

Il disegno a mano libera

Corso di Strumenti e tecniche per il disegno e la comunicazione

condotto da Daniele Colistra

Lezione 5 del 11 ottobre 2022

Definizione

Si definisce «a mano libera» un disegno realizzato senza l'ausilio di strumenti che guidino la traiettoria della mano che traccia il segno.

Si può disegnare a mano libera con strumenti analogici (matita, penna, pennarello, pennello, bulino, ecc.) o digitali (mouse, tavoletta grafica, stilo elettronica).

Possiamo disegnare a mano libera qualsiasi cosa esistente o immaginata.

Anche le finalità di un disegno a mano libera possono essere diverse. Vediamone alcune.

Per sciogliere la mano, ingannare l'attesa

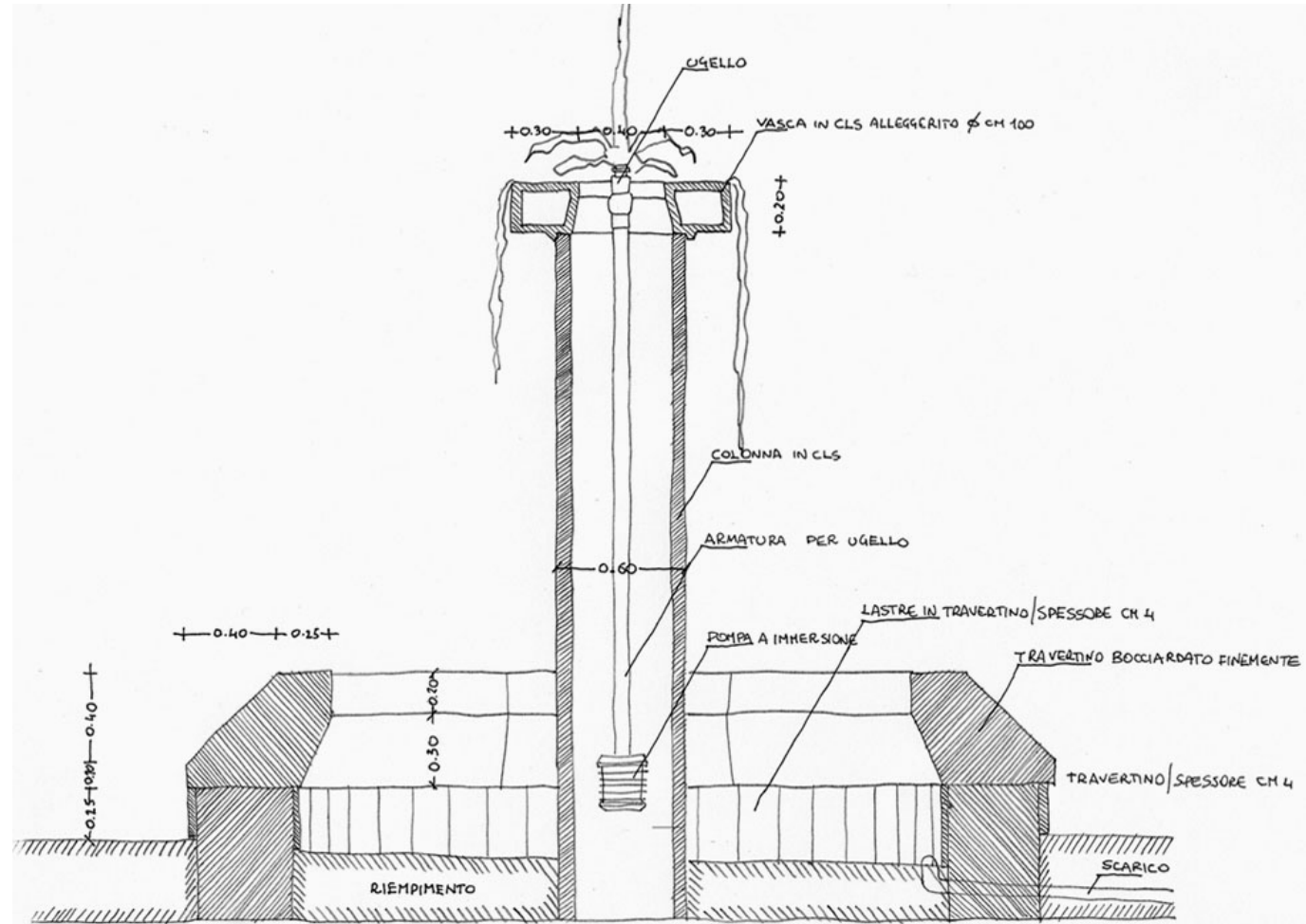
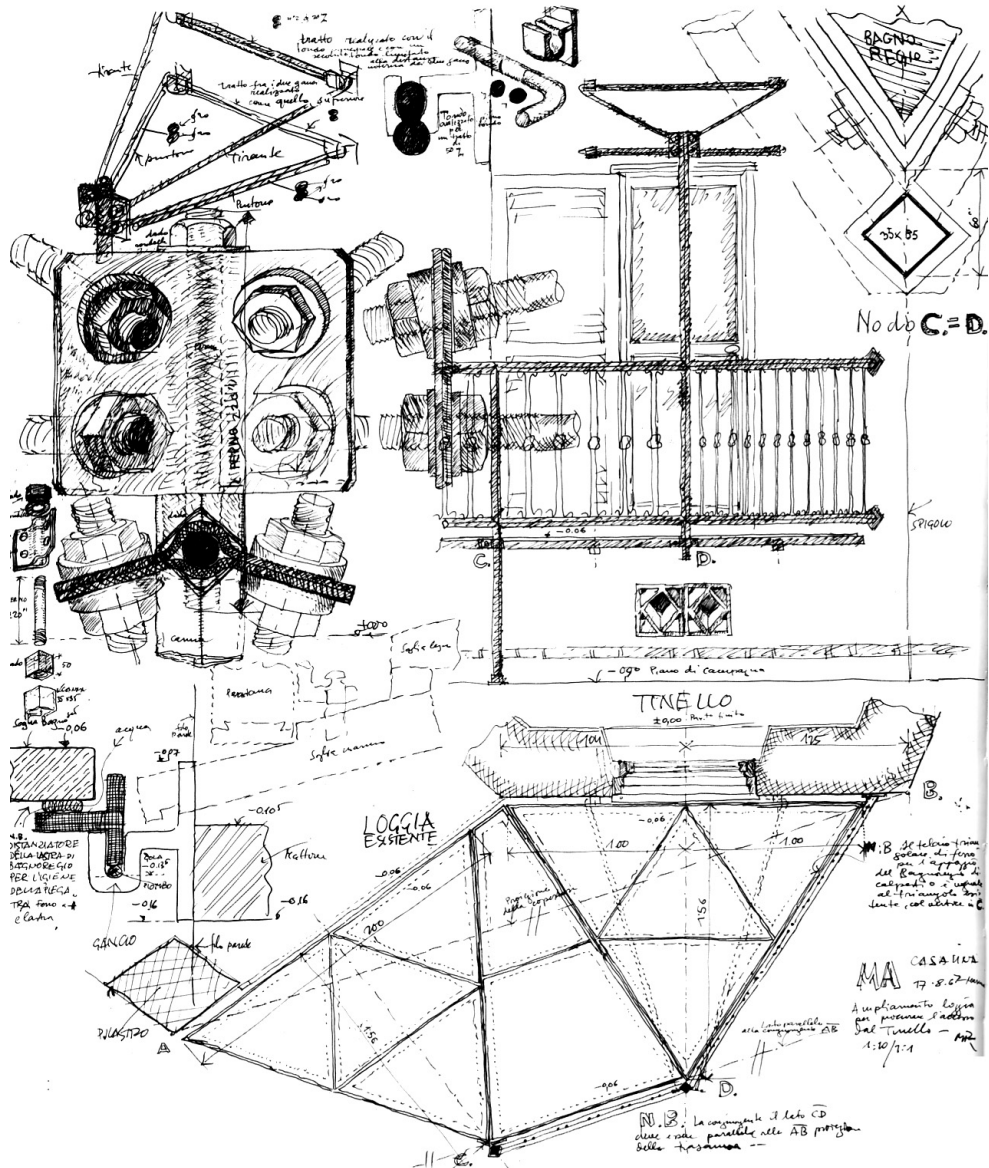


Per descrivere lo spazio interno



Disegni di studenti

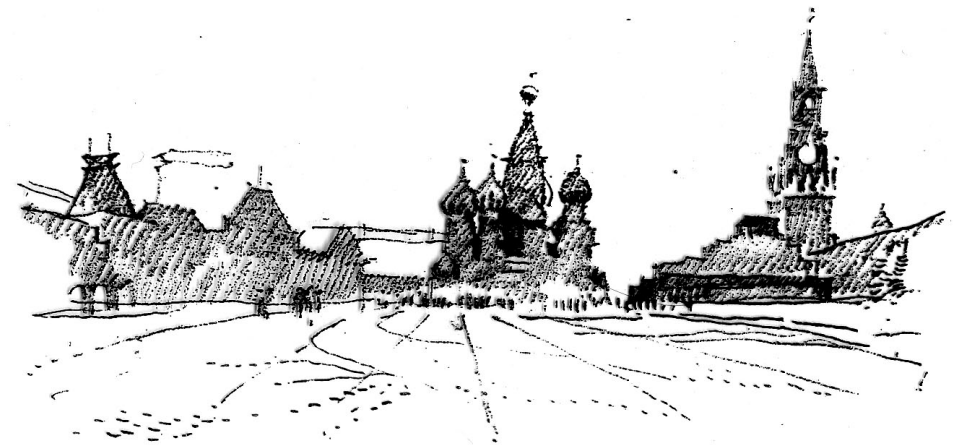
Per spiegare gli elementi costruttivi di un progetto



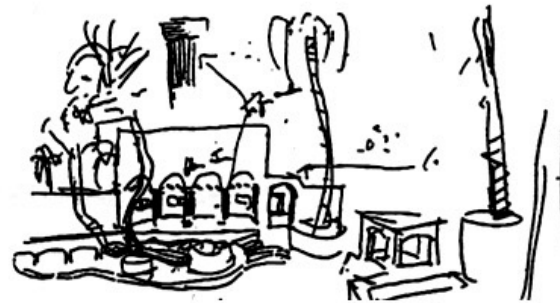
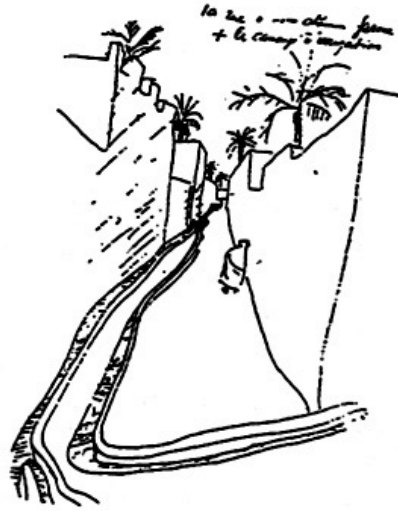
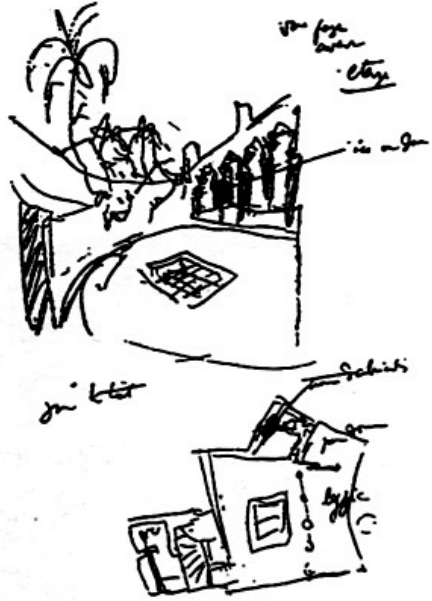
Per ricordare i luoghi visitati durante un viaggio



Gaspare De Fiore, Palazzo di Solimano a Istanbul, 1985



Per ricordare il modo di vivere di un paese lontano

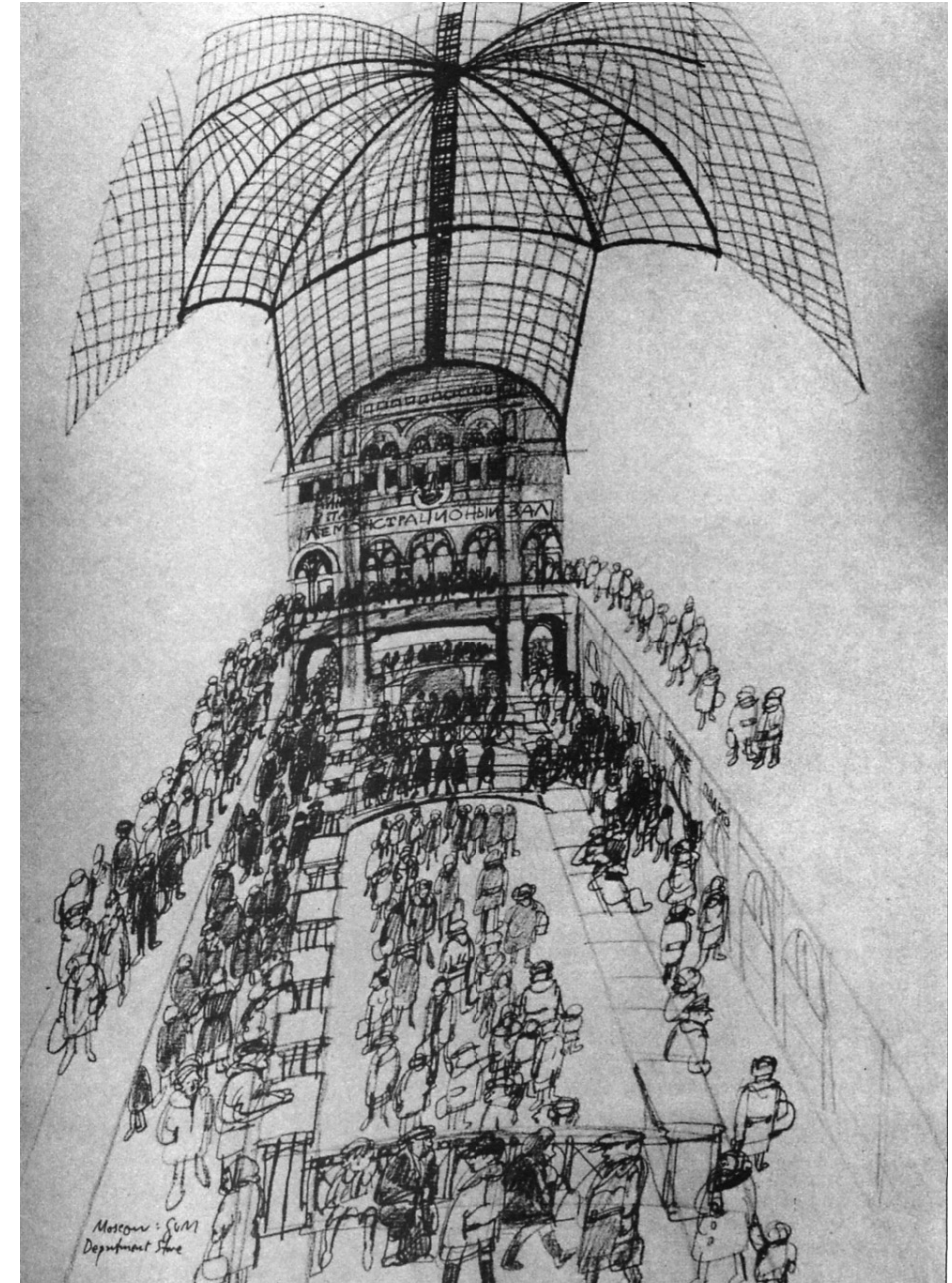
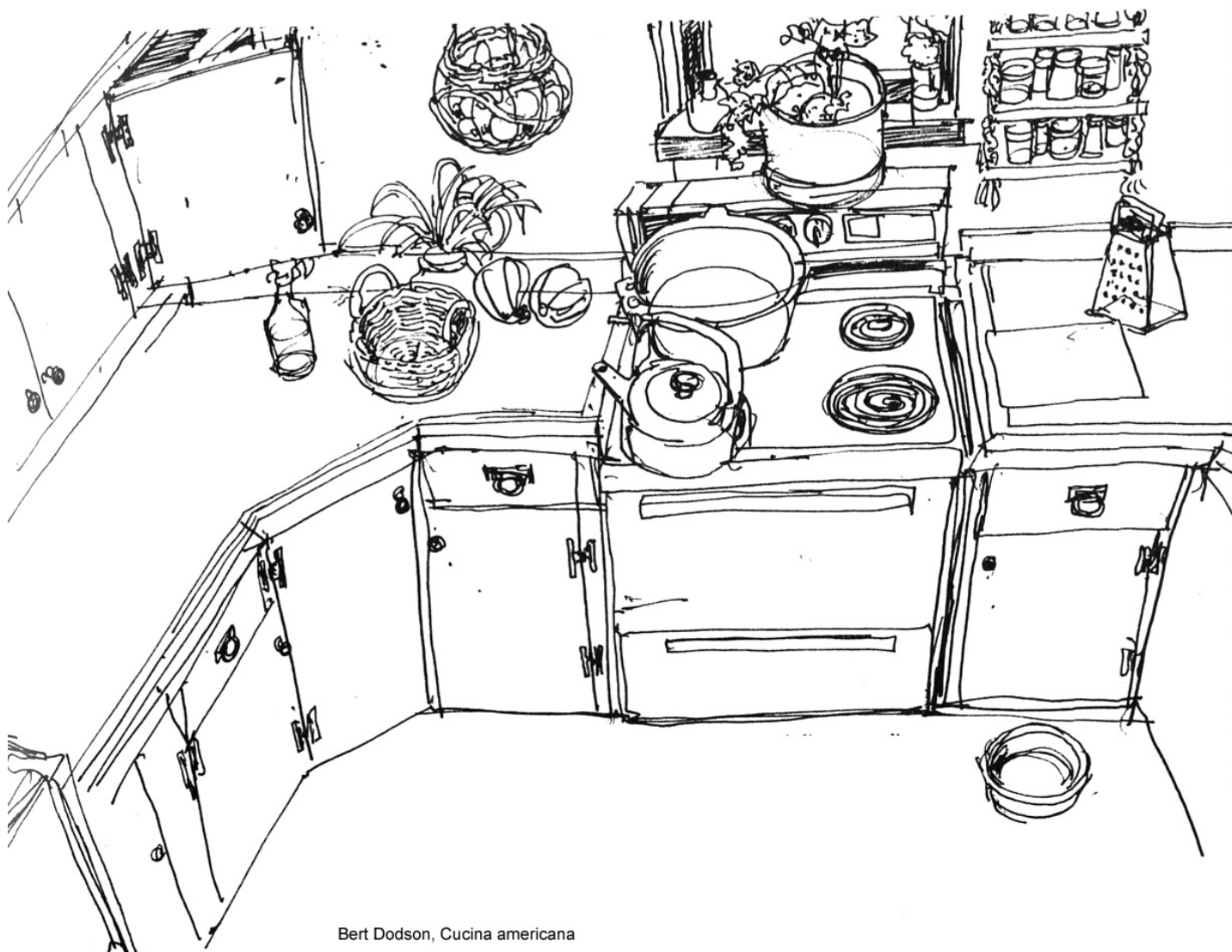


Per riprodurre materiali, luce, atmosfere



Catherine Murphy, Natura morta con cuscino e raggio di sole

Per mostrare uno spazio da un punto di vista insolito

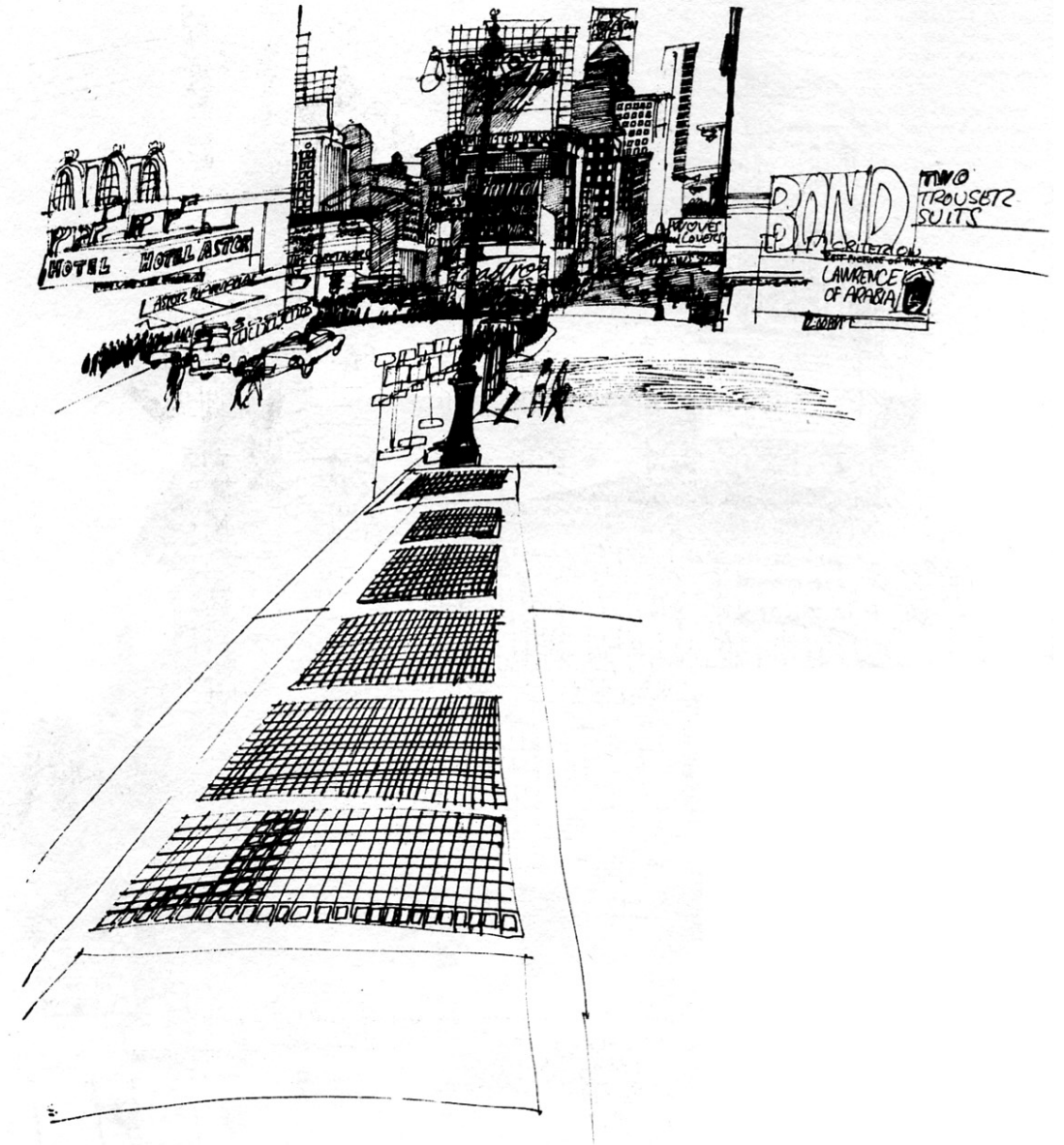


Paul Hogart, Magazzini GUM, Mosca, 1969

Per descrivere uno spazio urbano

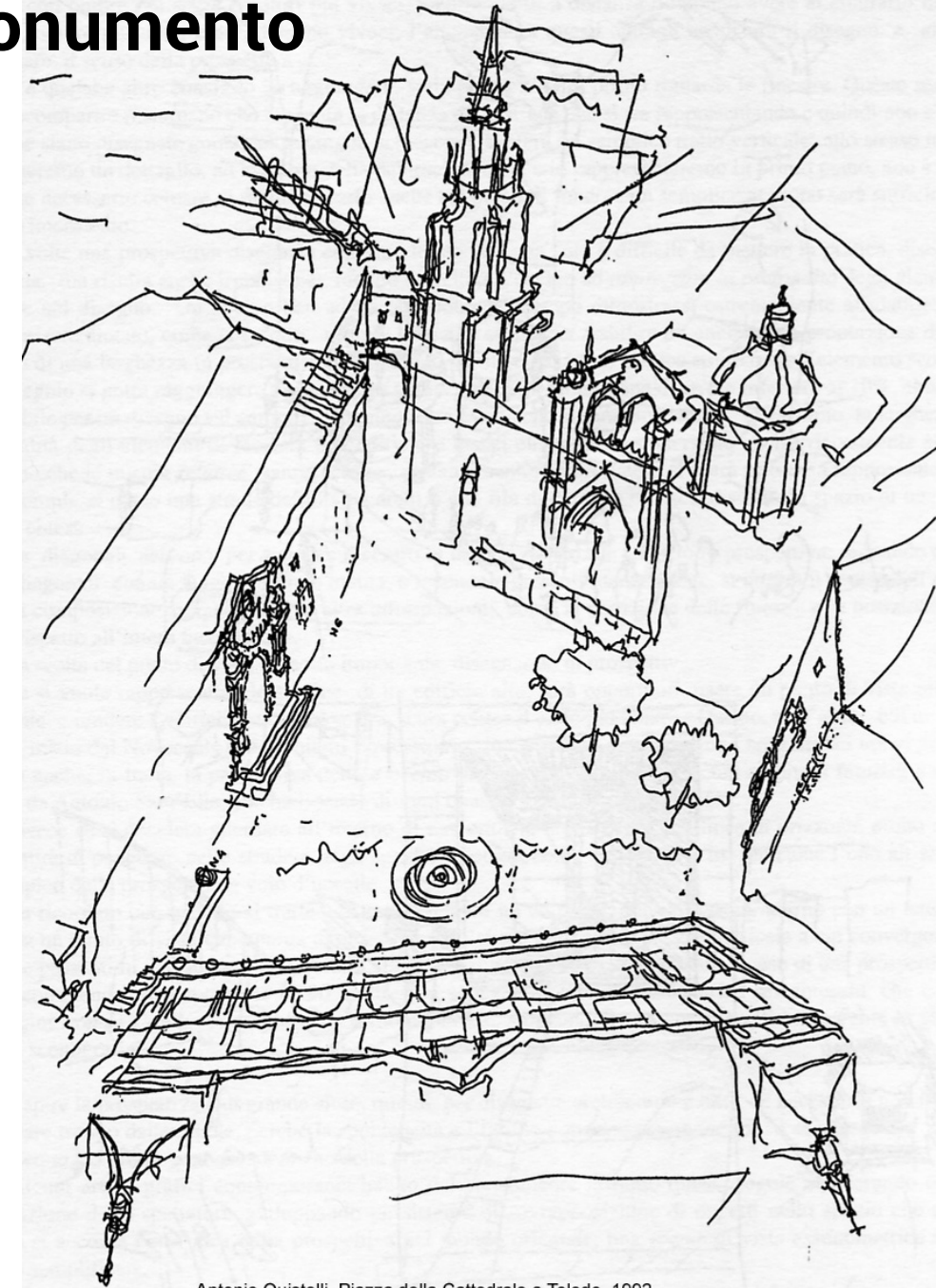
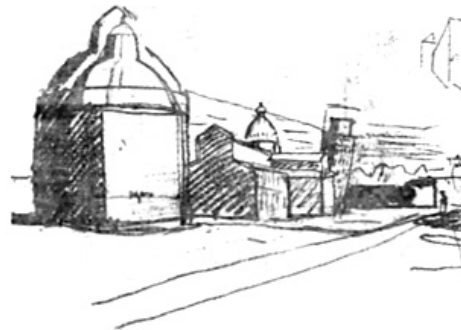


Stephen Klimont, Haymarket Square a Londra, (penna a china e acquerello)



Brendan Behan, Veduta di Broadway a Times Square, New York, 1963

Per evidenziare le caratteristiche di un monumento



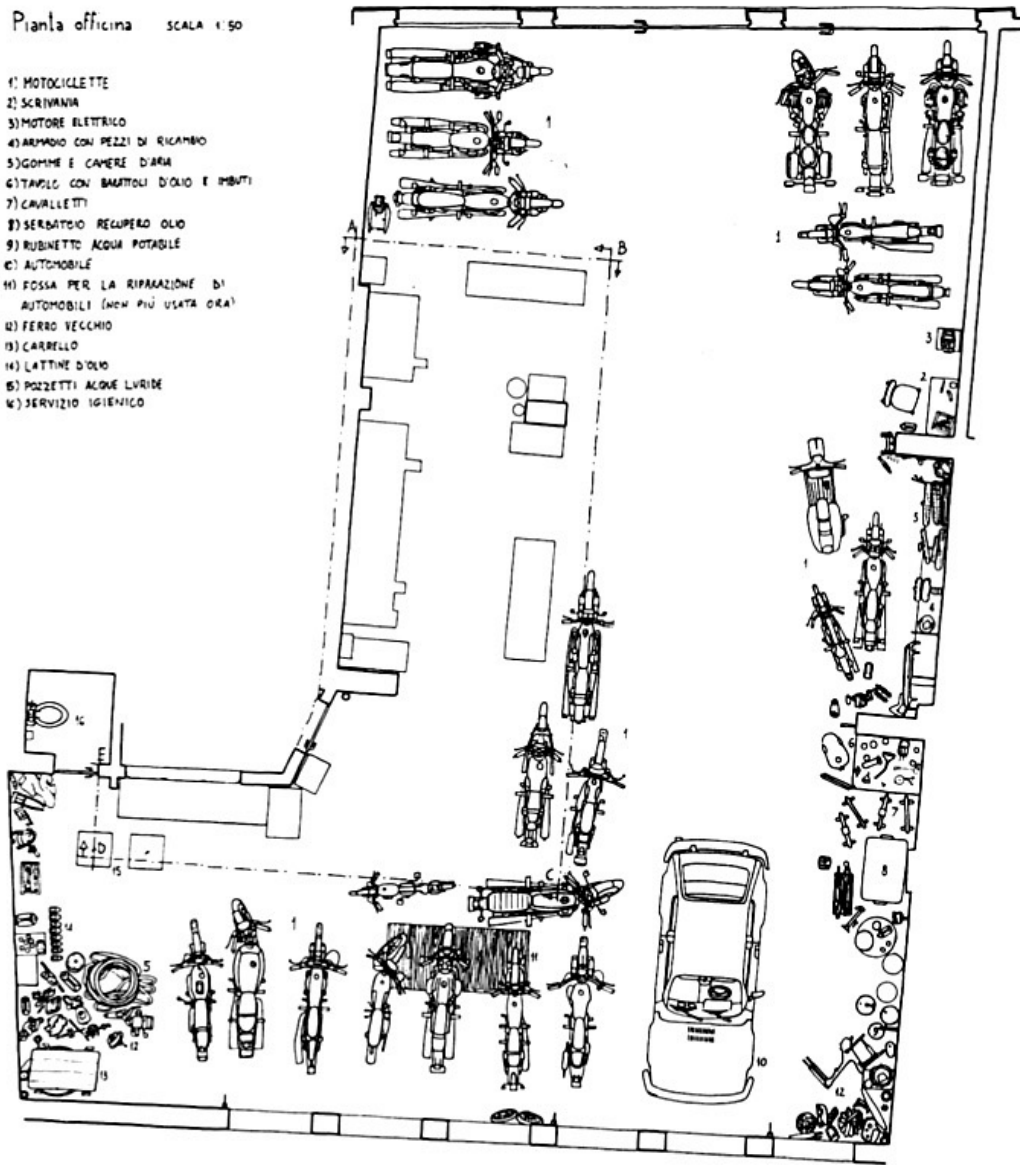
Louis I. Kahn, Schizzi dal primo viaggio in Europa (1928-1929): Assisi, Positano, Firenze, Pisa.

