

# 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

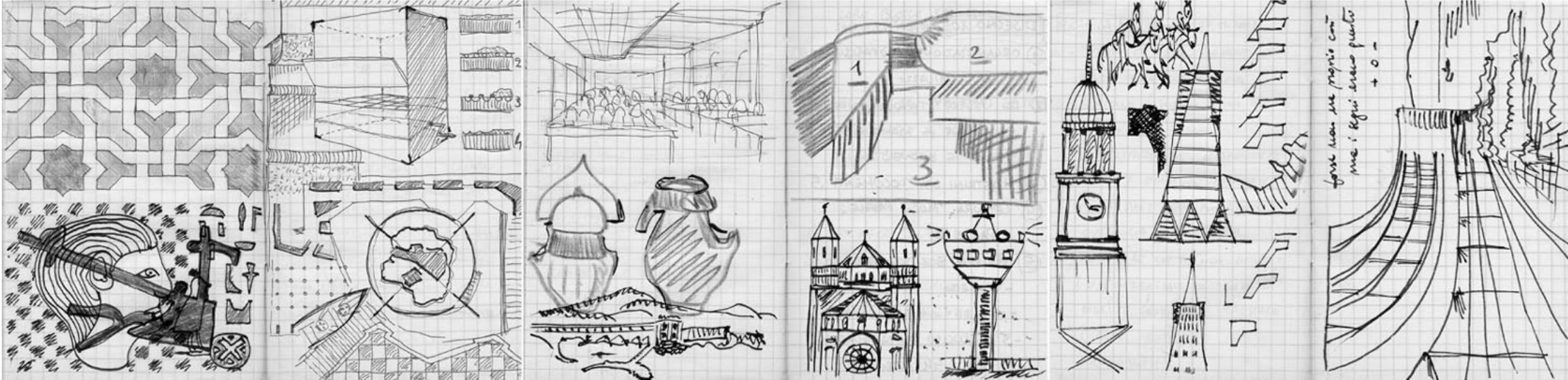
Si definisce «a mano libera» un disegno realizzato senza l'ausilio di strumenti che guidino la traiettoria della mano che traccia il segno.

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

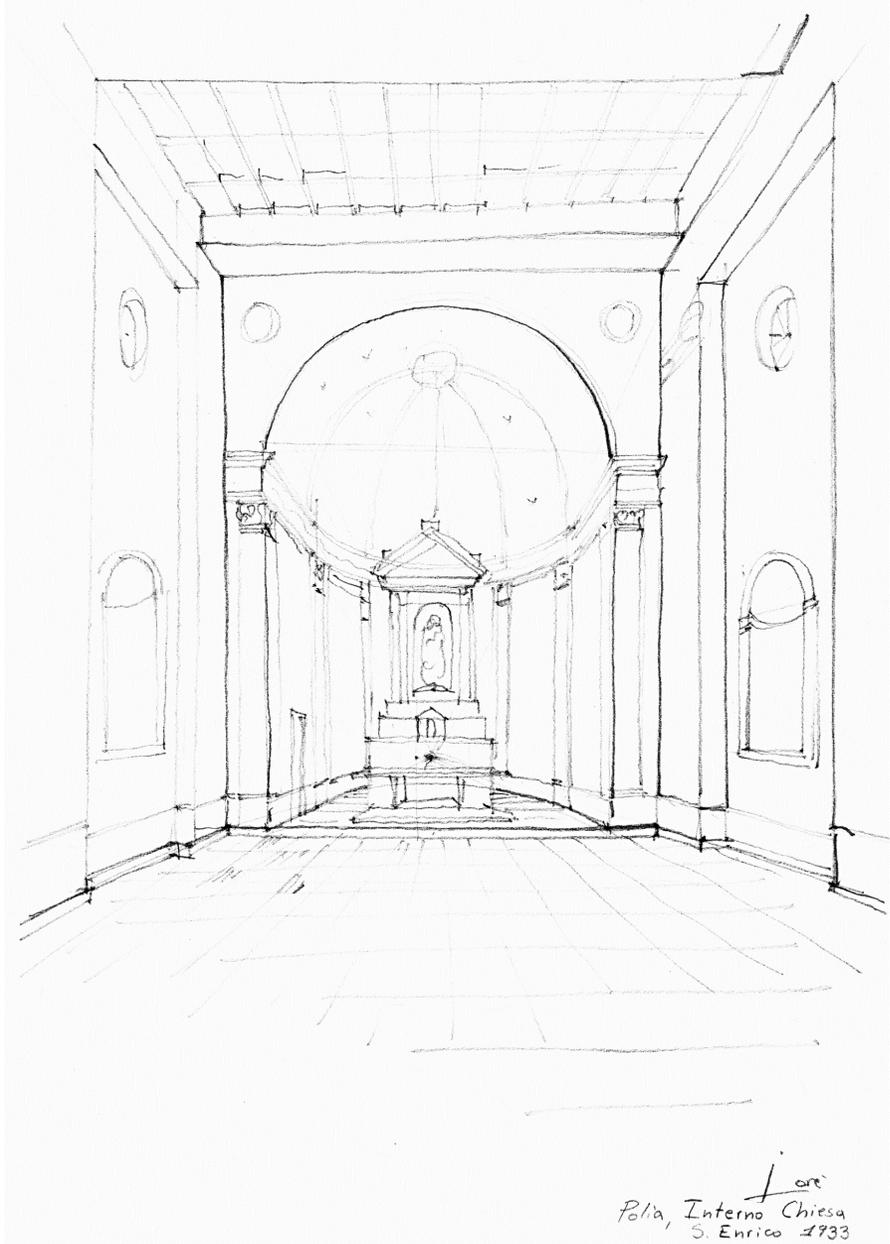
Possiamo disegnare a mano libera qualsiasi cosa esistente o immaginata.

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

# Per sciogliere la mano, ingannare l'attesa

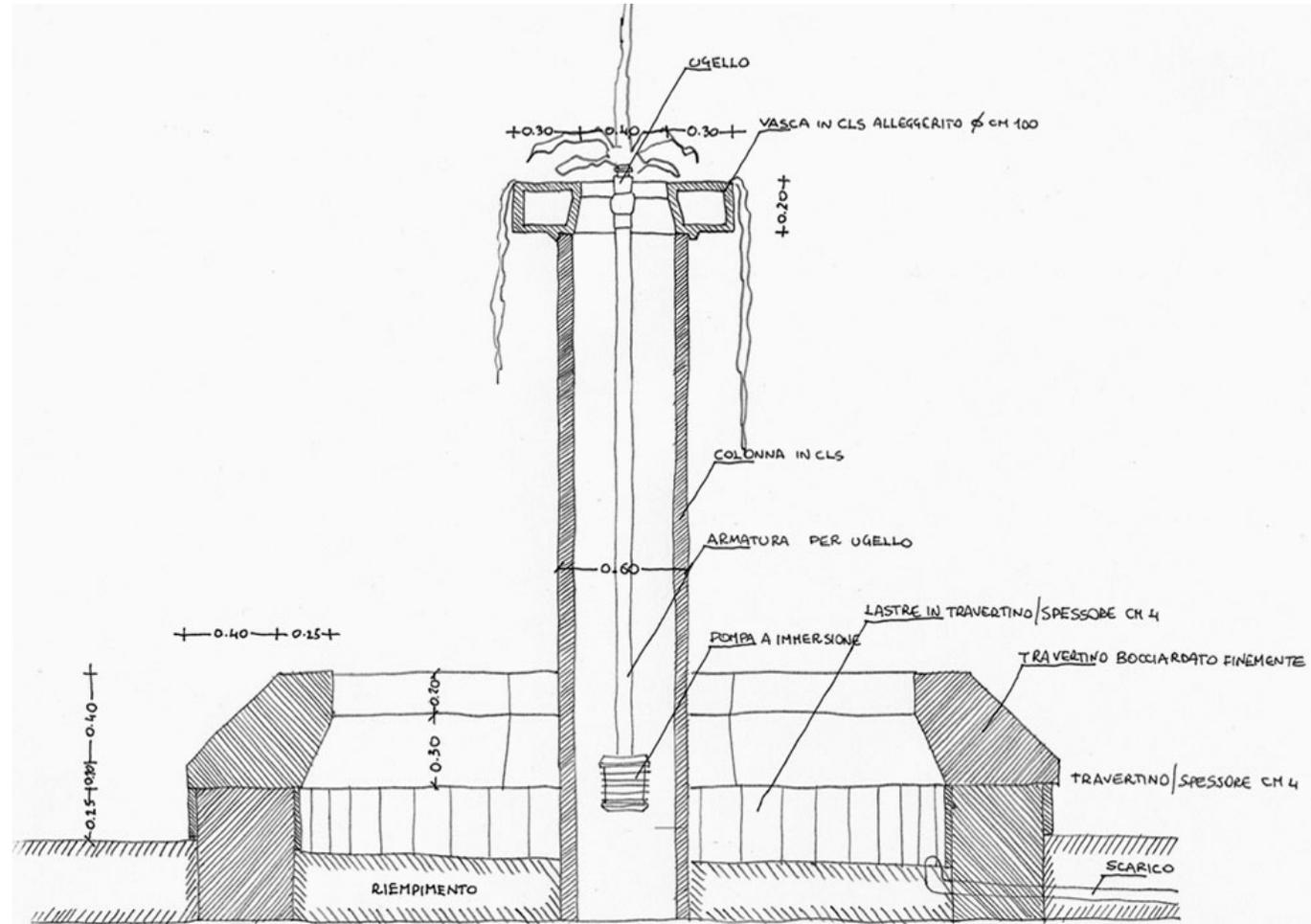
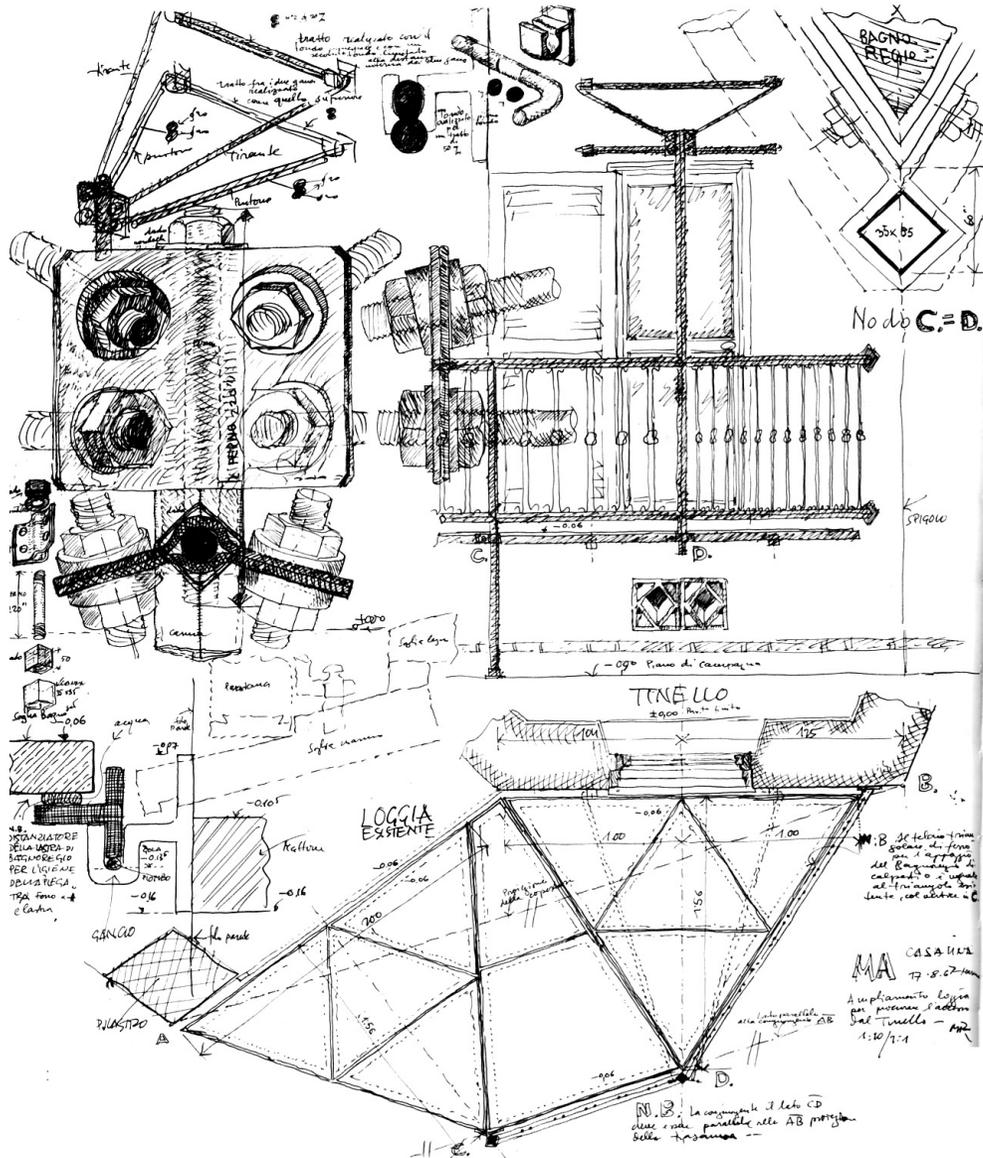


