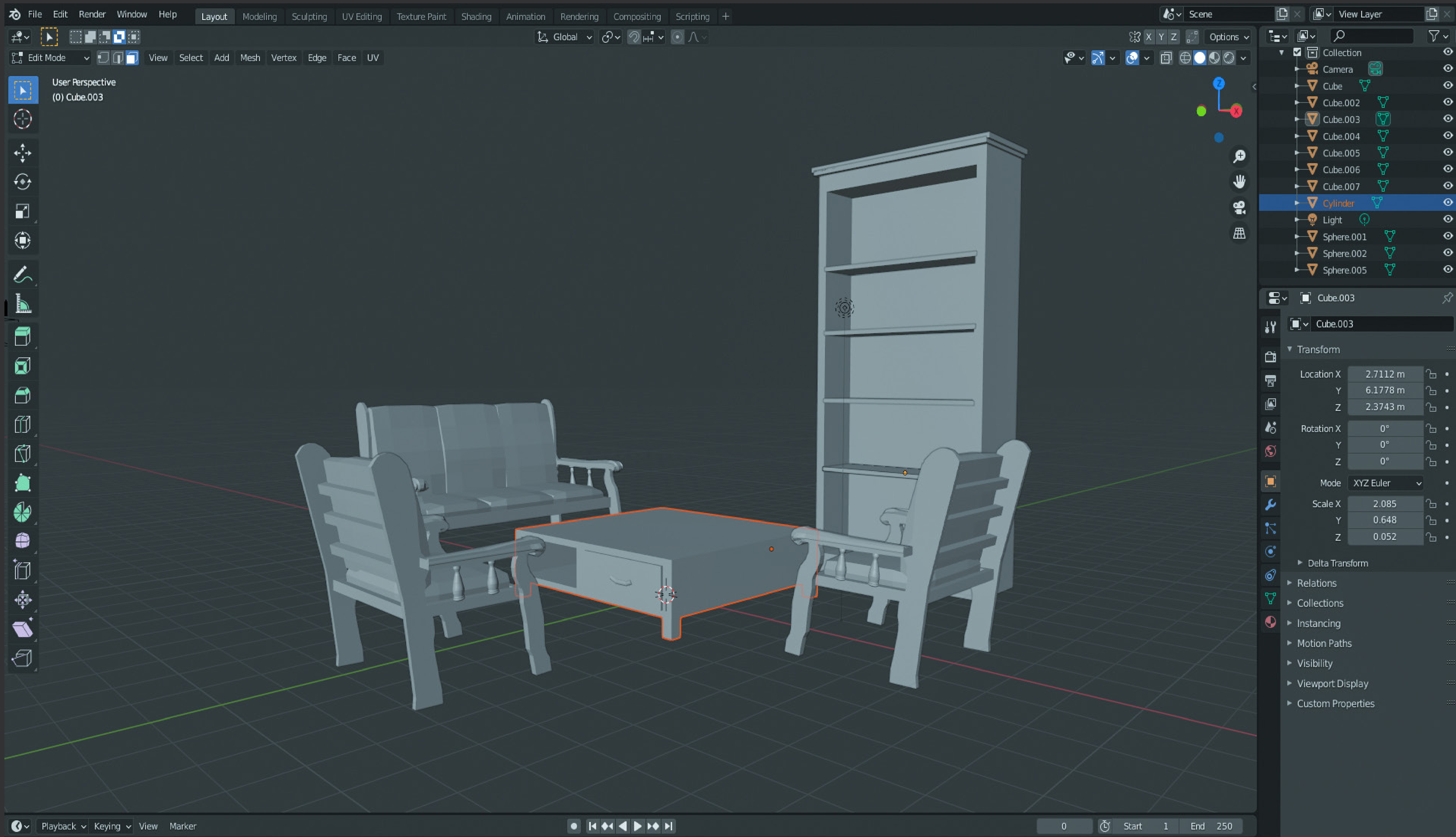




CEMRE NOMER

PORTFOLIO
2018-2021



MÉTÉREINPALIGATION

JANUARY 2021

INSTALLATION COMPOSED OF 3D
PRINTED OBJECTS AND QR CODES

APPROXIMATELY 8 CM / OBJECT



OBJECTS ON BLENDER (.blend FORMAT), SCREENSHOT BY CEMRE NOMER, DECEMBER 2020

GISÈLE WANTED TO COME BACK
