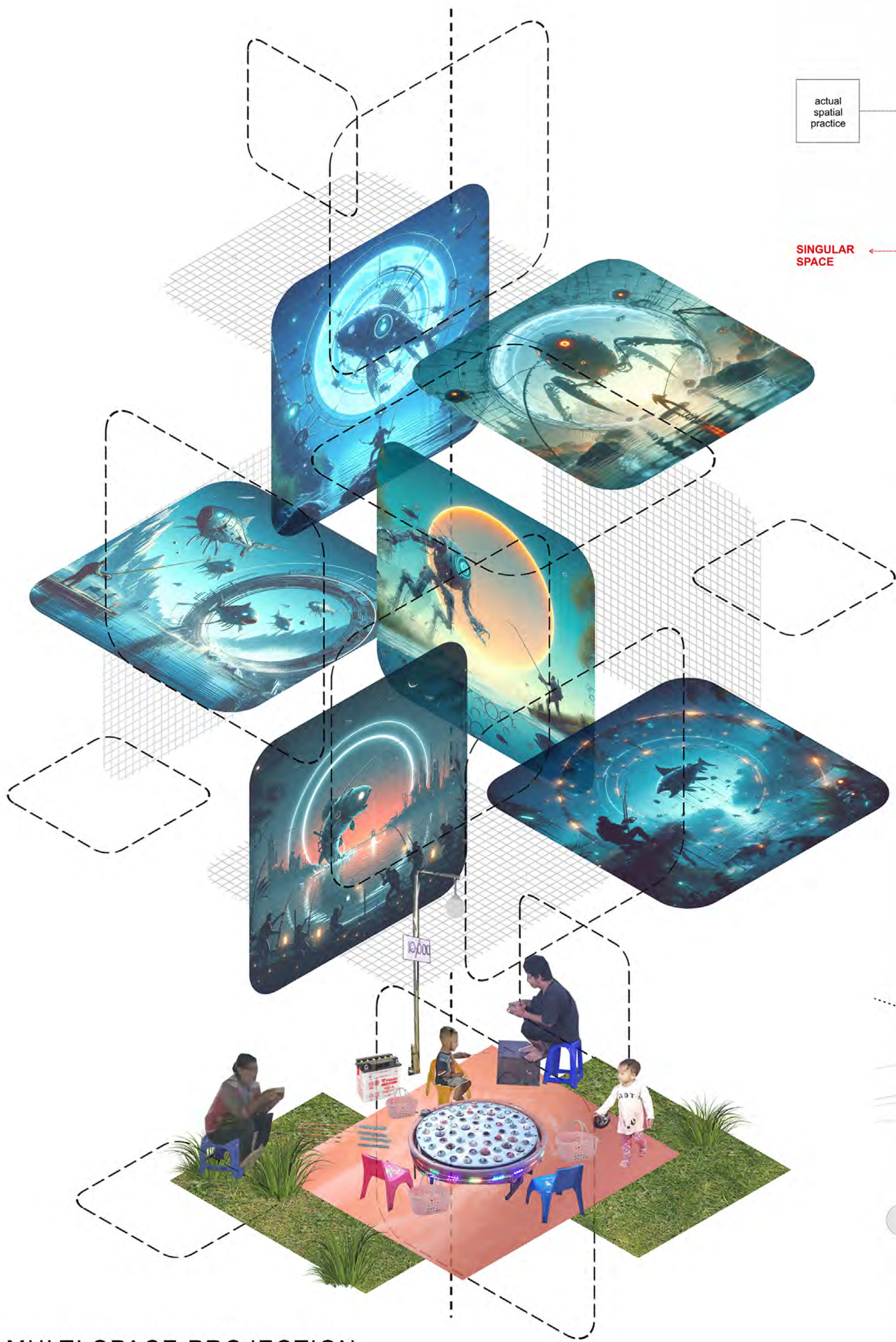
