Playbook

Street Lab

Produced by the
Design Across Scales Lab, Cornell AAP

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and staying distanced.

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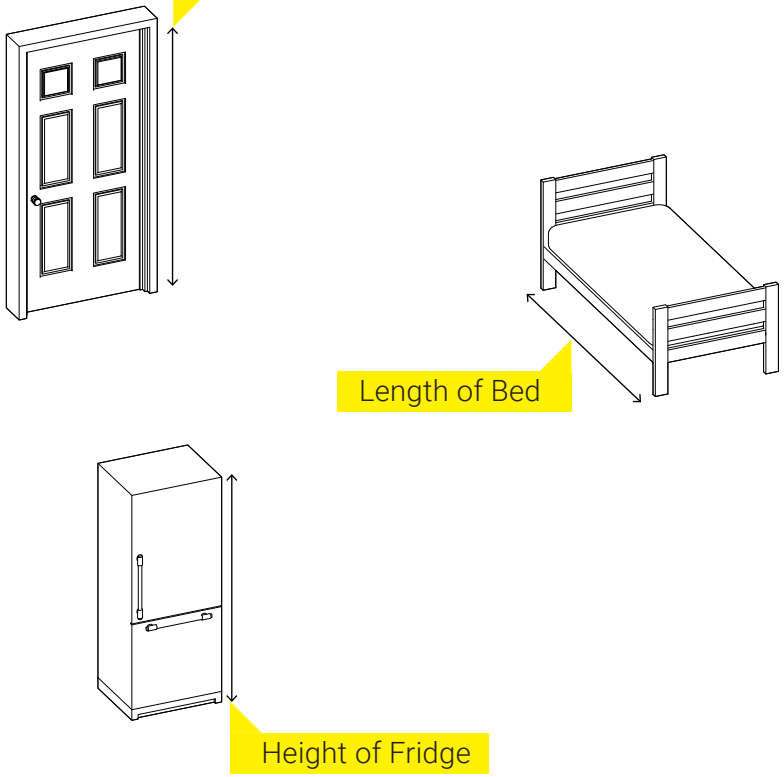
Design your own pattern and
test it out on the street.

Playing Safe!

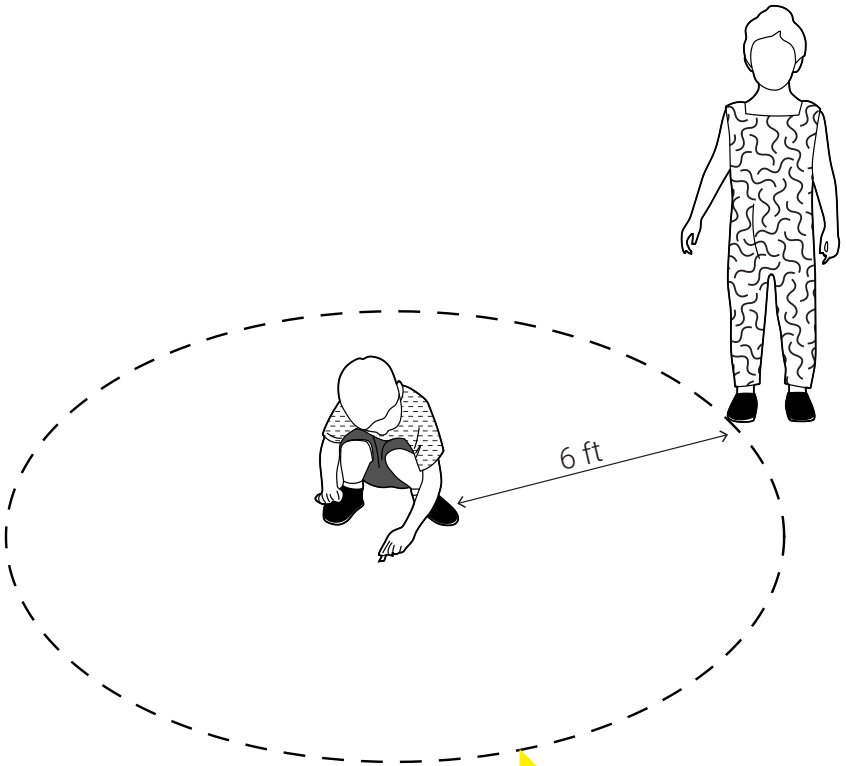
1

Playing Safe

What does 6 feet look like?



Social Distancing



Remember to maintain at least 6 feet of distance from anyone outside of your group

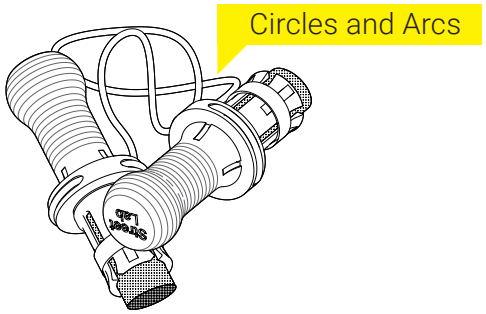
Drawing Tools!

2

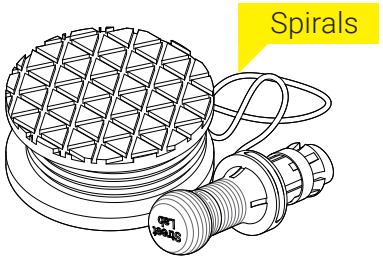
Tool Kit

Here are some tools to help you contribute to our collective artwork.

