

Course

DRAWING CONNECTS

Thinking Architecture Visually

Università degli Studi di Ferrara – Italy – Nov. 2019

Raquel Pelayo

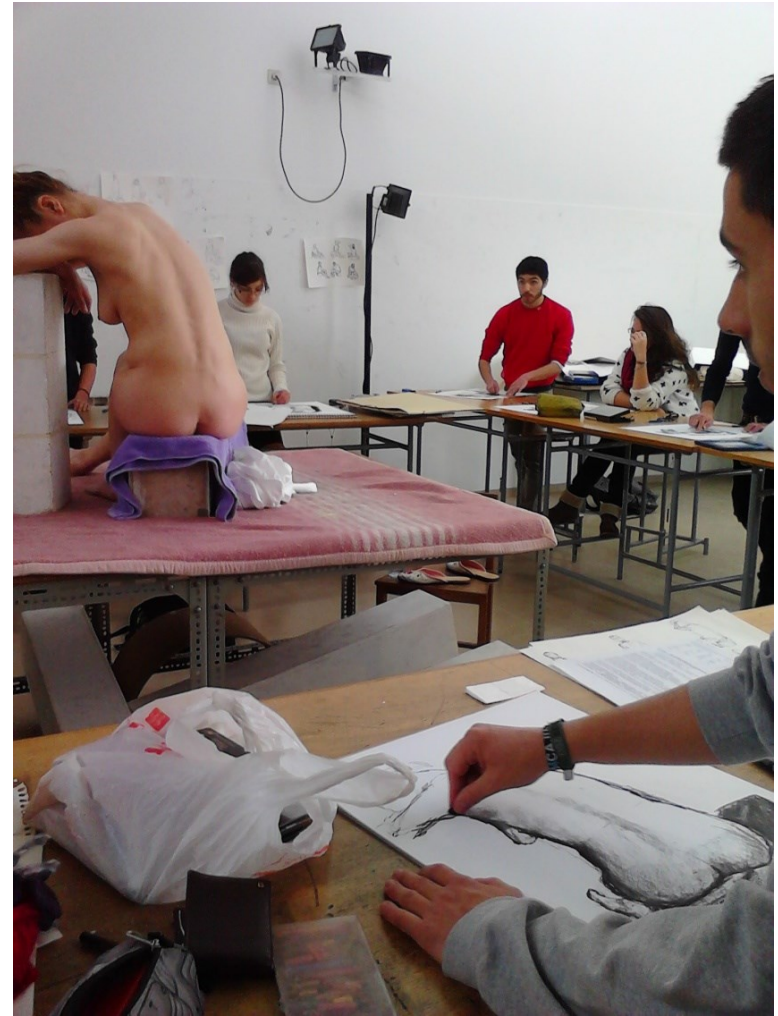
Collaboration Rui Braz Afonso e Rafael Santos

Faculdade de Arquitetura da Universidade do Porto - FAUP















ADESSO TOCA A VOI!

Giochiamo al
disegno!

Dovrette disegnare un oggetto velocemente

**Prendete un pezzo di carta piccolo e
prendete pure una penna.**

Aspettate un attimo

ANNUNZIORÒ QUALE È L'OGGETTO

E POI VI FARÒ PARTIRE

AVRETTE 10 SECONDI PER DISEGNARE L' OGGETTO

pronti?

SEDIA

Mental propositional images

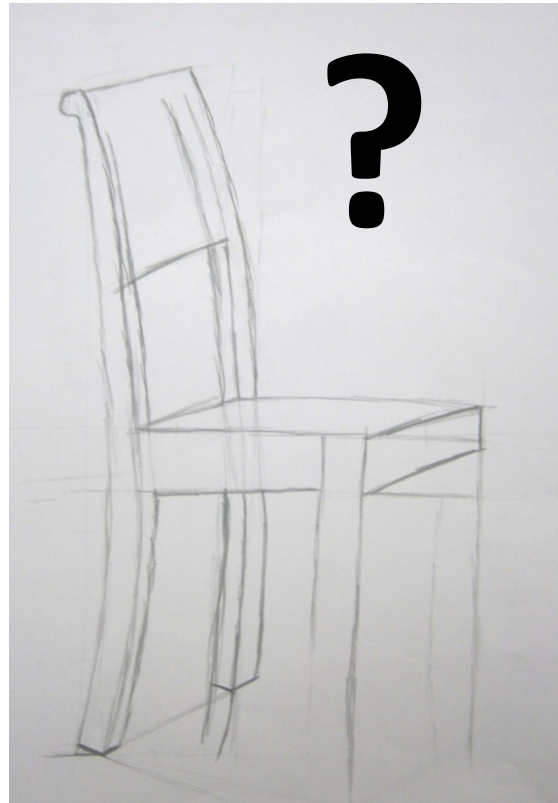
visual structures for immediate object recognition



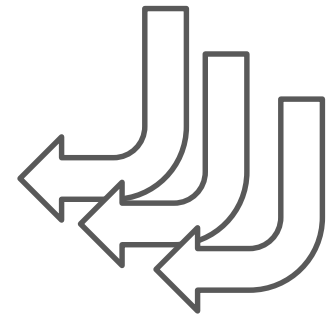
The “beginner’s paradox”



