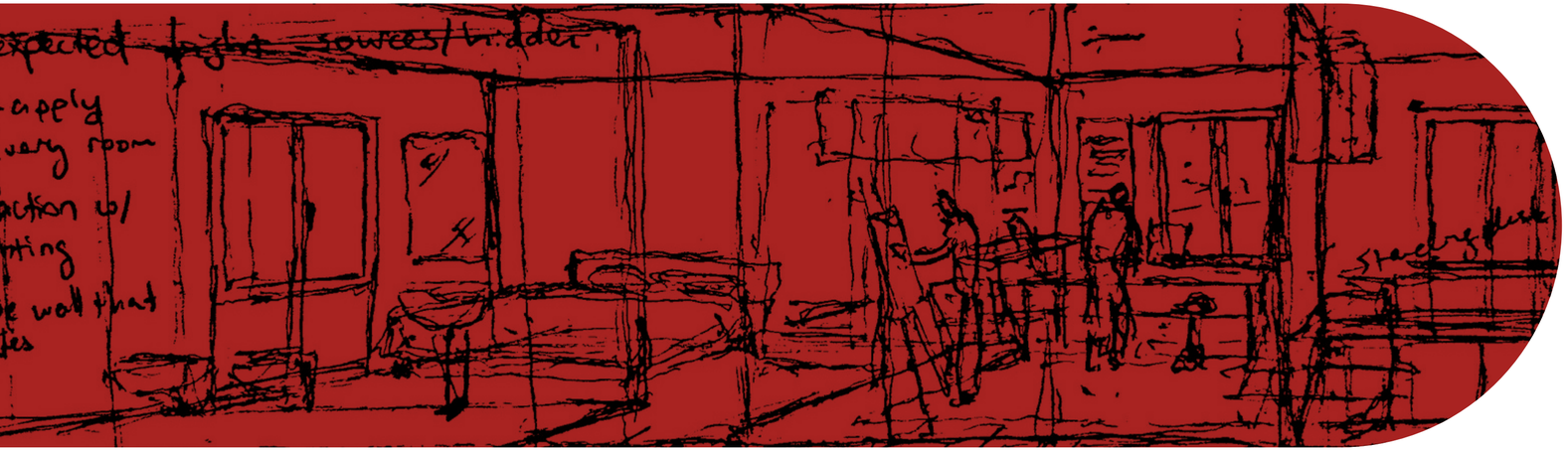
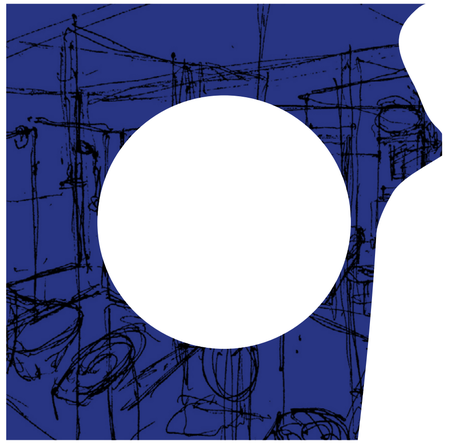






CEM IZGI

SPATIAL DESIGNER / ARTIST

SELECTED WORKS 2025 / 26

ABOUT

I am Cem Izgi, young spatial and product designer, artist, and writer, whose worldview has been shaped majorly by a split in cultures between Turkey and Germany. This big movement in my life sparked a lifelong fascination with human interaction and combinations between different cultures and identities. Furthermore, moving frequently has taught me to see spaces not just as static sculptures, but as parts in a moving story.

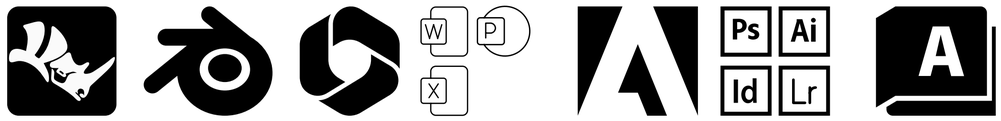
My design process heavily thrives on exploration, beginning with immense amounts of instinct-based sketching and experimental concept developments, that are later refined through rigorous problem-solving processes. I am deeply inspired by cinematic and theatrical scenography, as I believe that spaces are most interesting when furniture act as physical extensions of architecture, and the people a direct extension of the spaces, and therefore I believe that spaces we inhabit are the strongest pillars of human experience.

I design to provoke emotion, using physical environments to convey characters, stories, and people.

LANGUAGES

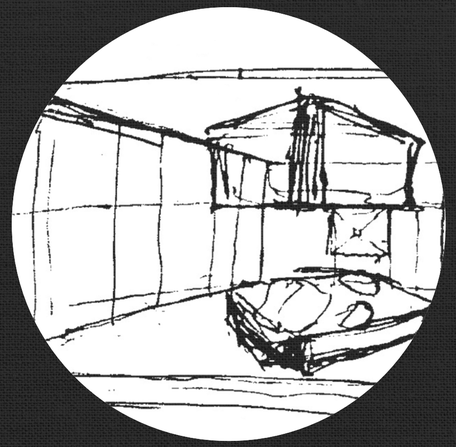
ENGLISH	FLUENT
TURKISH	FLUENT
GERMAN	B2
ITALIAN	B1

SOFTWARE



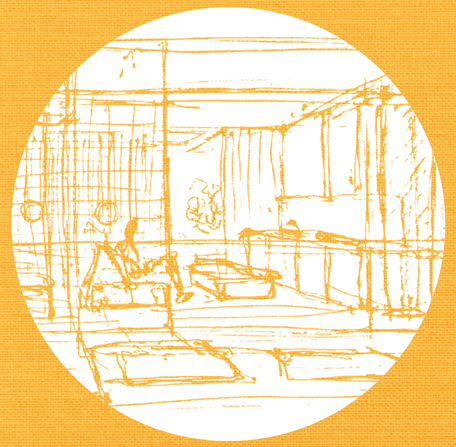


INTERIOR (BEDROOM)
SOLO
2025



IMMERSIVE ISOLATION

INTERIOR & EXTERIOR (MOBILE HOME)
SOLO
2025/26



MECHANISMA

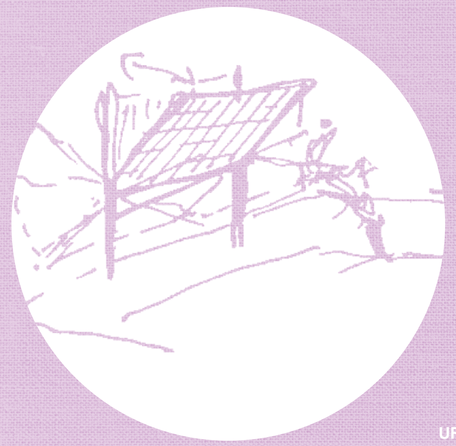
1
2
3
4

RML LINK+

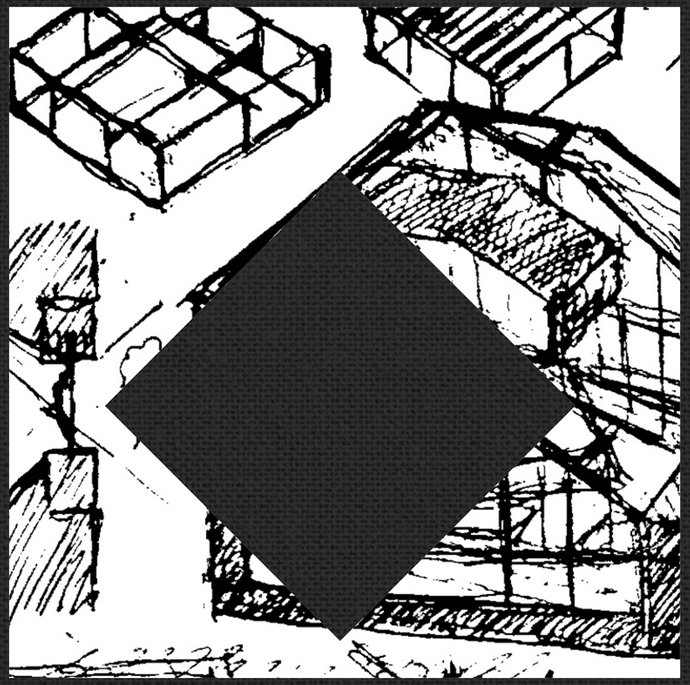
DEMY // THESIS PROJECT



2025/26
COLLABORATION
URBAN & SPATIAL (ROMOLO PUBLIC STATION

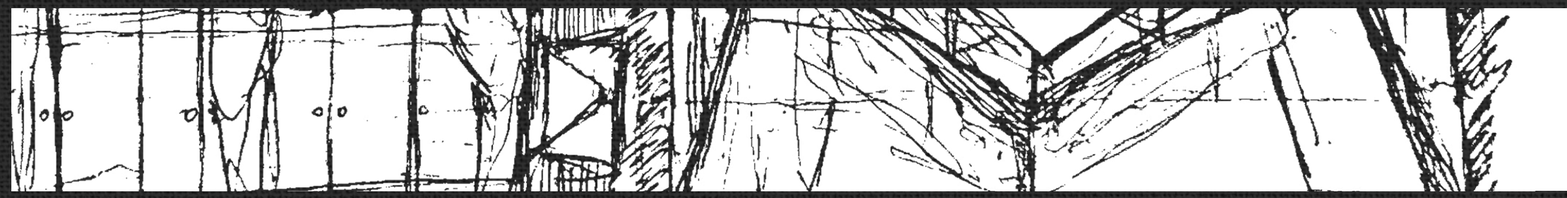


2025/26
SOLO
URBAN & INTERIOR & EXTERIOR & SPATIAL & PRODUCT (PISCINA ARGELATI PUBLIC SWIMMING POOL)



1// IMMERSIVE ISOLATION

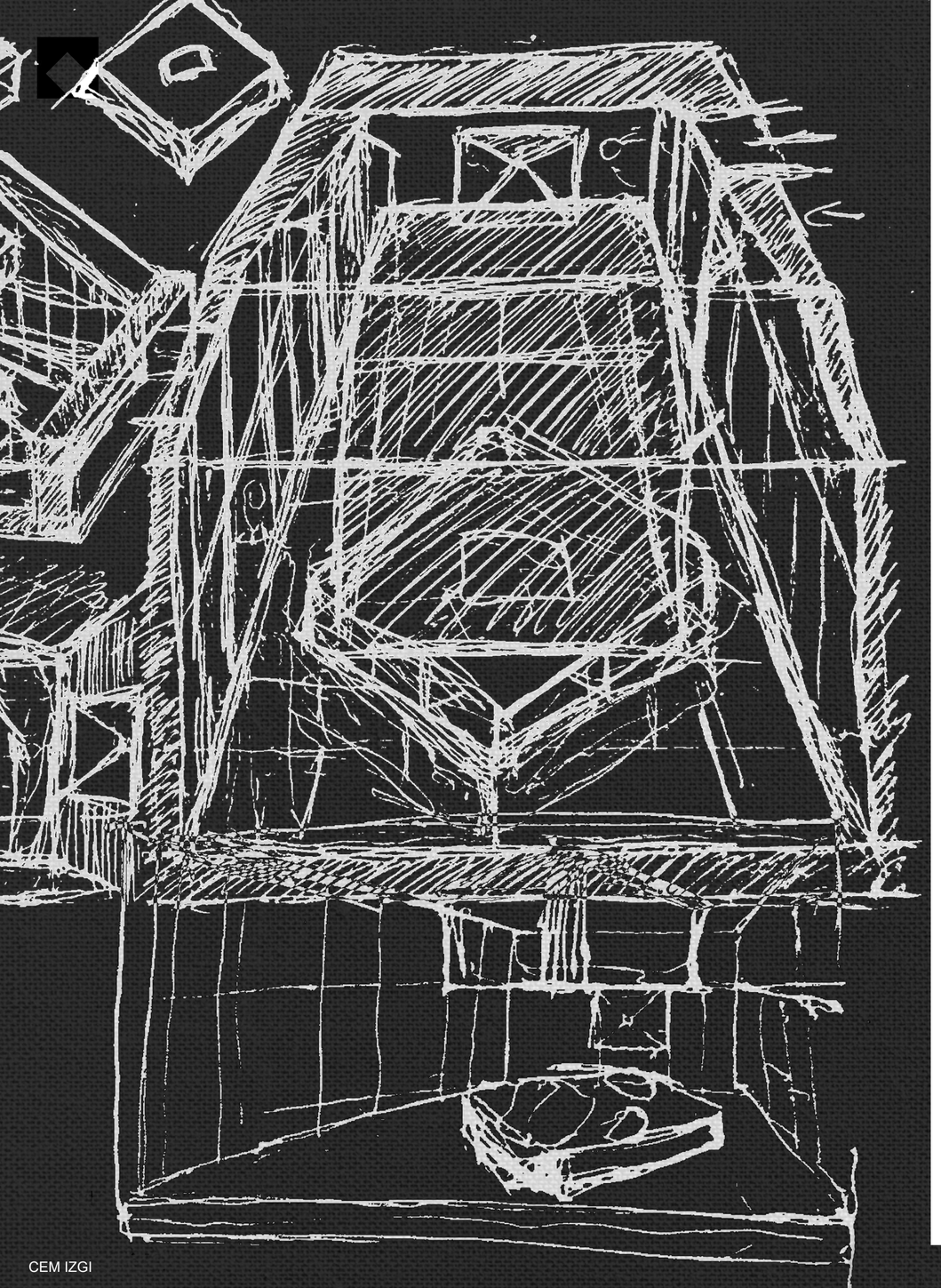
NOV 2025
SOLO PROJECT / **INTERIOR (BEDROOM)**
TECHNOLOGY OF MATERIALS II // AWARDED 30/30 // **PROF. LUCA TRABATTONI**



