

# Sinsemie

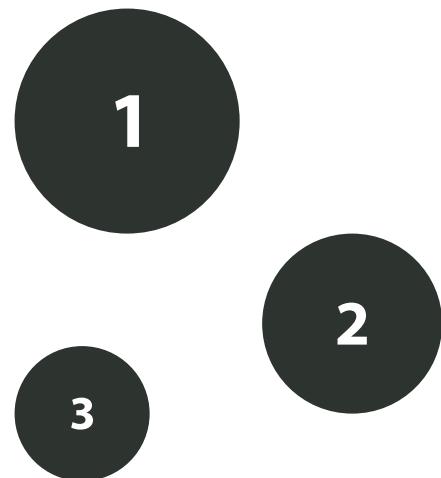
Luciano Perondi + parcodiyellowstone

## **PARTECIPANTI:**

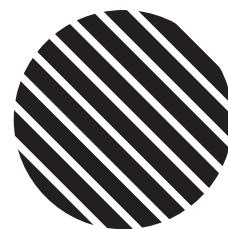
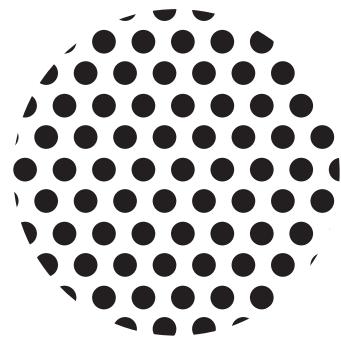
Silvia Ballerini, Manuela Di Rosa, Davide Giorgetta, Simone Paoli,  
Jacopo Pompilii, Francesca Sperti, Ruggero Blasi