# Per descrivere lo spazio interno



Disegni di studenti

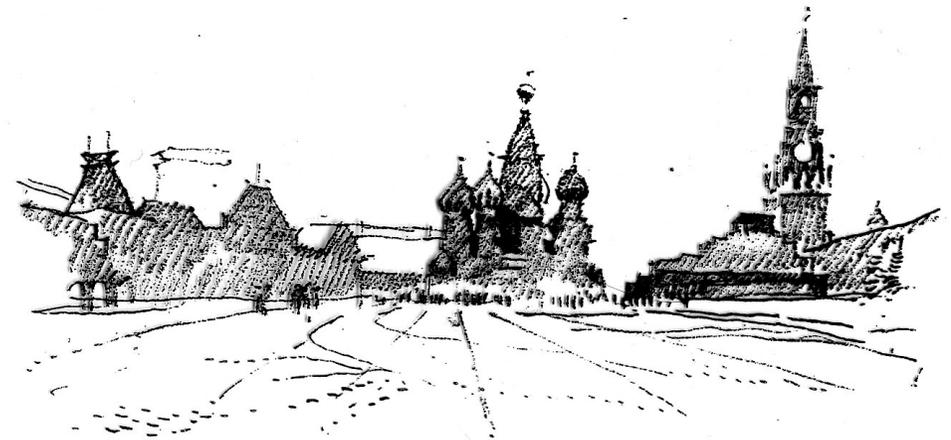
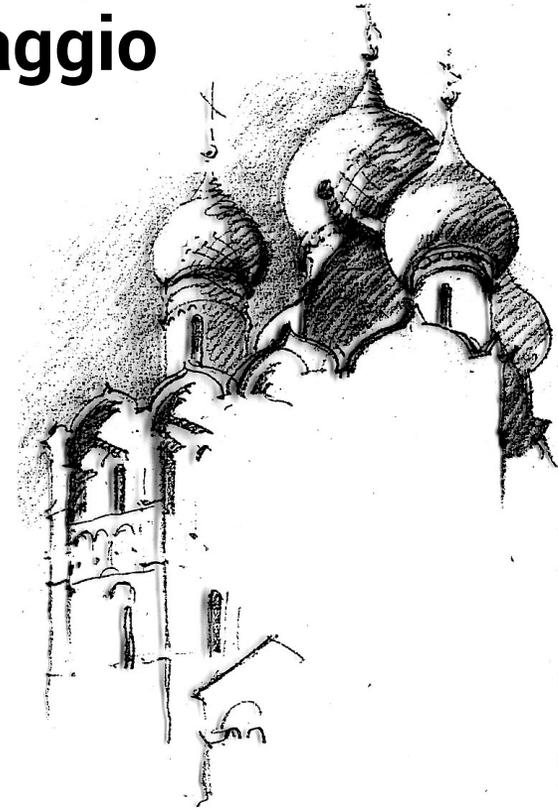
# Per spiegare gli elementi costruttivi di un progetto



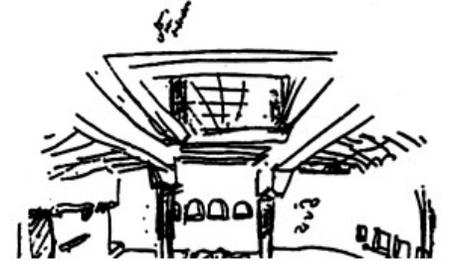
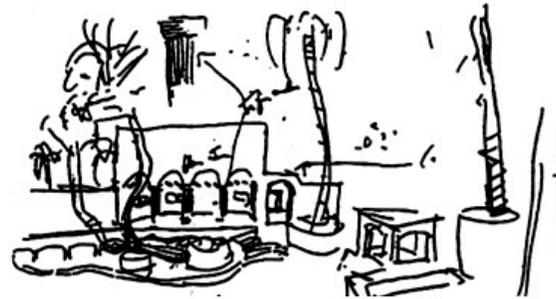
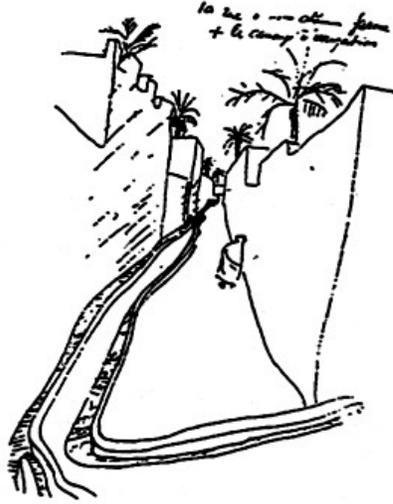
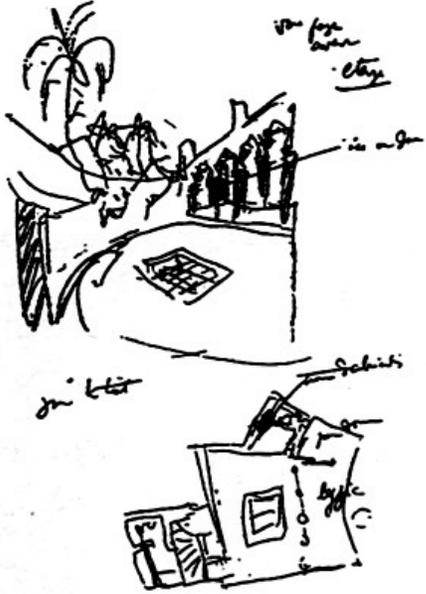
# Per ricordare i luoghi visitati durante un viaggio



