

KİNETİK İŞLER KOLEKTİFİ

**At the intersection of kinetic
systems, light and material;
we redefine space through
movement.**

Installations • Exhibition Design • Design Solutions
Creative Production • KİK Space

kikworks.com



KİNETİK İŞLER KOLEKTİFİ

What is KİK

Kinetik İşler Kolektifi (KİK) is a production platform that brings together art, technology and movement. Across independent art works and industrial and cultural collaborations, we explore the potential of design, ideas and systems.

In our work we combine digital algorithms, mechanical systems and analogue materials to create interactive installations and experience spaces. Because the team that draws the design is the team that builds it, an idea travels from the workshop to the site without losing anything on the way.

2

Founding partners

5

Fields of work

11

Completed projects

1

Afife Theatre Award



How we work

Six steps from idea to maintenance, under one roof.

01

Research and Concept

Every project opens with a question. We study the space, the material and the visitor's movement on site, and build the conceptual framework together with the institution.

02

Design and Engineering

We turn the idea into a 3D model and the mechanism into technical drawings. How the moving parts will work is resolved at this stage.

03

Prototype

We make and test samples of the critical parts in the workshop. We see how the material and the mechanism actually behave before we go on site.

04

Production

We produce the series parts and the bespoke fabrication. Because the team that draws the design is the team that builds it, nothing is lost in between.

05

Installation

We install the work on site and set the light and movement to the conditions of the space itself.

06

Maintenance

Work with moving parts needs maintenance over time. After installation we continue to provide periodic checks and technical support.

From idea to physical production, we work in five fields

Each field stands on its own, but most projects are born where several meet.



01

Installations

Kinetic, light and sound-led art works made for a specific space, event or brand.



02

Exhibition Design

Turning a subject into a journey through space, from architectural layout to light.



03

Design Solutions

The theoretical, digital and engineering groundwork of an idea.



04

Creative Production

Physical fabrication and on-site realisation, from workshop craft to final assembly.



05

KİK Space

The platform where our studio opens outward for production, events and experiment.

01

Installations

Selected work: Portal, Yüzyılın İzdüşümü, Mercanların Sesi, Oyun Alanı, Bultak, Hempcity

Experience-led art works made for a specific space, event or brand. The field covers kinetic systems, data sculptures, light and sound arrangements, and work remade from production waste. We build large-scale pieces that bring physical material together with digital tools.



Kinetic Systems and Mechanism Design

Sculptures driven by motors, sensors and control systems, and spaces that respond to the viewer.



Event and Launch Installations

Interactive experience spaces that visitors can step into, shaped around the theme of the event.



Data Sculptures

Physical sculptures shaped by an event's theme or an institution's own data.



Material and Digital Integration

Hybrid works that bring carpet, ceramic, timber and other crafts together with projection and light.



Upcycling

Sculptures made from an institution's surplus production parts, in the brand's own material.

INSTALLATIONS

Portal

Event-specific installation

A 3.5-metre kinetic installation suspended among the historic columns of the Binbirdirek Cistern. Built from independently moving carved metal octagonal layers, stones in emerald, ruby and sapphire tones, and strings of pearls. The work has no light source of its own; light from outside breaks across its surfaces and reflects onto the columns of the cistern, offering a different geometry from every angle.



VENUE

Binbirdirek Cistern, Sultanahmet / Istanbul

DATE

23 June 2026

AGENCY

Wow Wow Projects



INSTALLATIONS

Yüzyılın İzdüşümü

Kinetic installation

A kinetic installation made in honour of the centenary of the Republic of Türkiye. At the centre of the museum stands a kinetic Turkish flag that we designed and built: it takes shape through the synchronised movement of thousands of mirrored modules, and interacts with the surrounding video projection, sound and light to keep changing the atmosphere of the space.

