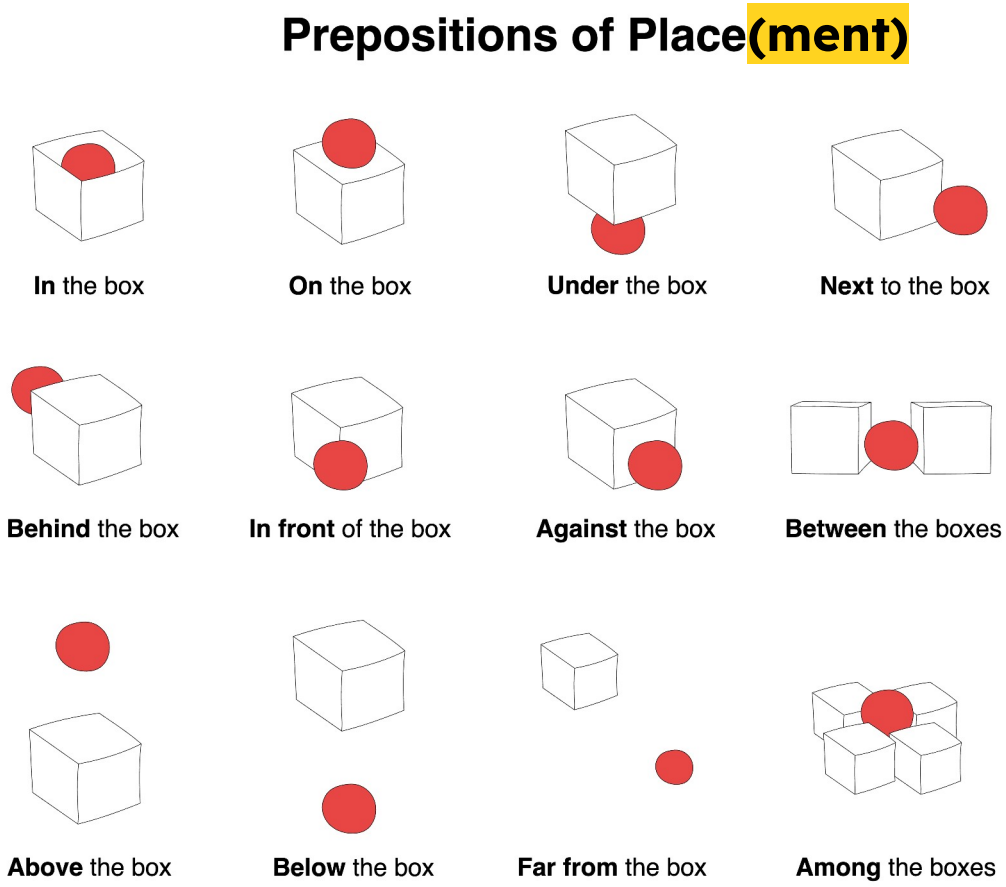
Spatial AI + Computing

Workshop/Assignment → Position + Movement

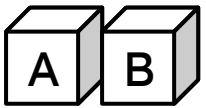
Columbia GSAPP
School of Visual Arts
William Martin

Position aka place(ment) → Relative “where”-ness

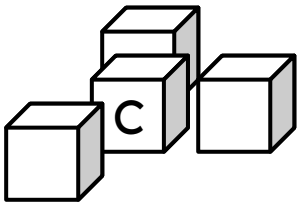


https://ndla.no/r/engelsk-1/prepositions-of-place-and-movement/9cd50c38e7

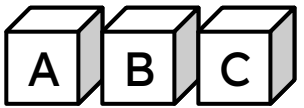
Position Examples



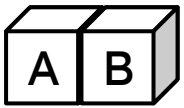
“A is to the left of B”



“C is among three other objects”



“B is between A and C”



“A and B are adjacent”

Important addition. Adjacent = no occupiable location between two occupants/objects.

Workshop → Position (Part 1)

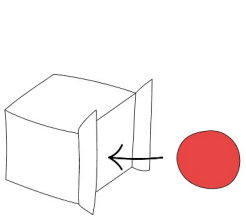
1. Pick at least **three notions of place(ment) / position**.
   (or for the bold, use *all of them* by prompting with the catalog image.)
2. Design **visual indicators** that such placement conditions have been satisfied among whatever objects/occupants are present.
   (Use your systems of location and distance metrics to help.)
   (You may need to invent multiple kinds of occupants, e.g., delivery robots and people.)
3. Diagram them. Submit to the thread. Present to the class.
4. Then incorporate them into your spatial computers/simulations.
5. Demo to the class. Add screenshots + URLs to the workshop thread.

Workshop → Position (Part 2)

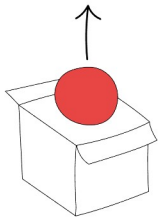
1. Design **behaviors or functions** that trigger from positioning conditions being met. Explore two categories:
   a) Two or more objects have a recognizable placement → the system responds in some way. (e.g., three or more clustered together = draw a circle around them)
   b) Some objects have intrinsic or embedded capabilities. (e.g., an occupant represents “warn” or “deliver” and does so when placed adjacent to another referent.)
2. Document w/ screenshots + URLs in the workshop thread. Implement. Demo.

Workshop → Movement

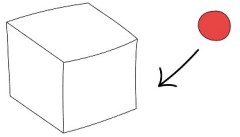
Prepositions of Movement



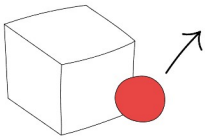
Into the box



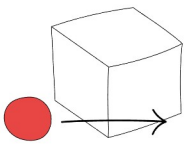
Out of the box



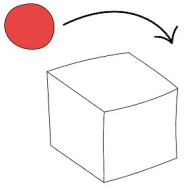
Toward the box



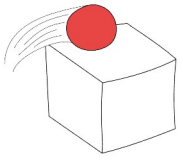
Away from the box



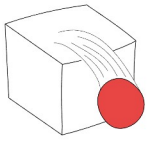
Past the box



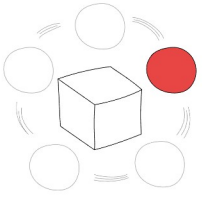
Over the box



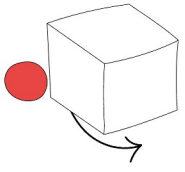
Onto the box



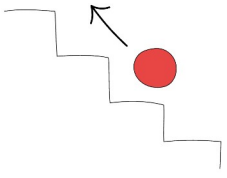
Off the box



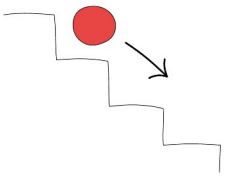
Around the box



Under the box



Up the stairs



Down the stairs

Workshop → Movement

1. Pick three notions of movement.
2. Develop visual indicators that such movement conditions have occurred.
3. Incorporate them into your spatial computers/simulations.
4. Submit a screenshot and short description to today's workshop thread.
5. Demo them to the class.

Assignment → Position + Movement

1. Combine your results in a short slide deck.
2. Capture key moments of position and movement as animated gifs or short (compressed) movies. Add to slides.
3. Provide a cover page with your names, simulation URL, and a cool screenshot.
4. Submit the URL to your slide deck in the assignment thread (also with your names!).