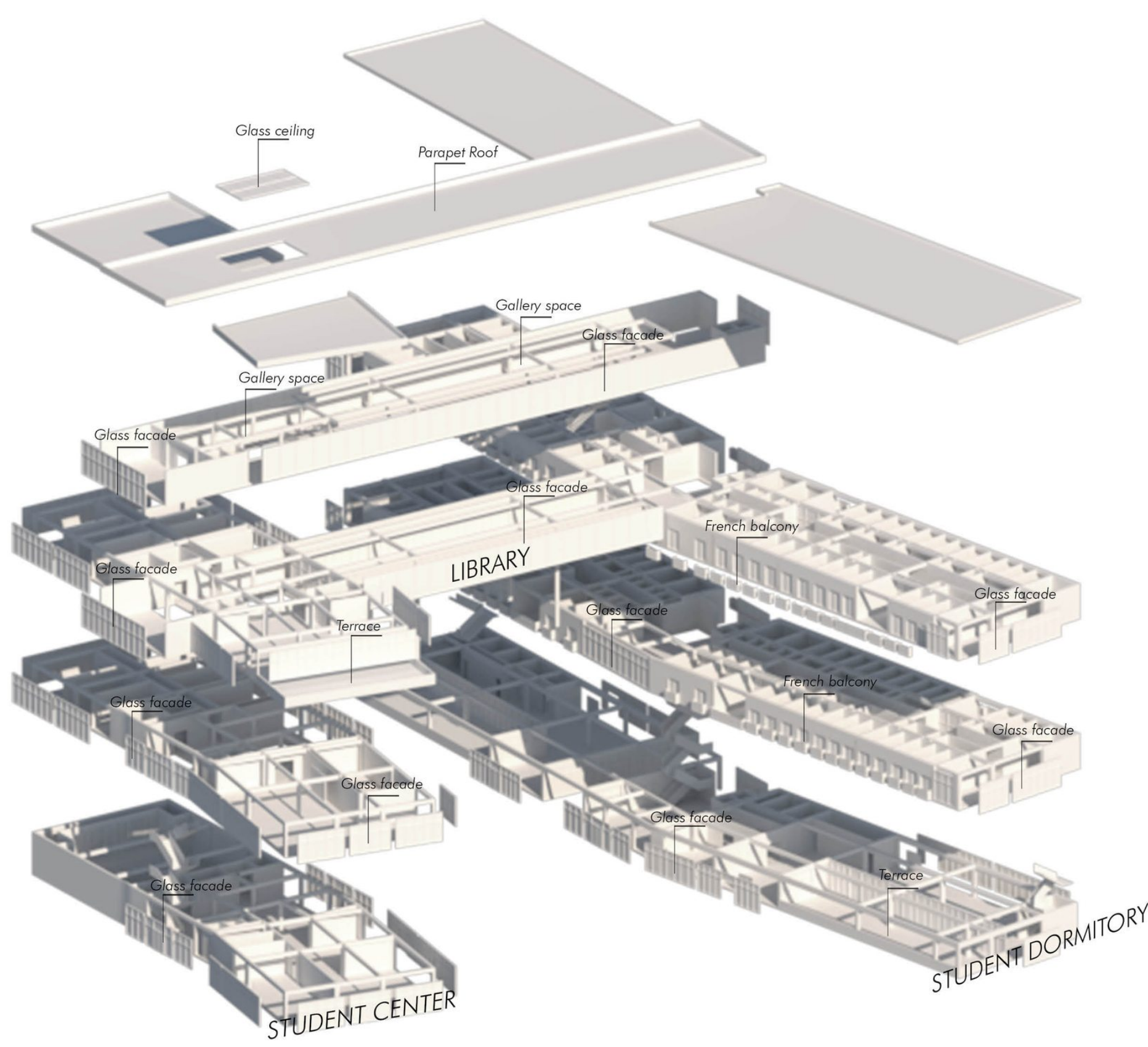
Project concept; It is built on associating time layers (past, present, future) with structures/spaces. The past is represented by the Library structure, the present by the Student Dormitories and the future by the Student Center structure.

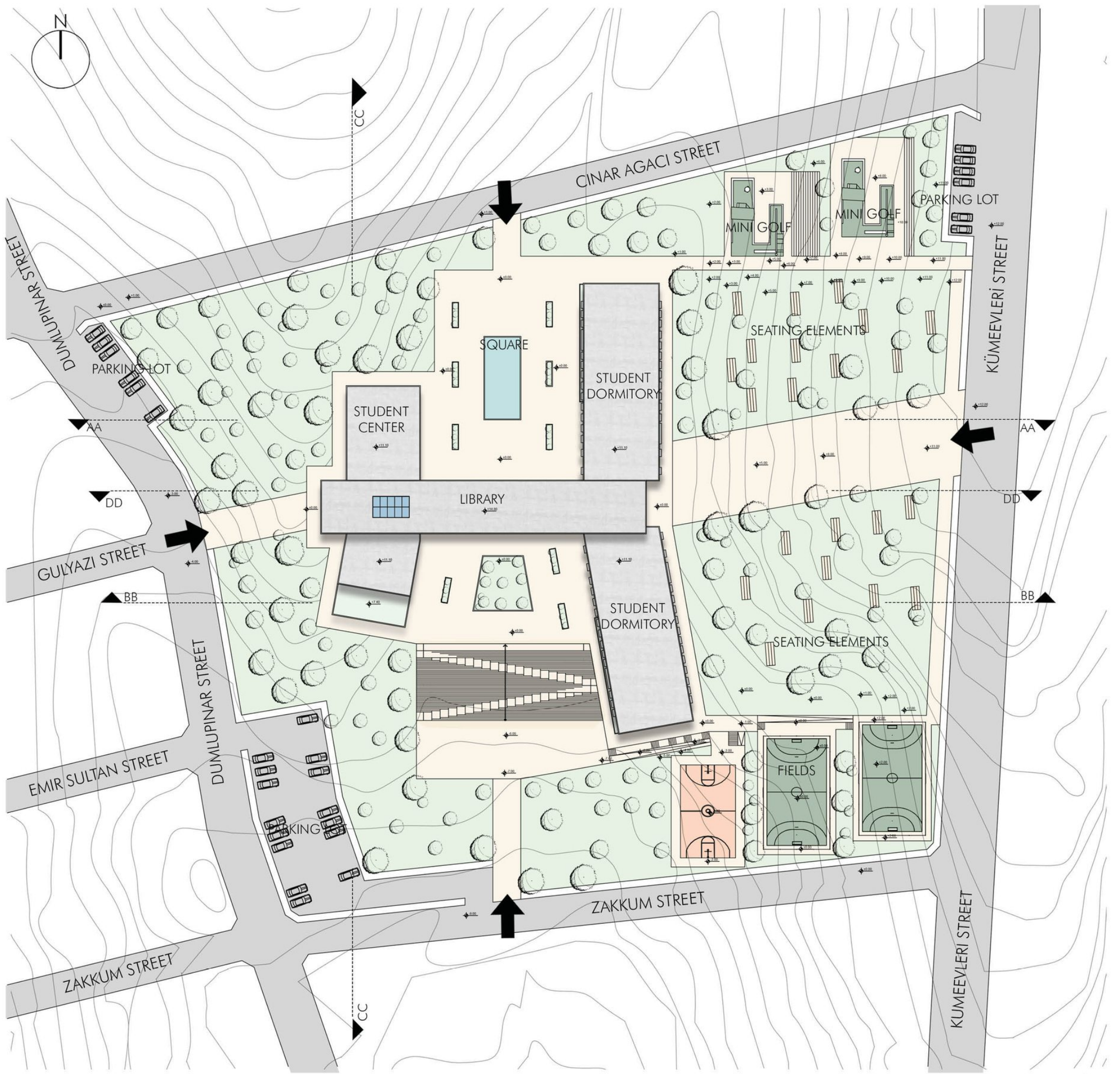
“The present we live in; By learning from the past, we shape our future.” based on his thought; Students living in the Student Dormitory (now) can pass through the Library (past) structure and transfer to the Student Center (future); structures were intersected with each other and the Time Intersection project was created.

ARCHITECTURAL PROGRAM (8000m²)

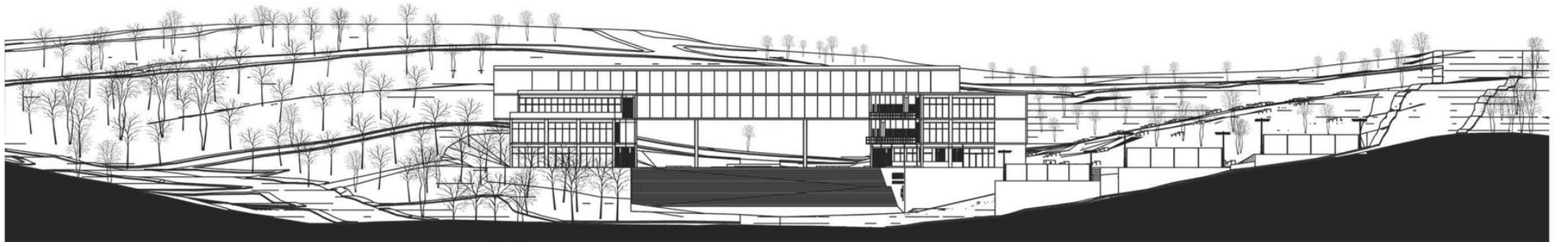
STUDENT CENTER (2400m ²)	GROUND FLOOR	FIRST FLOOR	SECOND FLOOR
	Information Auditorium Management office Hairdresser Market Seating areas WC	Workshop Gym Gallery space WC	Workshop Cafe Terrace Sitting areas Gallery space WC
STUDENT DORMITORY (4600m ²)	BASEMENT FLOOR	GROUND FLOOR	FIRST and SECOND FLOOR
	Laundry Technical volume	Information Management office Dining hall Cafe Kitchen Warehouse Working places Terrace WC	Single room Two person room Three person room communal kitchen Public areas Terrace WC
LIBRARY (1000m ²)	DOWNSTAIRS	UPSTAIRS	
	Library Working places	Computer Lab. Working places Gallery space	