Spinner

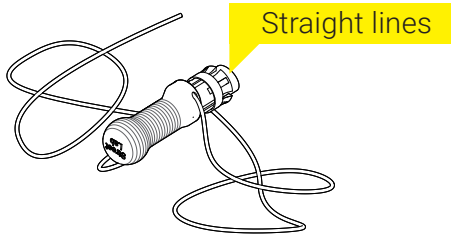


Spiraler

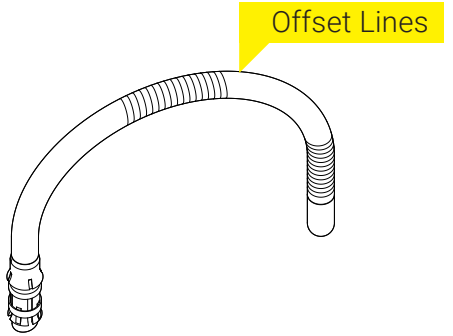


Drawing Tools

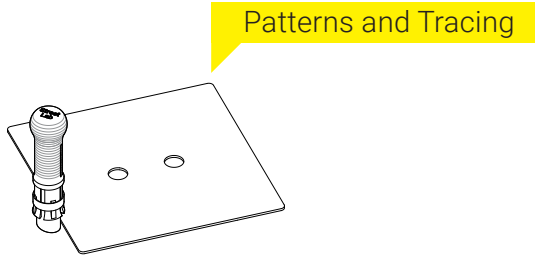
Zipliner



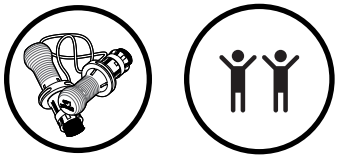
Offsetter



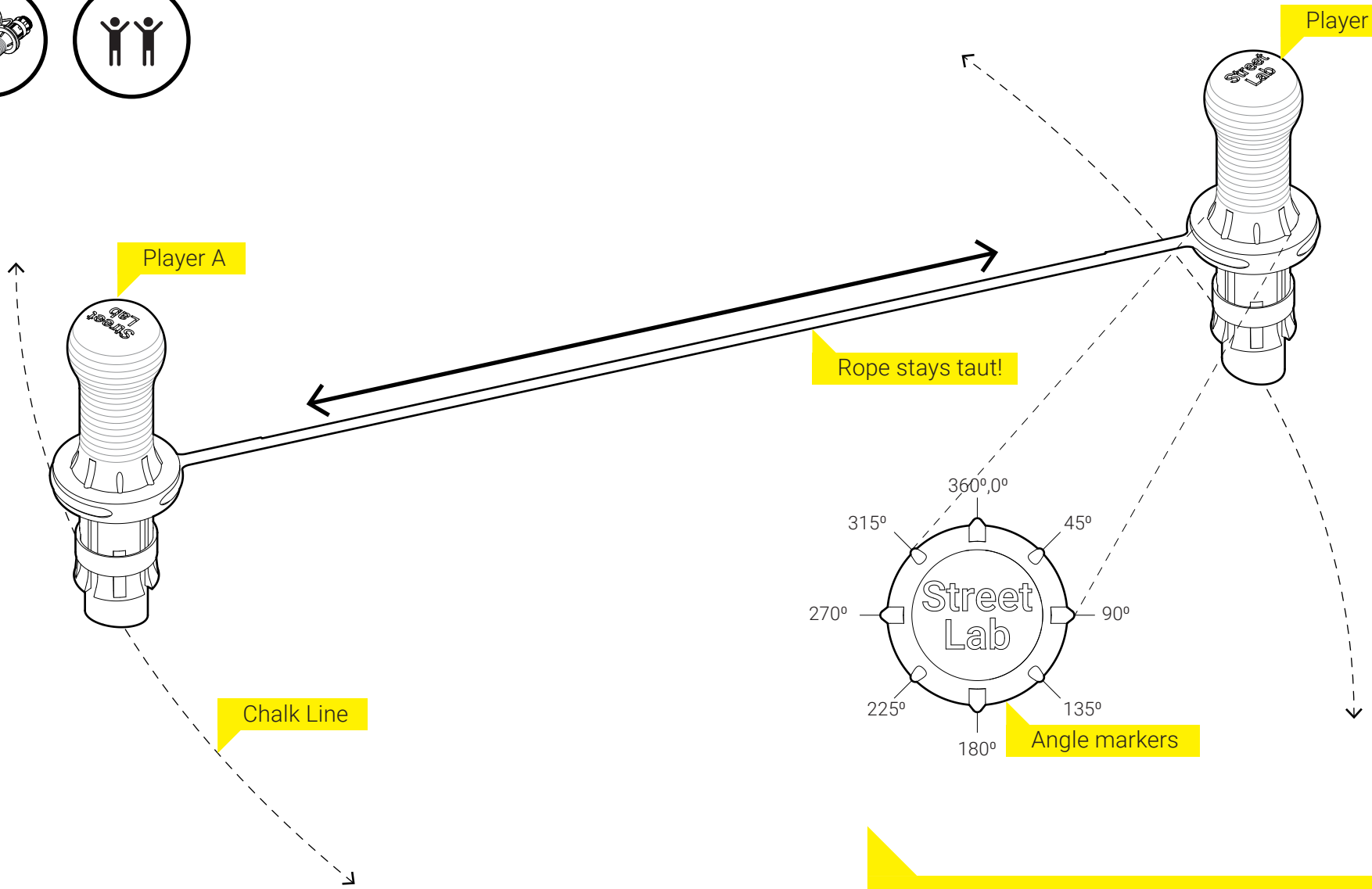
Infiller



Spinner

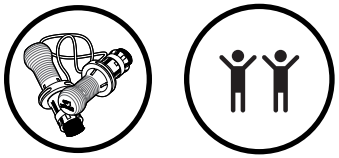


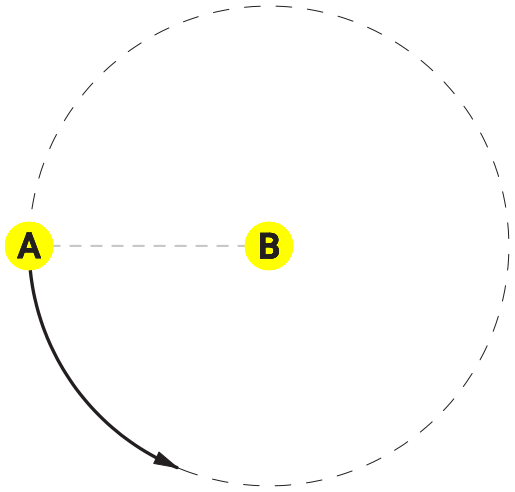
Drawing Tools



The Spinner can be used to make circular chalk drawings, arcs and more! Holding the rope taut, both players rotate around each other to make drawings!

Spinner

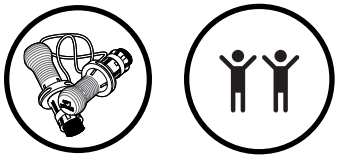


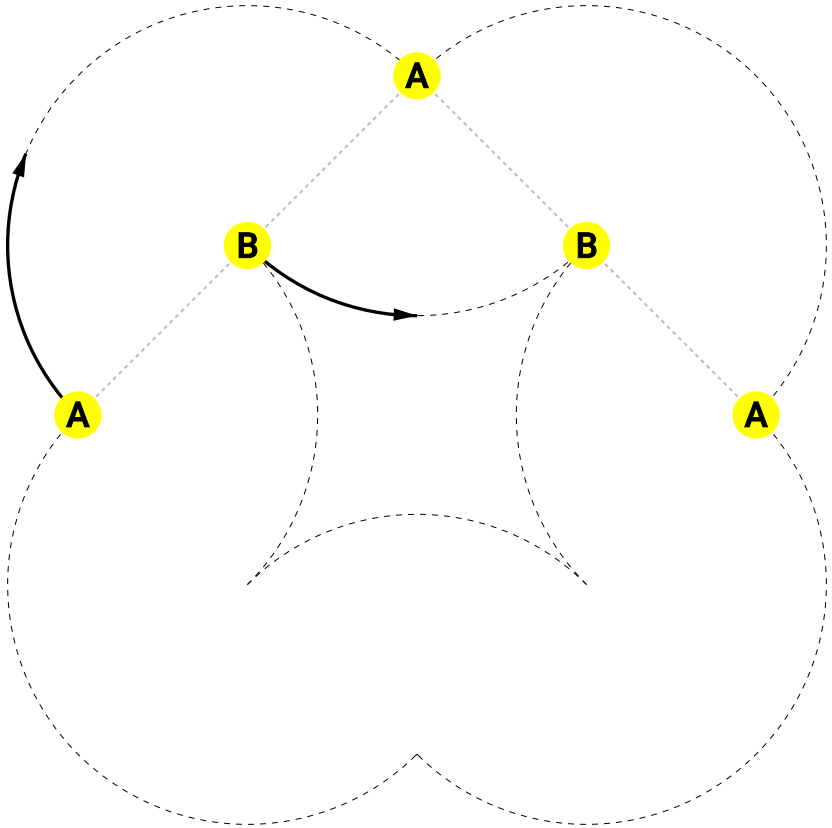


Draw a circle!

1. Players A and B pull the rope taut
2. Player A rotates 360º around Player B

Spinner

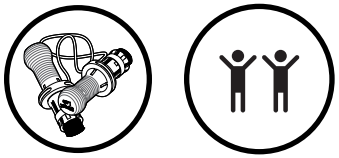


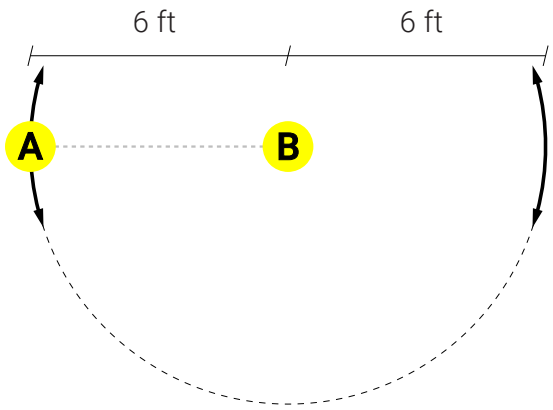


Close the loop!