FROM THE DEAD, AND SHE HAD 12
DIFFERENT REASONS FOR IT.



PHOTOS BY CEMRE NOMER, JANUARY 2021



EACH QR CODE CONTAINS ONE OF HER STORIES, WHERE SHE TELLS HER MOTIVES FOR COMING BACK.

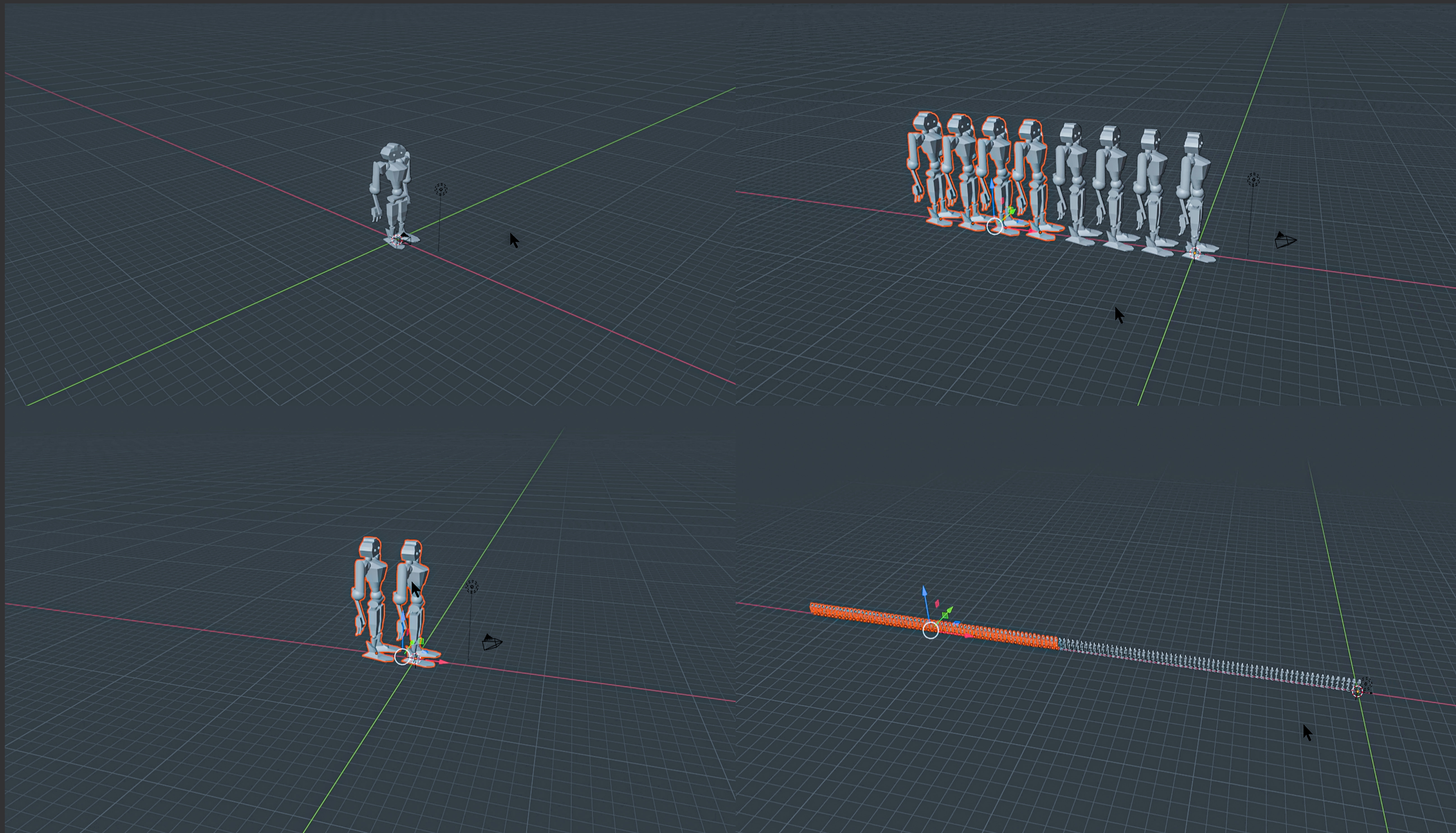
THE MODELED OBJECTS BELONG TO HER LIVING ROOM FROM THIS REALITY THAT SURROUNDS US.