# **Individuazione della metodologia progettuale**

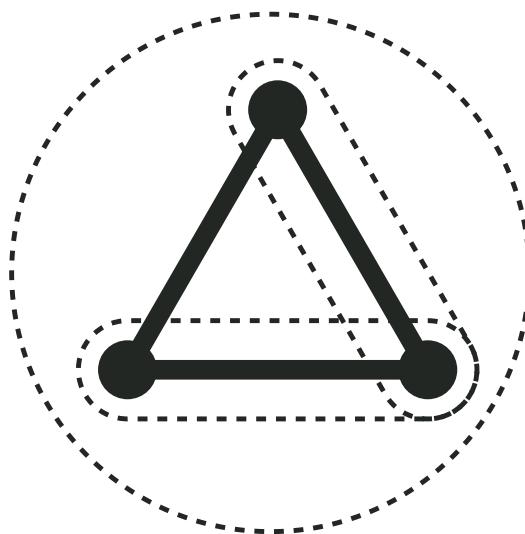
# **1. Gerarchia dei livelli**



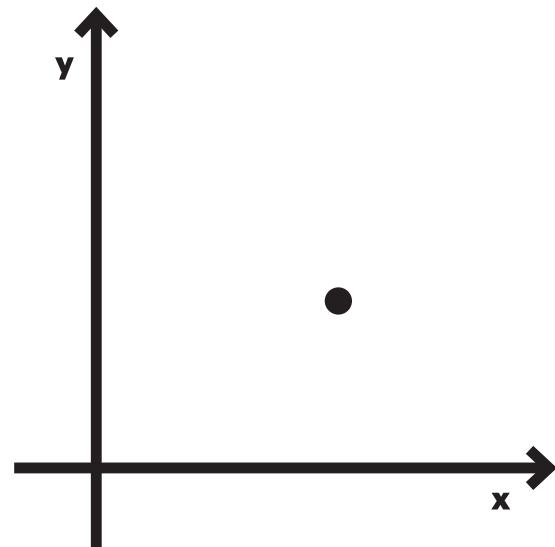
## 2. Variabili visive



# **3. Articolazioni ed elementi**

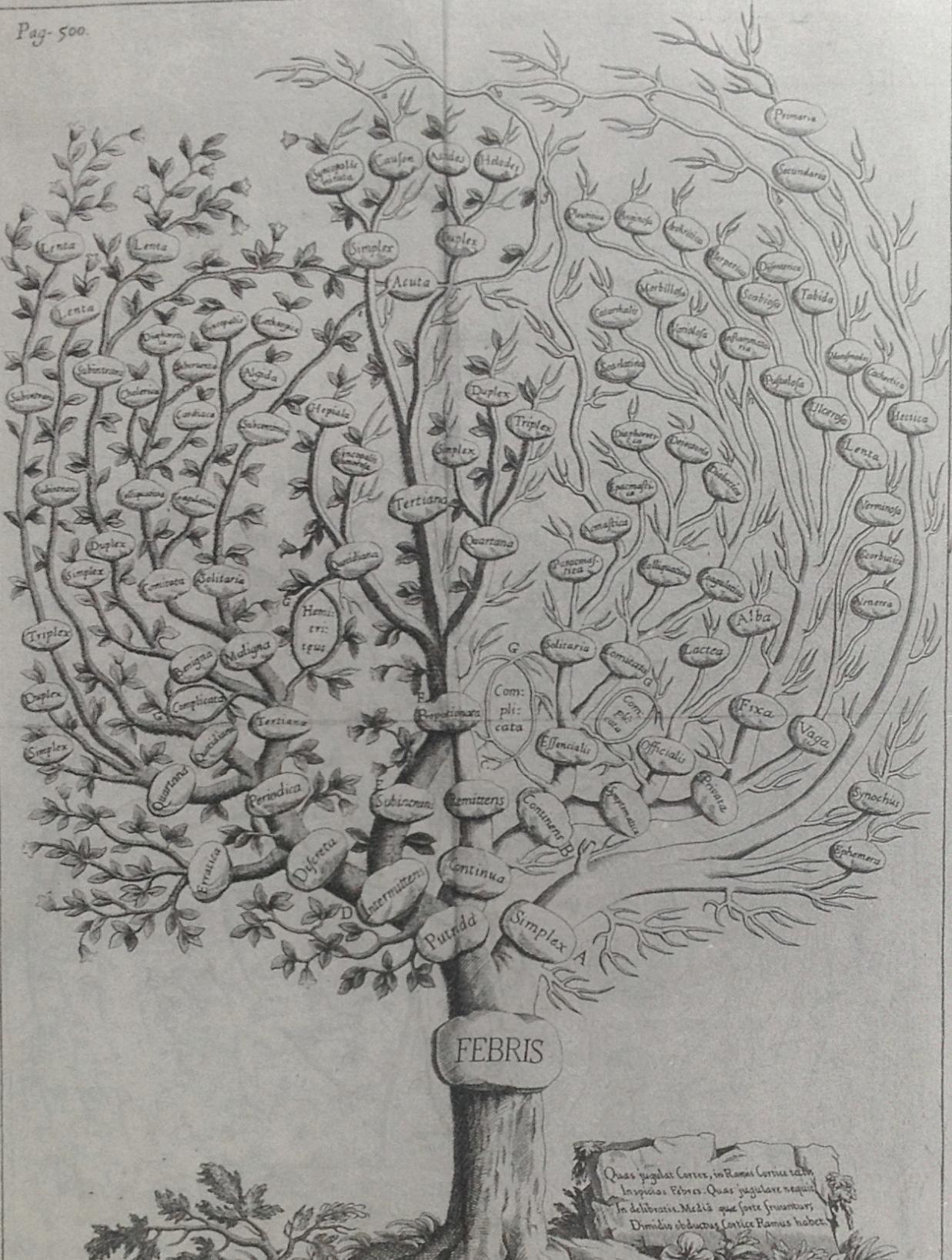


# **4. Sistema di riferimento**



# Testing e controllo

# **Analisi di artefatti esistenti**



Quas jugular Corre, in Rami Corre etiam  
In rami Febris. Quas jugulara regunt  
In delibritate. Mediis que sunt frumenti;  
Dimidio obductus Corice Ramus habet.

ics called graphic tree, howeve letter Y. Y-sha oreans, who to mentary relati father, and chi The Y can be c orate nonpict Robert Burton would be over from his book rections.<sup>16</sup> On genealogies, in tory. A nineteen feet long and l reign of each k arate colored se to Adam and E dwarf the great

Homology and geometrize they do in wor rity, or confusi taxonomy. In F alogy is diachr In a genealogy, in a real tree; if any two twigs r

16. The "Synopsis" the book. For the *Anatomy of Melan* 1971); "Synopsis" bered pages); "S (pp. 279–86); an (pp. 489–93).

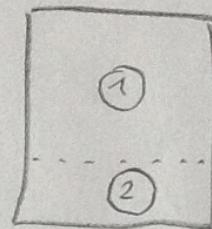
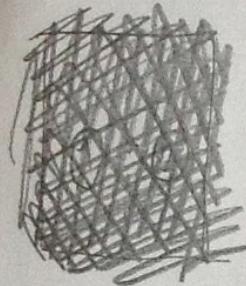
17. Edward Hul Maps of the World Diagram of the Ear

18. There are als resents ontologica

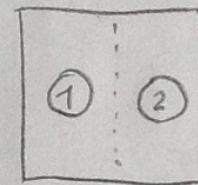
\* SISTEMA DI RIFERIMENTO

~~Albero~~

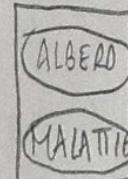
\* ARTICOLAZIONE ED ELEMENTI



A



B



C

RAMI  
FOGLIE E FIORI

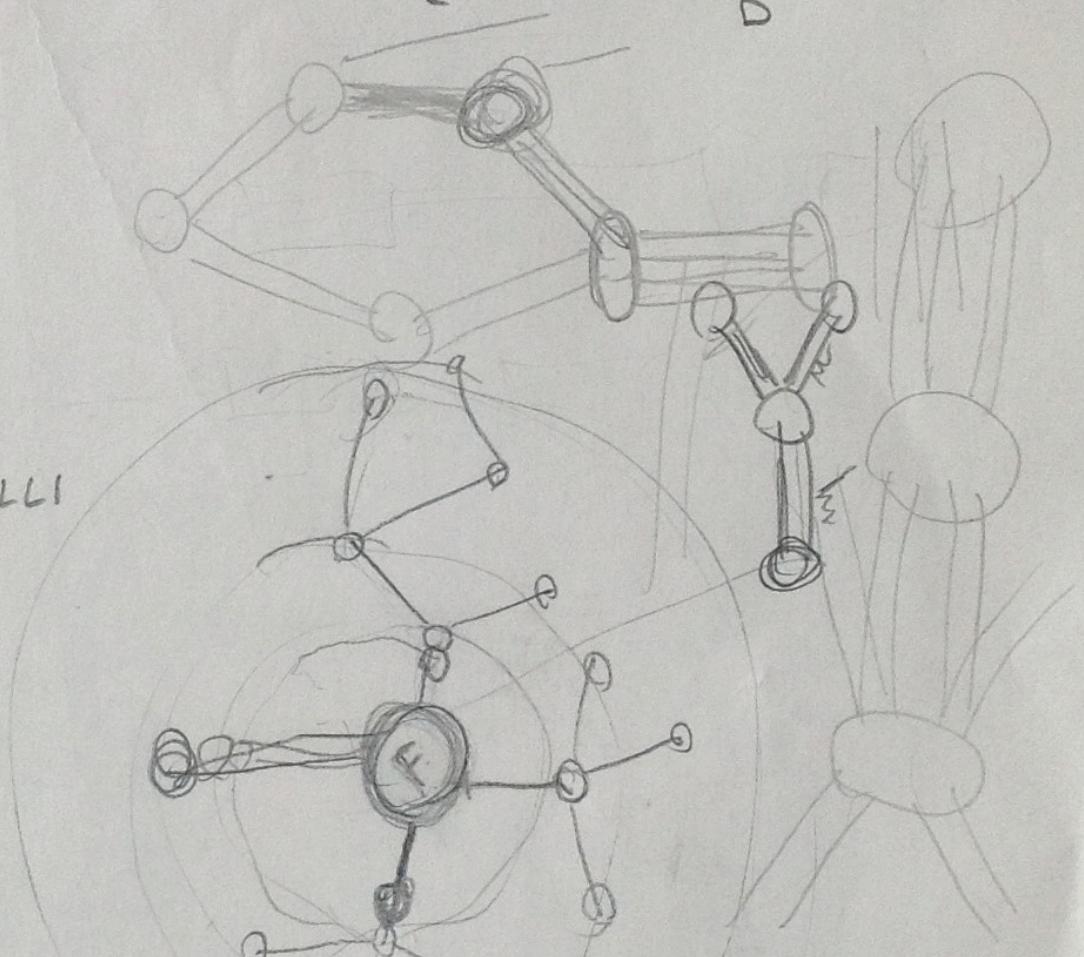
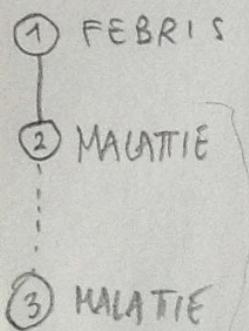
TARGA  
TESTO

