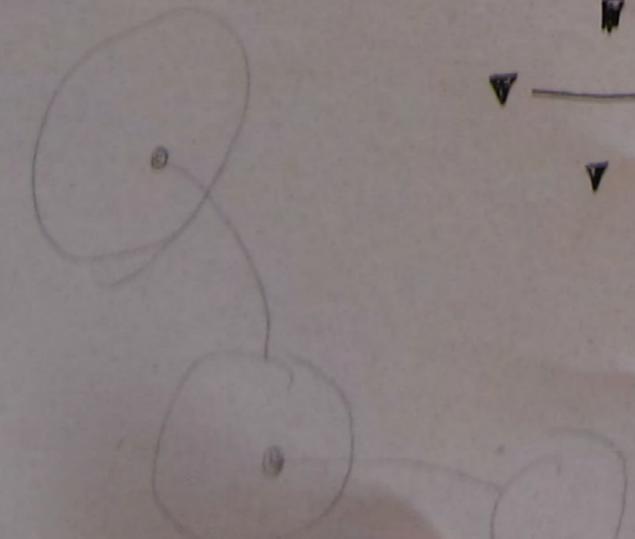
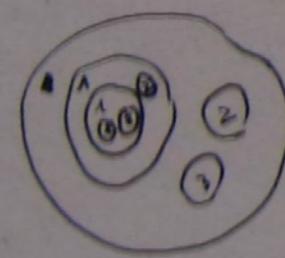
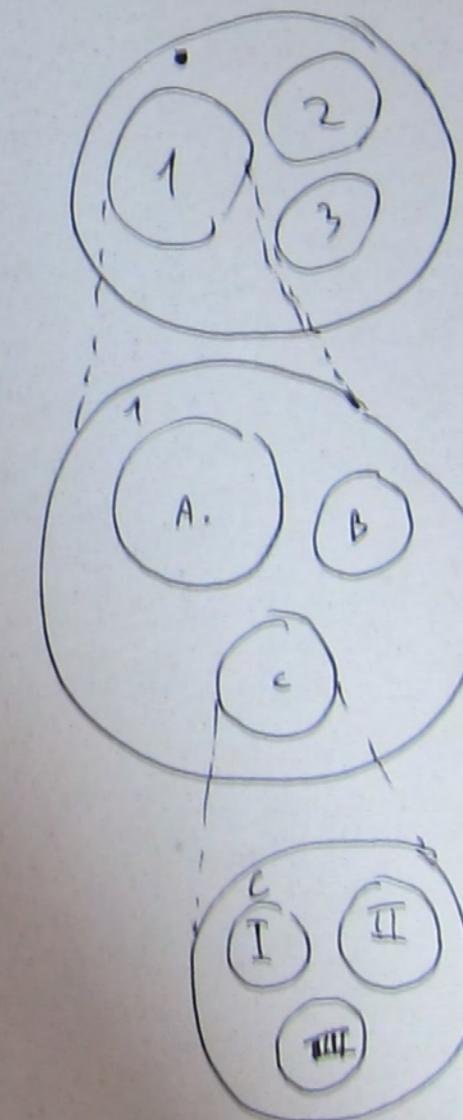
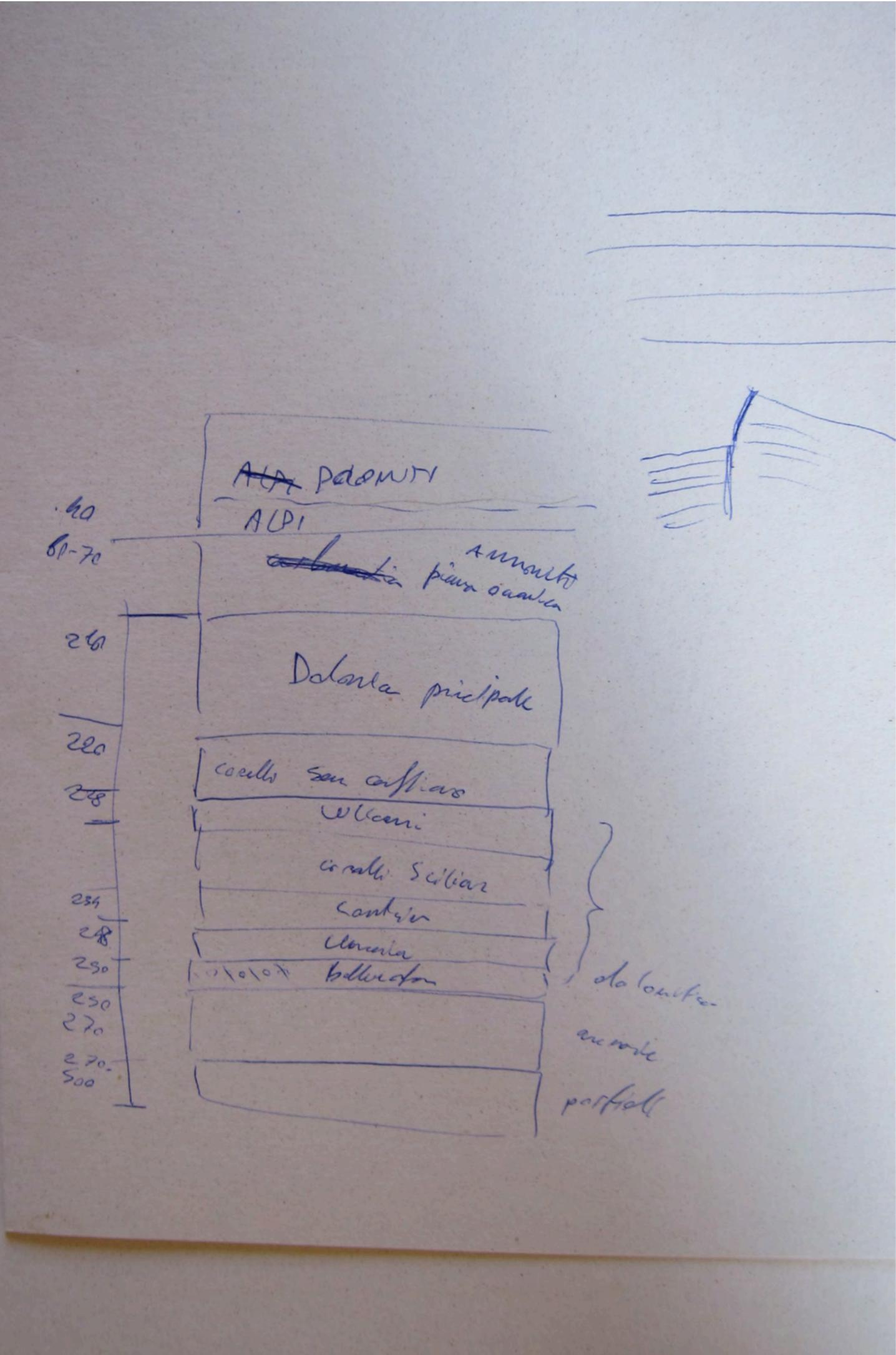
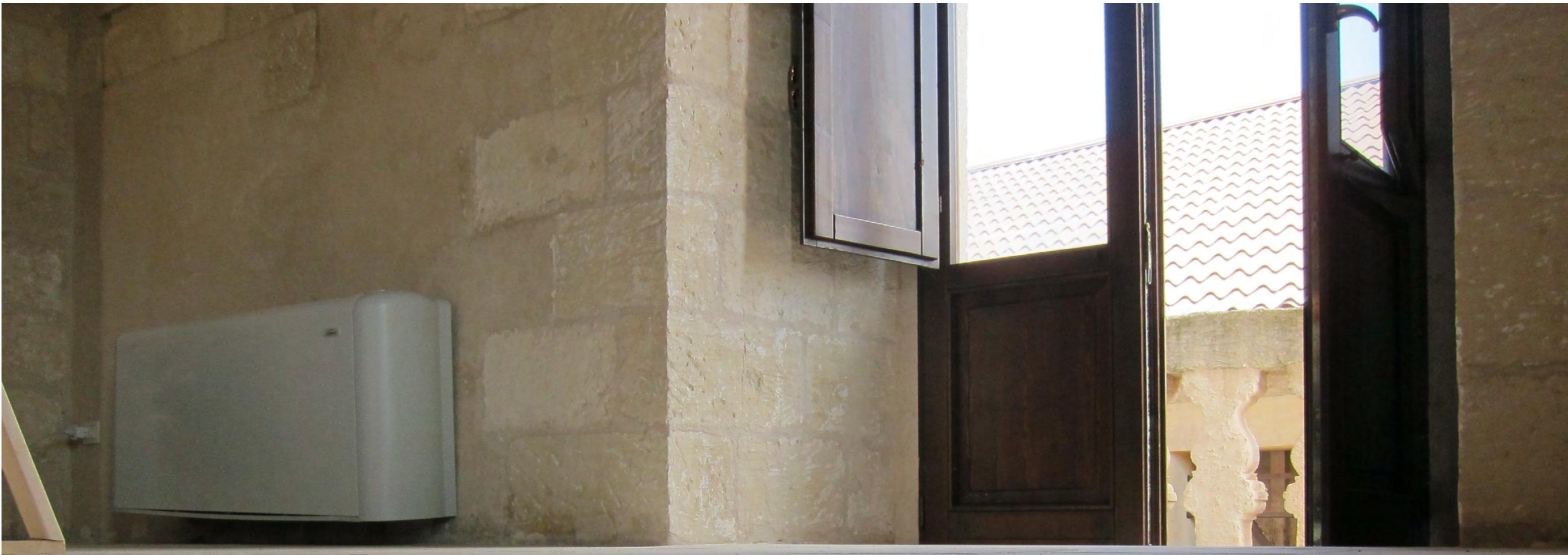
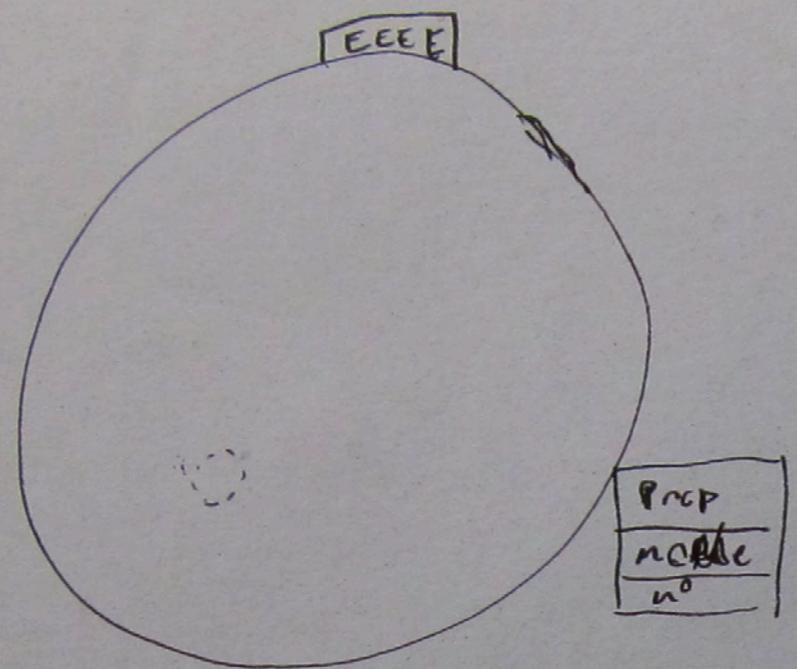


▼ — 1	
▼ — 1A	
■ — 1A1	
■ — 1A2	
▼ — 1B	
■ — 1B1	
■ — 1B2	
▼ — 1C	
▼ — 2	
▼ — 2A	

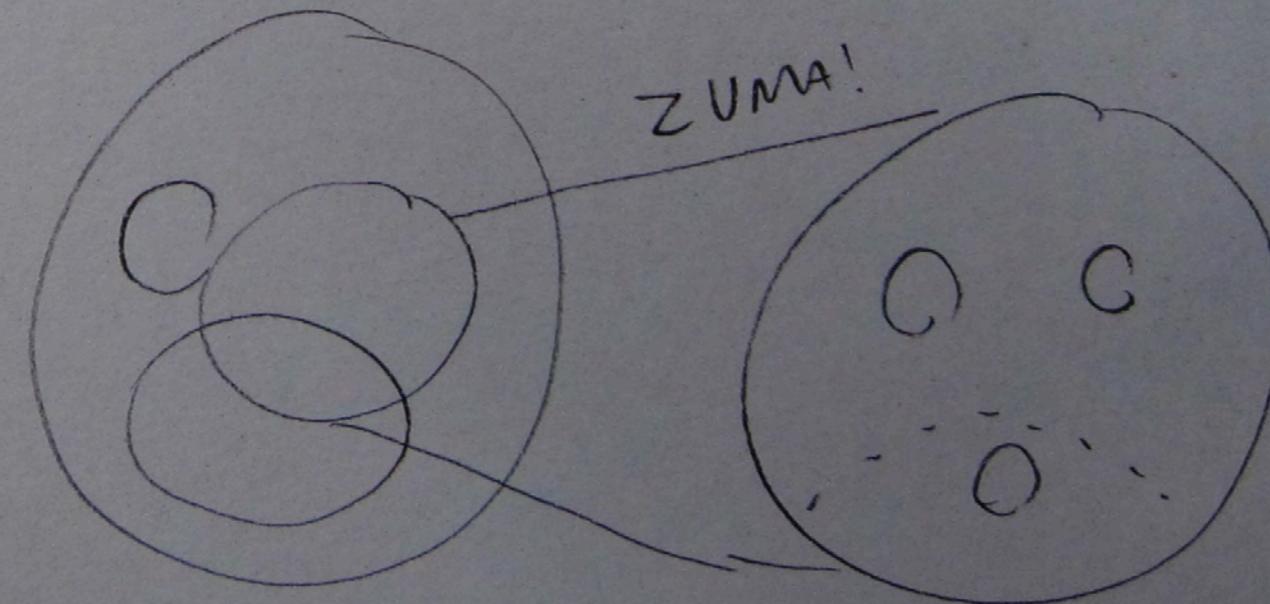
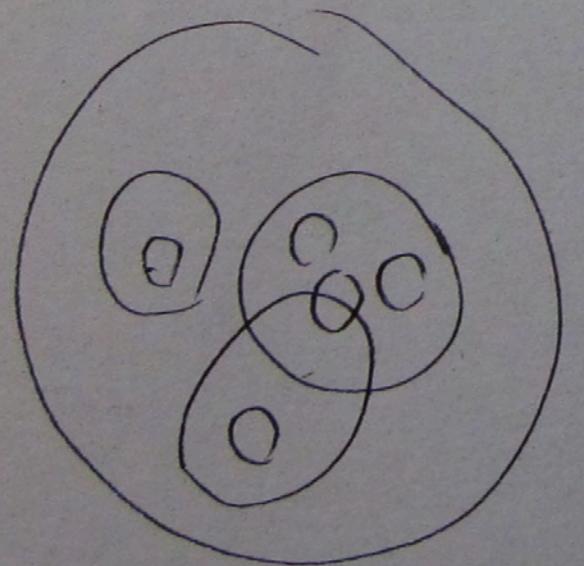


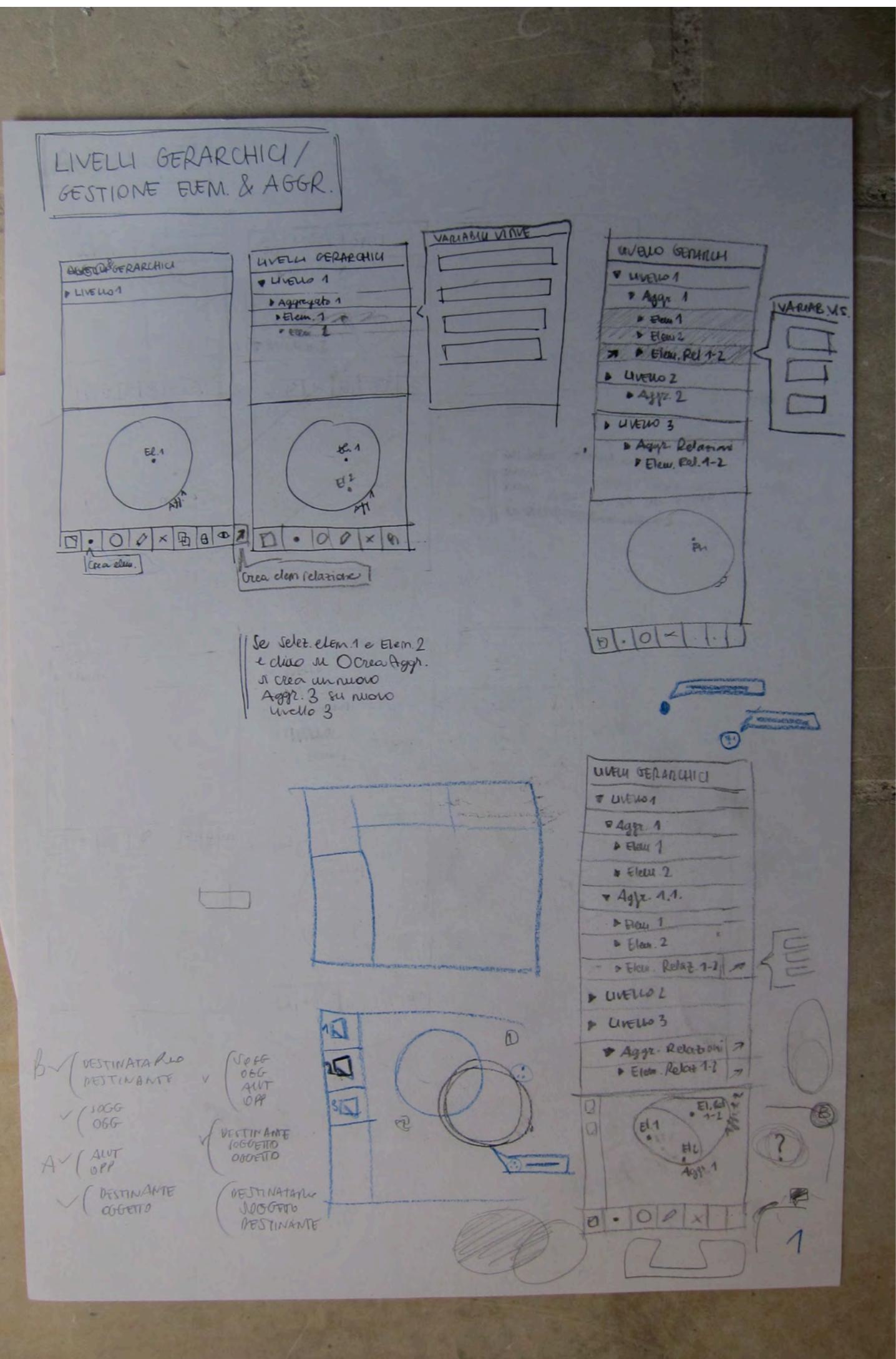




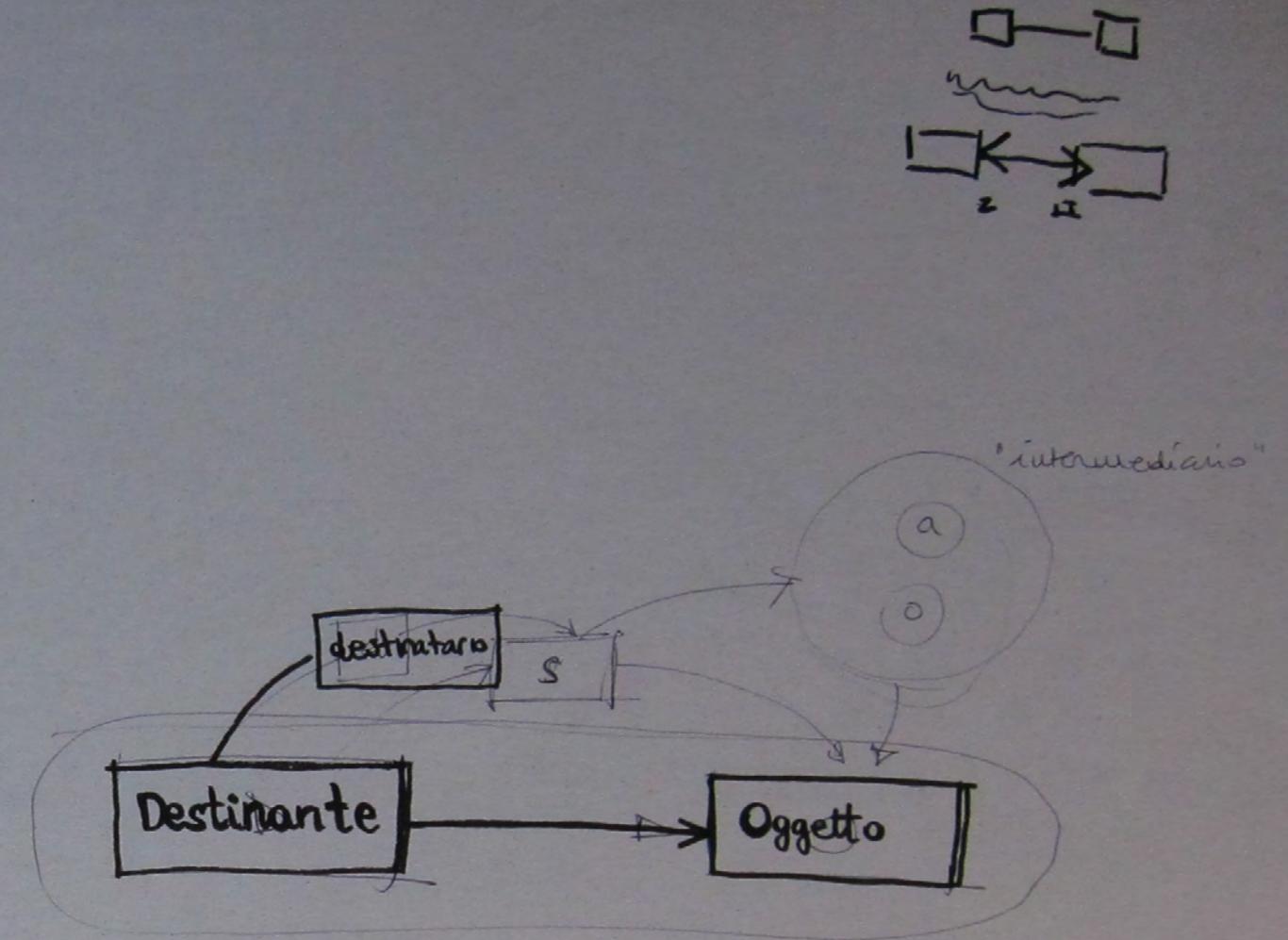
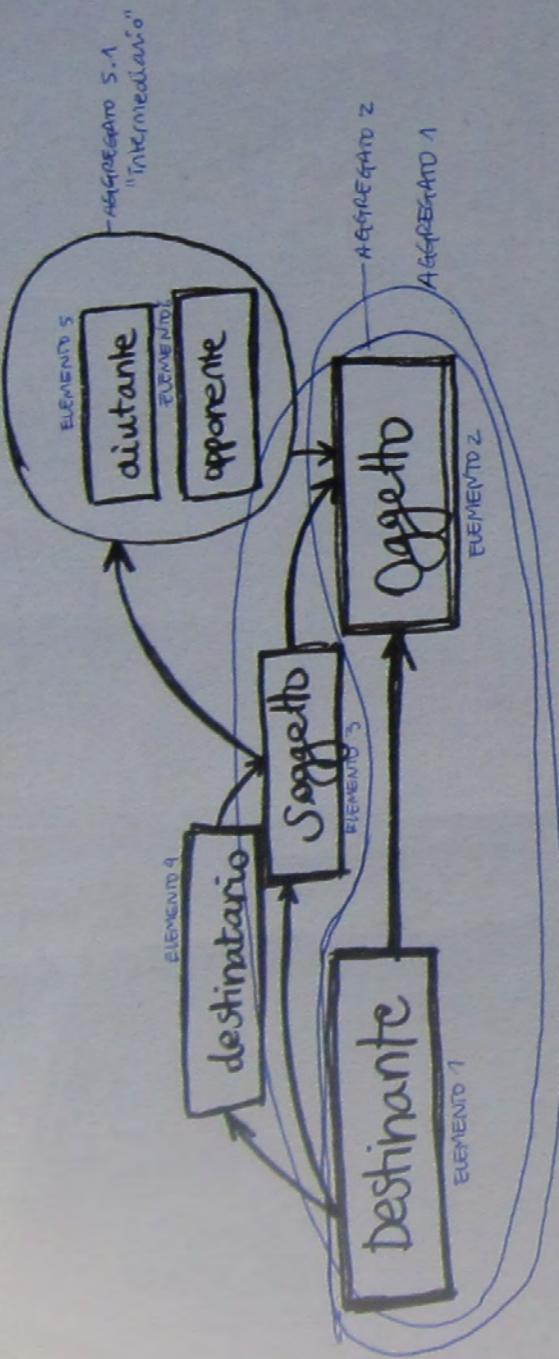


E





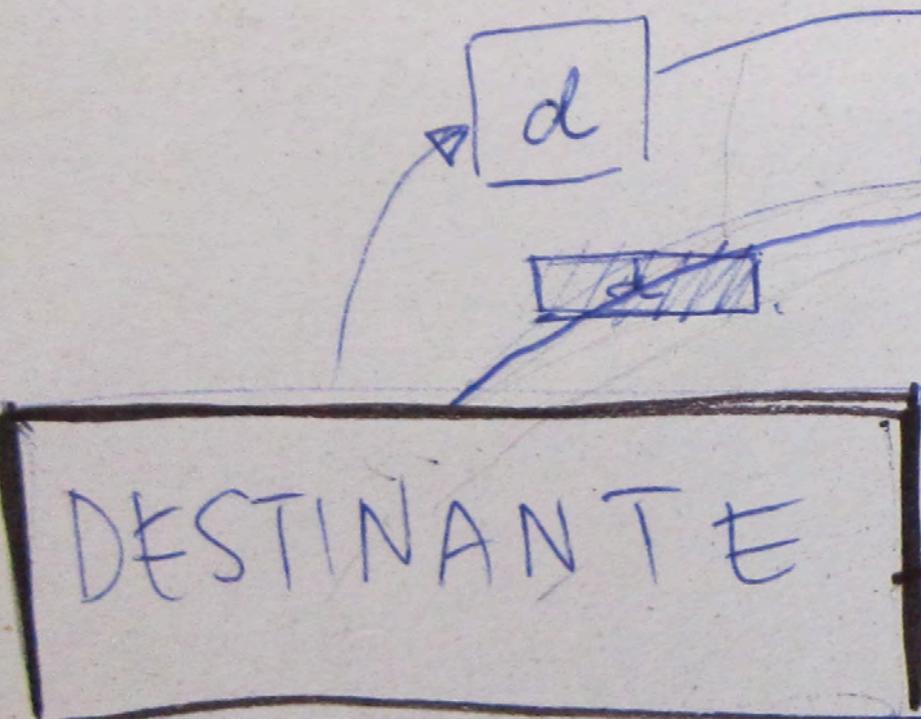
LIVELLI GESTIONE SERVIZI ELENCHI



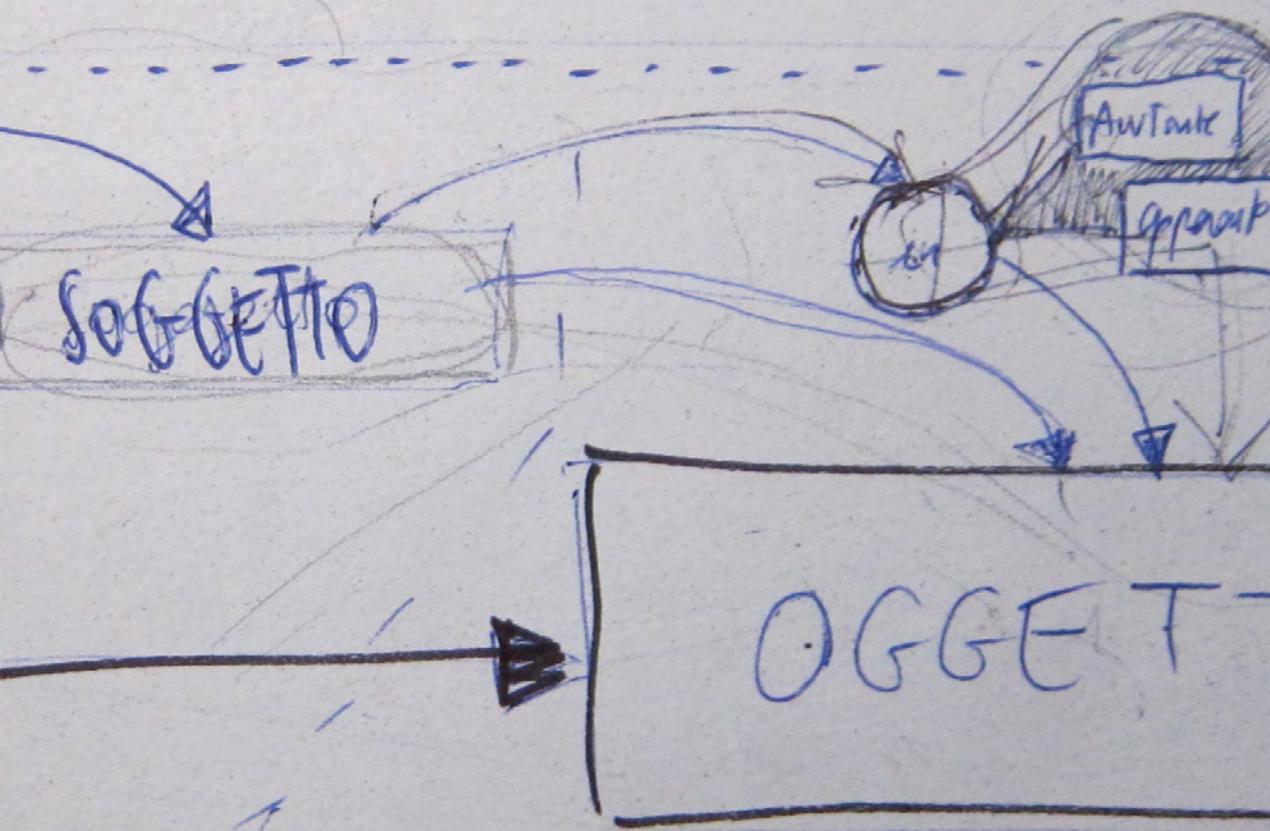
↓
Destinante

7

Destinante

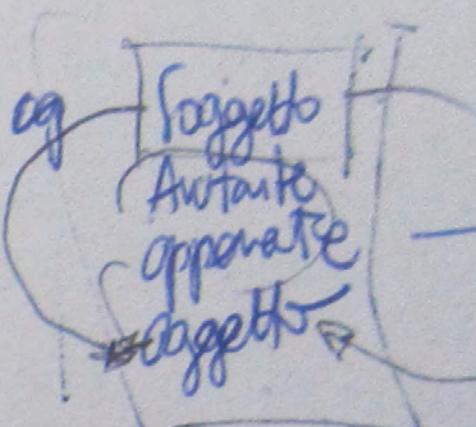


SOGGETTO



hobby \$

Soggetto og
objekt



hobby \$

Avtales
og
objekt

① DESTINANTE
Soggetto
oggetto

Destinante
oggetto

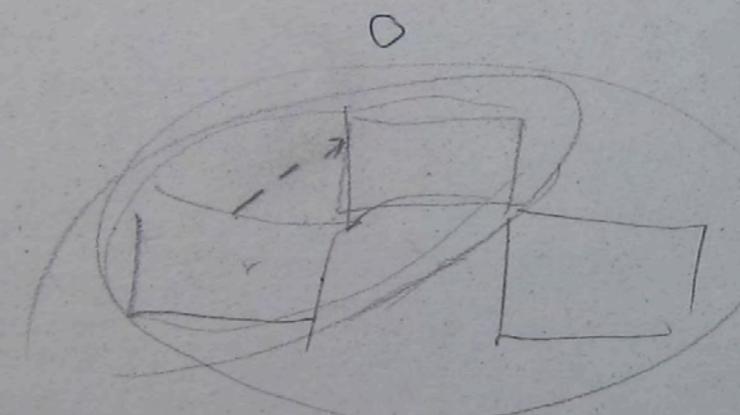
Soggetto
oggetto

Soggetto
Autante
Opponente
oggetto

Destinante
Destinatario
Soggetto

Destinante
Destinatario

5



② Livello 1
Destinante
oggetto

Livello 2
Destinante
Soggetto
oggetto

Livello 3
Destinante
Destinatario

Livello 4
Destinante
Destinatario
Soggetto

Livello 5
Soggetto
oggetto

Name: Destinante
ID: 1
class: Agg 1

@IC

Elemento Destinante - 1

Nome: Destinante
ID: 1
class (aggregato) Agg 1

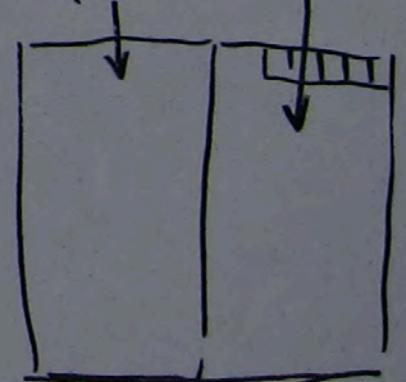
- moshu
-
-
-

T[] | |

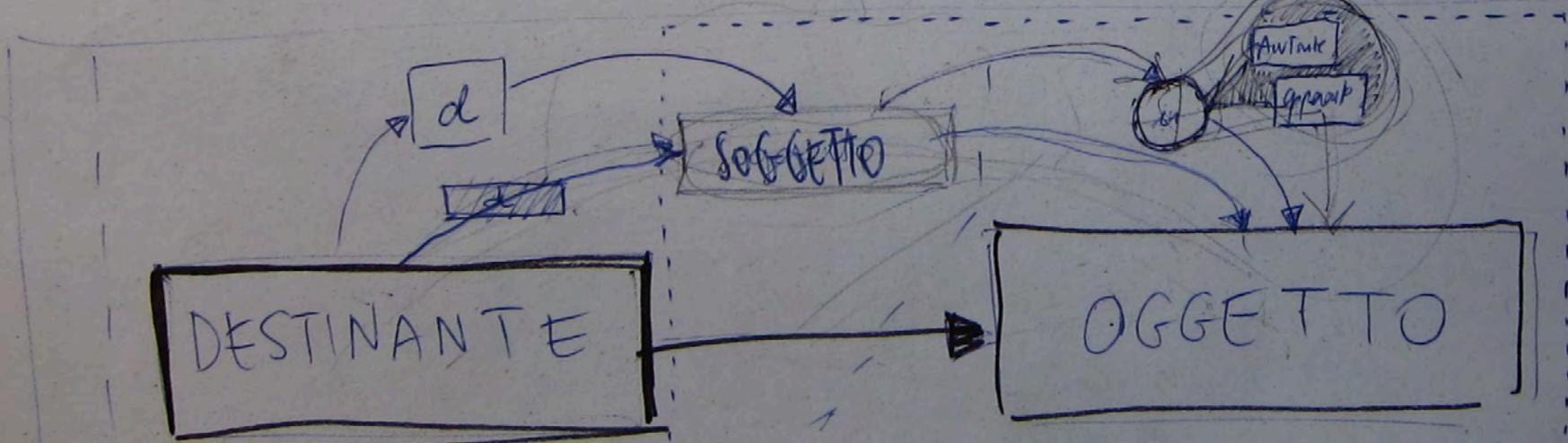
Berini * adde m...
que cenc bazi
in

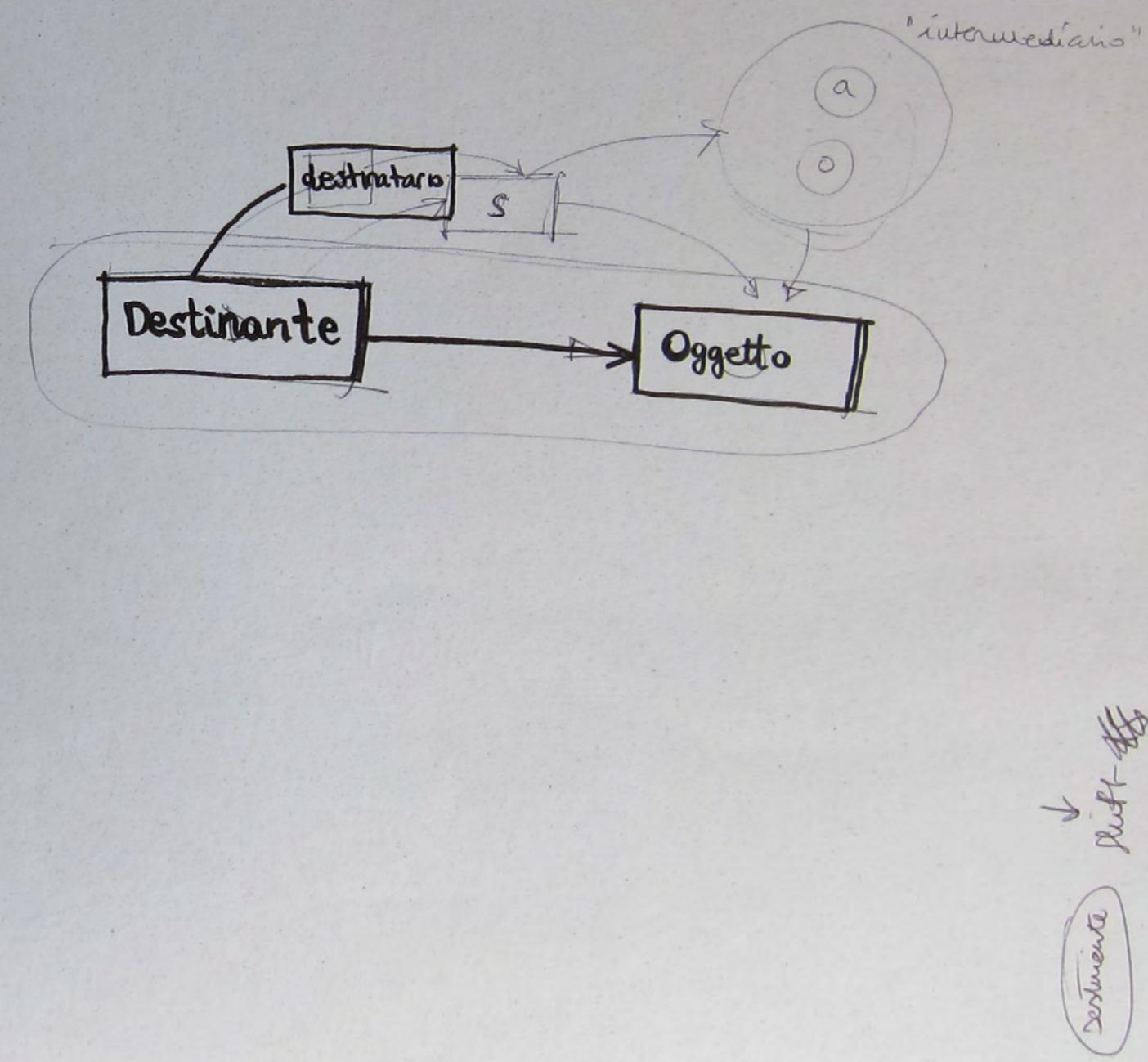
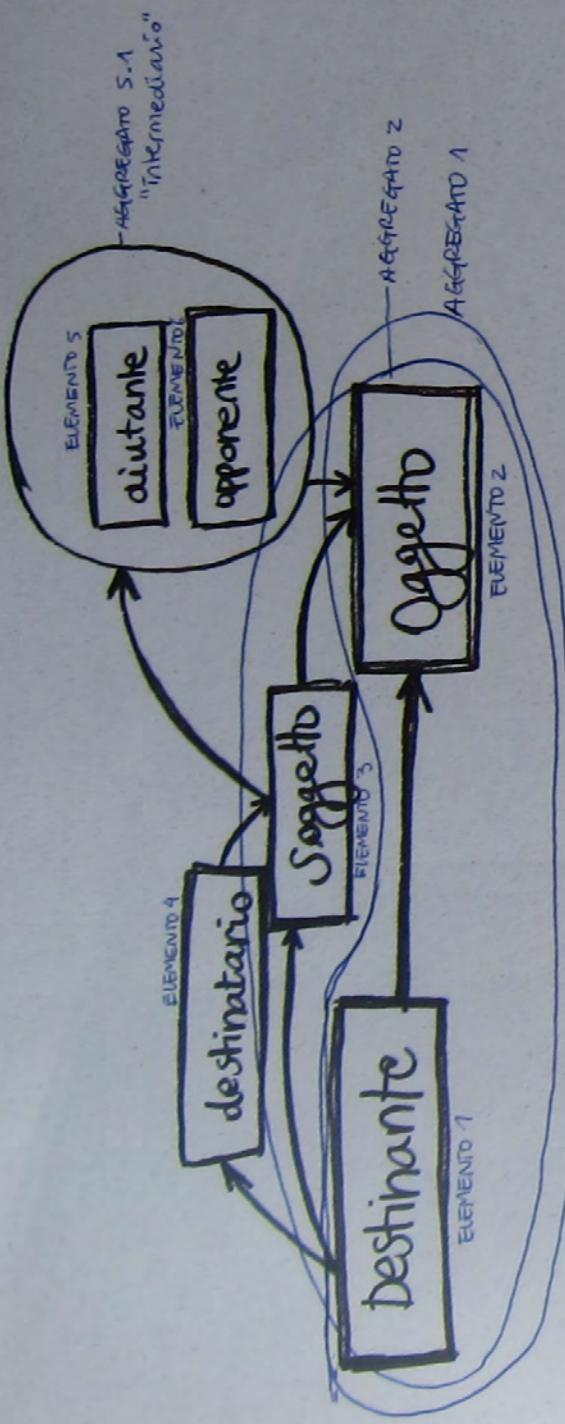
V. VISIBLE

Replika Elm

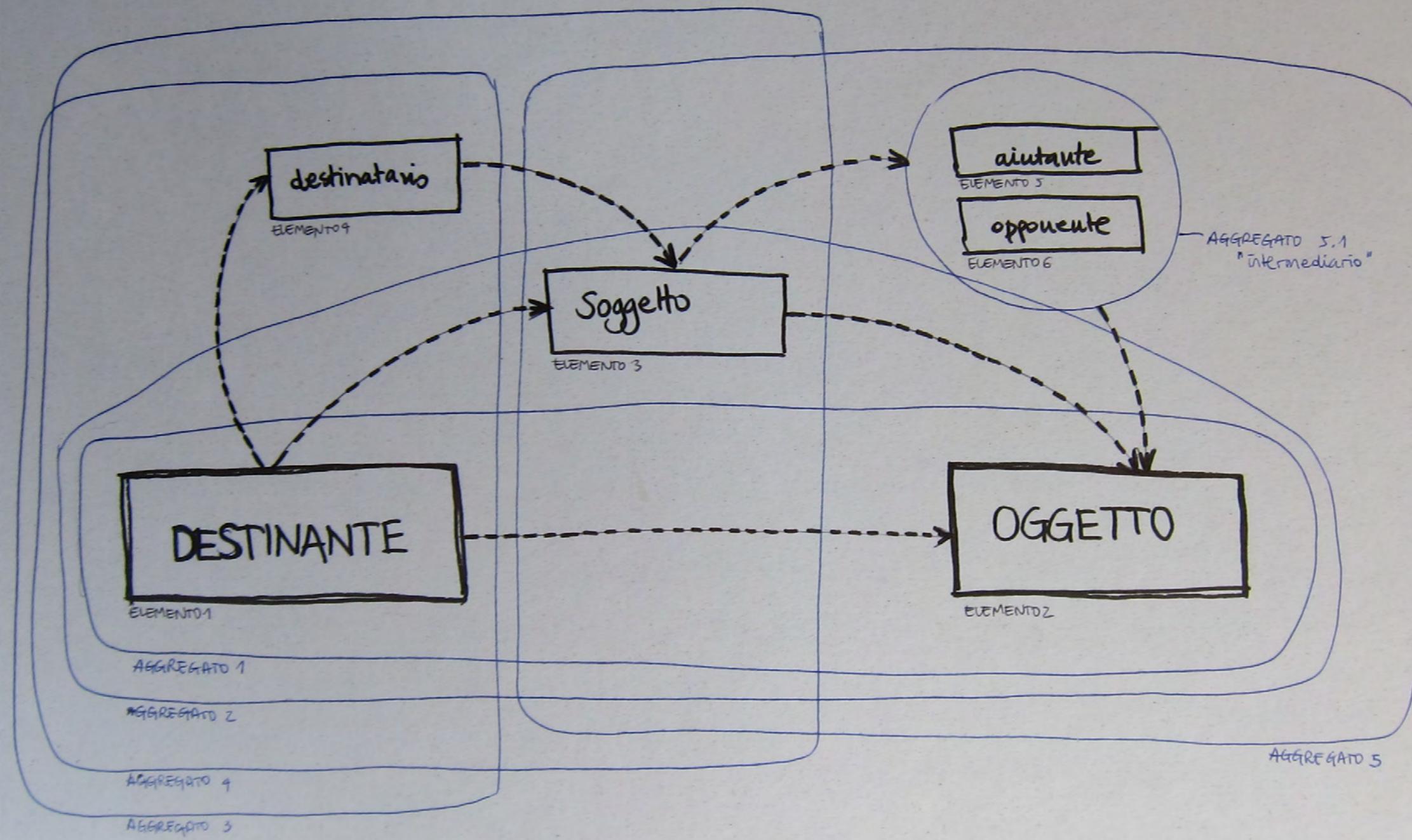


③





X. GRUPPO SINSEMIE / 27.8.13





8

SOGGETTO

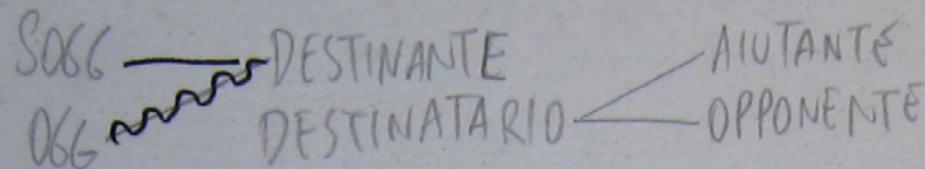
OGGETTO

DÉSTINANTE

DESTINATARIO

AIUTANTE

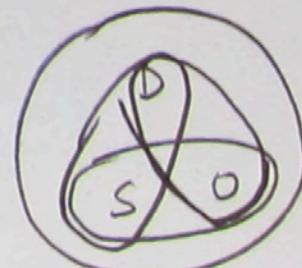
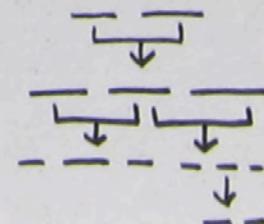
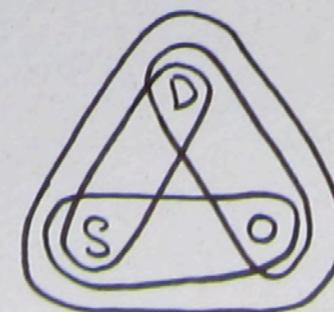
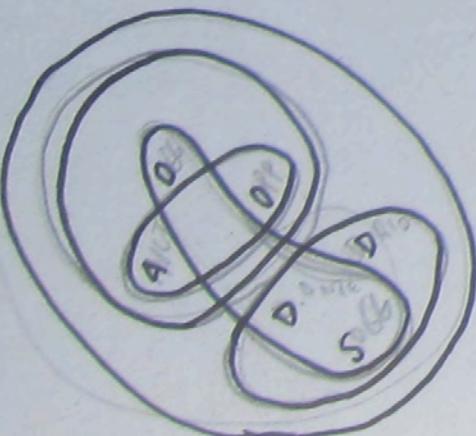
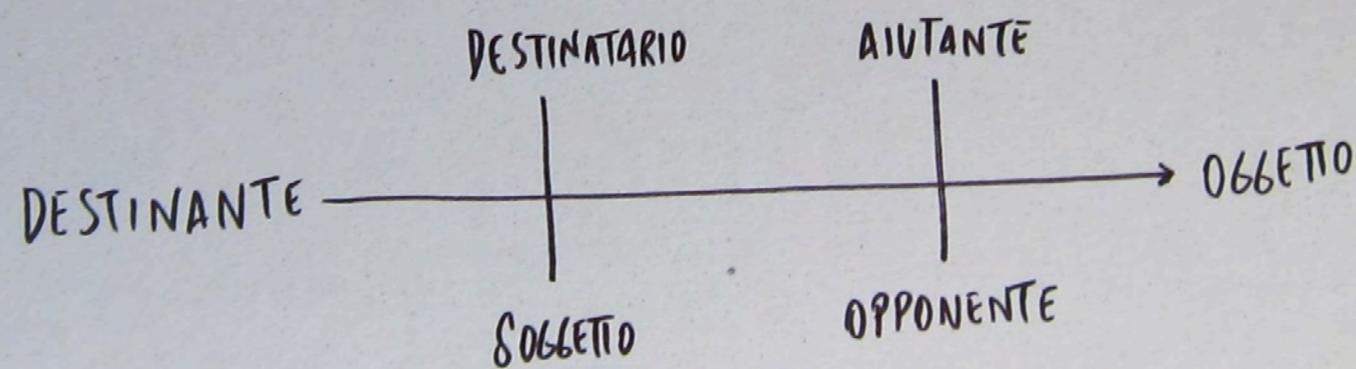
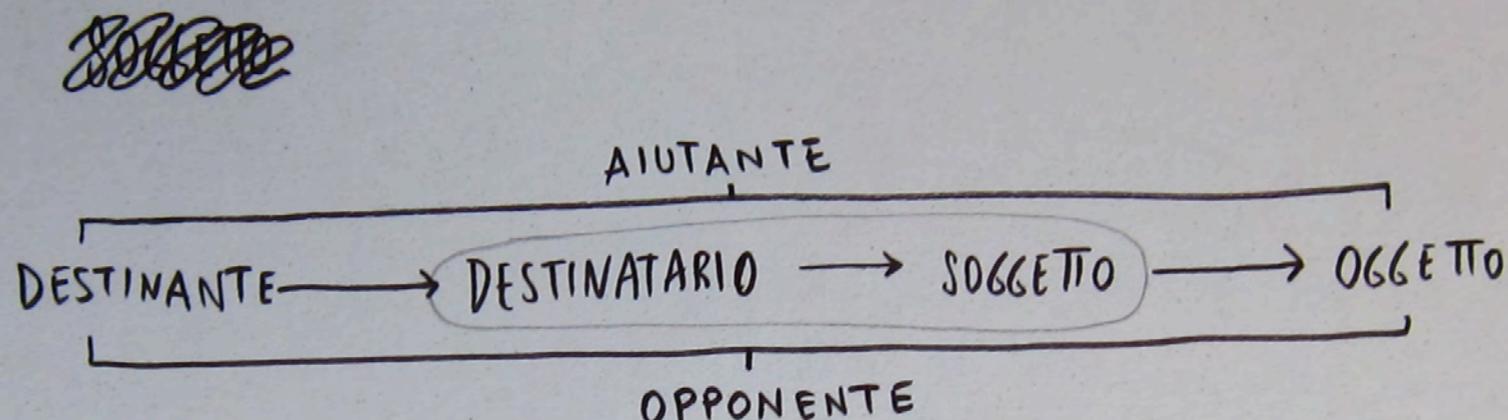
OPPONENTE



CONTINUO → QUALQUER NOMBRE

DISCRETO → QUANTIZZATO

DIREZIONALE → CONTA UNA DIREZIONE



SIMULAZIONE ZINCATE (2)

(GERARCHIE)

- seleziona AGG1
assegna UVNUO 1

pannello
AGG1

* possibilità di
riunire gli
aggregati in base
al livello gerarchico

- sel. AGG2 → UV 2

- sel AGG3 → UV 5
(RINOMINA !!!)

- sel AGG4 → UV 4

- sel AGG5 → UV 5.1
(RINOMINA !!!)

- sel AGG6 → UV 3
(RINOMINA !!!)

- sel AGG7 → (non esiste) ←

* necessità di
modificare la gerarchia

(RISULTATI VARIABILI VISIVE)

STAMPA

TAGLIERE

- sel ELEM "DESTINANTE"
~~mostra nome~~
- ~~mostra testo~~ "DESTINANTE"

pannello
ELEMENTO

* ereditarietà delle
proprietà visive
non è automatica
ed è carattere di
livelli gerarchici
(ex. corpo testo)

- sel ELEM "OGGETTO"
~~mostra~~
~~testo~~ "OGGETTO"

- seleziona AGG1
- ~~assegna proprietà testo~~
- assegna FONT
- # assegna proprietà testo ...

pannello
FORMA

* mancano le
funzioni riferite
al testo

- assegna dimensione

pannello
TAGLIA

- assegna orientamento

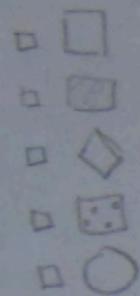
pannello
DOPPIENT

* le proprietà dell'
aggregato ricadono
tutte sugli elementi
oppure "estendo"
oppure.

VARIABILI

TAGLIA
TONO

ORIENTAMENTO
TEXTURE
FORMA



Tutte le variabili sono selettive



ALCUNE VARIABILI SONO
ASSOCIATIVE
E DISSOCIATIVE

ASSOCIATIVE

DISSOCIATIVE

QUANTITATIVE

DESTINANTE



SOGGETTO

DESTINATARIO

AVVITANTE
(FAVORE)

OGGETTO (SCOPO)

OPPONENTE (RESISTENZA)

DESTINANTE - OGGETTO
SOGGETTO

DESTINANTE

DESTINATARIO

SOGGETTO

AIUTANTE
OPPONENTE

OGGETTO

AIUTANTE
OPPONENTE

DESTINANTE —→ DESTINATARIO

SOGGETTO

AIUTANTE

OPPONENTE

OGGETTO

Wojciech delw

Von Wohnung non ē wa ^{sempre} ~~stessa~~
oh lewhi, non ē un effor-

SINTASSI NARRATIVA

SINTASSI → NARRATIVA

Mesa
agriculture → long
distance

conceptual
own
public
geohazard/
compartiment

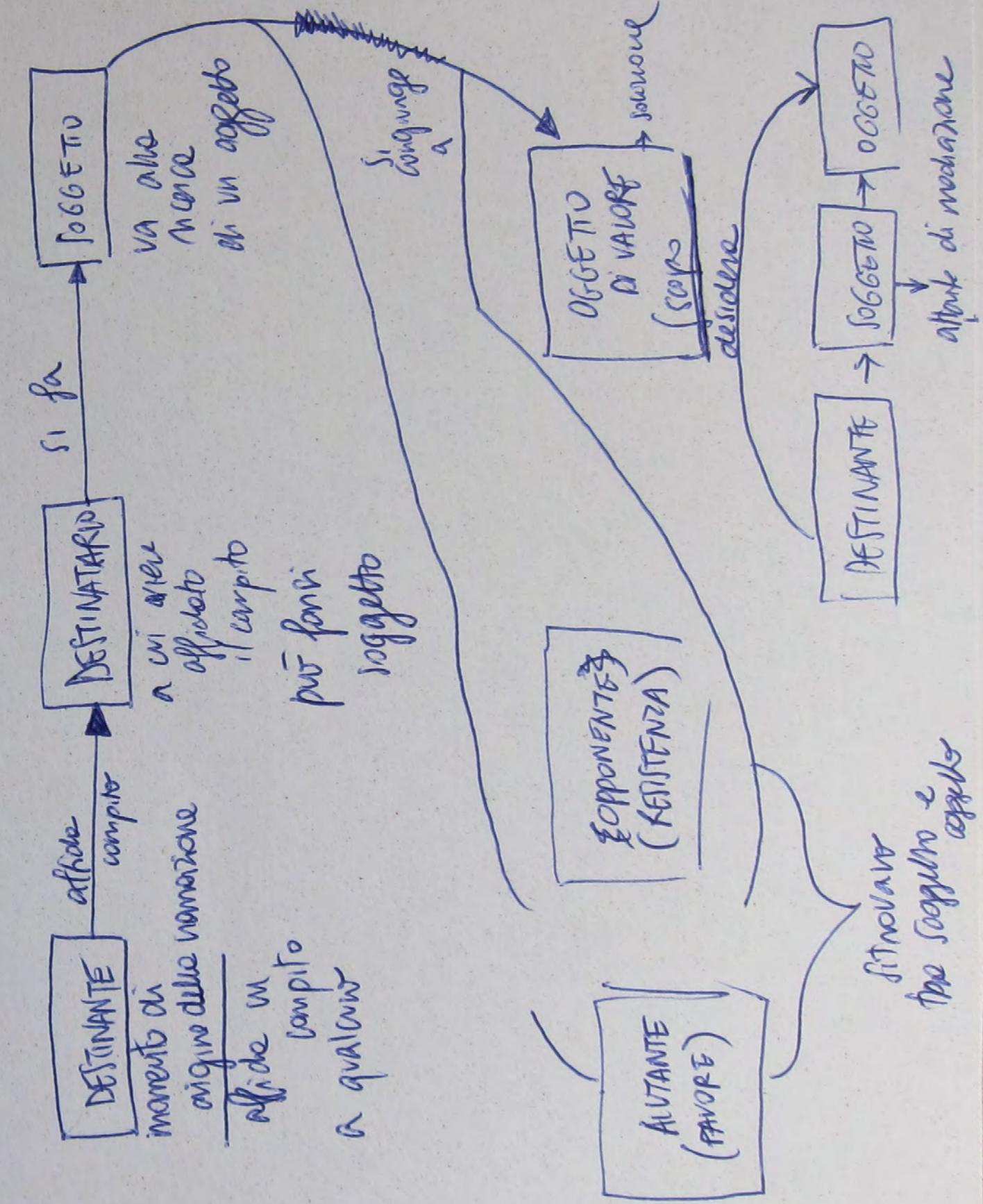
elementi
delle
vonne

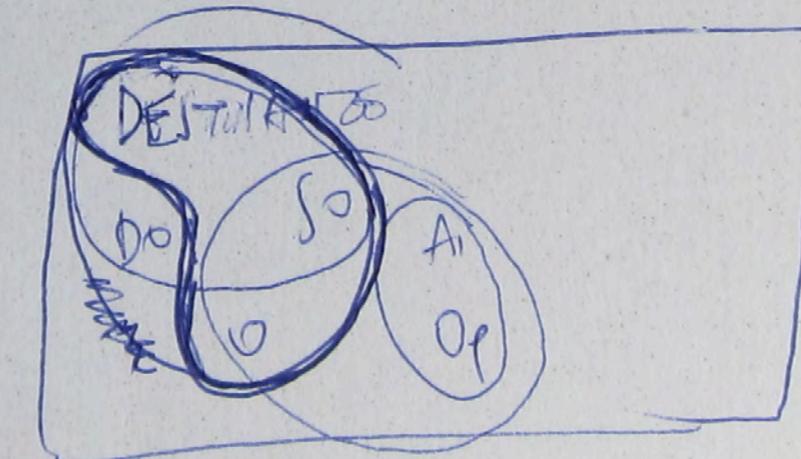
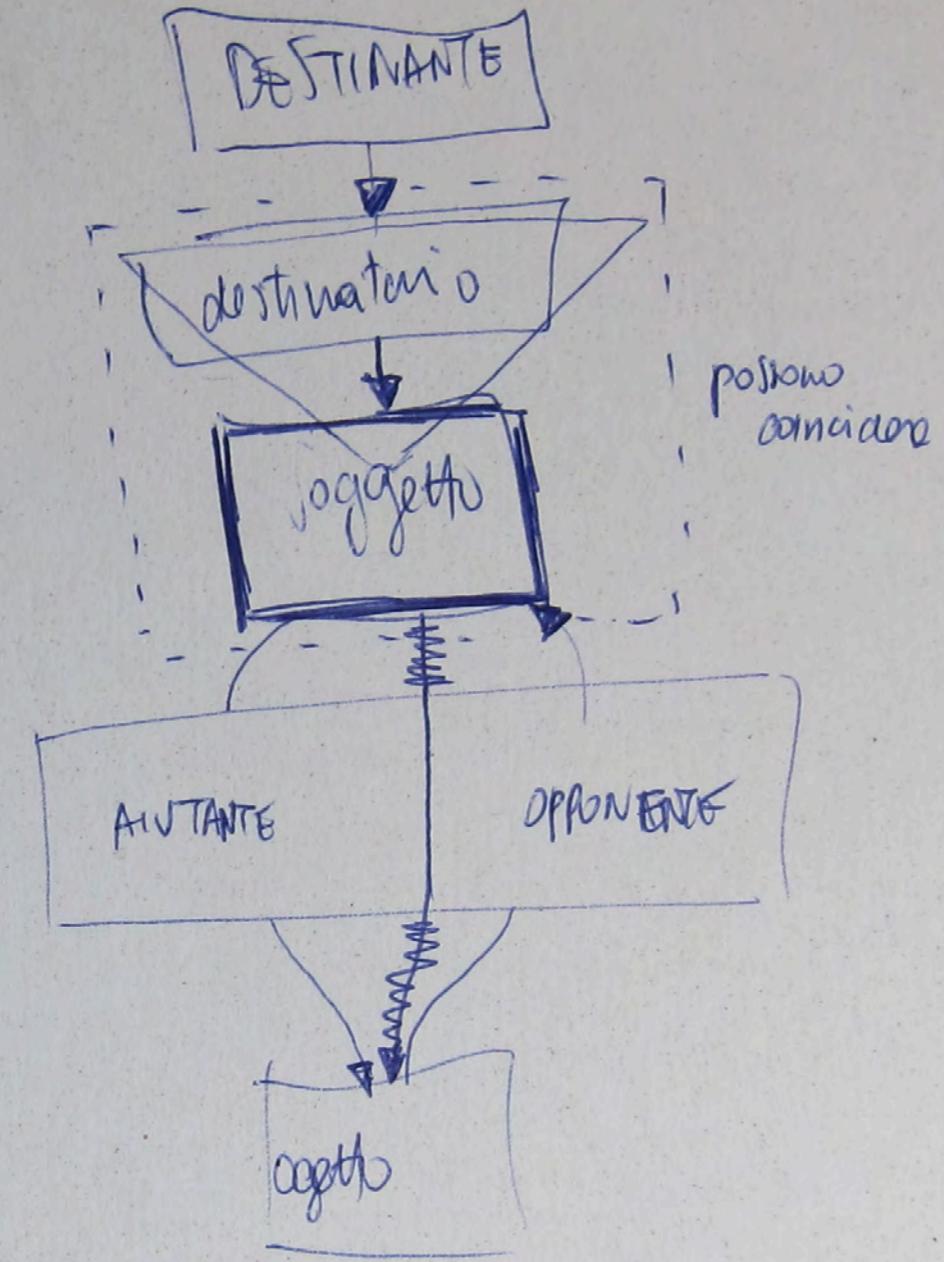
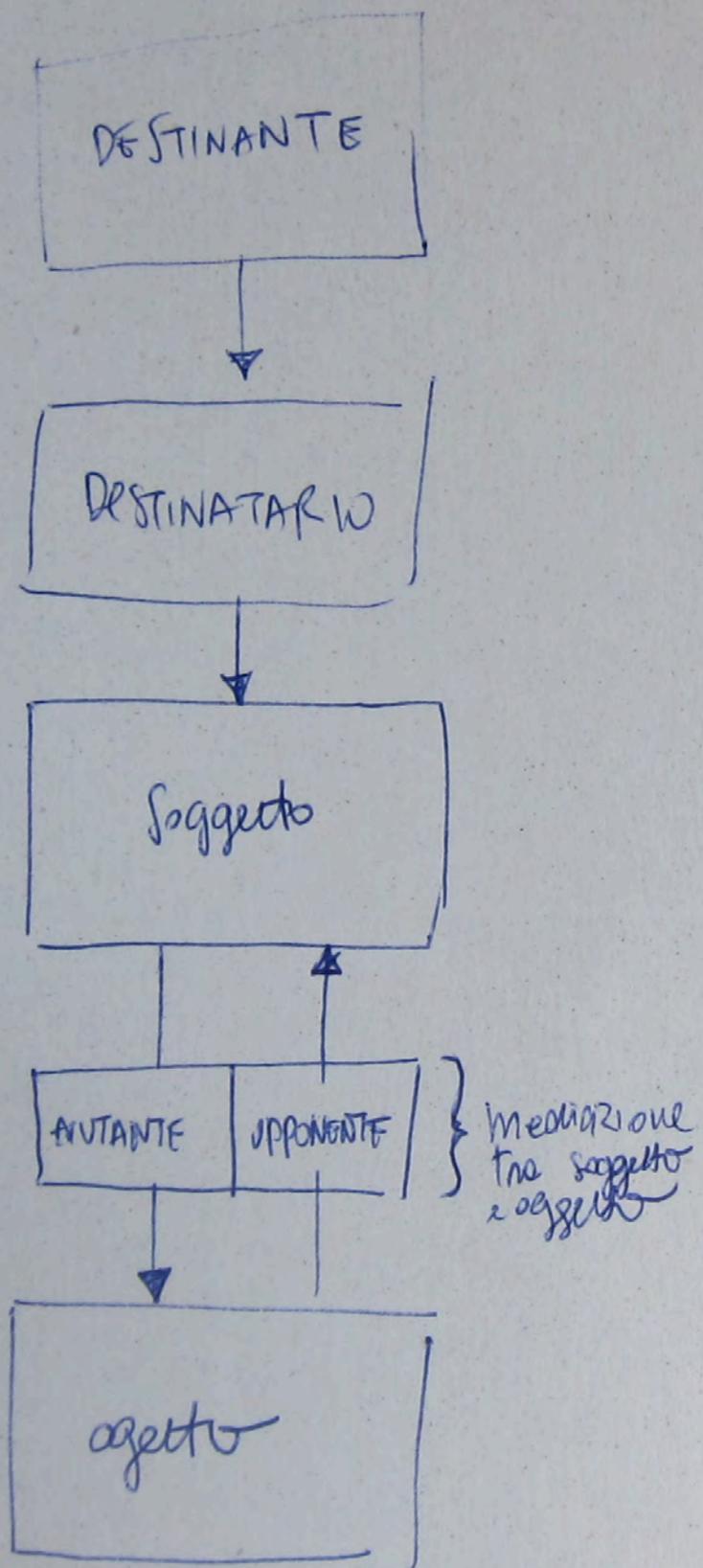
PARTENZA
per via
stradone
ravigne

TRANSFORMAZIONE

\rightarrow constant
(non è la fine)

Scheme degenerations

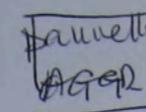




SIMULAZIONE ZINCATE ②

(GERARCHIE)

- seleziona AGG¹
e segue LIVELLO 1



* possibilità di
nuovamente gli
aggregati in base
al livello gerarchico

- sel. AGG² → LIV 2

- sel. AGG³ → LIV 3
(RINOMINA !!!)