VENUE

Museum of the Republic, Sığınak Kültür Sanat Merkezi

DATE

29 October – 10 November 2023

COLLABORATION

Ayyıldız İletişim, DECOL Stüdyo, Barco



INSTALLATIONS

Mercanların Sesi

Sound and light installation

A sound and light installation that sets out to raise awareness of the coral reefs of Bozcaada. Coral images and sounds recorded on dives made during the project met the audience through a kinetic sculpture, audiovisual installations and electroacoustic performances. The relationship between the stone texture of the Ataol Wine Cellar and the fragility of the underwater world invites the viewer into ecological awareness.

VENUE

Bozcaada Ataol Wine Cellar

DATE

10 – 17 September 2025

INSTITUTION

Sosyal İklim Derneği — Conservation of the Bozcaada Coral Reefs Project

Site-specific experiments



SITE-SPECIFIC INSTALLATION

Oyun Alanı

A vertical display unit formed by 36 timber plinths interlocking and holding each other in balance. It presents the work of three artists inside an open, exploratory form with the atmosphere of a playground.

Çankaya Municipality Fikret Otyam Art Centre · 27 March – 27 April 2026



KINETIC SYSTEM AND MATERIAL RESEARCH

Bultak

Inside three pits, continuously running mechanical figures intervene directly in the clay: they break the surface, splash it, reshape it. When the mathematical order of the machine meets the randomness of the material, play becomes a way of making.

Çankaya Municipality Fikret Otyam Art Centre · 27 March – 27 April 2026



MATERIAL EXPERIMENT AND LIGHT MECHANISM

Hempcity

A system made of hemp plaster and a moving light mechanism. As the light sources shift on a mechanical rig, the shadow patterns on the wall transform; a technical material experiment into the potential of hemp as plaster.

Barın Han · 18 December 2025 – 18 January 2026

02

Exhibition Design

Selected work: Çocuk Olmanın Şarkısı, The Dreaming Seed, Düşlerin İlk Günü

Turning a subject, a piece of heritage or a corporate identity into a journey through space. From architectural layout to visitor route, from display cases to lighting design, we plan the whole exhibition experience from scratch.



Museums and Permanent Exhibition Spaces

Turnkey museum layouts that carry a theme, a culture or a history to the visitor step by step.



Corporate Archive and Heritage Exhibitions

Exhibitions that present the history and archive of long-established brands through a contemporary narrative.



Cultural and Public Exhibitions

Concept exhibitions on civic identity for municipalities, foundations and associations.



Window Displays and Fair Experiences

Themed spaces that bring a brand's story forward at trade fairs and in shop windows.

An abstract composition of overlapping orange and black geometric shapes, creating a sense of depth and movement. The shapes are angular and layered, with some appearing to recede into the background while others come forward.

EXHIBITION DESIGN

Çocuk Olmanın Şarkısı

Exhibition design and installation

We took on the spatial design and installation of this extensive ceramics exhibition, inspired by Peter Handke's poem "Song of Childhood", from start to finish. The exhibition redefines clay around play, memory and transformation; with video, installation, performance and participatory areas it makes the visitor an active part of the experience.

VENUE

Çankaya Municipality Fikret Otyam Art Centre, Ankara

DATE

27 March – 27 April 2026

SCOPE

Exhibition design, installation, the Oyun Alanı and Bultak installations



EXHIBITION DESIGN

The Dreaming Seed: Soil to Surface

Exhibition design and installation

As part of the ArtonHemp project, we set out the spatial layout of the exhibition, which follows the creation–continuity–transformation cycle of the hemp plant through contemporary art and material research, and carried out its construction and on-site installation. The stone walls, courtyard light and rhythm of arches of Barın Han became the stage for installations that merge with the organic texture of the material.

VENUE

Barın Han, Istanbul

DATE

18 December 2025 – 18 January 2026

PROJECT

ArtonHemp

EXHIBITION DESIGN

Düşlerin İlk Günü

Exhibition design and installation

Design and installation of a solo exhibition bringing together the last ten years of artist Umut Kambak's work. Ceramics, wire constructions, light installations and kinetic reliefs were arranged into an experiential narrative where light, shadow and memory interweave.



