URBAN CINEMATICS.CINEMA: A CASE STUDY ON BUDAPEST

National Cultural Fund of Hungary

This thesis interrogates the relation between Landscape architecture and Cinema to understand the

representative power of the cities. The architectural image is intended to streets familiar as you have seen in be interpreted through the concept of various movies. The city has potential city and architectural components in for Ciné-tourism as the other cinema. The Hungarian capital city - European capitals, but unlike Vienna Budapest - is selected as the case or Paris, in Budapest this form of study subject; that the research is tourism is not developed yet. The developed upon. Initially the study is concept of this thesis proposal is to based on the discussion of the detect all the movie locations on the relationship between cinema and map and then to create a possible urbanism from a landscape route in order to connect them. In architect's point of view. Then urban Budapest is a future possibility to image in architecture and cinema is have guided tours with cinephiles studied under several categories. who would like to see and take Sixteen movies with various plots are photos on the movie locations..In the chosen where all the movies are map we can see that the route starts located in Budapest, or most of them do not represent Budapest but are through Andrassy Avenue, in the city films which have disguised Budapest as other cities like: Paris, London, Berlin, Moscow etc. By analyzing bridge and finishes in the top of these movies through architectural concepts it is aimed to gain understanding to key points in urban design. Cinema contributes to our movies as seen on the sequences understanding of cities to address illustrated on picture. In the places of two key issues: How do filmmakers the shots infoboards will be placed make use of urban spaces, and how illustrating general info about the do urban spaces make use of movies and locations. These cinema?

The final product is a touristic map can be informed also about general which has a design focused on facts of the both components: the city showing the city to the tourist, and the movies. landmarks of Budapest and its landscape through a thematical route which in this case is cinema. The user will not only see the movie shots but also have a general view of the city and at the same time will see the movie shots.

Budapest it's a city that attracts filmmakers, and dresses up as many cities. If you are a tourist and you are wandering around, you'll find its from Heroes Square and continues center then heads North and crosses the Danube river through the Margit Gellért hill in the Citadella with the panorama of the city. During this route they can see the shots of the infoboards are interactive so the user

