/ɪˈmɜːˌsɪv ˌaɪ.səˈleɪ.ʃən /

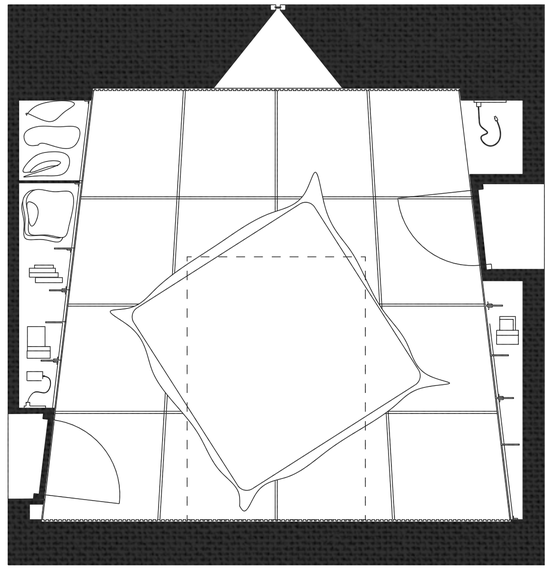
Immersive Isolation is a **3 week project** made for the course “Technology of Materials II” by Arch. Prof. Luca Trabattoni. The brief is to make the **smallest and most expensive bedroom,** and my aim was to experiment and push the limits on what a bedroom can be or do, through attempts to design the **least comfortable, bedroom possible to directly contrast the main purpose of a bedroom**. **However, I still wanted to make this room functional as a bedroom, and a living space.** This way, I was able to think outside the box, work more conceptually and dream, and find possible solutions for problems that are difficult to detect in a regular bedroom.

My biggest inspirations were production designs for surrealist movies of the 1960s and 1970s where the attempt is to imagine a future or a dream where the spaces are extensions of feelings.

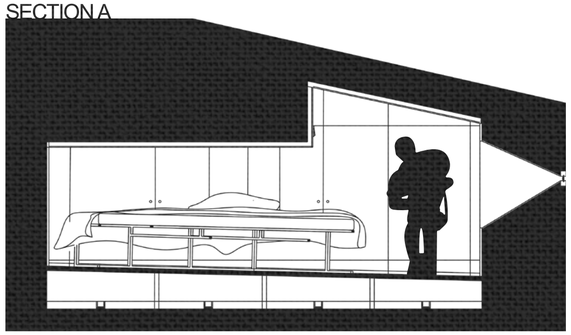


Throughout the design process I have experimented with different ideas of what is uncomfortable, with materials and different arrangement of the spaces. And decided on creating shapes that almost work with one another but decide not to due to the arrangement, with creating the uncanny feeling through the way the space shrinks without realisation.

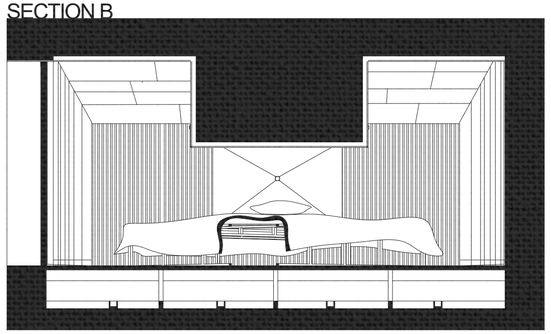
As a result, I have created a space that manipulates itself and is directly linked with the emotion of discomfort, through multiple ways. First idea I had was to cut out any connection with the outer world, except one a hole that is aimed to create a camera obscura effect, so that the inhabitant rather than seeing the world outside, would be immersed with it, creating a surreal feeling, as the window would also be there, but constantly too far for them to reach or look outside of.



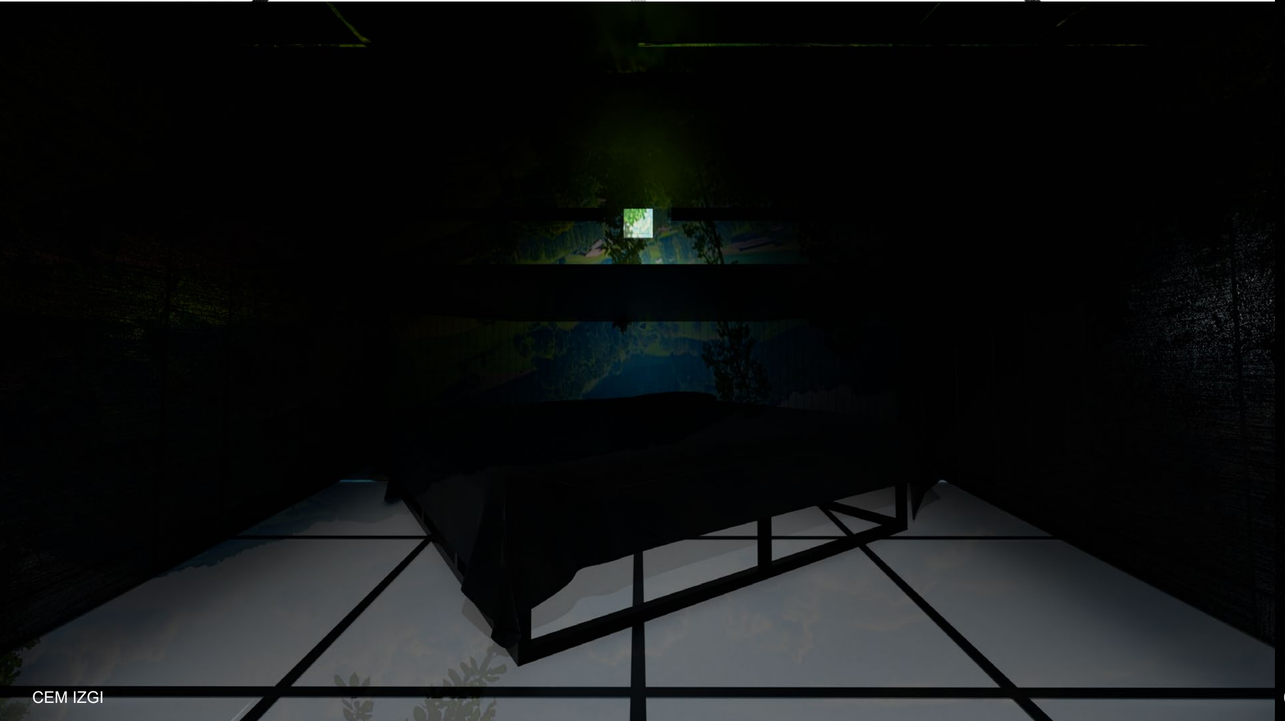
SECTION A



SECTION B







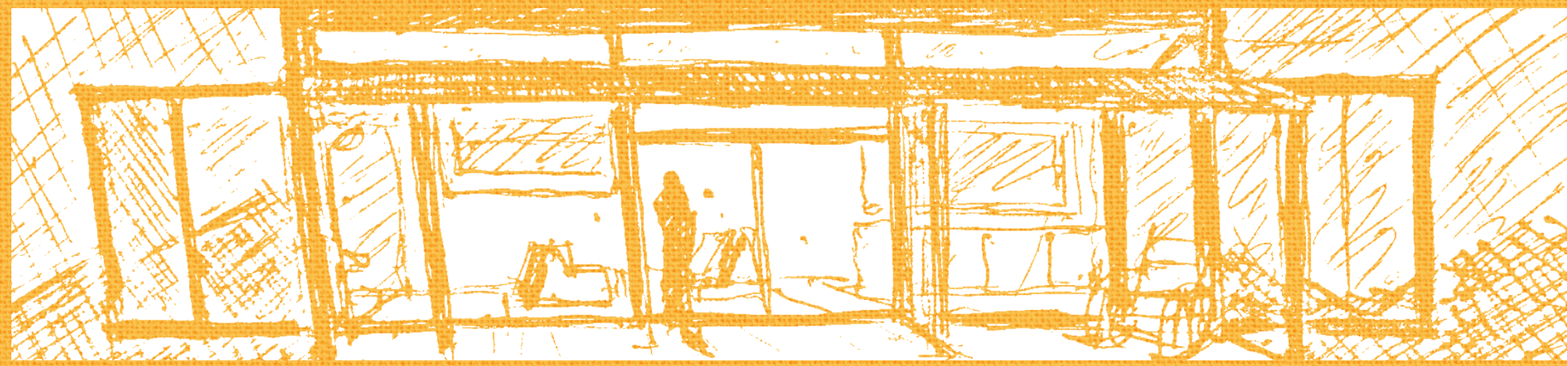






2// MECHANISMA

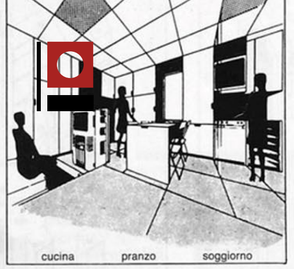
DEC 2025 - MAR 2026
SOLO PROJECT / **INTERIOR & EXTERIOR (MOBILE HOME)**
TECHNOLOGY OF MATERIALS II // AWARDED 30/30 WITH LODE // **PROF. LUCA TRABATTONI**



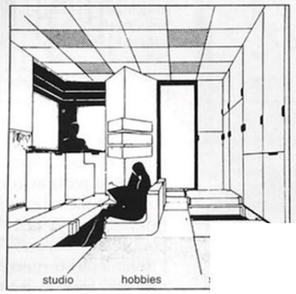
/ mek.ə.nɪ.zə.mə /

Mechanisma is designed to challenge hegemonic views on **division** and usage of living spaces in mobile homes, using new technologies and combining them with traditional methods of the east to create a living organism that transforms itself to allow a deeper immersion with outdoors and a more playful way of living.

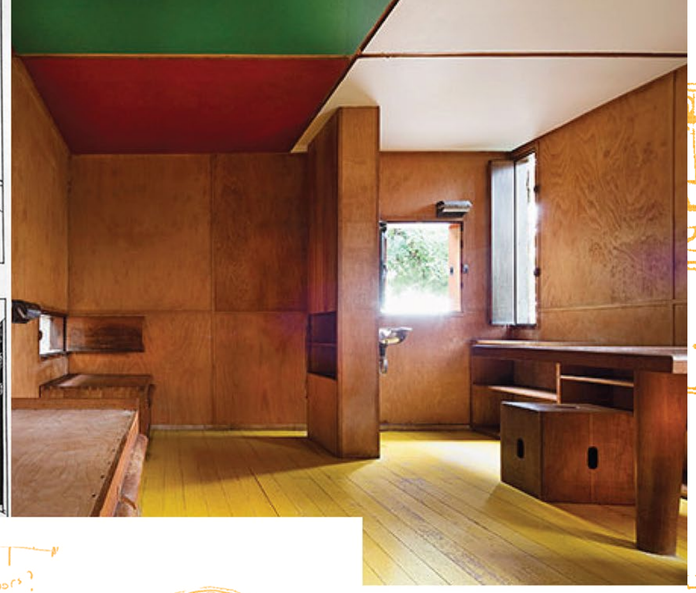
It is birthed out of the idea of designing a space that can transform itself depending on the desires of the inhabitants, being an open living space during the day, and a closed up bedroom in the night. It takes direct inspiration from masterworks such as “Attrezzature Mobili” by Enzo Mori, “Occultamento” by Ugo la Pietra, “Le Cabanon” by Le Corbusier, and “The Rietveld Schröder House” by Gerrit Rietveld in their ways of using space, dividing it, and taking advantage of limitations.