Long-term memory



Working memory



Visual Management

Attention multitasking



Propositional
image



Perceptual
images of model

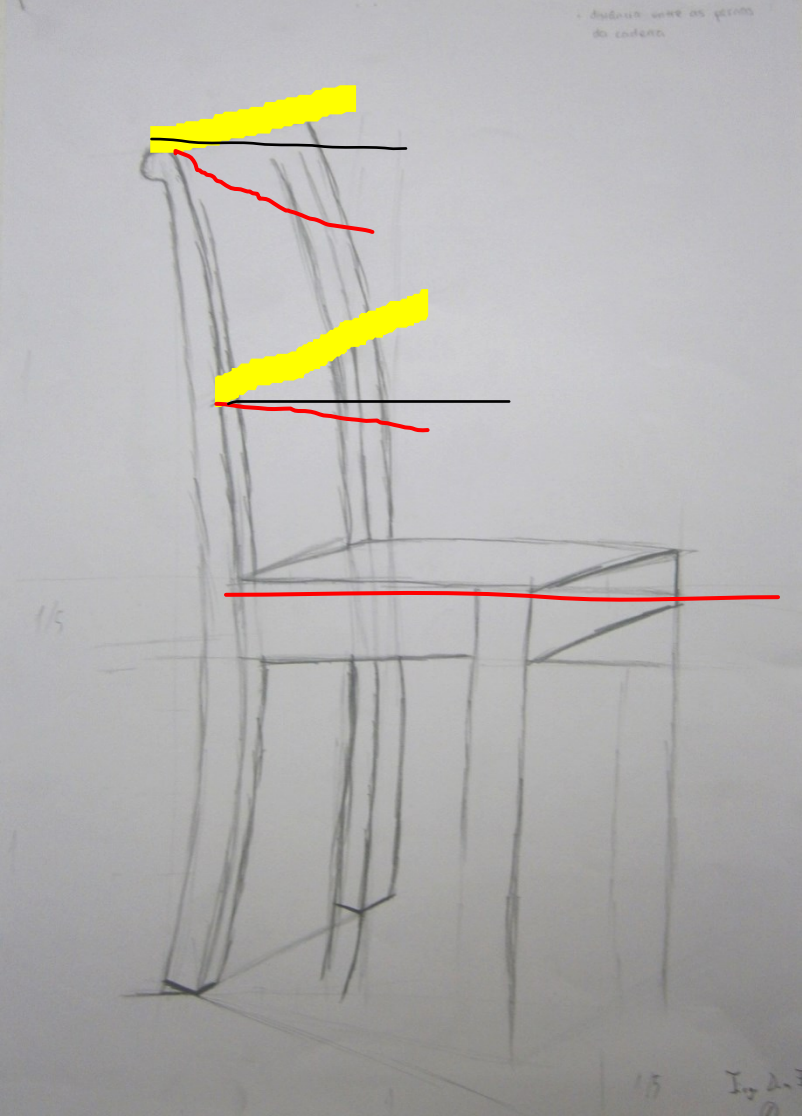
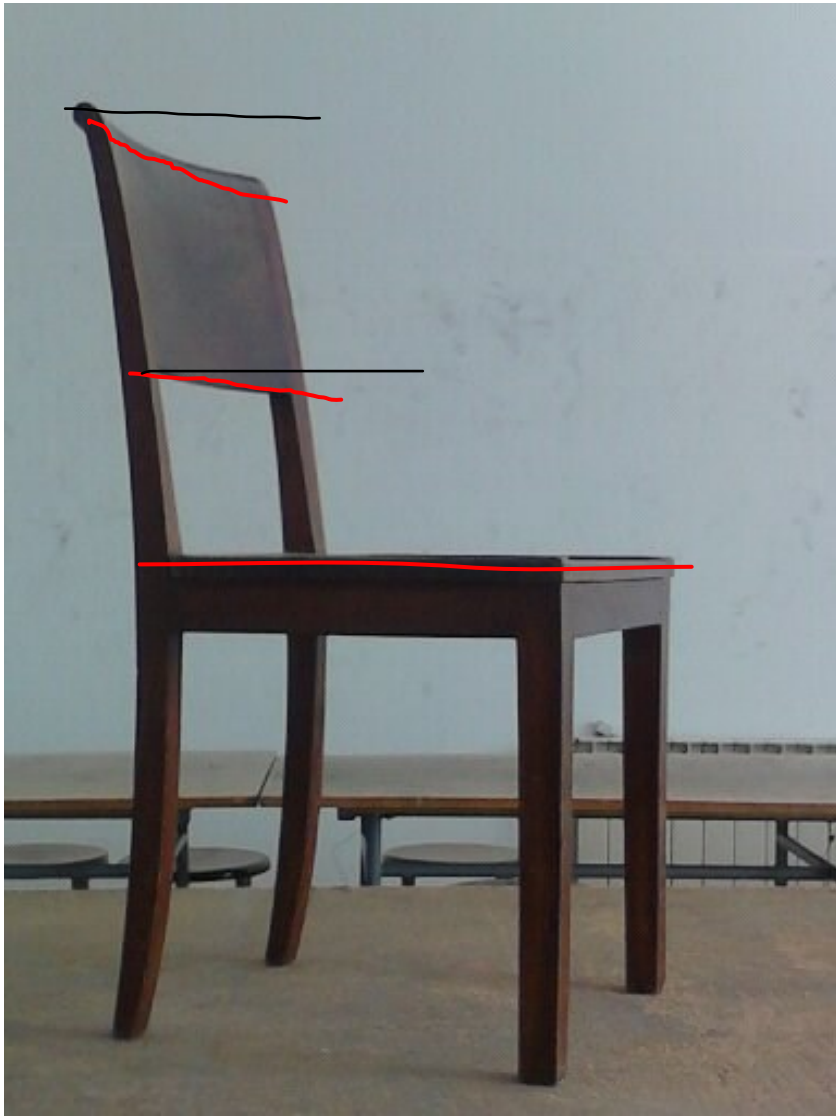