D

\* VARIABILI VISIVE

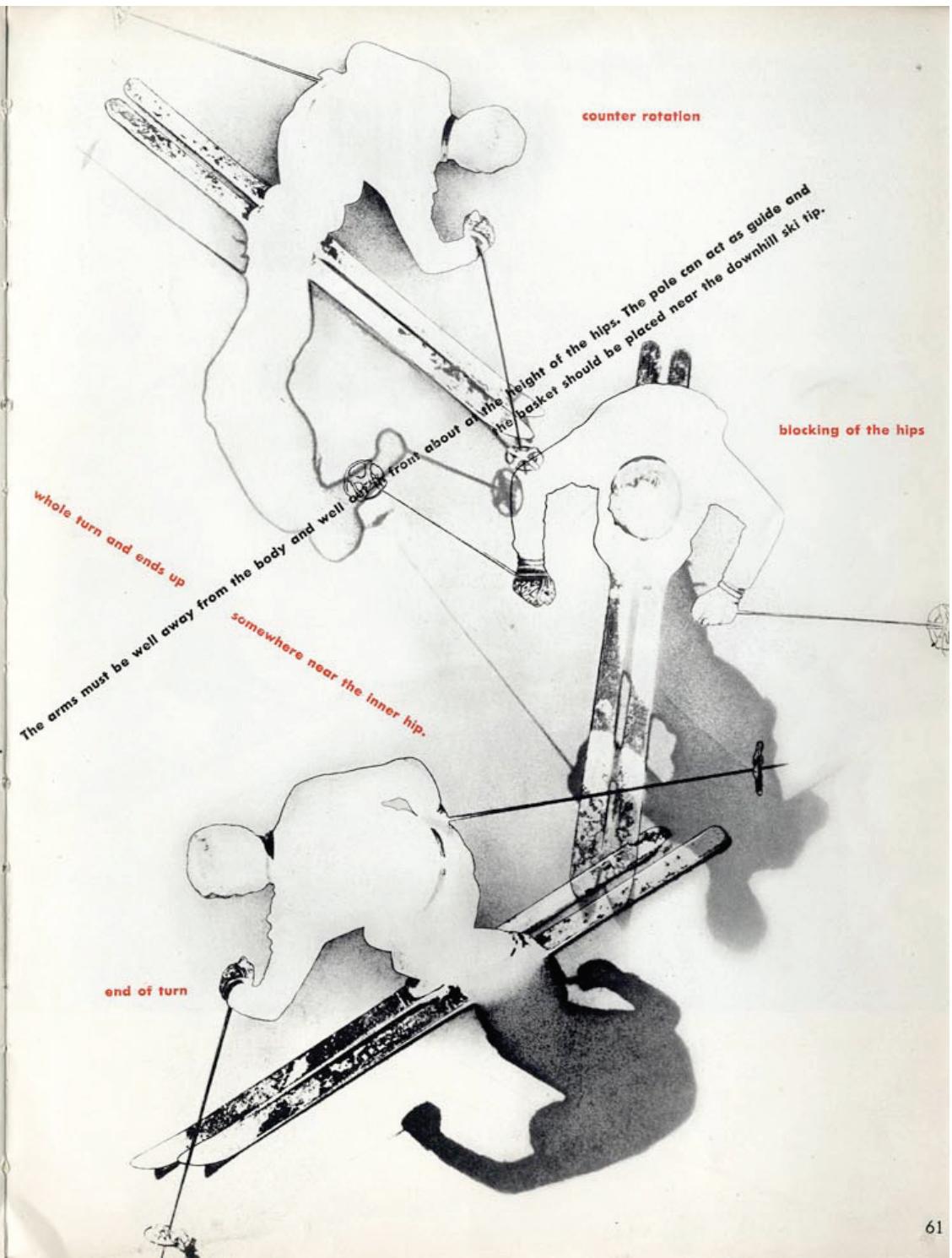
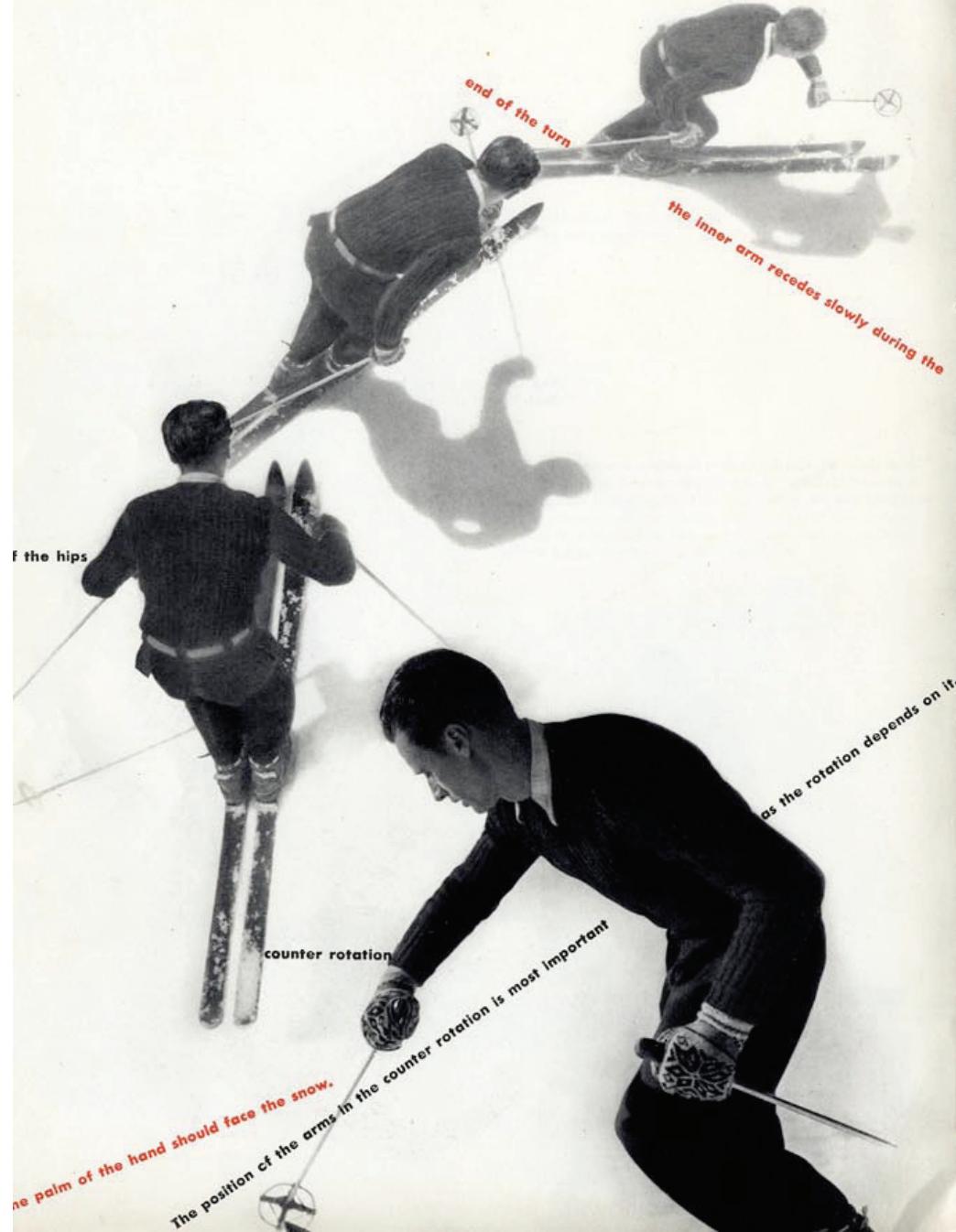
POSIZIONE  
DIMENSIONE  
TONO  
FORMA