- sel. AGG⁴ → LIV 4

- sel. AGG⁵ → LIV 5.1
(RINOMINA !!!)

- sel. AGG⁶ → LIV 3
(RINOMINA !!!)

- sel. AGG⁷ → (non esiste) ← * necessita di
modificare la gerarchia

(REAUX VARIABILI VISIVE)

STILE

TIPOLOGIA

- sel. ELEM "DESTINANTE"
mostra nome

- ~~sel. ELEM~~ "DESTINANTE"

- sel. ELEM "OGGETTO"
mostra

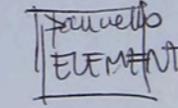
- ~~sel. ELEM~~ "OGGETTO"
mostra

- seleziona AGG¹

- ~~seleziona proprietà testo~~

- ammagg. FONT

- * assegna proprietà testo ...

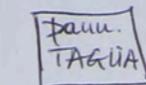


* ereditarietà delle
proprietà visive
non è automatica
ed è caratteristica
di livelli gerarchici
(ex. corpo testo)

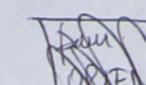
*

* mantiene le
proprietà ripete
al testo

- assegna dimensione



- ~~assegna orientamento~~



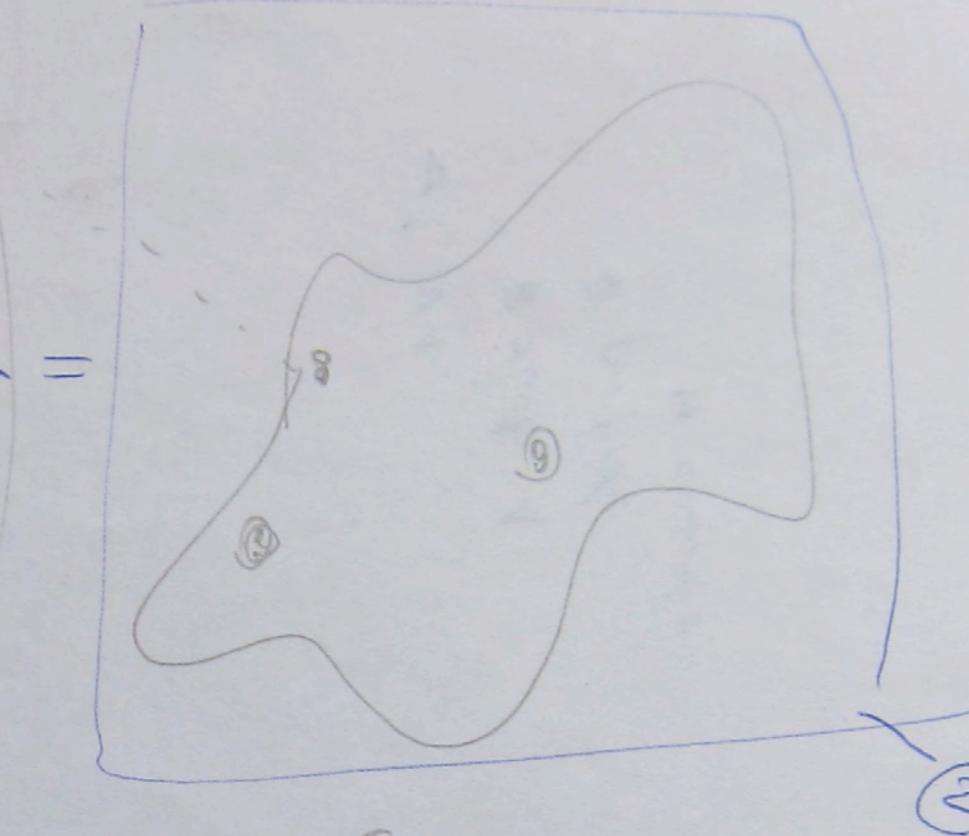
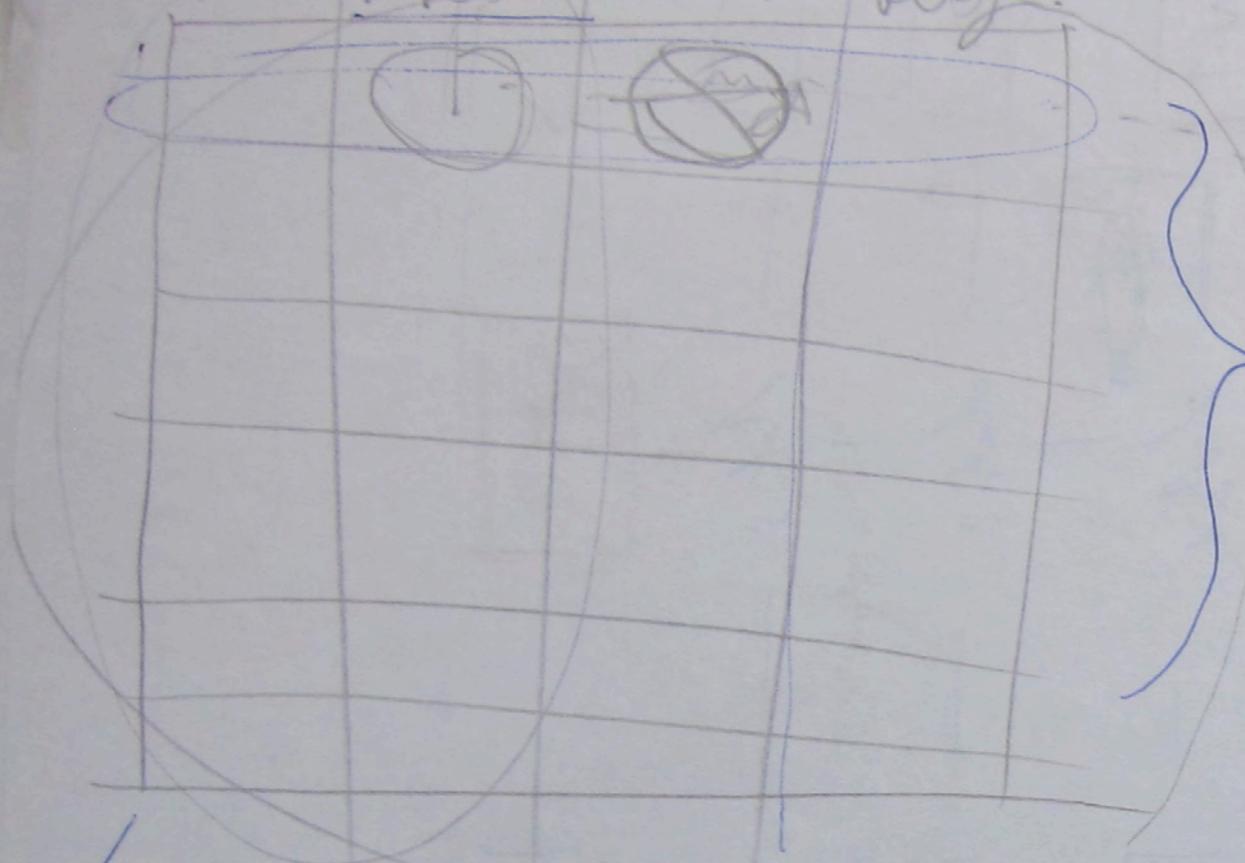
* le proprietà dell'
aggregato ricadono
tutte sugli elementi
oppure "ereditano"
* applicazione

ZINGALE

de
o
n
a
z
)

u
w
22

DATI ~~BRUTTI~~ ¹
e
~~BRUTTI~~ ²



¹ (Tabelle)

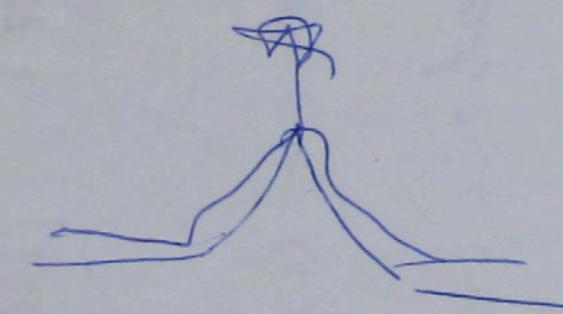
DISCRETO

→ Topologia

metrico

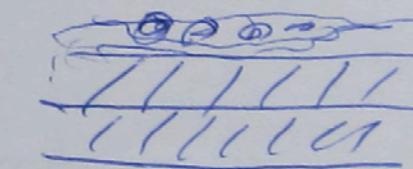
(mappa)

continuo
metrico (non continuo)

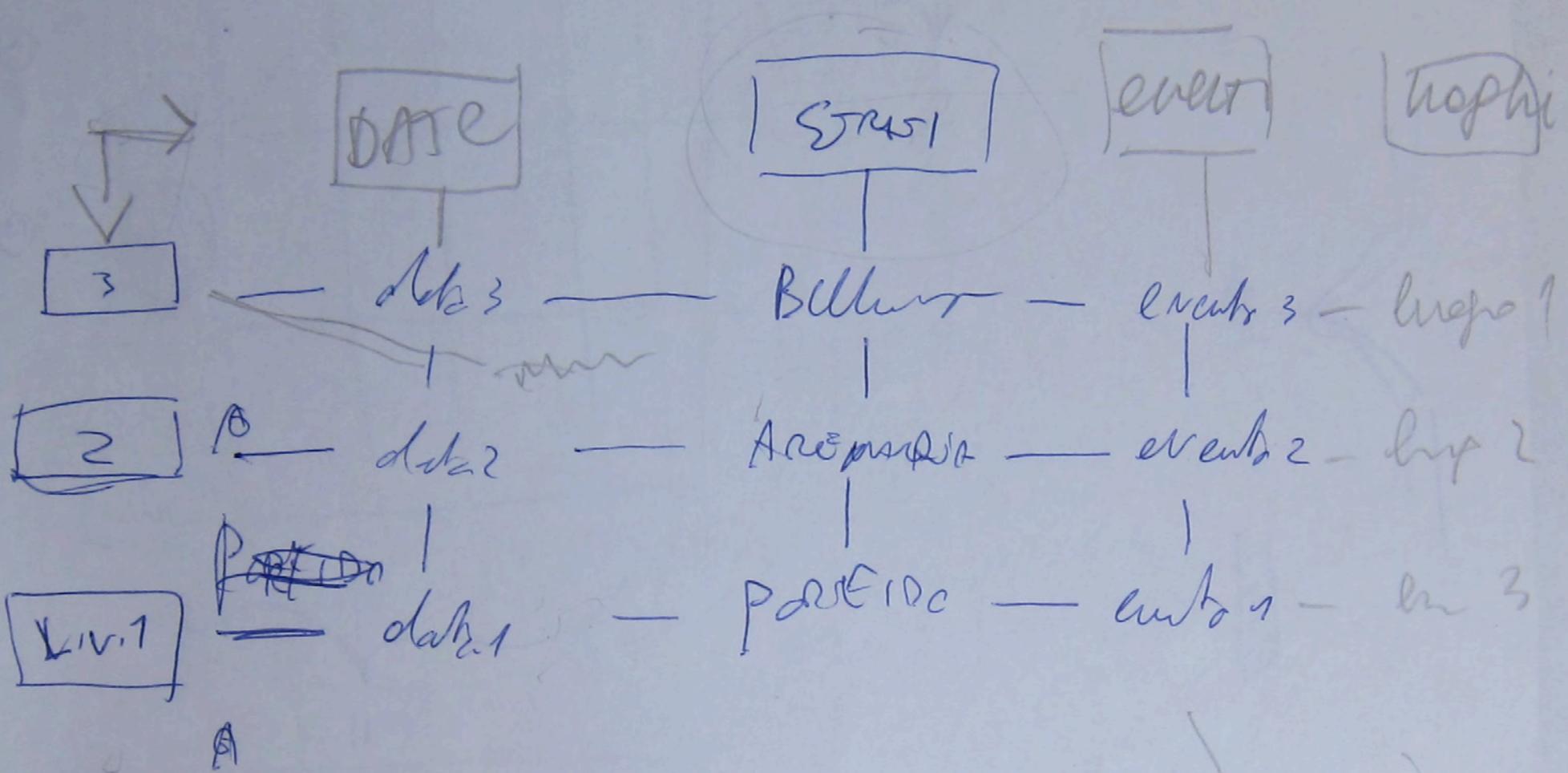


|||||

|||||

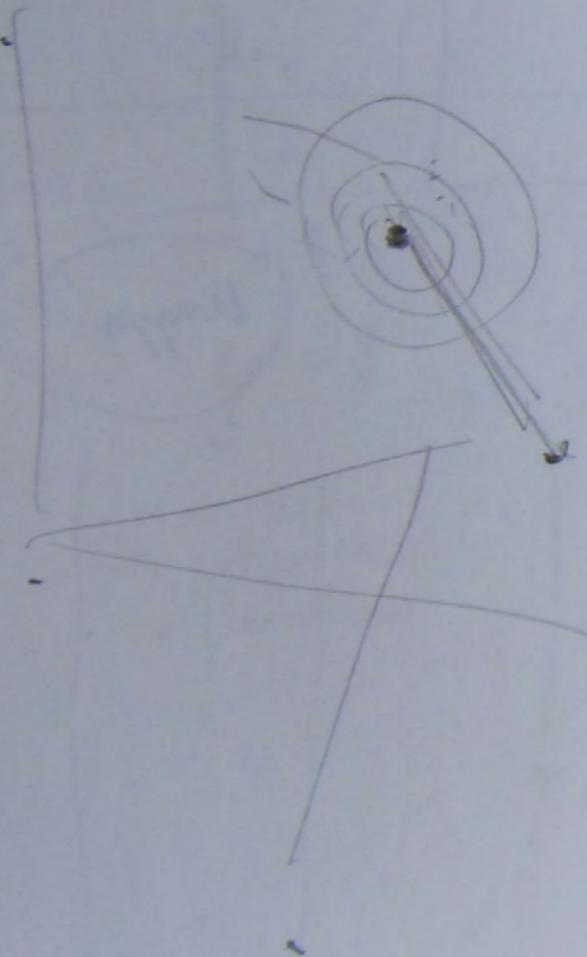


→ ||||



LIV1
 data 1
 partida
 evento

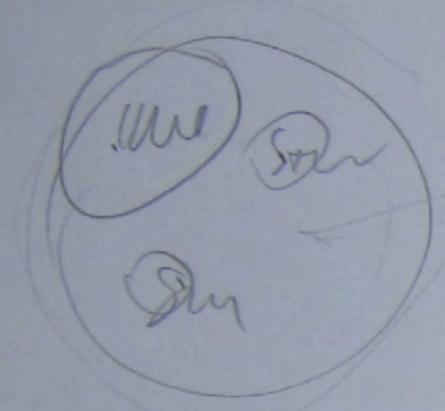
graphique
 relax?



- Tabella
| TAGLIA (cerchio)
| Tabella / mappa
- colore
TEXTURE
pos → (SIS. ab/riflessi)
- Forme (probabilità)
pos → (probabilità)
? (risoluzione?)
- colore
POSIZIONE
* coordinate
* simmetria
? gradienti
- colore (per
forme
(esclusione
presentazione
Icone di richiamo))
mappa
- FORMA
POSIZIONE || * coordinate
→ FORME || * A/Ill
- TONO
orientamento
forme (Icone?)
mappa
- caselle (TRATTATE SINGOLARMENTE)
- TONO (potrebbe anche dare indicazione di GRADIENTE ES. INCREMEN. DI GRADIENTE SU GESO A Segnale della posizione)
 - FORMA (STROKE)
 - COLORE
- * COORDINATE
VETTORE (fiumi)
STROKE (brush, joint, capforma, taglie
Full (tangia, tono, forme, texture → MASCHERA
modulo?)
Tipi di multizigzag?
- Tinte
Icone/Ill
- * Saturazione
luminosità
* TIME
* (* A)

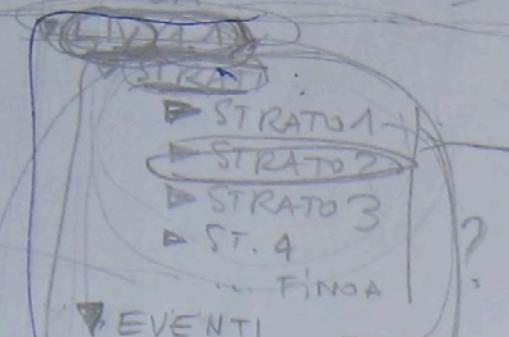
1-TABELLA

- LIV. 1.1
- STRATI



LIVELLO 1

TABELLA



EVENTI

- EVENTO 1
- evento 2
- evento 3
- evento 4

LIV. 1.2

DATE

- DATA 1
- DATA 2
- DATA 3

LUOGHI

- LUOGO 1
- LUOGO 2
- LUOGO 3

...
now

Mappa

LIV 2.1

~~COORDINATE~~

LIV 2.3

NOMI

LIV 2.3

RIFERIMENTI Geografici

Luoghi

② SYS. RIF

DATE

Stran

EV

Qeo

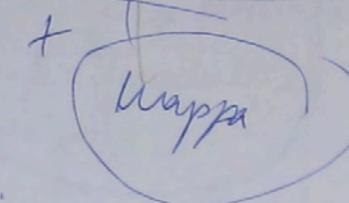
DATE	Stran	EV	Qeo
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-

TEMPO



z₀
z₁
z₂

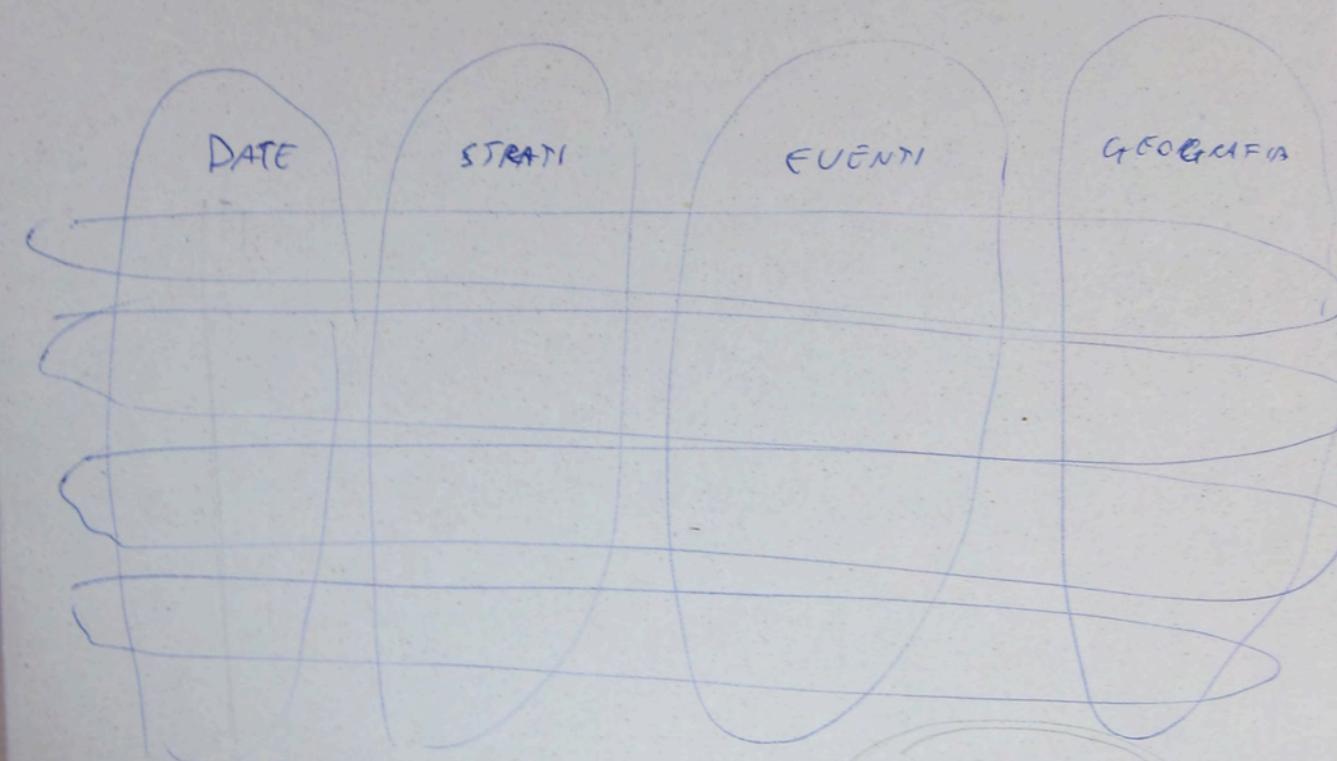
z_n



①

ACTG.

- GER.
- ACTGR
- SYS RF
- VAR. V.



DOLOMITI
(23/08/13)

- ORIGINE (0,0)

X | 6 cm 7 | 10 cm

- TIPO DI VALORE E U.B.M.

Lunghezza linea [] 1 cm

- INTERVALLO VALORI

min [] 0 max [] 20

- PASSO (TACCA)

Tipologia [] lineare

Valore intervallo [] 2

PASSO (NUMERO)

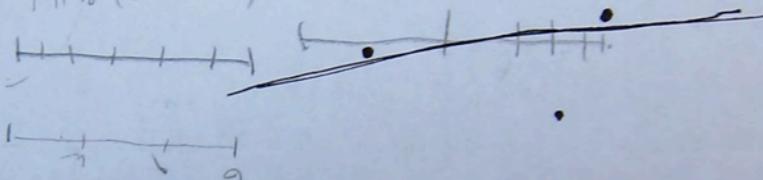
[] 1 2 3 4 5 6 7 8 9

- PROGRESSIONE VALORI

Tipologia [] logaritmica

[] 1 2 3 4 5 6 7 8 9

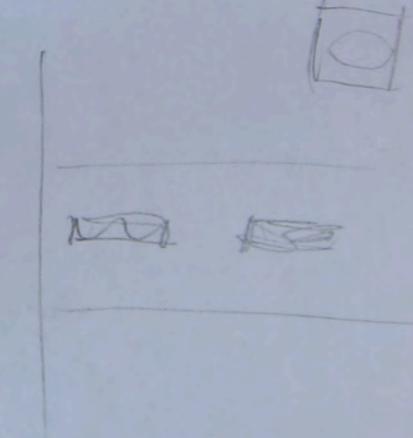
70 °



Tipologia passo tacche []

Valore intervallo []

Tipologia passo valori visualizzati

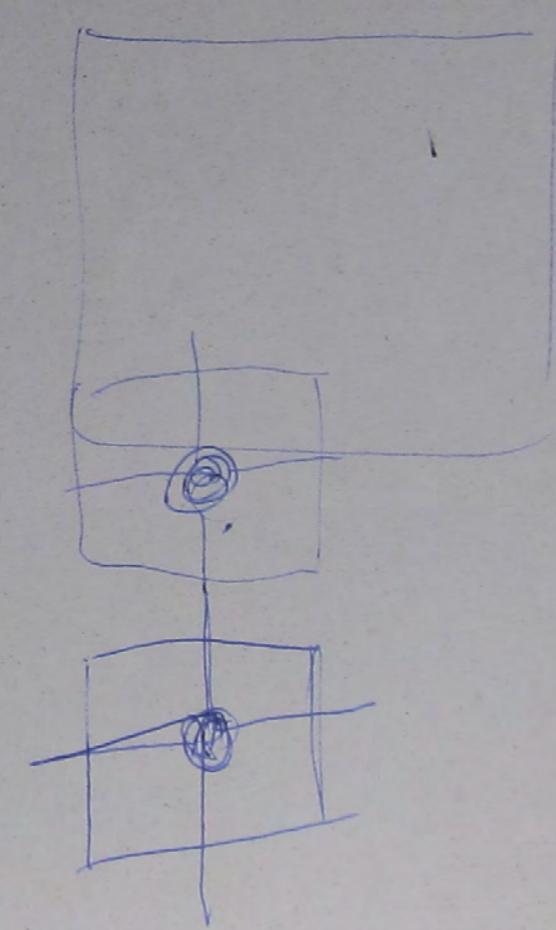
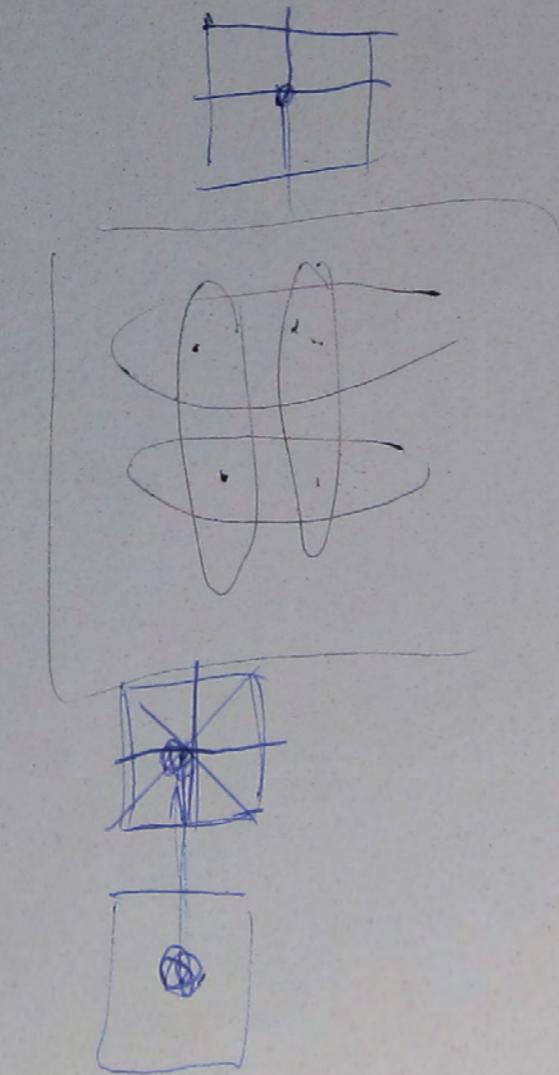
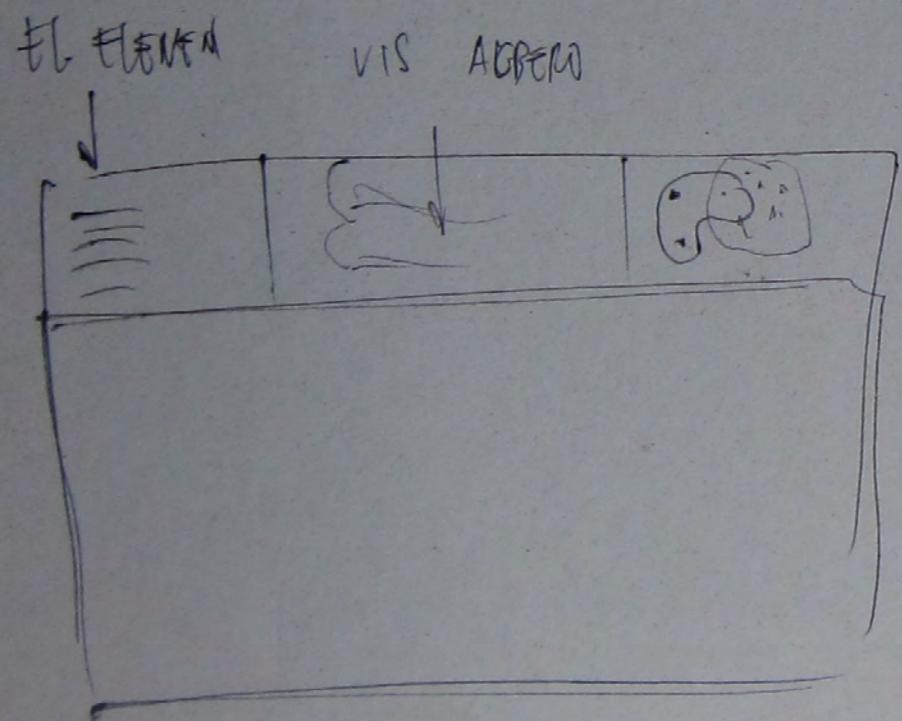
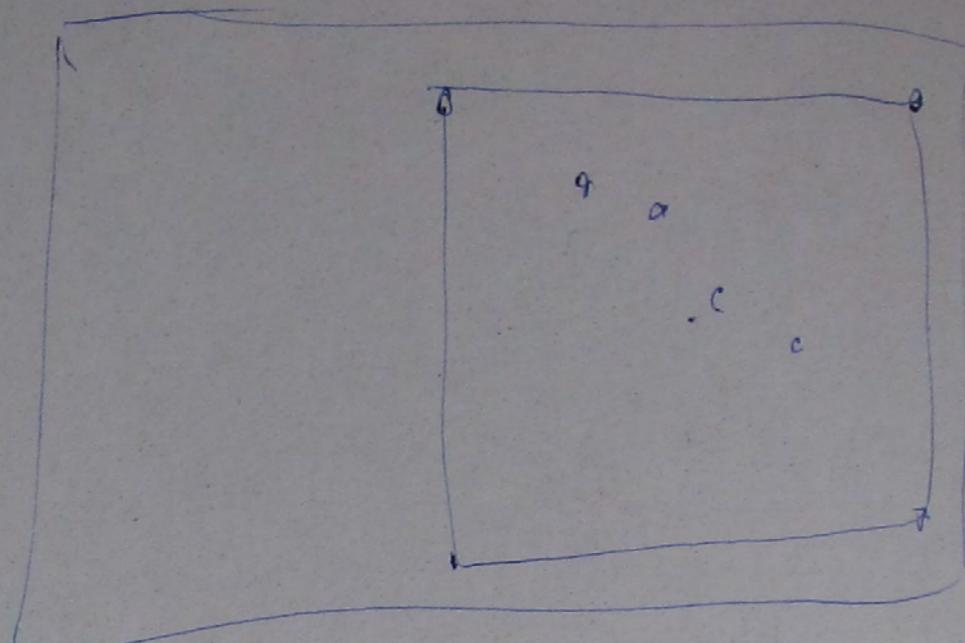
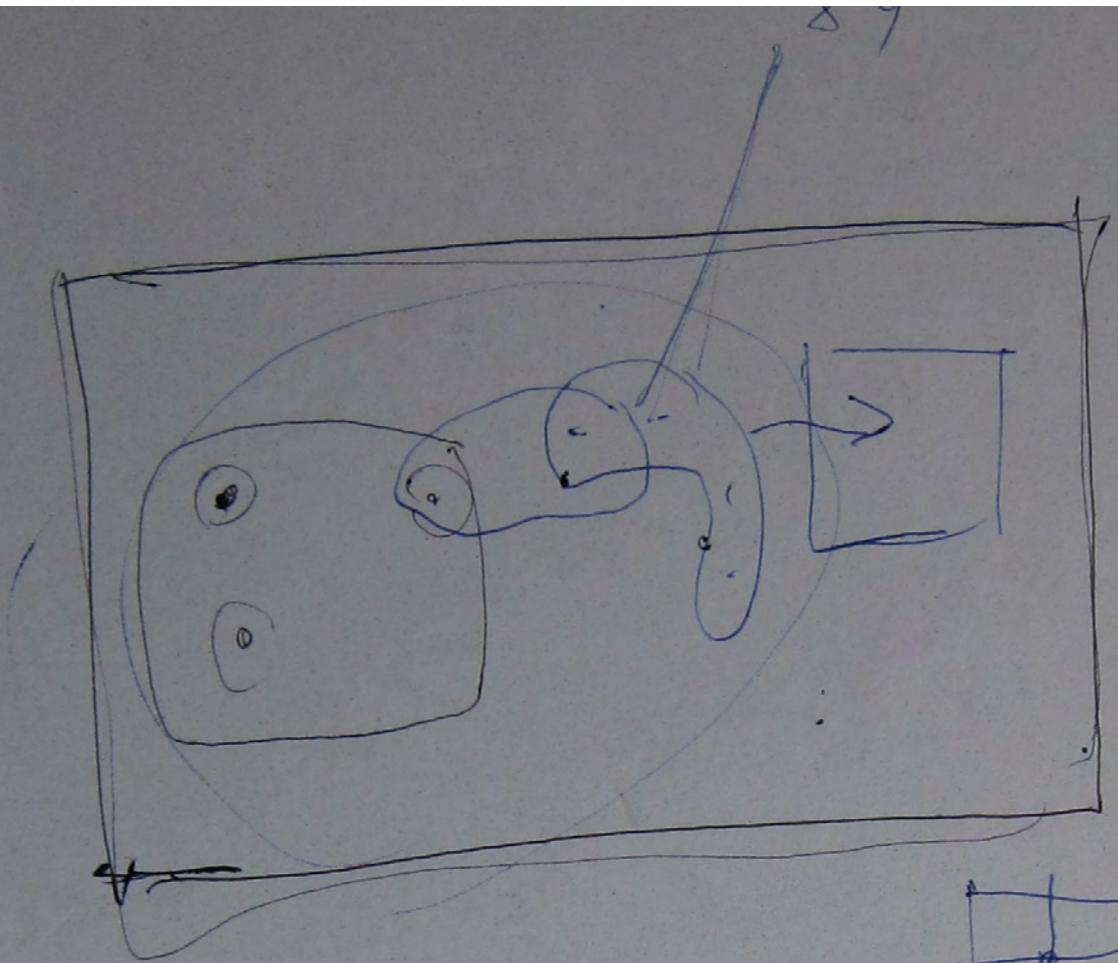
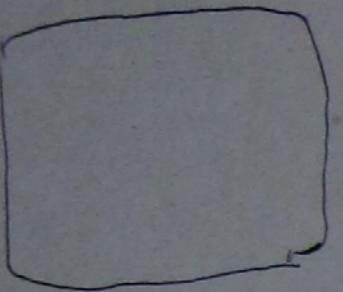


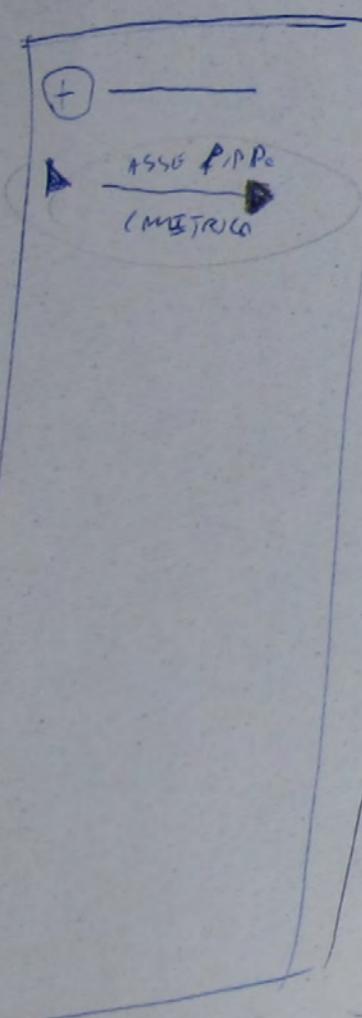
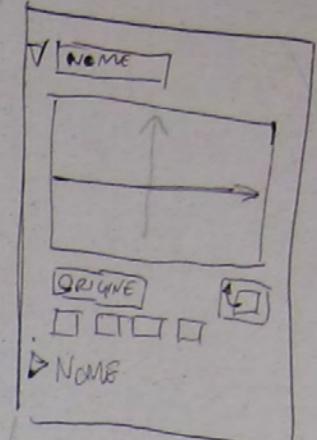
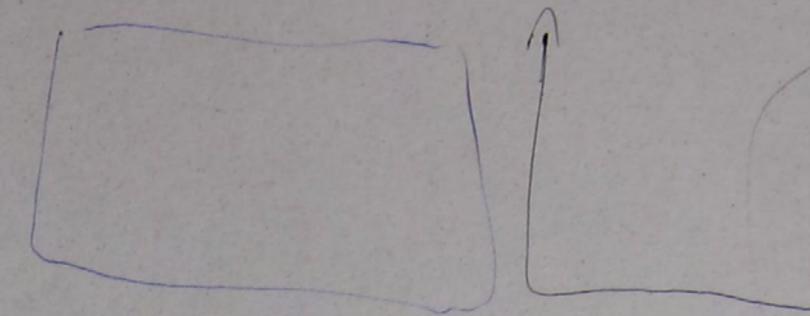
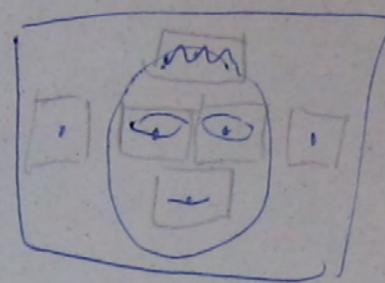
INSERIMENTO PUNTI ALL'INTERNO DI UN SISTEMA DI RIFERIMENTO (ASSE CARTESIANO)

NAME VALORE	x	y
• VALORE UNO	10	3

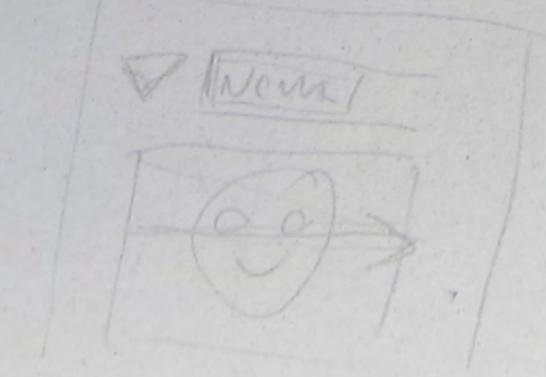
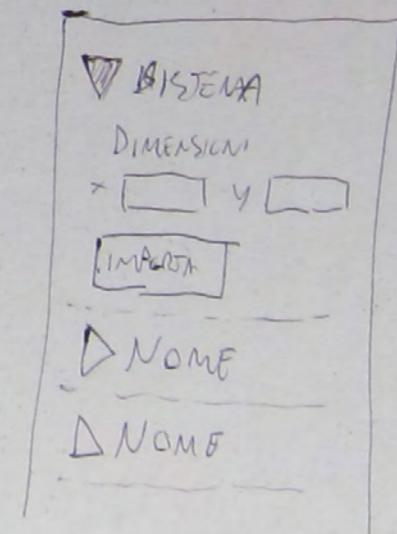
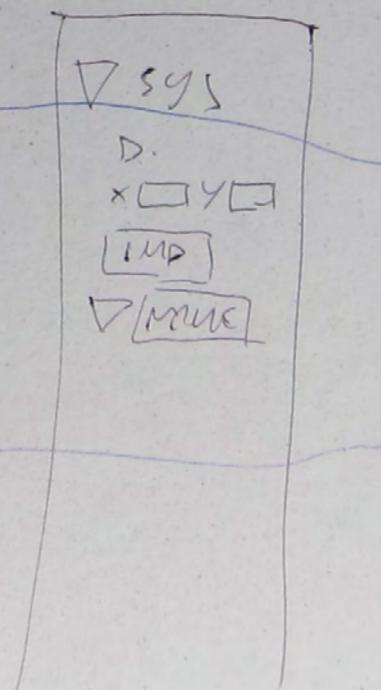
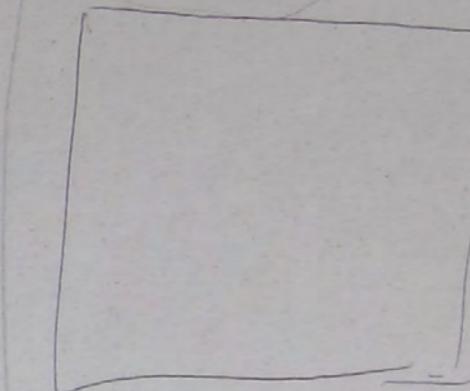
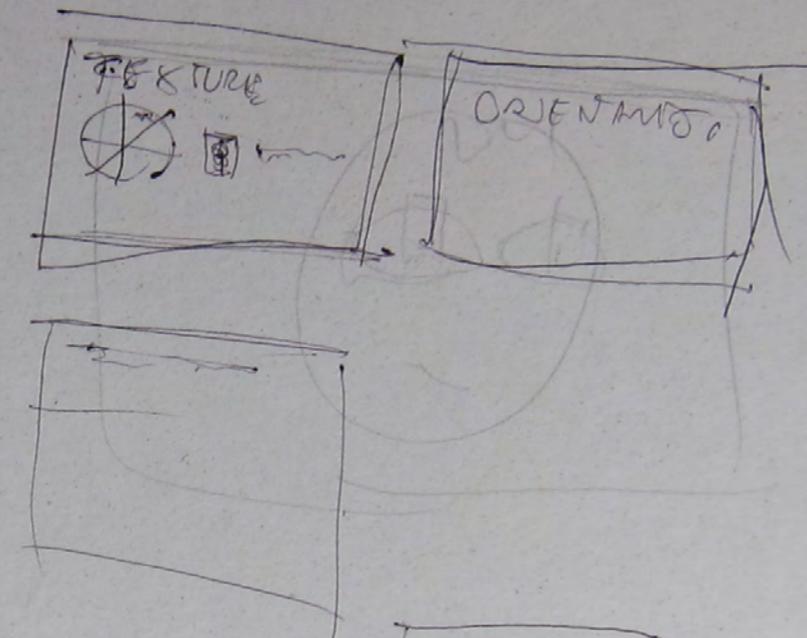
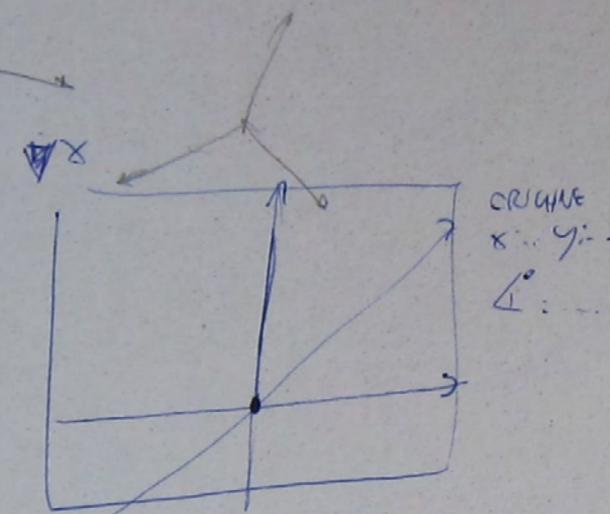
[AGGIUNGI RICHE...]
[IMPOSTA esv]
[INVERTI ASSI]

回復回函





AGGIUNGO ASSE
(SCALGO (LTIP))



GESTIONE SISTEMA DI RIFERIMENTO

▼ GENERALE

- DIMENSIONI

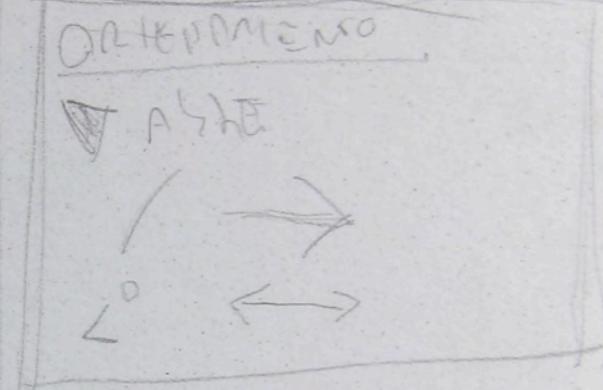
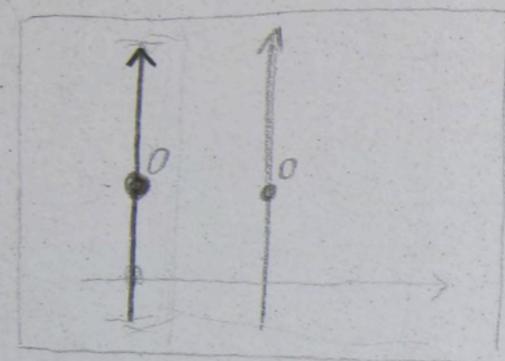
L H X Y
L'è una pura lista

- SFONDO

Nessuno sfondo caricato

► ASSE 1

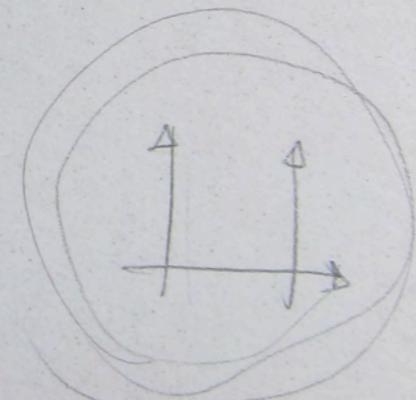
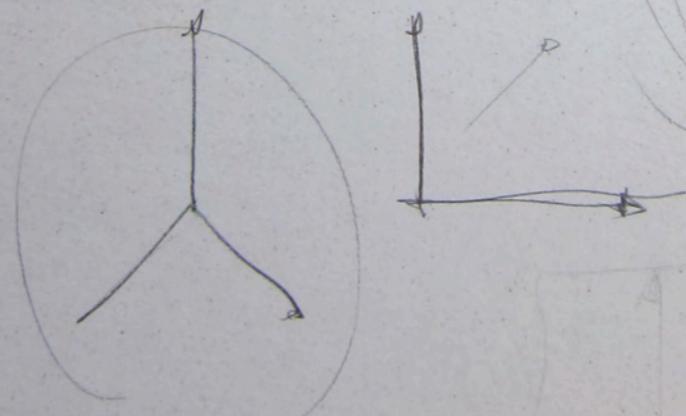
► ASSE 2



► ORIGINE

Lunghezza oggetto 800 px

Posizione origine %



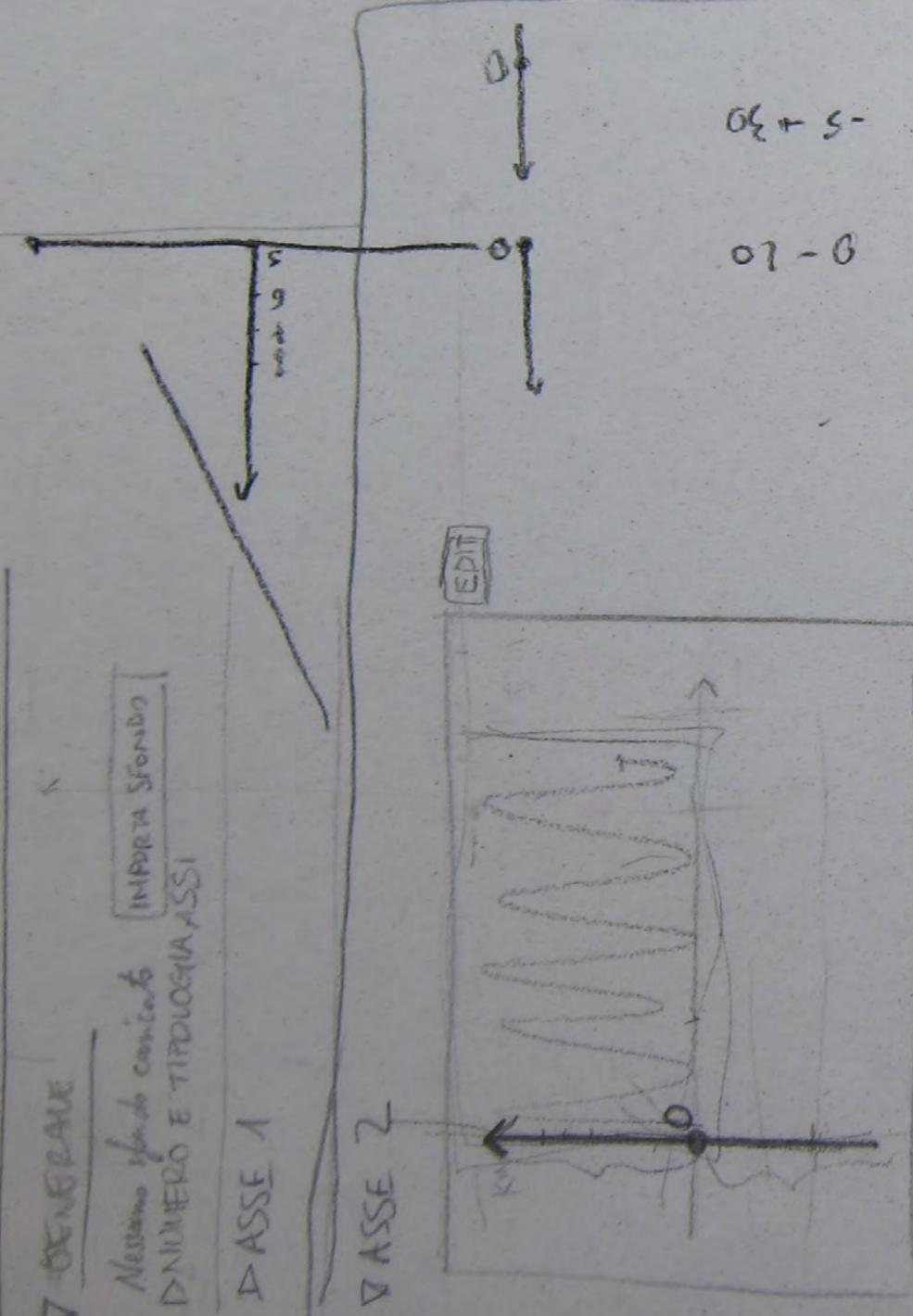
GESTIONE SISTEMA DI RIFERIMENTO

▼ GENERALE

Mettiamo fondo concavo
D'INDIETO E TIRDOGLIA ASSI

► ASSE 1

► ASSE 2



★ Lunghezza asse: 800px



Quadrante positivo: 0° ↑

GRANDEZZA MISURATA [Suggerimento]



UNITÀ DI MISURA



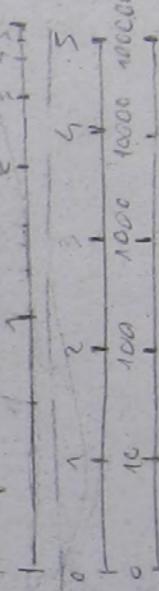
- OPZIONE 1
OPZIONE 2
OPZIONE 3
OPZIONE N
ALTRÒ

Opzioni disponibili in base
alla grandezza scelta

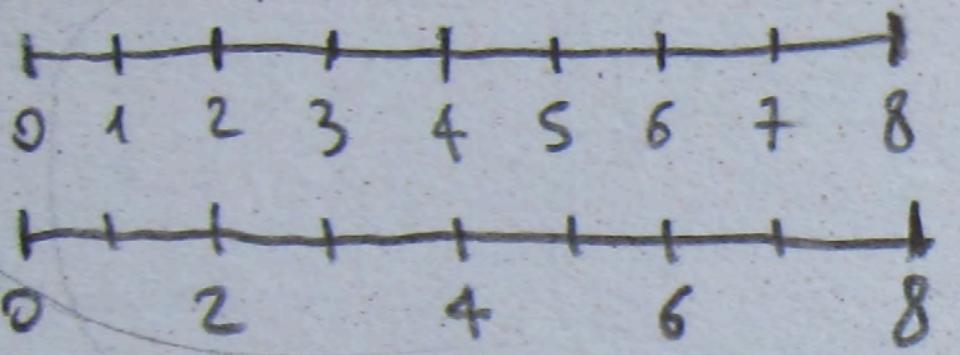


► INTERVALLO VALORI

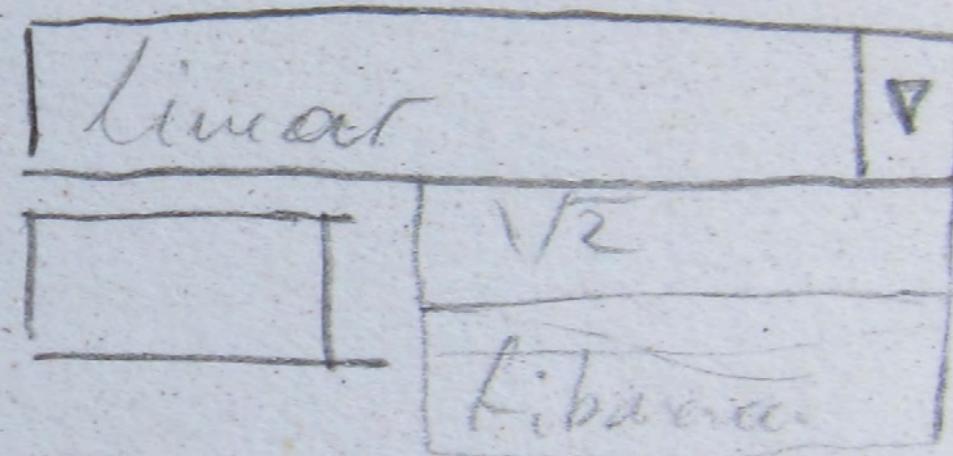
► PASSO



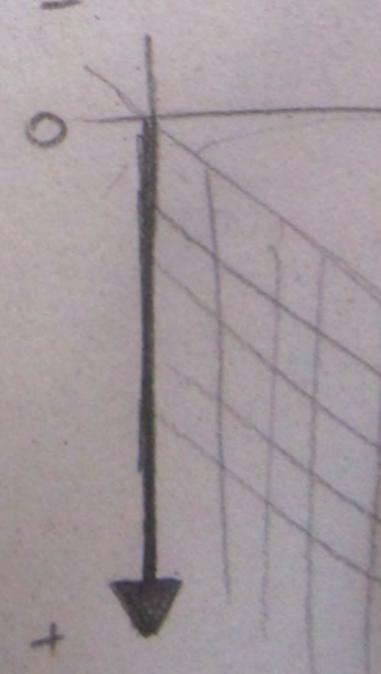
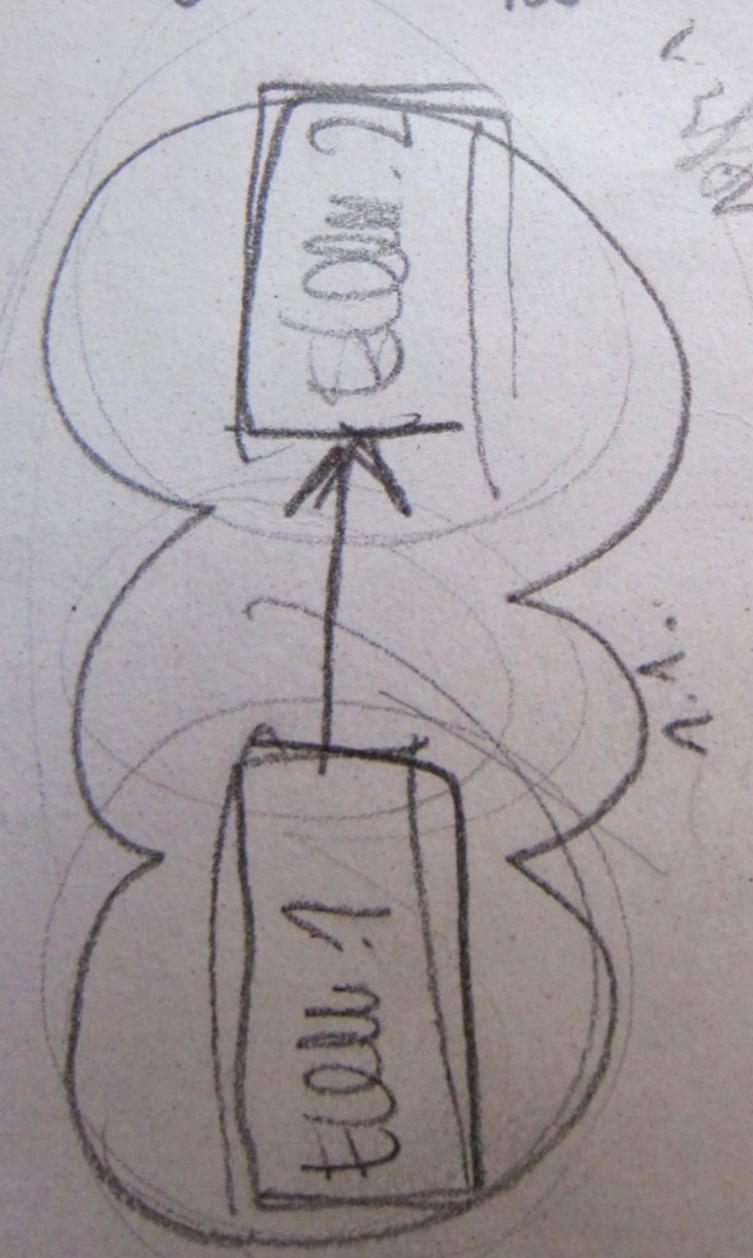
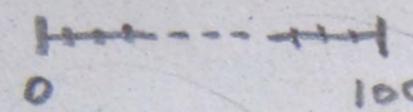
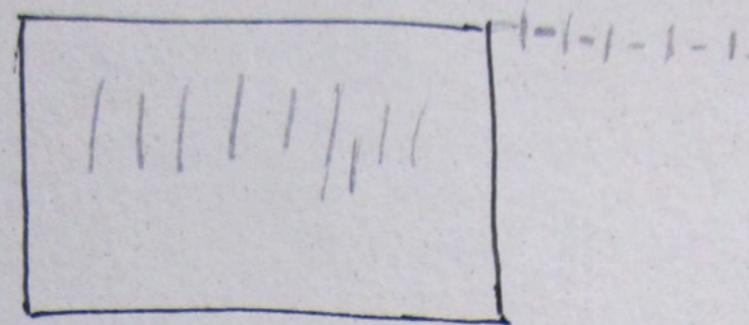
► QUANTITATIVE SCALE

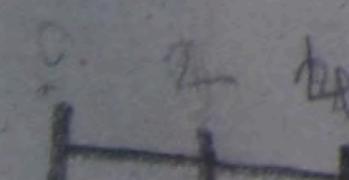
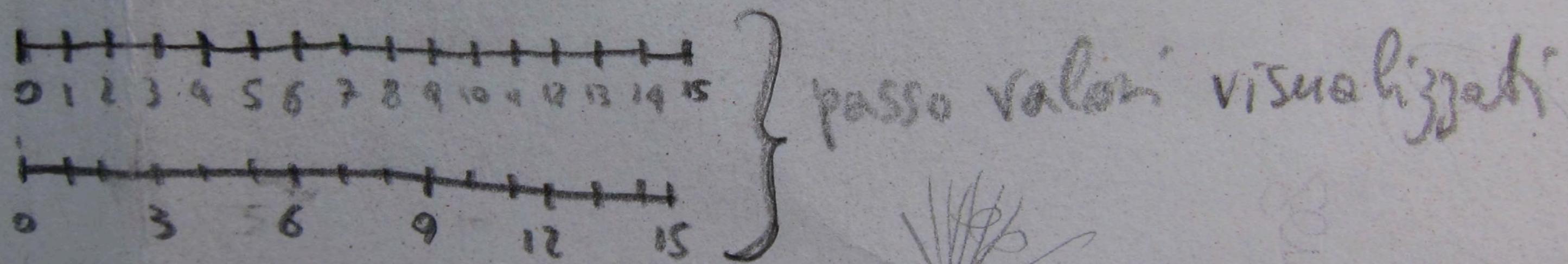
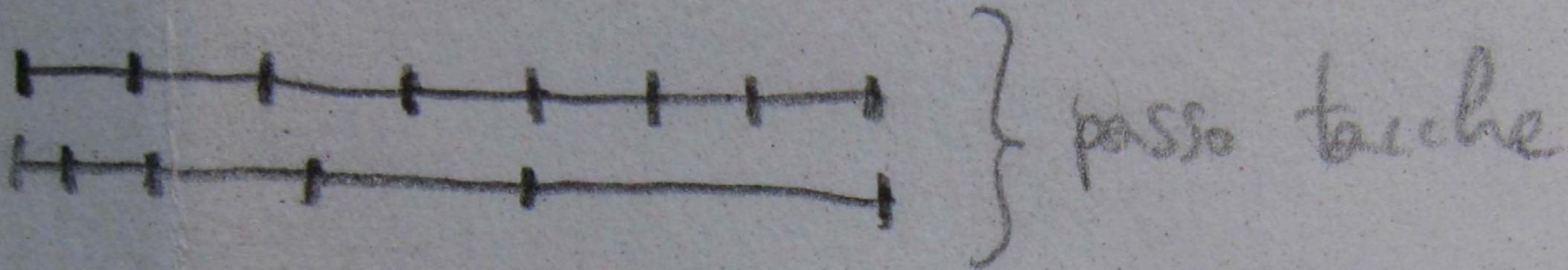


Tipologia passo valori visualizzati
Valore intervallo



1





- ORIENTAMIENTO

GRADIENTE

- COOF
- topografia
 - lirueana
 - nivaliccia



TONO

- tipologia

...