VENUE

Çankaya Municipality Fikret Otyam Art Centre

DATE

6 March – 6 April 2025

WORKS

Ceramics, wire constructions, light installations, kinetic reliefs

03

Design Solutions

Work at proposal stage: Carpets in Motion (not yet realised)

The theoretical, digital and engineering planning an idea needs in order to take physical form. From a project's academic grounding to its software, from 3D modelling to its spatial strategy, we build the whole design infrastructure.



Academic Consultancy

The theoretical grounding of projects; articles and reports, academic talks and workshop programmes.



Curatorial and Spatial Strategy

Layout plans and visitor flow models for exhibition and event spaces.



The Digital Extension of an Exhibition

Interactive platforms that act as an exhibition's digital twin and keep its archive alive online.



Art Direction

Concept and visual language for photography, video and stage performance.



PROPOSAL · NOT YET REALISED

DESIGN SOLUTIONS

Carpets in Motion

Spatial strategy and interactive sketches for a carpet brand

The set of ideas we prepared for a carpet brand: trade fair installations and window displays, an archive-driven exhibition on the brand's history, talks and workshops on carpet culture, academic consultancy, special objects for fair visitors, video series for social media and art direction for shoots. It comes with interactive sketches: four studies on moving motifs that make the carpet surface interactive, a depth texture that changes with the body, and pattern particles. The images are AI-generated drafts.

SCOPE

Spatial strategy, exhibition and events, corporate consultancy, media and design

DIGITAL

4 interactive carpet surface sketches, 20 installation sketches, video presentations

STATUS

At proposal stage — not yet realised

04

Creative Production

Selected work: Cehennem Çiçeği, The Key to the Past

The physical fabrication and on-site realisation of work that has been designed or is still at the idea stage. For artists, brands and agencies we take on production from workshop craft through to final assembly.



Production Support for Artists

We make sculptures, kinetic mechanisms and digital works buildable with the equipment of our workshop.



Bespoke Products and Collection Pieces

Limited-edition art objects, lighting and gift pieces for institutions and museums.



Set and Stage Production

Bespoke sets and props for advertising sets, shoots, theatre and concert stages.



Installation, Maintenance and Technical Support

On-site installation, periodic maintenance and long-term technical support.



CREATIVE PRODUCTION

Cehennem Çiçeği

Stage and set production

The stage and set we designed for the play adapted from Alper Canıgüz's novel bring together live cinema, toy theatre and diorama techniques. Giant miniatures built on stage, street and house scales, and live video feeds draw the audience into the heart of the story. This original stage language won Best Stage Design of the Year at the Afife Theatre Awards.

AWARD

Afife Theatre Awards — Best Stage Design of the Year

VENUES

Alan Kadıköy, DasDas, 29th Istanbul Theatre Festival

SET DESIGN

Özgür Kavurmacioğlu, Umut Kambak · Diorama: Firat Dövençioğlu



CREATIVE PRODUCTION

The Key to the Past

Bespoke product design and ceramic production

170 ceramic keepsake objects made for the special guests of the event at the Binbirdirek Cistern. The body is modelled on the cistern's stone columns, and the arches turn into an Istanbul tulip at the top, joining Byzantine and Ottoman forms in a single body. A special glaze fired at 920–950°C gives the texture of oxidised antique brass.

VENUE	Binbirdirek Cistern, Sultanahmet / Istanbul
DATE	23 June 2026
AGENCY	Wow Wow Projects
QUANTITY	170

05

KİK Space

Workshops: Hemp Relief Workshop, Part / Whole — New Stories on Ceramic Surfaces

The point where our studio opens its doors outward: a physical platform for production, events and experiment where researchers, artists and designers meet. We build the programme collectively and keep it open to anyone who wants to take part.



Workshops and Seminars

Hands-on programmes from kinetic art to ceramics, from coding to 3D printing.



Experimental Artist Residency

Space for artists to develop their projects with 3D printers and a ceramic kiln.