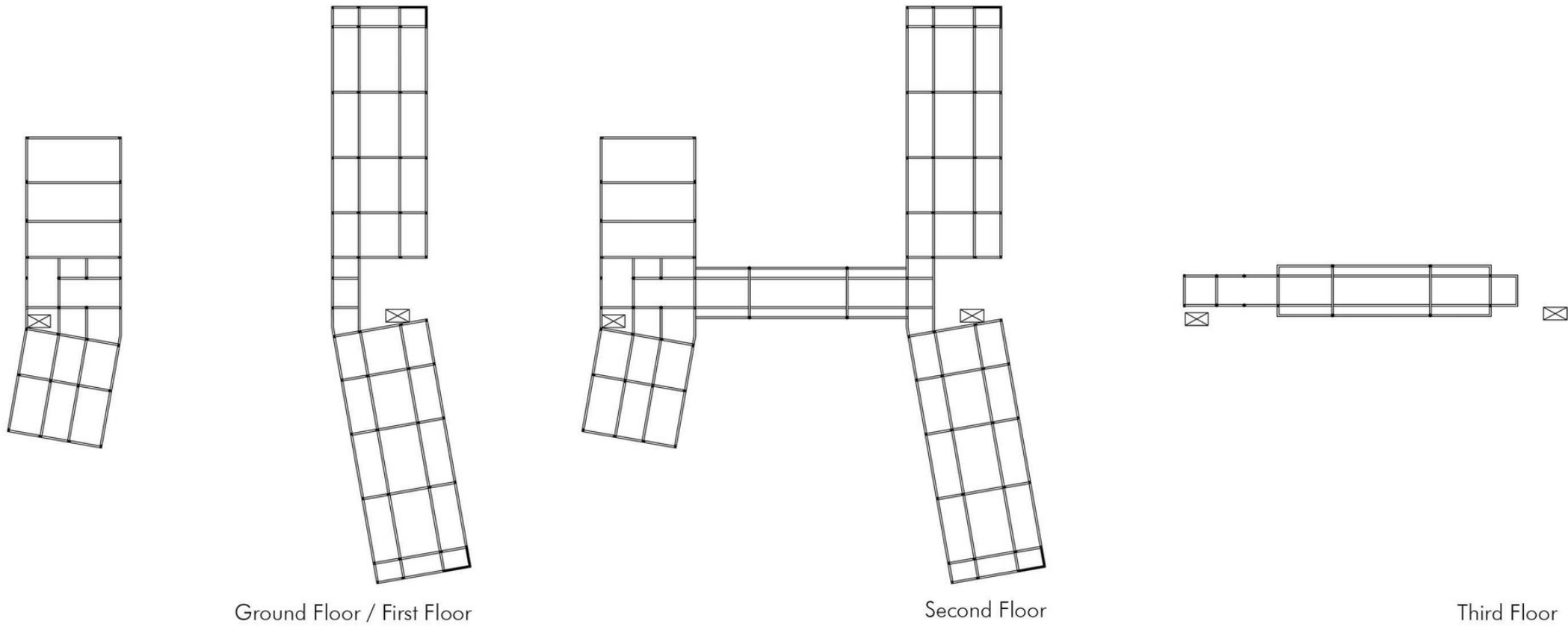
Site Plan



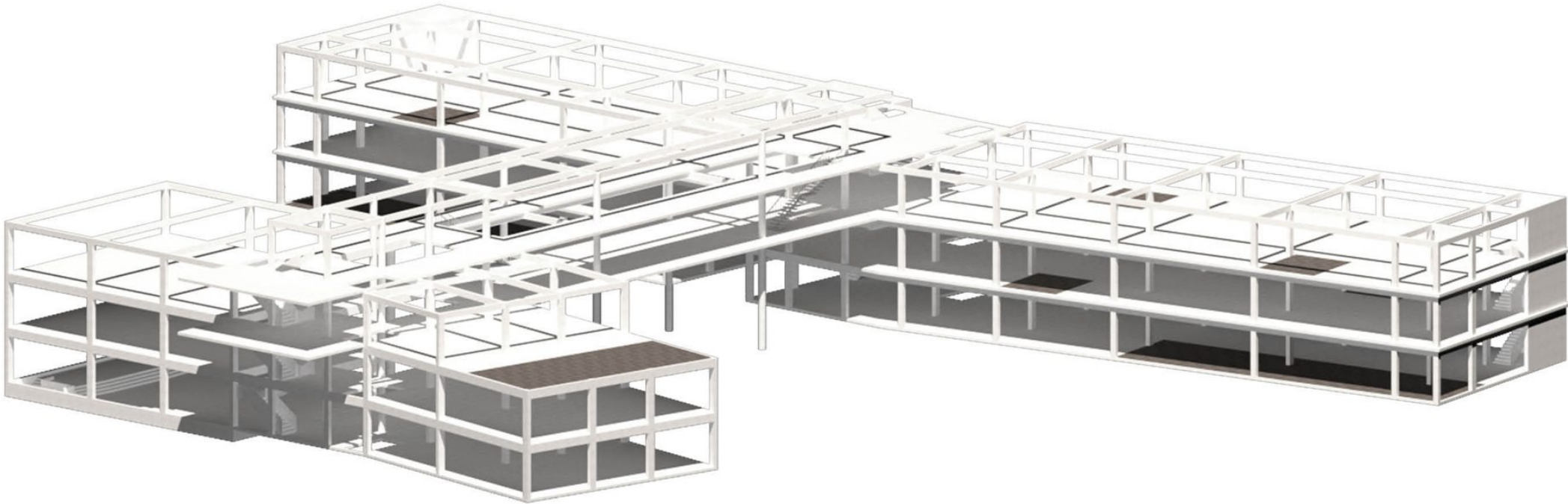
North Silhouette



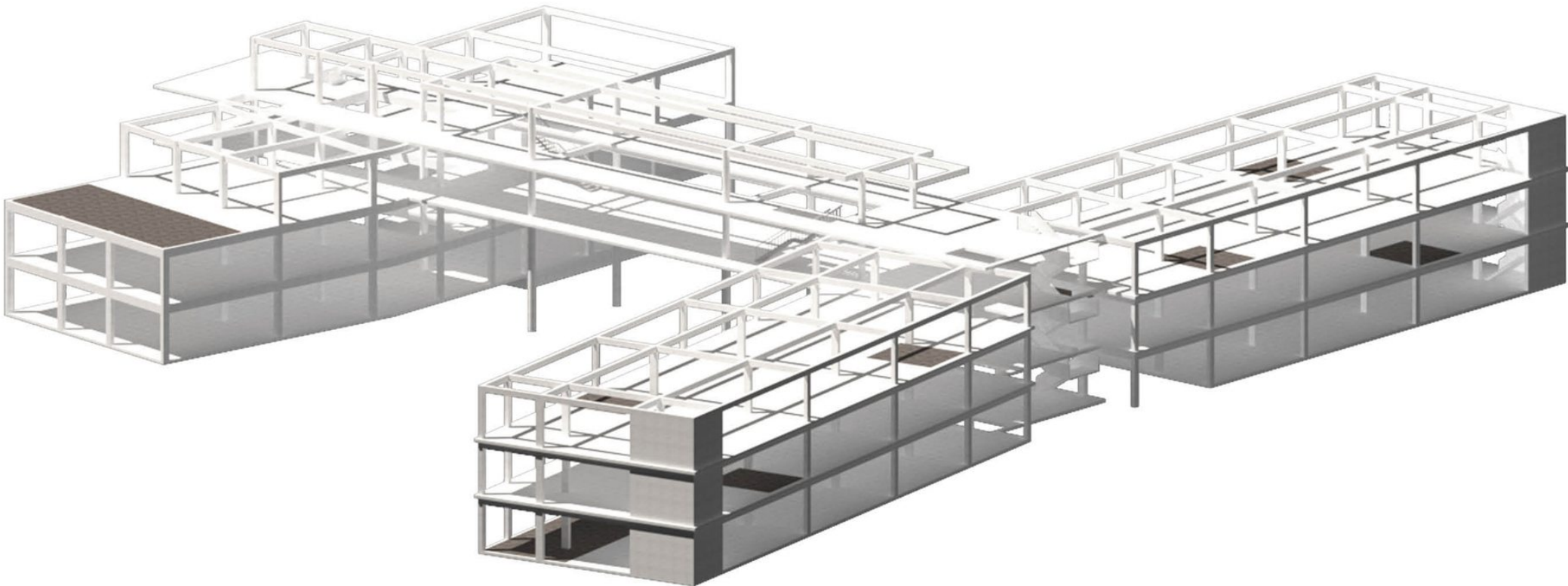
South Silhouette

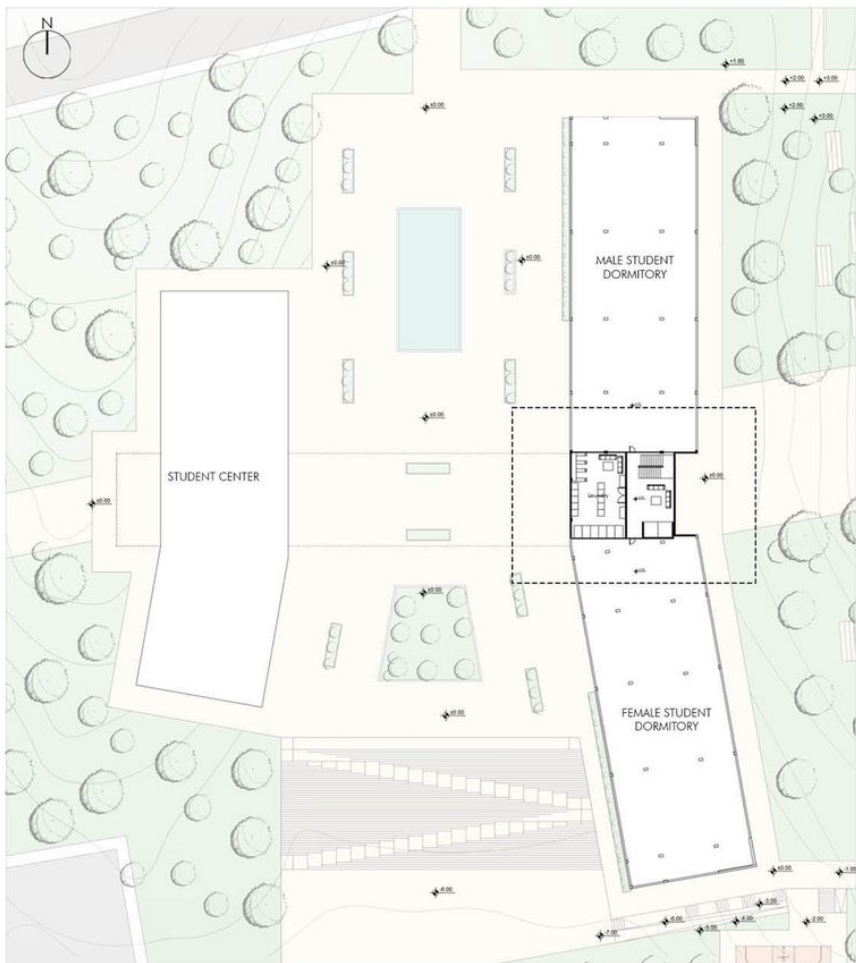


STRUCTURE MODEL

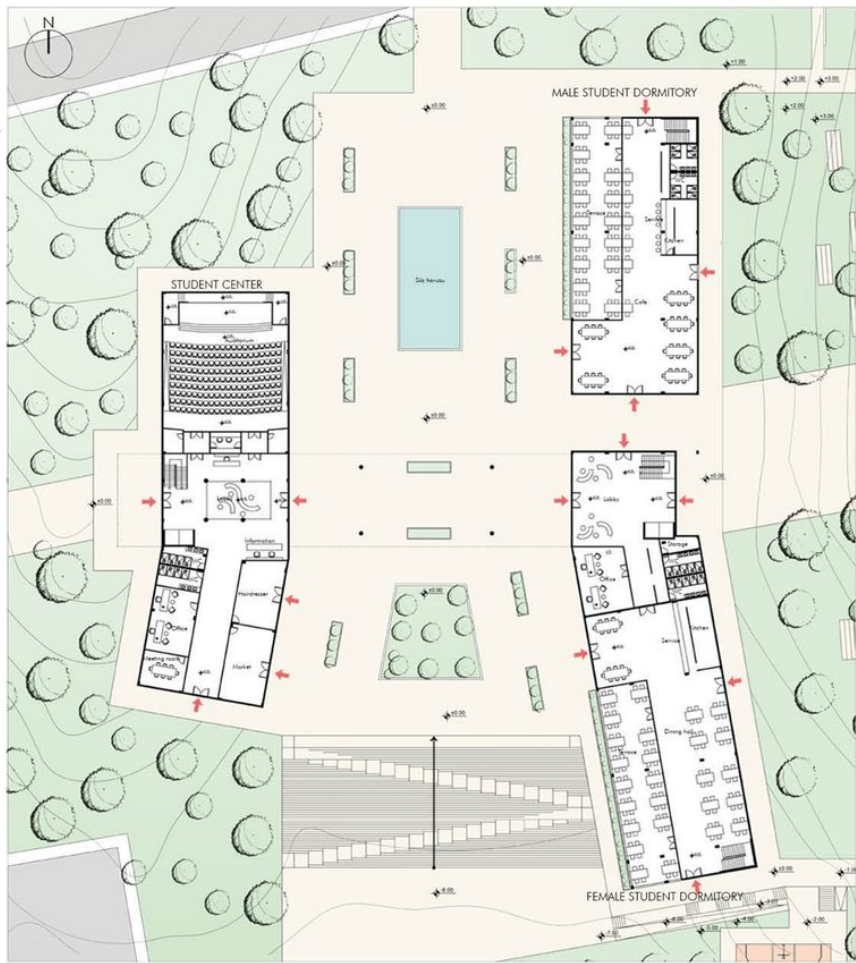


STRUCTURE MODEL

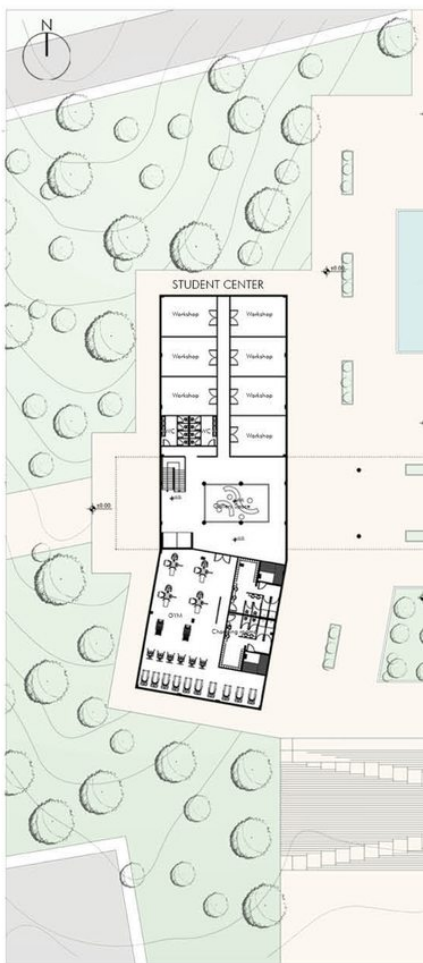




Basement Floor Plan



Ground Floor Plan



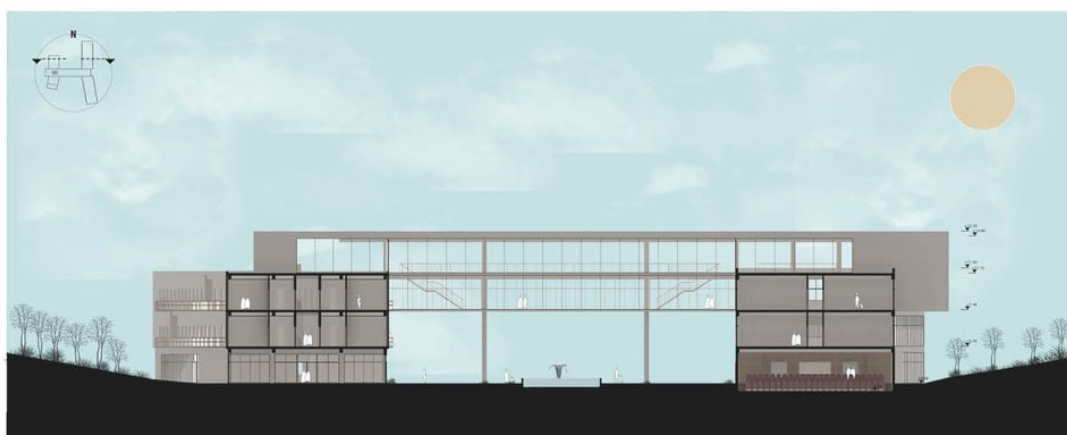
Gate - Student Dormitory



North Elevation



South Elevation



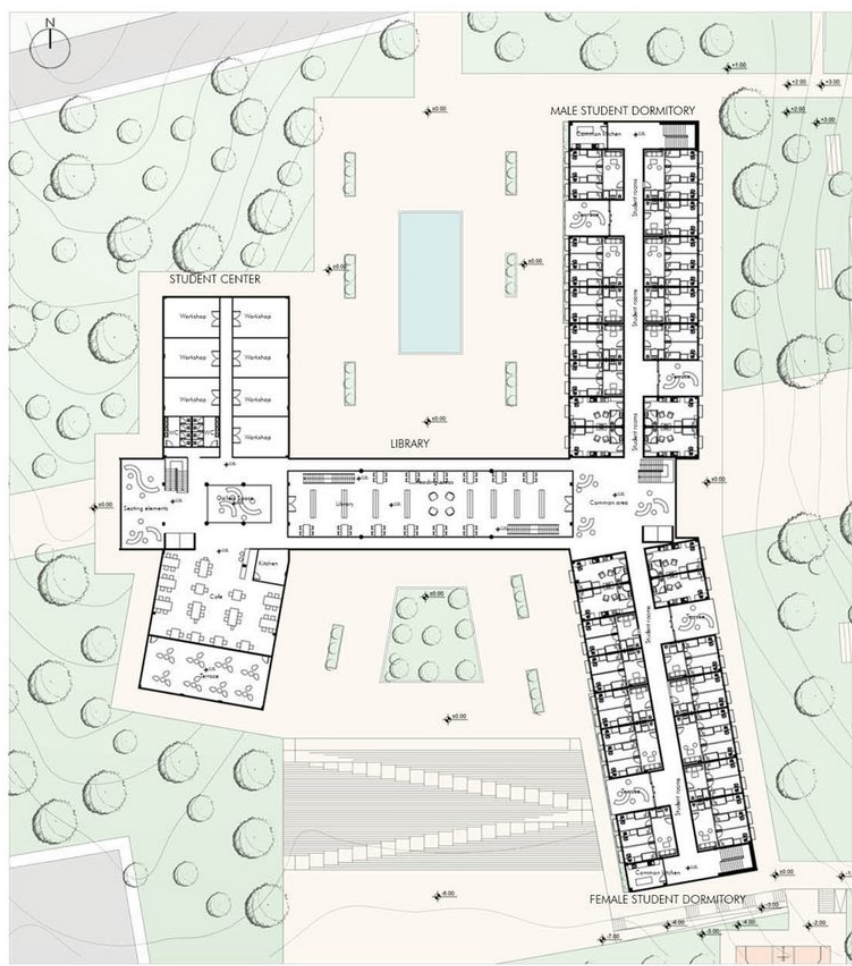
AA Section



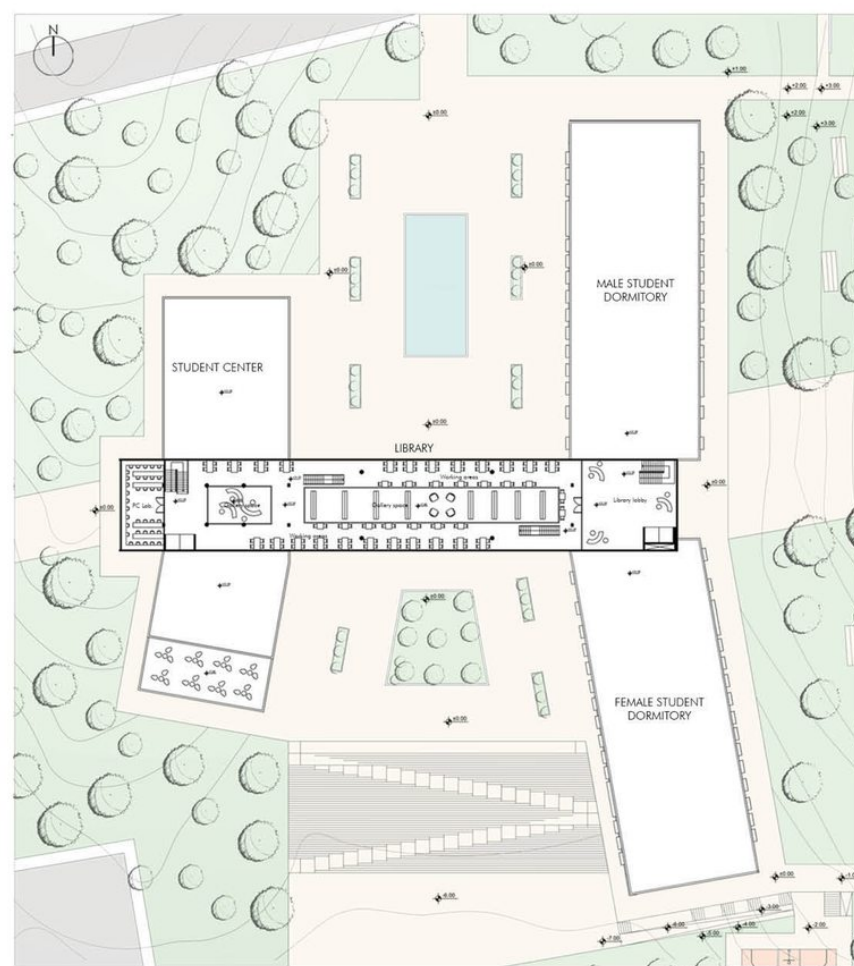
BB Section



First Floor Plan



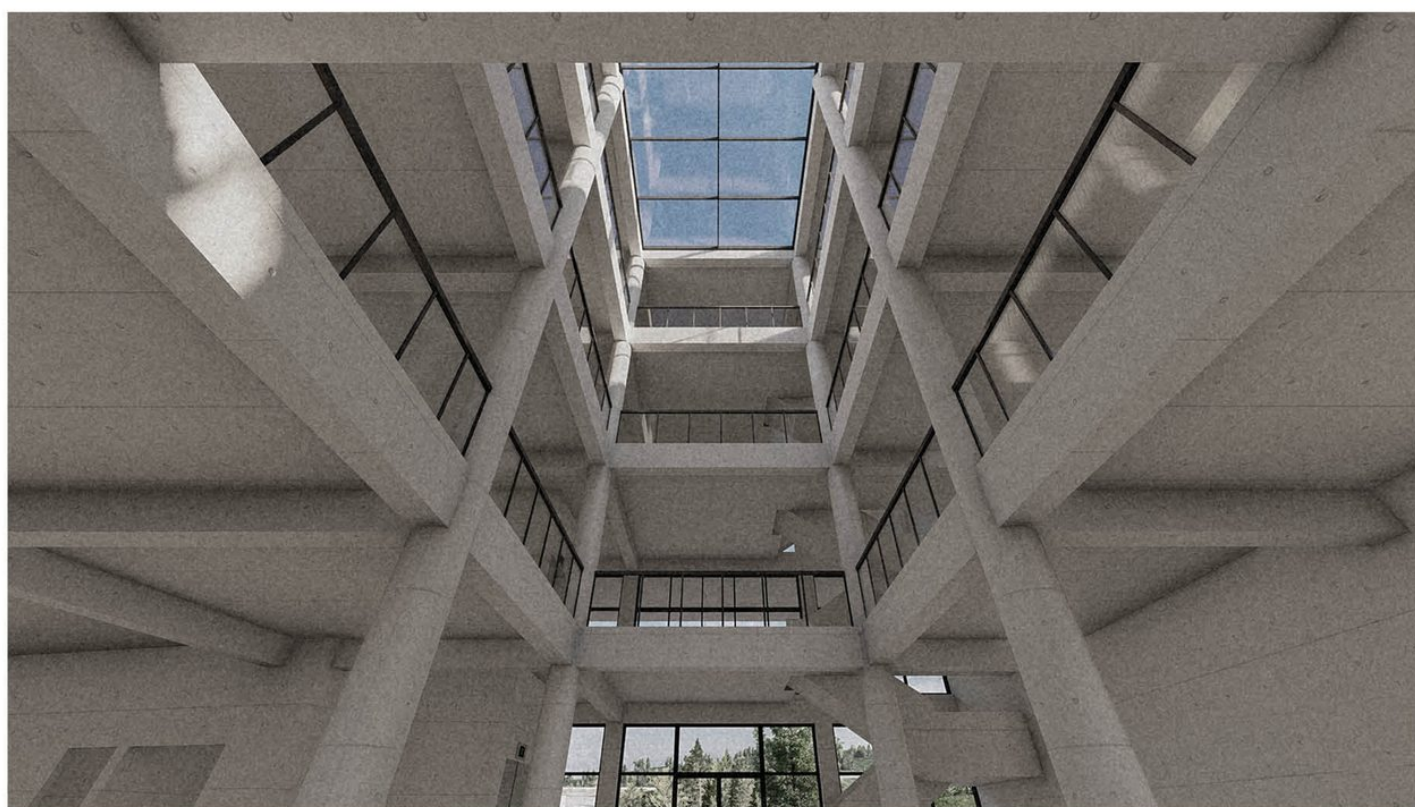
Second Floor Plan



Third Floor Plan



Intersection - Square



Gallery Space - Student Center



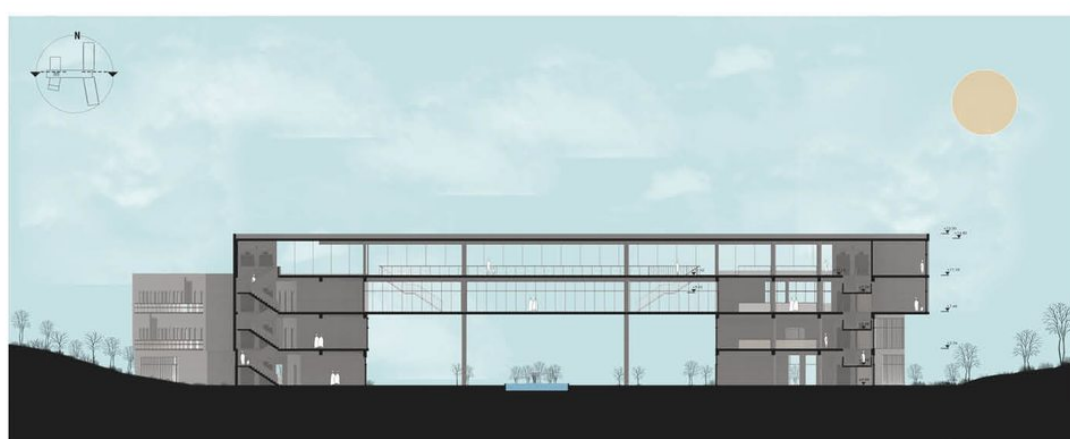
East Elevation



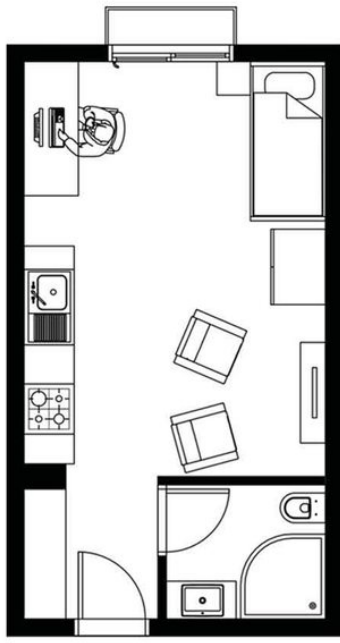
West Elevation



CC Section



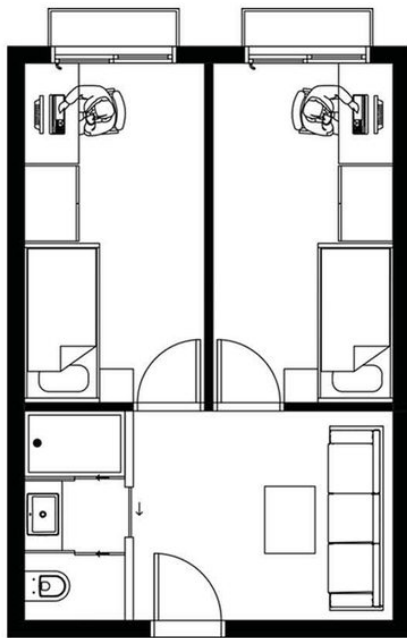
DD Section



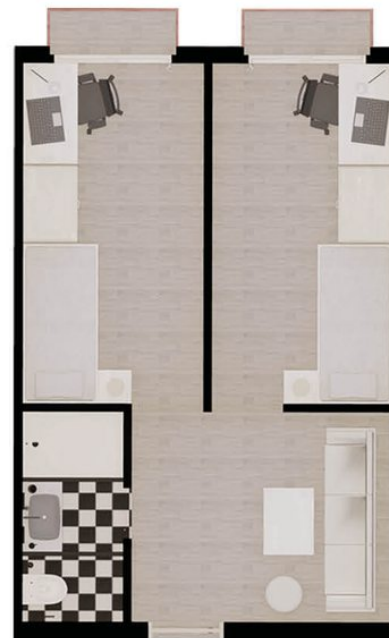
Single Room Plan
Technical Drawing



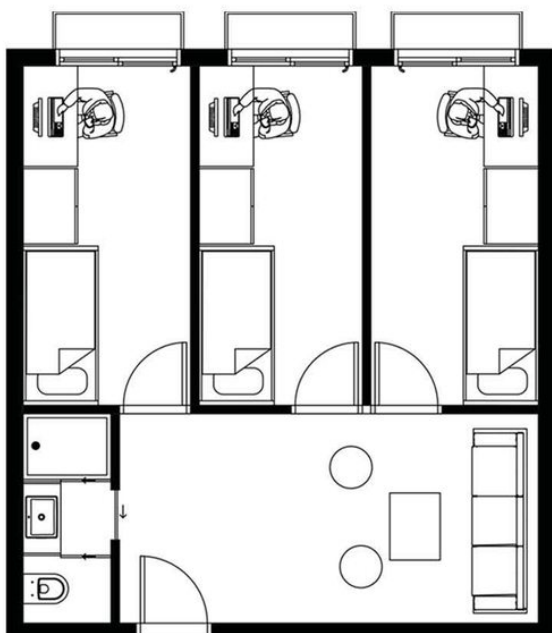