\* GERARCHIE DEI LIVELLI



# Riprogettazione degli artefatti analizzati

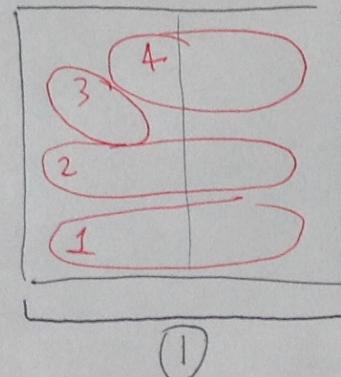
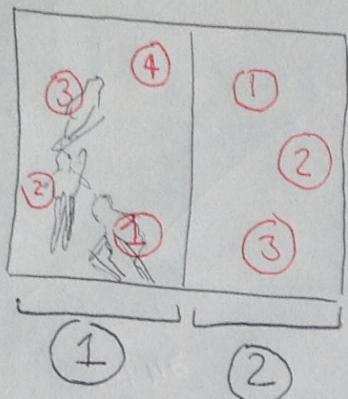
CHRISTIANIA - Rotation



## ARTICOLAZIONE

I SCIATORE (DA MONTE A VALLE) + SCIATORE SOLARIZZATO (DA VALLE A MONTE)  
 II SCIATORE + SCRITTA

## GERARCHIA ELEMENTI



## VARIABILI

- TONO
- TAGLIA
- DIREZIONE
- POSIZIONE TOPOLOGICA
- COLORE
- FORMA ORIENTAMENTO

- TAGLIA: FIGURE DX PIÙ PICCOLE

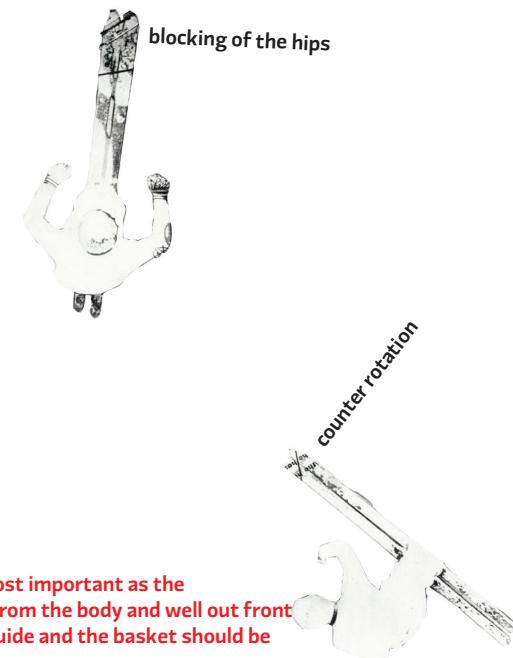
. COLORE: COLORE 1 ETICHETTA SCI  
COLORE 2 SCRITTA CHE CONNEGA

## SISTEMA DI RIFERIMENTO

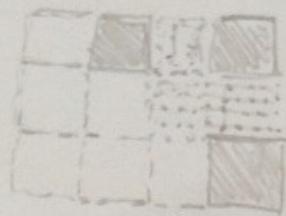
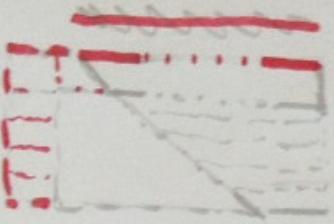
DISCESA



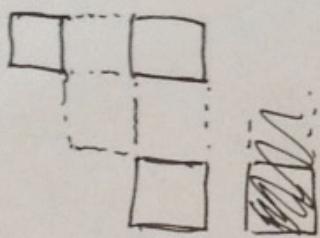
the position of the arms in the counter rotation is most important as the rotation depends on it. the arms must be well away from the body and well out front about at the height of the hips. the pole can act as guide and the basket should be placed near the downhill ski tip.



