

Playing Cards

Spatial Design



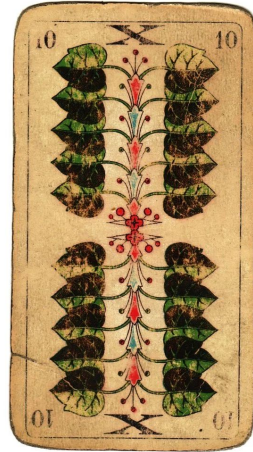
Overview:

More than 600 years ago, playing cards were first introduced to the margins of European society, probably from the Middle East, as it was once known as the “**Moorish Game.**”

However, there is an earlier recorded history of card playing that goes back almost two centuries – to China and the Far East, but most suspect that it is an **Arab game.** Arab countries have been the capitals of knowledge and human progress for centuries, and many things we take for granted have their origins in what is now known as the Middle East and North Africa

Trade with Europe picked up in the 14th century, and when Egyptian merchants came to southern Europe, they had a new pack to share – and sell. Playing cards were then hand-made, which made them quite expensive and “**elitist**” in some circles, but were still extremely popular.

The concept of a simple, portable and endlessly amusing game took hold in Europe, and with the advent of the **Gutenberg printing press** in 1440, the large-scale production of playing cards made them even more accessible to the common people. Essentially, cards were one of the first real “trends” of popular culture as we know it today.



Origin:

12th century-in China

Playing cards were invented in **Ancient China**.



14th century-in Europe

Cards were brought to different parts of Europe.



Timeline:

868: Chinese writer Su E describes Princess Tong Cheng playing the “leaf game” with her husband’s family, the Wei Clan. This makes the Tang Dynasty the earliest official mention of playing cards in world history. At that time, there were only **32 cards in a deck**, a number that corresponded with the maximum combinations of a pair of dice.

1005: Ouyang Xiu, another Chinese writer, associates the rising popularity of playing cards with the production of sheets of paper instead of the traditional scrolls.

1300s: Playing cards come to Europe—which we know because in 1367, an official ordinance mentions them being banned in Bern, Switzerland.

1377: A Paris ordinance on gaming mentions playing cards, meaning they were so widespread that the city had to make rules to keep players in check.

1400s: Familiar suits start appearing on playing cards across the world—hearts, bells, leaves, acorns, swords, batons, cups, coins.

1418: Professional cardmakers in Ulm, Nuremberg, and Augsburg start using woodcuts to mass-produce decks.

1430-50: The Master of Playing Cards arrives in Germany. Nobody knows who this guy actually is, but it seems that, unlike other card producers of the day, he trained as an artist as opposed to an engraver, making him unique in the business. His playing cards were far more artistically sound than his predecessors.

Late 1400s: By the end of the century, European court cards switch from current royalty to historical or classic figures.

1500s: Rouen, France, becomes England's primary provider of playing cards, while a Parisian design swept France. It's the Parisian design we're most familiar with today.

1790s: Before the French revolution, the king was always the highest card in a suit; the Ace begins its journey to the top.

1867: Russell, Morgan, & Co is founded in Cincinnati, Ohio as a company that prints theatrical and circus posters, labels, and playing cards.

1870s: The Joker makes its first appearance as the third and highest trump (the best bower) in the game of Euchre. Some believe the name "joker" is actually derived from the word "juker," another name for Euchre.

1885: The first Bicycle® Brand cards are produced by Russell, Morgan, & Co.

1894: Russell, Morgan, & Co. becomes The United States Playing Card Company, acquiring the Standard Playing Card Company (Chicago), Perfection Card Company (New York), and New York Consolidated Card Company (also New York).

1939: Leo Mayer discovers a Mameluke deck (cards made in Mamluk Egypt) in Istanbul dating from the 12th or 13th century.