Perceptual images
of ongoing drawing

Learning how to draw



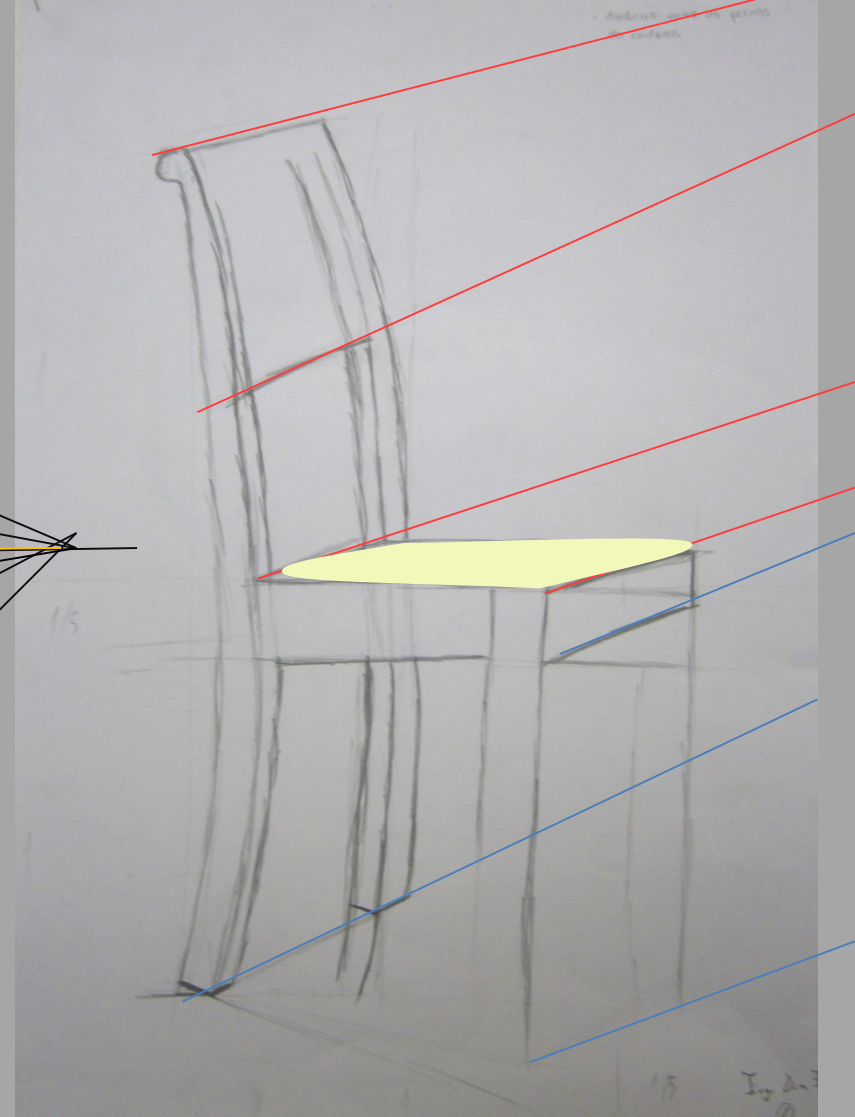
Problematic depth (profundity) cues



Viewer centered image
Geometry sistem reference:
Linear Perspective



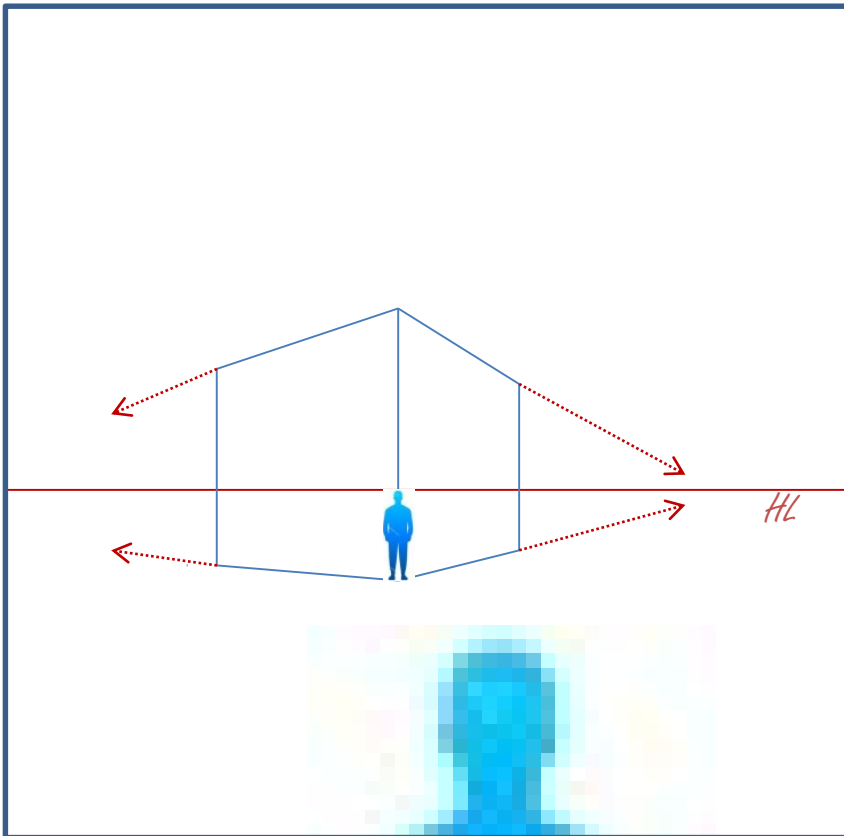
Object centered image
Geometry sistem reference:
Axonometry