1. Players A and B pull the rope taut
2. Player A rotates 180º around Player B
3. Player B rotates 90º around Player A
4. Repeat steps 3 and 4 until each player is back where they started

Spinner



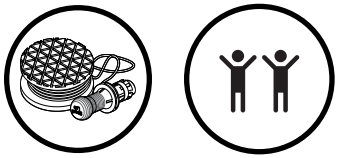


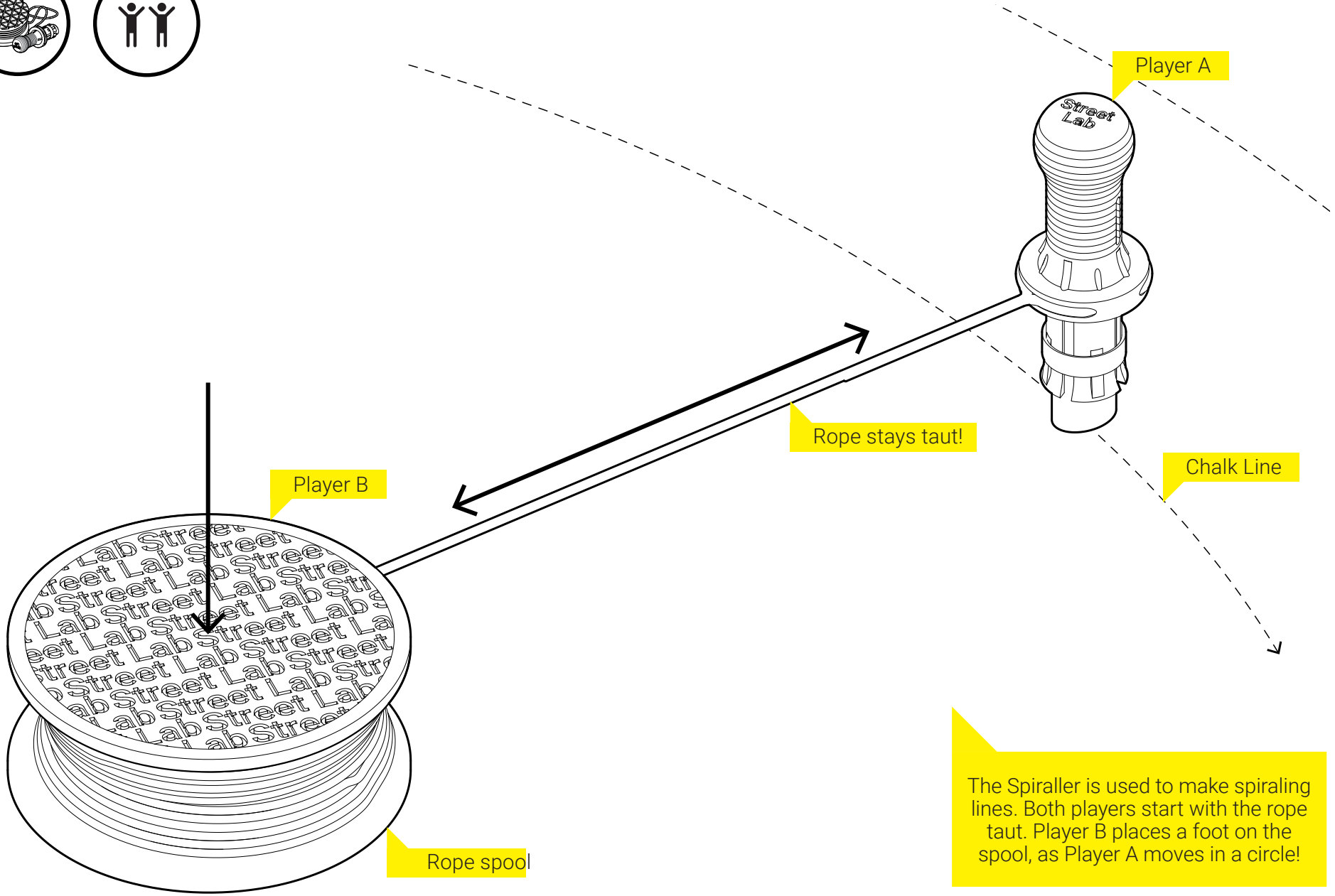
Measure distances!

1. The Spinner tool measures six feet between each chalk holder
2. If you rotate the tool 180° around one player, you can measure twelve feet

Spiraller

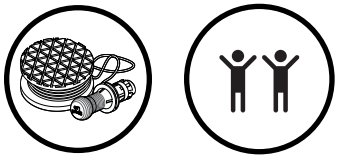
Drawing Tools

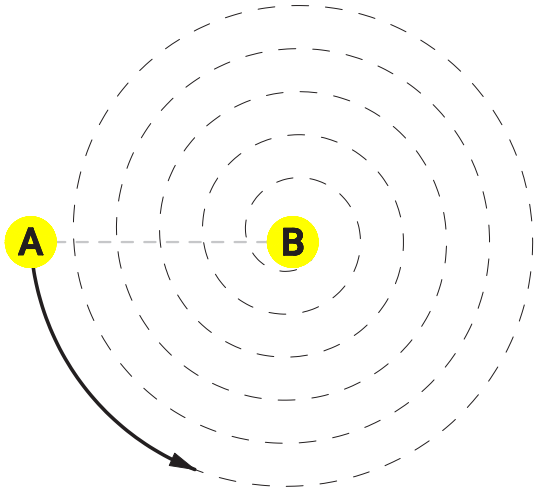




The Spiraller is used to make spiraling lines. Both players start with the rope taut. Player B places a foot on the spool, as Player A moves in a circle!

Spiraller

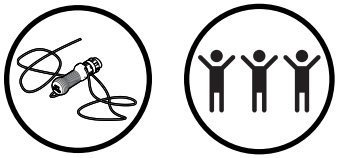




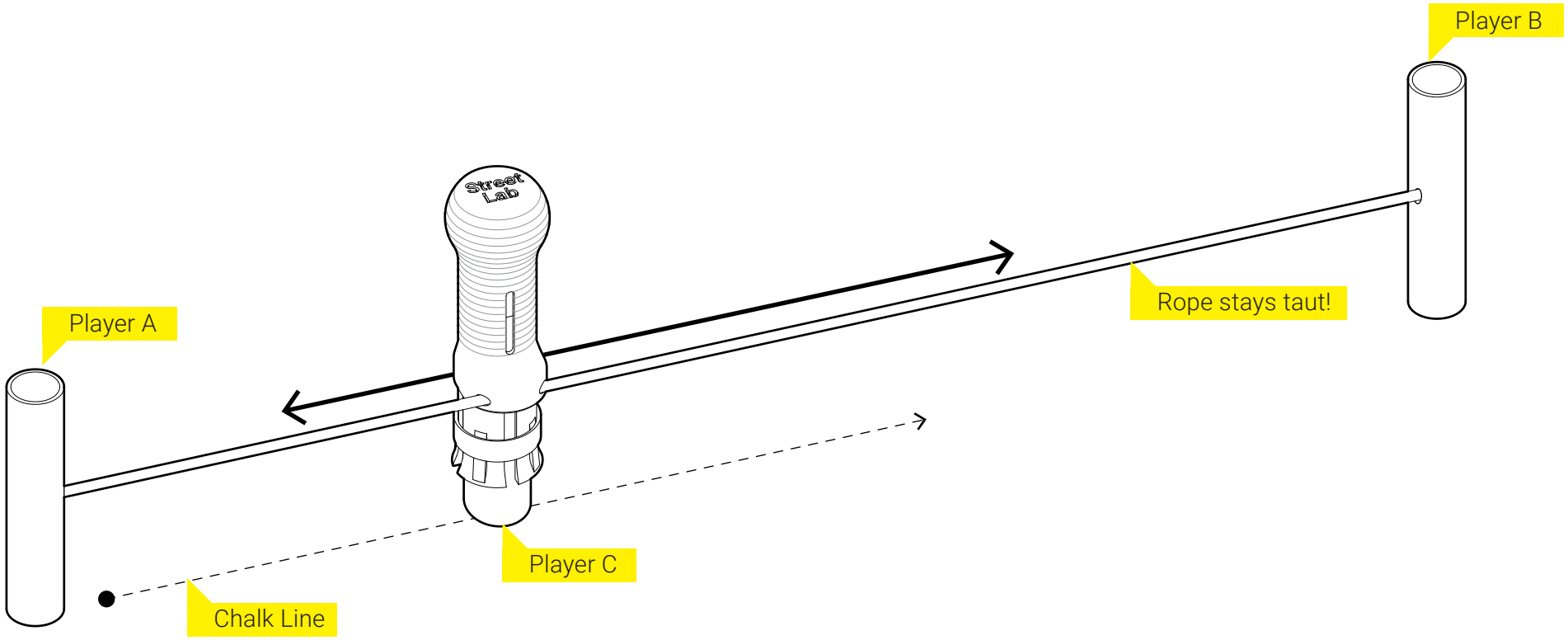
Draw a spiral!