ACCOYA BURNED WOOD
Manufacturer: Burned Wood int.
Dimensions: 120W, customL, 10T
Profile:
Color:
Use: Walls

WHITE BIRCH LUXURY VINYL PLANK
Manufacturer: FUZION FLOORING
Dimensions: 180W, 420L, 2T
Color:
Use: Floors

STANDING SEAM ALUMINIUM
Manufacturer: ATAS
Dimensions: Custom: 200W, 4040L
Profile:
Color:
Use: Roof

ALUMINIUM
Manufacturer: ATAS
Dimensions: Custom
Color:
Use: Panels, Framing, Roof Connection

PLYWOOD
Manufacturer: WISA
Dimensions: Custom
Color:
Use: Built in Furniture

STAINLESS STEEL
Dimensions: Custom
Color:
Use: Wheels, Holders

SHOJI SCREENING
Manufacturer: Design Shoji
Dimensions: Custom
Color:
Use: Roof, Slider Frames

WINDOWS
Manufacturer: Vitrocsa
Dimensions: Custom
Color:
Use: Windows

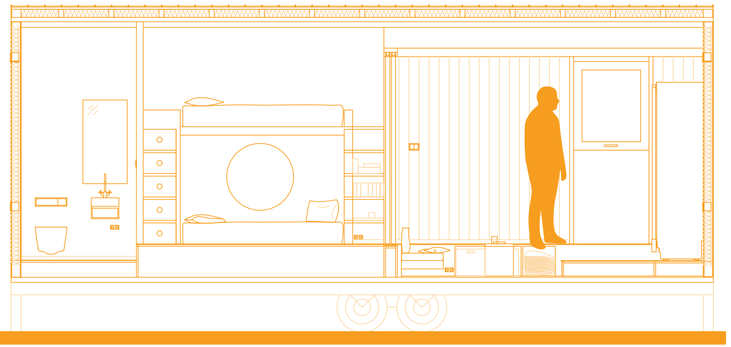
TATAMI MATS
Manufacturer: SideA
Dimensions: Custom
Color:
Use: Floor

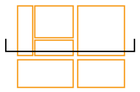


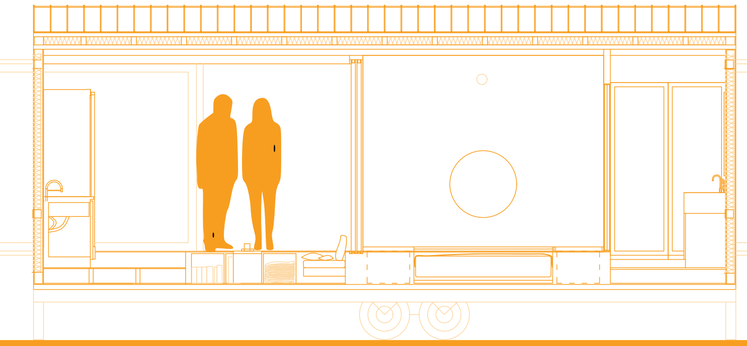


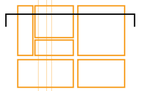


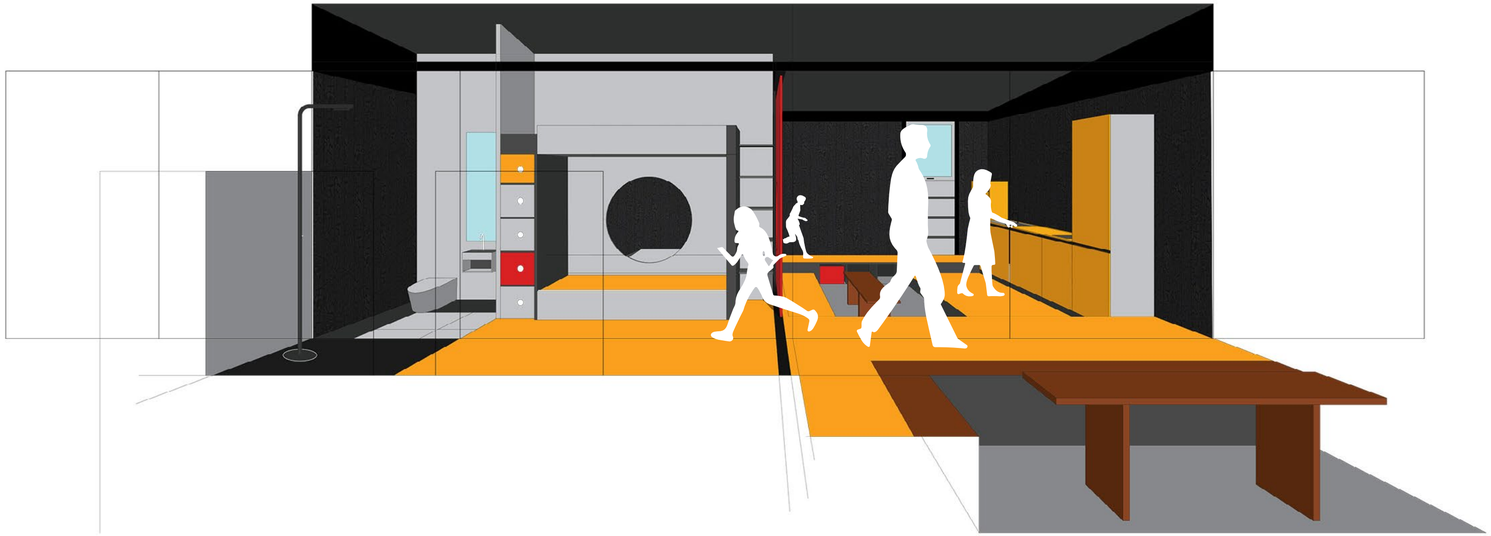




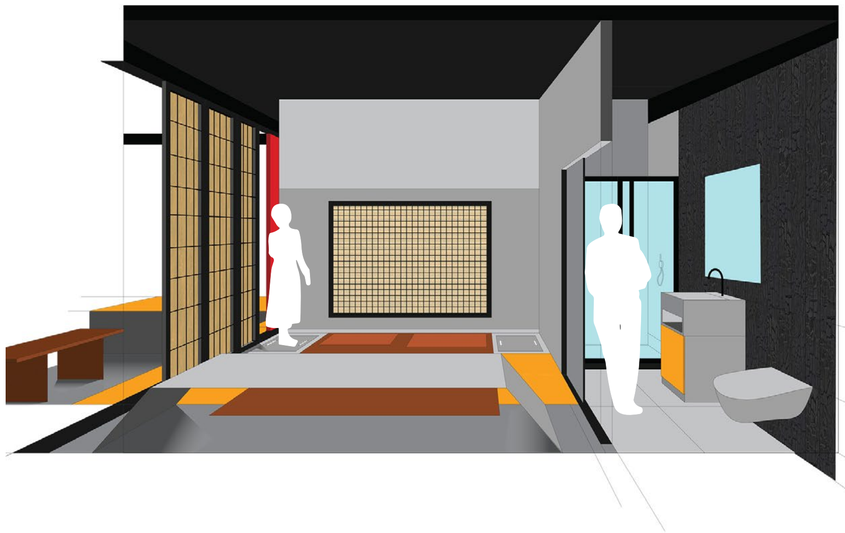












Through **Mechanisma**, I am able to put forward my favorite belief about design of spaces, that **furniture is an extension of the space, and the space an extension of the person.** Firstly, with the design I aim to manipulate the mind through different elevations and usages of floating floor to create a furniture out of the house. Additionally, moving walls and the windows create a strong combination between inside and outside, while making the home into a toy and a furniture in itself, that is open to the nature around it.

The design takes advantage of the possibility of floor elevations, creating 3 different levels throughout the home and the veranda. This helps divide the space without splitting it, as well as to create an illusion of more and less space whenever needed. Additionally, it creates the possibility of hiding furniture, such as the masterbed which can be closed down during the day to allow for kids to have more space around the house to play, and storage units such as ones beneath the floor in the living space, or the bedside.

Most importantly, the home uses a mechanism to open itself to the whole of the outside, blending the lines of what is interior and what is exterior, by creating the illusion of disappearing boundaries. In addition, when the windows are opened, the inner two separators, one with circular hole, and the other that is a shoji screening that helps also with softening the light for the bedrooms, get the possibility to roll outside of the main home into the veranda, and split the space there between the seating area and the outdoor shower.

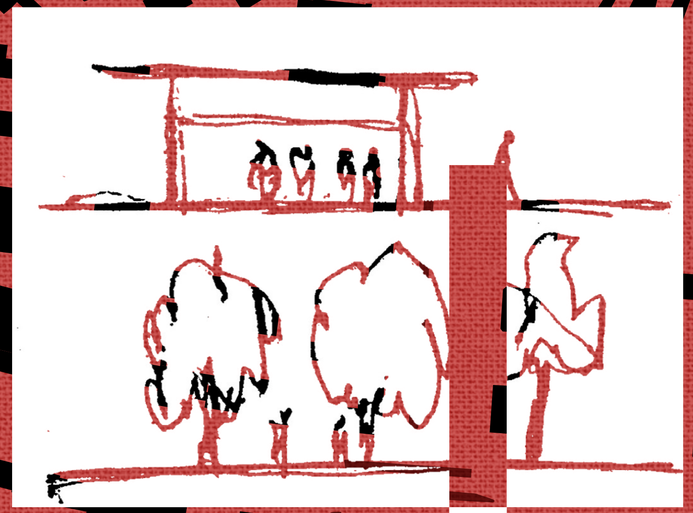
To create a more comfortable space that can be used in multifunctional ways, the home integrates tatami mats as well in its main living space, as well as on the board that closes the bed. This allows for the choice of use of spaces, by allowing inhabitants to move their cushions around and find comfort anywhere.

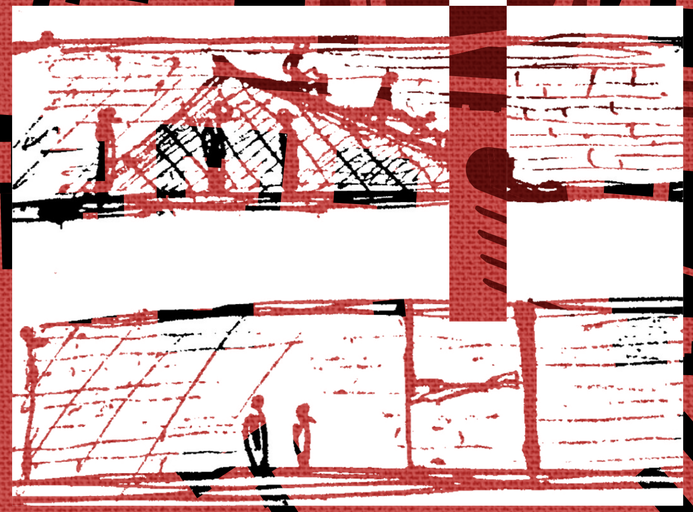
In conclusion, Mechanisma uses industrial and modernist techniques and integrates eastern ideas of comfort and open home to create a mobile home that is transformative, and a furniture, and a toy in and of itself, making its inhabitants fully emerge with outdoors when desired.

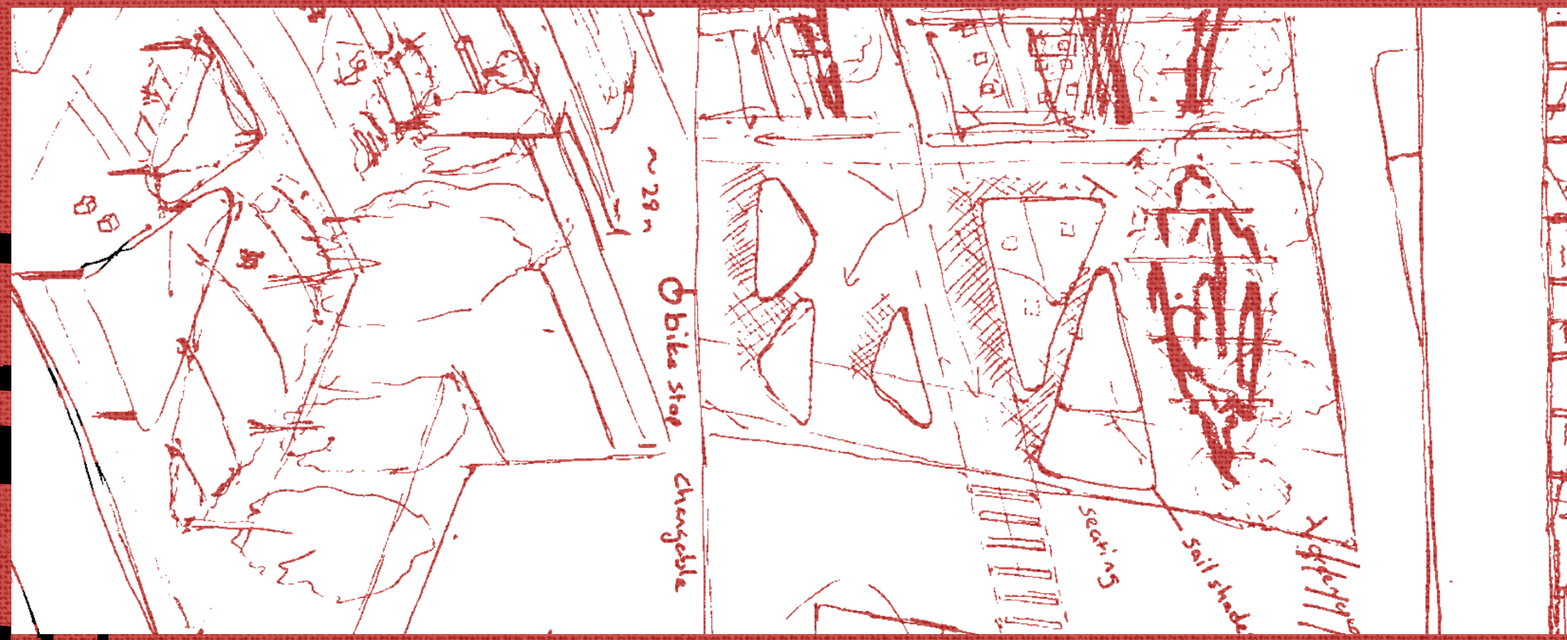


3// RML LINK

OCT 2025 - FEB 2026
COLLABORATION (5) // **URBAN & SPATIAL (ROMOLO PUBLIC STATION)**
URBAN DESIGN // AWARDED 30/30 WITH LODE // **PROF. FEDERICA DOGLIO**