Single Room Plan
2D Plan



Double Room Plan
Technical Drawing



Double Room Plan
2D Plan



Triple Room Plan
Technical Drawing



Triple Room Plan
2D Plan





Student Center - Gallery Space



Student Center - Auditorium



Student Dormitory - Entrance



Student Dormitory



Student Dormitory - Library Entrance



Student Center - Lobby



Student Center - Lobby



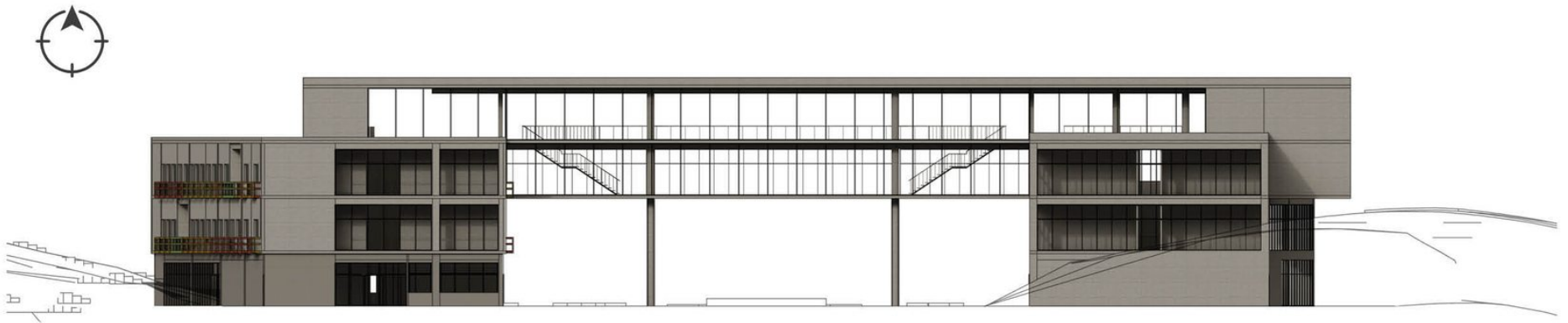
Time Crossing - Sports Fields



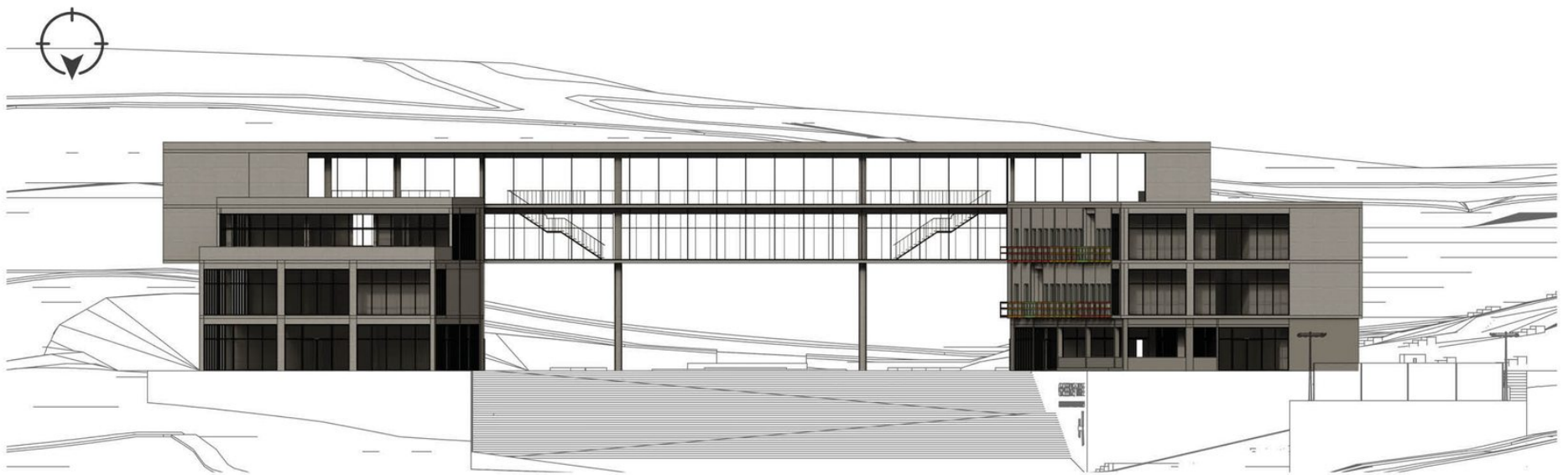
Time Crossing - Square



Time Crossing - Entrance



North Facade Elevation



South Facade Elevation



East Facade Elevation



West Facade Elevation



03_THE UNFORGOTTEN

Architectural Design Studio V
Dr. Mustafa Orkun Özür
2021-22 Spring Semester | Beykent University
Ataköy, Bakırköy, İstanbul, Turkey
Vocational School of Tourism & Practice Hotel

No matter where we come from, Bakırköy is one of the old settlements with roads leading to history. In transportation by land, air or sea, roads lead us to a history/historical structure.