Outside a box

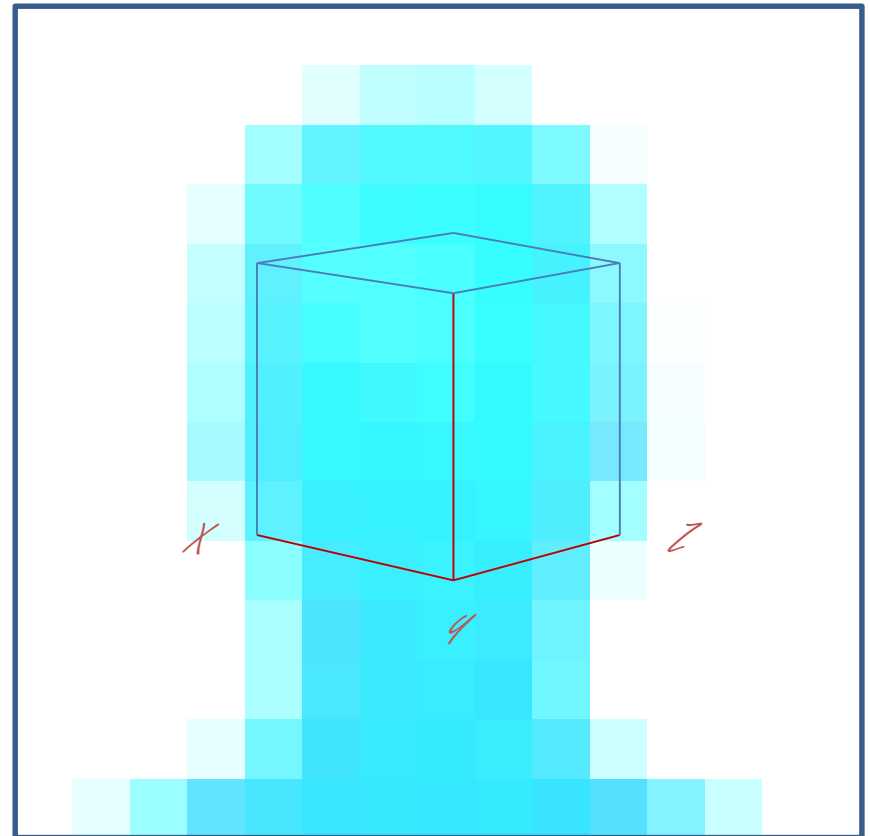
What we see....

Viewer centered image
Geometry system reference:
Linear Perspective



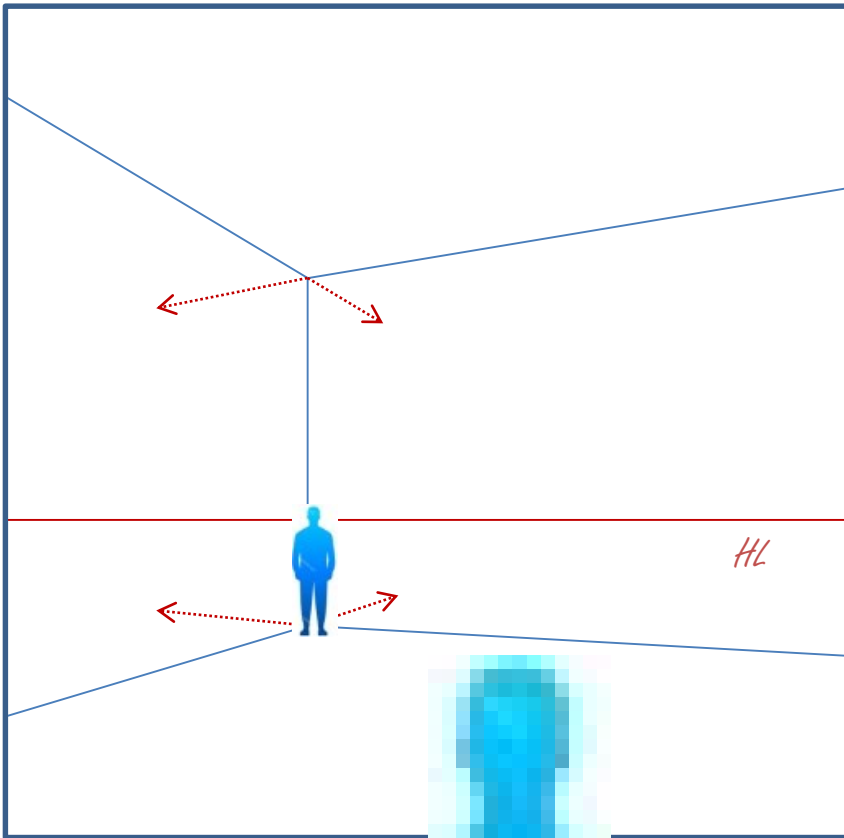
What we deduce...