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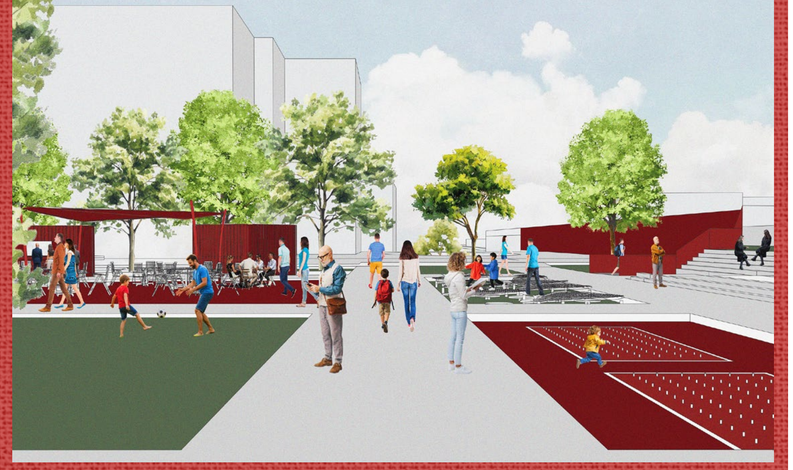
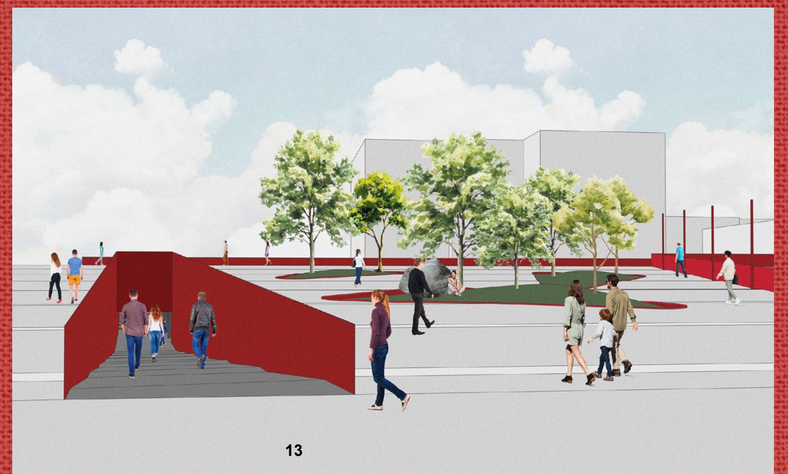
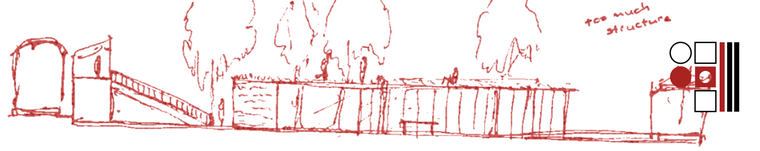
The RML LINK is made for the course Urban Design, taught by Prof. Federica Doglio, and transforms the Romolo area into a vibrant, people-centric urban space by seamlessly connecting fragmented sections of the neighborhood. Through a thorough analysis of existing conditions, the design **prioritizes continuous and safe pedestrian movement**, while minimizing the impact of vehicular traffic. The revitalization focuses on **underutilized spaces**, improving **safety**, and addressing key urban challenges. Central to the project is a **linking pathway between ramps that leads up to the train station, integrating accessibility with convenience**. The area is enriched with **abundant greenery, shaded seating zones, and playgrounds**, offering a pleasant environment for both relaxation and active use. The aim is to provide a dynamic and welcoming space that enhances the overall experience of those passing through or staying.

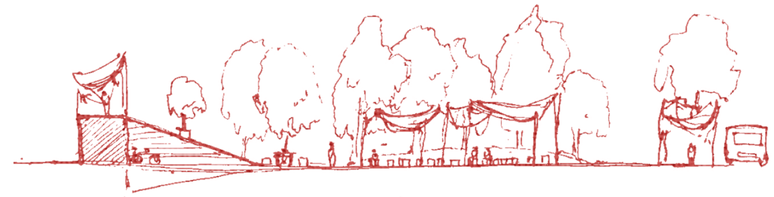


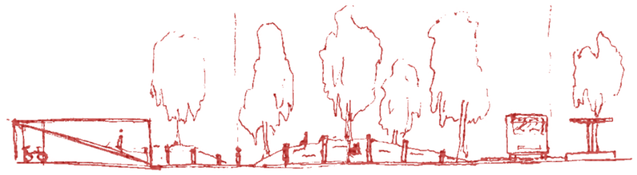


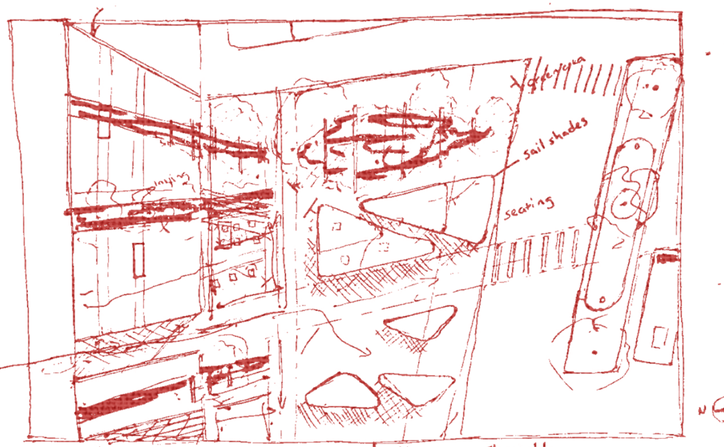


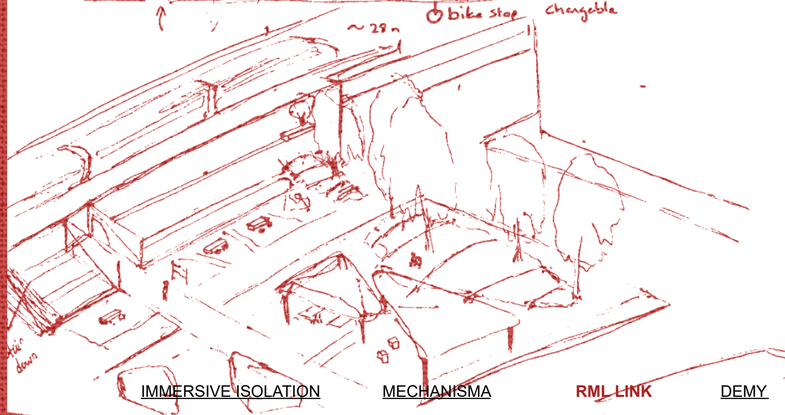



too much structure

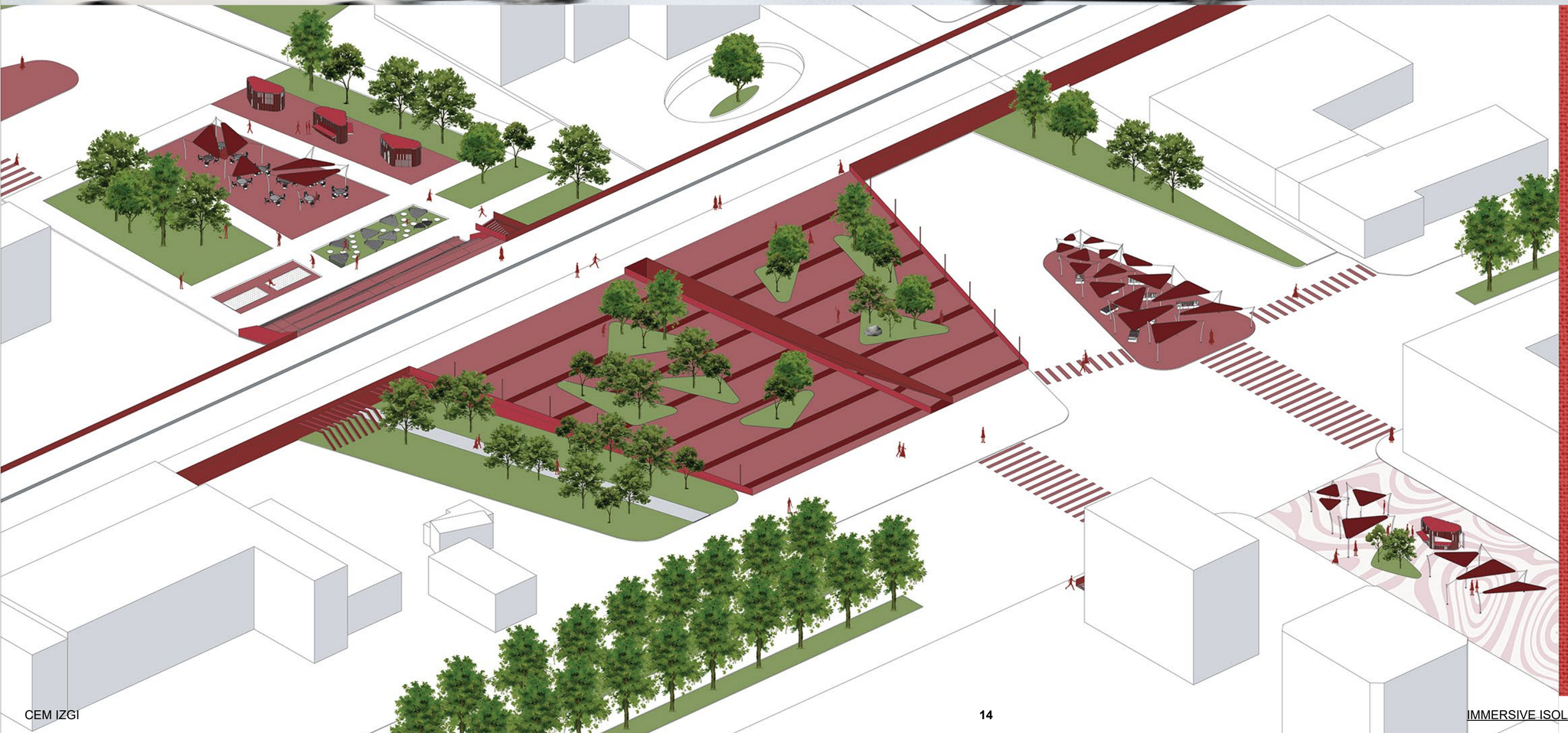





sail shades
seating


bike stop
Chargeble
~ 28 m

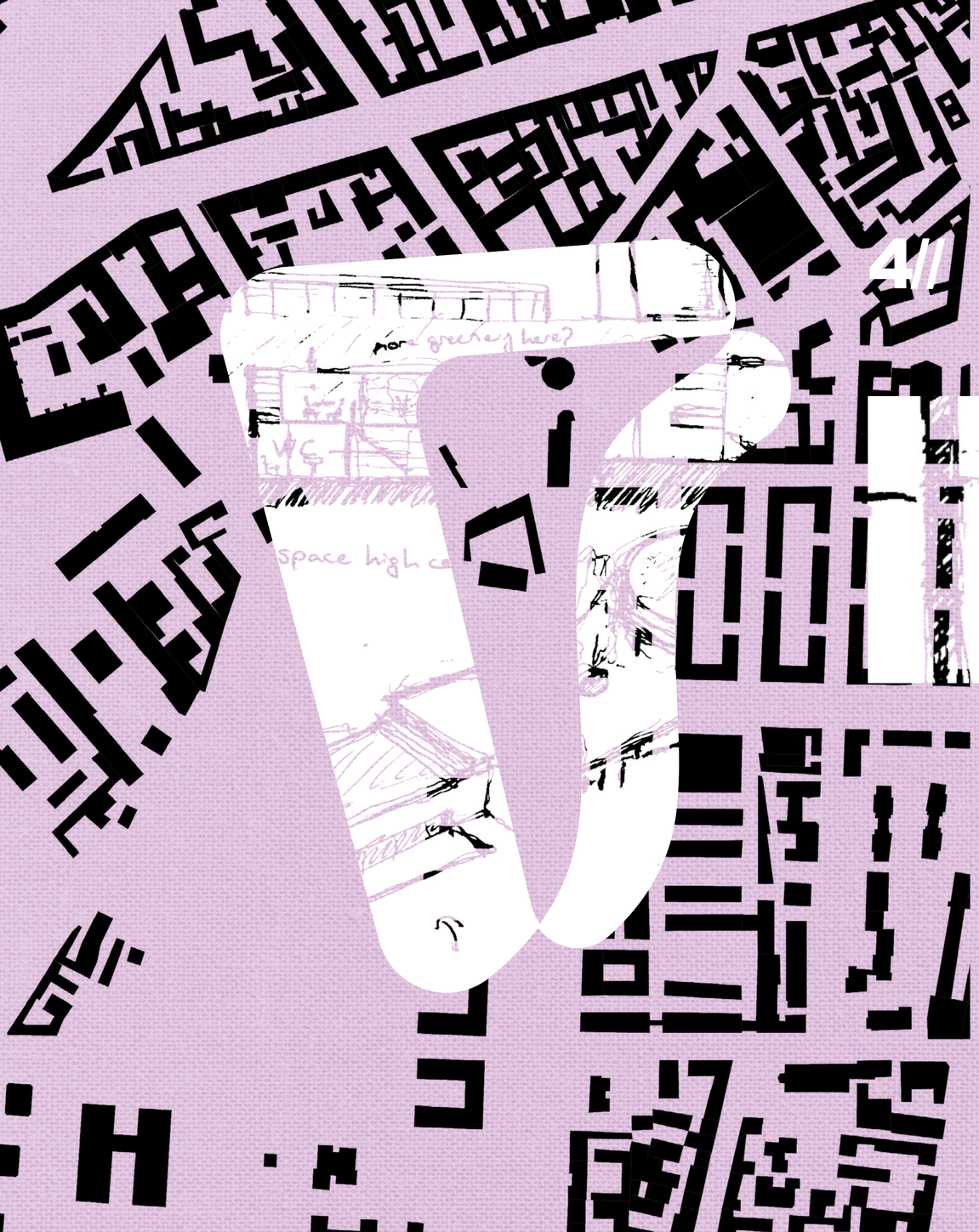




We effectively adopted ideas such as continuous pedestrian flows with ramps, gentle topographical changes, and multifunctional surfaces that encourage both **movement** and **pause** wherever necessary. Rather than separating functions, we intentionally overlapped them; **circulation**, **seating**, **greenery**, and **lighting**, so the space remains active throughout the day and night.

