# **POSITIONS THROUGH TRIANGULATING**

MA GCD Unit 2

Yiming Zhao



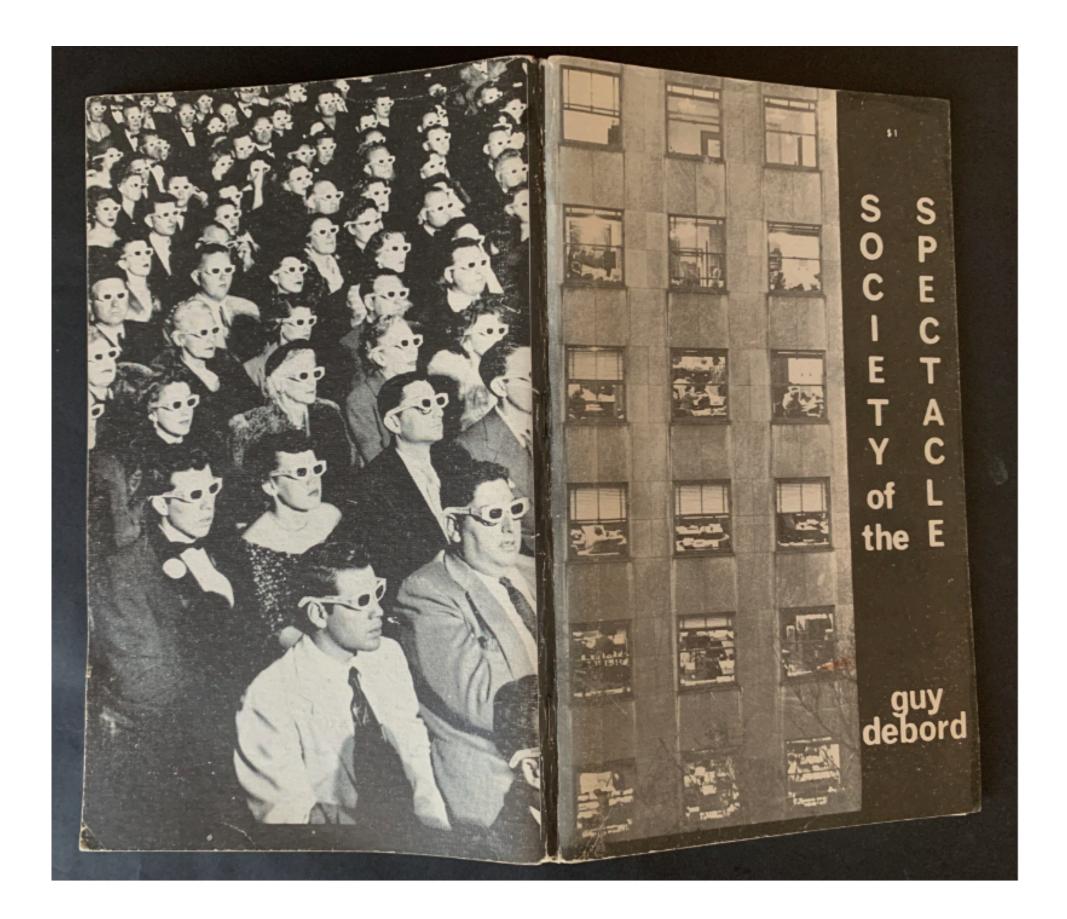
Writing - Outline

#### Introduction

**Debord's Point:** "The spectacle is not a collection of images, but a social relation among people, mediated by images" (p.12).

My Response: Debord's argument helped shift my focus from the relationship between environment and personal identity to analyzing how urban design shapes individual perception. My research extends this critique by exploring how the environment in urban safety influences and controls what is perceived as safe.

#### Guy Debord "The Society of the Spectacle"





Writing - Outline

#### **II.** Power and Spatial Control

**Debord's Point:** The spectacle puts individuals in a passive state, allowing them to consume images in a fixed and static manner. "The spectacle's estrangement from the acting subject is expressed by the fact that the individual's gestures are no longer his own; they are the gestures of someone else who represents them to him. The spectator does not feel at home anywhere, because the spectacle is everywhere" (p.11).

