LANDSCAPE DESIGN PRINCIPLES OF THEME PARKS:

A COMPARABLE STUDY

A Thesis

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ABSTRACT

Theme park phenomenon is a new trend and have recently taken an important place in tourism industry. These kind of parks, which are designed with a different and new design system are different from city parks and amusement parks. Therefore, they have attracted people's attention and took places in our lives as the entertainment centers that people prefer. Depending on all these situations, this study examines the design system of entertainment centers which is highly preferred according to the landscape design principles.

The scope of the thesis is to present a detailed comparable examination of theme parks in U.S., Turkey and France in terms of solid void analysis and hard and soft space relations. The main purpose of this study is to examine the theme parks, which are highly preferred in today's world, within the context of solid void. In addition to that the study identifies hard and soft space ratios in percentages of theme park's solid-void system. The findings reveal that the soft space ratio is greater than the ratio of hard space in void parts of those complex. The main aim of this study, how theme parks are designed in terms of landscape architecture principles and the evaluation of hard and soft space usage rates in void system.

Nowadays, most cities in America are being rapidly transformed by another kind of design, or a new kind of urbanization. Urbanization has become widespread in the whole world, and has both positive and negative effects on people. In brief, with the construction of new buildings, cities are growing while open spaces and green areas are being destroyed, which means that people are less able to relax and enjoy fresh air. Human well-being is affected negatively and people experience more stress, or dissatisfaction with their lives due to this loss of open spaces and green areas especially in metropolises. Therefore, people increasingly wish to move away from the cities and tend to spend free time in urban fringes where they can relax in fun-parks.

A new trend towards the establishment of theme parks can be seen. A theme park is a large area which consists of a group of entertainment attractions, such as rides, and other events, where different, enjoyable and exciting activities and events can be found that appeal to people of all ages. Consequently, people choose those kinds of places to get more relaxed, have fun and spend better time with their friends or family in their free time. Spending time in those kinds of places has a positive effect on human psychology since people need to relax, be happy, be stress-free, and spend quality time with their children.

Theme parks should be designed considering certain criteria. One of the most significant ones is the duty cycle of soft and hard spaces in landscape design. This paper explains the solid-void design methodology; and also examines soft and hard space ratios in the void part as landscape design of the theme parks. Magic Kingdom, Universal Studios and Sea World theme parks in U.S.A., Disneyland Paris theme park in France and Vialand and Viasea theme parks in Turkey are comparably examined. The ratio of the soft and hard spaces in landscape design of theme parks determines the character of the park. In general, all around the world theme parks are designed to contain more soft places than hard spaces to serve more relax areas for visitors. Consequently; Magic Kingdom (67,5%), Epcot (76,3%), Universal Studios (74,5%), Seaworld (89,5%), Vialand (95%), Viasea (76%) and Disneyland Paris (75%) Theme parks have all had larger void ratios relatively. Besides, hard and soft space ratio in landscape design which comprises the void part, is very important since it helps to reconnect people with nature.

Keywords: solid-void, landscape design, theme park, hard spaces, soft spaces

ÖZETÇE

Günümüzün yeni trendi olarak kabul edilen tema parkları turizm sektörüne iyi bir giriş yapmış ve önemli bir yere sahip olmuştur. Farklı ve yeni tasarım sistemi ile tasarlanan bu tür parklar, şehir parkları ve lunaparklarından daha farklı sistemle dizayn edilmiştir. Bu nedenle, insanların dikkatini çekmeyi başarmış ve insanların çok tercih ettiği eğlence merkezleri olarak hayatımızdaki yerini almıştır. Bütün bu durumlara bağlı olarak, bu çalışma, peyzaj tasarım ilkelerine göre çok tercih edilen eğlence merkezlerinin tasarım sistemini inceler.

Tez kapsamında; Orlando, Türkiye ve Fransa'daki tema parklarının peyzaj tasarımında sert ve yumuşak zemin ilişkileri ayrıntılı bir şekilde incelenmiştir. Çalışma, tema parklarında doluluk boşluk analizi yanı sıra boşluk kısmındaki peyzaj tasarım alanlarında sert ve yumuşak zemin ilişkisini inceler, sayısal olarak oranlamasını ve ziyaretçiler üzerindeki etkilerini araştır. Genel olarak, bulgular tema parklarının peyzaj tasarımında yumuşak zemin oranının sert zemin oranından daha yüksek olduğunu ortaya koymaktadır. Bu çalışmanın temel amacı, tema parklarının peyzaj mimarlığı ilkeleri doğrultusunda nasıl tasarlandığını ve bu yeni tasarım sürecinde sert ve yumuşak zemin kullanım oranlarını değerlendirmektir.

Günümüzde, çoğu şehir, yeni bir tasarım türü ya da yeni bir kentleşme türü ile hızla değişiyor. Kentleşme, tüm dünyada yaygınlaşmış ve hem insanlar üzerinde olumlu hem de olumsuz etkilere sahiptir. Kısacası, yeni binaların inşasıyla şehirler büyüyor, açık alanlar ve yeşil alanlar yok oluyor, bu da insanların ruhen yenilenmelerini ve temiz hava solumalarını engellemelerine neden oluyor. Özellikle metropollerde insan psikolojisinin olumsuz etkilenmesi, yeterli açık ve yeşil alan olmaması nedeniyle insanlar daha fazla stres yaşarlar. Bu nedenle, insanlar boş vakitlerini şehir karmaşasından uzak doğal ortamlarda geçirmek istemektedirler. Bu yönelimler doğrultusunda, yeni bir olgu olan tema park kavramı ortaya çıkmış ve hızlıca tüm dünyaya yayılmıştır. Tema parkları, her yaştan insana hitap edebilen, farklı, keyifli ve heyecan verici etkinliklerin bir arada bulunduğu bir dizi eğlence mekânından oluşan ve bunun yanı sıra dinlenme alanlarının da yer aldığı geniş bir alanlardır. İnsanlar kendilerini iyi hissetmek, eğlenmek ve boş zamanlarında arkadaşları veya aileleri ile daha iyi zaman geçirmek için kompleks eğlence alanlarını tercih etmektedirler.

Tema parkları belirli ölçütler dikkate alınarak tasarlanmalıdır. Peyzaj tasarım ilkelerinde yumuşak ve sert zemin oranları dikkat edilmesi gereken unsurlardan biridir. Tema parklarının

doluluk-boşluk oranındaki boşluk unsurunun tasarım detayları bu çalışmanın ana konusunu oluşturmaktadır. Başka bir deyişle, tema parklarının peyzaj tasarımında yumuşak ve sert zemin oranlarının incelenmesidir. ABD'den Magic Kingdom, Universal Studios ve Sea World, Fransa'dan Disneyland Paris ve Türkiye'den Vialand ve Viasea tema parkları karşılaştırmalı olarak incelenmiştir. Tema parklarının peyzaj tasarımındaki yumuşak ve sert zemin oranları parkın tasarım karakterini belirler. Doluluk-boşluk analizi olarak genelde tema parkları, boşluk ağırlıklı tasarlanmıştır. Sonuç olarak Magic Kingdom (%67,5) Epcot (%76,3), Universal Studios (%74,5), Seaworld (%89,5), Vialand (%95), Viasea (%76) ve Disneyland Paris (%75) boşluk yoğunluklu tasarlanmışlardır. Tema parklarının doluluk-boşluk analizleri yanı sıra; boşlukta yer alan peyzaj tasarım ilkelerinde sert ve yumuşak zemin oranları da insanları doğa ile buluşturma etkisi nedeniyle ayrı bir öneme haizdir.

Anahtar kelimeler: doluluk- boşluk, peyzaj tasarımı, tema parkı, sert zemin, yeşil alanlar

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CHAPTER I

INTRODUCTION

The theme park phenomenon is a new trend and a new culture in today's developing world. Theme parks can be considered as the most developed venues of entertainment in the world. This new formation, whose design principle is 'human', is observed as a place of entertainment that people generally prefer. These entertainment centers, which have another design system from other parks, are examined in terms of landscape design system in this study. The main aim of this study, how theme parks are designed in terms of landscape architecture principles and the evaluation of hard and soft space usage rates for void part in this new design process.

In every period from past to present, people want to create their own special spaces and evaluate their leisure time with specific activities. One of these activities are parks because they are often among the areas that people prefer to spend time with themselves. Throughout the years some changes and developments have been observed over time in the parks and the system of parks. Theme parks are just one of the entertainment areas that have emerged with these kinds of developments. These entertainment areas, which attract the attention of people with their design differences, have been created to attract people's attention because they are designed in a more different way than previous entertainment areas. These entertainment areas, which are designed as a complex have different departments in it, and are attracting people's attention because they can appeal to people of all ages. The places within these complexes can be listed as accommodation areas, entertainment areas, shopping areas, eating and drinking areas and this kind of places can be acceptable as an attractive multi thematic entertainment venues. In addition to these, there are special areas designed for people to rest and relax. In general, the theme park complex can be considered a big part of the entertainment industry and theme parks which are located in the complex can be defined as a subset of visitor attractions. [3] [8] [10] [14] [36]

This new culture is not a new invention and the history of theme parks depends on early centuries. 'Entertainment' is a phenomenon that has come from past to present and every person needs and takes time for enjoying it. In today's world, the system of entertainment is changed and developed which differs from the past. This entertainment phenomenon has

begun with entertainment gardens in the 18th century and reached until the present day. Development of the entertainment industry in different directions has been accelerated in the world. This situation has brought various recreational uses or areas to the agenda. These recreational areas are called amusement parks, theme parks and water parks (aqua parks). The first theory and practice of this new recreational areas which is called theme parks was founded in the United States in the early 1900's. the First one was Disneyland which opened in America in the second half of the 19th century, pioneered the development of new alternatives for optimal utilization of leisure time and functional use of space. After the establishment of Disneyland in Anaheim, California and its success, theme parks phenomenon has been diversified and spread to the world. Theme parks can be considered as places designed to be connected to a certain theme. In these kind of places recreational activities such as resting, strolling, playing, or sports, are built/or designed. According to Malkoç, 2002, theme parks which usually focus on the need of cultural and social activities are generally set up in big cities because various activities inside these parks appeal to all people of all ages. Moreover, they have been designed to serve people for different recreational facilities. [40] [42] [43]

'It was formed in cities in order to meet the needs such as being in various cultural and social activities. Recreational spaces are active areas that can be designed in different scales from each other in terms of space qualities and program elements, serving different groups of people with different activities and different groups of people of all ages.'

Malkoç, 2002

Theme park is a complex containing accommodation, shopping, entertainment areas. In other words, theme park complexes are not designed like a solid mass, and are generally built on open areas. For this reason, these complexes need a vast horizontal area for its construction. There are some reasons for using the horizontal design process. The prior reasons are land and noise pollution, landscape design and the effects of parks on people. Another reason for using the horizontal design is that people will have the opportunity to reach all parts of theme parks in the same level. The needs of people are taken into consideration as a basis in the design phase. Moreover, the usage of the theme park is also very significant. Climate is another significant fact for design of theme parks. Generally warm zones preferred for theme parks' location since its practical usage and vast horizontal construction design. Afterwards, it has begun to be built in different regions without considering climatic conditions, because of the

economic values and the widespread usage of theme parks. According to different regions, the design conditions need to be evaluated to create appropriate and useful entertainment areas.

In today's developing modern world, economical values are very important and landscape design is the main aspect for the economy. Since the landscape creates a global experience market called cultural landscapes with a new functional type, it is called as the entertainment landscape. With this development, the theme parks have been influencing tourism in a positive direction. [43]

'Theme parks are star players in the tourism industry, and play a special and important role in generating tourism demand. Theme parks are the main motivators for tourism trips to many destinations and core elements of the tourism product.'

Raluca, Gina, 2007

1.0 Theme Park Concept and Definition

'An amusement park which have various devices for entertainment such as rides is a commercially operated park.'

With the changing developing world, there have been some alterations in people's lives and their needs. This change and development is also reflected in the sense of entertainment phenomenon. Because of all these innovations, the new entertainment areas and parks have begun to emerge. The structure of the existing parks and entertainment areas have improved with these advances. Theme parks and amusement parks are new entertainment venues that have entered people's lives with these changes and developments. The term theme park and amusement park have close meanings and these two terms intertwine with each other. This situation causes the confusion of the meaning of these two. Basically, an amusement park or theme park is a group of entertainment attractions, rides, and other events in a location for the enjoyment of large numbers of people. The most important difference between theme parks and amusement parks is that theme parks depend on a certain theme. In other words, a theme park has landscapes, buildings, and attractions that are based on one or more specific themes or stories. Amusement parks, on the other hand, have a fixed location, are more elaborate than simple city parks or playgrounds, usually providing attractions meant to cater specifically to certain age groups, as well as some that are aimed towards all ages. [1] [3] [8]

According to the International Association of Amusement Parks and Attractions (IAAPA), a theme park is ‘an amusement park that has themed attractions, be it food, costumes, entertainment, retail stores and/or rides’.

Theme parks are a complex which is designed for entertainment, adventure, culture, education, shopping and accommodation. The theme is the most significant part of these parks and all activities, events, shows and installations are planned around the main theme of the park. The criteria that is significant in the planning of theme parks are its location selection, need-place relationship, environmental factors, accessibility and infrastructure, economic factors and users wishes. Depending on all these, the cultural characteristics of the population living in that region should be examined as well. In addition, the recreational demands of the community (population) and habits from the past are some of the factors that can be effective in the stage of location selection.

‘The theme park can be defined as: A social artwork designed as a four-dimensional symbolic landscape, evoking impressions of places and times, real and imaginary.’

King, 2002

According to Michael Braun Neurus, it is possible to classify them according to their purpose and characteristics since the usage of theme parks can be categorized as enjoyment parks, urban entertainment centers, sport and fun parks, theme parks, bath parks, experience parks and resorts. Enjoyment Parks contribute actively or passively to the of their visitors. Do not have a certain topic in common; neither do they have a preternatural teaching, sportive or shopping character. Urban Entertainment Centers are mostly indoor built entertainment facilities with a concentration of experience shopping, a thematical gastronomy and entertainment area or a tethered spare-time and overnight stay facility. Sport- and Fun parks have areas (in- and outdoors) which contain a mixture of several sport or spare-time facilities. Theme parks contain facilities of a unitary theme which either spreads around the whole park or only parts (areas, facilities) of the park. Bath parks have out- and indoor bath facilities. They derive from traditional baths and are at a higher stage of development, but they are an attraction on their own and therefore have become tourist attractions.

Theme parks and complexes have another design process and rules. Recreational parks, cultural excursions and various leisure and sports facilities are places that people prefer, as

well as tourist attraction, but they cannot be considered as a theme park. According to the examination of theme parks, the first and most popular theme park examples can be seen in the United States. Walt Disney Company can be considered as the most famous operator of theme park industry in the world. It is possible to say that other amusement parks have been inspired by these parks and developed by taking them as an example of the processes.

1.1 History of Theme Park

Several outdoor entertainment forms can be seen to have direct ties to pleasure gardens; concert saloons, roof garden theatres, vaudeville, World's Fairs, public parks, and amusement parks which can all be traced back to pleasure gardens. [42] [59]

Along with the developing and changing world, the needs and the requirements of people differ in some certain points. Accordingly, entertainment sector is also changing and developing with the advances in this field. The evolution and history of each entertainment area is complex but does not have to be linear as both pleasure gardens and amusement parks are not similar. However, pleasure gardens and amusement parks have a separate but parallel history. Since the 1920s, they have been affected by each other and have developed. For this reason, the history of theme parks and its developing process can be examined in two parts. The first part contains the period from the 15th century until the 19th century in which the pleasure gardens and the amusement park examples are seen. The period from the 19th century to present constitutes the second part. The most important entertainment area that constitutes in this period is the theme parks. [40] [59]

Pleasure gardens do not belong to a certain class, these types of parks are related with the amusement parks and recreational areas. Amusement parks can be considered as a developed state of entertainment parts of pleasure gardens. [51] [59]

'Recreation parks (municipal parkways, botanical gardens), several spare-time and sport facilities (chair lifts, tennis courts, golf courses, etc.) as well as cultural sightseeing sites are some of the tourist attractions as well as attractions for residents, but they cannot be regarded as 'theme parks" in this sense'.

M. Braun, 2000

Pleasure gardens are like a complex which contain some sort of entertainment areas (fireworks, shows etc.), recreational areas (relaxing, resting), areas for food and beverages and amusement parks. Amusement park is not an area for entertainment or rides. For this reason, the theme park complex can be considered as the improved state of the amusement parks and pleasure gardens. Theme park complexes have another design concept and aim, which is not an area but rather a complex. In other words, some architectural and structural differences can be seen in these 3 parks. In other words, these 3 different parks have both common features and different features and complementary features. [42] [51] [59]

Table 1.0 Attributes of Recreational Areas

Pleasure Gardens (open area)	entertainment
	food and beverages
	recreational areas
	amusement parks
Amusement Park (entertainment area)	entertainment
	food and beverages
	rides
Theme Parks (complex)	entertainment
	food and beverages
	recreational areas
	rides
	accomadation
	shopping areas

In early centuries, the styles of recreational areas (entertainment areas) were different from today. This entertainment phenomenon started with the 'pleasure gardens' in the 16th century in medieval Europe. This type of recreational areas had live picnic areas, entertainment, fireworks, dancing, games and an amusement park. This section can be regarded as the first chapter from a historical point of view. These gardens were very popular until the 1700s.

Some of them which are called Bakken and Prater still exist today. The first pleasure garden which is called Bakken opened in 1583 in Denmark. Bakken is the oldest amusement park and pleasure garden in the world. Prater is another amusement park and pleasure garden which opened in 1766 in Vienna. The most famous garden called Vauxhall Gardens was founded in 1661 in London. Tivoli gardens is also very famous and known as a pleasure garden and amusement park. It is located in Copenhagen and opened in 1843. [51] [59]



Dyrehavsbakken, Denmark, 1583



Vienna Prater Gardens, Vienna, 1876



Vauxhall Gardens, London, 1661



Tivoli Gardens, Copenhagen, 1843

Figure 1.0 Pleasure Gardens in the World

Due to political reasons pleasure garden lost its popularity and the period of amusement park started after this step. The amusement park phenomenon was not a new concept at that time. because pleasure garden concept contained amusement park phenomenon (entertainment part) in itself. Moreover, the first amusement park called ‘Bakken’ opened in 1583 in the north of

Copenhagen. This amusement park is located in the pleasure garden in Copenhagen. All the amusement parks were invented by George C. Tilyou, a masterful entrepreneur. [51] [59]

'What attracts the crowd is the wearied mind's demand for relief in unconsidered muscular action. We, Americans either want to be thrilled or amused, and we are ready to pay well for either sensation.'

George C. Tilyou, 1893

The history of amusement park traces back to early years which were popular until 1700. Because of the political situations, most of the amusement parks were closed in that period but amusement parks began to be rebuilt in 1800's. In this period, another style of amusement park was born and Paul Boynton opened a park at Coney Island, which had three amusement parks, and smaller attractions. This can be accepted as the beginning of the theme park concept. In 1919, over 1500 amusement parks were opened in the U.S. Many amusement parks were closed during the World War II. In 1950, the first theme park which is called 'Disneyland' was created. [46] [57] [59]

The last period of the historical background is the 'theme park' part. This section contains the part from the 19th century to the present day. After the second world war, entertainment industry began to flourish again. Because of this situation, in 1955, the first theme park called the 'Disneyland' was opened in Anaheim, America. At the beginning of the theme park industry, this phenomenon was not expected to be successful. The budget of Disneyland theme park was 17 million Dollar. Disneyland can be regarded as the biggest and unprecedented park at that time. For this reason, the park was not considered to be successful but in its first season, the theme park had 3,8 million visitors. In 1961, 'Six Flag Park' was opened and it had 1,5 million visitors in the first season of the park. Disneyland and Six Flags can be considered as the milestone of theme park industry. Therefore, in the end of the 1960s and the beginning of the 1970s, amusement parks or entertainment areas in urban areas lost their popularity. In 1980s, the theme park sector began to spread from America to the world and turned investors' directions to the Far East and Asia. In 1983, Tokyo Disneyland was opened and had achieved success. For this reason, the other American companies in the entertainment industry began to turn their attention to these regions. Disneyland which opened in 1992 in Paris can be shown as the most important example. [46] [57] [59]

'Disneyland and Disneyworld were among the most important entertainment centers of the 20th century. Contributed to the country's economy and pioneered the development of the global scale of theme parks with combining technology and entertainment.'

Zukin, 1991

The main and common aims of these three parks are entertainment, resting and relaxing. These areas which are designed to entertain people have met their aims and have successfully been able to protect their popularities. The theme parks can be shown as the most popular and advanced entertainment areas in our world. There are in total more than 150 active theme parks in the world.

Table 2.0 Attributes of Amusement Parks vs. Theme Parks (Margaret J. King, 2002)

Amusement Parks	**Theme Parks**
Purpose: Challenge physical laws for affective	Purpose: Create imaginary places to produce a psycho-social engagement.
Kinetics	Story
Action	Affect
Motion	Emotion
Physical Dynamics	Mental Dynamics
Adolescence	Children, adult, senior
Events	Values
Ride Nodes	Landscape, Design Nodes
Motion States	Aesthetic States
Amusement	Entertainment
Curiosity	Culture

As a result of all these, pleasure gardens and amusement parks have pioneered the entertainment industry to come to its present stage. These entertainment centers, which had been built in the past years, have become the assistant of today's theme parks (entertainment industry). These entertainment areas have some similar and different aspects to each other in terms of the design process, structure and functions. The theme parks, which contain many different areas in it, are being built as a complex and these complex parks have become the most popular parks today. This popularity provides some benefits to the region, such as tourism and economic benefits. For this reason, this type of entertainment areas can be acceptable as a new phenomenon and the most popular entertainment centers of today. [58] [59]

CHAPTER II

LITERATURE REVIEW

2.1 Architectural Analysis of Theme Park

'In theme parks, as in all planning work, the target group and the main element is the people. The aim is to bring together communities of people of all ages with different cultural backgrounds in a common compound. In a well-organized theme park, first priority to provide a space in which family members can have fun together. '

Tabanlıoğlu, 2000

In today's world, theme parks have a different function in comparison to the other entertainment areas. The most important factor in the design phase of theme parks is 'people'. For this reason, these areas, which are designed with the importance of user requests, can be called a complex due to containing a variety of different areas that the other entertainment areas do not have. Shopping areas, eating and drinking areas, accommodation areas, recreational areas, parking lots and circulation routes within the complex are the sections in the theme park complexes which are designed according to its user requests. Therefore, there are many factors that affect the stage of designing a theme park complex. Factors that are effective in the design process of a theme park complex can be listed as environmental factors, accessibility and infrastructure, economic factors and user demands. [3] [8] [10]

'... we see that all the parks are planned as a recreation and relaxation spaces away from the city center.'

Nacak, 2000

These 5 factors play an important role in the first part of the design phase. After this phase, the process of designing the spaces within the complex come into action Theme parks are just one of the parts in this complex. There are some important principles that need to be considered in the theme park design process. which make theme parks different from the other entertainment areas.

