

Move fast and map things

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The Art of Retreat

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Find these slides at: https://www.dropbox.com/s/tiddzmgkfgzmyco/move_fast_and_map_things.zip?dl=0

Intro

Who am I and why am I doing this?



What inspires me



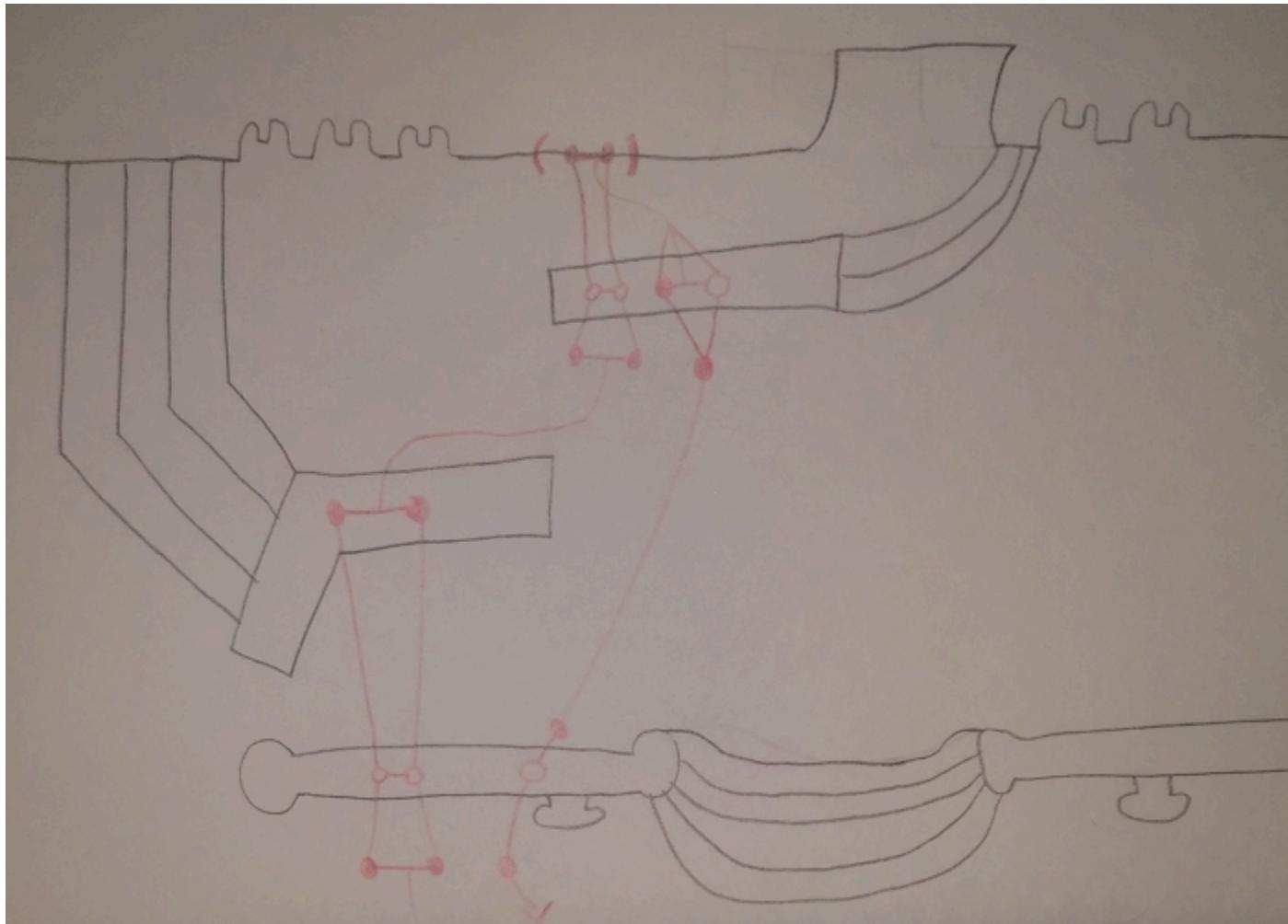
What inspires me



What inspires me



An example of what we'll do



Talk outline

- Why map?
 - Discussion
- Techniques
 - ... to depict interesting space
 - ... to indicate constraints for an obstacle course
 - ... to communicate specific movements
- Interactive session
- Next steps

Why map?

- Communicate to somebody who wasn't there
- Community engagement
- Notation -> systematically explore a space
 - <https://github.com/hypotext/notation>

Concerns

- Climbing guidebook for parkour
- Secret training grounds
- Exploration

Mitigations

- Contributions to unlock more areas
- Medium
 - handmaps.org
 - Superimpose lines on Google Maps?
 - Paper copies of a digital drawing
 - 3D-printed models

Discuss pro/cons of mapping

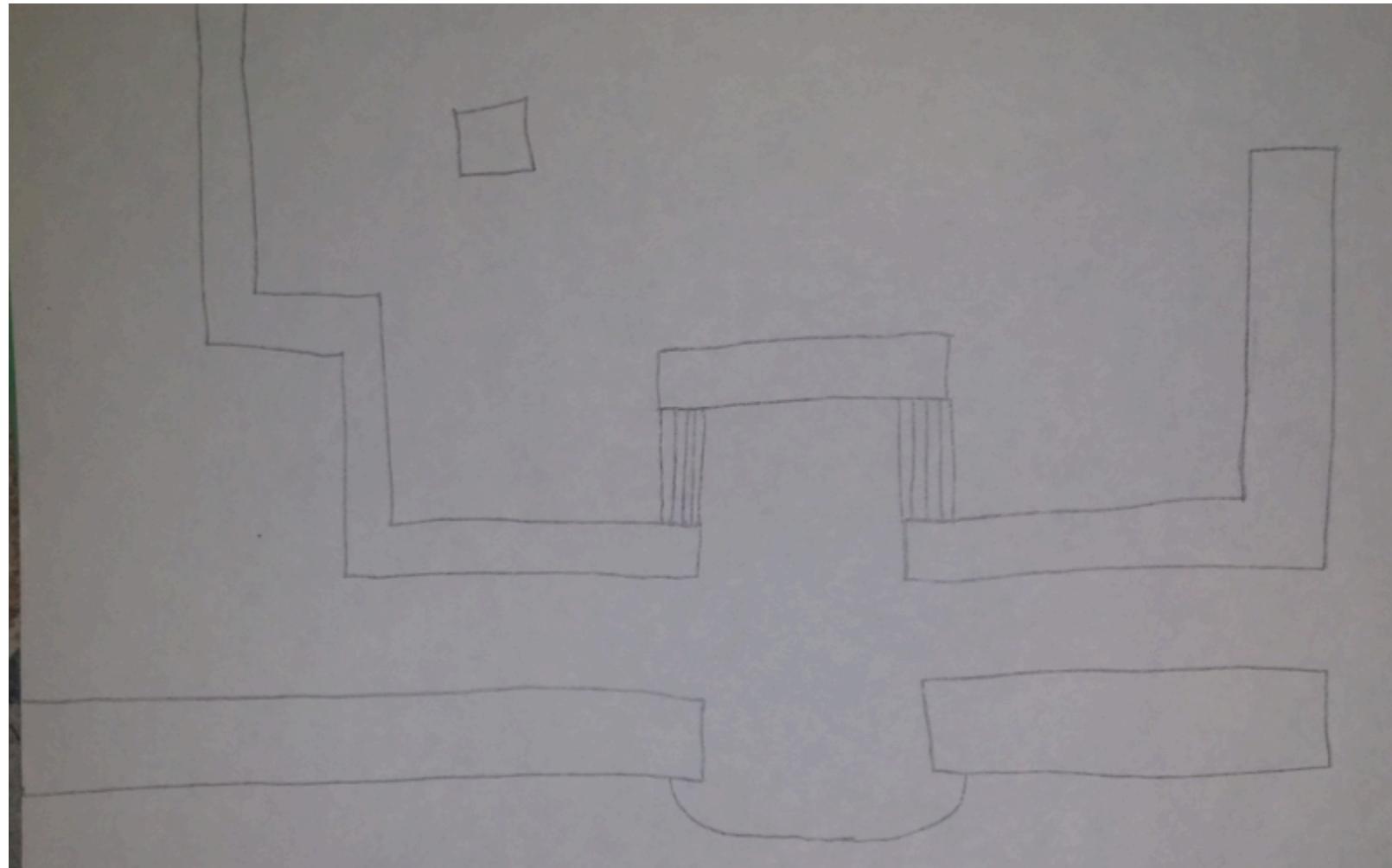
Mapping parkour-friendly spaces

- Common notation
 - **Disclaimer:** Just brainstorm, I'm not an artist
- Good abstractions
 - Litmus test
 - Draw to scale?
 - Cement, grass, brick, rails
 - Wobbly, slippery, soft surfaces

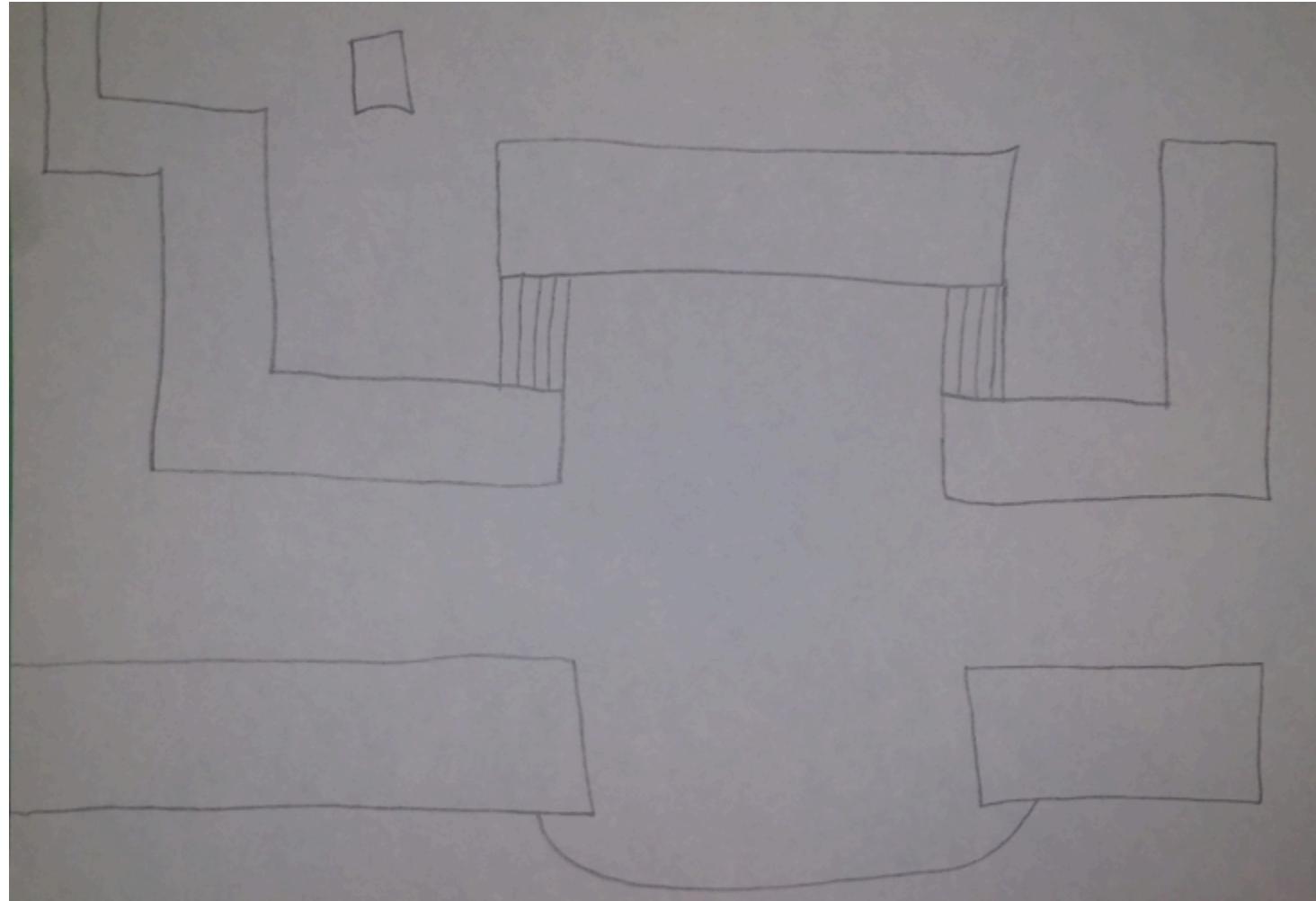
Perspectives: top-down / plan view

- Easiest to draw
- Show relative position and size of interesting things
- No way to encode magnitude or direction of drops/heights
- Rails look really unclear, but can cheat and add perspective