Special Exhibitions and Screenings

We present prototypes and process-led work to audiences through small-scale events.



Performance and Live Experiences

Live performances with mechanical sculptures, sound and movement systems.

Workshop — Rasimpaşa, Kadıköy



Our workshop is both our production space and the home of KİK Space. From the drawing table to fabrication, from prototype to final assembly, the process runs under one roof.

- **3D printers**

Prototypes and bespoke parts

- **Ceramics workshop**

Production equipment and a ceramic kiln

- **Electronics and mechanical benches**

Assembly of motors, sensors and control systems

- **Network of craftspeople**

Long-standing partners for CNC cutting and metal and timber fabrication

The space is open to visitors. We run our workshop and seminar programmes, the artist residency and small-scale exhibitions here.

KİK SPACE

Hemp Relief Workshop

Material exploration and surface research

KİK's first physical laboratory study. Moving past digital representation, we put "materiality" at the centre: together with the participants we explored how hemp, an organic fibre, turns through binders into a structural form and an aesthetic surface — a relief. The workshop took place at Barın Han, in the exhibition space, as part of The Dreaming Seed: Soil to Surface; every participant left with a relief surface of their own.



LED BY

Umut Kambak, Özgür Kavurmacioğlu

VENUE

Barın Han, Istanbul

DATE

15 January 2026

SCOPE

Part of the ArtonHemp exhibition • 10 places



KİK SPACE

Part / Whole — New Stories on Ceramic Surfaces

Ceramics workshop · KTSM Mahallende

The first 2026 gathering of KTSM Mahallende, run in collaboration between Kale Design and Art Centre and BASE. Led by Umut Kambak, we entered a making process that shows the flaw instead of hiding it, building a new and aesthetic whole from broken forms. The texture, colour and limits of ceramics were rediscovered in a two-hour hands-on session.

LED BY

Umut Kambak

VENUE

Finart Stüdyo, Kadıköy

DATE

9 January 2026, 14.00 – 16.00

SCOPE

KTSM × BASE collaboration · free · 10 places

Founders



Özgür Kavurmacioğlu

Founding Partner · Research architect, circus artist

Approaches design not as an end product but as a process that is built and managed; makes kinetic installations, exhibition and stage designs. Completed a PhD at Beykent University on movement- and time-based algorithmic modelling. Shared Best Stage Design of the Year at the 28th Yapı Kredi Afife Theatre Awards for "Cehennem Çiçeği".



Umut Kambak

Founding Partner · Ceramic artist

Completed his BA (2016) and MA (2019) at the Department of Ceramics, Hacettepe University, and is continuing the Proficiency in Art programme at Mimar Sinan Fine Arts University. He has held four solo exhibitions and shown work at Müze Evliyagil, Bilsart, the Rahmi M. Koç Museum, the Çanakkale Biennial and Paris Design Week (1000 Vases, 2026). In 2021 one of his works entered the Mark Rothko Art Centre collection. In 2026 he received Best Stage Design of the Year at the 28th Afife Theatre Awards for "Cehennem Çiçeği", and Best Art Direction with the art department of "MUTTER" at the 33rd Adana Golden Boll Film Festival.

Who we have worked with

Institutions, venues and agencies we have collaborated with on our projects.

Çankaya Municipality

Fikret Otyam Art Centre

Museum of the Republic

Sığınak Kültür Sanat Merkezi

Binbirdirek Cistern

Sultanahmet / Istanbul

Barın Han

Istanbul

Wow Wow Projects

Agency

DECOL Stüdyo & Ayyıldız İletişim

Exhibition development and build

Sosyal İklim Derneği

Bozcaada Coral Reefs Project

ArtonHemp

Project

Alan Kadıköy · DasDas

Stage

29th Istanbul Theatre Festival

Festival

Bozcaada Gathering

Operation

Afife Theatre Awards

Best Stage Design of the Year

CONTACT

Let's build together.

If you have a project in mind in one of these fields, let's talk. We are open to new ideas, collaborations and joint productions.

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