1. Players A and B pull the rope taut
2. Player B places foot on rope spool
3. Player A moves in a circular motion around Player B

Zipliner

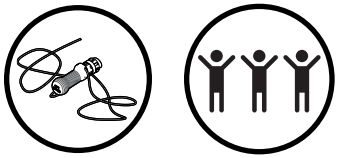


Drawing Tools



The Zipliner can be used to make long lines, connect objects, or make grids. Players A and B pull the rope taut while Player C slides the chalk holder along the rope!

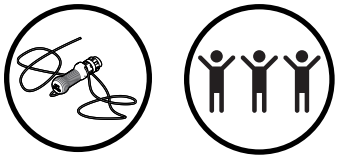
Zipliner

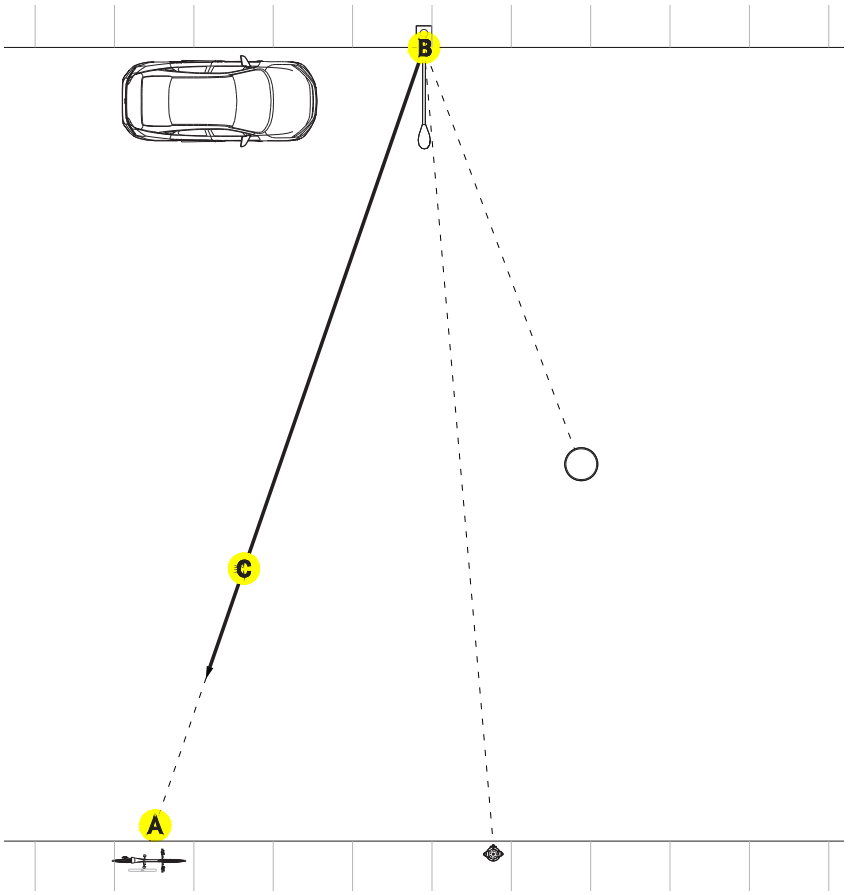


Draw a line!

1. Players A and B pull rope taut from opposite ends
2. Player C slides chalk holder along rope from Player A to Player B

Zipliner



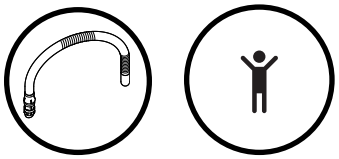


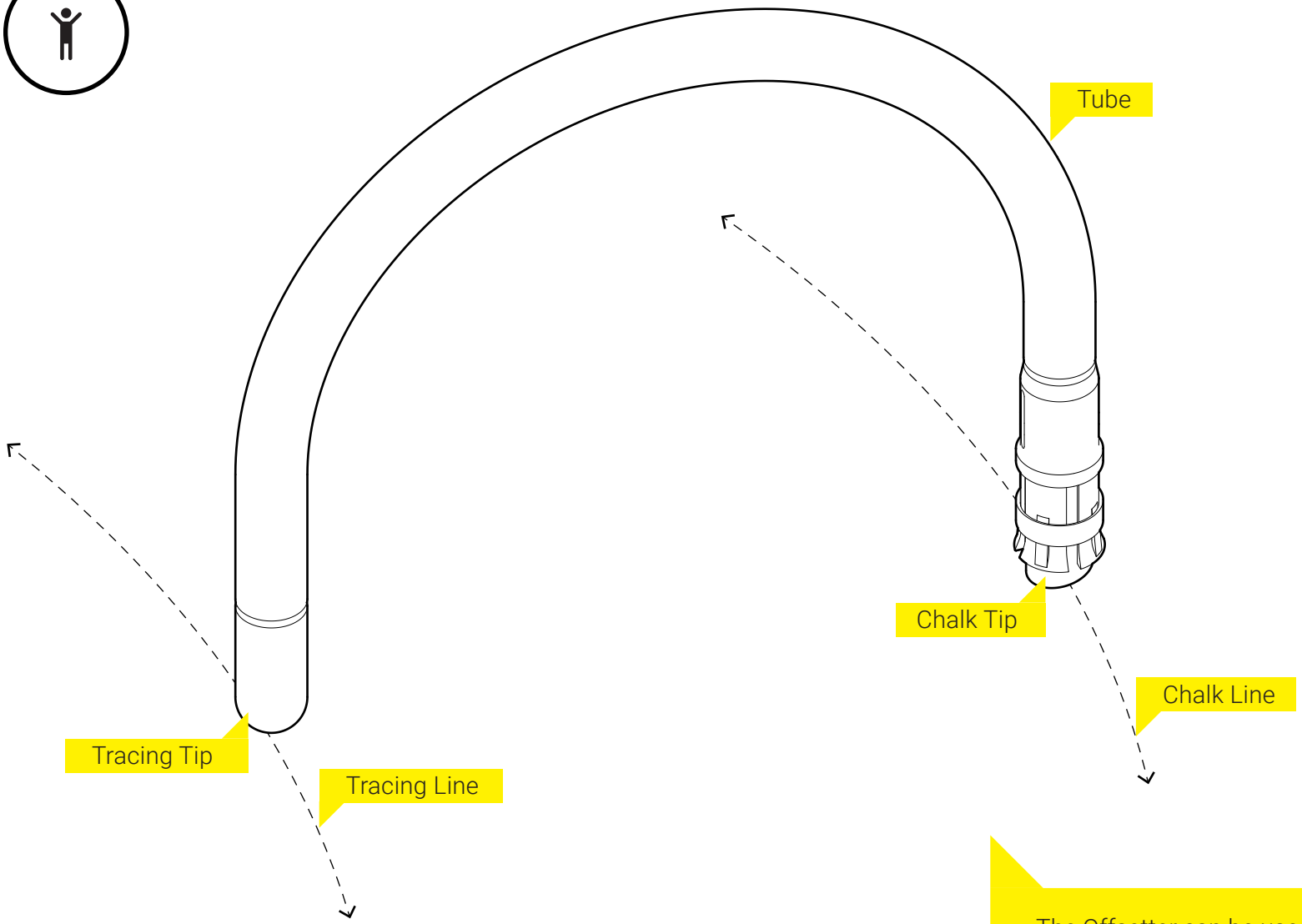
Street Drawing

Cross the street!