TEXTORE

- topografia

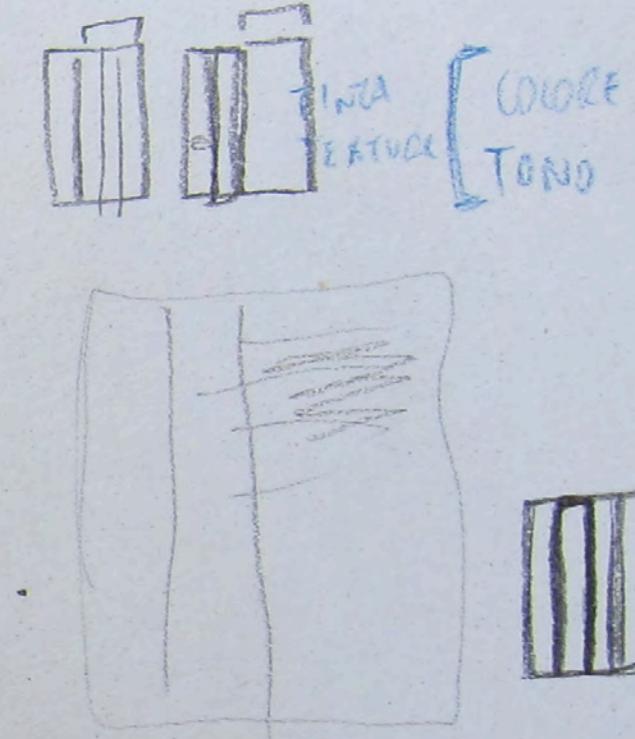
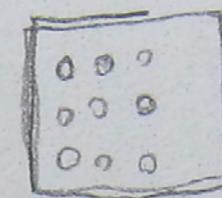
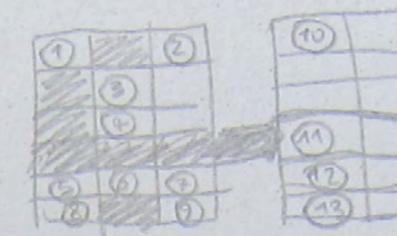
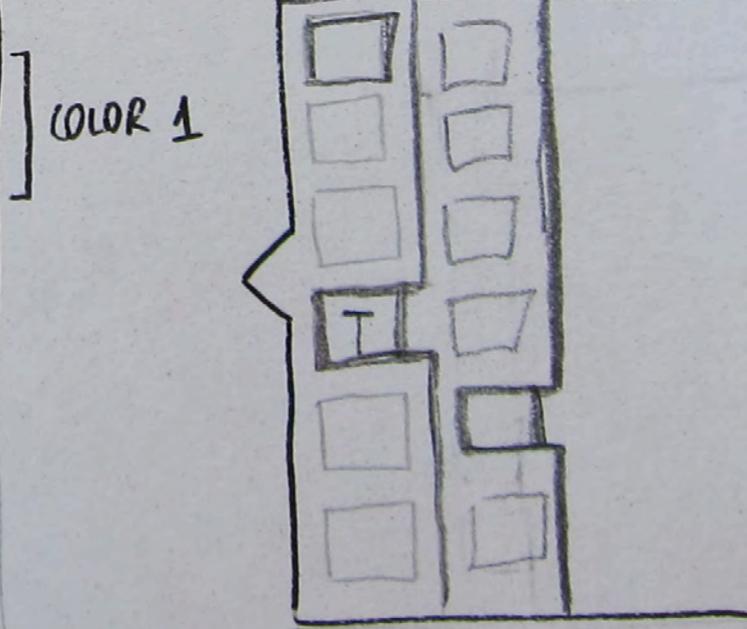
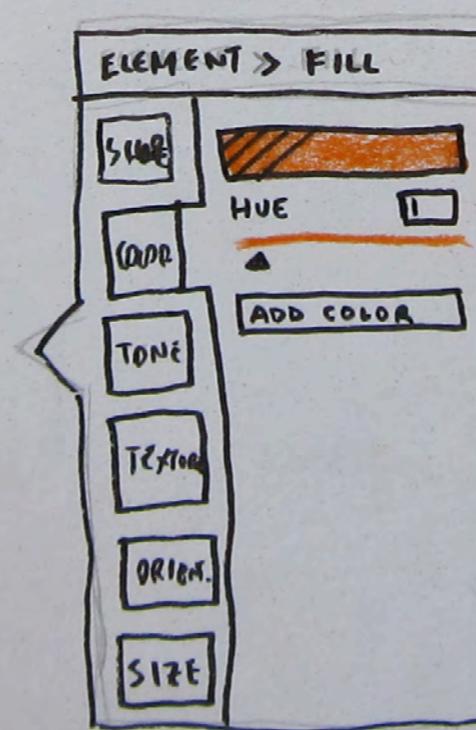
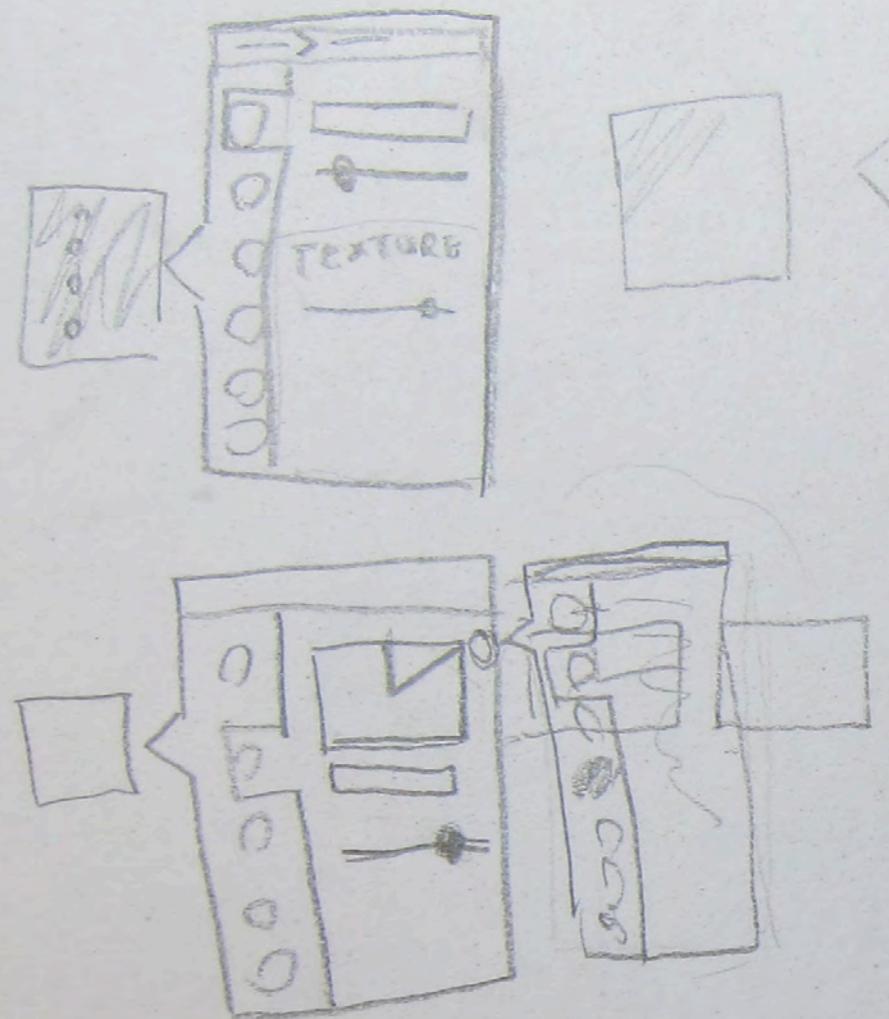
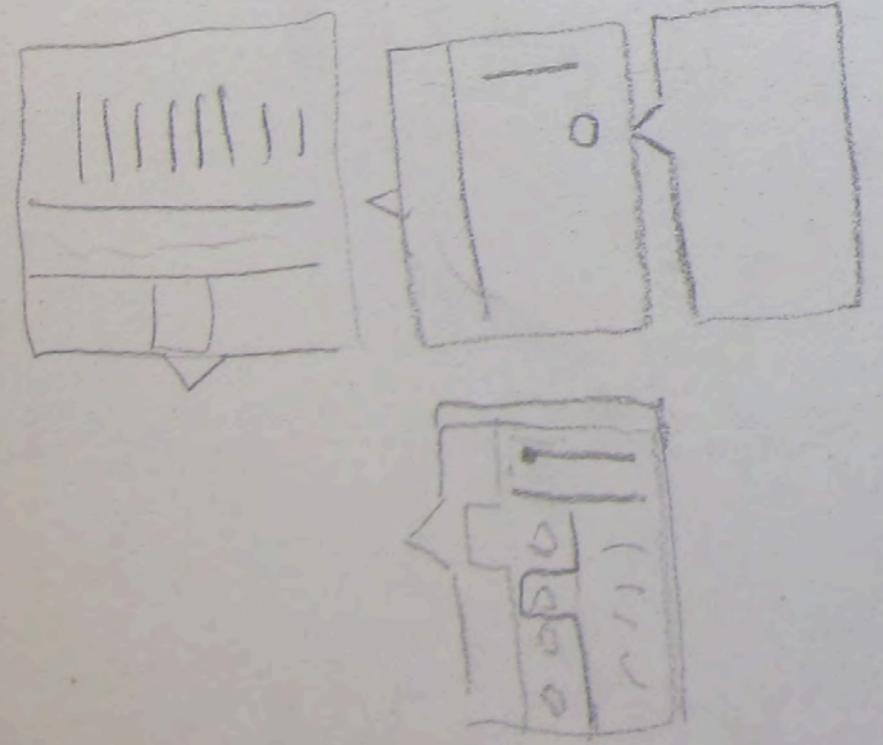
...

- variaciones (gradiente)
 - relieve uniforme (modular)
 - relieve irregular (asimétrico)

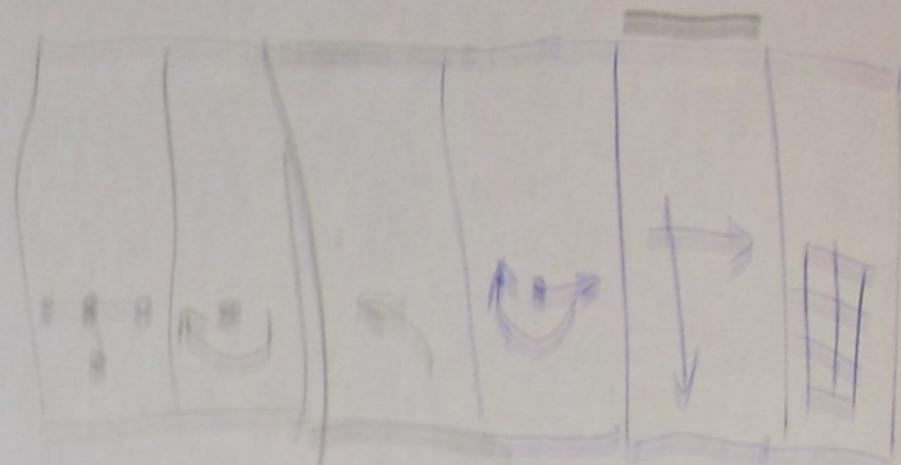
...

- variaciones (textura)
 - discontinua (modular)
 - (asimétrico)
 - disegna módulo



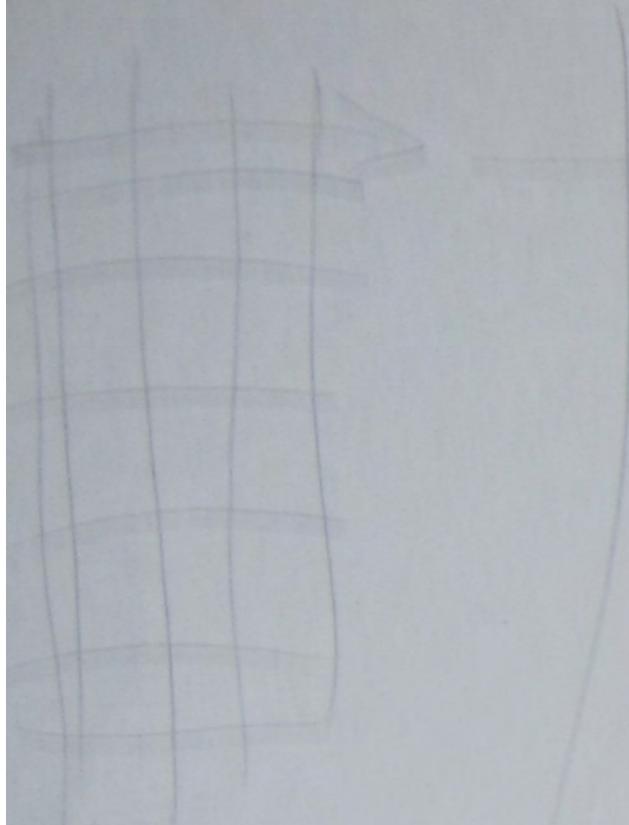
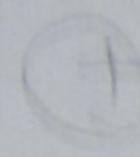


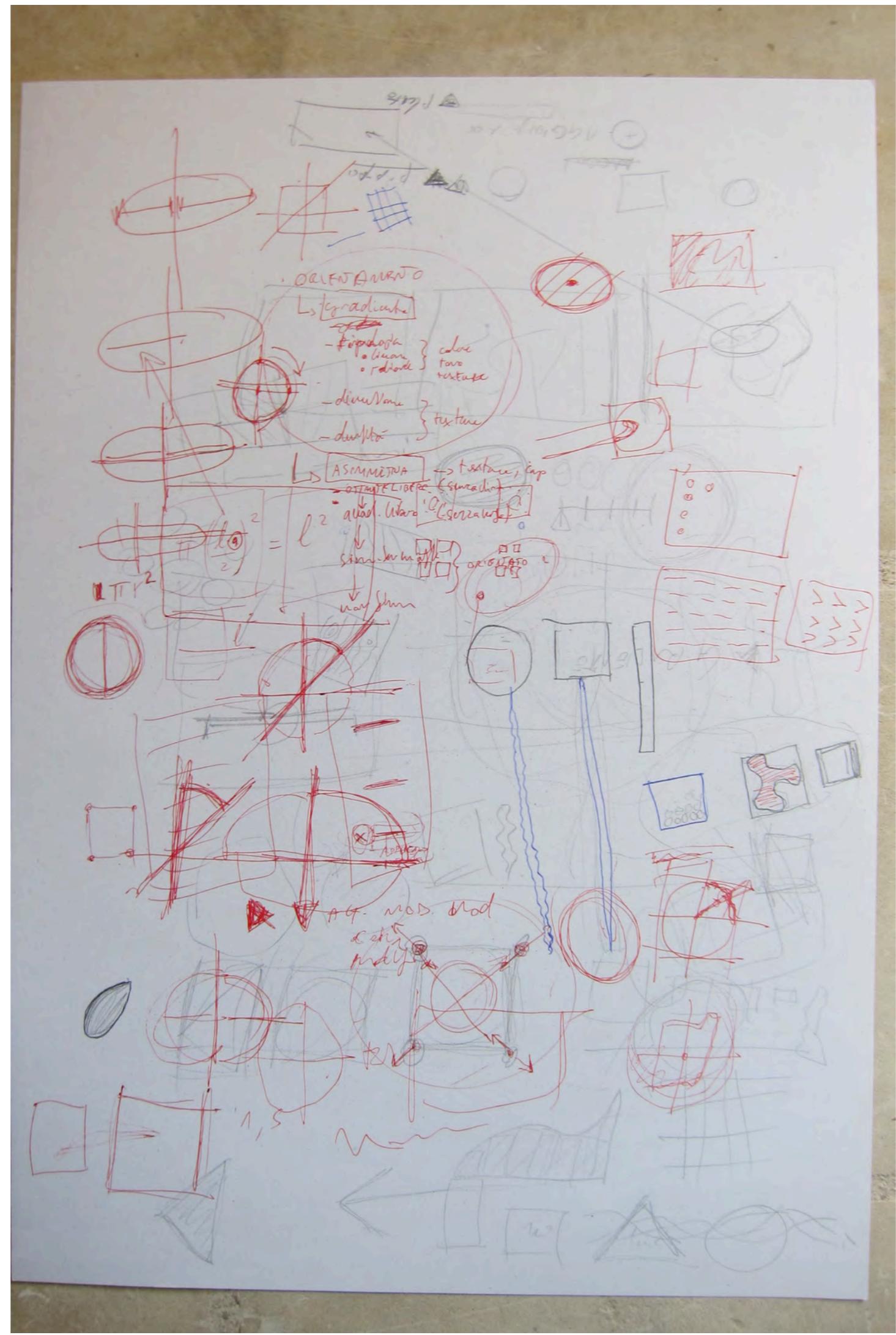
COLORE
TONO

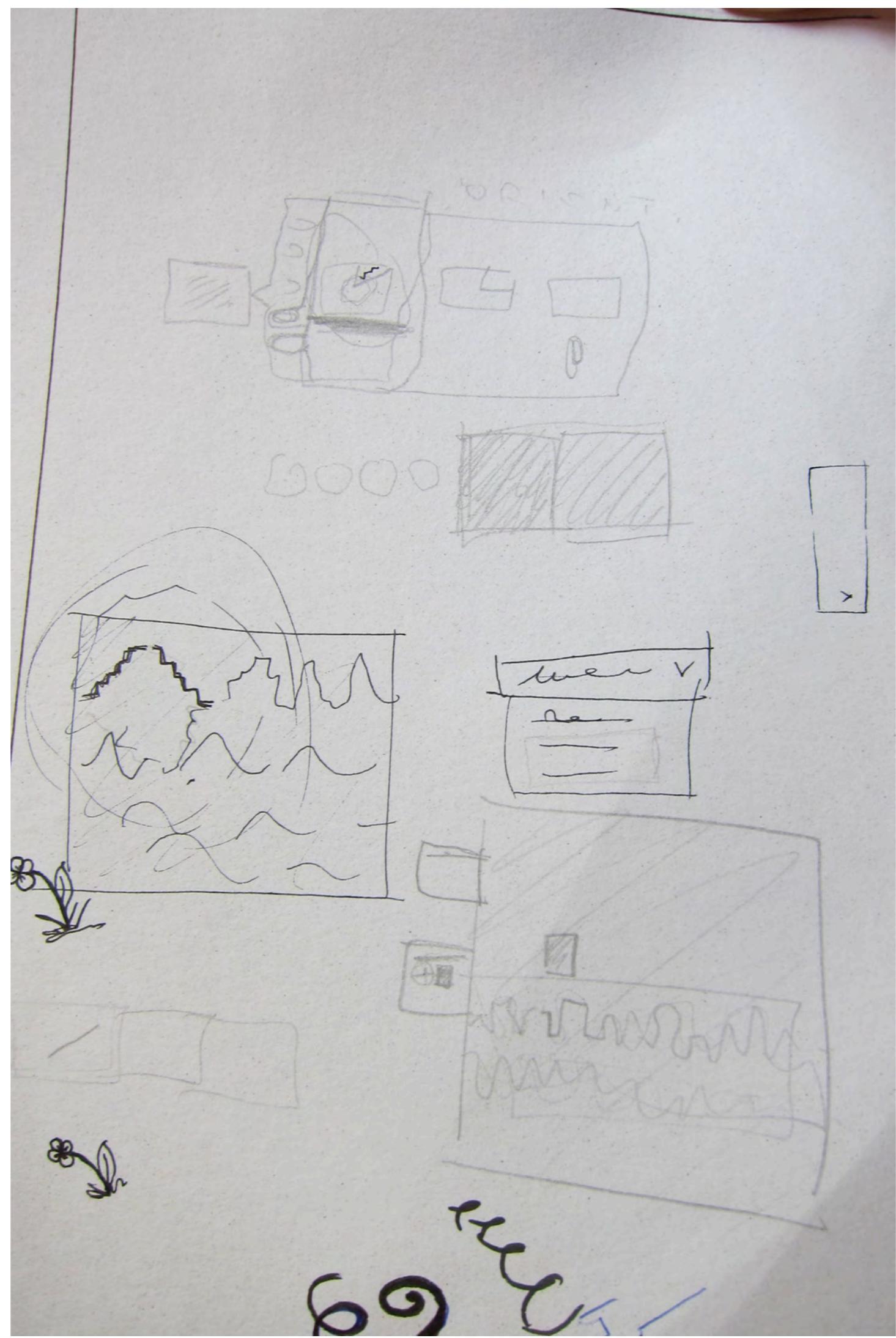


~~DEFINING APPROXIMATION
(DRAFT)~~

~~MOVING FRACZONE~~





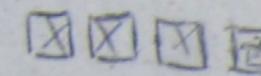


► GESTIONE SIS. RIF.

▼ GESTIONE DATI

[IMPORTA CSV]

▼ AGGREGATO DATI 1

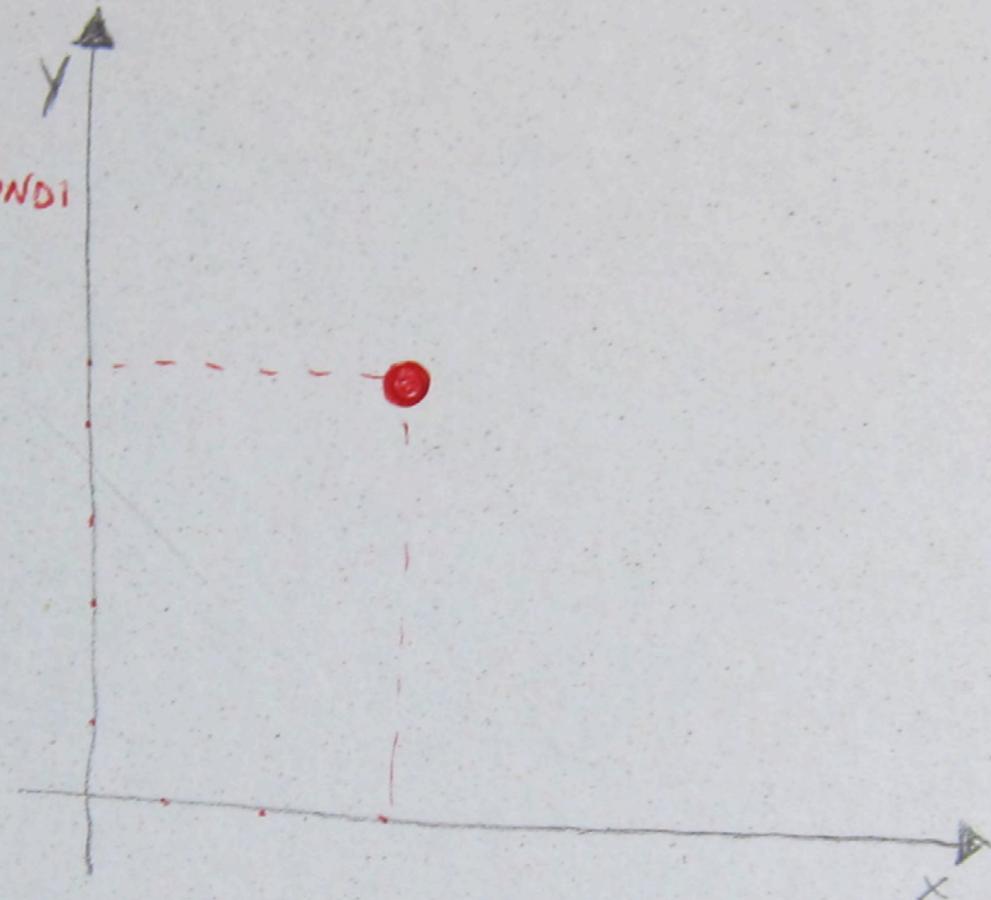


NOME	X	Y
PIOPPO	3	5

► AGGREGATO DATI 2



- MODIFICA ASpetto ELEMENTI
- MOSTRA/NASCONDI
- DUPLICA
- ELIMINA
- BLOCCATI (BLOCCA)



SISTEMA DI RIFERIMENTO (X - GRUPPO SINSEMIE)

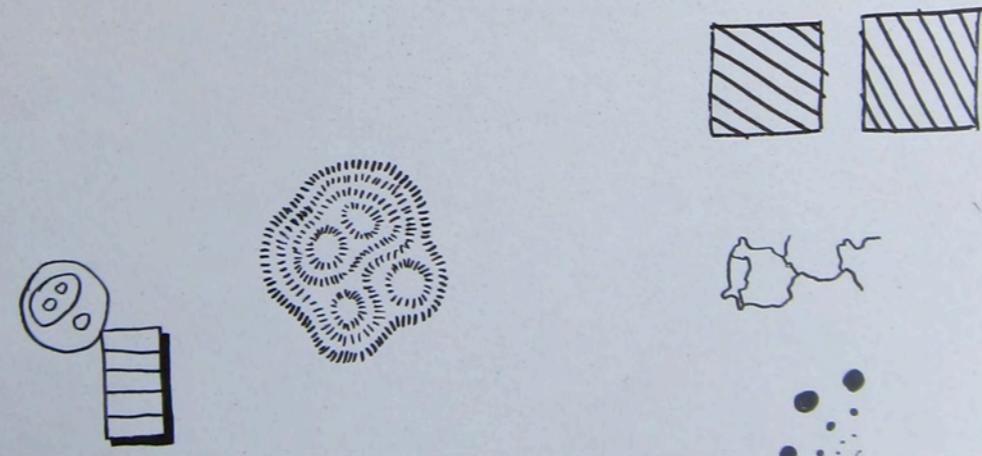
26/08/2013 FOGLIO III

DEFINISCO^{E MODIFICA} L'AREA DI APPLICAZIONE

AGGIUNGI E MODIFICA ~~LA~~ TIPOLOGIA (ASSE)

PRIMO ASSE

+



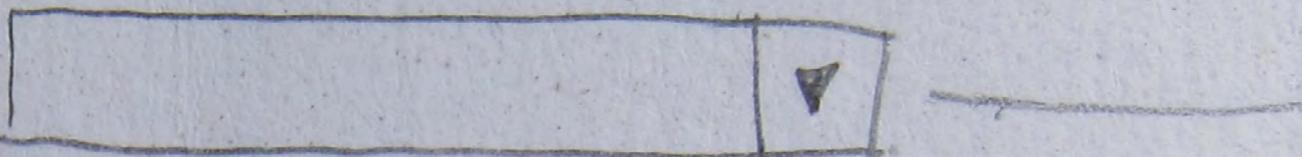
PASSO



1 1 1 1 1 1

Tipologia passo tacche

Valore intervallo



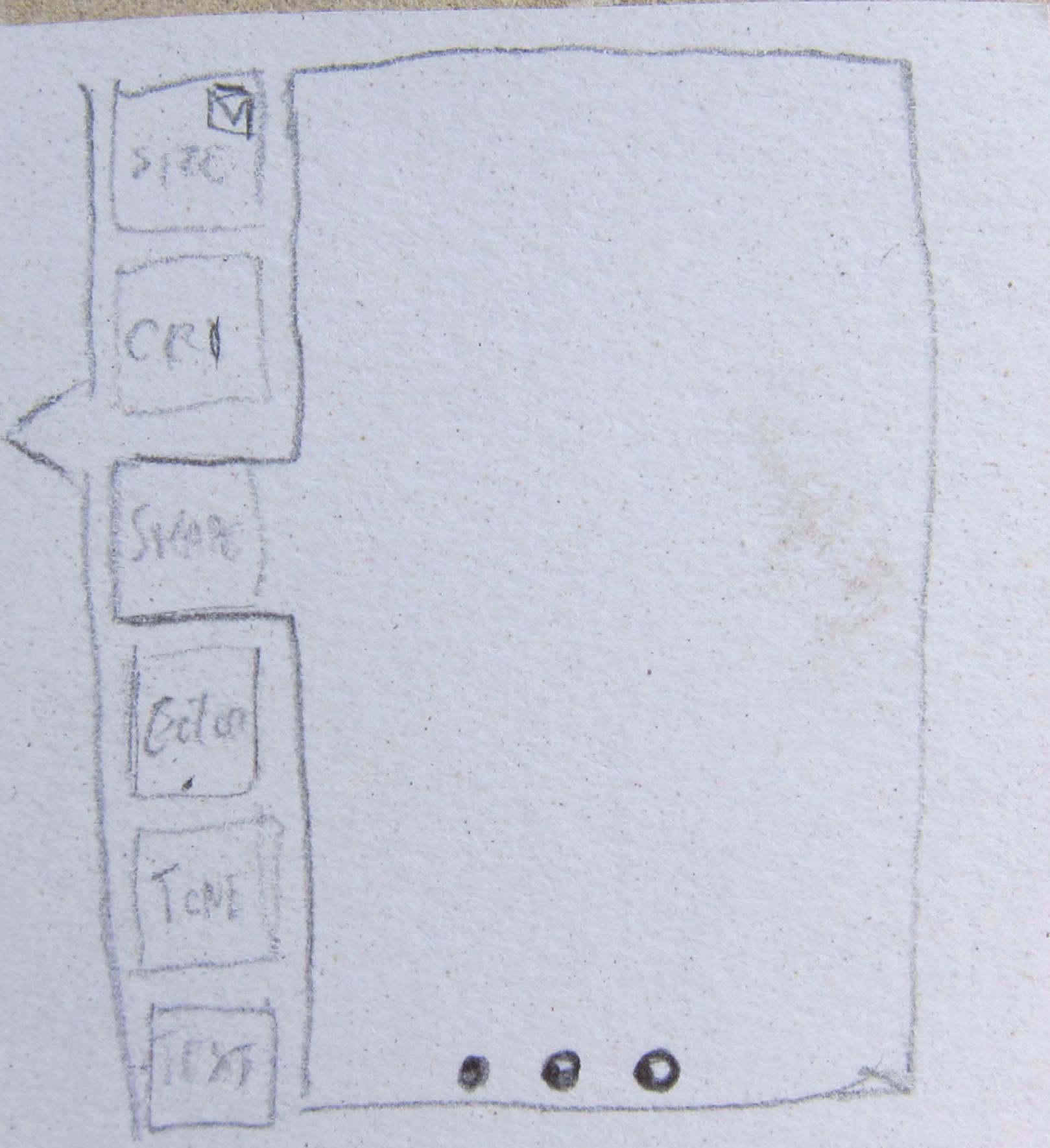
1 1 1 1 1 1

Tipologia passo valori visualizzati

Valore intervallo



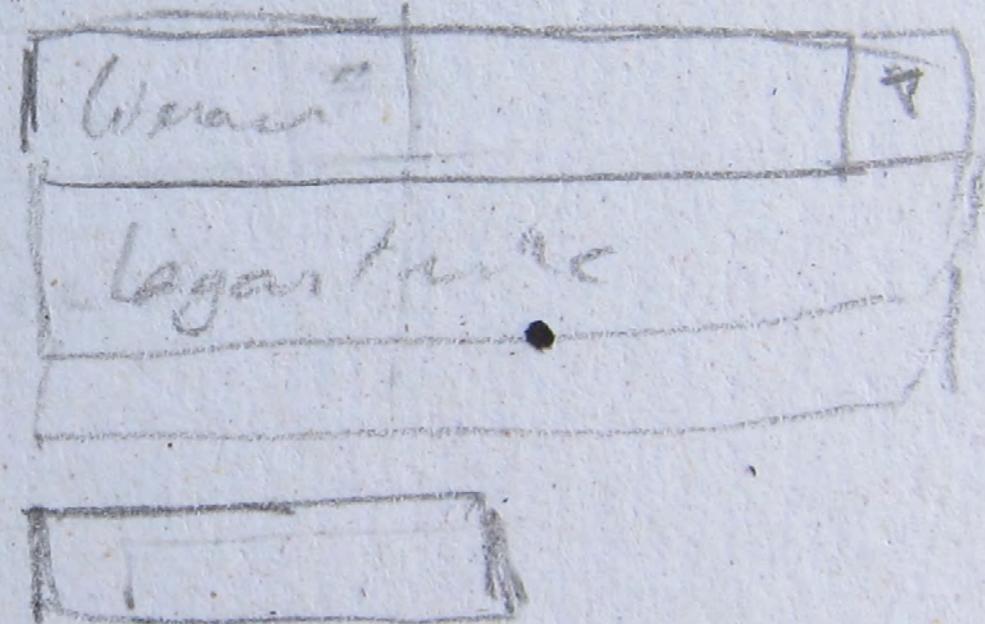
Un solo valore gira [5]



△ QUANTITATIVE SCALE



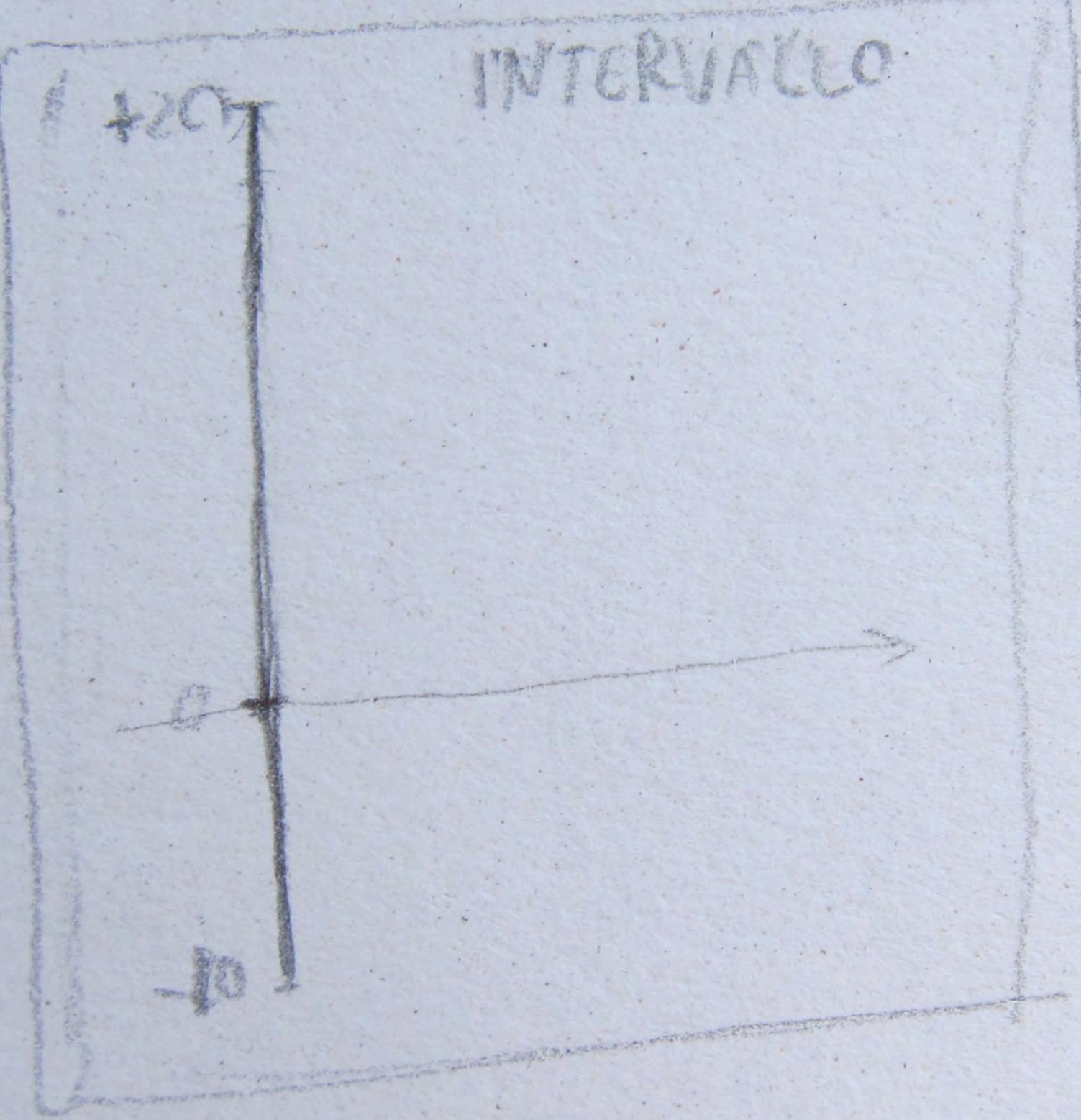
Tipologia SCALA VALORE
VISUALIZZATO



VALORE INTERVALLO

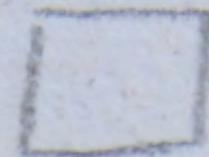


INTERVALLO



D

humero affi



15 x 153

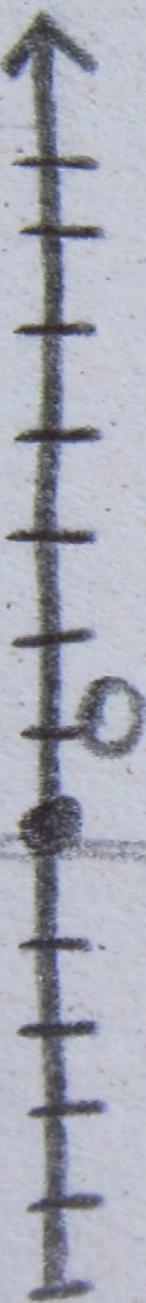
tipologia

ORTO

SPIDER

Polar

PASSO



0

▼ INTERVALLO VALORI

Min

Max

20



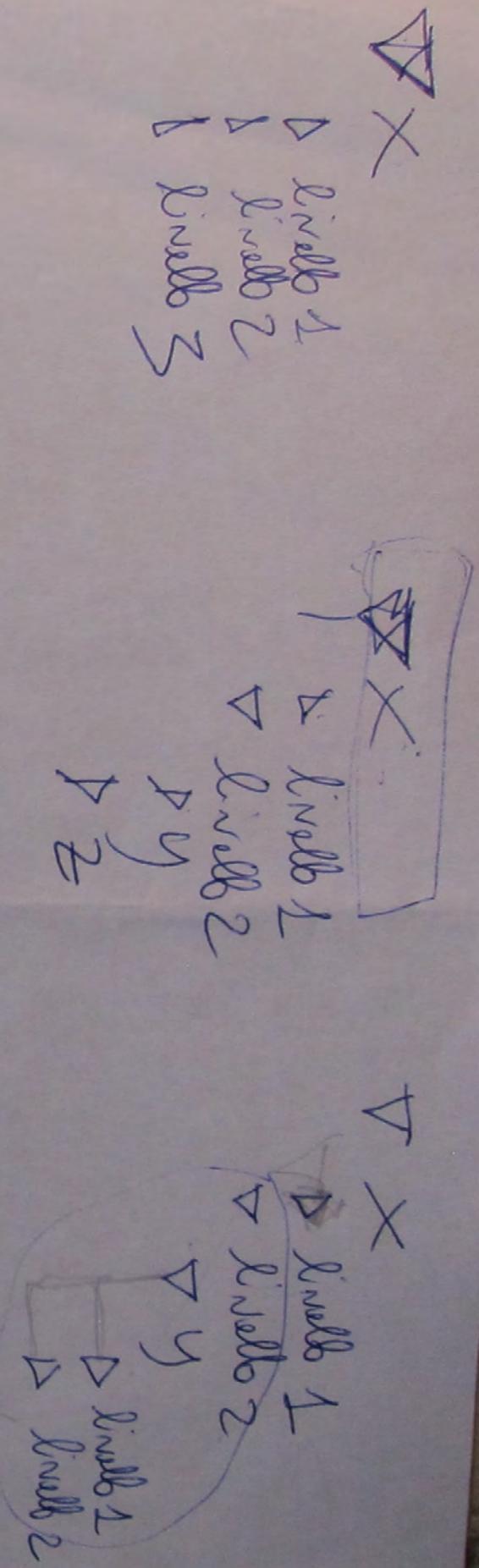
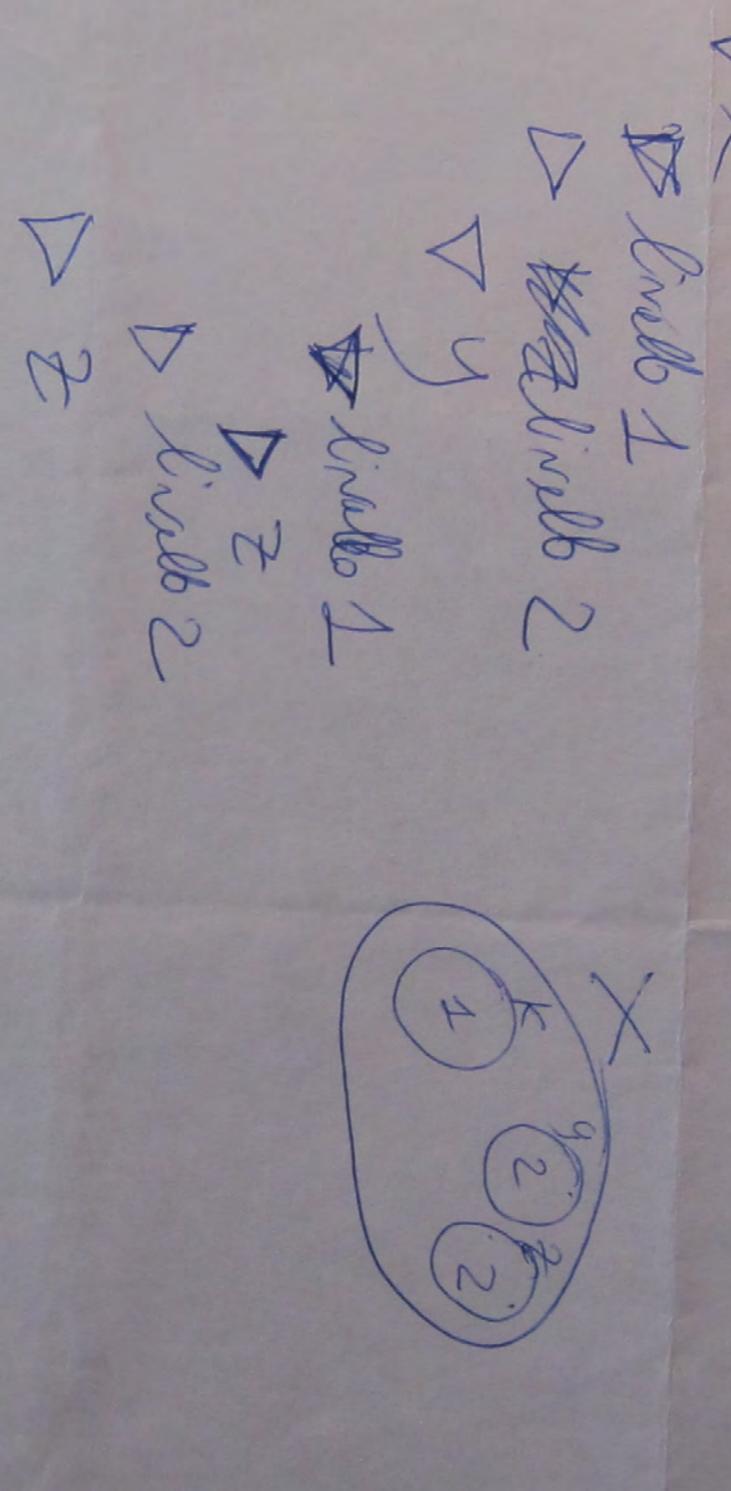
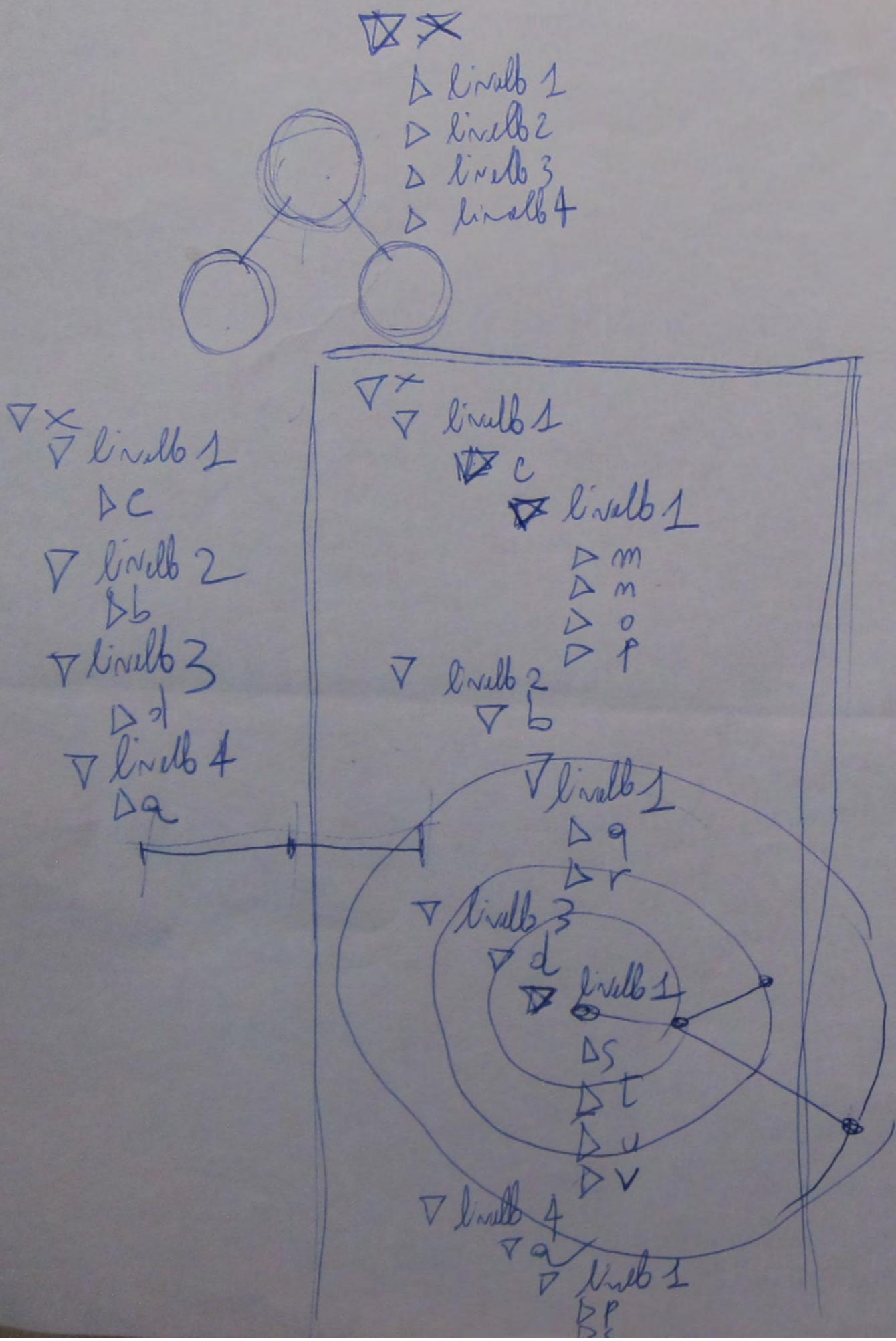
ΔPASSO



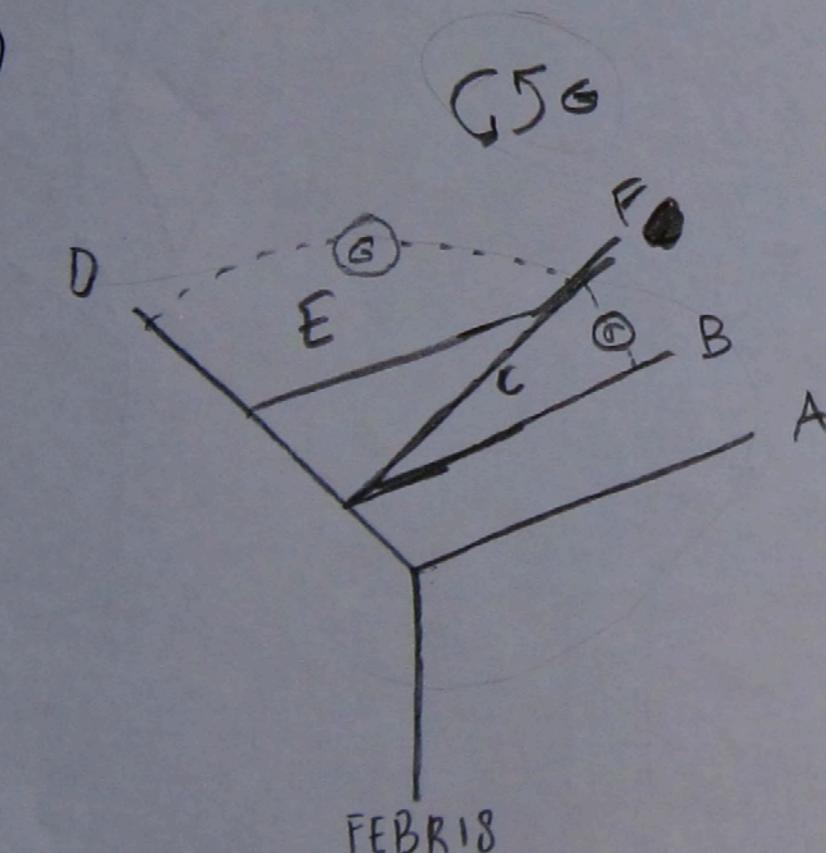
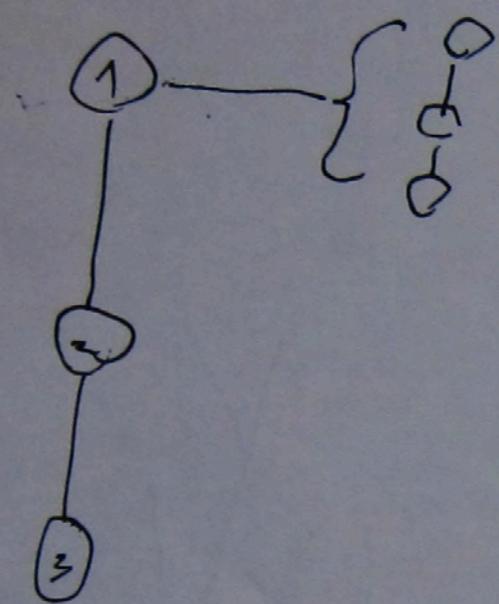
Tipologia passo tacche
Valore intervallo



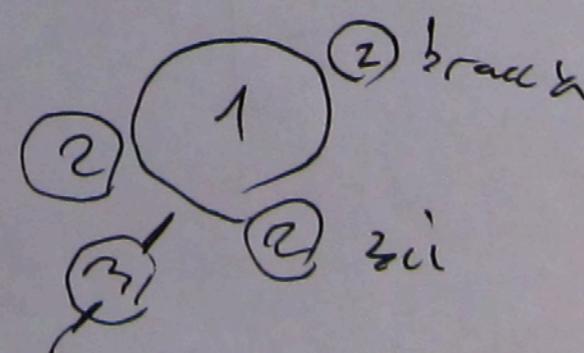
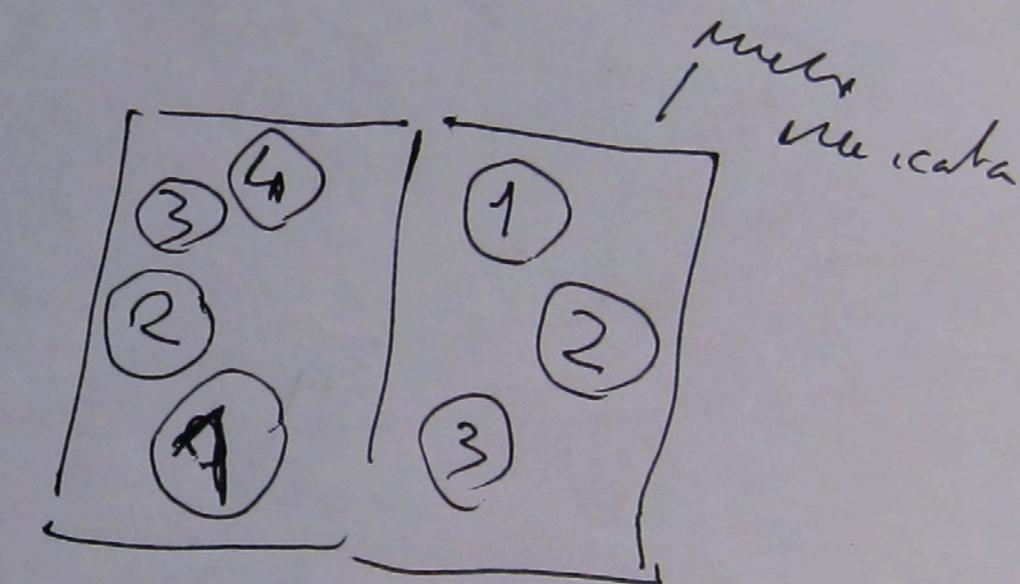
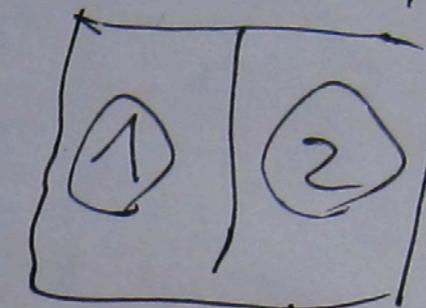
SISTEMA
DI RIFERIMENTO

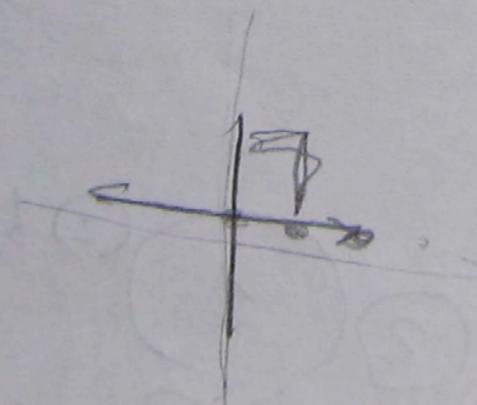
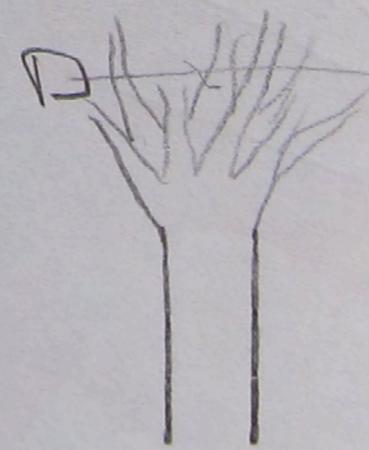
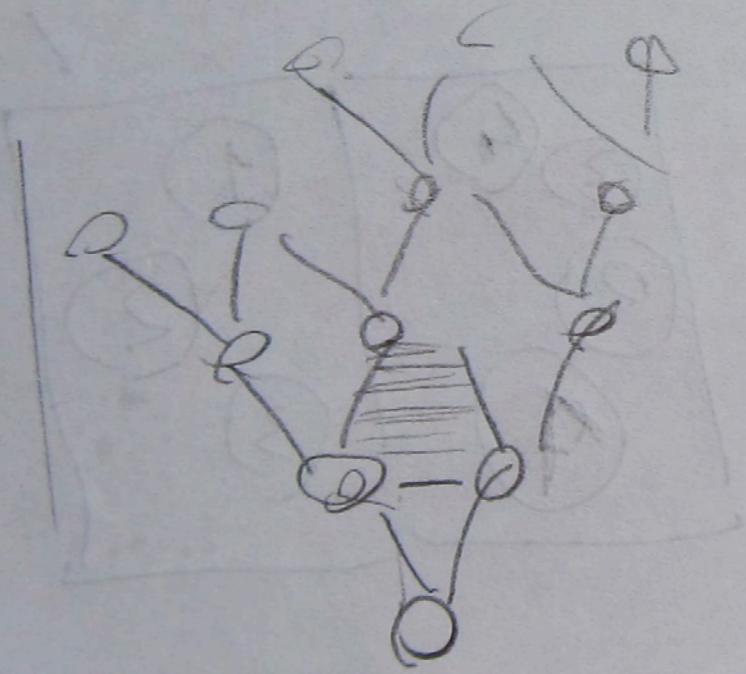
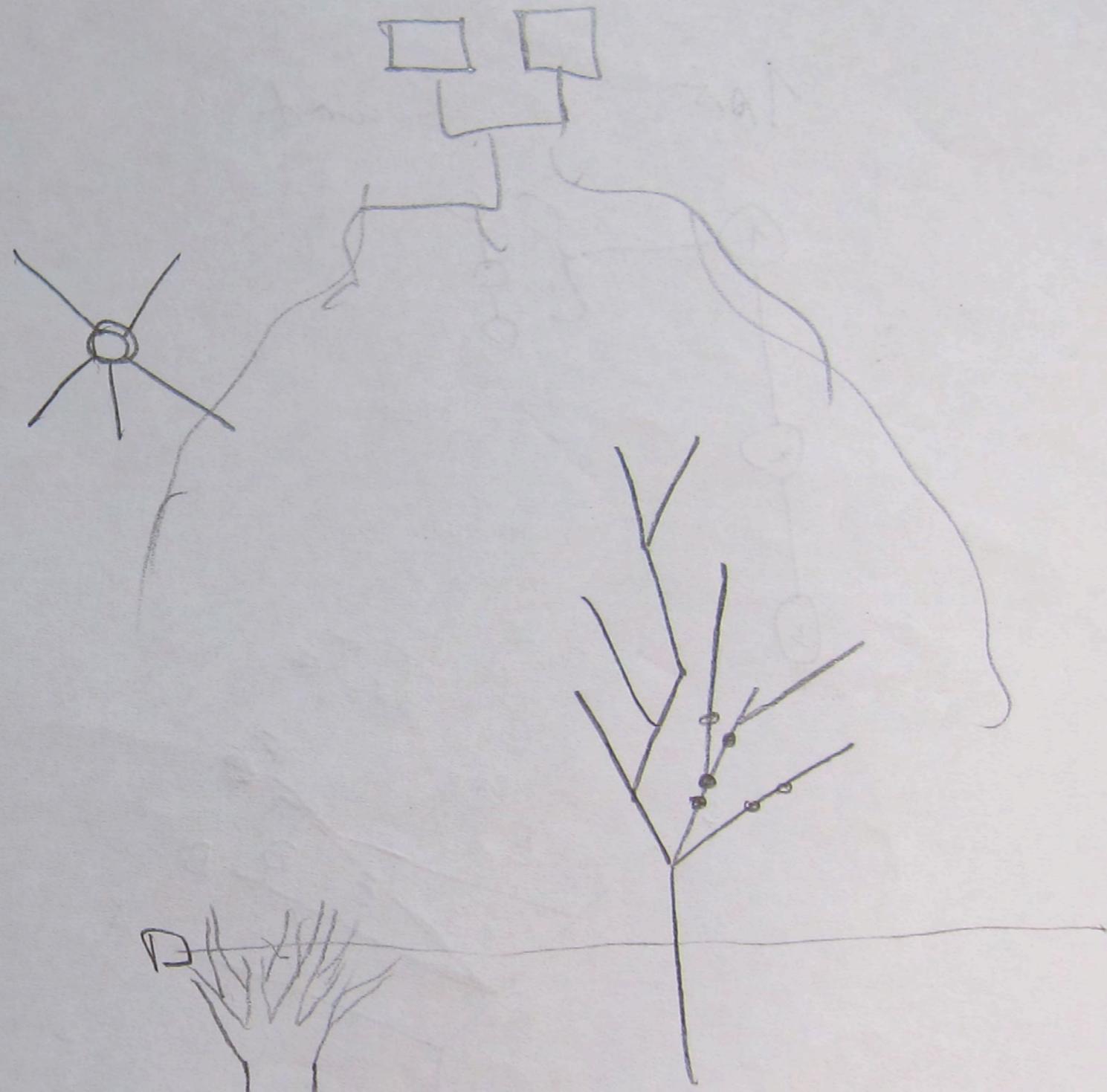
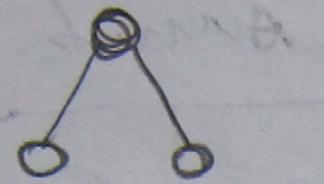
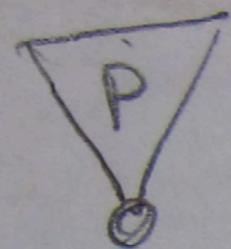


1st Cart



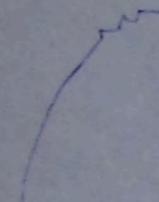
Second f





STROKE

tono
taptic
texture
color
joint
cap.

