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Environment, Art, and Museums: The Aesthetic Experience in Different Contexts Springer
?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 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.

Vedere per progettare. Basic design e percezione visiva per il disegno Industriale EDIZIONI DEDALO

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, 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 Facolt à di Architettura dell'Universit à degli Studi "G. d'Annunzio"di Chieti-Pescara. Le sue ricerche sono orientate prevalentemente verso l'architettura dell'et à 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 citt à italiane del XX secolo (2001) e su Gustavo Giovannoni (2003), al XXVI Congresso di Storia dell'Architettura L'altra Modernità . Citt à e architettura (2007). Tra le esposizioni alle quali ha collaborato, si segnala la Mostra Roma Barocca. Bernini, Borromini, Pietro da Cortona (2006). Aesthetics of the Virtual Univ of California Press

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 multidisciplinary 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.

L'architettura delle cupole a Roma 1580-1670 EDIZIONI DEDALO

Brevi accenni all'importanza che secondo Leonardo assumevano la rappresentazione visiva negli studi anatomici, la prospettiva e l'utilizzo della luce, come usata nell'Ultima Cena del Vinciano, e il chiaroscuro.

Paolo Bozzi's Experimental Phenomenology ROI Edizioni

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 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, believes

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.

Pasolini's Lasting Impressions FrancoAngeli

Flow è un classico fondamentale della psicologia contemporanea. Pubblicato per la prima volta nel 1990 (e in Italia da lungo tempo assente dal mercato), oggi è sempre più riscoperto, citato e studiato come caposaldo della psicologia positiva. Le persone raggiungono la massima felicità quando sono in uno stato di "flow", cioè di totale concentrazione e assorbimento in un'attività. Una sensazione simile alla trance agonistica. Forse per questo, negli anni, il concetto di flow ha avuto tanto successo in ambito sportivo e nel coaching, diventando così popolare al giorno d'oggi. Con la consapevolezza e le giuste conoscenze, l'esperienza ottimale può essere ricercata e controllata, diventando uno strumento per sbloccare risorse che consentono di dare il meglio di sé. Ma vivere singoli episodi di questo tipo è solo un primo passo: se si riesce a legare la propria esistenza a una finalità potente, allora la vita stessa può divenire un unico lungo flow in cui tutte le esperienze sono interconnesse e ordinate. Questo, dice Csíkszentmihályi, è lo stato di felicità più alto che possiamo sperimentare.

Il restauro della Cappella degli Scrovegni Feltrinelli Editore

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 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.

Art and Expression FrancoAngeli

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 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.

Lo spazio della luce Mimesis

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.

Saperi e competenze Gangemi Editore spa

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.

The Journal of Aesthetic Education IGI Global

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 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.

La teoria del restauro nel Novecento da Riegl a Brandi Springer Nature

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 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.

Flow Gangemi Editore spa

Reconfigures classic aesthetic concepts in relation to the novelty introduced by virtual bodies. 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. Roberto Diodato is Associate Professor of Aesthetics at the Catholic University of the Sacred Heart in Milan, Italy. Justin L. Harmon is a teaching assistant in the Philosophy Department at the University of Kentucky. Silvia Benso is Professor of Philosophy at the Rochester Institute of Technology.

Seminario di autocoscienza estetica Walter de Gruyter

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.

Adele Plotkin Oxbow Books

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 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.

Il Marmo spirante Routledge

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 realtà della kenosi? Rivelandosi, Dio scende in campo, incontra il finito nella sua stessa finitezza: il fine incontra il fine, confidandosi e scegliendo di finire con e per esso. Dio e Dio nel con-fine: non c'e più solenne proclamazione della prossimità inaugurata dall'avventura storica di

Colui che non ha divelto la sua tenda dal regno degli uomini: trovarlo significa imparare a cercarlo nel cuore del labirinto, al limitare oscuro della nostra esperienza trascendentale.

NY-LON. New York e Londra, due metropoli a confronto Frontiers Media SA

Includes special issues.

Nuovi spazi della poesia Springer Nature

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 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.

Rudolf Arnheim Armando Editore

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.

Designing Grid Cities for Optimized Urban Development and

Planning State University of New York Press

Cos'è la poesia per chi abita la mediasfera digitale? La tradizione poetica rimane legata all'ambiente orale-chirografico in cui si è strutturata? O segue i tracciati dell'esperienza lacerante e tumultuosa del soggetto nell'era della metropoli e della simultaneità elettrica? E come ha tracimato nello spazio-

tempo dei media attuali? L'obiettivo del libro è indagare sugli orientamenti che caratterizzano oggi la poesia sul piano della produzione e della sperimentazione linguistica, della didattica, della formazione dell'identità o del semplice intrattenimento ludico, nel contesto dei media digitali e delle nuove forme della testualità: transmedialità, coproduzione, apprendimento, gamification.