Gaspare De Fiore, Palazzo di Solimano a Istanbul, 1985



# Per ricordare il modo di vivere di un paese lontano

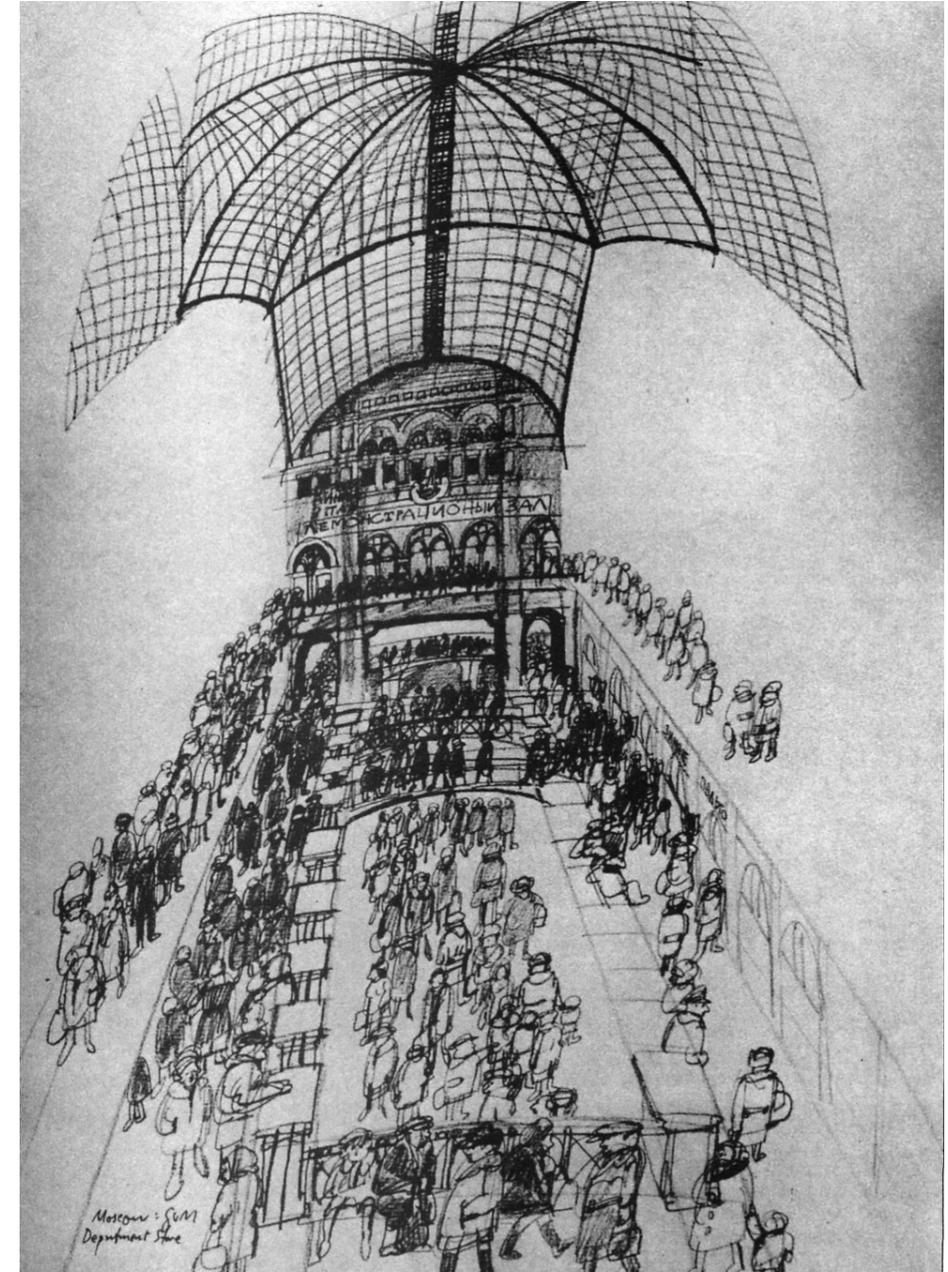
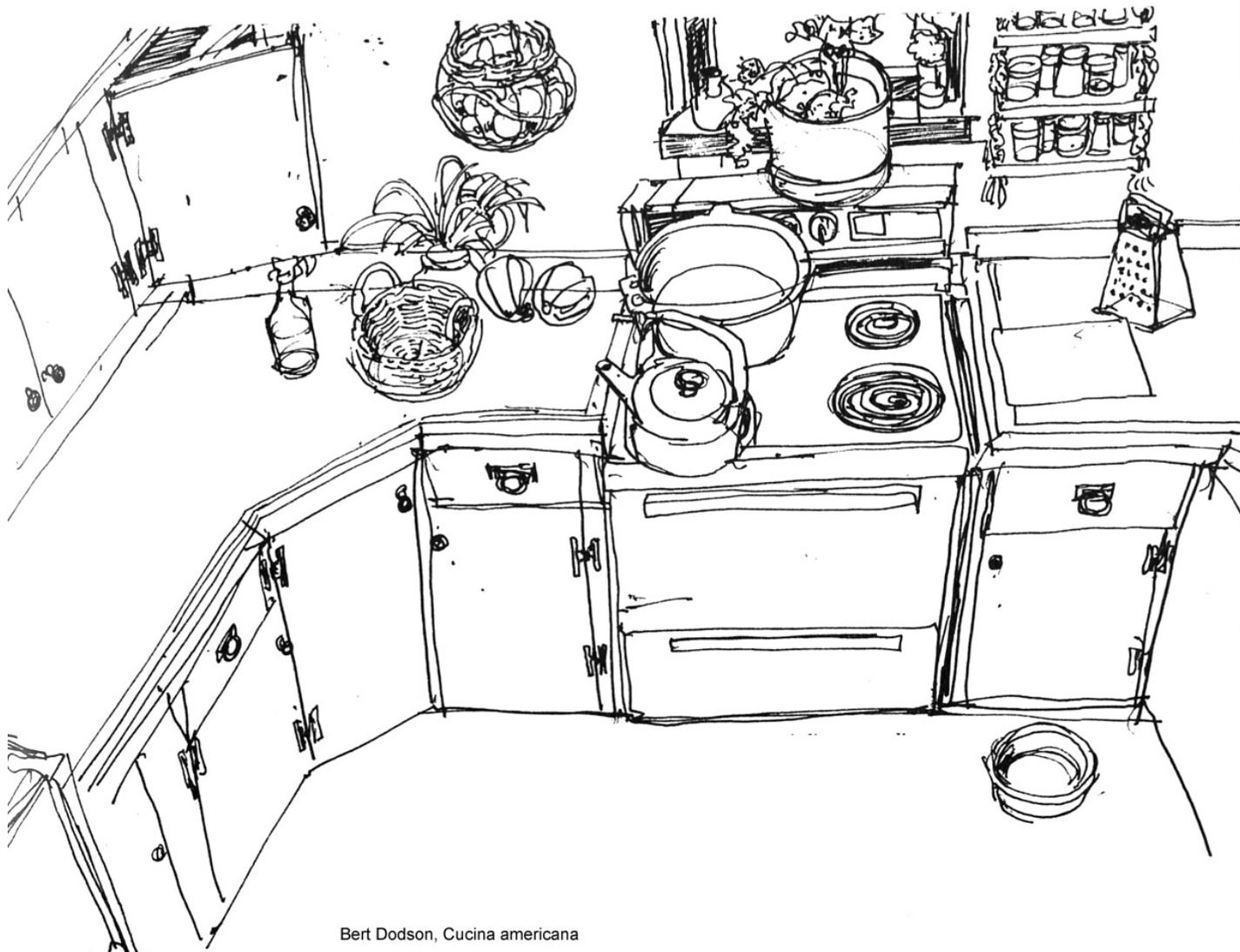