**My Response:** While Debord describes the spectacle as a static and passive environment, my practice explores how movement, such as rollerbladers in Stratford, disrupts this visual order. Speed and mobility create temporary hierarchies, revealing that social hierarchies are resisted or altered not only through visual spectacle but also through physical behavior.



### **III. Digital Identity as Image**

**Debord's Point:** The spectacle mediates reality through images, reinforcing the commodification of social life. "The fetishism of the commodity... attains its ultimate fulfillment in the spectacle, where the perceptible world is replaced by a selection of images which is projected above it" (p.36).

**My Response:** While Debord argues that the spectacle replaces the real world with representational images, my research shows that digital identities (as images) are not merely representational; they actively determine who can access a space and under what conditions.

Guy Debord "The Society of the Spectacle"



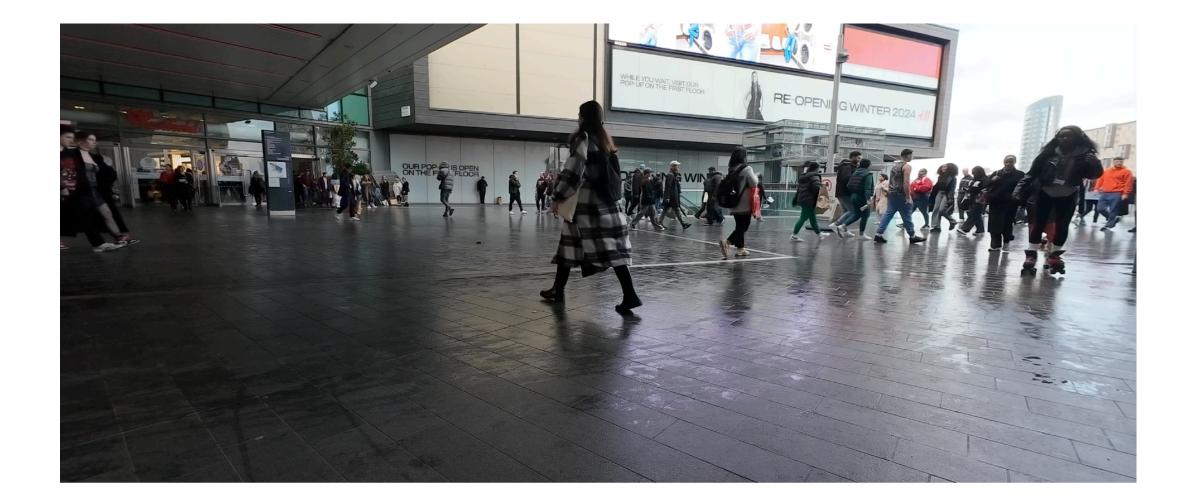
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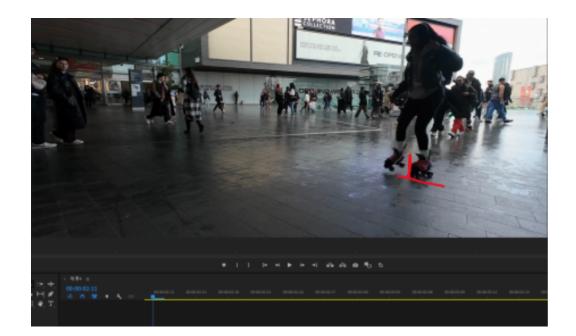
### IV. Race, Class, and the Unequal Distribution of Security

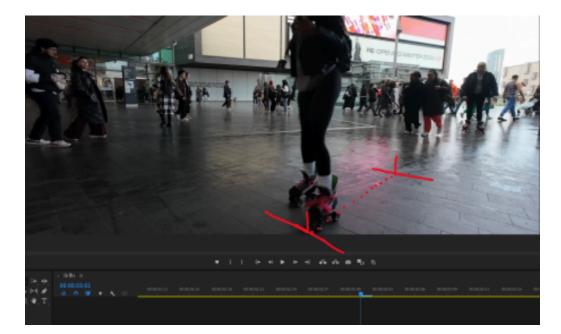
**Debord's Point:** Debord suggests that the spectacle primarily reinforces social hierarchies through class division, presenting a purified, commodified view of reality that marginalizes those outside capitalist power structures. "It presents itself as what it is -a violent resurrection of myth calling for participation in a community defined by archaic pseudovalues: race, blood, leader" (p.55).