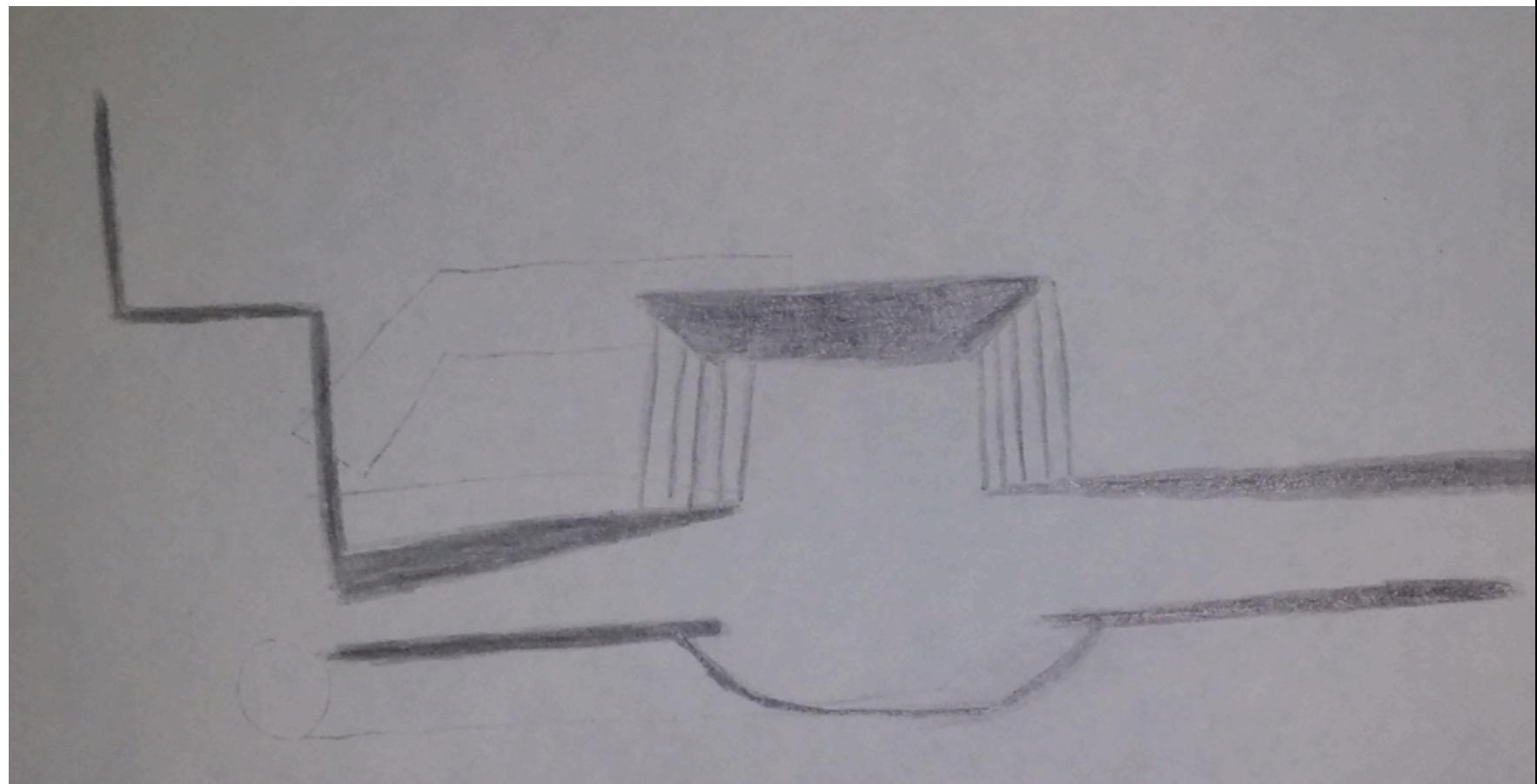
Chemistry building



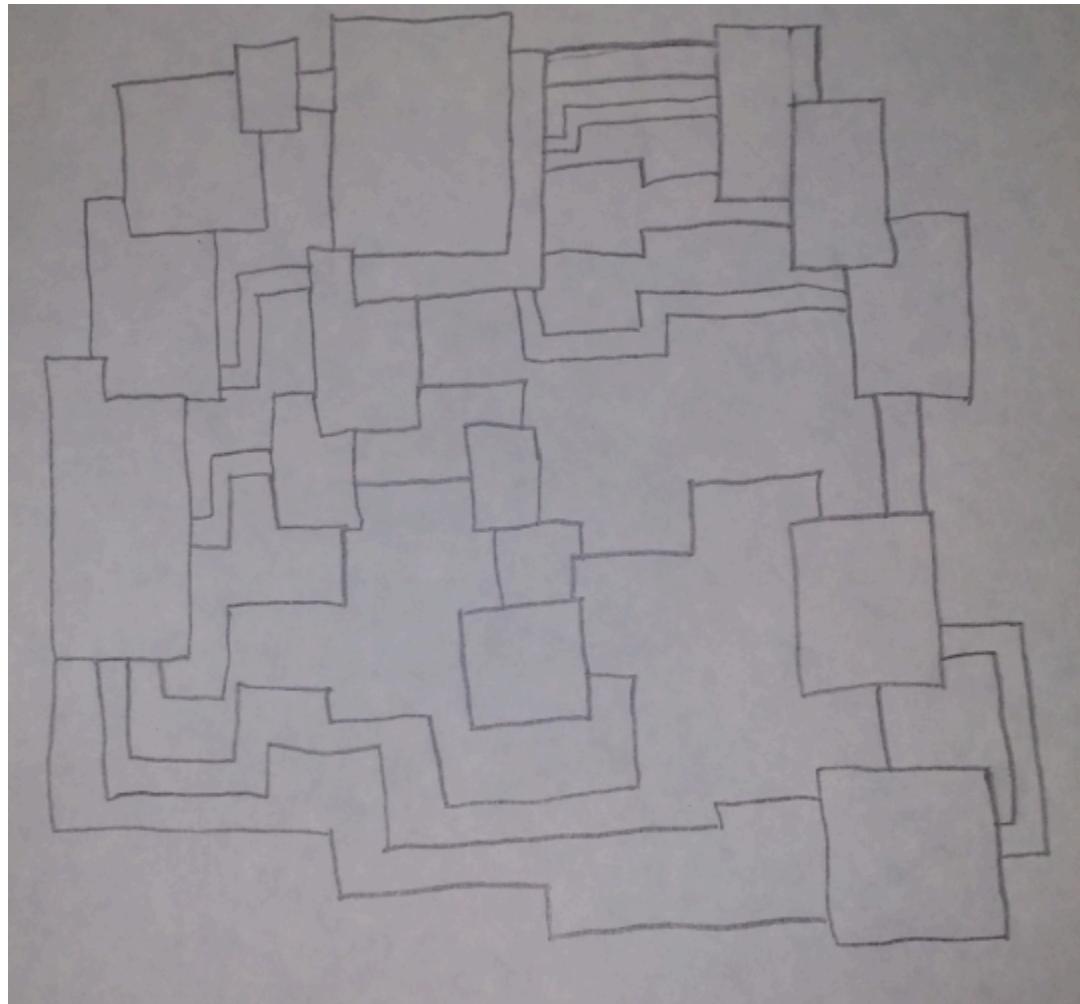
Does scale matter?