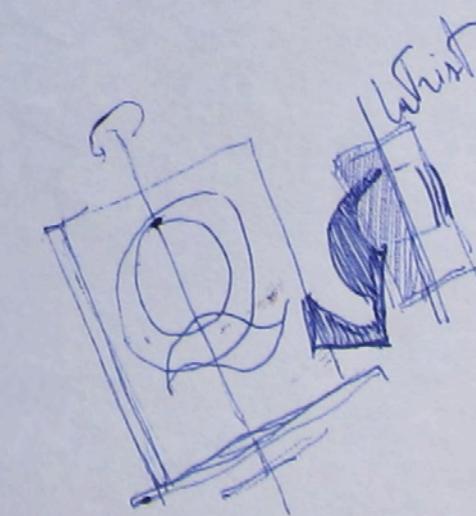
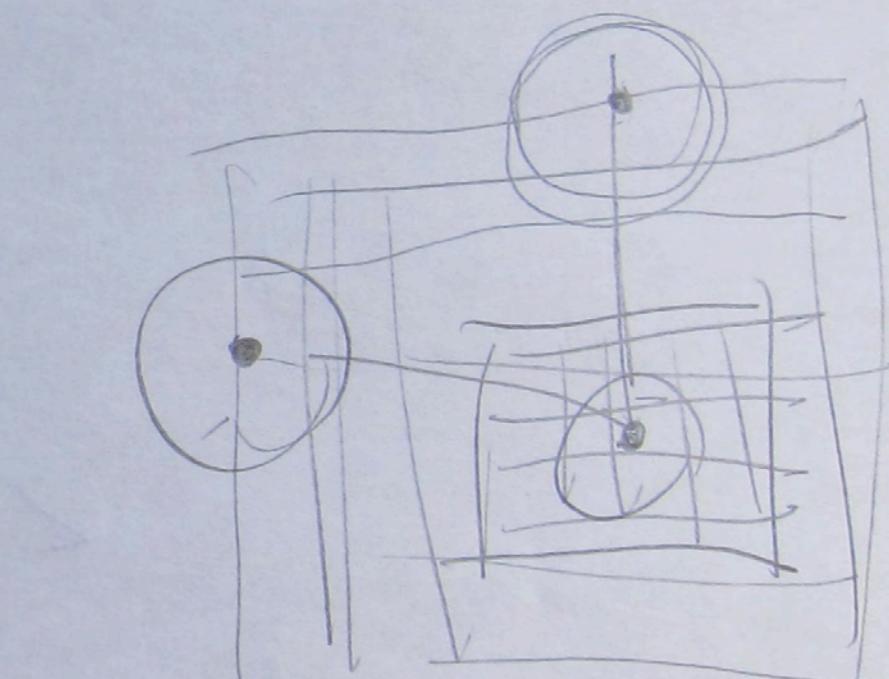
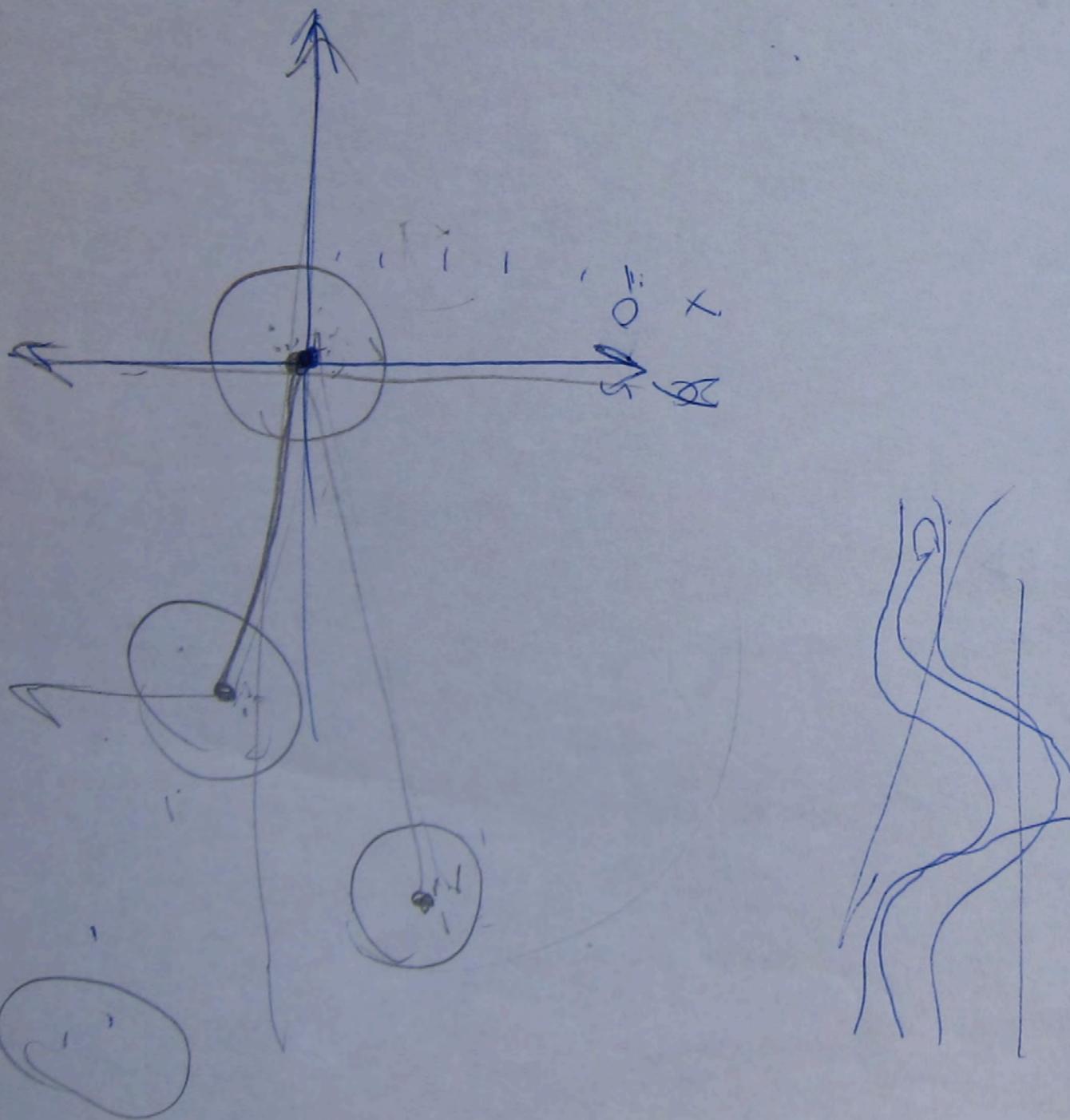


formar

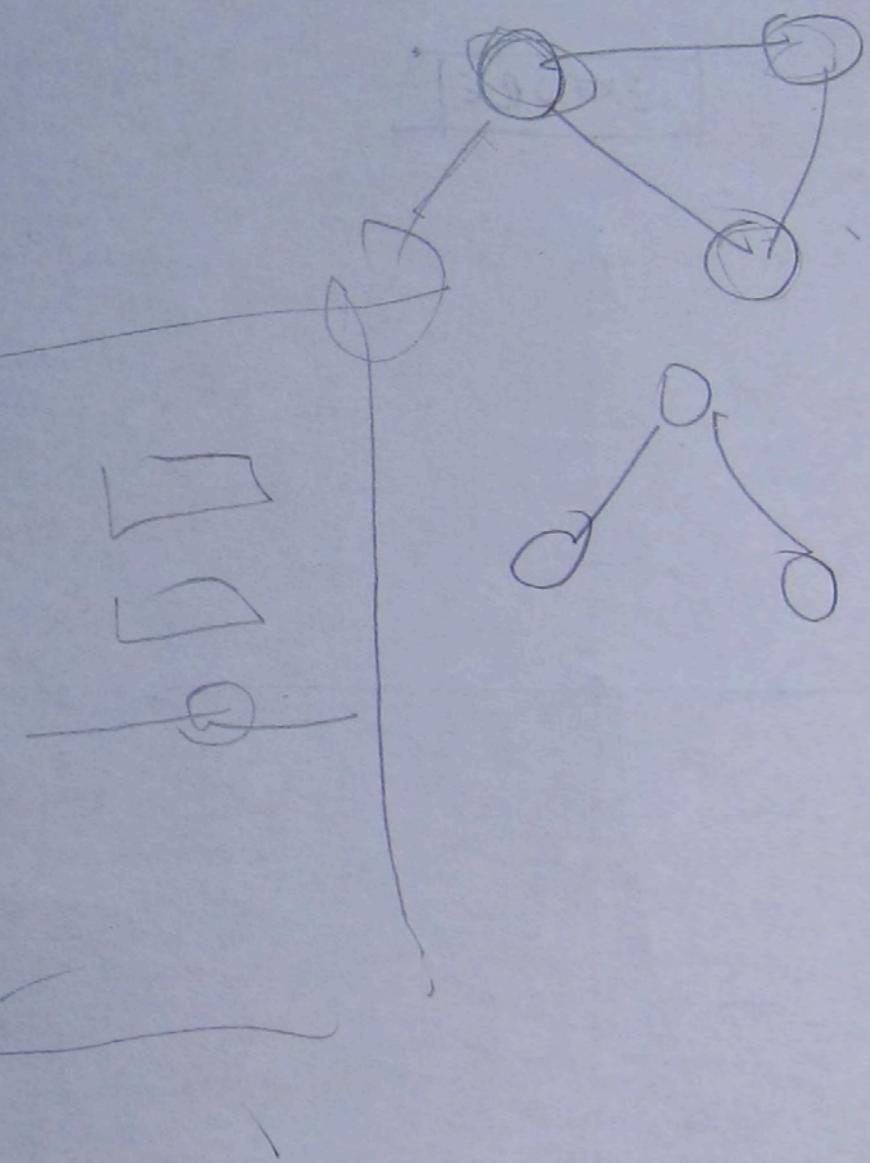
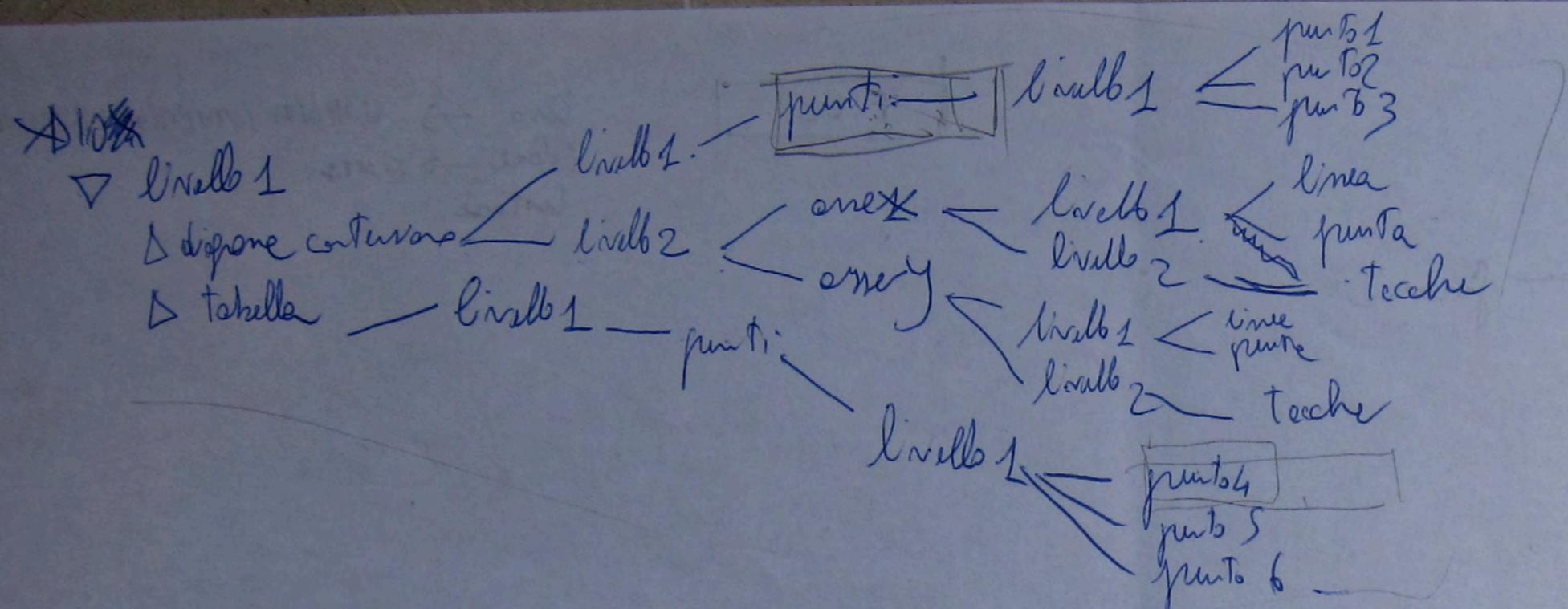
FILL

tono → ELUMINATE SATURATION BRIGHTNESS
color → TINTA
texture

TEXTURE

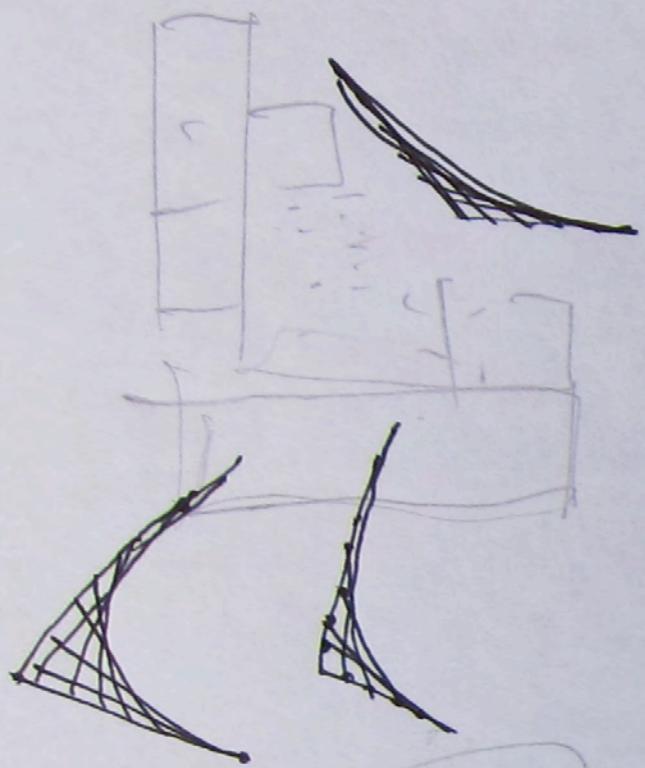


D3.js

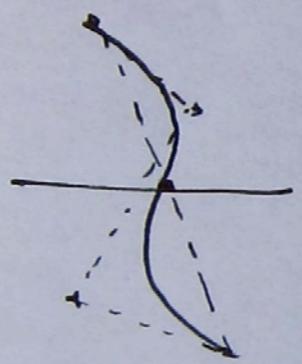
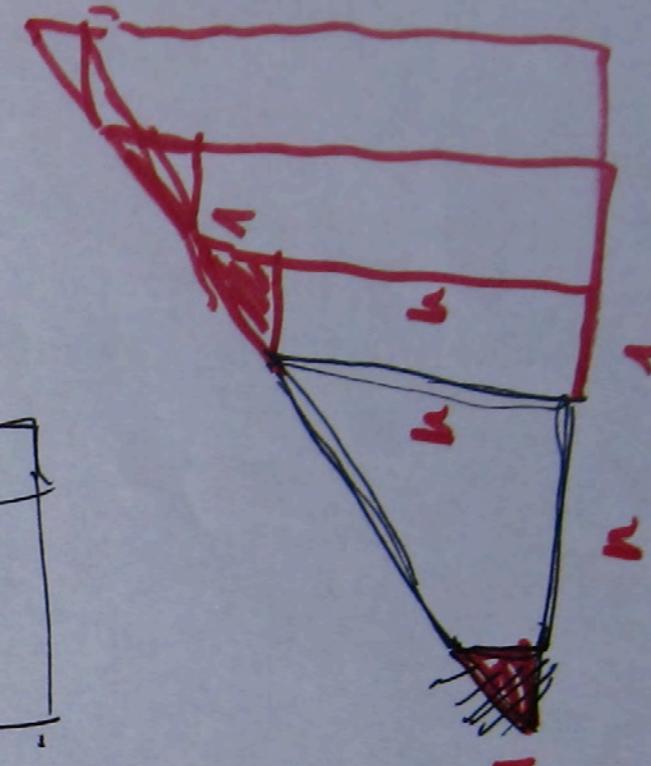
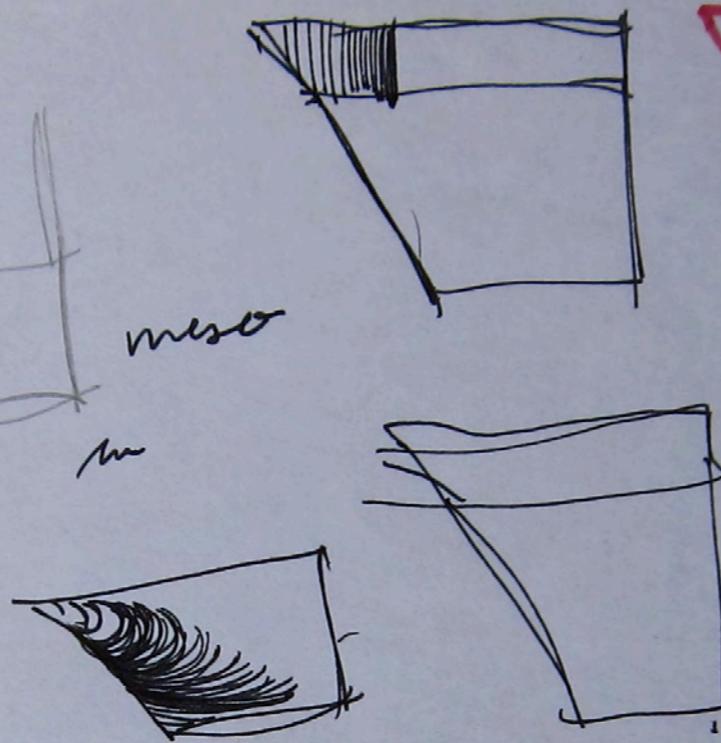
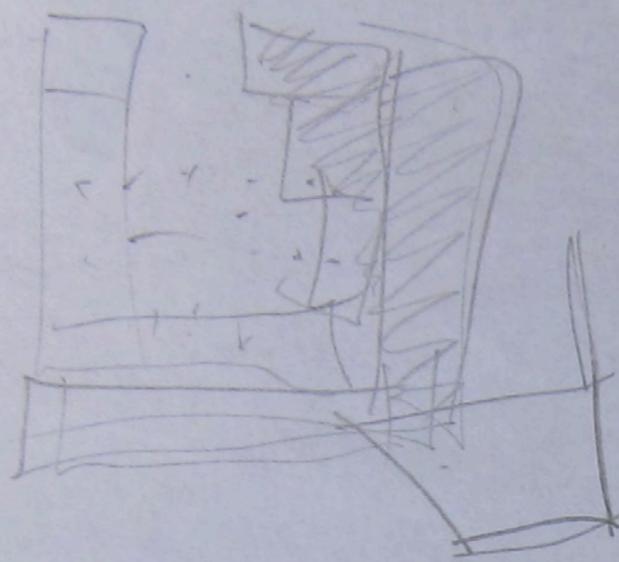


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< punti > < /punti >
< arrex > < /arrex >
< /d-contorno >
< tabella >
(punti).

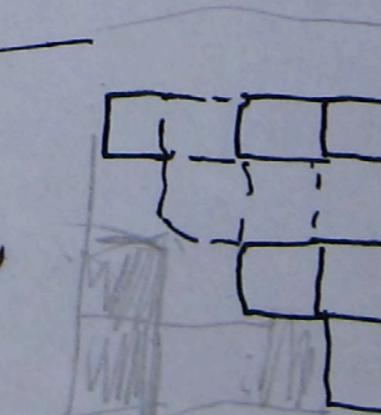
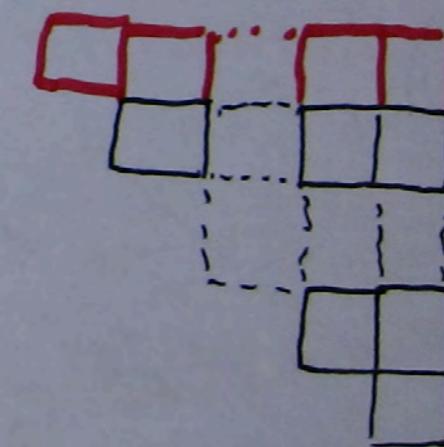
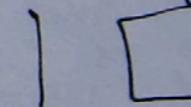
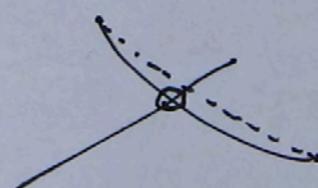
Suppth vs μm



(μm $m=1$)



$$\sum_{i=1}^1 i = \frac{(1+1) \cdot 1}{2}$$



$$\frac{1}{\square} = 1$$



▼ INTRO

▼ RISANZO

▼ SEQUENZA TEMP. A

- ▼ 1 ~~DEMONIUM~~ TIPOLOGIA ROCIA : PORFIDI
- 2 ~~DAMIGELLE~~ RIF. TEMPORALE
- 3 RARO EVENTO GEOLOGICO
- 4 EVENTO BIOLOGICO
- 5 RISULTATO GELOCUZZATO

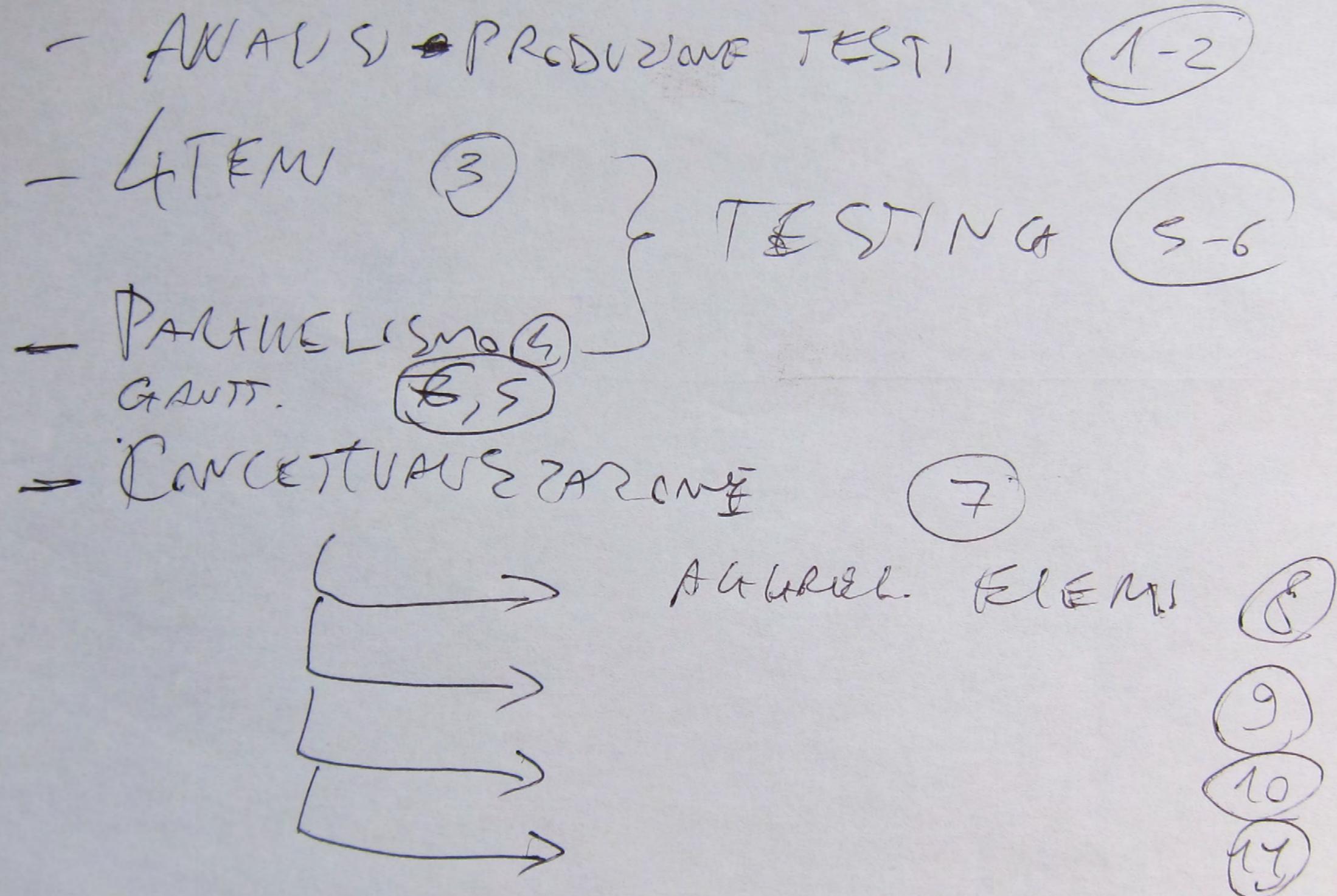
SEQUENZA TEMP. B ...

- ▼ 1 ...

▼ CONCLUSIONE

→ esprimere le
non-gerarchicità
delle sequenze
(coordinate tra
loro)

→ possibilità di
moltiplicare le
sequenze anziché
creare una ogni volta



- le 4 operazioni sono 4 op distinte
non sono sequenziali, ma l'articolazione e definizione
degli elementi è la prima ad essere fatta, le altre
3 proseguono in parallelo per finire con la definizione
delle variabili visive
- L'ARTICOLAZIONE degli elementi aiuta a capire di cosa
stiamo parlando.
- Nessuna fase si può considerare diversa finché non
è chiaro l'antefatto.

① Intro :

Cicli di avvicinamenti alluvionali
del continente africano e europeo
e cicli di spostamento dei mari

② Onde di vulcaniche → depositi di nasse
274 - 250 mil

erosione fluviale piove → accumulo nelle valli
→

250 mil - 248
mare 4 → estensione general + fossili

248 mare 2 → vulcani, argille ...

mare 3 → alghe tropicali → carboni bianchi

234
mare 4 alto → corallo

228 vulcani suo → portare carbonazione

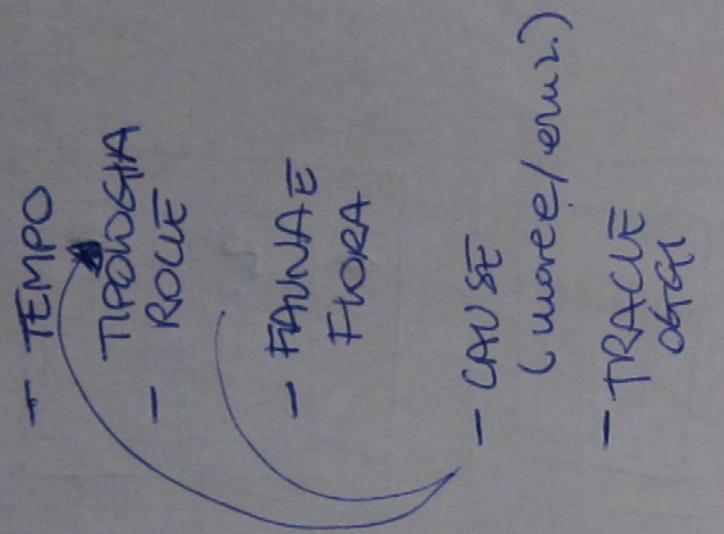
220 mil

mare 5 → corallo

210 mil

mare 6 → piattaforma oceanica

10-60 mil (40 mil)
movimento litotico → movimento oceanico



① dati temporali

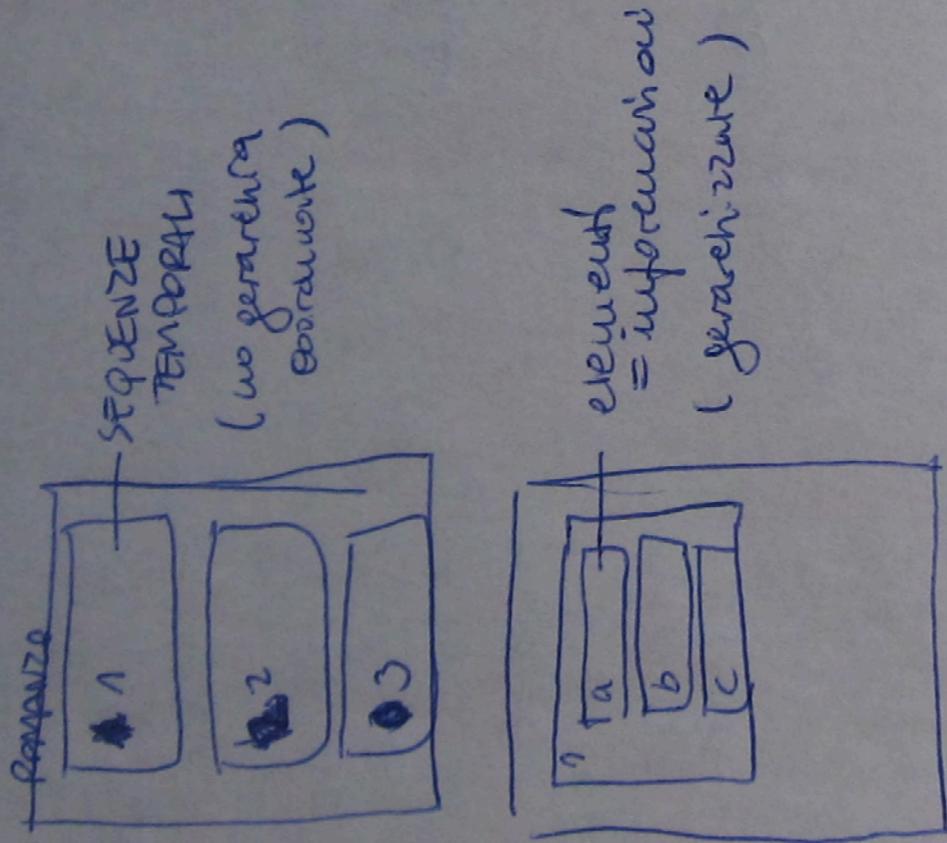
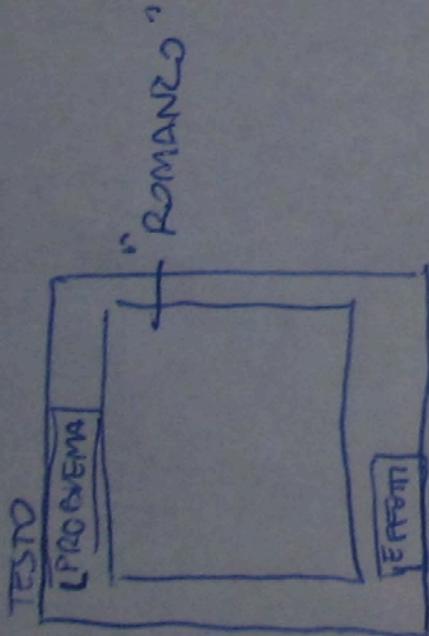
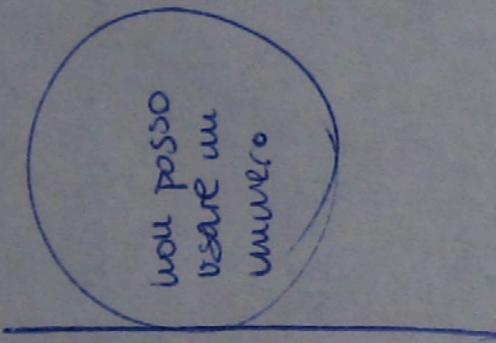
→ ② tipologia roccia

Basalt ~~ma~~ ~~o~~ causa (mulin. maree, ...)



③ ~~ma~~ composizione (coralli, fossili, sabbie...)

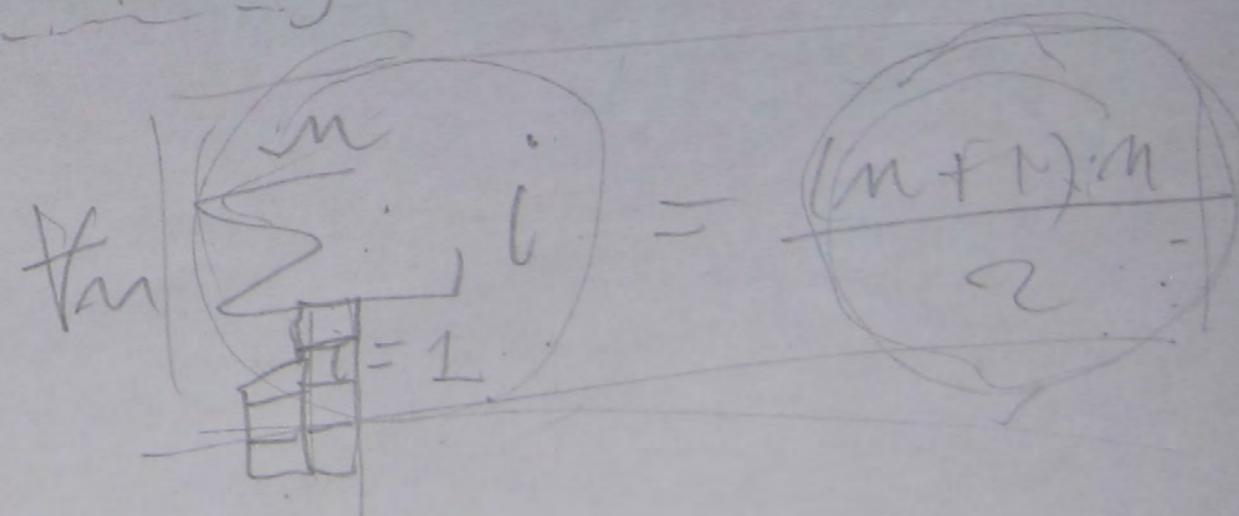
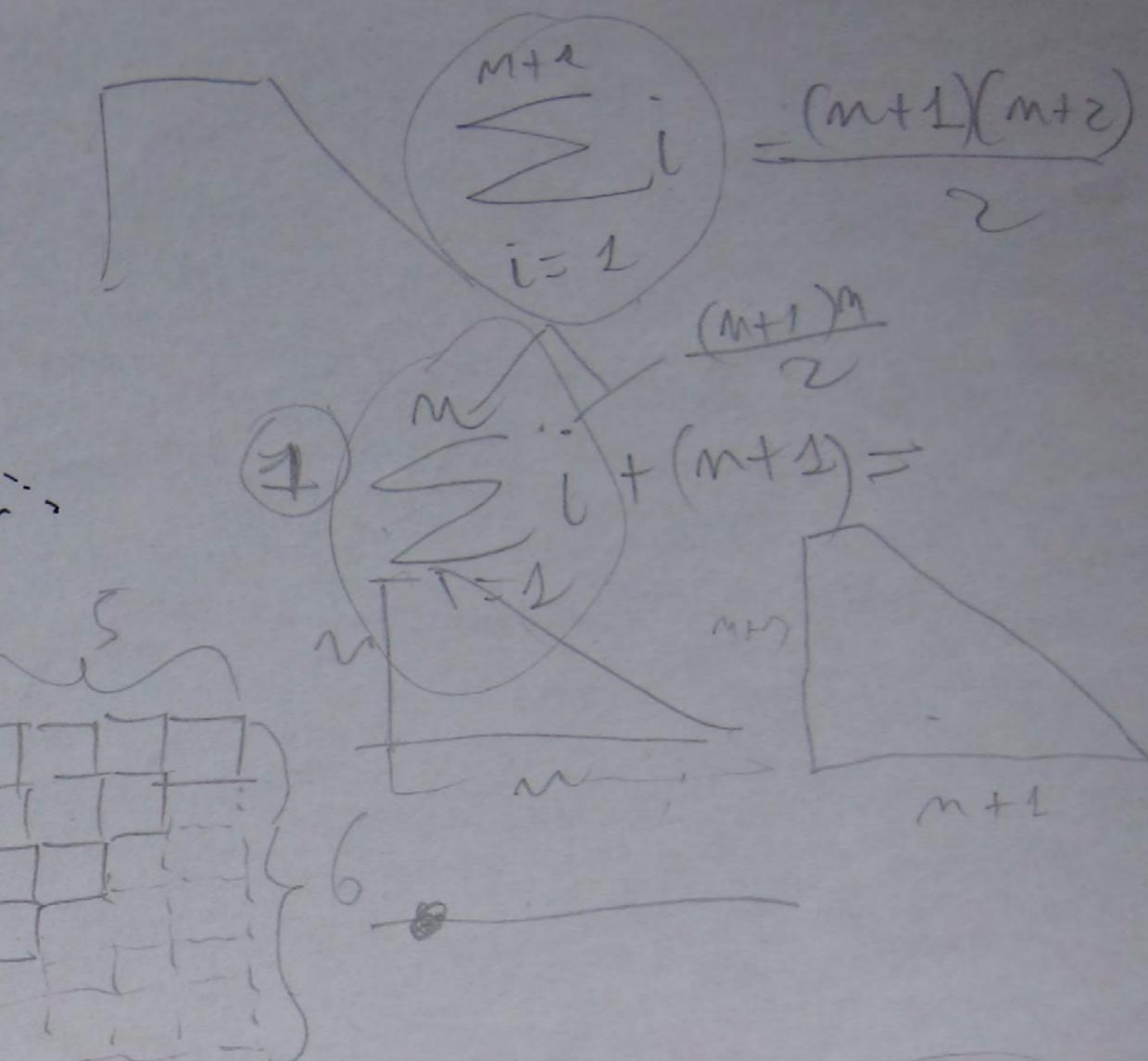
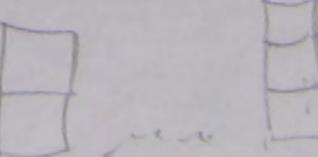
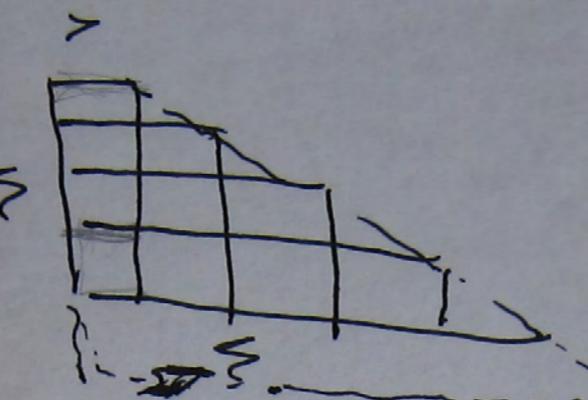
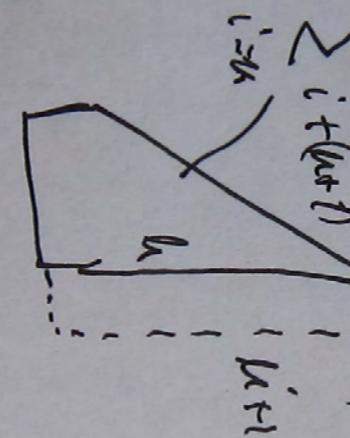
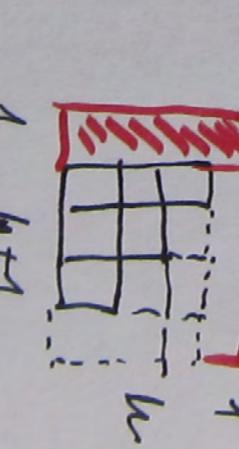
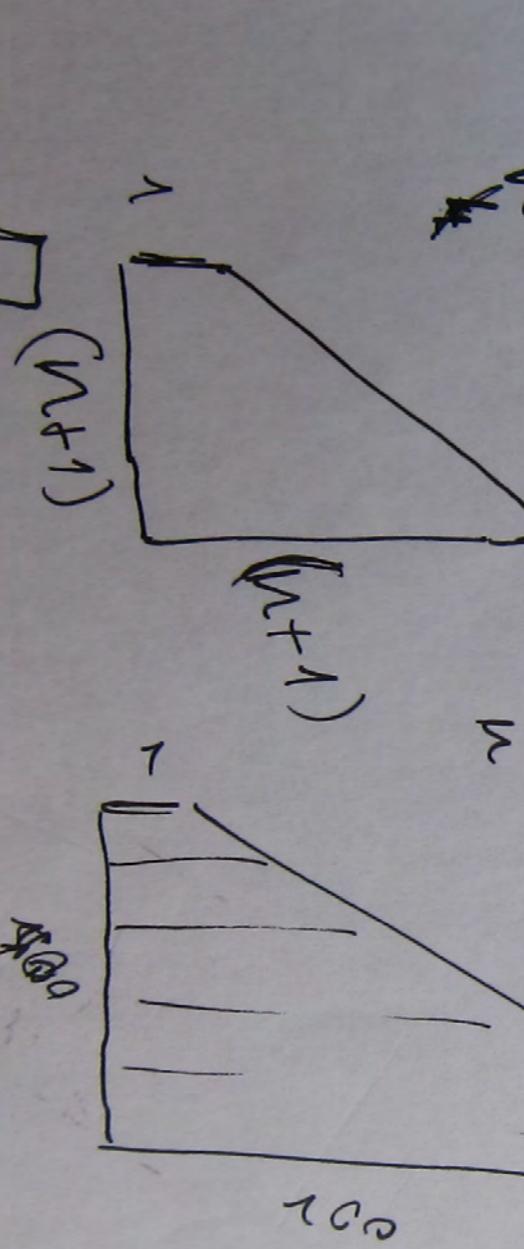
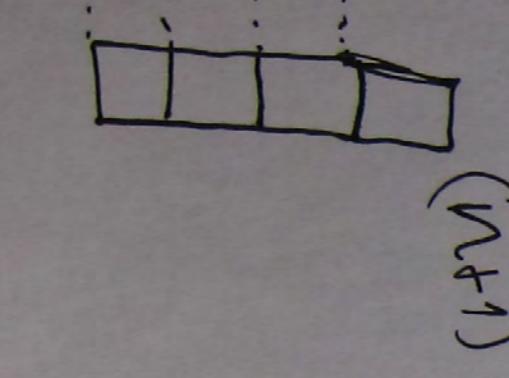
④ ~~ma~~ risultato → luogo geografico



elementi
= informazioni
(gerarchizzate)

$$\frac{n(n+3) + 3}{2} = \frac{n^2 + 3n + 3}{2}$$

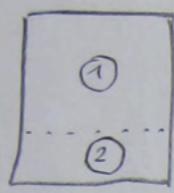
$$\frac{((n+1)+1)(n+1)}{2} = \frac{(n+2)(n+1)}{2}$$



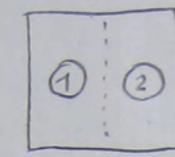
* SISTEMA DI RIFERIMENTO

~~Albero~~

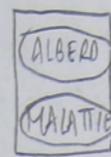
* ARTICOLAZIONE ED ELEMENTI



A



B



C

RAMI
FOGLIE E FIORI

TARGA
TESTO

D

* VARIABILI VISIVE

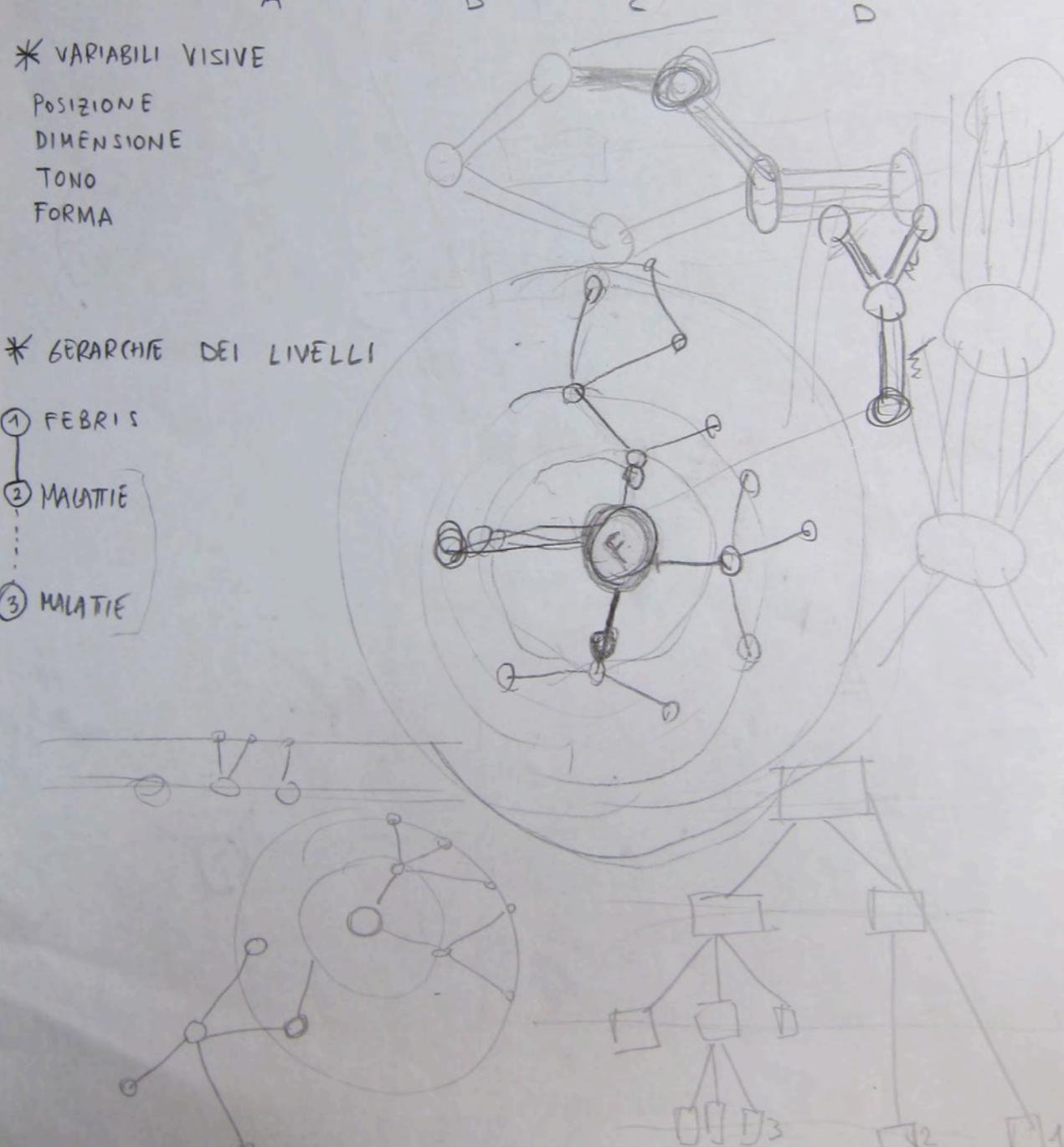
POSIZIONE
DIMENSIONE
TONO
FORMA

* GERARCHIE DEI LIVELLI

① FEBRIS

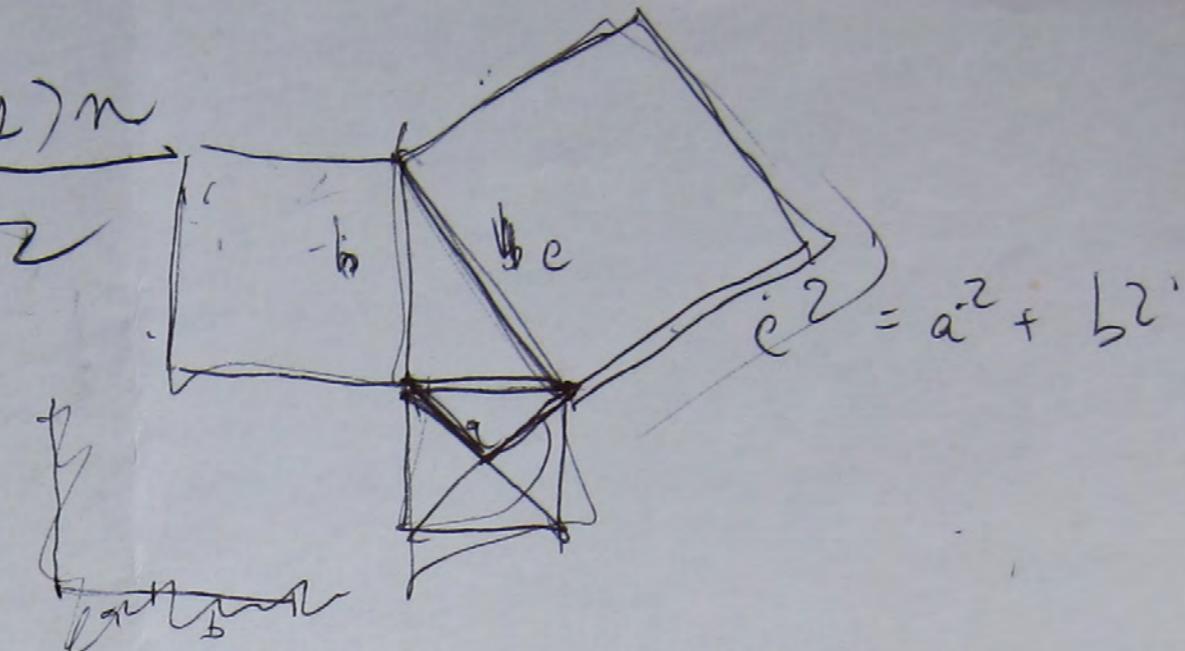
② MALATTIE

③ MALATTIE



$$\begin{array}{|c|c|} \hline a+b & b^2 \\ \hline ab & a^2 \\ \hline a^2 & ab \\ \hline a+b & \end{array}$$

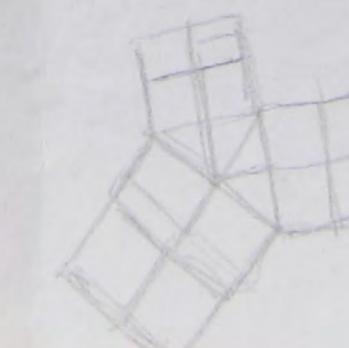
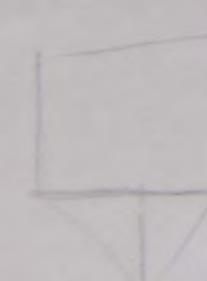
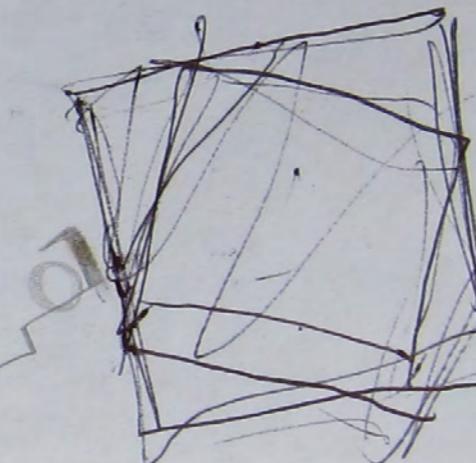
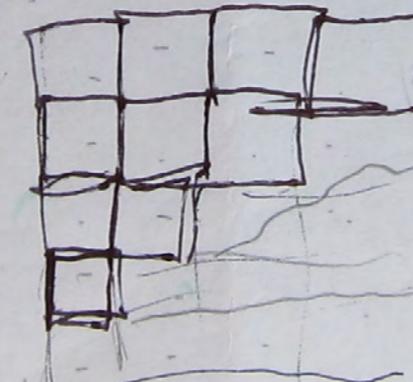
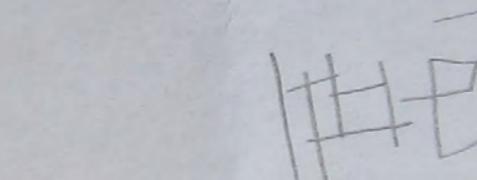
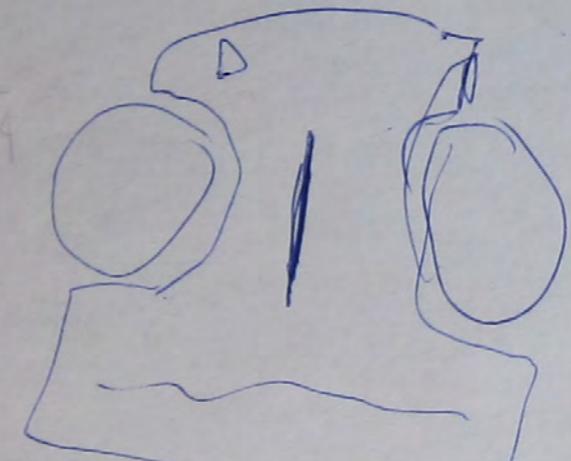
$$\sum_{i=1}^n i = (n+1)n$$

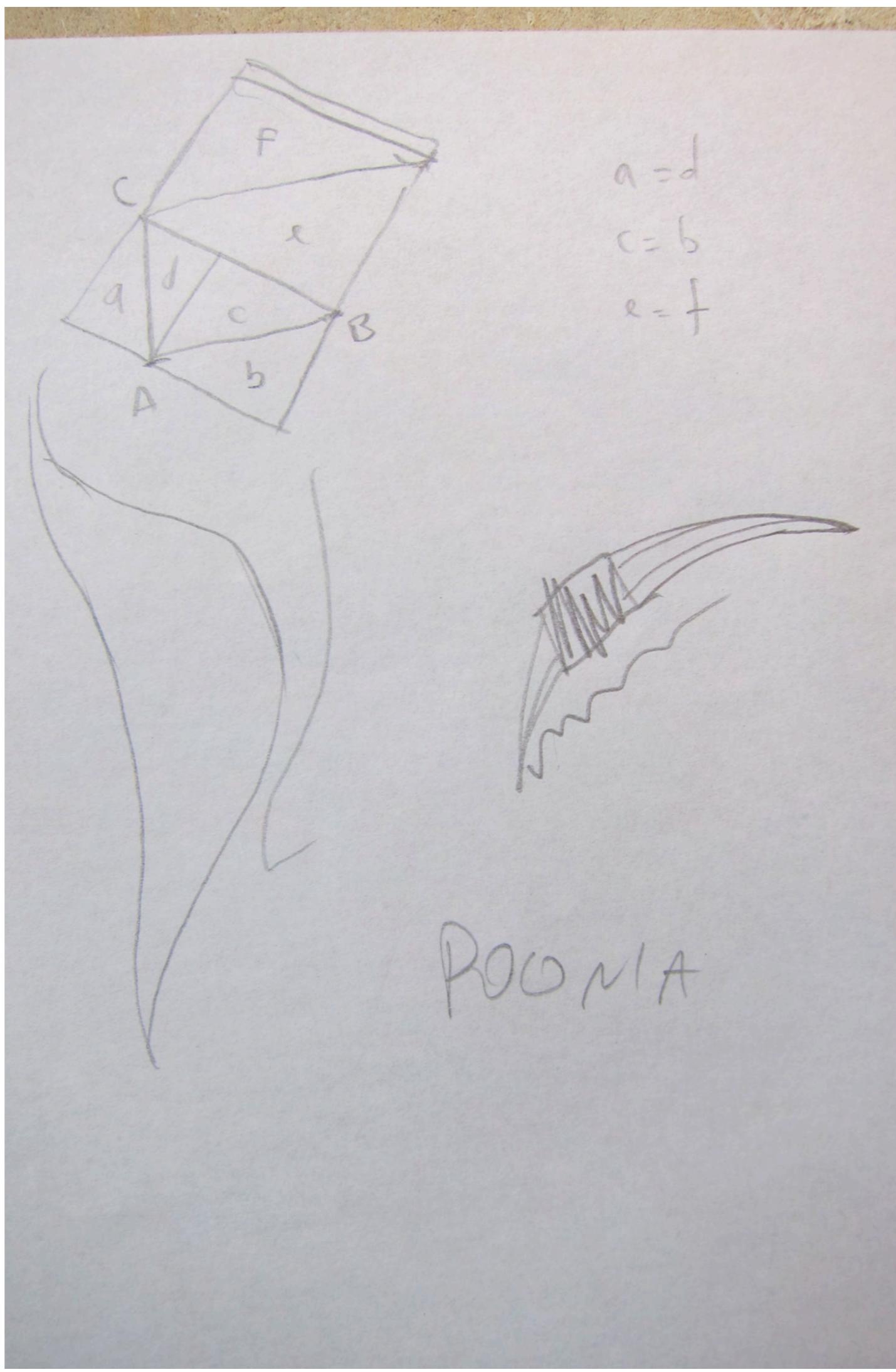


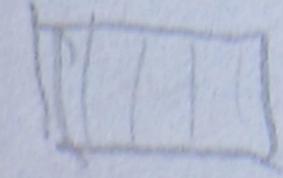
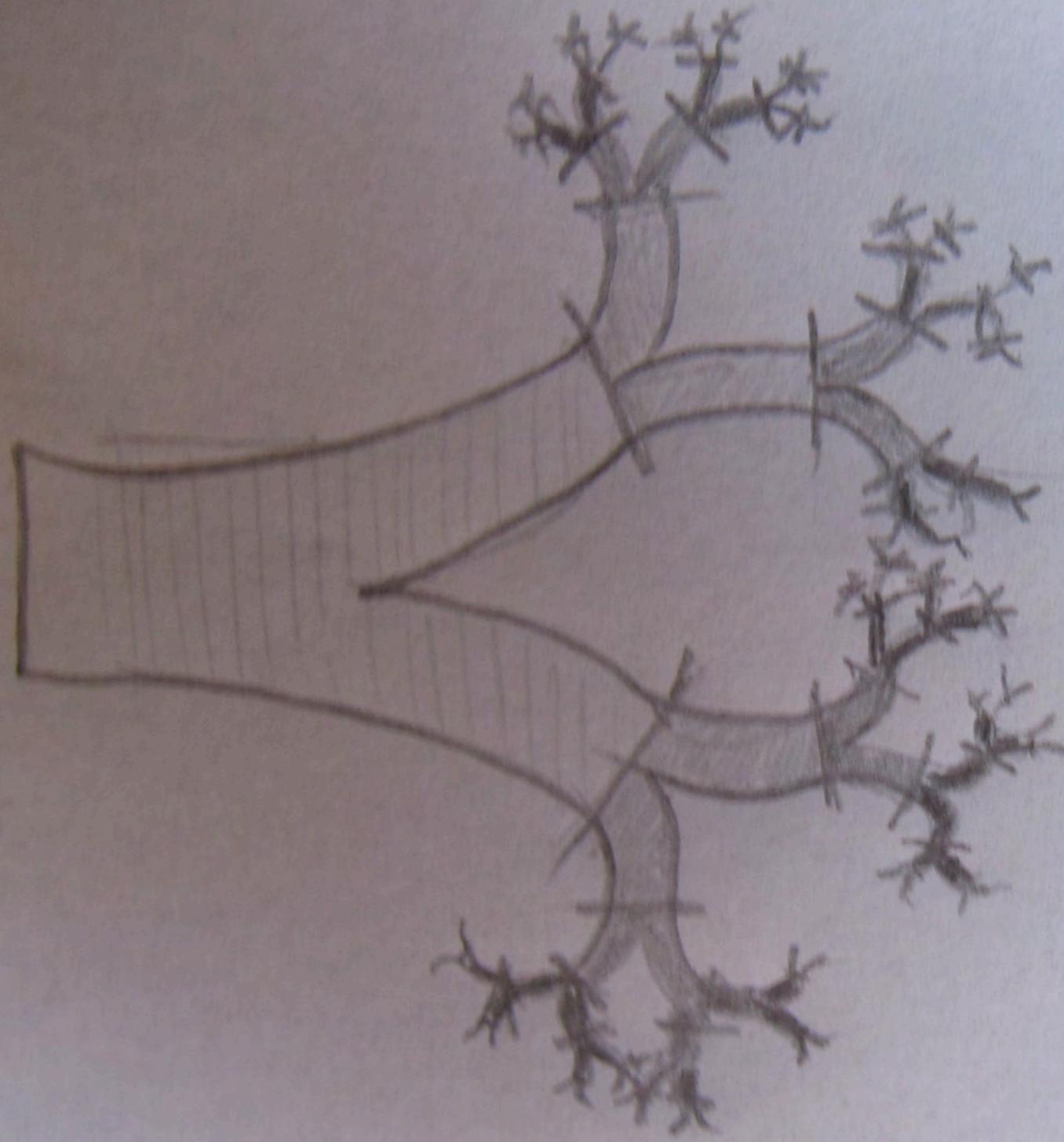
$$B+C=A!$$

$$D=B-A=B+A+C$$

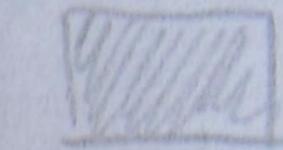
$$D-(B+C)=A!$$



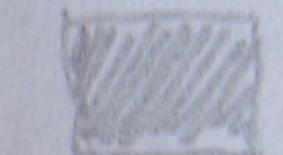




Face A



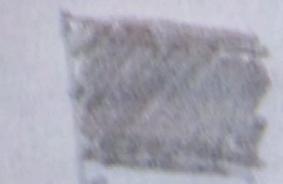
Face B



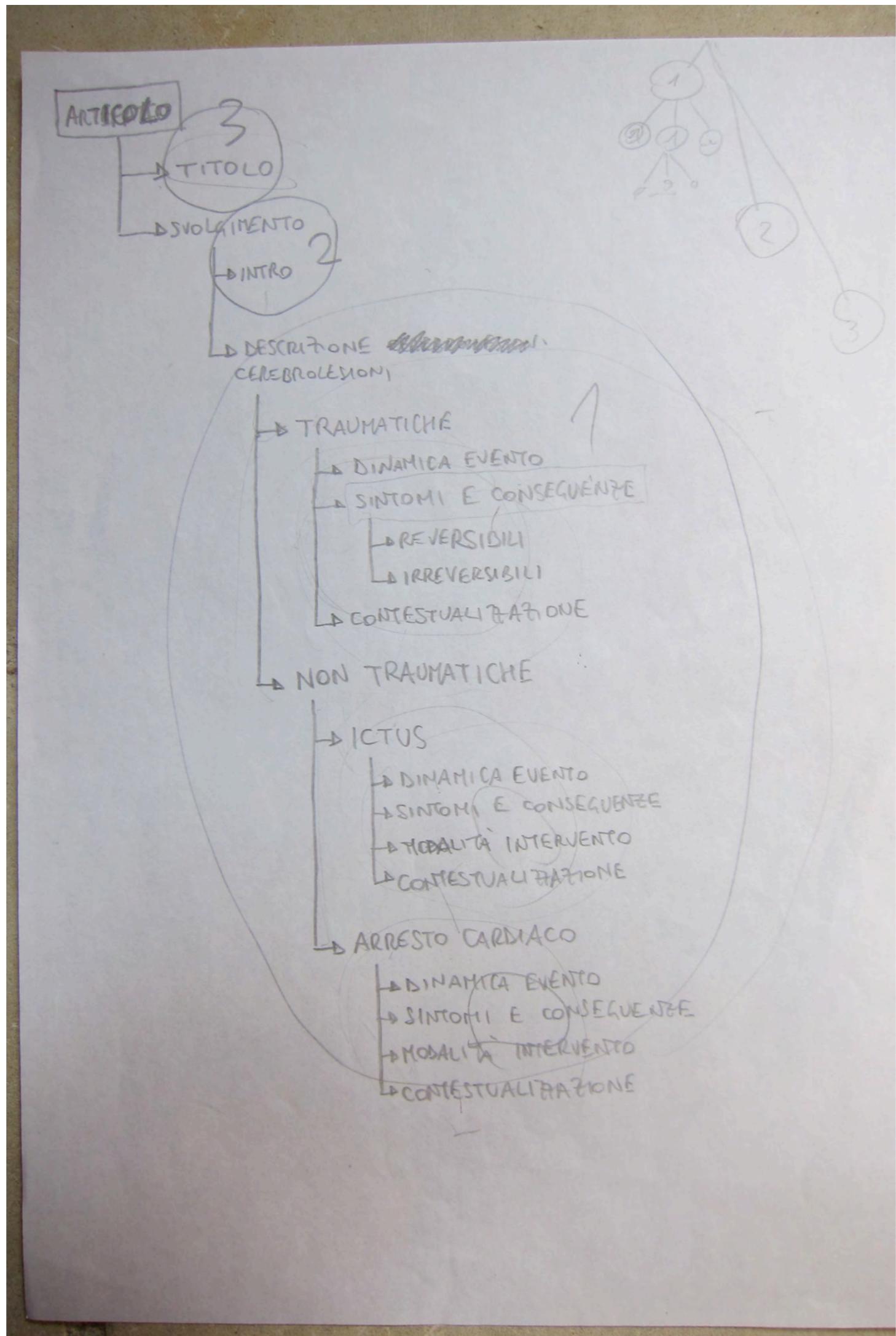
Face C

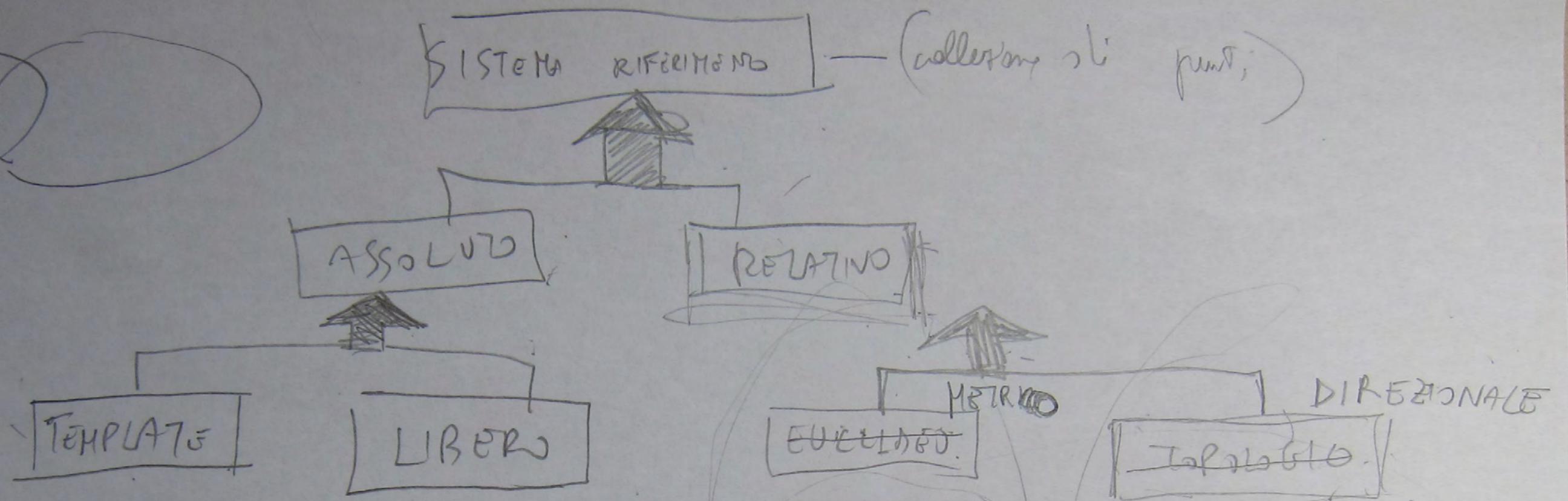


Face D



Face E



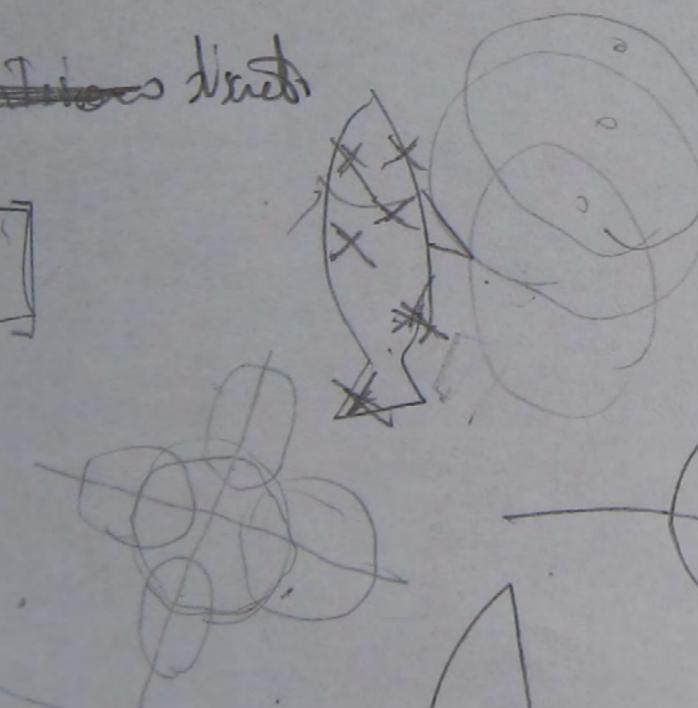


- contiene continue
- oggetto continua

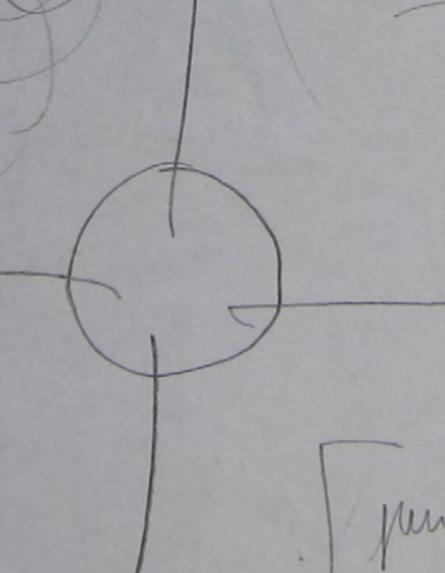
[custom import]

oggetto con
continua

• TOPOLOGICO



X



punto di asse

- ave engine

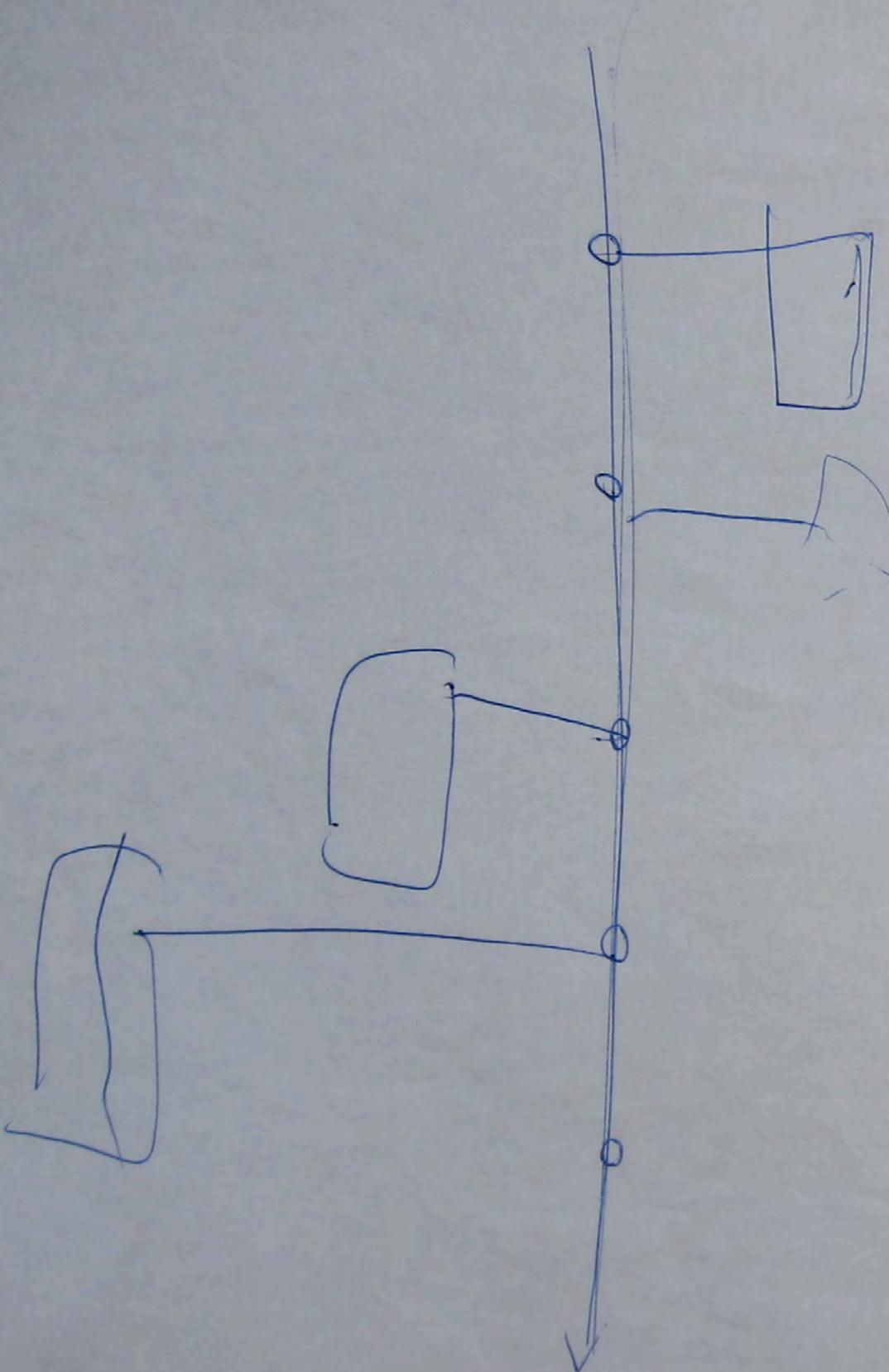
- sistema orario

- RATE

SEGMENTI

coeff. espansione

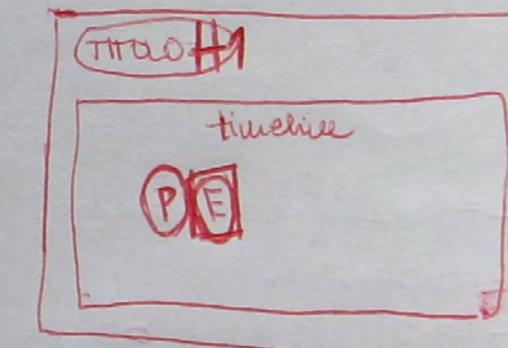
punto di svrno



INFO INFORM.