Antonio Quistelli, Piazza della Cattedrale a Toledo, 1992

Per descrivere analiticamente

Pianta officina SCALA 1:50

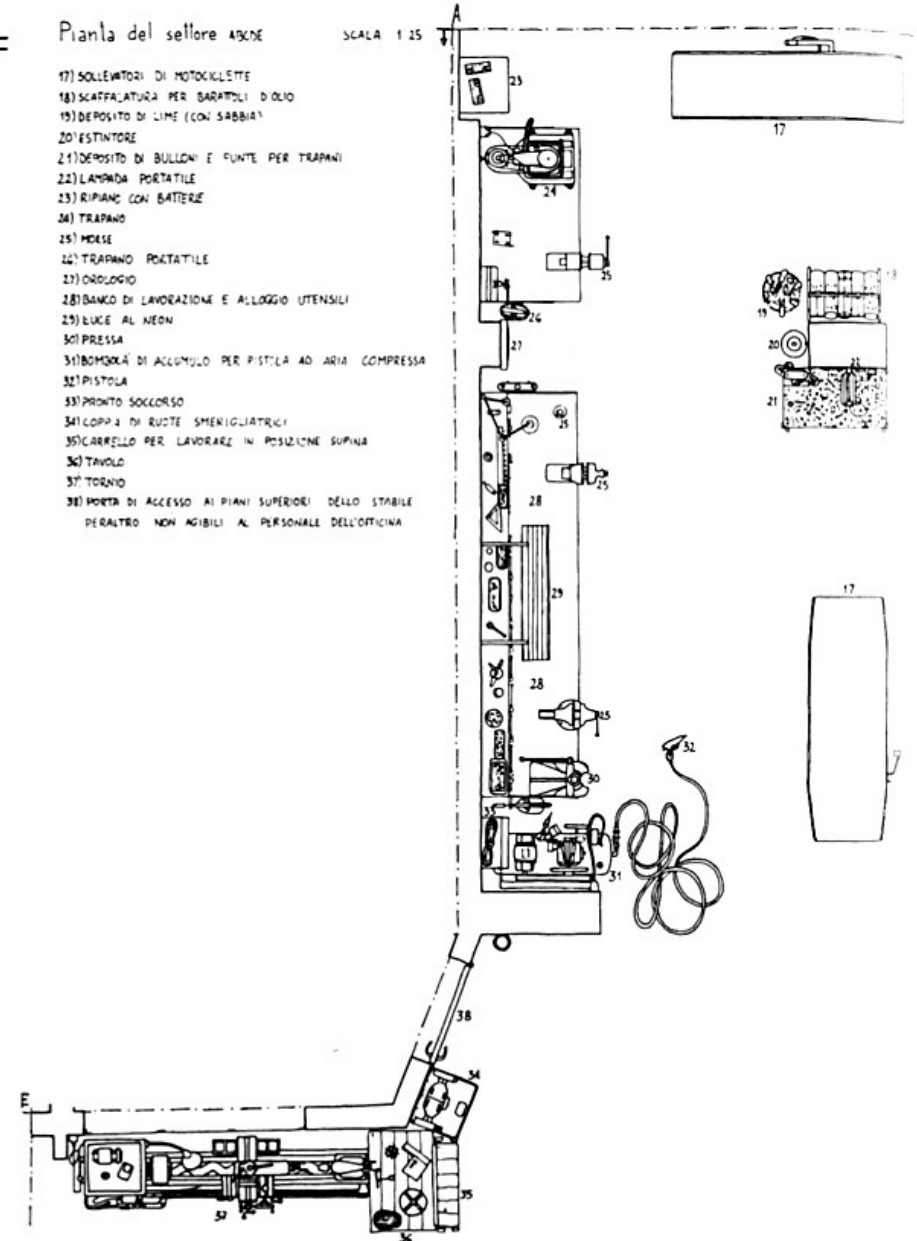
- 1) MOTOCICLETTE
- 2) SCRIVANIA
- 3) MOTORE ELETTRICO
- 4) ARMADIO CON PEZZI DI RICAMBIO
- 5) GOMME E CAMERE D'ARIA
- 6) TAVOLO CON BAMBOLI D'OLIO E IMBUTI
- 7) CAVALLETTI
- 8) SERBATOIO RECUPERO OLIO
- 9) RUBINETTO ACQUA POTABILE
- 10) AUTOMOBILE
- 11) FOSSA PER LA RIPARAZIONE DI AUTOMOBILI (NON PIÙ USATA ORA)
- 12) FERRO VECCHIO
- 13) CARRELLO
- 14) LATTINE D'OLIO
- 15) POZZETTI ACQUE LURIDE
- 16) SERVIZIO IGIENICO



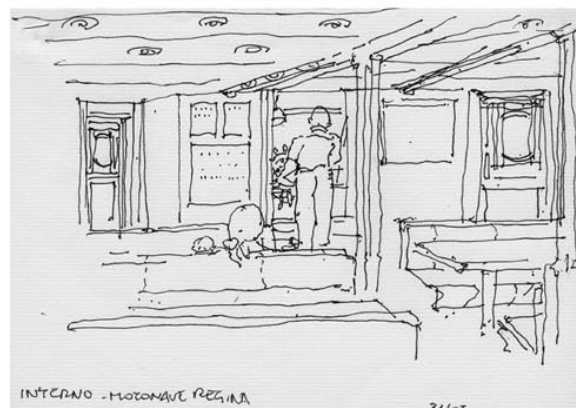
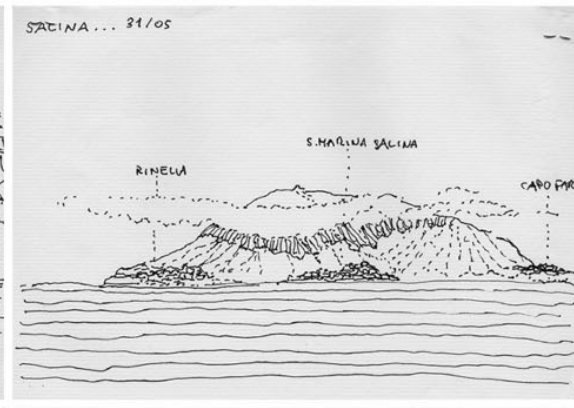
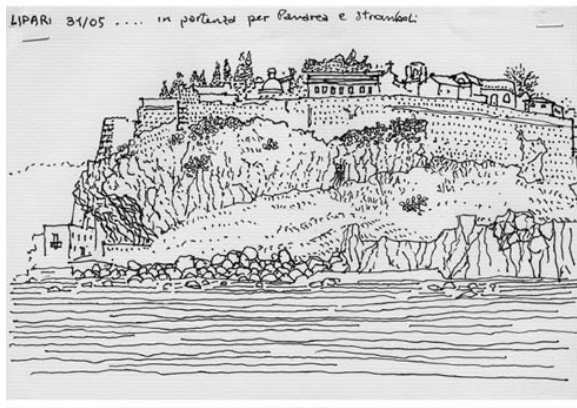
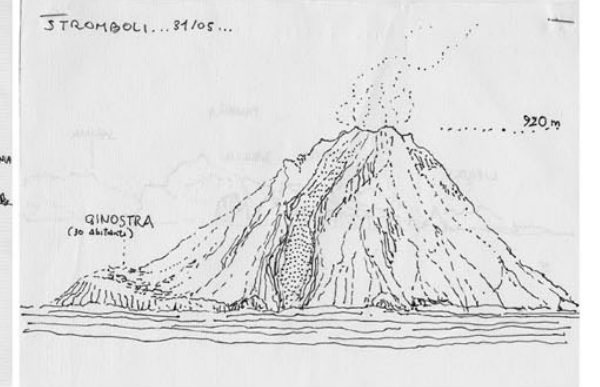
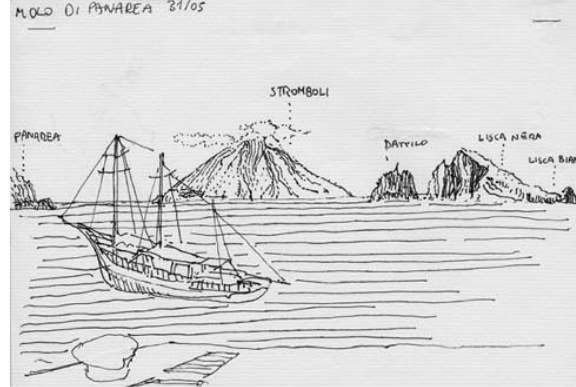
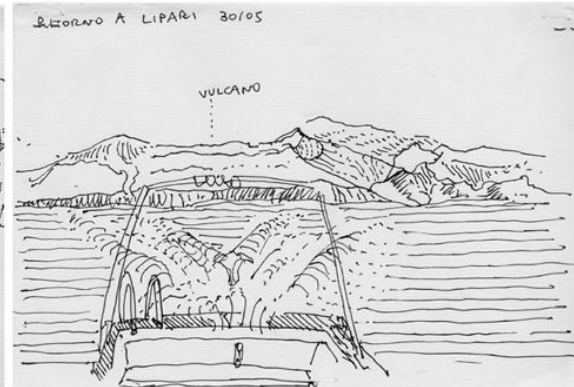
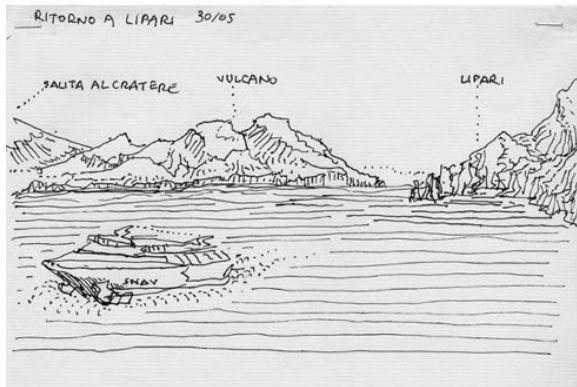
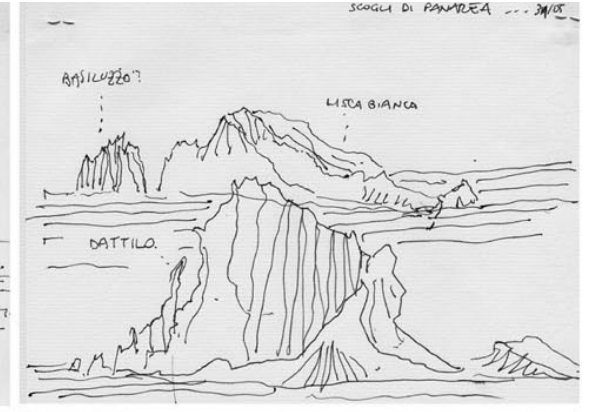
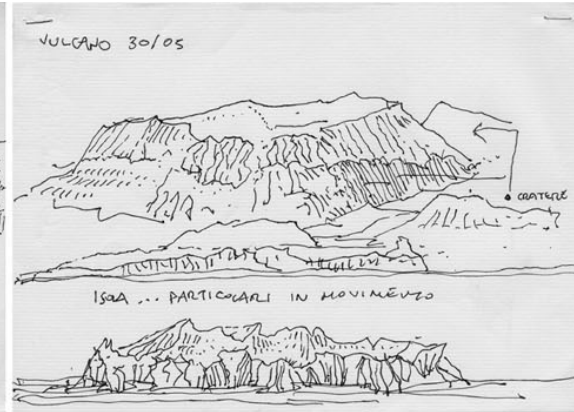
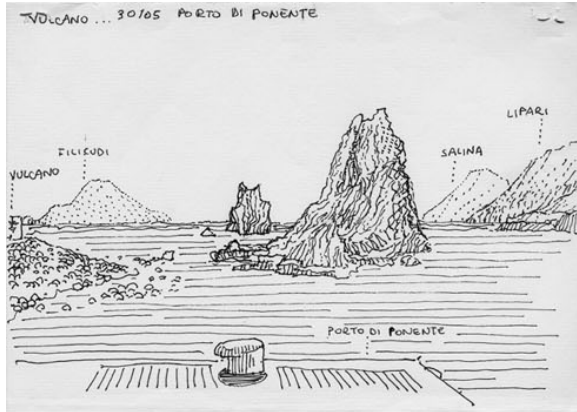
Pianta del settore A9C0E

SCALA 1:25

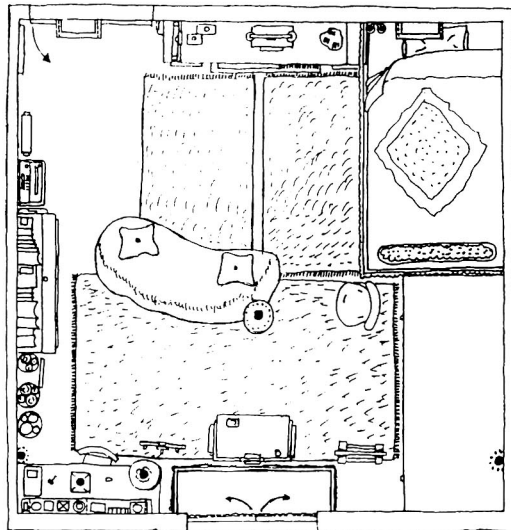
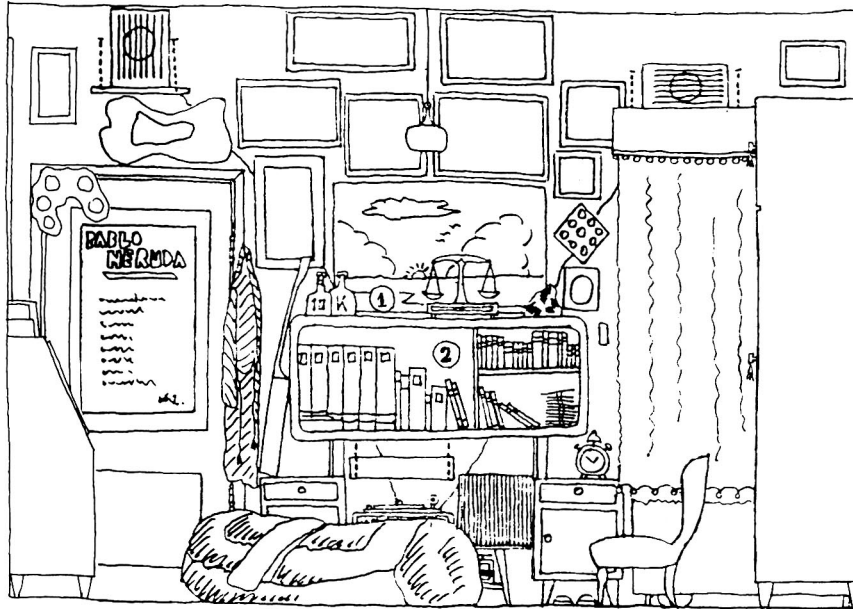
- 17) SOLLEVATORI DI MOTOCICLETTE
- 18) SCAFFALATURA PER BARATTOLI D'OLIO
- 19) DEPOSITO DI LIME (CON SABBIA)
- 20) ESTINTORE
- 21) DEPOSITO DI BULLONI E FUNTE PER TRAPANI
- 22) LAMPADA PORTATILE
- 23) RIPIANO CON BATTERIE
- 24) TRAPANO
- 25) MORSE
- 26) TRAPANO PORTATILE
- 27) OROLOGIO
- 28) BANCO DI LAVORAZIONE E ALLOGGIO UTENSILI
- 29) LUCE AL NEON
- 30) PRESSA
- 31) BOMBOLA DI ACCUMULO PER PISTOLA AD ARIA COMPRESSA
- 32) PISTOLA
- 33) PRONTO SOCCORSO
- 34) COPPIA DI RUOTE SMERIGLIATRICI
- 35) CARRELLO PER LAVORARE IN POSIZIONE SUPINA
- 36) TAVOLO
- 37) TORNO
- 38) PORTA DI ACCESSO AI PIANI SUPERIORI DELLO STABILE PERALTRO NON AGIBILI AL PERSONALE DELL'OFFICINA



Per raccontare le tappe di una gita



Per catalogare gli oggetti



VEDUTA DELLA STANZA
DALL'ALTO
(MISURE MT. 4.00 x 4.00)

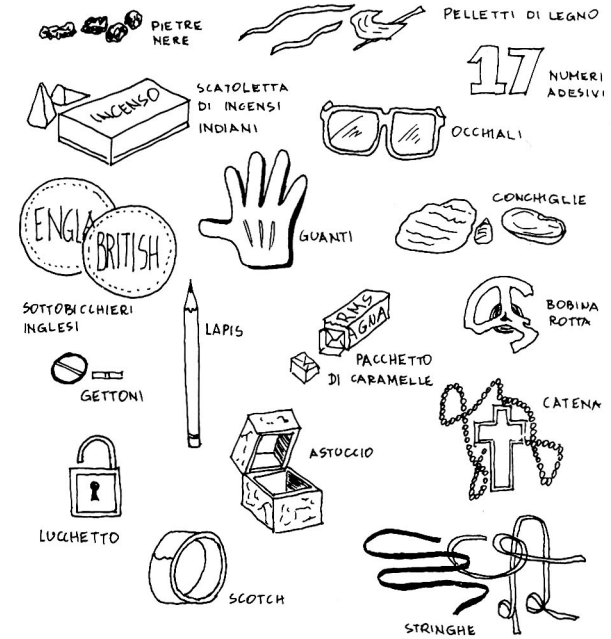
SOPRA IL COMODINO DESTRO



SOTTO IL COMODINO DESTRO



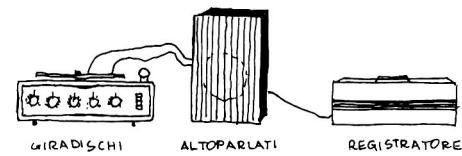
COSE CHE SI TROVANO SOPRA AL MOBILE CENTRALE ④



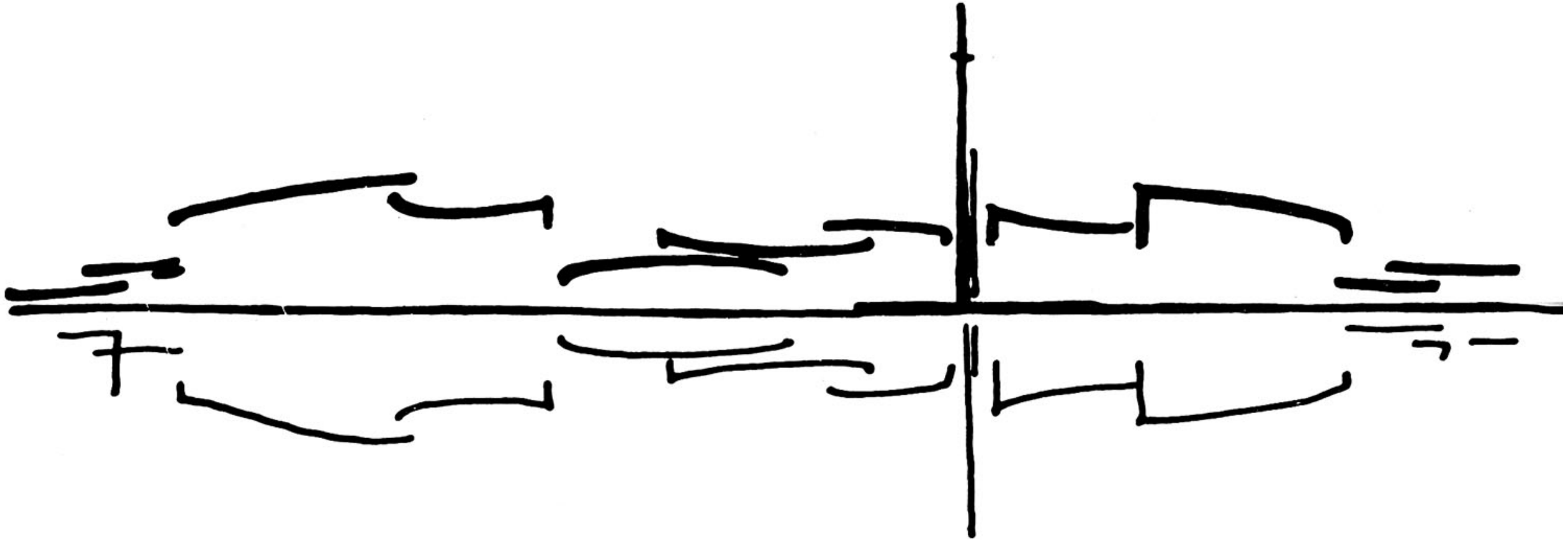
COSE CHE SONO SITUATE ALL'INTERNO DEL MOBILE CENTRALE ②



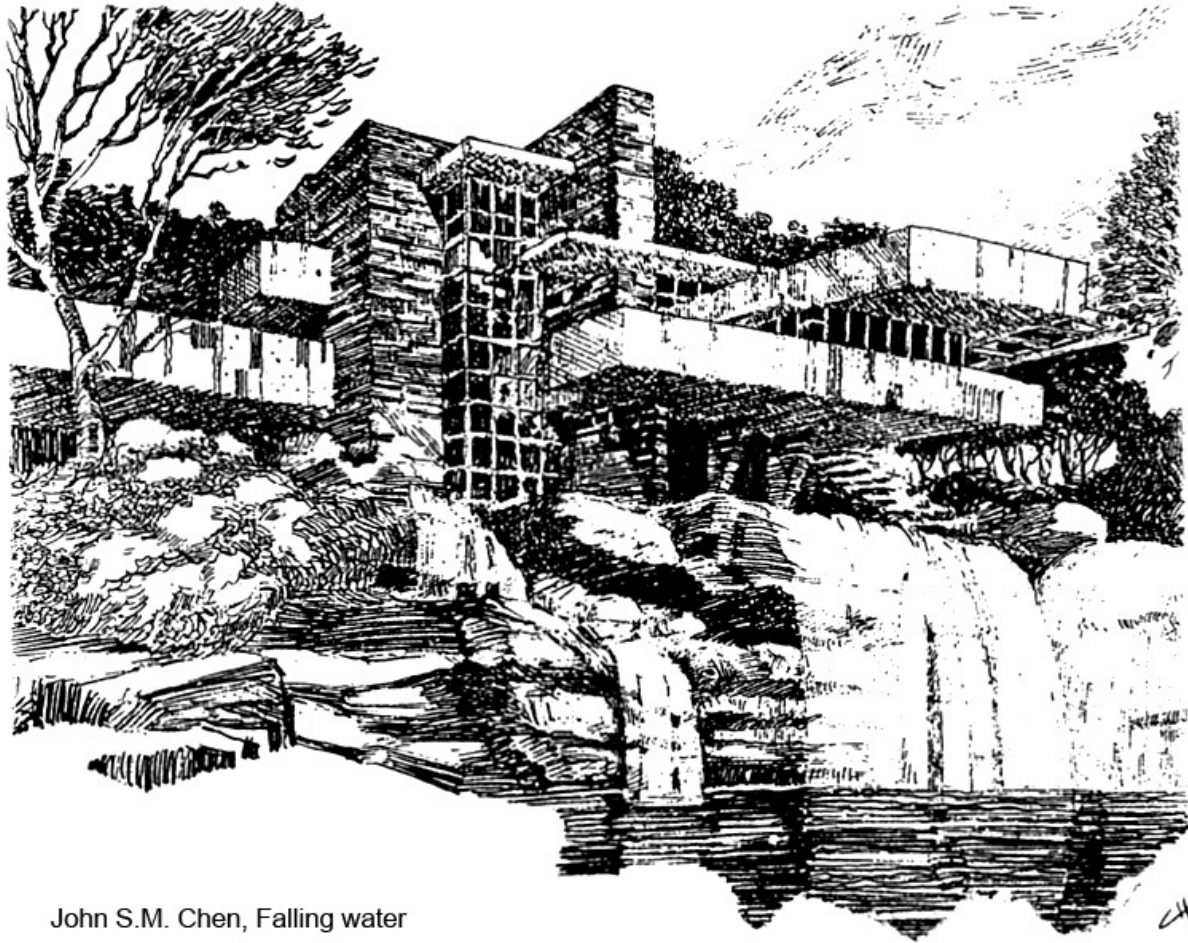
NELLA PARTE INFERIORE DEL MOBILE CENTRALE



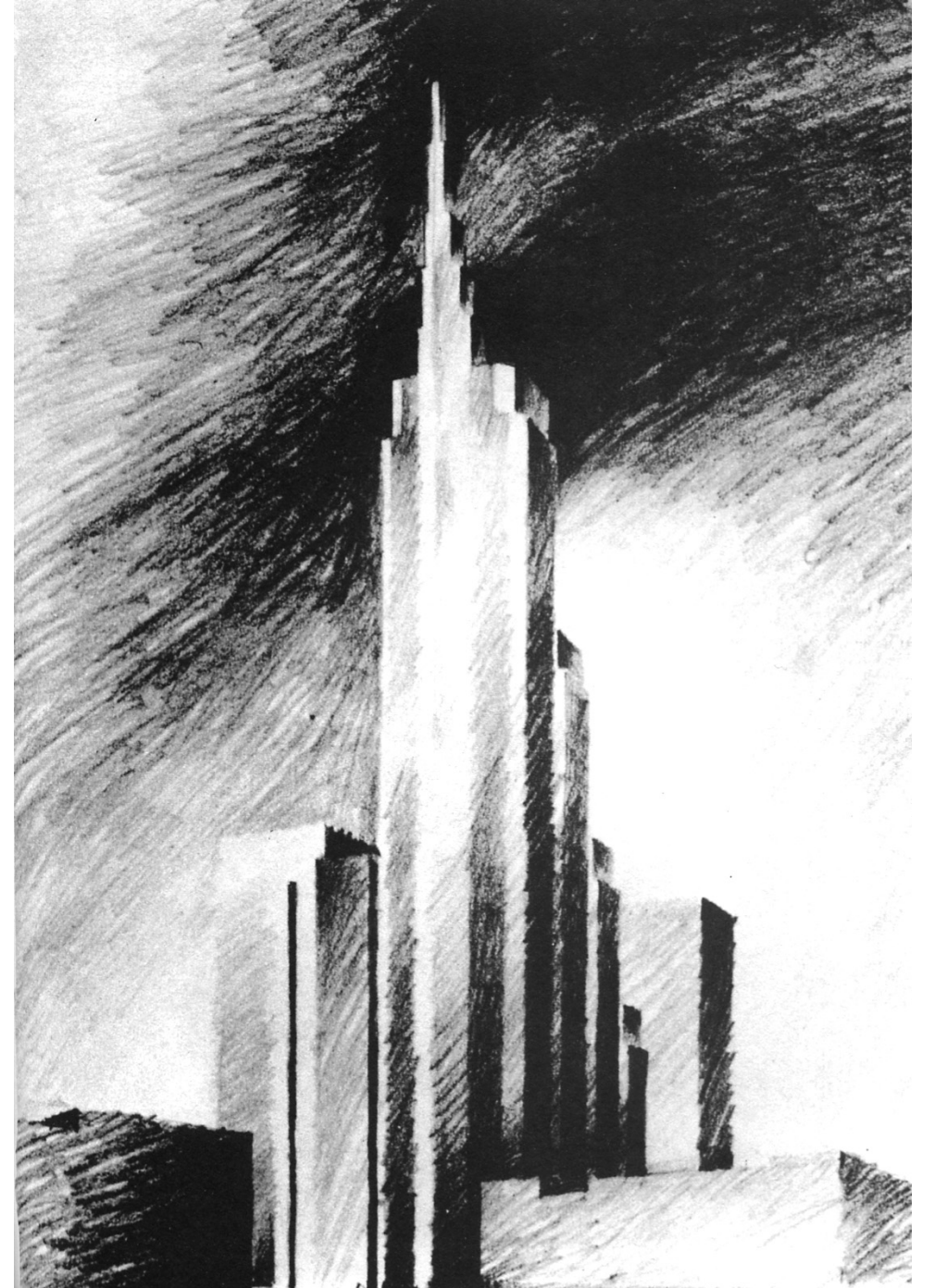
Per esprimere l'essenza di un'idea progettuale



Per evidenziare la forma

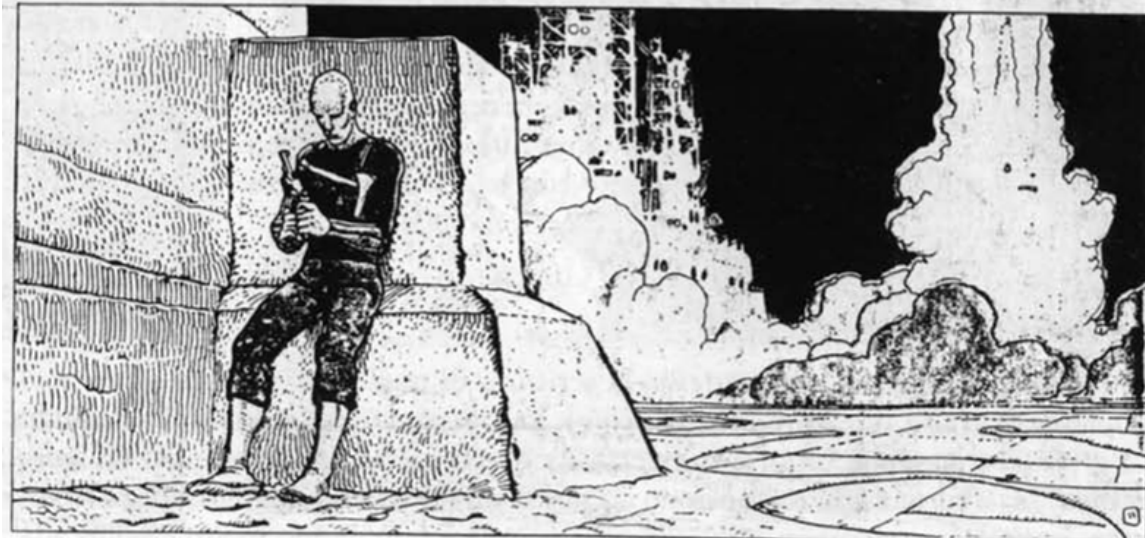
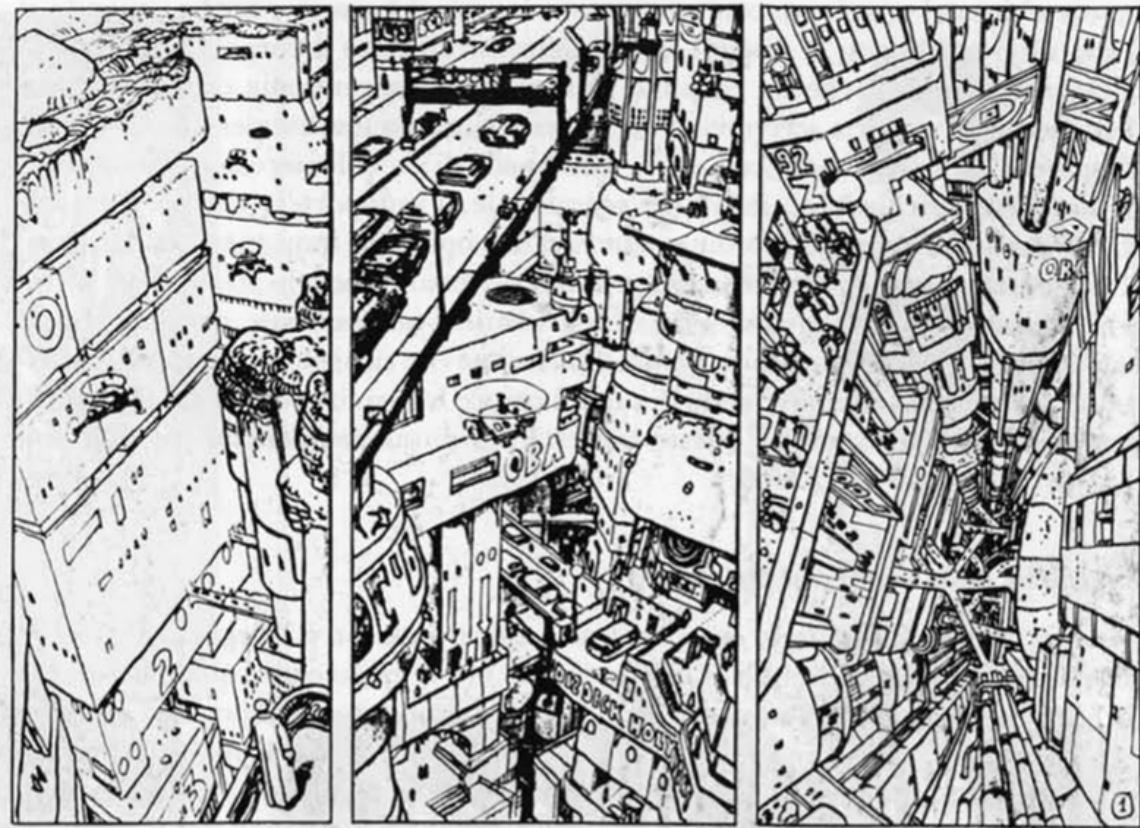