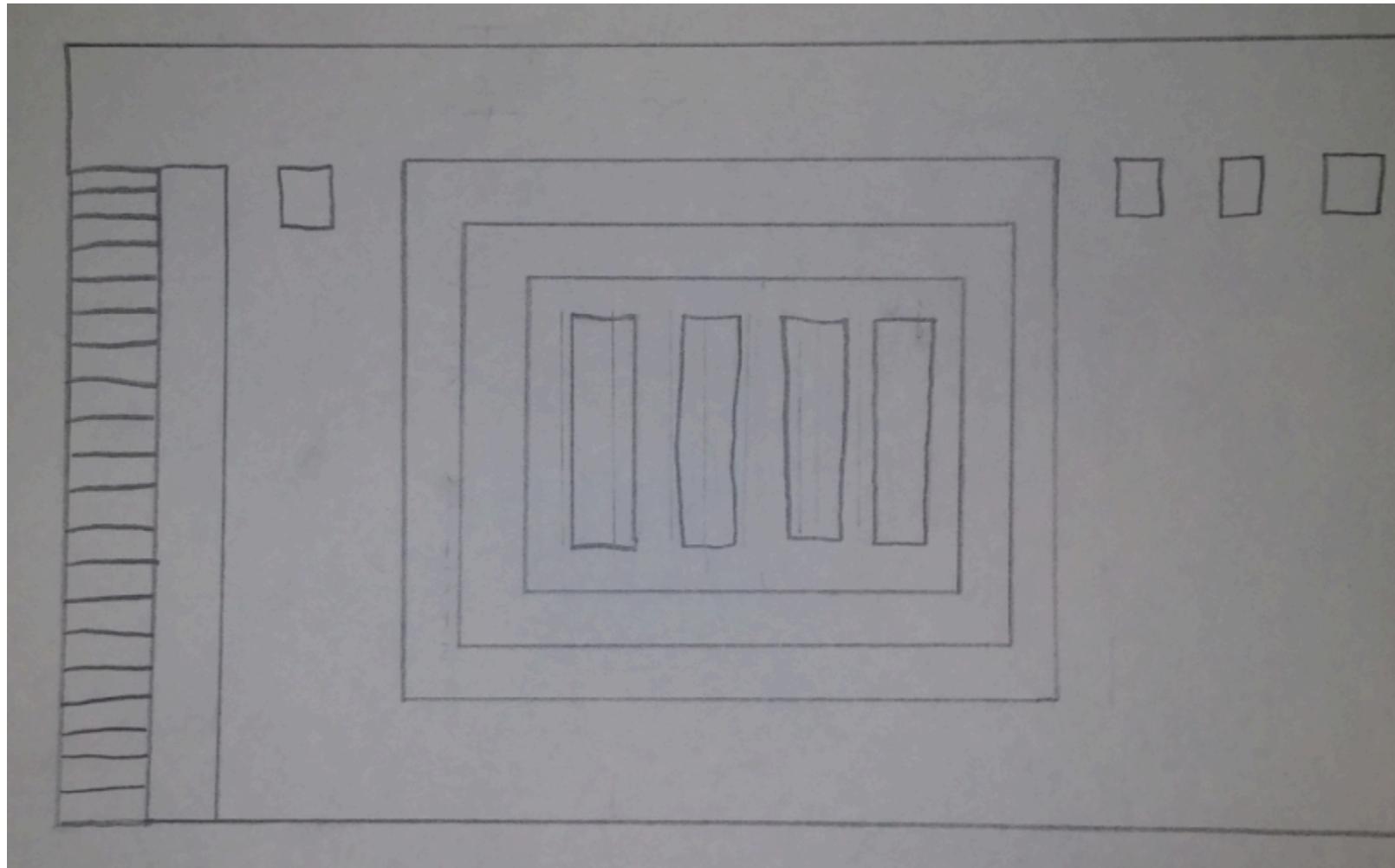
Calligraphy style



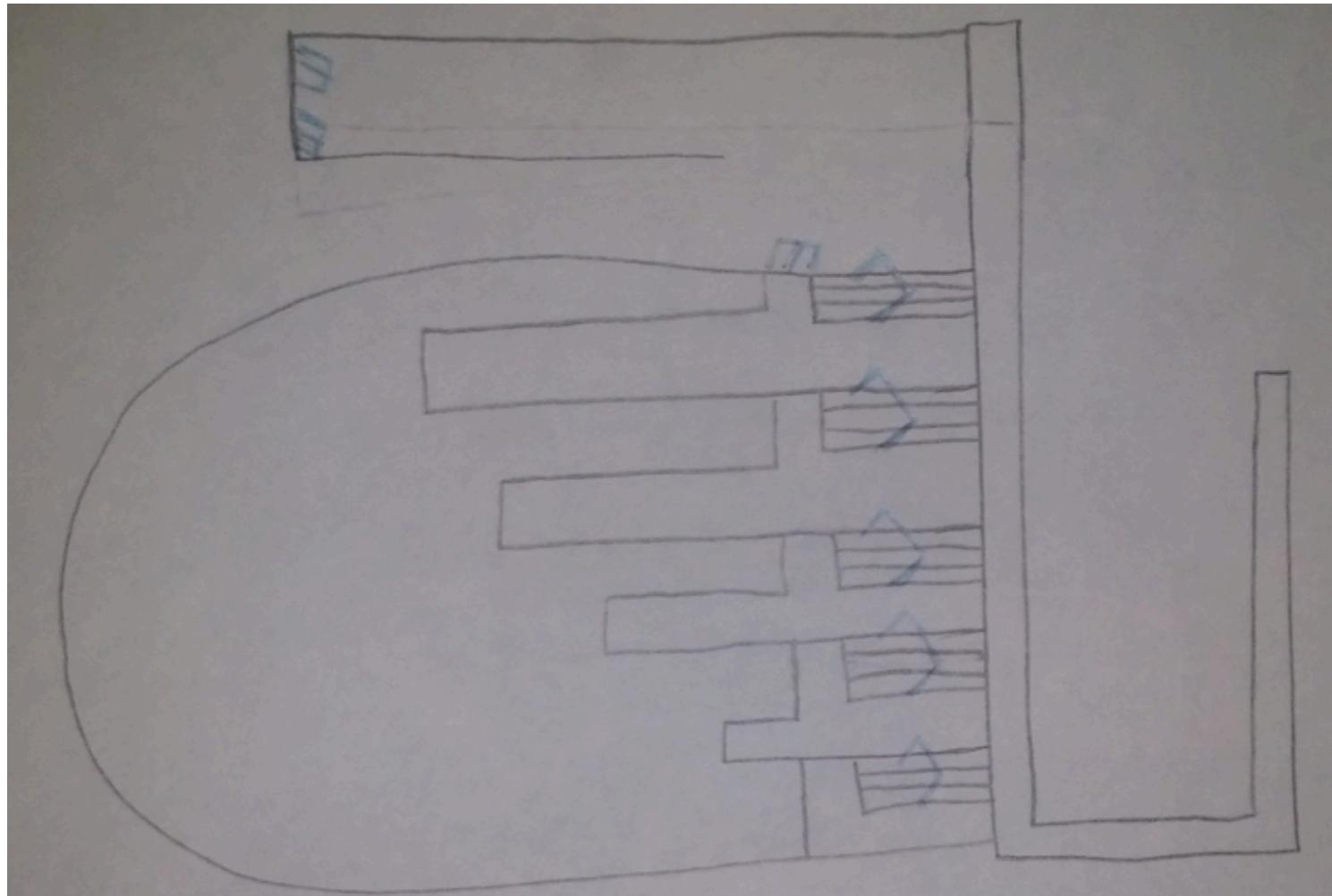
Freeway lower fountain



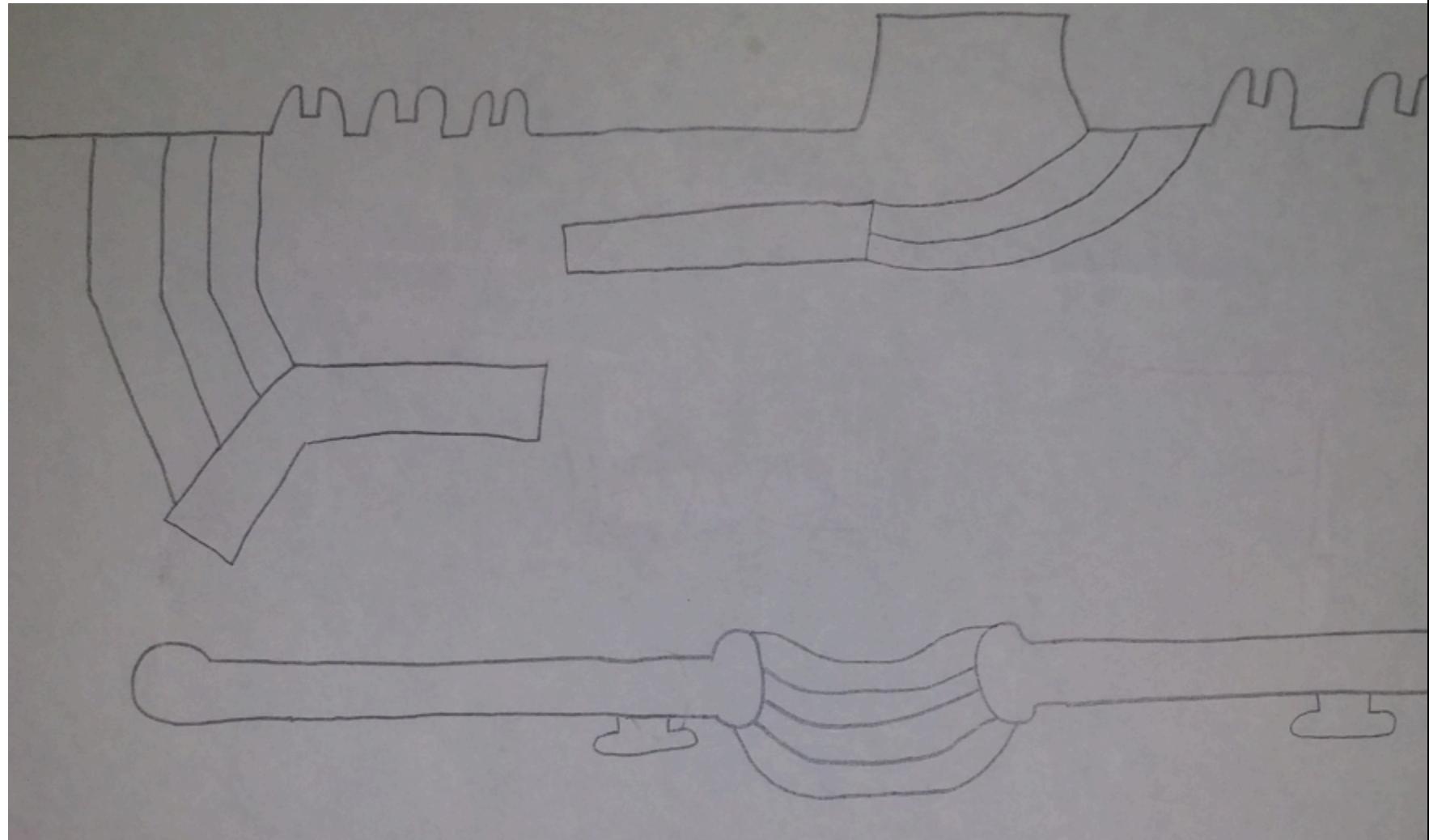
Law building



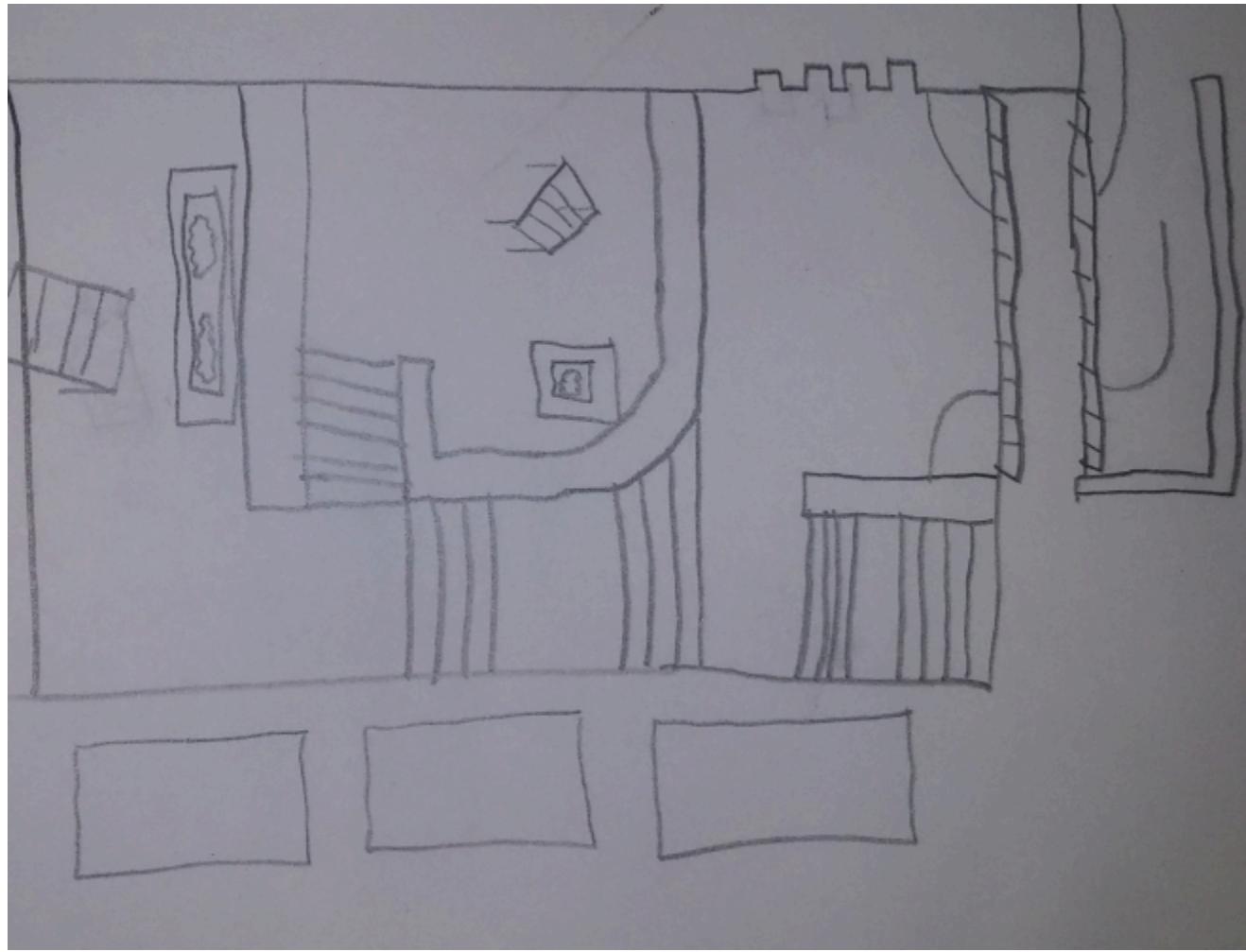
Paccar



Red Square



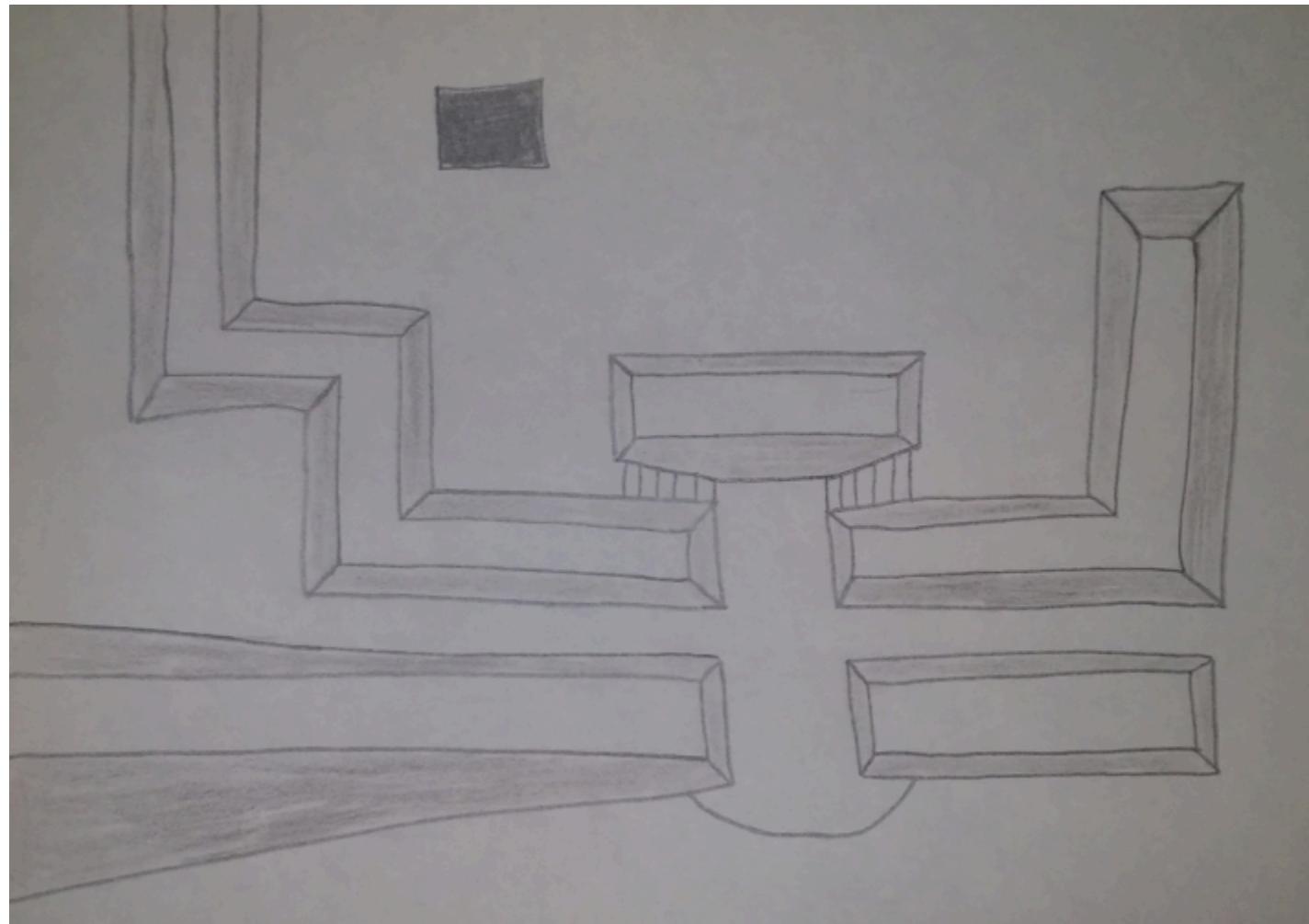
Meany hall



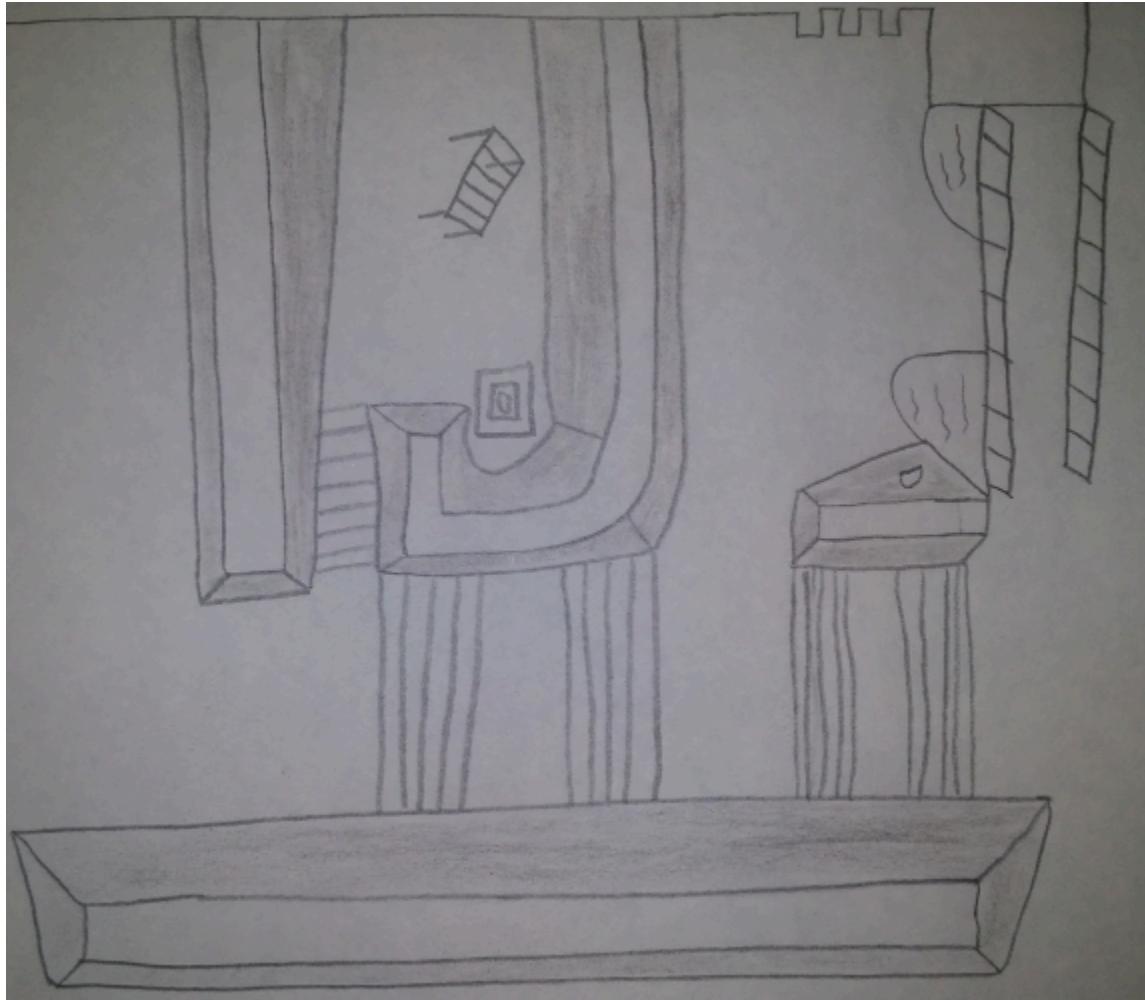
Perspectives: Cheating

- Height difference on **all** sides of objects
- Variable thickness and shading to distinguish up/down
- Lips/overhangs at height
- Rails on top of / on the side of ledges?