- DATA COMPOSIZIONE *probabile*
- 1° RECORD UFFICIALE (A)
- 1° PUBBLICAZIONE (B)
- 1° PERFORMANCE (C)
- 1° RECORDED PERFORMANCE (D)
- EVENTI BLOG.
- CONTESTO
EVENTI STORICO

~~ARTICOLAZIONE~~
~~GERARCHEIA~~ LIVELLI ELEMENTI



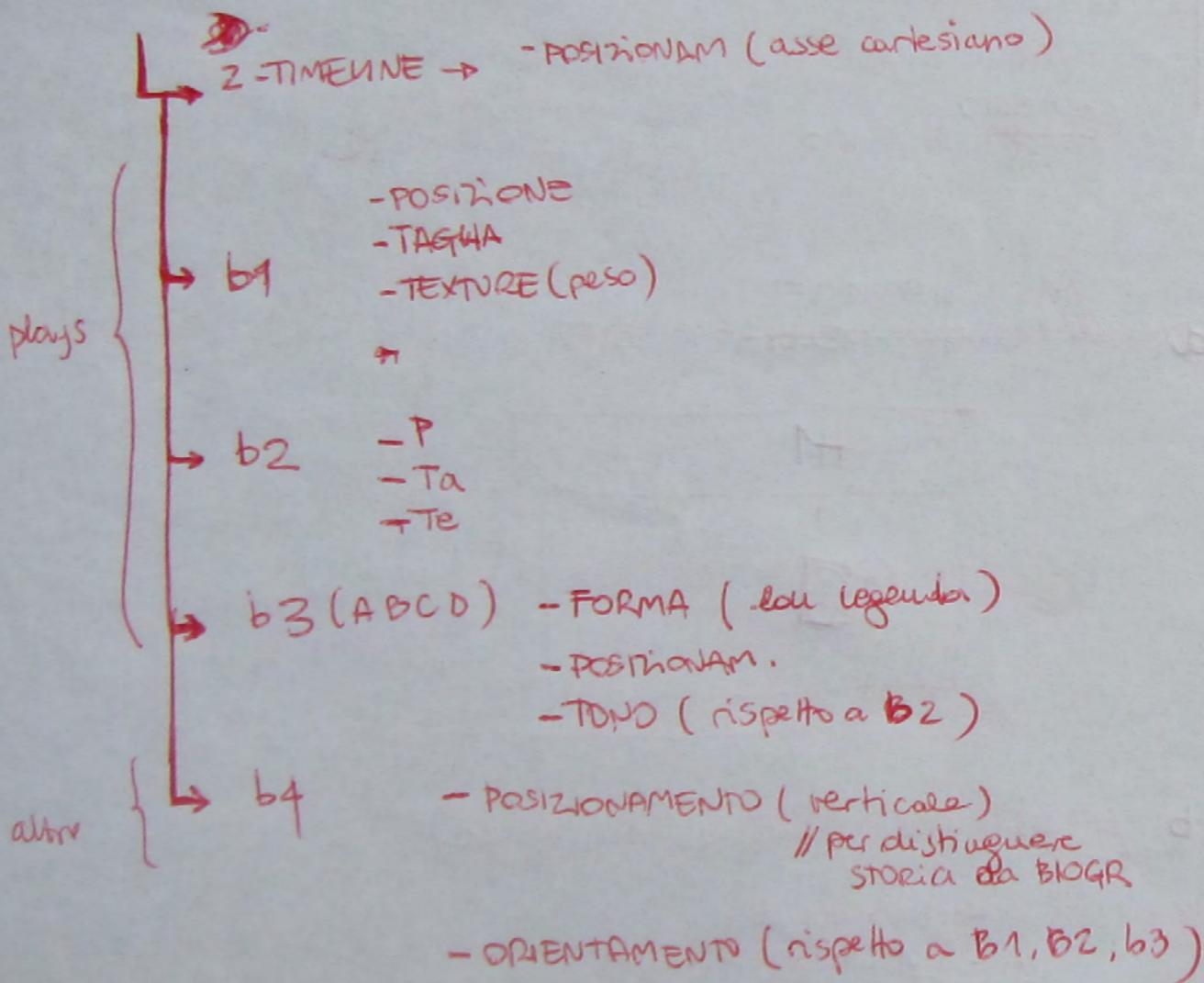
B) GERARCHEIA LIVELLI (Timeline)

- 1 - titolo opera
- 2 - data composizione
- 3 - A,B,C,D
- 4 - EV.BIO, CONTESTO STORICO

② VARIABILI:

- 1 - TITOLO →
- FORMA
 - DIMENSIONE TAGLIA
 - TEXTURE (PESO)
 - POSIZIONE (prima info)
 - TONO
- H1

~~CLASSIFICAZIONE~~

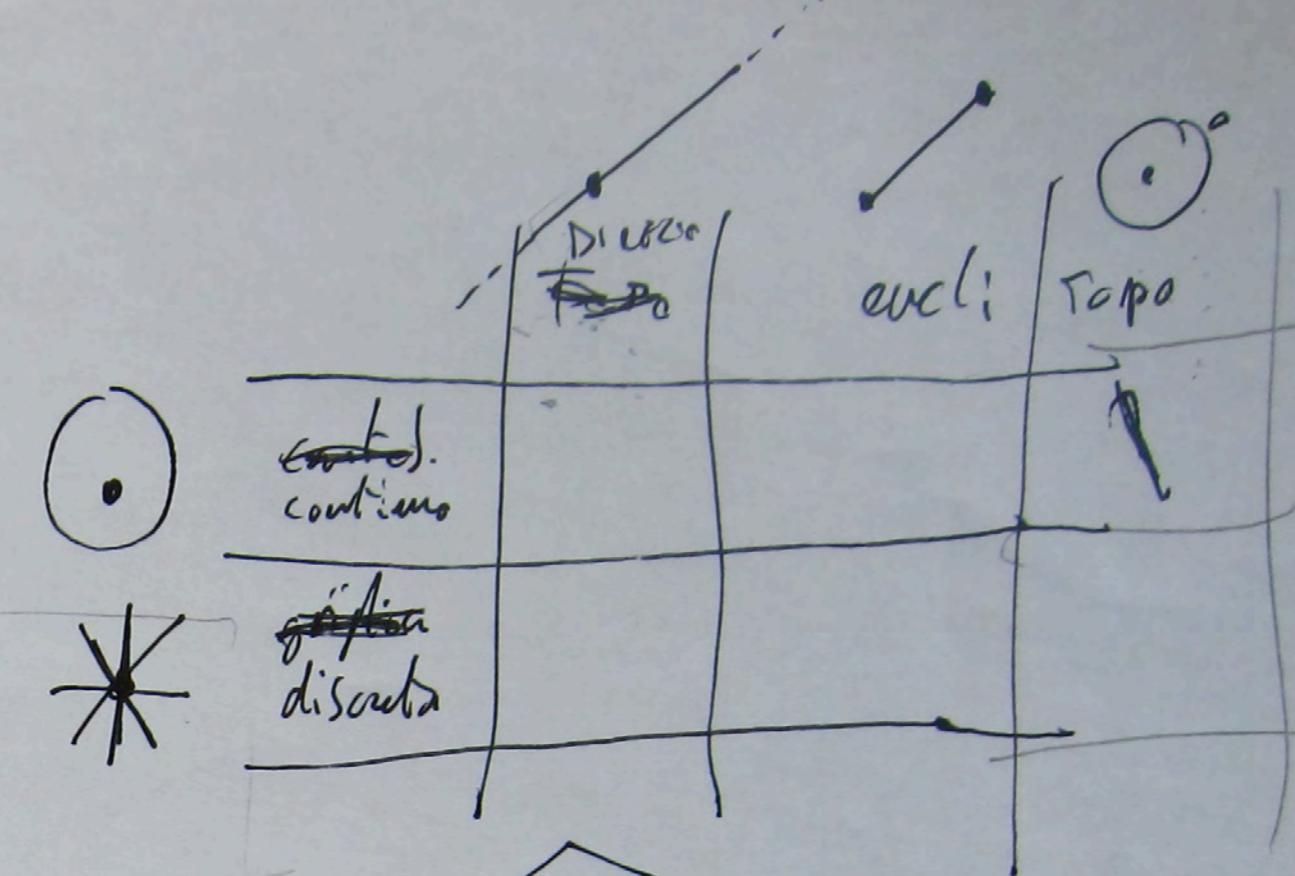
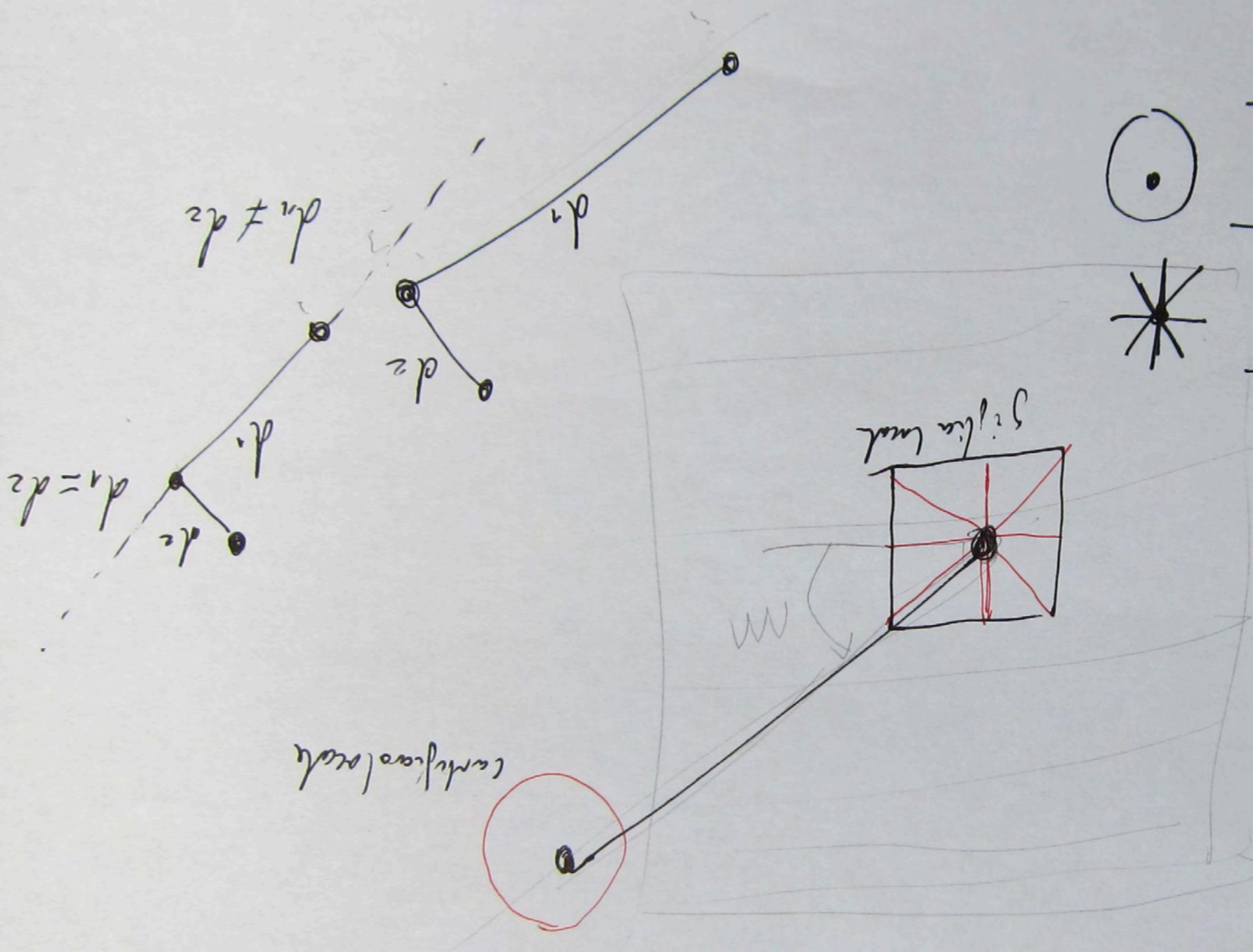


COLORE

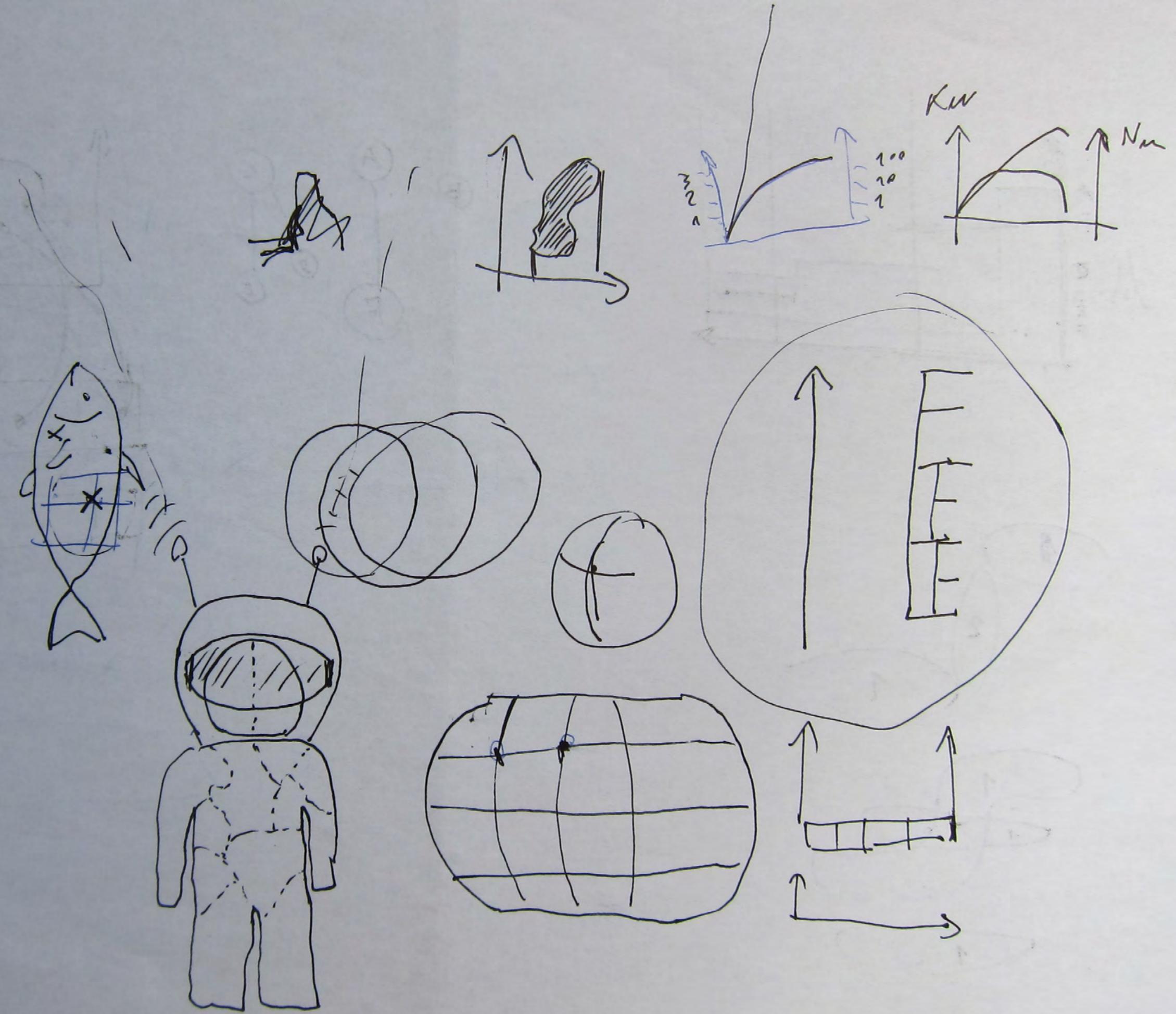
TONO,
TEXTURE

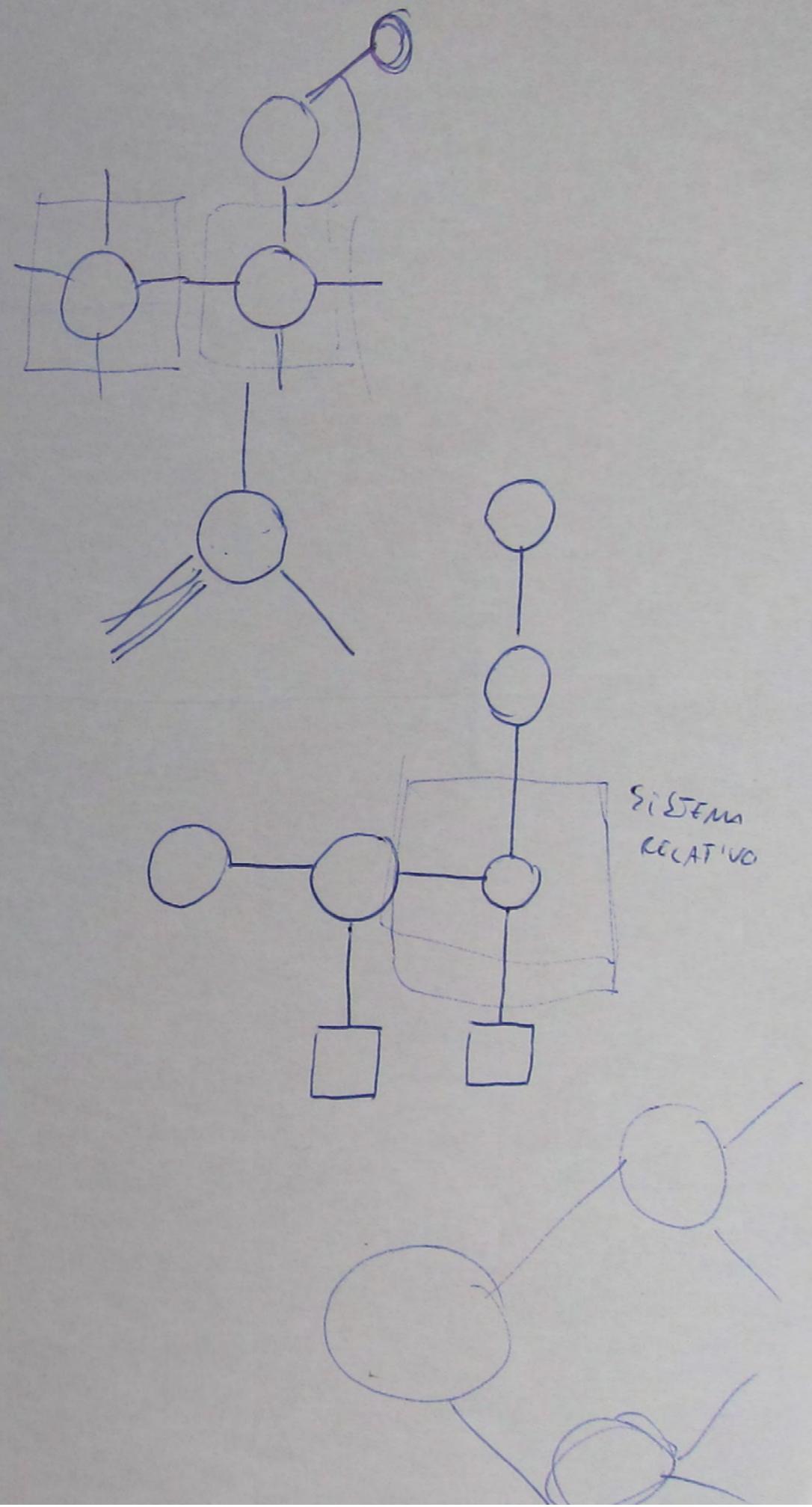
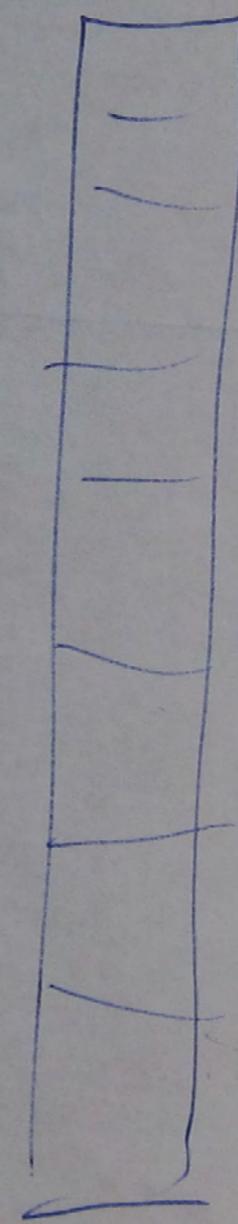
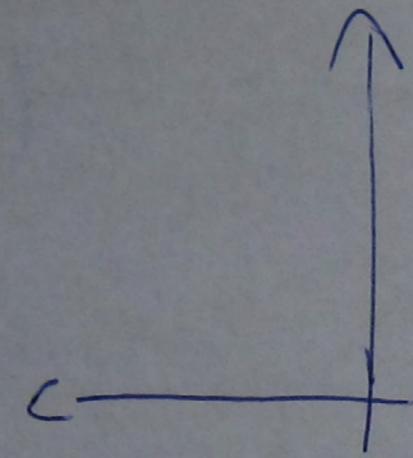
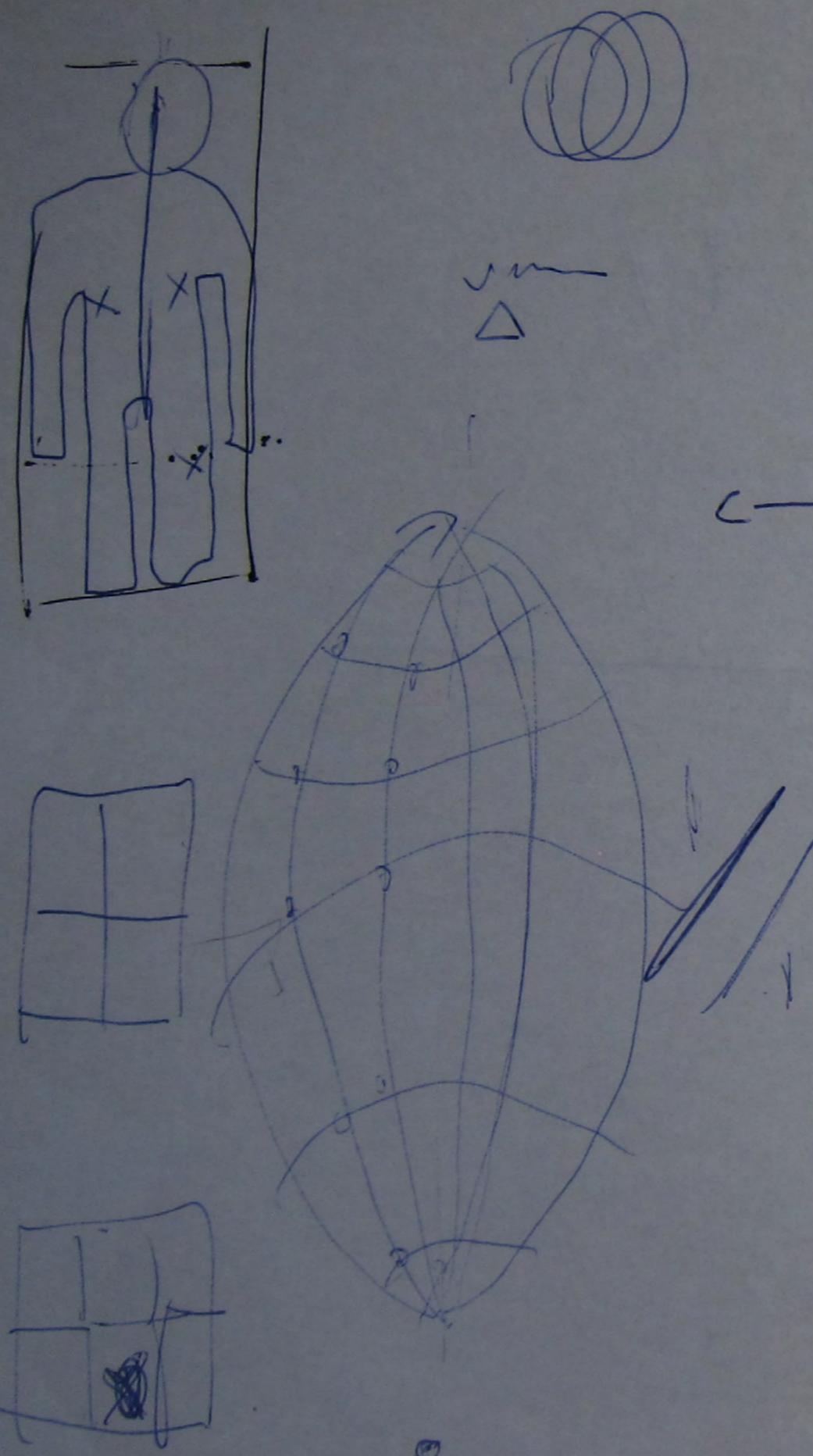
FORMA
POSIZIONE
ORIENTAMENTO
TAGLIA
+
(TEMPO)

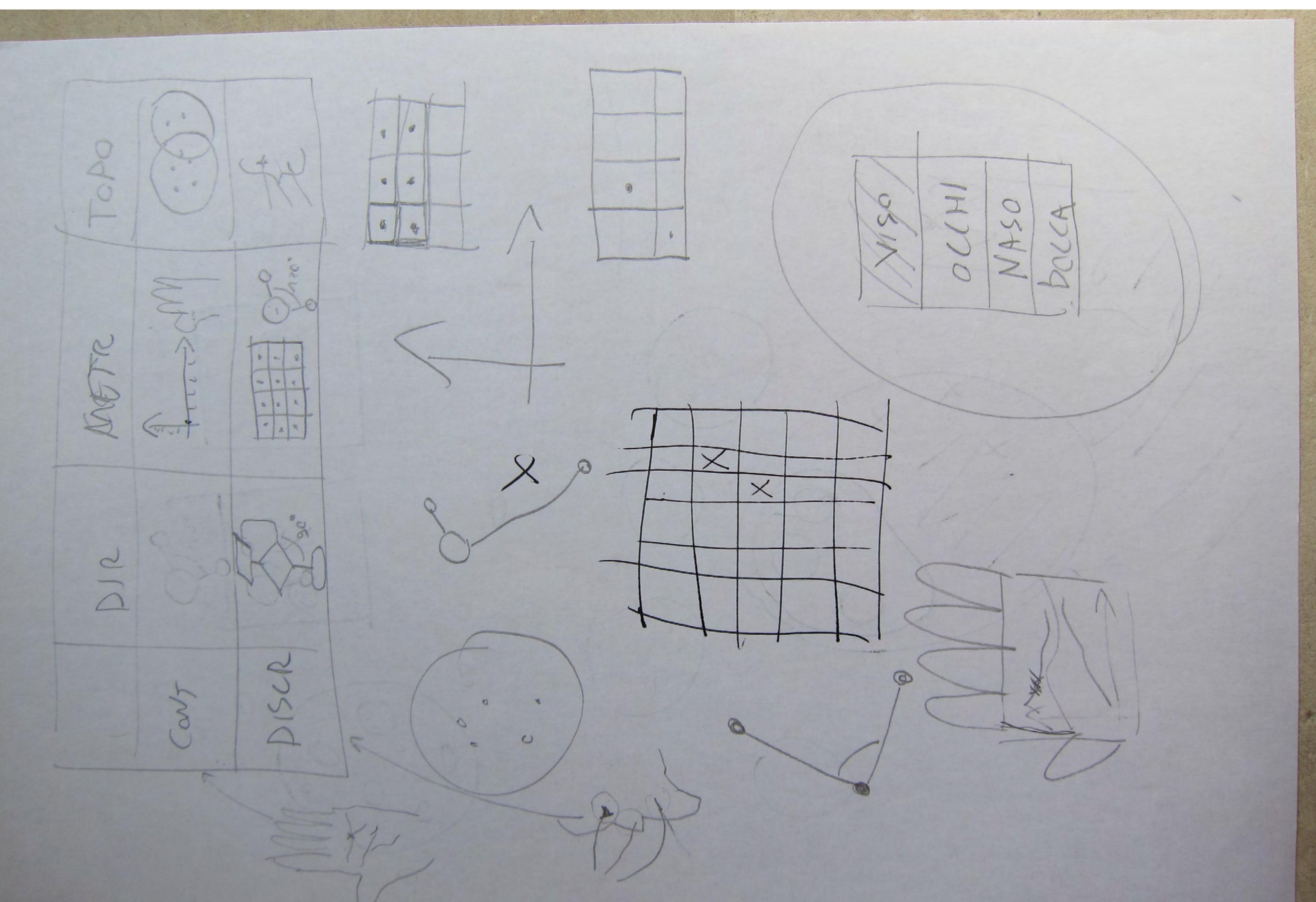
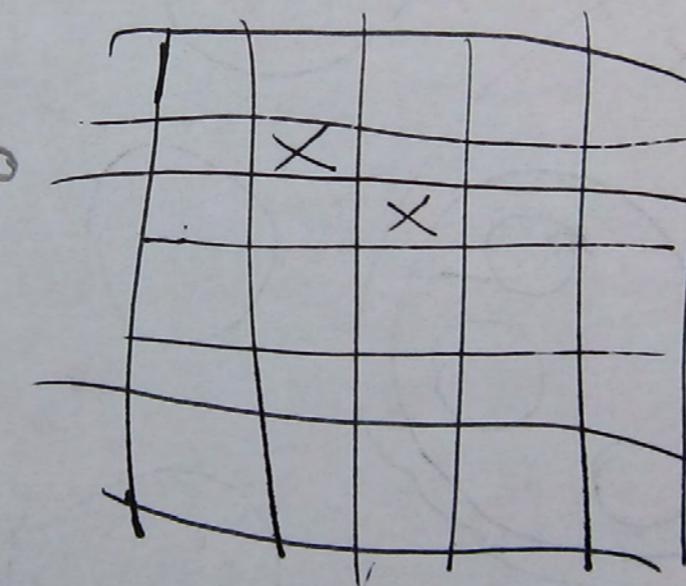
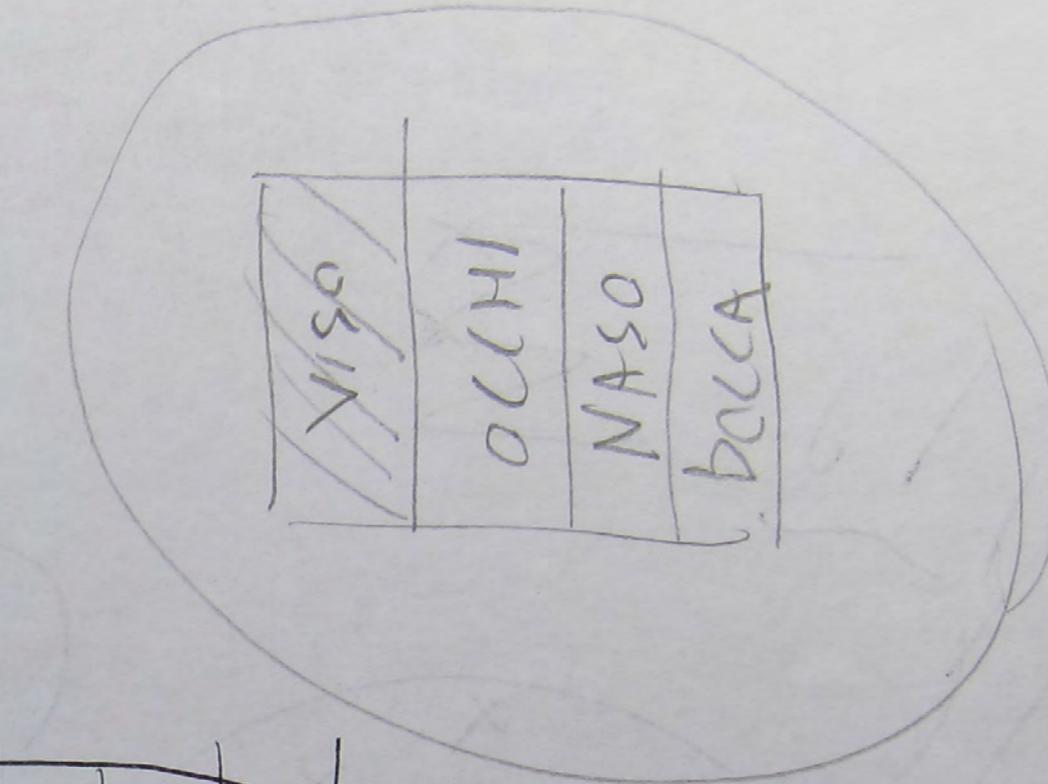
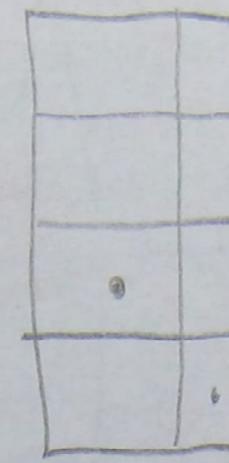
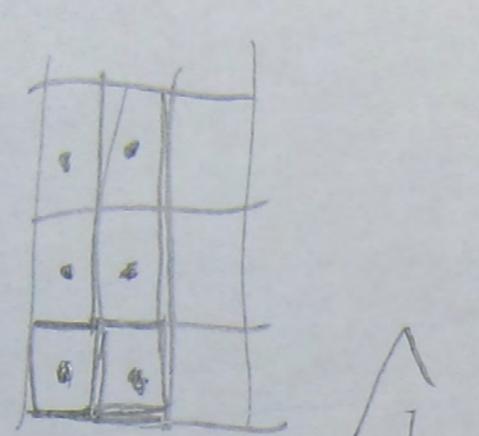
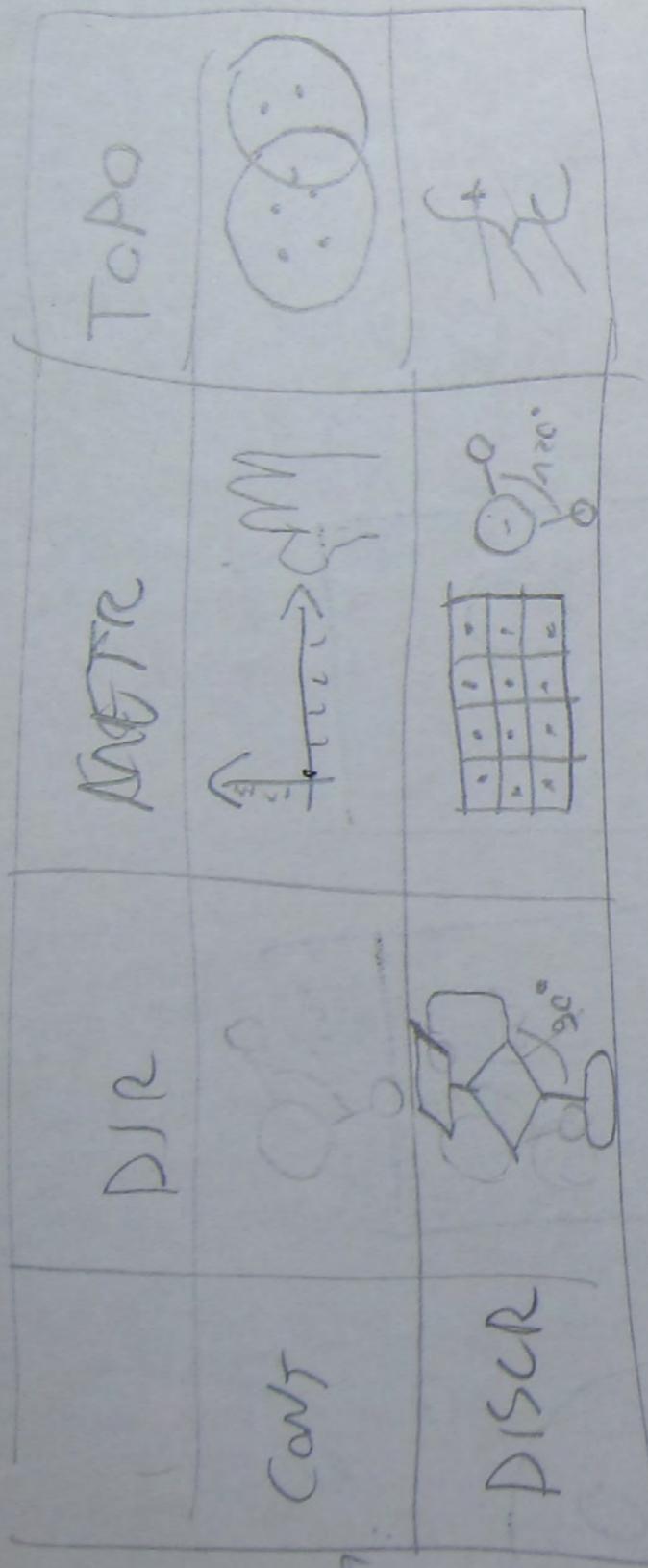
EUCLIDEO → CONTANDO LE DISTANZE



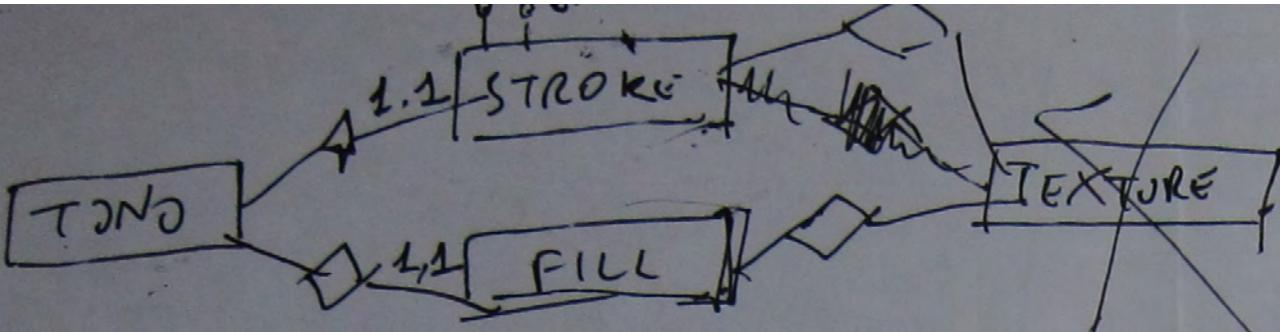
suggerito



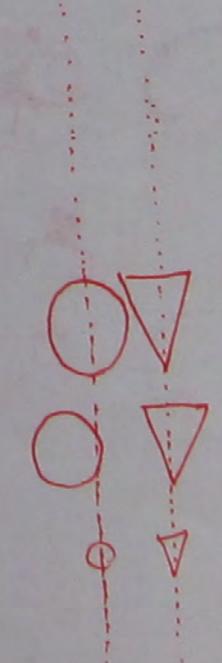
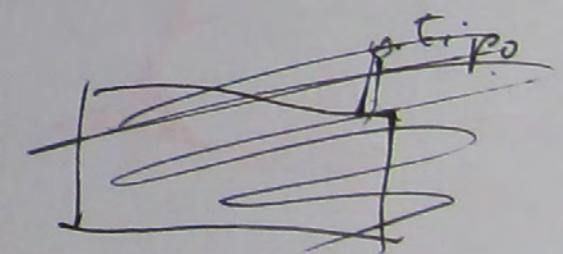
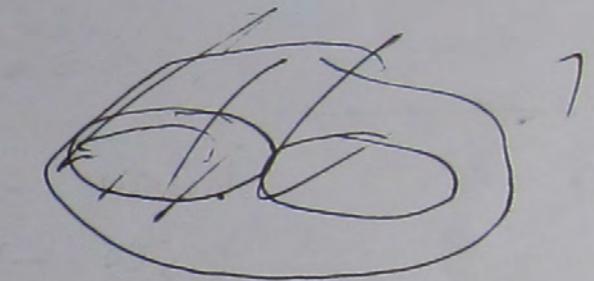
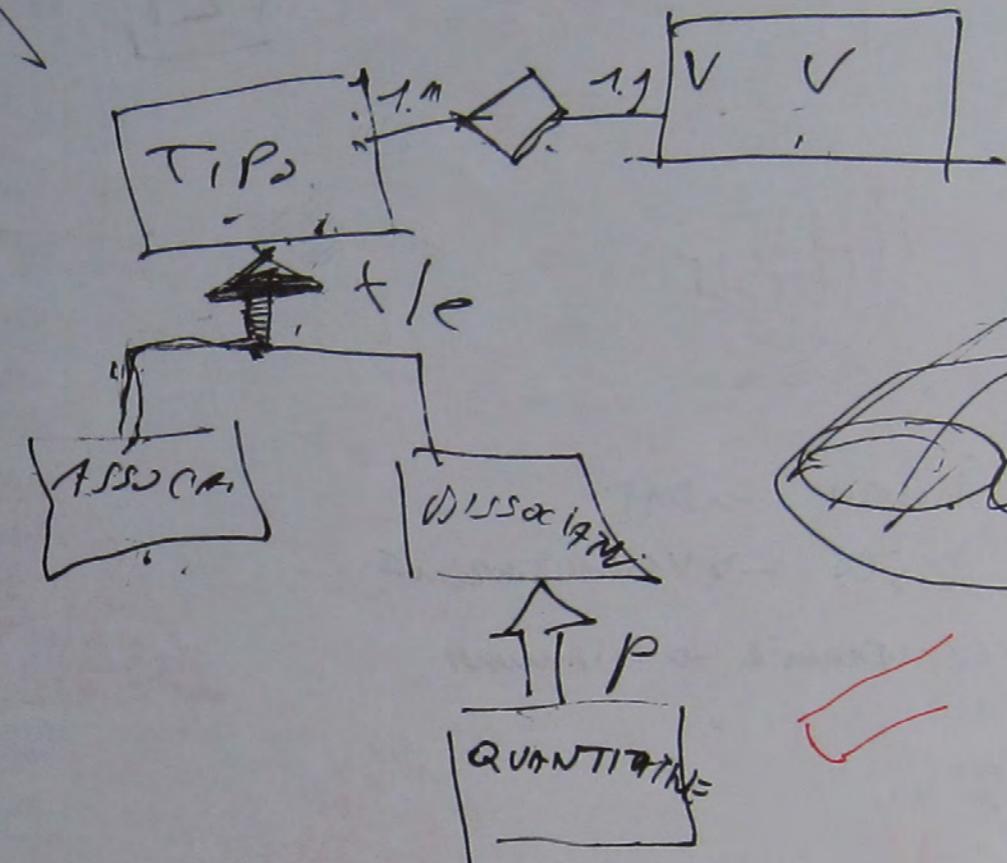
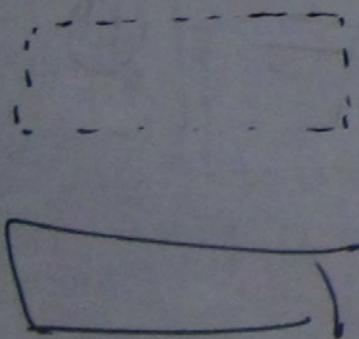
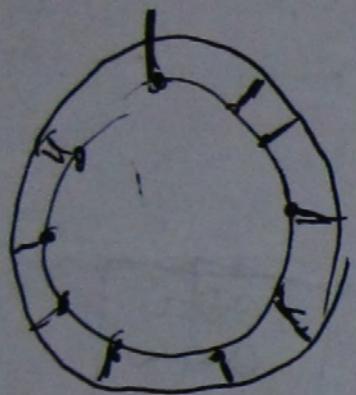




BR
→



EEER
ER



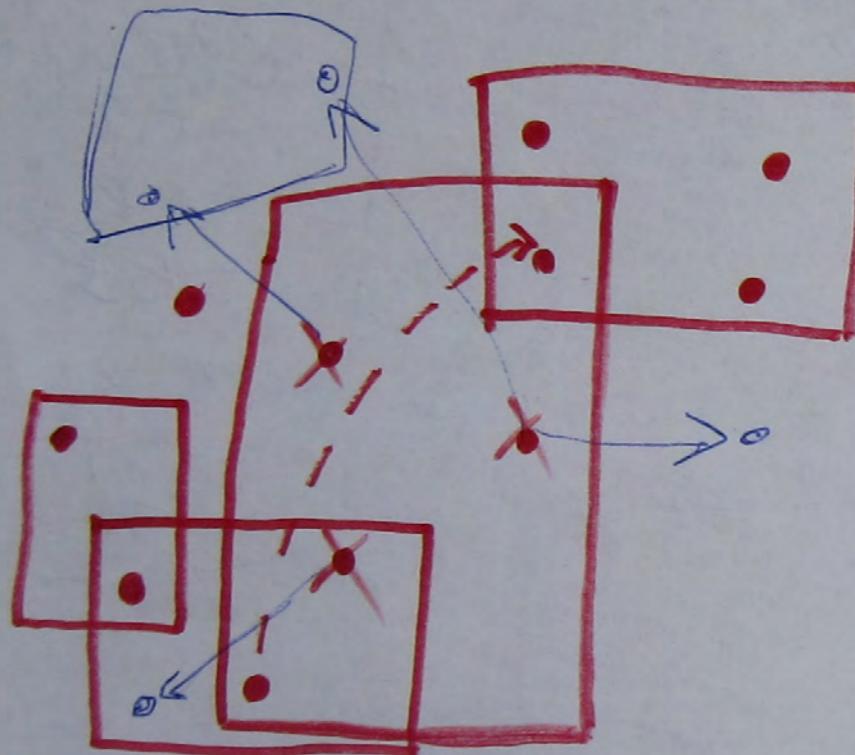
WADDED

PROPP →
GRETMAS (— BONFANTINI)

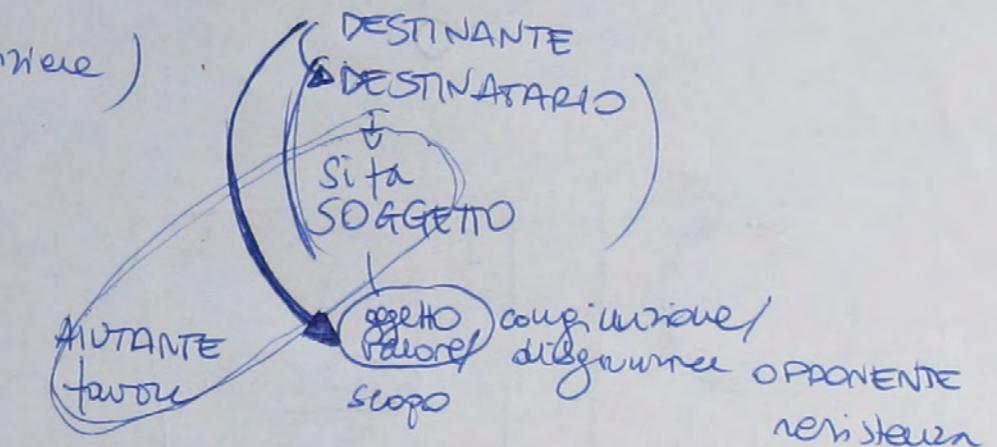
Teoria degli Attanti / Si tratta di Narrativa
(pratiche quotidiane)

Narrazione = elenco di azioni
'conseguenze' + conclusione

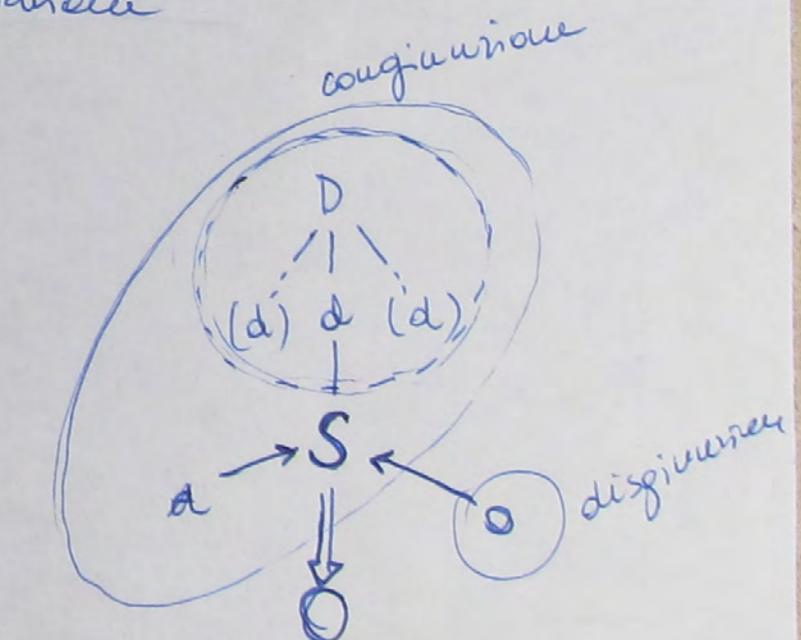
ATTANTE - colui che compie l'azione

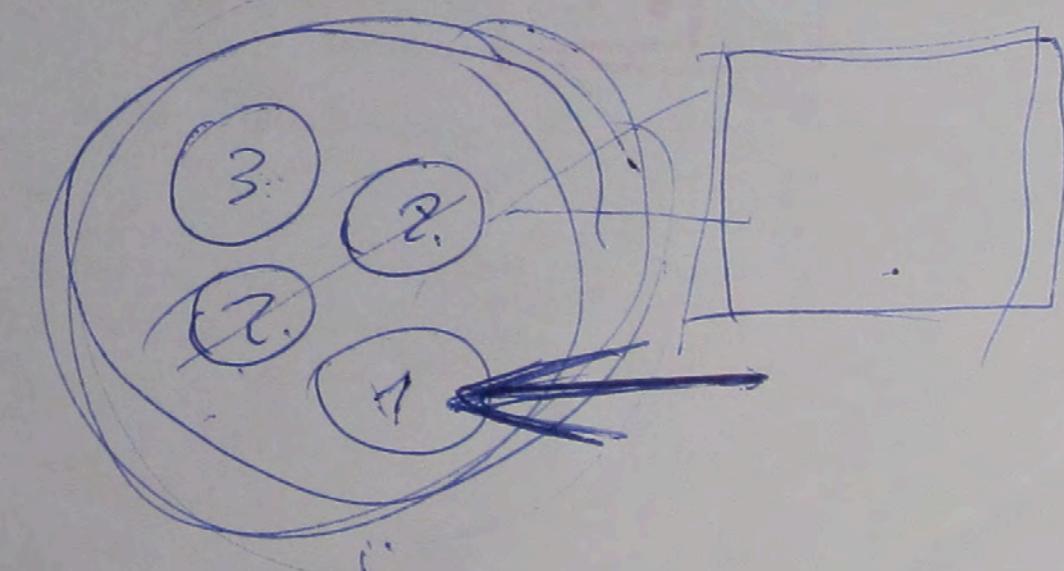
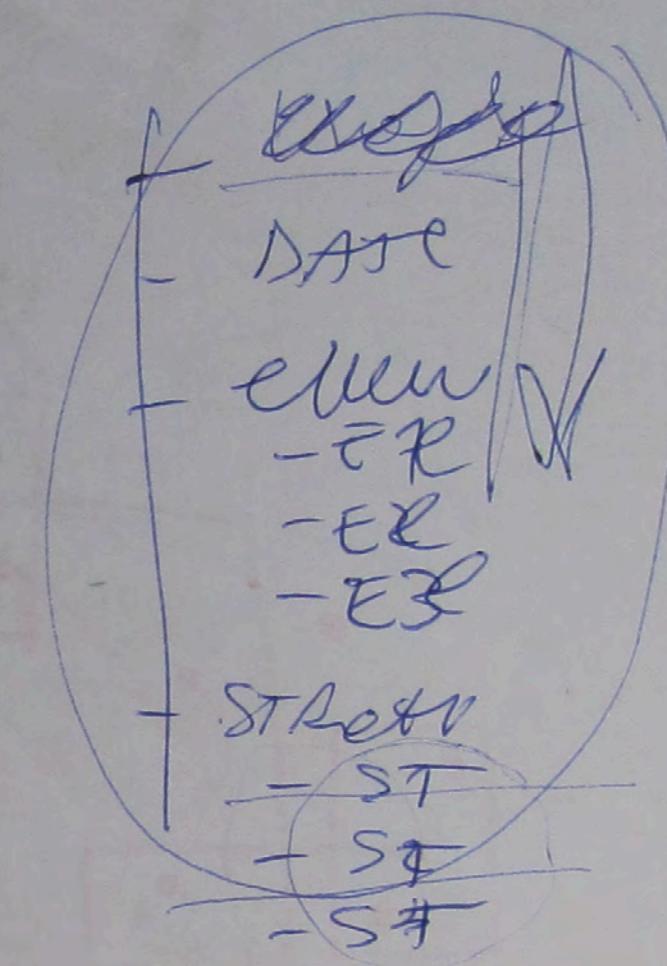
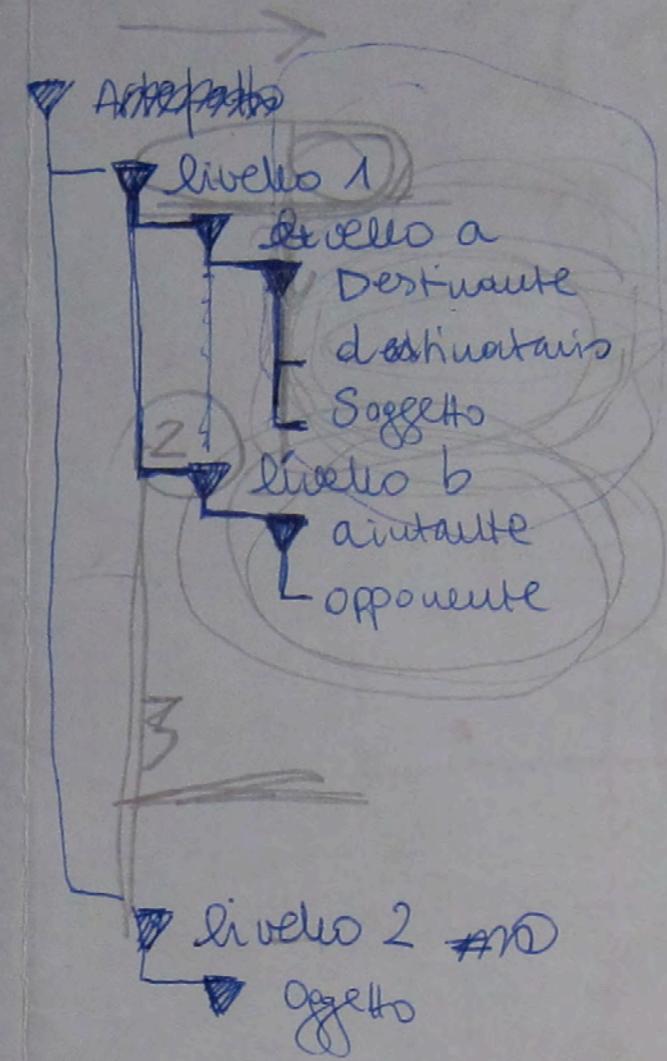
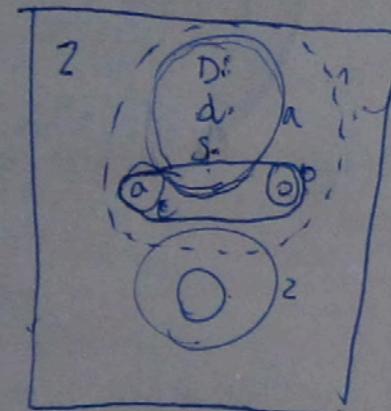
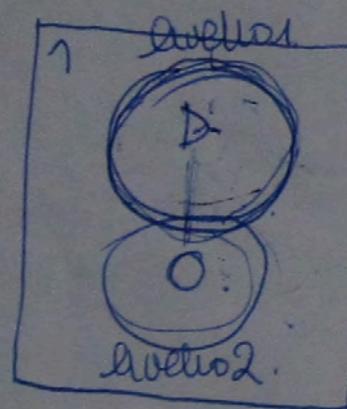
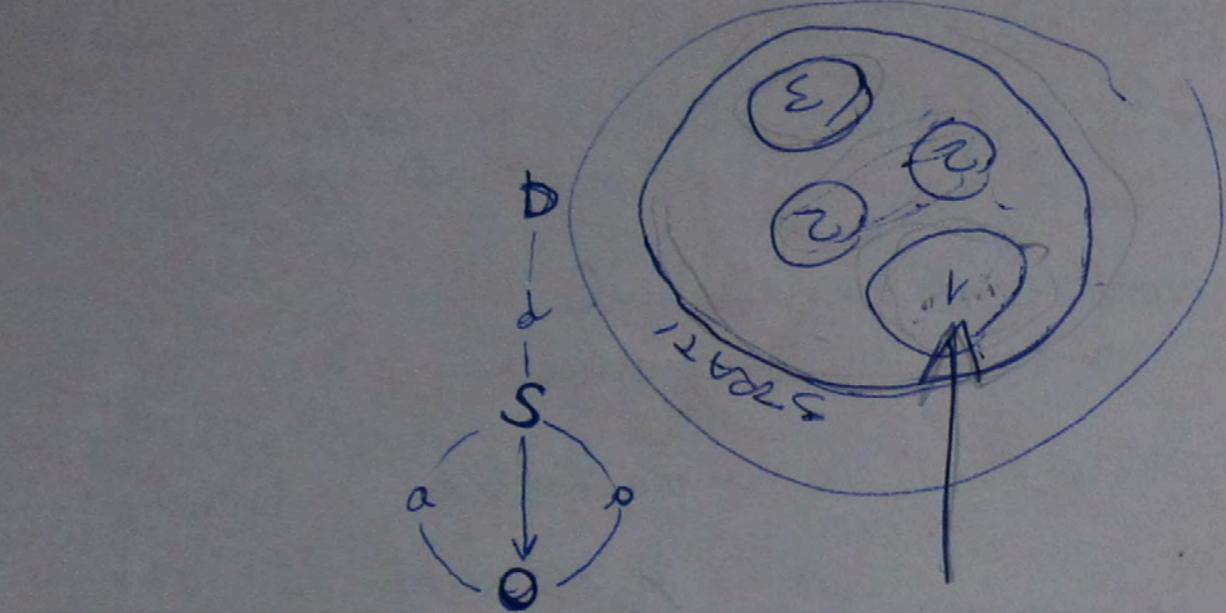


