How to represent space? We are still using the principals of Alberti set about half a millenium ago. Within Cubism, Picasso sought a way to represent space in such a way that it represented the character of the current age. Instead of the single-eye perspective, as Braque said 'a ghastly mistake', the painting should incorporate time and movement. For this project I used the spatial qualities of cubism as the start of the design, as well as the way I moved through the city of Odessa.

Within the city there are several modes of transport. With no different mode of transport, the painting should be constructed from different points of view. Picasso constructed his paintings from multiple views. Above is a mapping of the Weeping Women in different points of view; he moved around the women in time. This is visible from the movement of the women. Her hands are moving towards her face, a tear falls down her cheek. The result is a representation which is much more in line with how you experience space.

In the same way of representation, Alberti imagined himself on a single viewpoint. He used a single viewpoint to show an object in its entirety. However, the city shows itself in different points of view. Encounters will be unexpected for you see one another from unexpected angles as you move yourself through the building. The city shows itself in different new points of view.

Mapping Location

In the study of Albertini perspective, the idea that different modes of transport have an effect on the time the painting was created is introduced. Picasso imagined walking through the space instead of seeing the object from one point of view. The result is a representation which is much more in line with how you experience space.

The painting of Velazques is constructed from one point of view while the recreation of Picasso is constructed from multiple views while Picasso imagined walking through the space. The result is a representation which is much more in line with how you experience space.

A Cubistic View

Albert Dijk - Architecture - Studio BorderConditions