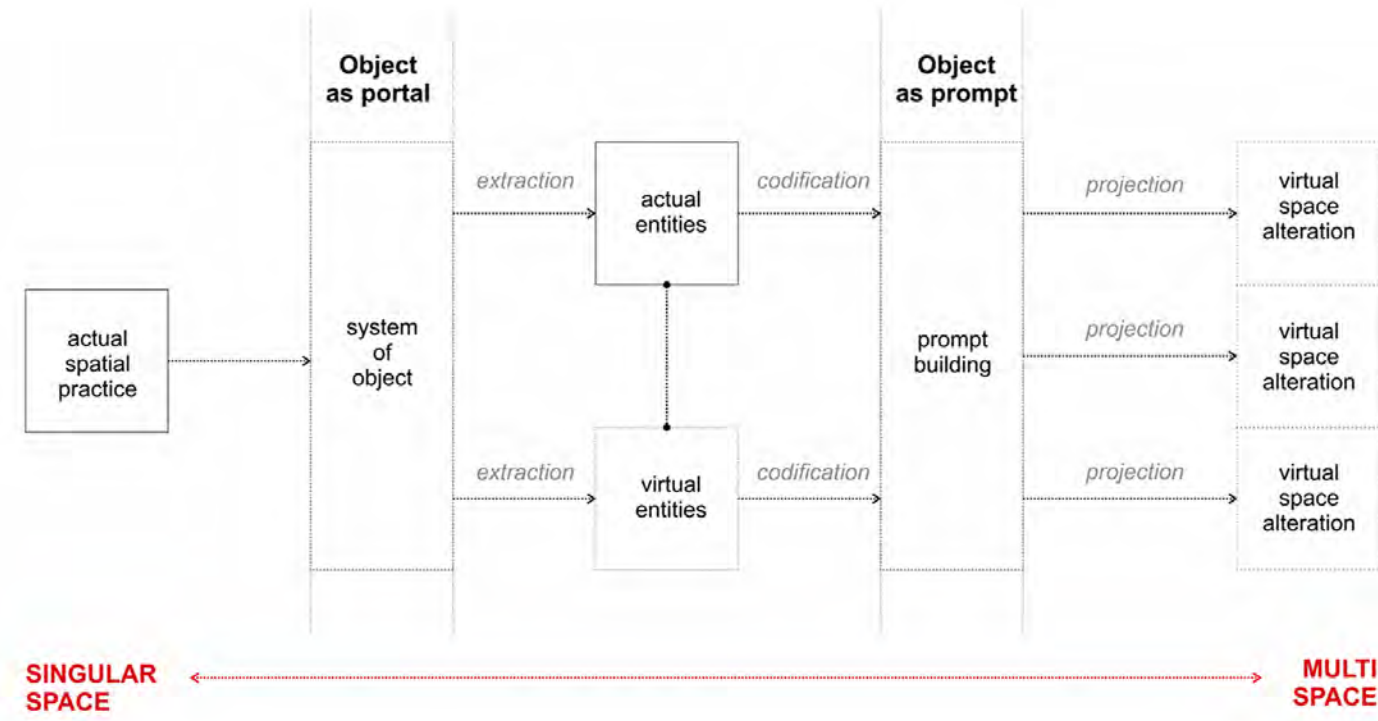