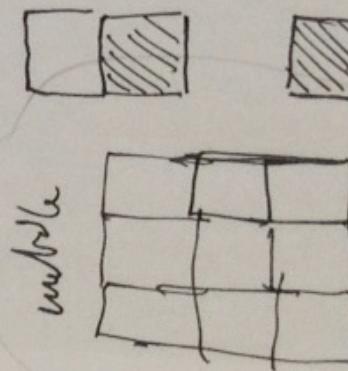
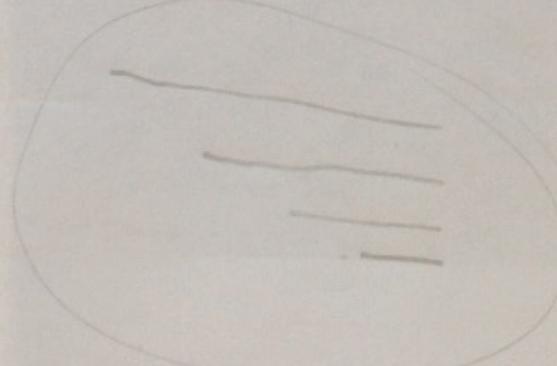
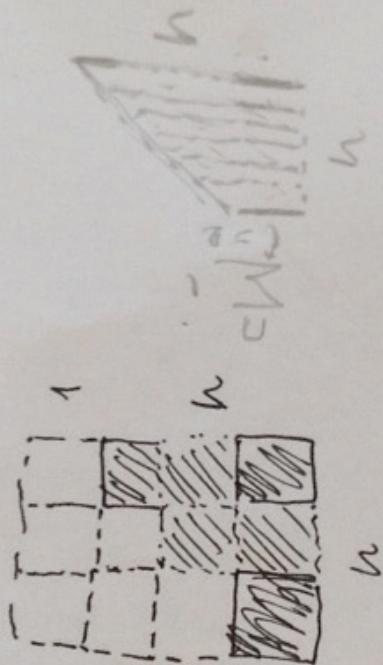
**Progettazione  
a partire da un testo  
non formattato**



$$\frac{n}{4(L+U)} =$$



whole

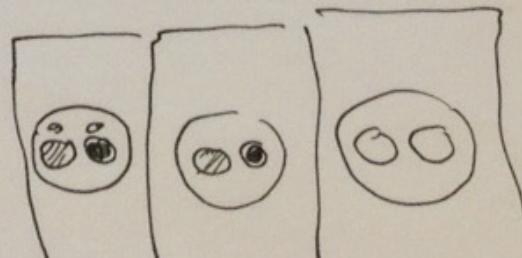


whole

variable

strange

structure + graph



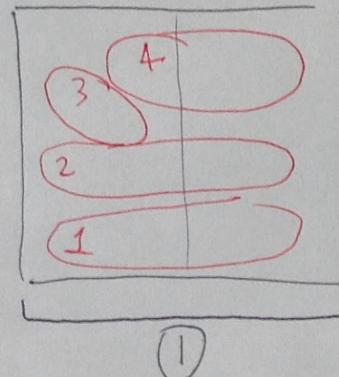
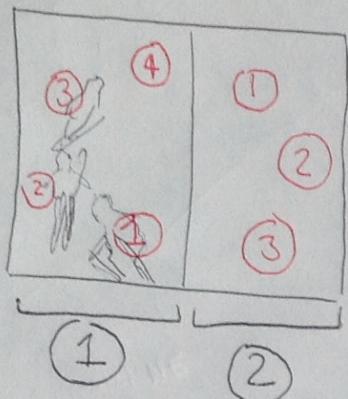
DI CHE STRANO PARMANDO?

**Le quattro operazioni  
sono distinte e vengono  
affrontate in maniera  
parallela.**

## ARTICOLAZIONE

I SCIATORE (DA MONTE A VALLE) + SCIATORE SOLARIZZATO (DA VALLE A MONTE)  
 II SCIATORE + SCRITTA

## GERARCHIA ELEMENTI



## VARIABILI

- TONO
- TAGLIA
- DIREZIONE
- POSIZIONE TOPOLOGICA
- COLORE
- FORMA ORIENTAMENTO

- TAGLIA: FIGURE DX PIÙ PICCOLE

. COLORE: COLORE 1 ETICHETTA SCI  
COLORE 2 SCRITTA CHE CONNEGA

## SISTEMA DI RIFERIMENTO

DISCESA

**L'articolazione degli  
elementi consente  
di ottenere una visione  
d'insieme, per affrontare  
più facilmente le  
successive operazioni.**