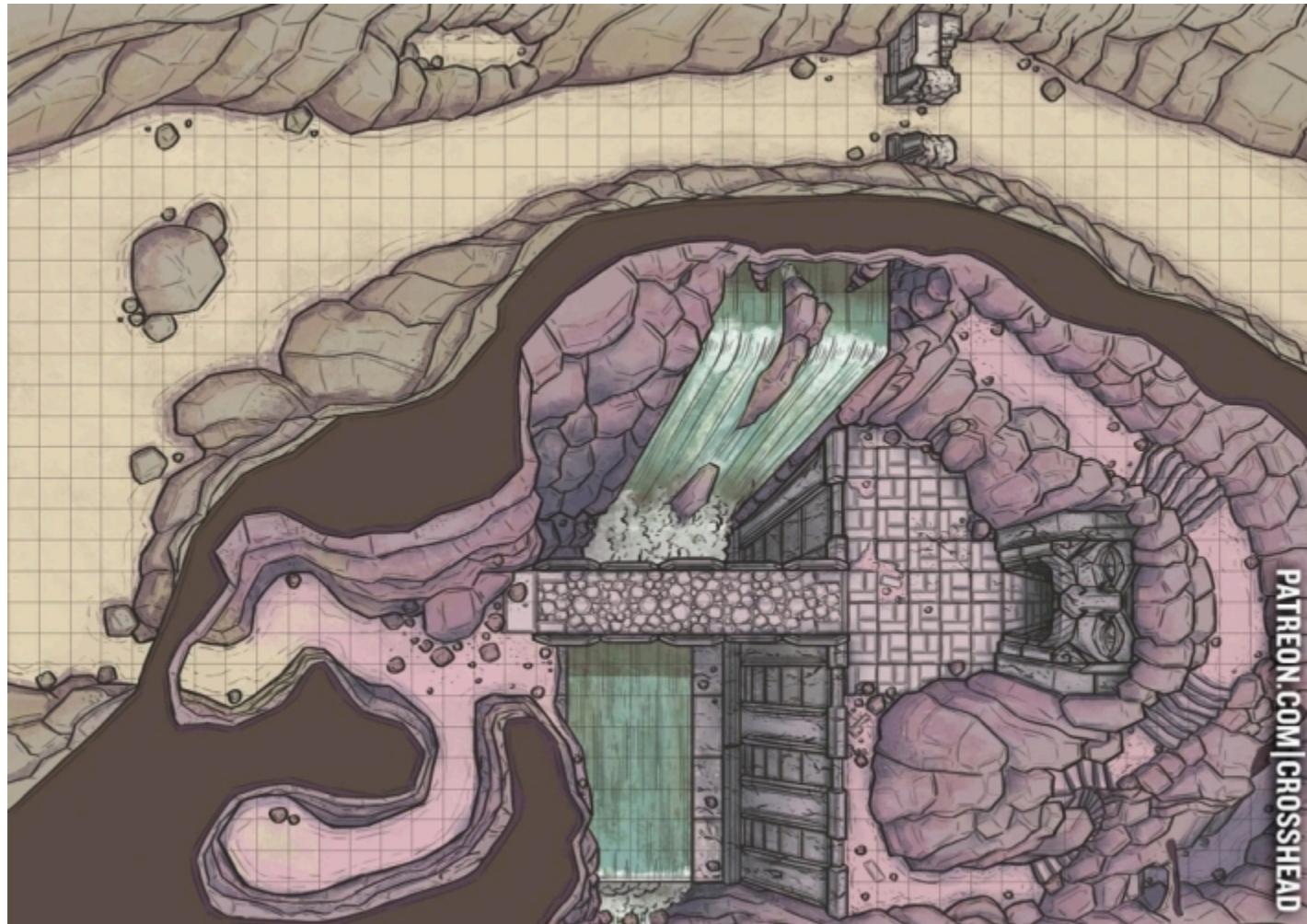
Chemistry building



Meany hall



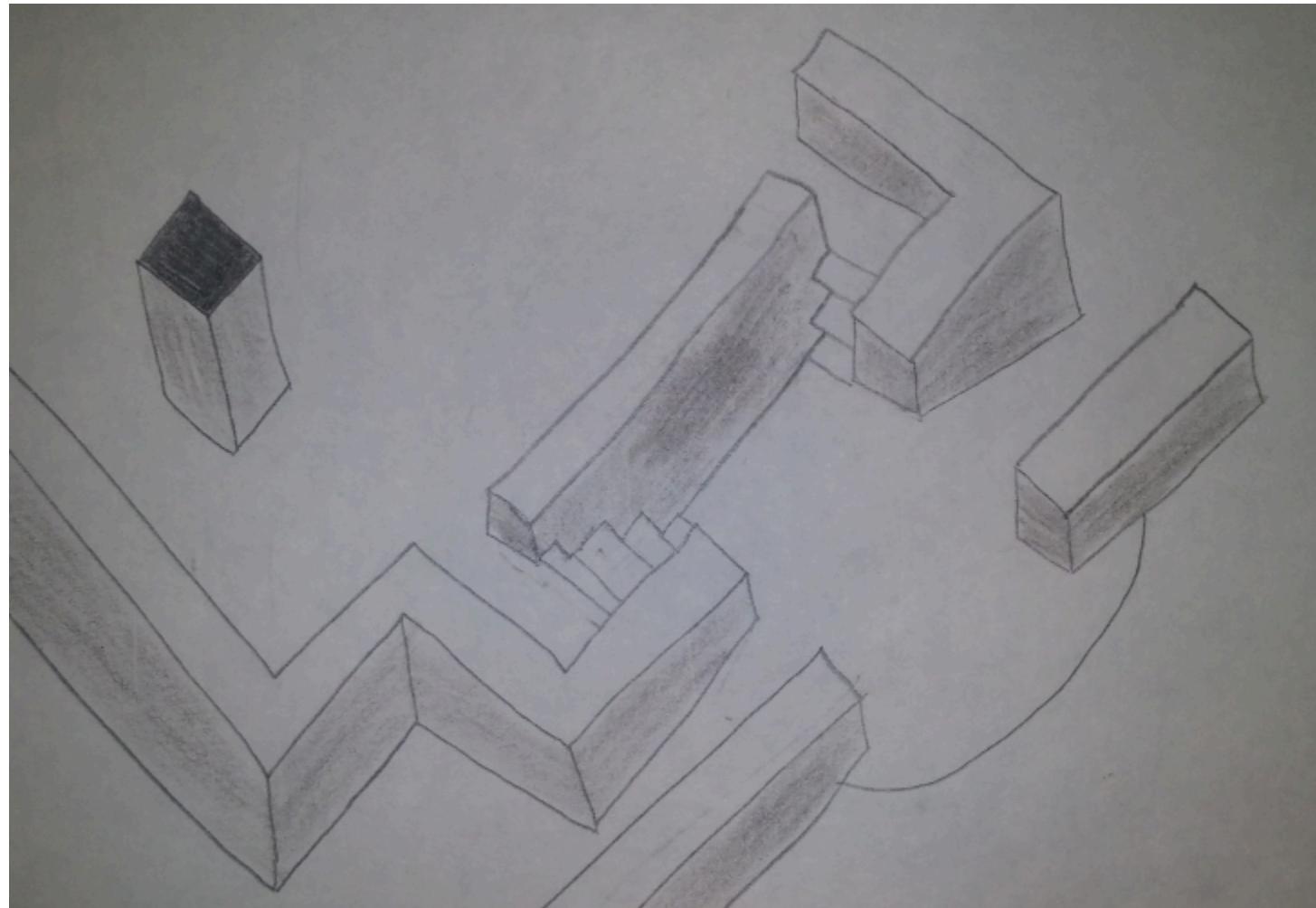
Prior art for cheat perspective



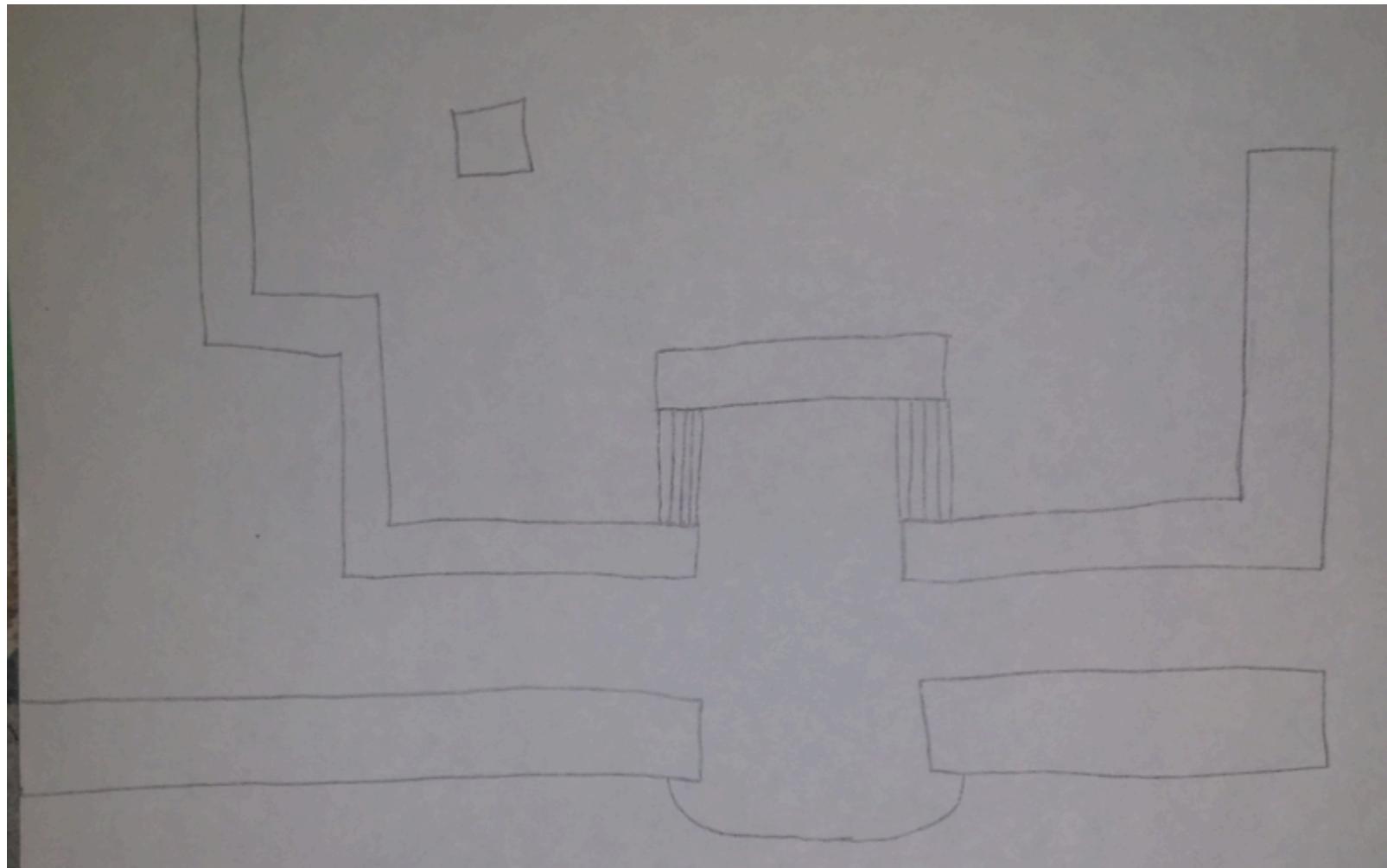
Perspectives: Isometric

- The cheat-style still has perspective, but it's confusing
- Just pick some side to occlude. Usually this is fine.

Chemistry building



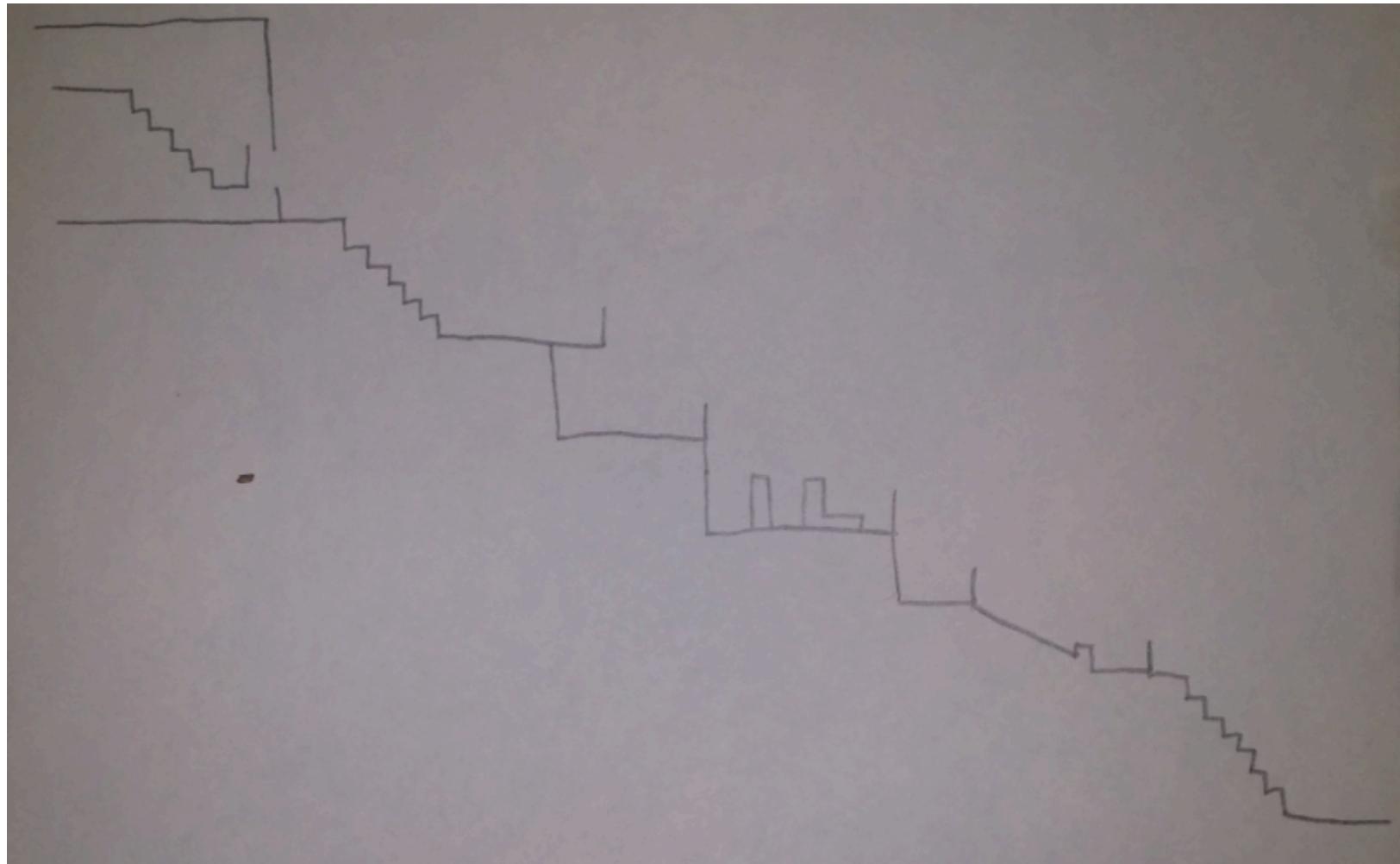
Chemistry building (plan view again)