Object centered image
Geometry system reference:
Axonometry

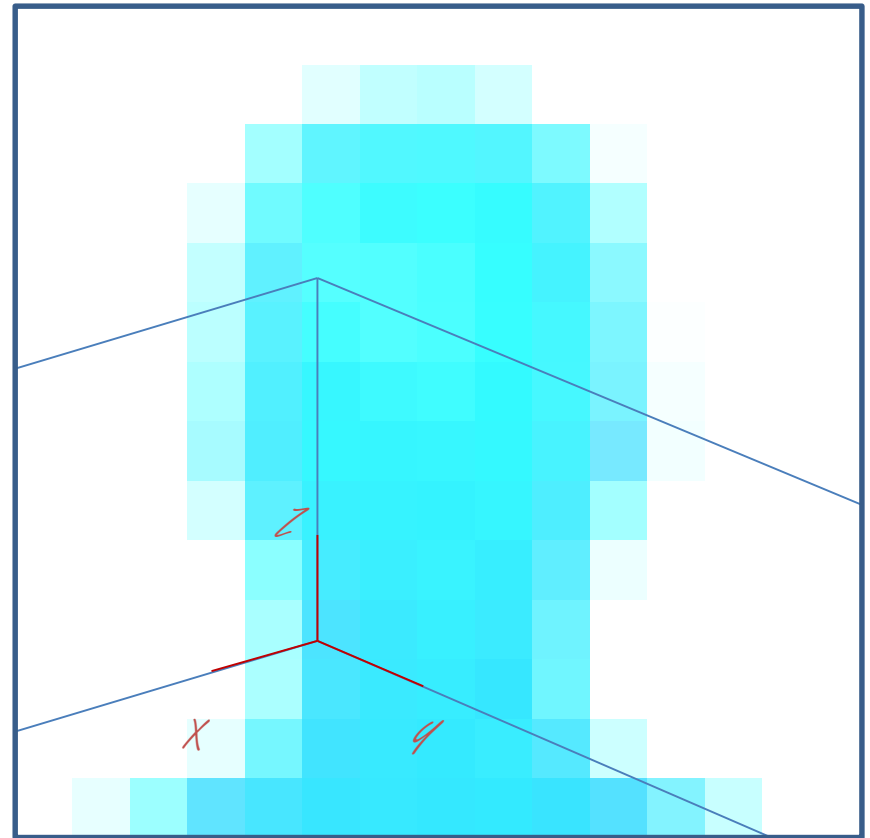


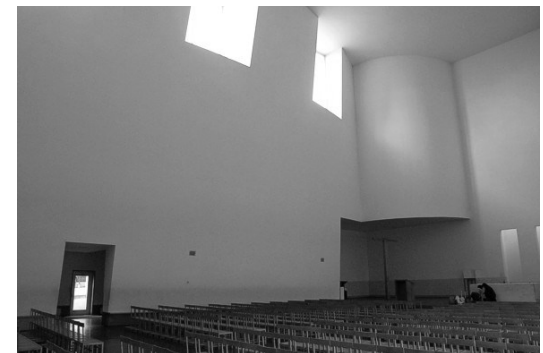
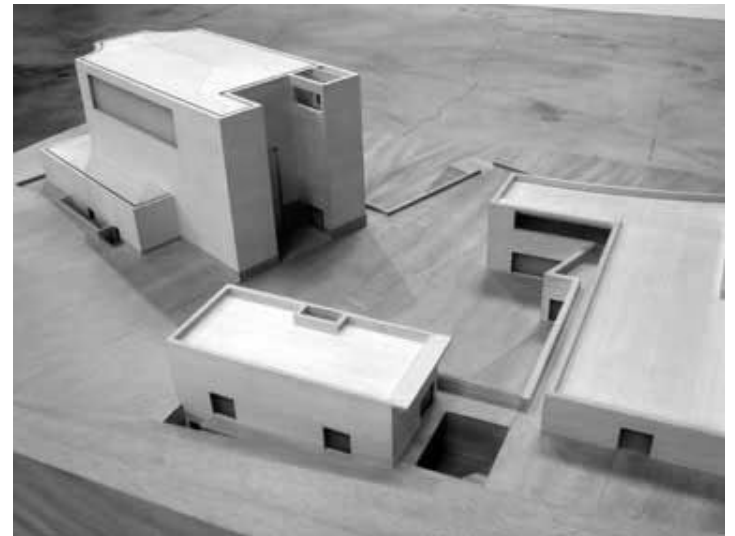
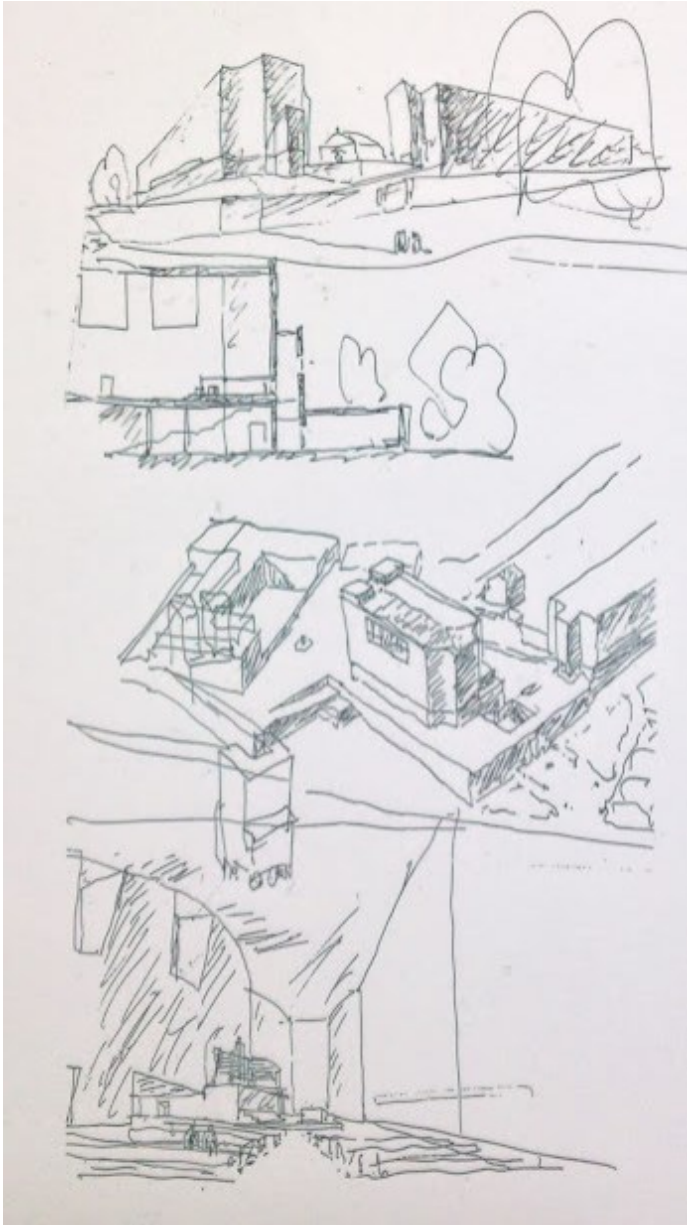
Inside a box

