

Arte E Percezione Visiva Nuova Versione

This book gathers peer-reviewed papers presented at the 1st International and Interdisciplinary Conference on Image and Imagination (IMG 2019), held in Alghero, Italy, in July 2019. Highlighting interdisciplinary and multi-disciplinary research concerning graphics science and education, the papers address theoretical research as well as applications, including education, in several fields of science, technology and art. Mainly focusing on graphics for communication, visualization, description and storytelling, and for learning and thought construction, the book provides architects, engineers, computer scientists, and designers with the latest advances in the field, particularly in the context of science, arts and education.

Dio si rivela nell'iter-esse del limite. E' nel limite ai margini dell'essere della creatura e del suo stesso non essere tra vita e morte, che si realizzano tutte e singole le connotazioni proprie della rivelazione. Forse che la dinamica liminale del perdersi e l'intreccio dei movimenti dell'osmosi e della performance non possano oggi offrire una legittima traduzione della realta della kenosi? Rivelandosi, Dio scende in campo, incontra il finito nella sua stessa finitezza: il fine incontra il fine, con-fidandosi e scegliendo di finire con e per esso. Dio e Dio nel confine: non c'e piu solenne proclamazione della prossimita inagurata dall'avventura storica di Colui che non ha divelto la sua tenda dal regno degli uomini: trovarlo

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significa imparare a cercarlo nel cuore del labirinto, al limitare oscuro della nostra esperienza trascendentale. This book explores the nature of one of the most ancient tools for nonverbal communication: drawings. They are naturally adaptable enough to meet an incredibly wide range of communication needs. But how exactly do they do their job so well? Avoiding the kinds of aesthetic rankings of different graphic domains so often made by art historians and critics, Manfredo Massironi considers an extensive and representative sample of graphic applications with an open mind. He finds a deep mutuality between the material components of images and the activation of the perceptual and cognitive processes that create and decipher them. Massironi first examines the material components themselves: the mark or line, the plane of representation (the angle formed by the actual drawing surface and the depicted objects), and the position of the viewpoint relative to the depicted objects. The roles played by these three components are independent of the content of the drawing; they function in the same way in concrete and abstract representations. He then closely scrutinizes the choices made by the person planning and executing the drawings. Given that any object can be depicted in an infinite number of different ways, the drawer performs continuous work emphasizing and excluding different features. The choices are typically unconscious and guided by his or her communicative goals. A successful graph, be it simple or complex, is always successful precisely because the emphasized features are far fewer in number than the excluded ones. Finally, he analyzes

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the perceptual and cognitive integrations made by the viewer. Drawings are not simply tools for communication but important instruments for investigating reality and its structure. Richly illustrated, the book includes a series of graphic exercises that enable readers to get a sense of their own perceptual and cognitive activity when inspecting images. Massironi's pathbreaking taxonomy of graphic productions will illuminate all the processes involved in producing and understanding graphic images for a wide audience, in fields ranging from perceptual and cognitive psychology through human factors and graphic design to architecture and art history. Accompanying CD-ROM ... "contains 750 photos, 660 tables of graphic mapping covering 2,100 subjects relating to preservation and previous restoration work."--Inside back cover.

Perception of expression distinguishes our cognitive activity in a pervasive, significant and peculiar way, and manifests itself paradigmatically in the vast world of artistic production. Art and Expression examines the cognitive processes involved in artistic production, aesthetic reception, understanding and enjoyment. Using a phenomenological theoretical and methodological framework, developed by Rudolf Arnheim and other important scholars interested in expressive media, Alberto Argenton considers a wide range of artistic works, which span the whole arc of the history of western graphic and pictorial art. Argenton analyses the representational strategies of a dynamic and expressive character that can be reduced to basic aspects of perception, like obliqueness, amodal completion, and the

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bilateral function of contour, giving new directions relative to the functioning of cognitive activity. Art and Expression is a monument to the fruitful collaboration of art history and psychology, and Argenton has taken great care to construct a meaningful psychological approach to the arts based also on a knowledge of pictorial genres that allows him to systematically situate the works under scrutiny. Art and Expression is an essential resource for postgraduate researchers and scholars interested in visual perception, art, and gestalt psychology.

