



bahar orcun

experience

Spacelmagined – Founder + Designer + Spatial Artist | 2024–Current
Spacelmagined, founded by Bahar Orcun, is a Netherlands-based multidisciplinary design company, that specializes in designing narrative spaces and exhibition design.

MAST– Spatial Artist / Exhibition Designer | 2024
MAST is a multidisciplinary design studio based in Amsterdam, that specializes in experience design: telling stories through exhibitions, interiors, experiences, and products.

Wondermash – Installation Artist – 2024
Wondermash co-creates stories that explore what societies might look like in the future, if we design from a perspective of co-creation and regeneration.

Wereldmuseum Rotterdam – exhibiton & sculpture designer – 2024
Wereldmuseum Rotterdam is an ethnographic museum, situated at Willemskade in Rotterdam, the Netherlands. The museum was founded in 1883 and shows more than 1800 ethnographic objects from various cultures in Asia, Oceania, Africa, the Americas and the Islamic heritage.

Designwolf – Spatial Artist / Exhibition Designer | 2023–2024
Designwolf is an Amsterdam-based dynamic exhibition design company on the rise, specializing in spatial storytelling, and experiences that immerse visitors in playful exhibition experiences.

NorthernLight – Freelance Exhibition Designer | 2022–2023
NorthernLight is an established creative design agency based in Amsterdam. They create transformative and purposeful experiences for brands, museums, and public spaces.

ADCN – Festival Project Manager + Spatial Artist (Freelance) 2023
Founded in 1966, the Dutch Club for Creativity ADCN works on developing a more creative Netherlands based on the vision that creativity contributes to the progression of people and society.

Independent School For The City – Community Coordinator+ Designer | 2023 –2024
The Independent School for the City is a non-accredited educational institution that organizes various public events, addressing topics that respond to current relevant issues.

Cross Change – Project Coordinator | 2018–2019
Cross Change is an impact-oriented studio for design and facilitation.

Studio NokNok – co-founder, designer, and maker 2016–2019
Design studio and workshop for the production of stage decors, props, masks, and puppets.
Projects in highlight:
Pinocchio | The Bird That Is Unfearful Of Cold

Freelance Stage Design + Art Direction– 2015–2019
Projects in highlight:
Stage Design – Kenter Theater: 39 Steps | Istanbul state Opea & Bale: Faust | Istanbul state Opea & Bale: Medea
Art Direction – Boyali da Saclarin | Sukut-u Hayal | Sekerci

Bahar Orcun is a Netherlands-based multidisciplinary artist and designer, who specializes in designing narrative spaces and exhibitions. She has traversed various sectors of creativity throughout her education and professional journey.

She initiated her career path in stage design and later transitioned to set design. As a freelance art director and spatial designer, Bahar contributed to established productions in Istanbul for several years.

In 2016, Bahar co-founded Studio NokNok, focusing on producing elements for sets and stages, including props, decors, masks, and puppets. This venture cultivated a dramaturgical perspective and deepened her understanding of production processes.

Moving forward, Bahar engaged in organizing impact projects and facilitating collaborations and co-creations among creatives. Participation in related programs further enriched her experience. Since then, Bahar has continued to contribute to such projects as a freelancer, expanding her skill set and creative network.

Later on, Bahar pursued a master's study in Master Interior Architecture: Research + Design at Piet Zwart Institute to delve deeper into the systems shaping our lives through architecture and spatial practices. Her thesis highlighted the instrumentalization of certain objects as borders for migrating populations, remarking her fascination for the 'Theory of Affordances'.

After graduation, Bahar founded Space Imagined, undertaking independent projects and collaborating with fellow designers, artists, organizations, and studios on ventures that ignite her creativity.

education

Piet Zwart Institute – Master Interior Architecture | Research+Design (Master Major) | 2020 – 2022
Mimar Sinan Fine Arts University – Scenography Design (Bachelor Major) | 2011 – 201
Mimar Sinan Fine Arts University – Interior Architecture (Sub-Major) | 2013 – 2018
Accademia Belle Arte di Bari – Scenography Design (Erasmus) | 2012 – 2013

certificate programs & workshops

Independent School For The City – Living in the Super Diverce City | 2022
Stipo – City At Eye Level Spring Training | 2020
Acumen Academy – Human Centered Design | 2020
Cross Change & Stimuleringsfonds – Tradition as a Making Tool | 2019
Cross Change – Public Space Workshop | 2018

participations

6th Tallinn Architecture Biennale – Edible; Or, The Architecture of Metabolism – Hands In Deep Grounds | Cookbook | 2022
Global Design Graduate Show 2022 – Ambivalent Mass | Participated with graduation project from Master's Studies | 2022

skills & comptencies

Spatial Thinking & Designing | Storytelling | Critical Thinking & Writing | Placemaking | Strong Communication | Bridging Between Groups & Communities | Organisation & Coordination & Production | Craftsmanship | Drawing | Sculpting | Adobe Package | Sketch-up | Blender