According to Pine (1999) and Boswijk (2010), the theme park planning is based on six core principles:

- Theme - the concept should have a theme, in which the history should be taken as a starting point and then the theme can be based on the history;

- Harmony – the whole view, the emotions experienced by a human should be consolidated and positive;

- Elimination of negative cues- even in a well – arranged environment there may be negative images which should be eliminated (e.g. rubbish);

- Memorabilia - the elements to be easily remembered and people should want to take them home for memories of good experiences;

- Engagement of all five senses - all five senses should be exploited to create a greater effect;

- Authenticity - the environment should look natural and familiar to a human, the human should feel to be welcomed in this environment.

When theme parks are examined from a spatial point of view, they are observed to be composed of 2 different parts. These are entertainment areas and recreational areas:

Entertainment areas, the main concept in theme parks is to meet people's entertainment needs, the most basic activity areas that must be found in theme parks are entertainment units. These can be listed as rides, simulations and shows in parks. Recreational areas, recreational activities can be shown for the second purpose. This section can be considered as a place for resting, relaxation and social activities in parks.

Depending on all these, the places/areas of the theme parks have been created according to certain systems considering the human needs during the designing stages. These spaces show some differences according to the 'theme' which is the backbone of each park, but in general the parts that need to be included in the design of most theme parks can be listed as follows.

1- Entrance

'The entrance area is the most important places of the theme parks. Because it is the place that makes first impressions about the amusement parks where visitors come to enjoy themselves.'

Wylson, 1994

Park entrances and impression of the entrance are the most important factors for the visitors. Because of this, the entrance should be designed to emphasize the main theme of the park.

2- Circulation Route

Visitors need to be able to reach every corner of the park so that they can have fun at the maximum level. At that point pedestrian roads and routes are the main design element of the theme parks. For this reason, special circulation route should be designed for each theme park. This circulation route should help people to make them want to go around the park. Another alternative circulation route system of amusement parks is the rail system or the cable car system. This system may be one of the mostly preferred entertainment units in theme parks, or it may only be a transportation network intended for circulation.

'On the main road axes where the traverses pass, there must be clearly defined diverging signs. The roads must be so wide that they will not interfere with each other in intensive use. The intersection points of the pedestrian roads should be considered as the points of gathering and scattering which are designed according to the intensity of the activity area.'

Wylson, 1994

3- Shopping and Publicity Street

'It is a space that exists in most of the theme parks and is planned for more commercial purposes. After the entrance part people have to use a route before using the activities. This route has more shopping, food and beverage buildings in it.'

Wylson, 1994

In this section of the theme parks, the structures and areas have to designed and planed according to the theme of park. The street should be broadly planned to serve large crowds. Before reaching the activity area, visitors should have some(certain) information about the theme park.

4- Hub and Spoke

The most important point of the circulation system of the theme parks is the hub and spoke. These are the sections that inform and guide the visitors. In addition to that these places can be accepted as resting and meeting point of the park.

'The most important factor to be considered when designing the squares is that the form of the square and its must conform to standards.' 'In the squares, visitors will find promotional panels that provide information about events in the park, and orientation equipment that shows the locations of the events. It should not be forgotten that these squares are also decision points at the same time. For this reason, square is one of the compulsory places of planning.'

Marling, 1997

5- Entertainment Units

Entertainment units can be shown as the only element that must be in the theme park. Because the main purpose of theme parks is to entertain people. These units, which must be designed according to the certain theme, can be acceptable the main elements of the parks.

'The units, which are indispensable elements of theme park, can be listed as a generalization from the theme parks in the world. Roller Coasters, entertainment units with water, entertainment units with fear, amusement park units, entertainment units with technology.'

Nacak, 2000

6- Smoking Areas

Generally, theme parks consist of outdoor areas. Nonetheless, smoking is prohibited in parks. Only smoking is allowed at designated points.

7- Health Units

Theme parks are areas where there is a lot of risk of accidents at any moment, despite all kinds of safety precautions being taken. The position of this health unit is also very

important. It should be planned at an equal distance to all activity areas and close to the exit.

8- Administration and Security Units

Theme parks are big spaces with adrenaline and mechanical units. Consequently, Security measures are crucial to avoid any situation that could put human life at risk. There must be more than one security units spread out in the park for emergency interventions. This situation makes people feel more secure, safety and relax.

'Theme parks need a reliable security system because of the activities and the size of the area they cover. Security units must be located in many parts of the park to make people feel safe and have fun. Because the pleasure of the people is directly proportional to the feeling they have.'

Nacak, 2000

9- Personnel Use Areas and Technical Areas

The most important part for these two areas is that places should be invisible and accessible.
are designed for personnel of theme park. Technical spaces are also significant part for theme park and entertainment unit.

'This kind of places are designed for a quick resolution of technical problems in entertainment units.'

Wylson, 1994

10- Car Park

This is the most significant part of theme park complex. Car park should be close to the park entrance. In addition to this, motor vehicles or rail systems should be provided to the theme park entrance or the nearest theme park area from the parking lot.

'Parking capacity should be third of the number of maximum visitors in the park.'

Wylson 1994

'While park design is planned, different parking spaces should be planned for vehicles in different sizes. The entry and exit points of the service vehicles should not be the same as the visitor entries. Special parking spaces should be designed in disabled vehicles within the parking lot.'

Marling, 1997

11- Food & Beverages

The theme park complex consists of many different parts such as shopping, food and beverages, or entertainment area. Theme park complexes are not examined in this thesis study, only theme park section is examined and analyzed. Theme parks are analyzed in terms of their layout plan and master plan. 'Theme' can be considered the biggest difference between theme parks and other entertainment areas. The effect of the theme on theme park design is very high. The sections of theme park are designed according to the theme and this aspect influences the hard and soft space of the park. There is a difference between the hard and soft space ratio in a park with the theme of water and a park with the theme of film studio.

'In some theme parks, the forms and layouts of the eating and drinking places are compatible with thematic sections in the park. This is a correct planning approach.'

Wylson, 1994

2.2 Theme Park Principles (Theme Park Design Elements and Theme Park Culture)

Theme park phenomenon is the most significant for the tourism industry. These parks, which have been designed and constructed as a result of great investments, are attracting much attention today. 'Human' can be shown as the main reason for this. Because the most important element in the theme parks is the wishes and needs of people. In the planning of amusement parks, the basic ethics is the determination of human behaviors and preference habits. As a result, planning achieves its exact goal. Because of the investment costs, theme parks want to reach everybody and attract all users. In the planning and design phase of theme parks, the human-oriented attitude to the forefront and its implementation have positive effects on the sustainability. Theme parks can succeed with accurate and sustainable planning. If it is not planned effectively, tourism and recreational activities can create irreparable damage in the natural environment. [3] [8] [60]

Theme parks differ in scale and content from other parks. Besides the fun, it also offers different branches such as different theme. Science, culture, technology, history, art can also be topics of theme parks. These differences are positively affecting theme parks. [8] [60]

Theme parks have some psychological effects on people. The most important positive result is that the design criteria is human. In addition to that, these kind of places, offer an area where people can do whatever they need and can appeal to a group of people of all ages. Apart from these, they offer a paid service to people by changing and preserving the structure of existing nature according to a certain system. These places, which try to keep people in a certain designed area, designed according to the needs of the people. People do not need the outside because they can find everything they want in these places. Generally, theme park complexes built horizontally in large areas. For this reason, they damage the surrounding and natural landscape in the direction of the area they cover and artificial. Apart from all these, the fact that every person cannot use these places can be considered as another negative effect in these economically focused places. [8] [60]

2.3 Solid Void Analysis

'Solid-void theory is the three-dimensional counterpart to figure-ground theory. It holds that the volumetric spaces shaped or implied by the placement of solid objects are as important as, or more important than, the objects themselves.'

Frederic, 2007

Solid void concepts can simply be considered as fullness and emptiness. Solid and void are the terms which are most significantly, used in architecture and design. Solid volume and void volume concern the three-dimensional space. Solid volume is used for completely filled parts and void volume is used for the empty parts. These terms can be regarded as the basis of architecture but this analysis shows differences according to the designed areas. [13]
This concept, which is shaped according to user requests, has an important place in terms of solid-void ratio changes according to the study area character as interior, urban or landscape architecture. According to these differences, variability is observed in the evaluation criteria.



Figure 2.0 Le Corbusier, City of Parma

This city plan gives an example for solid void analysis of urban architecture. This is a two-dimensional analysis. In this scale of analysis, buildings can be considered as a solid, roads, pedestrian roads, squares can be considered as a void.

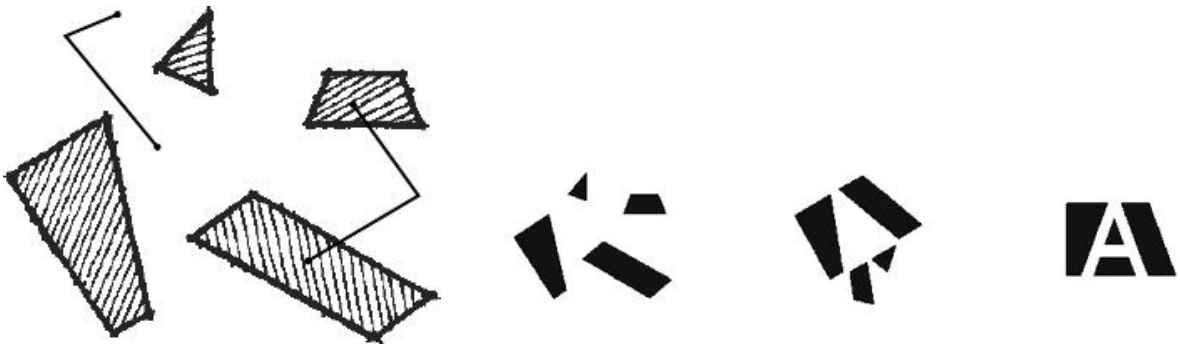


Figure 2.1 Matthew Frederic, 101 Things I learned in Architecture School, 2007

These are examples for figure ground relations and they can be acceptable as a two-dimensional example of solid void analysis for design. In this study, full(filled) and empty parts constitute parts of the analysis.

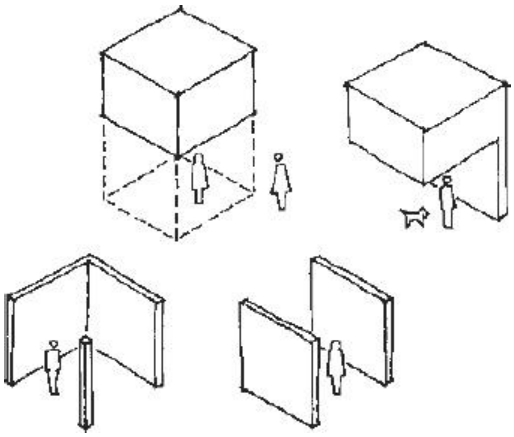


Figure 2.2 Matthew Frederic, 101 Things I learned in Architecture School, 2007

Figure 2.2 represents the solid void structure of urban. Buildings are considered as a solid and remain area is considered as a void. In this study buildings are assumed as a solid and other remaining areas (roads, pedestrian roads, parks etc.) are assumed as a void.

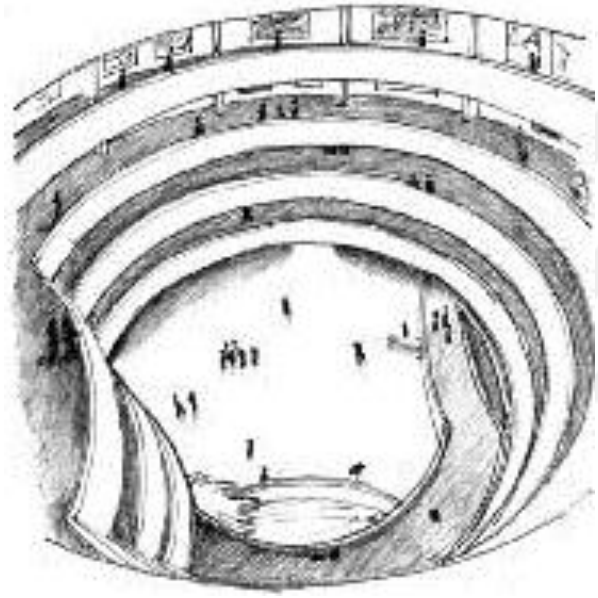


Figure 2.3 Guggenheim Museum, New York, 1959, Frank Lloyd Wright

This is an example of solid void analysis for interior architecture. In this architectural example, everywhere that people can reach is considered as a void and other remaining sections which are walls or floors can be considered as a solid.

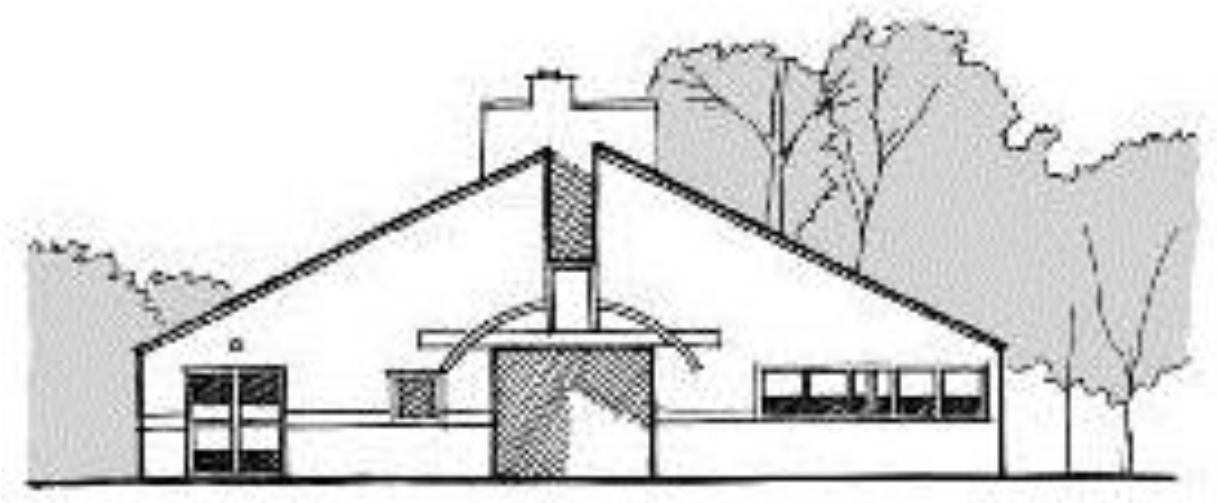


Figure 2.4 Vanna Venturi House, Philadelphia, Pennsylvania, 1962, Robert Venturi

This is another example of solid void analysis for architectural buildings. In this two-dimensional architectural drawing, everything with glass like windows and gaps constitute the void and the walls constitute the solid part.

Depending on all these, these concepts, which basically represent the same thing but have more than one representation according to the different study disciplines. The relation between the void and the solid in architecture develops parallel to the human race. Consequently, the alternation between the solid and the void are from the most basic elements of architectural expression through the centuries and is included as all the architectural creation in the total culture.

2.4 Hard Space and Soft Space

Hard space and soft space are two different concepts which are necessary for design process of different areas. These two concepts, which can be used in different areas, have several meanings according to the study (specialization) area. Basically, lexical meaning of hard space is referred to as material space: space as defined by physical elements such as walls and boundaries and soft space is defined as the social coding of space: space made and remade by human activity, through everyday social interactions with material space. Hard space and soft space have basic, simple meanings but the concept of hard and soft space may differ according to the area of specialization like the concepts of solid void. For example, in architecture plan, section and façade indicate different parts. In landscape and urban architecture, this concept can differ only the field or area which is specified not the meaning

of the word. In urban architecture, buildings can be accepted as a hard space and pedestrian roads, squares and roads can be accepted as a soft space. This situation is considered different in landscape architecture. In the concept of this study, hard and soft space are considered as components of void part and buildings are considered as a solid part in theme park structure. In this study water elements and green areas are determined as soft space and the pedestrian roads, squares and paved areas are determined as hard space. The terms of hard space and soft space which are used in this study were evaluated in terms of landscape design principles. according to the landscape design principles, green areas and water elements are considered as soft space and pedestrian roads, squares, meeting points, paved areas, roads, railway and car park are considered as hard space. [52] [53] [54] [55]

The theme parks are designed to appeal to all age groups at the same time. For this reason, the reasons for people to choose such places are very important. The ability of people to perform different activities at the same time and to address people at different age groups at the same time are the reasons for their preferences. For these reasons, layout design (plan) has become an important point. These spaces are designed to certain standards depending on the theme of the parks. Accordingly, hard space and soft space concept and ratio have become an important aspect for layout plan of parks. These two concepts are used consciously or unconsciously during the design phase. The ratio of these two concepts in the design phase are also very significant and have a significant impact on design process. In addition to that hard space and soft space ratio is the most important aspect for landscape design principles. This ratio is one of the things that affect people's choice secretly. Depending on all these, in this thesis, recreation areas, smaller parks, water features in park, and playing areas for children can be shown as examples of a soft space. Outside of these, the area designed for roller coaster cover a certain area in every theme park and is considered as a hard space. Pedestrian roads, meeting points are considered as hard space. [52] [53] [54] [55]

As a result, hard space and soft space are significant terms for design and these two terms have several meanings and these meanings vary according to the study specialization area. In this thesis study, hard space and soft space analysis and calculations were made according to the landscape design principles. According to the landscape design principles, green areas and water elements are considered as soft space and pedestrian roads, roads, railway, car park, meeting point and squares are considered as hard space in this study. [52] [53] [54] [55]

CHAPTER III

STUDY SITE AND METHODOLOGY

3.1 Study Sites

For this case study, five different theme parks were selected to make a comparable study in 3 different countries namely France, America and Turkey. Disneyland Paris from France, Vialand and Viasea from Istanbul, Turkey, Disney World Resort, Universal Studios and Seaworld Orlando from Orlando, America were selected for the case study. The Criteria of the selection was popularity, user demands and user density of theme parks and all parks were examined on site.

3.2 Methodology

In this case study, five selected theme parks were analyzed according to the landscape design principles including subtopics like soft space design as green area and water area, hard space design as paved area and environmental design which requires knowledge on ecology and environmental components. In this study, we focused on hard and soft space design as one of the principles of landscape design. Planting design and plant species were not considered in this study. The main focus was on the landscape area which were left behind the buildings. In the landscape design, pavements, squares, paths, pedestrian roads, entertainment ride areas were considered as hard space areas, whereas the planting area, green areas and water spaces were considered as soft spaces which only serve for the landscape design. Water spaces that serve for fun activity and buildings in the theme park have not been examined in this study.
In the master (layout) plan solid and void parts were represented. Plant analysis and plant species were not considered in this case study. The phase of the case study consists of two stages: schematization and solid void measurements. The two main parts of the case study; the theme parks and measurement of solid void analysis. Solid and void analysis and design concept have an important place in design process which greatly influences the landscape design.

When the positive effects of landscape design on people are taken into account, it is an indisputable truth that one of the most important design stages of the theme park is the environment and landscape. For this reason, landscape design has an important and positive

impact on people's lives. In addition to that, the coordination of hard and soft space ratio in accordance with certain design rules allows people to feel psychologically comfortable. Solid void analysis, hard and soft space ratio of void should be considered as an important part of design process.

A well-designed landscape layout allows people to feel good, positive and healthy in the area that they are in. This situation makes people want to come back to these places again and again. The well-designed green areas, water features, walking paths, recreation and activity areas actually constitute the hard and soft space ratio. Designing the awareness of this analysis and the ratio of hard and soft space also create more positive results for people and their lives. As a result of all these, landscape design has an important role in the design process and human's life and the solid void analysis and hard and soft space ratio are significant concepts.

1- Schematization

Selected theme parks were examined on site. Functional diagrams and circulation route of the theme parks were drawn according to their current situation. The schematic plan which in a style that clearly explains the order of the functions and relations between each other was created for each theme park. Data and visitor information were collected for all theme parks. Sketches were made according to their current situation and pedestrian routes were empirically tested on site.

2-Solid void measurements,

In early stages, schematic plans of all theme parks were made by using bubble (functional) diagram and pedestrian route and stopping points and resting points of theme parks were analyzed. After the theme parks have been built, new sections have been added or removed from this parkland in certain years. For this reason, the current situation of the parks has been assessed and the drawings have been changed according to this current situation. According to the analyses which were made in the previous stages, current situation of theme parks and the master plan drawings of theme parks were changed and modified. AUTOCAD version 2015 was used for the master plan drawings and the drawings of the solid void parts. Apart from that Microsoft EXEL 2015 and Adobe PHOTOSHOP software programme were used for the analysis and mapping. Solid and void parts of theme parks were observed and drawn in AUTOCAD 2016 and PHOTOSHOP 2016 software programs and calculations were made

with AUTOCAD software program. On this basis, drawings, calculations and the percentage ratios were determined with these software programs.

In the scope of this study, the focus was on solid void analysis of landscape design and functional diagram analysis of the whole theme parks. All activity areas represent the function areas. In the solid void analysis of landscape design only the areas left behind activity and circulation areas and buildings were considered. Paved areas in the landscape design represent solid and water or green areas represent void in the landscape design.

In figure 3.0 stages of solid void analysis are shown. Firstly, solid and void parts of theme parks are analyzed and calculated. After the first step, hard space and soft space analysis is made according to the landscape design principles. Pedestrian road, squares, water element and green areas are drawn and the ratios are calculated.

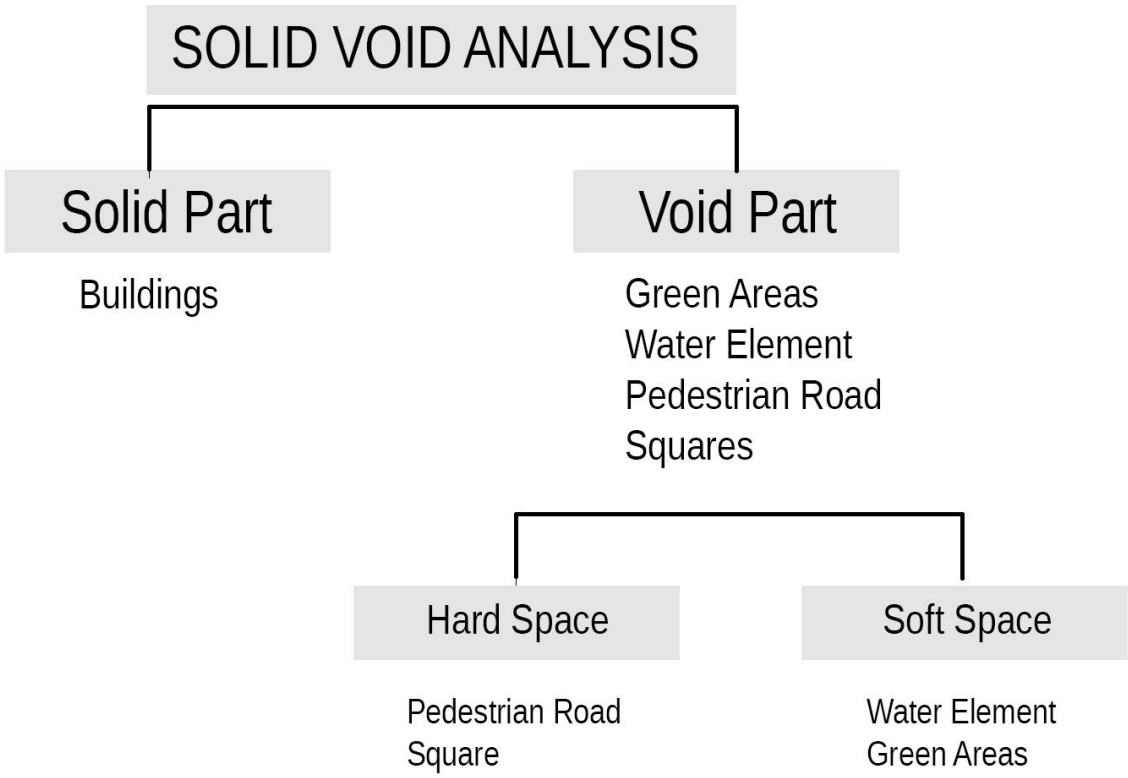


Figure 3.0 Solid Void Analysis Diagram

CHAPTER IV

RESULTS

Solid void analysis was made according to the landscape design principles for 6 different theme parks which are called Magic Kingdom Theme Park, Epcot, Universal Studios Florida, Seaworld Orlando, Vialand Istanbul and Viasea Istanbul. Three of these theme parks are located in Orlando, U.S. two of them are in Istanbul, Turkey and one of them is located in Paris, France. These selected theme parks were divided into their locations and were analyzed by considering their current situations, theme and layout plans. Figure 4.0 shows the location of the countries and theme parks.