As a result of rising structures and wrong planning; historical buildings are disappearing and forgotten. Although it is a region where historical buildings are concentrated, historical and historical buildings are on the verge of being erased from the city's memory. Baruthane land is one of these areas. Based on this problem; Forgotten history will be kept alive with roads/axes that will take us to history. With this in mind, the project area has been designed in such a way that all roads lead to history. A history park was created, covering the Baruthane buildings (Baruthane factories, city walls, Baruthane Pavilion Hümayun). This historical park was intended to be the focal point. Road and building axes are directed to the history park. Those who reach the project area will be directed to the historical park with the created axes.

Cross-section and appearance surveys of historical buildings were drawn. The surface axes of the buildings were taken as linear and silhouette work was done and the resulting work was used in the design of the additional structures. With this work, the project has embraced history and pointed to history. The direction of the buildings, byways and other elements are designed in such a way that the buildings face the historical park.

THE PROJECT AREA

Ataköy, Bakırköy, Istanbul, Turkey

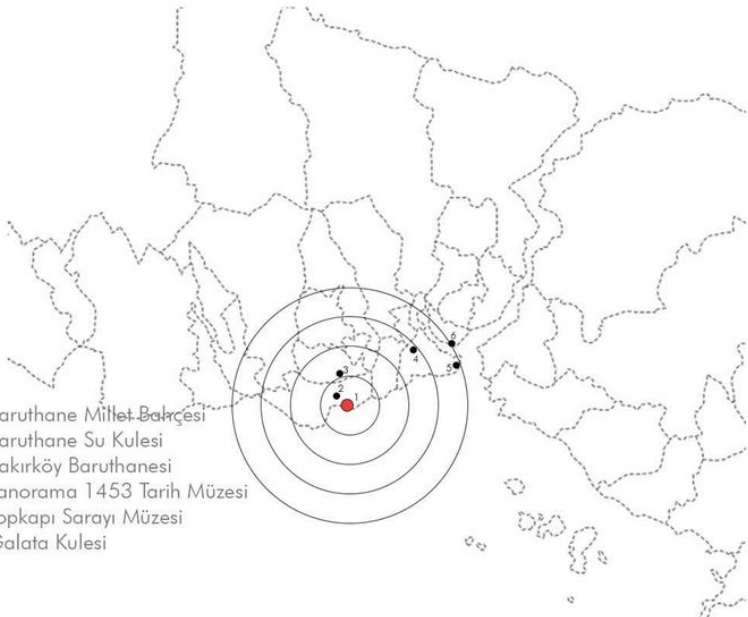
The history of the Baruthane (Gunpowder) land, located in the Ataköy district of Istanbul's Bakırköy district, dates back to the 1700s. In the project area, there are gunpowder houses, walls and a viewing terrace from the Ottoman period. Due to the frequent gunpowder explosions during the Ottoman period, it was located outside the city.

Settlement in Ataköy district; In the 2000s, it was designed as a satellite city at the point where it was located in order to alleviate the burden of the city. The project area is the last green area on the Ataköy coastline and high-rise buildings surround the building.



- 1. Bakırköy
- 2. Bahçelievler
- 3. Zeytinburnu
- 4. Fatih
- 5. Küçükçekmece

LOCATION



- 1. Baruthane Millet Bahçesi
- 2. Baruthane Su Kulesi
- 3. Bakırköy Baruthanesi
- 4. Panorama 1453 Tarih Müzesi
- 5. Topkapı Sarayı Müzesi
- 6. Galata Kulesi

IMPORTANT POINTS



SOLID & VOID



GREEN AREAS



WATER

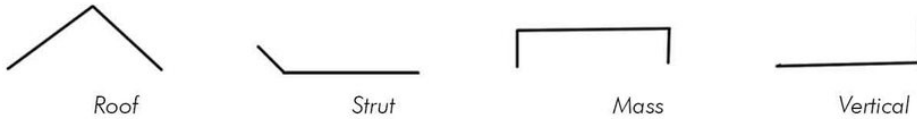
DESIGN DECISIONS

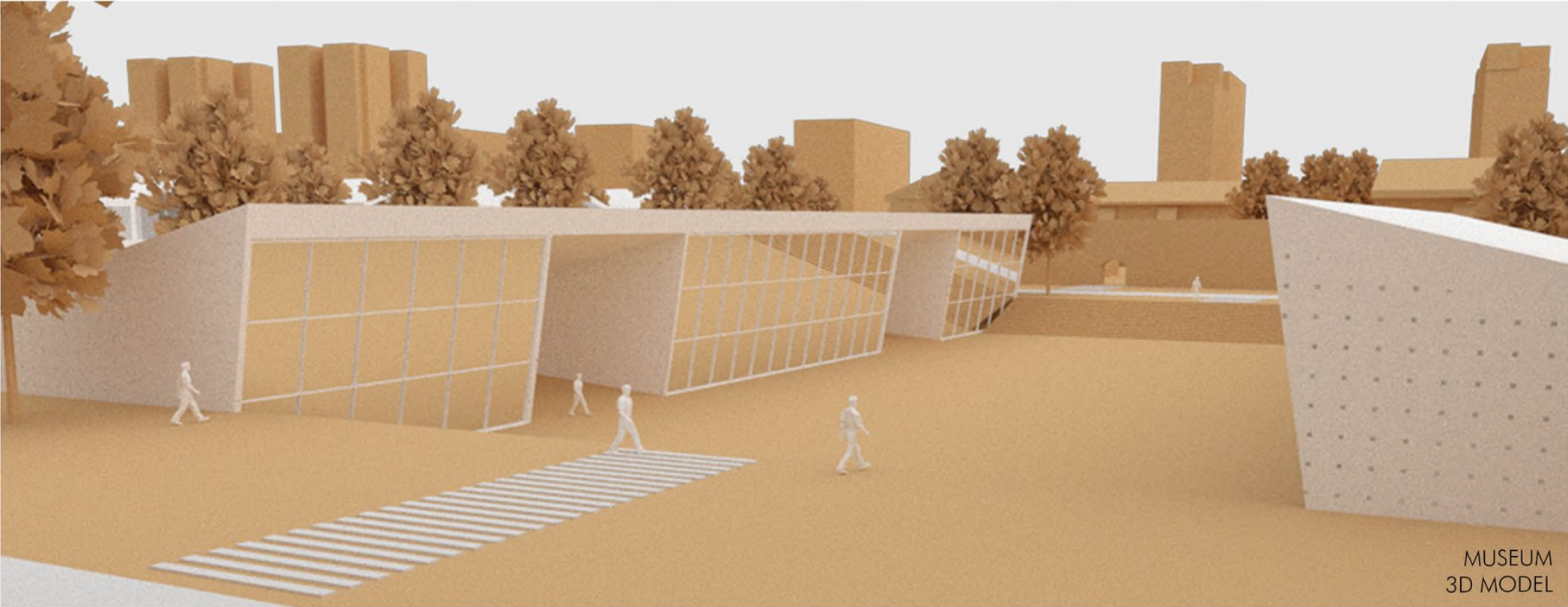
No matter where we come from, Bakırköy is one of the old settlements with roads leading to history. In transportation by land, air or sea, roads lead us to a history/historical structure.

As a result of rising structures and wrong planning; historical buildings are disappearing and forgotten. Although it is a region where historical buildings are concentrated, historical and historical buildings are on the verge of being erased from the city's memory. Baruthane land is one of these areas. Based on this problem; Forgotten history will be kept alive with roads/axes that will take us to history. With this in mind, the project area has been designed in such a way that all roads lead to history.

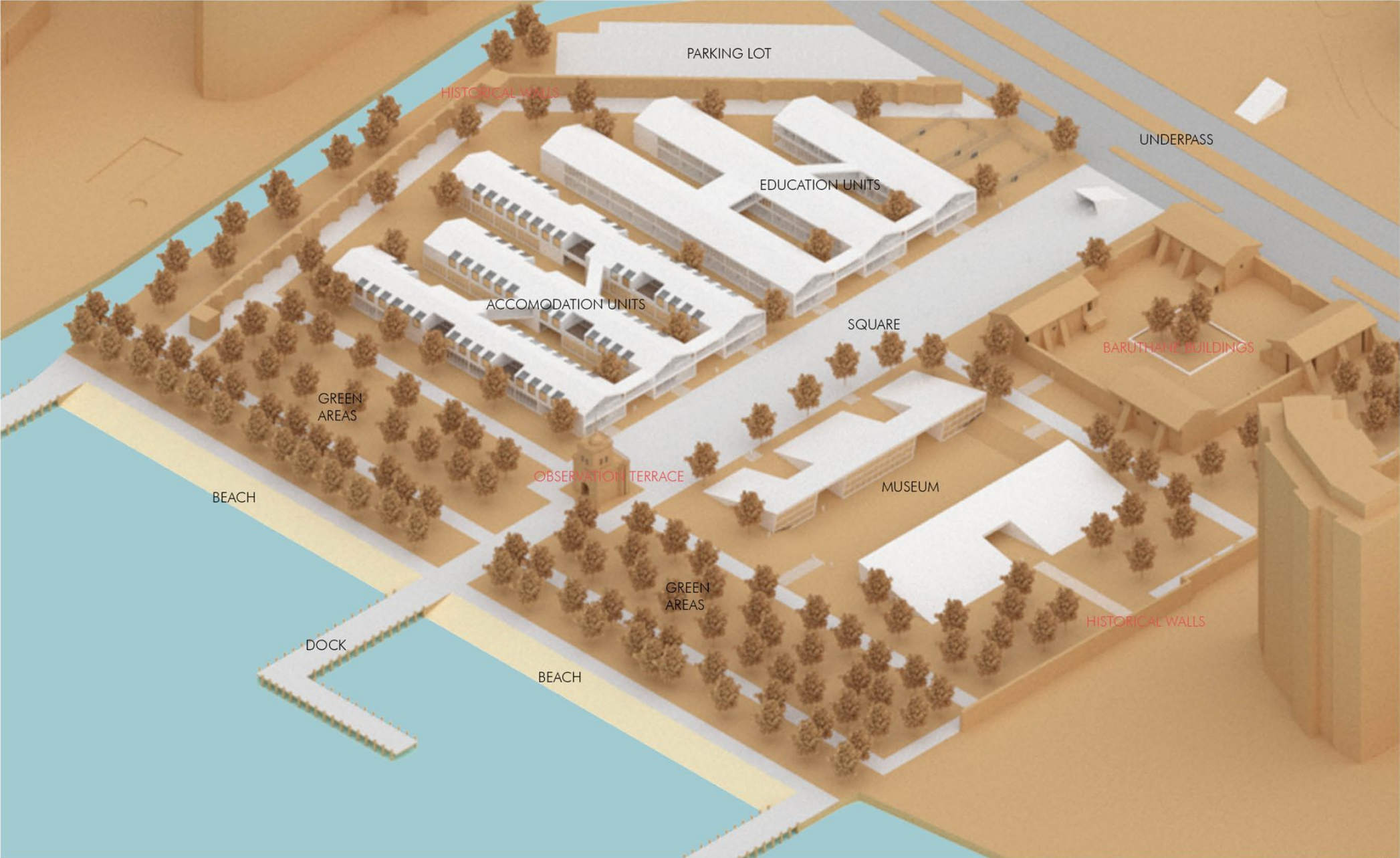
A history park was created that includes the Baruthane buildings (Baruthane factories, city walls, Baruthane Pavilion Hümayun). This history park was intended to be the focal point. Road and building axes are directed to the history park. Those who reach the project area will be directed to the historical park with the created axes.

Cross-section and appearance surveys of historical buildings were drawn. The surface axes of the buildings were handled as linear and silhouette work was done and the obtained work was used in the design of the additional structures. With this work, the project has embraced history and pointed to history. The direction of the buildings, byways and other elements are designed in such a way that the buildings face the historical park. A history park was created that includes the Baruthane buildings (Baruthane factories, city walls, Baruthane Pavilion Hümayun). This history park was intended to be the focal point. Road and building axes are directed to the history park. Those who reach the project area will be directed to the historical park with the created axes.





SETTLEMENT DECISIONS

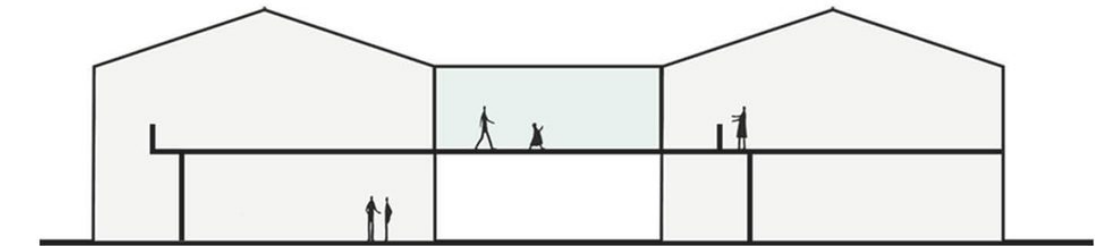




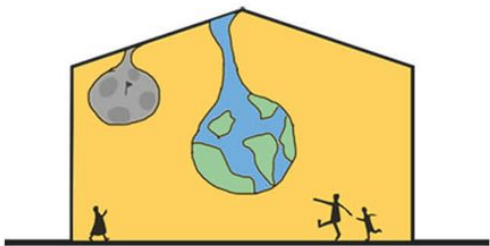
UNFORGOTTEN

The land located in Ataköy district of Bakırköy district of Istanbul is used as the National Garden today. In the field; There are historical walls, gunpowder houses and a baruthane observation terrace. The history of these structures dates back to the Ottoman Empire in the 1700s. Today, the buildings that cannot find the value they need and the history behind the structures are on the verge of being forgotten. In the Unforgotten project; It is aimed to protect and function historical buildings and to learn the history behind these structures.