John S.M. Chen, Falling water

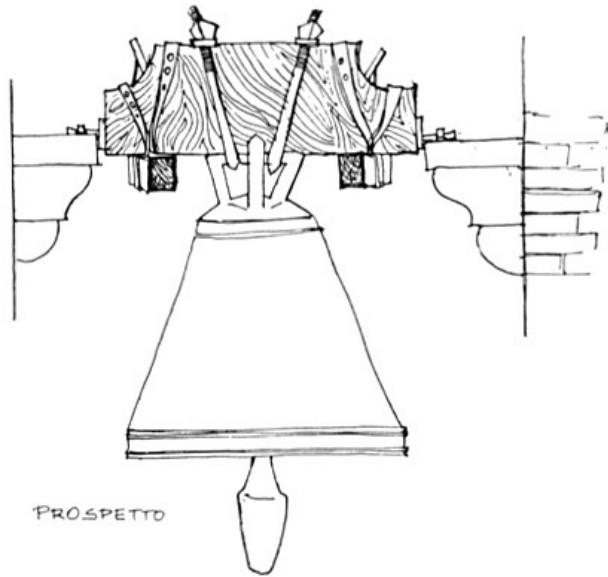


Cesar Pelli, Edifici a Pittsburgh

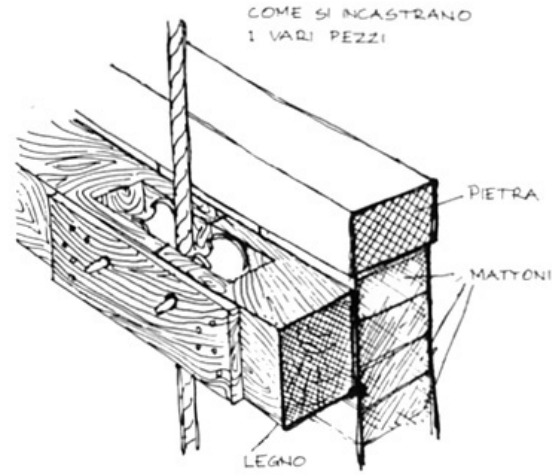
Per raccontare una storia



Per spiegare il funzionamento di un oggetto



PROSPETTO

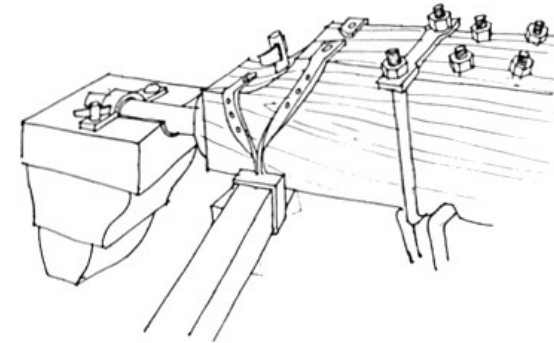
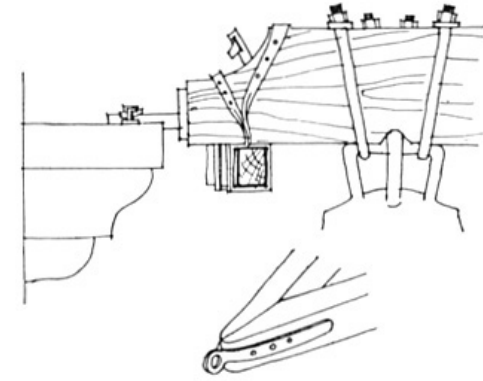


COME SI INCASTRANO I VARI PEZZI

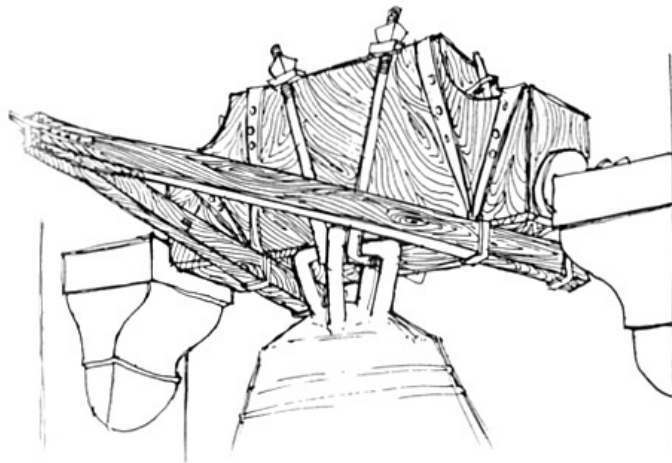
PIETRA

MATTONI

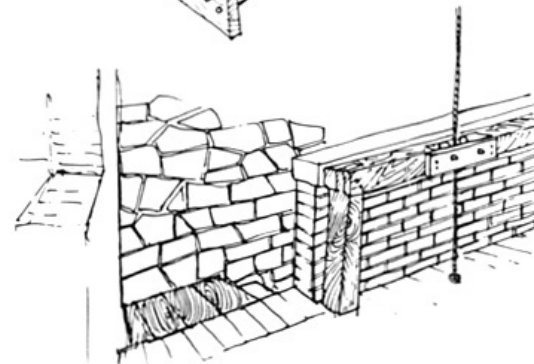
LEGNO



PARTICOLARI DELLE CAMPANE



SCIZZO PROSPETTICO



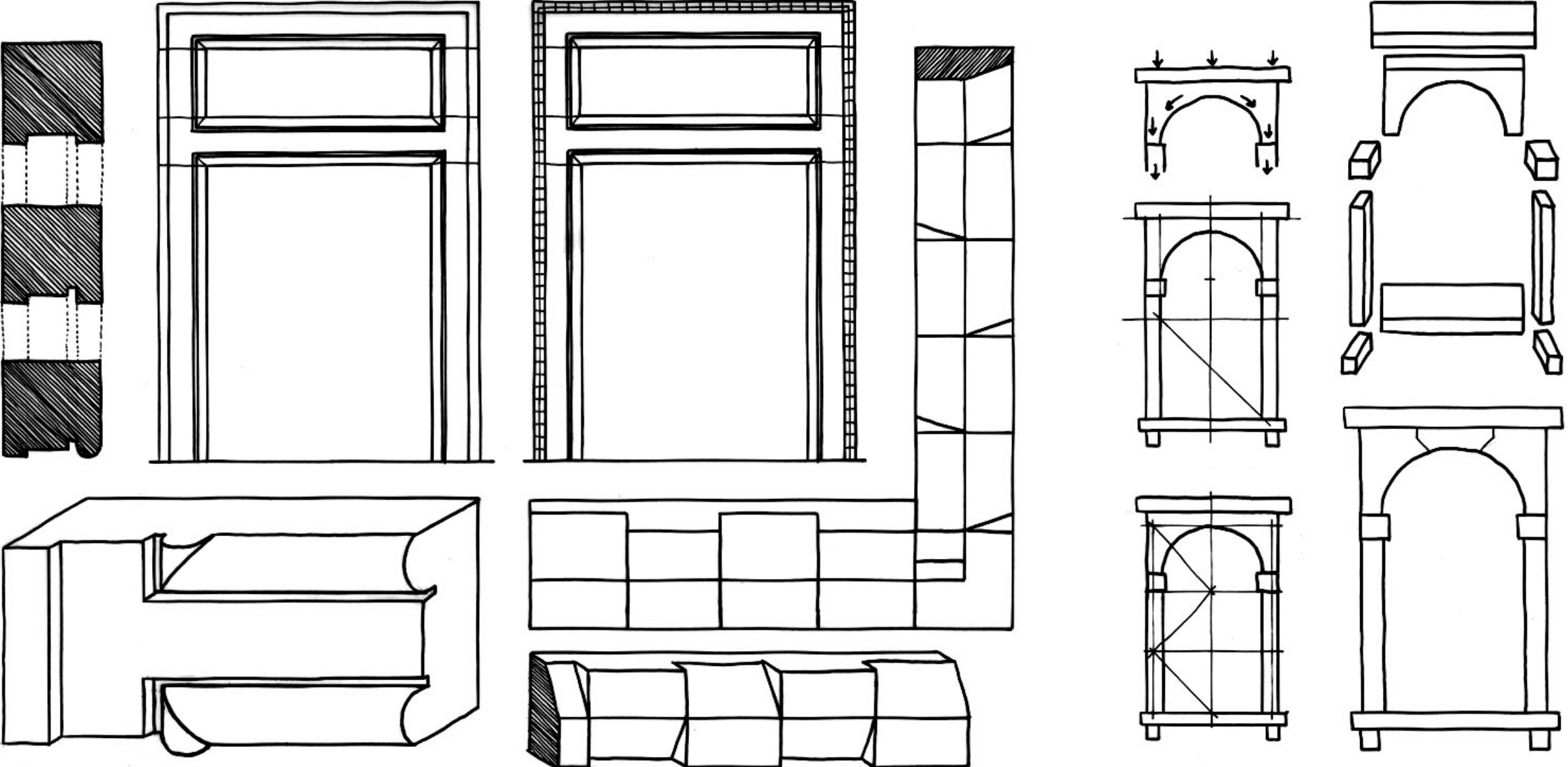
SCIZZO D'INSIEME

Per studiare gli elementi di un dipinto

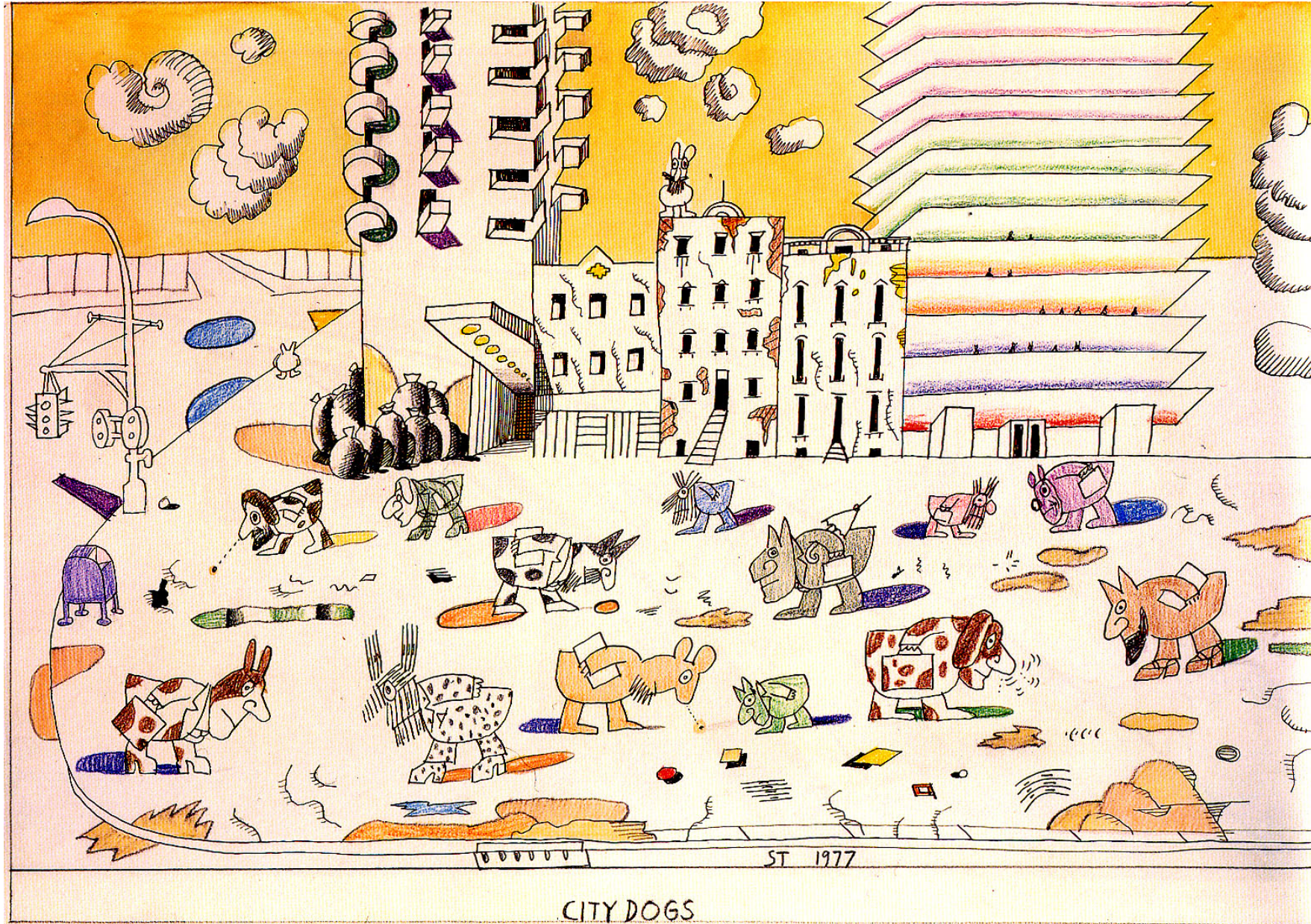


Disegni di Leonardo, van Gogh

Per ragionare sulla forma, le proporzioni, i componenti

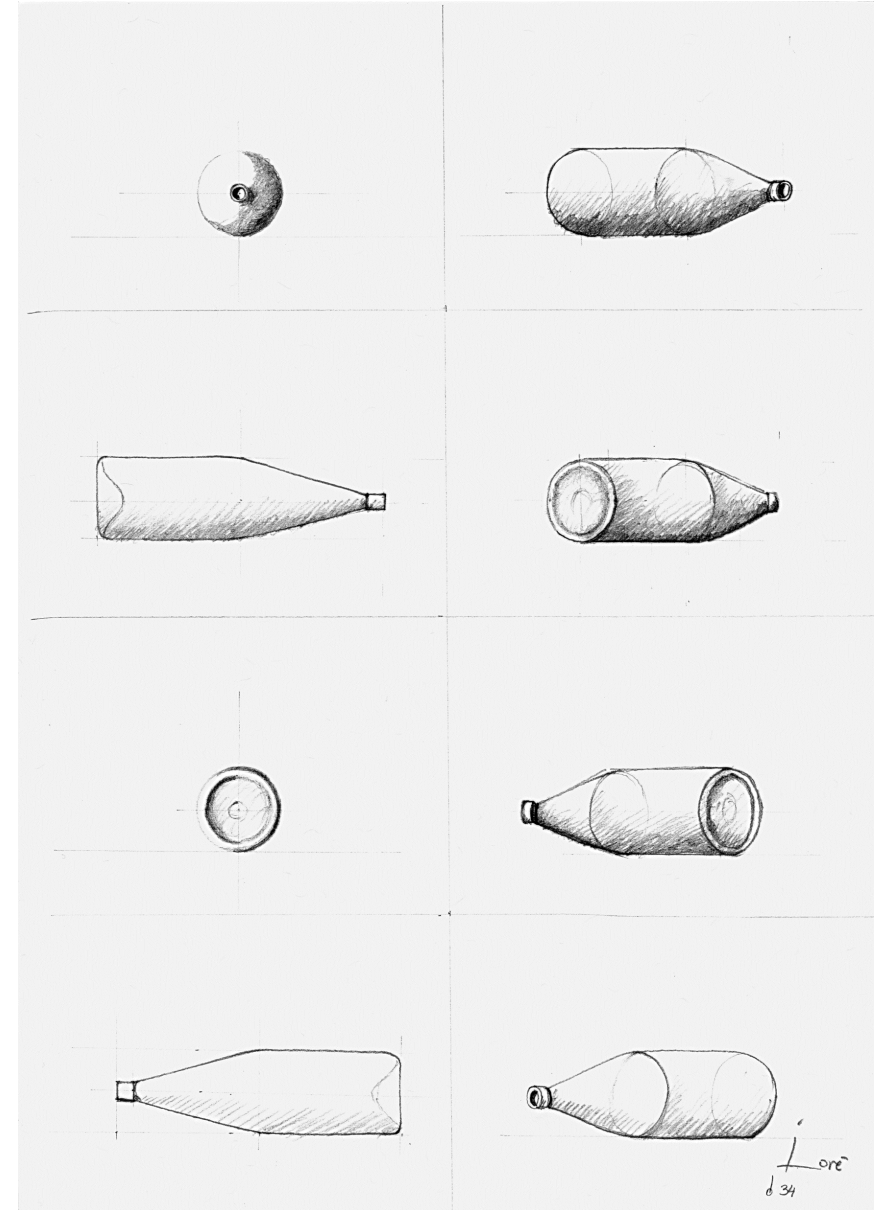
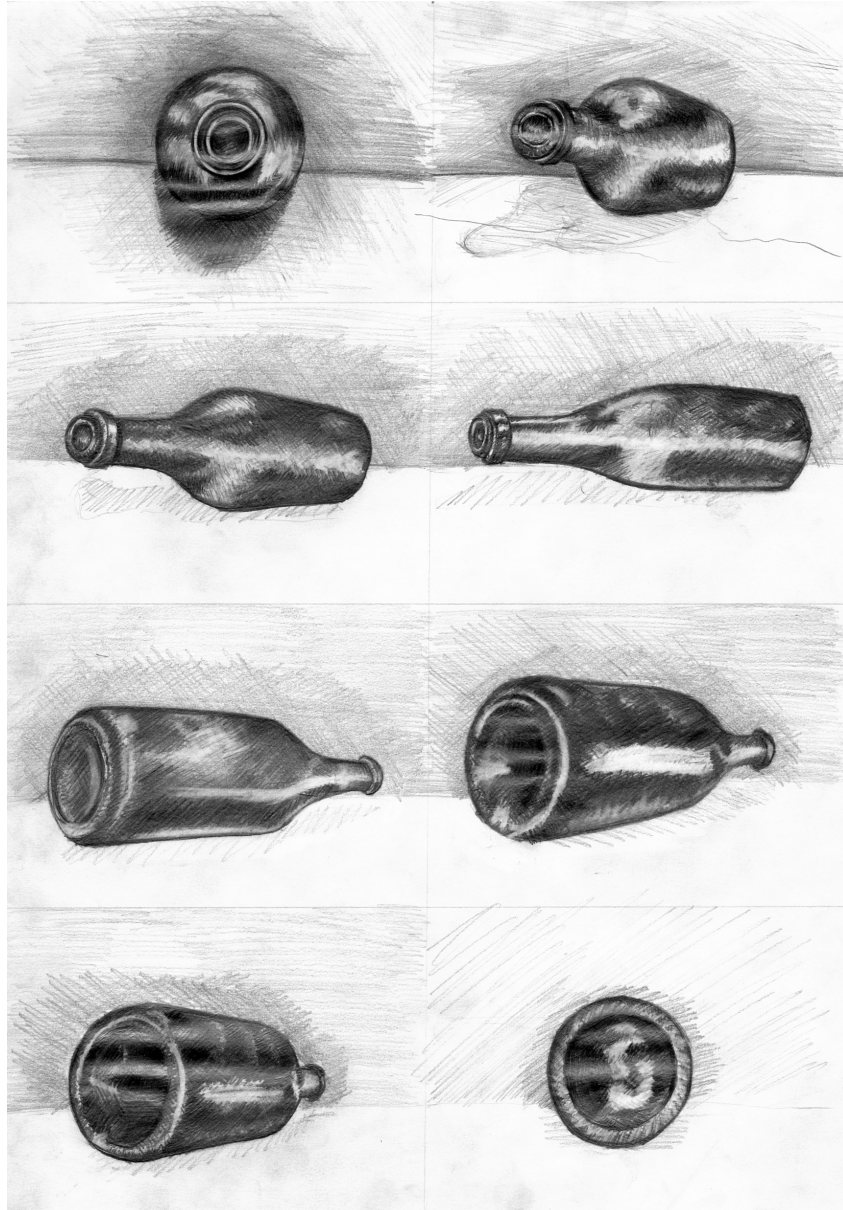


Per esprimere il proprio punto di vista sulla società



Disegno di Saul Steinberg

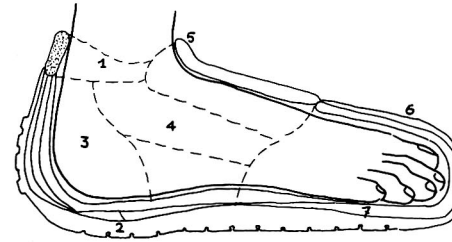
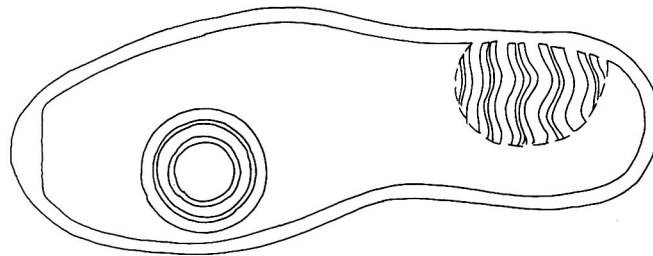
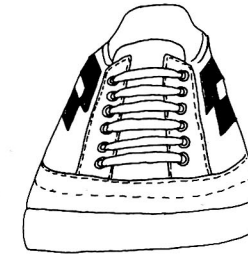
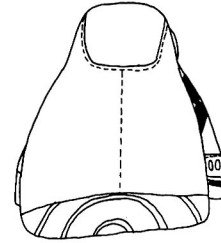
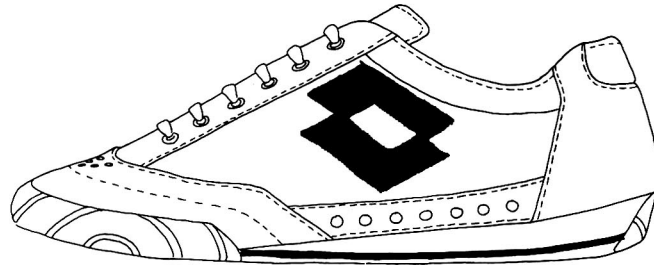
Per studiare lo scorcio



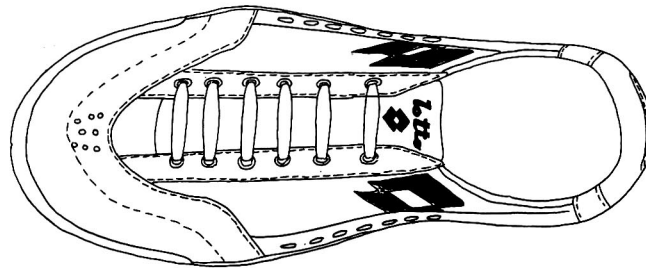
Disegni di studenti

Per analizzare forma e materiali

SCARPA LOTTO



- 1- l'interno della tomaia è completamente rivestito a spugna anche sotto piede.
- 2- X doppio strato di spugna porosa e a diversa indice di densità.
- 3- X controfondo avvolgente ad alto grado di rigidità rivestito in cuoio.
- 4- da tomaia in nylon
- 5- da linguetta rotolabile della tomaia
- 6- X parte rinforzata in cuoio
- 7- da suola ad alta resistenza all'abrasione con bo antistatici.



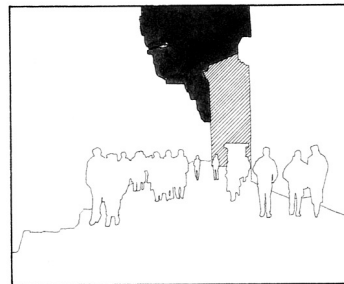
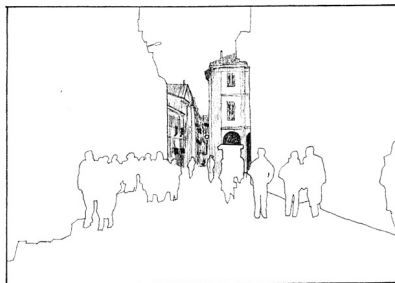
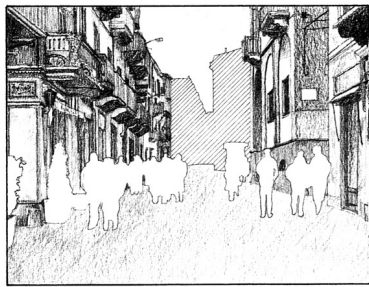
TOMAIA	Baneka (sintetico traspirante)
BATTISTRADA	A Liscia di pesce (ondulato)
SUOLA	Poliuretano espanso a diversa densità
ALLACCIATURA	Tradizionale a 6 buchi
PLANTARE	anatomico con suoletta in gomma piuma
MISURE DISP.	da 35 a 42 (35 e 41)
SUPERFICI CONSIGLIATE	tutte ma in particolare quelle duro porose
PREZZO DI LISTINO	25.900
PRODUTTORE	Lotto

	ADIDAS	LOTTO
RISPONDERA ALL' USO	●	
RAZIONALITA' DELL'ESECUZIONE	●	
RISPONDERA ESTETICA	●	
COSTO		●
SCELTA RAZIONALE DEI MAT.		●
DURATA	●	

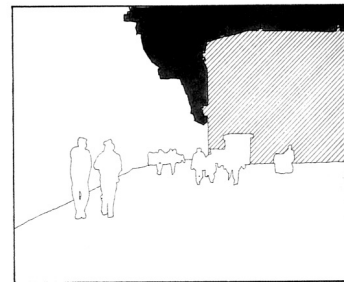
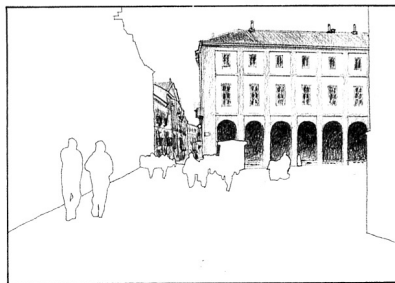
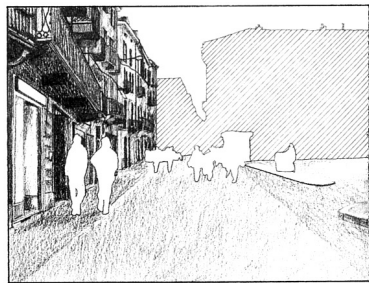
Per analizzare uno spazio urbano



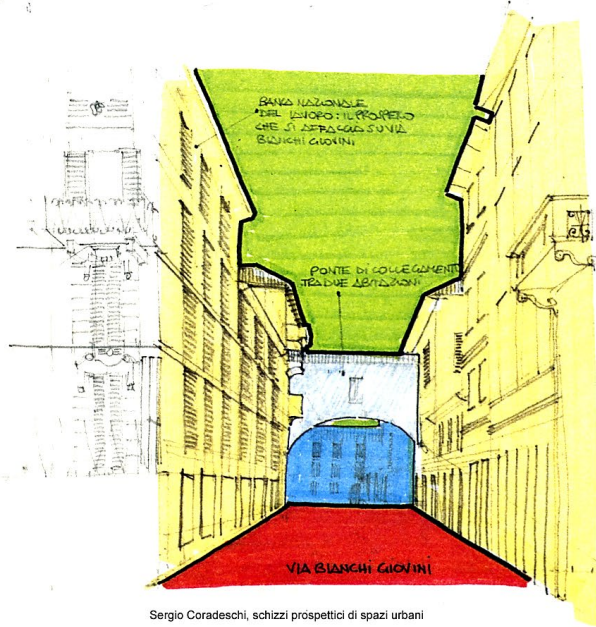
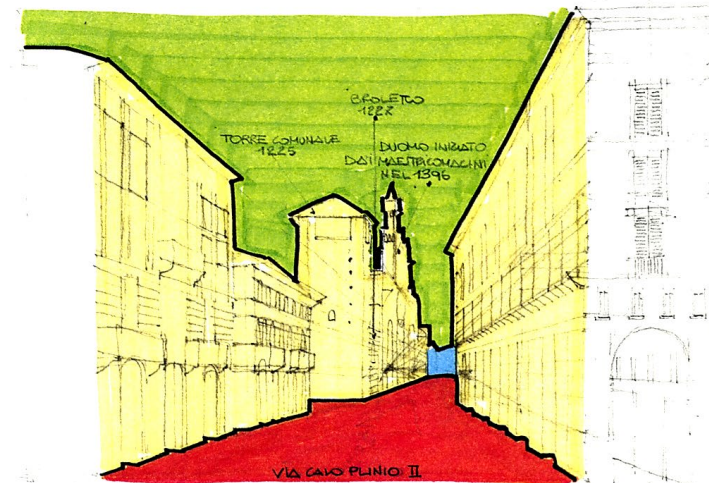
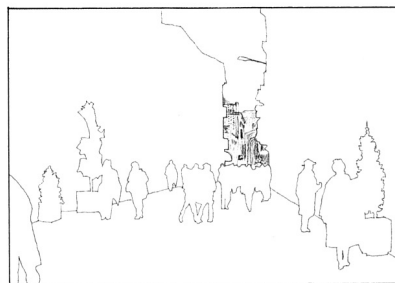
AVVICINAMENTO EST - I -