Figure 4.0 Theme Parks Location in World Map

4.1 Theme Parks in Orlando, U.S.

Orlando is located in Florida, U.S. (Figure 4.0). Orlando is a city which has the most famous, biggest and different theme parks in it.

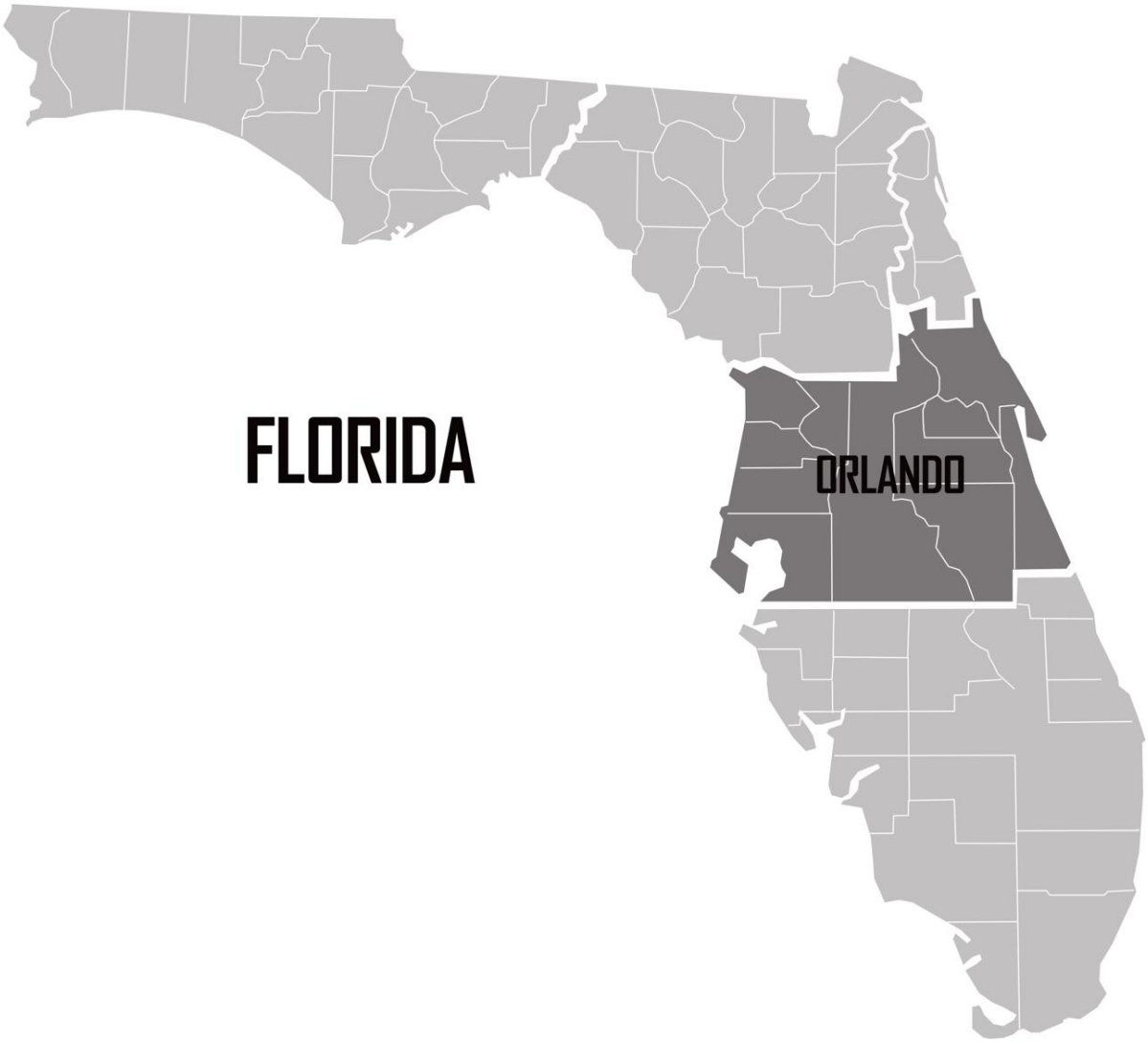


Figure 5.0 Location of Orlando City in Florida State

Generally, Orlando considered as an entertainment city. Orlando is a city which has most famous theme park in the city. There are 6 different theme parks in Orlando; these are Disney World Resort Orlando, Universal Studios Orlando, Seaworld Orlando, Fun Spot America, Aquatica Seaworld's Water Park Orlando and Discovery Cove Orlando.



Figure 5.1 City Map of Orlando and Theme Parks Location

In this part Disney World Resort, Universal Studios and Seawold Orlando will be explained in terms of hard and soft space of void parts. In figure 5.1 shows the location of these 3 selected theme parks. All of theme parks are located out of the city which is called Lake Buena Vista. Common features of these parks are their location, transportation and entrance fees. All complexes are located out of the city because of their size and design process. Transportation is provided by free shuttle services or personal cars. They all have an entrance fee and it is required for each of the parts. Some areas of these parks are designed for smokers and apart from those areas people cannot smoke.

4.1.1 Walt Disney World Resort Orlando

Walt Disney complexes are the most famous theme parks in the world. That's why there are 5 different Walt Disney theme parks in different locations in the world. These theme parks are located in United States, China, Japan and France. First Walt Disney theme park was constructed in Anaheim, California in 1955 but the most significant destination of Disney's worldwide corporate enterprise is Walt Disney World Resort Orlando. It was opened in 1971. Table 2.0 shows all Disney World Resorts establishment date and the name of the theme parks included.

Table 3.0 List of Walt Disney World Complexes in the World

THEME PARK

WALT DISNEY WORLD COMPLEXES IN THE WORLD

NAME	LOCATION	OPENING DATE	NAME OF THEME PARKS
DISNEYLAND PARK	Anaheim, California, U.S.	JULY,17,1955	DISNEYLAND DISNEY CALIFORNIA ADVENTURE
WALT DISNEY WORLD RESORT	Lake Buena Vista, Florida, U.S.	OCTOBER, 17, 1971	MAGIC KINGDOM EPCOT DISNEY'S HOLLYWOOD STUDIOS DISNEY'S ANIMAL KINGDOM
TOKYO DISNEY RESORT	Urayasu, Chiba, JAPAN	APRIL, 15, 1983	TOKYO DISNEYLAND TOKYO DISNEYSEA
DISNEYLAND PARIS	Marne-la-Vallee, FRANCE	APRIL, 12, 1992	DISNEYLAND PARK WALT DISNEY STUDIOS PARK
HONG KONG DISNEYLAND	Lantau Island, CHINA	SEPTEMBER, 12, 2005	HONG KONG DISNEYLAND

Walt Disney World Resort Orlando was constructed in 1971 and it is located East side of Orlando. This theme park is an entertainment complex and it was constructed on 110,000 square meters. Since, it covers a huge land, it is located out of the city. This complex contains 4 different theme parks, 2 water parks, an accommodation area, restaurant area and a shopping area. Figure 5.0 shows the full project area of the Disney World Resort including the complex's theme parks and their locations.

The architectural project of Walt Disney World Resort was made by The SWA Group. When these studies were conducted, they worked with the Disney Development Company. The SWA Group has begun work on the master plan in a field of 28,000-acres in Florida. First of all, some evaluations have been made in terms of site analysis and design process. In this new design system, accommodation areas, commercial

departments, recreational areas and entertainment areas are designed in relation to each other. The SWA Group called this new system ‘City of the Future’.



Figure 6.0 Master Plan of Walt Disney World Resort Orlando (SWA Group Website 2017, http://www.swagroup.com)

When examined as a master plan, water bodies constitute the first stage of design. The location of the water bodies also influenced and determined the design of the buildings. This part can be acceptable as a second stage of the design process. The third stage of the design is the existing green land. Green land has been adapted to the design process. In short, a new design has been made which can be accommodated in many different departments.



Figure 6.1 Disney World Resort Orlando Master Plan

Disney's Animal Kingdom, Epcot, Disney's Hollywood Studios and Magic Kingdom Park are located within the complex. Two parks which are called Magic Kingdom Park and Epcot will be examined in this section. These are the most popular and preferred parks in this complex.
This theme park located out of the city because of the construction area. Because of this, transportation tools are developed. There are shuttles, busses and private cars to reach this theme park. There is a huge parking area for the private cars. If people want to reach this park without car, they can use the free shuttle services or public transportation.

4.1.1.1 Magic Kingdom Theme Park

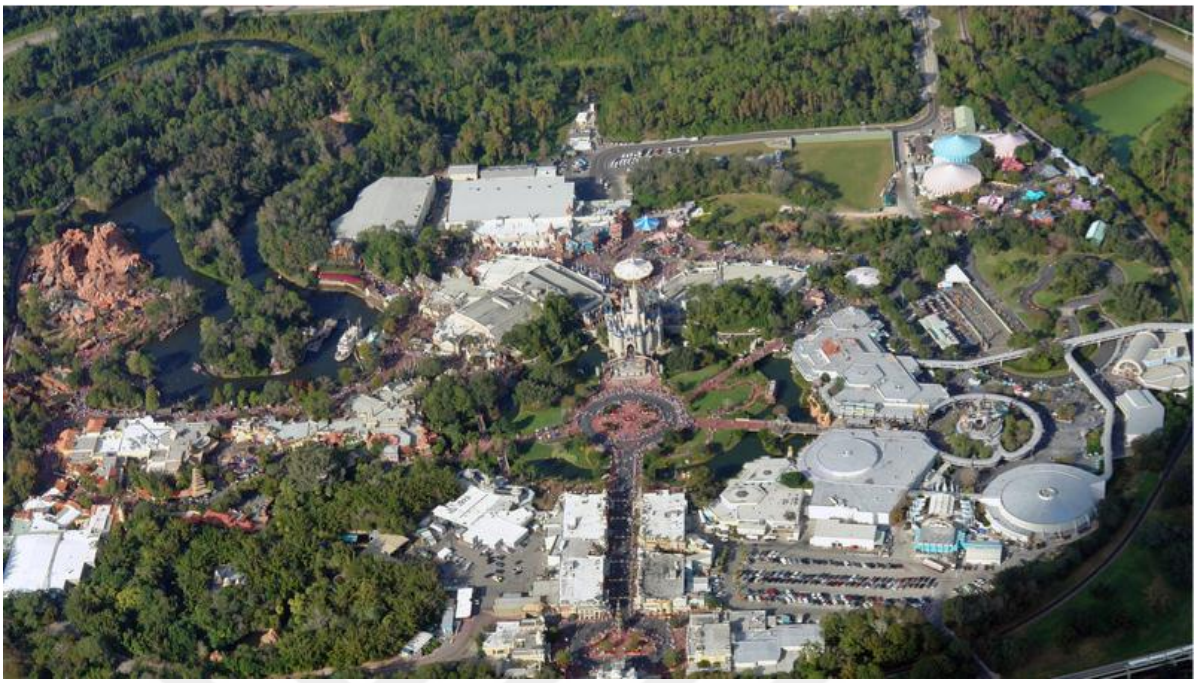


Figure 7.0 Magic Kingdom Theme Park (Google Maps)

'Walt Disney World is a tribute to the philosophy and life of Walter Elias Disney... and to the talents, the dedication, and the loyalty of the entire Disney organization that made Walt Disney's dream come true. May Walt Disney World bring Joy and Inspiration and New Knowledge to all who come to this happy place ... a Magic Kingdom where the young at heart of all ages can laugh and play and learn together.'

Roy O. Disney, 1971

Magic Kingdom theme park is the first part of Walt Disney World Resort in Orlando and This part of theme park was opened in 1971. Theme park is built on 15 hectares of land. The park is represented by Cinderella Castle, inspired by the fairy tale castle seen in the 1950 film. Main theme of this park is fairy tales and Disney characters.

- Schematic Plan

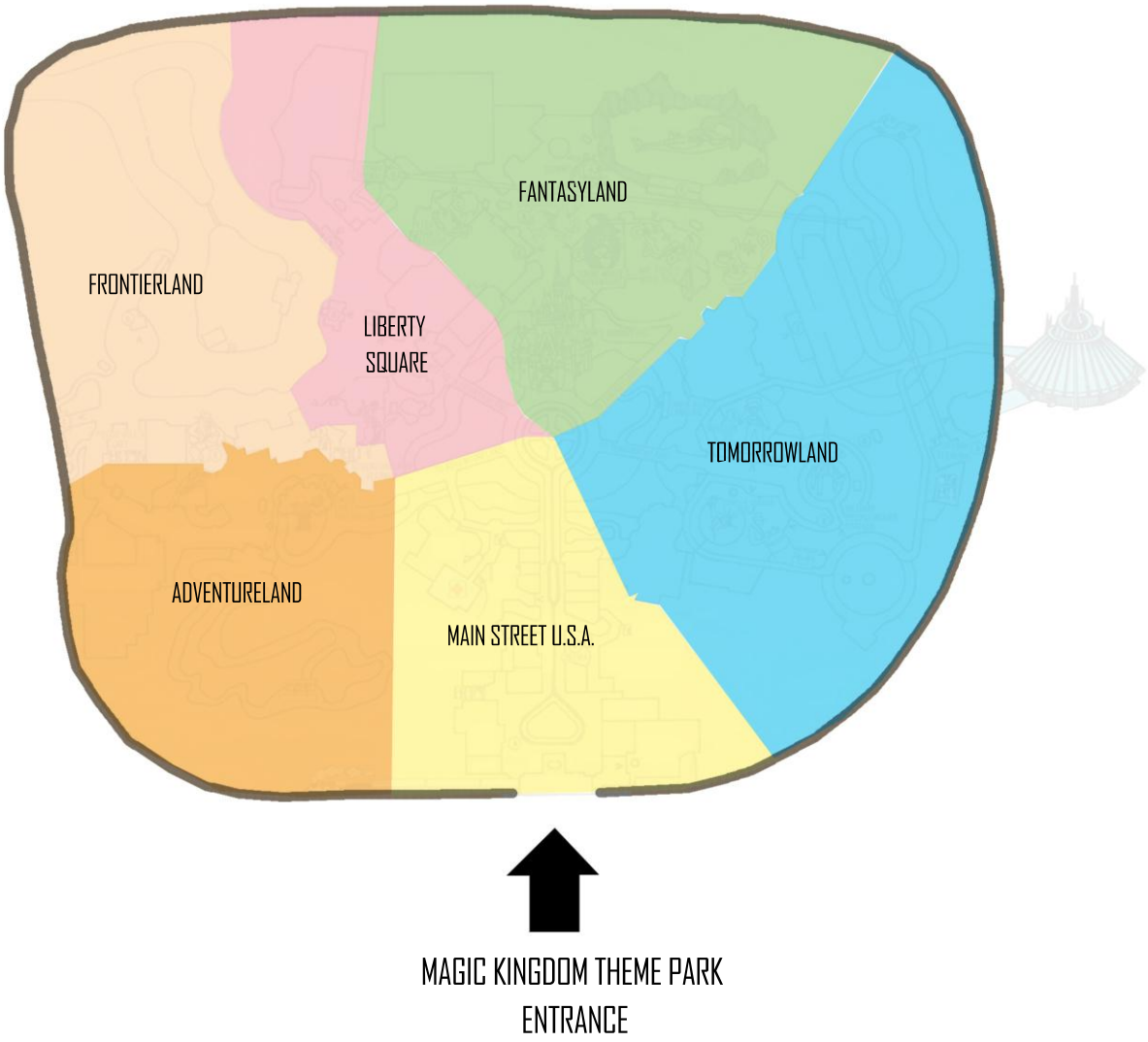


Figure 7.1 Lands of Magic Kingdom Theme Park

Magic Kingdom theme park consists of six different lands which are called Main Street U.S.A., Adventureland, Frontierland, Liberty Square, Fantasyland, Tomorrowland. In addition to that there is a railway which is surrounded the whole area and people can go each part with this railway system. In other words, this theme park has different transportation system apart from walking routes in this park.

The layout plan starts with the entrance section and continues with the shopping area and introduction hall (street). After that section theme park is divided into certain sections with the circle effect in the entertainment section. These sections are grouped according to their entertainment style and people can choose the parts according to their needs (wishes). Apart

from this there is a railway system that surrounds the whole park and with this system, people can start the park from the desired part. The circulation route designed according to all these schemes and it is a proposal designed to enable people to access each division. The directions on the park maps help people about it.

In figure 7.1 yellow part represents the Main Street U.S.A. This section includes the entrance, Walt Disney World railroad station and introduction hall.

The orange part represents the Adventureland. It represents the mystery of exploring foreign lands. It is themed to resemble the remote jungles in Africa, Asia, the Middle East, South America and the South Pacific, with an extension resembling a Caribbean town square. The beige part represents the Frontierland. In Frontierland guests can relive the American Old West, from the romanticized cowboys and Native Americans, to exploring the mysteries of the Rivers of America. The pink part represents the Liberty Square. It is inspired by a colonial American town set during the American Revolution. The green part represents the Fantasyland. It is themed in a medieval-faire/carnival style, in the words of Walt Disney: "Fantasyland is dedicated to the young at heart and to those who believe that when you wish upon a star, your dreams come true." The blue part represents the Tomorrowland is set in an intergalactic city, a concept of the future as seen from around the 1950s: rockets, UFOs and robots, etc.

'Tomorrow can be a wonderful age. Our scientists today are opening the door of the Space Age to achievements that will benefit our children and generations to come. The Tomorrowland attractions have been designed to give you an opportunity to participate in adventures that are a living blueprint of our future.'

Walt Disney

- Solid Void Analysis



Figure 7.2 Solid Void Analysis of Magic Kingdom Theme Park

Figure 7.2 shows the solid void analysis of Magic Kingdom theme park. Dark grey color represents the solid part (buildings), light grey color represents the void part (pedestrian road, squares, paved areas). According to the analyzes, solid analysis constitutes 32,5% and void analysis constitutes 67,5%.

- Hard Space and Soft Space Analysis



Figure 7.3 Soft Space Analysis of Magic Kingdom Theme Park

Figure 7.3 shows the analysis of soft space of Magic Kingdom theme park. Soft space consists green area and water element and green color represents the green area, blue color represents the water element. According to the soft space analysis, green area constitutes 60,7% and the water element 17,1% the void part of the complex.



Figure 7.4 Hard Space Analysis of Magic Kingdom Theme Park

Figure 7.4 shows the hard space analysis of Magic Kingdom theme park. Hard space consists paved areas (pedestrian roads, squares). According to the hard space analysis, the space occupied by pedestrian road and squares 22,2% of the total area of the complex.

- Results and Comparable Rates



Figure 7.5 Analysis of Magic Kingdom Theme Park

Figure 7.5 shows the hard space and soft space areas of Magic Kingdom theme park. According to the landscape design principles, buildings constitutes 32,5%, green areas 41%, water element 11.5%, pedestrian road 15% of the total area. Accordingly, solid part of Magic Kingdom theme park is calculated 32,5% and void part is calculated 67,5%. (Table 4.0)

Table 4.0 Solid Void Analysis of Magic Kingdom Theme Park

Solid Analysis	**32,5%**
Void Analysis	**67,5%**

According to the hard space and soft space analysis, the green area constitutes 60,7%, the water element 17,1% and pedestrian road 22,2% of the total area of the complex. (Table 3.1)

Table 4.1 Hard space and Soft Space Analysis of Magic Kingdom Theme Park

Soft Space of Theme Park		**Hard Space of Theme Park**	
Green Areas	60,7%	Pedestrian Road	22,2%
Water Element	17,1%		
Total	**77,8%**	**Total**	**22,2%**

In Table 4.2, there is a list of visitors by years. According to the researches, Magic Kingdom theme park can be acceptable that the one of the most visited theme parks. Generally, the number of visitors continued to increase every year.