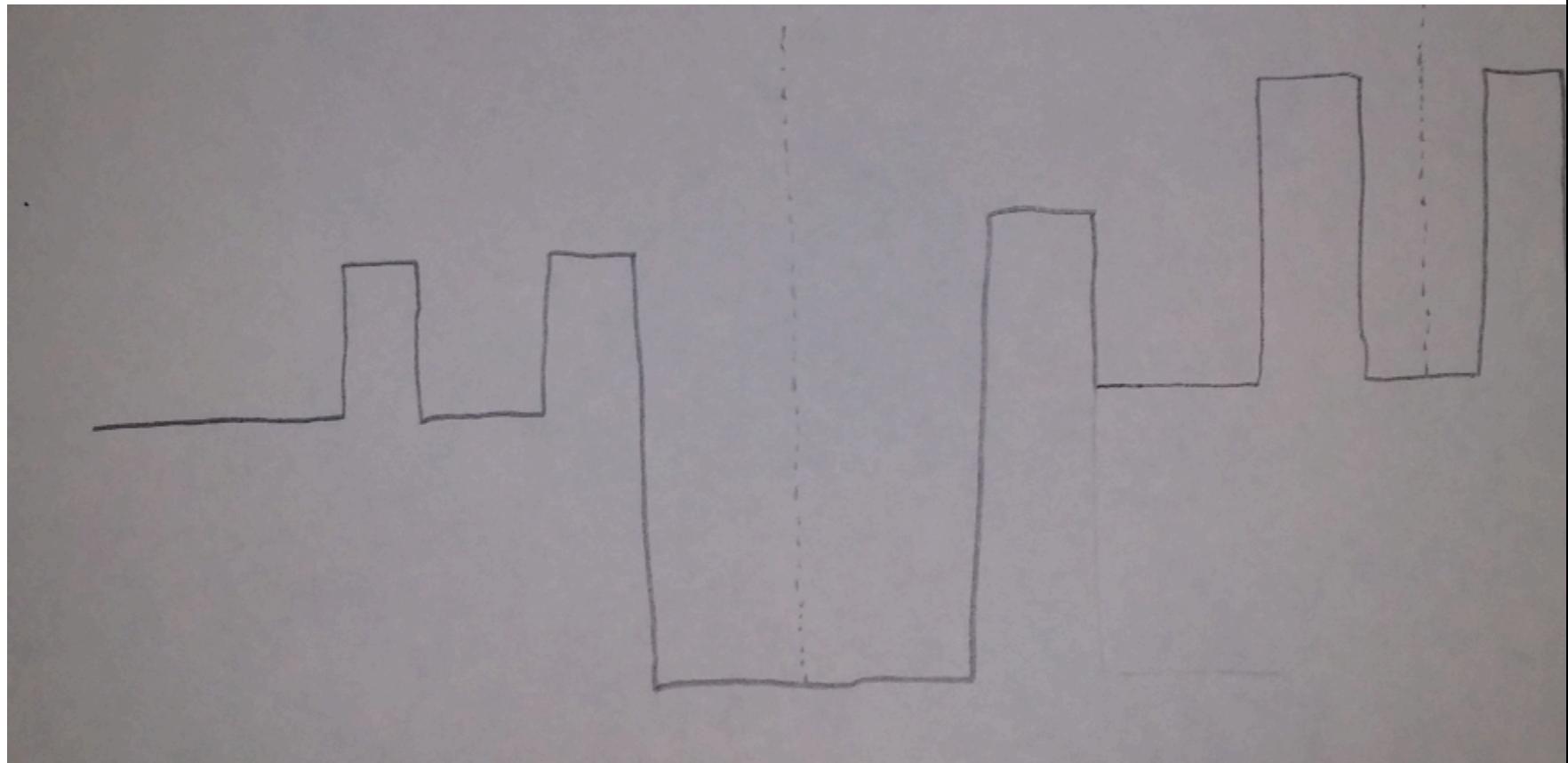
Perspectives: 2D sideview

- Emphasize height changes
- Ignore directional changes, including 180s

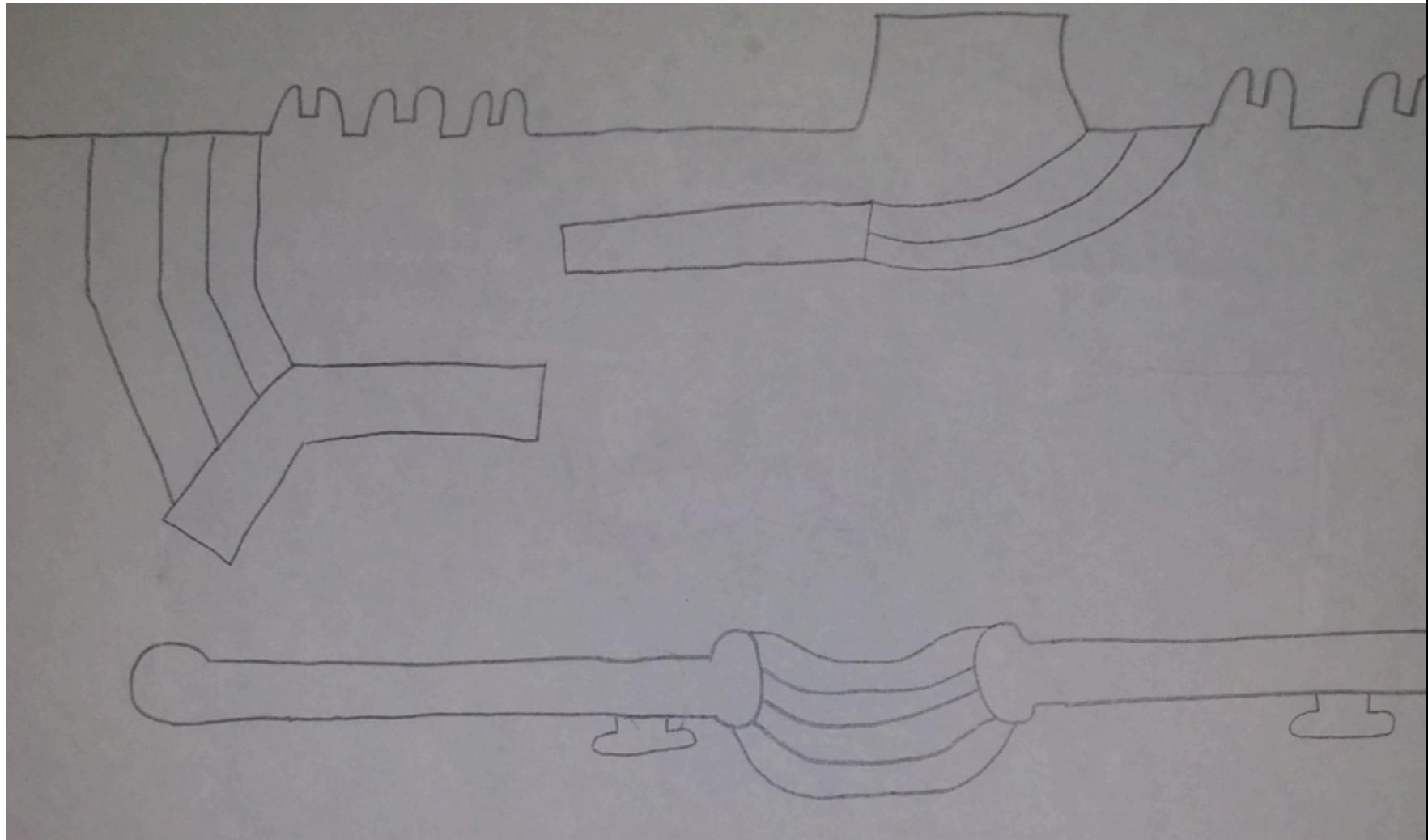
Padelford



Red Square admin building



Red Square (plan view again)



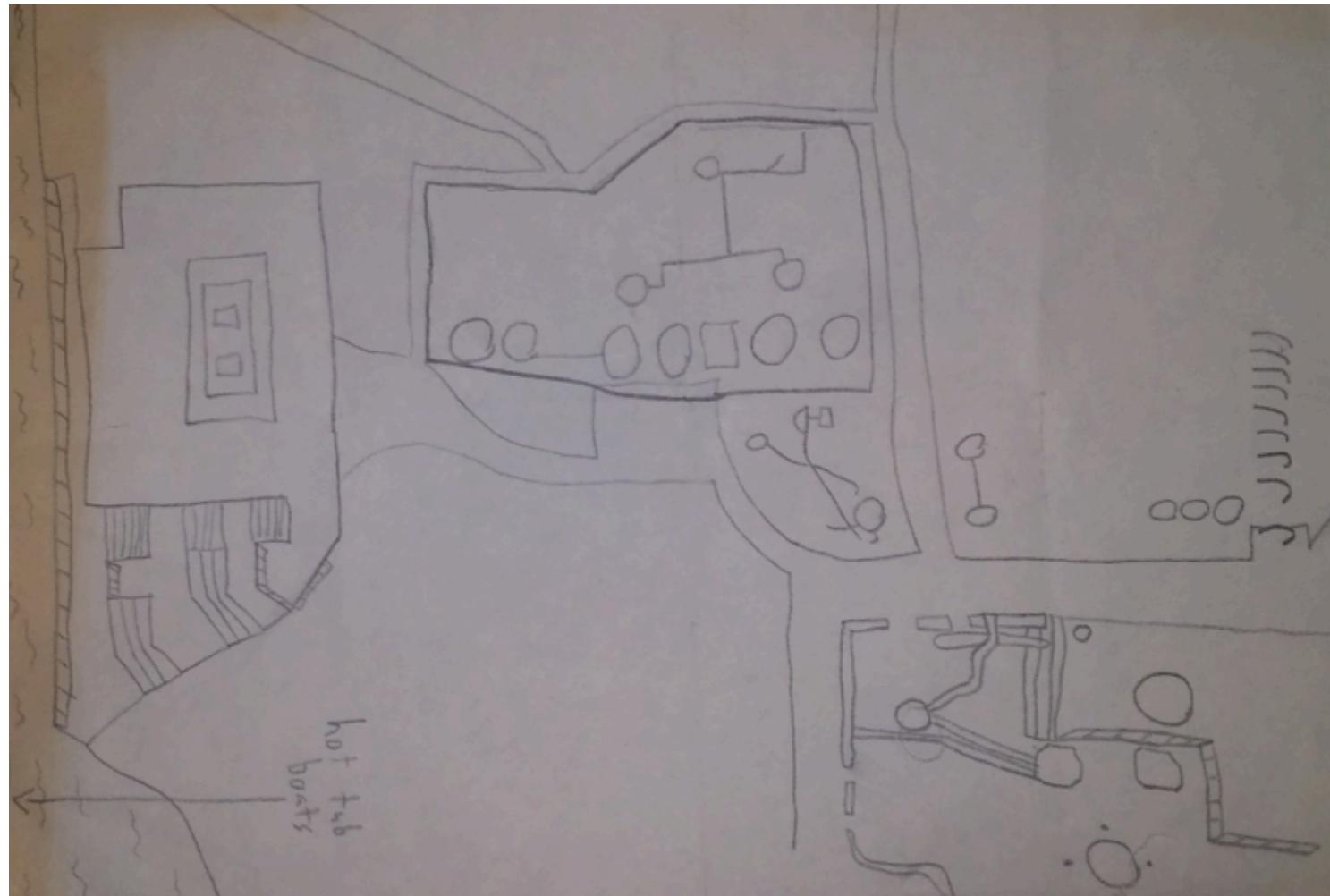
Tips for drawing basemaps

- From memory (Handmaps)
- GPS traces?
- Using satellite photos to trace
- Sketching at the site, lining up corners
- Graph paper

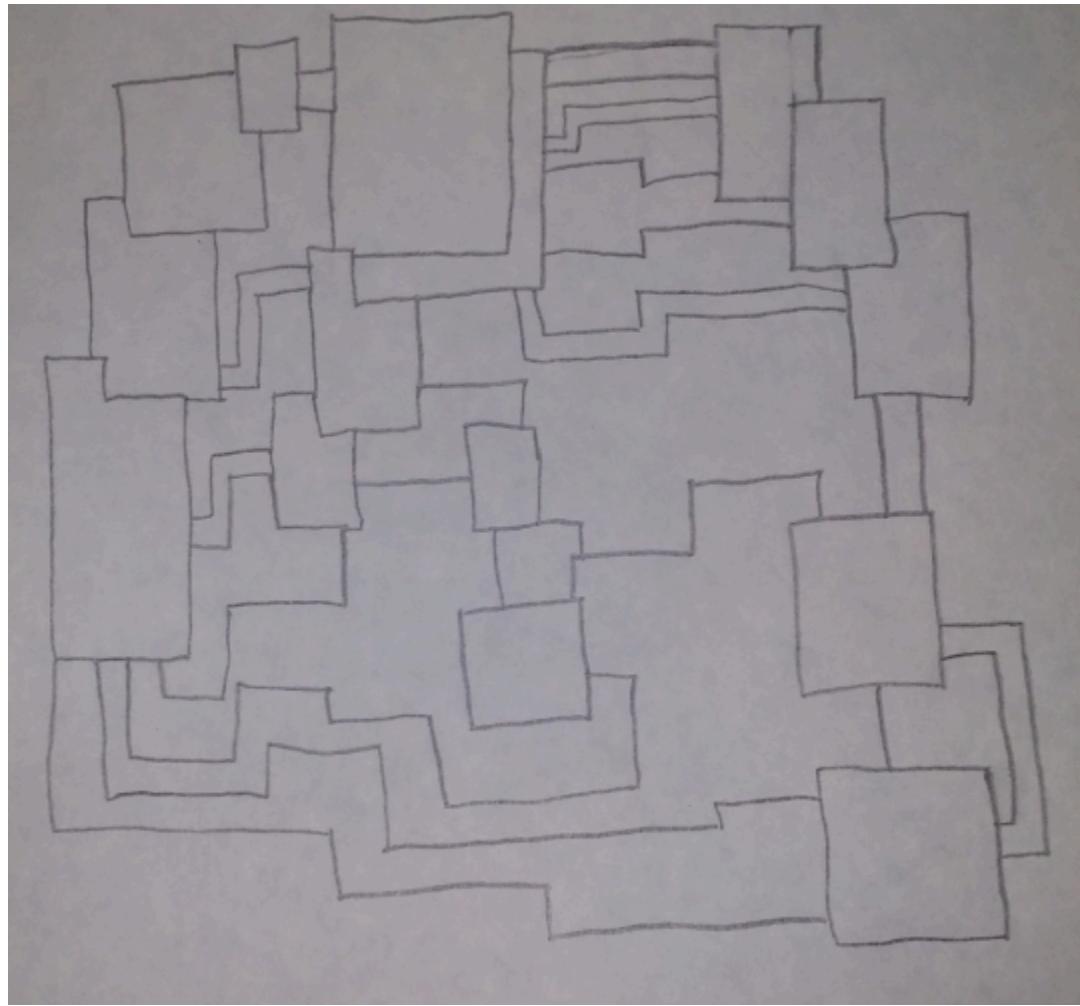
Gasworks Park (satellite)



Gasworks Park (plan view)



