

AYDIN BÜYÜKTAŞ
FLATLAND

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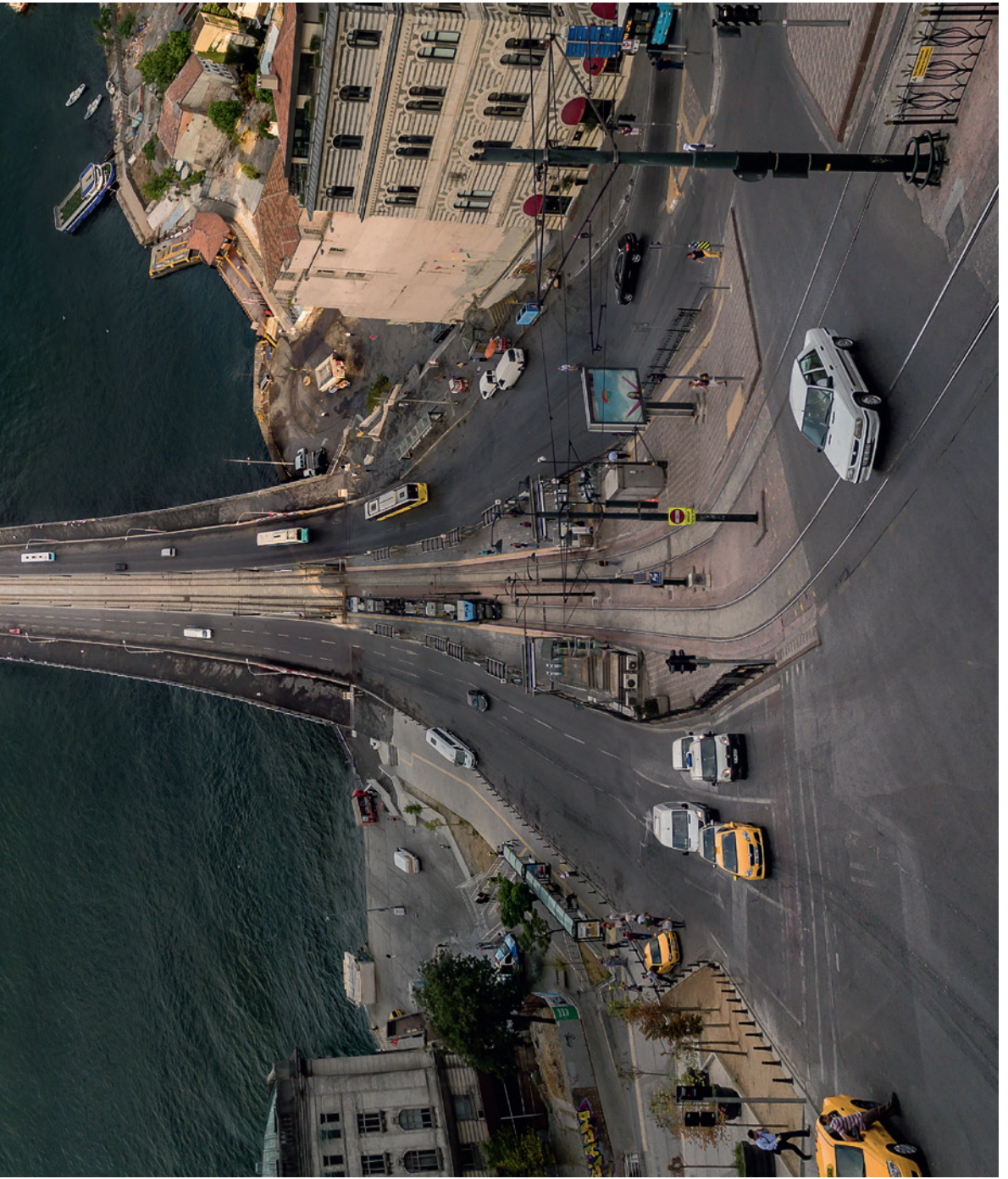
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PREFACE





















**AN UNSPEAKABLE
HORROR SEIZED ME.
THERE WAS A DARKNESS;
THEN A DIZZY, SICKENING
SENSATION OF SIGHT THAT
WAS NOT LIKE SEEING; I
SAW A LINE THAT WAS NO
LINE; SPACE THAT WAS
NOT SPACE: I WAS MYSELF,
AND NOT MYSELF.**