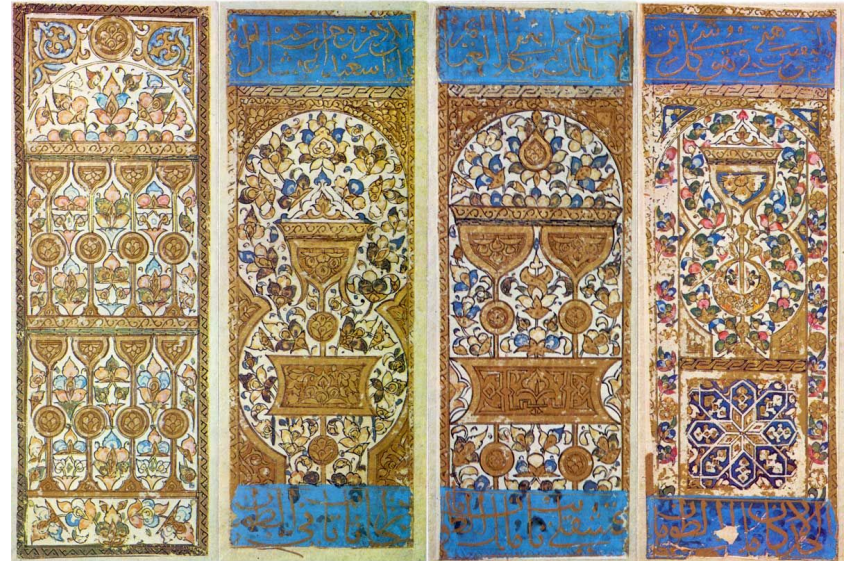
1942: The United States Playing Card Company begins producing Bicycle® Spotter Decks to help soldiers identify tanks, ships, and aircraft from other countries. They also produced decks for POWs that pulled apart to reveal maps when moistened.

1966: During the Vietnam war, two lieutenants write The United States Playing Card Company to request decks containing nothing but Ace of Spades cards. The cards frightened the highly superstitious Viet Cong, who believed Spades predicted death.

2013: The United States Playing Card Company founds Club 808, prompting the biggest Bicycle® playing card fans from all over the world to join together to read great articles, hear from celebrity card players, and get cool stuff. Welcome to the club.

Mamluk deck:

- Decorative form for covers.
- Lack of human touch due to religious belief.
- Used calligraphy



European deck:

- Use of human images
- Depiction of royalty



52 cards deck:

This pack of cards basically consist of **4 suits**: hearts, diamonds, spades and clubs. Each suit further contains **13 cards**:

-10 ace cards (A to 10) and **3 picture cards**: *Jack, Queen, and King*.

-Two suits (hearts and diamonds) in red color

-Two suits (spades and clubs) in black color

There are many competing theories, but it's most likely that British and French colonialism played a huge part, as it potentially allowed the standard French deck size of 52 cards to spread across the world.

Symbolism:

Popular legend holds that the composition of a deck of cards has **religious, mystical, astrological significance**.

2 Colors: The red and black colors of the suits are believed to represent day and night.

4 Suits: The four suits symbolize the four seasons: spring, summer, fall and winter

13 Values: Within each suit is 13 values (Ace through King), just like there are roughly 13 lunar cycles in a year or 13 weeks in a quarter.

12 Court Cards: There are 12 Court Cards in a deck of cards and 12 months in a year.

52 Cards: Just like there are 52 weeks in a year, there are 52 cards in a deck.

The Ace is symbolically “Alpha and Omega” or “the Beginning and End”.

JACK

- Earlier called as “**knave**”
- Confusion was created as “KN” printed for knave was **misunderstood** as “K” for king.
- In 1864, they **renamed** the knave card as “**Jack**”



QUEEN

- Earlier decks had no queens
- In 14th and 15th century, decks had **2 officers of different ranks** and a **king**
- Finally in France, queens took their place in decks.
- French deck is now known as the “**standard deck**”



KING

-In earlier decks “Kings” were the highest card

-In France, Kings was supposed to be a representation of a historical figure like

- **Biblical David for Spade**
- **Alexander for Clubs**
- **Julius Caesar for Diamonds**
- **Charlemagne for Hearts**



ACE

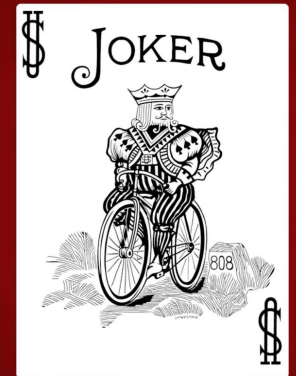
-In the 18th century, during the French Revolution, **people objected** to not have the “king” card as the highest value.