In architectural design, AI-generated prompts illustrate diverse spatial options, from constructing and deconstructing design elements to programming a space (Redyantanu, 2022)



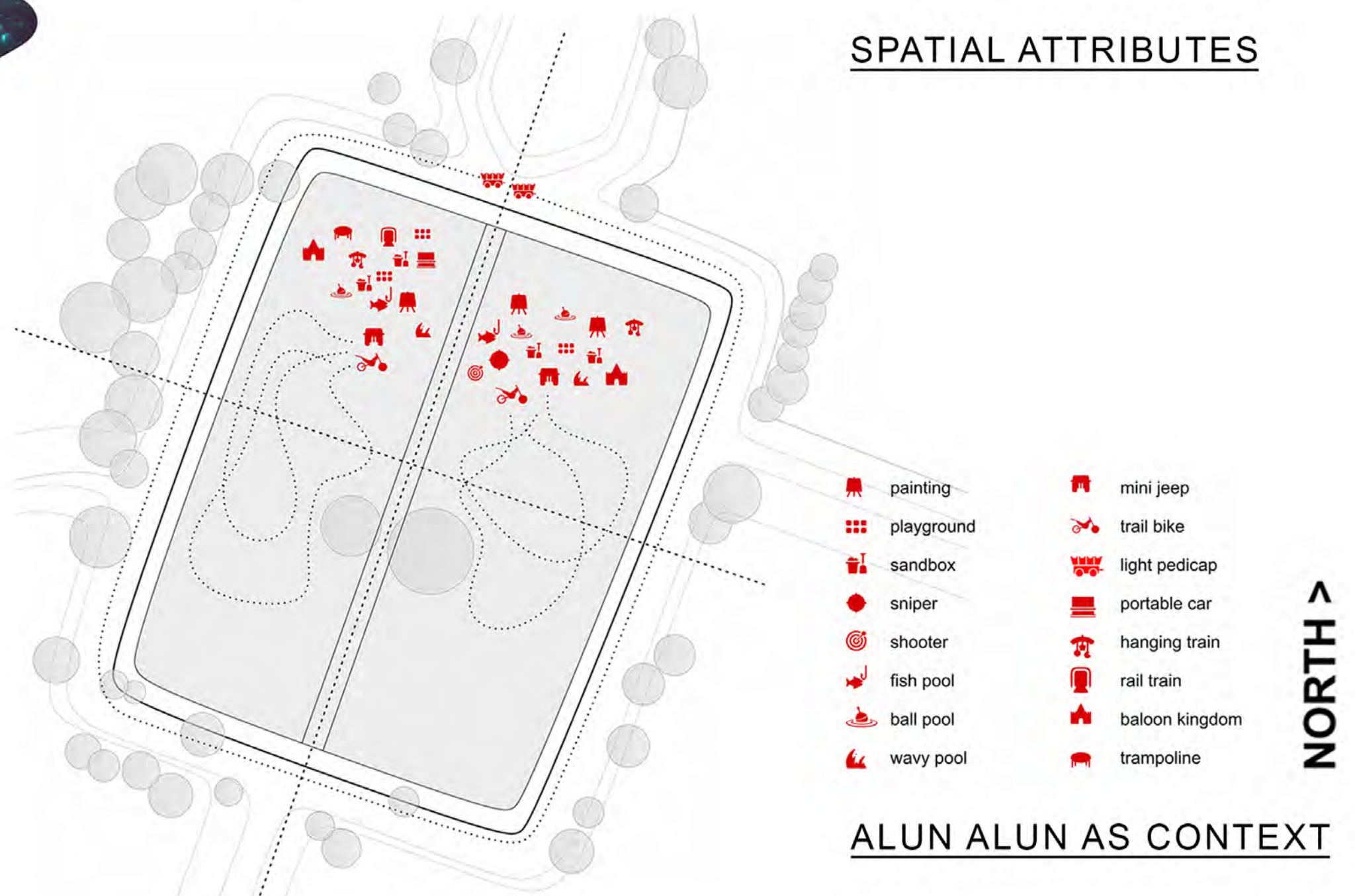
MULTI SPACE PROJECTION



OBJECT AS PORTAL

ACTUAL PROPERTIES					VIRTUAL PROPERTIES		
Surface Type	Lighting Type	Object Definition	Player Number	Arena Size	Movement Type	Operation Type	Mechanic Rules
grass	arena dynamic	literal	single	small	static	with object	point
canvas	arena dynamic	metaphor	multi	medium	object	on object	leaderboard
asphalt	object static			big	people	in object	challenge
	object dynamic				object & people		relation