My Response: While Debord highlights the role of class in shaping social hierarchies, I argue that the spectacle's influence is more extensive than Debord assumes. Control is enacted not solely through class but through more covert systems of exclusion based on race, class, and space.









The frame rate is 30fps, so each frame lasts 1/30s. For a difference of 2 minutes 11 frames to 3 minutes 1 frame, the frame difference is calculated as:

Frame difference = (3\*30+1)-(2\*30+11) = 20 frames Time difference t=20f \* 1/30(s/f) = 0.67 s

The exact width of the bricks is unknown, so let's assume it is x cm

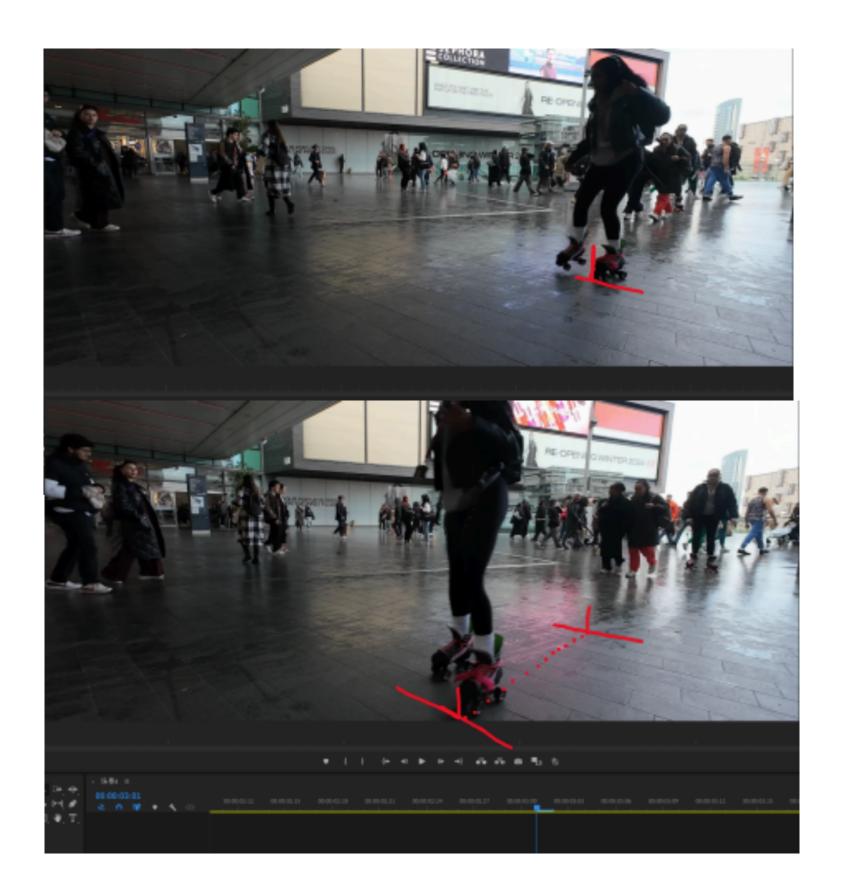
d = 8X cm = 0.08X (m)

#### s = d/t = 0.08X / 0.67 = 0.12X m/s

simplified form: speed equals 0.3 multiplied by the number of bricks, multiplied by X, divided by the frame difference.

The floor tile is 20cm, so female skater: 2.4m/s.