Viewer centered image
Geometry sistem reference:
Linear Perspective



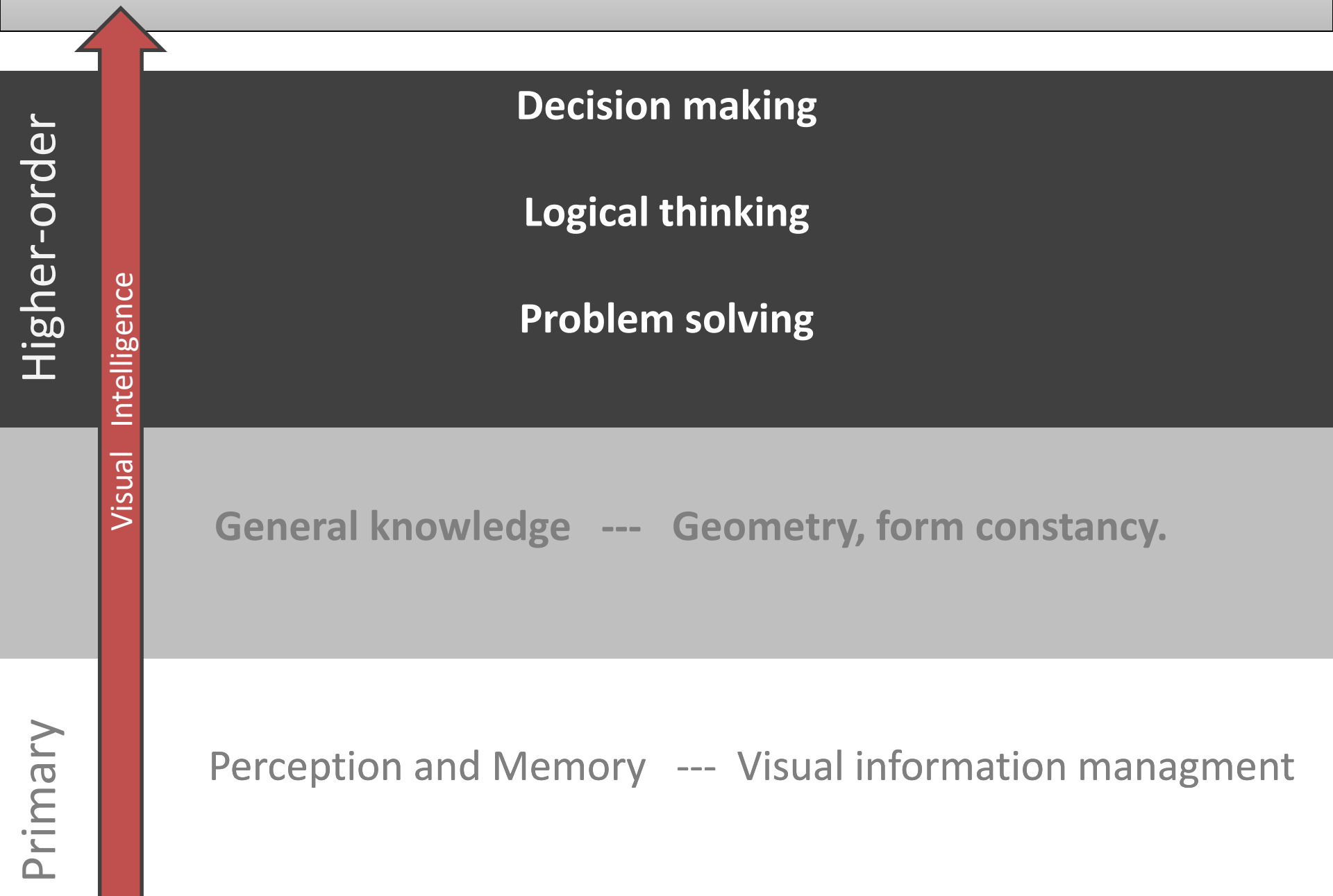
Object centered image
Geometry sistem reference:
Axonometry



