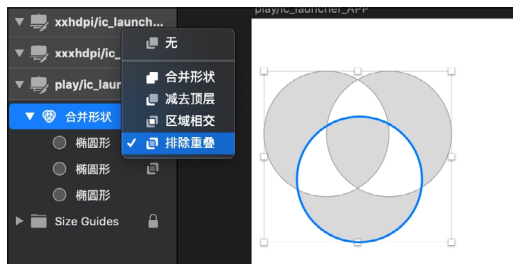


Method 2: Subtraction

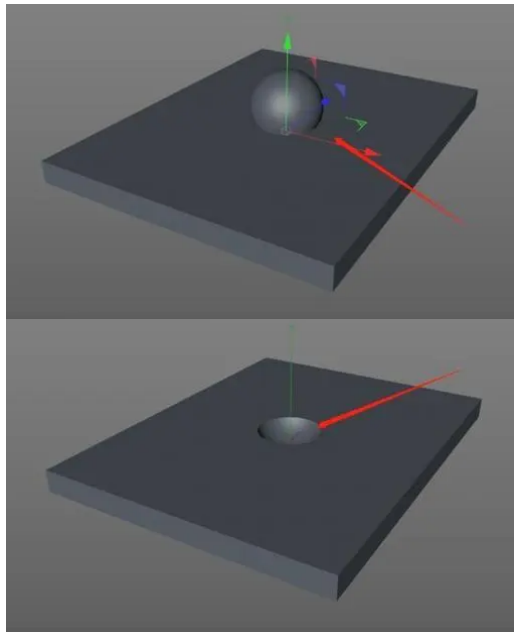
Yuqing Lei

I want to use as a cataloguing method a characteristic that only physical books have: their spatiality. (the right)

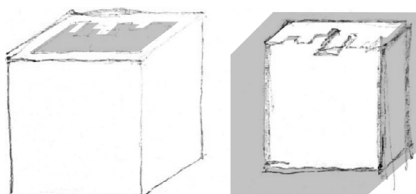
When we look at the relationship between books and bookshelves from a spatial perspective, books become a tool for subtracting space. It's similar to using the Boolean operation in 3D modelling: both are entities, but they intersect by digging out the space belonging to the other on one.



Boolean operations in Sketch



Boolean operations in C4D,
Subtraction of a sphere and a cuboid



The space around these ten books

If I use space as a catalogue, I will describe them by their relationship to the surrounding spaces. From this perspective, the negative space left by the books arranged unevenly together is their catalogue: a mould-like thing.



The shelf has or hasn't these ten books



Jenga, a game of building space with cubes