

ALI MURAT ERKORKMAZ

CV (November 2022)

Born in 21 September 1948 as the older son of a 4 children family. Graduated from Moda Primary School in 1959, attended Kadikoy Maarif College and later in 1966 Istanbul Technical University where he was graduated as an Engineer and an Architect.

During his University life, he freelanced for several Ad agencies and Construction companies as a designer. In 1970, after graduating from ITU, he opened his first studio where besides architecture, he performed several kinds of art, especially animation. In 1972, he opened his first advertising agency under his name and managed to get in the first three in Turkey.

At this stage, he produced a 16mm film development and video production studio. Meanwhile he started a 16 page daily newspaper, "Dunya Cocuk" for children. He managed to produce his first feature film, ESOP, but as the circumstances of that day didn't allow, that never went public.

He started producing animated TV series for TRT, Turkish National Channel. He also worked with Egemen Bostanci group as an art director and coreograph for their stage musicals.

In 1980, he moved to Bahrain, as a partner of an Arabic based company to form the first animation studio of the area. There he produced several projects including "Eftah ya Semsem" (Arabic version of Sesame Street together with CTW), "Hazir Fazir", "Jeha", "Shasha Saghira", and started a feature animation project "Woody and May". His short series "Quickease" had great popularity in Annecy Festival and was broadcasted by several TV stations.

Following Bahrain, he opened studios in Kuwait, Sri Lanka, Dubai, Bombay, Jordan, Switzerland and England. He also has acted as Honorary Consuler for Turkey in Bahrain and later for New Zealand in Turkey.

In 1984, he returned to Turkey and formed ARTNET and started producing television series for the world market. At this time, he started working on software development. He wrote programs for Hydrodynamics, AI on architecture, Textiles and human simulation.

In 1985, as he was building the hospital complex with Dr. Edip Kurklu, he attended fast courses for two years on medicine and started working with Dr. Christian Barnard where he worked on Artificial Heart.

In 1994, he produced the live TV show called "Babum Show" for ATV, where he developed real time animation technologies. He gave conferences on this in various studios allover the world, including the USA. He attended several MIPTV and MIPCOM festivals in Cannes.

In USA together with his American partners he formed companies called "Cartuna Corporation" and "Aniventure". At this stage he produced his early series for the world market, such as "Cartuna Show", "Tombik and B.B.", "Magica and the Puzzle Plaza", "No To Memorize", "Yuki", "Mister Simon and Jiggy Jiggy", "Captain Tripp and the Sealy Boy", "Zig'n'Zag" and others.

In 1999 he started his 3D feature “Robolab” with the software he developed, “AliMation”. He opened his studio “MARTI, Mergers of Art and Artificial Intelligence”.

Until 2017, he managed to realize 3 feature films, 63 TV series and over 4400 shorts. He managed to get broadcasted over 60 countries. In 2000, he was invited to the TOONZ conference in London, shown in the top 10 of the 20th century animation. In 2001, at the “FX animation Festival” in London, he introduced the “Self Producing Film” where as the audience dictated a scenario, the film would appear on the screen in real time. He was chosen as the Honorary Guest in Barcelona Animation summit but that was postponed because of the 9-11 disaster.

He also performed music. He has two concertos written for Piano, an opera and hundreds of jazz and rock songs. Plays over 50 instruments. He has lead a jazz group for years. Has given concerts in many countries and also produced film scores. He has produced cartoon rock groups called “Bekir, Tekir and the Tails”, “The Buggies”, “Robotica”, “Kuklormanian” and “Noiz” that sang his songs in various languages all over the world. He also has developed an AI based music software, Ludwig, which utilized artificial talent to produce billions of scores in real time.

Besides his career on the film front, he has also built 13 yachts and a small submarine. Also he has developed a project for the Turkish Air Forces, called “STRATATURK” a short distant satellite systems on the Stratosphere.

He has opened a Robotic Workshop and started producing CNC machines, multi Axis Camera Cranes and Intelligent Robots. After 8 years, as the economy had collapsed in Turkey he closed this workshop. During that time he has built “DepremPark”, the Theme Park on Earthquakes and produced the cartoon series called “Uncle Quake”. He managed to convert the old weaving textile machines of several forecoming factories to computer controlled automated production. He has opened “Artteks” in Bursa from where he could produce designs created by artificial intelligence for around 80% of Turkish market.

He also worked on some space projects. In the highschool, has managed to launch a three stage rocket and take the pictures of Istanbul from the sky. He has done some designs for the L5 Society, and magnetic shoes for the astronauts. He has over 200 patents on various subjects such as Ellipse Protractor, photographic chemicals, Water Desalination Systems, Vertical Take off for Aviation Industries, Pap drawing format, Compishco, the Artificial Intelligence, etc.

He has lead the 23rd of April celebrations for the children to take place in the Main Hall of the UN building in New York. Has been either the founder or participant of major foundations on disabled and sick children allover the world. Has built a school in Yalova for homeless children to make them IT experts of the future. Though the school was finished, couldn't get the permissions from the government.

On the internet, he has started the “Academy of Future Arts and Sciences” and the ‘Filmania, the e-government” projects. In 2001 he declared independence through Filmania.

Besides his daily newspaper, he has various books written and published. “As time goes Bye Bye”, “Young Engineers”, “Esop”, “PaperLady”, “A Spring Morning in Venus” are among those.

He has written in several magazines and newspapers and has done workshops in universities worldwide. He has started with “Murat Ali” daily strips in Hürriyet Newspaper. Released “BonBon” and “Çarşaf” weekly periodicals for the same newspaper. He also has taught in universities such as Eskisehir Anadolu, Istanbul Technical University, Dogus, Istanbul Ticaret University and Bogazici University on different subjects from Artificial Intelligence and Human Simulation to Animation.