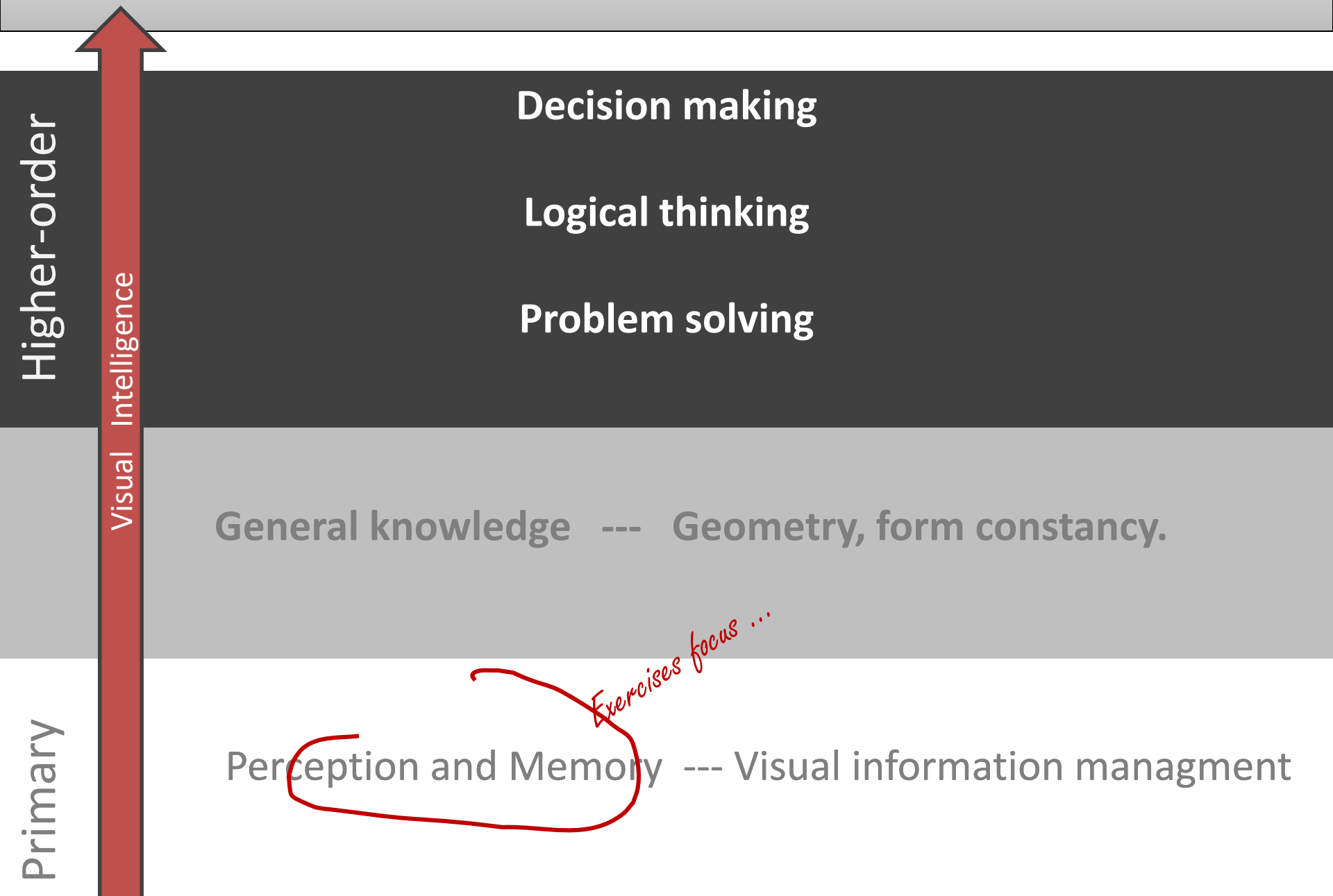


Siza Vieira, Church at Marco de Canaveses - Portugal, 1996.

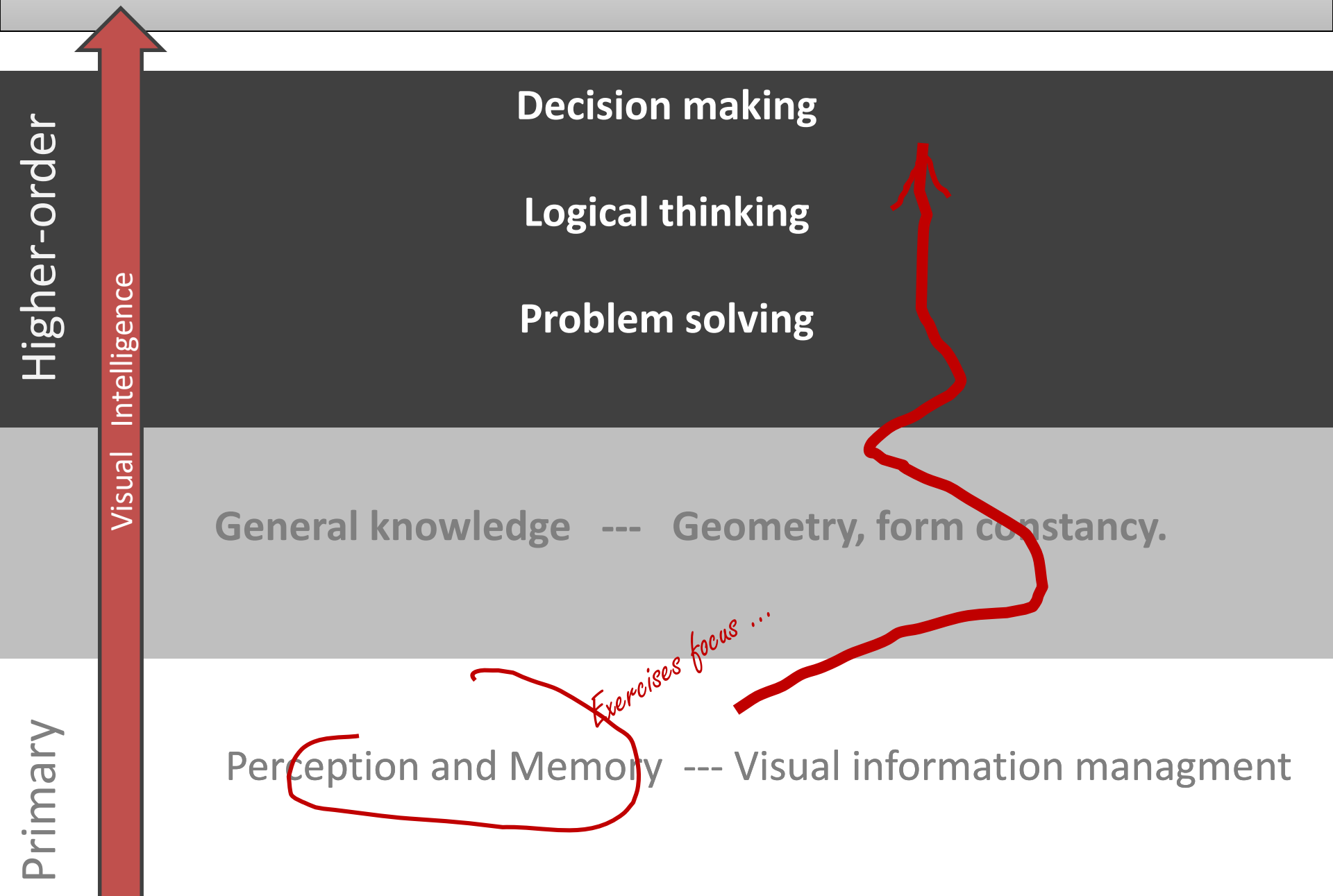
Cognitive processes underlying drawing skills