Cosa significa Idea in Architettura? In che modo essa interviene nel processo compositivo, e come si lega al significato di Immagine? Qual è il loro campo di esistenza? Con queste premesse l'autore indaga l'evoluzione dello stretto rapporto che intercorre nella storia dell'architettura tra l'Idea e l'Immagine, mediante una serie ragionata ed esemplificativa di riferimenti che abbracciano tutto l'arco temporale che dalla trattatistica di Vitruvio conduce all'Ottocento e dunque a Wright e Le Corbusier, per concludersi con l'individuazione di alcune tecniche d'invenzione che regolano tuttora il processo generativo del progetto. Per questa nuova edizione del libro, è stata aggiunta una selezione di brevi scritti recenti in cui si continua ad indagare il ruolo dell'immagine, divenuta ormai dinamica, stereoplastica, in una contemporaneità che l'ha elevata a massimo paradigma della comunicazione multimediale.

Ha scritto Rudolf Arnheim, il più grande psicologo dell'arte vivente: «Soltanto in uno schema educativo dedito, nel suo complesso, e in tutte le sue attività,

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all'intento di rendere visibile il mondo, può avere senso in teoria ed in pratica l'educazione artistica. L'arte non è mai veramente se stessa quando vagola, come in una mera isola di visibilità, in un oceano di cecità. Essa comincia ad avere senso quando viene concepita come il tentativo più radicale di comprendere il significato della nostra esistenza mediante le forme, e i colori, e i movimenti che il senso della vista coglie e interpreta». E ancora: «Negligere l'arte non è che il simbolo più tangibile del diffusissimo stato di disoccupazione dei sensi in ogni settore dello studio accademico. Ciò che specificamente occorre non è un più esteso insegnamento estetico, o un numero maggiore di manuali esoterici sull'educazione artistica, ma una battaglia convincente in favore del pensiero visuale, svolta su base del tutto generale. Se l'avremo compresa in teoria potremo cercare di curare in pratica la lacuna morbosa che storpia l'educazione della capacità ragionativa». Questi suoi ultimi Pensieri, cristallini nella loro incisiva chiarezza, denunciando il limite e l'artificialità della scuola fondata sulle parole e sui numeri (quella scuola il cui prodotto esemplare, come è stato lucidamente denunciato, «sa molto, pensa poco e non crede a niente»), rendono chiare le ragioni del fallimento dell'educazione artistica fino ad oggi praticata, e indicano un nuovo modo di fare scuola: una riformulazione del progetto educativo nella sua globalità, all'interno del quale contestualizzare e risolvere l'annoso problema dell'educazione intitolata alle arti. Delineando percorsi concretamente esperibili e radicalmente innovativi rispetto alle prassi correnti,

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Arnheim indica un modello di formazione dell'uomo potente ed articolato, capace di soddisfare le esigenze poste dalla società contemporanea. Il volume è corredato da un ampio saggio introduttivo della curatrice Lucia Pizzo Russo, la maggiore studiosa italiana di Arnheim.

Networking means to create nets of relations, where the publisher and the reader, the artist and the audience, act on the same level. The book is a first tentative reconstruction of the history of artistic networking in Italy, through an analysis of media and art projects which during the past twenty years have given way to a creative, shared and aware use of technologies, from video to computers, contributing to the creation of Italian hacker communities. The Italian network proposes a form of critical information, disseminated through independent and collective projects where the idea of freedom of expression is a central theme. In Italy, thanks to the alternative use of Internet, during the past twenty years a vast national network of people who share political, cultural and artistic views has been formed. The book describes the evolution of the Italian hacktivism and net culture from the 1980s till today. It builds a reflection on the new role of the artist and author who becomes a networker, operating in collective nets, reconnecting to Neoavant-garde practices of the 1960s (first and foremost Fluxus), but also Mail Art, Neoism and Luther Blissett. A path which began in BBSes, alternative web platforms spread in Italy through the 1980s even before the Internet even existed, and then moved on to Hackmeetings, to Telestreet and networking art by

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different artists such as 0100101110101101.ORG, [epidemiC], Jaromil, Giacomo Verde, Giovanotti Mondani Meccanici, Correnti Magnetiche, Candida TV, Tommaso Tozzi, Federico Bucalossi, Massimo Contrasto, Mariano Equizzi, Pigreca, Molleindustria, Guerriglia Marketing, Sexyshock, Phag Off and many others.