PHOTOS BY YOSSOF BADDRI, JANUARY 2021



DOCUMENTS FOUND FORGOTTEN BETWEEN THE BOOKS AT GISELE'S LIBRARY, OCTOBER 2020



SCREEN CAPTURTES BY CEMRE NOMER, OCTOBER 2020

RESPECTRE

OCTOBER 2020

VIDEO

4 MINUTES 49 SECONDS

FROM WORKSHOP WITH PAULINE JULIER

GREGORY, DERIVING FROM
"GREGORIUS" MEANS
WATCHFUL, ALERT.
THEIR NAME IS GREGORY,
BUT EVERYTIME ANOTHER
GREGORY APPEARS, THE
ORIGINAL ONE DIES A
LITTLE MORE.

THE MORE UNDETECTABLE THE
FIRST GREGORY IS, THE MORE
IT BECOMES A CLICHÉ ROBOT,
AND GETS STRIPPED FROM HIS
INDIVIDUALITY.

RE : AGAIN

SPECTRE : APPARITION (TERM ASSOCIATED WITH GHOSTS)

NO LAND

SEPTEMBER 2020

INSTALLATION COMPOSED
OF SCREENS WITH VIDEO GAME
IMAGERY AND NON-PHYSICAL BARRIERS

ONE OF THE MOST COMMON
DEFINITIONS OF VIRTUALITY IS
"POSSIBLE EXISTENCE."

FOLLOWING THIS DEFINITION, A
VIRTUAL AIRPORT IS HEREBY
PRESENT.

FOLLOWING THE LINES ON THE
FLOOR IS NOT MANDATORY, AND
"HATE" LABELS ARE ACCESSIBLE
AT THE ENTRY, IN THE SMALL RED
BOWL.





AVERTISSEMENT
Cher.e.s.e Passenger.e.s.s.e,
En raison du Coronavirus, veuillez imaginer vos proches
comme s'ils étaient quelqu'un.e d'autre, et n'oubliez pas vot-
re étiquette. Merci et bonne ballade.

ATTENTION
Dear Passengers,
Due to the Coronavirus, please imagine your loved ones as
completely different people than what they are, and don't forget
your labels. Thank you, and have a nice walk.