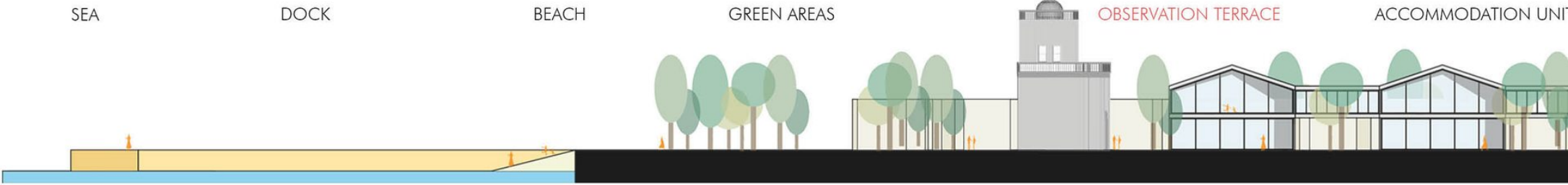
For this purpose, additional structures designed in the project area were formed by forming the reflections of historical structures. Tourism Vocational School, Practice Hotel and Museum structures are the structures added to the land. In the project area; The coastline was preserved, beaches were added, the ground floors of the buildings were designed as public spaces and an urban focus was sought to be created.



BRIDGES BETWEEN BUILDINGS



WORKSHOPS

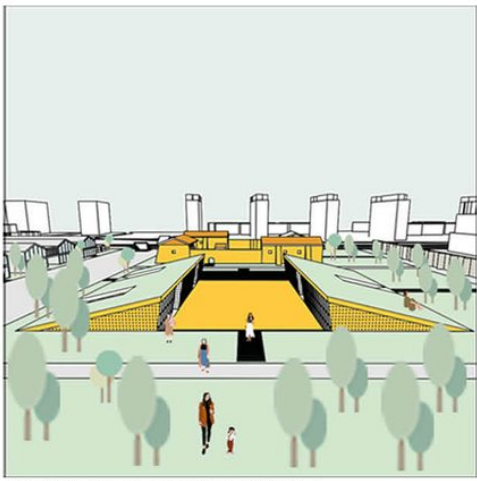


SOUTHWEST VIEW

PUBLIC SPACES ON GROUND FLOORS



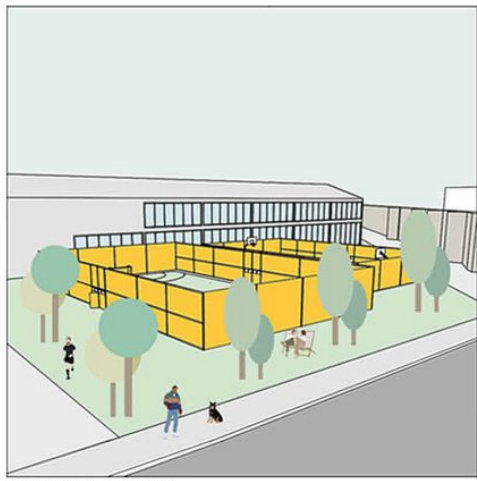
EDUCATION AND ACCOMMODATION UNITS
Additional structures; It is divided into education and accommodation units. There are 6 buildings. 3 of them are allocated as Accommodation and the other 3 as Education units. Bridges and spaces are constructed between the structures. The ground floors are divided into public spaces and spaces.



MUSEUM AND EXHIBITION
The Baruthane buildings were functioned as exhibition spaces, and on the same axis is the Museum building, which was formed by forming the images of the buttresses of the Baruthane buildings. There is an amphitheater in the space between the museum buildings and allows for different functions.



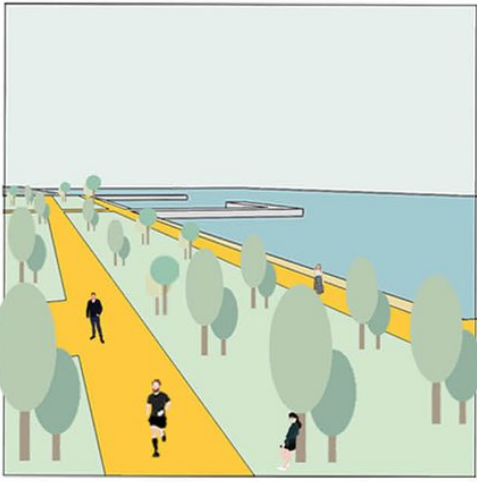
UNDERPASS
Due to its location, an underpass has been designed in the project area where the transition is due to the highways. Users exiting the underpass; It is aimed to perceive the historical buildings in a monumental way and to dominate the whole area, so the underpass was designed to come out.



SPORTS AREAS
There are 2 sports fields serving the public and a jogging track around it. The sites are located in the northwest of the project area.



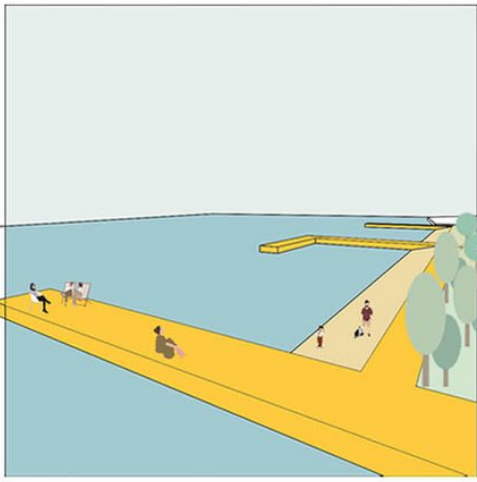
SQUARE
Users entering the project area from the underpass and main road meet a large square between the buildings. It is located on the axis of Meydan Baruthane Observation Terrace. The whole area is perceived from the square.



WALKING, RUNNING, BICYCLE ROUTES
Walking, jogging and cycling paths are built on the coastline surrounded by green areas. Users can perform walking, jogging and cycling functions within the historical texture on the coastline and in the project area.



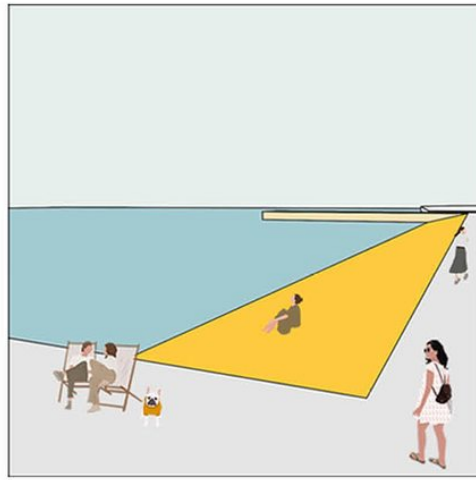
GREEN AREA
It is planned to afforest the entire project area. All of the buildings contain green areas and offer open spaces for the user to perform many functions.



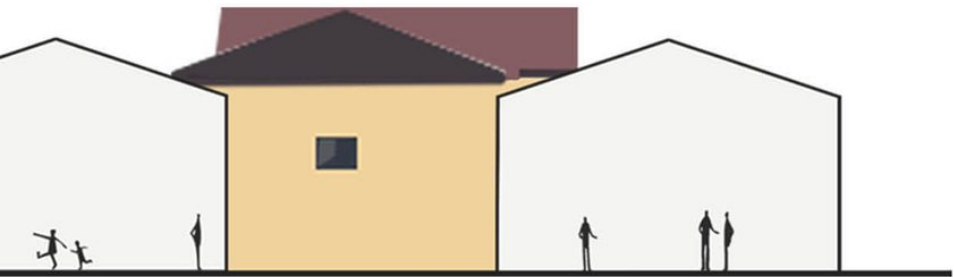
DOCK
He designed piers that allow access to the coastline from the sea and functions such as fishing and sailing by the users.



CAR PARK
The car park, located in the northwest of the project area, is designed behind the historical walls and serves the entire project area.



BEACH
On the coastline, beaches are designed between the piers. Istanbul beaches, which had an important place in the past, were brought together with the historical texture and public spaces were created.



HISTORICAL IMAGE BETWEEN BUILDINGS



PUBLIC SPACES ON THE GROUND



FACADES LOOKING AT HISTORY

1. PARKING LOT

Its in the northwest and has an entrance to the area from within the walls and an entrance through the square.

2. SPORT FIELDS

It is positioned next to the educational buildings at the entrance to the northwest.

3. EDUCATION UNITS

Education units; The Tourism division is divided into the Hospitality division and the Management unit and is connected by bridges. By designing a bridge library between the Tourism and Hotel Management departments, a common area that perceives historical areas has been created.

4. ACCOMODATION UNITS

The ground floors of the accommodation units are designed as public spaces and the continuity of pedestrian circulation is ensured with bridges and spaces.

5. GREEN AREAS

It is planned that a large part of the project area will be used as a green area and afforestation. Green areas allow the user to perform many actions and to be functional later.

6. HISTORICAL WALLS

It is planned to increase the experience of the historical texture by surrounding the walls in the east and west of the project area with roads.

7. DOCK

Piers were designed in the south of the project area, allowing access from the sea.





8. UNDERPASS
An underpass has been designed to provide easy access from across the road. The underpass leads directly to the square and the whole area can be perceived from the square.

9. THE SQUARE
The square, located in the center of the project area, is placed parallel to the Baruthane Observation Terrace and provides dominance over the entire area.

5. BARUTHANE BUILDINGS
Gunpowder buildings have been made open to the public and are designed as exhibitions.

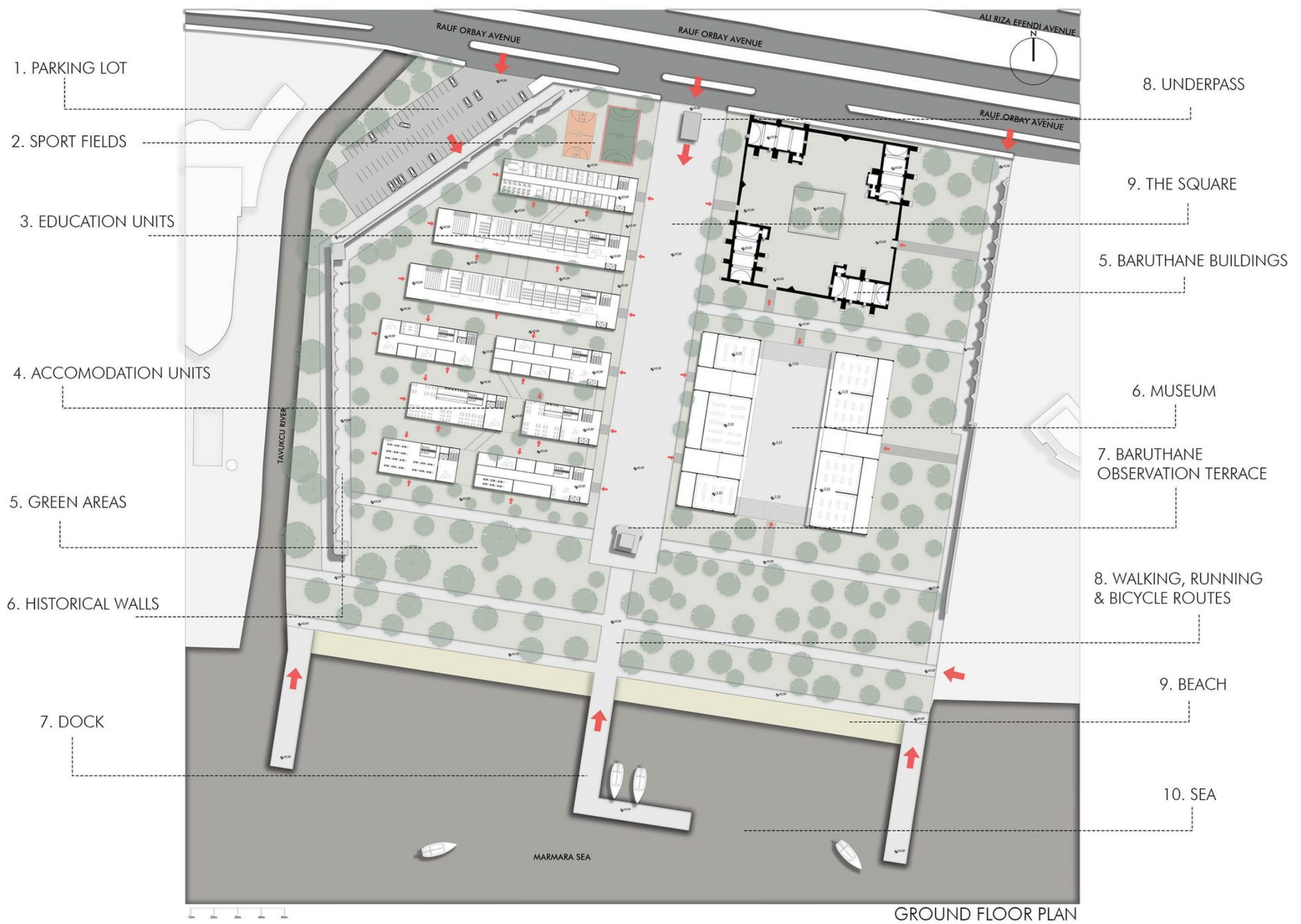
6. MÜZE
The Museum building, located in the south of the Baruthane buildings, was designed to teach the history of the Ottoman Period. Amphitheater stairs and square in the museum, performing arts, etc. designed to enable functionalities.