Our main aim was not to overbuild and create additional structures, but rather use and **alter the ground wisely** in order to create a natural **open flow** through the space, while also creating categories and hierarchies of spaces. Therefore, the changes in level are used strategically, not only as barriers, but as **opportunities for seating, informal gathering, and spatial definition**. We also introduced a strong ground pattern and material **continuity** that visually links different areas and helps users **intuitively** understand how to **move through the space**. Due to the high level of solar exposure and lack of shading in the Romolo area, we introduced trees and seats integrating shading all around the site to regulate **microclimate** and create comfort for the people.

Overall, the design redefines circulation by reducing the dominance of cars and **reinforcing pedestrian and bicycle movement**, transforming the area into a **safer** and **more inclusive** urban environment. The images show how the space can support everyday life, such as but not limited to people sitting, playing, or simply passing through. The addition of kiosks and playgrounds helps bring life to the area and significantly improve the quality and usability of public space for all ages.

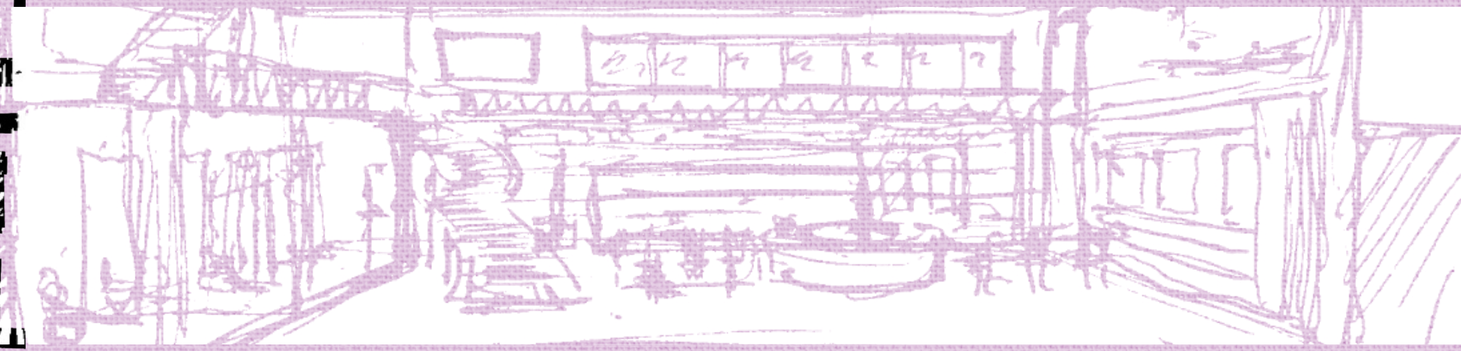


DEMY

OCT 2025 - SEP 2026

SOLO / **URBAN & INTERIOR & EXTERIOR & SPATIAL & PRODUCT (PISCINA ARGELATI PUBLIC SWIMMING POOL)**

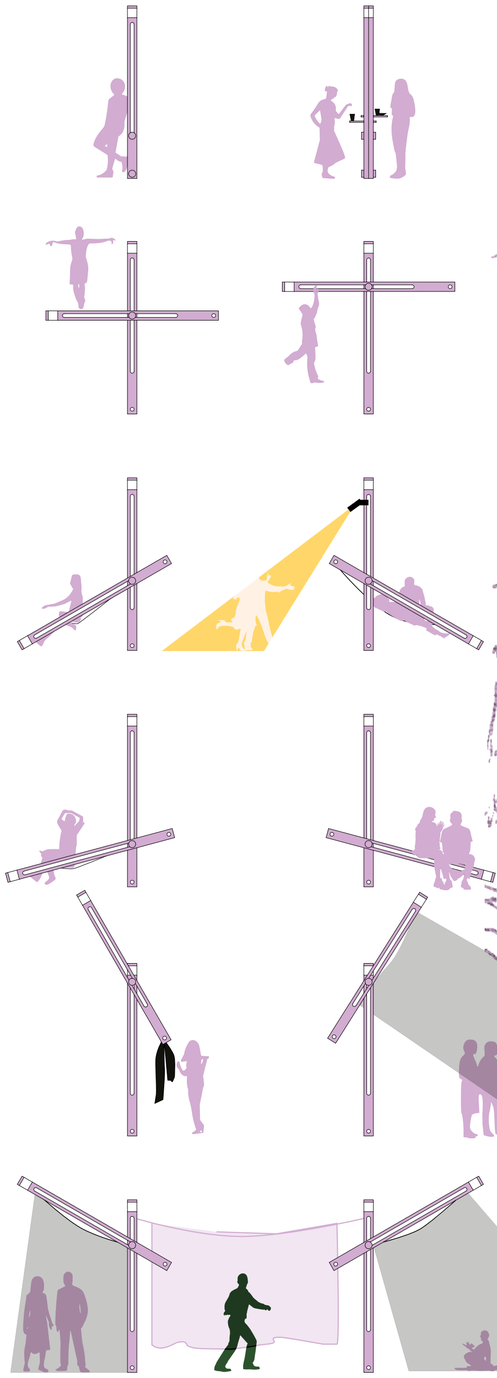
THESIS PROJECT // AWARDED 10/10 MAXIMUM POINTS BY THE JURY // **PROF. MAURIZIO SCALZI**

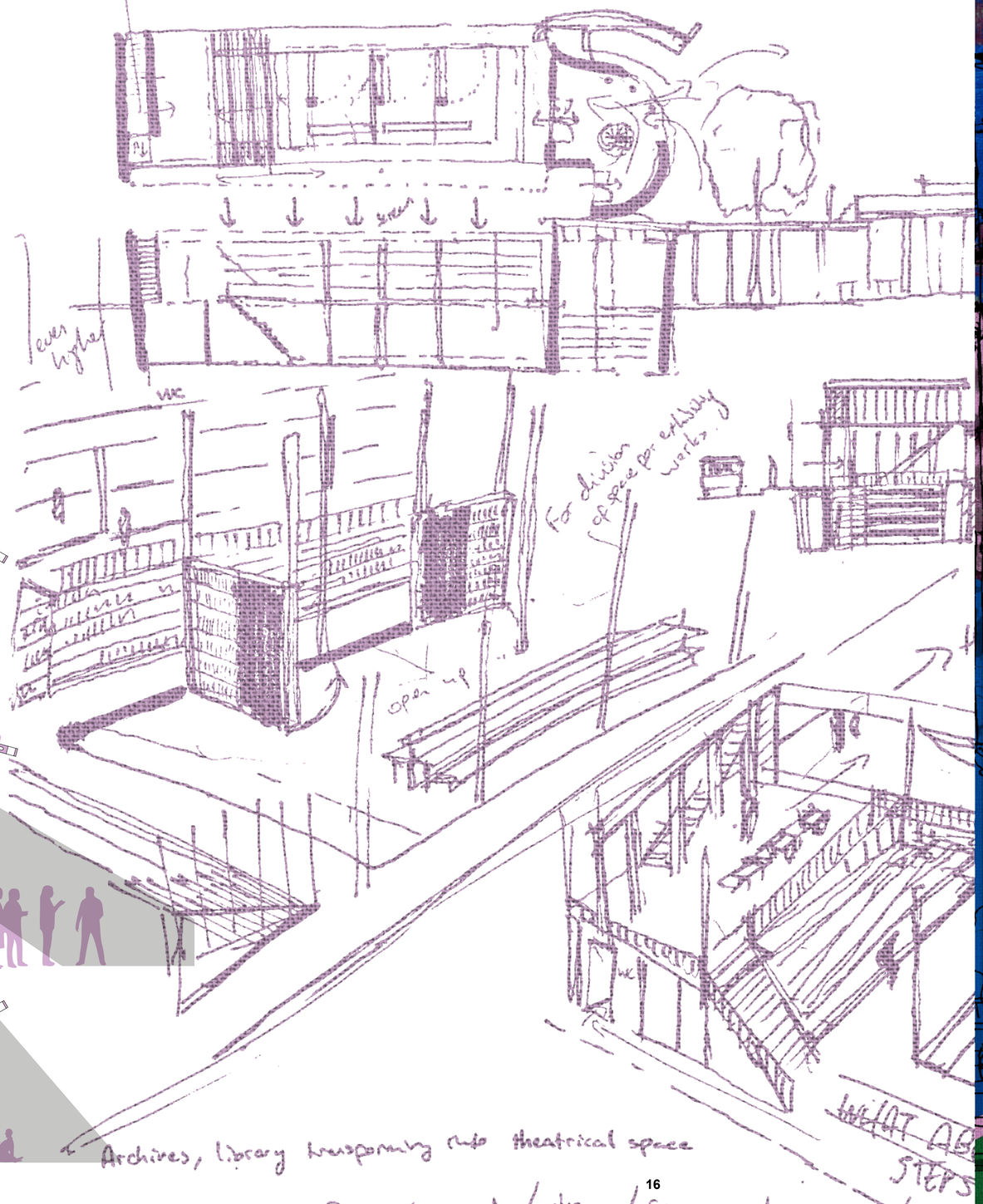


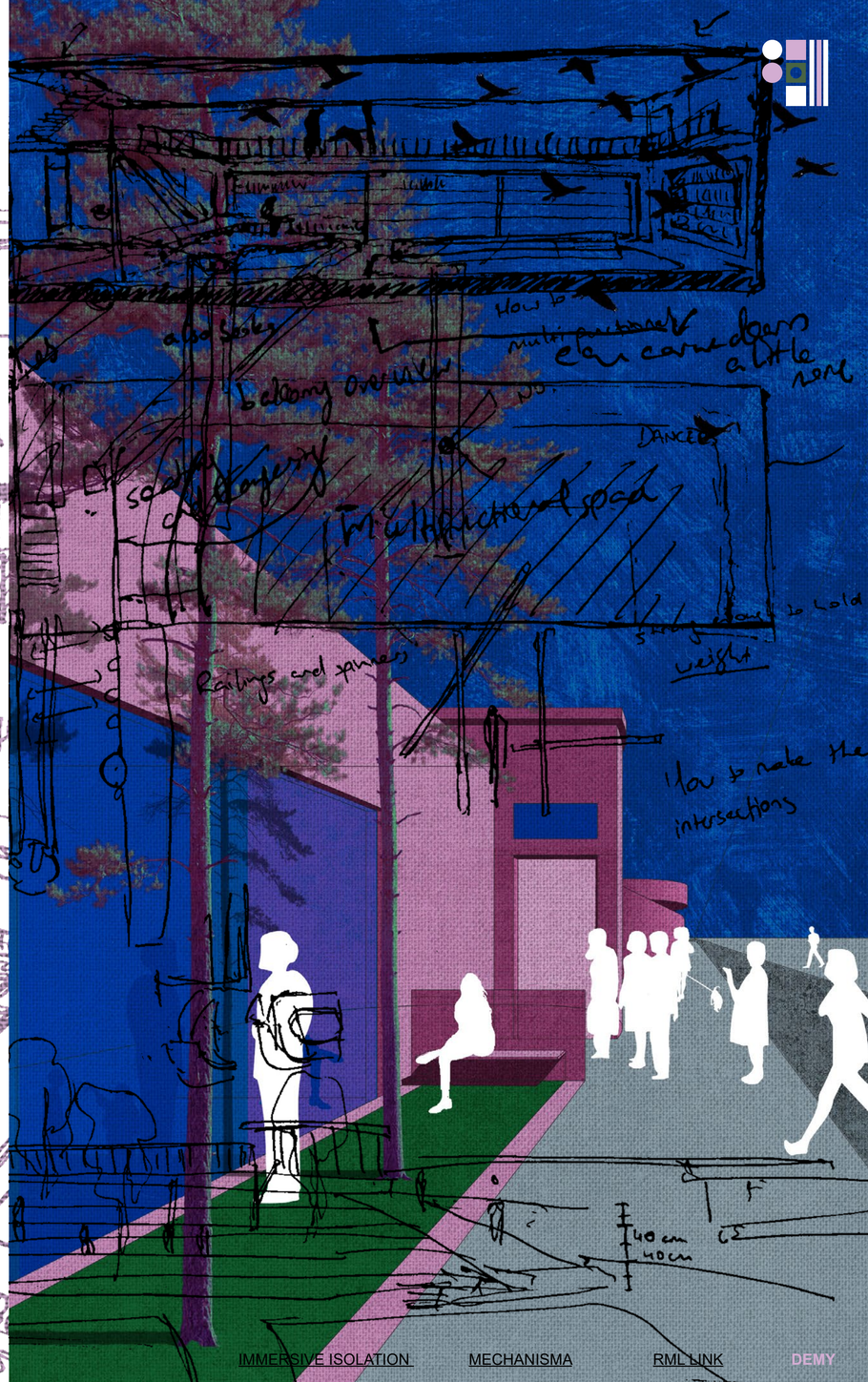
/ daeh-mee /

DEMY is a thesis project reviving Piscina Argelati, a three-year-abandoned public pool in Milan's Navigli, advised by Prof. Maurizio Scalzi. The brief was to research and redesign a site that Milan's own residents had started calling "our **third place**" before it closed , meaning the space between home and work where people gather without needing a reason to.