# Per riprodurre materiali, luce, atmosfere



Catherine Murphy, Natura morta con cuscino e raggio di sole

# Per mostrare uno spazio da un punto di vista insolito

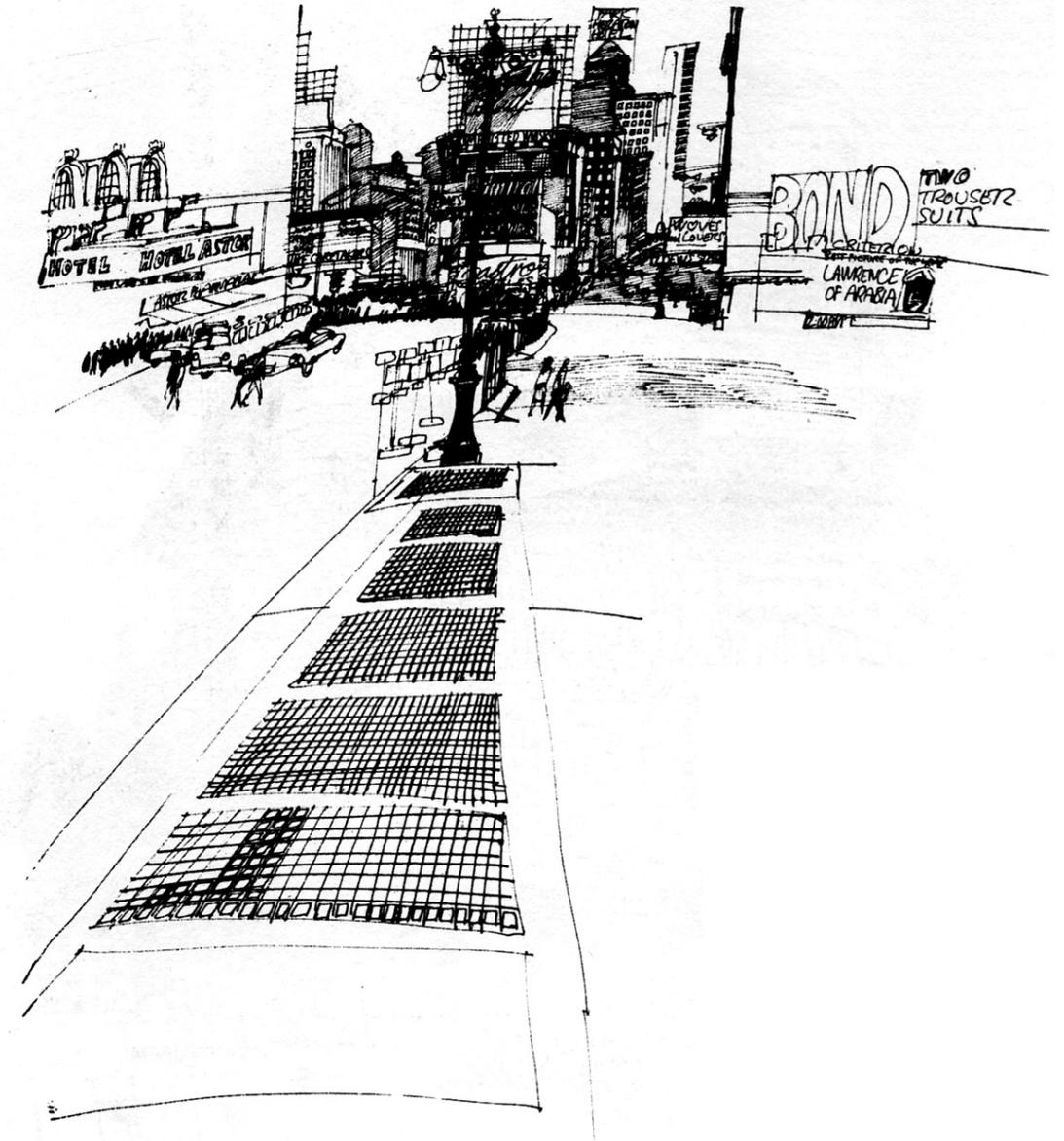


Paul Hogart, Magazzini GUM, Mosca, 1969

# Per descrivere uno spazio urbano

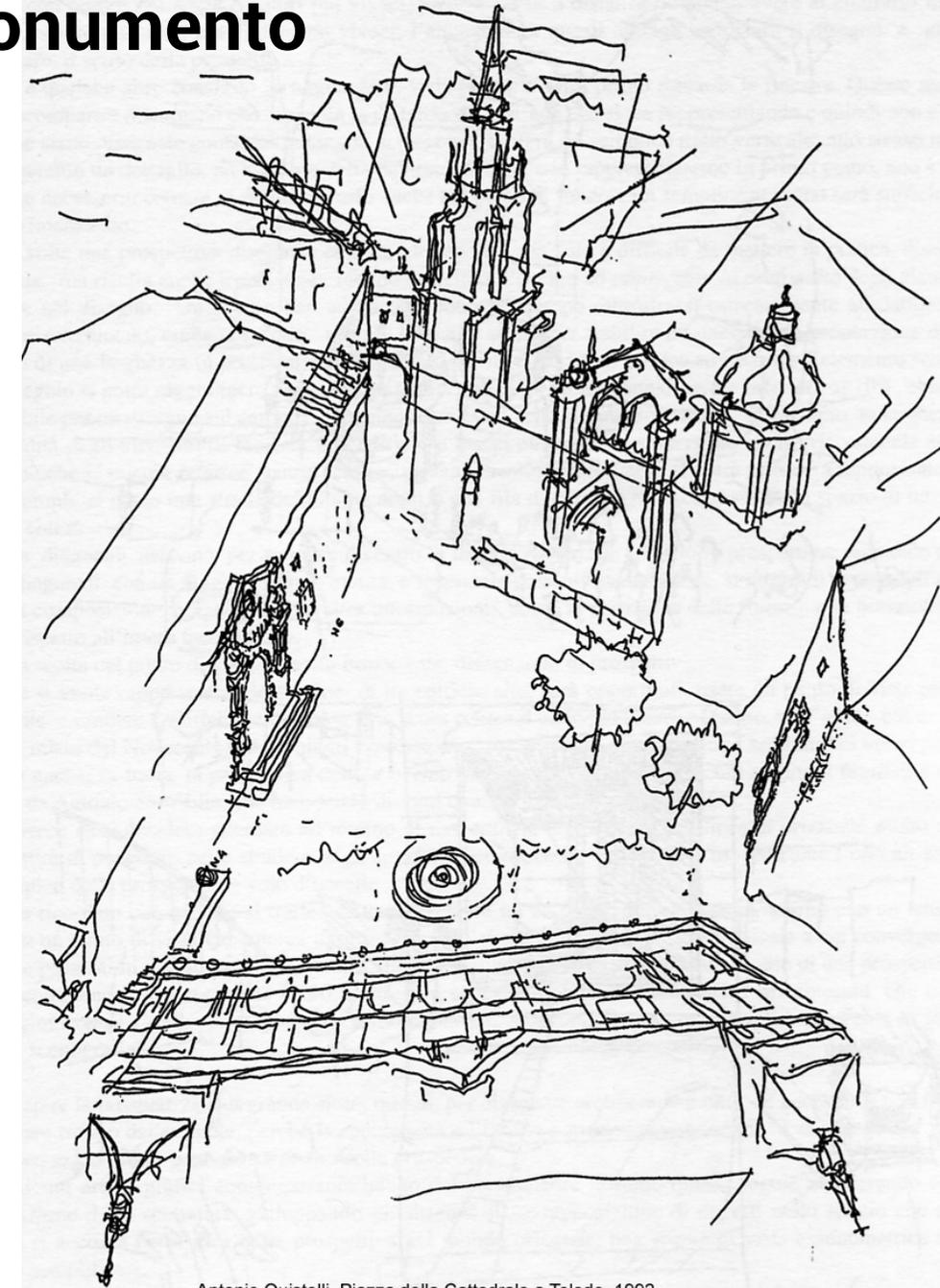
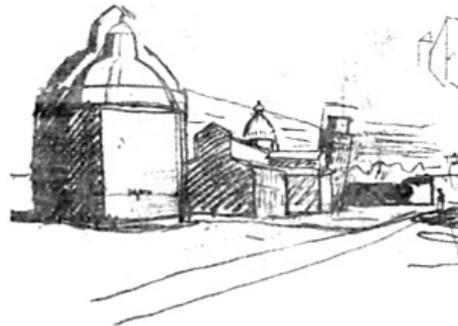
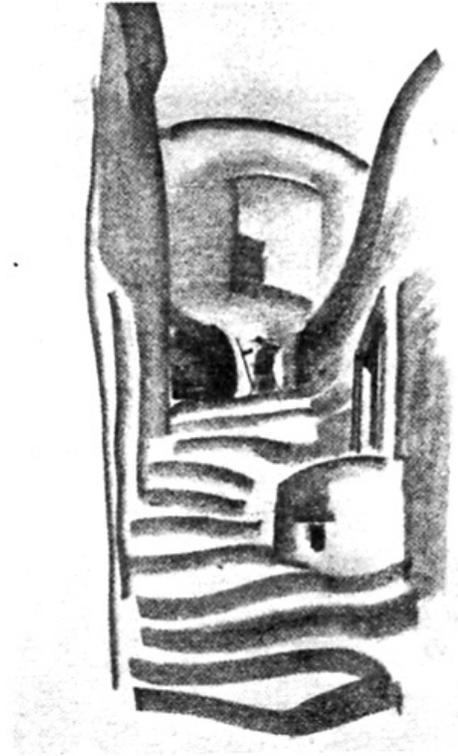


Stephen Klimant, Haymarket Square a Londra, (penna a china e acquerello)



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

# Per evidenziare le caratteristiche di un monumento



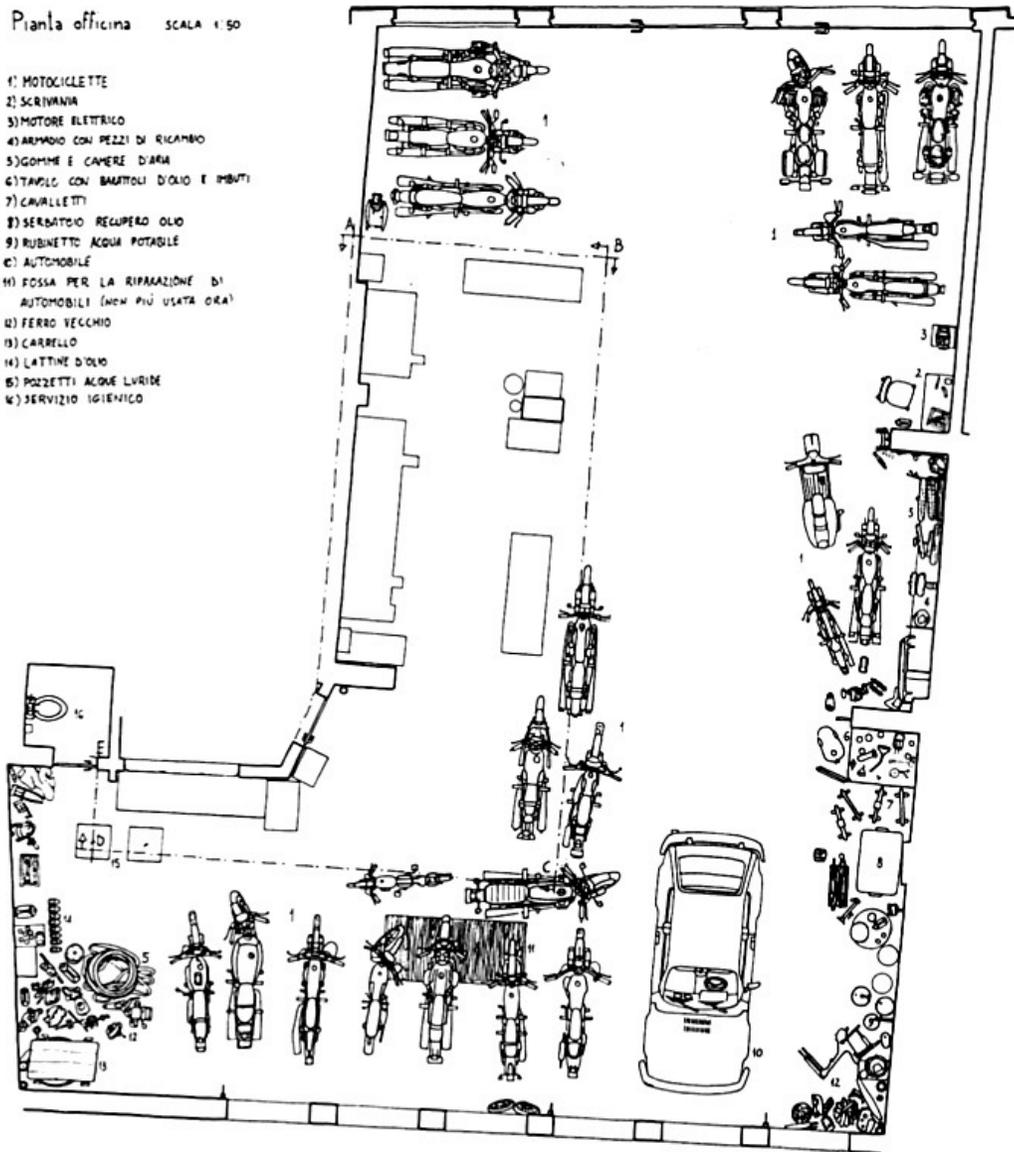
Louis I. Kahn, Schizzi dal primo viaggio in Europa (1928-1929): Assisi, Positano, Firenze, Pisa.