This volume constitutes a first step towards an ever-deferred interdisciplinary dialogue on cultural traits. It offers a way to enter a representative sample of the intellectual diversity that surrounds this topic, and a means to stimulate innovative avenues of research. It stimulates critical thinking and awareness in the disciplines that need to conceptualize and study culture, cultural traits, and cultural diversity. Culture is often defined and studied with an emphasis on cultural features. For UNESCO, “culture should be regarded as the set of distinctive spiritual, material, intellectual and emotional features of society or a social group”. But the very possibility of assuming the existence of cultural traits is not granted, and any serious evaluation of the notion of “cultural trait” requires the interrogation of several disciplines from cultural anthropology to linguistics, from psychology to sociology to musicology, and all areas of knowledge on culture. This book presents a strong multidisciplinary perspective that can help clarify the problems about cultural traits.

L'indagine archivistica, l'esame delle fonti grafiche, l'osservazione ravvicinata ed il confronto incrociato sono alla base di un testo che analizza i principali temi relativi alla progettazione ed alla realizzazione delle cupole nella Roma cinque-seicentesca: relazioni con la trattatistica,

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problemi strutturali, materiali e tecniche costruttive, impostazione geometrica e criteri di proporzionamento. L'insieme dei dati raccolti viene successivamente verificato attraverso la presentazione delle opere, evidenziando i diversi orientamenti compositivi. Grazie anche ad un ampio corredo illustrativo (oltre 300 immagini, tra disegni, fotografie e schemi grafici), il volume si propone come il primo organico studio relativo al periodo aureo delle cupole romane. Introduzione di Sandro Benedetti

Marcello Villani insegna Storia dell'Architettura presso la Facoltà di Architettura dell'Università degli Studi "G. d'Annunzio" di Chieti-Pescara. Le sue ricerche sono orientate prevalentemente verso l'architettura dell'età barocca e contemporanea. È autore di saggi e recensioni, apparsi su importanti riviste di storia dell'architettura e restauro. Ha pubblicato i volumi *La facciata di S. Maria in Via Lata. Committenza, iconologia, proporzionamento, ordini* (Roma 2006) e, in collaborazione con A. Cerutti Fusco, *Pietro da Cortona architetto* (Roma 2002). Ha partecipato ai Convegni Internazionali Pietro da Cortona (1997), Francesco Borromini (2000), Luigi Vanvitelli 1700-2000 (2000), alle Giornate di Studio sull'Architettura nelle città italiane del XX secolo (2001) e su Gustavo Giovannoni (2003), al XXVI Congresso di Storia dell'Architettura *L'altra Modernità. Città e architettura* (2007). Tra le esposizioni alle quali ha collaborato, si segnala la *Mostra Roma Barocca. Bernini, Borromini, Pietro da Cortona* (2006).

Brevi accenni all'importanza che secondo Leonardo assumevano la rappresentazione visiva negli studi

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anatomici, la prospettiva e l'utilizzo della luce, come usata nell'Ultima Cena del Vinciano, e il chiaroscuro. Questo progetto formativo, realizzato nella Facoltà di Scienze della Formazione dell'Università di Palermo nell'a.a. 2003-2004, è declinato in otto laboratori: di espressione corporea e danzaterapia, di animazione teatrale, di attività grafico-pittorica, di animazione musicale, di Lingua Italiana dei Segni anche nelle sue espressioni artistiche, di metodologia del "creare con la sabbia", di osservazione finalizzata al sostegno della genitorialità.