1. Players A and B choose an object of interest on opposite sides of the street
2. Player C slides chalk holder along rope from Player A to Player B
3. Player A moves to new object
4. Repeat steps 2 and 3

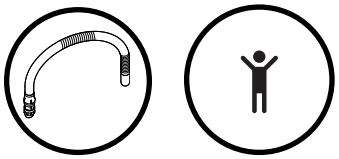
Offsetter

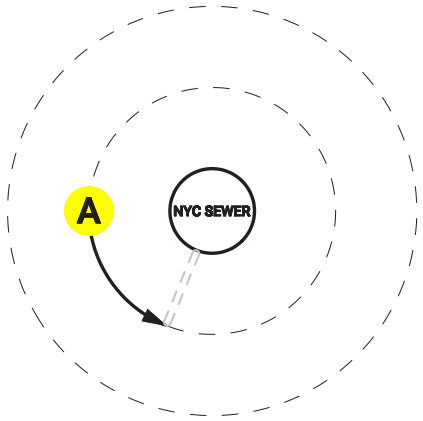




The Offsetter can be used to make copies of existing lines, objects, or markings. Simply drag the tracing tip along an object to create offset lines!

Offsetter

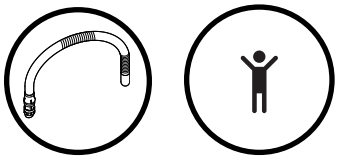


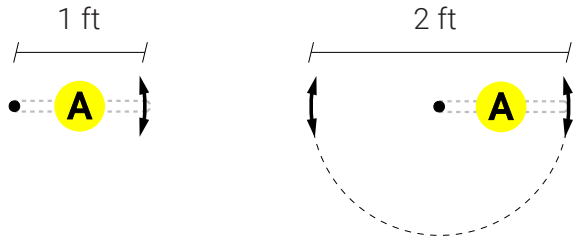


Trace an object!

1. Find an object on the street
2. Trace the outer edges with the tracing tip
3. Trace chalk line from step 2
4. Repeat 4 more times

Offsetter

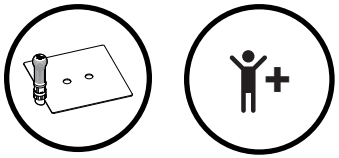




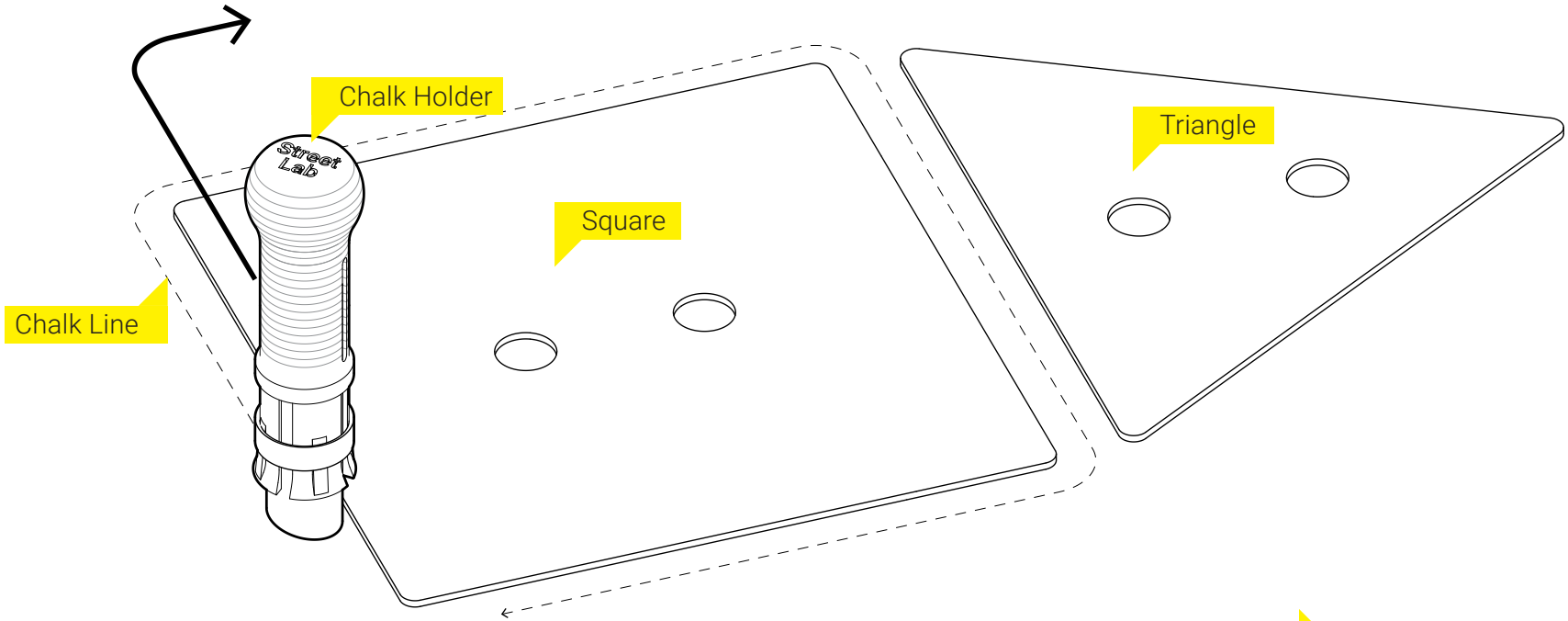
Measure Distances!

1. The length from the tracing tip to the chalk tip is one foot
2. If you rotate the tool 180° around the tracing tip, you can measure two feet

Infiller

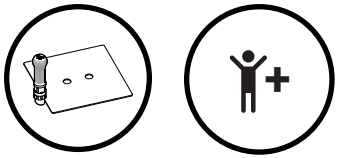


Drawing Tools

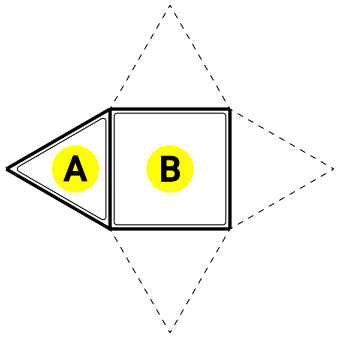


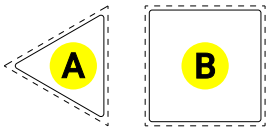
The Infiller tool can be used to make geometric patterns, shapes, or images. Start by tracing one stencil, add more, and fill in the shapes with chalk patterns!

Infiller



Drawing Tools





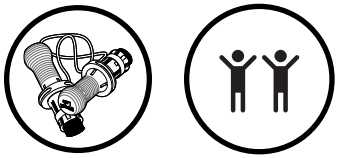
Rotating tiles!

1. Trace square on street
2. All shapes must share one or more edges
3. No shapes can overlap

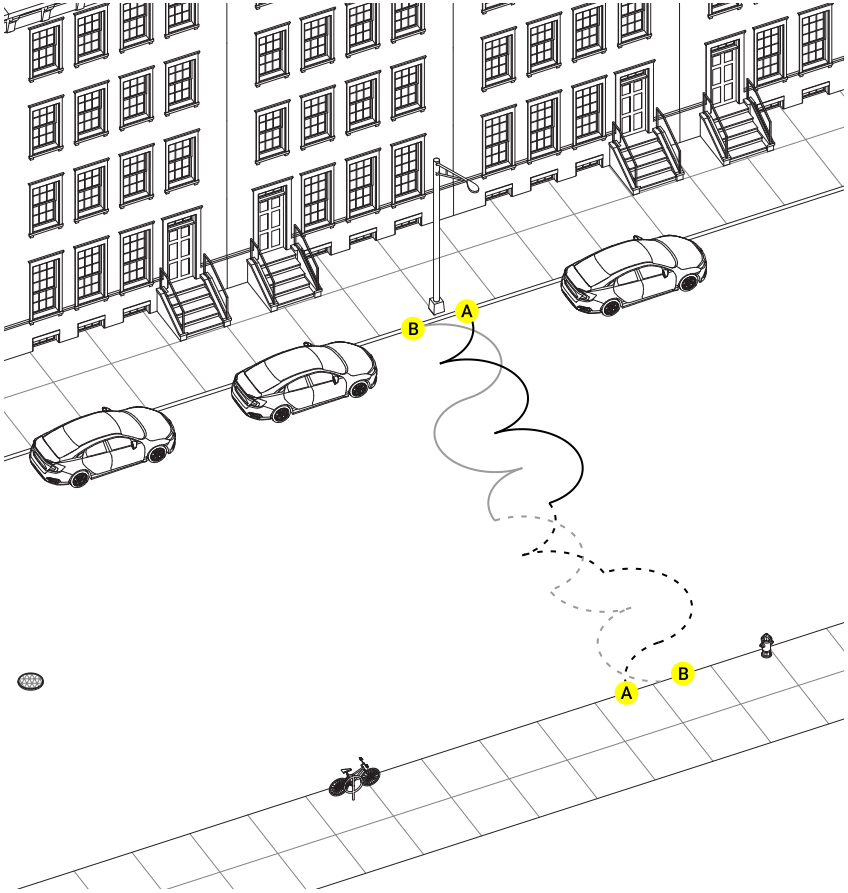
Street Drawing!