Antonio Quistelli, Piazza della Cattedrale a Toledo, 1992

# Per descrivere analiticamente

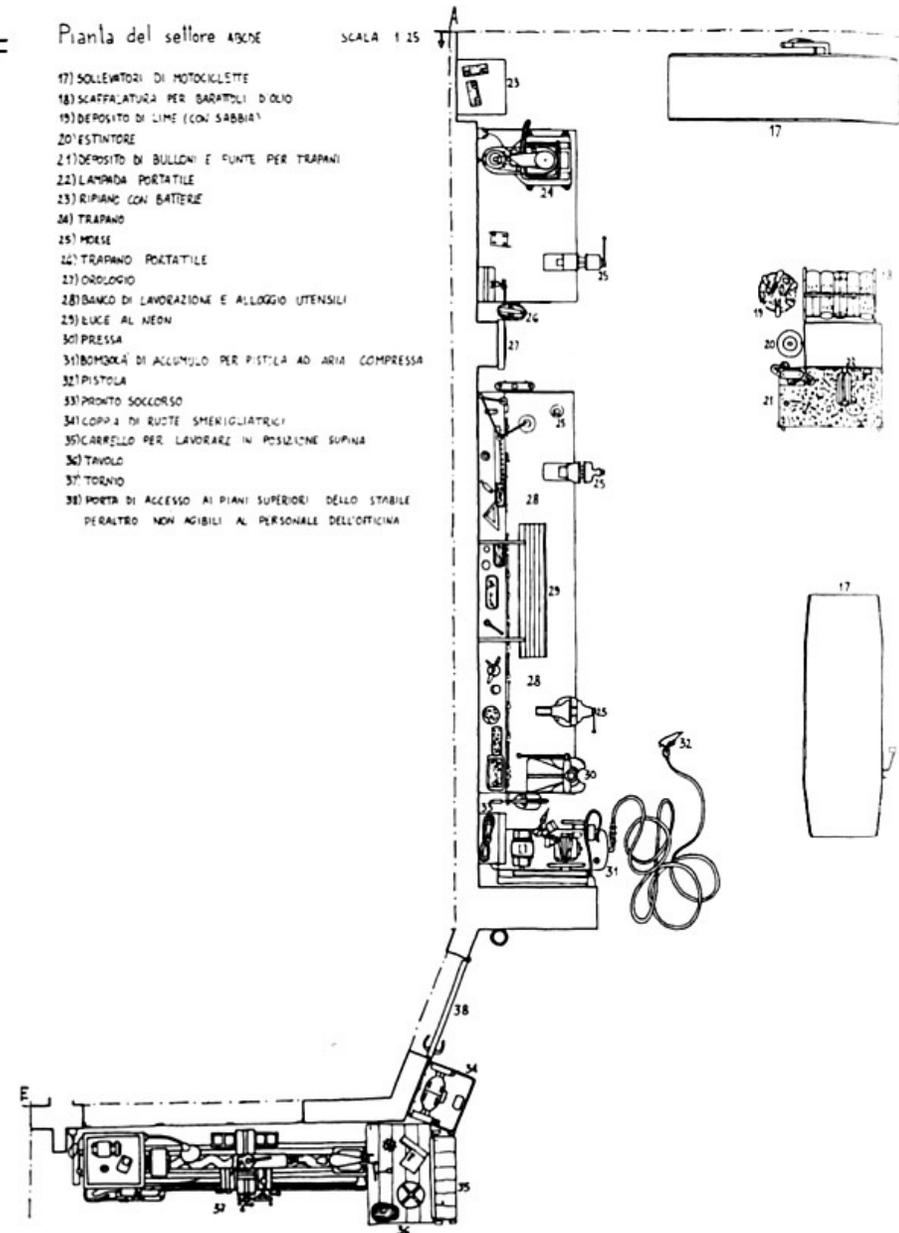
Pianta officina SCALA 1:50

- 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

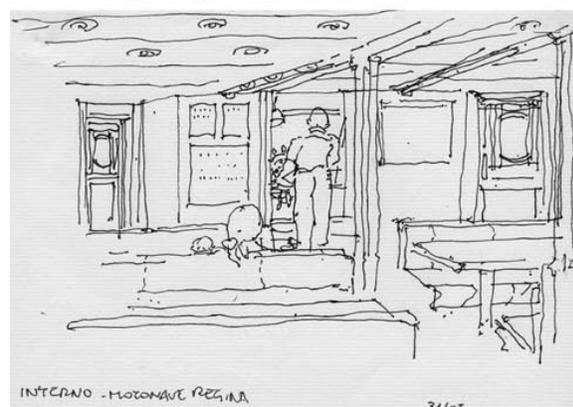
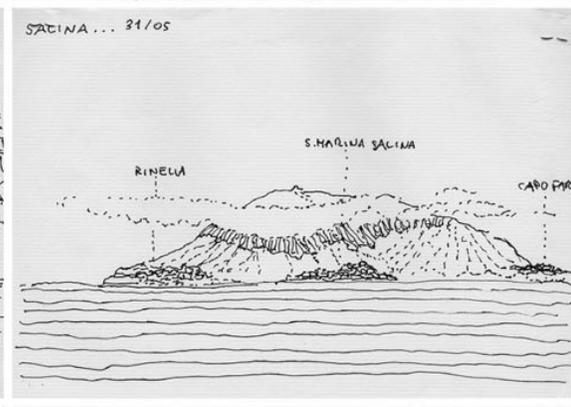
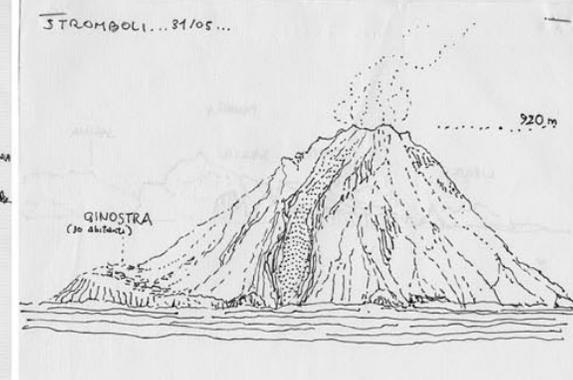
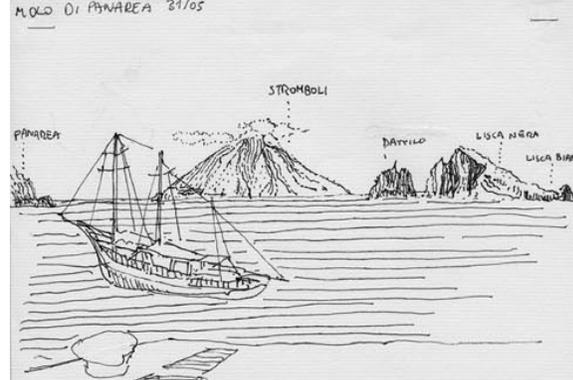
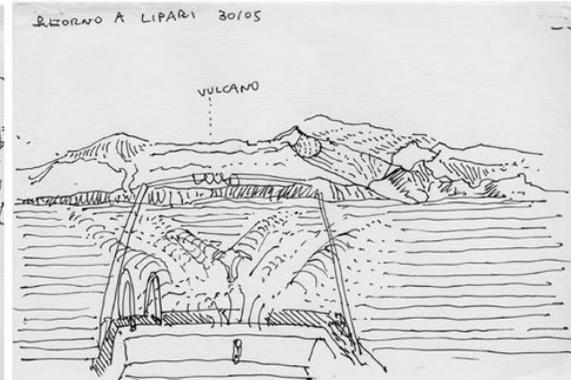
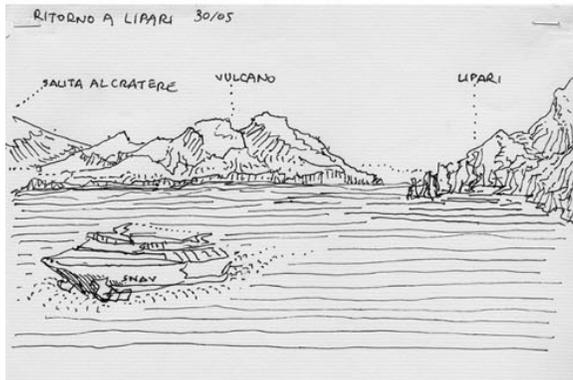
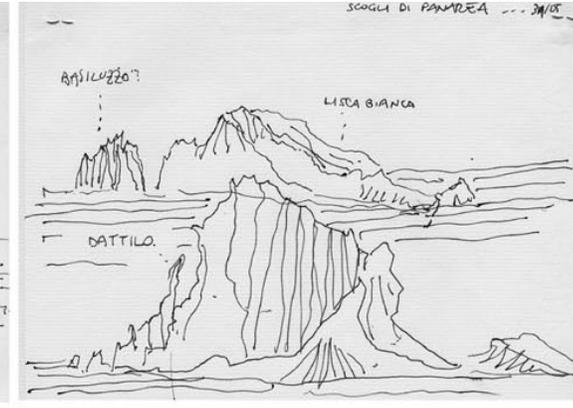
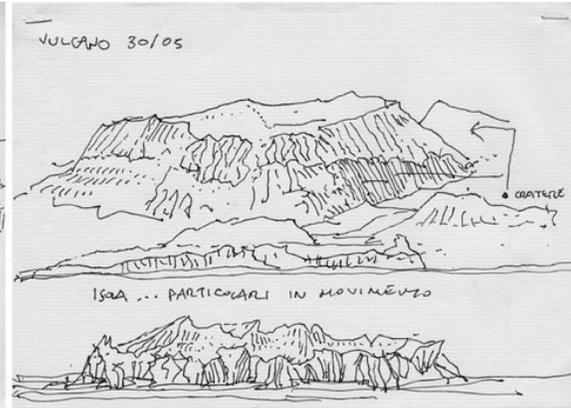
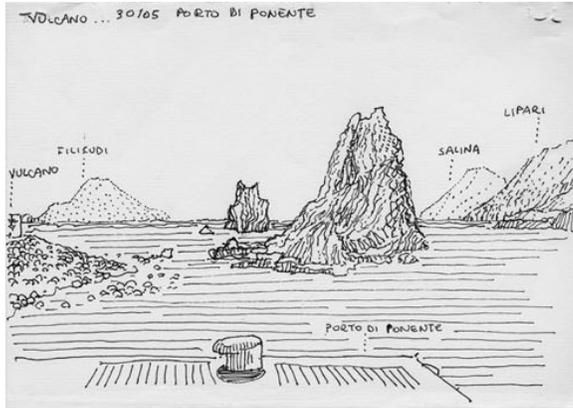


Pianta del settore ARONE SCALA 1:25

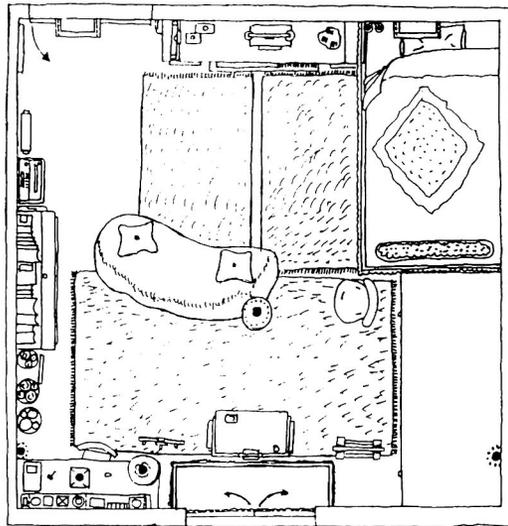
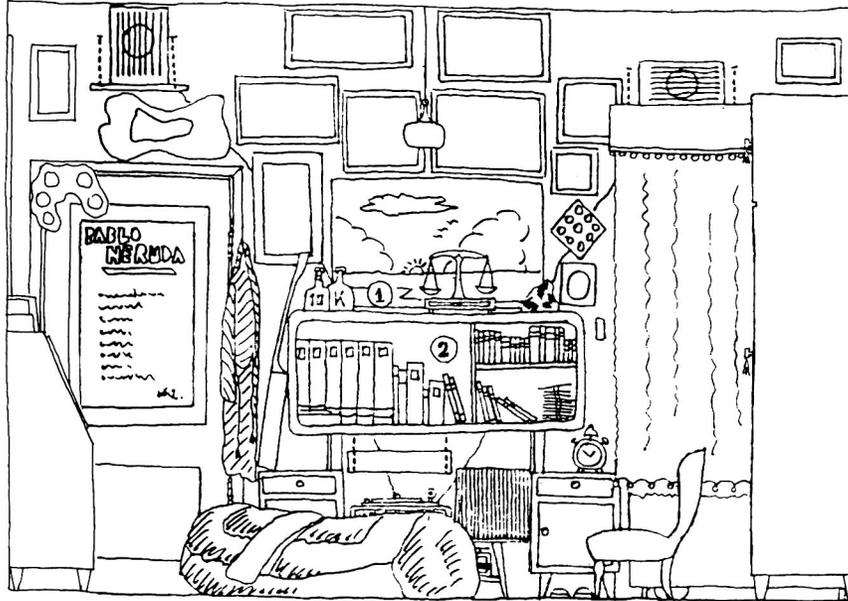
- 17) SOLLEVATORI DI MOTOCICLETTE
- 18) SCAFFALATURA PER BARATTOLI D'OLIO
- 19) DEPOSITO DI LIME (CON SABBIA)
- 20) ESTINTORE
- 21) DEPOSITO DI BULLONI E FUNTE PER TRAPANI
- 22) LAMPADA PORTATILE
- 23) RIPIANO CON BATTERIE
- 24) TRAPANO
- 25) MORSE
- 26) TRAPANO PORTATILE
- 27) OROLOGIO
- 28) BANCO DI 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)