Arguing that the virtual body is something new—namely, an entity that from an ontological perspective has only recently entered the world—Roberto Diodato considers the implications of this kind of body for aesthetics. Virtual bodies insert themselves into the space opened up by the famous distinction in Aristotle's *Physics* between natural and artificial beings—they are both. They are beings that are simultaneously events; they are images that are at once internal and external; they are ontological hybrids that exist only in the interaction between logical-computational text and human bodies endowed with technological prostheses. Pursuing this line of thought, Diodato reconfigures classic aesthetic concepts such as mimesis, representation, the relation between illusion and reality, the nature of images and imagination, and the theory of sensory knowledge. Cultural heritage identifies and preserves past achievements for the benefit of future generations. Examining the extent to which heritage preservation is feasible in an era governed by modernism and

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globalization is essential for both regional development and cultural conservation. Conservation, Restoration, and Analysis of Architectural and Archaeological Heritage provides innovative insights into digital technologies that have produced important methodological changes in the documentation, analysis, and conservation of cultural heritage. The content within this publication represents the work of digital restoration, inclusive communication, and reality-based representation. It is a vital reference source for software developers, sociologists, policymakers, tourism managers, and academicians seeking coverage on digital technologies and data processing in cultural heritage.

This anthology translates eighteen papers by Italian philosopher and experimental psychologist Paolo Bozzi (1930-2003), bringing his distinctive and influential ideas to an English-speaking audience for the first time. The papers cover a range of methodological and experimental questions concerning the phenomenology of perception and their theoretical implications, with each one followed by commentary from leading international experts. In his laboratory work, Bozzi investigated visual and auditory perception, such as our responses to pendular motion and bodies in freefall, afterimages, transparency effects, and grouping effects in dot lattices and among sounds (musical notes). Reflecting on the results of his enquiries against the background of traditional approaches to experimentation in these fields, Bozzi took a unique realist stance that challenges accepted approaches to perception, arguing that

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experimental phenomenology is neither a science of the perceptual process nor a science of the appearances; it is a science of how things are. The writings collected here offer an important resource for psychologists of perception and philosophers, as well as for researchers in cognitive science.

??This volume debuts the new scope of Remote Sensing, which was first defined as the analysis of data collected by sensors that were not in physical contact with the objects under investigation (using cameras, scanners, and radar systems operating from spaceborne or airborne platforms). A wider characterization is now possible: Remote Sensing can be any non-destructive approach to viewing the buried and nominally invisible evidence of past activity. Spaceborne and airborne sensors, now supplemented by laser scanning, are united using ground-based geophysical instruments and undersea remote sensing, as well as other non-invasive techniques such as surface collection or field-walking survey. Now, any method that enables observation of evidence on or beneath the surface of the earth, without impact on the surviving stratigraphy, is legitimately within the realm of Remote Sensing. ?The new interfaces and senses engaged in Remote Sensing appear throughout the book. On a philosophical level, this is about the landscapes and built environments that reveal history through place and time. It is about new perspectives—the views of history possible with Remote Sensing and fostered in part by immersive, interactive 3D and 4D environments discussed in this volume. These perspectives are both the result and the implementation

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of technological, cultural, and epistemological advances in record keeping, interpretation, and conceptualization. Methodology presented here builds on the current ease and speed in collecting data sets on the scale of the object, site, locality, and landscape. As this volume shows, many disciplines surrounding archaeology and related cultural studies are currently involved in Remote Sensing, and its relevance will only increase as the methodology expands.

PURPOSE OF THE STUDY Primary education in Europe, as in the United States and other continents, is passing through a period of profound change, affecting some of the fundamental educational aims at primary school level and teaching structure, content and methods. The purpose of this study is to sketch a broad picture of the European educational scene which may be brought about by the impact of innovation in industrialised countries. We are only too aware of the difficulties inherent in our task. Even when projections and forecasts are firmly rooted in an analysis of existing data, they are liable to be contradicted by the facts. We shall attempt to allow for those alternative situations which may provide the context for the organisation and functioning of primary education. We make no claim to portray the European primary school at the end of the twentieth or at the beginning of the twenty-first century. We shall do no more than analyse existing achievements and experiments based on research in the associated fields of education, psychology and sociology and from this analysis extrapolate a series of forecasts based on objective factors of a social and intellectual nature,

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offering realistic hypotheses for the future. Our aim is to provide sound guidelines for those who are to build a better future for our children.