AVVICINAMENTO EST - II -



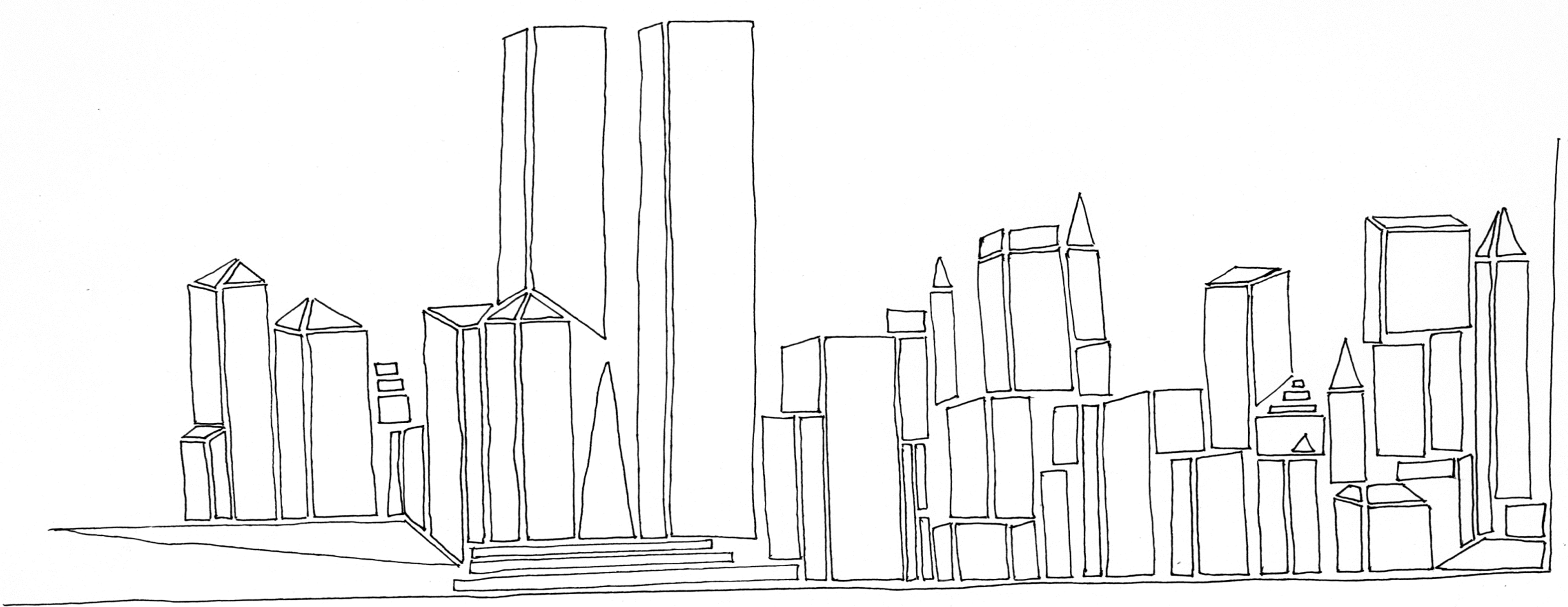
ALLONTANAMENTO EST



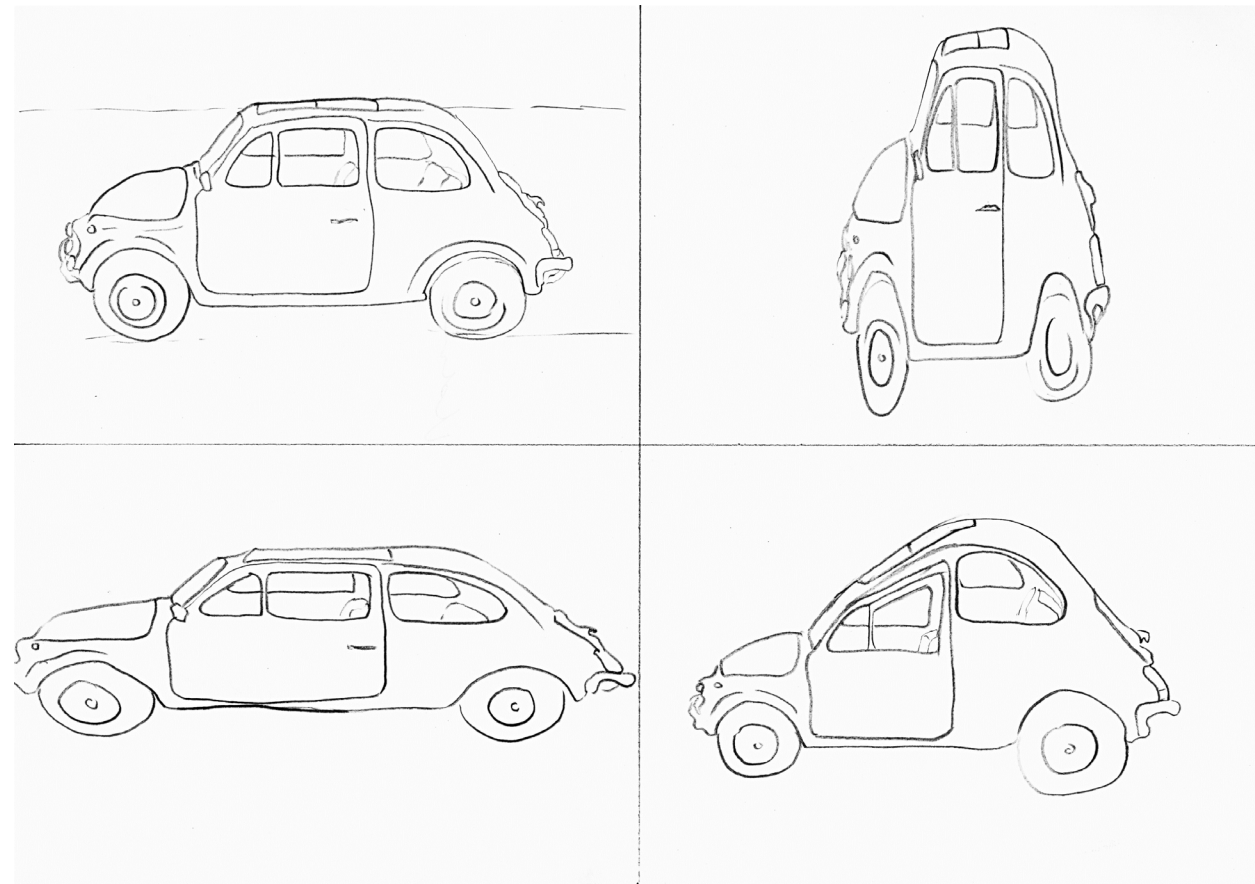
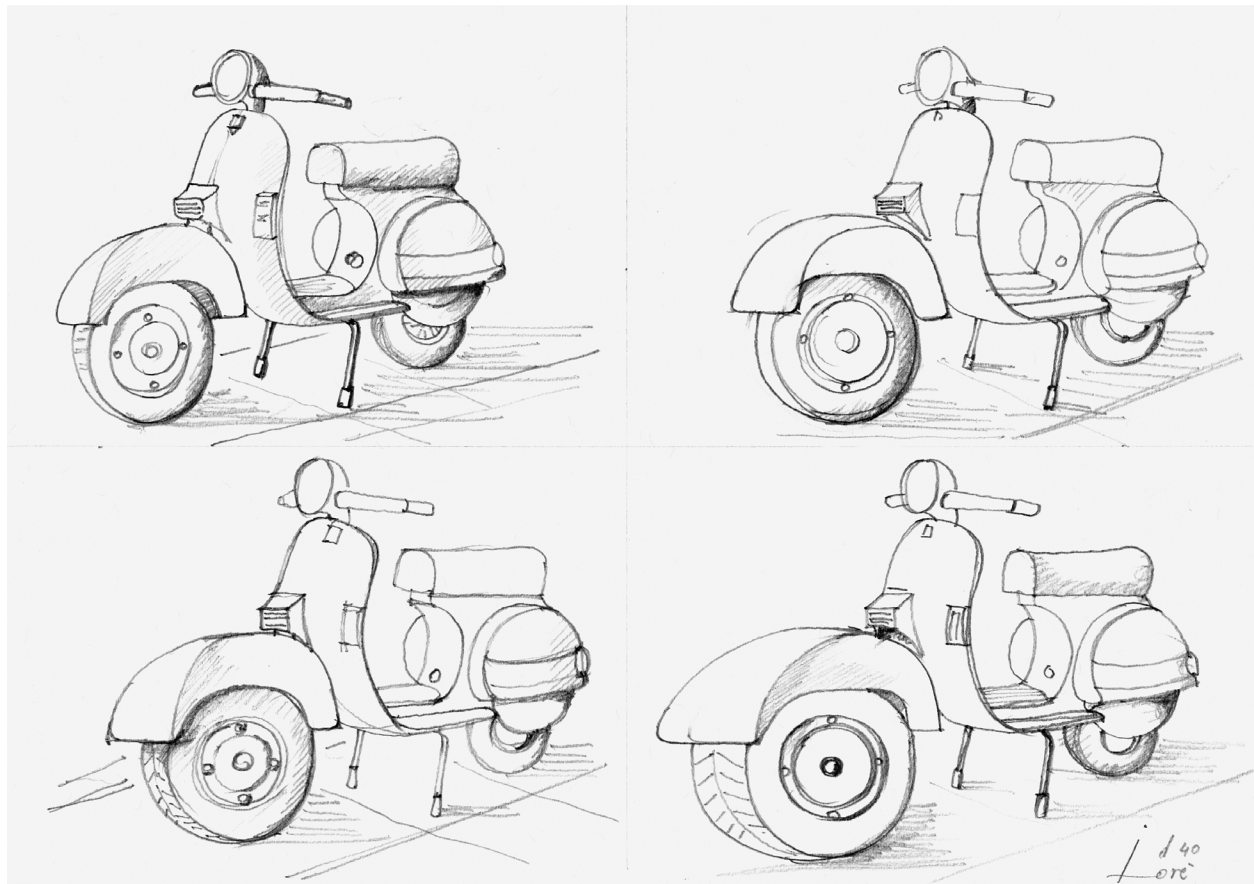
- PRE FONDALE
- FONDALE
- CIELO
- SKYLINE
- QUINTA
- CONTORNO
- STRADA

Sergio Coradeschi, schizzi prospettici di spazi urbani

Per astrarre le forme



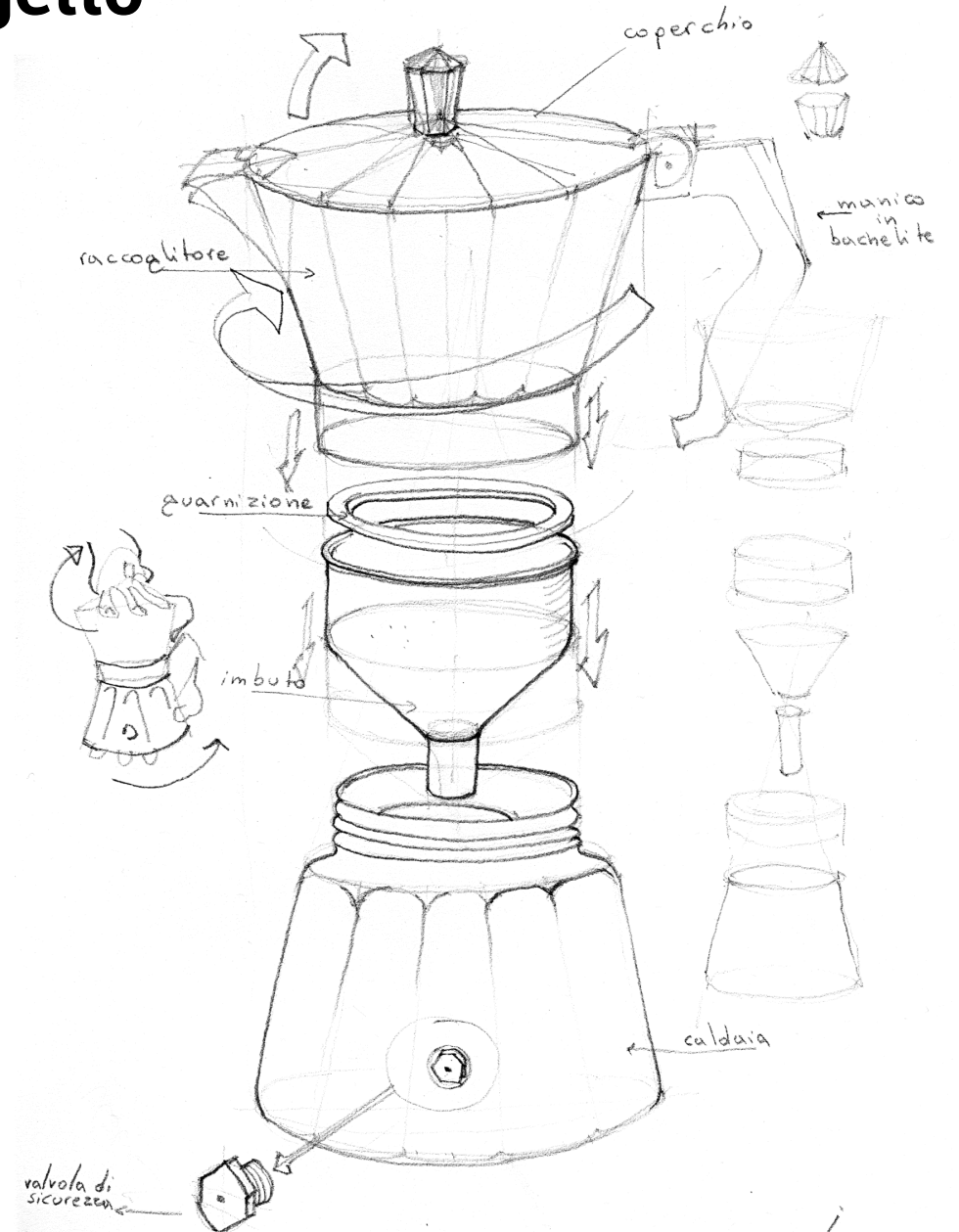
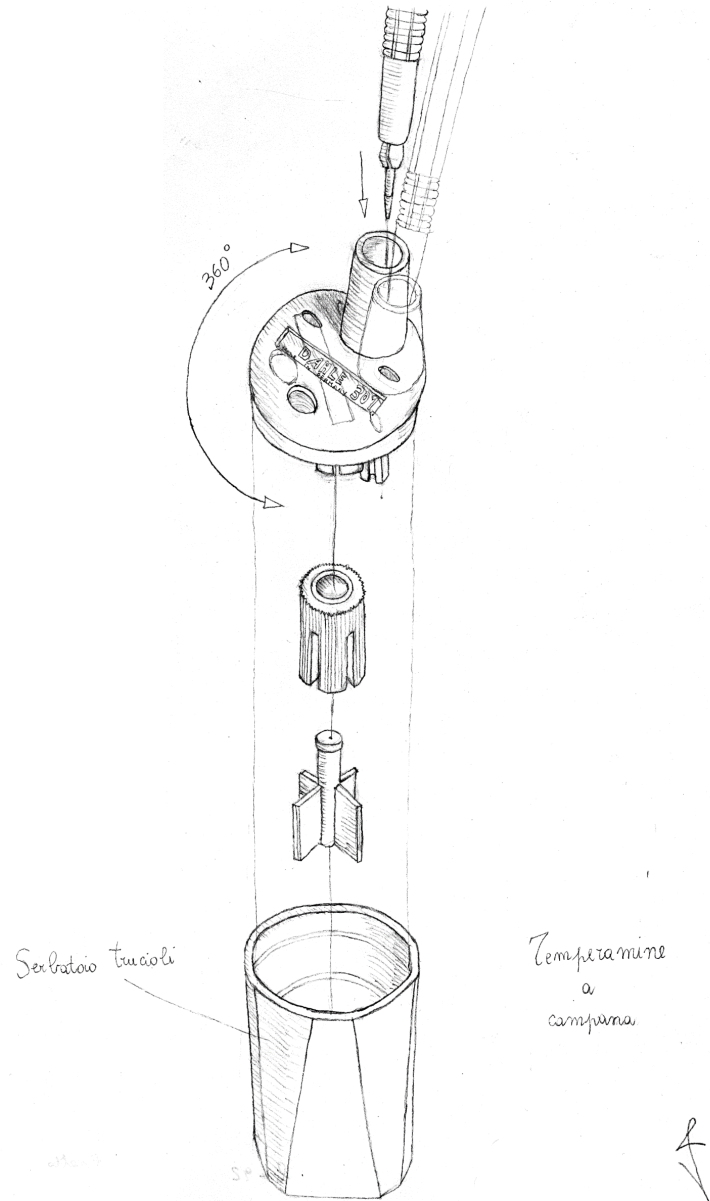
Per «giocare» con le proporzioni



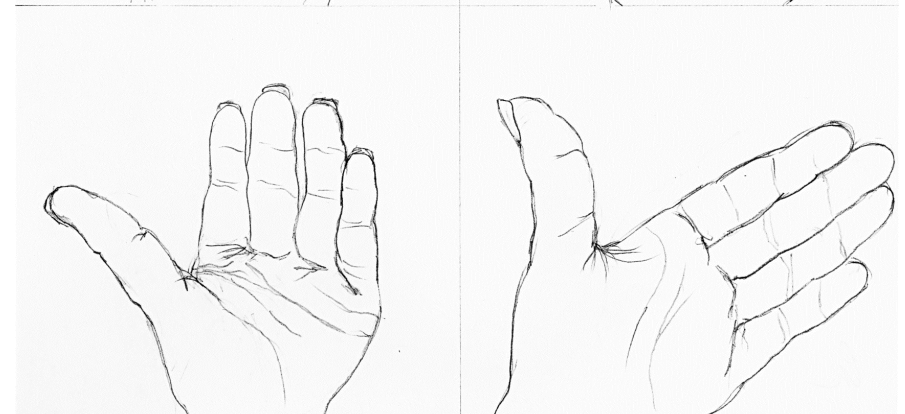
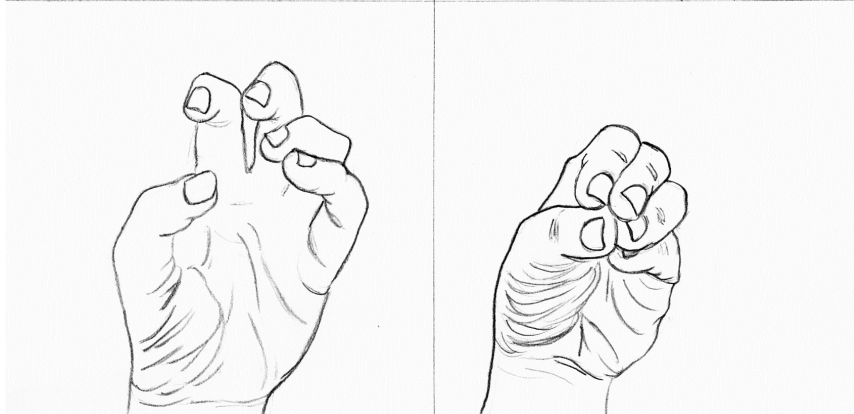
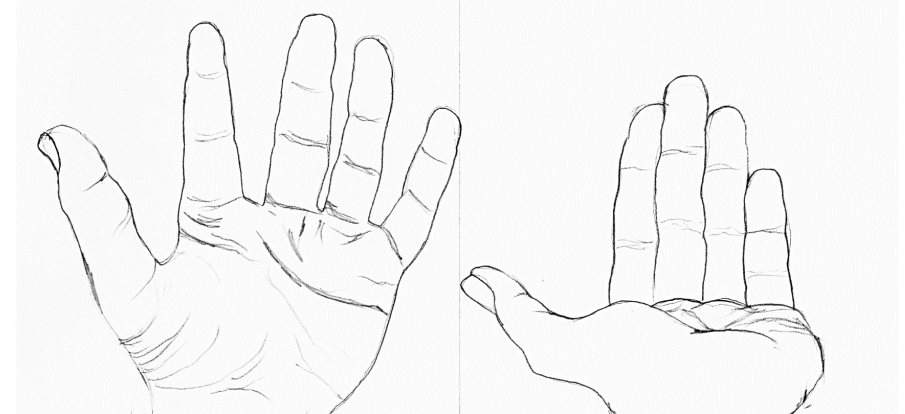
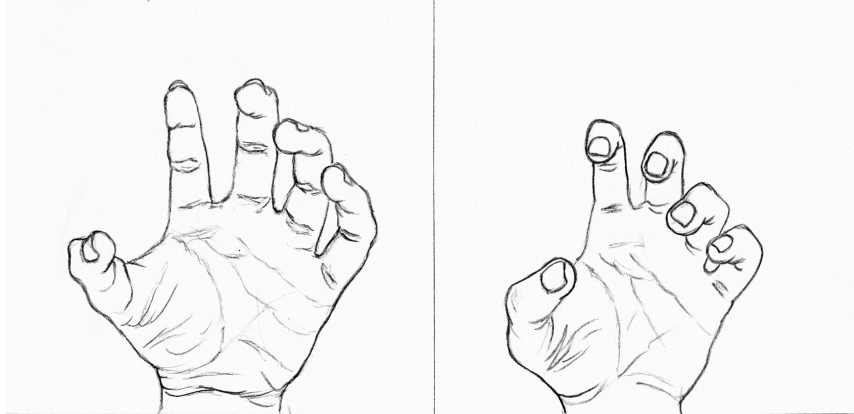
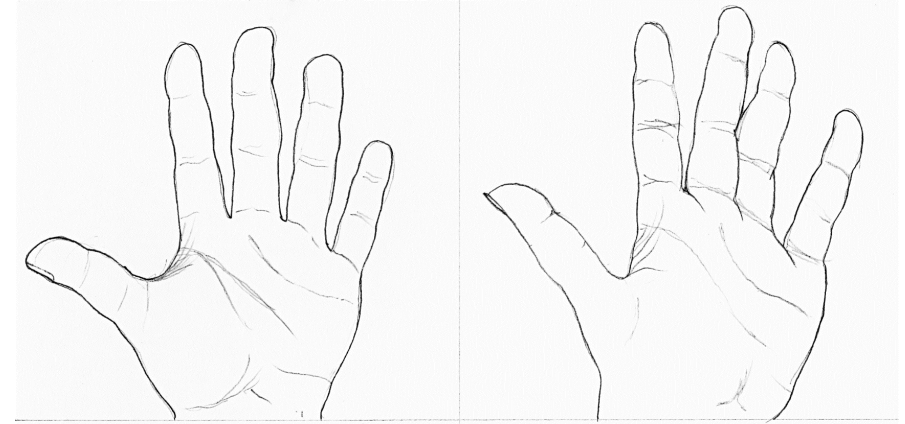
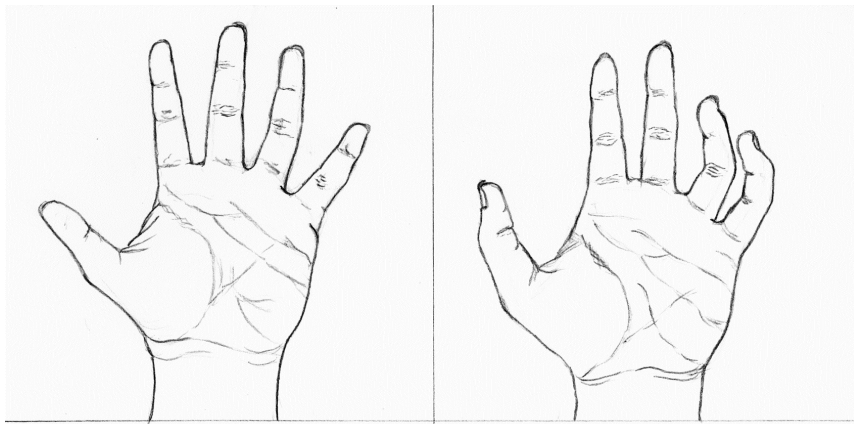
Per mostrare le cose da punti di vista inusuali



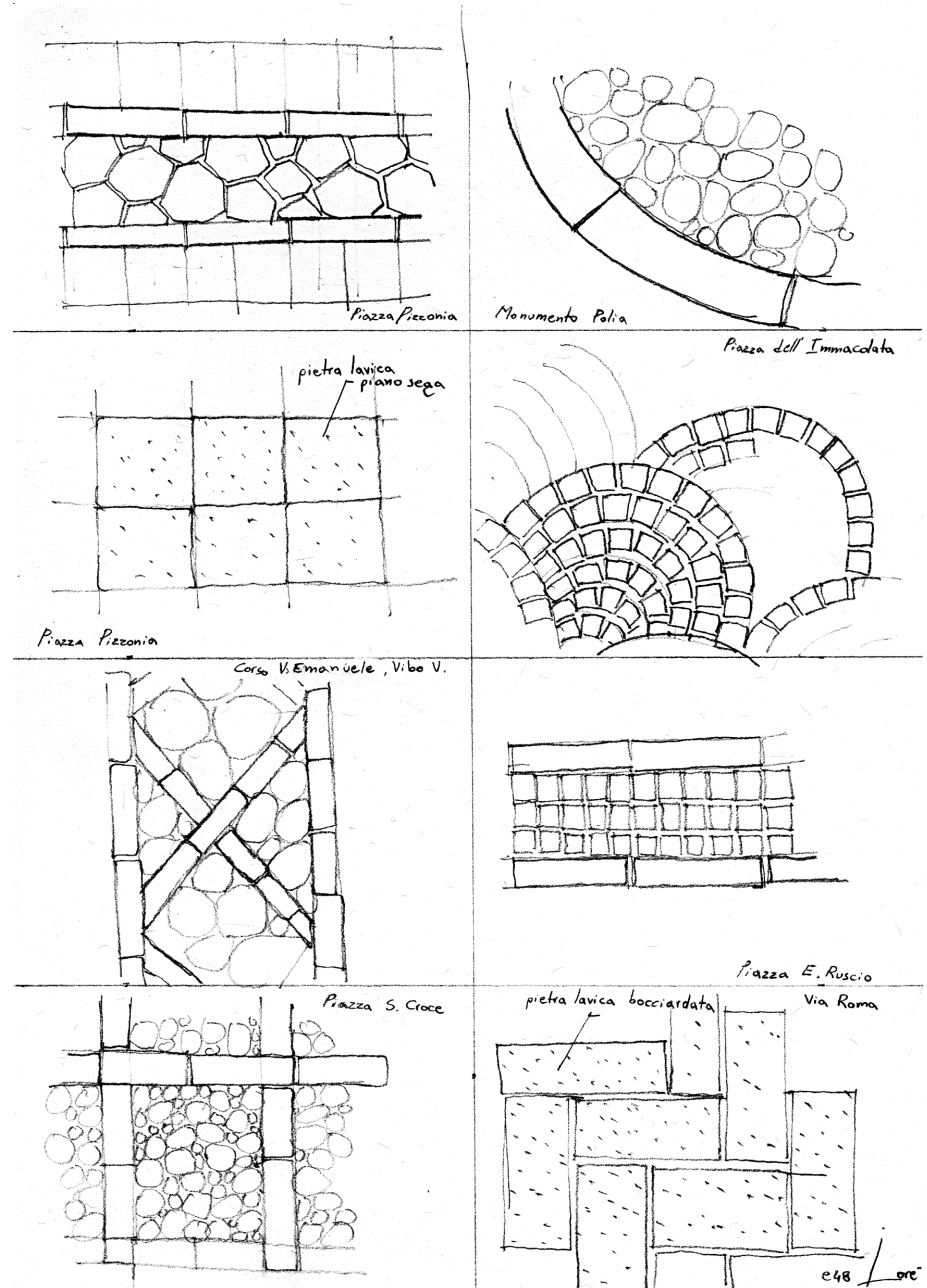
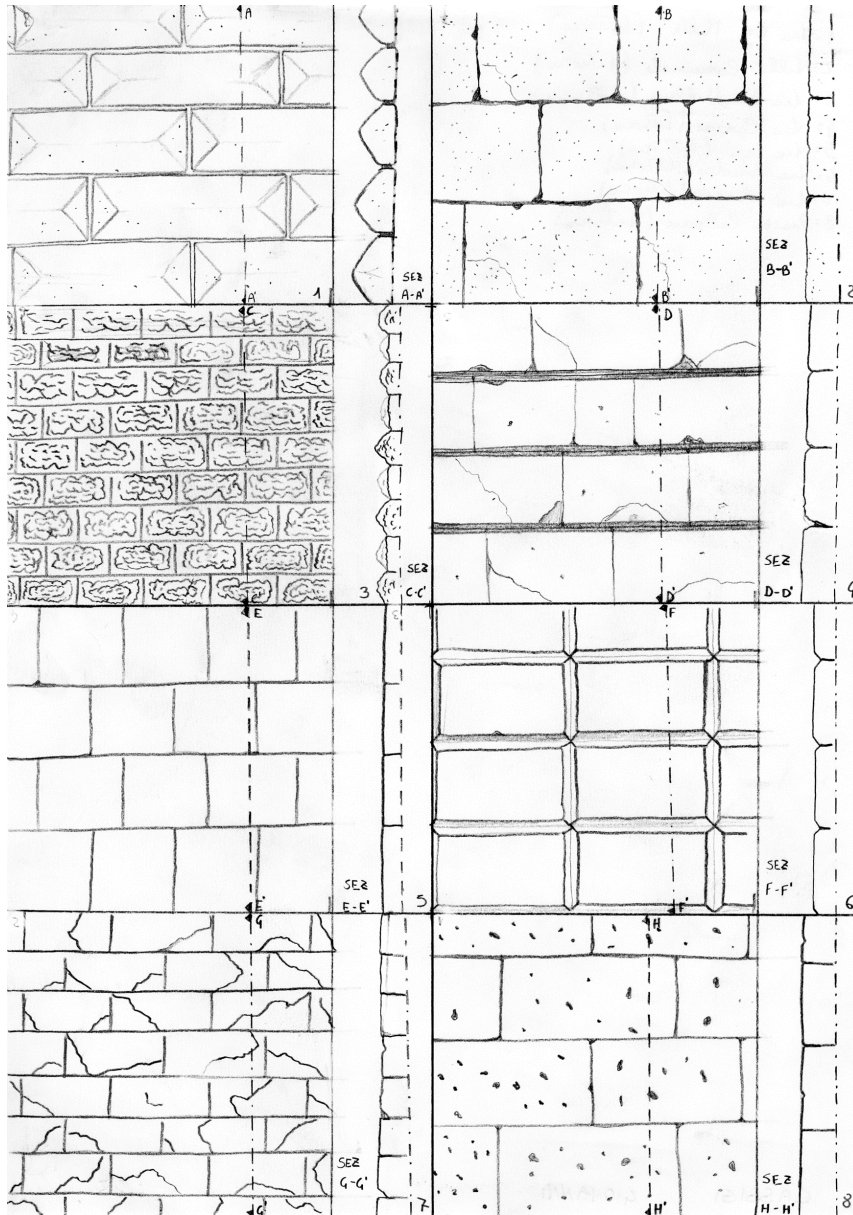
Per spiegare il funzionamento di un oggetto



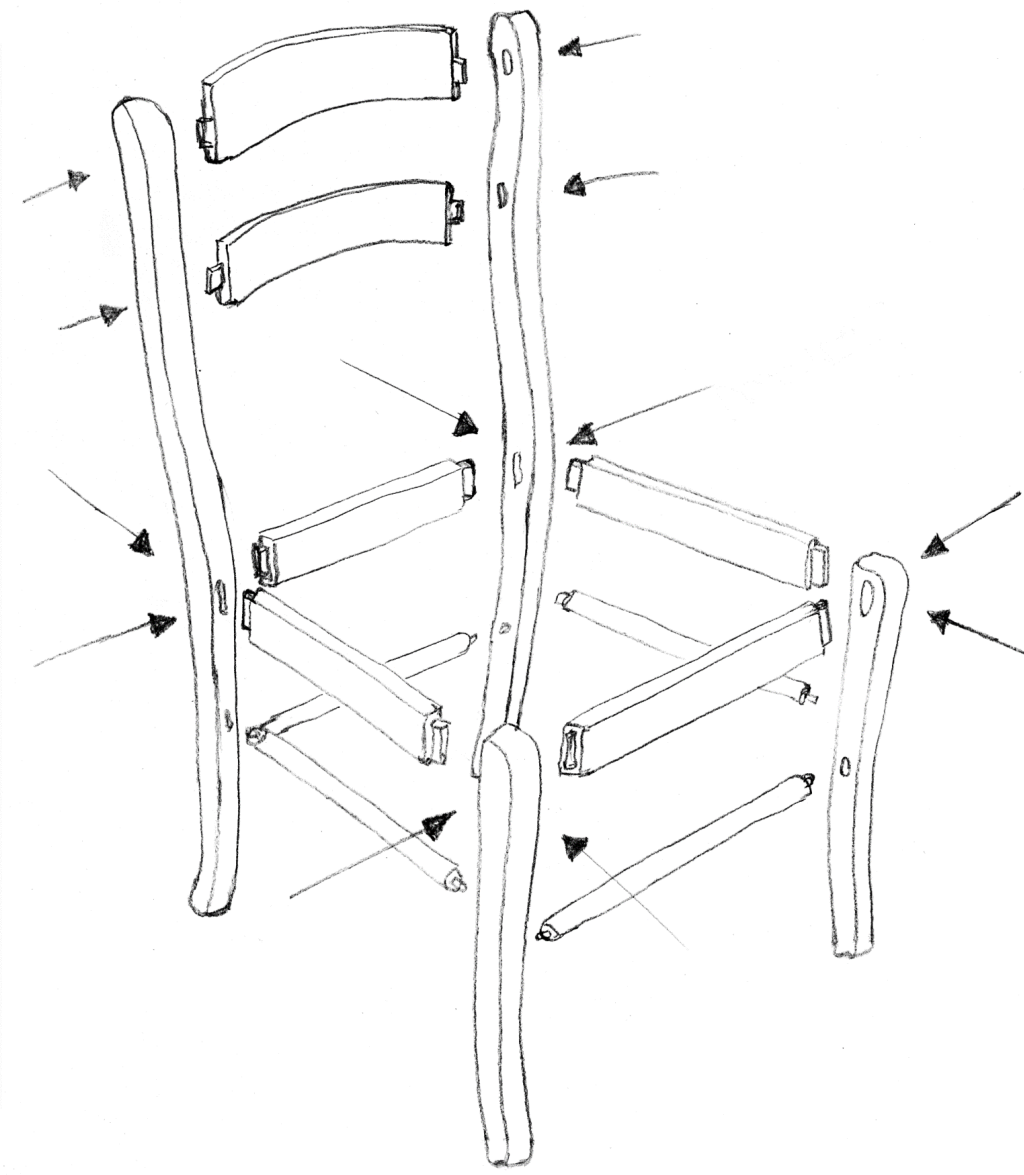
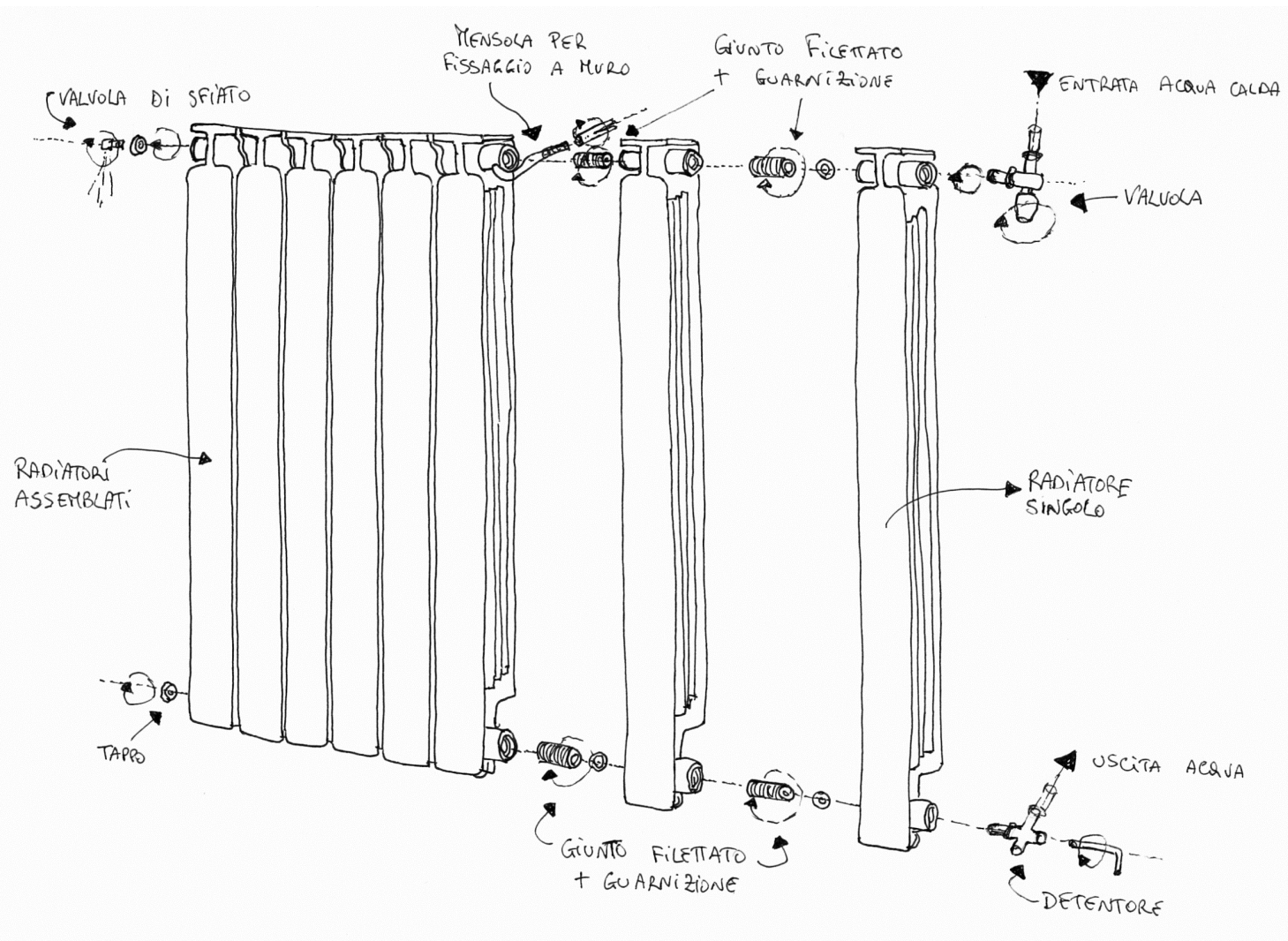
Per abituarsi a disegnare forme insolite