3

Spinner



Street Drawing

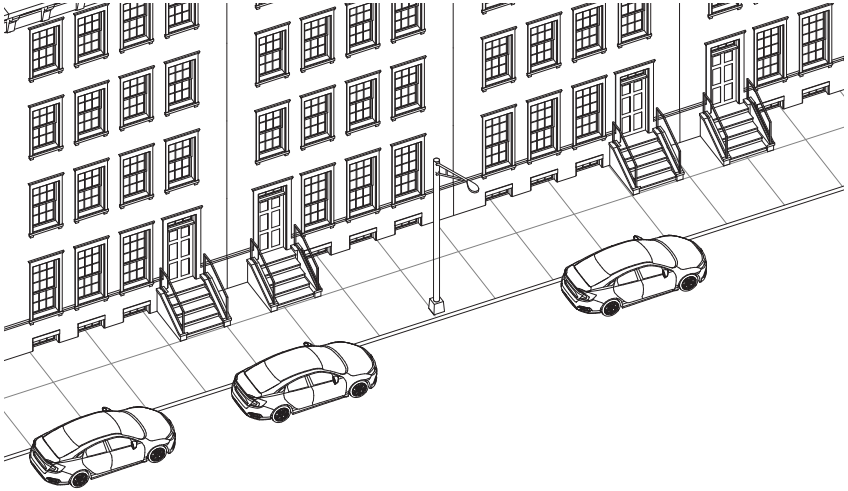


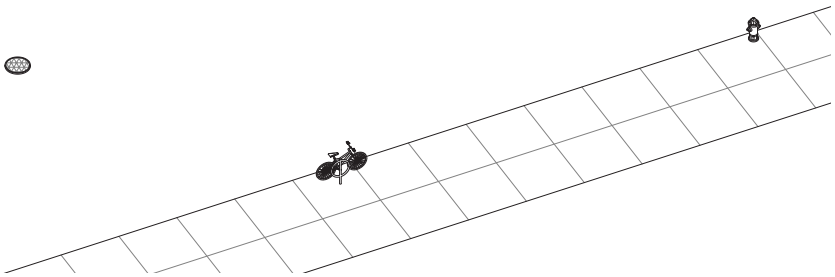
Cross the street!

1. Players A and B begin at sidewalk
2. Players can only use 90º and 180º rotations
3. Players A and B alternate turns
4. Both players must cross the street

Spinner

Street Drawing

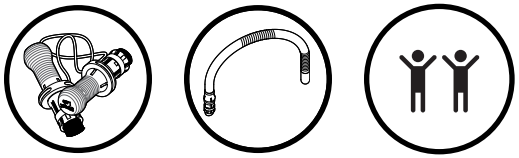


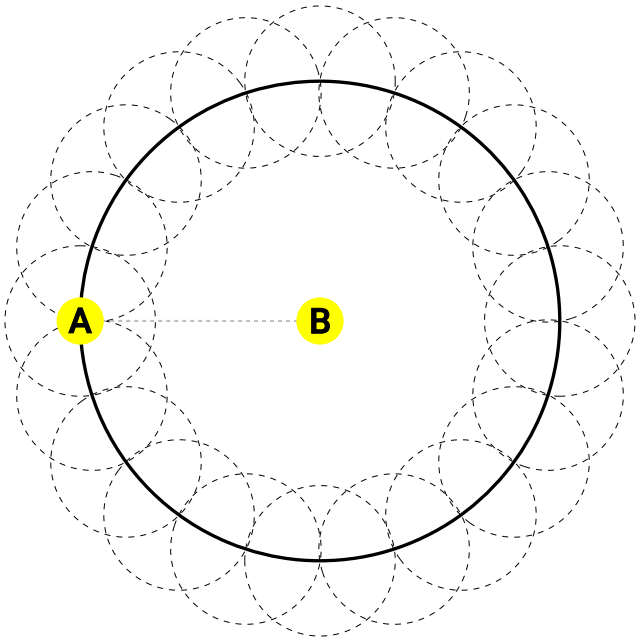


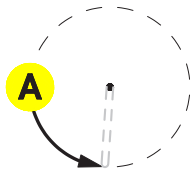
Complete the Pattern!

1. Player A rotates 90º
2. Player B rotates 270º
3.
4.
5.

Spinner + Offsetter





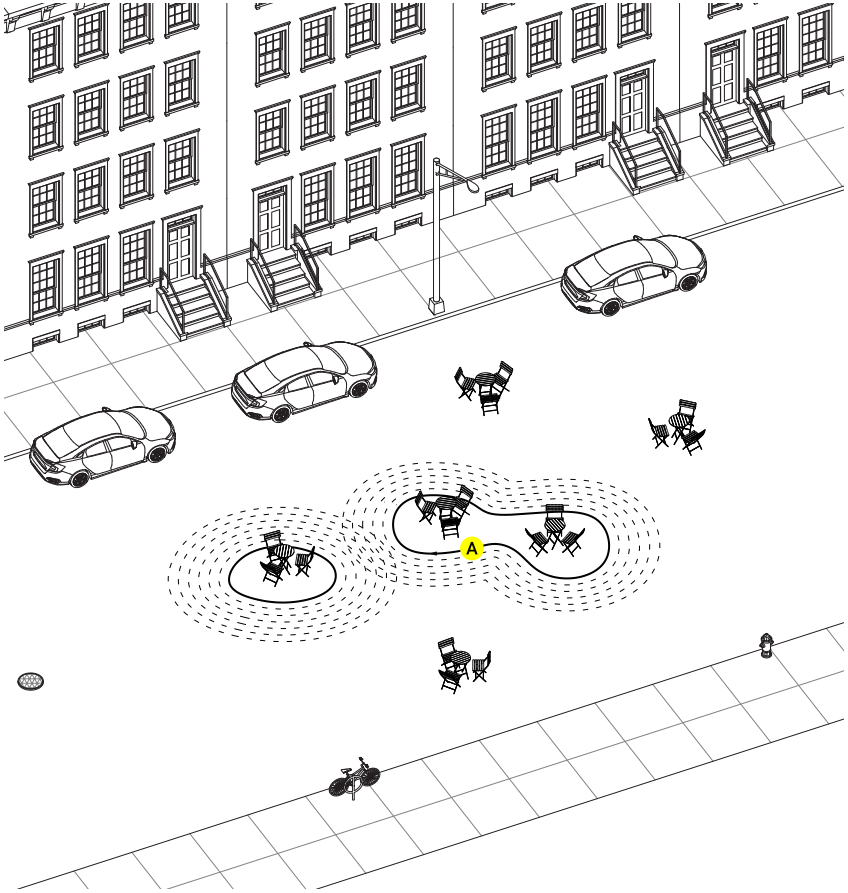


Follow the curve!

