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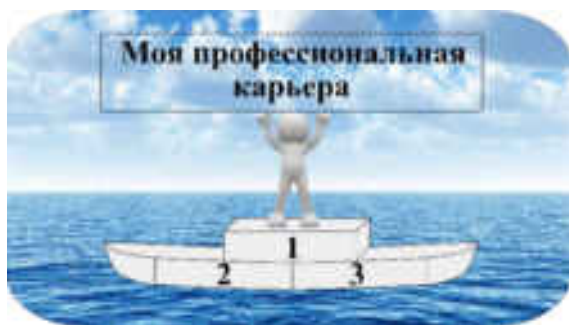


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**Международный научно-образовательный электронный журнал
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Abstract

This article examines the design and animation of the “Oguzhan” Modern Park, focusing on the integration of landscape planning, spatial aesthetics, and digital visualization techniques. The study explores how contemporary approaches in park design combine ecological principles, user-centered spatial organization, and computer-generated animation to enhance environmental perception and public engagement. Drawing on perspectives from Landscape Architecture, Urban Design, and Computer Animation, the paper argues that animated visualization significantly improves both the conceptual development and communicative effectiveness of modern landscape projects.

Introduction

Modern urban parks serve as essential components of sustainable city planning, providing ecological, recreational, and social functions. The “Oguzhan” Modern Park represents a contemporary example of landscape design that integrates cultural identity with functional public space. In addition to physical planning, digital animation plays an increasingly important role in conceptualizing and presenting such environments.

This paper aims to analyze the design and animation processes of the “Oguzhan” Modern Park, emphasizing how digital tools enhance the visualization of spatial relationships, environmental dynamics, and user experience. It also examines how landscape architecture is translated into animated representations for both design development and public communication.

Theoretical Framework

Within Landscape Architecture, park design is understood as the organization of outdoor space to balance ecological systems, human activity, and aesthetic values. Principles such as spatial hierarchy, circulation, and vegetation structure are central to effective landscape planning.

Urban Design provides a broader framework for understanding how parks function within the urban fabric, contributing to livability, social interaction, and environmental sustainability. Parks are not isolated entities but integral components of city structure.

The field of Computer Animation enables the dynamic representation of these spatial systems. Through 3D modeling, simulation, and motion graphics, designers can visualize seasonal changes, pedestrian movement, lighting conditions, and ecological processes.

Design Concept of the Park

The “Oguzhan” Modern Park is conceptually designed as a multifunctional public space that combines recreation, cultural expression, and environmental sustainability. Its layout emphasizes open green areas, pedestrian pathways, and zones for social interaction.

The spatial composition is structured to create a balance between active and passive areas, allowing for both organized events and informal leisure activities. Vegetation design plays a key role in defining microclimates and enhancing visual diversity.

Cultural references embedded in the design contribute to a sense of identity and place, linking the park to local heritage and symbolic narratives.

Role of Animation in Landscape Visualization

Animation is a critical tool in communicating the design intent of the park. Through animated flythroughs and environmental simulations, stakeholders can experience the spatial dynamics of the park before construction.

Dynamic visualization allows for the representation of temporal changes, such as seasonal vegetation cycles, crowd movement, and lighting transitions throughout the

day. These elements provide a more comprehensive understanding of how the park will function in real conditions.

Furthermore, animation supports iterative design development by enabling rapid testing of alternative layouts, materials, and spatial configurations.

Environmental and Social Dimensions

The design of the “Oguzhan” Modern Park emphasizes ecological sustainability through green infrastructure, water management systems, and biodiversity considerations. These elements contribute to environmental resilience and urban ecological balance.

Socially, the park is intended to function as an inclusive public space that encourages interaction among diverse user groups. Walking paths, seating areas, and recreational zones are designed to support accessibility and community engagement.

Animation enhances the communication of these features by visually demonstrating how users interact with the environment in real time.

Discussion

The integration of landscape design and animation provides significant advantages in both planning and presentation. It improves design clarity, enhances stakeholder understanding, and supports more informed decision-making processes.

However, challenges remain in ensuring that animated representations accurately reflect real-world conditions. Over-idealization or excessive visual enhancement may lead to unrealistic expectations. Therefore, a balance must be maintained between artistic visualization and technical accuracy.

Conclusion

The design and animation of the “Oguzhan” Modern Park demonstrate the growing importance of digital visualization in landscape architecture and urban design. By combining ecological planning with advanced animation techniques, the project enhances both the functional and experiential qualities of public space.

Future research should explore the integration of real-time simulation, augmented reality, and user-interactive models to further improve the design and evaluation of urban parks.

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