Freeway fountain



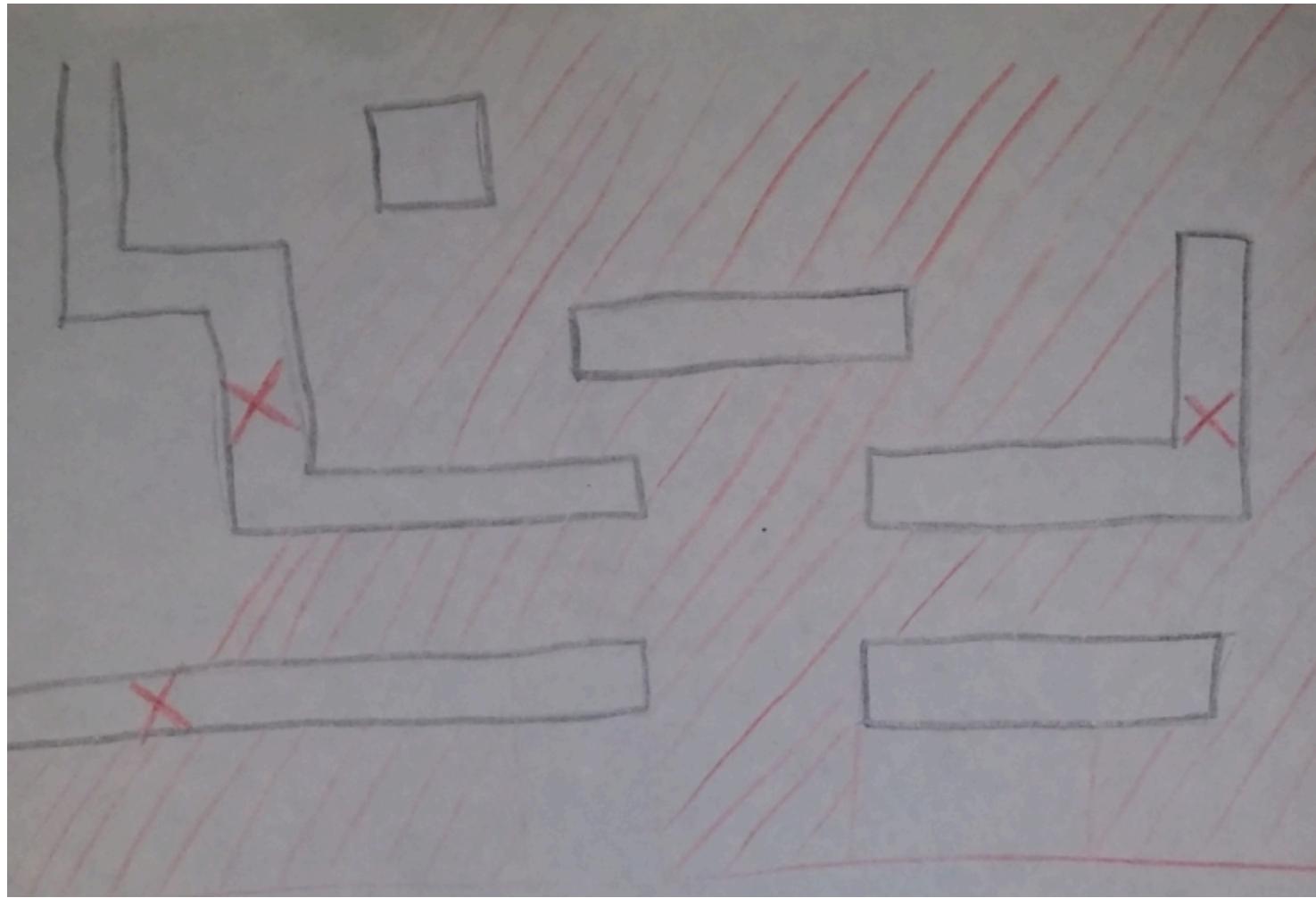
How to map obstacle courses

- Design considerations
 - The constraints aren't physically there
 - Use of color
 - Basemap's perspective