-Hence, the **British Govt.** stamped the “ACE” card as a sign that it is supposed to be considered of highest value



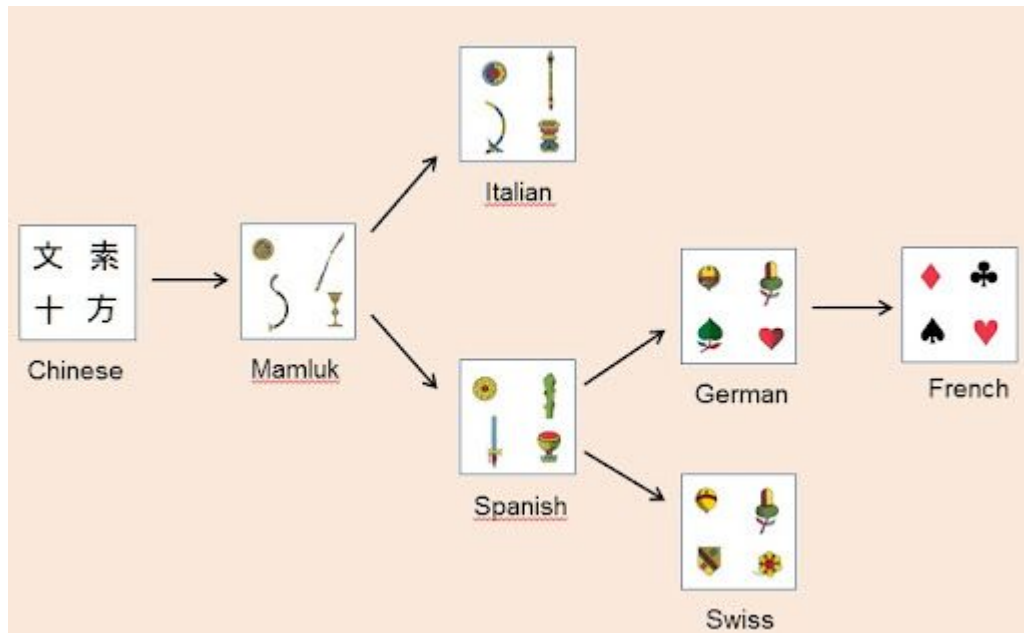
JOKER

- Derived from the German word “juckerspiel”
- Joker has got to do nothing with the deck
- Upgraded version of “Jacks”



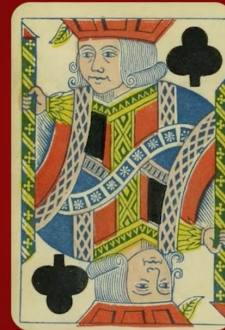
Who invented the Standard deck symbols?

The French.



Mirroring of cards

- Cards were drawn in full length only
- In the 18th century, **reversible court cards** came into existence
- Became easy for the player to see it from both ends



Anti measures against cheating:

Beyond lasting longer than paper playing cards, plastic playing cards are also significantly more difficult to mark or crease. Therefore, most casinos around the world will use **100% plastic playing cards for poker** or other card games to prevent cheating.

India and its history of playing cards:

Apart from the 200 years of slavery and strategically planned famines, the British also introduced their own style of playing cards in India. The traditional game of teen patti eventually replaced blackjack under the British rule as they brought the 52 card deck to India. However, the new card games failed to attract most citizens. Indians continued to play local games, while the upper class began playing blackjack and bridge. Indians also invented baccarat at the time of the British colonial rule.

Room dimensions:

Length: 28 ft

Breadth: 28ft

Height: 20 ft

Concept:

Domino effect

The literal meaning of the words domino effect is how one event leads to a succession of similar events.

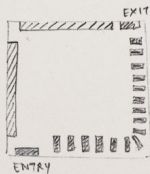
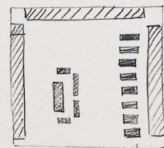
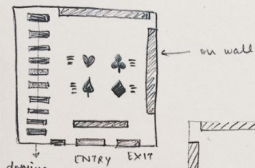
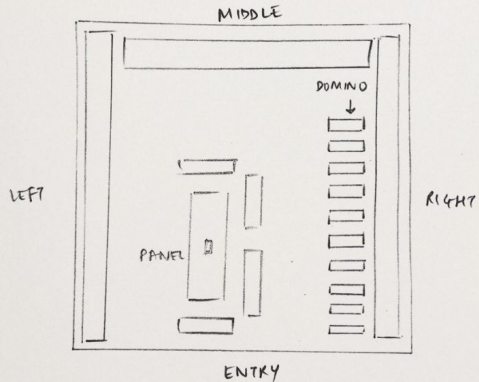
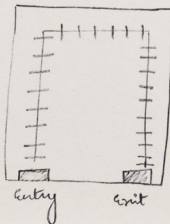
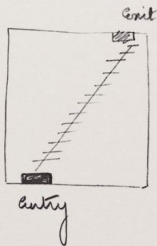
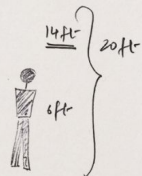
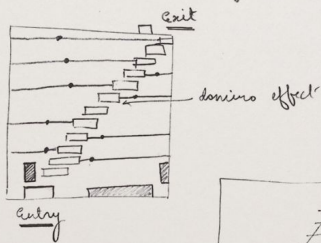
Similarly, one event in 868 AD led to a series of similar events giving rise to the 52 deck card.