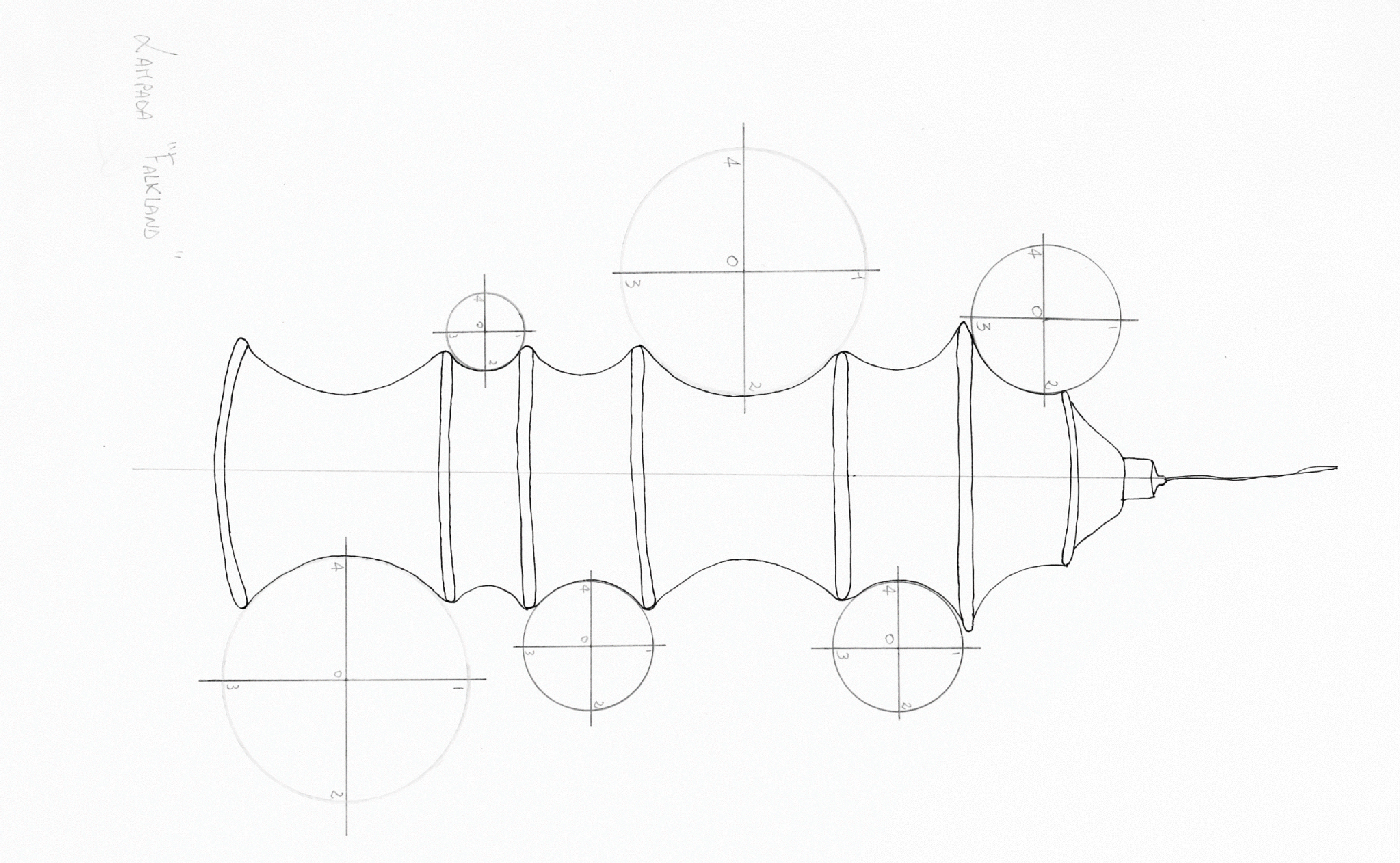
Per studiare materiali e rivestimenti



Per scomporre gli oggetti e descrivere le parti costitutive

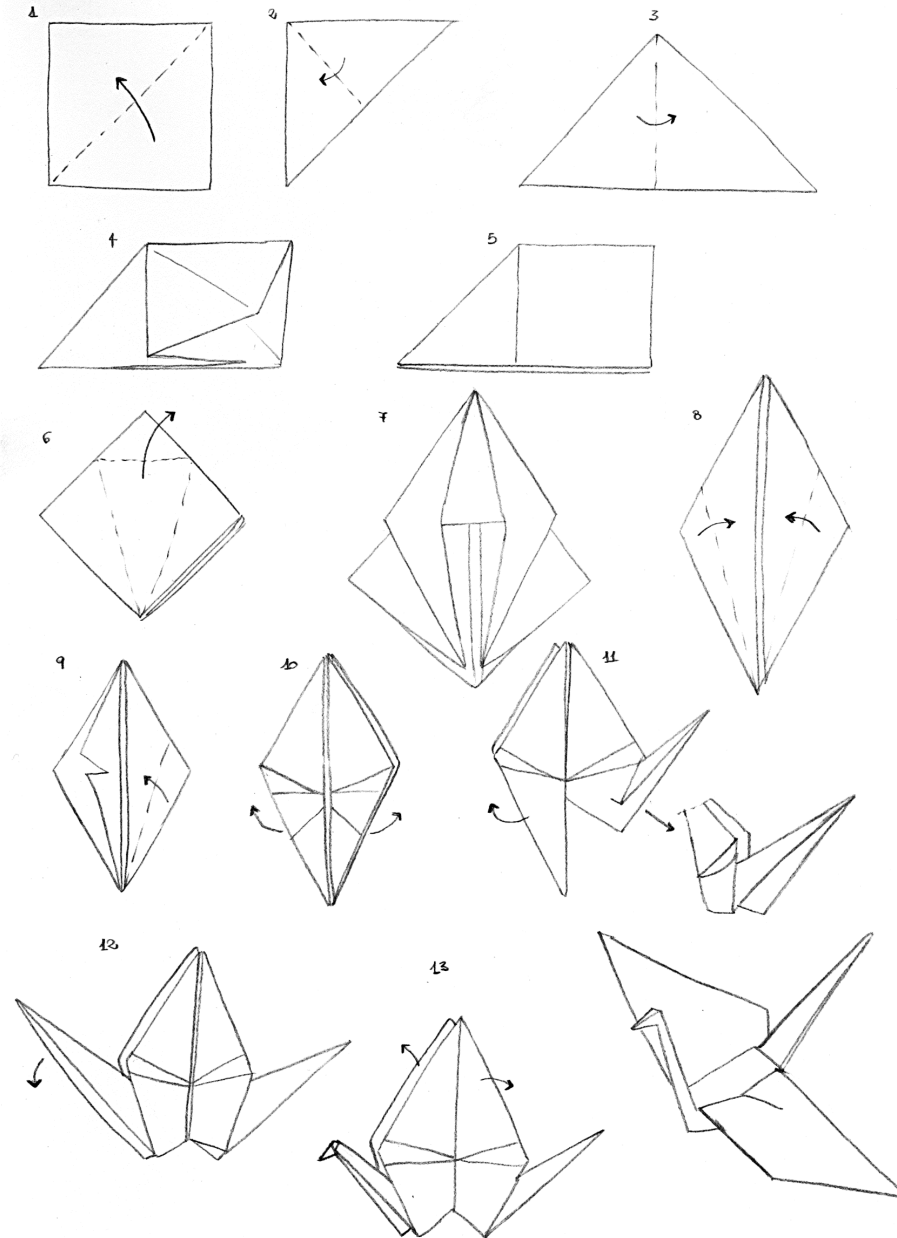


Per studiare le geometrie sottese alla forma

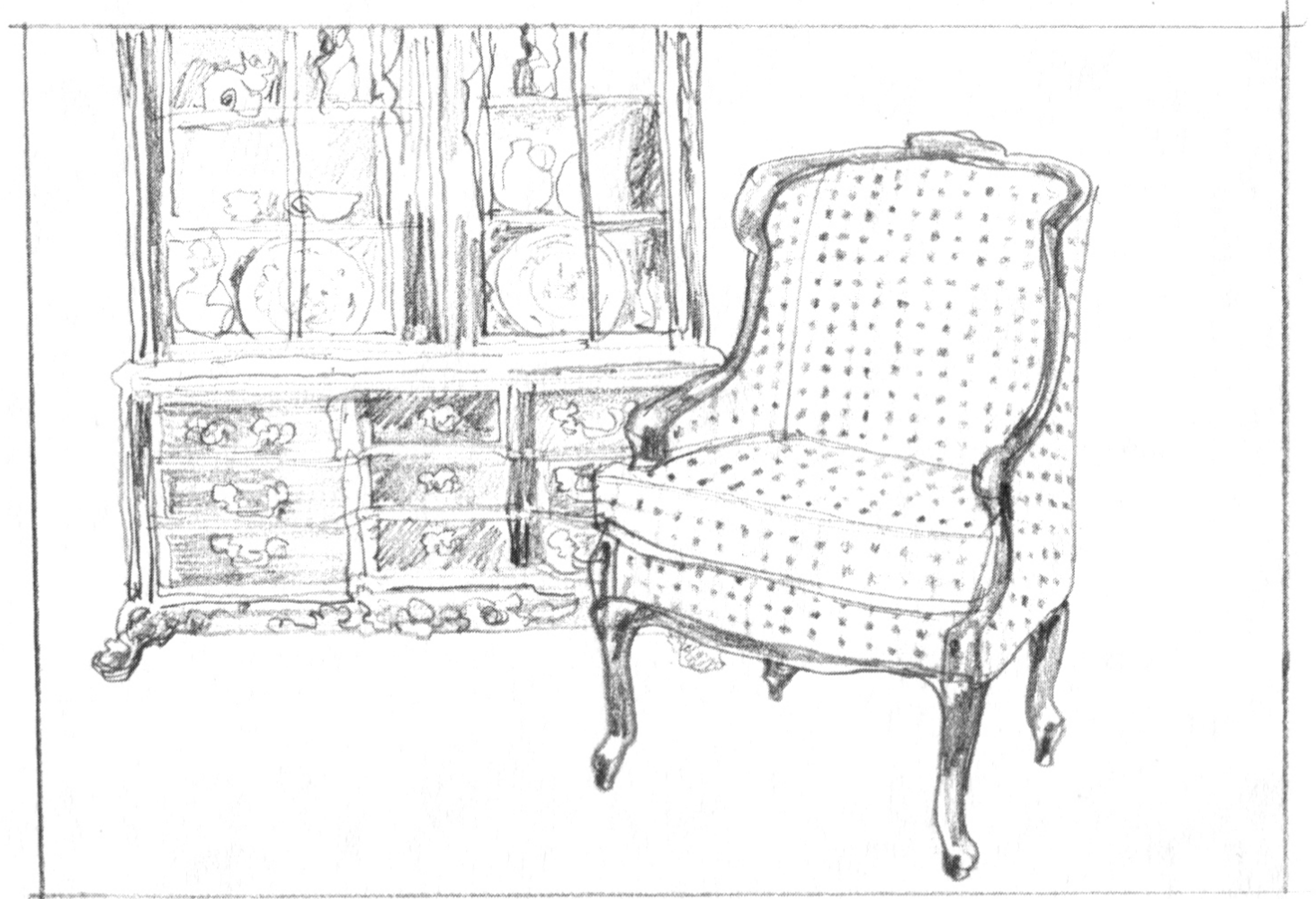
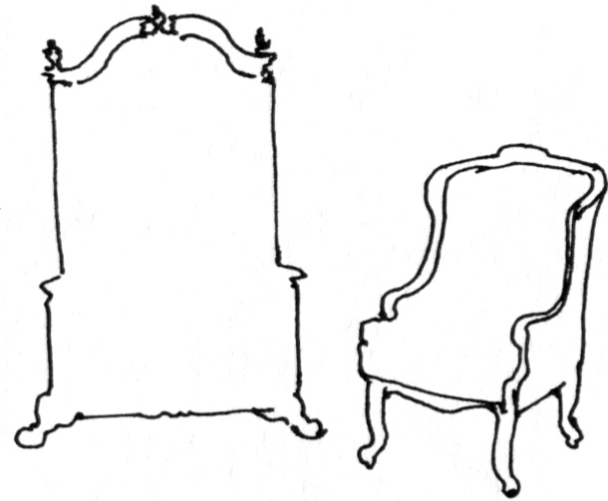


Disegno di studente

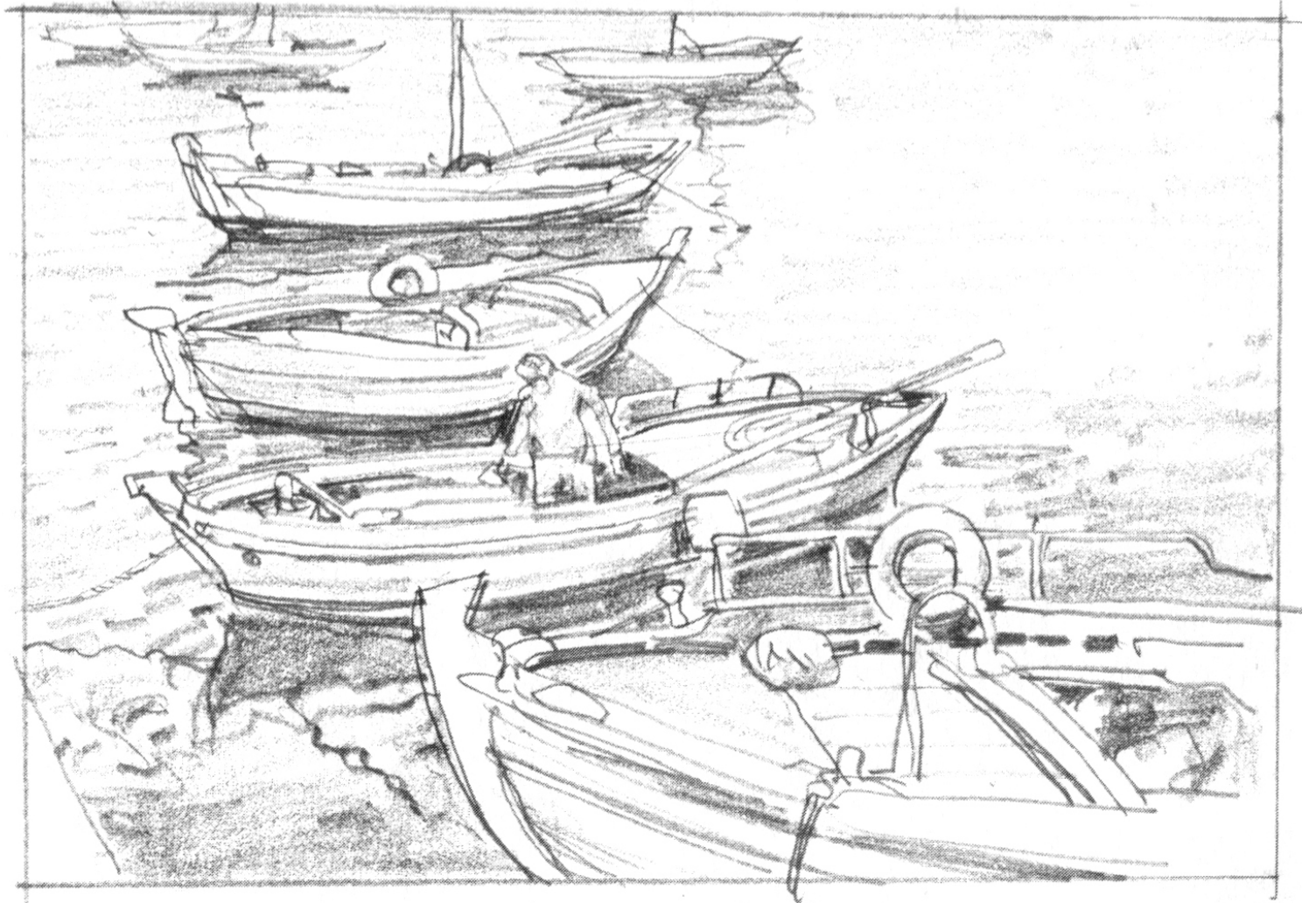
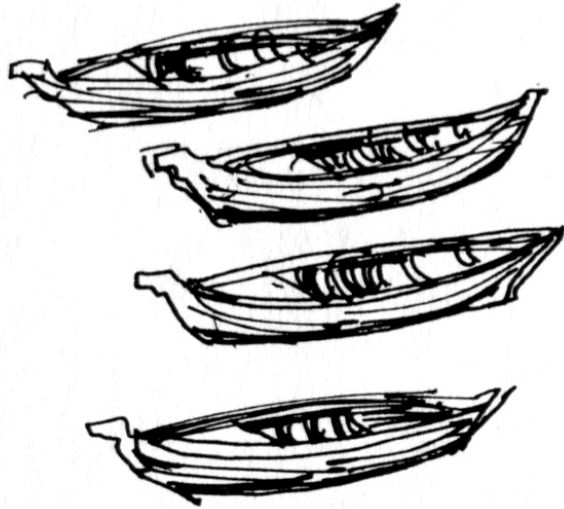
Per spiegare una sequenza di azioni



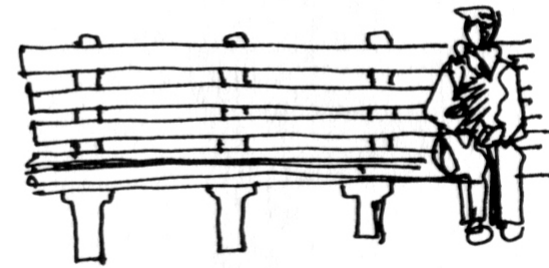
Disegno dal vero, alcuni suggerimenti: sovrapporre



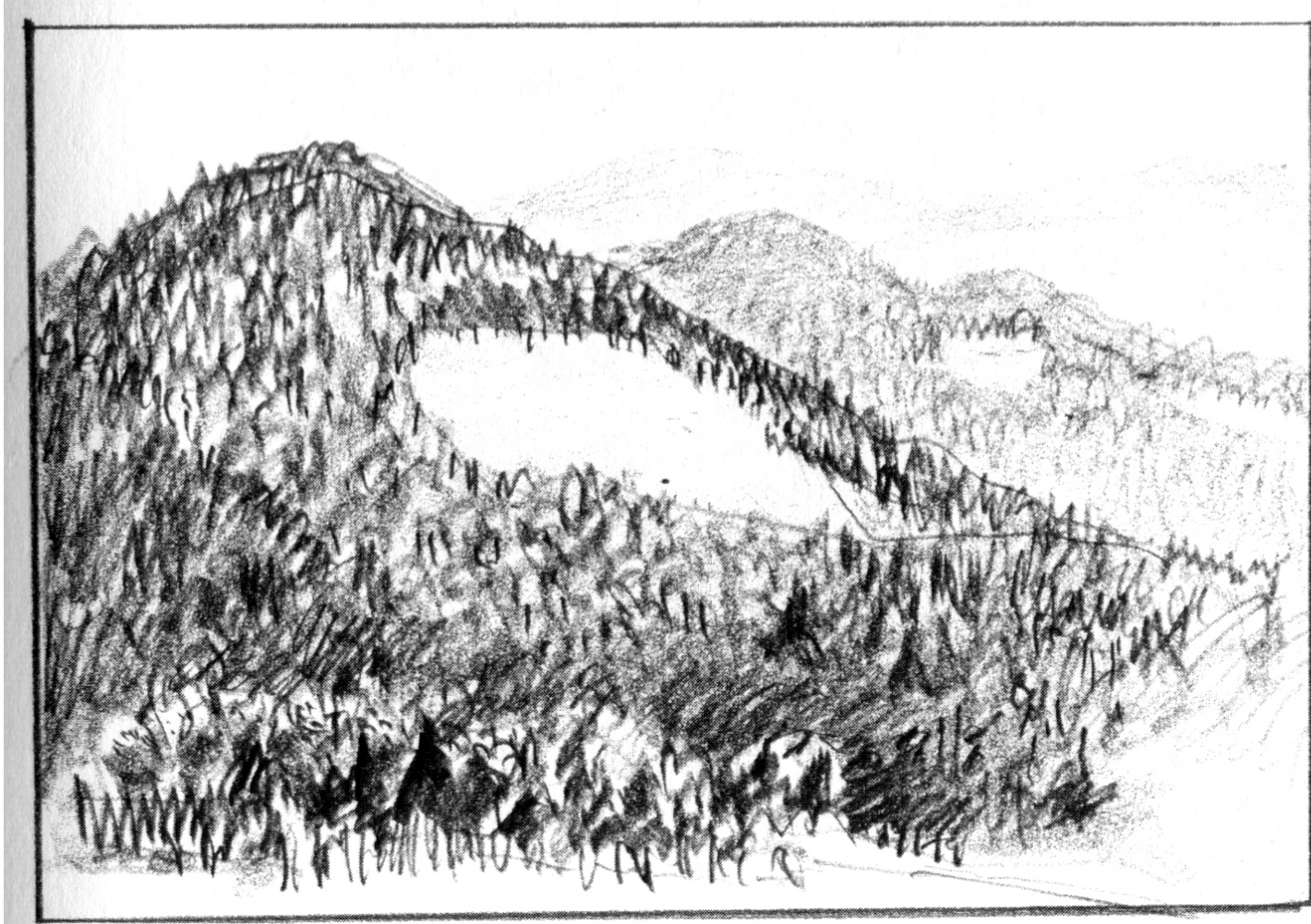
Disegno dal vero, alcuni suggerimenti: scorciare



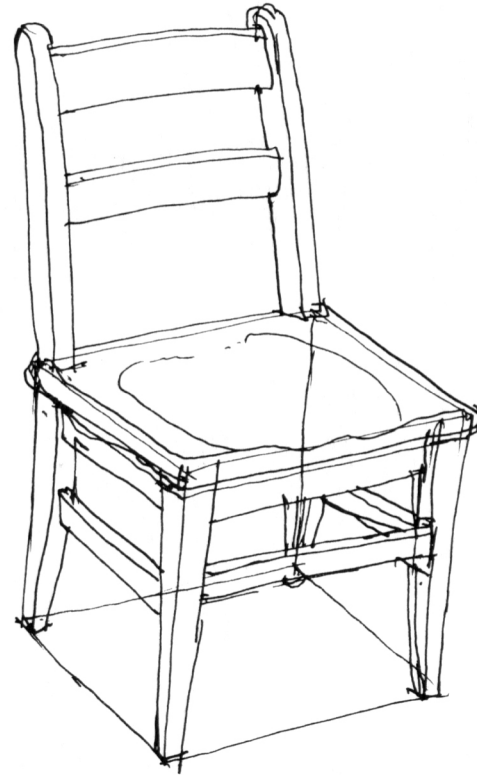
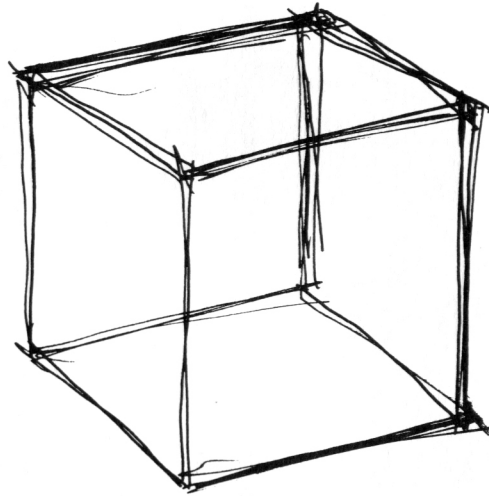
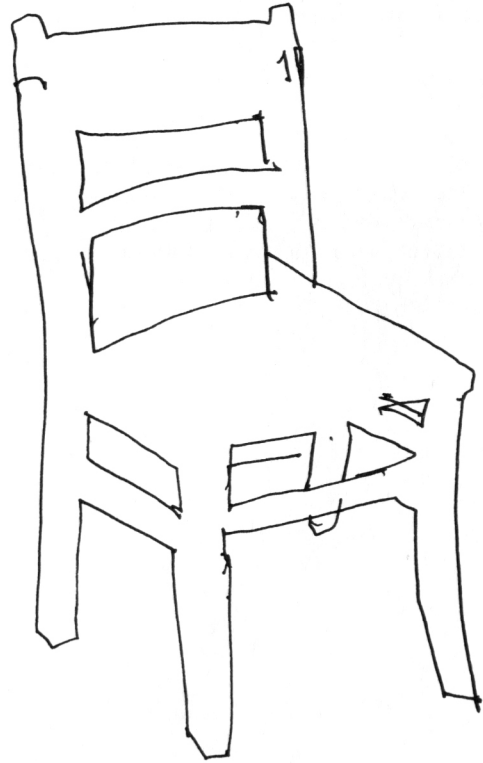
Disegno dal vero, alcuni suggerimenti: far convergere



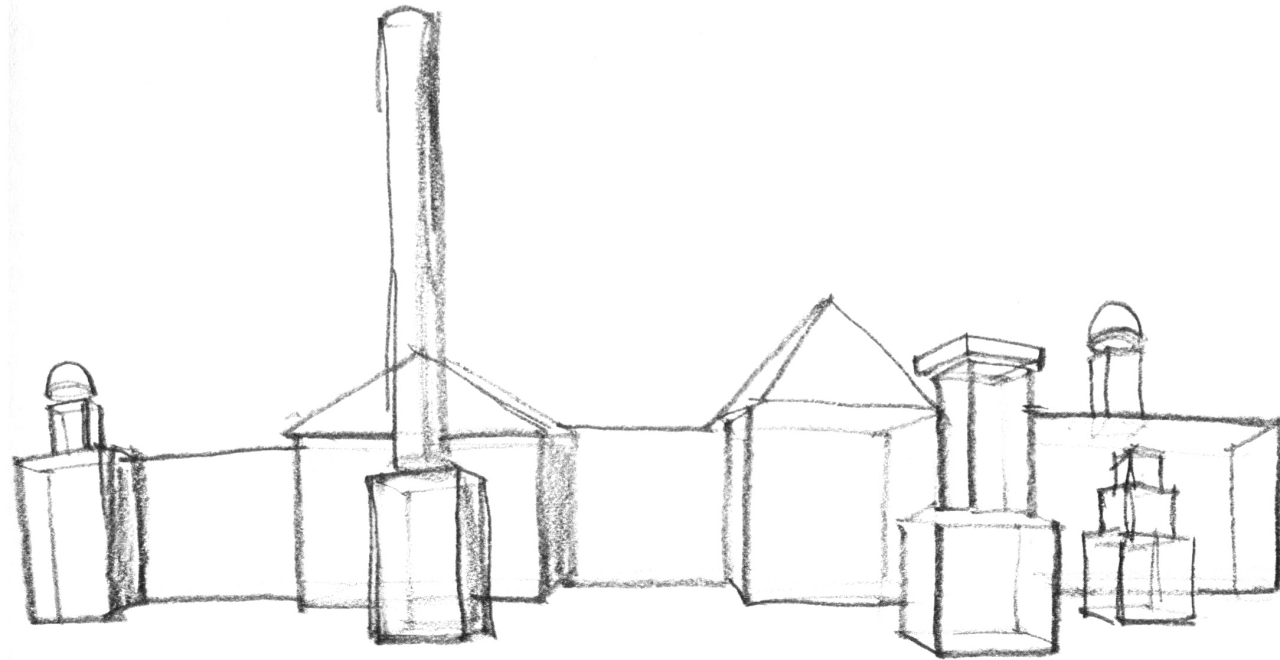
Disegno dal vero, alcuni suggerimenti: sfumare



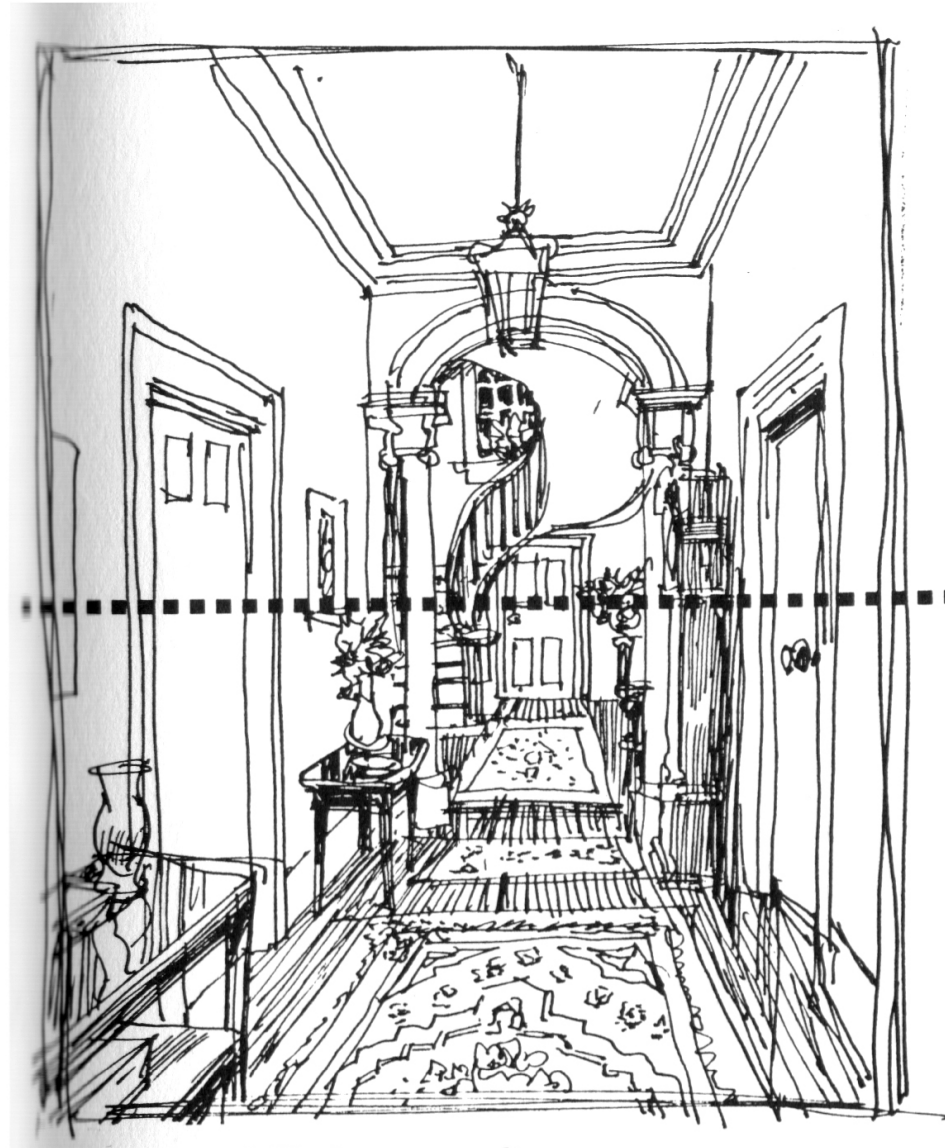
Disegno dal vero, alcuni suggerimenti: far trasparire