SPATIAL ATTRIBUTES



ALUN ALUN AS CONTEXT

This study proposes utilizing AI text-to-image technology to project virtual multi-space onto the spatial operations of actual objects. The foundation of this research lies in demonstrating multi-space within urban game spatial practices. The interplay between actual and virtual notions of space recalls the multi-space concept. The actual-virtual relationship is infinite, potentially giving rise to virtual entities mirrored through spatial mechanisms and operations. Alun-alun, a public space in Indonesia, undergoes everyday time-based temporal-spatial alterations. Notably, it transforms into an imaginative game space at night. By constructing temporary spaces with simple game objects and mechanisms, we observe the potential for multi-space presence based on spatial operations. Generative AI, particularly text-to-image operations in architecture, can project game objects and their properties, revealing various virtual, imaginative multi-space alterations. The study's findings contribute to expanding spatial design methods in architecture, envisioning collaboration between multi-non-physical spaces within the actual-virtual framework in the future digital realm.

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OBJECT AS PORTAL

Actual-Virtual Multi-space of Temporary Urban Games Space

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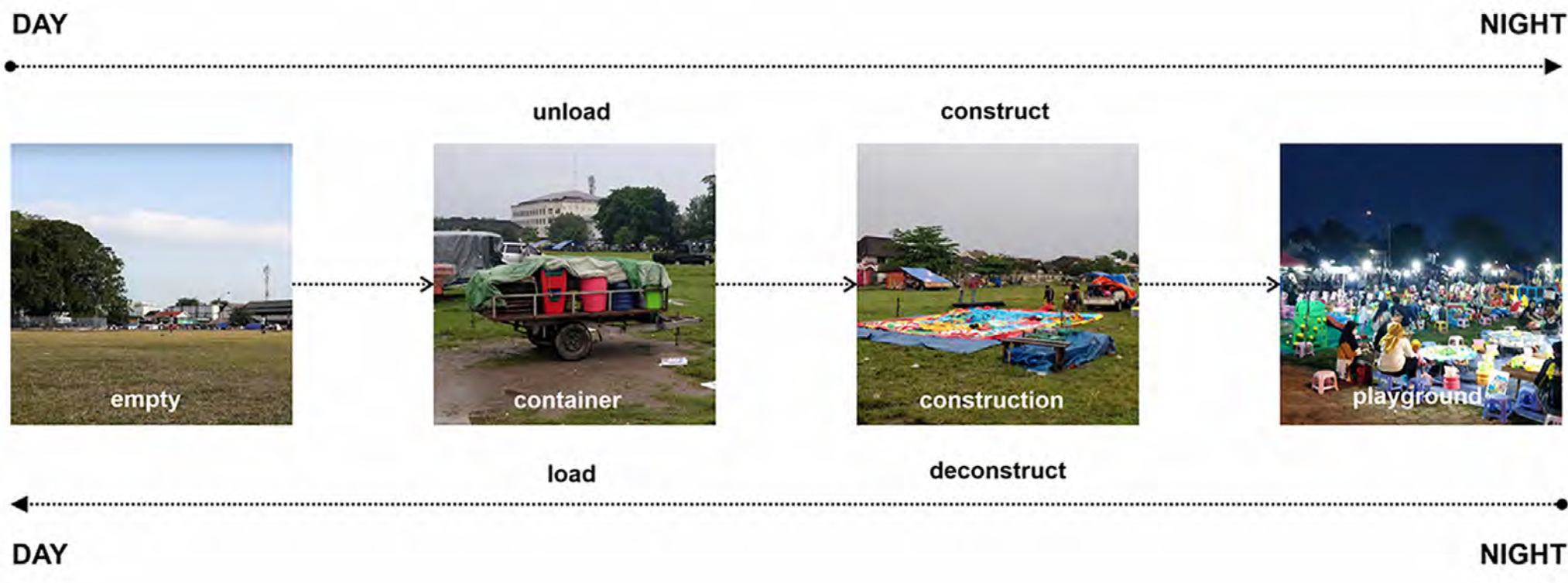
FULLTEXT