DEMY as a design concept explores options to creating a **transformable space** that can readjust itself based on human needs in different times of the year and day. Firstly, it highlights and elevates Arrighetti's original vision of an organic landscape that has a slight decline towards the pools, by elevating both the outdoor area and the roof of the long building in Zone B in order to create a focus towards the pool. In addition, DEMY recognises the need of the site to create more shading for different uses, and explores ways to use this elevation to the people's favors. Through simple and self explanatory additions to the site, it aims to create a communal effort that collectively contributes to the ways of using this space in different ways such as a beach, (as previously intended) an **art hub**, and a **theatrical space**, shifting the focus directly to intended stages with **simple changes and a directly uniform design.**

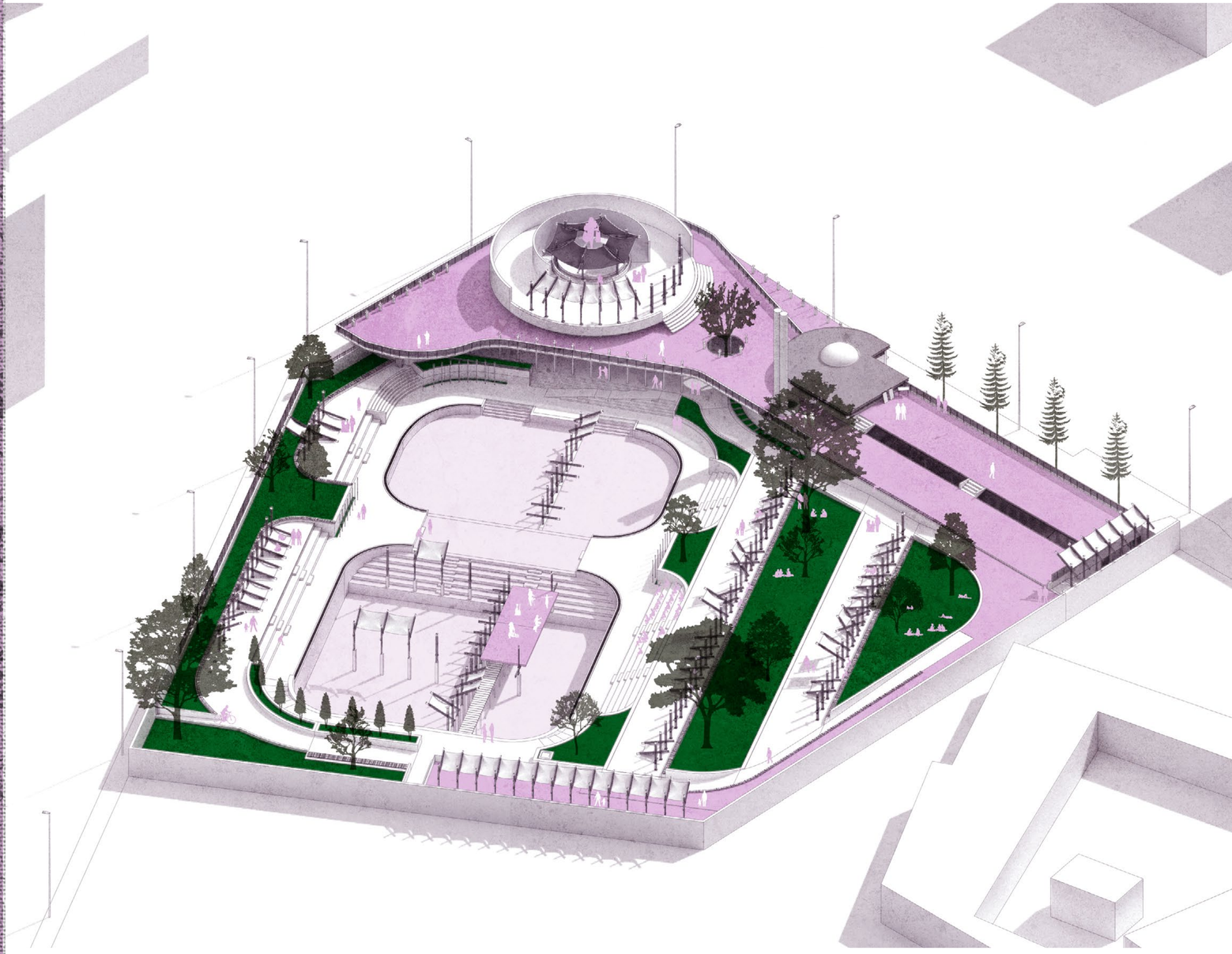



Archives, library transforming into theatrical space


multifunctional space
Railings and planters
How to make the intersections
40 cm
40 cm

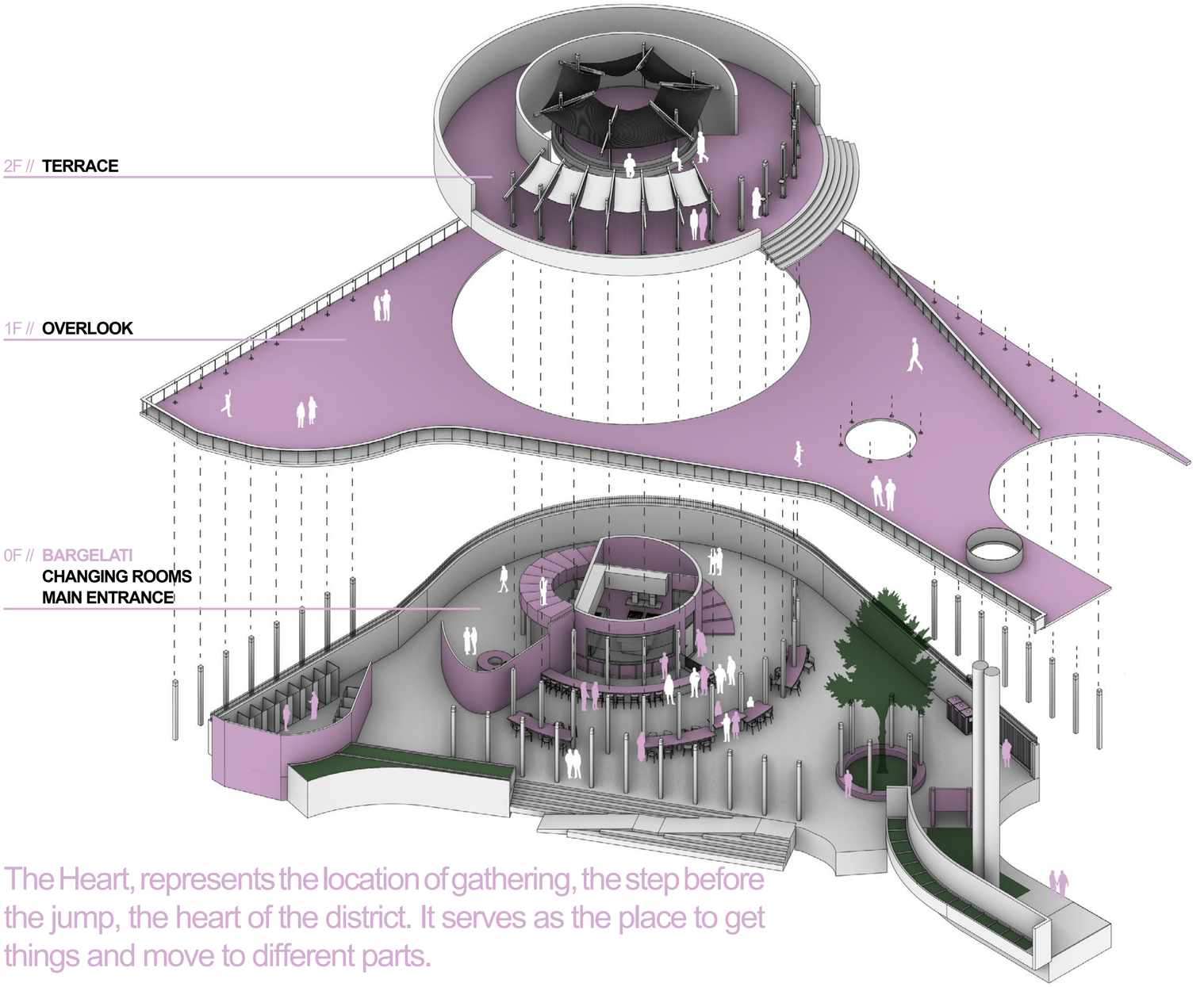
DEMY offers a strong reimagination of the swimming pool originally designed by Arrighetti, installing a system that familiarises transformation and a clear flow through the space. Furthermore, the design aims to build a community through the design of a common element that can easily be used in many different ways, offering people freedom to customise the space to their needs. **The place also encourages its visitors to try and complete it, to contribute in the work. This way, the space is not only used by the user, but also interacted with.**

The design also elevates Arrighetti's vision of an urban beach that declines towards the pools, creating greenery and walking paths in between the pool and the building that are not elevated in order to create a terrace that overlooks the whole area and creates shading between the buildings for different uses in different times. As a result, the project **DEMY** aims to create more than a space for bathing, a hub for artists and communities, allowing them to connect through design.