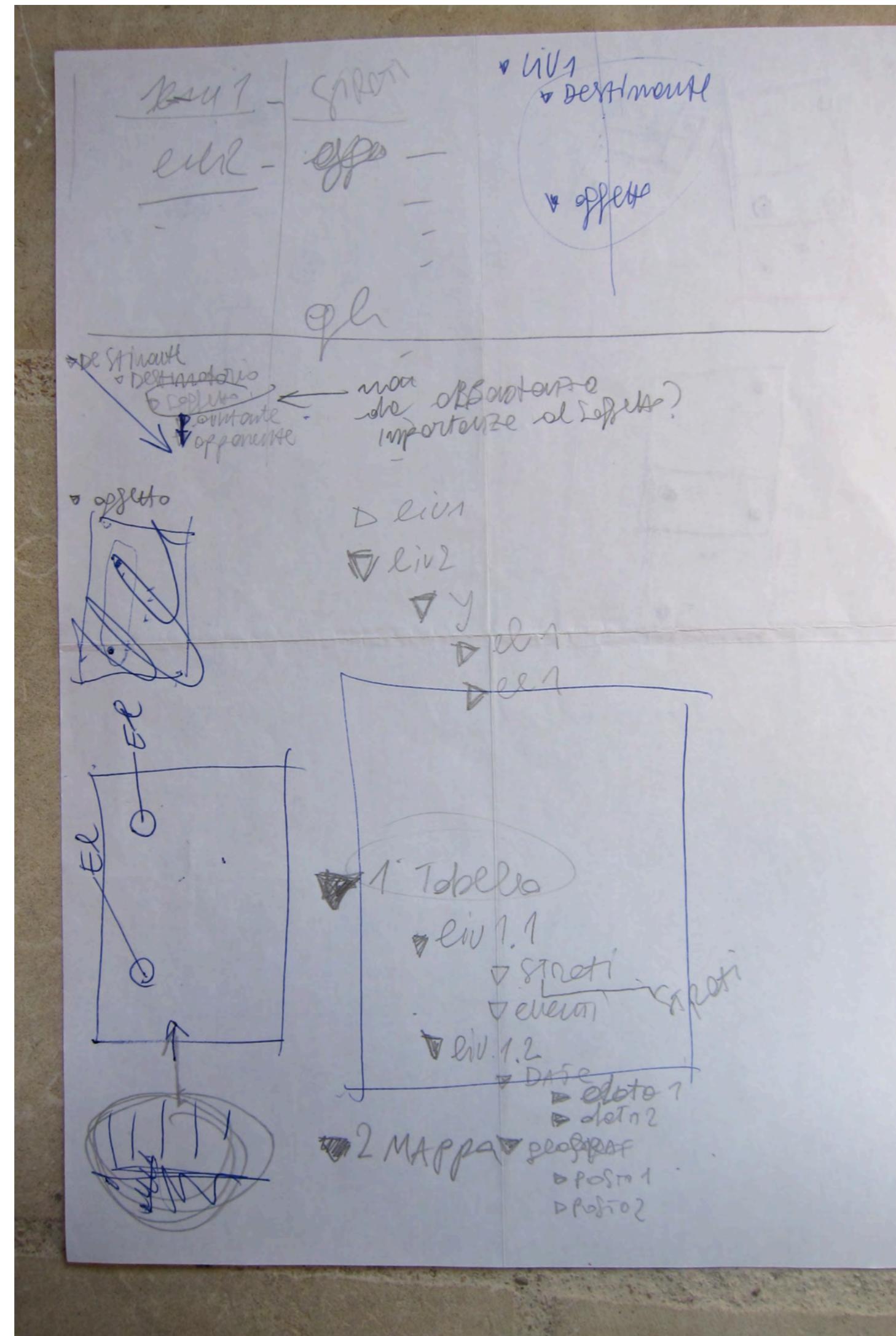
(auto destinazione)
 $D = D$

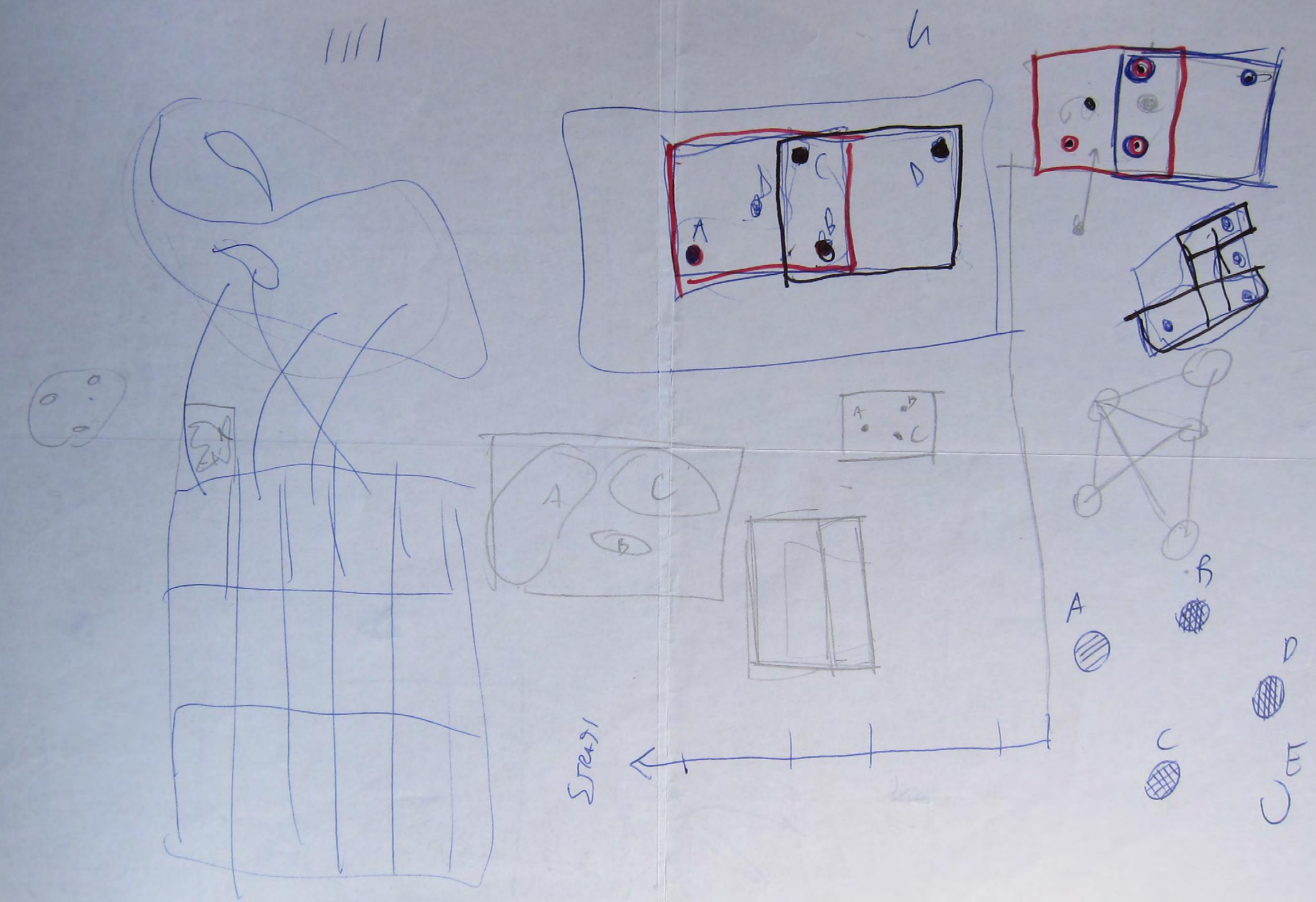


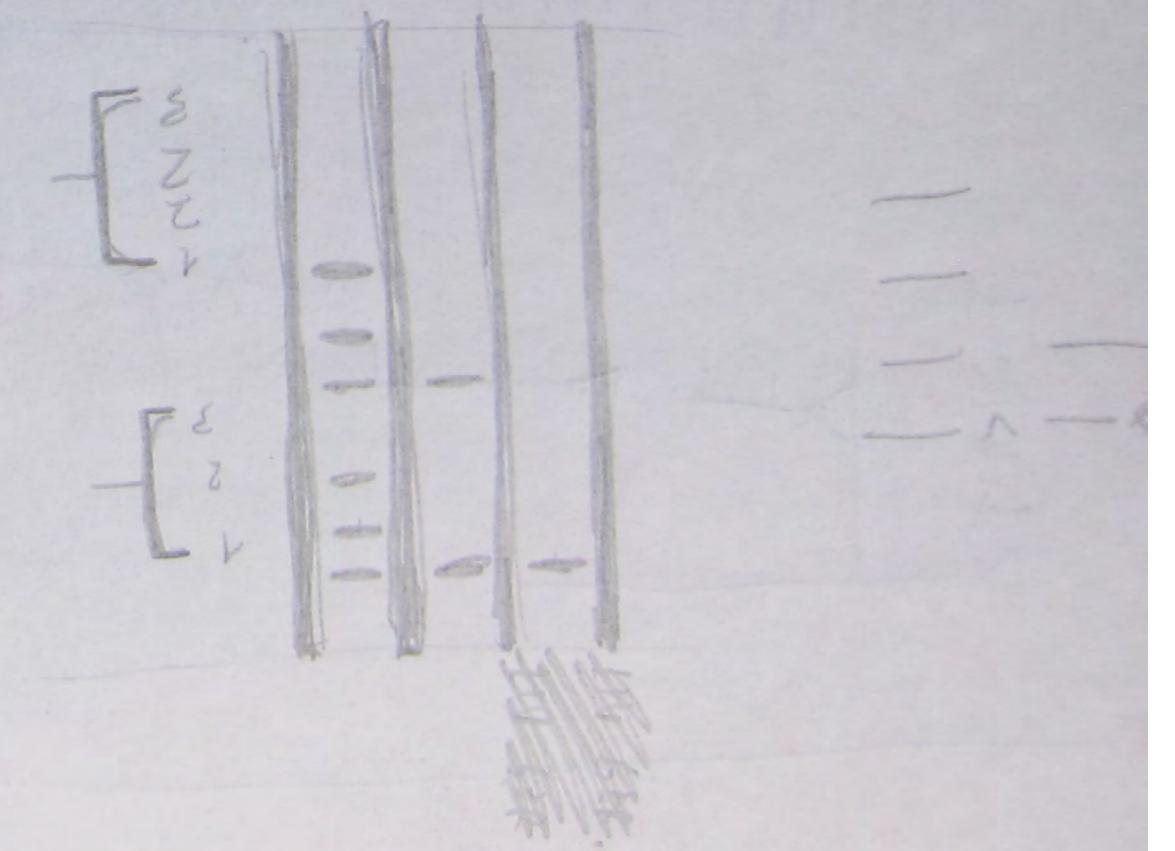
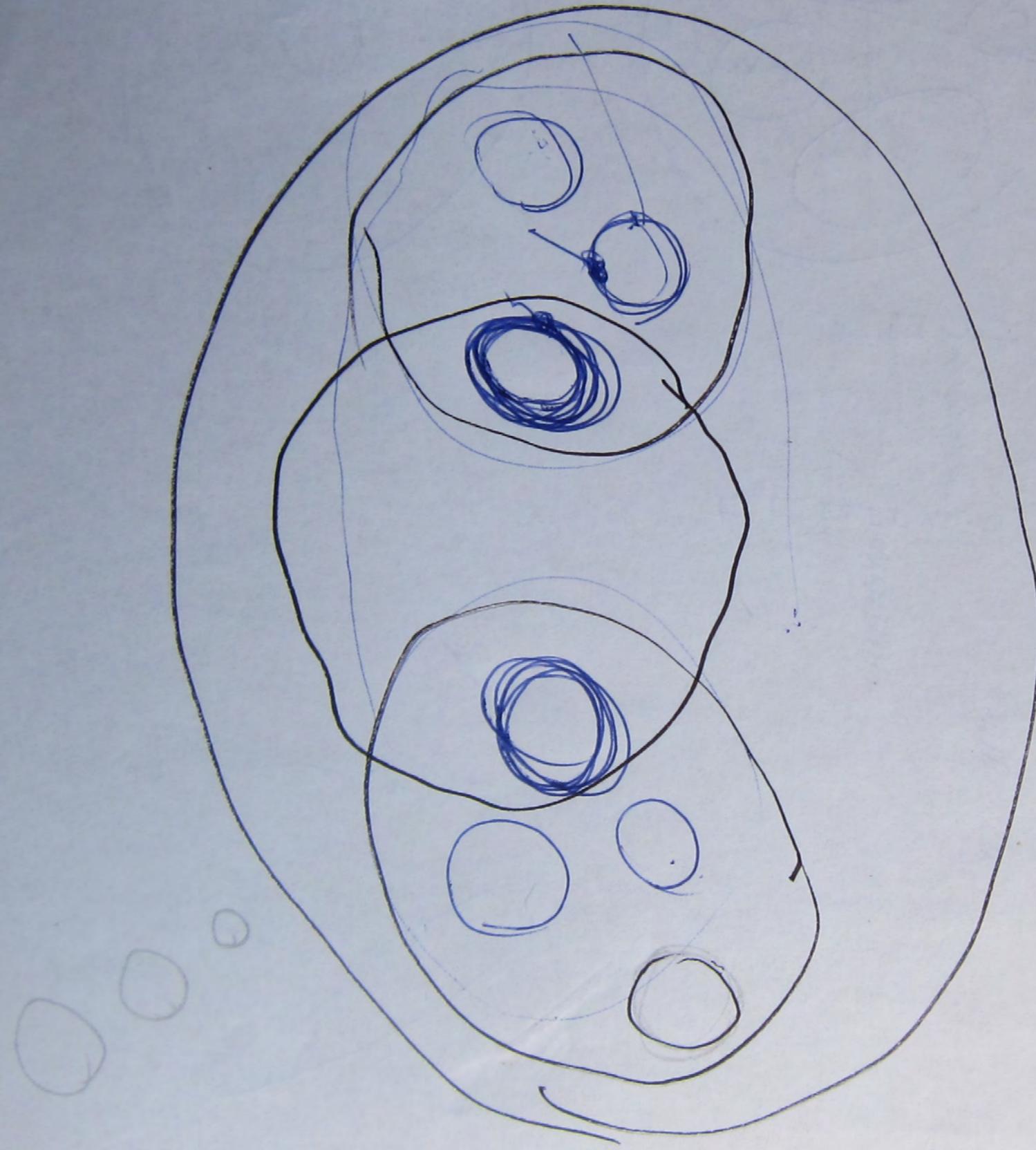
Soggetto = attante di mediare

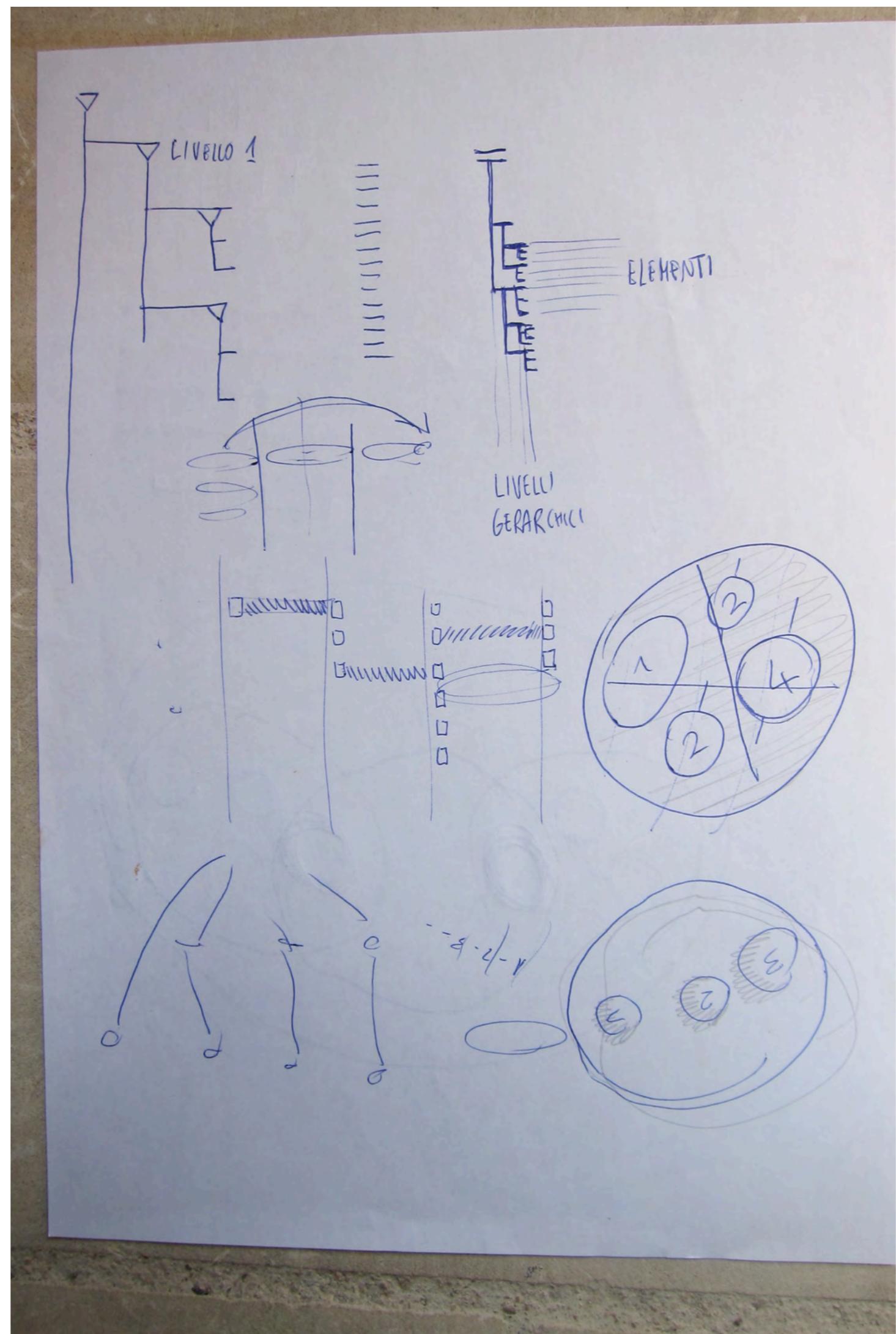


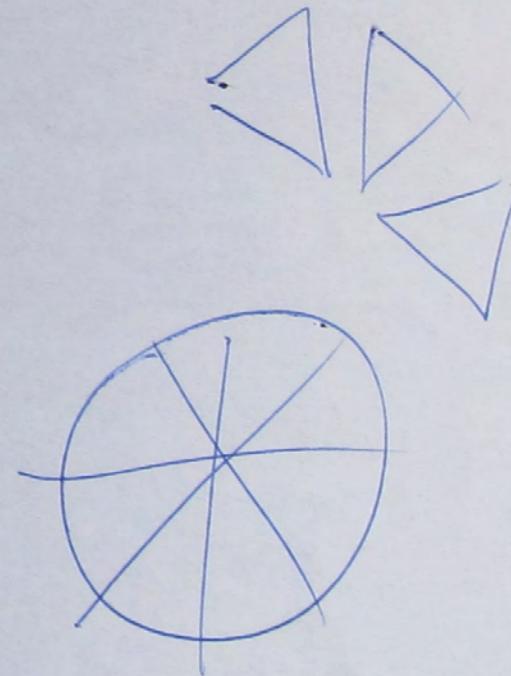
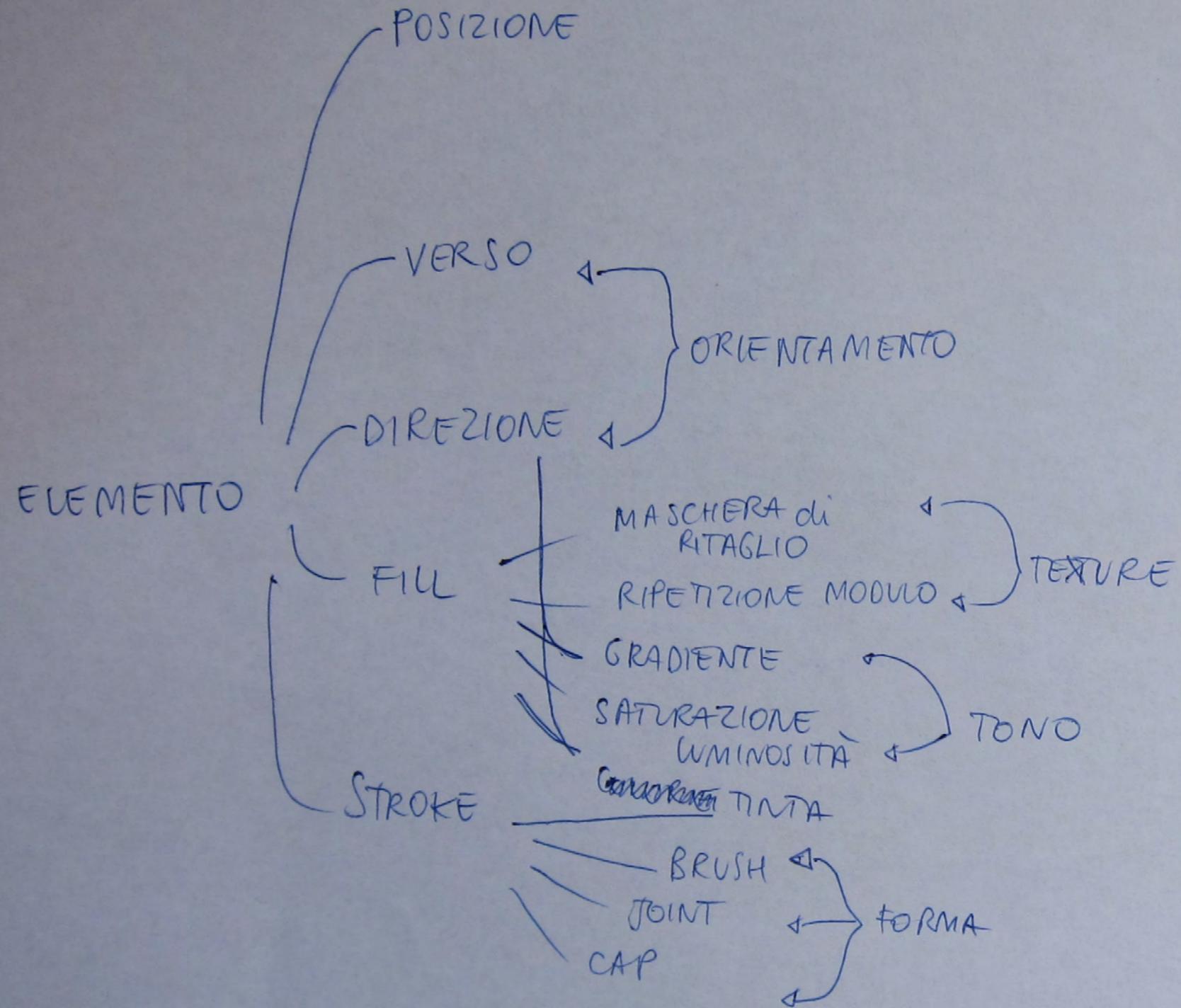


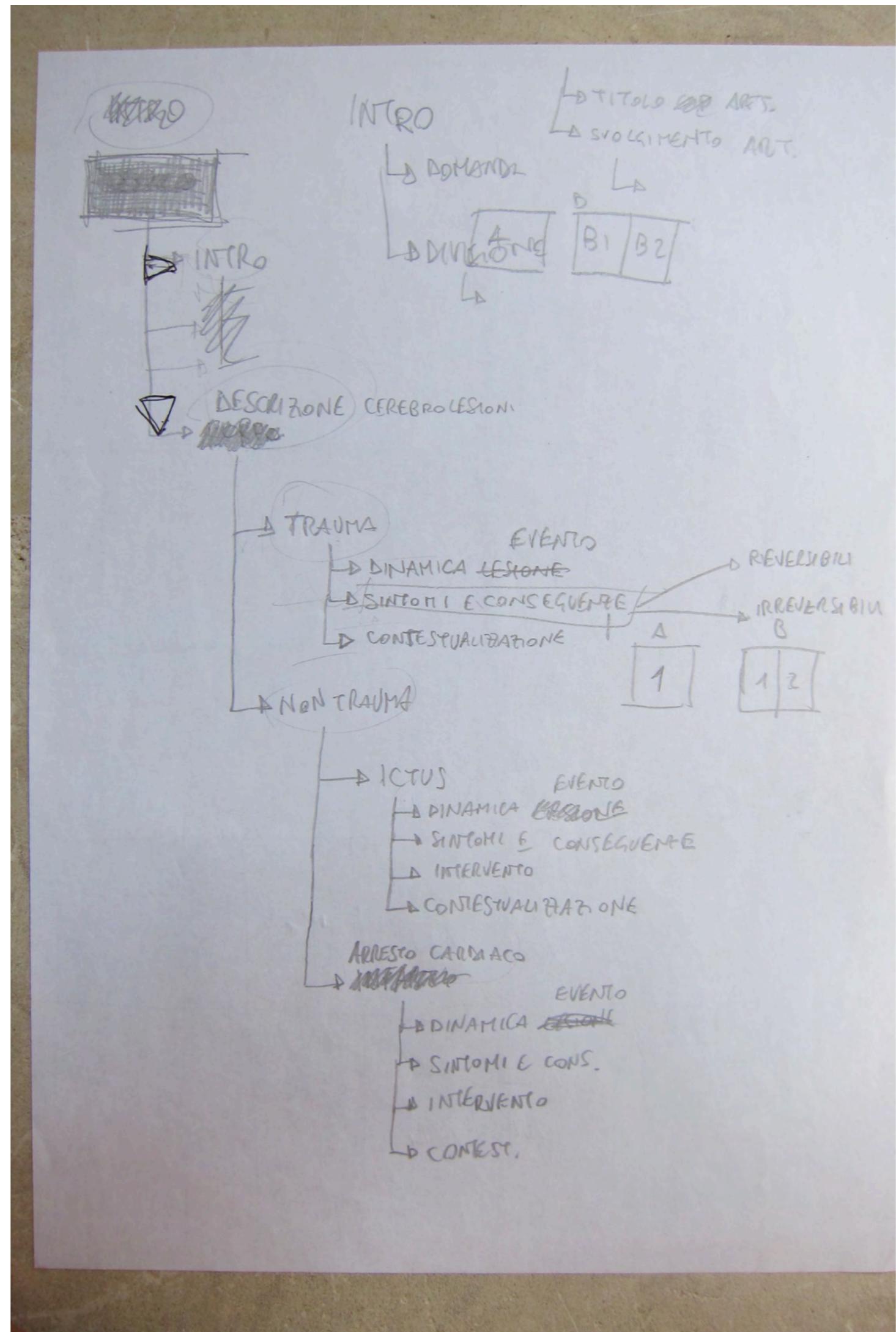












Sistemi di riferimento

- mappe

- cilindro graduato



P.82

GERARCHIE

1 percorsi → poche
→ bombino
maestre

2

mappa (stima di riferimento)
e telema
maestre

3

stima di riferimento h
(verticali - cilindri)

4 riferimenti depth colifca su

-

DEF. VARIABILI

- posizione (orienti) - Caso

- texture (sia 3 percorsi)

- forme (copelli, copelli, strihe)

- foglie (su 3 percorsi)

- orientamento (concezione dei percorsi)

• g
percorso linea di percorso
orientamento
direzione

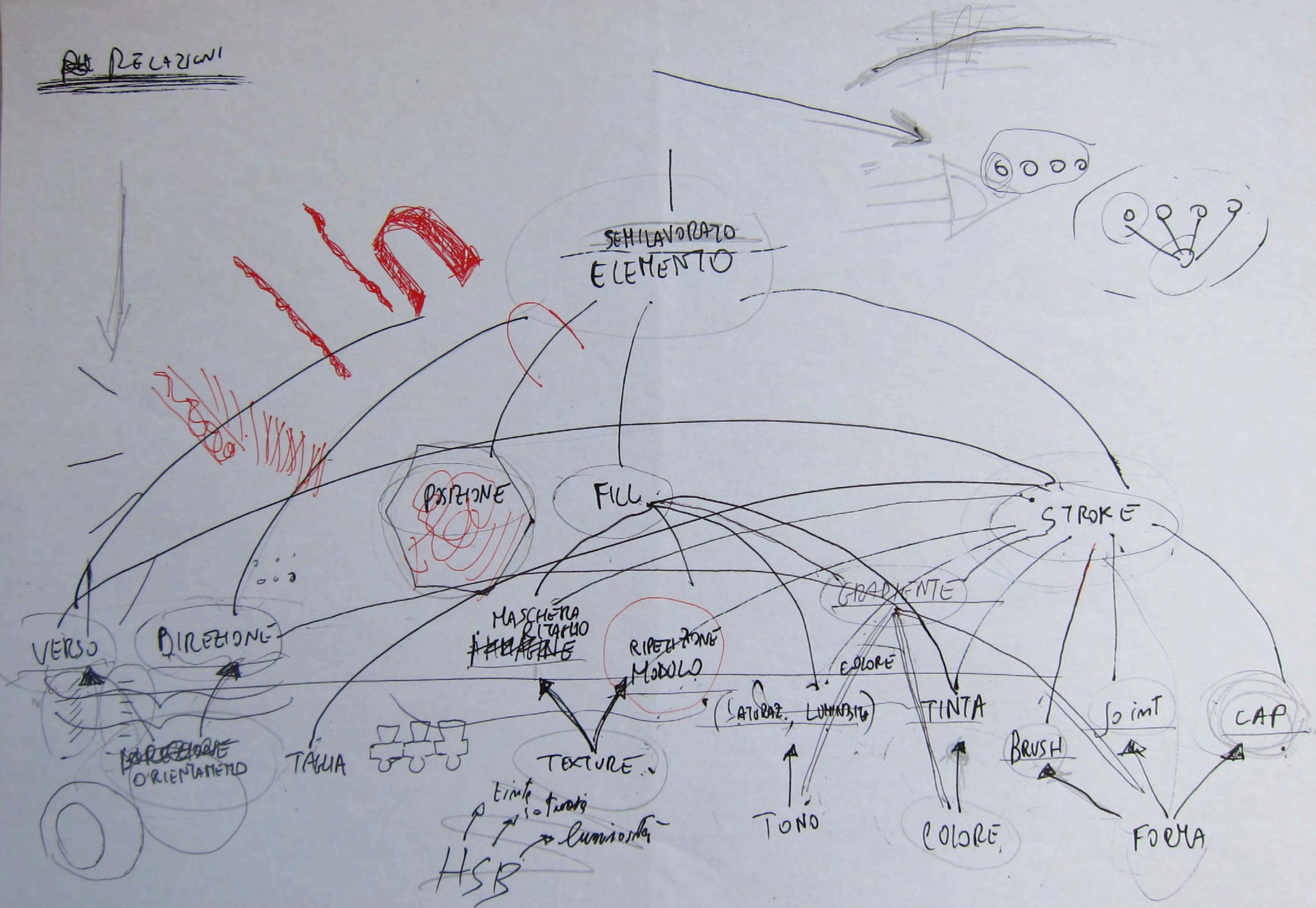
ARTICOLAZIONE

mappe → strade
- copelli
- scritte
- paesaggio

cilindro → proiezioni degli edifici
(uff. ore) - queste due attengono cilindro

- numeri

THE REGION









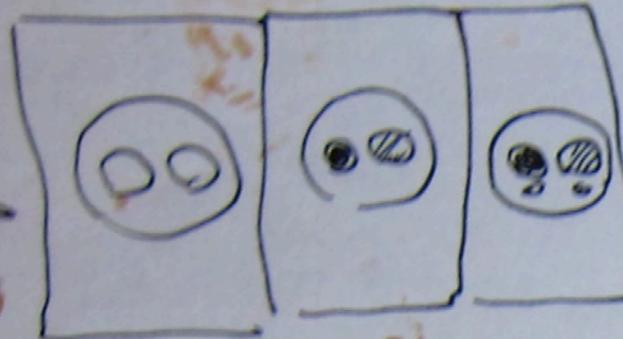
A
LA
LÉ

SISTEMA DI
RIFERIMENTO

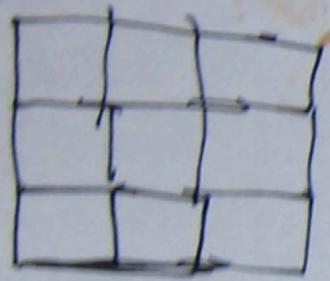
genandria dei
livelli e
articolazioni
degli elementi

DEFINIZIONE E
ASSEGNAZIONE DI
VARIABILI

संकेतनीयता

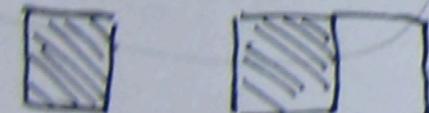


से इन पदों के

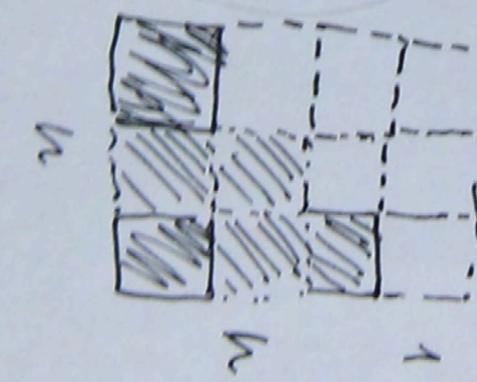
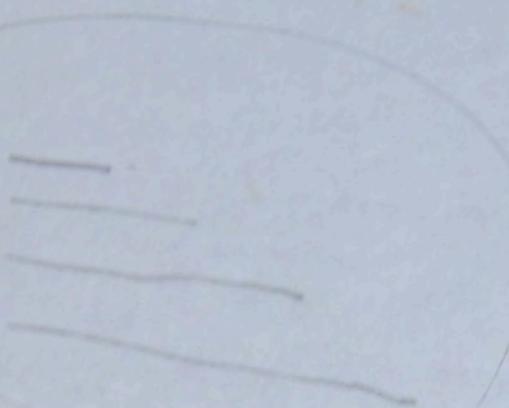
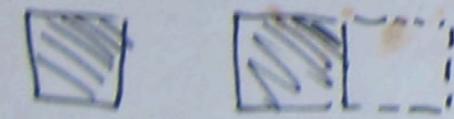


मार्ग

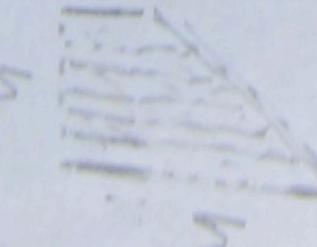
सिफारिश



वर्णनीय

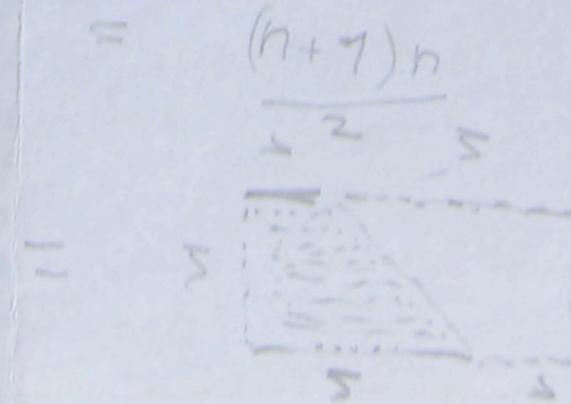
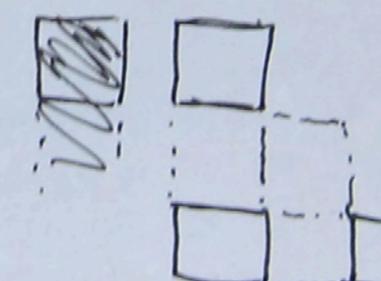


से M₂ i

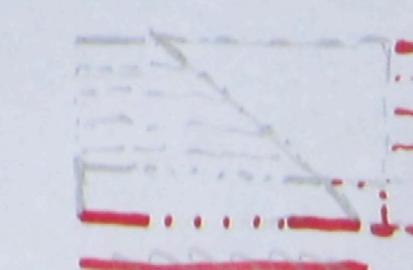


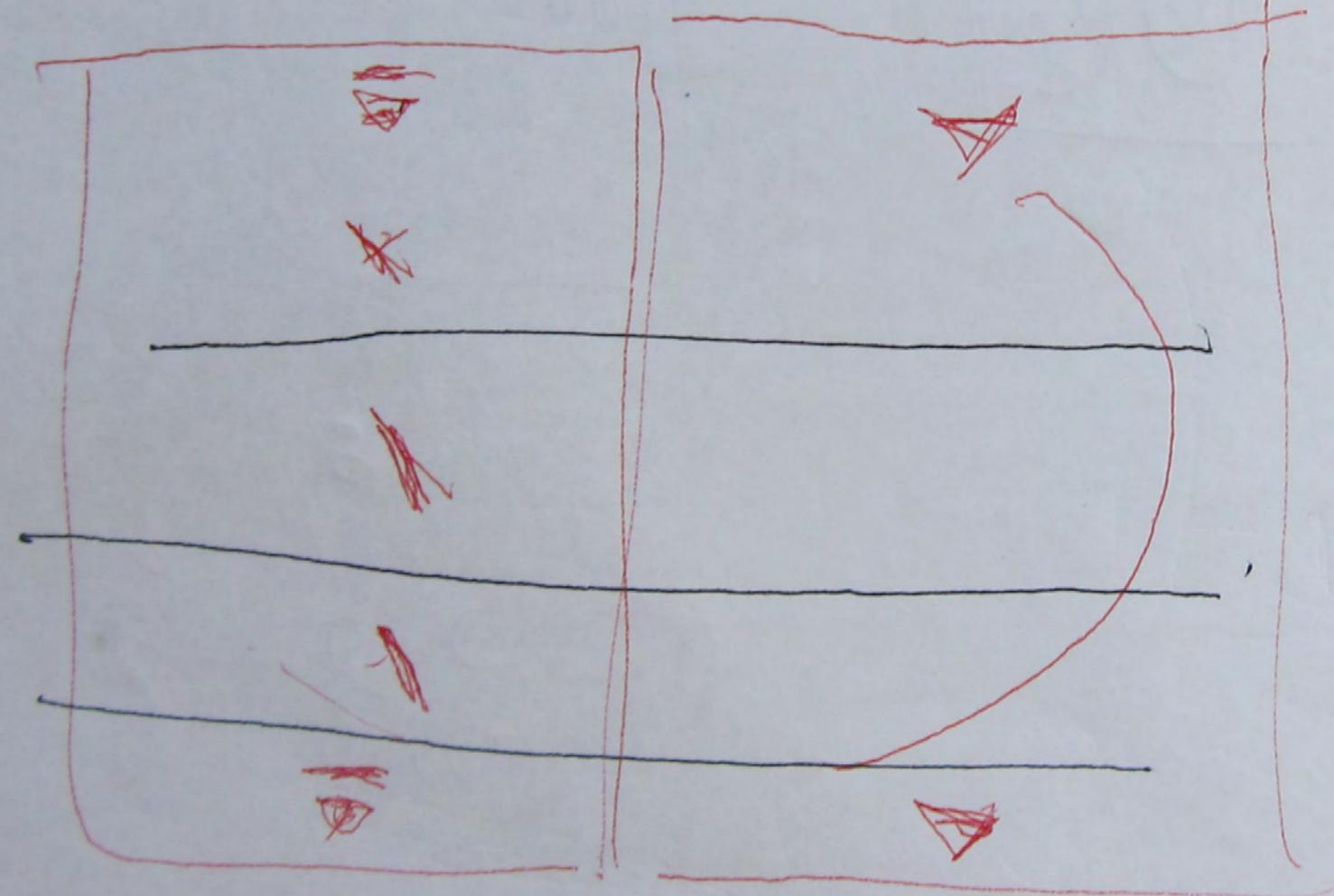
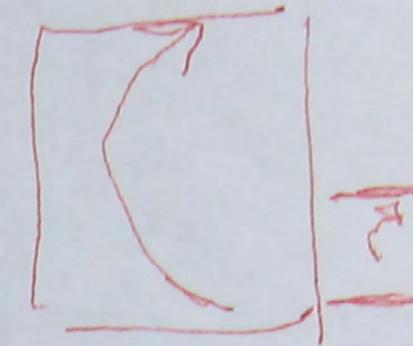
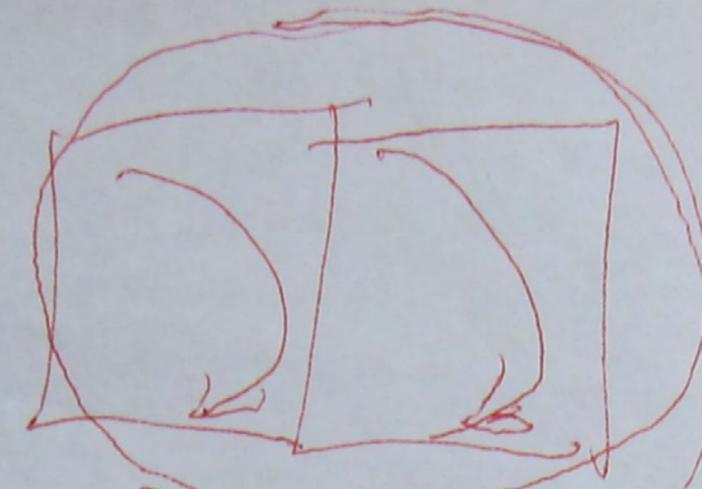
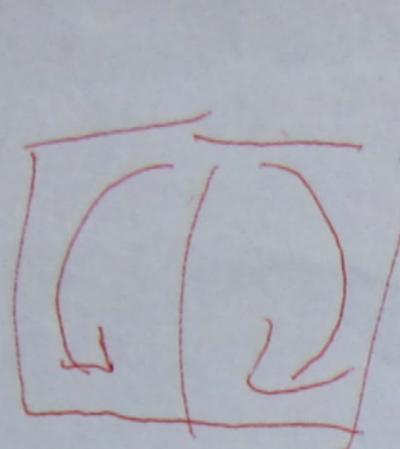
n+1

M₂ i



$$\frac{(n+1)n}{2}$$





- ORIGINE $(0,0)$

x y

~~ASSISTENZA BONITA~~ ~~UNITÀ~~

~~MISURA DI MISURA~~

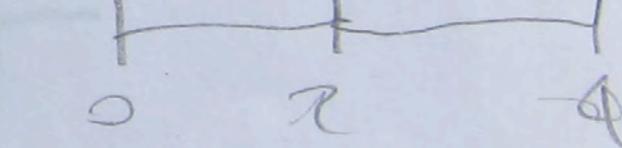
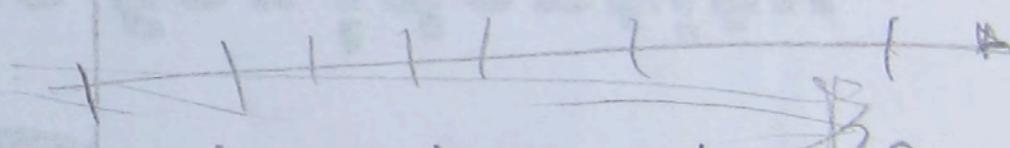
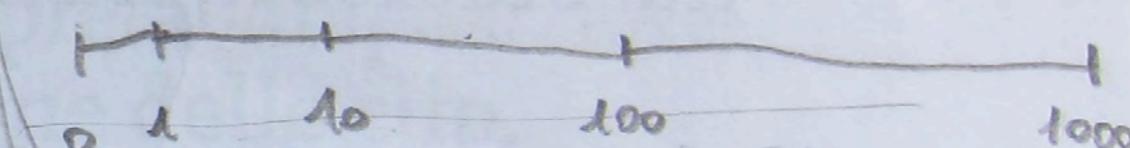
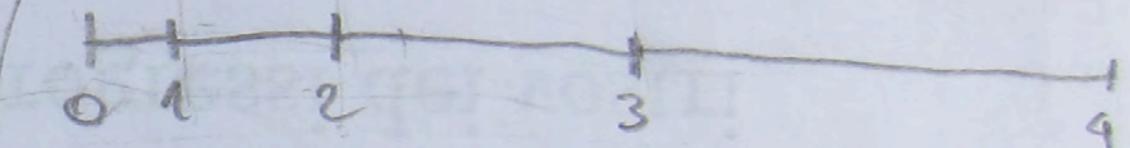
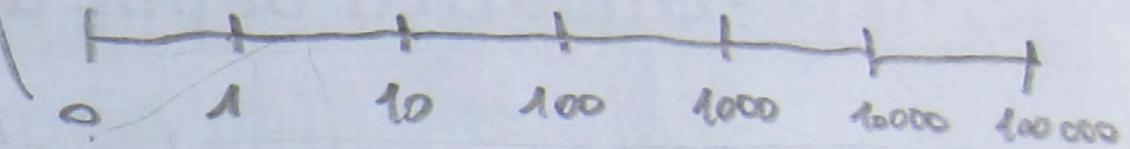
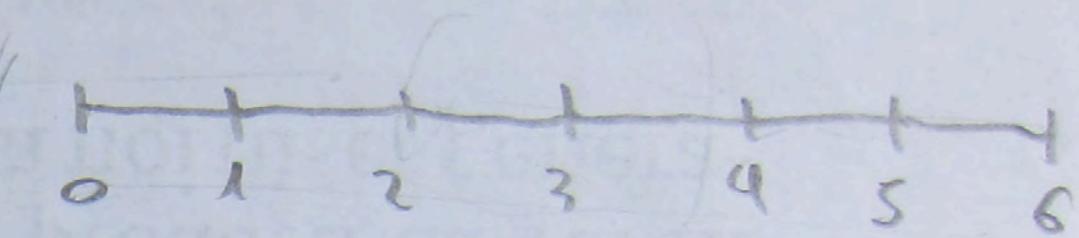
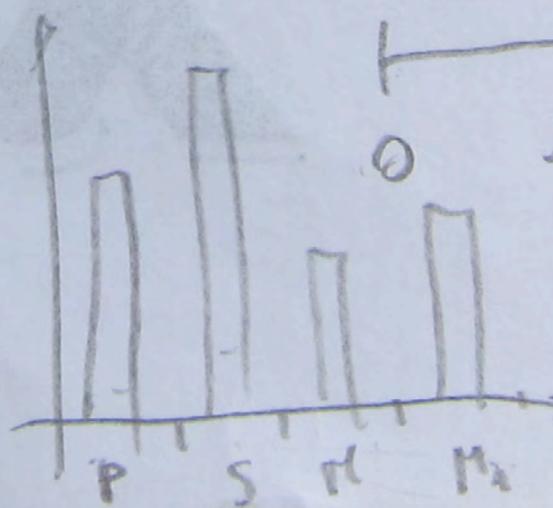
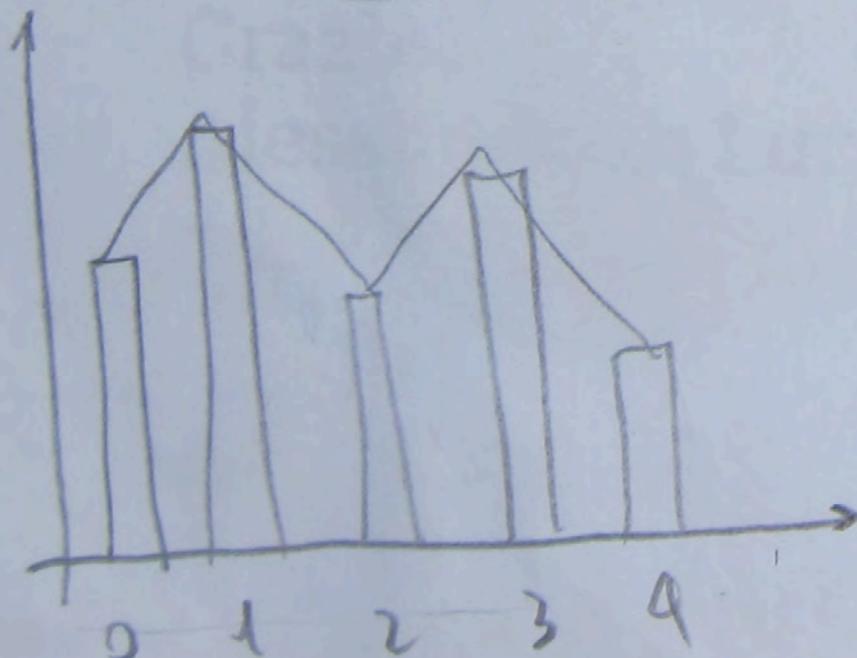
- TIPO DI VALORE E UNITÀ DI MISURA

- INTERVALLO VALORI E PASSO

min 0

max 20

PASSO 1



X.X.

DOCUMENTI VARI

(... e carta straccia)

G
O
O O O

X - UNA VARIABILE IN CERCA D'IDENTITÀ

GRUPPO SINSEMIE - ~~GRUPPO~~

26.8.13 / FOGLIO I

FUNZIONI ELEMENTO/AGGREGATO

CREA ELEMENTO [neutro di default]

- AGGREGATO DI APPARTENENZA
- LIVELLO GERARCHICO NELL'AGGREGATO DI APPARTENENZA
- IMPORTA IMMAGINE

* DEFINISCI FILL

→ FILL / NO FILL = C'È O NON C'È?

→ COLORE

- (H) ▶ AGGIUNGI COLORE +
• #NOME COLORE] ⓘ SI ATTIVA SOLO SE È GIÀ STATO ATTRIBUITO UN GRADIENTE

→ TEXTURE

- (T) ▶ NOME TEXTURE
▼ AGGIUNGI MODULO +
• NOME MODULO
▶ MODIFICA MODULO
▶ DEFINIZIONE DENSITÀ
▶ IMPORTA TEXTURE DA FILE ESTERNO] ⓘ POSSIBILITÀ DI INTEGRARE MODULI TRA DI LORO
] ⓘ IL MODULO È SIMMETRICO (= SU DUE ASSI)
DI DEFAULT; VEDI ANCHE > ORIENTAMENTO
] ⓘ IMMAGINI, VETTORIALI...

→ TONO

- (S) ▶ AGGIUNGI SATURAZIONE
• VALORE SATURAZIONE
(B) ▶ AGGIUNGI LUMINOSITÀ
• VALORE LUMINOSITÀ

* DEFINISCI STROKE

- AGGIUNGI STROKE] ⓘ IL PANNELLO SI ATTIVA SOLO SE VIENE DEFINITO UNO STROKE

- COLORE (H)
→ TEXTURE (T)
→ TONO STROKE (S) (B)

→ FORMA STROKE

- ▼ BRUSH
• NOME BRUSH
▼ JOINT
• NOME JOINT
▼ CAP

- NOME CAP • TAGLIA CAP • COLORE CAP
→ TAGLIA STROKE] ⓘ PER "TAGLIA" S'INTENDE LA DIMENSIONE
• NOME TAGLIA

X - GRUPPO SINSEMIE / 26.8.13 · FOGLIO II

[CONTINUA DA FOGLIO I]

* DEFINISCI TAGLIA

- RIDIMENSIONA BOUNDING BOX
- APPLICA AGLI ELEMENTI] SOLO AGGREGATO
- REGOLA DIMENSIONE RECIPROCHE] RISPETTO ALLA FORMA DI RIF. (QUADRATO)
- DEFINISCI FATTORE INCREMENTO TRA GLI ELEMENTI] FORME PRIMITIVE GIA' CALCOLATE
- ASSEGNA TAGLIA
 - SCALA OGNIUNO (MANTENERE POSIZIONE DEL CURVO)] PER LE FORME PERSONALIZZATE, TRA UNA SERIE DI VALORI PREDEFINTI

* DEFINISCI ORIENTAMENTO → (Repetto el sifone di superamento)

→ GRADIENTE

▼ COLORE

- TIPOLOGIA] LINEARE / RADIALE

▼ TONO

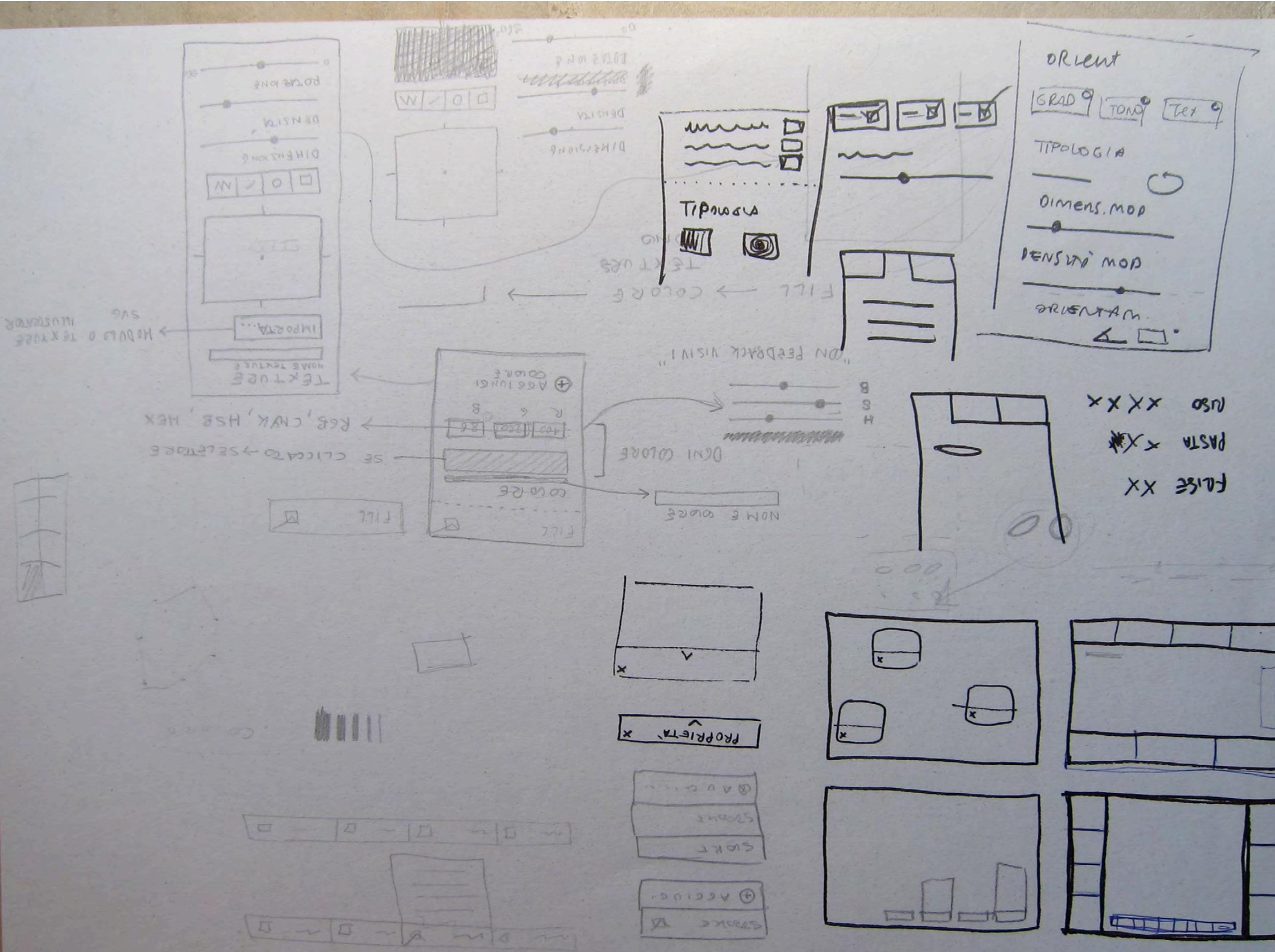
- TIPOLOGIA] LINEARE / RADIALE

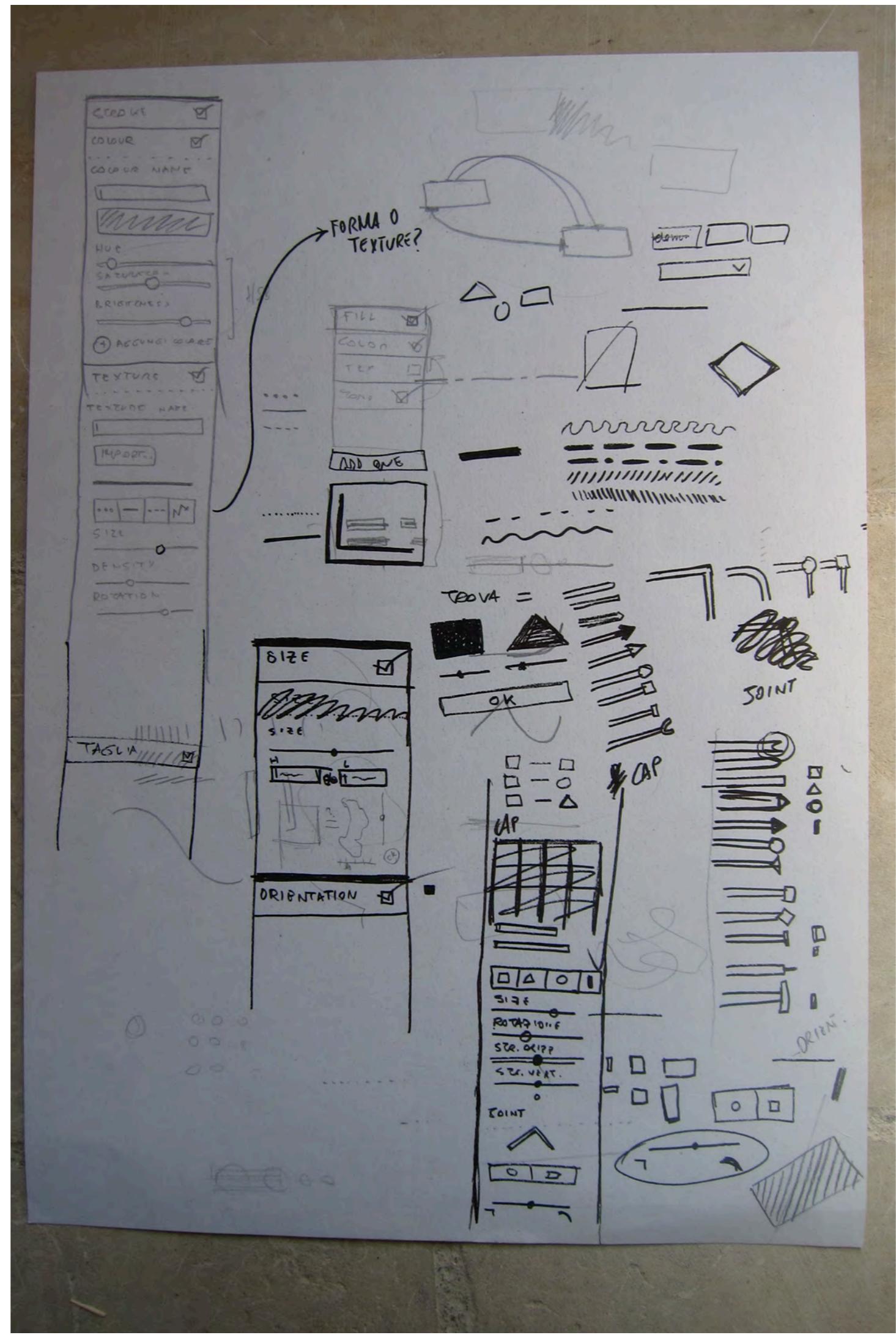
▼ TEXTURE

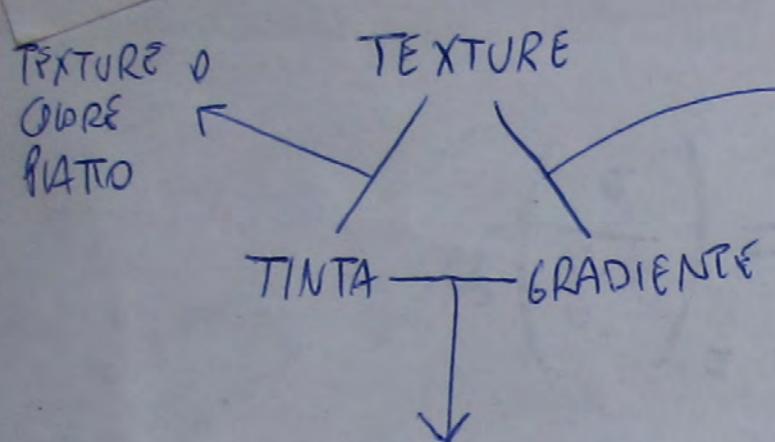
- TIPOLOGIA] LINEARE / RADIALE
- VARIAZIONE DI dimensione moduli
- VARIAZIONE DENSITÀ MODULI] (i) VARIAZIONE GRADUALE
- ORIENTAMENTO MODULO ASIMMETRICO
 - ↳ DISEGNA MODULO

→ AN 60.00

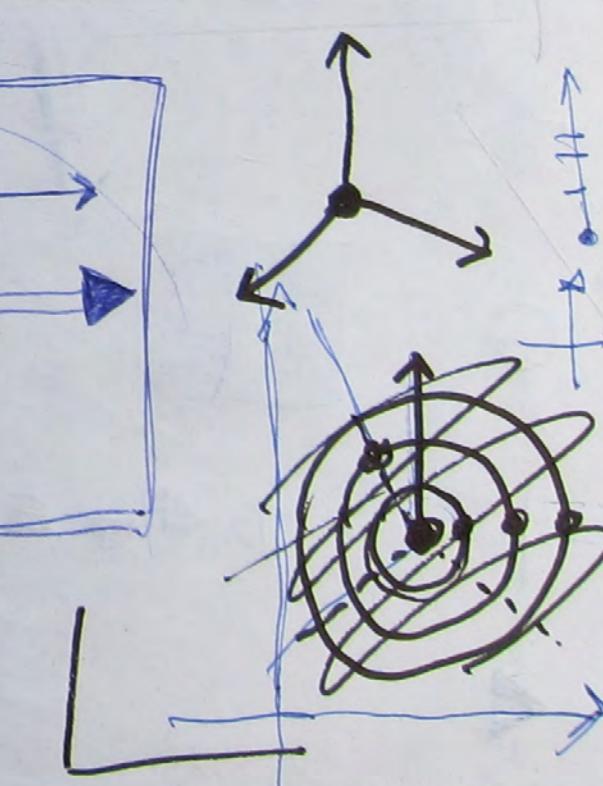
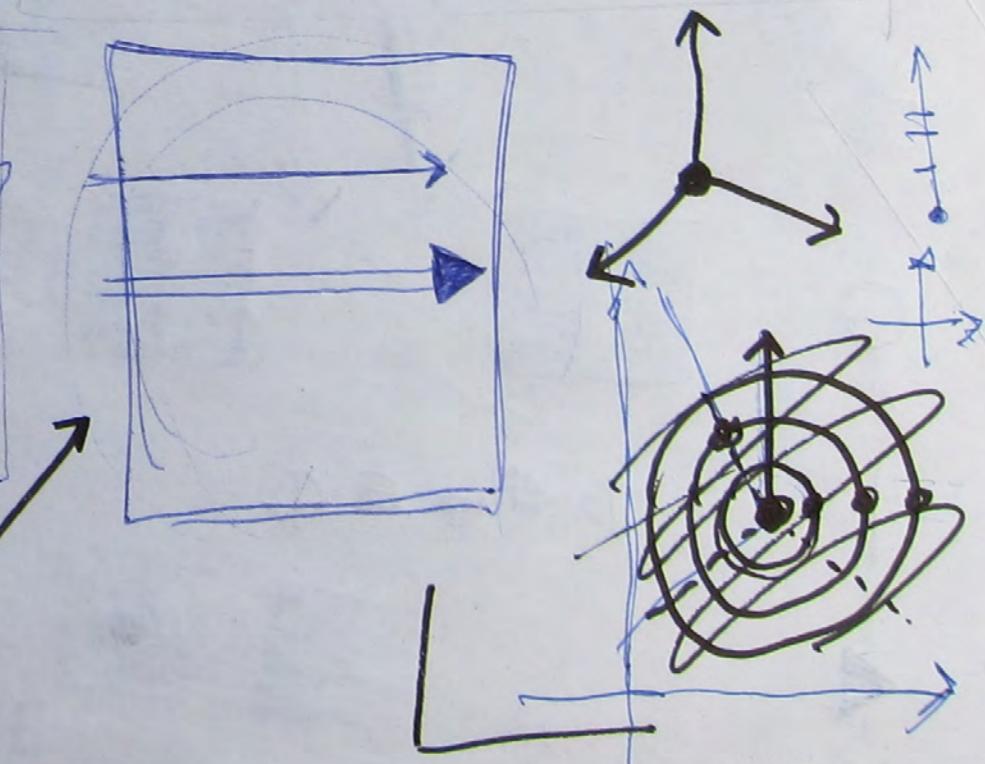
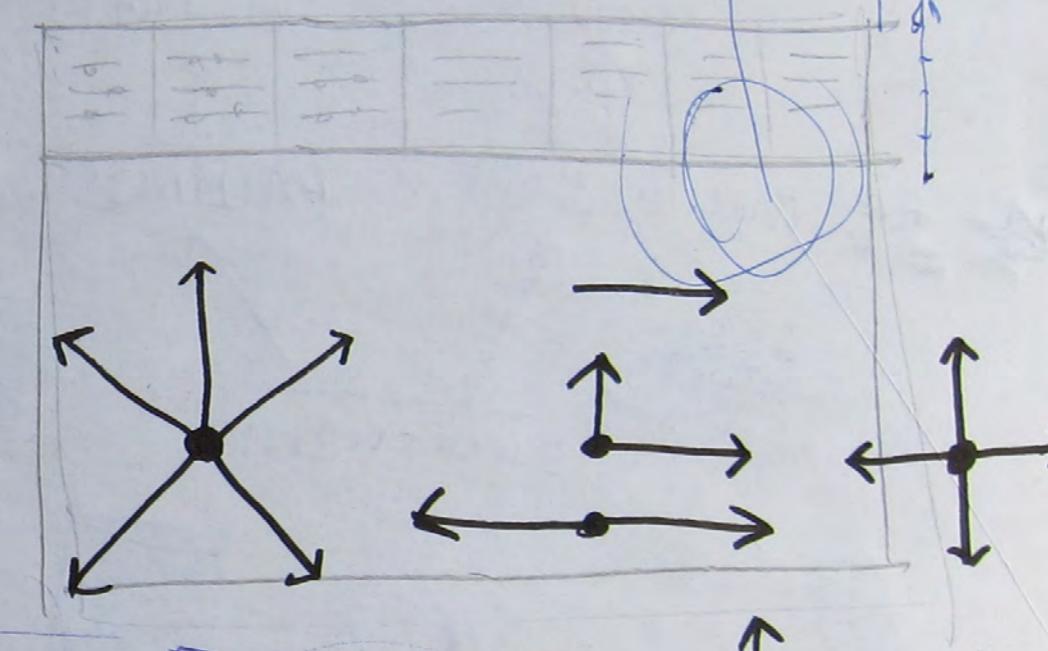
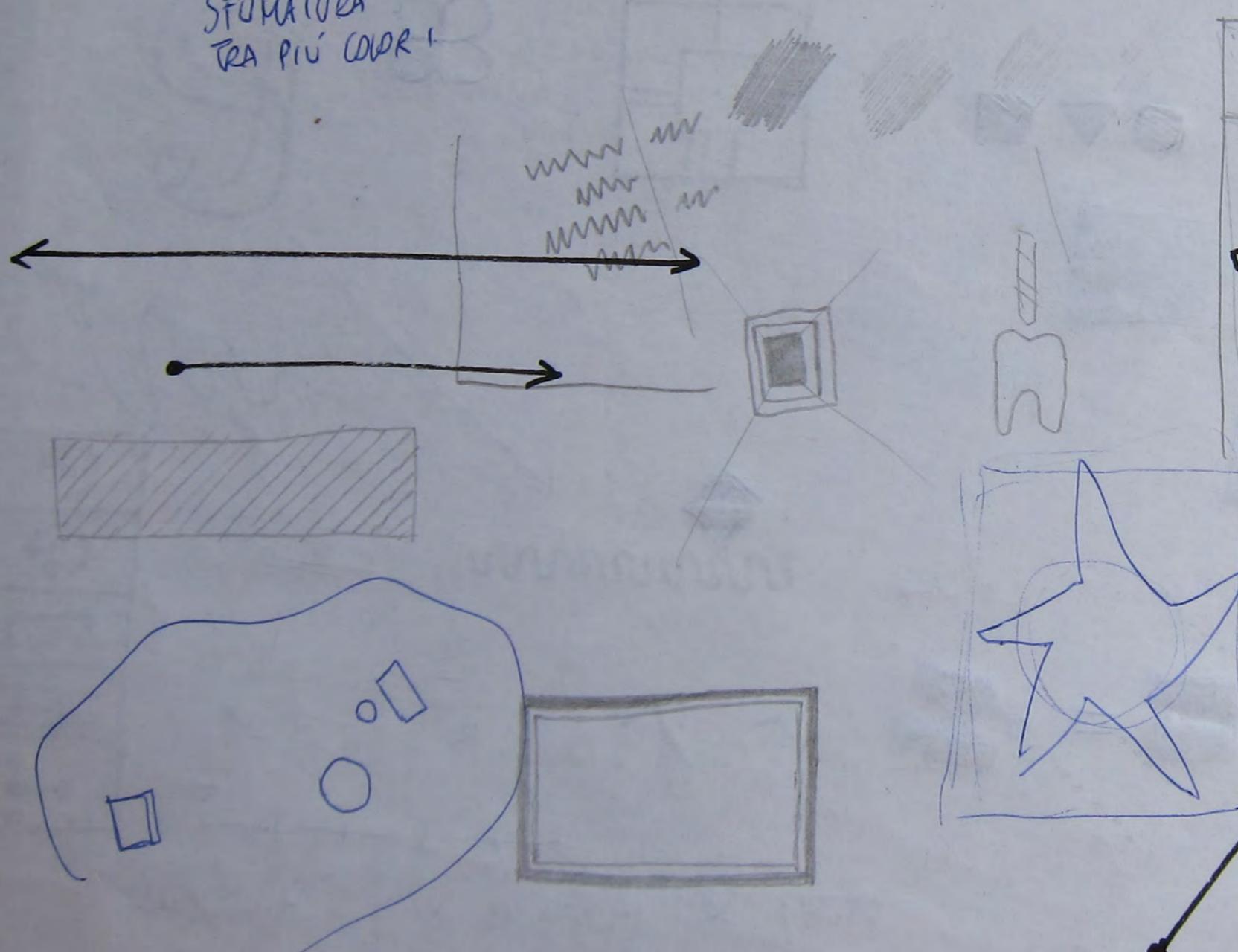
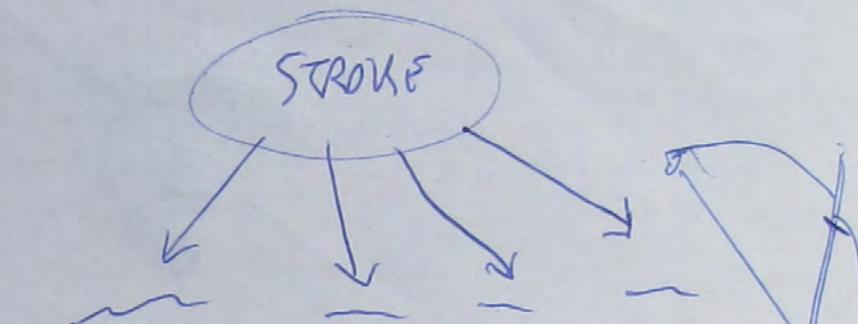
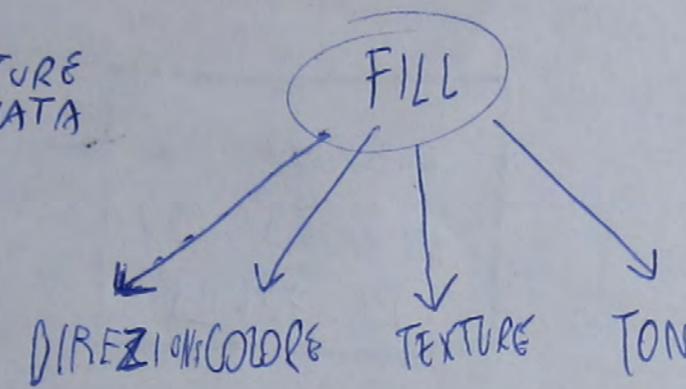
→ PUNTI CARDINALI