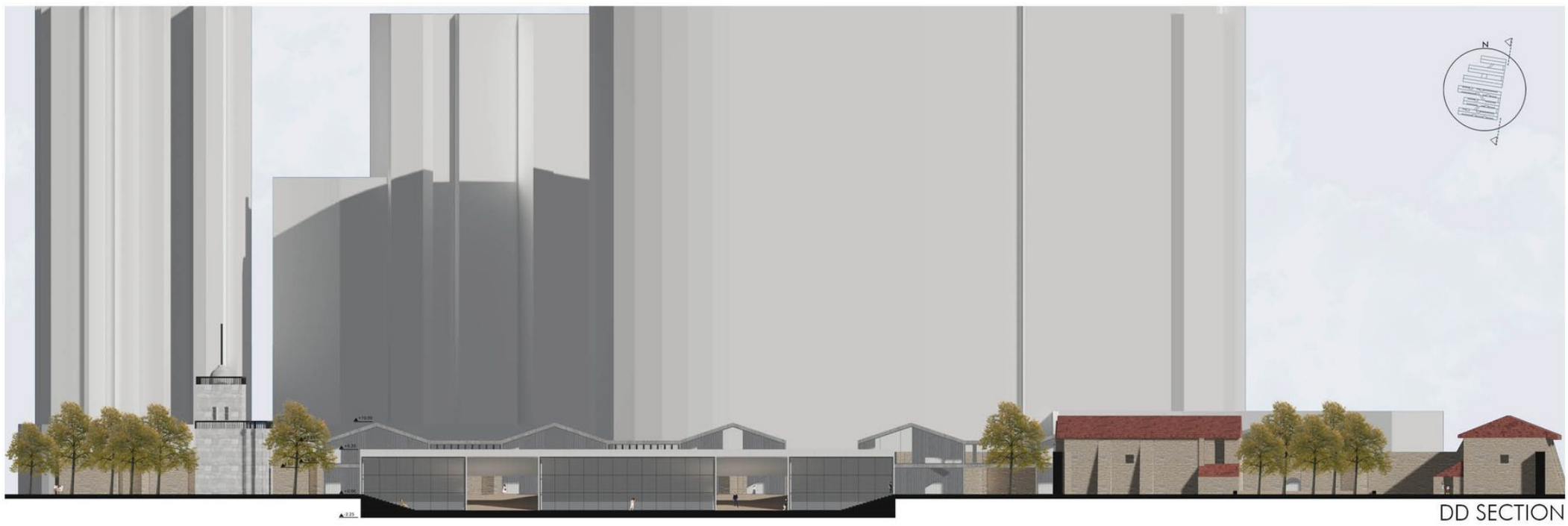
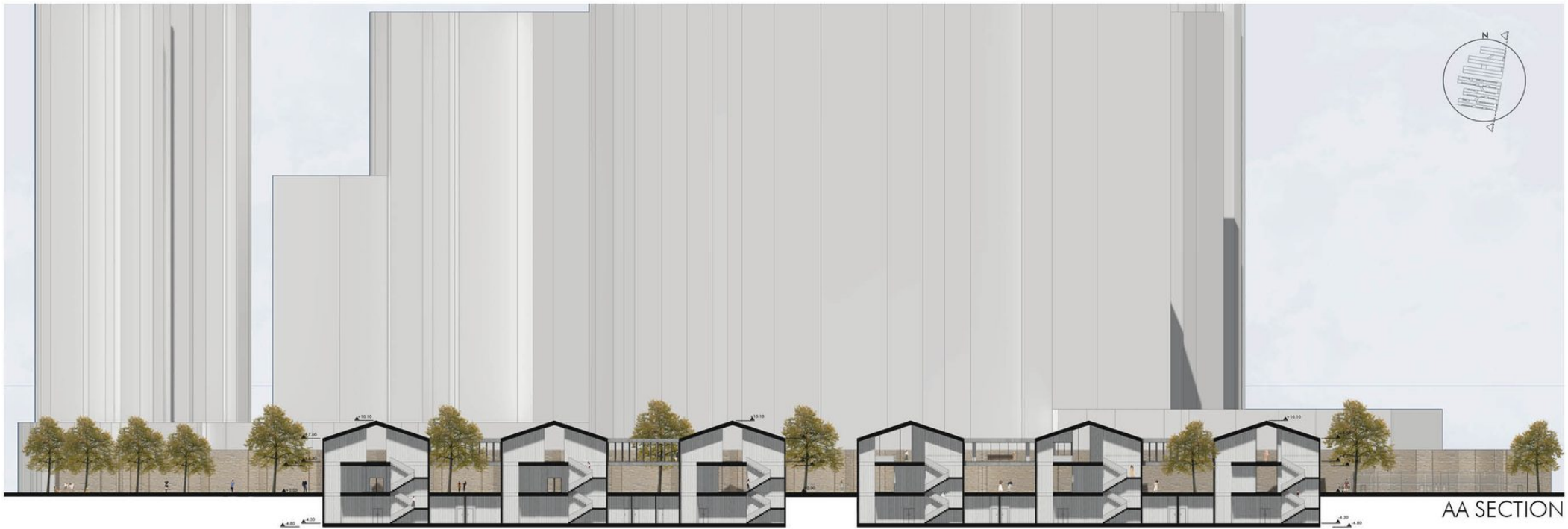
7. BARUTHANE OBSERVATION TERRACE
The terrace on the square has been centralized and monumentalized.

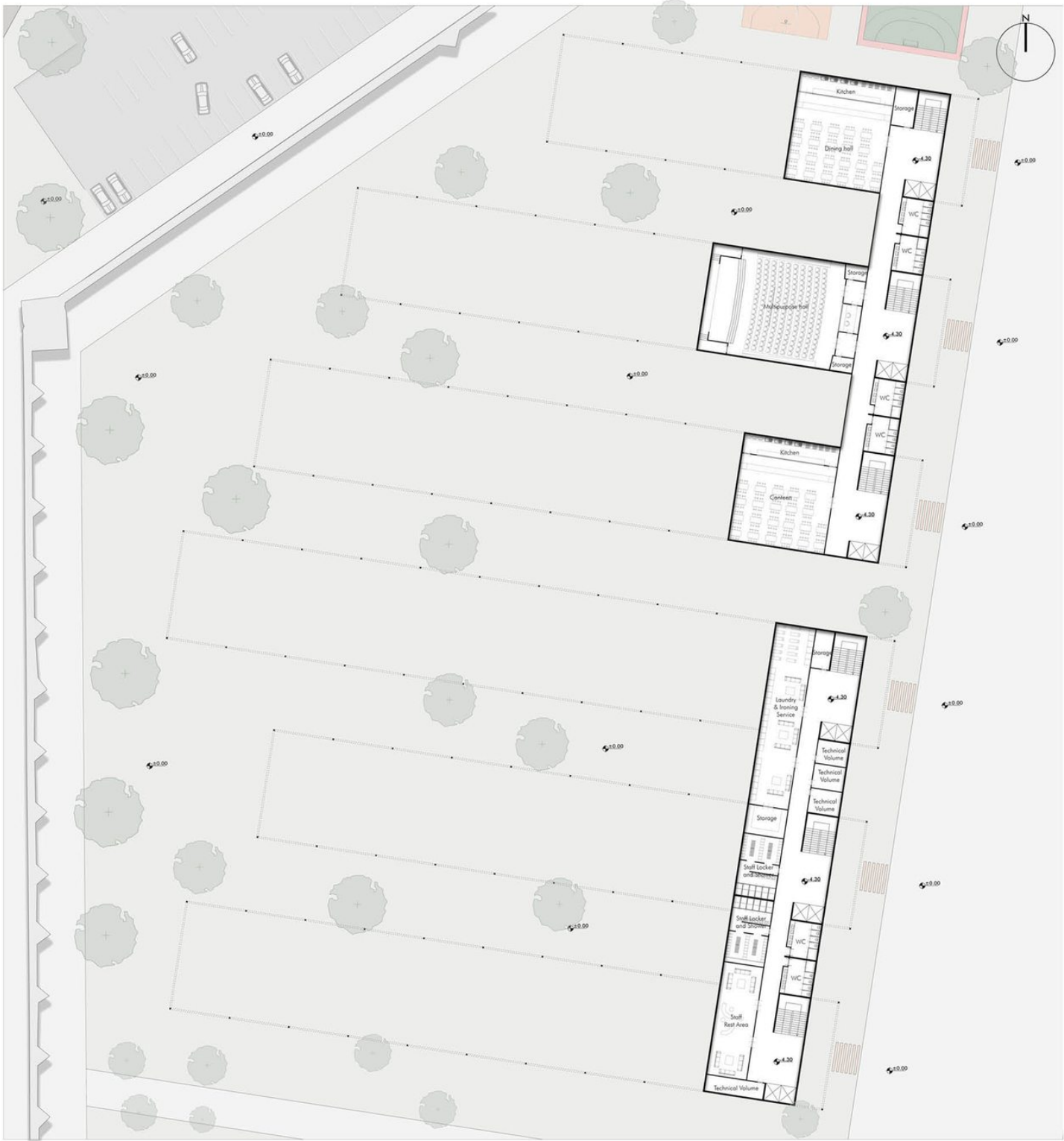
8. WALKING, RUNNING AND BICYCLE ROUTES
Roads from the coastline surrounding the walls and all structures. It is designed to increase the experience of the historical area and to allow the user to walk, jog and cycle.

9. BEACH
The coastline has been completely nationalized and a public beach has been designed.

10. SEA
The project area, which opens to the Sea of Marmara, has been designed to allow maritime transportation and maritime activities.







BASEMENT FLOOR PLAN





GROUND FLOOR PLAN



FIRST FLOOR PLAN





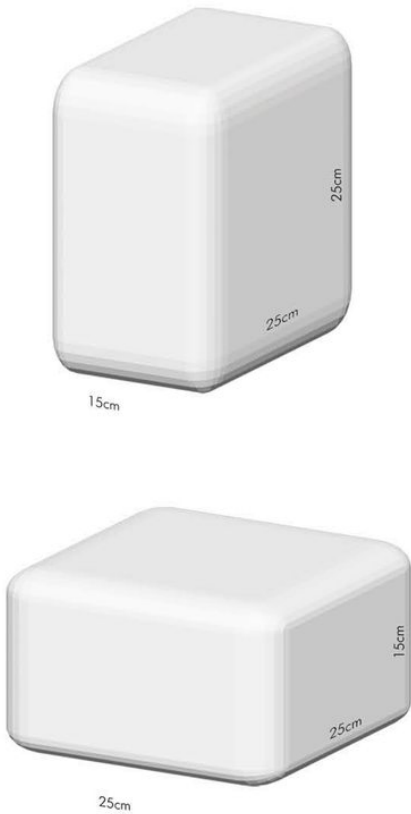
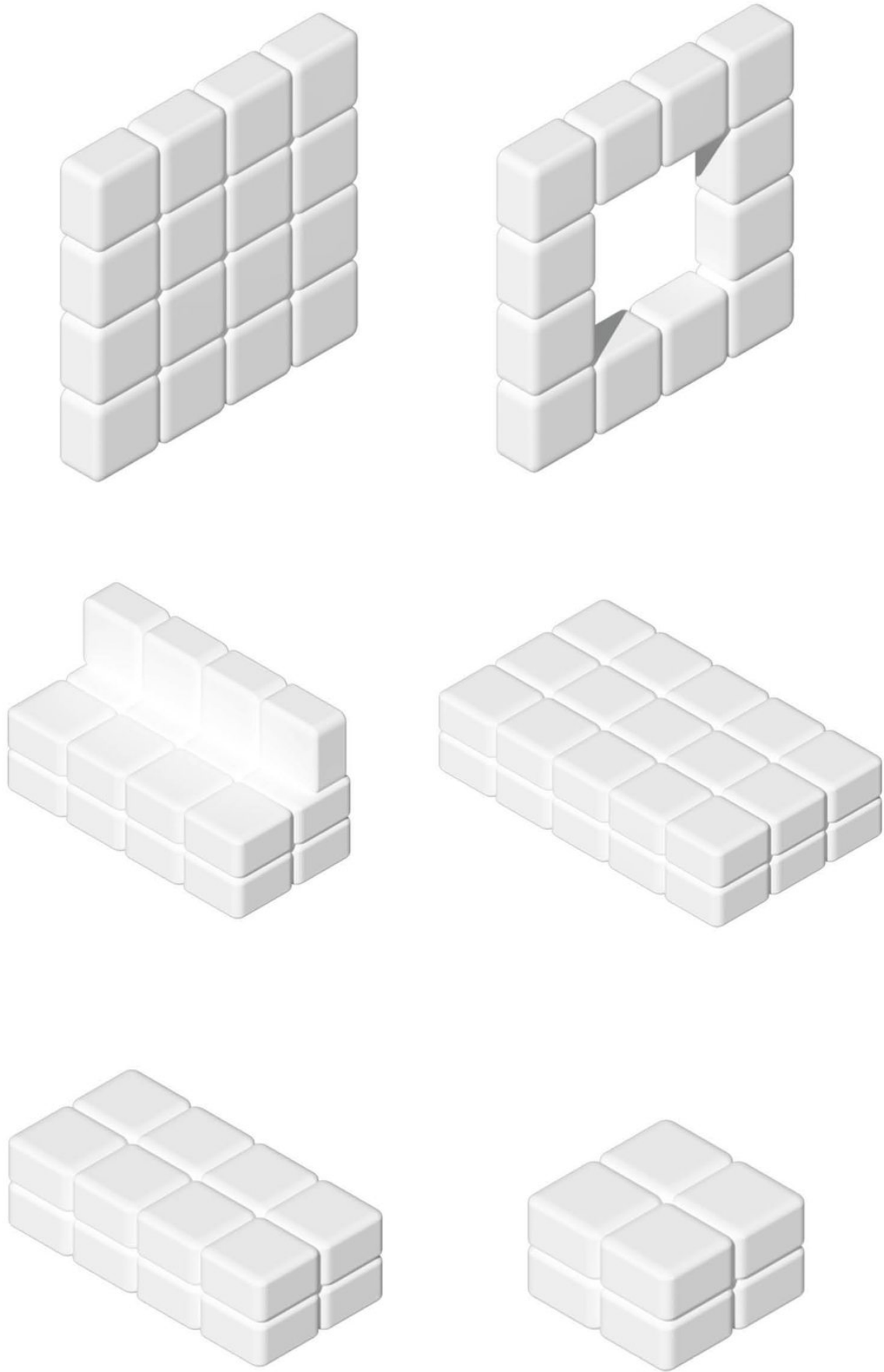
04_THE AIRWALL

Workshop
2020-21 Spring Semester | Beykent University
Department of Interior Design
Wall

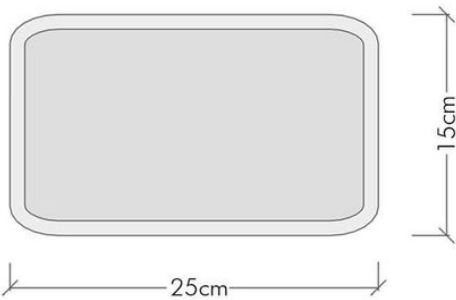
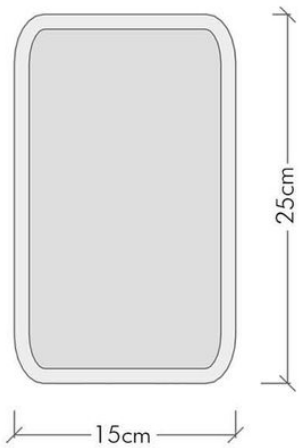
In the pandemic process, we started to rediscover our homes and spend more time in our homes; to carry our works to the houses, to provide isolation, to provide insulation, to create a space, to separate a space, etc. needs began to arise. In order to meet these needs, the airwall, an ergonomic, comfortable, portable, durable, low-budget, aesthetic and universal design product that can be filled with air and used simply, has been developed.