Table 4.2 Magic Kingdom Theme Park Number of Visitors

NUMBER'OF'VISITORS

MAGIC'KINGDOM'THEME'PARK

2007	2008	2009	2010	2011	2012	2013	2014	2015
17,060,000	17,063,000	17,233,000	16,972,000	17,142,000	17,536,000	18,588,000	19,332,000	20,492,000

4.1.1.2 Epcot

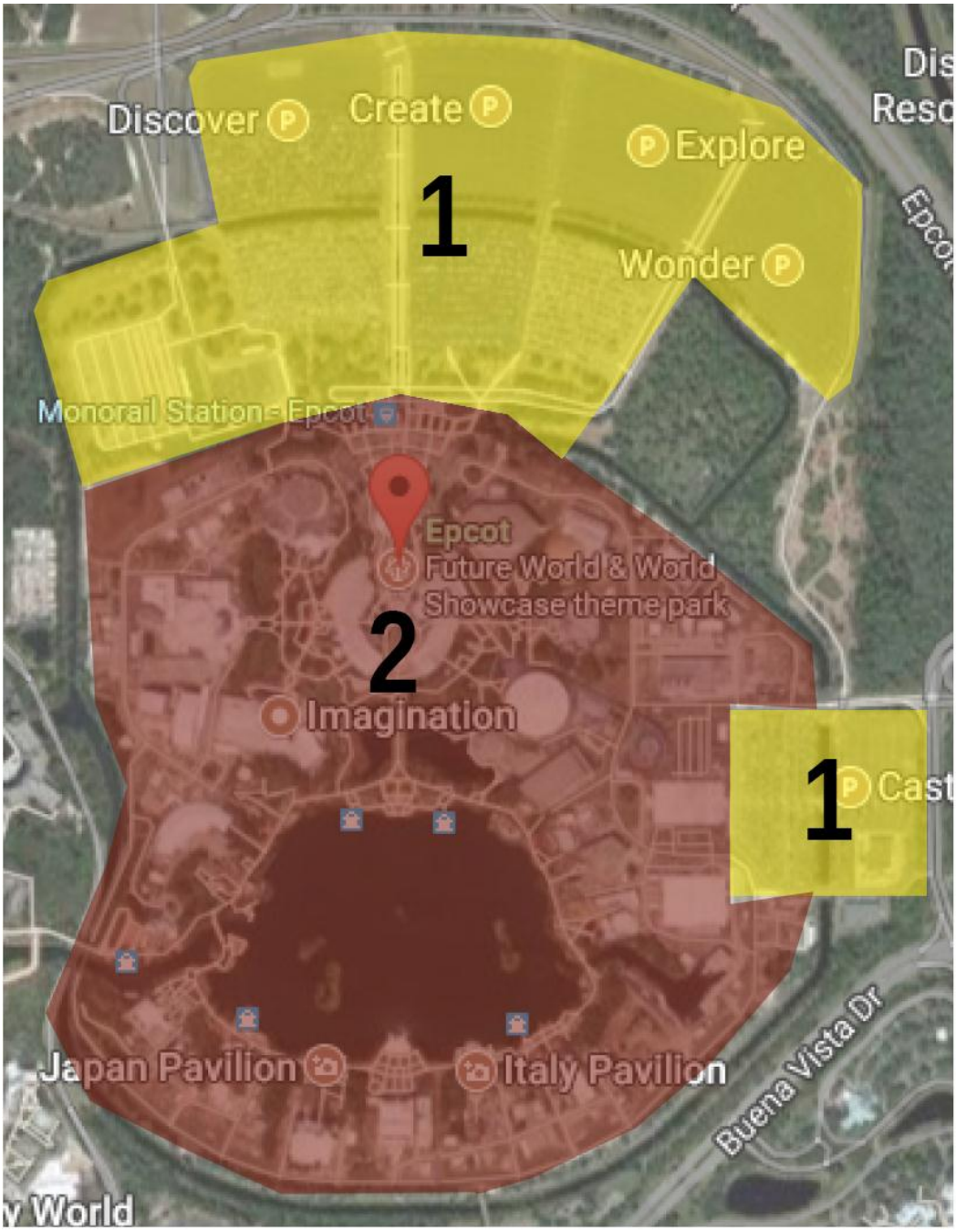


Figure 8.0 Epcot Theme Park (Google Maps)

Epcot is a theme park in Walt Disney World Resort in Orlando, Florida and it was built in October 1, 1982. This name which is called 'Epcot' has been used since 1995. Between 1982 and 1994 the name was EPCOT center, in 1994 the name was changed to EPCOT'94, in 1995 it was changed EPCOT'95. The main theme of this park is technological innovation and international culture. In figure 8.0 yellow color (number 1) represents parking lot and red color (number 2) represents theme park area.

- Schematic Plan



Figure 8.1 Lands of Epcot Theme Park

Epcot theme park consists of 2 different lands which is called ‘World Showcase’ and ‘Future World’. These parts divide the park into two halves. The main theme of Epcot theme park is technological innovation and international culture. It is often referred to as a "permanent world's fair". These two lands of Epcot focus on different areas within the same theme.



Figure 8.2 Future World Map, Epcot

Future World is a first part of Epcot theme park. The main entrance is located in that part. Future World consists of a variety of pavilions that explore innovative aspects and applications including technology and science, with each pavilion featuring self-contained attractions. This part has an icon which is called Spaceship Earth and it is located in the park's iconic geodesic sphere.

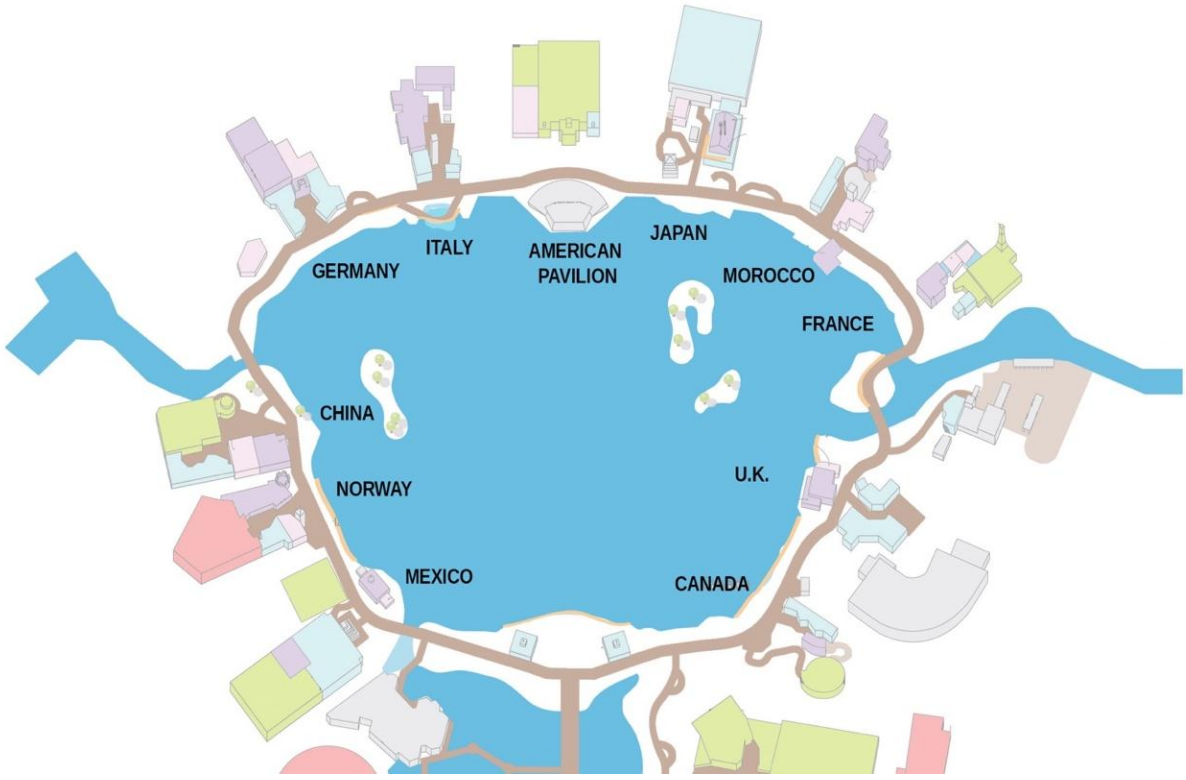


Figure 8.3 World Showcase Map, Epcot

World Showcase which is the part of theme park is located around the 'World Showcase Lagoon'. World showcase lagoon is a lake which is located middle of the world showcase part. This part consists of pavilions representing certain countries. Representative pavilions of 11 countries: Mexico, Norway, China, Germany, Italy, United States, Japan, Morocco, France, United Kingdom, Canada.

- Solid Void Analysis



Figure 8.4 Solid Void Analysis of Epcot Theme Park

Figure 8.4 shows the solid void analysis of Epcot theme park. Dark grey part color represents the solid part (buildings), light grey color represents the void part (pedestrian road, squares). According to the analyzes, solid analysis is 23,7% and void analysis is 76,3% calculated.

- Hard Space and Soft Space Analysis



Figure 8.5 Soft Space Analysis of Epcot Theme Park

Figure 8.5 shows the analysis of soft space indicated by the colour green, representing the green area, and blue representing the water element. The ratio of green area is 44,8% and the ratio of water element is 18,7%.

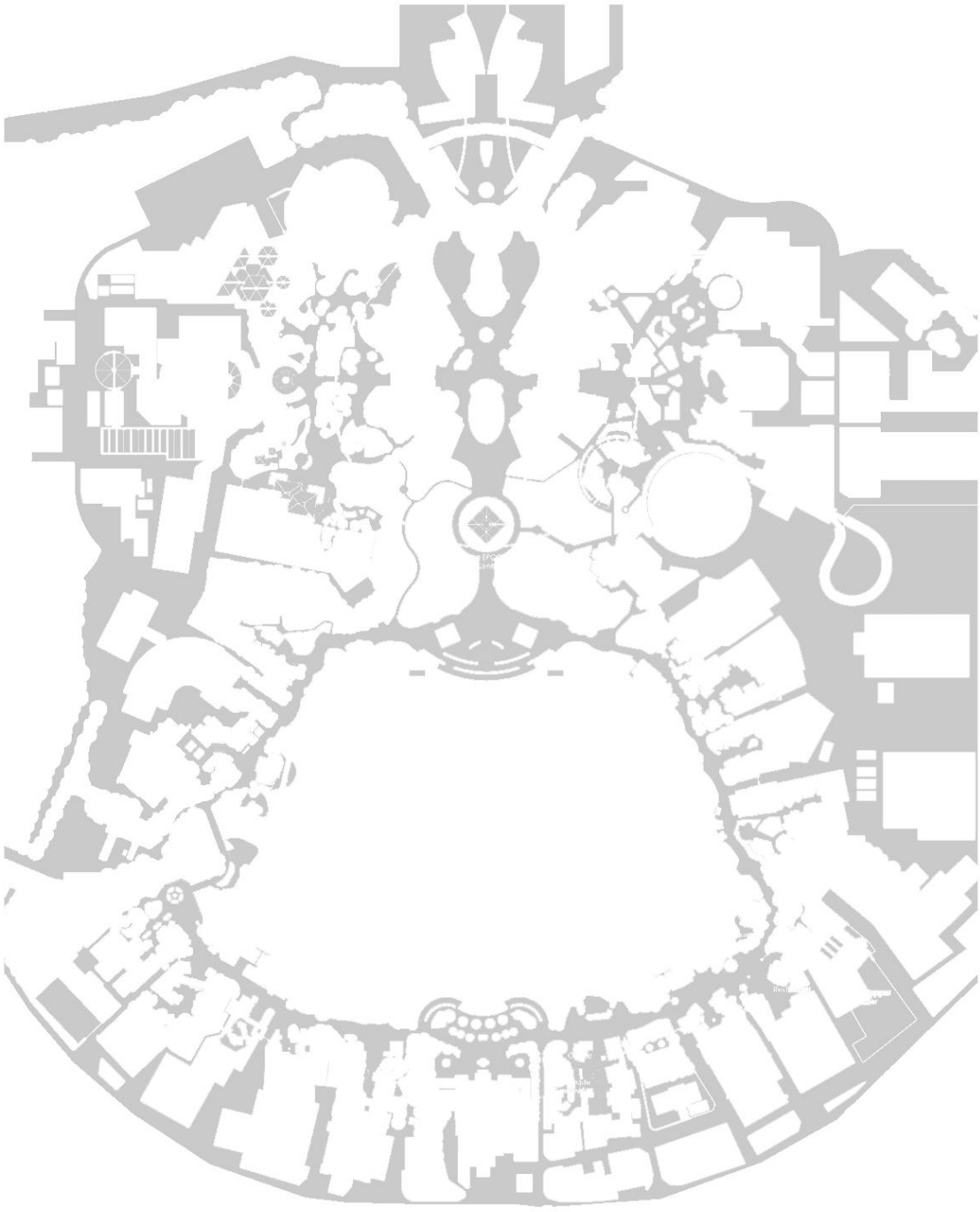


Figure 8.6 Hard Space Analysis of Epcot Theme Park PEDESTRIAN ROAD

Figure 7.6 shows the analysis of hard space with dark grey representing the buildings, and light grey representing the pedestrian roads. The ratio of space occupied by pedestrian roads is 27,8%.

- Result / Comparable Rates



Figure 8.7 Solid Void Analysis of Epcot Theme Park

Figure 8.7 shows the hard space and soft space areas of Epcot theme park. According to the landscape design principles, buildings constitutes 23,7%, green areas 34,2%, water element

14,3% and pedestrian road 27,8% of the total area. Accordingly, solid part of Epcot theme park is calculated 23,7% and void part is calculated 76,3%. (Table 5.0)

Table 5.0 Solid Void Analysis of Epcot Theme Park

Solid Analysis	**23,7%**
Void Analysis	**76,3%**

According to the hard space and soft space analysis, soft space constitutes 63,5% and hard space constitutes 36,5% of the total area of this theme park. (Table 5.1)

Table 5.1 Hard space and Soft Space Analysis of Epcot Theme Park

Soft Space of Theme Park		**Hard Space of Theme Park**	
Green Areas	44,8%	Pedestrian Road	36,5%
Water Element	18,7%		
Total	**63,5%**	**Total**	**36,5%**

In Table 5.2, there is a list of visitors by years. According to this analysis, the number of visitors generally increased at different rates each year. This situation has been different in 2010, 2011 and 2012.

Table 5.2 Epcot Theme Park Number of Visitors

NUMBER'OF'VISITORS
EPCOT'THEME'PARK

2007	2008	2009	2010	2011	2012	2013	2014	2015
10,390,000	10,935,000	10,990,000	10,825,000	10,825,000	11,063,000	11,229,000	11,454,000	11,798,000

4.1.2 Universal Parks and Resorts Orlando



Figure 9.0 Universal Parks and Resorts Orlando (Google Maps)

This is another complex which is called Universal Orlando Resort and located in Orlando, Florida. This complex consists of three different theme parks which are called 'Universal Studios Florida' and 'Islands of Adventure'. In 2017 summer another theme park which is called 'Universal's Volcano Bay Water Theme Park' will be open. Apart from this, there are also accommodation areas, restaurants and shopping areas.

6 different Universal Studios are located in the world. The first Universal Studios theme park is opened on July 15, 1964 in Hollywood. Universal Studios Florida is the second one in the world. Universal Studios Florida is the first part of this complex and it was opened in 1990 and the next theme park which is called 'Island of Adventure' of this complex was opened in 1999. In this part, Universal Studios Florida is examined in this study. The main theme of the park is the entertainment industry, in particular movies and television. In other words, Universal Studios Florida consists of themed areas and attractions based on the film industry.

In figure 9.0 red color represents the theme parks area, blue color represents the accommodation area, yellow color represents the parking lots and orange color represents the food and beverage area.

- Schematic Plan

Universal Studios Florida consists of 7 different themed lands. These areas have connections with each other. All part in this theme park have different special themes depending on the main theme.

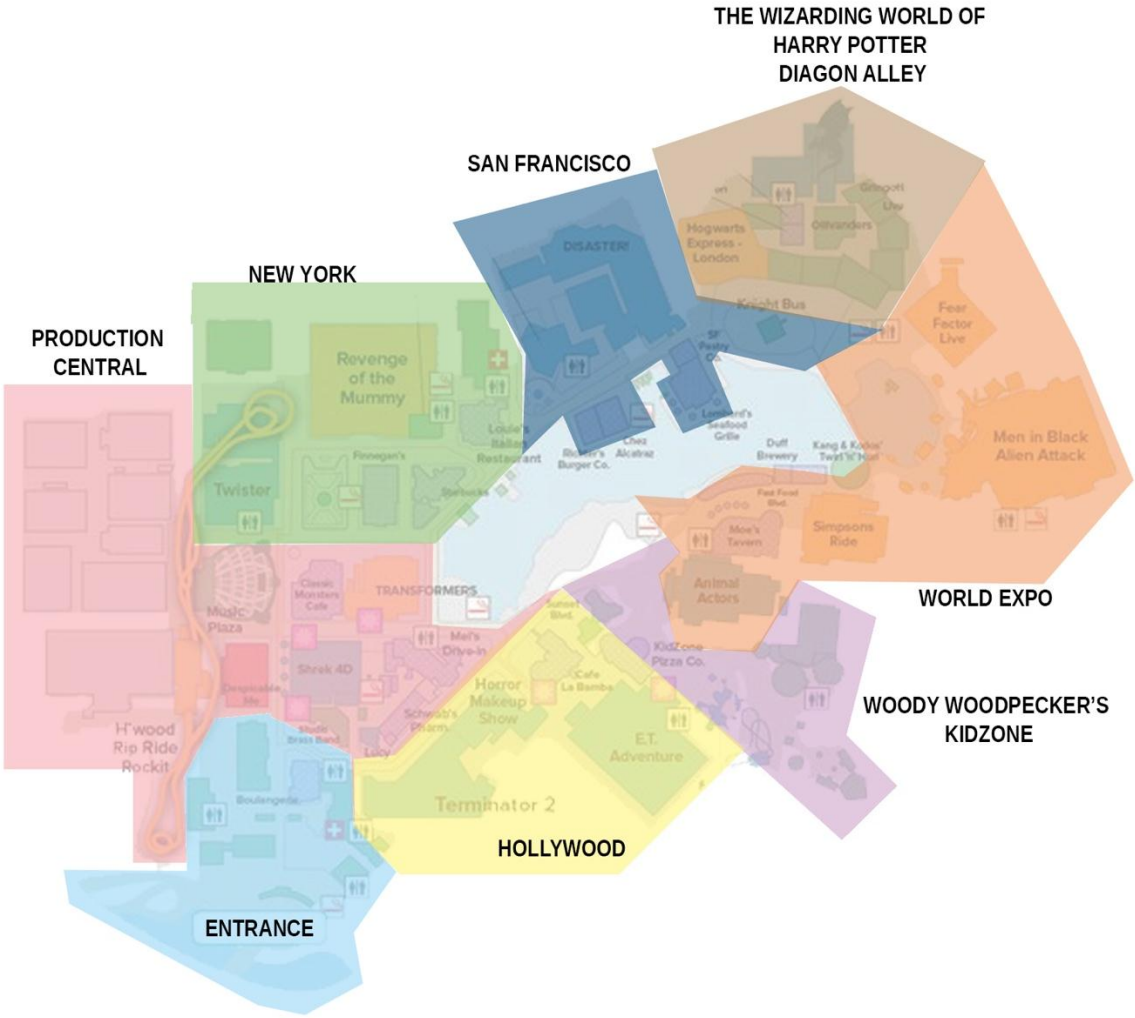


Figure 9.1 Lands of Universal Studios Theme Park

Figure 9.1 shows 7 different areas which are located in the Universal Studios Florida theme park. Pink part represents 'Production Central'. Green part represents 'New York'. Blue part represents 'San Francisco'. Brown part represents 'World Expo'. Dark blue part represents 'Springfield: Home of the Simpsons'. The theme of this area is 'Simpsons'.

Purple part represents ‘Woody Woodpecker’s Kidzone’. Yellow part represents ‘Hollywood’. Black part represents ‘The Wizarding World of Harry Potter - Diagon Alley’. The theme of this part is Harry Potter and there are 2 different rides in this part.

- Solid Void Analysis

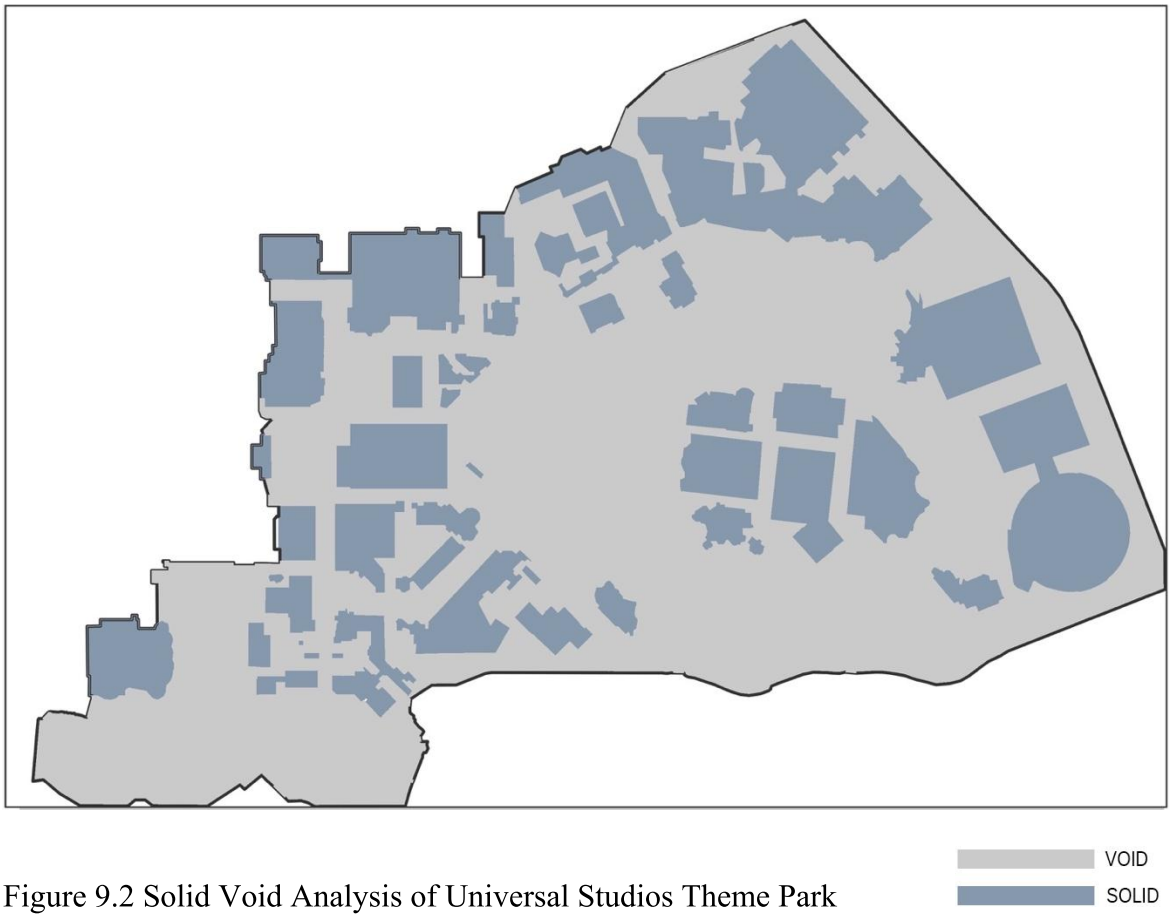


Figure 9.2 Solid Void Analysis of Universal Studios Theme Park

Figure 9.2 shows the solid void analysis of Universal Studios theme park. Dark grey color represents the solid part (buildings), light grey color represents the void part (pedestrian road, squares, paved areas). According to the solid void analysis ratio of void part more than solid part. Solid part (buildings) constitutes 25,5% and void part (green areas, water element, paved areas) constitutes 74,5% of the total area.