Do not touch

- The floor is lava
- Invisible walls
- Color
- Cross-hatching

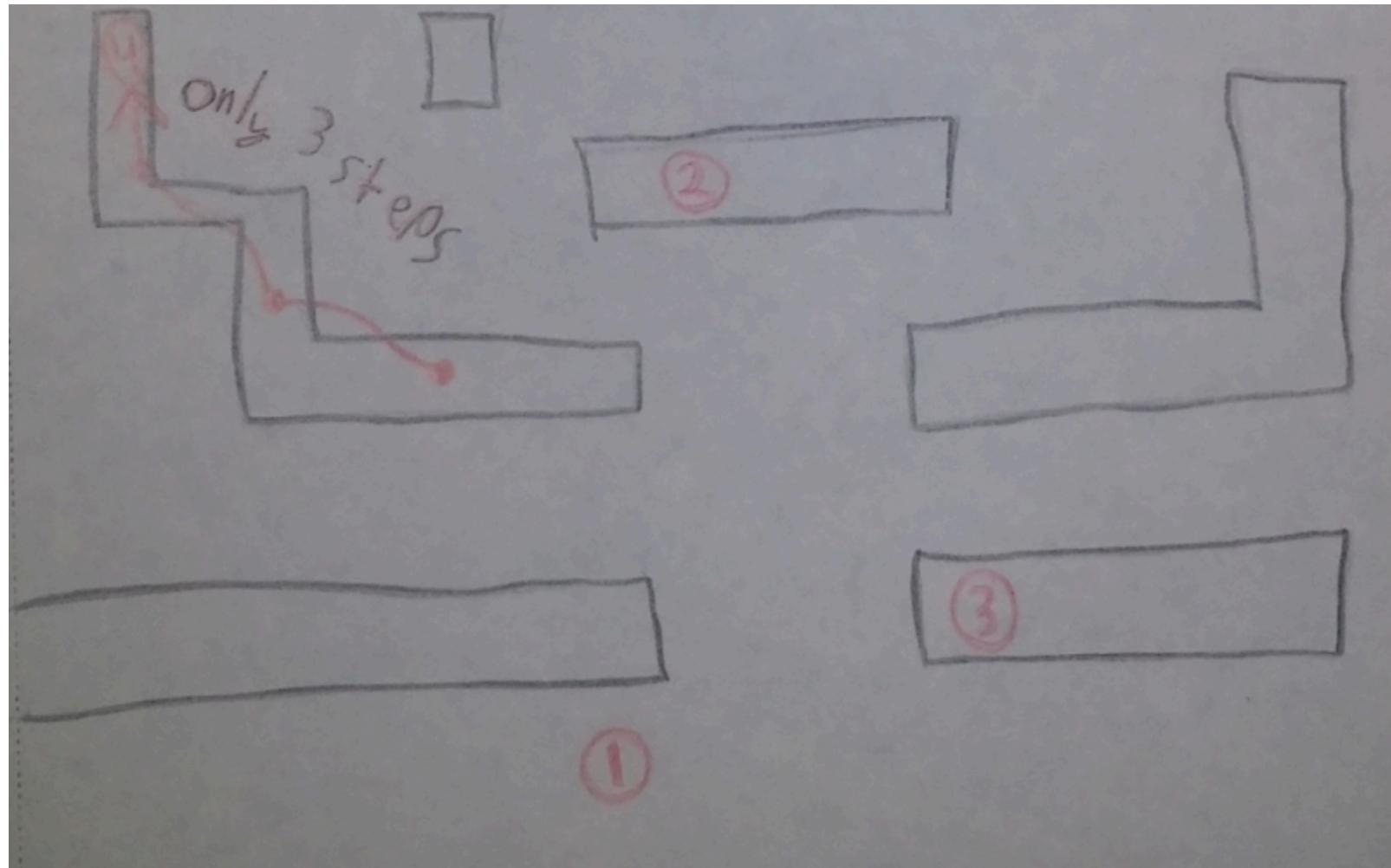
Do not touch



Checkpoints and footwork constraints

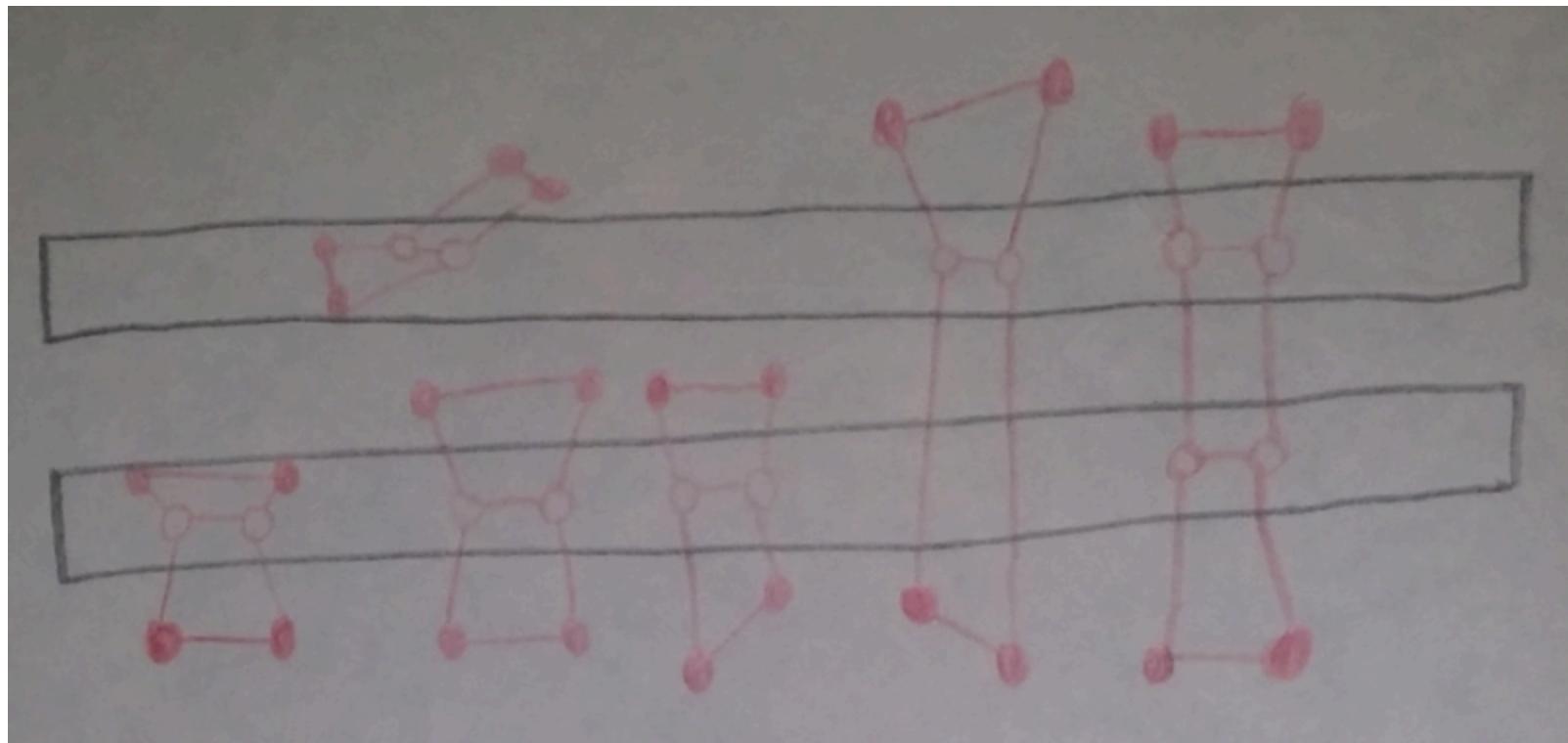
- Numbered checkpoints
- Text labels

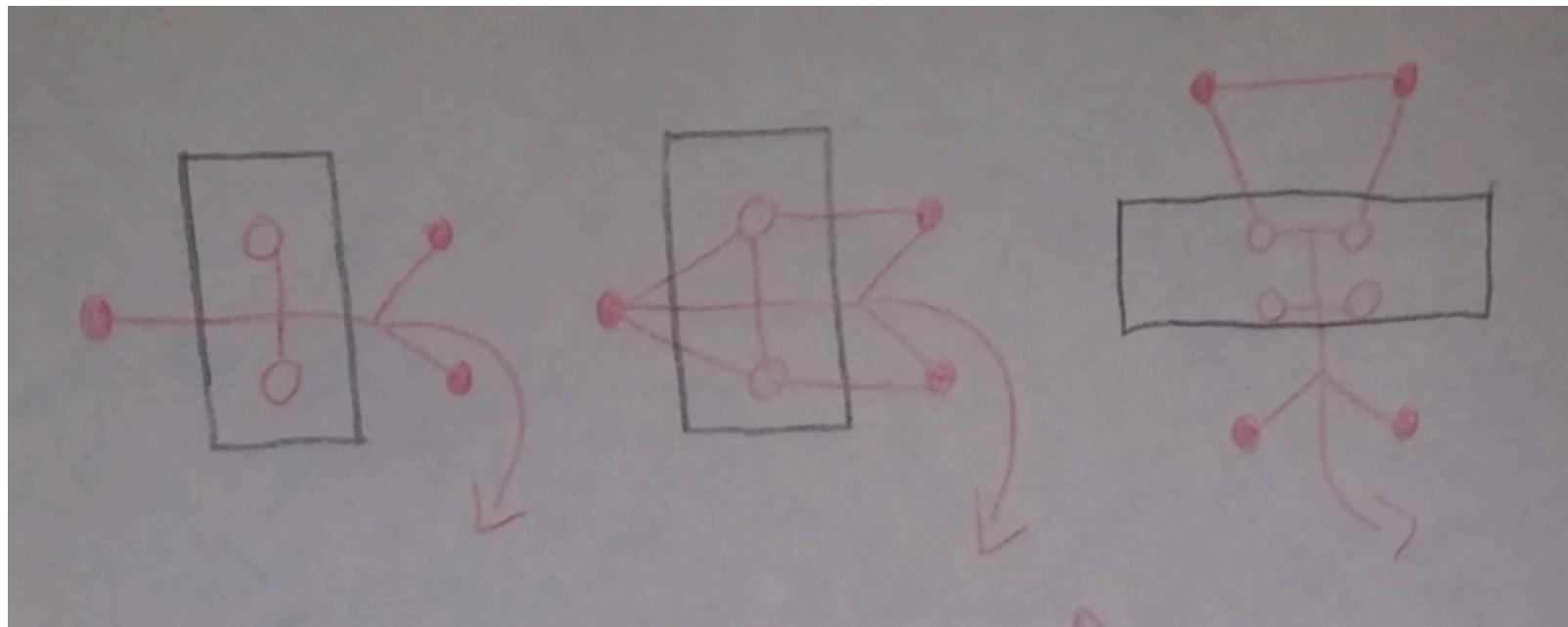
Checkpoints and footwork constraints

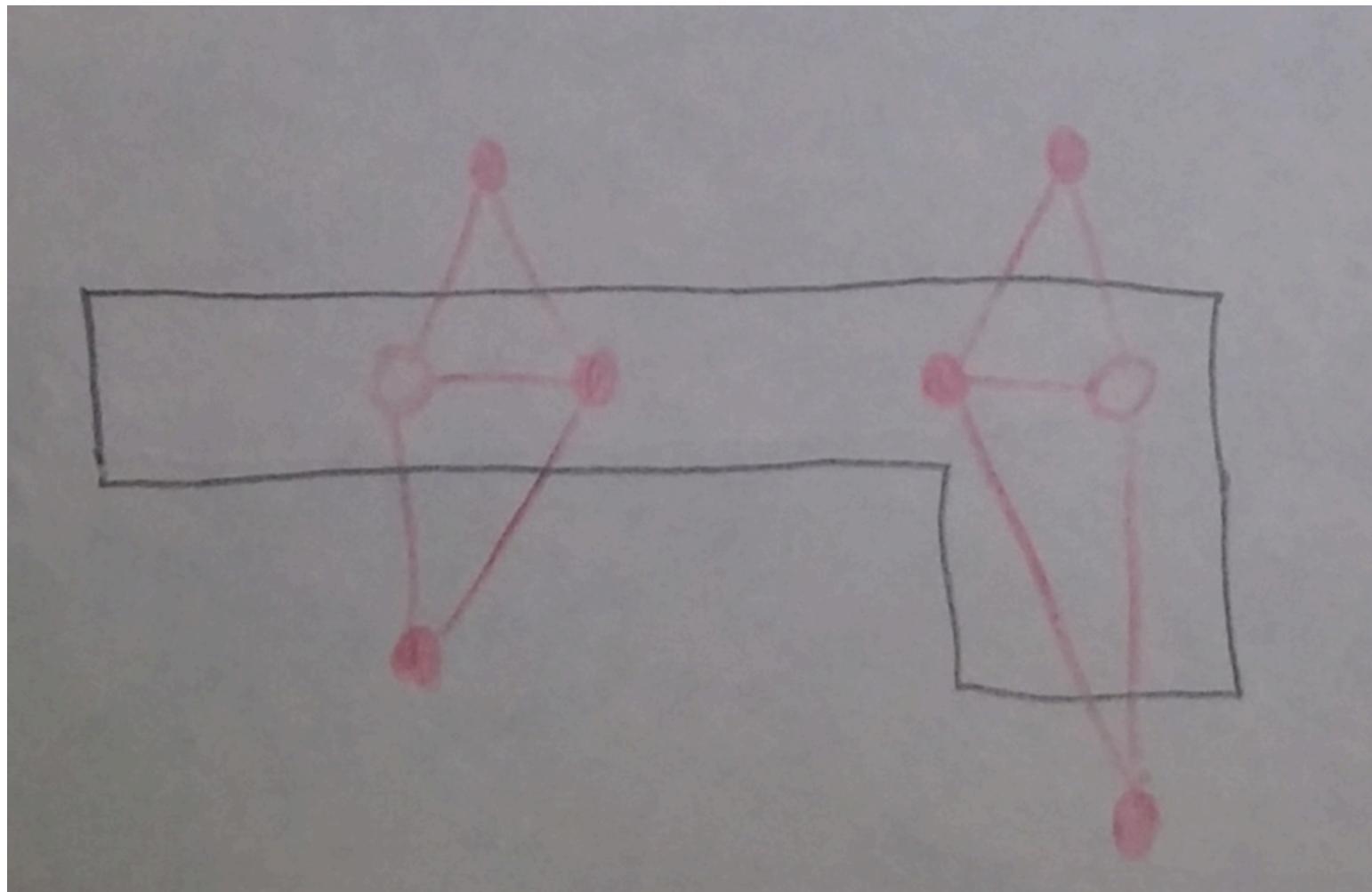


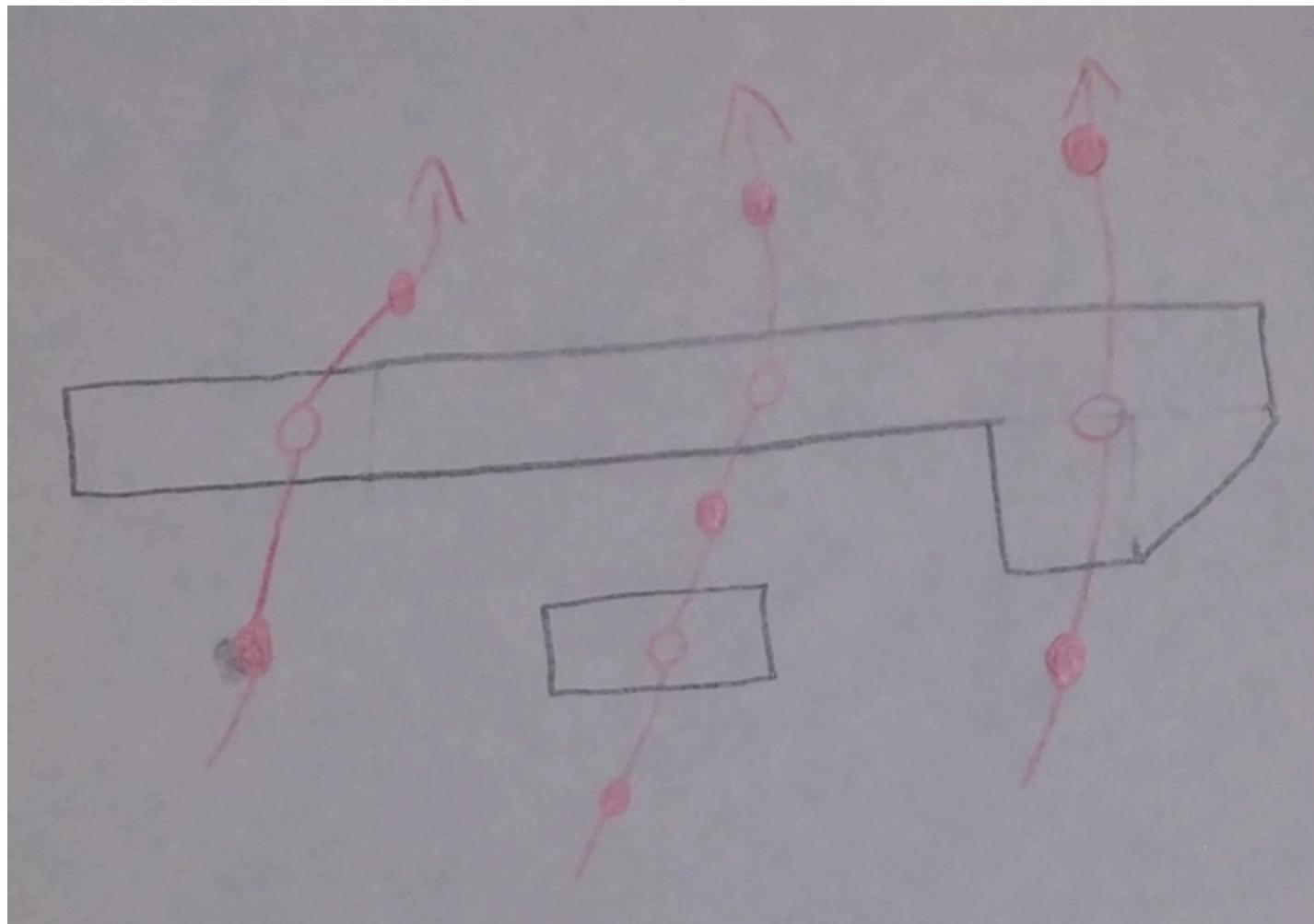
Notation for parkour movements

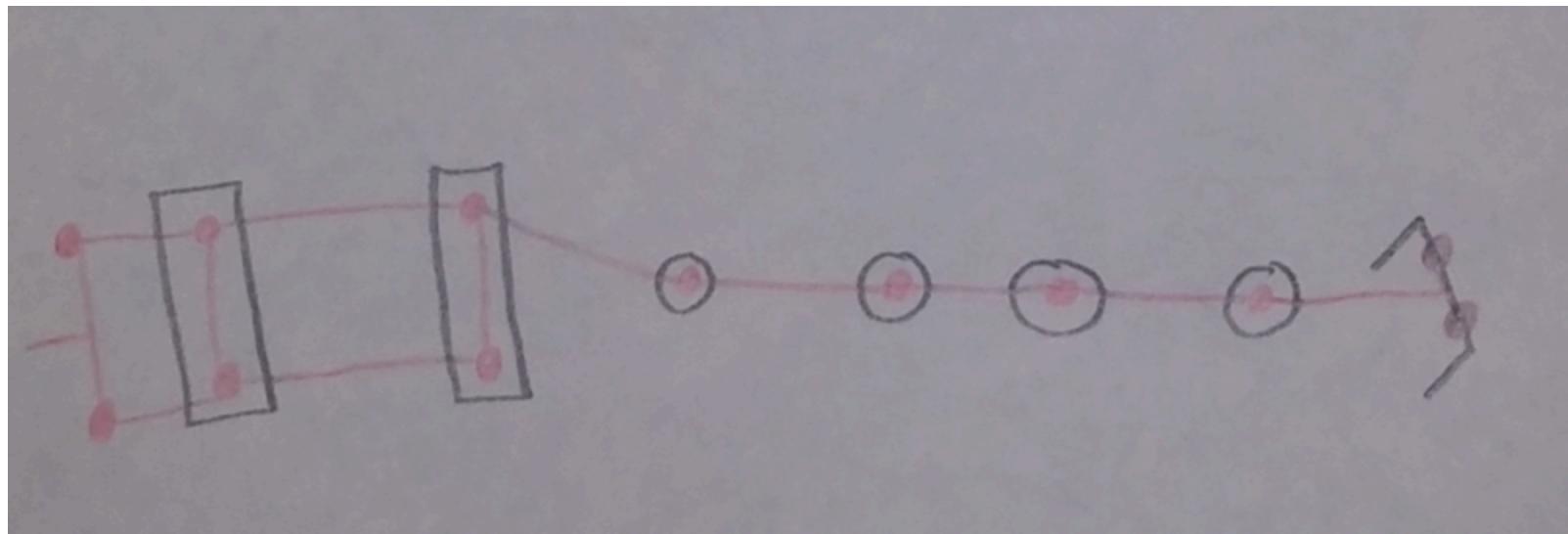
- Baseline: Twister (left hand here, right foot here, interpolate between)
- Design considerations
 - Color
 - Symbols
 - Arrows (start and end of movements)
 - Stick figures?
 - Different basemap perspectives?