Ideation

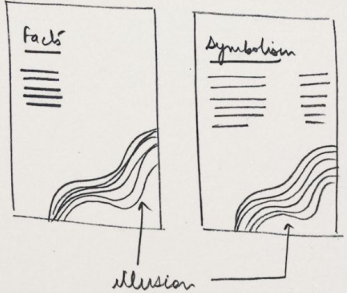


Concept 1

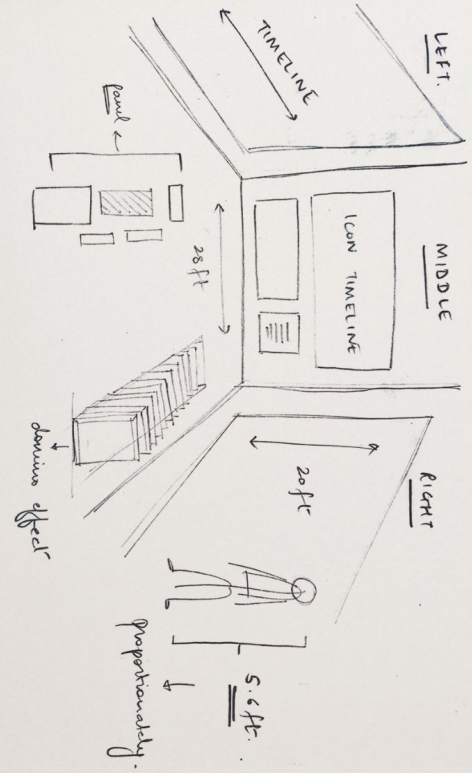
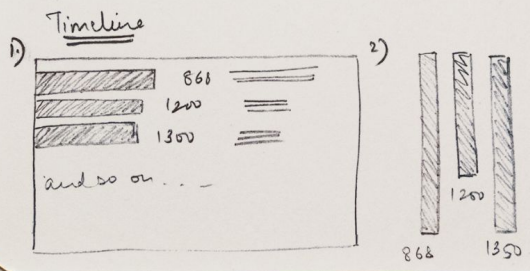
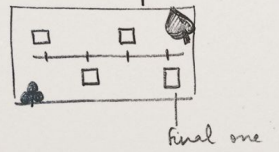
one event leads to
 Domino effect → series of events



installation



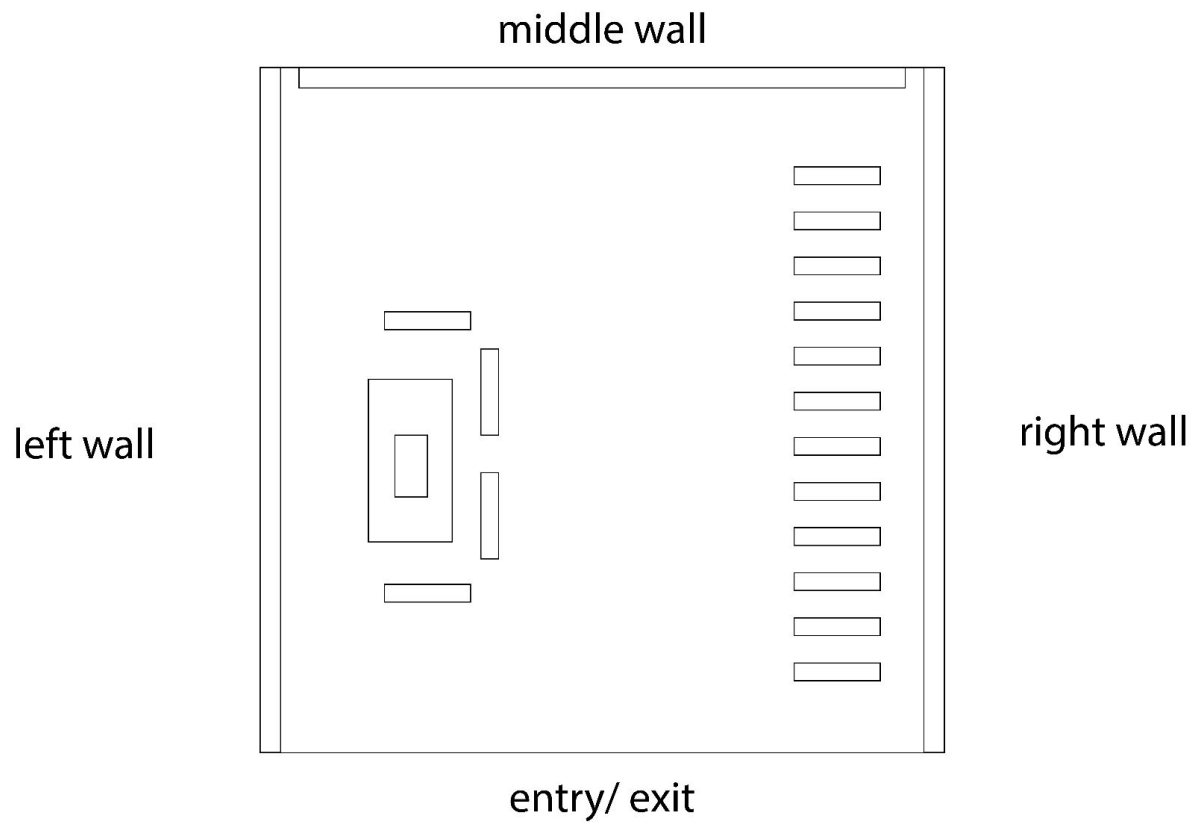
Iron development → middle wall.