- Hard Space and Soft Space Analysis

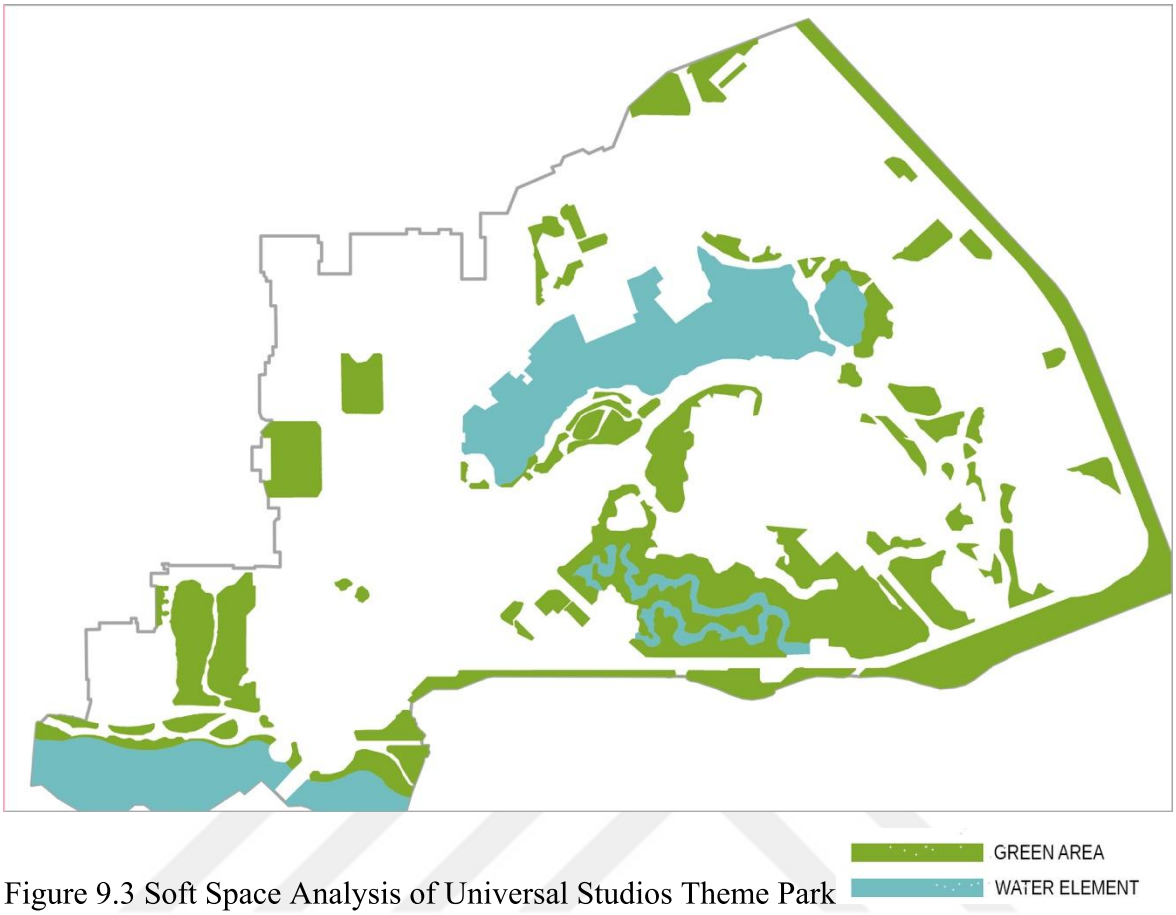


Figure 9.3 Soft Space Analysis of Universal Studios Theme Park

Figure 9.3 shows the analysis of soft space of Universal Studios theme park. Soft space consists green area and water element and green color represents the green area, blue color represents the water element. According to the soft space analysis, green area constitutes 15% and the water element 8% the void part of the complex.

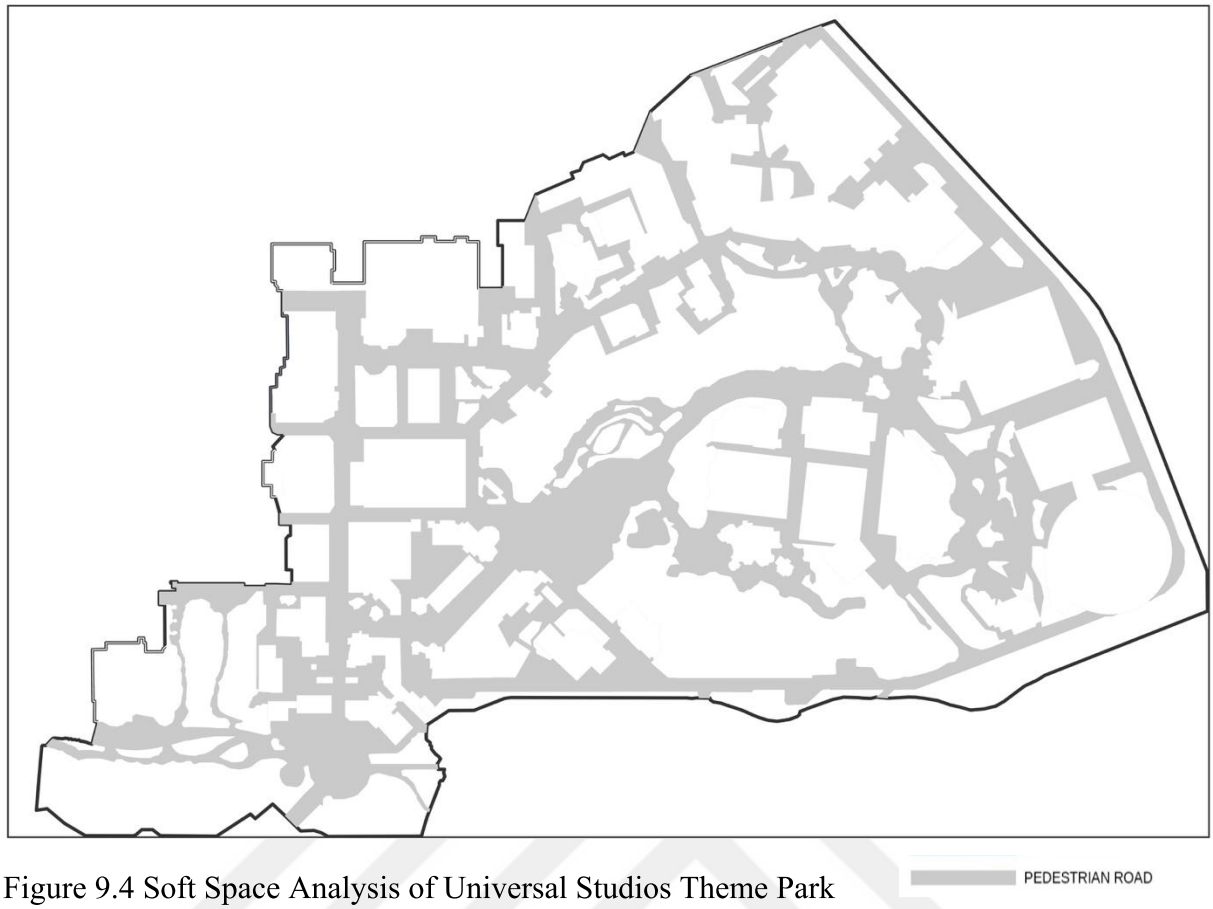


Figure 9.4 Soft Space Analysis of Universal Studios Theme Park

Figure 9.4 shows the analysis of solid with dark grey buildings and hard space as the pedestrian roads with light grey. The ratio of space occupied by buildings is 25,5% and the ratio of pedestrian roads is 51,5% of the total area.

- Result / Comparable Rates

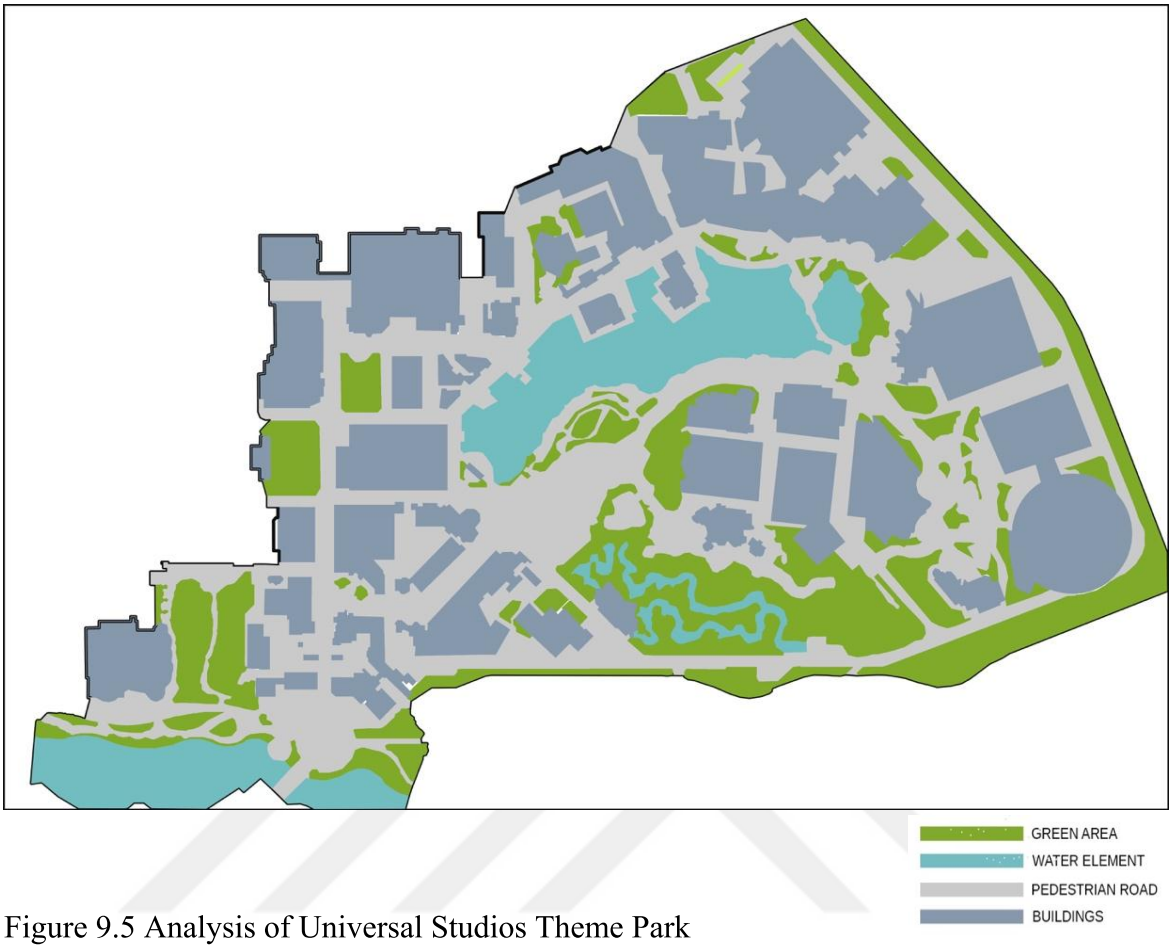


Figure 9.5 Analysis of Universal Studios Theme Park

Figure 9.5 shows the hard space and soft space areas of Universal Studios theme park. Green color represents the green area, blue color represents the water element light grey color represents the pedestrian road and dark grey part represents the buildings. According to the landscape design principles, buildings constitutes 25,5%, green areas 15%, water element 8% and pedestrian road 51,5% of the total area. Accordingly, the ratio of solid part of Epcot theme park is calculated 25,5% and the ratio of void part is calculated 74,5% of the total area. (Table 6.0)

Table 6.0 Solid Void Analysis of Universal Studios Theme Park

Solid Analysis	**25,5%**
Void Analysis	**74,5%**

According to the hard space and soft space analysis, soft space constitutes 30,8% and hard space constitutes 69,2% of the total area of this theme park. (Table 6.1)

Table 6.1 Hard Space and Soft Space Analysis of Universal Studios Theme Park

Soft Space of Theme Park		**Hard Space of Theme Park**	
Green Areas	20,1%	Pedestrian Road	69,2%
Water Element	10,7%		
	Total 30,8%		**Total 69,2%**

4.1.3 SeaWorld Orlando

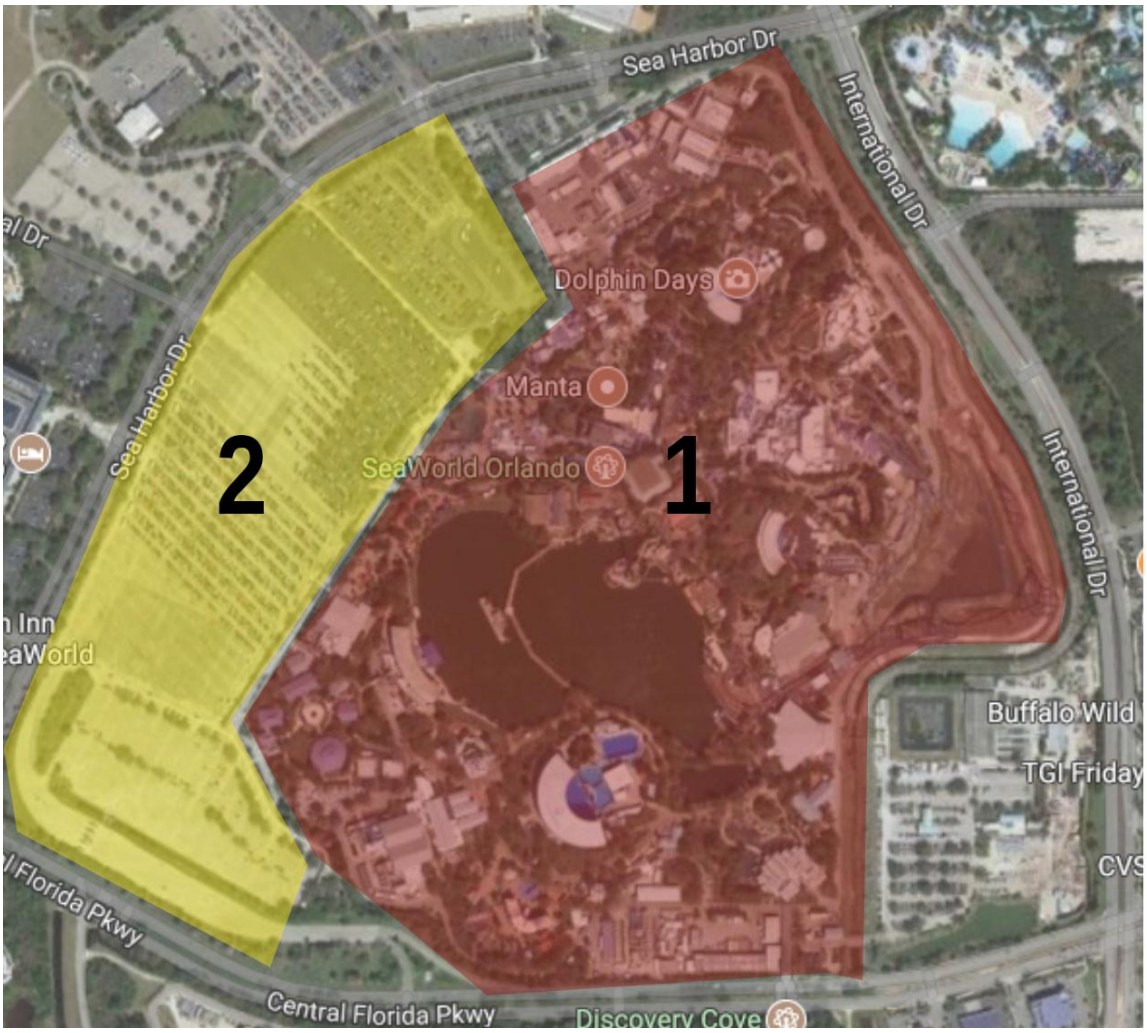


Figure 10.0 Seaworld Orlando Theme Park

Sea World Orlando is a theme park which was opened on December 15, 1973 in Orlando. It was constructed in 200 acres (81ha). It is owned and operated by SeaWorld Parks & Entertainment. This theme park can also be considered as a marine zoological park. The main theme of this park is 'conservation and the ocean'. Sea World Orlando consists of different parts and these parts have a unique themed element. Each land is related to a

different sea creature. In addition to that, SeaWorld Orlando has many live shows and attractions including rides and animal exhibits.

- Schematic Plan

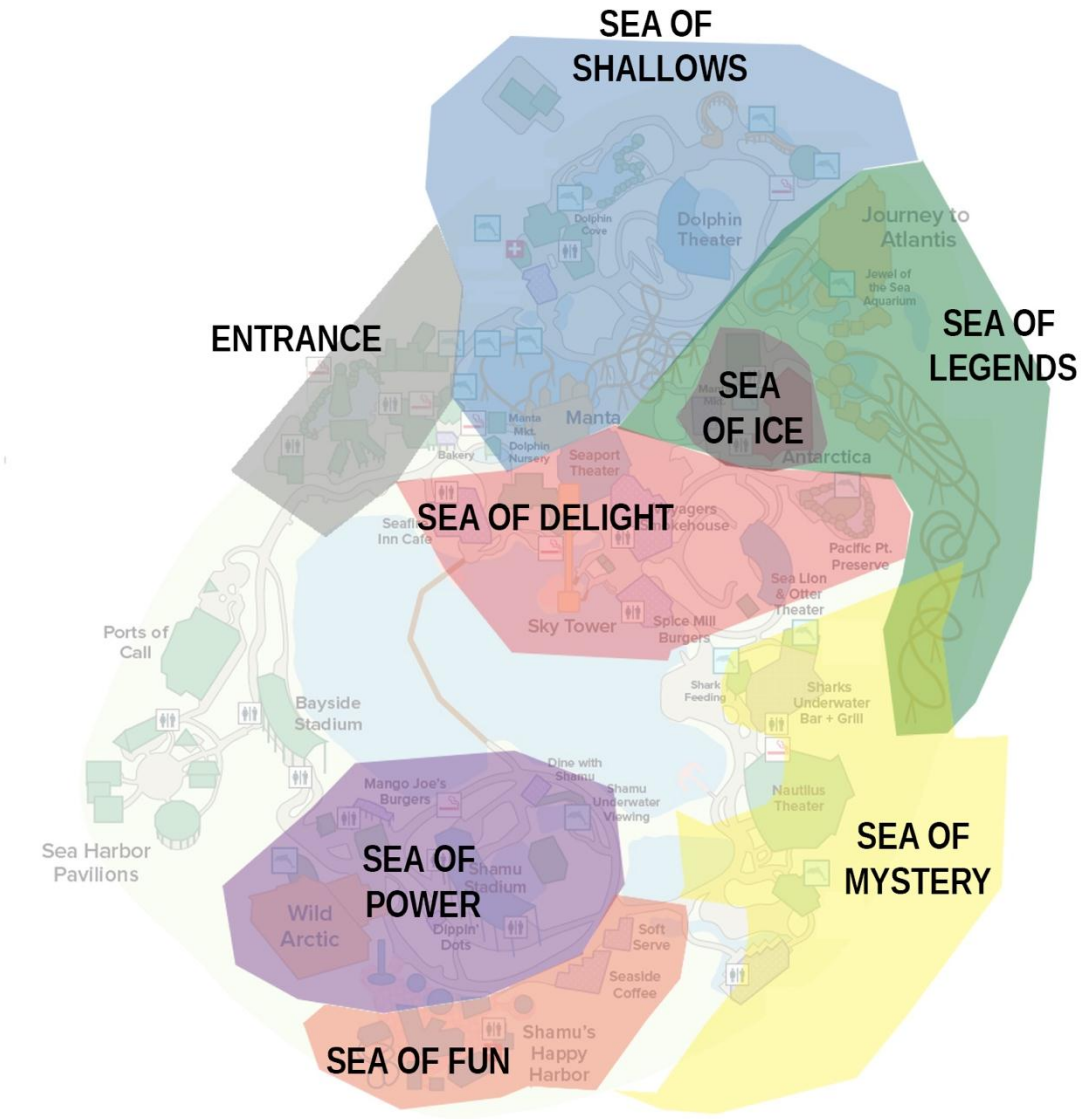


Figure 10.1 Lands of Seaworld Orlando Theme Park

In 2014, SeaWorld Orlando has been separated into different areas which are called "seas". Each part has unique themed element. In figure 10.1, there are 8 different lands which are constituted Seaword theme park.

Light grey color represents ‘Port of Entry’. There is a Florida-inspired theme with a large artificial freshwater marina with a Shamu-themed iconic lighthouse in the entrance part. This area is the gateway to the other lands of the theme park.

Blue color represents ‘Sea of Shallows’. This land showcases most of the shallow water sea animal exhibits at the park as well as the Dolphin Theater.

Green color represents ‘Sea of Legends’. this land is dedicated to the mysterious myths and other tales told about the sea. This land bases the story from the legend of the lost city of Atlantis.

Dark grey color represents ‘Sea of Ice’. This land is originally named Antarctica, is themed around the Antarctic continent.

Pink color represents Sea of Delight. There are many restaurants and shops in this land. The park's Sky Tower ride is also here, it was integrated into the theme of The Waterfront village when the area opened in 2003.

Yellow color represents ‘Sea of Mystery’. It is a smaller area compared to the others in the park. It houses the Shark Encounter exhibit and the Shark's Underwater Grill, as well as the Nautilus Theater. It also includes the Sea Garden, a landscaped area with themed structures that are made from trash found on beaches.

Orange color represents ‘Sea of Fun’. This land has features family activities including Shamu Express, a net climbing structure, and a water play area.

Purple color represents ‘Sea of Power’. This is host area of the SeaWorld's iconic killer whale shows.

- Solid Void Analysis



Figure 10.2 Solid Void Analysis of Seaworld Orlando Theme Park

Figure 10.2 shows the solid void analysis of Seaworld Orlando theme park. Dark grey color represents the solid part (buildings), light grey color represents the void part (pedestrian road, squares, paved areas). According to the solid void analysis ratio of void part more than solid part. Solid part (buildings) constitutes 10,5% and void part (green areas, water element, paved areas) constitutes 89,5% of the total area.

- Hard Space and Soft Space Analysis

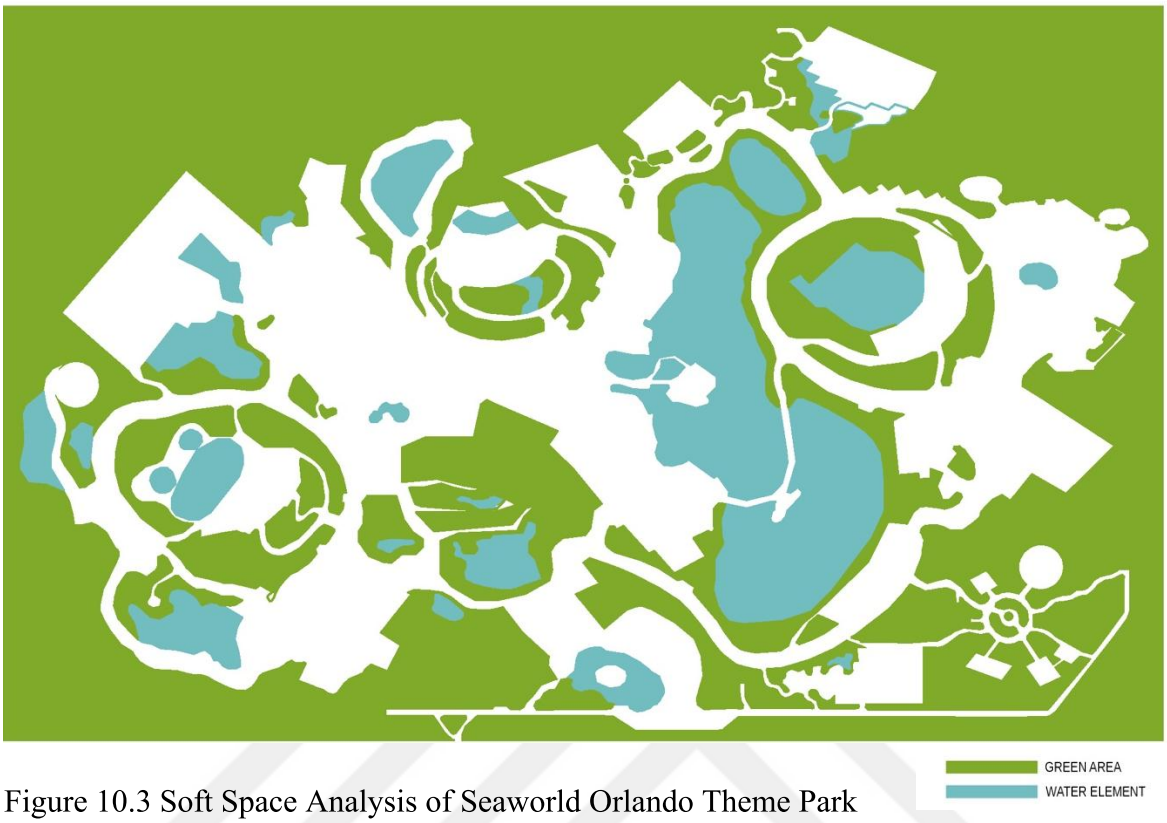


Figure 10.3 Soft Space Analysis of Seaworld Orlando Theme Park

Figure 10.3 shows the analysis of the soft space of this theme park. Soft space consists green area and water element and green color represents the green area, blue color represents the water element. According to the soft space analysis the green areas constitute 51% and the water element 11,5%. According to the analyzes, soft space constitutes 62,5% of the total area (void part).