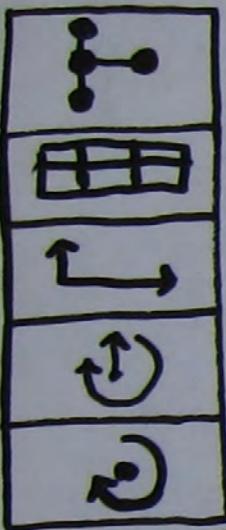


SFUMATURA
TRA PIÙ COLORI



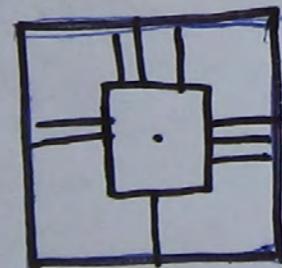
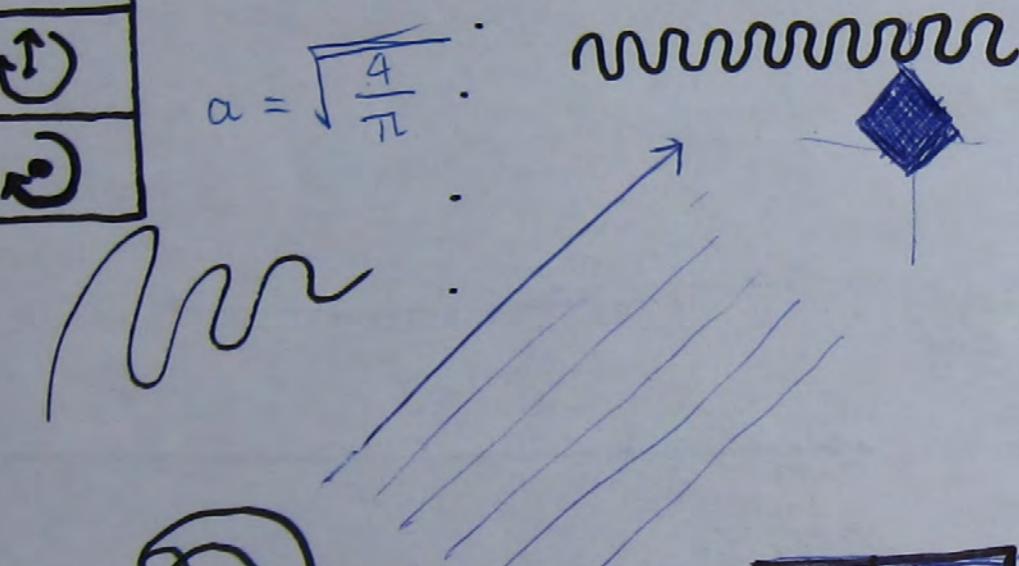
QUADRANTE
OTTANTE

✓ DIREZIONE X VERSO
X DIREZIONE X VERSO



$$\frac{\ell^2 a^2}{4} = \frac{\ell^2}{\pi}$$

$$a = \sqrt{\frac{4}{\pi}}$$



$$\pi \left(\frac{\ell \cdot a}{2} \right)^2 = \ell^2$$

FATTORE DI CONVERSIONE DEL CERCHIO

PIZZACINE

DEFINISCI



OK



DIMENSIONE

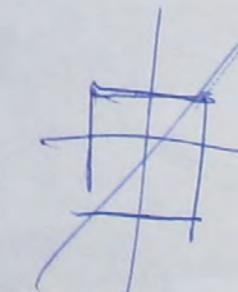
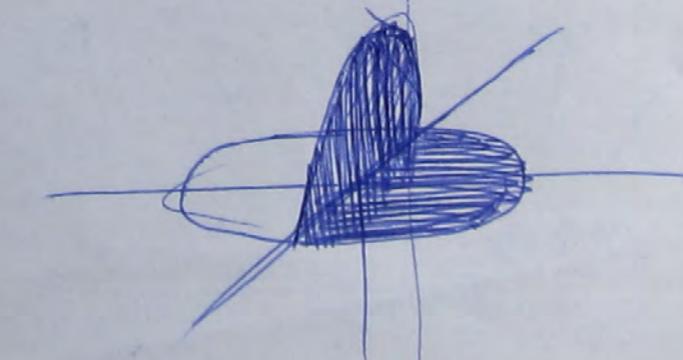


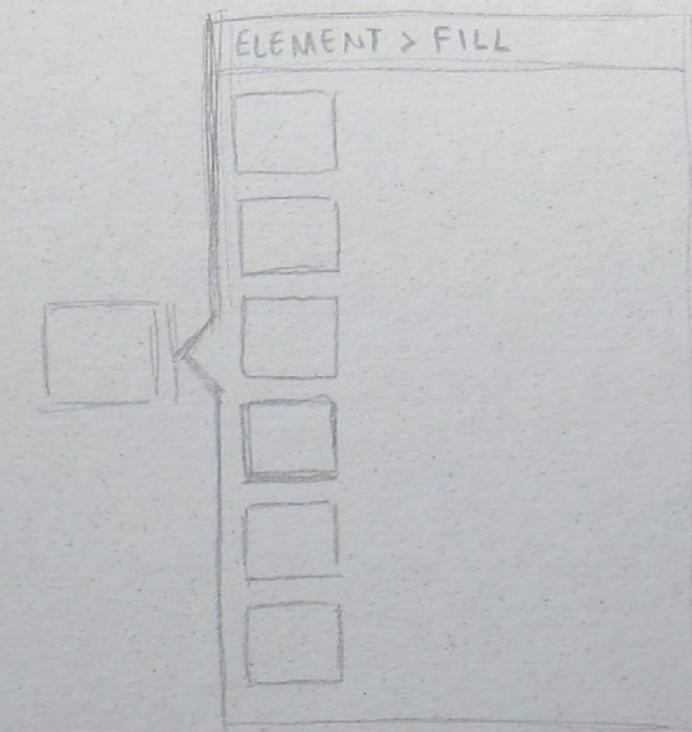
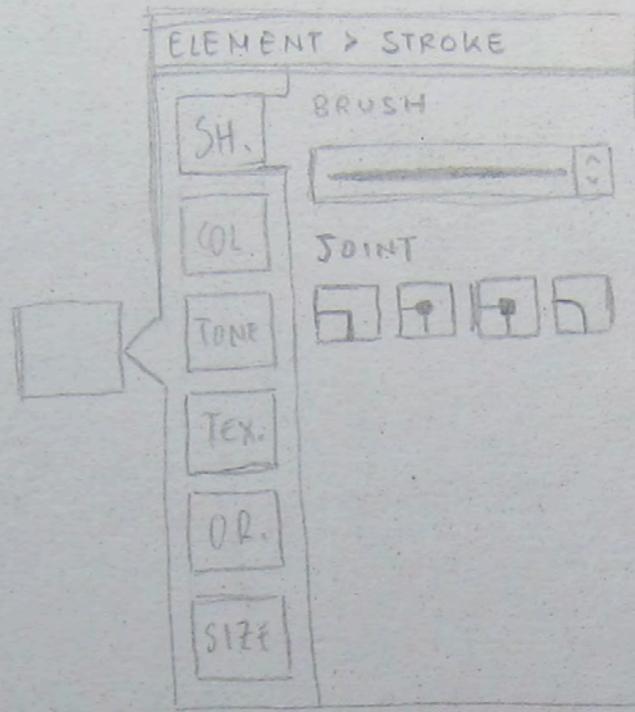
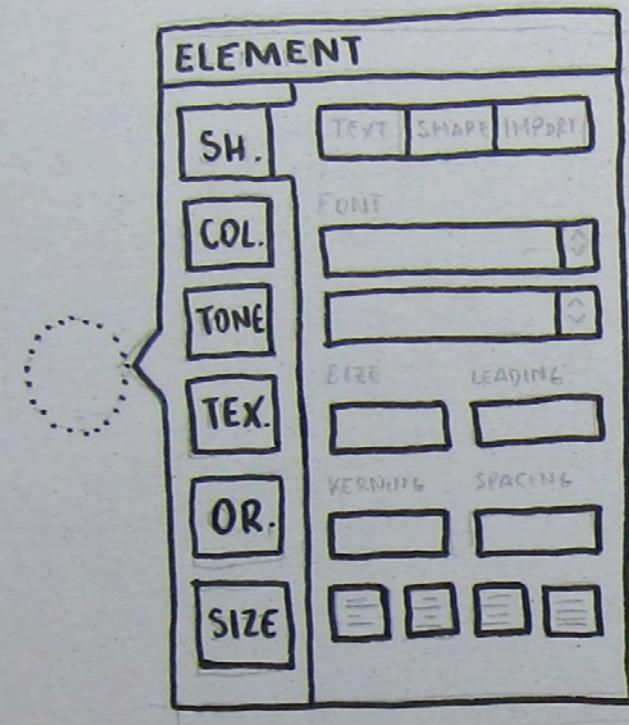
PRIMITIVA

FATTORE DI INCREMENTO PRESTABILITO

NON PRIMITIVA

FATTORE DI INCREMENTO PERSONALIZZABILE





ELEMENT > FILL

STROKE

SHAPE

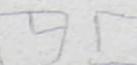
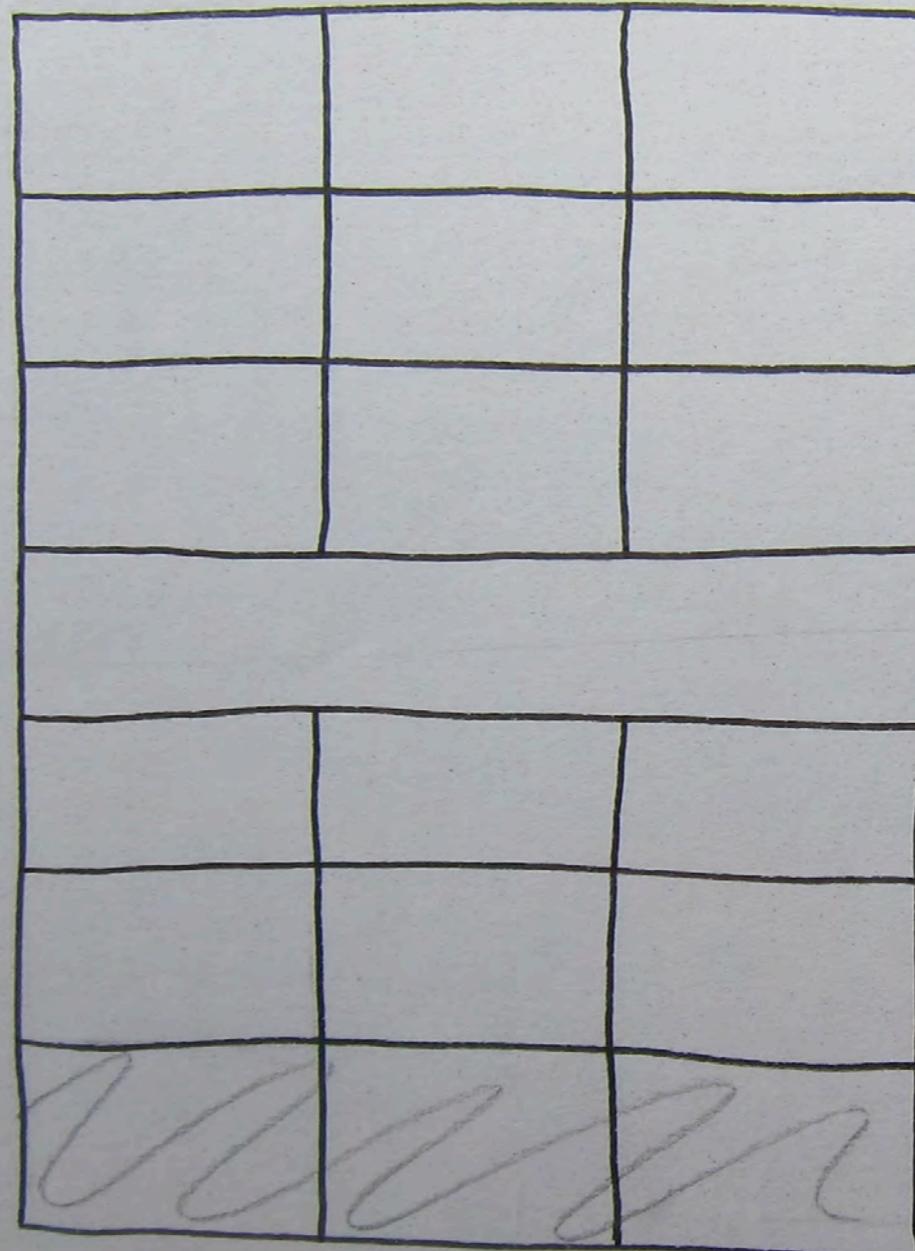
COLOR

TONE

TEXTURE

ORIENTATION

SIZE

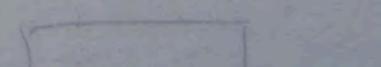
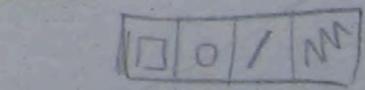
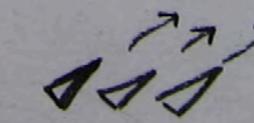
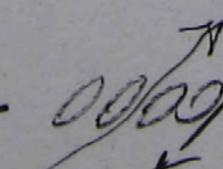
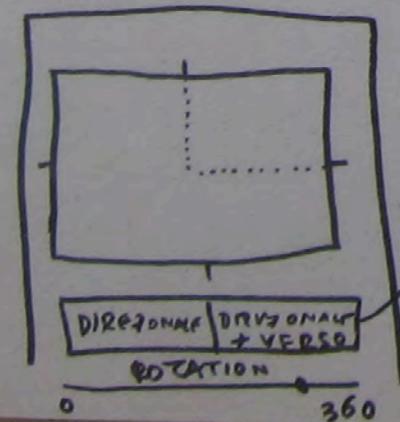
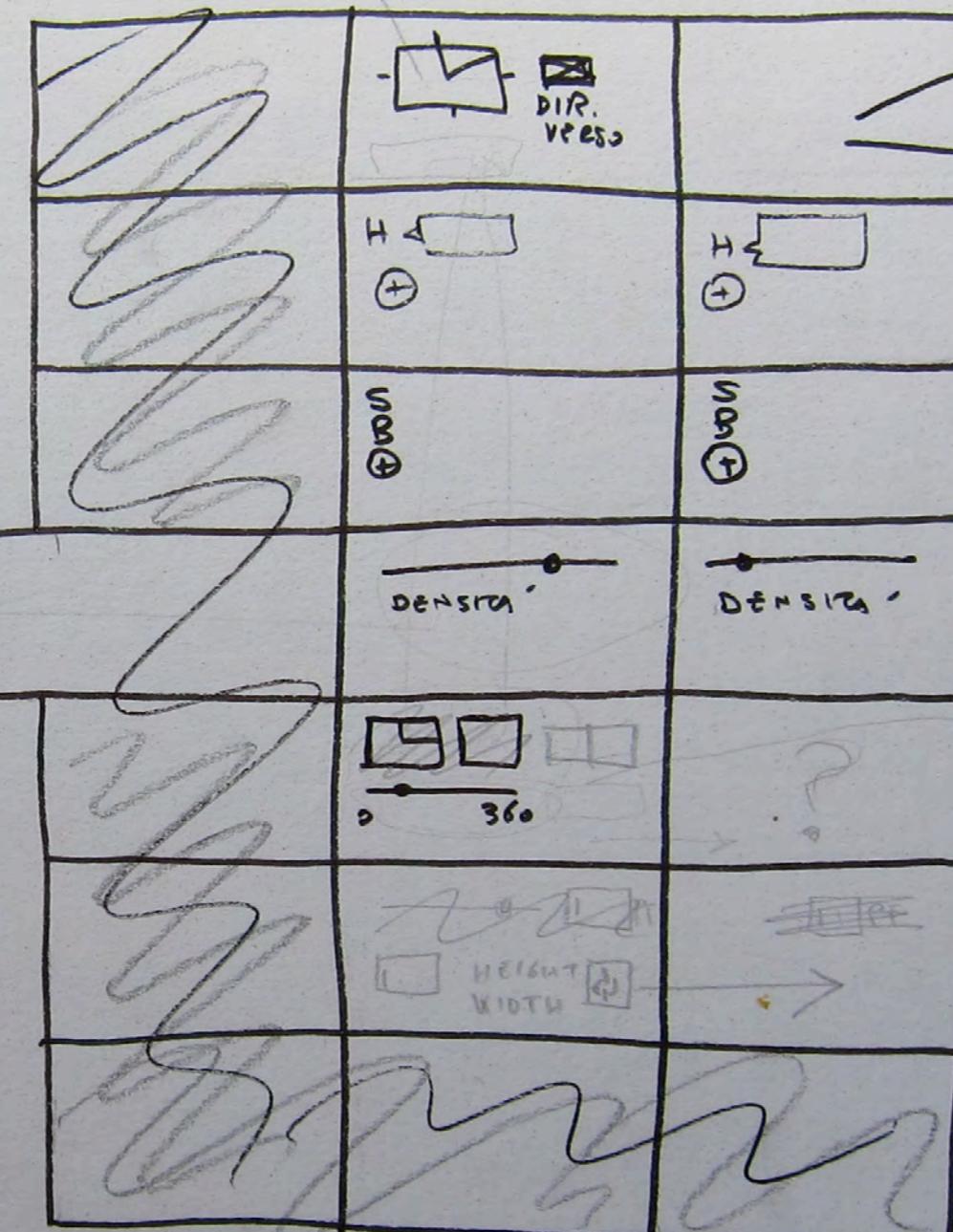


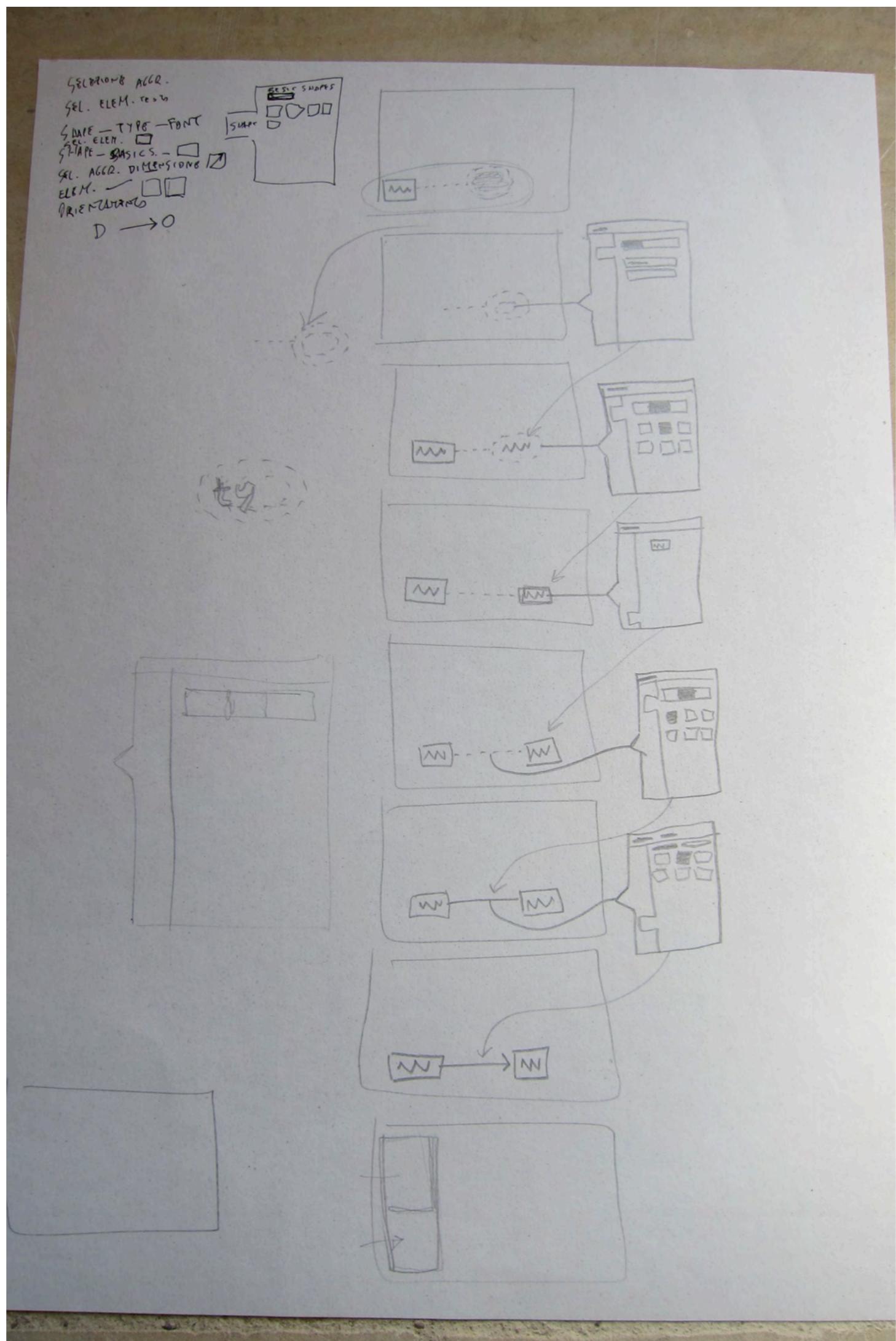
FILL

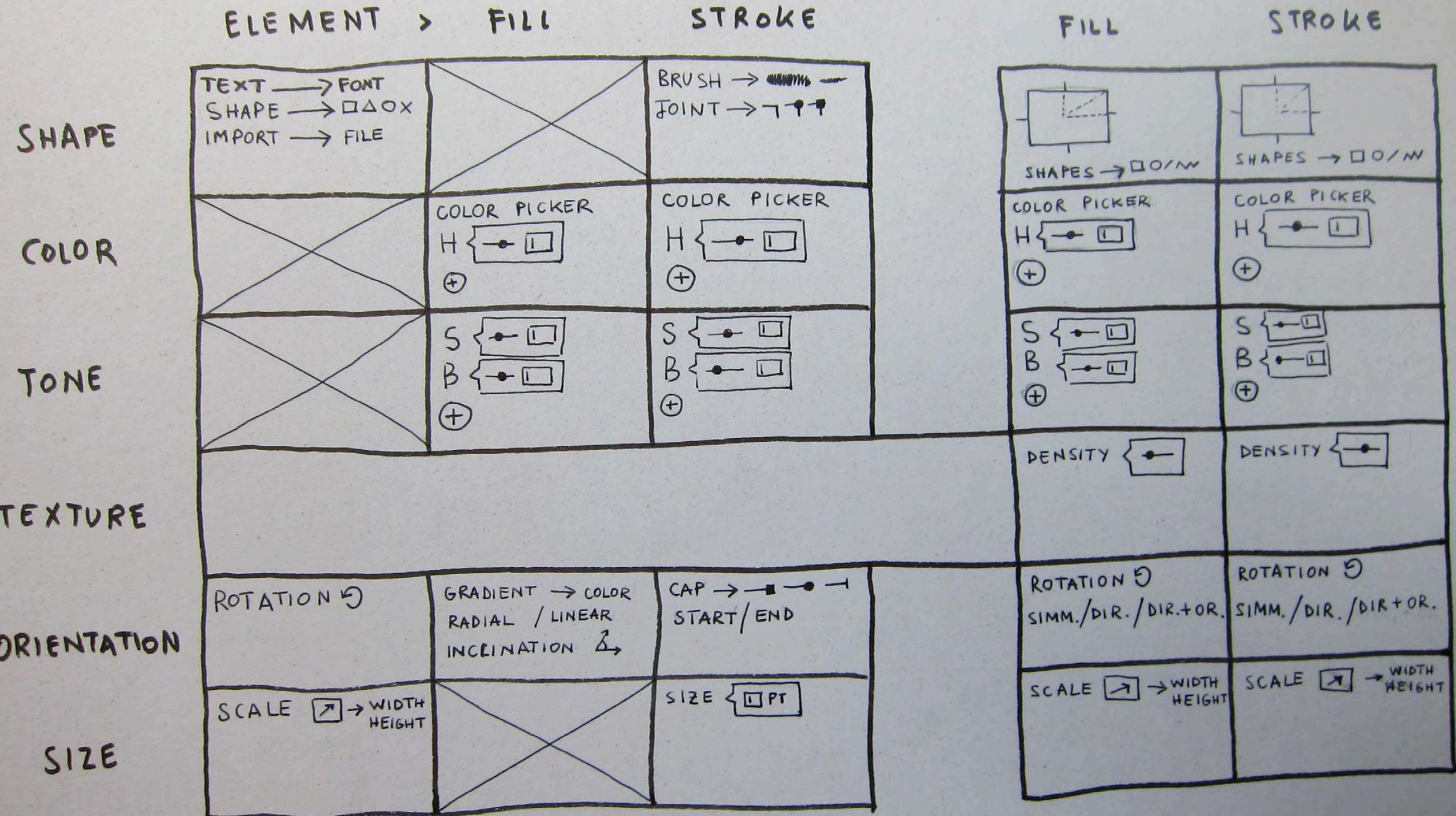
STROKE

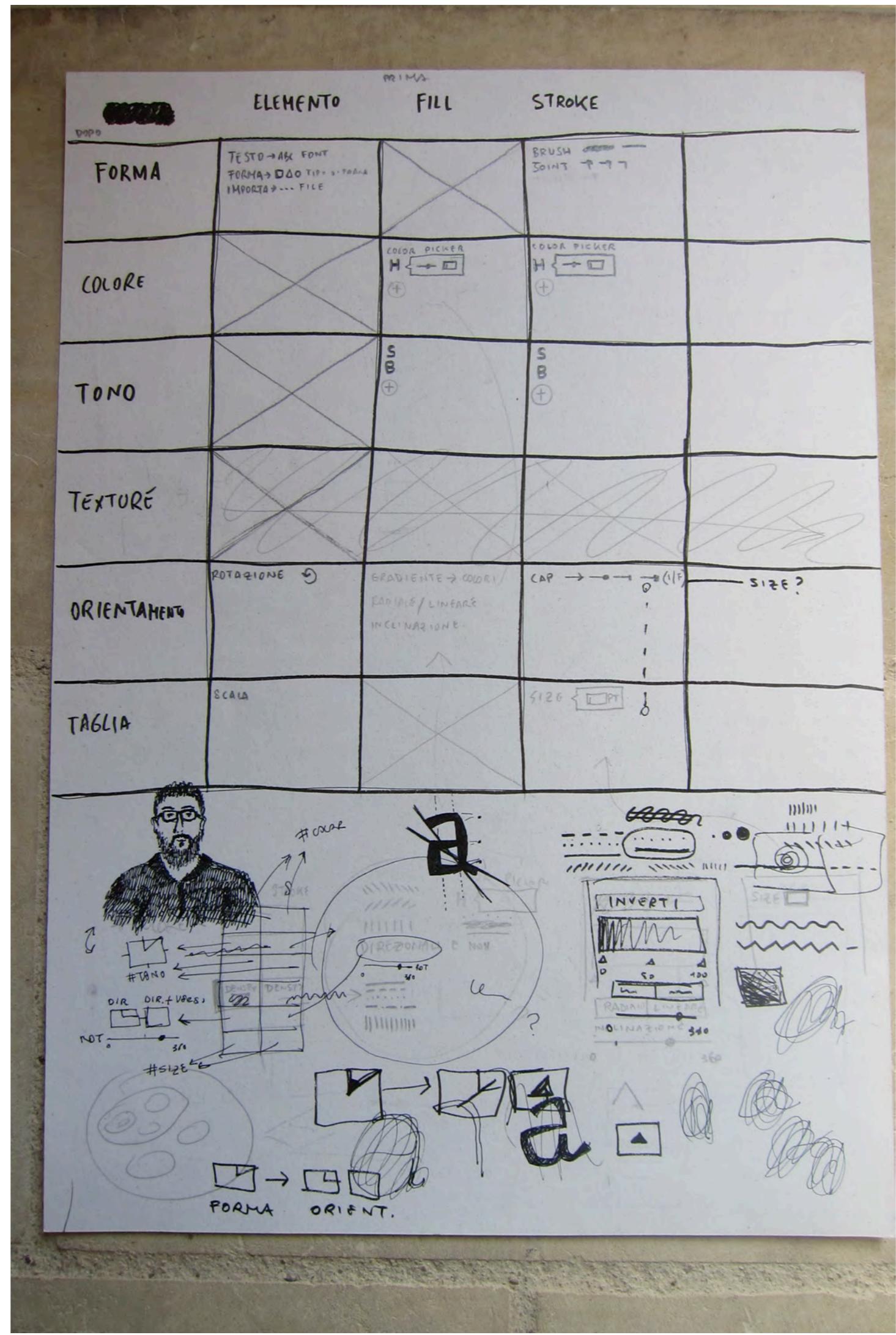
PRESET

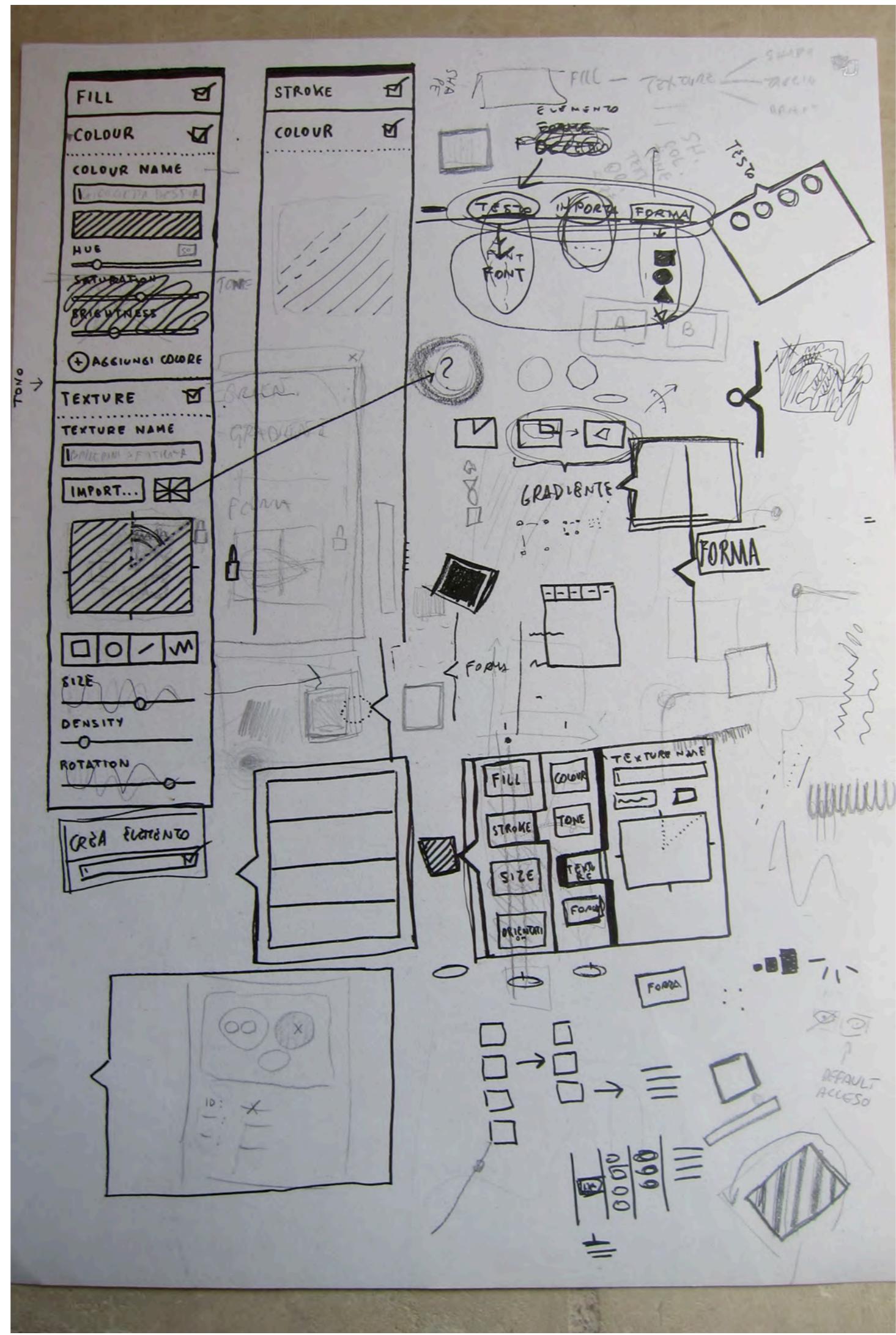
STROCA
DI FILL











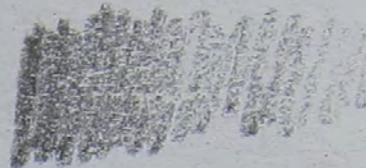
CAMBIARE
ORIENTAMENTO



COLORE

→ SFUMATURA

COLORE



TONO

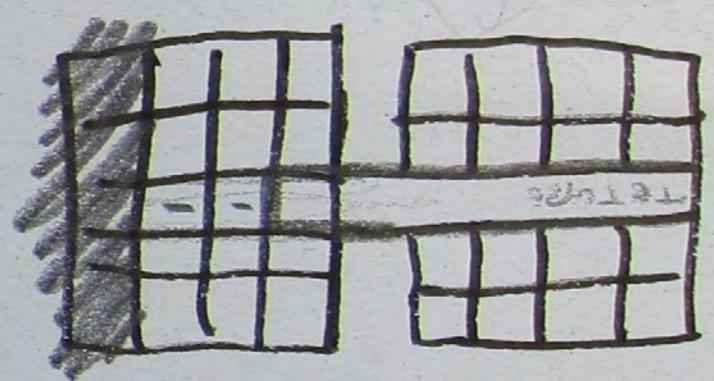
→ SFUMATURA
TEXTURE



TONO

COLORE

→ TABLIA (DENSITÀ)



CREA ELEMENTO → Forma → □

TAGLIA → + LARGHEZZA

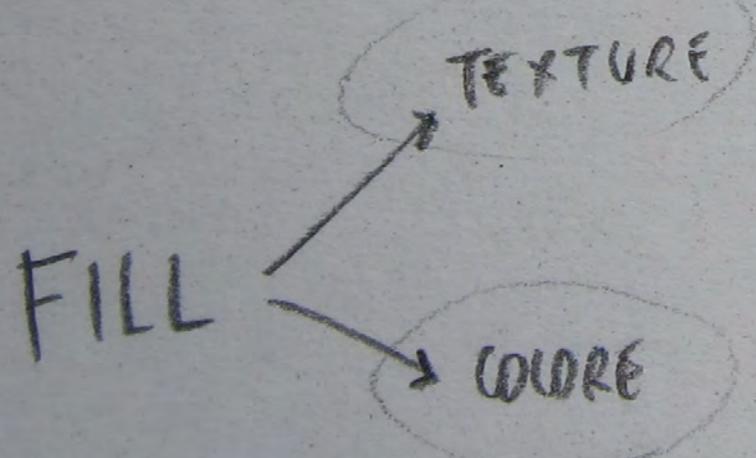
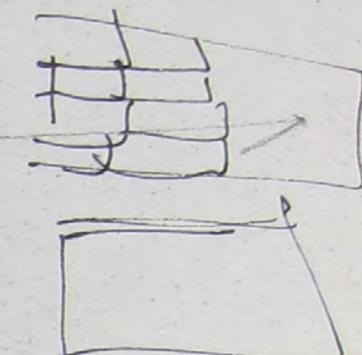
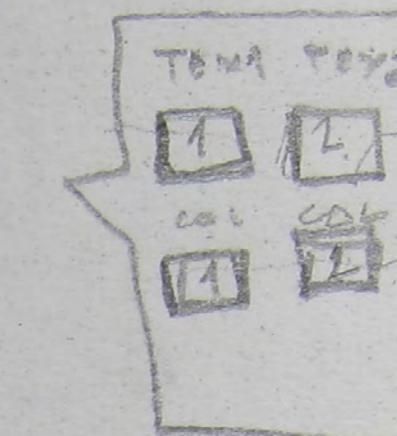
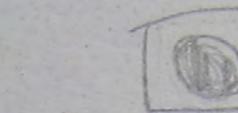
S. FILL

TEXTURE → SELEZIONA
MODULO

ORIENTAMENTO → ADD TEXTURE

TEXTURE: MODIFICO 2° MODULO

ORIENTAMENTO 180°



"COME FA A
CAPIRE SE
PER FILL
INTENDO
COLORE RIPR.
O TEXTURE?"

FORMA

GRANDE

TONO

TEXTURE

SIZE

ORIENT.

FORMA

COLORE

TONO

SIZE

ORIENTAMENTO

DENSITA'

DENSITA'

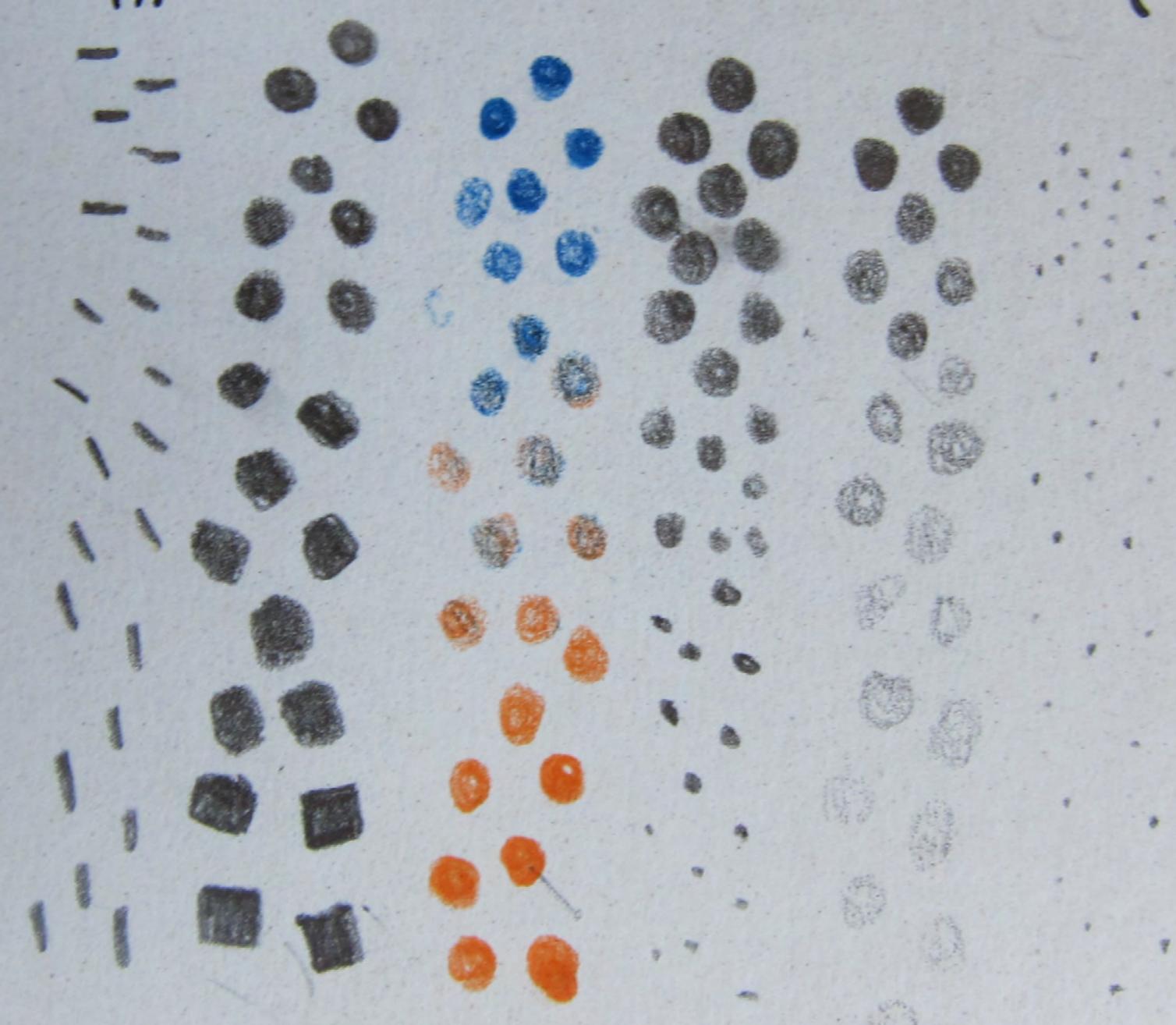
TONO

TAGLIA

COLORE

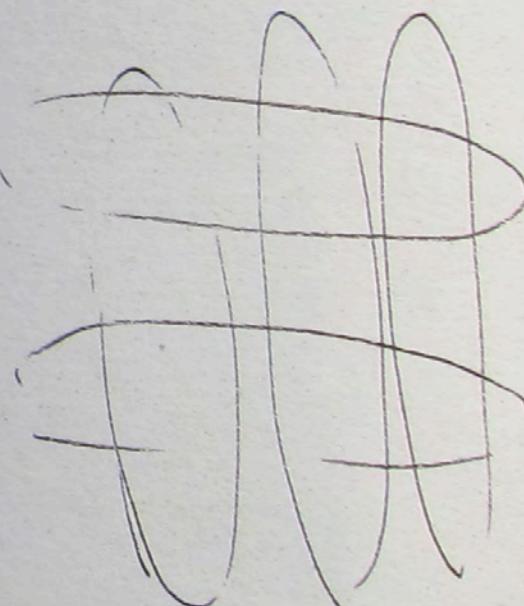
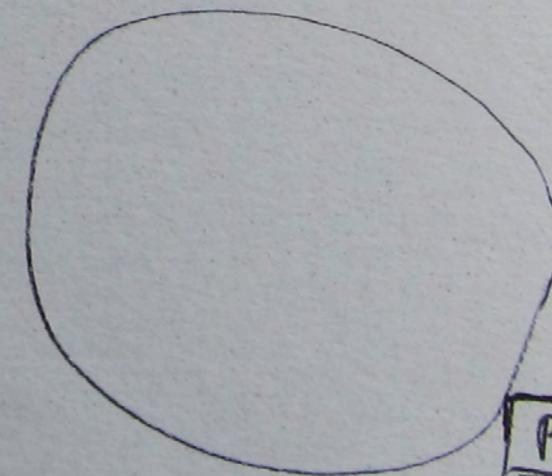
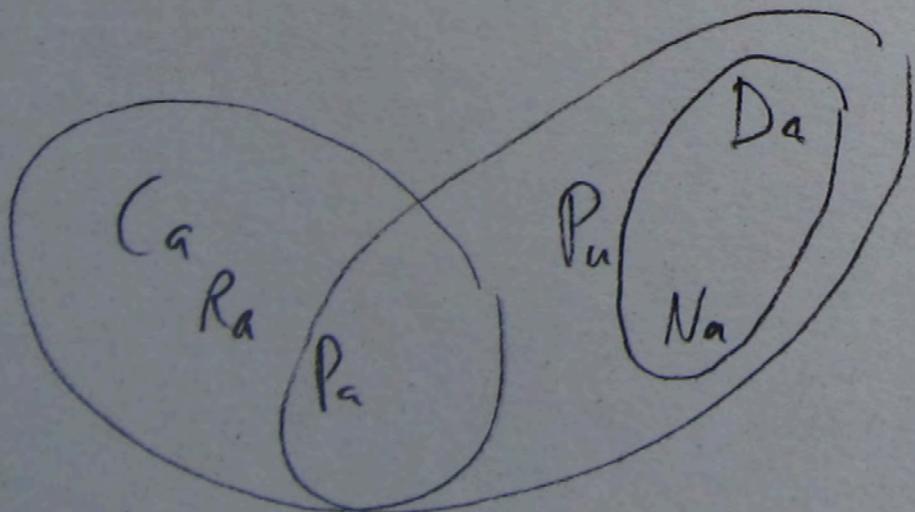
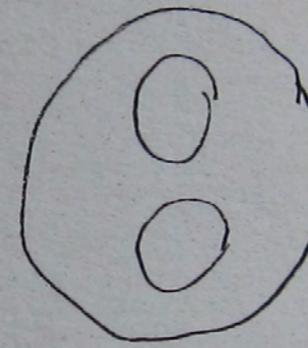
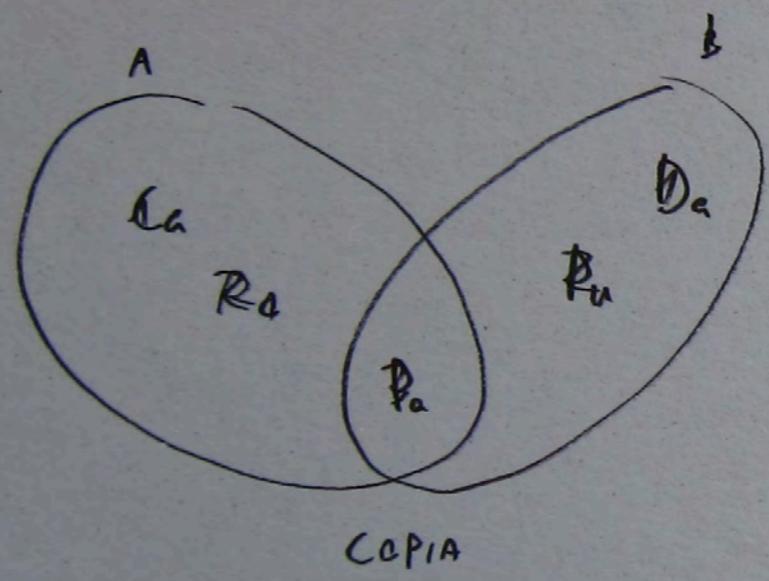
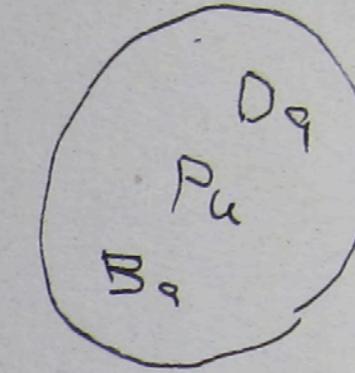
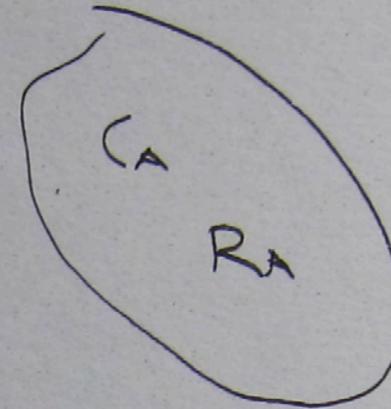
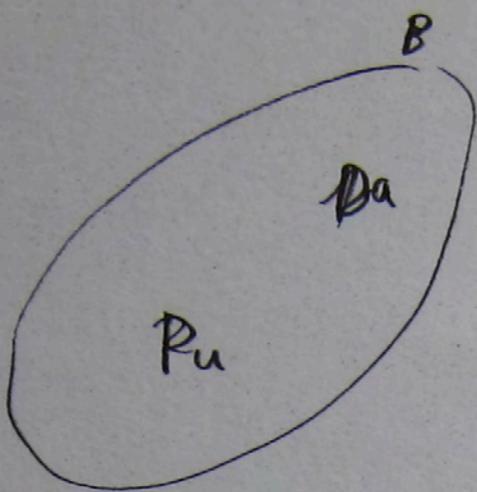
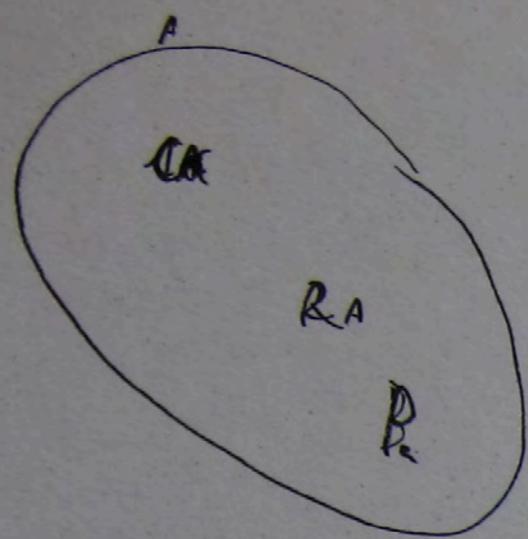
FORMA

DIREZIONE

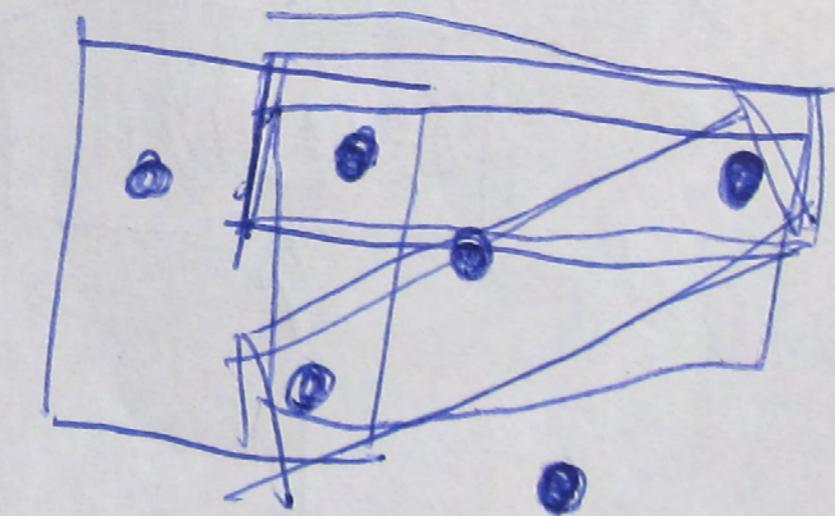
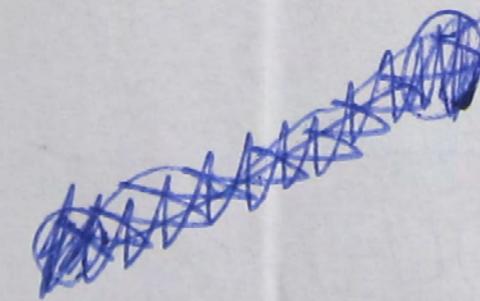
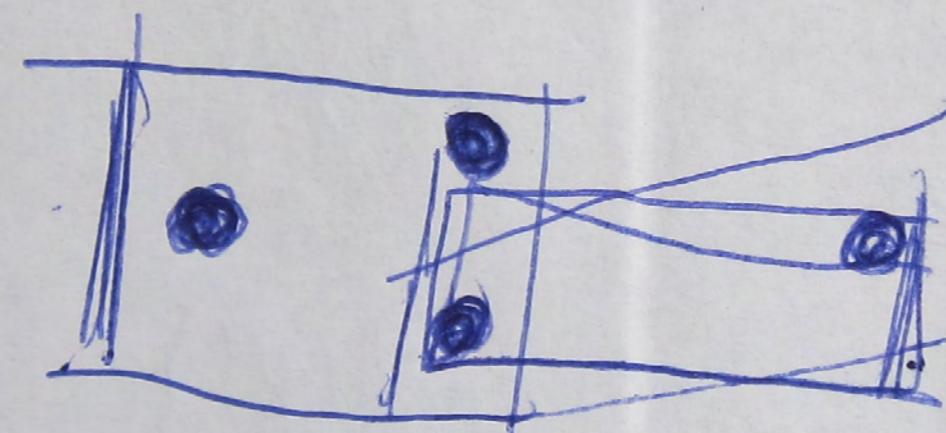
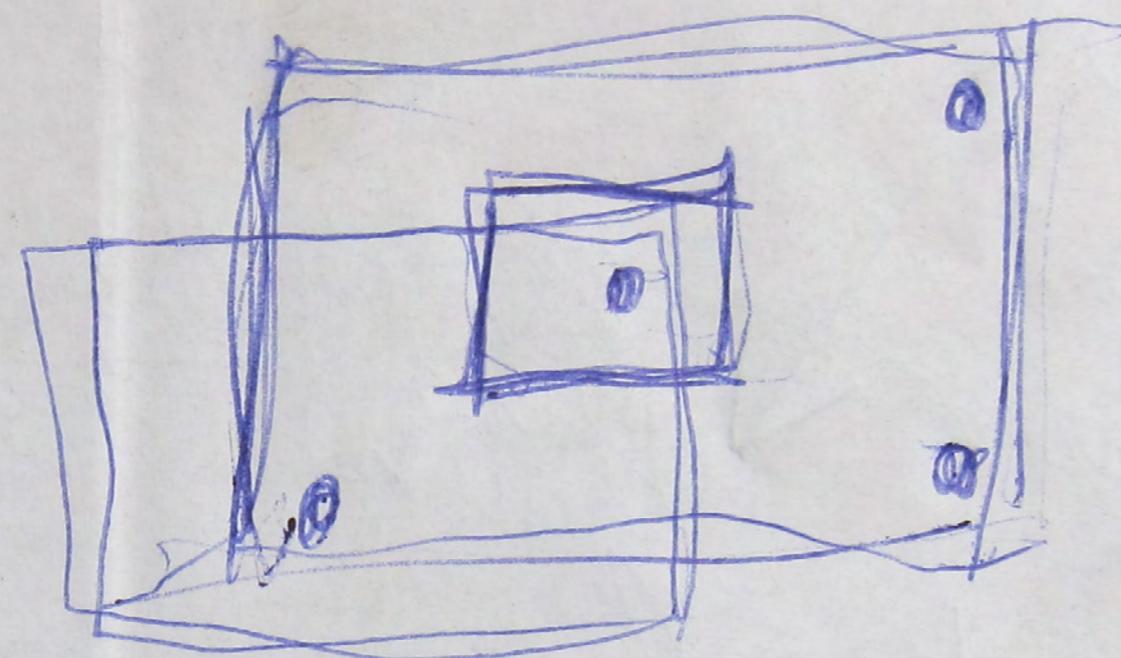


P

VARIABILI
VISIVE



PrcPn.
→ N° el.
VV

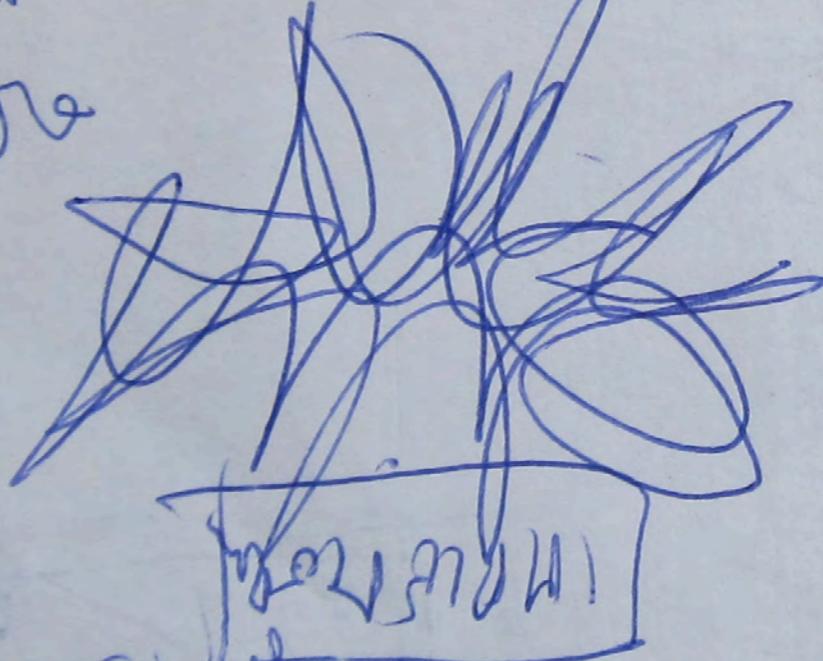


Grimm
Mindestnotizen

descriptiva
(effekte in
causis zu
verfolgen)

descriptio
is
descriptio
descriptio
descriptio

formae



conditio
fusiformis

protection

object
Scopul (zweck)

object
Zweck (zweck)

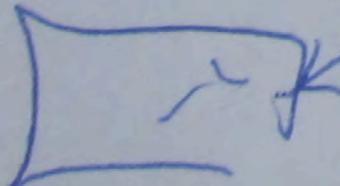
intensiva
(gewisse)
opponente
(gegensteile)

affinitate

periodo

distinzione
entropie
oppositio
mutatio
opponente

solidarität - zonen - mo

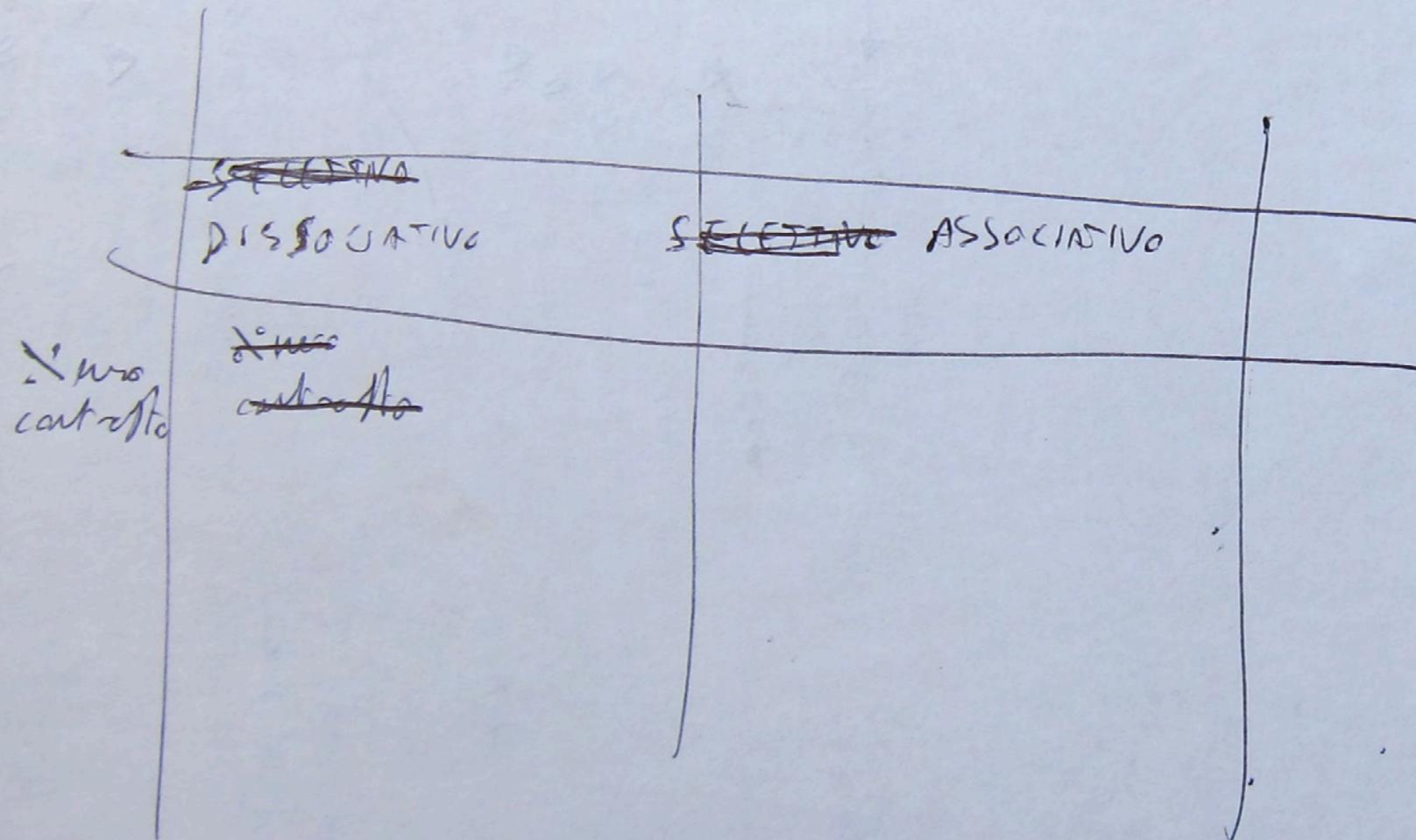


2A) IDENTIFICARE VARIABILI VISIVE (PROPRIETÀ)

12) " GERARCHIA DEI LIVELLI

3) " ARTICOLAZIONE ED ELEMENTI

44) " " SISTEMA DI RIFERIMENTO



G

(2)

- ⊕ Acci/inv 1 STROKE
- ~~definizione STROKE~~
↳ STROKE / NO STROKE

- ④ ↳ COLORE STROKE
 ↳ AGGIUNGERE COLORÉ
 • nuovo colore

↳ TEXTURE STROKE ②

....

→ * per Jacopo:
Copia da Flu ...

⑥ ↳ TONO STROKE

....

↳ FORMA STROKE

- ▷ BRUSH
- NOME BRUSH

▷ POINT

- NOME J... ***

▷ CAP

① NOME ~~STROKE~~ CAP

- TAGNA CAP
- NUOVE CAP

→ TAGNA STROKE (spessore)

- NOME TAGNA

↳ bisogna vedere
le proprietà di taglia.

• definizione TAGNA:

- ↳ AUMENTA/ RIDUCE boundary box
- ↳ (solo aggregato) APPLICA AGGI ELEMENTI
- ↳ (elemt. in aggregato) REGOLA DIM. RECIPROCHE — rispetto al padre.
- ↳ (porre privi hue) DEFINISCI FAMOLE INCREMENTO
 • già indicate (tra gli elementi)
- ↳ (tonue personalizzate) ~~DEFINISCE HUE~~
ASSEGNA TAGNA TRA 3,4,5 SWITCH

FAVOLA

NARRAZIONE

INTRO > IL LUPO È IN CIMA A UNA COLINA E GUARDA GIÙ
E VEDÈ L'AGNELLO CHE BEVE

SVOLGIMENTO

SEQ 1 non risponde

MORALE

FUNZIONI ELEMENTO / AGGREGATO

1

~~modifica proprietà ...~~
~~Elegi auto di default)~~
~~usando questo menu~~
~~numero di serie~~

F editor
paralleli
→ F proprietà

CREA ELEMENTO (nastro di default)
non denotato

- aggregato di appartenenza
 - livello gerarchico nell' aggregato di app.
 - importa immagine

- definisci FILE (ce o no ce il file?) il grado è in DIREZIONE
• file / no file
• colore ➔ ~~color base~~ (H) e non in COLORE
And remasta - ~~un po' più facile~~

alcune proprietà
dell'elemento
potranno essere
definite in altri
momenti. p.e.
?) il grado delle
e in DIREZIONE
e non in COLORE

~~aggiungere~~ + aggiungi odore (SI ATTIVA SOLO SE HOO GIA' ATTRIBUITO UN GRADIENTE
NOME COLORE

Lo texture 1D NAME TEXTURE (possible integrate randomly texture)

10

~~DEFINICIÓN DE DENSIDAD (AEROSOL)~~

AGGIUNGI MODULO (possibilità di integrare)

► DEFINIZIONE DENSITÀ (ripetizione dei moduli)

► IMPORTA TEXTURE DA FILE ESTERNO (immagini, settori...)