Cognitive processes underlying drawing skills



Cognitive processes underlying drawing skills



First Session

13 Nov. 2019

3 hours

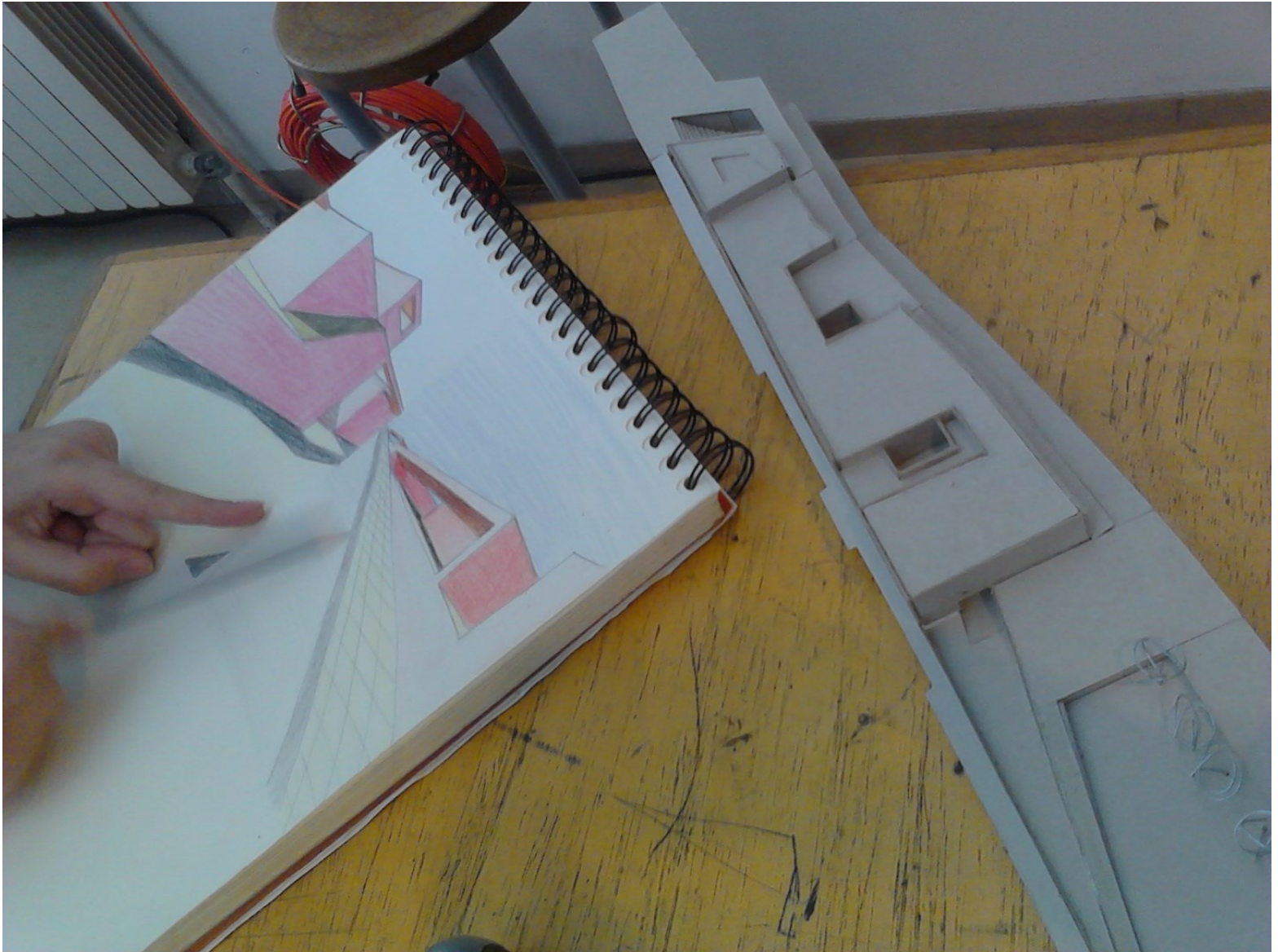
One drawing per hour aprox.

Place your **small objects** in a table in a way they touch each other and create volume (s). Add anything you need for them to stand.

In A3 paper draw them imagining they were larger than you and imagine where they could be located, inventing... whatever comes to your mind...

You can change object form and details or ignore them as you like. Use **charcoal** and/or **pastel dry sticks** for color. Erase whenever you need and redo it till it doesn't look like an object in a table. In this first drawing you will use an **Axonometric** frame of mind.

In a second and third drawing (each in a different A3 piece of paper) you will use a **perspective** frame: you will imagine yourself as a very small person in the table top visiting the "construction". How will it look like when you get closer to it? Draw what is viewed from a certain view point you choose. Remember you are there! It can be in a "internal space" created by your objects together. You can always change or ignore some shapes, details, imagined place or surroundings each time you do a new drawing. Play with scale, mass and void through experimenting possibilities. You are supposed to deal creatively with the ambiguity of drawing from observation and from imagination all together! Spray all over surface of done drawings with hair lacquer to fixate image only in the end of session. Take photos of each drawing you made with your phone: You will need them tomorrow!



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