

Mapping Drawing

Rules/restrictions:

1. a *dérive* has 2 goals to study a terrain and/or to emotionally disorient oneself
2. a dynamic ambiance/environment is related to style of behaviour
3. reject your subjectivity profundity
4. drop habitual relations/motives for action
5. a *dérive* takes place between 2 periods of sleep; the last hours of the night are 'generally' unsuitable for *dérive*

Exercise I: prepping a counter-mapped *dérive*

Instructions

Step 1. Get a map of your place/space; unless you have a map of your home, you will have to draw one.

a. This map should resemble a 'typical' map denoting place (e.g. the relationship of objects) AND space (e.g. the pathways of movements)

Suggestions: make a blind drawing of your space to get a general sense of your perception of the organisation of your space; make two different versions of your space on transparent paper (perhaps one sight-based drawing and one sound-based drawing) and transpose the two maps on top of each other

Step 2. Cut up your 'accurate' maps focusing on the 'most stimulating parts' and those 'worthy of study and presentation'. Reposition these parts into a new map.

Step 3. Draw lines or arrows of the fastest pathways/direct connections between these areas

Step 4. Use your new map to reorganise your emotions and behaviours within the space (if possible!)



Exercise II: Static *dérive*

Instructions

Step 1. Sitting within your small 'self-contained ambiance' establish bases and calculate directions of penetration; this should be visualised in some form, preferably with line drawing (to *delineate* spatial relationships)

Step 2. Consider that your spatial field depends on your point(s) of departure(s). Where do your habits take you? These places/objects/spaces are your 'habitual axes', your 'psychogeographical attractions' or 'pivot points'.

Example: if you only have one room, consider the departure you make from your furniture (e.g. what direction do you get out of bed)

Step 3. Analyse your data, particularly the existence of 'psychogeographical pivot points', places of repetition, habit. Consider what power they hold (geometry, architecture, object). The analysis is your counter-map – a map to help you off your predictable paths.