**WHEN I COULD FIND
VOICE, I SHRIEKED ALOUD
IN AGONY, "EITHER THIS IS
MADNESS OR IT IS HELL."
"IT IS NEITHER," CALMLY
REPLIED THE VOICE
OF THE SPHERE, "IT IS
KNOWLEDGE; IT IS THREE
DIMENSIONS: OPEN YOUR
EYE ONCE AGAIN AND TRY
TO LOOK STEADILY.**

MAKING OF FLATLAND



The goal

My goal was: to set the foundations of a dimension where a space of surprises creates a space that creates surprises. In short: I wanted to give certain places another dimension. The viewer is left with a surprising visual, not without irony.

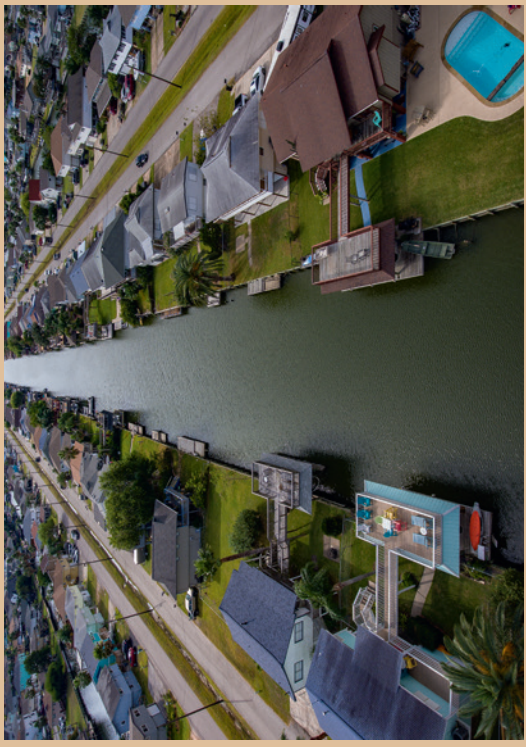
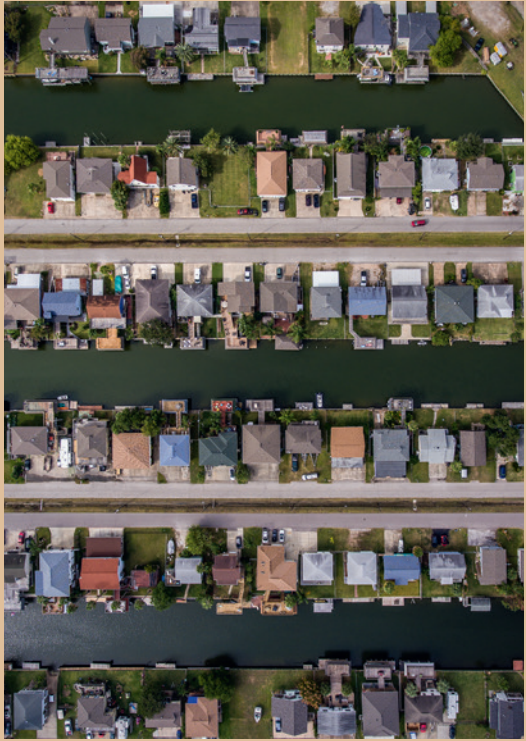


San Antonio/Texas, 2017



The beginning

When I started out with visual effects and animation in 2003–2004, the idea that I could create surreal places that I saw in my dreams and thought of as a child started to grow in my mind. I had read a lot of science fiction during my childhood and adolescence, as well as scientific and technical journals. Issues like wormholes, black holes, parallel universes, gravitation, bending of space and time: you can find it all in *Flatland*.





Analogue vs digital

In the beginning I wanted each photo to be an analogue collage as well. So I planned very carefully with 3D software and created a 3D city. That took me more than two months, mainly to find the best position for shooting the drone photos and angle coordinates. Also, it is really not easy to create smooth curves in the photos that way. It took thousands of 3D renders and quite some reshoots. In the end, though, I didn't like the way the analogue collages made me feel. So I started to create digital collages, which is also time-consuming – it takes me many days to create the perfect image with Photoshop.

COLOPHON

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