In 2002, he has developed MICRO-MACRO, a package of 58 software on office and design that would fit in 1 Mbyte and utilized Artificial Intelligence.

In 2003 he released ROBOLAB, the 3D TV series that was produced by Artificial Intelligence where no human hand touched. Given the script, software could produce the film in a few seconds. 51 episodes of the show was broadcasted in Show TV in Turkey.

In 2004, he has produced his first interactive TV show, “MiniMarti”, where viewers could call the studio and talk with cartoon characters during broadcast. At this time LUDWIG, the Artificial Talent software was developed where computers could create mood and compose music without human interaction.

In 2005 he started developing Compishco, the AI engine for the mobile devices where machines could learn, decide and produce their own software. Compishco could simulate 82 human feelings and had its own behaviour and curiosity. To be able to achieve that, he wrote a new computing language called “Liquid Data” where the base was not digital.

In 2007 he has produced RIFKI, a light version of Compishco, for Avea, a mobile service provider company in Turkey. Has designed “Homepishco”, for the Turkish Telecom, as the intelligent house. Using the technologies he has developed, he has produced an artificial Intelligence game for TOYOTA and various TV series for the world market, such as “Piko’s Island”, “Magic Carpet”, “Captain Crash” and “Nasrettin Hoca Online”.

Besides animation, he has produced a documentary series called “Pearls of Aegean” and released them on DVD.

In 2008, he has developed a software that could read old documents of Ottoman archives that were written by Arabic alphabet and transscript them to modern Turkish with latin alphabet. Same year he released 32 films, various books and games for the Istanbul Governor, to help the children learn how to take precautions against Earthquakes

Same year, an artificial intelligence project that could trace the developments on the world economy was started together with the ministry of Economy, Istanbul Stock Market and related banks but was abandoned as the world economic crisis that popped out within that year.

In 2009 he has developed a platform called “GAME” to produce games for the mobile industry. “Football Player Online” and the “Murphy Games” were produced using that software. Same year, SMARTACART, that would allow customers to chat with their shopping carts in the malls was produced.

In 2010, his interactive series called “Adventures of Captain Crash”, “Aligator on my Window”, “Nervous Lamp of Aladdin”, “Hunkar Begendi” and “Signor PeppRonnie” were produced.

In 2011, he has developed a website called “KUMPARA” where people could share commercials and get paid. Also, MAILTRIX, the automated mail answering sytem that had AI, and the text to speech engine SESTRIX were developed.

In2012, ARCHTRIX project on CAD designing with AI has started. Same year AQUATRIX water desalination method, SUNTRIX, the new energy conversion technique and WINDTRIX, a new concept in wind energy systems were developed.

In 2013, he managed to write an app called audio translator where he could translate spoken sentences in 52 languages by means of Artificial Intelligence.

In 2014, he developed an artificial intelligence live animation software where he broadcasted for two years, 24 hours everyday in 8 languages in various countries. That was called “Madscreenbox”, where all hosts were cartoon characters and people allover the world could attend the games simultaneously and even talk with the cartoon characters live.

In 2015 he started workeing on the IJANEWS, independent Journalists Agency where people may shoot and share the events in real time with the world press.

Same year he started the MallTrix project where a cartoon host can interact with customers in an app where people can talk with the host to make their shopping lists, learn where the items are, optimize their budgets and information on items. He produed a dog care and training app called “DogBark” that utilized GPS to locate exercise paths, vets and petshops.

He started working on Robotic projects which was called “ToyGuys” where he had built three robotic toys that had Artificial Intelligence and could talk among each other and with children.

ToyGuys projects in 2017 was developed further under RobiSapiens name where toys could utilize the capabilities of mobile gadgets, learn, decide and talk among themselves and the children.

In 2017, he has helped his son Can as an advisor, as he developed “Maceracı Can”, a series of books and game apps that children had to read short novels to be able to progress in the mobile games.

In 2018 he has started “Piccolata”, an educational interactive cartoon channel project for young children. While attending the shows, Piccolata allowed the children to communicate with toys that are equipped with artificial intelligence, forming the social media for the toys and the children of the world.

In 2019 he has worked on artificial intelligence applications and autonom modellings for cars.

In 2020, he has developed the second stage on social media for toys where robotic toys, characters on mobile and the children could communicate and develop projects in

multilingual international platforms. Besides that, he started a company called “Chiccolata” to develop character designs for young children textiles and produce various garments for them.

In 2021, he has developed a software called MONARCH to find out the butterfly effect of shares on the stock market and could predict estimations.

Again in 2021 he has started a mobile game called GO-ALL! that would make Football clubs earn money through their fans. He has started talks with major world Football Clubs.

In 2022, he developed a fortune telling app, Mysterium, and also started working on 3 NFT and MetaVerse projects, trying to add artificial intelligence and artificial talent to the virtual worlds, creating a time base world with life simulated uncontrollable characters that has curiosity and self behaviour.

In 2023 he developed a project called KAHIN to prove that the future of people are dependent on their personal properties such as their name, date of birth and their position in life. In addition to this project, he developed Our Lady of AI, an extension of Ludwig, where he divided a painting to ten thousand pieces and had a software analyzed those fragments and wrote a sonata for every piece.

Also in 2023 he worked on an algorithm on BlockChain that could foresee the ups and downs of the Bitcoin.

He has four children, named Kaan (1973), Pınar(1975), Can(1990) and Derin(2017)

Ali Murat Erkorkmaz has hundreds of awards for many of his achievements both in arts and science.