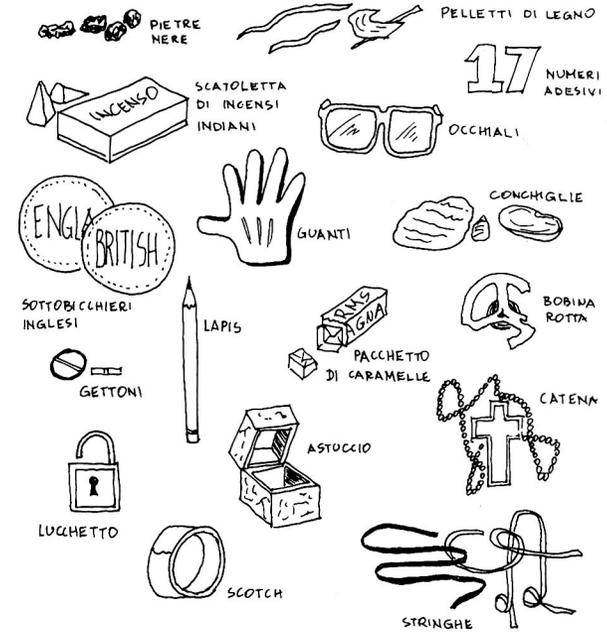
SOPRA IL COMODINO DESTRO



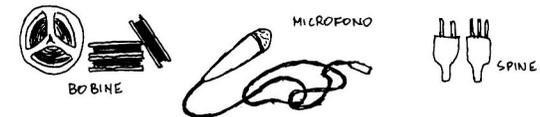
SOTTO IL COMODINO DESTRO



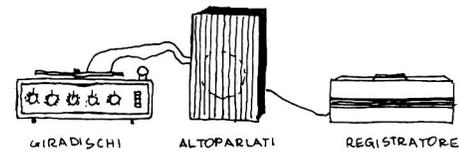
COSE CHE SI TROVANO SOPRA AL MOBILE CENTRALE ④



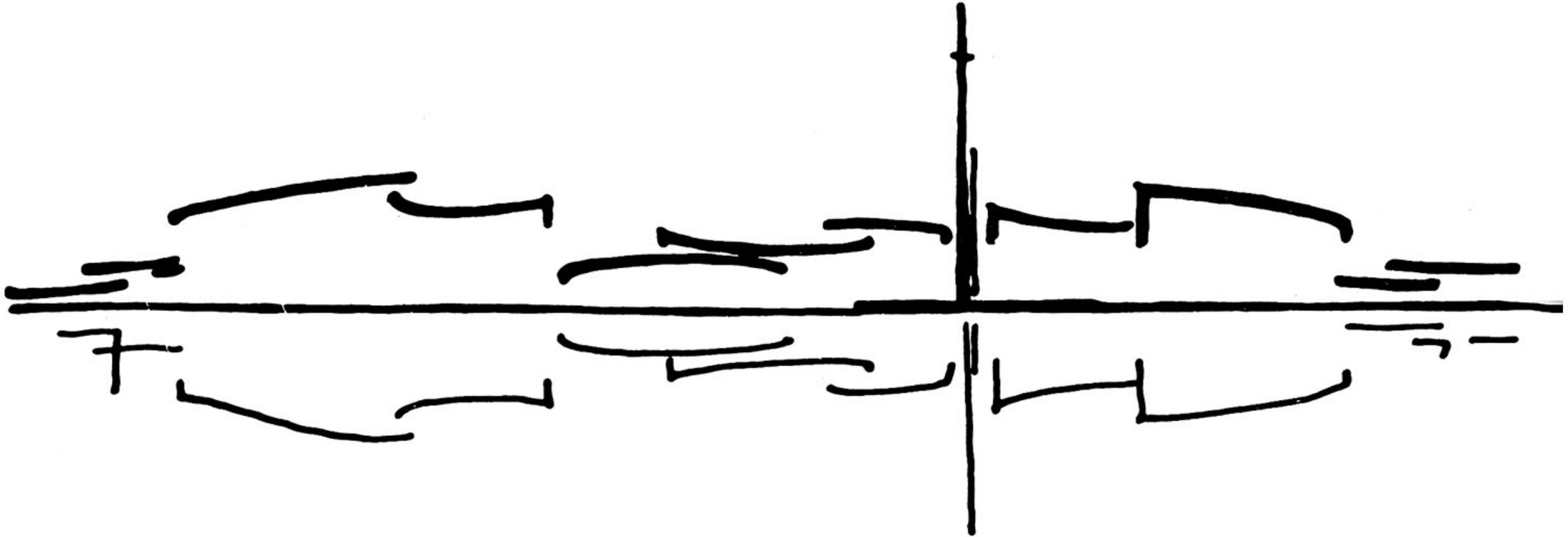
COSE CHE SONO SITUATE ALL'INTERNO DEL MOBILE CENTRALE ②



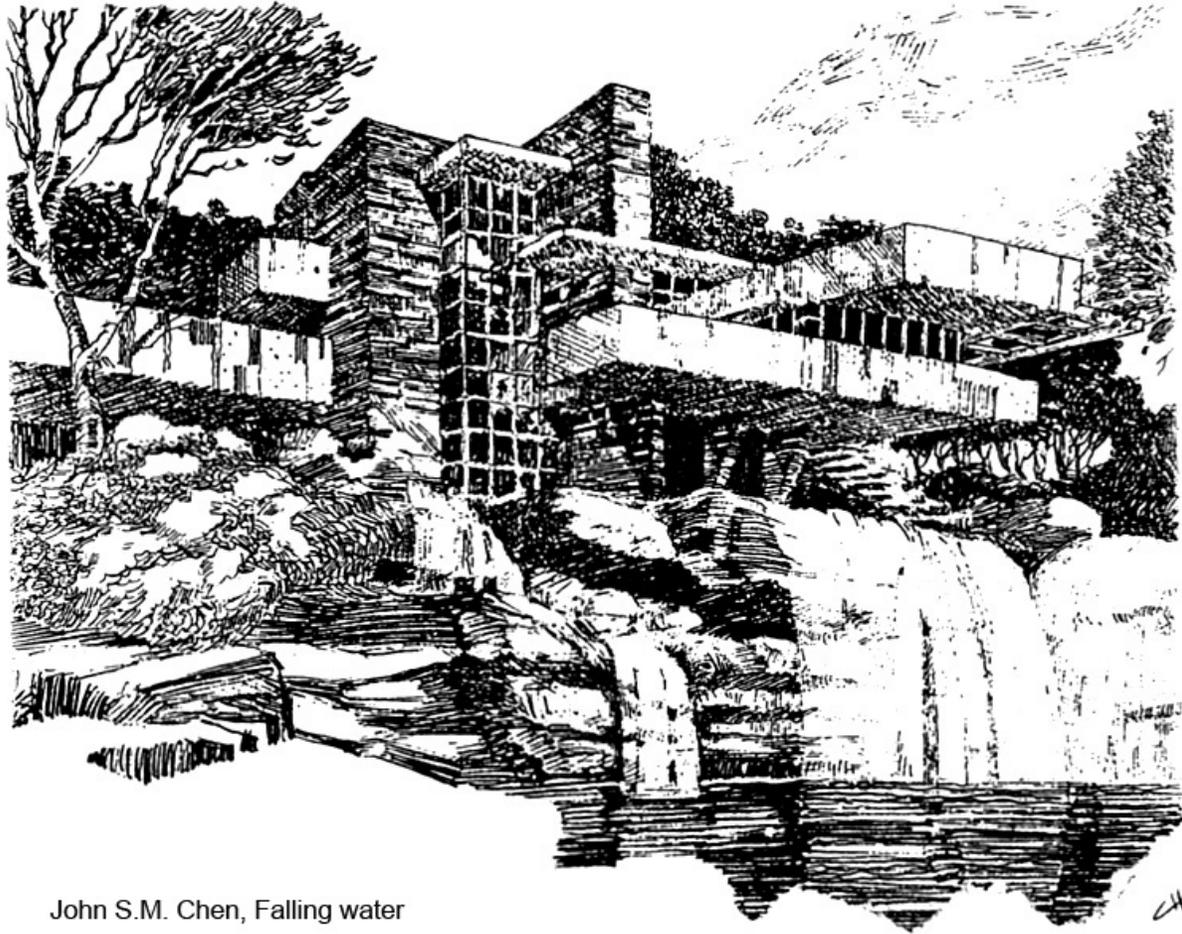
NELLA PARTE INFERIORE DEL MOBILE CENTRALE



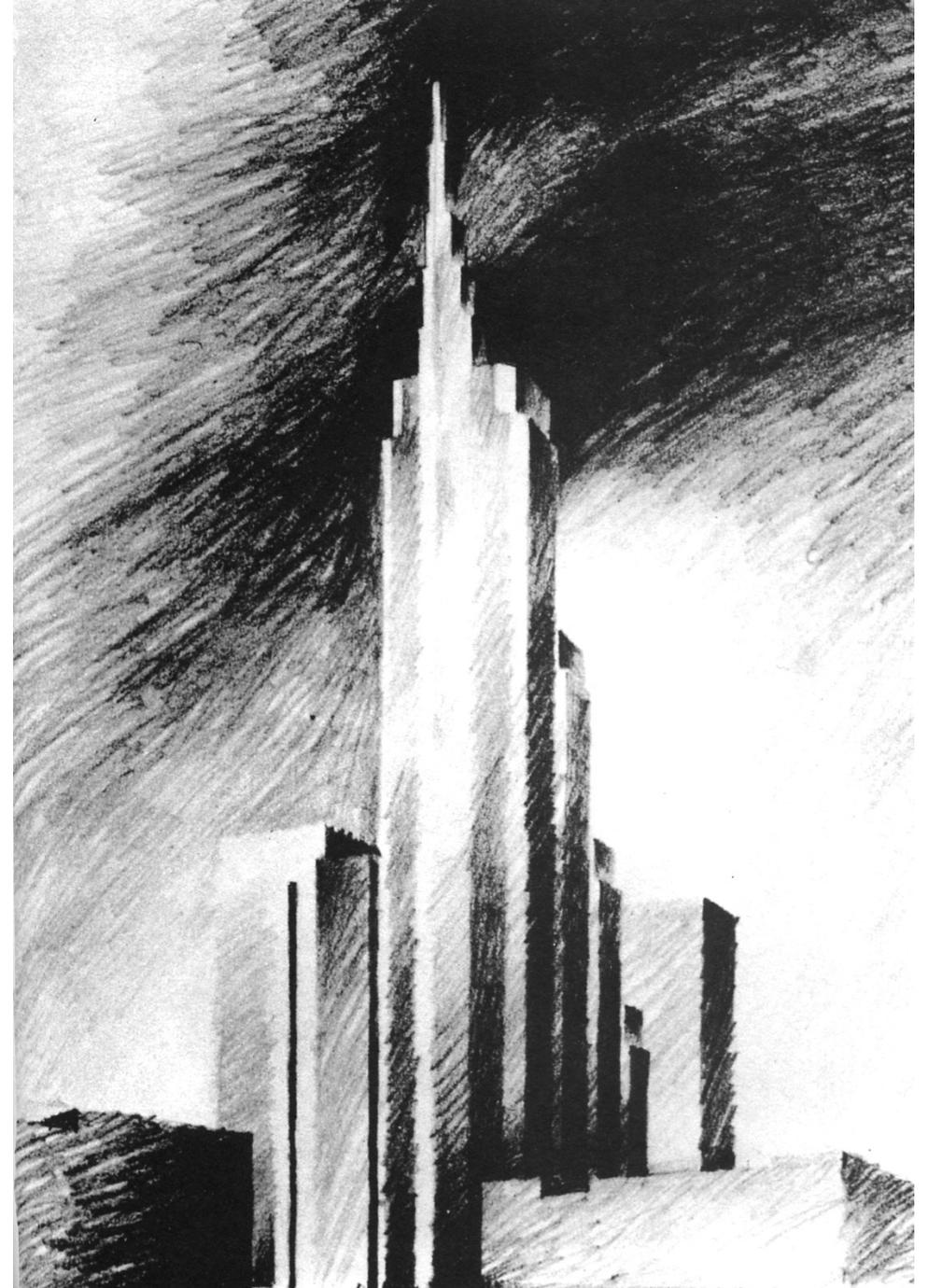
# Per esprimere l'essenza di un'idea progettuale