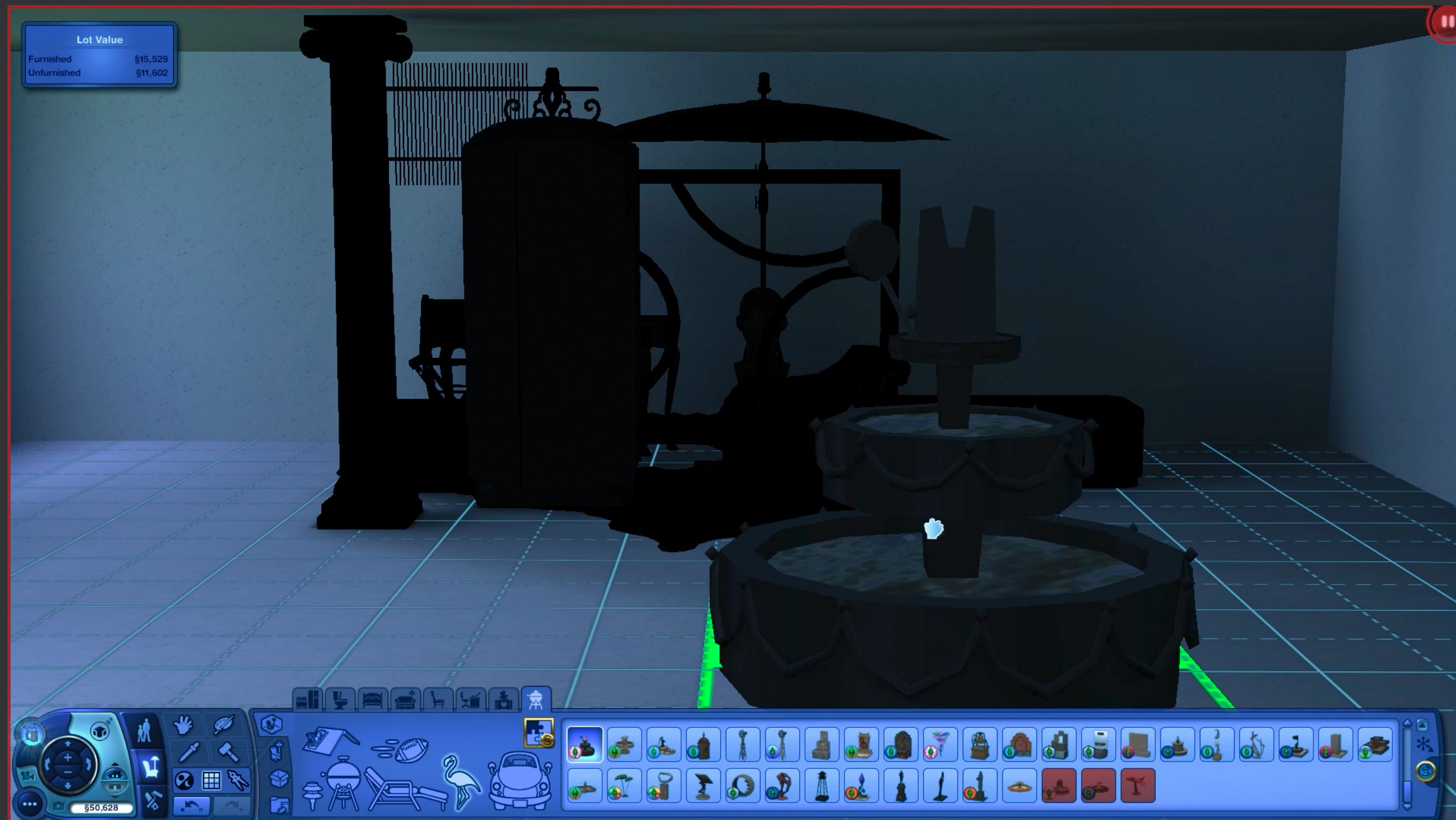
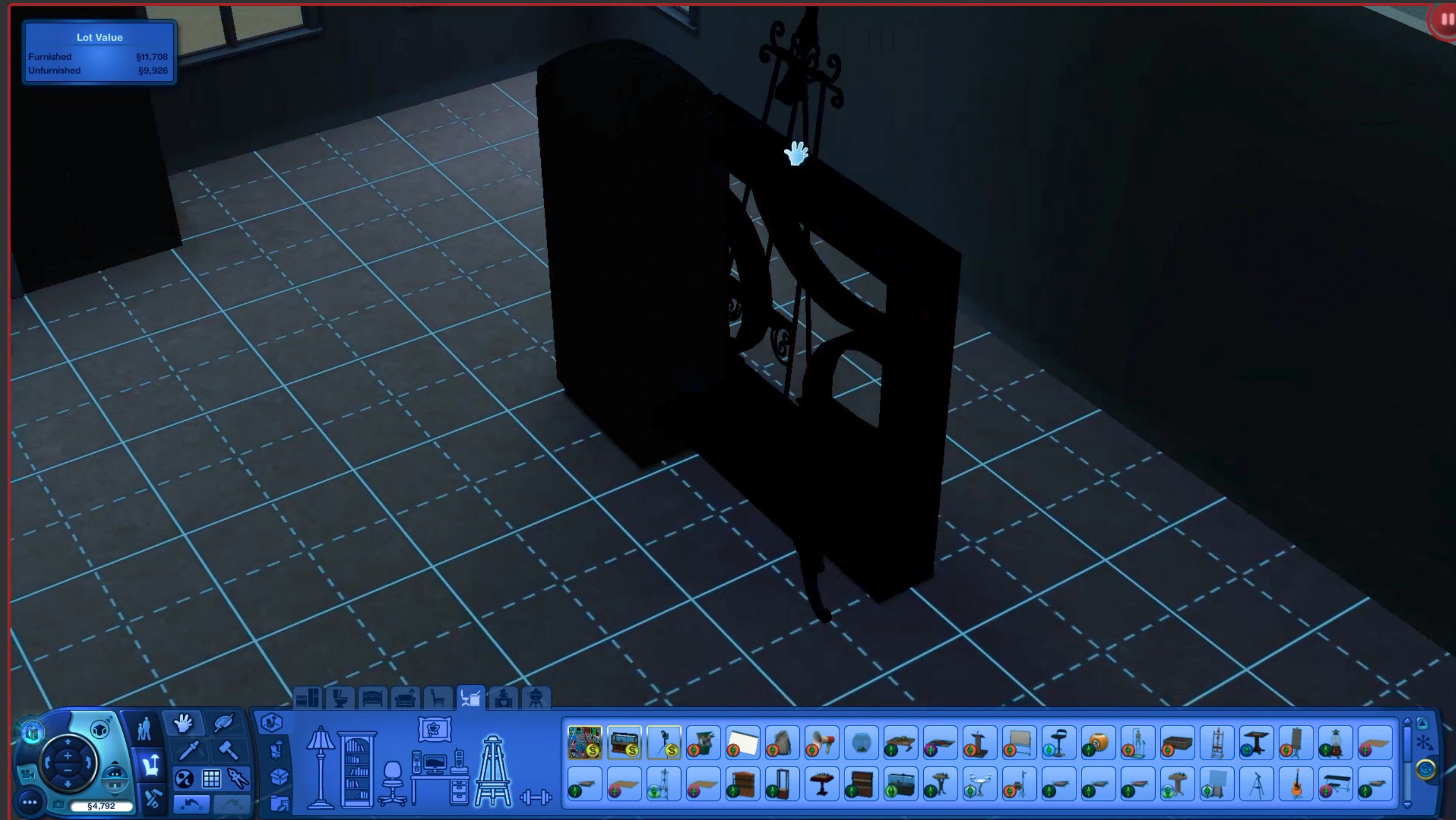
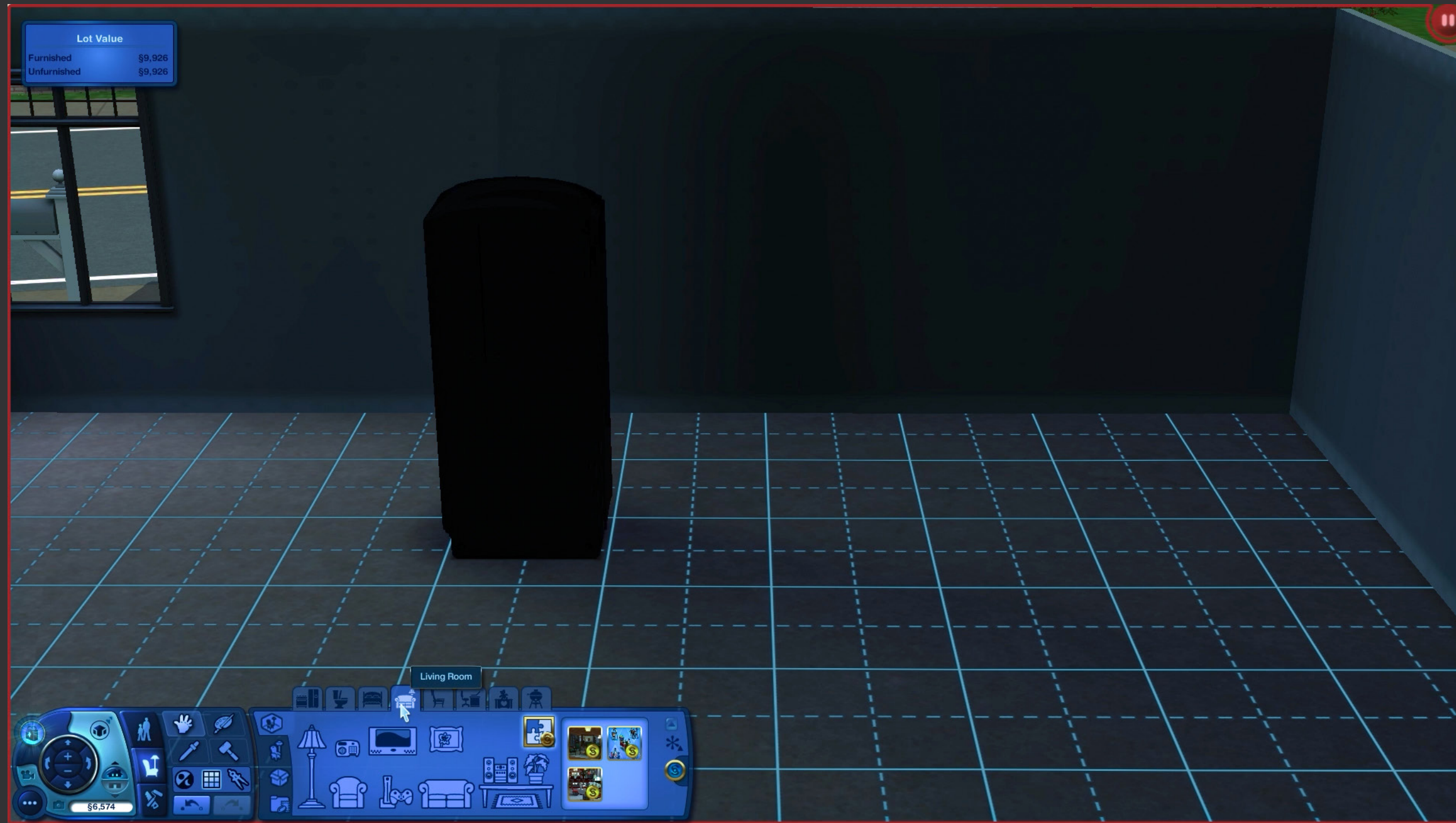
DIKKAT
Değerli Yolcularımız;
Lütfen Koronavirüs nedeniyle sevdiğiniz kişilerden tama-
men farklı kişiler olarak hayal edin, ve etiketlerinizi unutmayın.
Teşekkür eder ve iyi yürüyüşler dileriz.