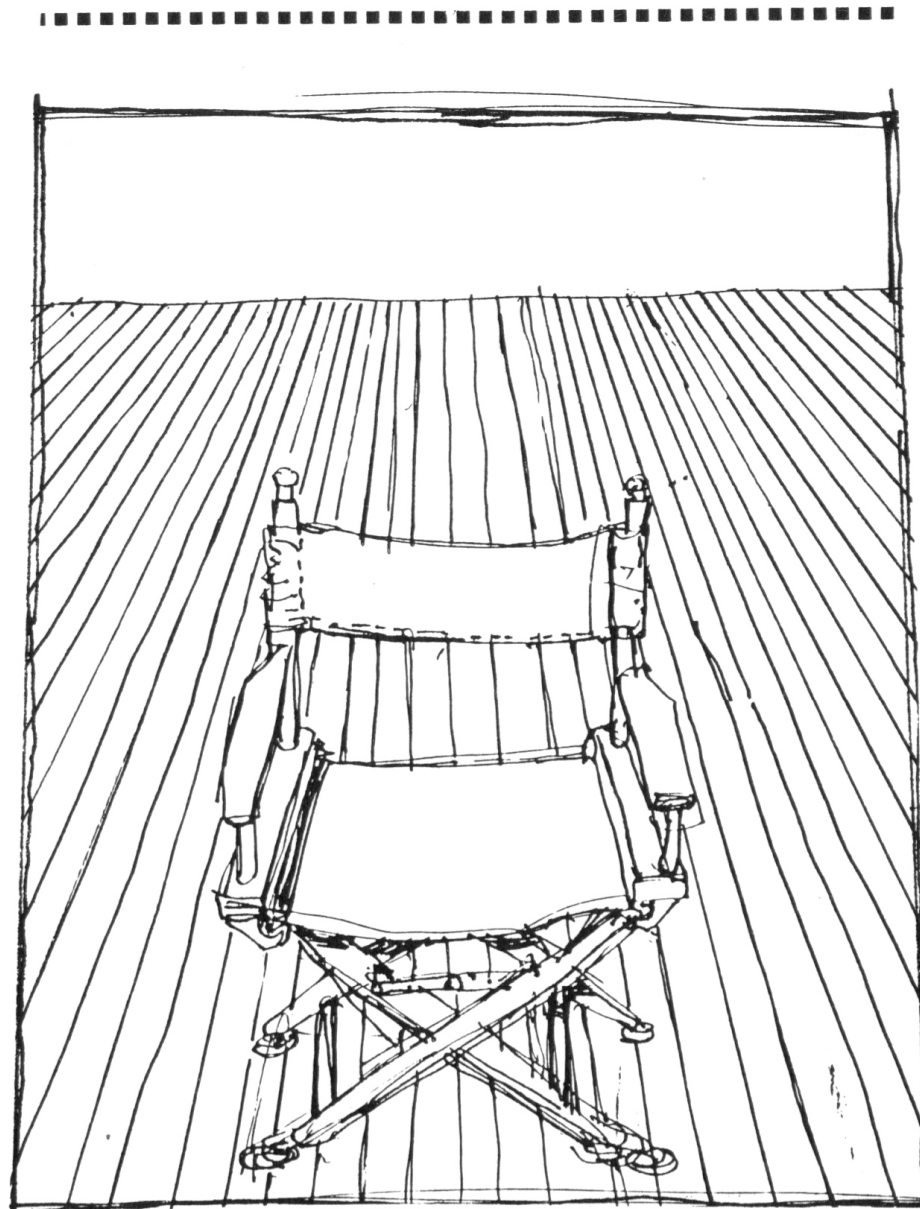
Disegno dal vero, alcuni suggerimenti: rivelare la struttura



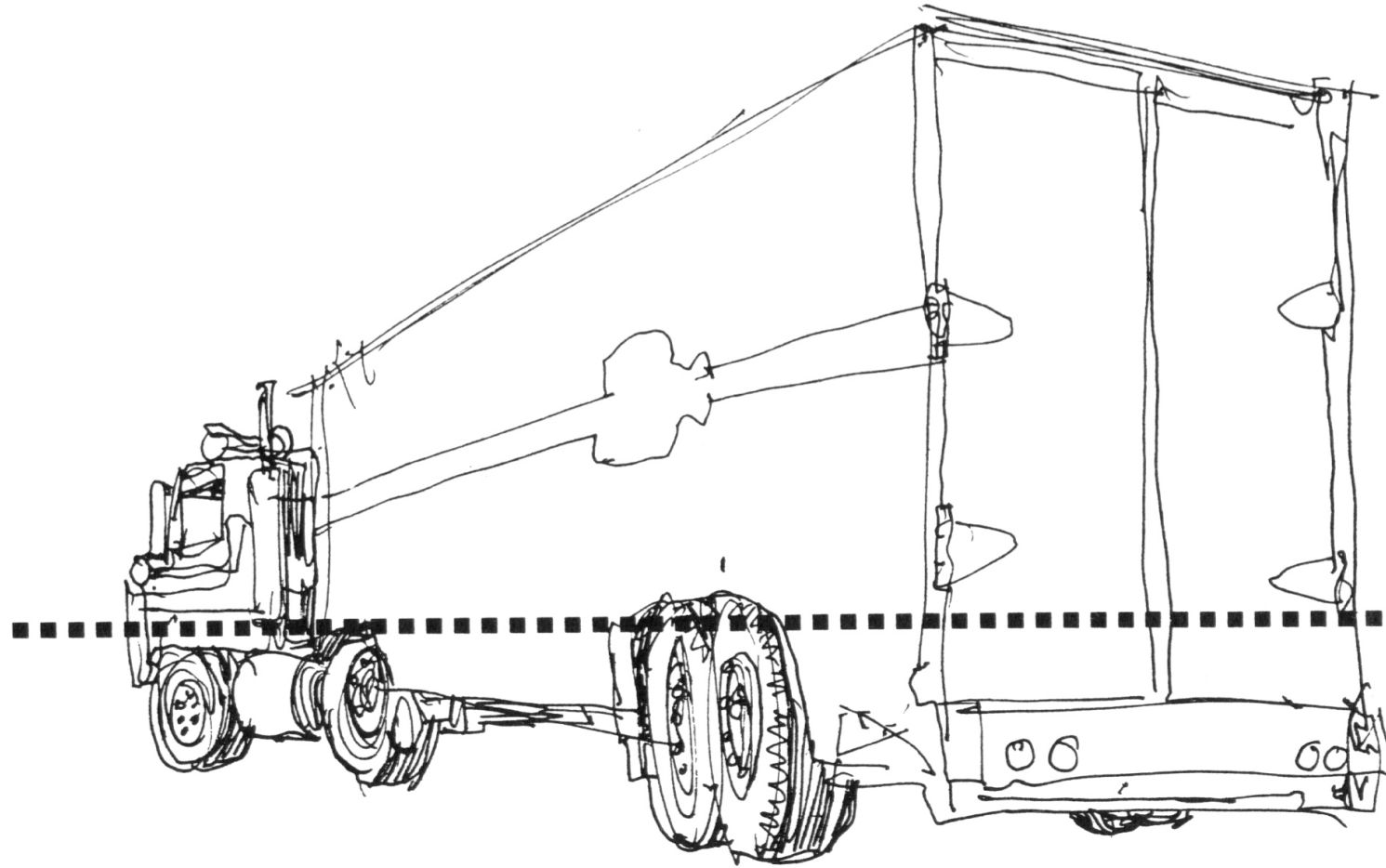
Disegno dal vero: scegliere l'altezza del punto di vista



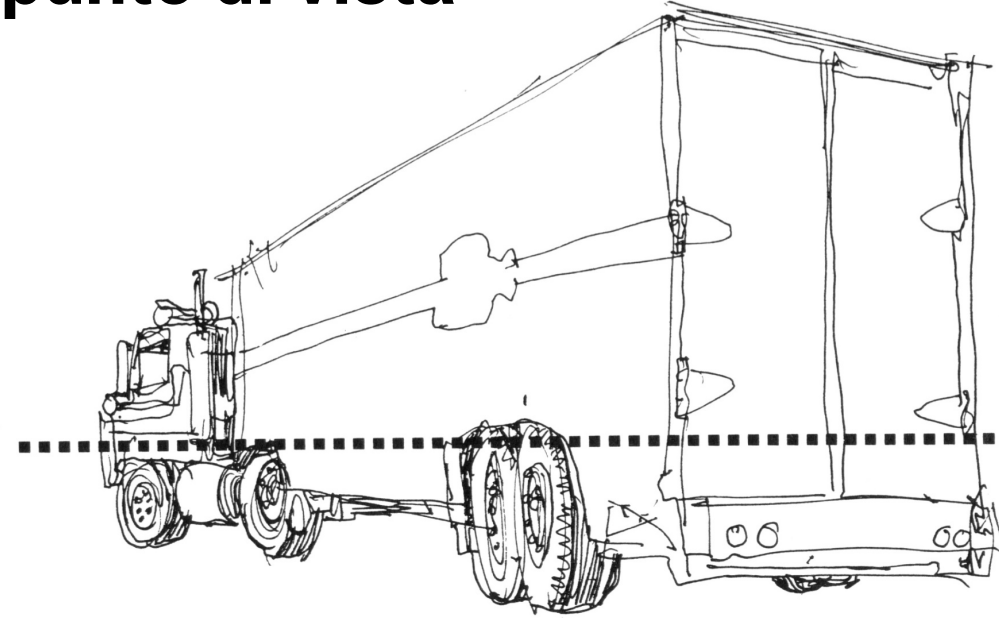
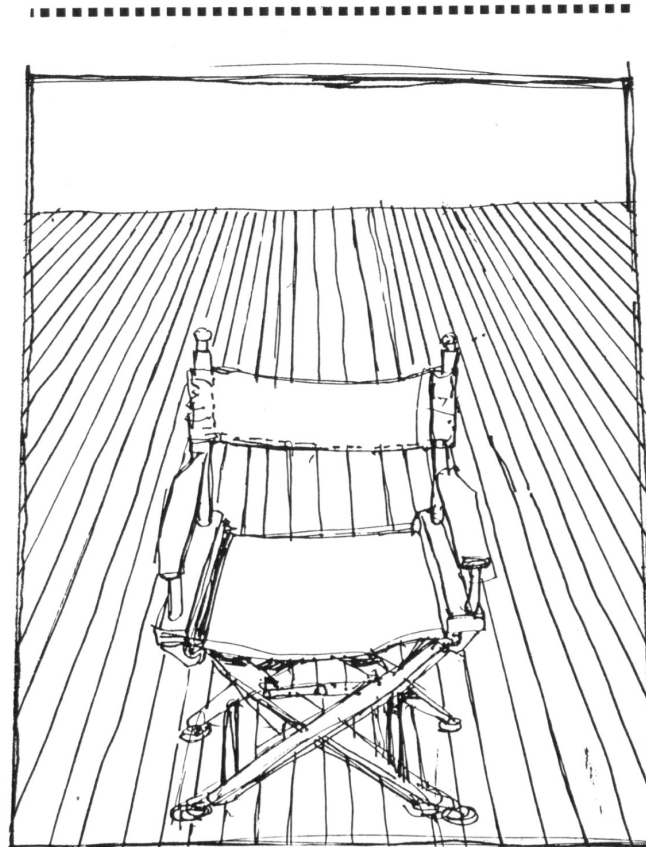
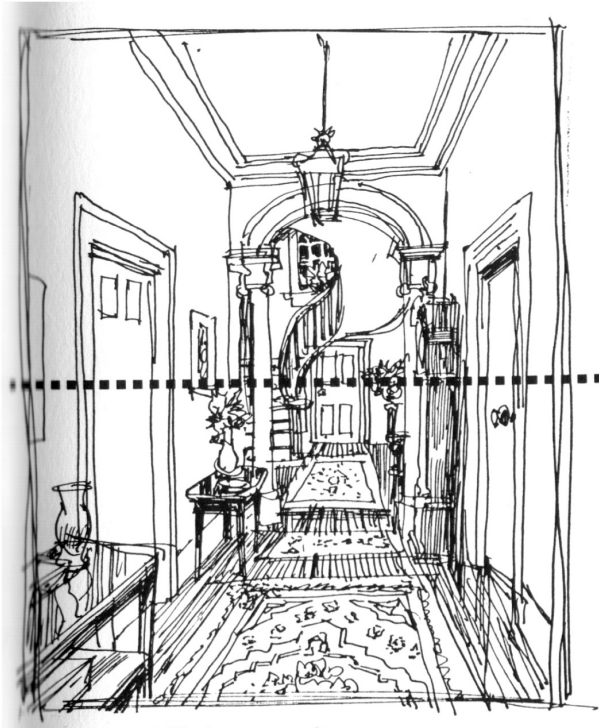
Disegno dal vero: scegliere l'altezza del punto di vista



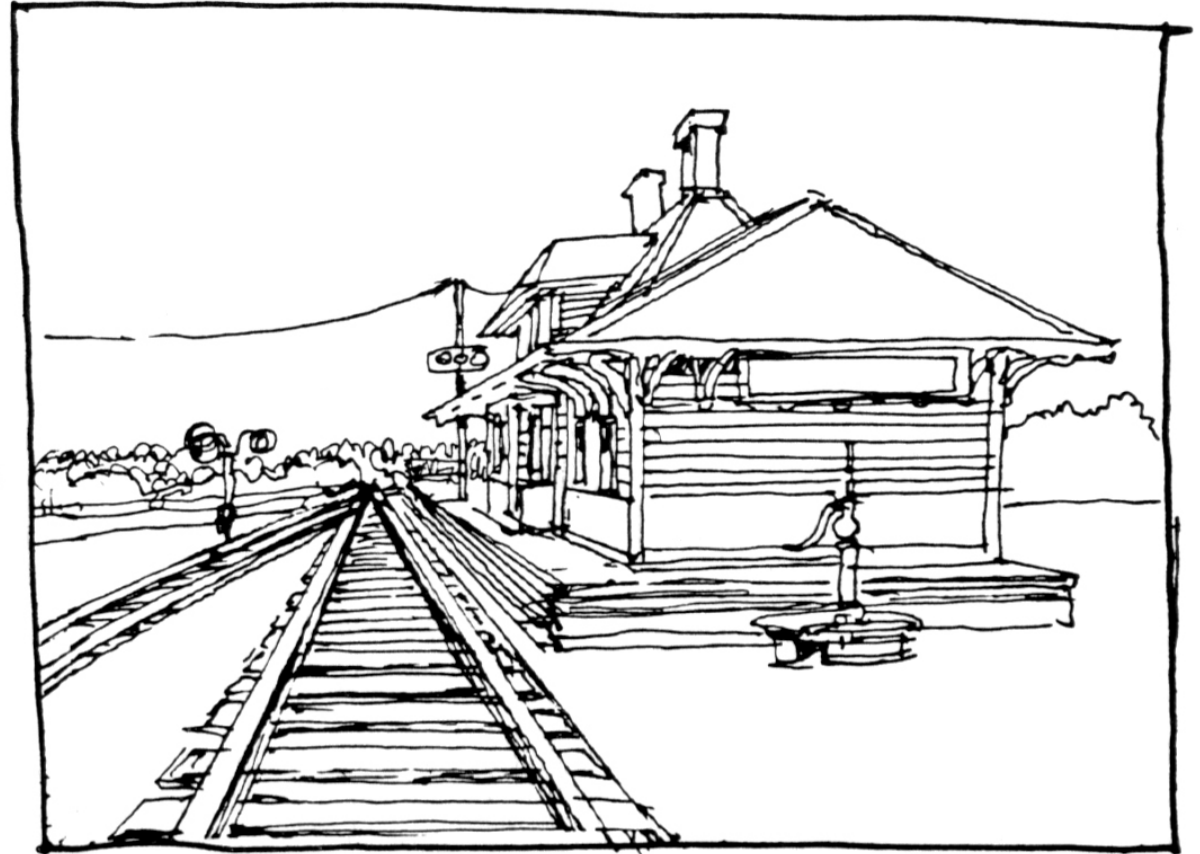
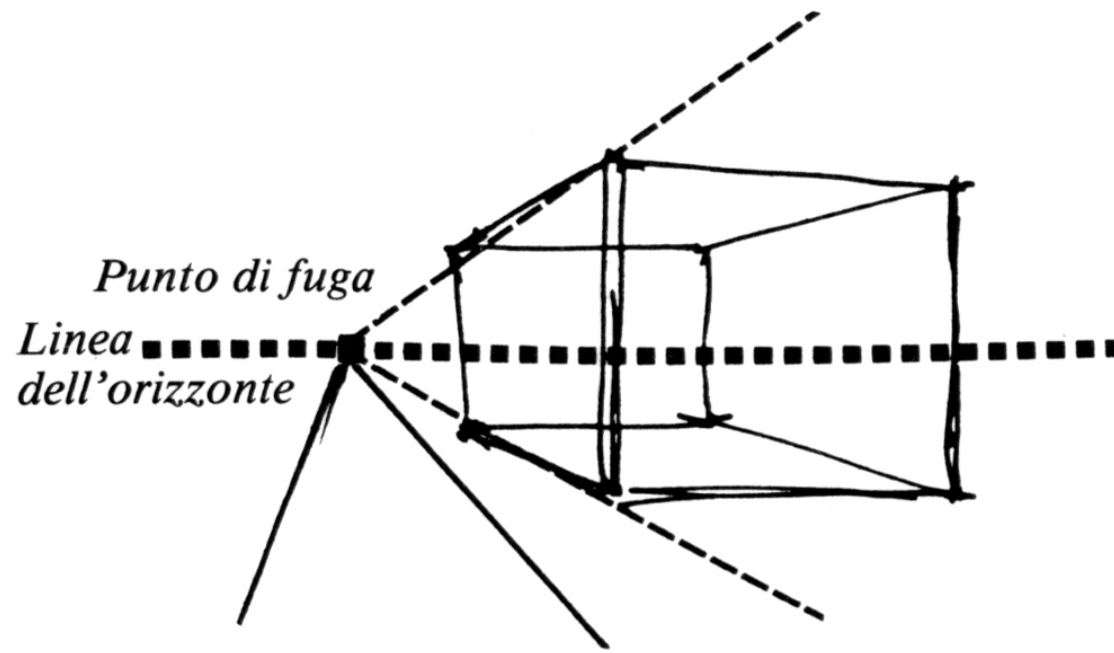
Disegno dal vero: scegliere l'altezza del punto di vista



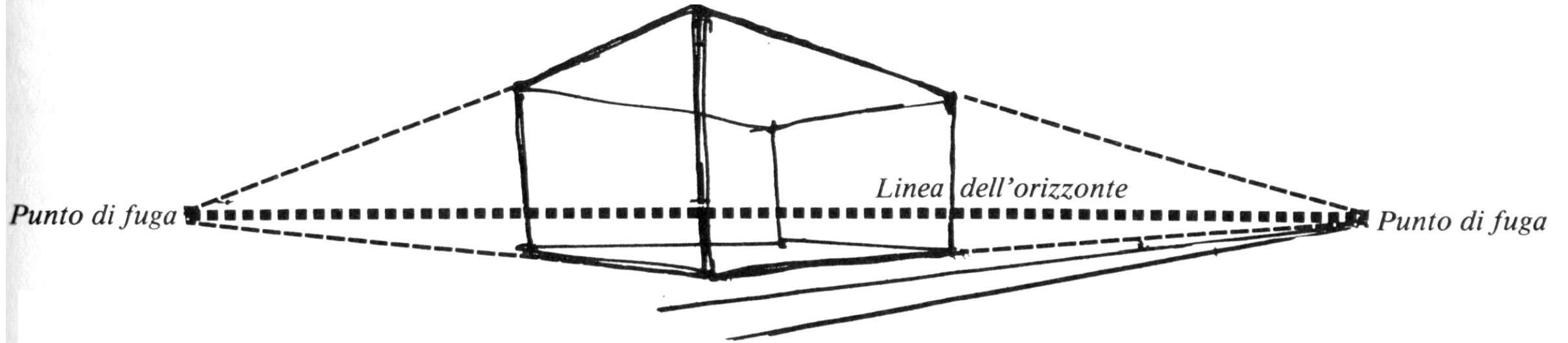
Disegno dal vero: scegliere l'altezza del punto di vista



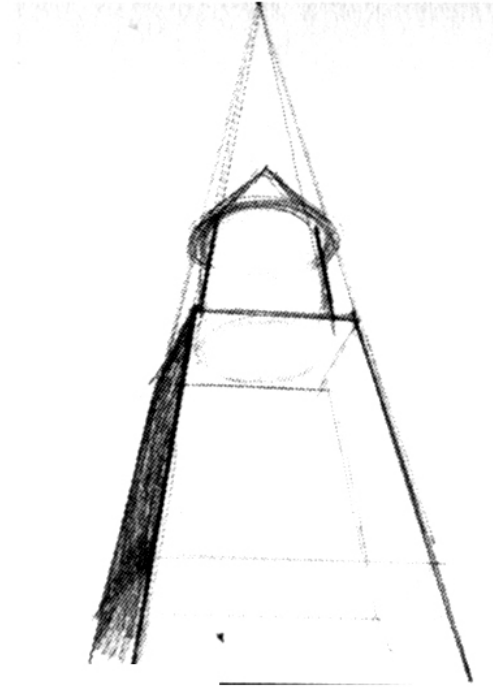
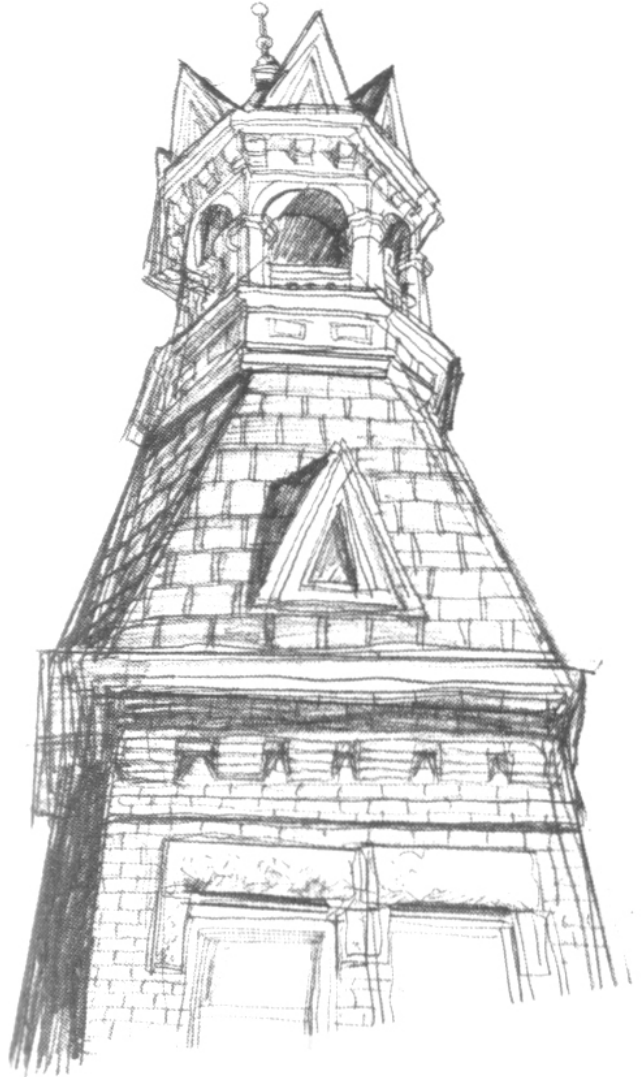
Disegno dal vero: prospettiva centrale



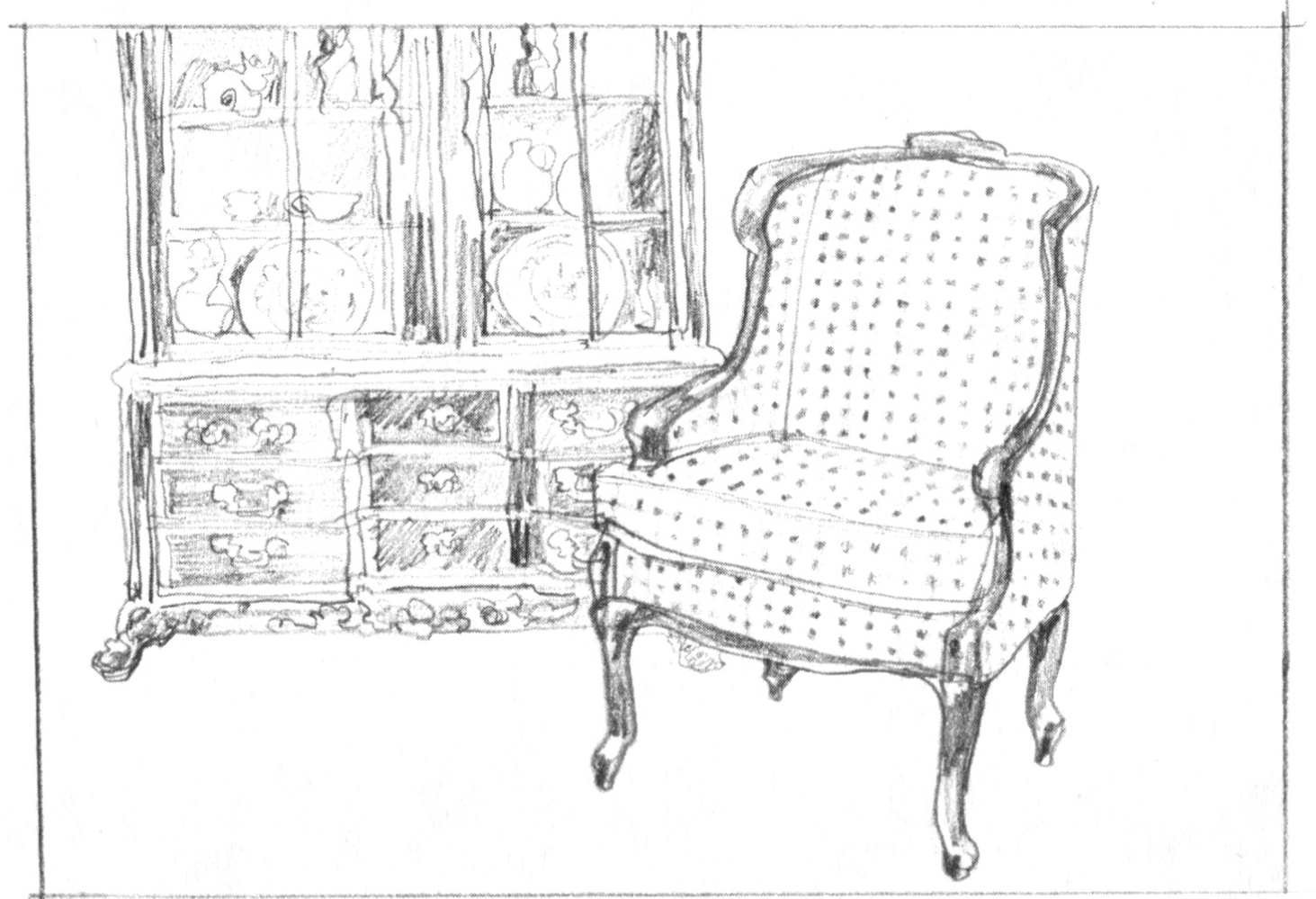
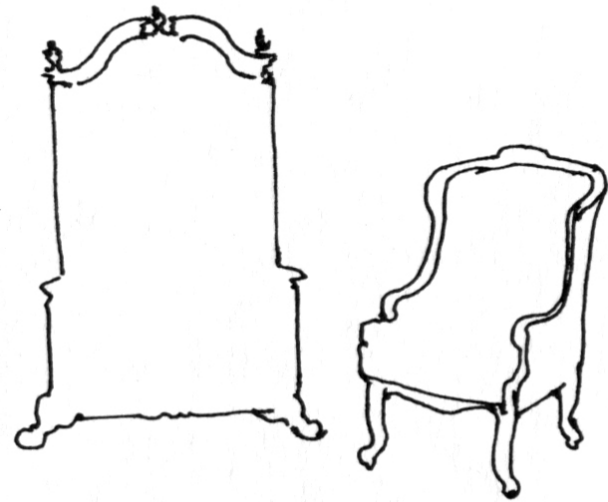
Disegno dal vero: prospettiva accidentale



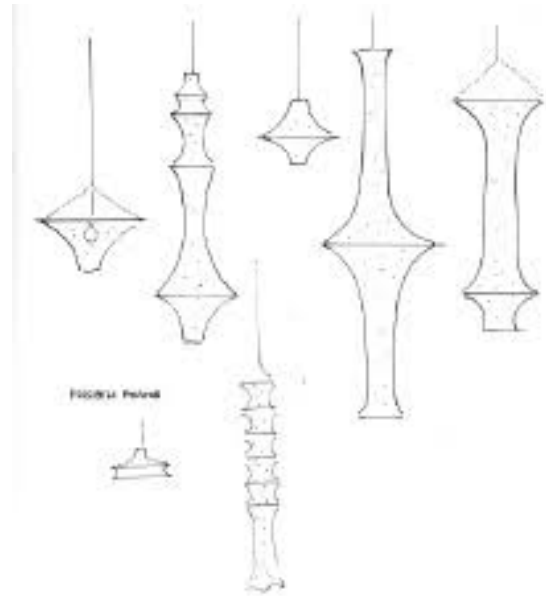
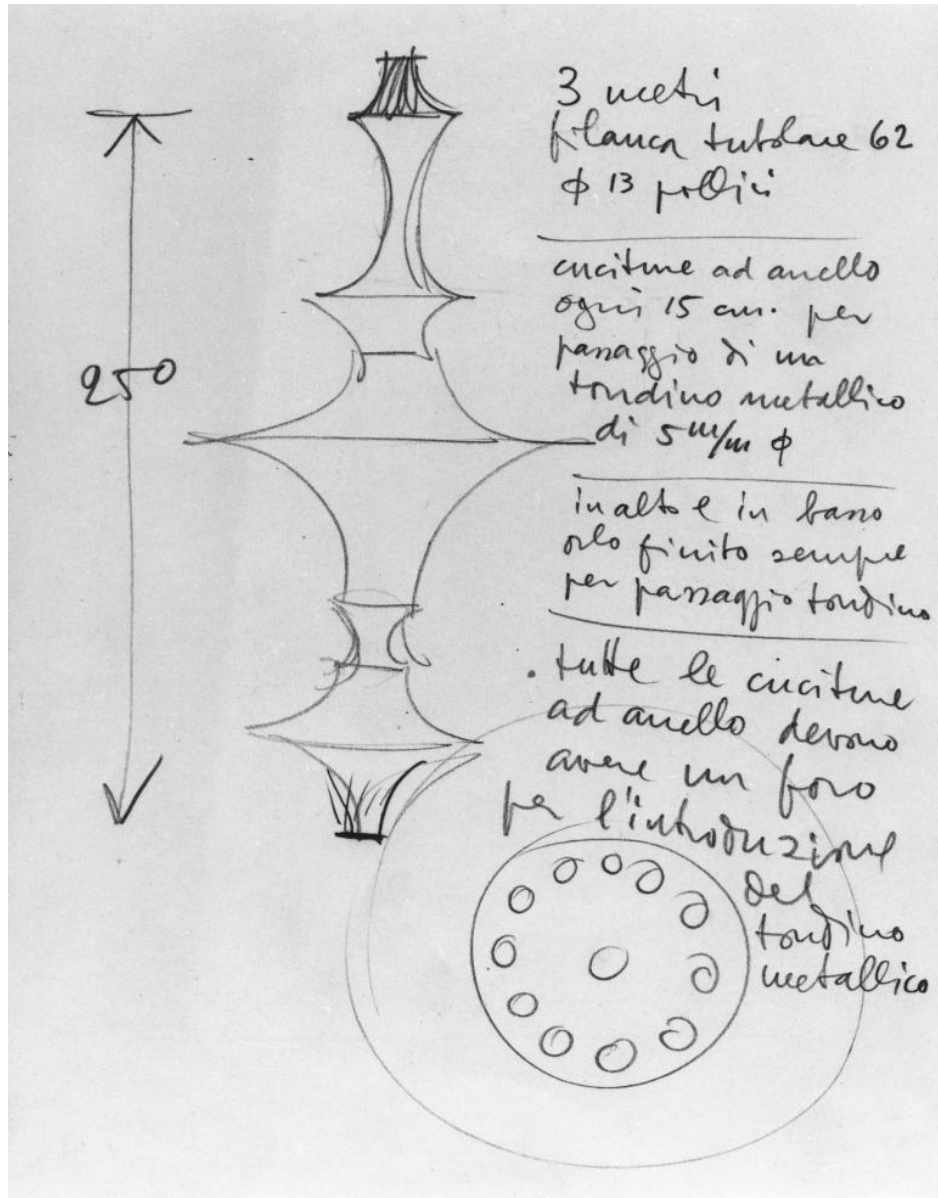
Disegno dal vero: prospettiva a quadro inclinato