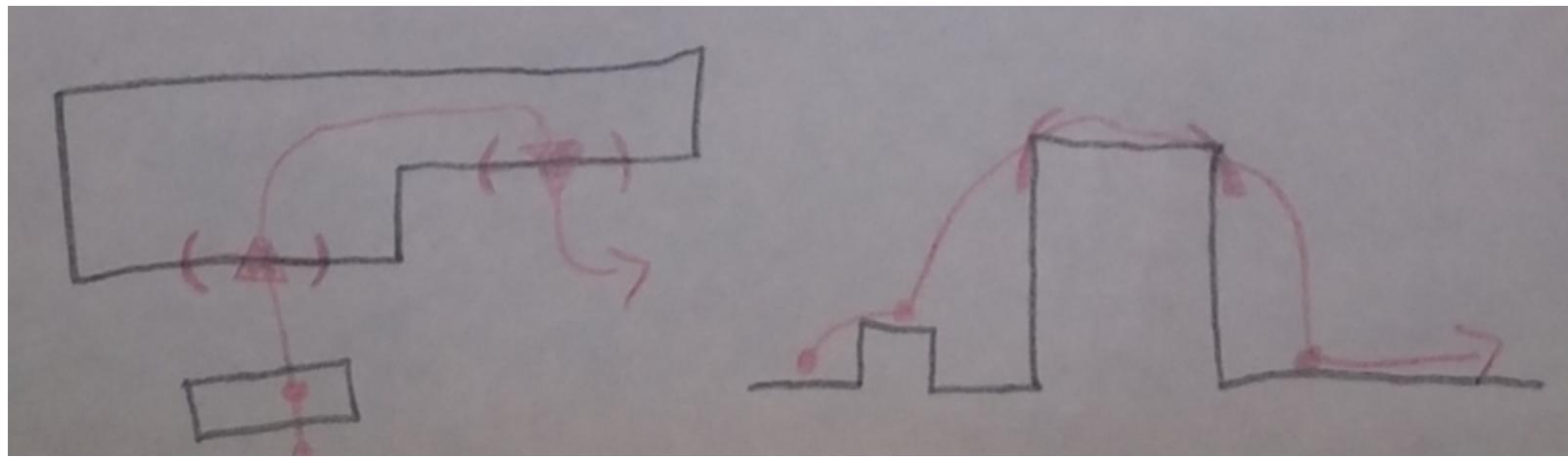








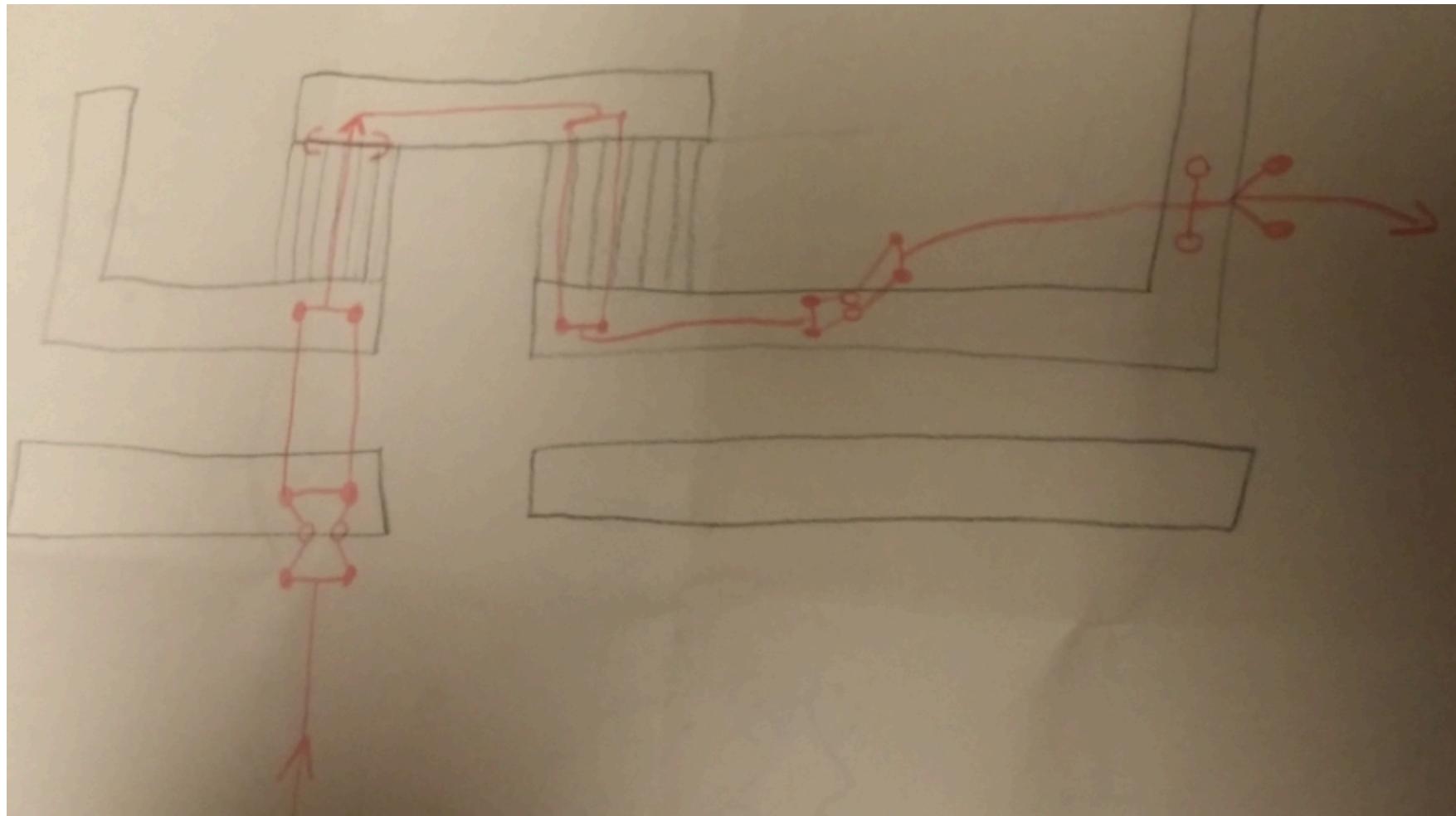




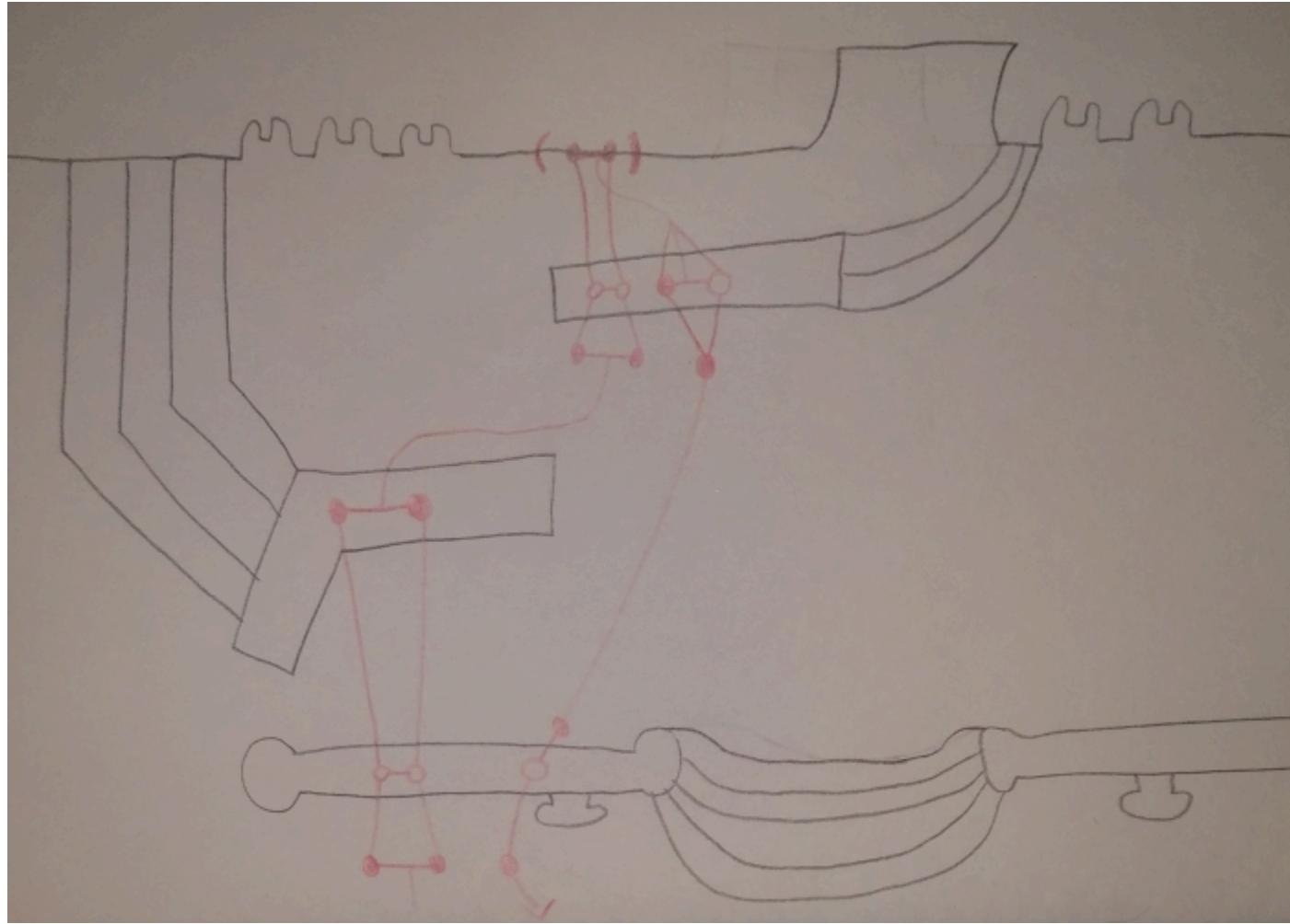
Tougher movements to represent

- Rolls?
- Laches, underbars?
- Turn, reverse, gate vaults?

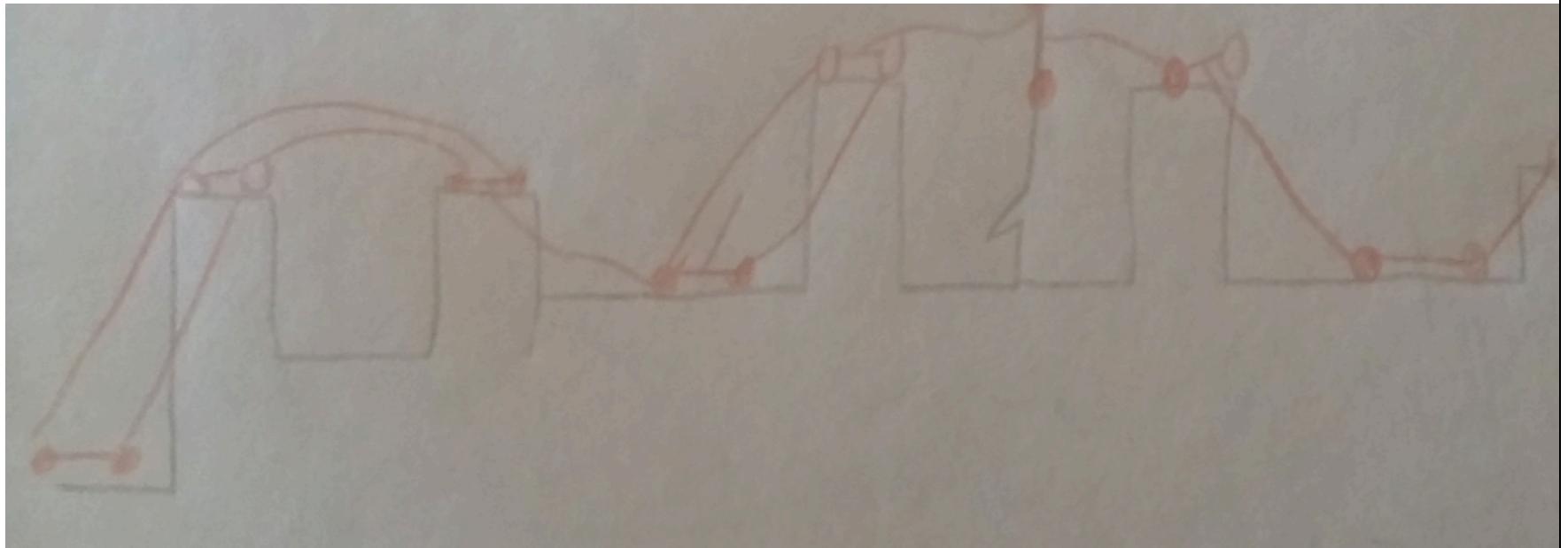
Notation in context



A line in Red Square: v1

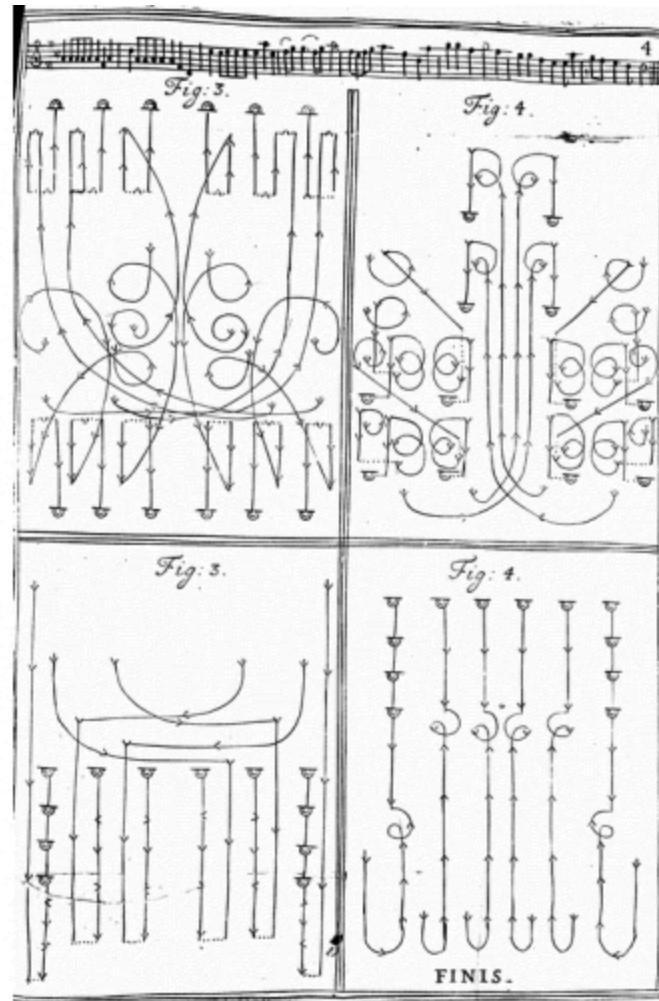


A line in Red Square: v2



Prior art

<https://videoarcades.wordpress.com/2014/12/14/baroque-dance-notation/>



Interactive session

- If you don't know a space from memory, invent one or use one of the examples

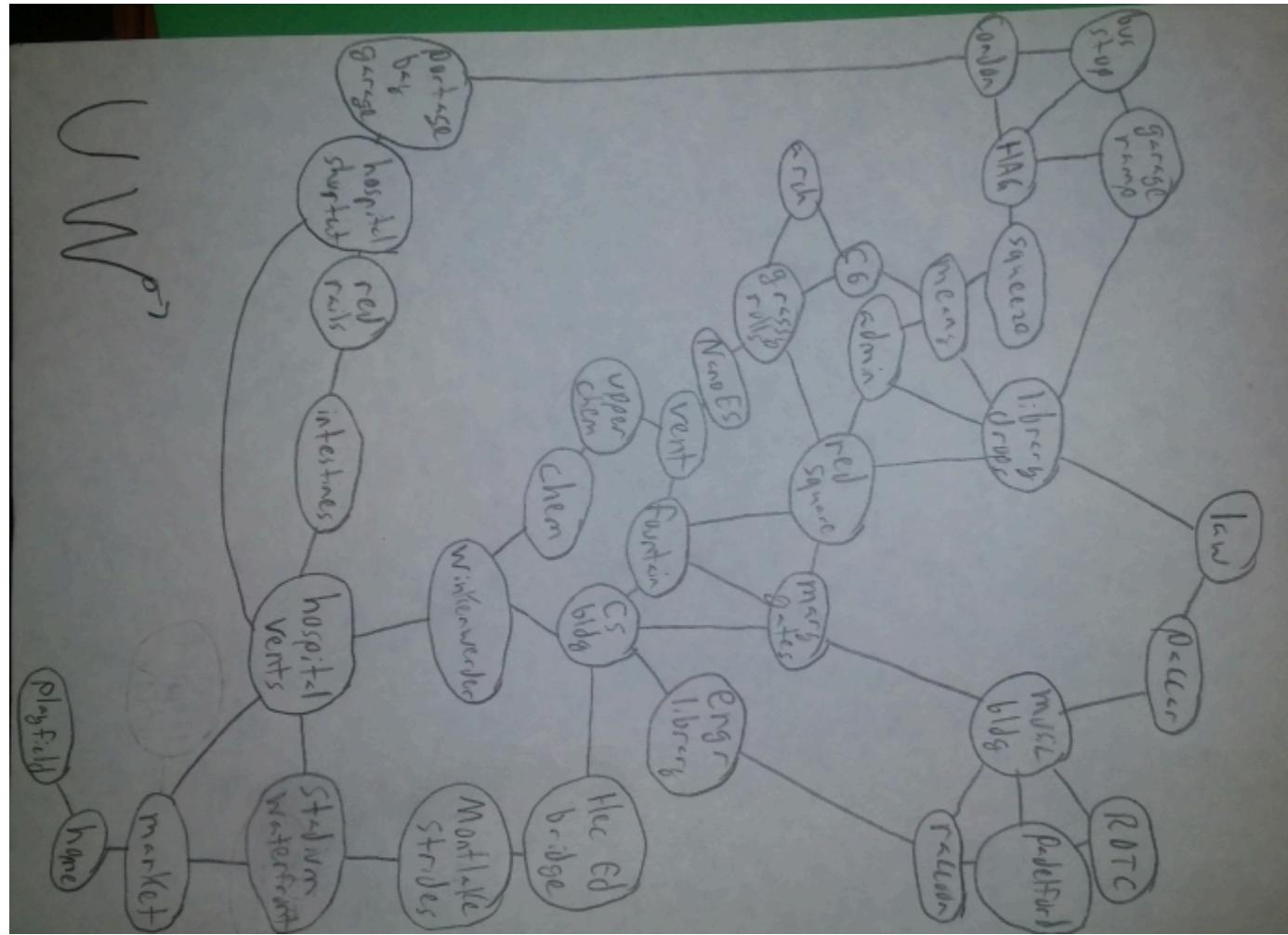
Next steps for this work

- If you map anything, send to me (dabreegster@gmail.com, fb.com/dustin.carlino)
- Online forum to discuss further?
- Publish a guide with suggested notation, examples
- Figure out how to nicely digitize, publish standard vector icons

Grand plans

- Overview maps with icons
 - Big folded map, with each icon ballooning out into a full spot
 - Transit-style map

The overview map



- Parkour escape rooms
- Game design
 - Metroid/Zelda: gaining powers, revisiting an old area with new moves
 - Physical switches