100

► AGGIUNGI SATURAZIONE

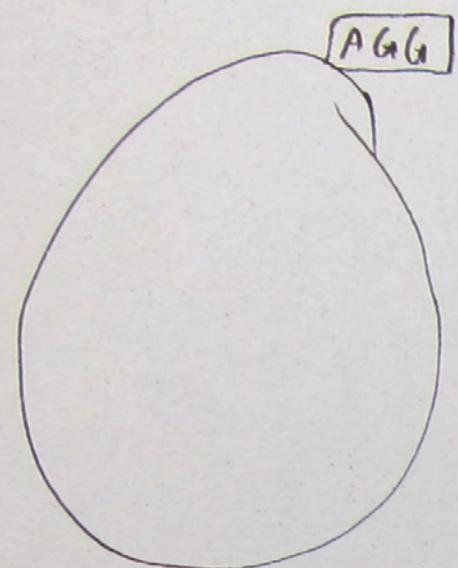
• nuova saturazione

► AGGIUNGI LUMINOSITÀ
• nome luminosità

5

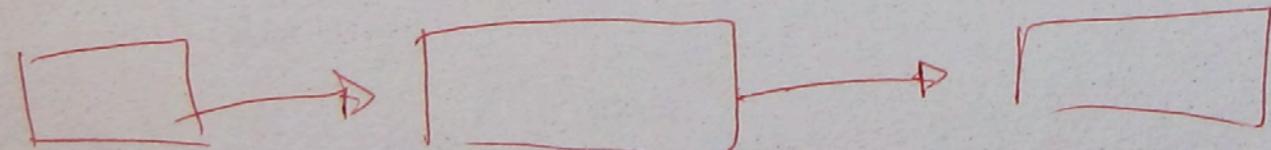
B

1/5

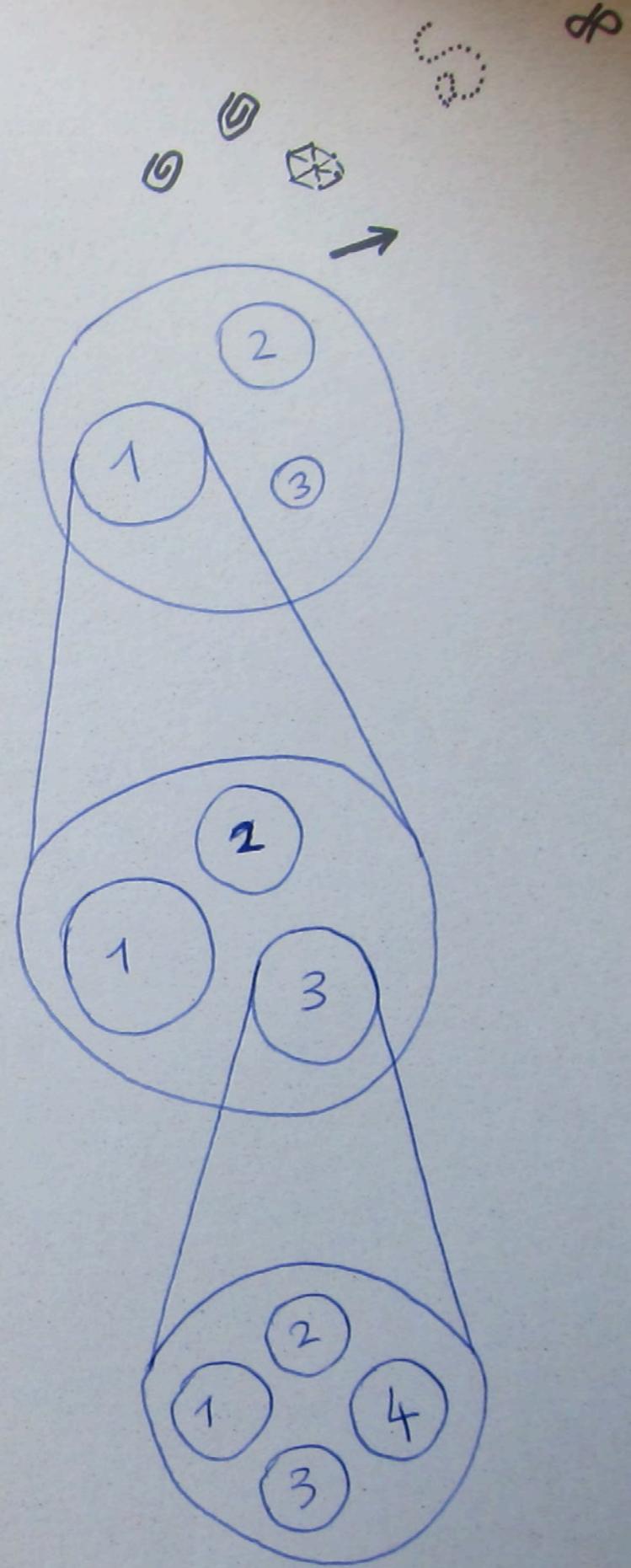


ELE

Desuade | Deslicetare | Arggetto

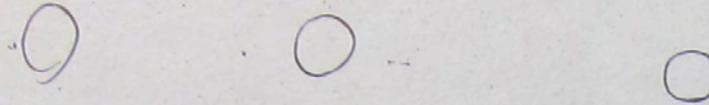


m m m

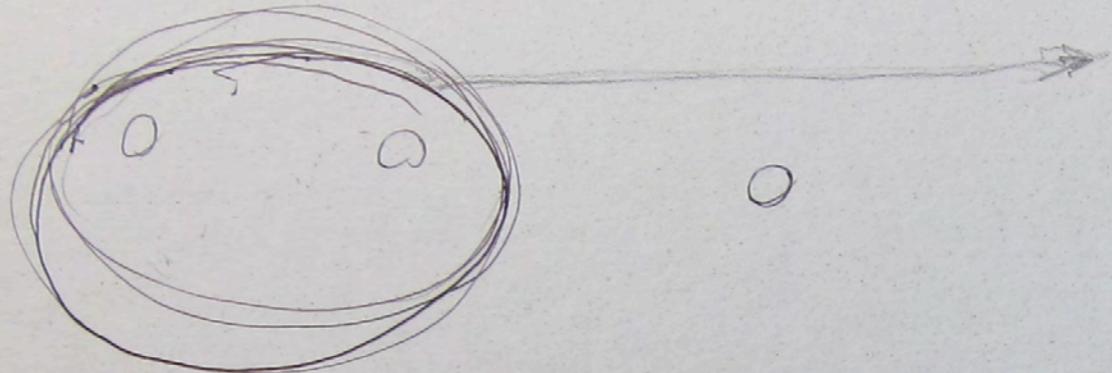


kiss

1)

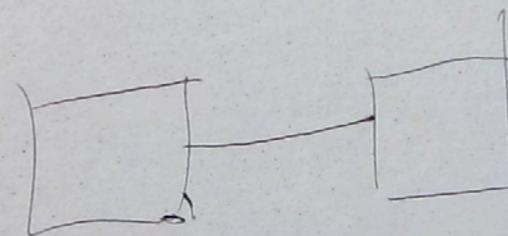


2)



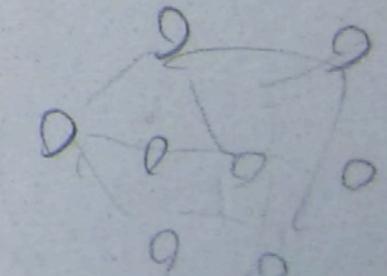
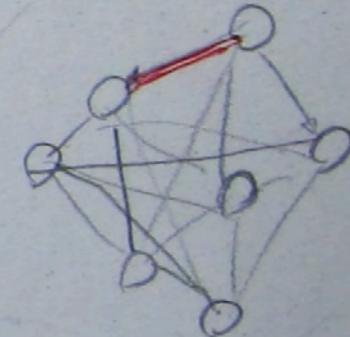
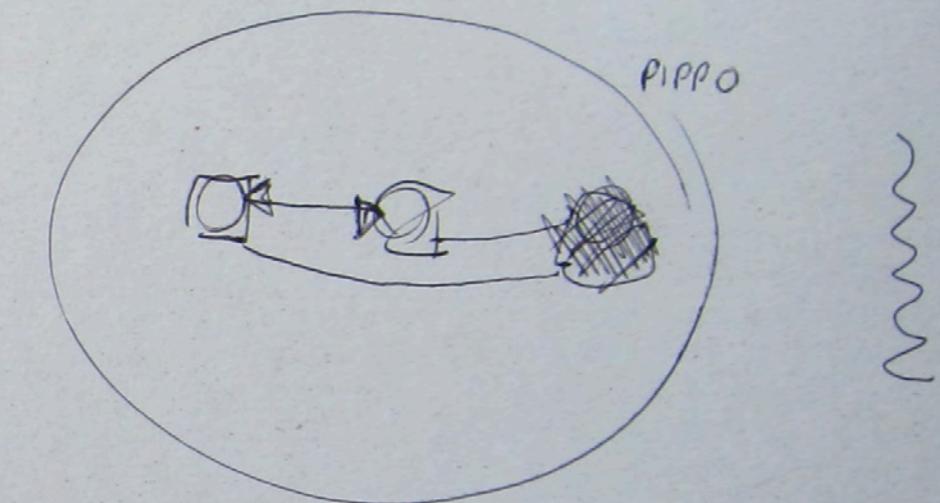
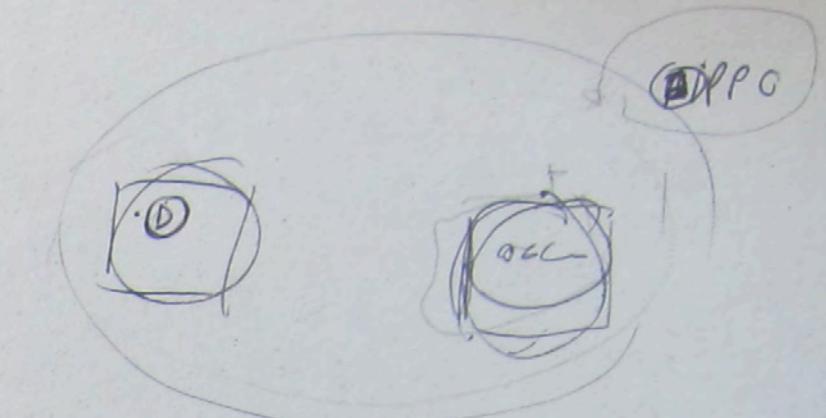
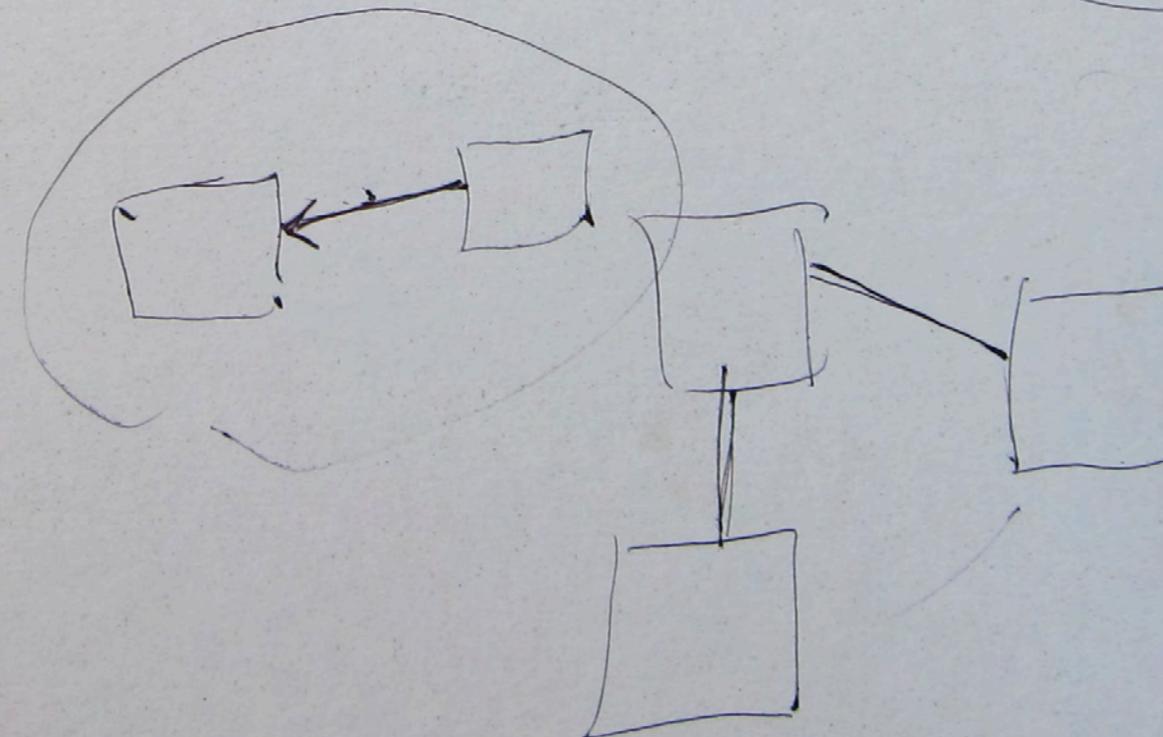
3)

CHE RELAZIONE C'E?
COORDINATI DIREZIONALI
O O O → O



4)

CHE TIPO DI "RELAZIONE"?
NESSUNA PRECIA LINEA
O O



FUNZIONALITÀ

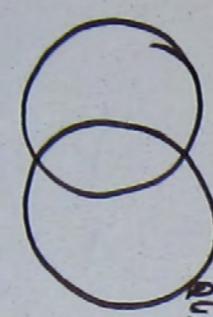
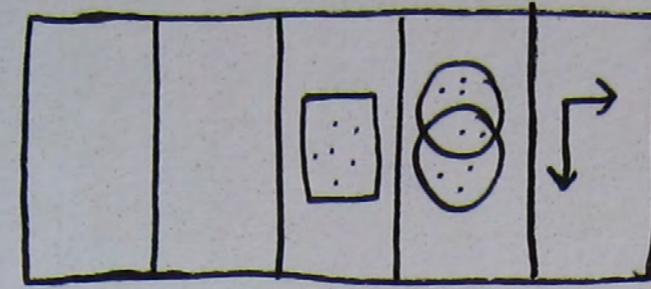
AGGREGATO

- AGGIUNGE ELEMENTO
- NOMINA ELEMENTO
- ~~ELIMINA ELEMENTO~~
- ~~SPosta ELEMENTO~~
- PONI ELEMENTO IN UN AGGREGATO
- SPOSTA ELEMENTO
- ELIMINA ELEMENTO

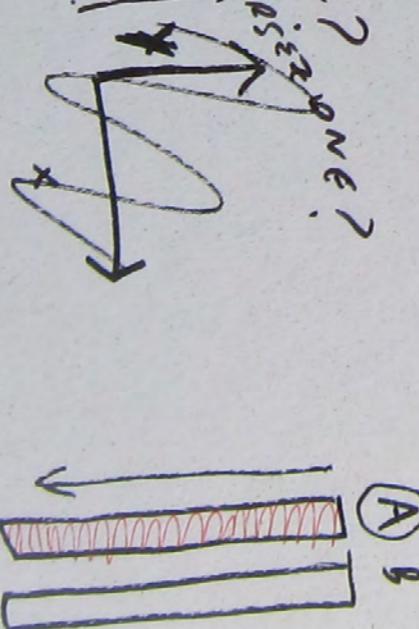
CREA AGGREGATO

GERARCHIA

SISTEMA DI RIFERIMENTO



QUANTE AREE?
QUANTE DISTANZE?
QUANTI PUNTI DI INTERSEZIONE?



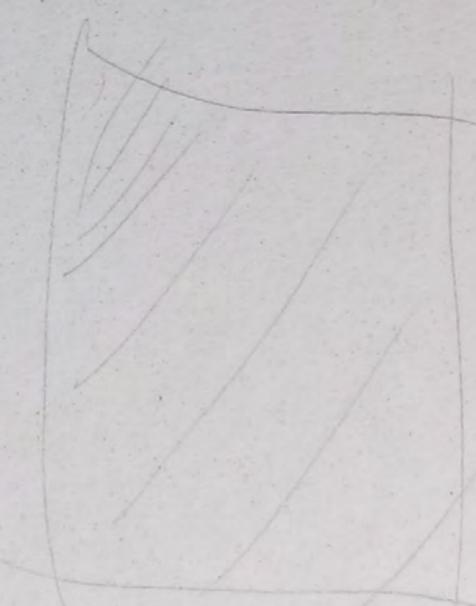
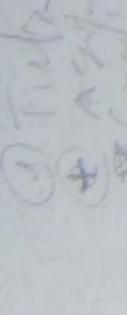
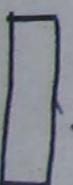
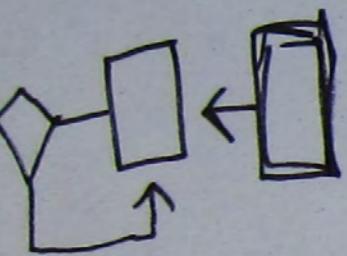
QUANTI ASSI?
IN QUALI DIREZIONI?

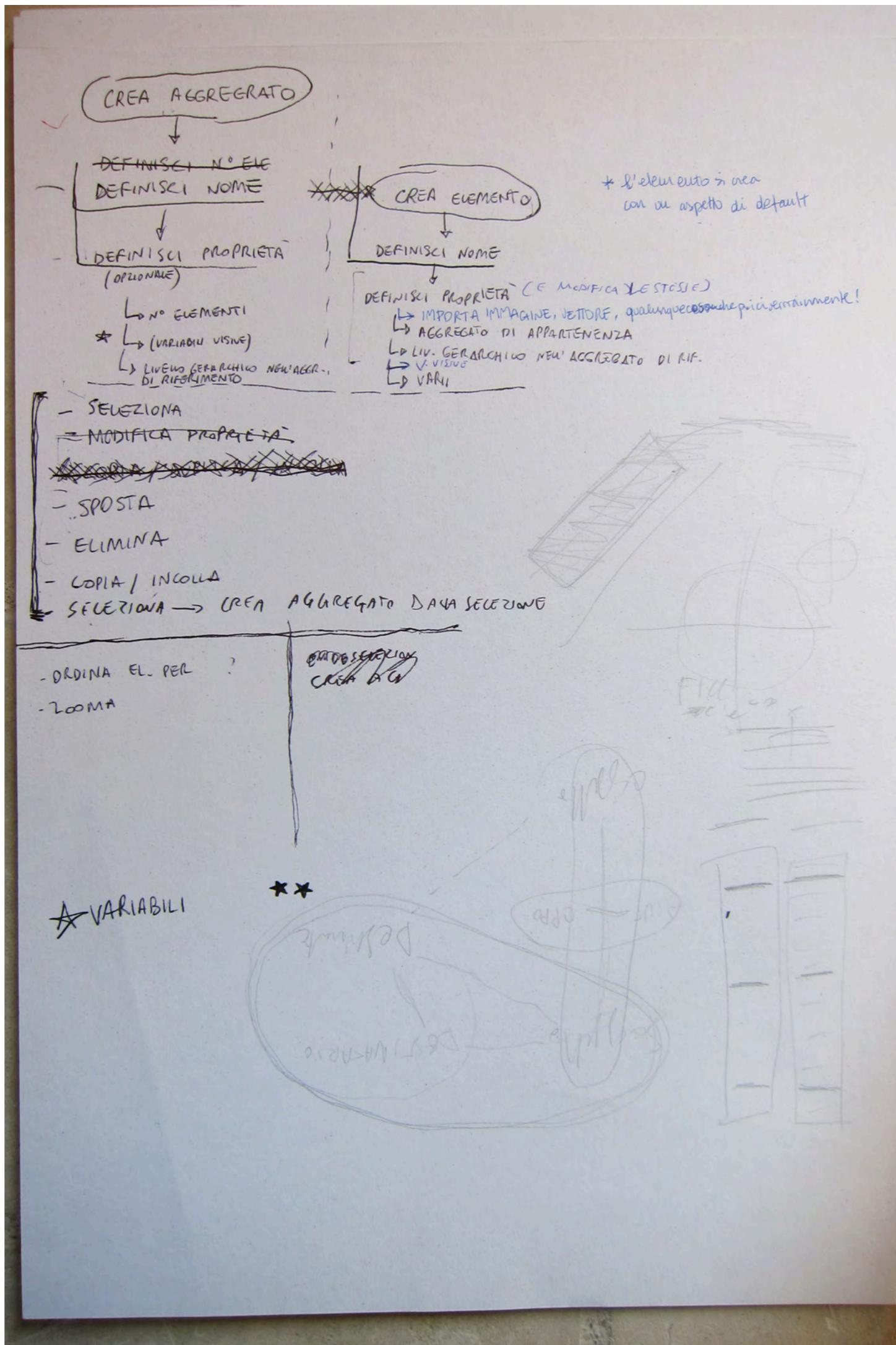
DISTANZE DAL CENTRO?

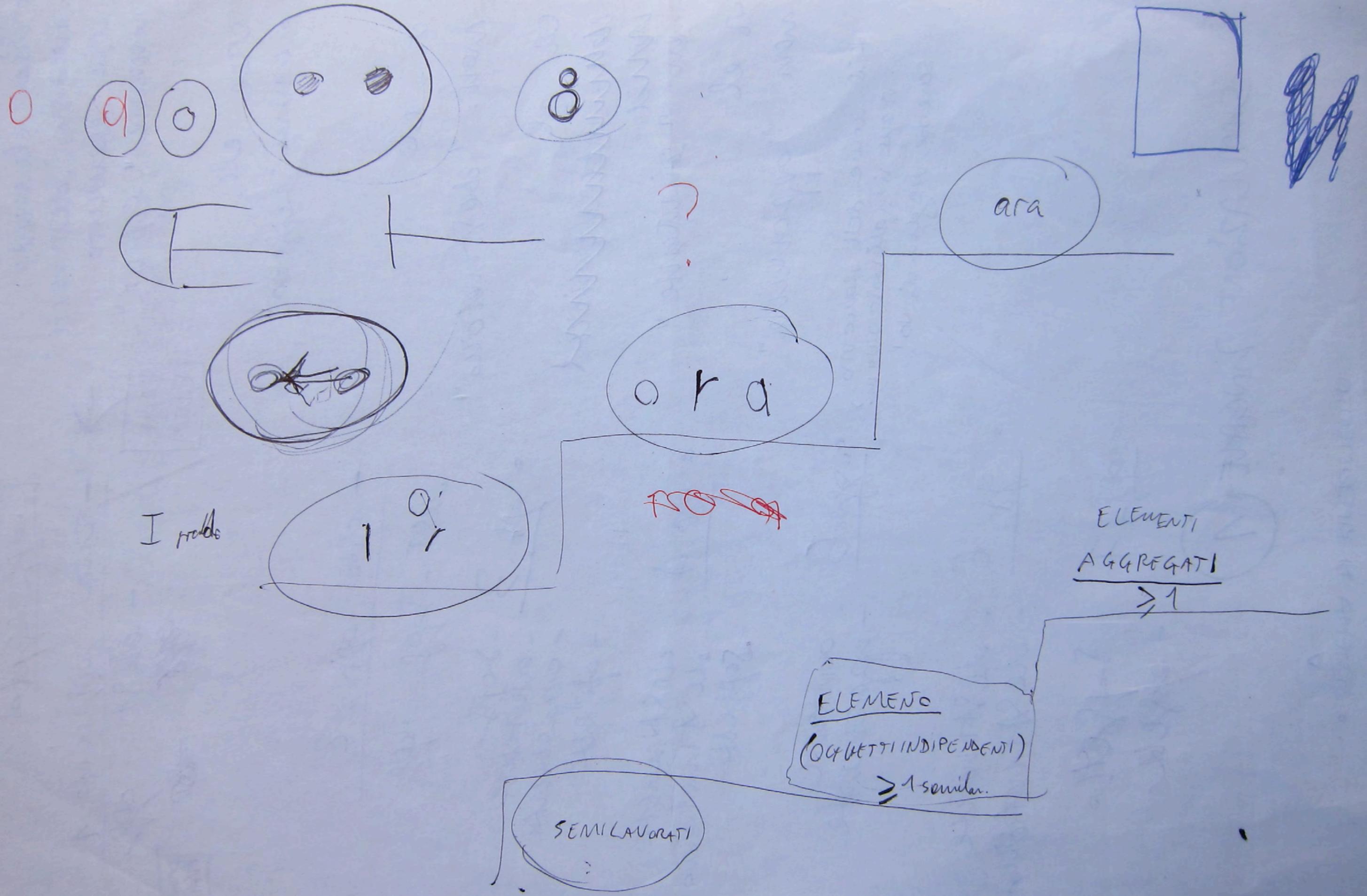
UNITÀ PER DISTANZE?

INTERVALLO UNITÀ?

NUMERO NODI?
COLLEGAMENTI?
TIPI DI NODI?







crea

- crea elementi
- nomine "destinante"
- crea elemento
- nomine "oggetto"

- crea ele.
- nomine "L'oggetto"

- or. el
- nom. "destinatario"
- or. el
- destinatario
barre
- nom. "intendente"
- or. el.
- nom. "opponente"

* il nome dell'elemento
viene rimaneggiato subito?
sarebbe meglio di No!

L'oggetto

- crea aggregati 1
- dest - off

ITEM

AGG

- crea off. 2

dest - Soff - off

- off. 3 - Soff
- intende
- oppone
- oggetto

- off. 4 - destinante
- destinatario
- Soggetto

- off. 5 - intende
- oppone

- off. 6 - destinante
- destinatario

- off. 7 - Soggetto
- oggetto

SIMULAZIONE ZINGATE ①

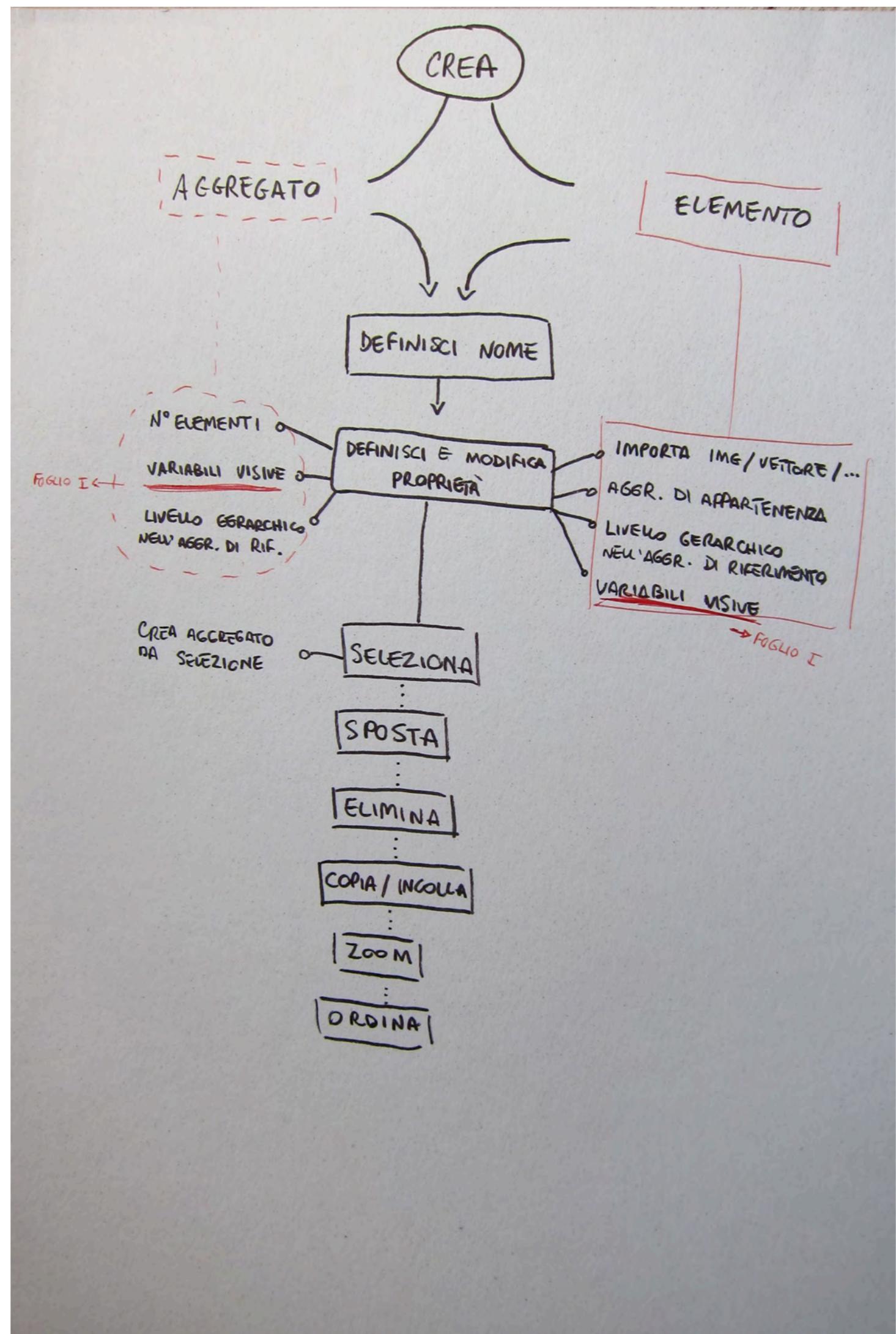
• SISTEMA DI PREFERENZE ▲

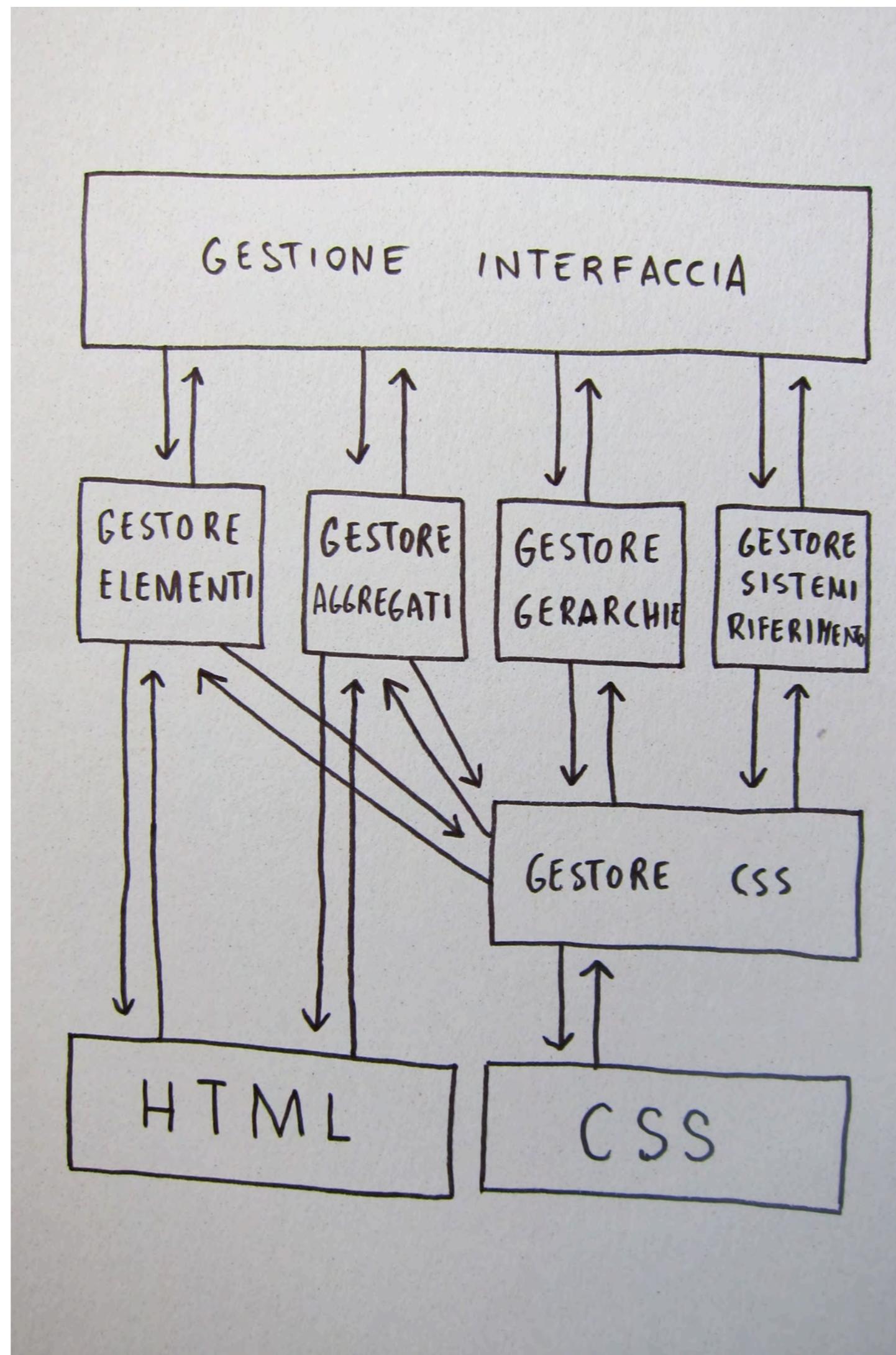
FUNCTIONI AGGREGATO - ELEMENTI

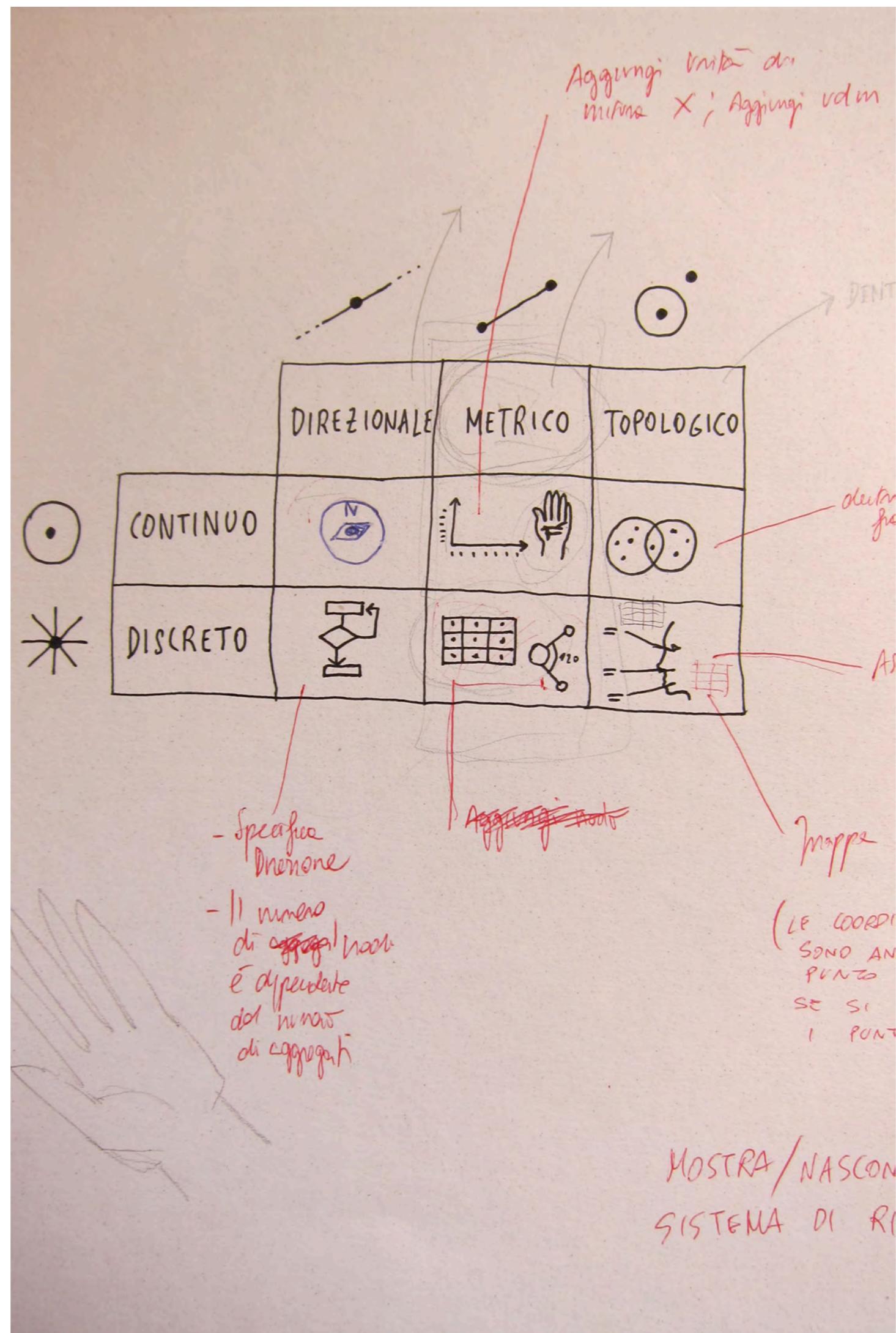
-
-
-
-
-
-
-
-

new
new
new
new
new
new
new
new

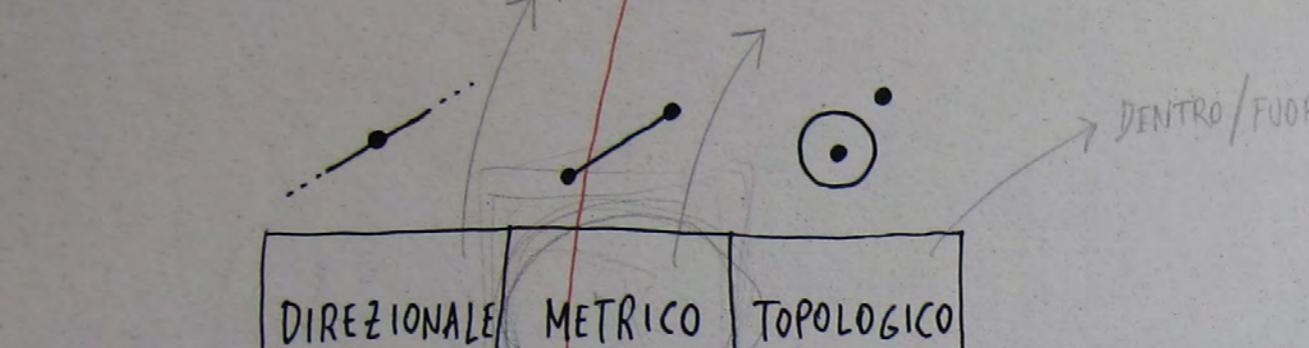
destinarso







Aggiungi iniziativa
minima X; Aggiungi vdm Y



CONTINUO			
DISCRETO			

- Specifica dimensione
- Il numero di aggregati non è dipendente dal numero di aggregati

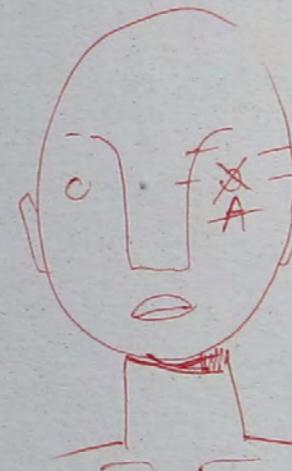
Aggregato

Mappe punto \rightarrow

(LE COORDINATE DI AGGREGATI ED ELEMENTI SONO ANCORATI RELATIVAMENTE AL PUNTO DI RIFERIMENTO.
SE SI SPOSTA L'IMMAGINE ANCHE I PUNTI SI SPOSTANO.)

MOSTRA / NASCONDI
SISTEMA DI RIFERIMENTO

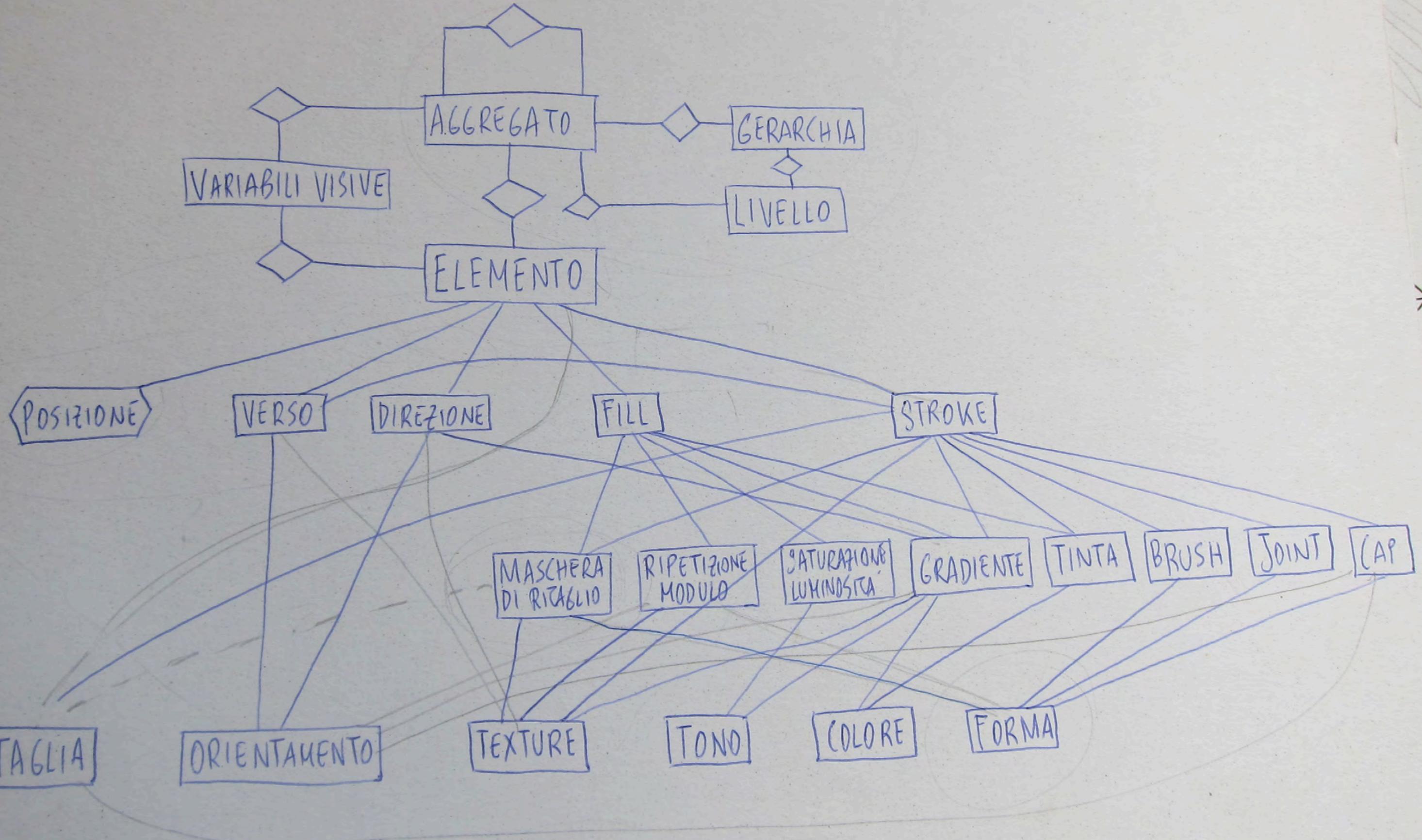
	DIREZIONALE	EUCLIDEO	TOPOLOGICO
	CONTINUO		
	DISCRETO		

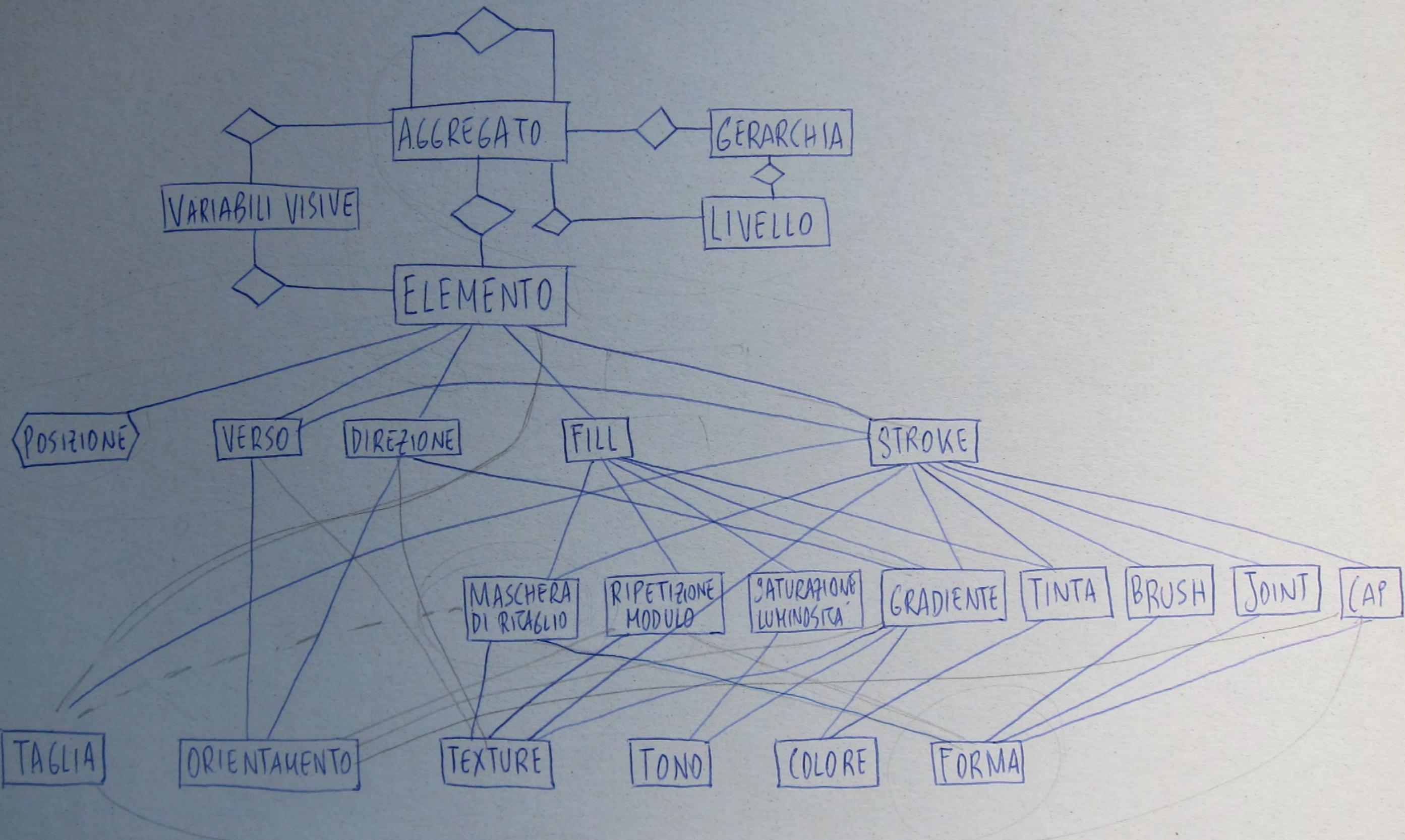


Aggregato 1
Associa da A

Associa
punto
Mappato

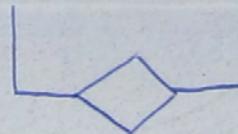
altro
non





LAf

BIBBIA



TABELLA

POSIZIONI

(5)

- seleziona AGG 5
- seleziona AGG 5.1
 - sel. ELEM "AUTANTE"
mostra nome
 - sel. ELEM "OPONENTE"
visualizza nome
 - sel AGG 5.1
 - RANDMINA "INTERMEDIARI"
visualizza nome aggregato "INTERM") ?

• ~~...~~ segue variabili native a 5.1.

(Ref)

(pos) ~~obiettivo~~ ~~adattamento~~

- seleziona AGG . 5.1
- assegna posizione ad ELEMENTI
- " " AGG . 5.1.

(Rel)

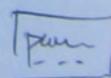
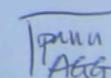
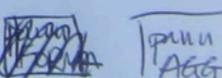
- seleziona AGG 5
 - imposta relazioni interne
 - collega ELEM. "SOGG" a ~~AGG~~ "INTERM - 5.1"
 - collega AGG "INTERM - 5.1"
a ELEM. "OGGETTO"

- scegli variabili native

No! (quadriotti)

crea
elenzi
quadriotti

- sel. AGG 5
 - aggiungi forma ad AGG
 - scegli forma
- imposta variabili native
STROKE ...
- blocca ereditarietà di variabili (su pg)





(4)

- servizio AGG 2

- o sel. ELEM "SOGGETTO"
- o wostaa NOME "SOGGETTO"

- selezione AGG 2

Pun.
FORMA

- o assegua POST
- o assegua proprietà PROPO

* possibilità.
De omnibus
interattive in
terse alla gerar.
imposta ta.

S. viene modif.

- generava ~~POST~~ ELEM "SOGGETTO"
- o assegua posizione

* coordinate?
o drag & drop???

(Rel)

- selezione AGG 2
- imposta peral. INTERNE
- collega ELEM. "DESTINANTE" a ELEM "SOGGETTO"
- collega ELEM "SOGGETTO" a ELEM "OGGETTO"

~~selezione~~
- scegli univai wivo
STR.
CAP
Col
FORMA
...

Pun.
ELEM

③

PAINT
COLOR

- assegna colore

PAINT
COLOR

- seleziona ELEMENTO

- seleziona tutti gli elem. AGG1
- aggiungi formula ~~delle aggregazioni~~
ad ELEMENTI

- seleziona formula tra predefinite

-

FILL

- aggiungi più ...

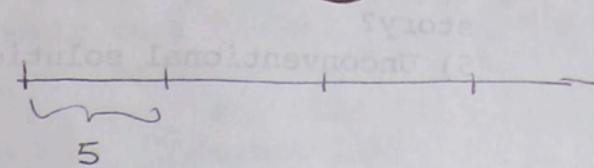
- * Relazione tra variabili nesse di elem. appartenenti a più aggregati
- comanda variabile della gerarchia + alta re assegnata,
- prende ~~qualsiasi~~ variabile di altro aspetto infer.
~~(colori, dimensioni)~~
- posso bloccare variabile a livello di elemento.

* posizionamento?

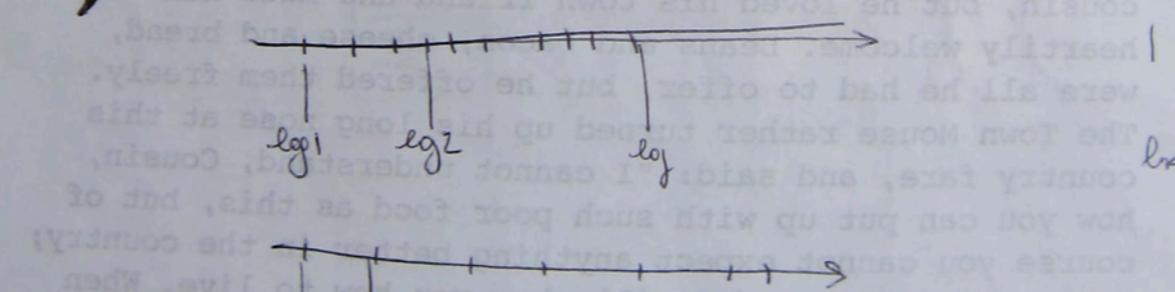
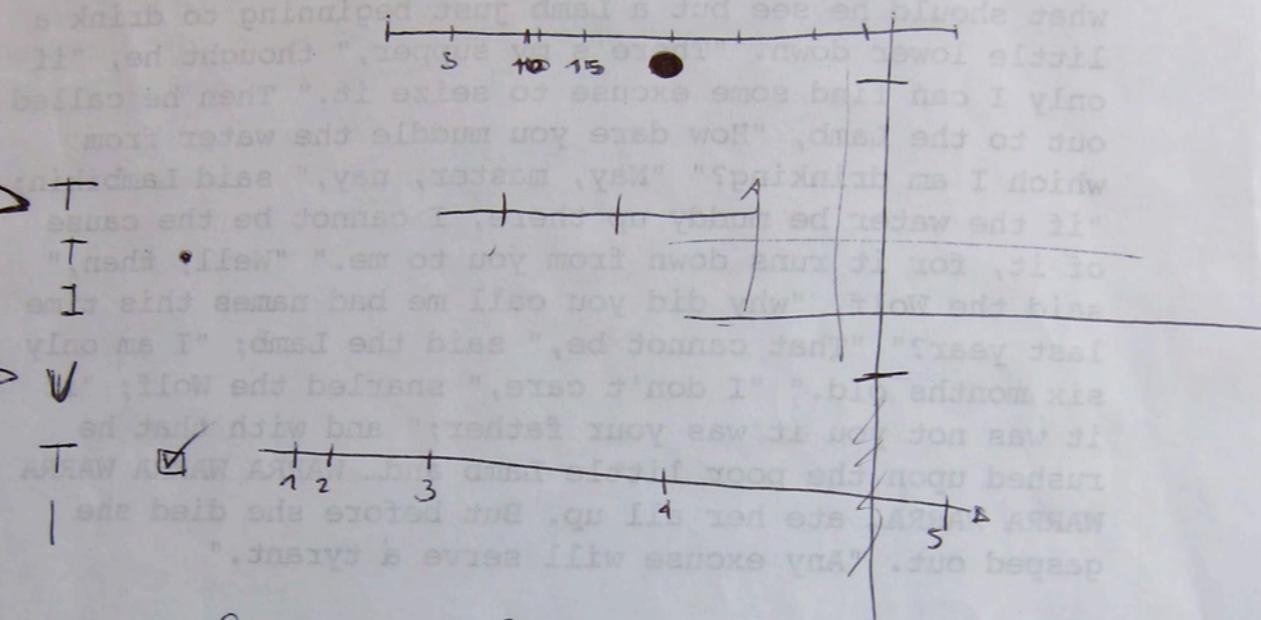
- ...
...
- RELAZIONI
-
- seleziona AGG1
 - imposta RELAZIONI INTERNE
 - ~~assegna~~ ELEM "DESTINANTE" a ELEM "OGGETTO"
 - scegli variabili nesse:
 - STROKE
 - CAP
 - COLOR
 - FORMA
 - ...
- GUSTO?
- ?
- SELEZ. AGG1
 - SELEZ. A + B
 -
 - ESPLICATA "RELAZIONE"
 - (OPZ.) ASSEGNA DIREZIONE

3

tip. passo linea
valore int 5

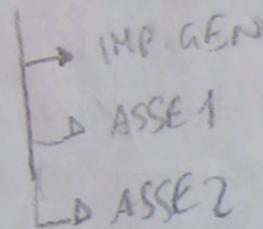


tip passo salvo vi

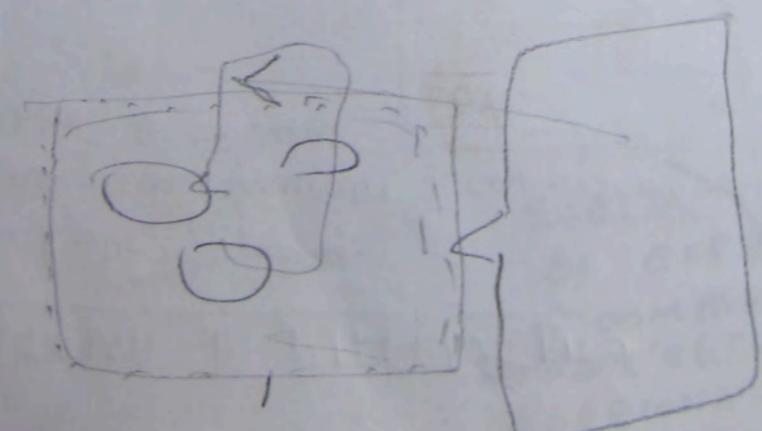
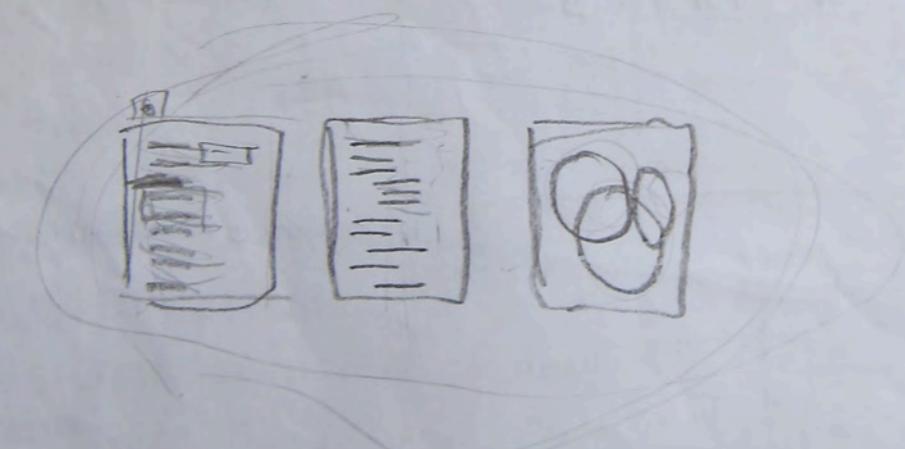
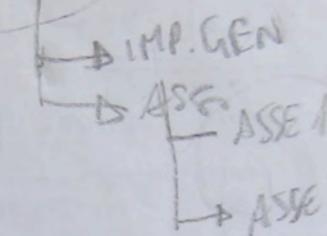


feast, and soon the two mice were eating up jellies and cakes and all that was nice. Suddenly they heard growling and barking. "What is that?" said the Country Mouse. "It is only the dogs of the house," answered the other. "Only!" said the Country Mouse. "I do not like that music at my dinner." Just at that moment the door flew open, in came two huge mastiffs, and the two mice had to scamper down and run off. "Good-bye, Cousin," said the Country Mouse, "What! going so soon?" said the other. "Yes," he replied; "Better beans and bacon in peace than cakes and ale in fear."

SIST



SIST



- CORREZIONI -

→ SISTEMA DI RIFERIMENTO

Asse / Edit

①

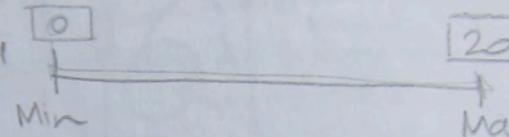
Grandezza misurata
Unità di misura

capacità
litro
ml
altro...

~~tendenza!~~
tot.
variabili
impostate
+
altri

②

INTERVALLO VALORI

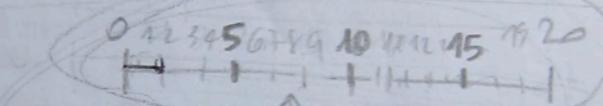


Numeri
editabili
senza
tendenza

③

PASSO ++

Tipologia
Intervallo



valori vincolati alla
grandezza impostata
e all'intervallo valore

④

QUANTITATIVE SCALATE

Tipologia
Intervallo

lineare
?

5
(cambia automaticamente)

Tipologia	[A]	lineare	[V]
Intervallo	[A]	5	

COSTRUIRE UN SISTEMA DI RIFERIMENTO

► GESTIONE SIST. RIF.

► GESTIONE DATI

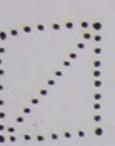
► GENERARE

► INTERVALLO VALORI

► PASSO

► QUANTITATIVE SCALATE

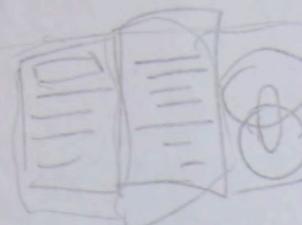
- CANVAS
- PANNELLO PROPRIETÀ (FILL, STROKE, ORIENTAMENTO, TAGLIA)
- PANNELLI GERARCHIE
- MENU (IMPARZA, ESPORTA, SALVA, CHIUDI, STAMPA)



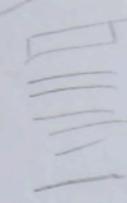
CREA ELEM.



ZOOM IN / ZOOM OUT



1) GLI STRUMENTI SONO
SUBORDINATI AI COMANDI DI
CREA ELEMENTO / AGGREGATO



2) USANDO GLI STRUMENTI POSSONO
GENERARE ELEMENTI

3) USO LA PENNA
COSTARE UN NUOVO ELEMENTO



• CANVAS

• PANNELLO PROPRIETÀ

FILL

STROKE

ORIENTAMENTO

TAGLIA

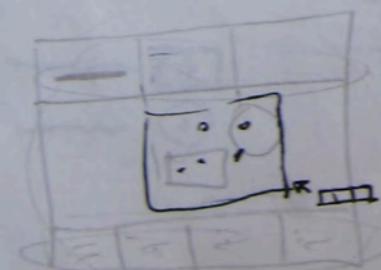
• PANNELLI GERARCHIE

ELEMENTI (ARTICOLAZIONE)

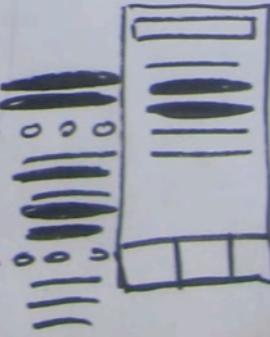
- AGGREGATI (GERARCHIE)

SISTEMA AD INSIEMI

• MENU



SCELTA TIPO
DI ELEMENTO →
A COMPARSA.
SOTTO L'ELEMENTO
SELEZIONATO PIÙ
BASSO.



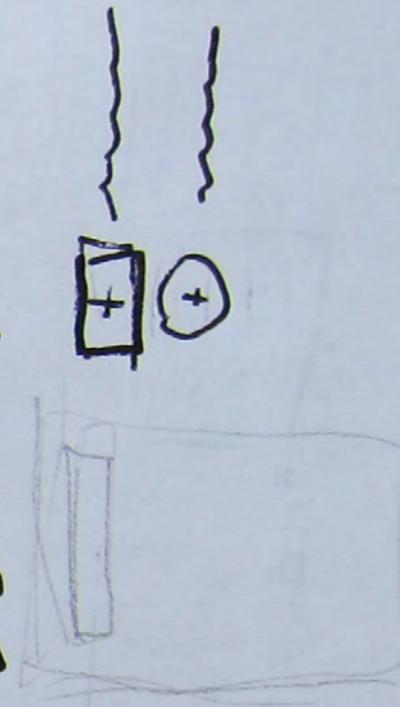
- CANVAS
- MENU → CON NOME ↑ RECENTE ↑ NUOVO DOCUMENTO, SALVA, CHIUDI, ESPORTA, APRI, STAMPA
- PANNELLO PROPRIETÀ
- FILL ←
- STROKE ←
- ORIENTAMENTO .
- TAGLIA
- PANNELLO GERARCHIE ELEMENTI
- AGGREGATI
- SISTEMA AD INSIEMI

Aggregati con +

HUE — + Acc

(NUOVO COLORI)

L'ISERPIA?



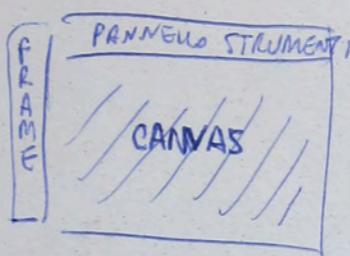
INTERFAZIA

TURBO → PANNELLI - AGGIUNGI
MODIFICA ...

LWMEN → * NODI MAPPE (PER I SALSCIOTTI)
* ANGULAR-JS

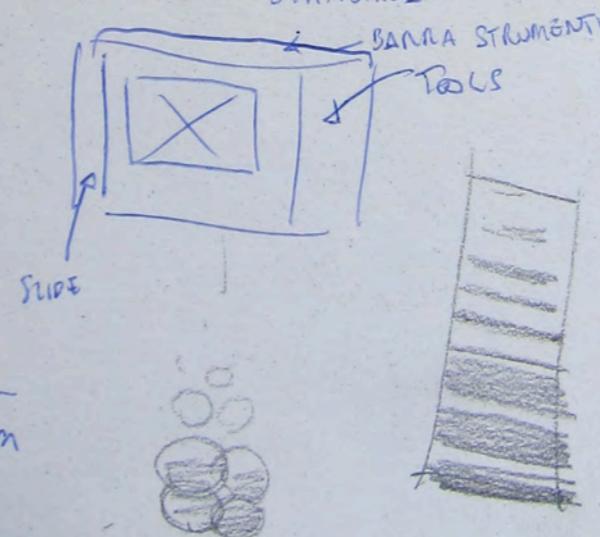
DUST → PANNELLI CON STEP & HINT
NON X FORZA SEQUENZIALI

PREZI →
1) TEMPLATE PER CATEGORIE
2) AREA DI LAVORO



- STRUMENTI "IN LINEA"
- ✗ ELEMENTI "CONNESIONI"
- ✗ COERENZA VARIAZIONI
- ✗ MARCATURE TESTO

KEYNOTE UI/UX → APPROCCIO STANDARD



* MOQUPS.com
* FLAUTI.com