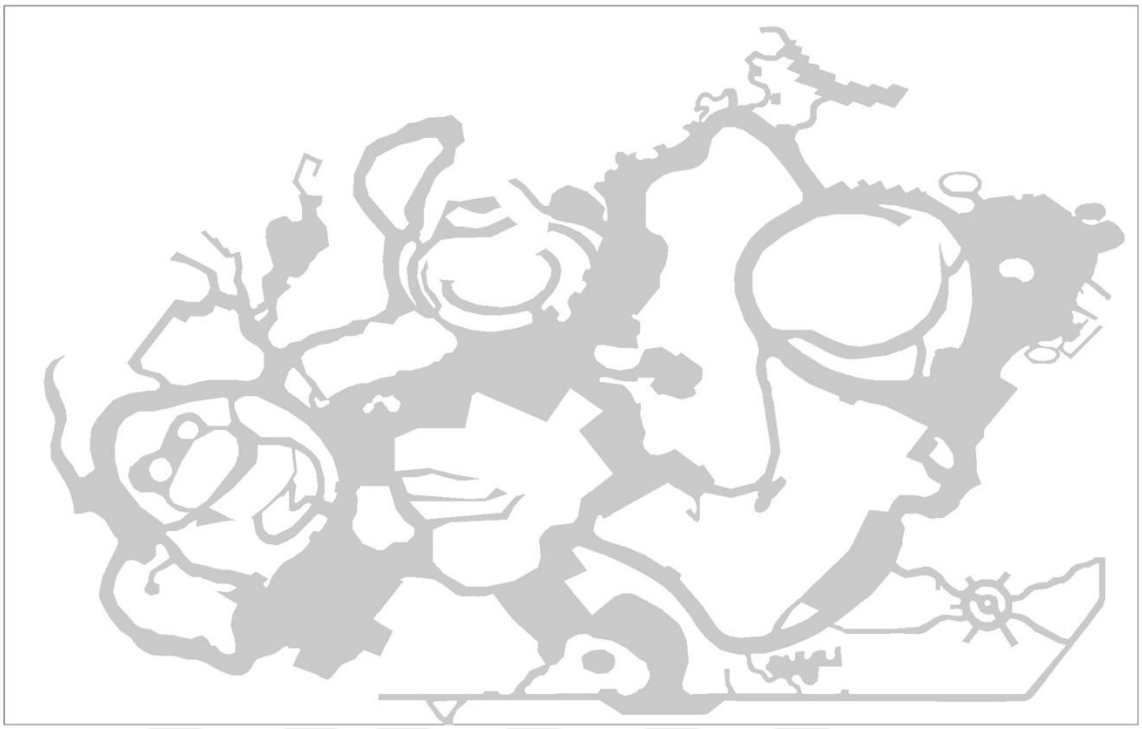


Figure 10.4 Hard Space Analysis of Seaworld Orlando Theme Park

Figure 10.4 shows the analysis of the hard space of this theme park. According to the solid part as buildings in this theme park constitute 10,5% and as hard space analysis as pedestrian roads constitutes 27%.

- Result / Comparable Rates

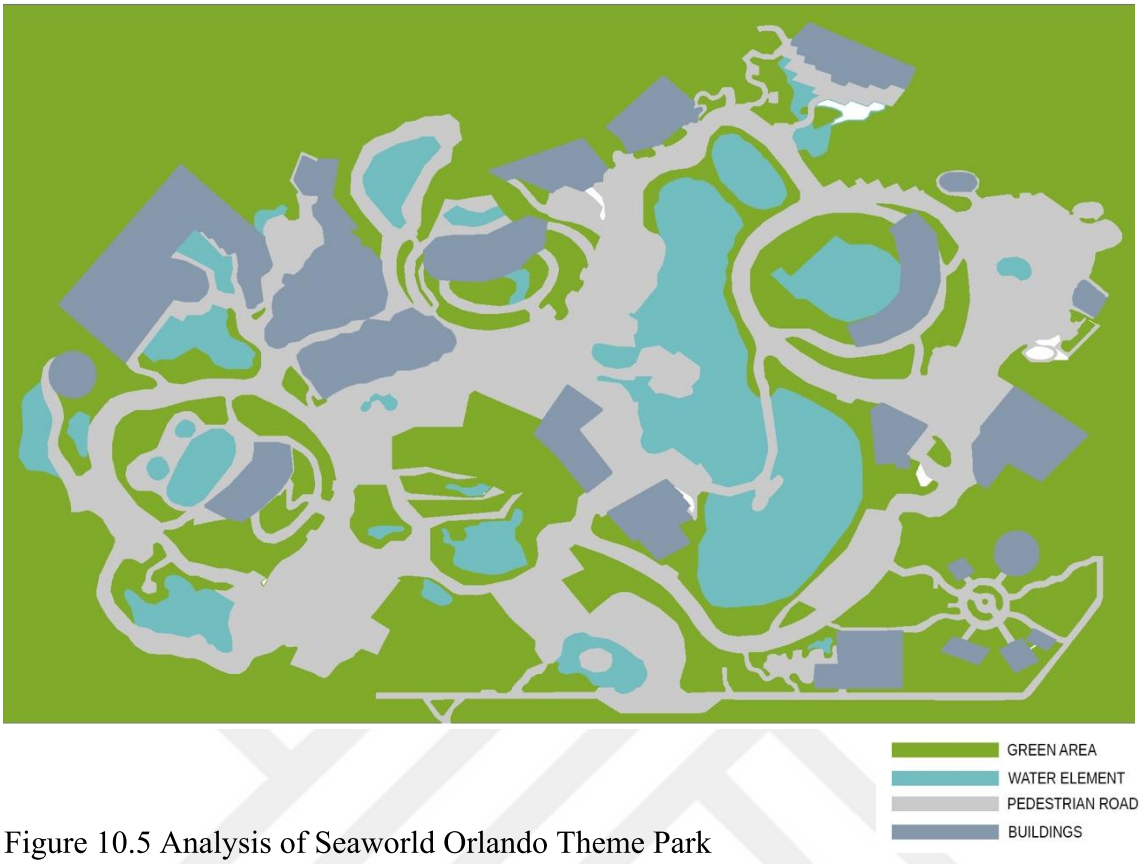


Figure 10.5 Analysis of Seaworld Orlando Theme Park

Figure 10.5 shows the hard space and soft space areas of Universal Studios theme park. Green color represents the green area, blue color represents the water element light grey color represents the pedestrian road and dark grey part represents the buildings. According to the landscape design principles, buildings constitutes 10,5%, green areas 51%, water element 11,5% and pedestrian road 27% of the total area. Accordingly, the ratio of solid part of Epcot theme park is calculated 10,5% and the ratio of void part is calculated 89,5% of the total area. (Table 7.0)

Table 7.0 Solid Void Analysis of Seaworld Orlando Theme Park

Solid Analysis	**10,5%**
Void Analysis	**89,5%**

According to the hard space and soft space analysis, soft space constitutes 69,8% and hard space constitutes 30,2% of the total area of this theme park. (Table 7.1)

Table 7.1 Hard Space and Soft Space Analysis of Seaworld Orlando Theme Park

Soft Space of Theme Park		**Hard Space of Theme Park**	
Green Areas	57%	Pedestrian Road	30,2%
Water Element	12,8%		
	Total 69,8%		**Total 30,2%**

4.2 Theme Parks in Istanbul

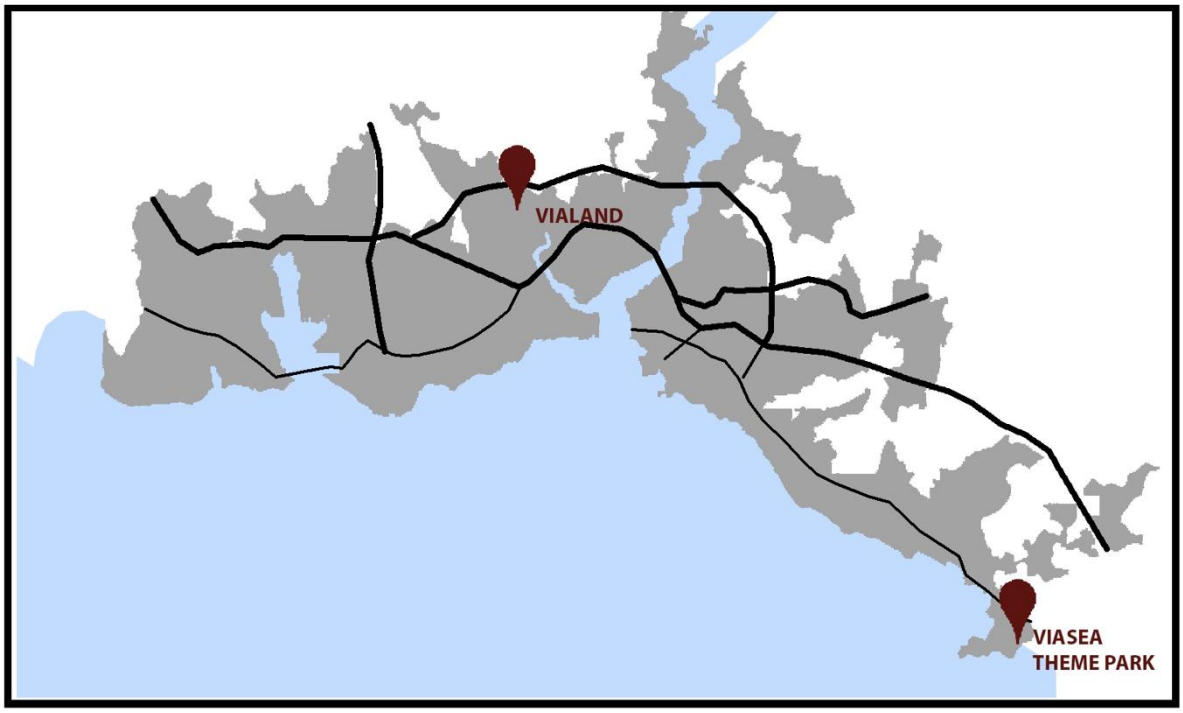


Figure 11.0 Map of Istanbul

İstanbul is a significant city in Turkey and it is located in the north-west of Turkey. This major city linking Asia and Europe is known in history as Constantinople and Byzantium. Because of its location, Istanbul is a city that has developed economically, socio-culturally and historic center. There are a lot of amusement parks in Istanbul but the first theme park which is called Vialand is opened in 2013. After that, Viasea is opened in 2015 in Tuzla, İstanbul.

4.2.1 Vialand Istanbul

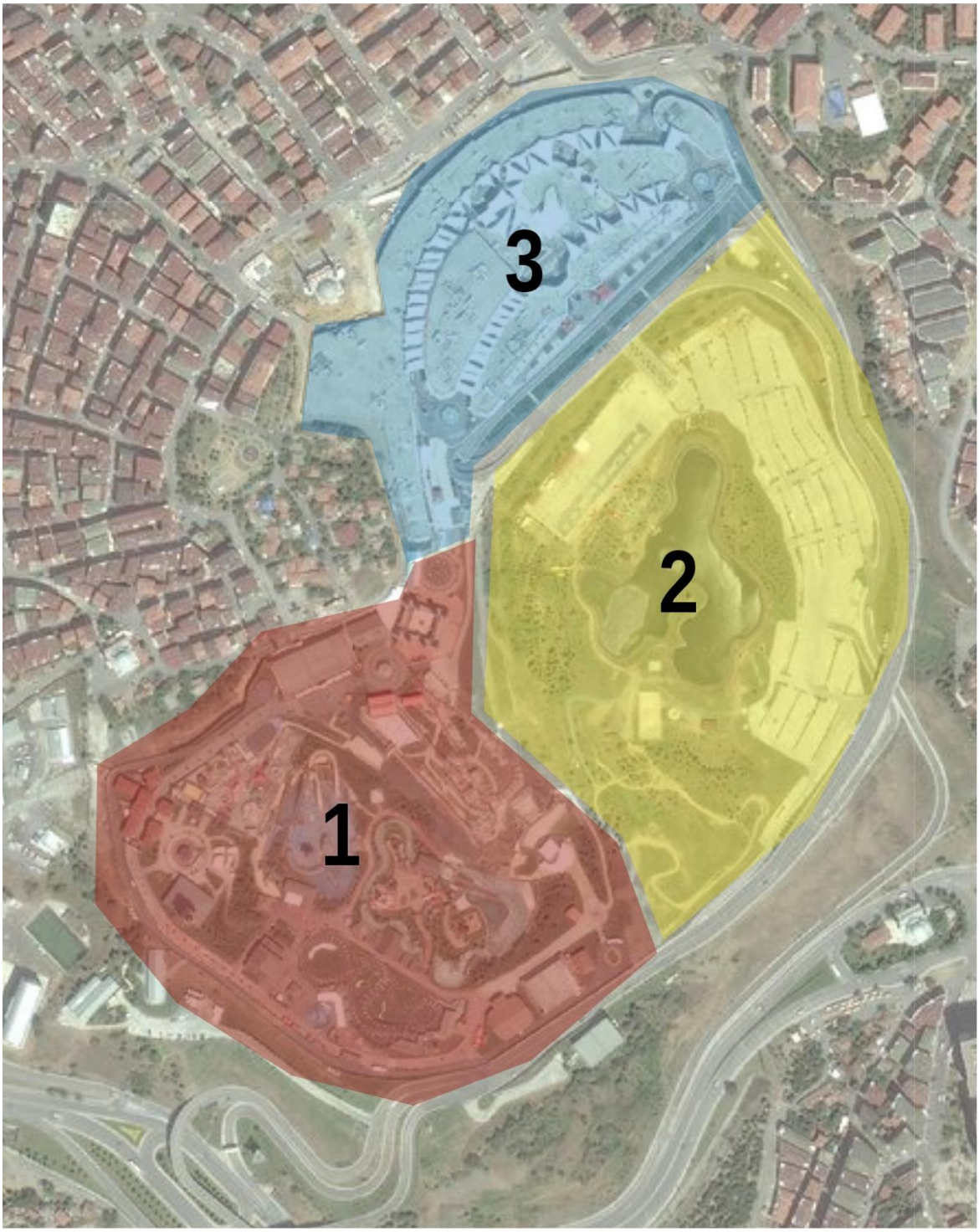


Figure 12.0 Vialand Theme Park

Vialand is the first large-scale entertainment area in Istanbul. It is opened in 26th of May in 2013 in Eyüp. It is located at a point that can be considered as the center. In addition to the theme park, Vialand also has a shopping center and show center. Vialand İstanbul has not a certain theme, this park can be considered a theme park that introduce Istanbul and

its history. The construction area of Vialand is 600 thousand square meters. 200 thousand square meters of land is for theme park area, 100 thousand square meters of land is for show center, 350 thousand square meters of land is for shopping area, 110 thousand square meters of land for rentable (leasable) area and a parking lot for 8000 cars are located in the theme park complex. In figure 12.0 blue color represents the shopping area, yellow color represents the show center and red color represents the theme park section.

- Schematic Plan

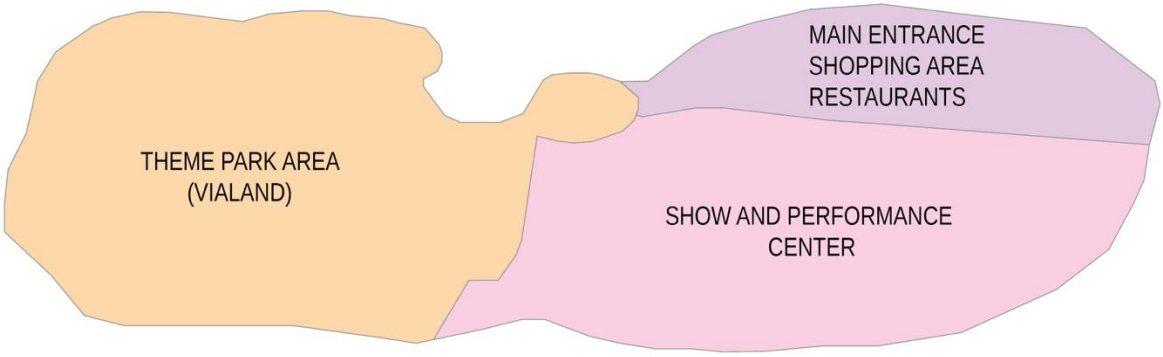


Figure 12.1 Lands of Vialand Istanbul

Vialand theme park consists of shopping area, entertainment area and performance center. This theme park does not consist of different sections in it. There is only one section designed based on the certain theme. 'History of Istanbul' can be acceptable as a main theme of Vialand Istanbul.

- Solid Void Analysis



Figure 12.2 Solid Void Analysis of Vialand Istanbul

Figure 12.2 shows the solid void analysis of Vialand İstanbul theme park. Dark grey color represents the solid part (buildings), light grey color represents the solid part (pedestrian road, squares, paved areas). According to the analyzes, solid analysis constitutes 5% and void analysis constitutes 95% calculated.

- Hard Space and Soft Space Analysis



Figure 12.3 Soft Space Analysis of Vialand Istanbul

Figure 12.3 shows the analysis of the soft space analysis of Vialand Istanbul theme park. Soft space consists green area and water element and green color represents the green area, blue color represents the water element. According to the soft space analysis the green area constitutes 36,8% and the water element 14,7%.



Figure 12.4 Hard Space Analysis of Vialand Istanbul

Figure 12.4 shows the hard space analysis of Vialand Istanbul theme park. Hard space consists paved areas (pedestrian roads, squares). According to the hard space analysis, the space occupied by pedestrian road and squares 48,4% of the total area of the complex.

- Result / Comparable Rates



Figure 12.5 Analysis of Vialand Istanbul

Figure 12.5 shows the hard space and soft space areas of Vialand theme park. Green color represents the green area, blue color represents the water element light grey color represents the pedestrian road and dark grey part represents the buildings. According to the landscape design principles, buildings constitutes 5%, green areas 35%, water element 14% and pedestrian road 46% of the total area. Accordingly, the ratio of solid part of Vialand theme park is calculated 5% and the ratio of void part is calculated 95% of the total area. (Table 8.0)

Table 8.0 Solid Void Analysis of Vialand Theme Park

Solid Analysis	**5%**
Void Analysis	**95%**

According to the hard space and soft space analysis, soft space constitutes 51,5% and hard space constitutes 48,4% of the total area of this theme park. (Table 8.1

Table 8.1 Hard Space and Soft Space Analysis of Vialand Theme Park

Soft Space of Theme Park		**Hard Space of Theme Park**	
Green Areas	36,8%	Pedestrian Road	48,4%
Water Element	14,7%		
Total	**51,5%**	**Total**	**48,4%**

4.2.2 Viasea İstanbul



Figure 13.0 Viasea Theme Park

Viasea theme park is located on Viaport Marina which is the world's first 5-function marina and lifestyle center, all designed on the sea. This theme park is located Tuzla which is the junction of Istanbul, Kocaeli, Bursa, Yalova and Adapazari in Tuzla on the Istanbul Anatolian side. Viasea theme park has the theme park activity area, aquarium, game center, cinema, bowling, and shopping area in it. In figure 13.0 Areas which are marked with yellow are used as a parking lot. Area which is marked red is for Viasea theme park and area with blue color is designed as a shopping center. For this complex, which contains more than activity area, two different areas are designed for the parking area. Viasea theme park is located in the middle of these two parking lots.

- Schematic Plan

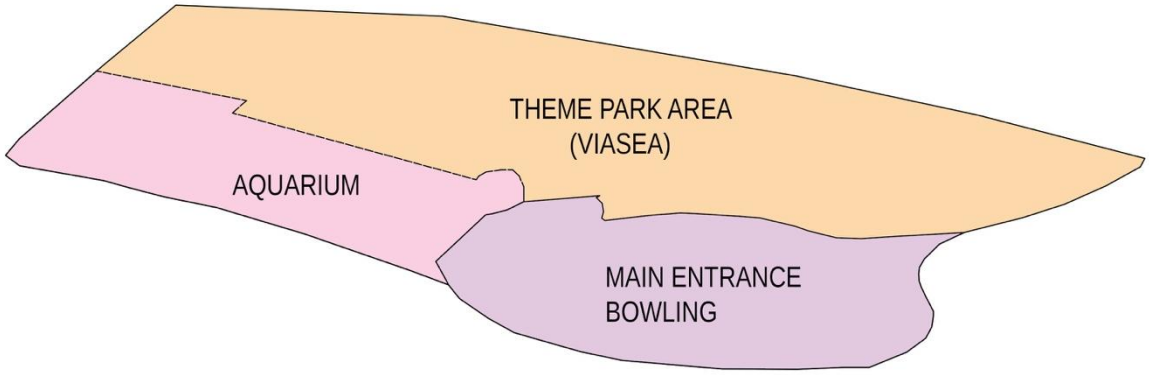


Figure 13.1 Lands of Viasea Theme Park

Viasea theme park consists of 3 different areas in it. First part is main entrance and bowling area (purple area), second part is theme park (orange area), third part is aquarium (pink area).