Final plan

Dimensions:

28 ft x 28 ft x 20 ft



Material specification

Panels on the wall: Plywood sheet

Domino effect cards: Acrylic sheet

Panels on the floor: Acrylic sheet

Surface graphics

Labels/ murals/ information for all the
three walls and panels.

Right wall

(illusion on the right has been made on illustrator.)

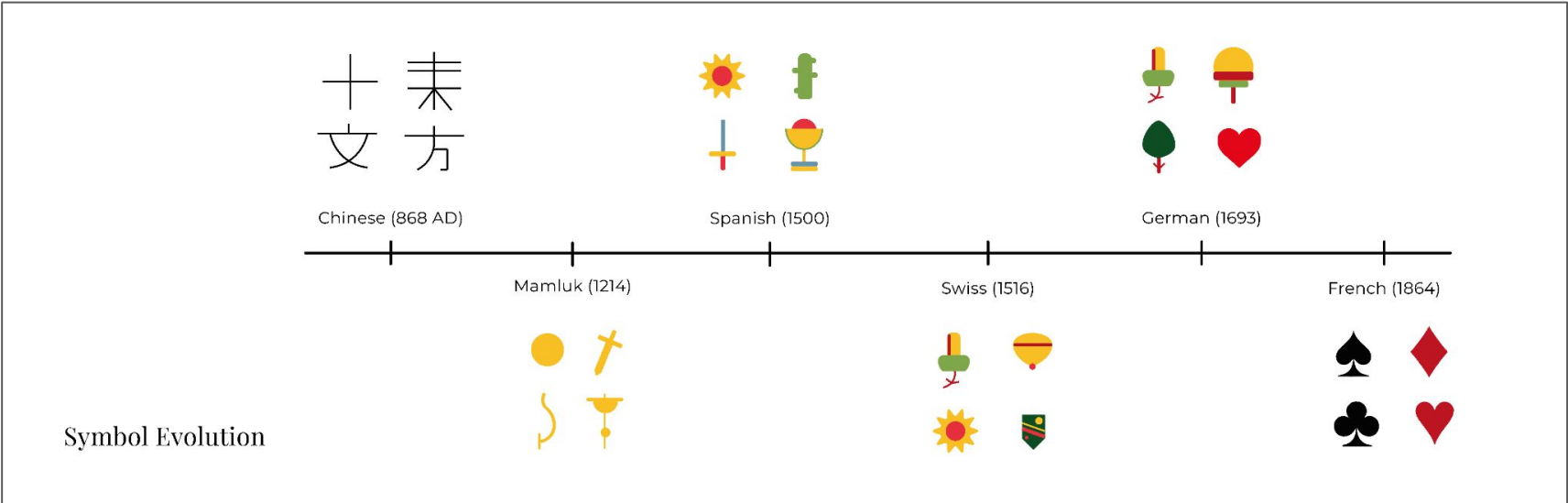
A event that lead to a series of related events...

History
behind the
52 card deck



Middle wall

(icons/ symbols have been made on illustrator.)



Symbolism

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