PHOTOS BY YOSSOF BADDRI, SEPTEMBER 2020

“LAMPS IN VIDEOGAMES USE REAL ELECTRICITY.”

POSTED ON REDDIT BY USER 1Ferrox, NOVEMBER 2019



WHAT HAPPENS IF OBJECTS GET USED THE WAY THEY WEREN'T INTENDED IN A VIDEO GAME?

THE SIMS IS A VIDEOGAME ABOUT CREATING LIVES, FAMILIES AND HOMES. IN THIS VIDEO, THE OBJECTS THAT WERE SUPPOSED TO BE USED AS HOUSEHOLD ITEMS ARE MORPHED TOGETHER BY THE USE OF CONSOLE COMMANDS, TO CREATE ANOTHER OBJECT WITHOUT ANY USE.

createyourownthing MAY 2020

VIDEO

4 MINUTES 19 SECONDS

MADE WITH THE SIMS 3 ©

THE TRADITIONAL MUSIC IN THE BACKGROUND IS "MIHRIBAN". IT'S FROM TURKEY, AND TELLS A LOVE STORY THAT ENDED DUE TO THE CIRCUMSTANCES, NOT THE CHOICES.



Lot Value	
Furnished	\$23,579
Unfurnished	\$13,447



\$42,578



CHAOTIC

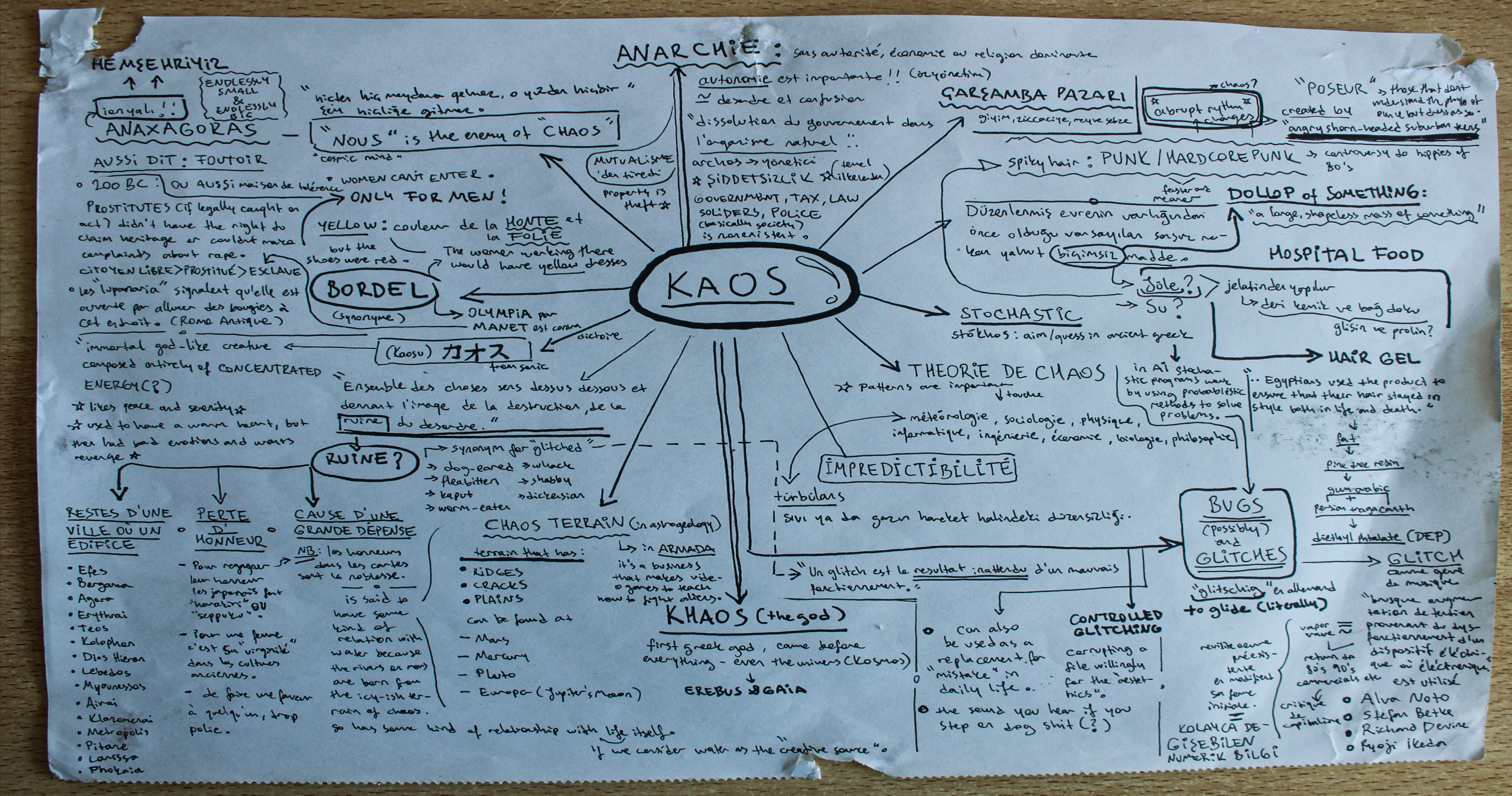
APRIL 2020

VIDEO
56 SECONDS

DESORGANISATION AND
ARRHYTHMIA ARE SIMILAR TERMS.

EVERY TIME THE DOOR OPENS,
THERE ARE NO INDICATIONS OR
EXPECTATIONS.

CHAOS IS A GARGANTUAN
SUBJECT, IT HAS MANY SUBTITLES.
SOME OF THEM ARE INSERTED TO
THIS PROJECT THROUGH THE
NARRATOR'S VOICE.



BRAINSTORMING AROUND "CHAOS" BY CEMRE NOMER, MARCH 2020





SHELL SHOCK

JANUARY 2020