- Solid Void Analysis

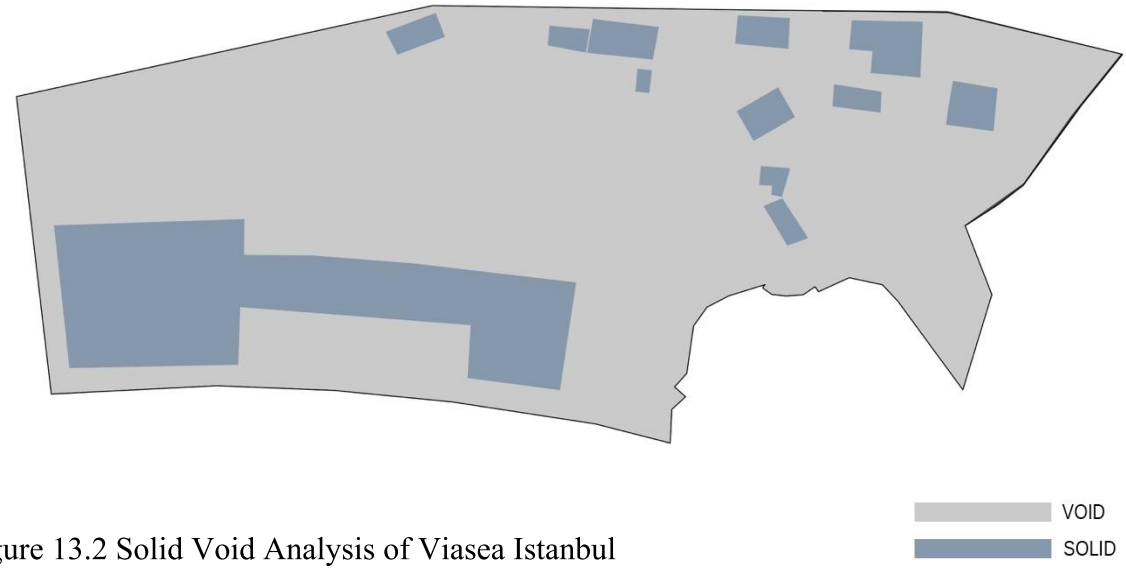


Figure 13.2 Solid Void Analysis of Viasea Istanbul

Figure 13.2 shows the solid void analysis of Viasea Istanbul theme park. Dark grey part color represents the solid part (buildings), light grey color represents the ~~solid~~ void part (pedestrian road, squares). According to the analyzes, solid analysis is 24% and void analysis is 76 % calculated.

- Hard Space and Soft Space Analysis

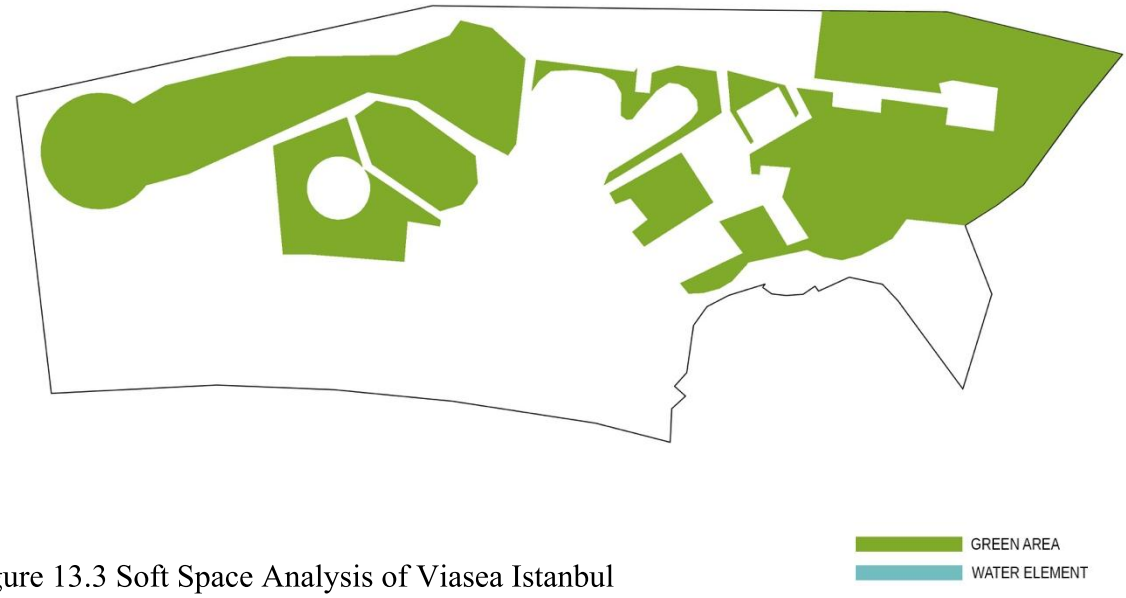


Figure 13.3 Soft Space Analysis of Viasea Istanbul

Figure 13.3 shows the analysis of the soft space of this theme park. Soft space consists green area and water element and green color represents the green area, blue color represents the water element. According to the soft space analysis the green areas constitute 37%. There is no water element in this theme park.

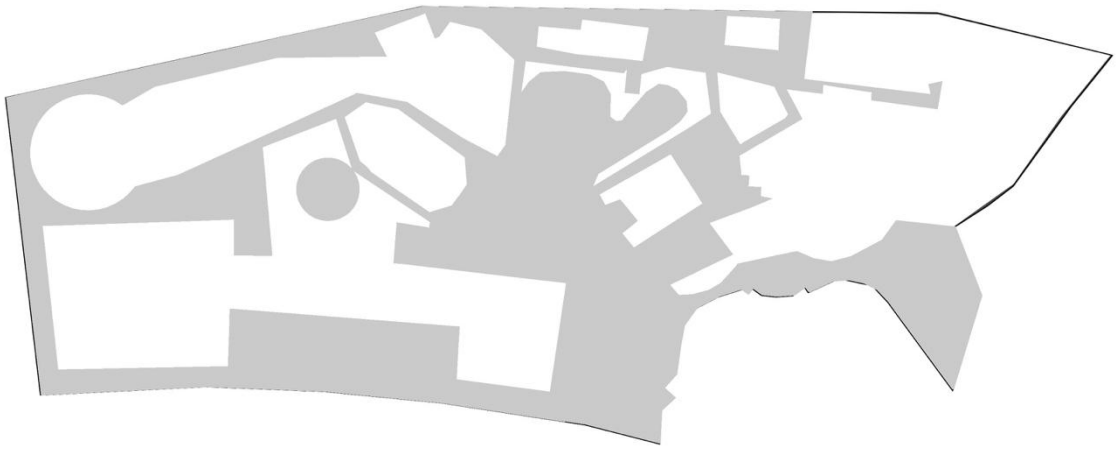


Figure 13.4 Hard Space Analysis of Viasea Istanbul

Figure 13.4 shows the analysis of the hard space of this theme park. According to the hard space analysis, buildings in this theme park constitute 24%, pedestrian roads constitutes 25% and areas for rides constitutes 14%.

- Result / Comparable Rates

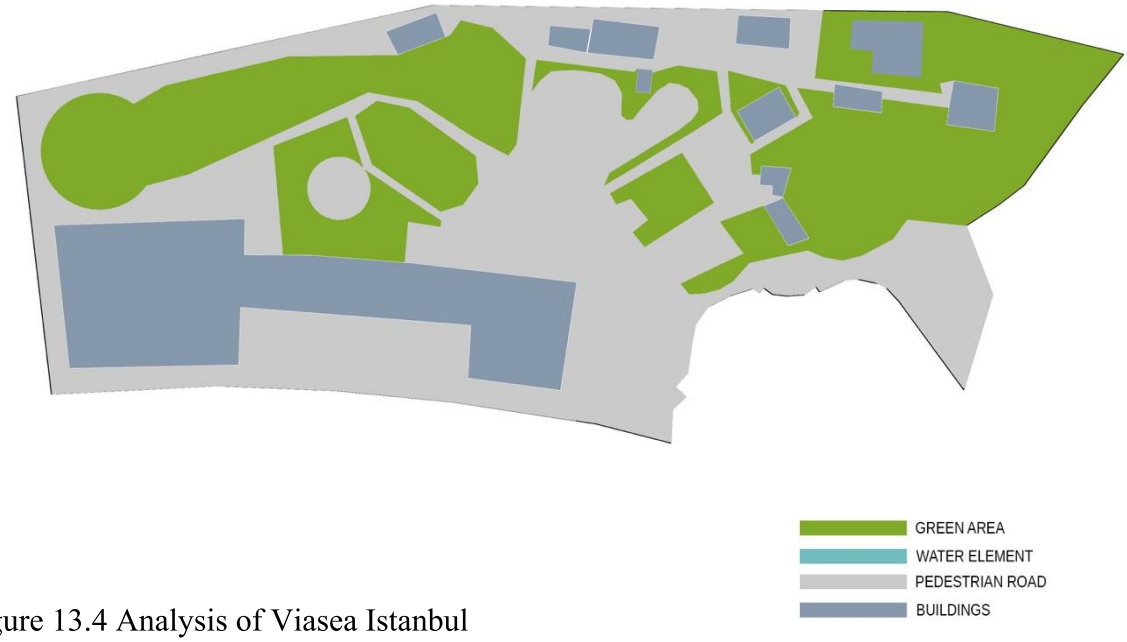


Figure 13.4 Analysis of Viasea Istanbul

Figure 13.4 shows the hard space and soft space areas of Viasea Istanbul theme park. Green color represents the green area, blue color represents the water element light grey color represents the pedestrian road and dark grey part represents the buildings. Viasea theme park consists of 2 different parts. First part is about entertainment venues. This

section can be acceptable the part of amusement park in the complex. Second part is about the main theme of the park. Water and aquatic animals are the main theme of this park and there is an aquarium building for aquatic animals. All information and entertainment venues about the aquatic animals are located in this section. For this reason, water element is not used in landscape design of Viasea theme park.

According to the landscape design principles, buildings constitutes 24%, green areas 37%, and pedestrian road 39% of the total area. Accordingly, the ratio of solid part of Viasea theme park is calculated 24% and the ratio of void part is calculated 76% of the total area. (Table 9.0)

Table 9.0 Solid Void Analysis of Viasea Theme Park

Solid Analysis	**24%**
Void Analysis	**76%**

According to the hard space and soft space analysis, soft space (green areas and water element) constitute 48,7% and hard space (pedestrian road and squares) constitute 51,3% of the total area. (Table 9.1)

Table 9.1 Hard Space and Soft Space Analysis of Viasea Theme Park

Soft Space of Theme Park		**Hard Space of Theme Park**	
Green Areas	48,7%	Pedestrian Road	51,3%
Water Element	-		
	Total 48,7%		**Total 51,3%**

4.3 Theme Park in Paris

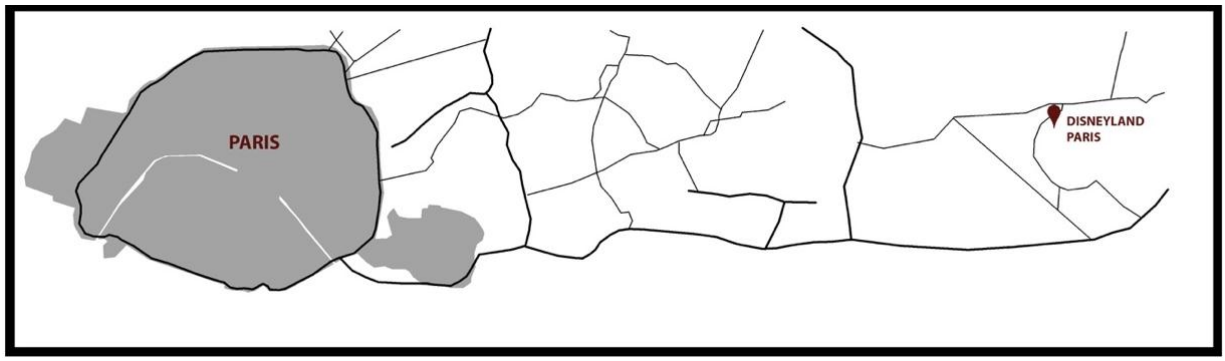


Figure 14.0 Map of Paris

Paris is a city which is located in France and it is a capital city of France. There is only one complex containing theme parks. The name of complex is Disneyland Paris. Disneyland Paris is one of the most preferred theme parks and Europe's most widely visited theme park. This is a unique and highly preferred park which is located out of the city center.

4.3.1 Disneyland Paris

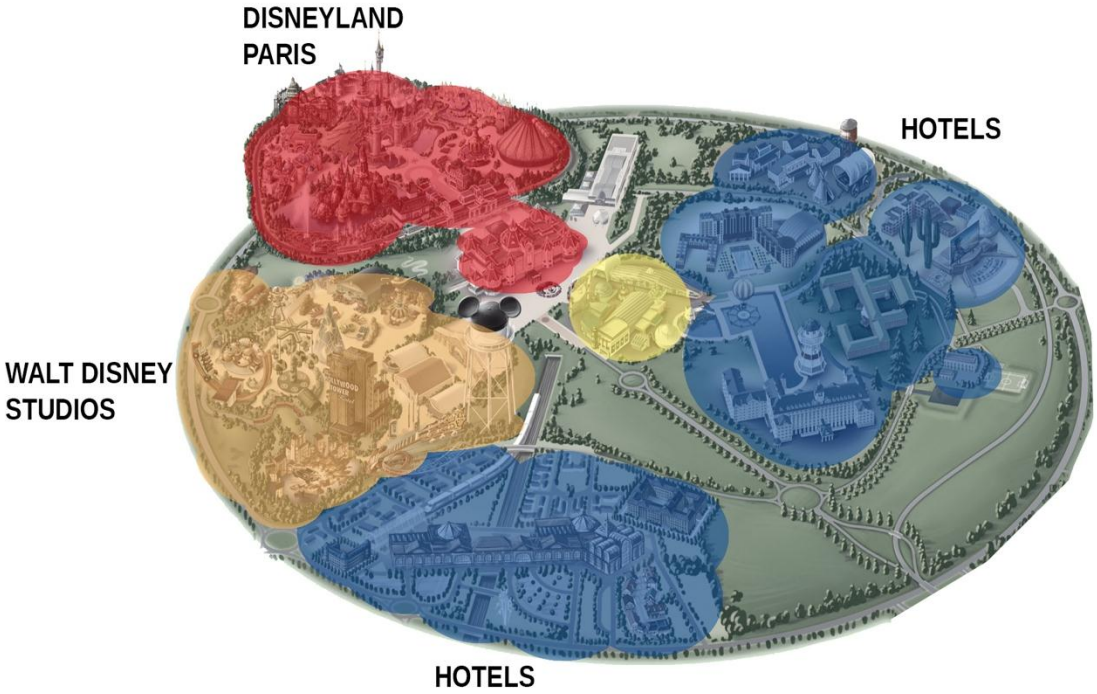


Figure 15.0 Disneyland Paris Theme Park

Euro Disney Resort is an entertainment complex is located in Marne-la-Vallee, a new town located 32 km east of the center of Paris, and is the most visited theme park in all of Europe. The complex covers 4,800 acres (19 km^2) and contains 2 theme parks, 7 resort hotels, 7 associated hotels, a golf course, railway station, a large outlet center and a large shopping mall. Disneyland Park is the first theme park in this complex and it was opened on April 12,1992. Second park which is called Walt Disney Studios Park was opened on 16th of March in 2002. Theme of Disneyland park is Walt Disney characters and products. Disneyland Paris is the second largest Disney park based on the original, after Shanghai Disneyland Park. This theme park is designed and built by Walt Disney Imagineering.

The layout system and attractions are similar to Disneyland Park in Anaheim, California and Magic Kingdom at Walt Disney World in Bay Lake, Florida.

- Schematic Plan



Figure 15.1 Lands of Disneyland Paris

Disneyland Paris theme park consists of 5 different areas which are called Main Street, U.S.A., Frontierland, Adventureland, Fantasyland, Discoveryland.

Main Street, U.S.A. (blue part) land serves as the main entrance boulevard into the park and the main theme is designed as a 20th century America. Sleeping Beauty Castle welcomes people as the main building in this land.
Frontierland (orange part) have a theme about a mining town of the American Old West from the 19th-century.
Adventureland (yellow part) is themed to recreate the feel of exotic locales of places such as the Caribbean, Middle-East, Africa, and Asia.

Fantasyland (pink part) have a theme about Sleeping Beauty storybook and Sleeping Beauty Castle serves as the main entrance to this land

Discoveryland (purple part) is themed after the visions of famed European thinkers and explorers such as Leonardo da Vinci, HG Wells, or Jules Verne.

- Solid Void Analysis

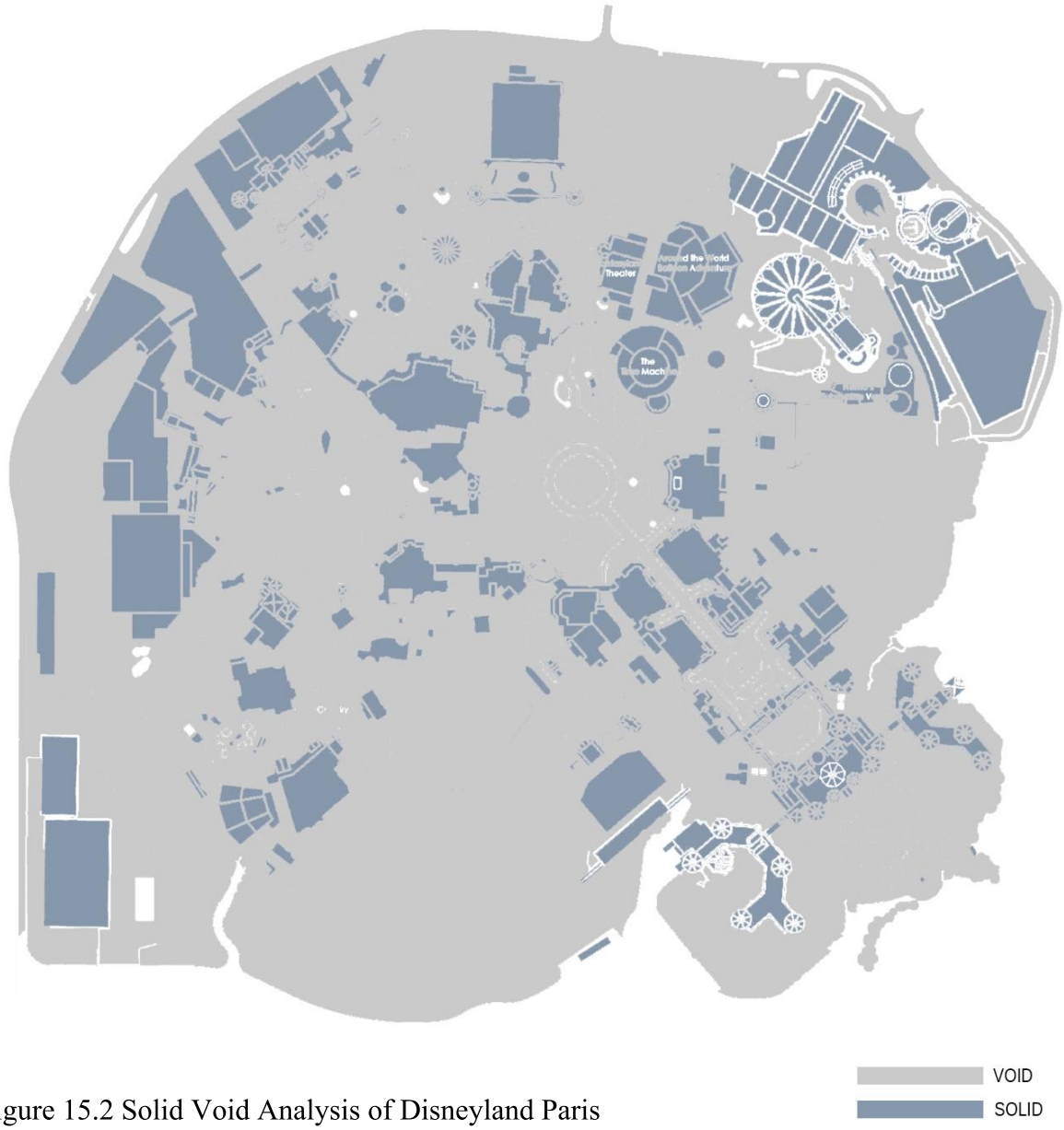


Figure 15.2 Solid Void Analysis of Disneyland Paris

Figure 15.2 shows the solid void analysis of Disneyland Paris theme park. Dark grey part color represents the solid part (buildings), light grey color represents the solid part (pedestrian road, squares). According to the analyzes, solid analysis is 25% and void analysis is 75% calculated.

- Hard Space and Soft Space Analysis

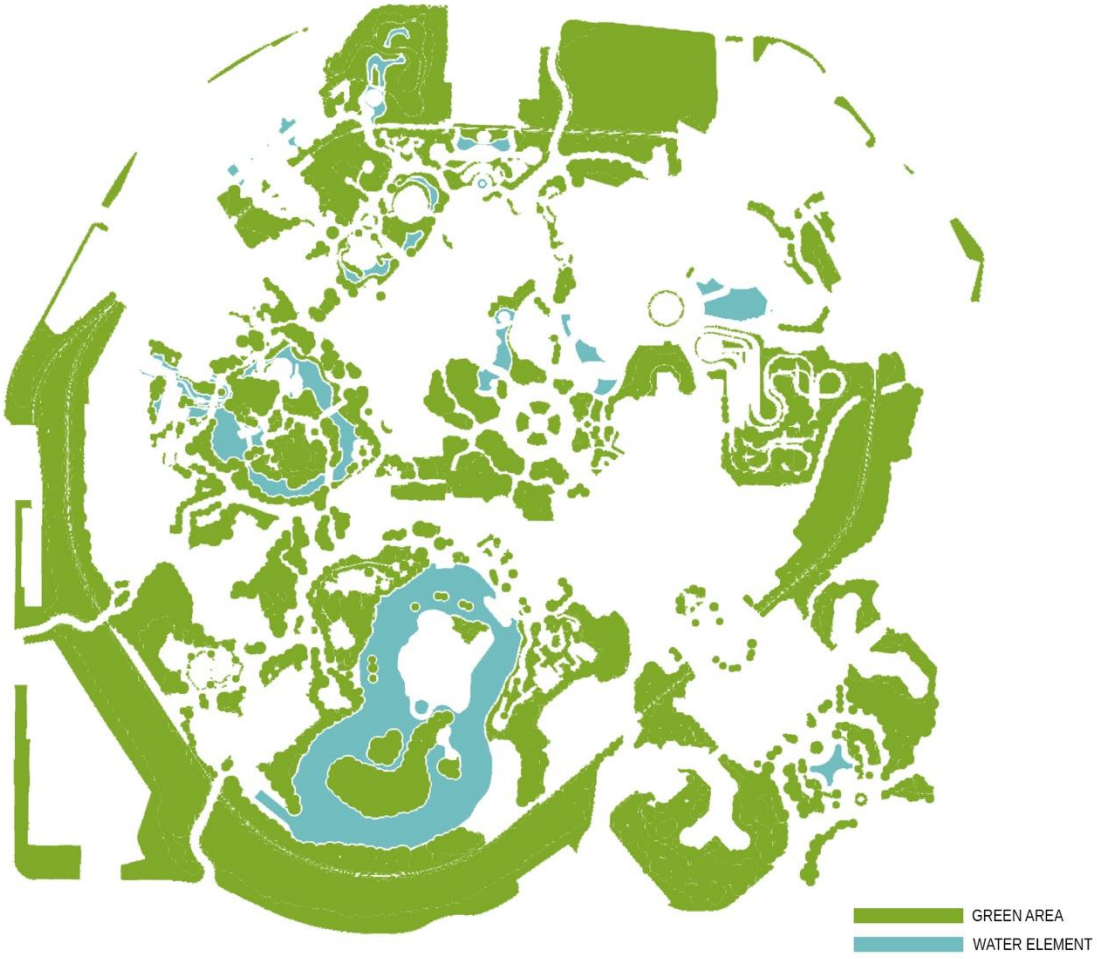


Figure 15.3 Soft Space Analysis of Disneyland Paris

Figure 15.3 shows the analysis of the soft space of this theme park. Soft space consists green area and water element and green color represents the green area, blue color represents the water element. According to the soft space analysis the green areas constitute 62% and the water element 9,3%.