**Questo processo porta  
alla definizione delle  
variabili visive.**

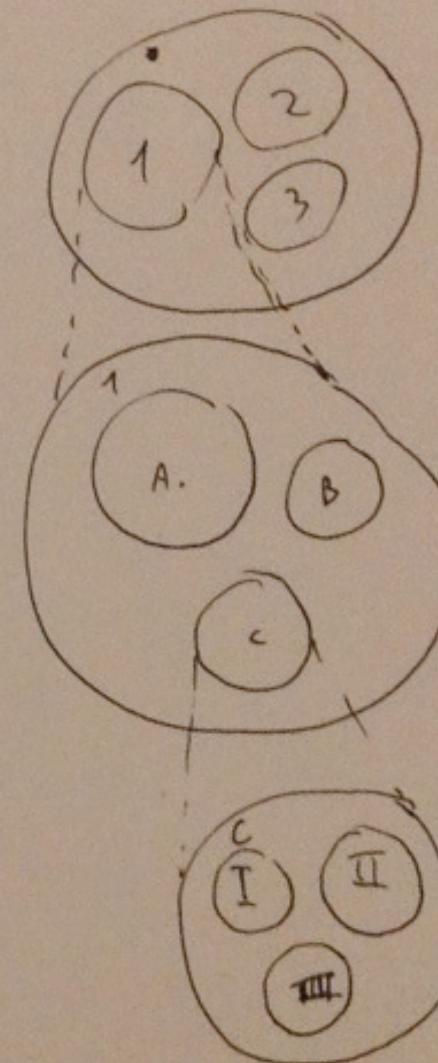
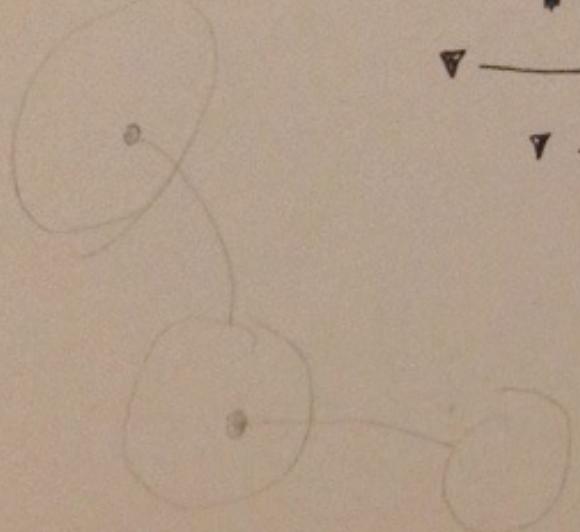
▼ — 1  
▼ — 1A  
■ — 1A1  
■ — 1A2