1. Using the Spinner, Players A and B draw a curve
2. Offsetter tool can only make circles
3. The tracing tip must always touch curve from step 1
4. Offsetter circles must overlap

Offsetter

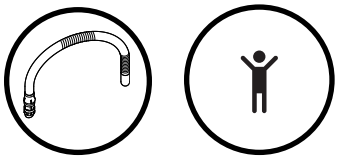
Street Drawing

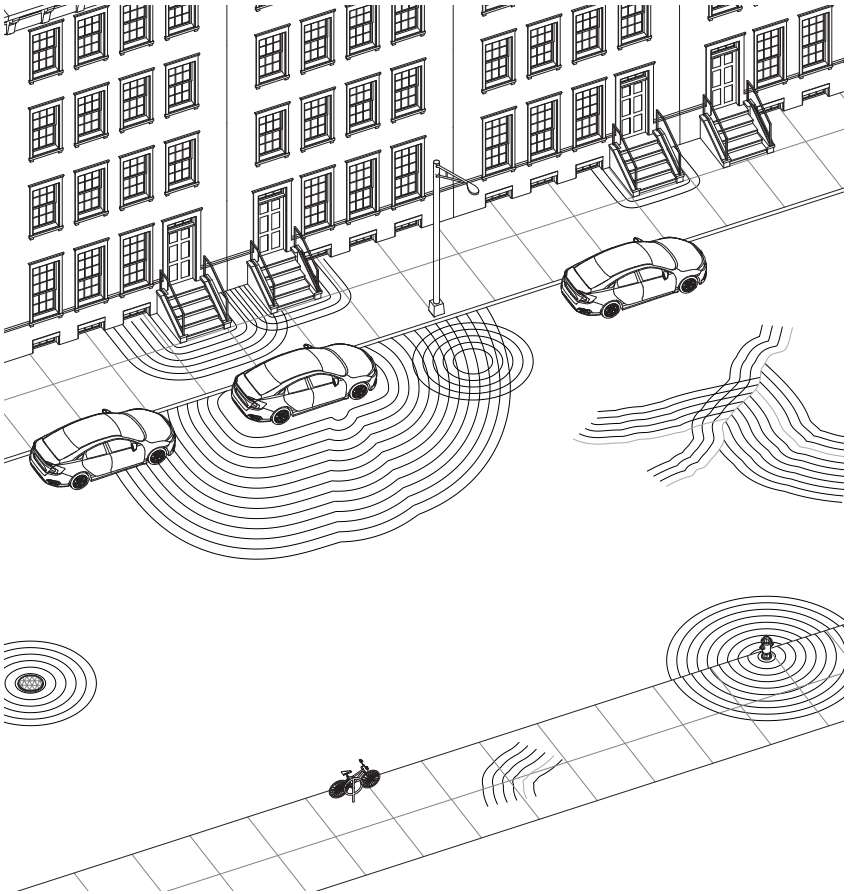


Trace a seat!

1. Find a place where people can sit
2. Draw an outline around it
3. Create offset lines away from seat
4. Draw 6-10 lines total

Offsetter

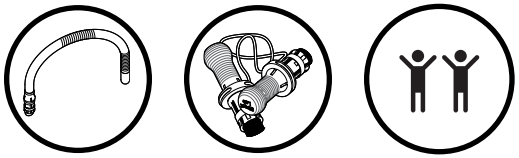




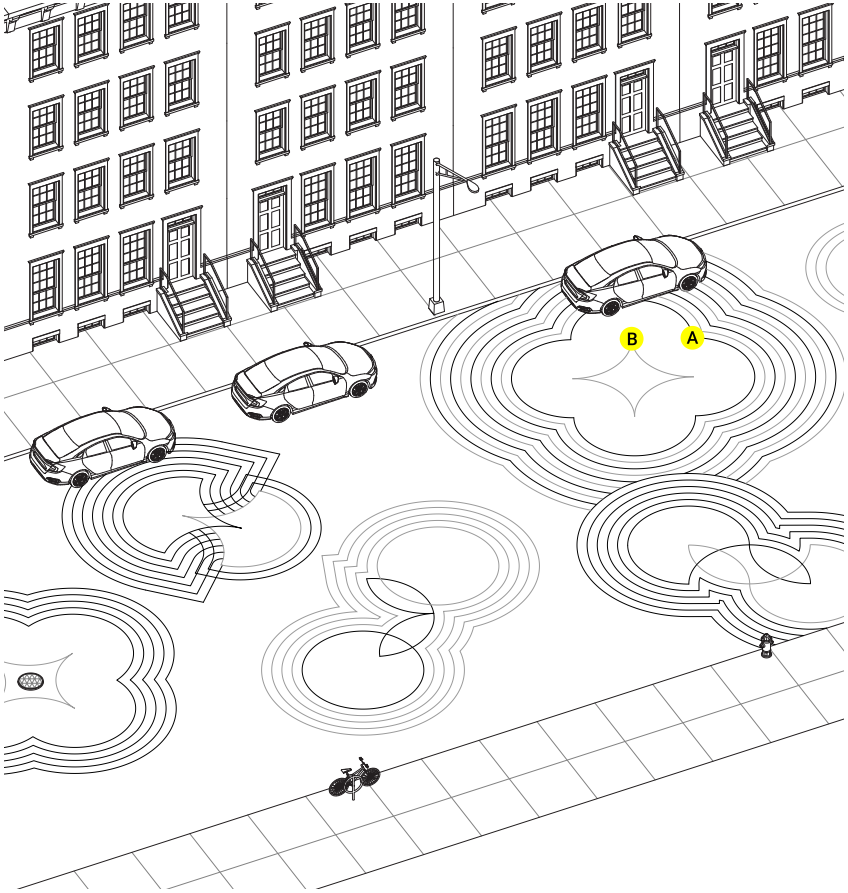
Trace the street!

1. Find any object on the street
2. Draw an outline around it
3. If it has wheels make 3 offset lines
4. If it lights up make 4 offset lines
5. If it is metal make 5 offset lines
6. If more than one statement is true, make 6 offset lines
7. If it is none of these draw 2 offset lines

Offsetter + Spinner



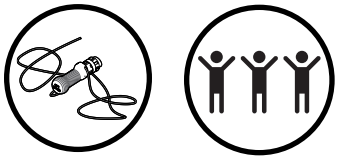
Street Drawing



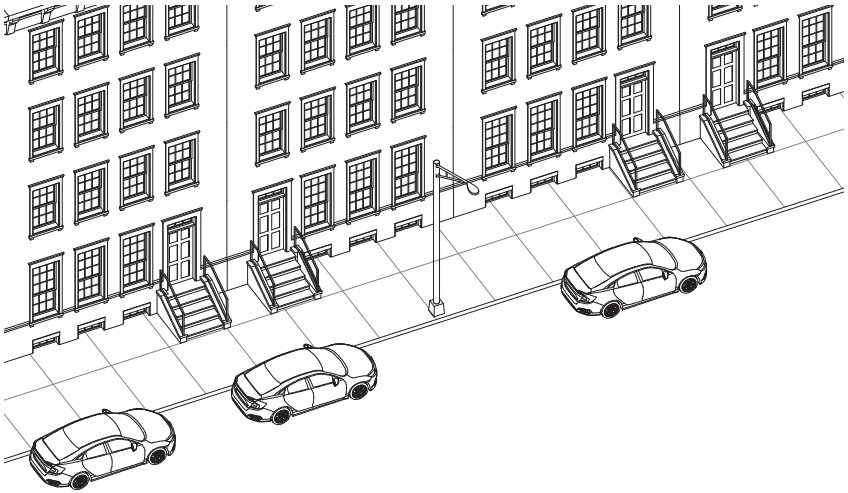
Trace circles and arcs!

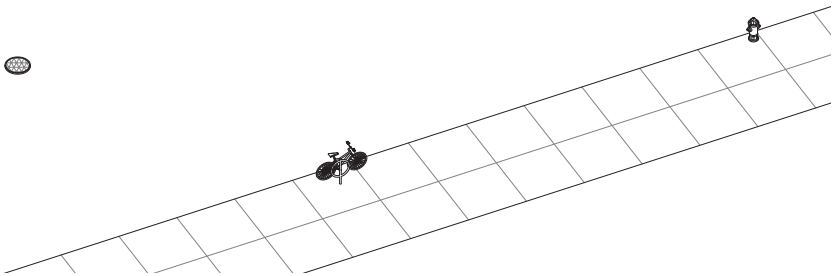
1. Using the Spinner draw a curve that begins and ends in the same spot
2. With the Offsetter draw an outline around it
3. Repeat 6-8 times
4. If you cross a metal object on the street draw around it