INSTALLATION COMPOSED OF
AUDIO TRACKS AND A SCREEN WITHOUT A
DIRECT PROJECTION OF AN IMAGE.



PHOTOS BY YOSSOF BADDRI & GHALAS CHARARA, JANUARY 2020

SHELL SHOCK IS A TERM TO
“ DESCRIBE THE TYPE OF POST TRAUMATIC STRESS
DISORDER SOLDIERS EXPERIENCED AFTER WW1. ”
(BEFORE PTSD WAS TERMED)

A SHELL CAN BE A SIGN OF HOME, A SAFE SPACE.



RESILIANCE : THE CAPACITY TO RECOVER FROM DIFFICULT LIFE EVENTS.



ON TOP OF THE ENTRANCE HANGS TWO SPEAKERS WHO GIVE OUT COMMANDS. THE COMMANDS GUIDE THE SPECTATOR THROUGH THE JOURNEY, AND INTERVENE BETWEEN THE ROOM AND THE PEOPLE IN IT.

IT IS UP TO THE SPECTATOR TO BE LED OR NOT.

ECHAPPATOIRE

JUNE 2019

INSTALLATION COMPOSED OF VIDEOS EXTRACTED FROM THE
GAME "YANDERE SIMULATOR".

THE INSTALLATION IS AN ESCAPING PLACE (HENCE THE NAME "ECHAPPATOIRE"), IT HAS THE STRUCTURE OF A LABYRINTH AND NO SUNLIGHT IS LED IN.

THE LABYRINTH ALSO CONTAINS AN "EASTEREGG" ROOM, WHICH IS A HIDDEN ROOM, ACCESSIBLE ONLY TO THE MOST CAREFUL EYES.

THE PROJECT IS MOSTLY ABOUT THE FEAR OF DEATH IN DIFFERENT FORMS, AND SUGGESTS AN ESCAPING PLACE FROM THE FEAR OF DEATH, OR DEATH ITSELF, BY NUMERICAL MEANS.

PHOTOS BY ANDREA POBLETE, JUNE 2019