Disegno dal vero, alcuni suggerimenti: sovrapporre

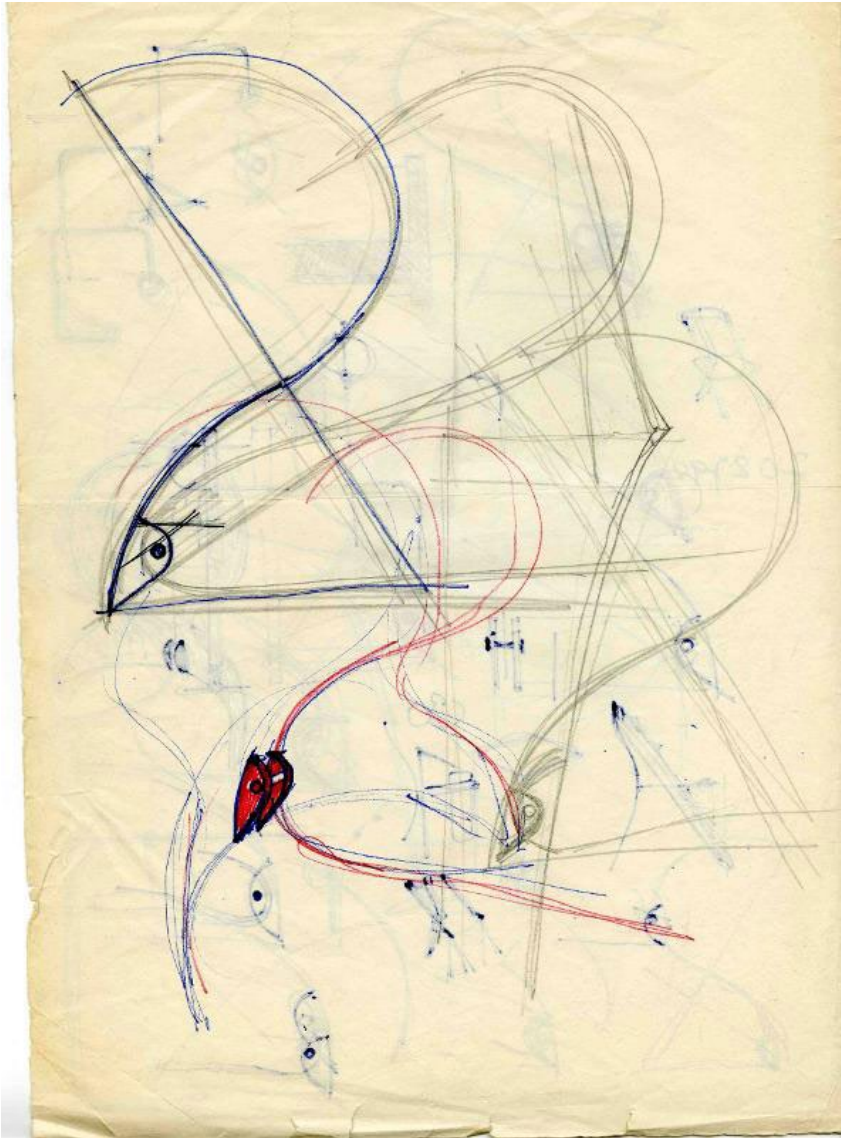


Disegno a mano libera (di progetto) dei designer

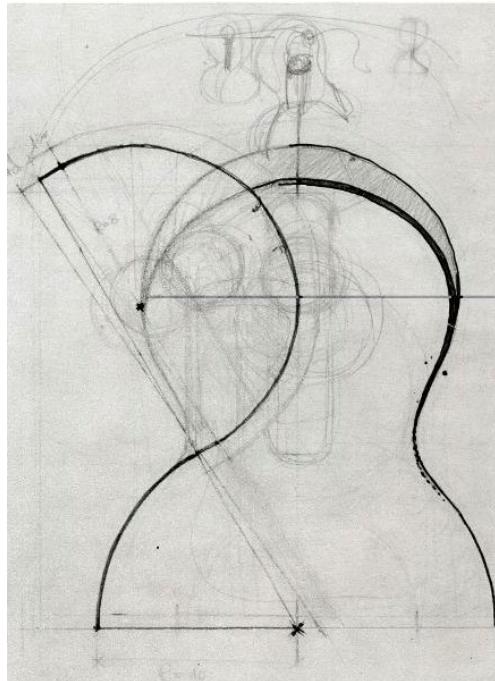


Bruno Munari, Falkland (Artemide)

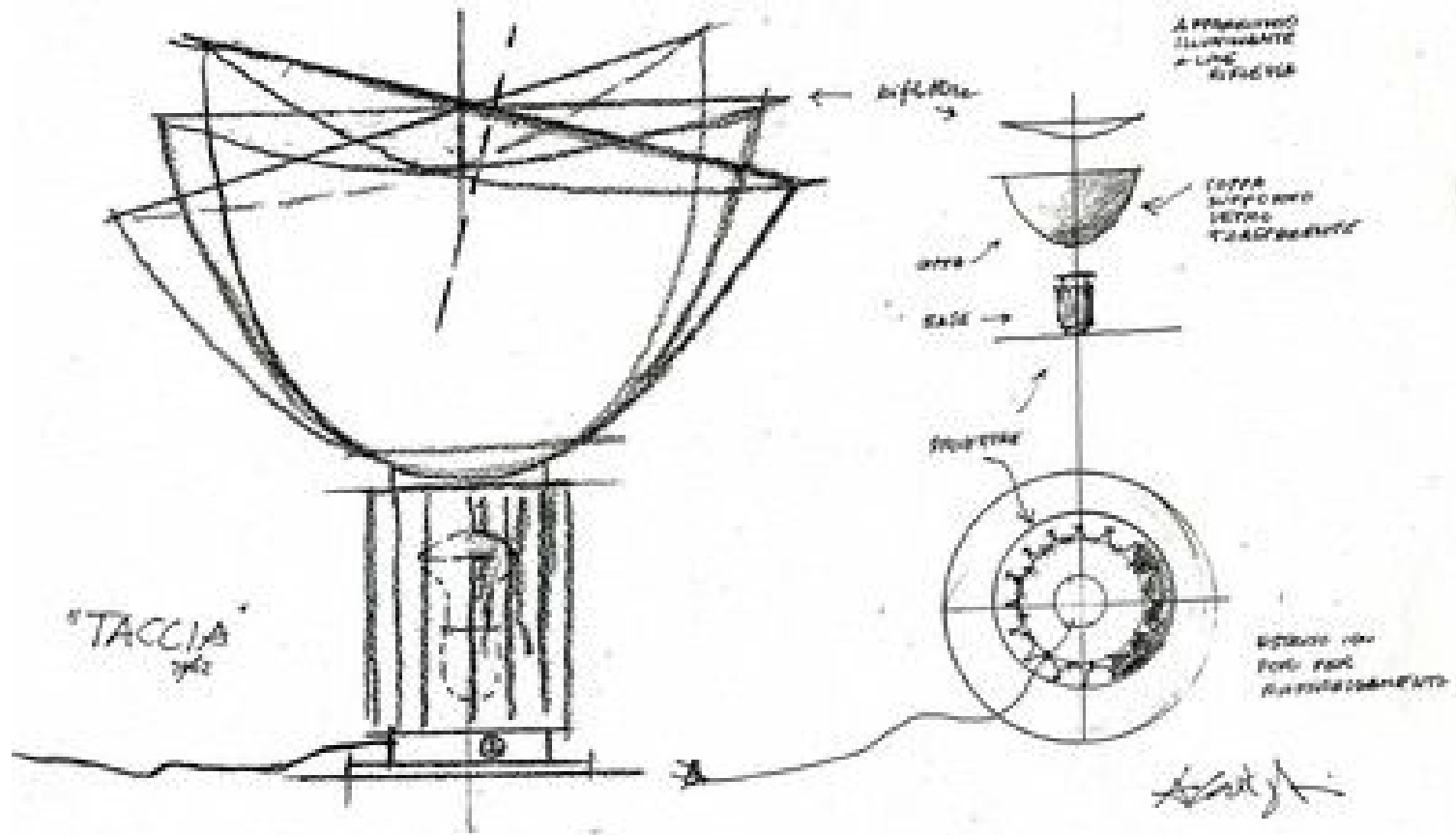
Disegno a mano libera (di progetto) dei designer



Vico Magistretti, Dalù (Artemide)

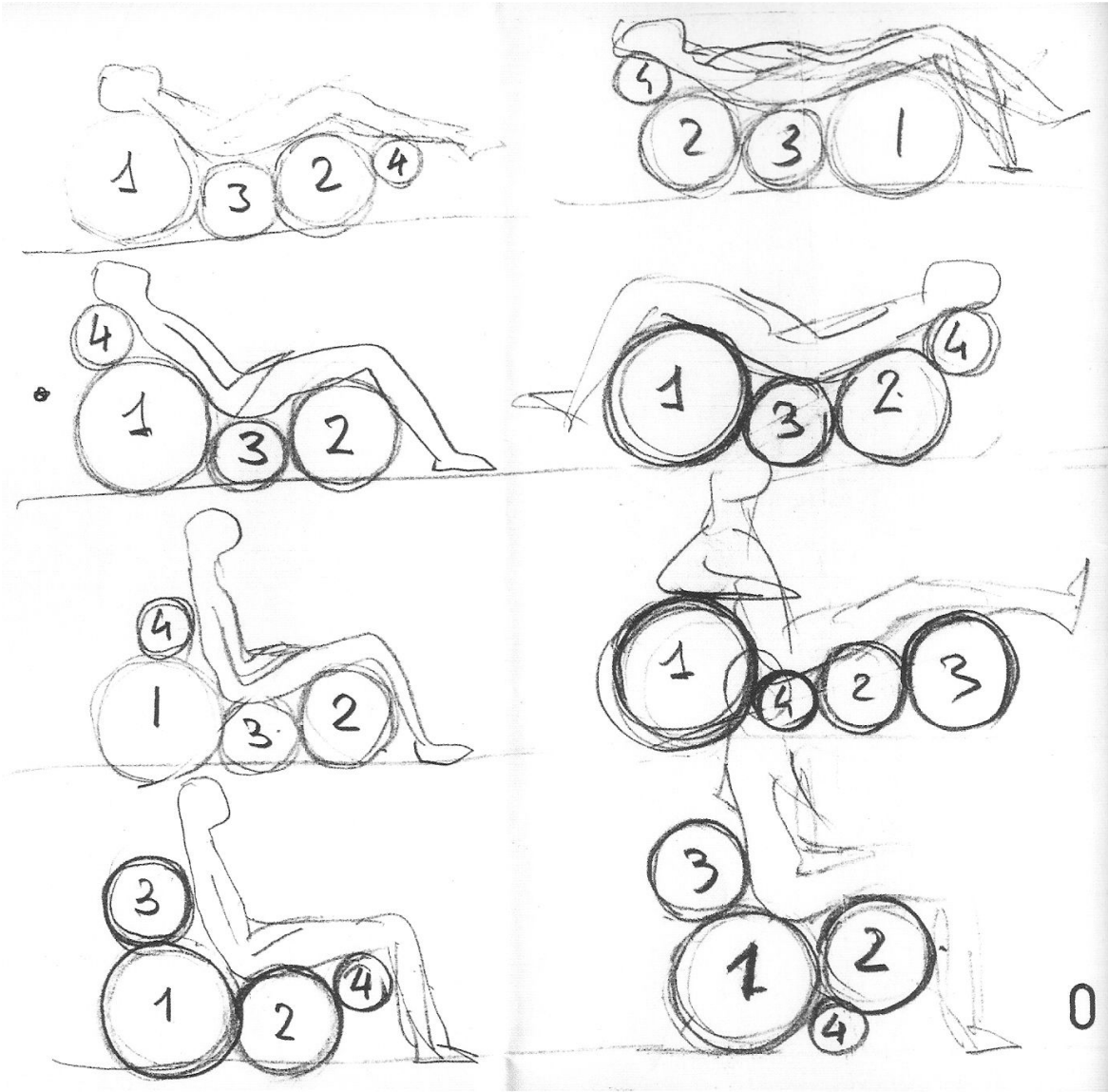


Disegno a mano libera (di progetto) dei designer



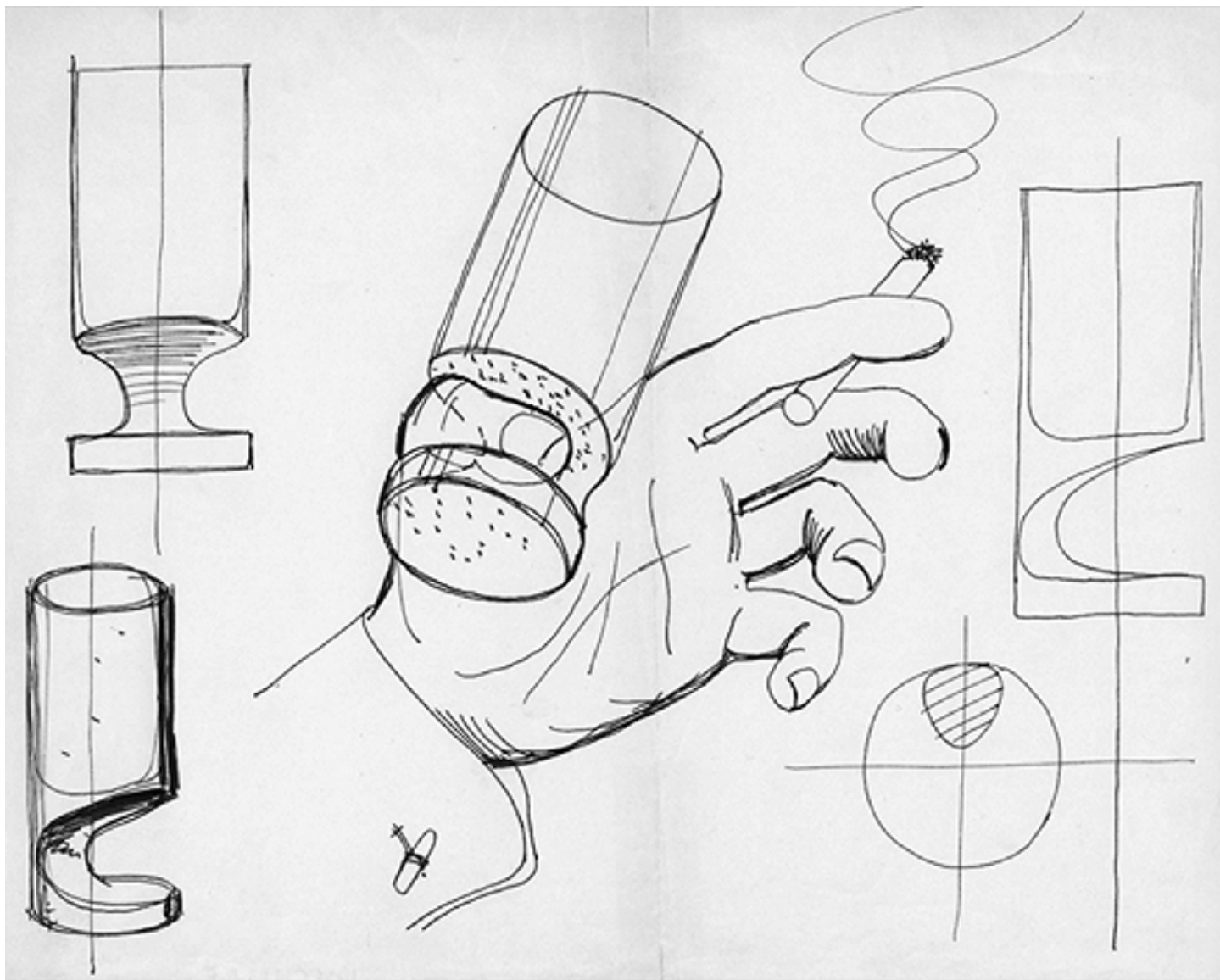
Achille Castiglioni, Taccia (Flos)

Disegno a mano libera (di progetto) dei designer



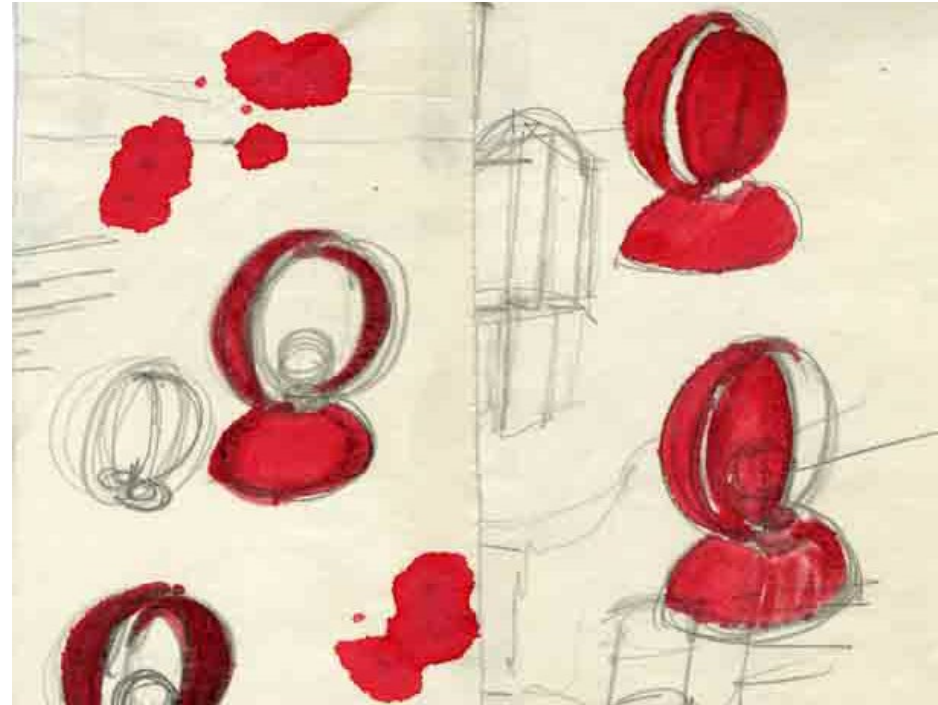
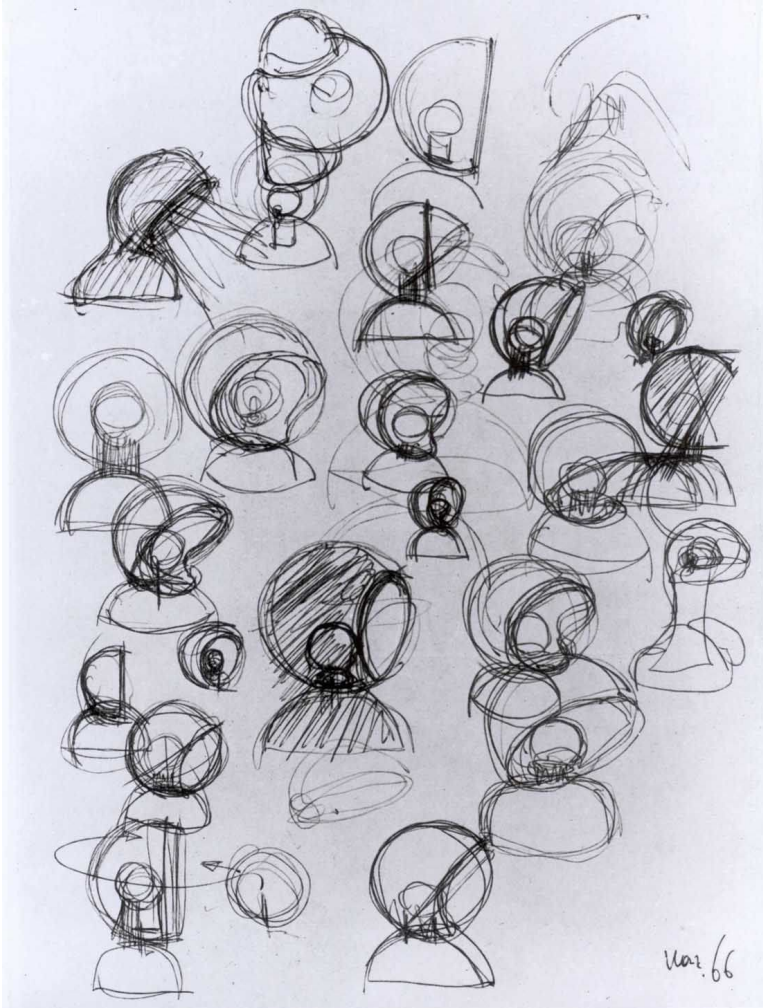
Joe Colombo, Tube Chair (Flexform)

Disegno a mano libera (di progetto) dei designer



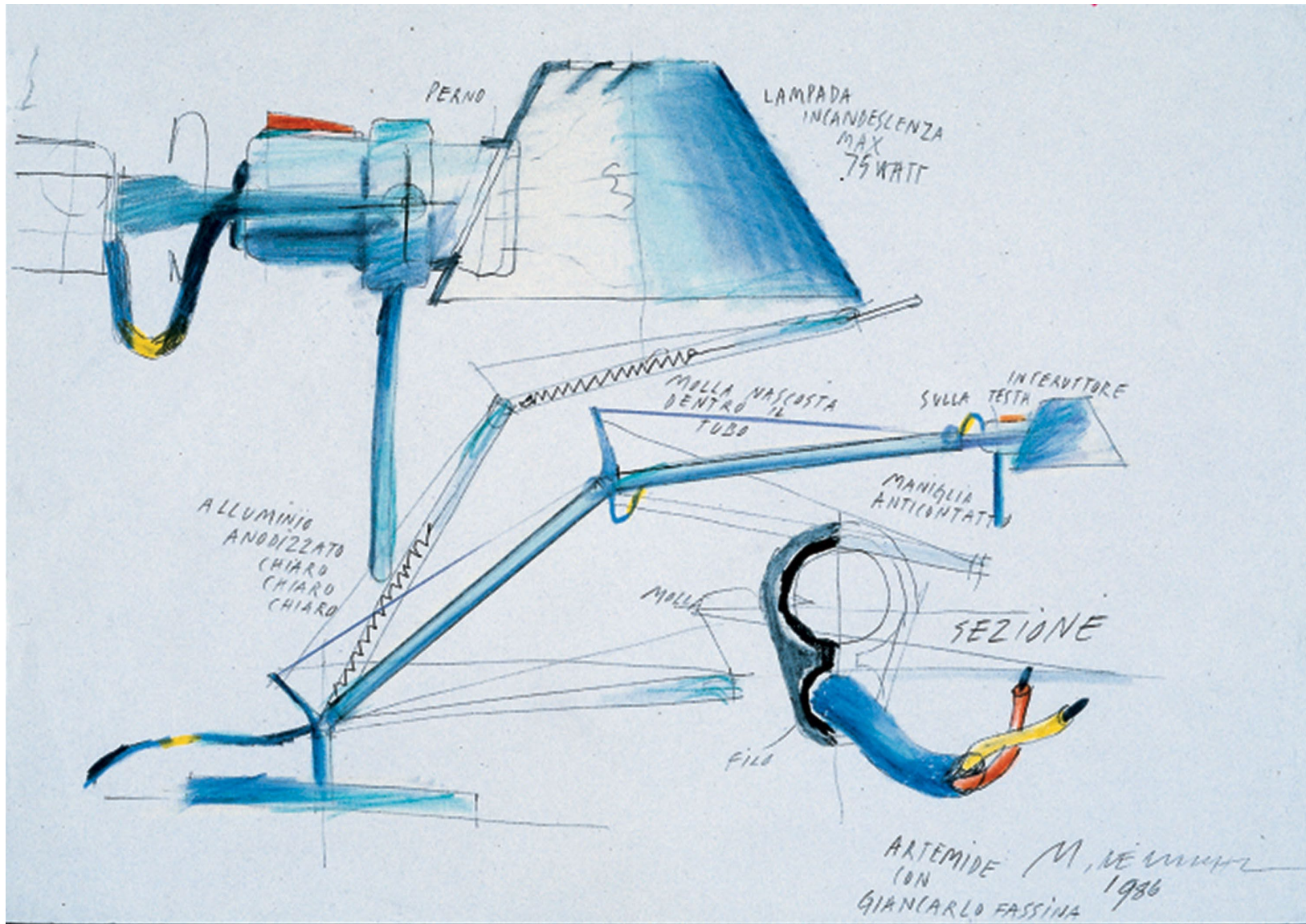
Joe Colombo, Smoke (Arnolfo di Cambio)

Disegno a mano libera (di progetto) dei designer



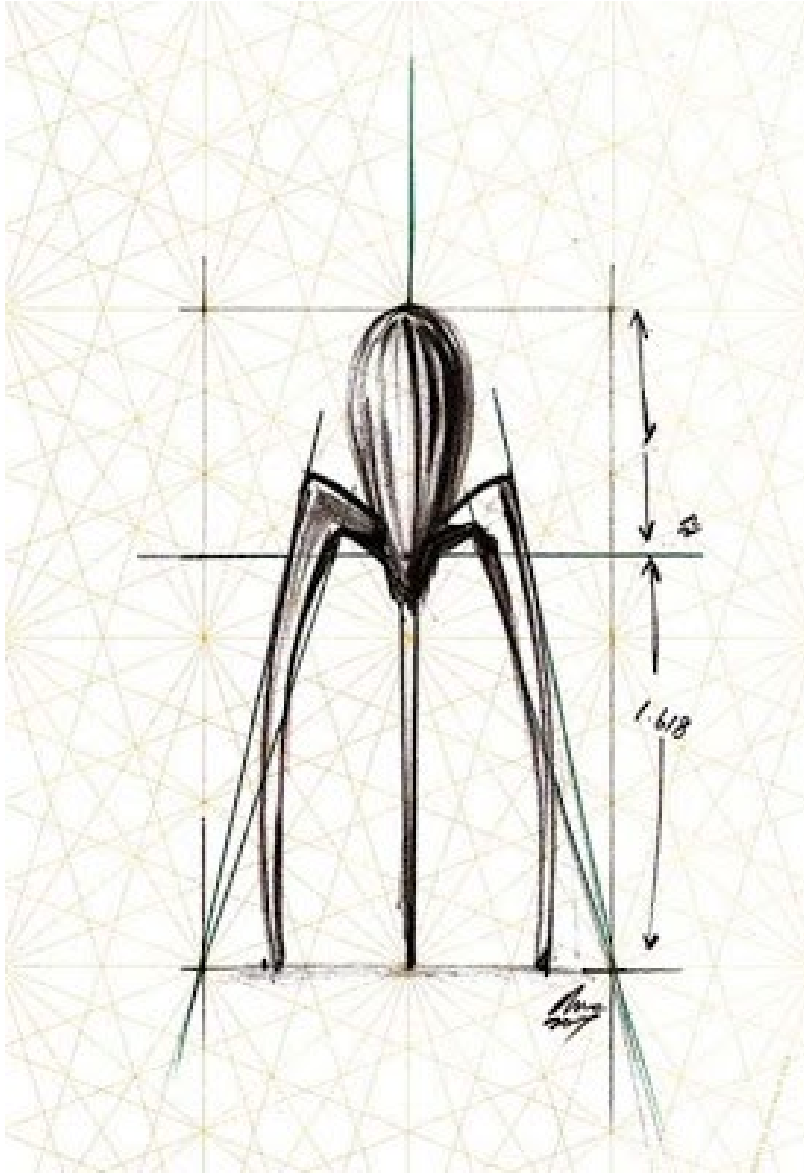
Vico Magistretti, Eclisse (Artemide)

Disegno a mano libera (di progetto) dei designer



Michele De Lucchi, Tolomeo (Artemide)

Disegno a mano libera (di progetto) dei designer



Philip Stark, Juicy Salif (Alessi)

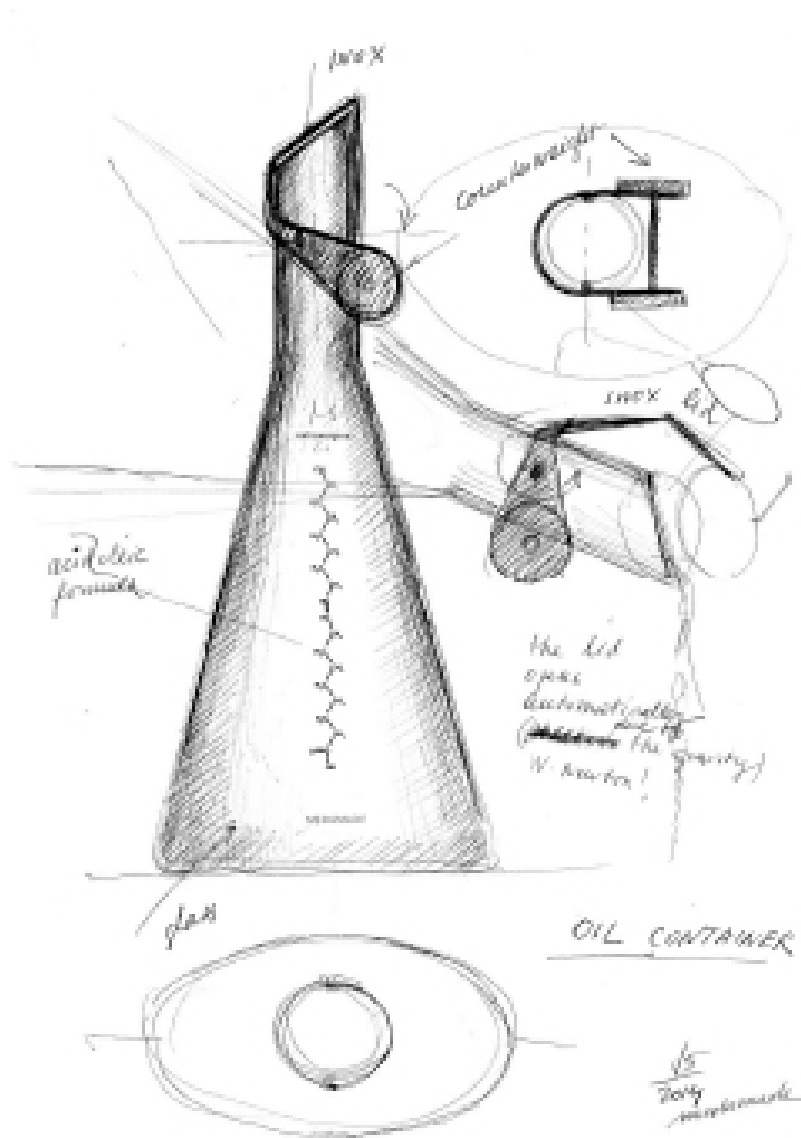
Disegno a mano libera (di progetto) dei designer