▼ — 1B  
■ — 1B1  
■ — 1B2

■ — 1C

▼ — 2

▼ — 2A



①  
DESTINANTE  
Soggetto  
oggetto

Destinante  
oggetto

Soggetto  
oggetto

Soggetto  
Autante  
Opponente  
oggetto

Autante  
Opponente

Destinante  
Destinatario  
Soggetto

Destinante  
Destinatario

② Livello 1  
Destinante  
oggetto

Livello 2  
Destinante  
Soggetto  
oggetto

Livello 3

Destinante  
Destinatario

Livello 5

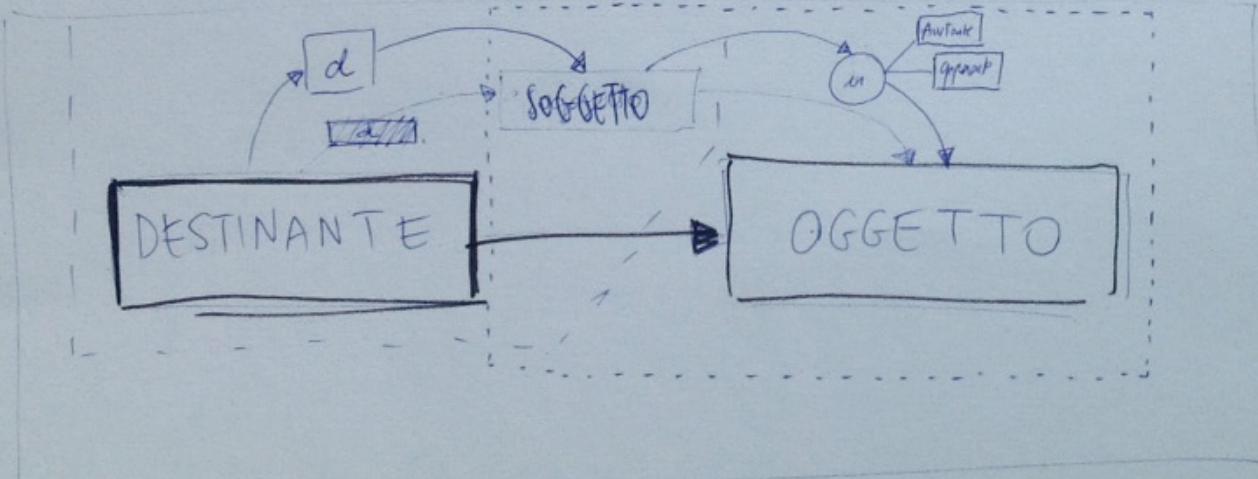
Soggetto og  
oggetto

Soggetto  
Autante  
Opponente  
oggetto

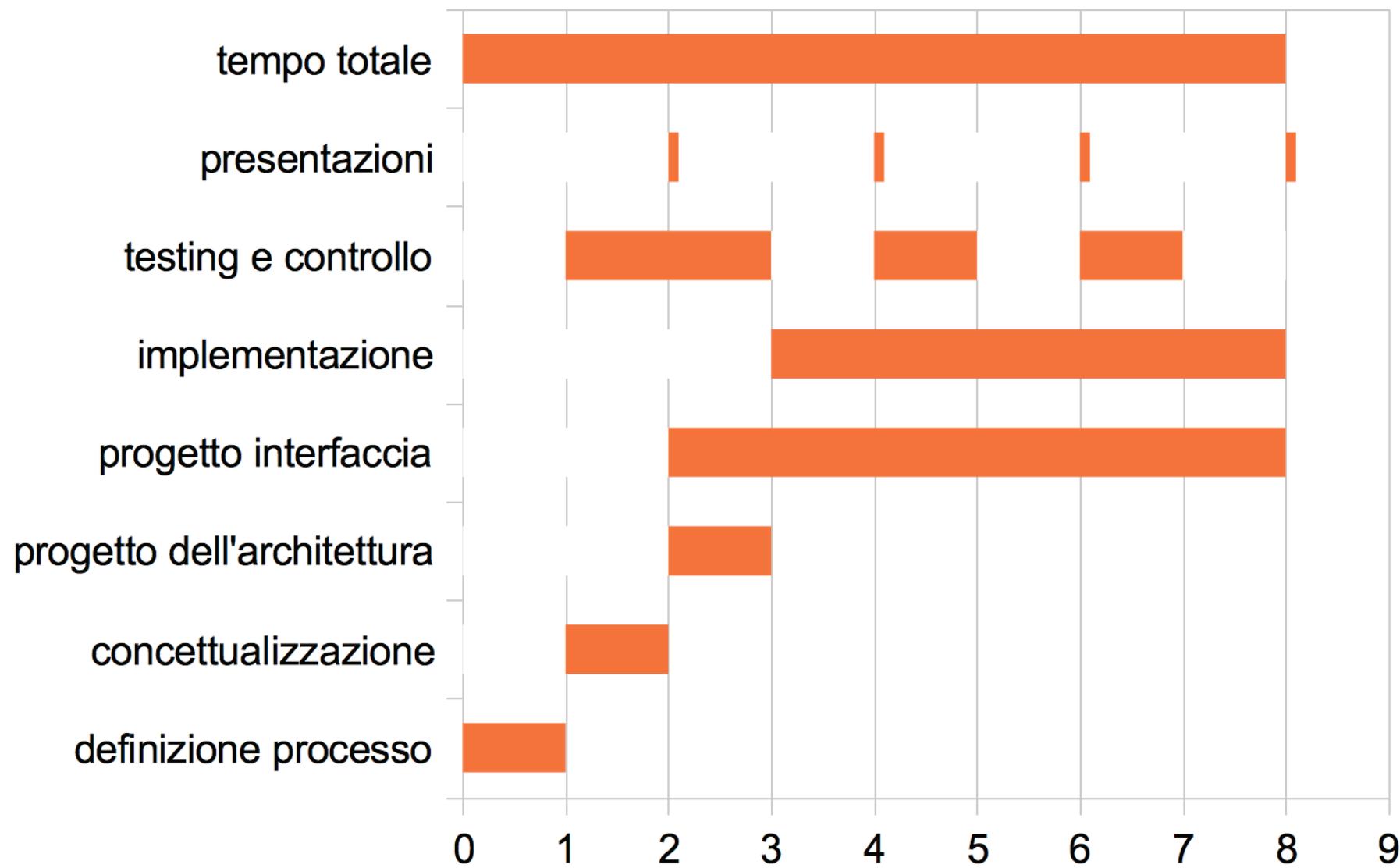
Livello 4  
Destinante  
Destinatario  
Soggetto

→ 5.1  
Autante  
Opponente

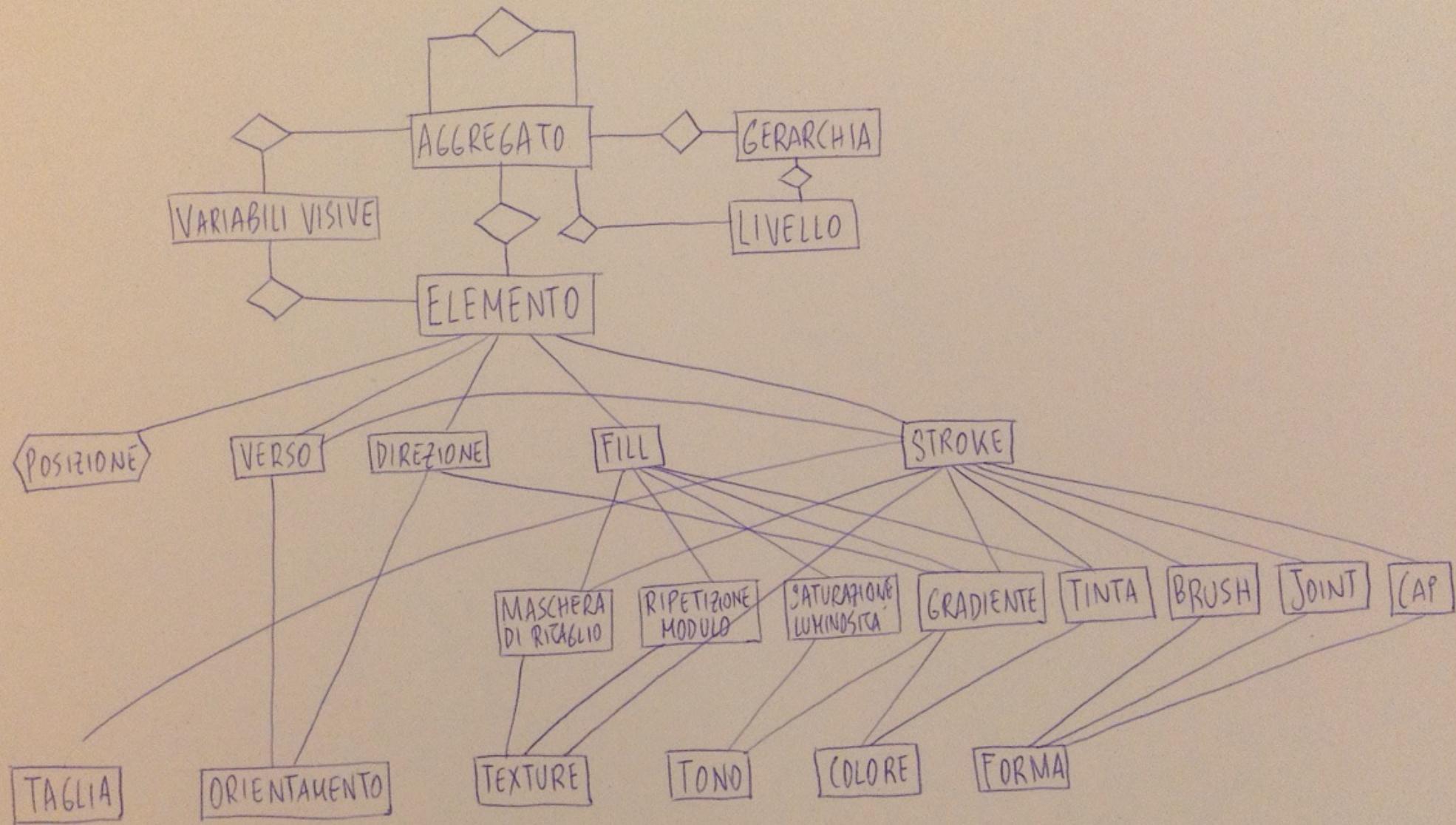
③



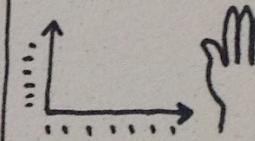
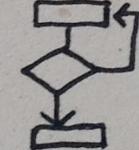
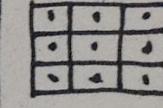
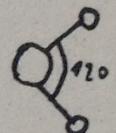
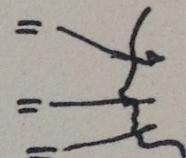
# Pianificazione del lavoro