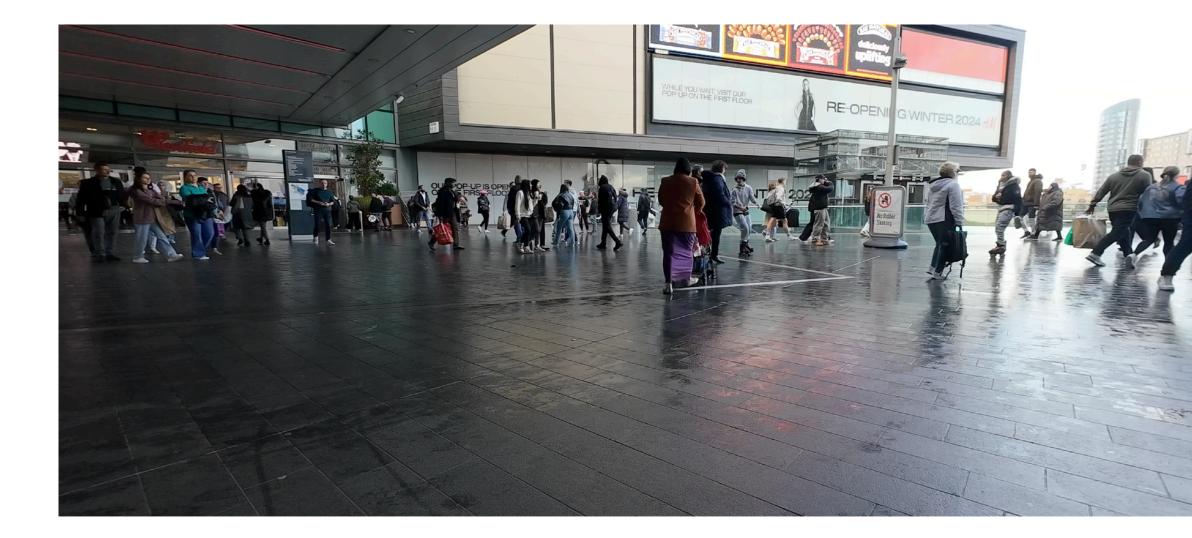
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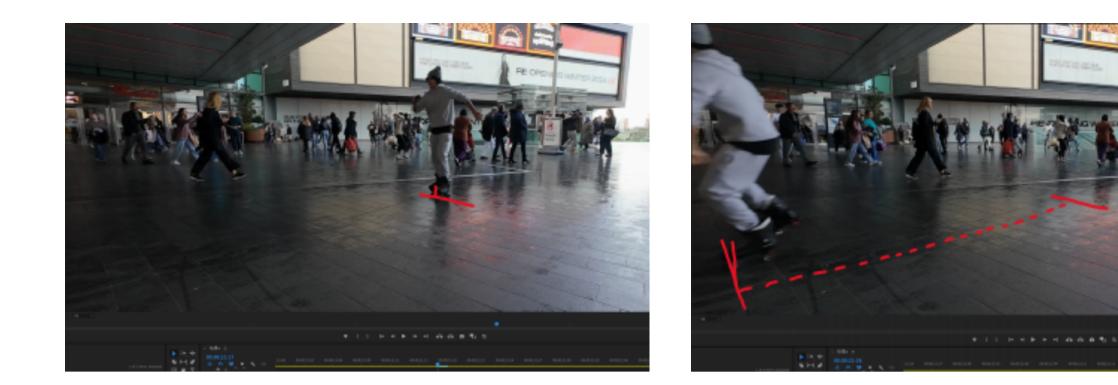
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The floor tile is 20cm,

so female skater: 2.4m/s.