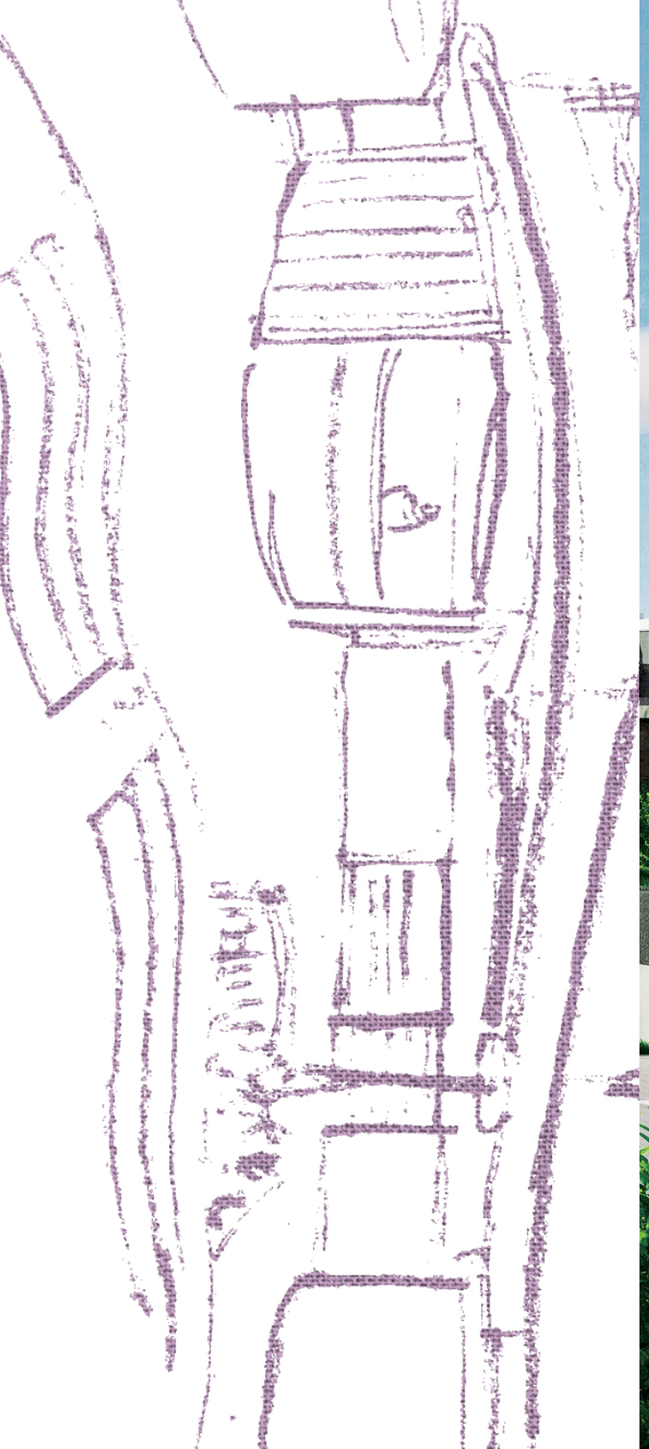




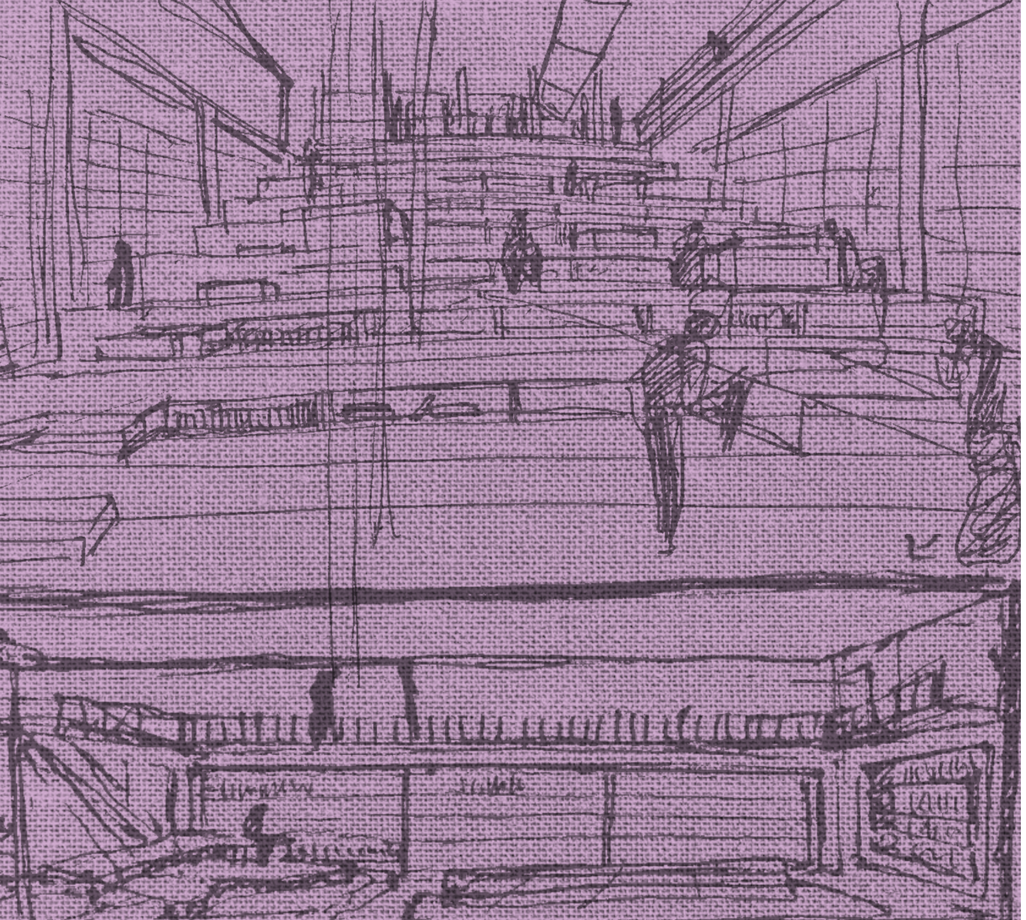


The Heart, represents the location of gathering, the step before the jump, the heart of the district. It serves as the place to get things and move to different parts.

ZONE A // THE HEART

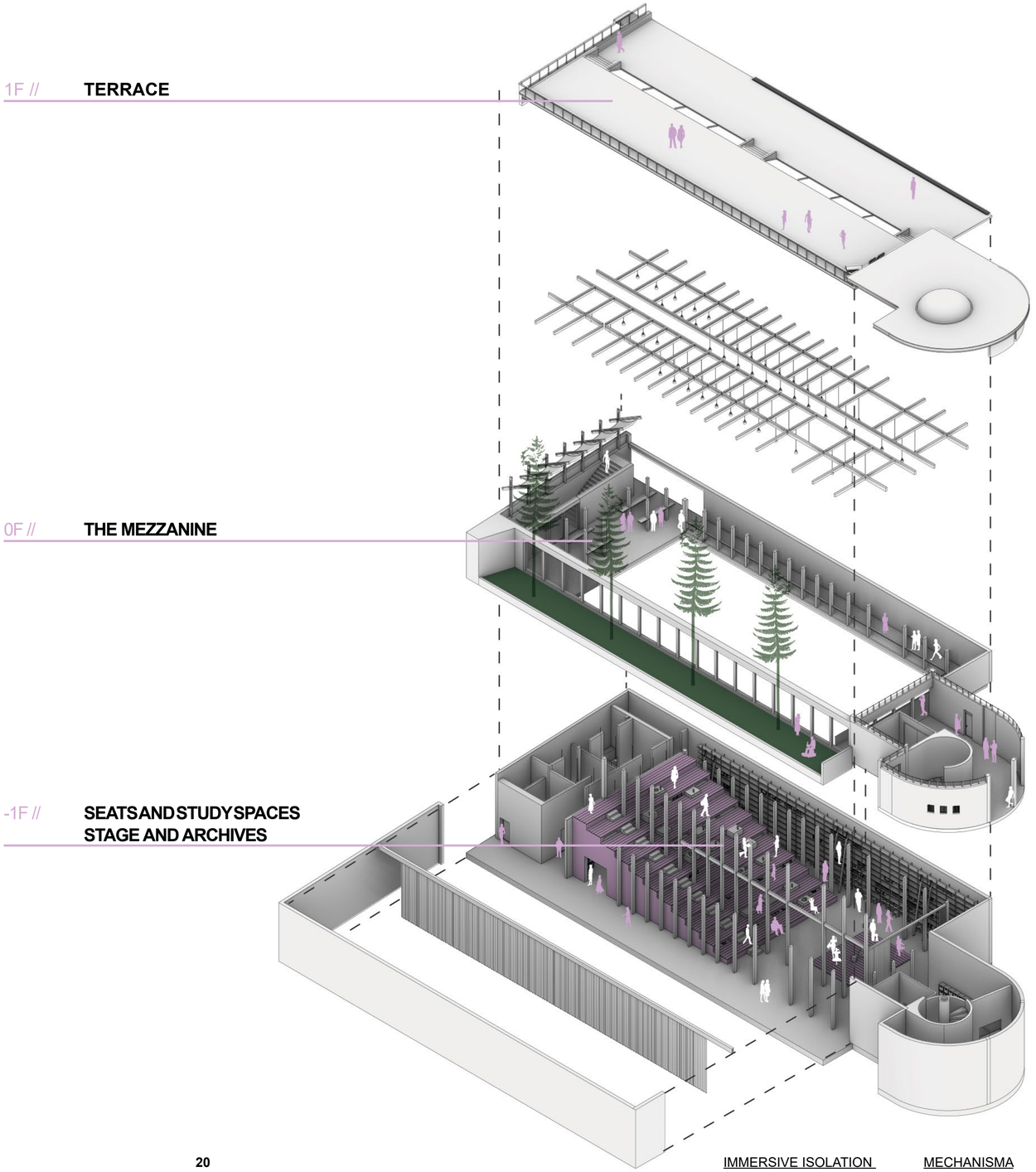






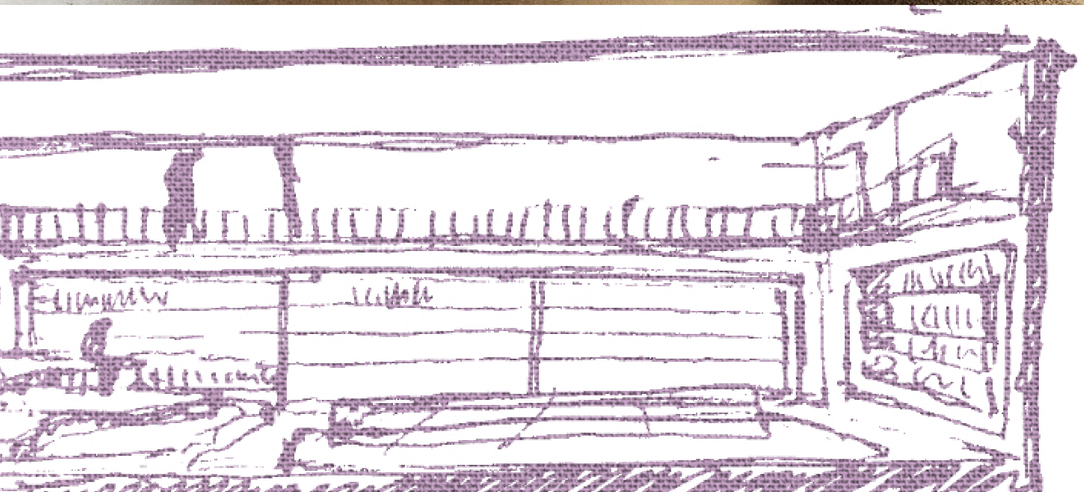
The Baths of Old becomes a space of creation and divine inspiration. The space represents a culture being built, just like the aim of DEMY. The design encourages connection, interaction, and inspiration, by creating a space that's main function is to hold the history of the space. Whether it is by the excessive display of works of art, or by encouraging people to sit, read, and create from the remnants of history through straight access to archives.