# Per evidenziare la forma

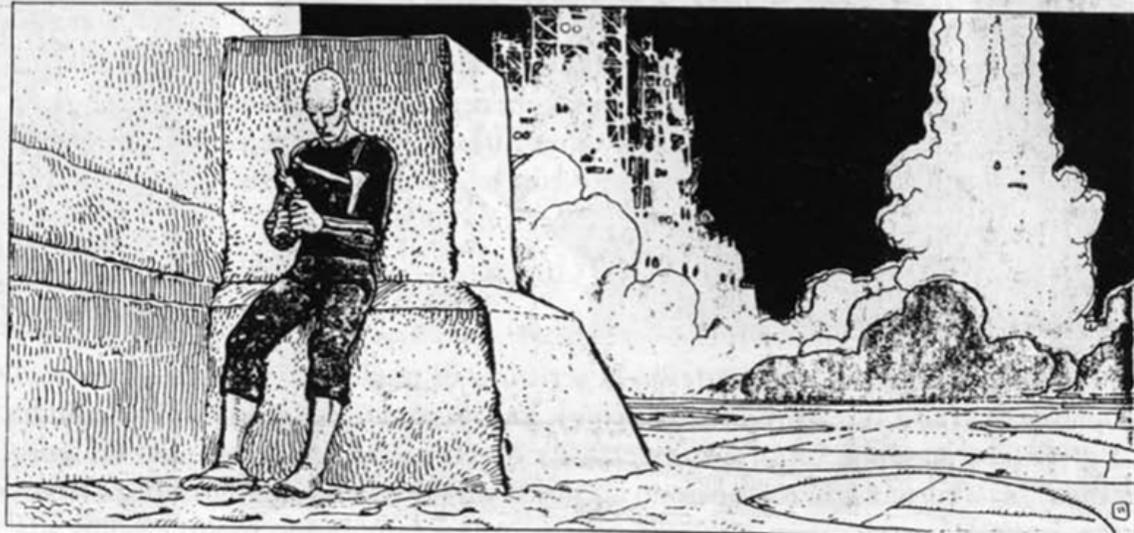
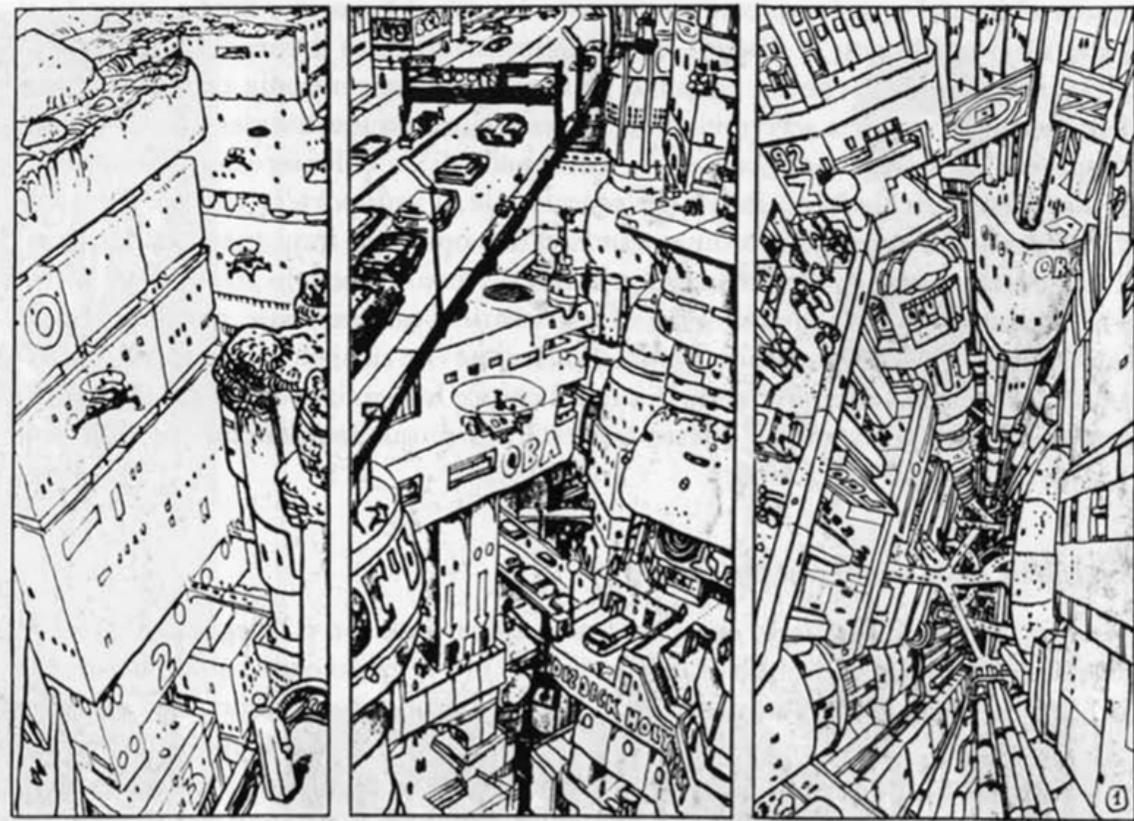


John S.M. Chen, Falling water

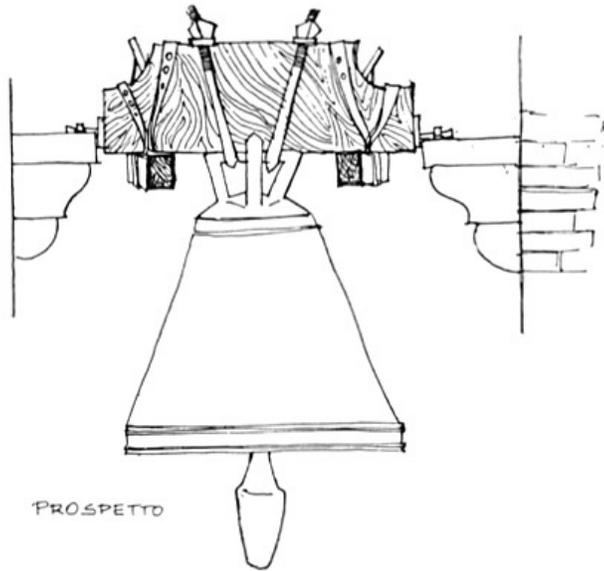


Cesar Pelli, Edifici a Pittsburgh

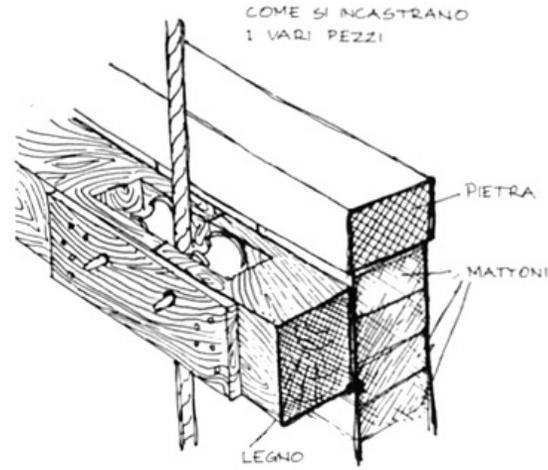
# Per raccontare una storia



# Per spiegare il funzionamento di un oggetto



PROSPETTO

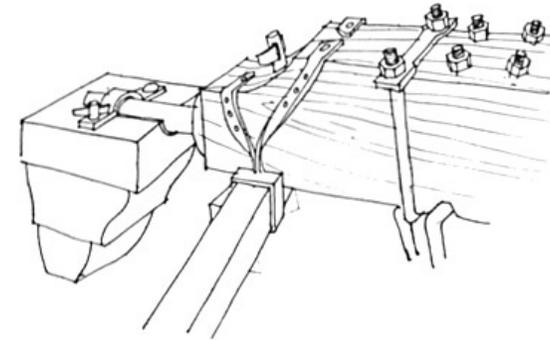
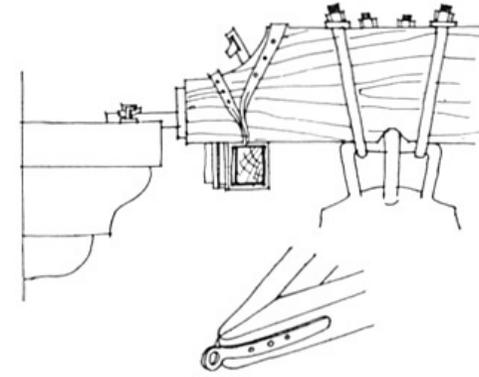