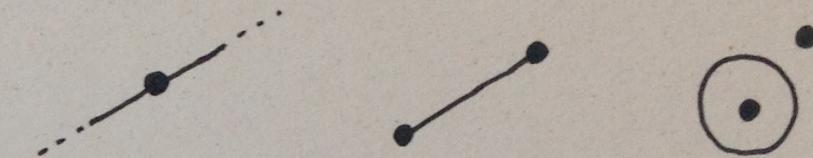


# Concettualizzazione



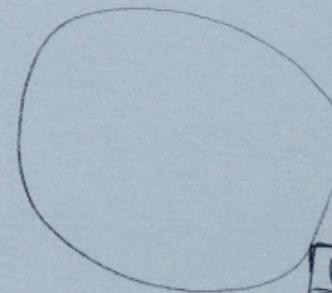
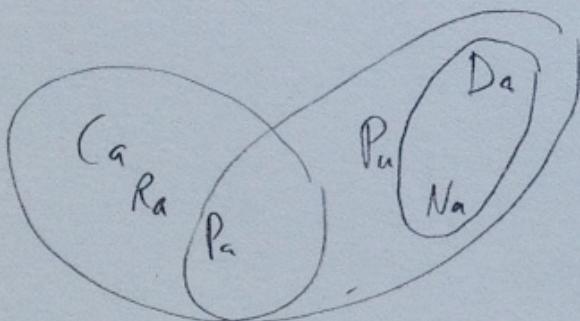
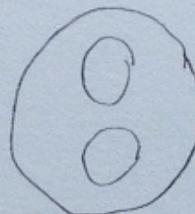
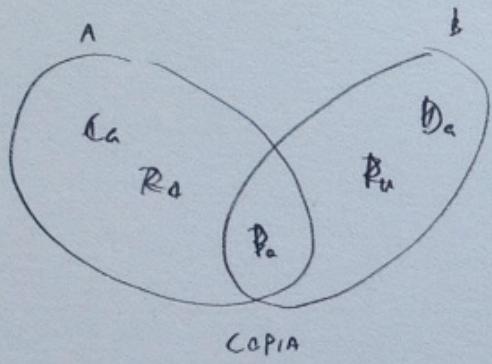
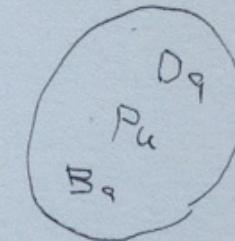
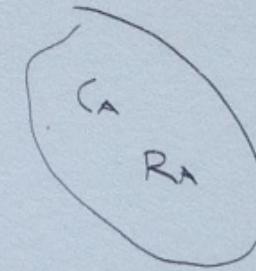
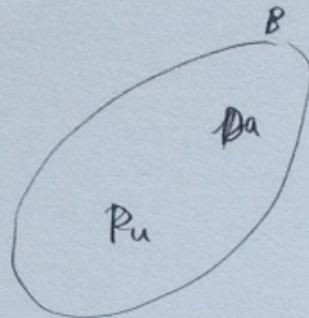
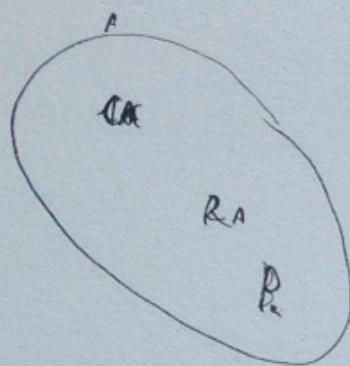
# Sistema di riferimento

			DIREZIONALE	METRICO	TOPOLOGICO
CONTINUO					
DISCRETO		 			

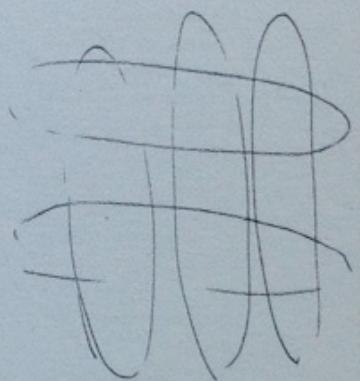


# Progetto interfaccia

**Raffinamento  
delle funzionalità verso  
scenari e casi d'uso.**

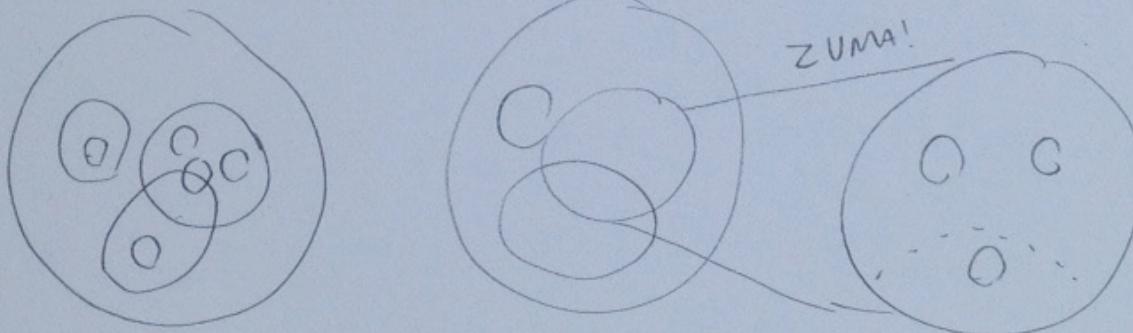


PnCPn  
→ v° el.  
VV





E



# Architettura

**Moduli dell'architettura  
basati sulle funzionalità  
individuate e poggianti  
sulle tecnologie HTML  
e CSS.**