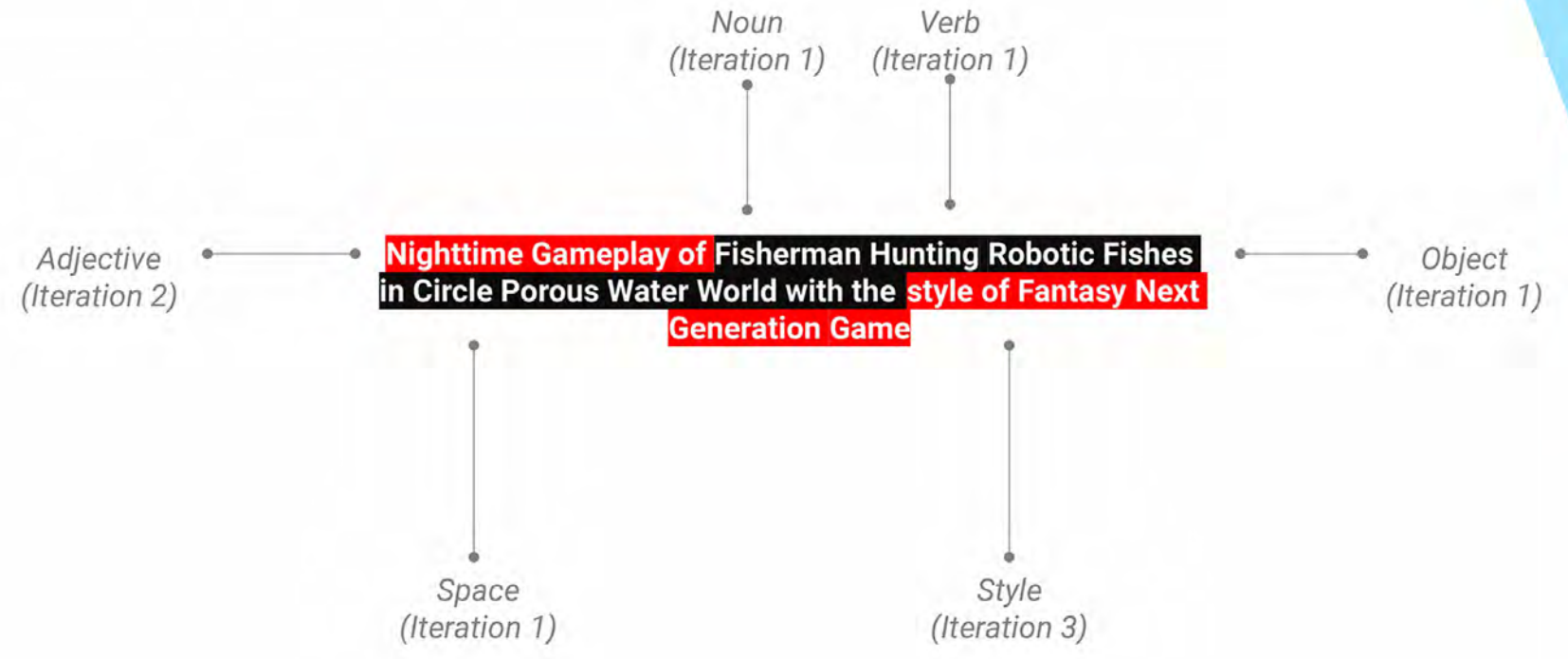
KARYA TULIS

Ar. Bramasta P.R., IAI
Petra Christian University

SPATIAL TEMPORALITY OF ALUN ALUN



PROMPT AS PROGRAMMING

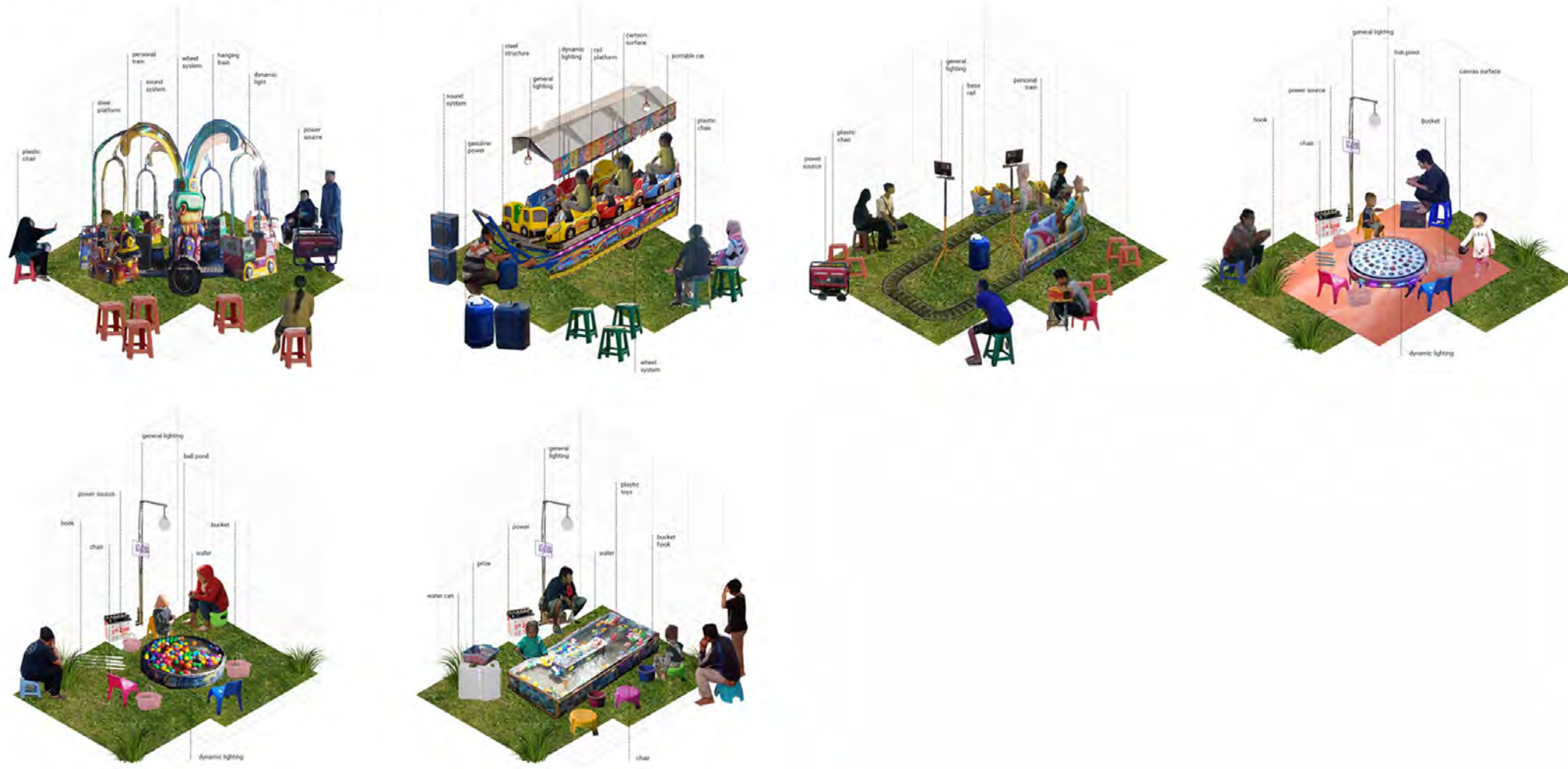


GAMES SPATIAL CATALOGUE

STATIC OBJECT GAMES



SEMI-MOVING OBJECT GAMES



MOVING OBJECT GAMES



GAMES SPATIAL PROJECTION TO ALTERATION

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FULLTEXT



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