This book demonstrates and discusses the hypothesis that, within the theory of multiple intelligences, graphic intelligence can be isolated and defined as the ability to use graphic skills to solve problems and create products through the integration and coordination of eye, mind and hand, that is, visual perception, thought and graphic representation. Since it is essential to the development of thought in various disciplinary and professional fields, graphic intelligence is considered an intellectual skill that needs to be taught not only in specialist training, but also in general training and at all levels of education, from pre- and primary school to higher education. The book discusses the role of graphic intelligence within the design, scientific, artistic, education and communication disciplines, highlighting how graphic skills are fundamental to enhancing cognitive and imaginative abilities in all areas of training and professional knowledge.

Includes special issues.

Due anni di attività intorno all'elusivo concetto di estetica. Ricerca intorno ad opere, autori, curatori lasciando da parte ogni atteggiamento di ricezione passiva e di contemplazione distaccata per confrontarsi ed agire in prima persona e scoprire, così facendo, strutture immaginative e connotazioni ludiche; cose che, per quanto riguarda l'arte, dovrebbero essere scontate ma di cui spesso ci si

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dimentica. C'è una dimensione relazionale dell'estetica che si costruisce attraverso i rapporti interpersonali e che si deposita nei luoghi attraverso consuetudini, divenute rituali, che un certo gruppo sviluppa e consolida nel tempo. Domande o provocazioni interrompono il rito portando in luce una trama nascosta, generando consapevolezza, autocoscienza estetica. Il compito che gli autori si propongono è quello di restituire, sia a chi ha partecipato alle attività seminariali sia al più ampio insieme dei lettori, temperie e senso di questa coinvolgente sperimentazione ai fini di una presa di contatto con la propria personale conoscenza e sensibilità estetica.

This collection examines the multifaceted opus of Pier Paolo Pasolini through a contemporary critical lens. It offers new interpretations to some classic works such as *Salò* or the 120 Days of Sodom and Decameron while considering some lesser studied pieces, for example *Orestiade* and his Friulian verse. The 35th anniversary of this classic of art theory. From generation to generation, people experience their landscapes differently. Humans depend on their natural environment: it shapes their behavior while it is often felt that deities responsible for both natural benefits and natural calamities (such as droughts, famines, floods and landslides) need to be appeased. We presume that, in many societies, lakes, rivers, rocks, mountains, caves and groves

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were considered sacred. Individual sites and entire landscapes are often associated with divine actions, mythical heroes and etiological myths. Throughout human history, people have also felt the need to monumentalize their sacred landscape. But this is where the similarities end as different societies had very different understandings, beliefs and practices. The aim of this new thematic appraisal is to scrutinize carefully our evidence and rethink our methodologies in a multi-disciplinary approach. More than 30 papers investigate diverse sacred landscapes from the Iberian peninsula and Britain in the west to China in the east. They discuss how to interpret the intricate web of ciphers and symbols in the landscape and how people might have experienced it. We see the role of performance, ritual, orality, textuality and memory in people's sacred landscapes. A diachronic view allows us to study how landscapes were 'rewritten', adapted and redefined in the course of time to suit new cultural, political and religious understandings, not to mention the impact of urbanism on people's understandings. A key question is how was the landscape manipulated, transformed and monumentalized – especially the colossal investments in monumental architecture we see in certain socio-historic contexts or the creation of an alternative humanmade, seemingly 'non-natural' landscape, with perfectly astronomically aligned

buildings that define a cosmological order? Sacred Landscapes therefore aims to analyze the complex links between landscape, 'religiosity' and society, developing a dialectic framework that explores sacred landscapes across the ancient world in a dynamic, holistic, contextual and historical perspective.