Zipliner



Street Drawing



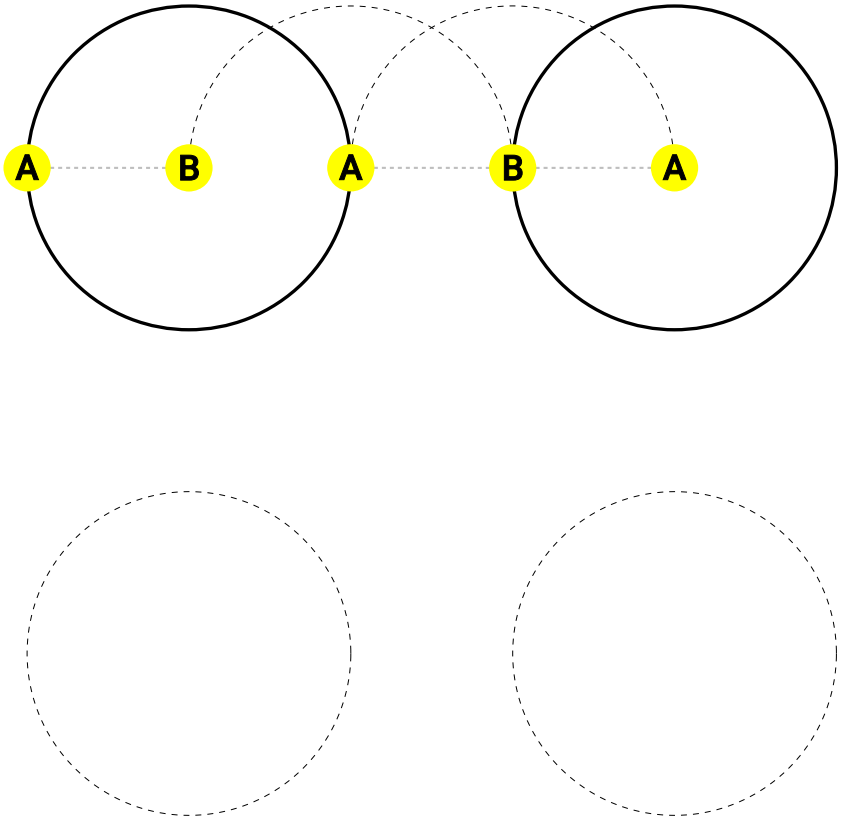


Complete the Pattern!

1. Players A and B choose an object of interest on opposite sides of the street.
2.
3.
4.
5.

Spinner

Street Drawing

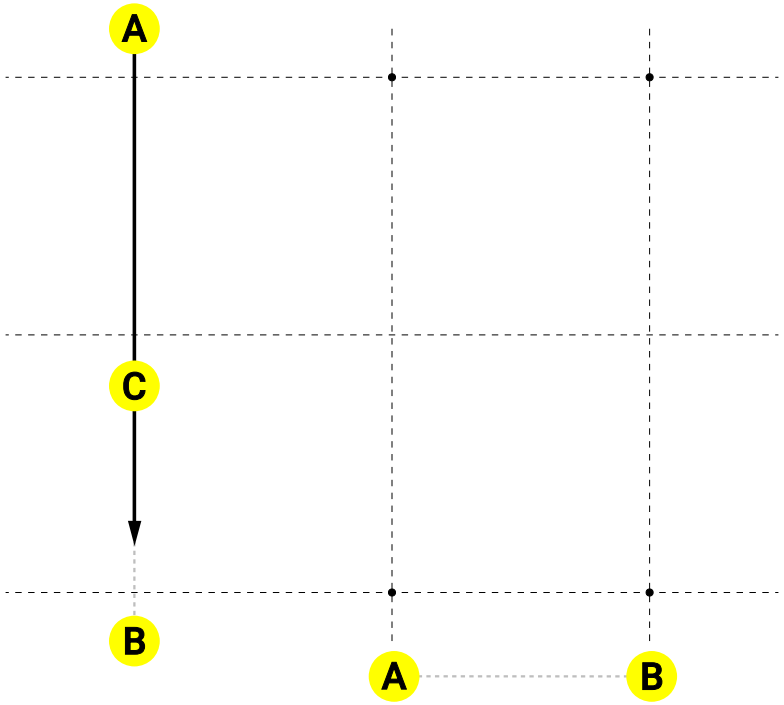


Draw a circular grid!

1. Players A and B pull the rope taut
2. Player A rotates 360º around Player B
3. Player B rotates 180º
4. Player A rotates 180º
5. Player B rotates 360º
6. Repeat steps 1-5

Zipliner + Spinner

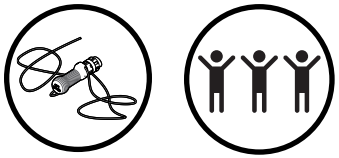
Street Drawing



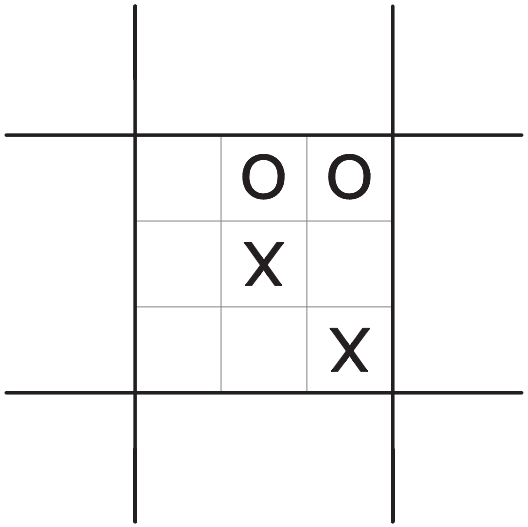
Draw a 6x6 grid!

1. Using the Zipliner, draw a line across the street
2. With the Spinner tool, measure 6 feet from each end and make a mark
3. Repeat step 1 at each mark
4. Repeat step 2 and 3 desired amount
5. Using the Spinner tool, make a mark every 6 feet on outer lines.
6. Connect using Zipliner

Zipliner



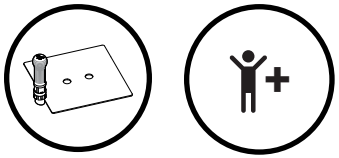
Street Drawing



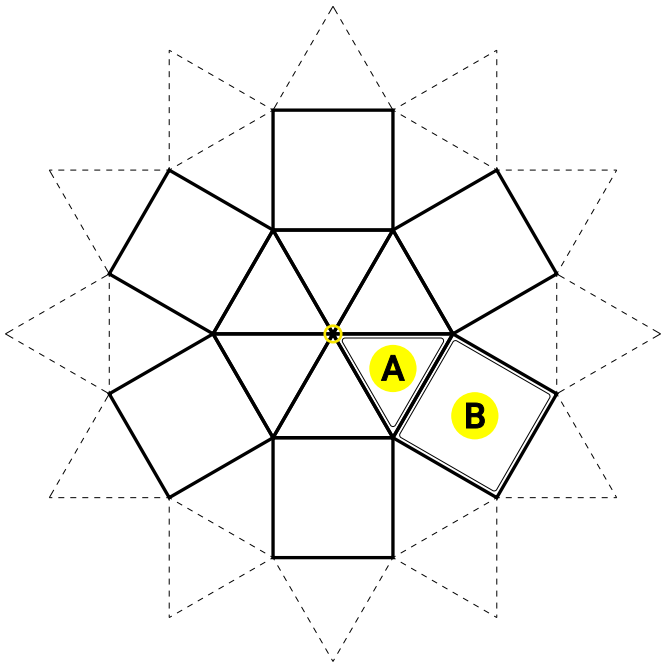
Play tic-tac-toe!

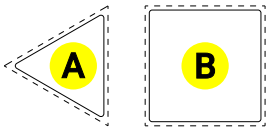
1. Make a nine square grid
2. One player is X, the other is O. Players take turns putting their marks in each square
3. The first player to get three marks in a row wins!

Infiller



Street Drawing





Draw around a point!

1. Start with a mark on the street
2. All shapes must rotate around mark
3. Drawing must begin with triangles
4. No shapes can overlap
5. All shapes must share one or more edges

Create Your Own!

4

(Which tools will you use?)

Create Your Own!

Sketch your design here!

How do you make it?

1.

2.

3.

4.

5.

Create Your Own!

(Which tools will you use?)

Sketch your design here!

How do you make it?

1.

2.

3.

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Produced by the
Design Across Scales Lab, Cornell AAP