































### RELATIVE POSITIONING \_ Description

An architectural space made be constructed using the point of view of an observer. Once this point is established, any manipulation to the space is relative to the position of that point. Walls and cuts can be conically scaled to point of view (a.) or a projection cone can be generated from this initial point of view.



#### RELATIVE POSITIONING \_ Scale

Openings within surfaces are created by cutting along the line of the viewport projection and then scaling points or surfaces to the Viewpoint (a.). Since the first reference point of scaling is the Viewpoint there is no distortion within the surface thus maintaining the implied shape/-form regardless of the distance from the viewer.





- *a. Viewpoint / Observer*
- **b.** Focal Point
- *C. Picture Plane*
- *d. Conic Projection*
- **e.** Scaled Wall
- *f. Line of Scale Cut*
- X. Viewport



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### RELATIVE POSITIONING \_ Projection Cone Split

The projection cone may be used to split surfaces within in the space in order to define a change of material. This 2 dimensional technique is used in conjunction with other Relative Positioning techniques to heighten the spatial experience.





- *a.* Point of View / Observer
- **b**. Focal Point
- С. Viewpoint
- **d.** Conic Projection
- **h.** Cone Paint
- **X.** Viewport





## RELATIVE POSITIONING \_ *Projection Cone Split*

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#### RELATIVE POSITIONING \_ *Projection Cone Cut*

Once split by the projection cone shape, surfaces within the space can be removed or manipulated in order to create openings. These openings can be used for passage and light. In addition, these cuts make it possible to simultaneously experience the space of the projection and the spatial distortion created by the cuts.





- *a. Viewpoint / Observer*
- **b**. Focal Point
- Viewpoint С.
- **d.** Conic Projection
- h. Cone Paint
- X. Viewport





#### RELATIVE POSITIONING \_ *Projection Cone Cut*

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#### RELATIVE POSITIONING \_ Projection Cone Form

The Projection Cone Form may be used to define walls and cuts within the space as long as manipulations are controlled from the Viewpoint (a.) and the initial shape form remains intact.





- *a. Viewpoint / Observer*
- **b**. Focal Point
- Viewpoint С.
- d. Conic Projection
- Cone Form **g**.
- h. Cone Paint
- **X.** Viewport





## RELATIVE POSITIONING \_ *Projection Cone Form*

The Projection Cone Form may be used to define walls and cuts within the space as long as manipulations are controlled from the Viewpoint (a.) and the initial shape form remains intact.







#### RELATIVE POSITIONING \_ Cloaking

It is possible to 'cloak' elements within a space by projecting the forced perspective lines onto surfaces. In addition to the lines, use of color, material, and lighting make it possible for surfaces to 'disappear'.





- **a.** Viewpoint / Observer
- **b**. Focal Point
- C. Viewpoint
- *d. Conic Projection*
- **e.** Scaled Wall
- **h.** Cone Paint
- **X.** Viewport





## RELATIVE POSITIONING \_ *Cloaking*

It is possible to 'cloak' elements within a space by projecting the forced perspective lines onto surfaces. In addition to the lines, use of color, material, and lighting make it possible for surfaces to 'dissipater'.





## RELATIVE POSITIONING \_ *Mirror*







- *C. Picture Plane*
- False Mirror





# RELATIVE POSITIONING \_ *Mirror*



