USAGE

ISOMETRIC VIEW



SECTION



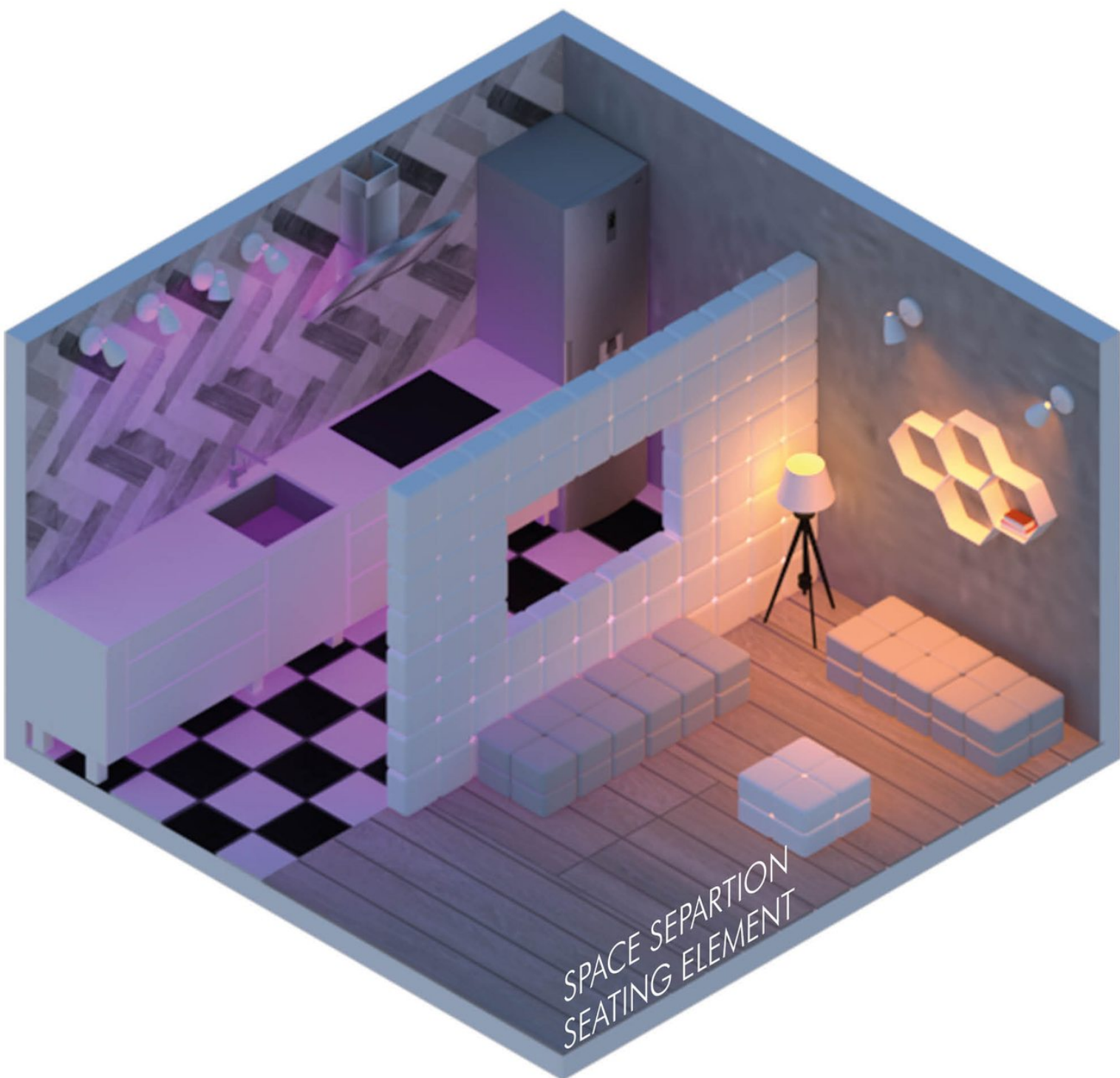
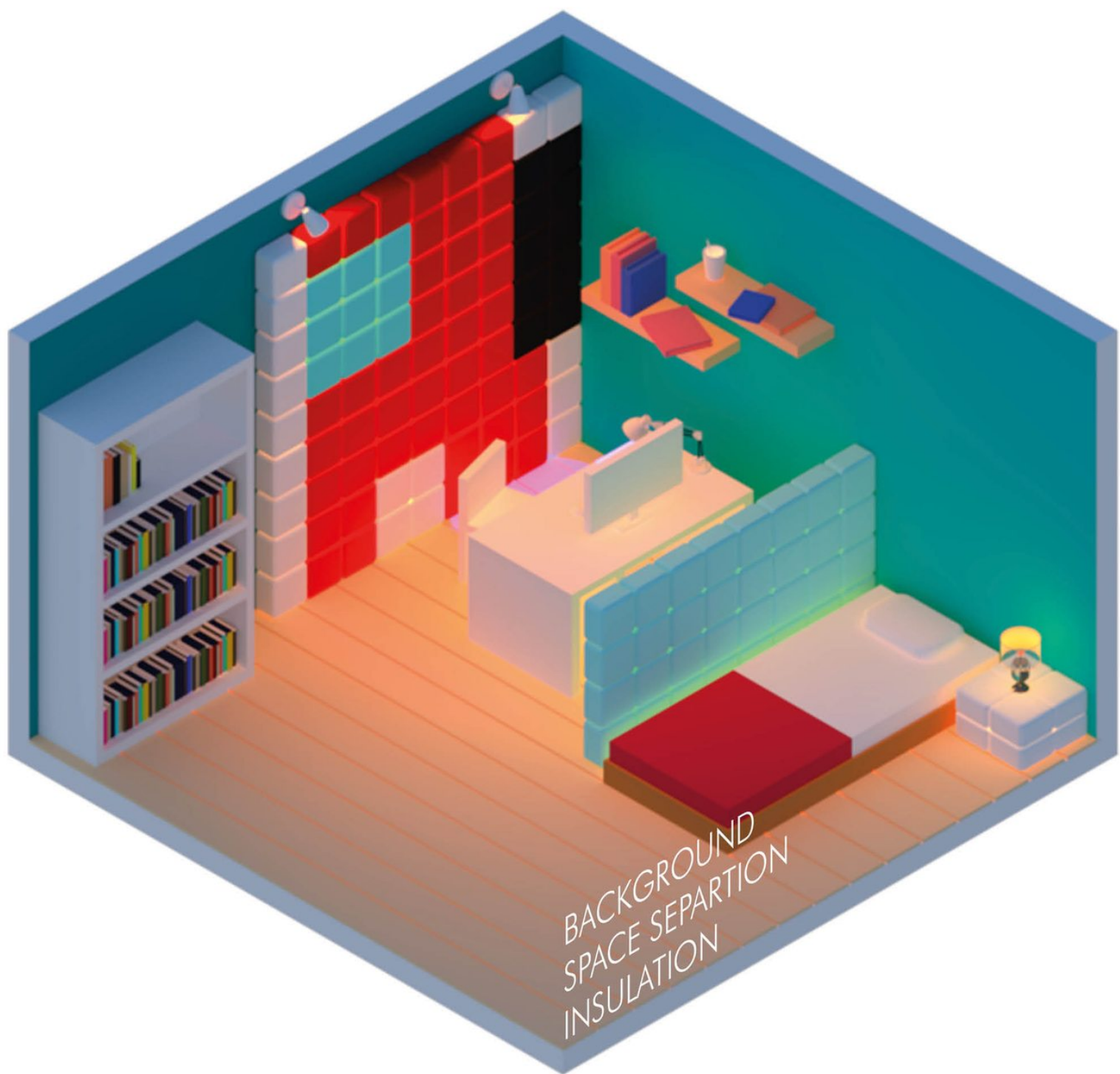
ERGONOMICS PORTABLE DURABLE
COMFORT AESTHETIC BUDGET

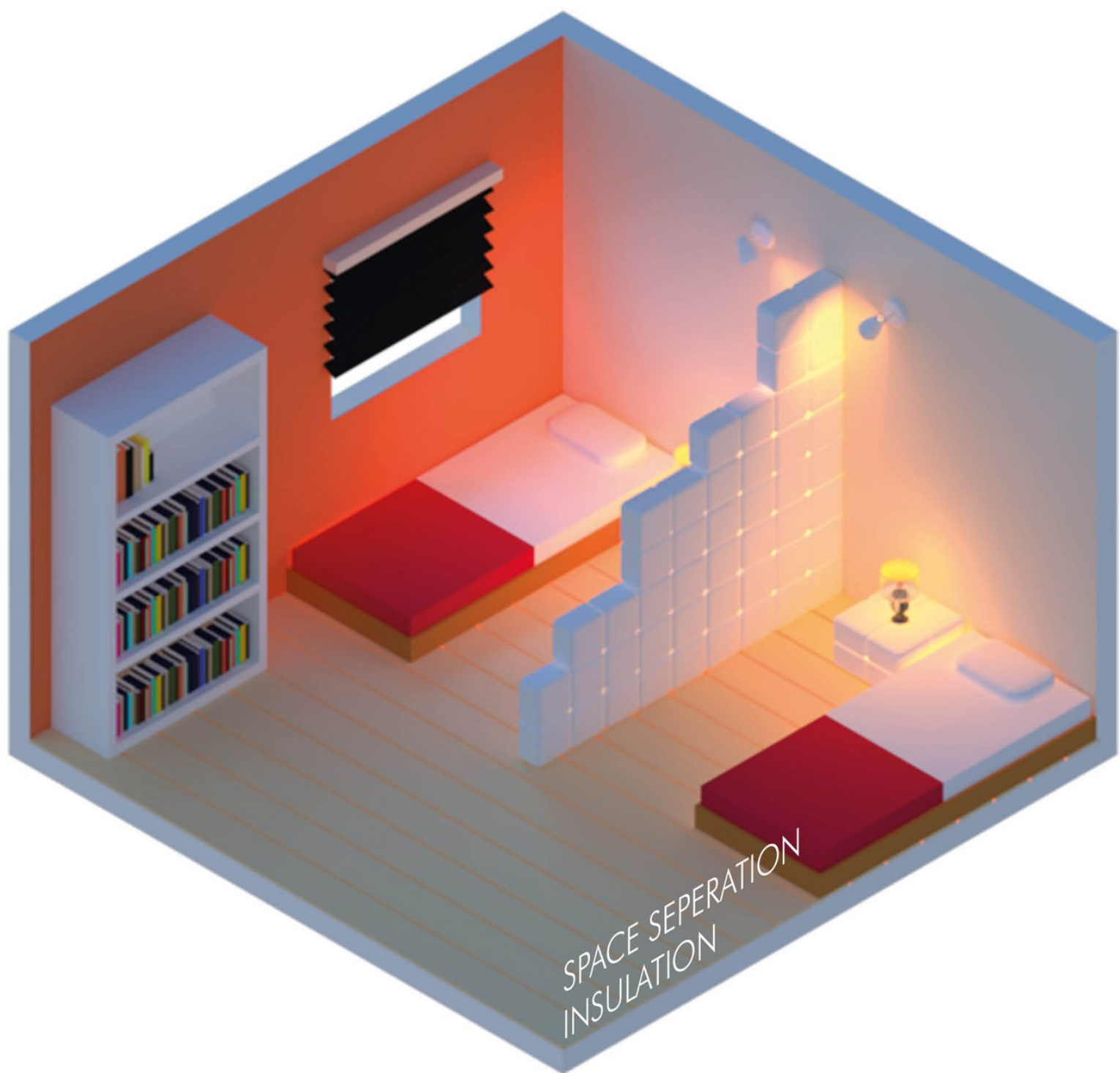
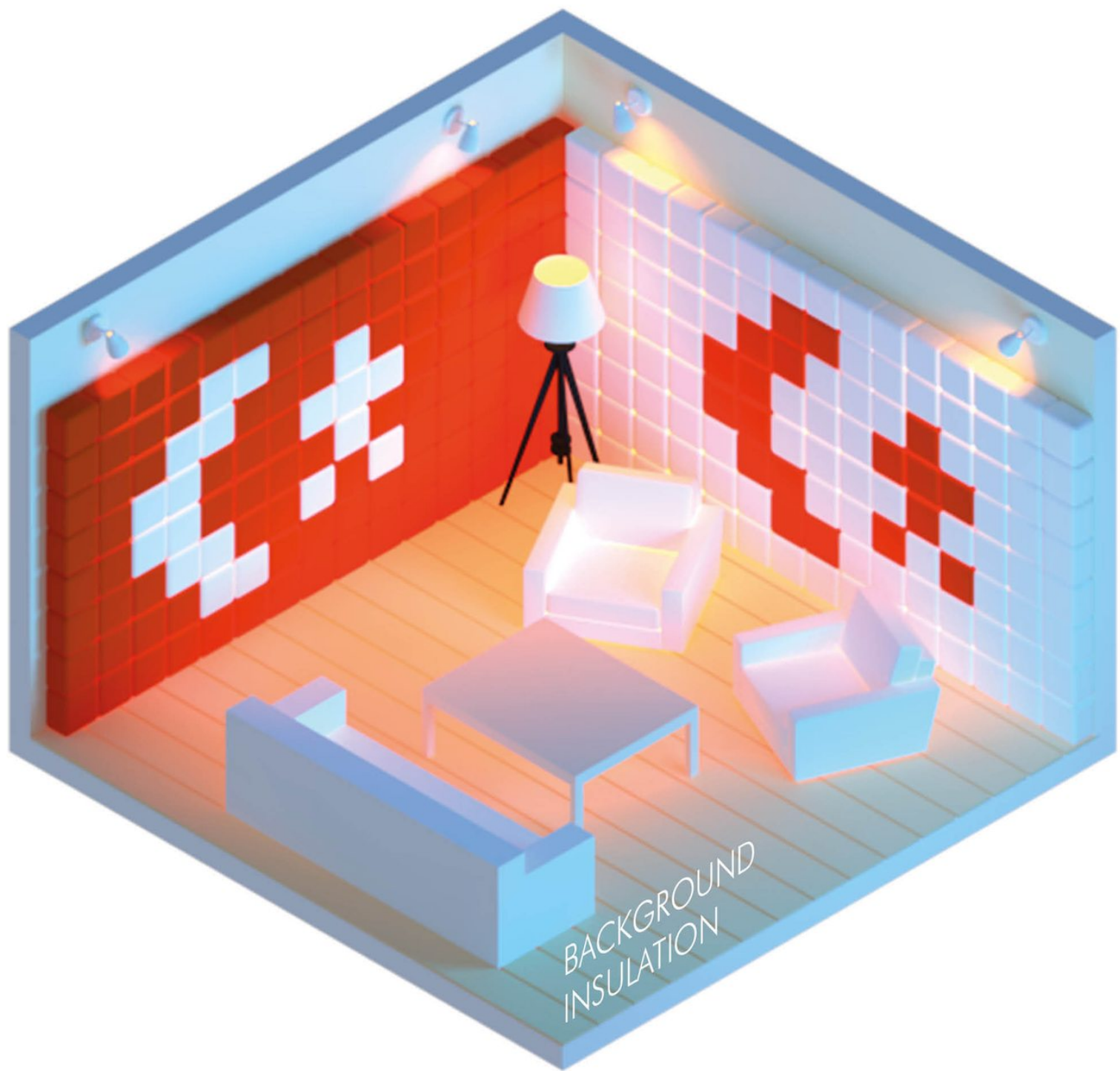
BACKGROUND INSULATION INSULATION
SPACE SEPARATION SEATING ELEMENT

INFLATABLE / DEFLATABLE



Airwall can be easily made usable by filling it with air by means of a compressor or pump. It can be combined with each other and easily separated with the Velcro material on its surface. Modules with dimensions of 15cm x 25cm x 25cm can be brought together to gain many different functions.