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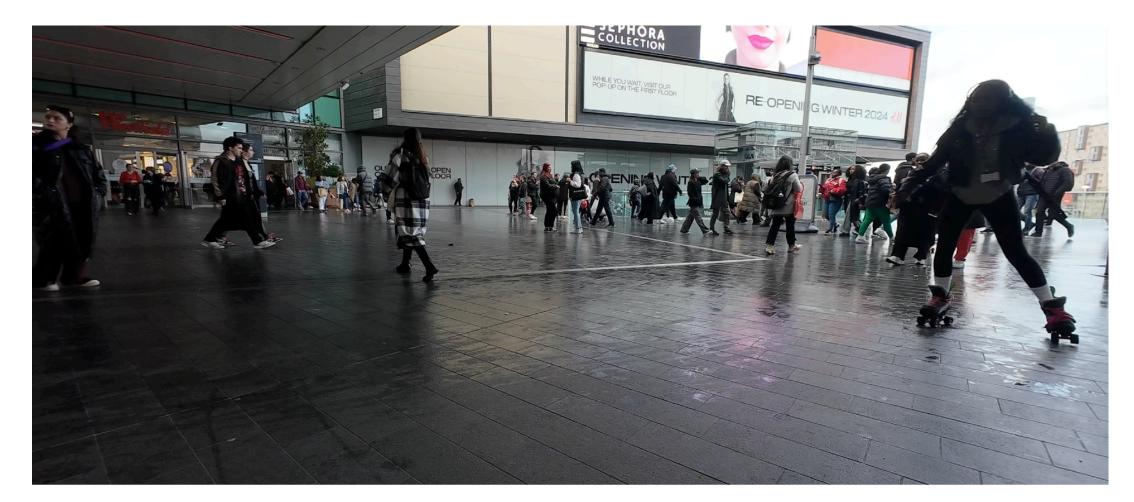


#### s= d/t = 0.15X / 1 .03 = 0.145 X m/s

The floor tile is 20cm, so male skater 2.9m/s.



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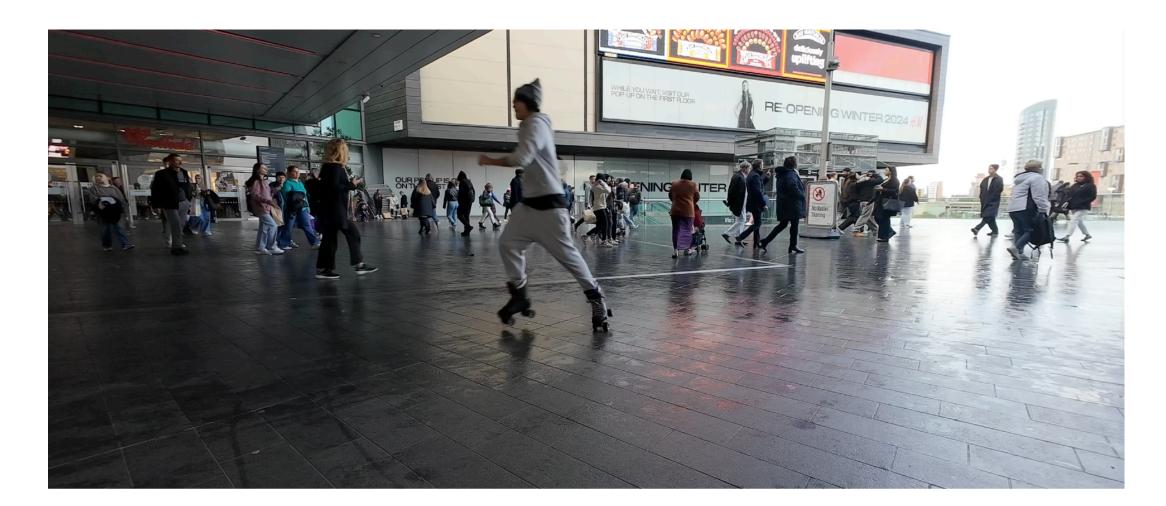


### Female skater 2.4m/s



Female skater 4.16m/s

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### Male skater 2.9m/s



## Male skater 8.3m/s





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1. Speed is not a single physical quantity, but rather a highly situational perception phenomenon, based on my subjective judgment in situations where space is narrow or densely populated, leading to unpredictability in spatial control and order.

2、The process of deconstructing perception through the analysis of behavioral data.

3、The essence of a map: navigation? information? distance? perception-related aspects? terraced space?

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