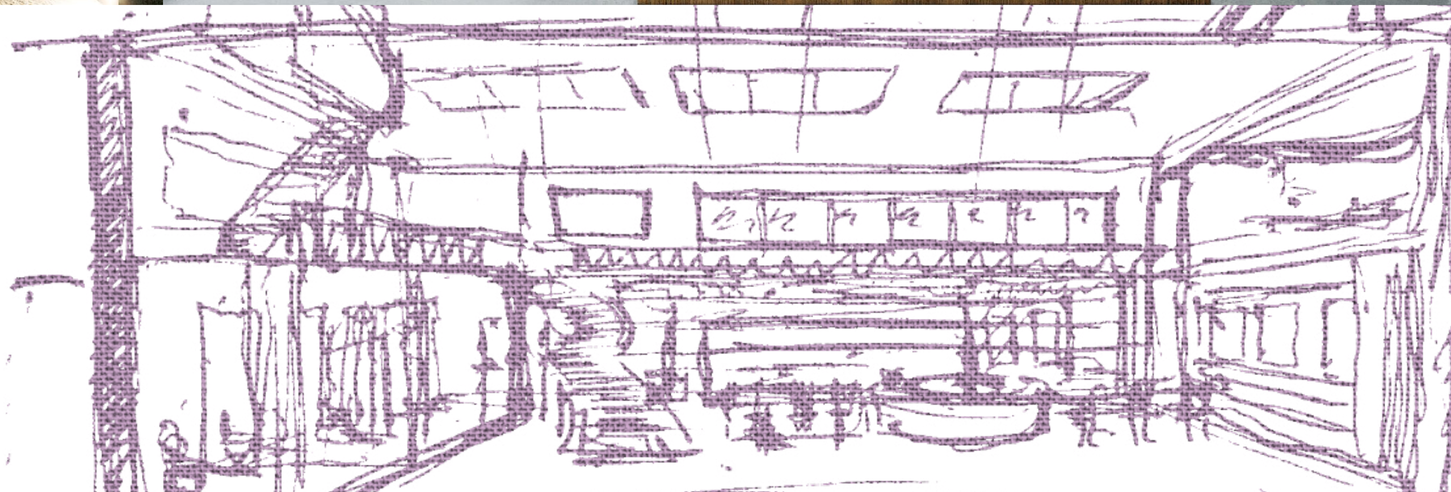
ZONE B // BATHS OF OLD

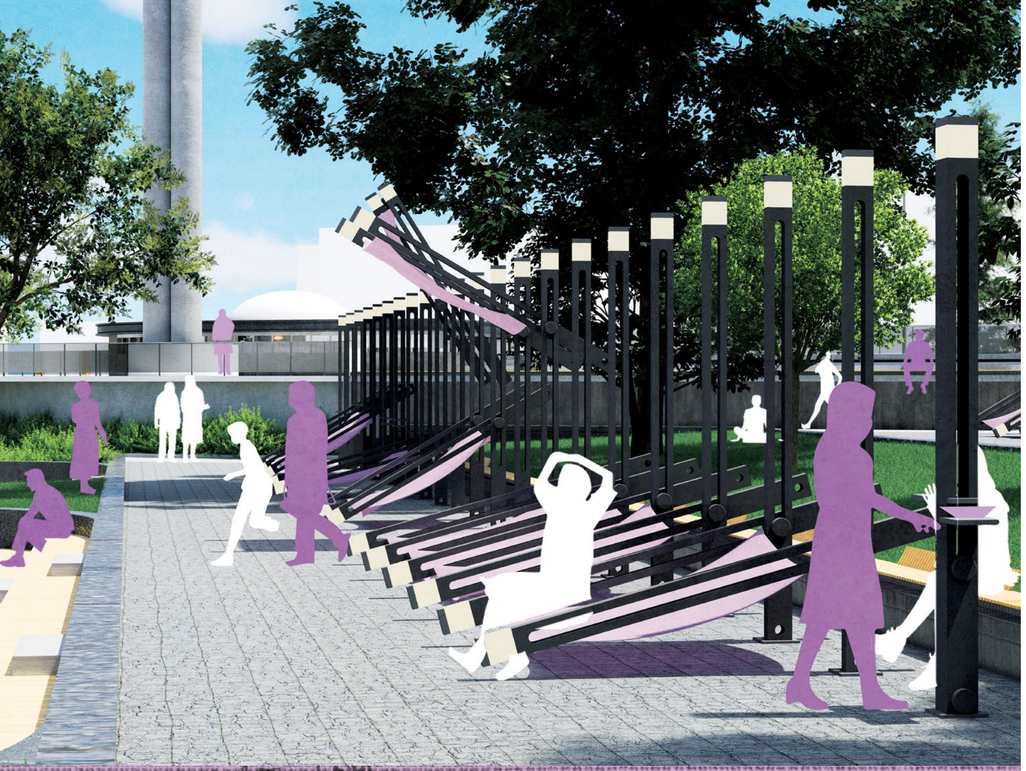










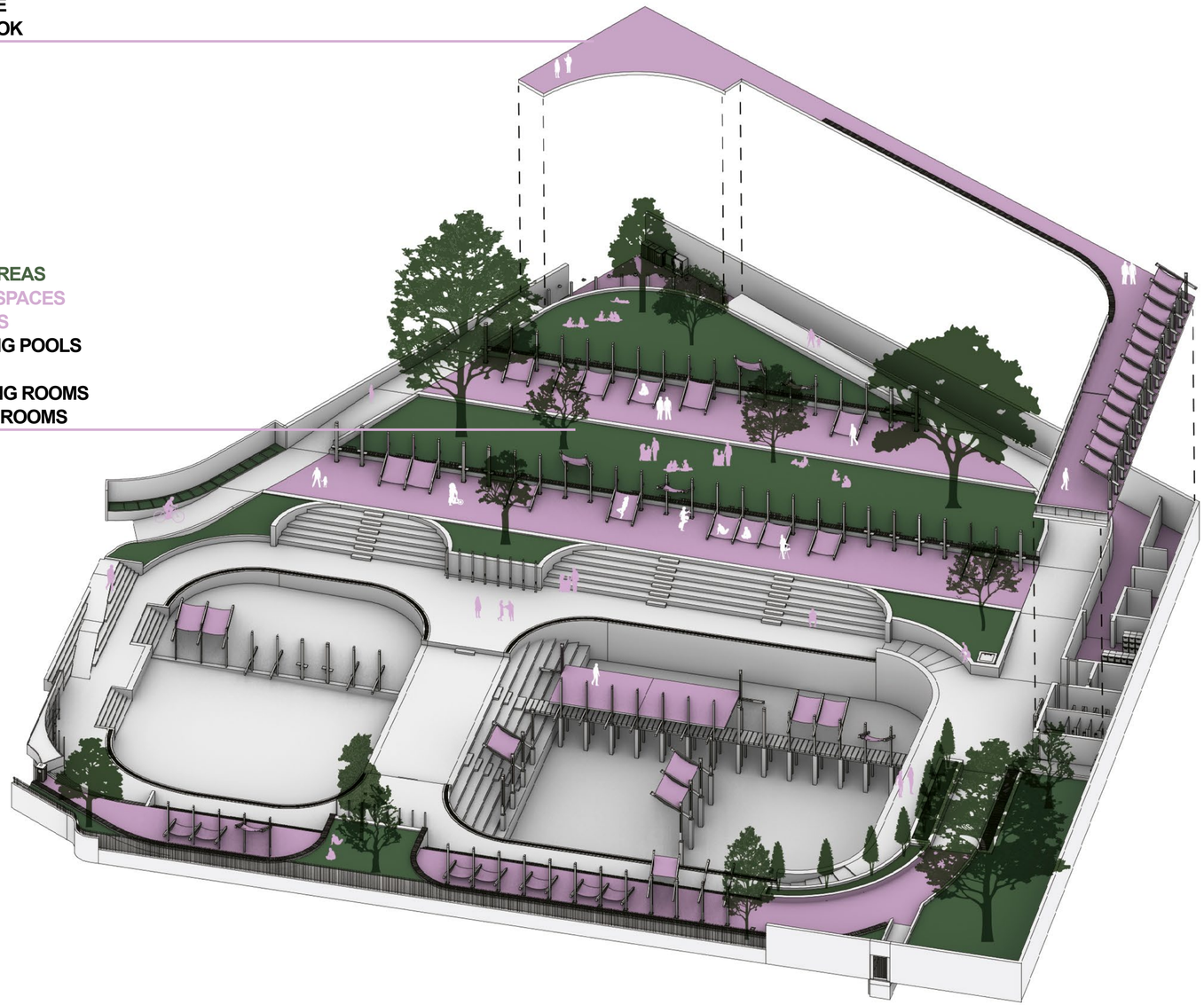


The Hub of Demy is a place where connection happens, whether in a picnic, or by helping each other adjust the dancers, the hub allows for a constant movement, while also not disallowing lounging and relaxing freedom. With the extreme accessibility and freedom of movement through the space, and the interaction between the wide paths and the greenery, the design allows for multiple functions to be activated throughout the year, with the possibility of an exhibit set up, with a theater show, or simply for picnic or a snow fight with your friends.

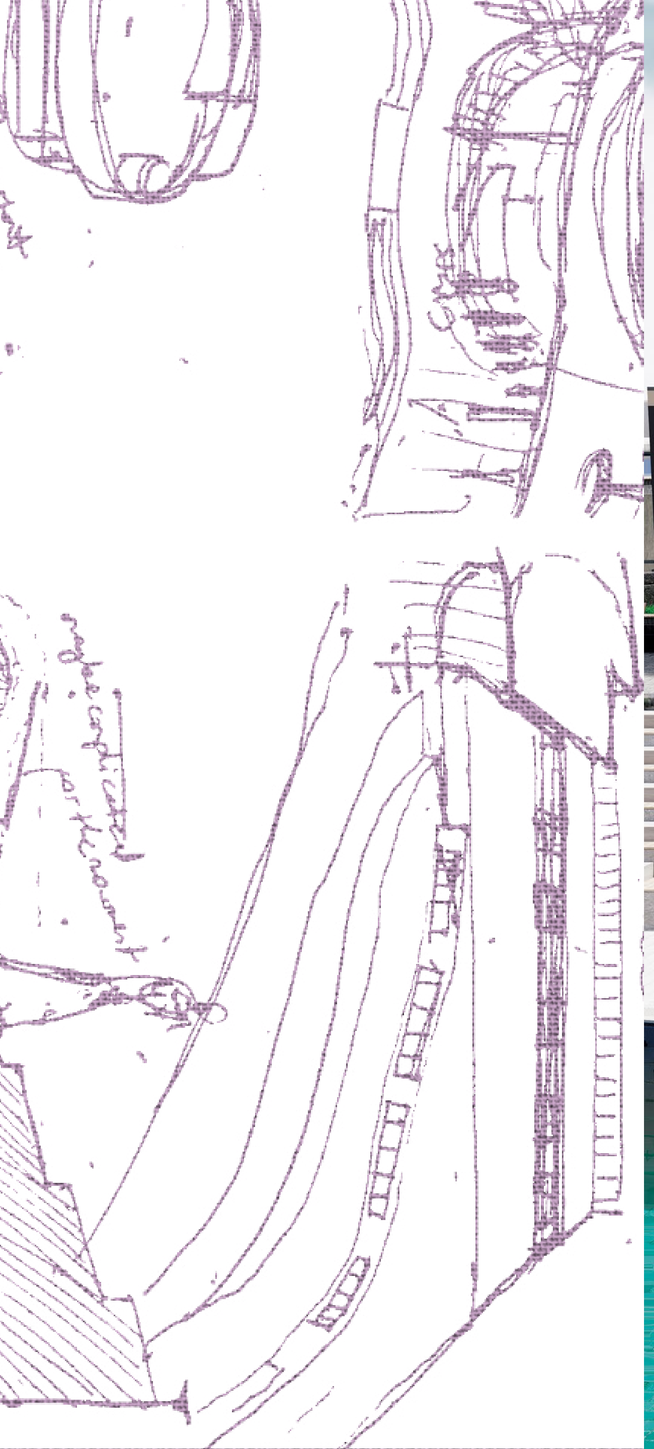
ZONE C // THE HUB

1F // **TERRACE**
OVERLOOK

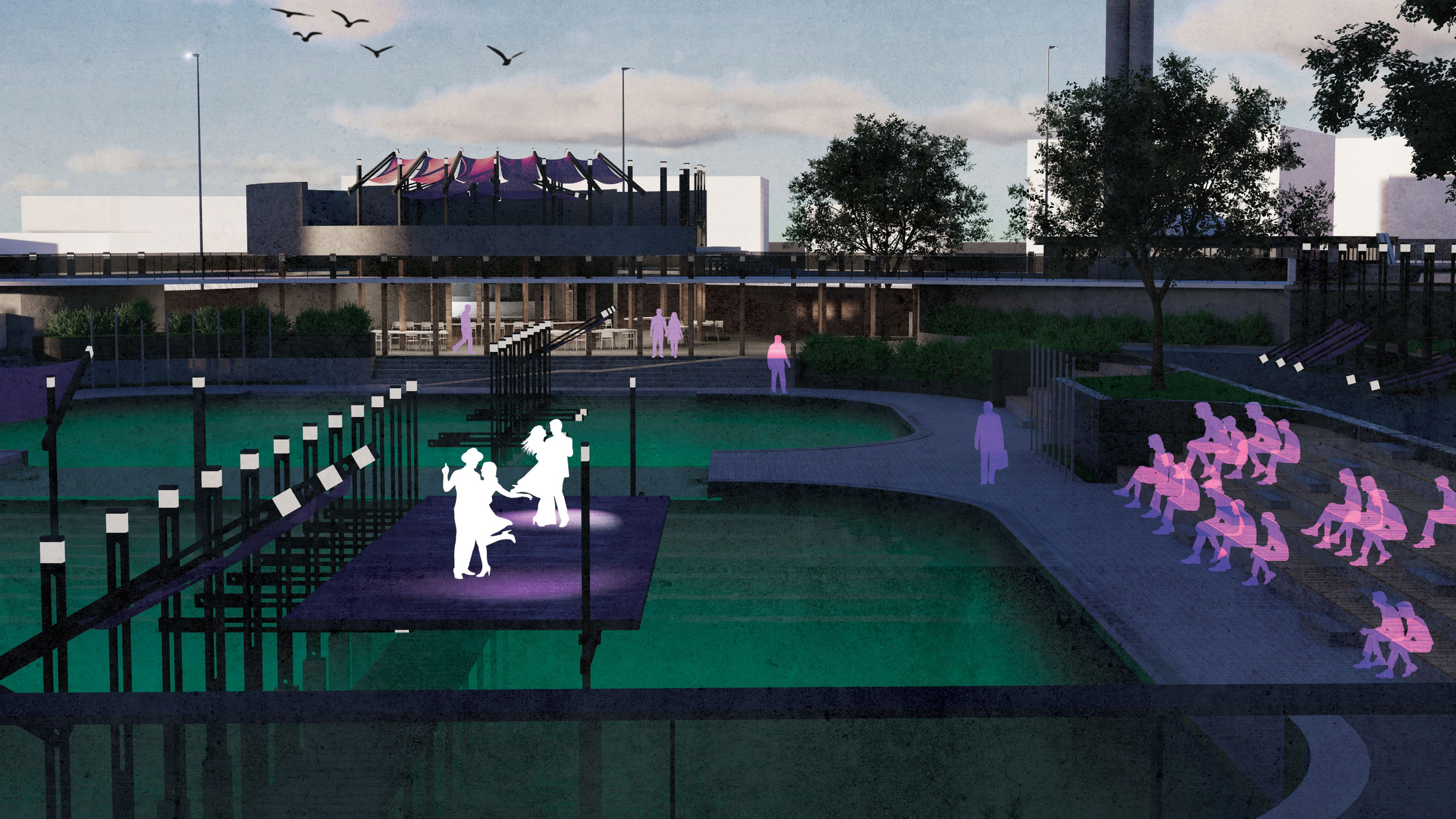
0F // **PICNIC AREAS**
EXHIBIT SPACES
DANCERS
SWIMMING POOLS
WC
CHANGING ROOMS
LOCKER ROOMS











CEM IZGI

WEBSITE JEAME.SPACE

EMAIL JEAME.SPC@GMAIL.COM

INSTAGRAM @jeame.spc

PHONE(DE) +49 173 4152475
PHONE(IT) +39 351 6581099