Figure 15.4 Hard Space Analysis of Disneyland Paris

Figure 15.4 shows the analysis of the hard space of Disneyland Paris theme park. Hard space consists paved areas (pedestrian roads, squares). According to the hard space analysis, the space occupied by pedestrian road and squares 28,7% of the total area of the complex.

- Result / Comparable Rates

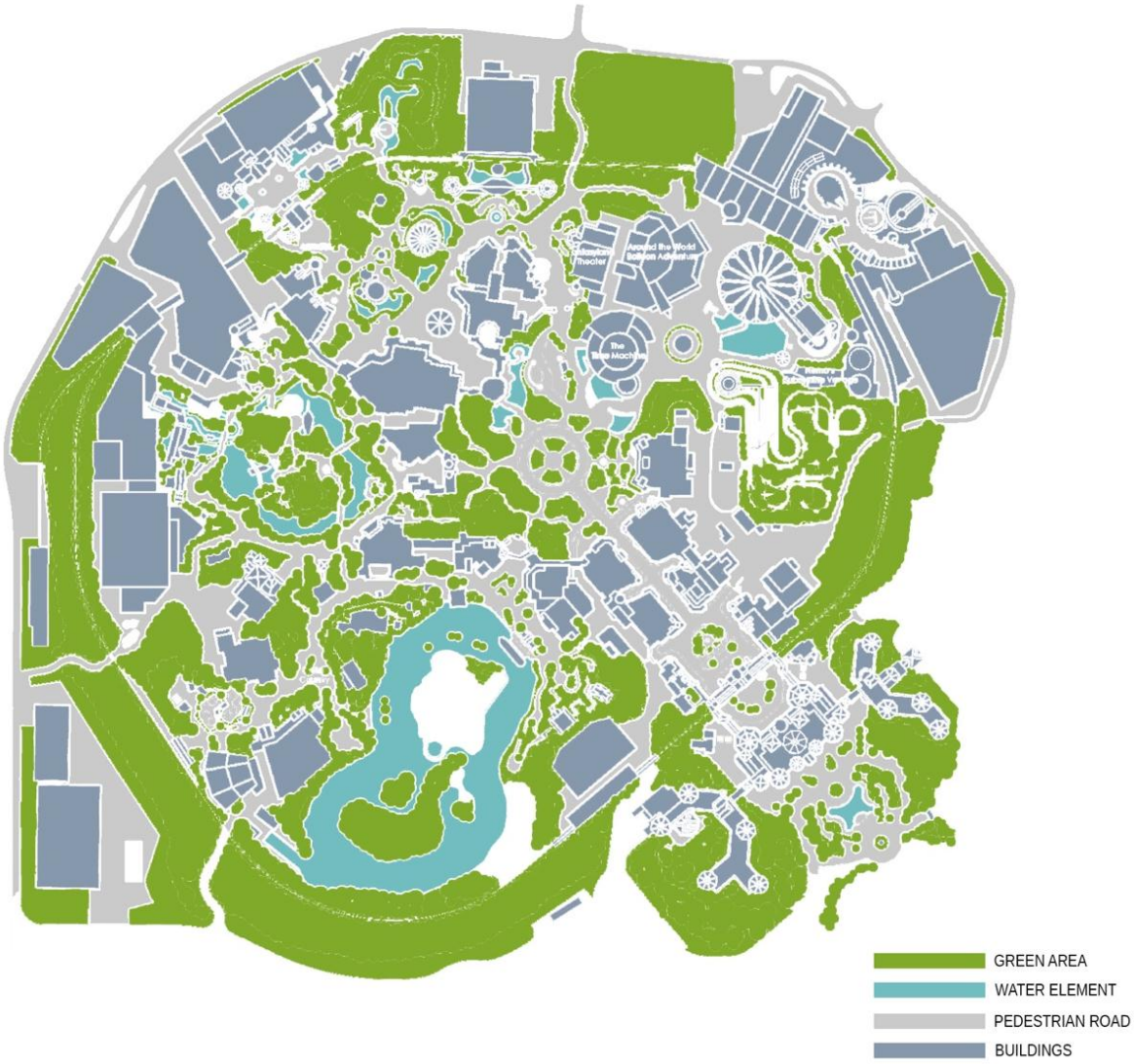


Figure 15.5 Analysis of Disneyland Paris

Figure 15.5 shows the hard space and soft space areas of Disneyland Paris theme park. Green color represents the green area, blue color represents the water element light grey color represents the pedestrian roads and squares and dark grey part represents the buildings. According to the landscape design principles, buildings constitutes 25%, green areas 46,5%, water element 7% and pedestrian road 21,5% of the total area. Accordingly, the ratio of solid part of Disneyland Paris theme park is calculated as 25% and the ratio of void part is calculated as75% of the total area. (Table 10.0)

Table 10.0 Solid Void Analysis of Disneyland Paris Theme Park

Solid Analysis	**25%**
Void Analysis	**75%**

According to the hard space and soft space analysis, soft space (green areas and water element) constitutes 71,3% and hard space (pedestrian road and squares) constitutes 28,7% of the total area of this theme park. (Table 10.1)

Table 10.1 Hard space and Soft Space Analysis of Disneyland Paris Theme Park

Soft Space of Theme Park		**Hard Space of Theme Park**	
Green Areas	62%	Pedestrian Road	28,7%
Water Element	9,3%		
Total	**71,3%**	**Total**	**28,7%**

CHAPTER V

CONCLUSION

Entertainment areas have evolved from past to present and have been followed by technology. The area that is considered as the latest developed entertainment area is theme parks in today's world. The history of these parks began with the pleasure of the garden period. Pleasure gardens have evolved and have been adopted to the present day and eventually theme parks have emerged. Theme parks which have some design standards and rules. built on the basis of these rules are the new phenomenon of the present day. This research analysed solid void analysis in theme parks and hard space and soft space analysis in void part of theme park structure.

In general, the factors that affect a theme park can be listed as theme, design system, size, location and transportation. These five factors have indirect or direct effects on each other and landscape design principles.

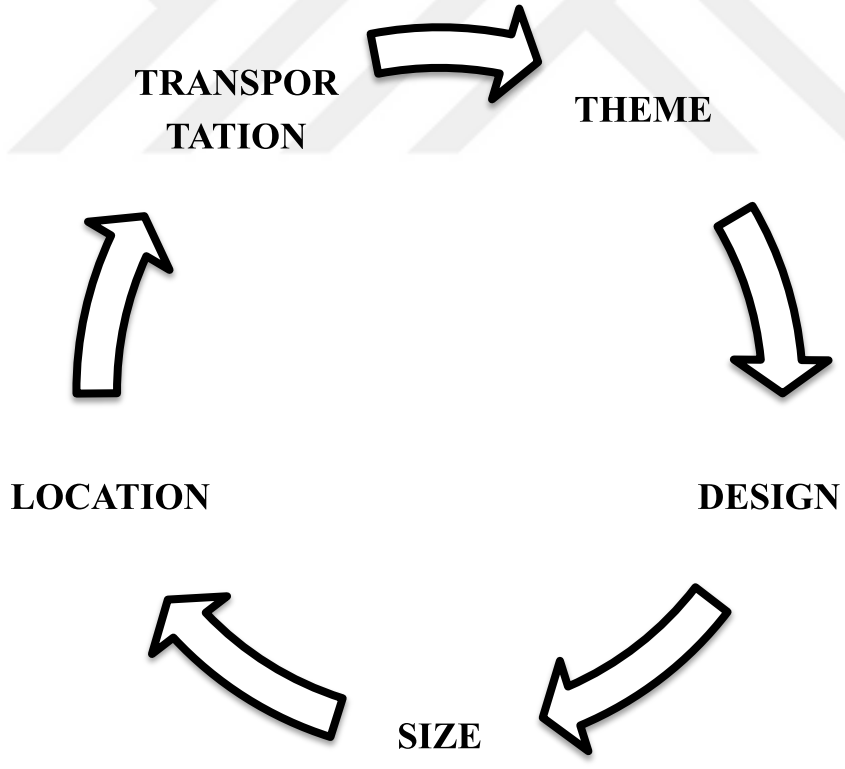


Figure 16.0 Theme Park Design System

The first factor can be accepted ‘theme’ of the park and it is also directly related to the next step. The most important factor in the design phase of the park is the theme of the park. Concepts and needs are determined in accordance with the determined theme. In the direction of this data, the next part, the design system, emerges. This section is the design phase that occurs in accordance with the specified theme.

Generally, these parks are designed horizontally. Theme parks are not only built as a complex but also as an entertainment center. Therefore, design system of theme parks is different from other entertainment structures. This complex consists of different areas such as shopping, accommodation, entertainment areas, food and beverages. Therefore, it covers a large construction site horizontally. Another reason for building system is that people can reach all points in the same layer more easily. Due to this situation, people's circulation network is provided in open area and city park system. With this situation, people can find entertainment area and city park system together in same place. The main purpose of design system is to keep people on the open space and to have access to all the places. Along with this, special spaces are designed for parks. All theme parks have certain standards and design systems. But these standards differ according to their themes and regions of these theme parks. This situation also affects the solid void analysis of theme parks.

The next part is the 'size' part, which has a lot of influence on the theme and design part. The most important finding to be addressed in this section is the results of the horizontally design system. This horizontally system, which is used together with the city park phenomenon directly affects the size of the park. These 3 factors, which affect each other very closely, have 2 different results. The first is 'location' and the other is 'transportation'.

Location of theme park is also very significant. Theme, design and size stages affect the location of theme park. Due to the size of the park with the effect of these factors, theme parks require large areas for construction. For this reason, it is usually located outside the city. In addition to these, a new situation which is called 'transportation' ensues as a result. Transportation to these places, which are constructed outside the city, is provided by public transportation, cars, trains and shuttles. Therefore, parking lot design have an important role for these kind of places.

The availability of theme parks for all seasons is an important factor. For this reason, theme parks that are designed according to the existing region are generally built in warmer areas. 'Theme' is a factor that greatly influences the design phase of theme parks. According to the determined theme, the design of the park and the arrangement of hard space and soft space are made. Consequently, the 'theme' affects solid void ratios in that kind of places. Theme parks

are more preferred areas than other parks. All these results can be shown as the reason of this situation. Humans prefer places that surrounded by a certain system, have everything they need and appeal to all age groups, as well as have a green space and a water feature.

All these parts directly affect the solid void analysis and hard and soft space analysis of theme parks. The main purpose of the thesis is that selected theme parks are examined according to solid void analysis. Based on this solid void analysis, the hard space and soft space analysis for the void part was performed. The calculations are made according to these analyzes. As a result of all these, theme parks are usually constructed out of the cities due to the size of the theme parks.

The theme parks in Orlando which are called Magic Kingdom Theme Park, Epcot, Seaworld and Universal Studios have some similar results. Each theme park has its own unique theme and the theme has an impact on the design system of the park. According to the solid void analysis, all theme parks have same result. In all of the theme parks selected from Orlando, the ratio of void analysis is more than the ratio of solid analysis. Depending on this analysis, some differences are observed in the hard space and soft space analysis which is based on void analysis. Magic Kingdom and Seaworld Orlando have more soft space than hard space and the ratios are not close to each other. Universal Studios Orlando has a different result; the ratio of hard space is more than soft space. The theme of the park can be accepted as a reason. According to the analysis of the design system (ratio of hard and soft space), it is observed that generally the ratio of soft space is more than the ratio of hard space in theme parks in Orlando but the ratios vary from each other.

Theme parks in Istanbul which are called Vialand and Viasea have different locations; Vialand is located in the city but Viasea is located out of the city. The design system and the theme concepts are also different from the other theme parks. These two theme parks are designed for entertainment venues like amusement parks. The theme of Viasea is about the sea and sea animals but rides and entertainment areas are not designed according to this theme. Viasea Istanbul has only an acquarium in the park. Vialand Istanbul does not have a unique theme but some rides are about the history of Istanbul. The other rides are for entertainment. According to the analysis of the design system (ratio of hard and soft space), it is observed that the ratio of soft space and hard space are very close to each other. Vialand has more soft space but Viasea has more hard space relatively.

The Theme Park in Paris which is called Disneyland Paris is located out of the city and the theme of the park is about Disney characters. The design system is the same as the other Disney companies. The ratio of soft space is more than the ratio of hard space in Disneyland Paris like other Disney companies but the ratios are different from each other.

Table 11.0 Solid Void Analysis of Theme Parks

Theme Park Name	**Country**	**Solid Analysis**	**Void Analysis**
Magic Kingdom	U.S.	32,5%	67,5%
Epcot	U.S.	23,7%	76,3%
Universal Studios	U.S.	25,5%	74,5%
Seaworld	U.S.	10,5%	89,5%
Vialand	Turkey	5%	95%
Viasea	Turkey	24%	76%
Disneyland Paris	France	25%	75%

According to all these, the theme and the region of the park can be one of the factor of this solid void analysis's results. The analysis of soft space of water-related parks have different results than the other theme parks because of the theme itself. Countries are designing theme parks in accordance with their own standards and conditions. Because each region has different climate conditions, needs, culture and sense of entertainment. For example, water parks cannot be constructed in every region. In all these contexts, the conditions of the region are very significant. which plays an important role in determining the themes, construction and design process.

Table 11.1 Hard Space and Soft Space Analysis of All Theme Parks

Name of Theme Park	**Soft Space**	**Hard Space**
Magic Kingdom	77,8%	22,2%
Epcot	63,5%	36,5%
Universal Studios	30,8%	69,2%
Seaworld Orlando	69,8%	30,2%
Vialand	51,5%	48,4%
Viasea	48,7%	51,3%
Disneyland Paris	71,3%	28,7%

In conclusion, according to this comparable case study it can be observed in four results. These are the design systems of the theme parks, location of theme parks along with their causes and results of theme park locations, reasons of theme park's popularity and numerical values of theme park areas.

Another most important part of this analysis is that most theme parks are not located in urban areas, but typically built in rural areas. In other words, since these parks destroy the nature firstly and then built the unnatural one as a soft space, they are mainly constructed in the outskirts of the cities. Therefore, this situation has some negative effects on the natural habitat. For example, air and visual pollution are the main effects for building them in the outskirts. Because of the location, it can only be reached by car or bus and transportation system, which leads to more carbon dioxide emissions. This situation causes air pollution for the environment as well. The design system has many different places like parking, dining, accommodation, entertainment areas with unattractive buildings and car parks in theme parks which cause visual pollution. However, these areas, which are constructed as a complex, have many positive effects on people. These positive effects may influence the popularity of the park. The first one is that theme parks give natural (soft space) and constructed areas (hard space) together in the same area and people can find most of their needs in the same place. The second one is to reach as many group of people of all ages. In other words, people of different age groups can meet their needs in the same place. For these reasons, visitors tend to choose theme parks to relax, have fun and spend quality time with their friends or family. This is the reason of the popularity of those kind of places. These parks respond to needs within specified boundaries and provide some opportunities to keep people in this area. This can be considered as a negative effect on human psychology, because theme parks only want visitors to use this space and do not want them to leave it. In other words, these parks restrain the liberty of the visitors.

As a result, every theme park has its own theme, design system and rules but the common result is solid void analysis calculations. The ratio of void analyses is calculated more than ratio of solid analyses in all theme parks. The first major factor can be acceptable the determined 'theme' of parks. The factor that affects the 'theme' of parks is the current situation of the area to be built. These conditions are also affecting the rate of visitors.
With today's developing technology, needs and lifestyles have changed. Along with these changing standards, the entertainment industry has developed and the preferences of today's

children have changed. The theme parks are the latest design of the entertainment industry and people prefer these places more. The reason of the popularity of this park is that theme parks give natural (soft space) and constructed areas (hard space) together in the same area and people can find most needs in the same place. In addition, theme parks appeal to all age groups. Thus, people of different age groups can meet their needs in the same place. For these reasons, visitors choose theme parks to relax, have fun and spend quality time with their friends or family. Addition to that, the density of people in these entertainment centers, which are different from city parks serving a certain purpose, has been observed to be very high.

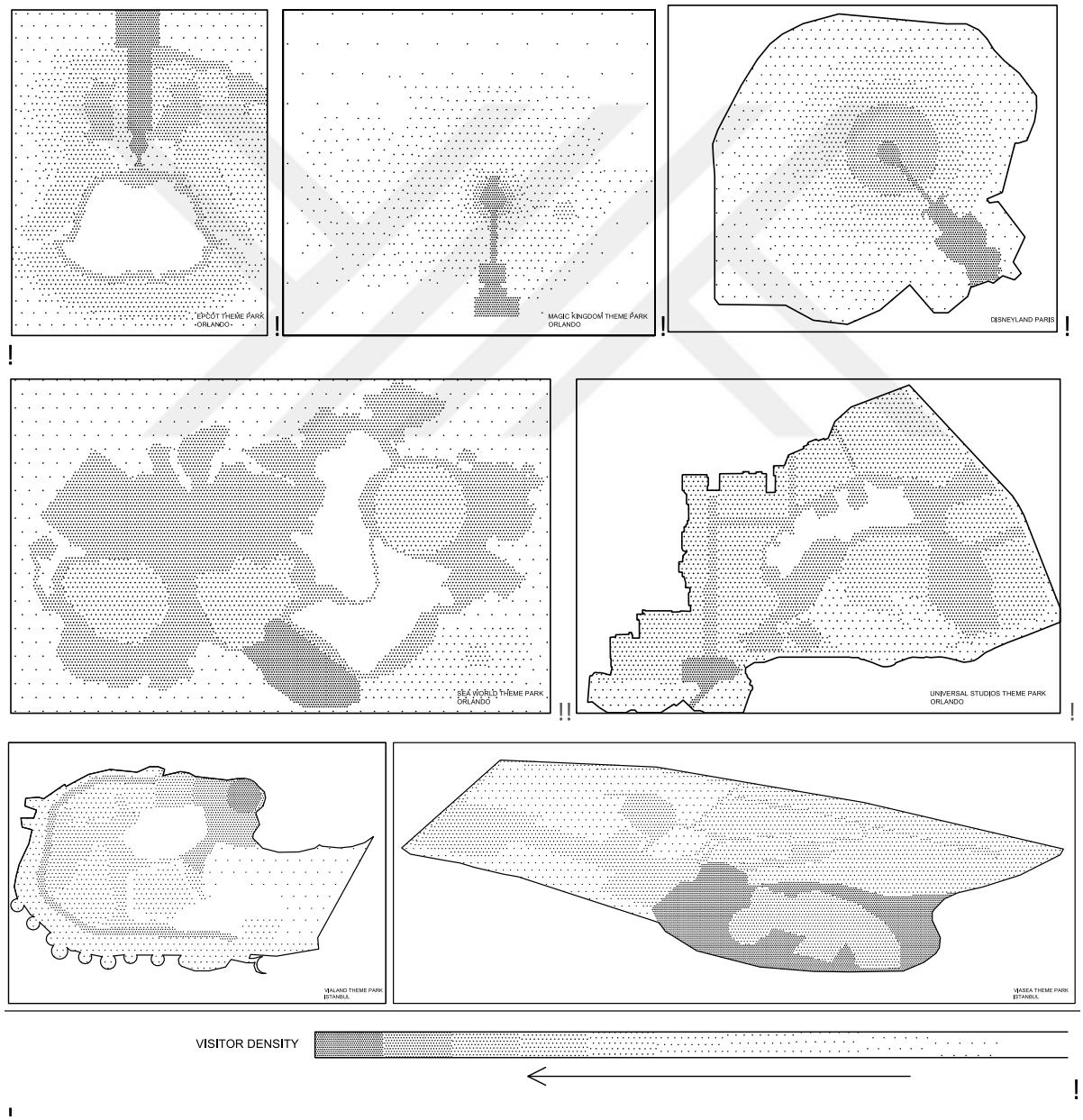


Figure 16.1 Visitor Density Analysis

Accordingly, in figure 16.1 the density of visitors was analyzed for each park. According to site analysis, observations the entrance of the parks can be considered as the area with the highest visitor density. Pedestrian roads (circulation route) in the parks are the second density area. Rides in the park are the third and recreational areas and parks are the fourth density area in theme parks. (Figure 16.2)



Figure 16.2 Visitor Density

Although the theme parks are entertainment centers which are built in the open space, it is observed that only selected points are allowed to smoke in these parks. It has been observed that the circulation roads are designed according to the density of the people and are connected to the squares and provided continuity. The theme parks are also available in areas designed to relax, sit and relax like urban parks.

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Nationality	Turkish
Driving Licence	B Class

EDUCATION

M.A., Architecture 2014 - 2017
Özyeğin University, Istanbul
Thesis Title: Landscape Design Principles of Theme Parks: A Comparable Study

B.S., Architecture
Doğuş University, Istanbul 2010 – 2013
Yeditepe University, Istanbul 2009 – 2010
Vienna Technical University, Vienna 2006 - 2009

High School
Private Kalamış High School, Istanbul 2002 - 2006

COURSES

Manhattan Language Course, New York 2012
Goethe Institute, Istanbul 2006
Marmara University, English Course 2000 - 2001

ACADEMIC WORK EXPERINCE

Özyeğin University, Istanbul 2014 - 2017
Teaching Assistant

Özyeğin University, Istanbul Summer, 2017
Functional Unity Workshop

WORK EXPERINCE

Soyak Holding, Istanbul 2009
Trainee

Zilifler Architects, Istanbul 2013
Trainee

Prizma Building Audit, Istanbul 2011
Trainee

Gökkar Construction & Architect, Istanbul 2013
Architect

Projects: Kharkov Park Villas, Ukraine
Arzu Kaprol, Interior Design, Istanbul
Giovane Gentile, Interior Design, Istanbul

Arima Architects, Istanbul 2014
Architect

Projects: Torunlar GYO Housing Project, Istanbul
Bezmi Alem University Campus, Istanbul
Mardin Religious High School, Mardin
Zeytinburnu Religious High School, Istanbul
Çekmeköy Nişantepe Religious High School, Istanbul
GDZ, Gediz Hotel, Gediz, Kütahya

CONFERENCE PROCEEDINGS

DCA-European Conference, Istanbul 2016
Workshop: Space Syntax, Ayşe Özbil Torun
Used data: Küçükçekmece Park Analysis in terms of Space Syntax

IAPS CONFERENCE 2016, Sweden 2016
Paper Title: Theme Park Analysis in terms of Hard Space and Soft Space

DESIGN WORKS

Poster Design - DCA-European Conference, Istanbul 2016
Poster Design - Drawing with Ching, Ozyegin University 2016
Poster Design – Istanbul Plants Workshop, Özyeğin University 2016
Poster Design – Turkish Architects Forum, Özyeğin University 2016
Poster Design – Functional Unity Workshop, Özyeğin University 2017

SOFTWARE SKILLS

Word, Excel, Powerpoint, Outlook
Autocad
Adobe Photoshop
Sketchup

LANGUAGE SKILLS

English
German

HOBBY

Müjdat Gezen, Istanbul
Drama Course

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