WONDERGLASS
marcel wanders



Disegno a mano libera (di progetto) dei designer

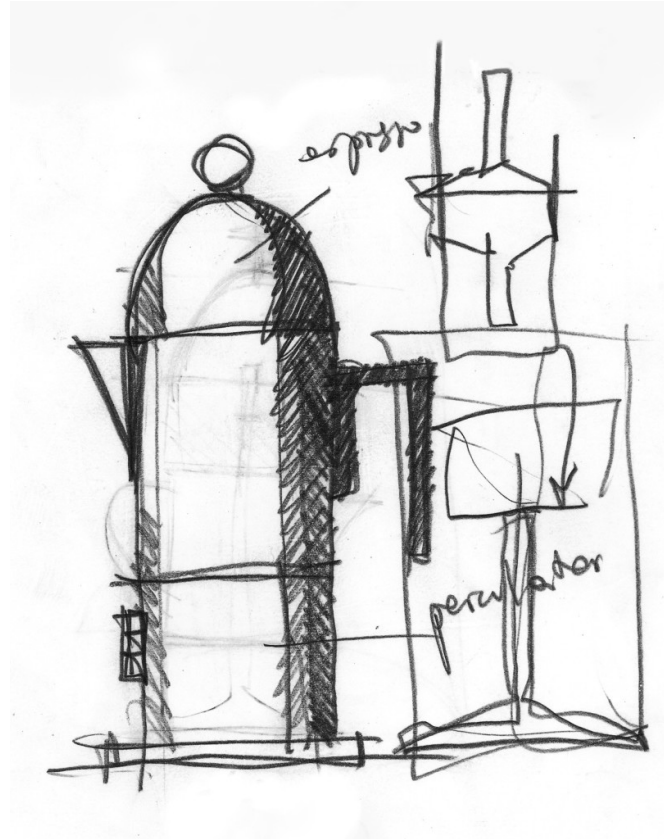
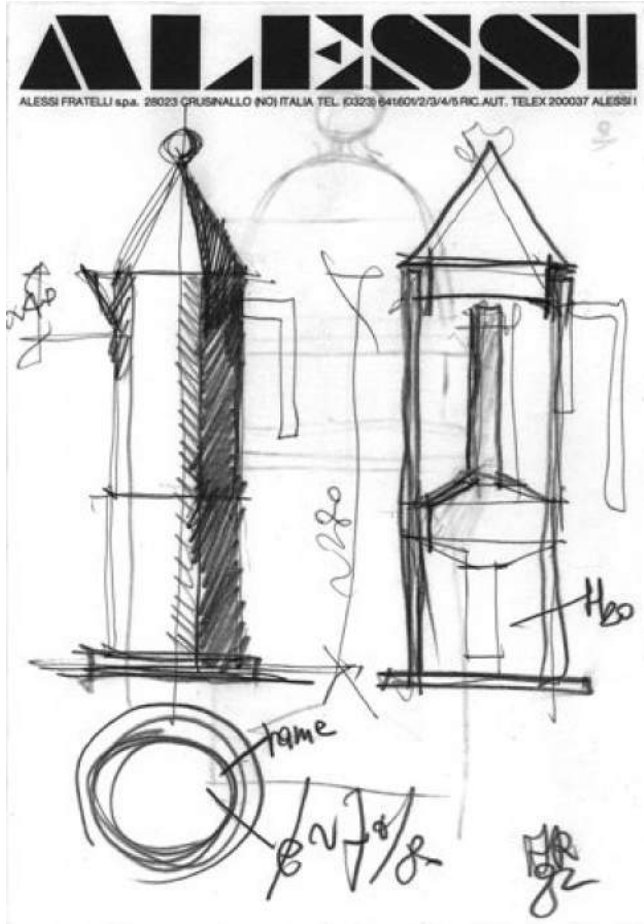


Disegno a mano libera (di progetto) dei designer



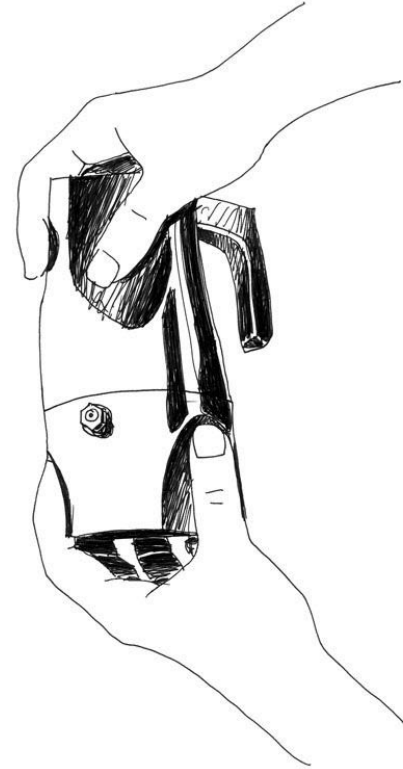
Aldo Cibic, Set da tavola Paola C.

Disegno a mano libera (di progetto) dei designer



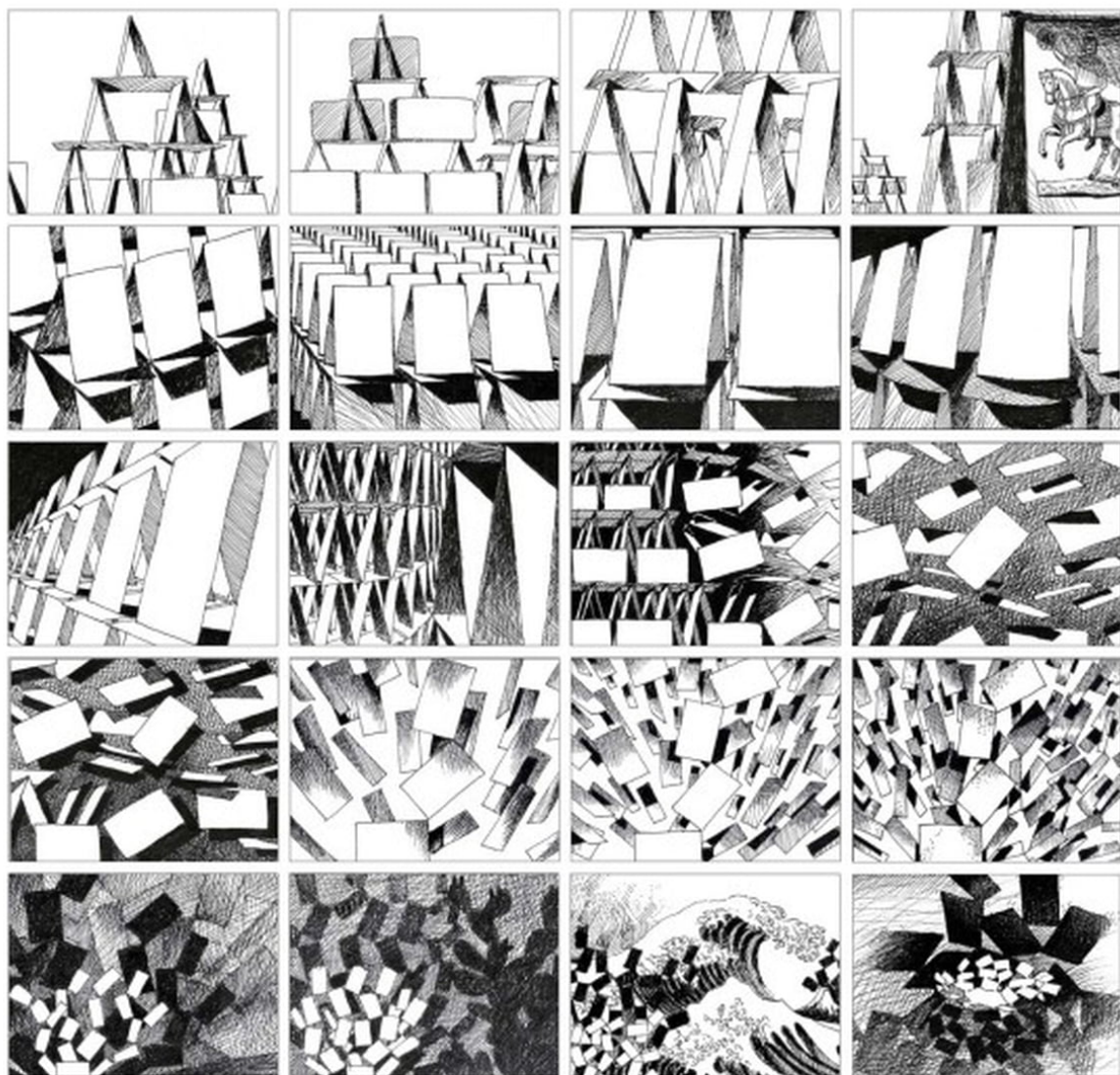
Aldo Rossi, La Conica, La Cupola (Alessi)

Disegno a mano libera (di progetto) dei designer



Mario Trimarchi, Ossidiana (Alessi)

Disegno a mano libera (di progetto) dei designer

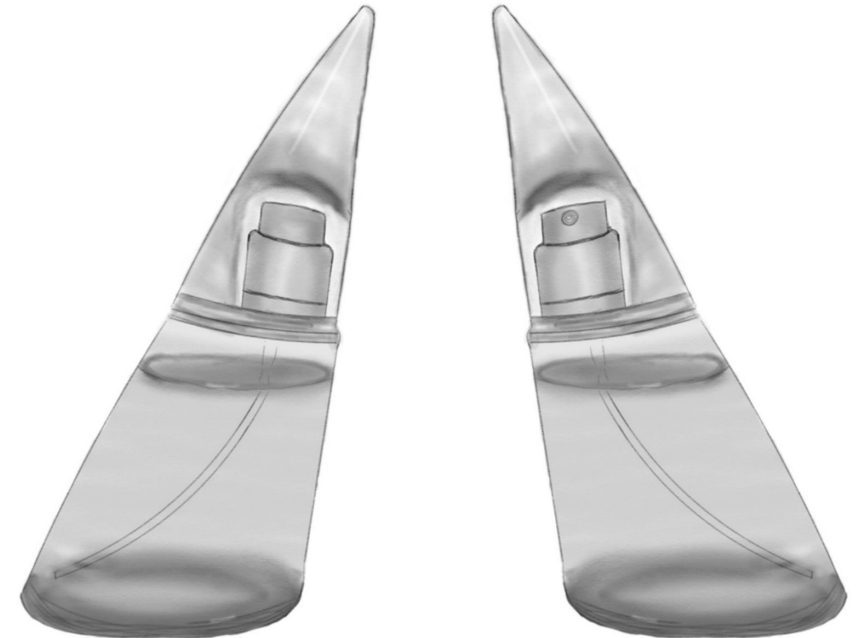
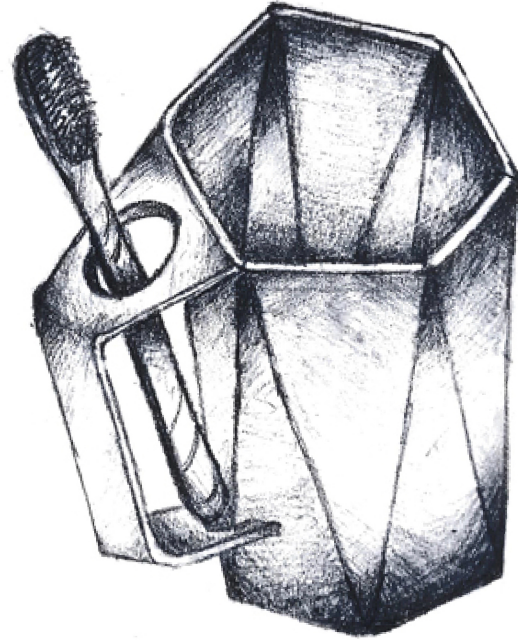
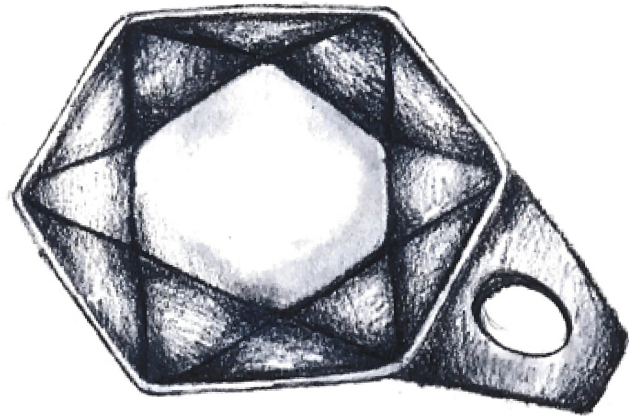


Disegno a mano libera (di progetto) dei designer



Mario Trimarchi, La Stanza dello Scirocco (Alessi)

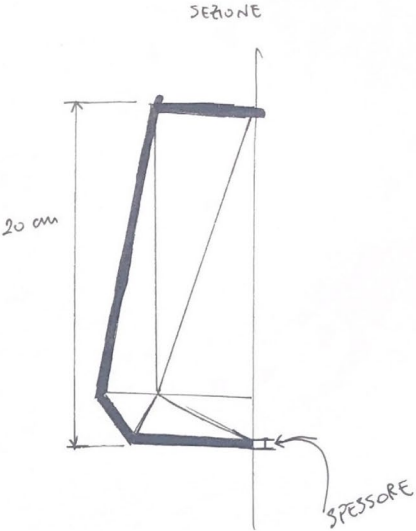
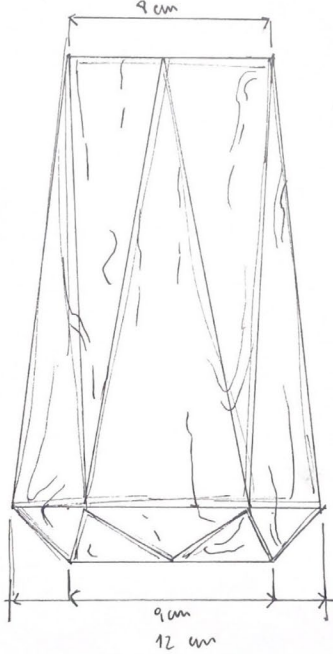
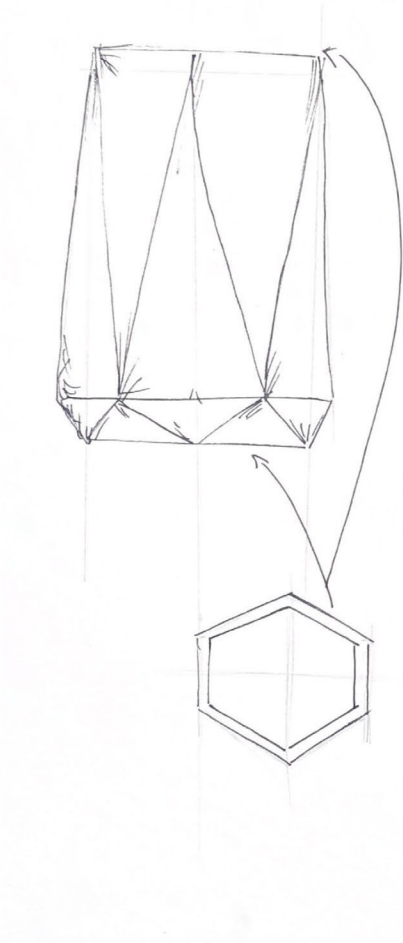
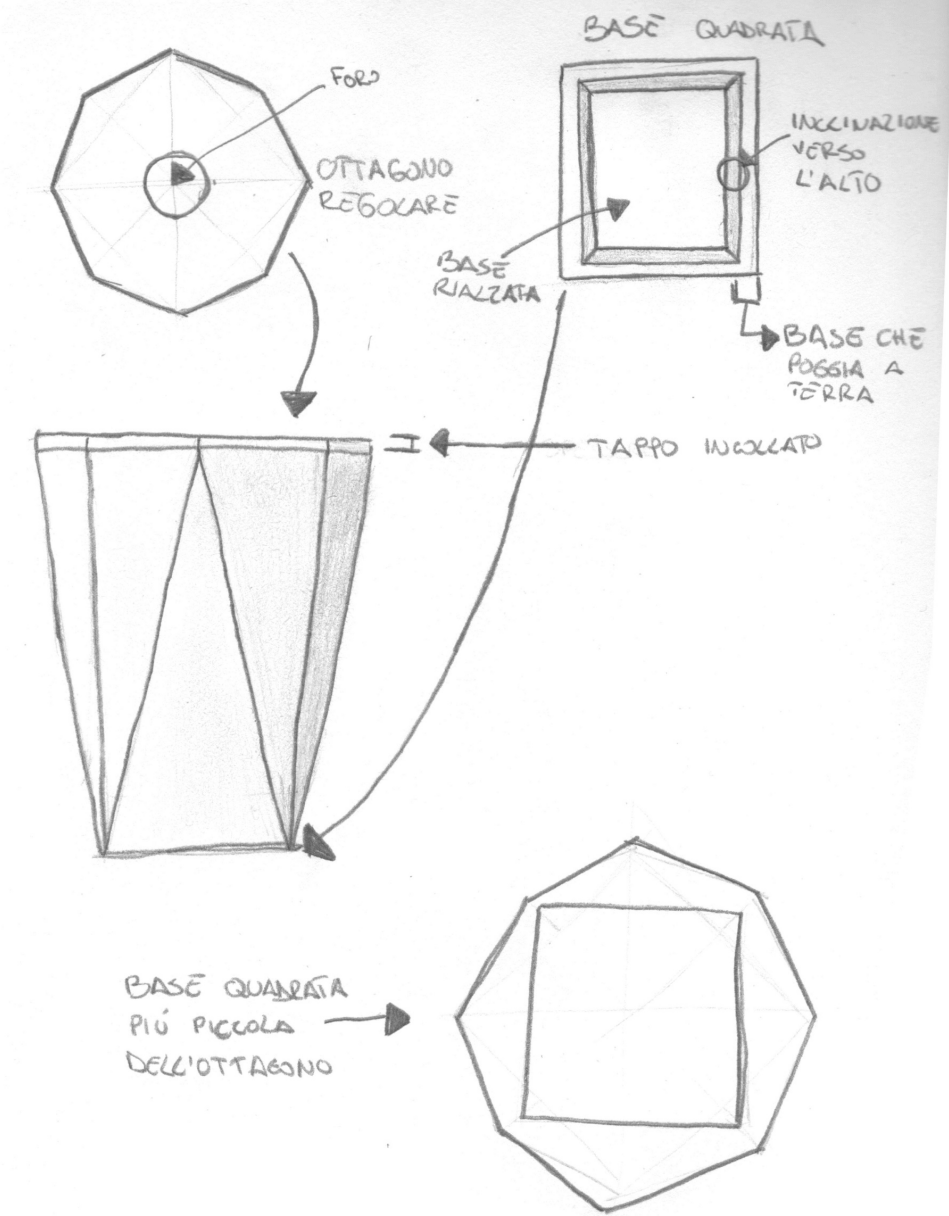
Disegni di studenti a.a. 2020/2021



Disegni di studenti a.a. 2020/2021

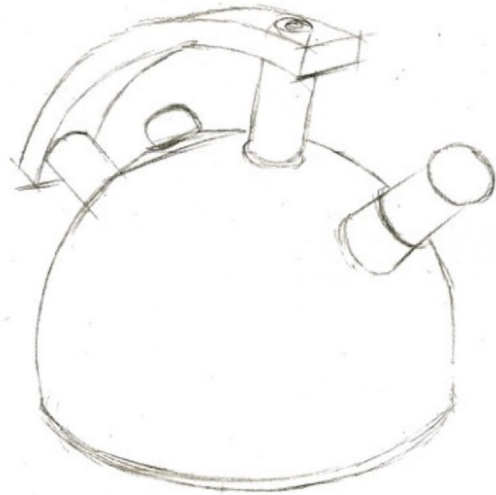
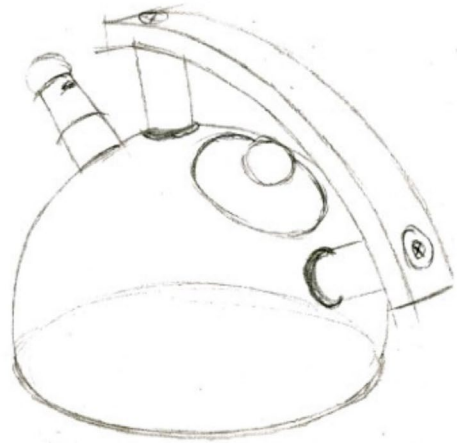
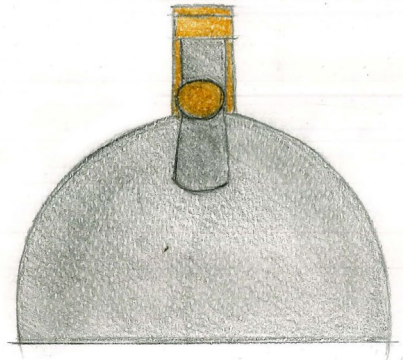
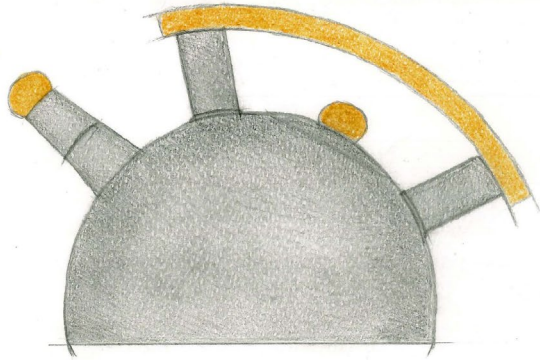


Disegni di studenti a.a. 2020/2021

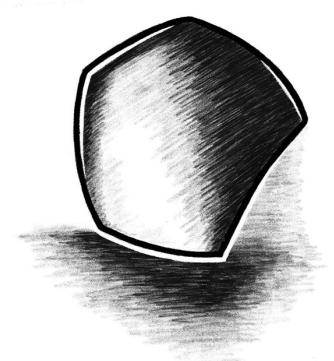
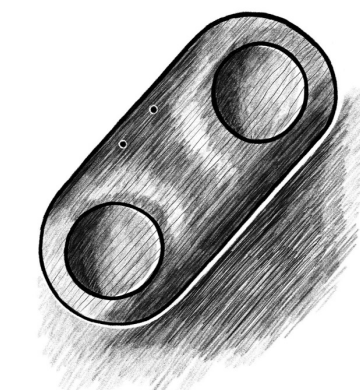
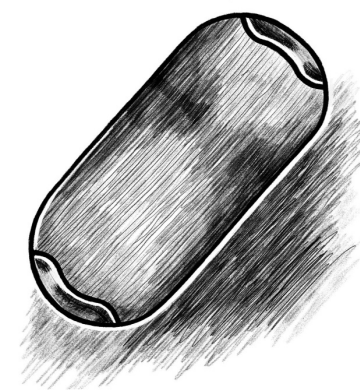
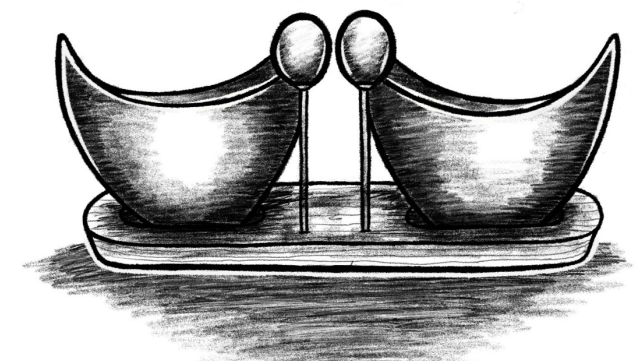
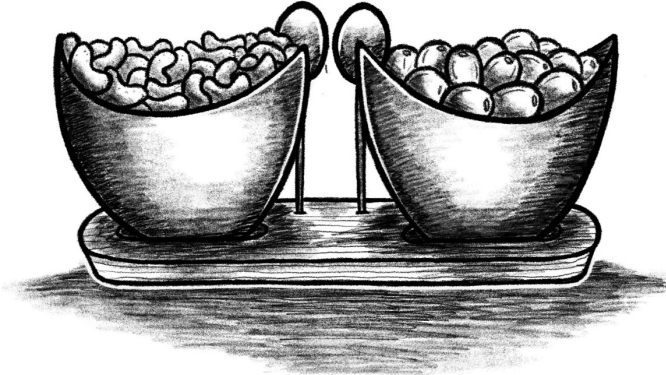
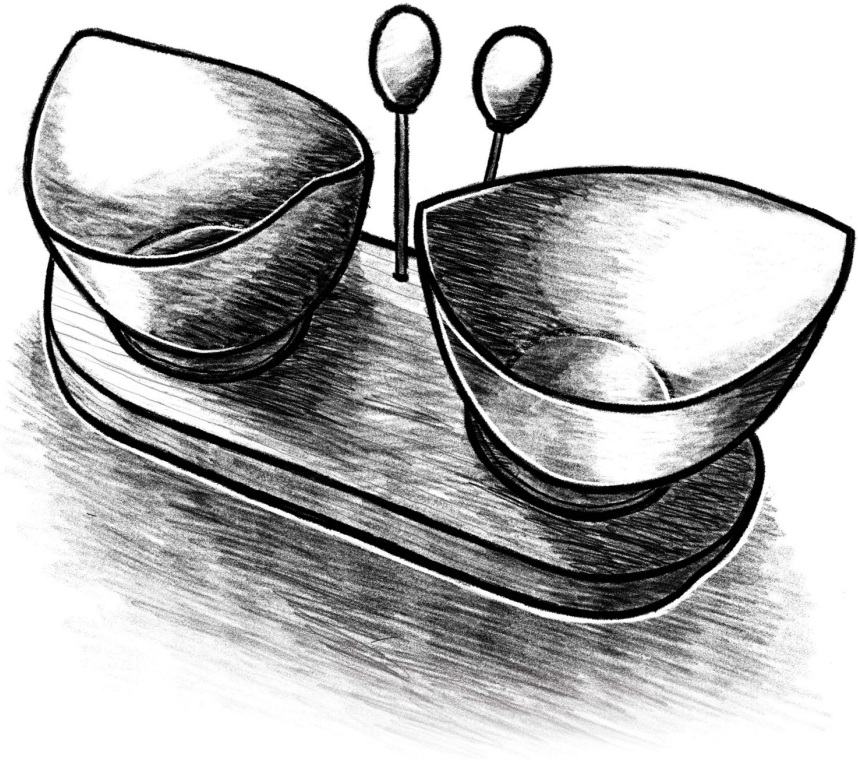


Martina Marzullo, Maria Giovanna Postilotti

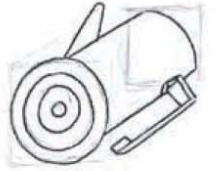
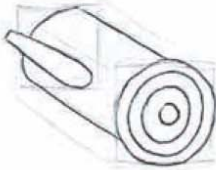
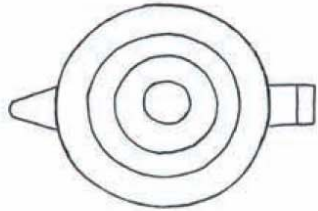
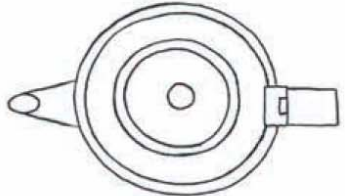
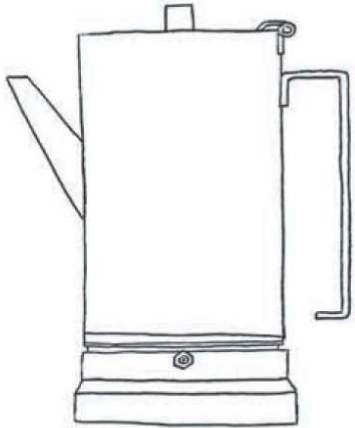
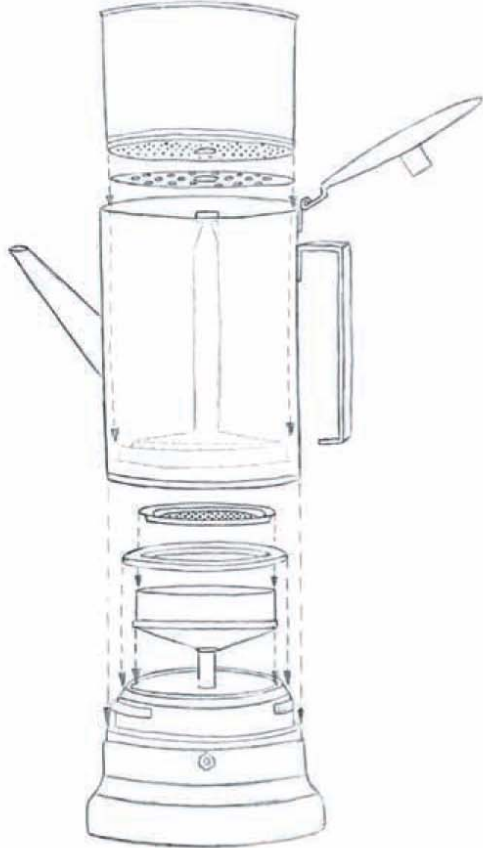
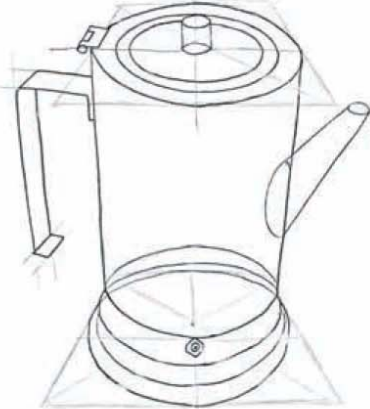
Disegni di studenti a.a. 2020/2021



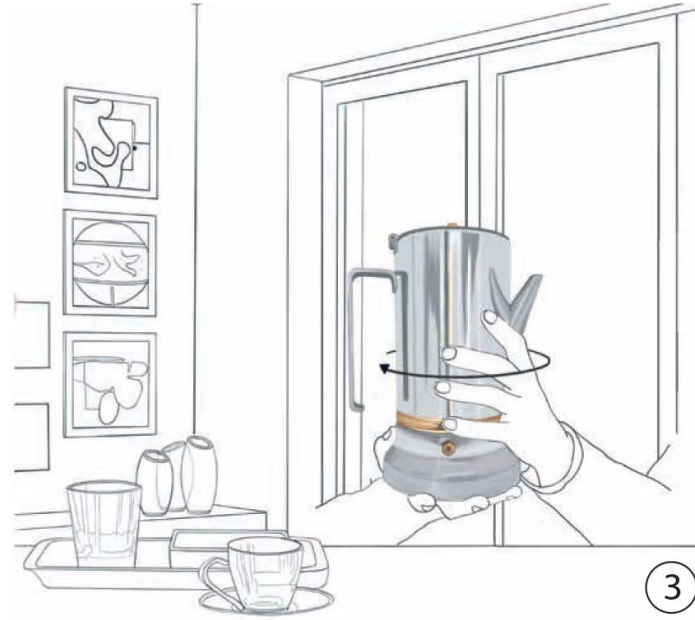
Disegni di studenti a.a. 2021/2022



Disegni di studenti a.a. 2021/2022



Disegni di studenti a.a. 2021/2022



Disegni a mano libera per l'esame

- disegni tridimensionali in grado di rivelare la forma (viste dall'alto in basso, dal basso verso l'alto)
- disegni che rivelino la geometria (prospetti, sezioni orizzontali e verticali)
- disegni che rivelino le modalità di uso e il contesto dell'oggetto
- disegni che rivelino materiali e finiture

Esercitazione in aula

Suddividere il foglio A4 in otto quadranti.

Posizionare la bottiglia all'altezza degli occhi.

Rivolgere il collo in direzione degli occhi, in modo che la bocca e il fondo appaiano come centri concentrici.

Disegnare la bottiglia.

Ruotare progressivamente la bottiglia di 45° e completare la serie di otto disegni.

P.S. Si tratta di otto piccoli disegni in prospettiva.