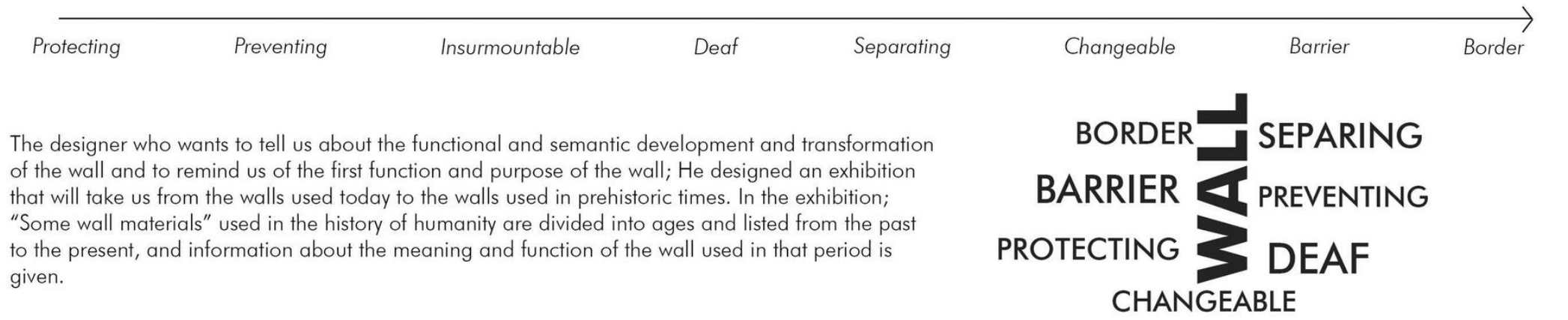


05_THE FLASHBACK

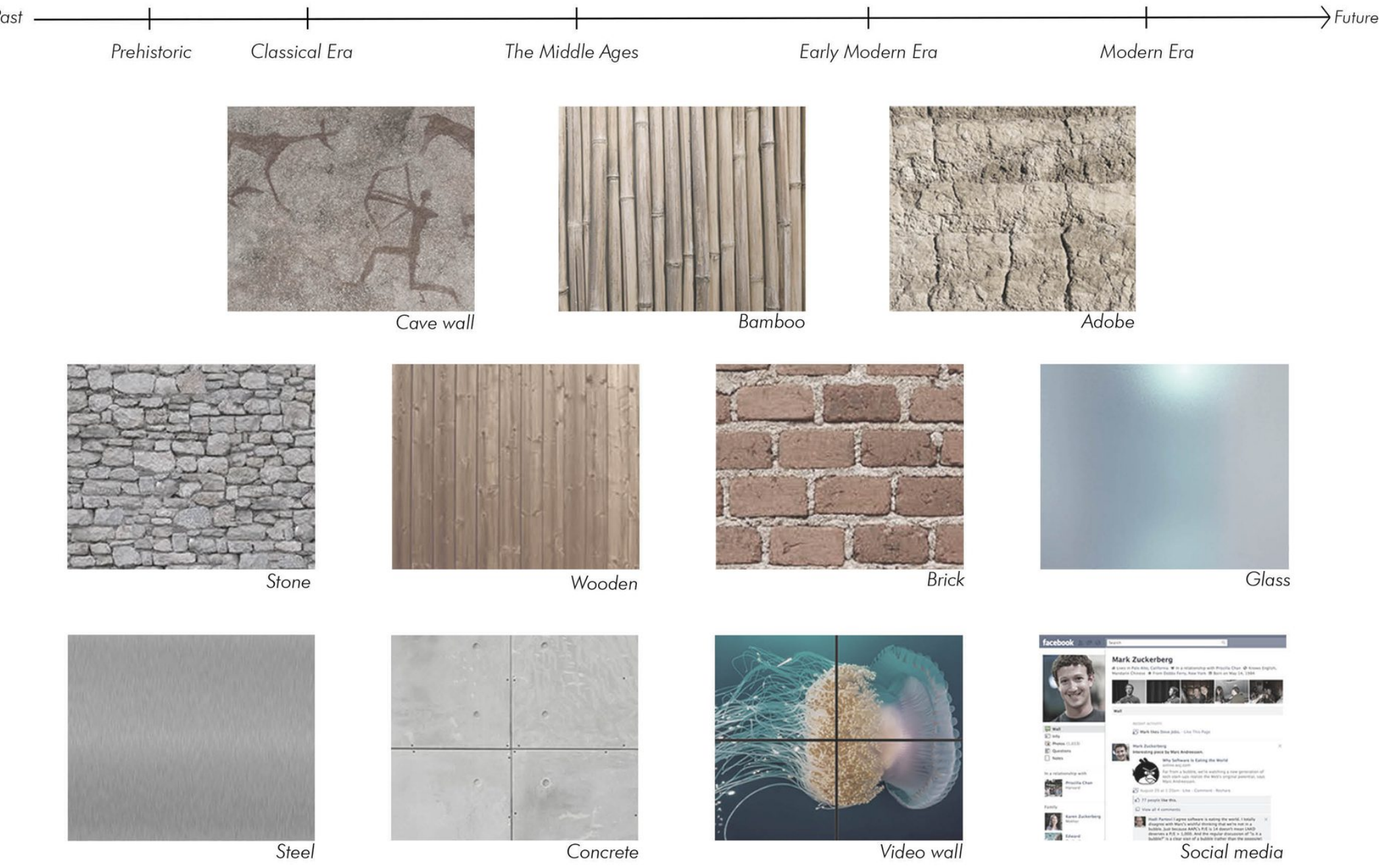
Workshop
 2020-21 Spring Semester | Beykent University
 Department of Architecture
 Re-discovering the "Home" (During the pandemic)

From prehistoric times to the present, the wall has developed and transformed semantically and functionally over time. Our adventure in walls, which started with cave walls; While it was a shelter for survival, it has been used in many functions and meanings today, has become independent from space and has become virtual. When we examine the semantic change of the word wall, it was used in the meaning of protecting at the beginning, but today it has started to be used in the meanings such as preventing, hindering, deaf, separating, border.

MEANINGS OF THE WALL



AGES





Cave Wall



Bamboo - Stone



Adobe - Wooden



Brick & Glass



Concrete - Steel



Videowall - Social Media



06_THE MARBLIGHT

Competition

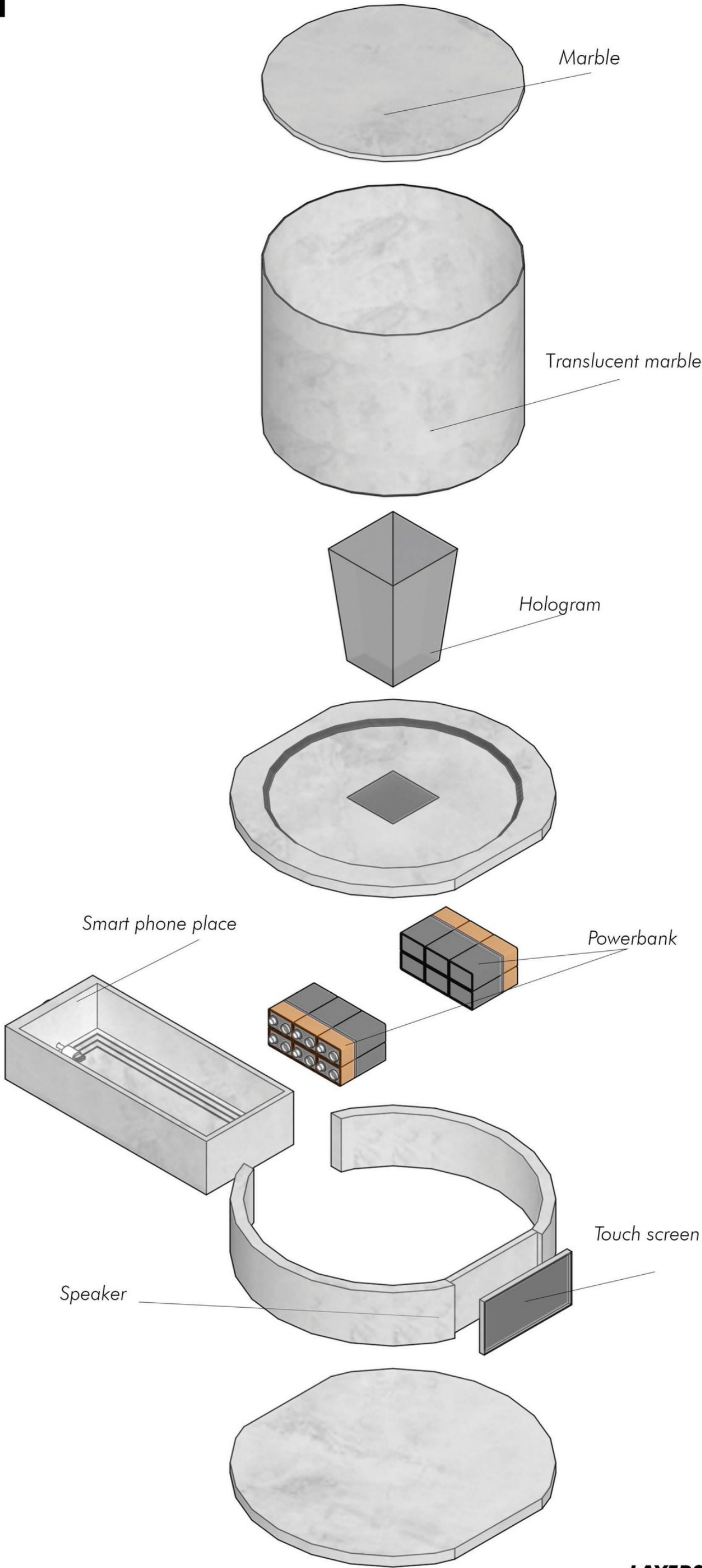
26.07.2021 | amorf.org

Natural Stone Project and Design Competition
Interior Furniture, Accessories and Applications

Marble, one of the most used natural stones from past to present, and smartphones, which are the most used devices of our age; were brought together to form **Marblight**.

In Marblight, the aesthetic appearance and permeability of marble are used, and the radiation-absorbing membrane is combined with the fabric. Marblight aims to reduce the electromagnetic field emitted by smartphones and keep our smartphones smart even when passive.





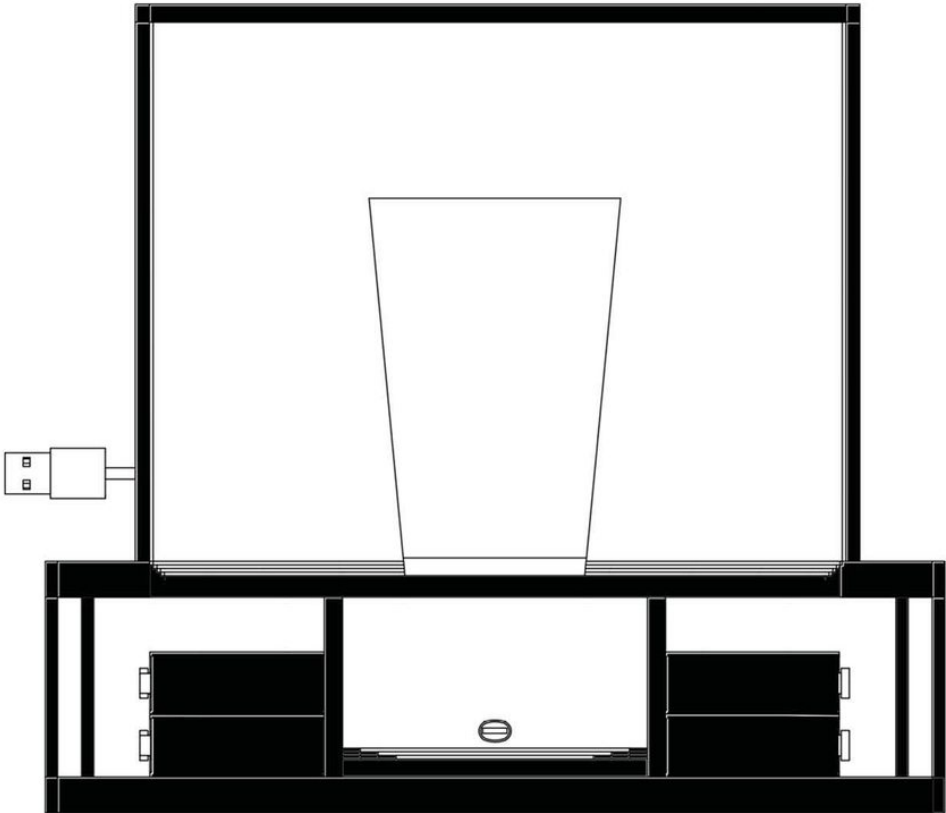
LAYERS



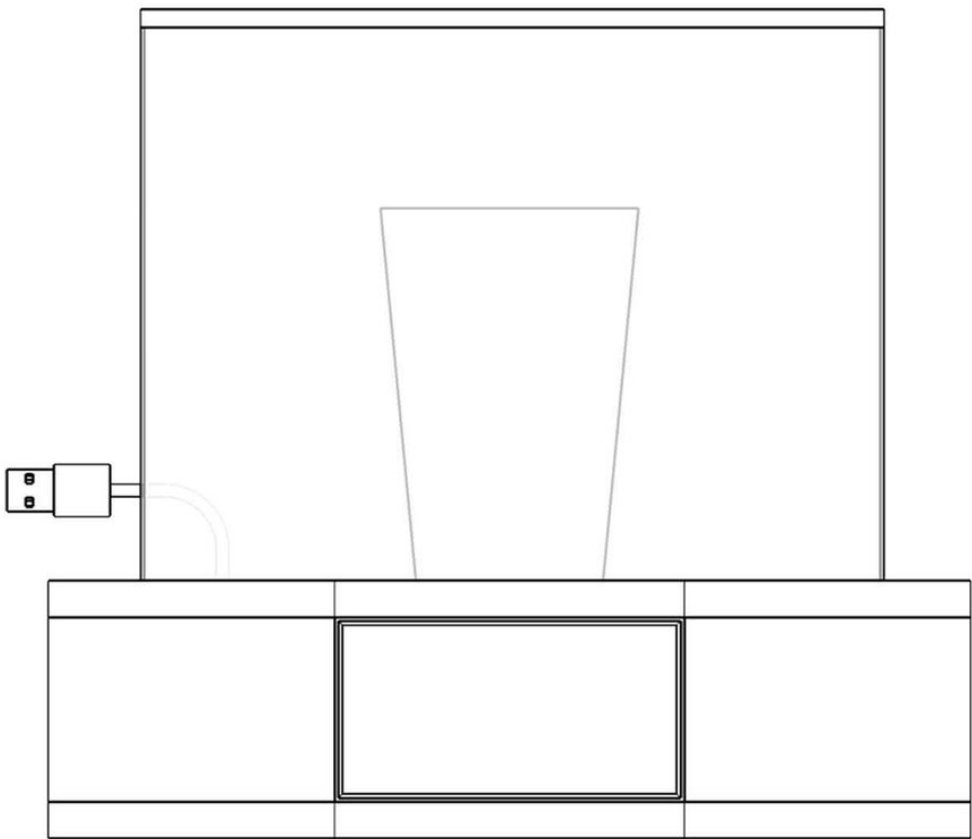
MARBLIGHT APPLICATION

By downloading the Marblight Application to smart phones; smartphones are placed in the drawer in Marblight and connected to Marblight wired or wirelessly. Marblight Application; It is activated as a screen saver on our smartphones and offers us a hologrammatic image according to the selected themes. Themes, colors, alarms, calls, etc. tools can be controlled via the touch panel on Marblight.

TECHNICAL DRAWINGS



Section



Elevation