Die Bildhauer des römischen Barock, darunter Meister wie Gian Lorenzo Bernini, Alessandro Algardi und Giuliano Finelli, erreichten eine beispiellose Lebendigkeit ihrer Werke. Dem augenscheinlichen Leben widerspricht jedoch beharrlich die harte Materialität dieser Skulpturen. Weiches, bewegtes Fleisch, dramatische Bewegungen und flatternde Stoffe sind in hartem, leblosem Marmor gefangen. So fordert die Skulptur den Betrachter heraus und sorgt für Verwirrung oder auch Enttäuschung. Anhand zeitgenössischer Poesie und anderer Quellen, welche die Interaktion zwischen Betrachter und Skulptur reflektieren, untersucht diese Studie, wie Zeitgenossen mit diesem Doppelcharakter der Skulptur umgingen. Dabei werden auch Ansätze der modernen Psychologie miteinbezogen. Das Ergebnis ist ein neuer Zugang zu einigen der höchstgeschätzten Meisterwerke europäischer Kunst.

La ricerca e il dibattito attuale sui saperi scolastici si sono polarizzati intorno alla nozione di 'competenza', area di transizione in cui si realizza il passaggio dalla didattica

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tradizionale a una didattica più critica e ideativa. Le 'competenze', però, non bastano: per formare una mente autenticamente critica è necessario anche potenziare la 'riflessività'. Il volume inquadra il rinnovamento attuale della scuola nel più recente dibattito sulla nuova immagine dei saperi afferenti alle varie aree disciplinari e sul loro 'impatto' formativo.

L'idea di un Convegno internazionale su La teoria del restauro nel Novecento da Riegl a Brandi è nata dall'esigenza di ricostruire le tappe fondamentali che hanno fatto del restauro un concetto centrale dell'odierno orizzonte culturale fino a culminare nella Teoria del restauro pubblicata da Cesare Brandi nel 1963. Fedeli all'articolazione del Convegno, gli atti che ora si pubblicano muovono da Alois Riegl e dal contesto europeo per proseguire attraverso il contributo di altri protagonisti e concezioni: dalle sporadiche ma lucide prese di posizione di Roberto Longhi agli apporti di Corrado Ricci, Giulio Carlo Argan, Carlo Ludovico Ragghianti e Bruno Zevi. Inserita in questo plesso storico-culturale, la Teoria del Restauro è stata quindi indagata in quanto fulcro di un ampio spettro di ambiti e problematiche che, in sintonia con la proteiforme attività di Brandi, ha visto il coinvolgimento di studiosi di estetica, storici dell'arte, architetti, archeologi. Per altri versi, l'aver affrontato le vicende relative alla nascita e all'attività dell'Istituto Centrale per il Restauro ha consentito alcuni importanti approfondimenti su aspetti tecnico-specialistici e rivelato gli intrecci tra esigenze conservative e scelte museografiche.

This book stems from the seminal work of Robert Venturi and aims at re-projecting it in the current cultural debate by extending it to the scale of landscape and placing it in connection with representative issues. It brings out the transdisciplinary synthesis of a necessarily interdisciplinary approach to the theme, aimed at creating new models which

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are able to represent the complexity of a contradictory reality and to redefine the centrality of human dimension. As such, the volume gathers multiple experiences developed in different geographical areas, which come into connection with the role of representation. Composed of 43 chapters written by 81 authors from around the world, with an introduction by Jim Venturi and Cezar Nicolescu, the volume is divided into two parts, the first one more theoretical and the other one which showcases real-world applications, although there is never a total split between criticism and operational experimentation of research.

With the growth of the global population, the expansion of metropolitan areas has become an essential aspect of land development. With the need for more space to accommodate the growing population, discussion on the best methods of expansion has arisen. Designing Grid Cities for Optimized Urban Development and Planning is a critical scholarly resource that explores the expansion and extension of metropolitan areas following “orthogonal” development plans. Featuring coverage on a wide range of topics, such as built environment, grid cities, and orthogonal urban matrix, this publication is geared towards engineers, city development planners, professionals, academicians, researchers, and students seeking current research on the advantages of using orthogonal development plans for metropolitan expansion.

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