COME SI INCASTRANO I VARI PEZZI

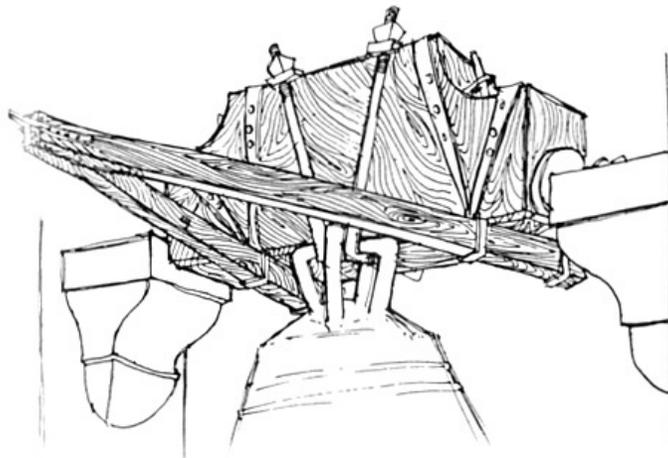
PIETRA

MATTONI

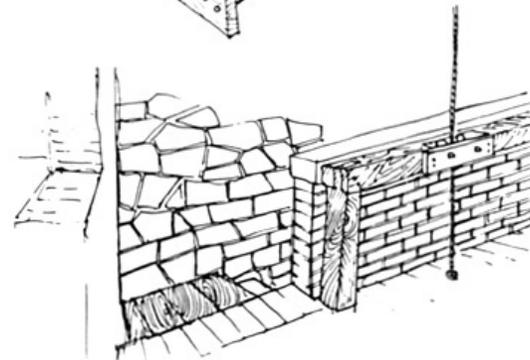
LEGNO



PARTICOLARI DELLE CAMPANE



SCIZZO PROSPETTICO



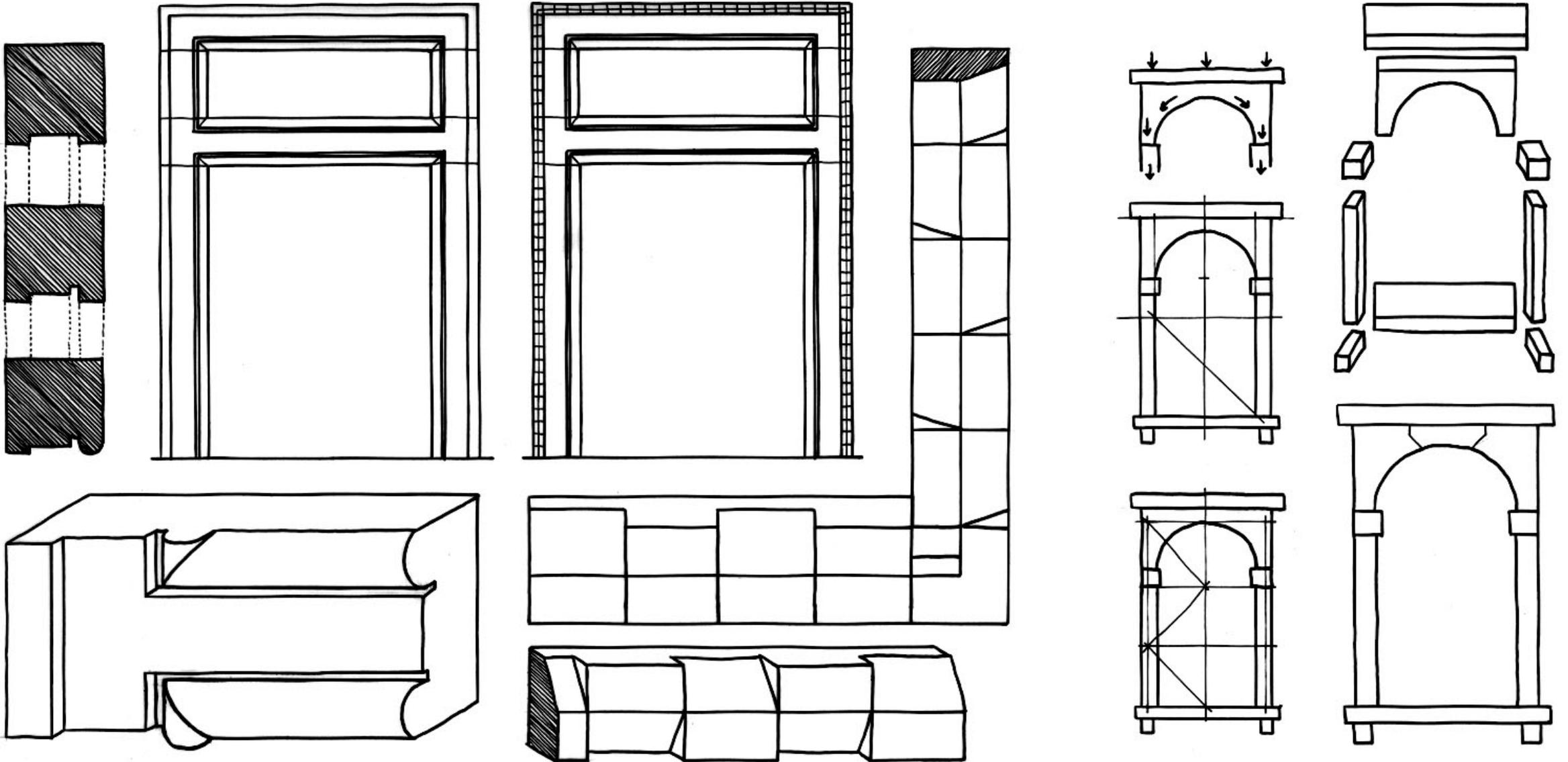
SCIZZO D'INSIEME

# Per studiare gli elementi di un dipinto

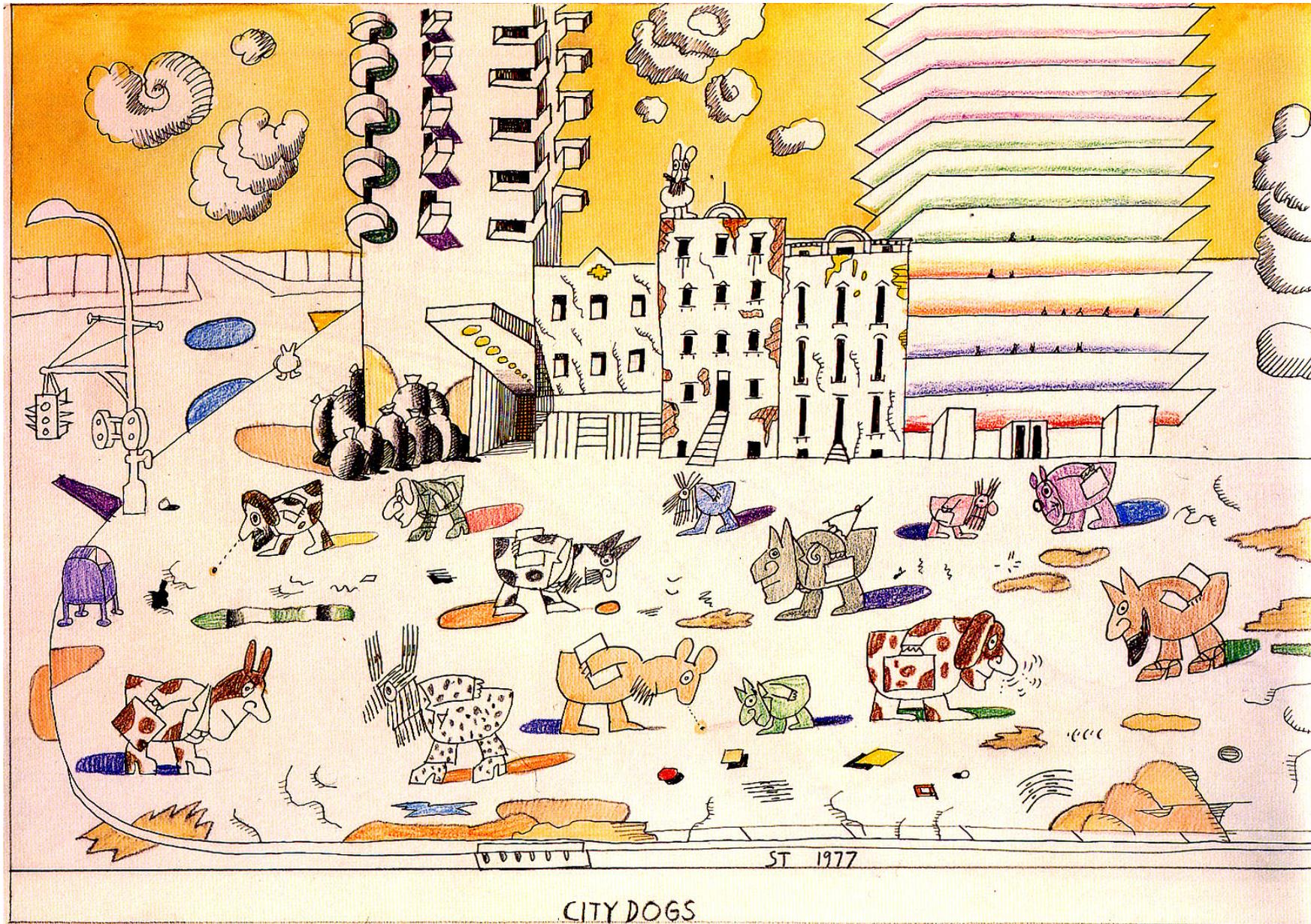


Disegni di Leonardo, van Gogh

# Per ragionare sulla forma, le proporzioni, i componenti

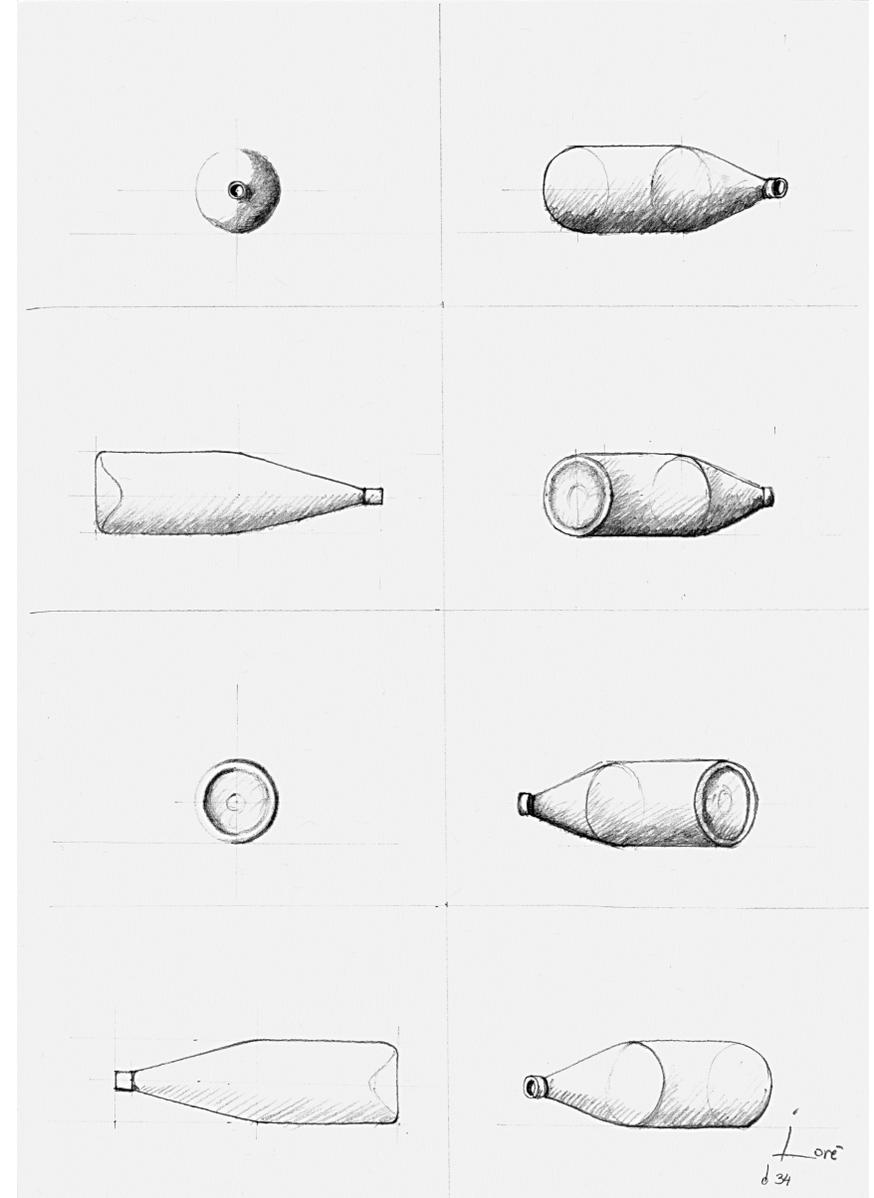
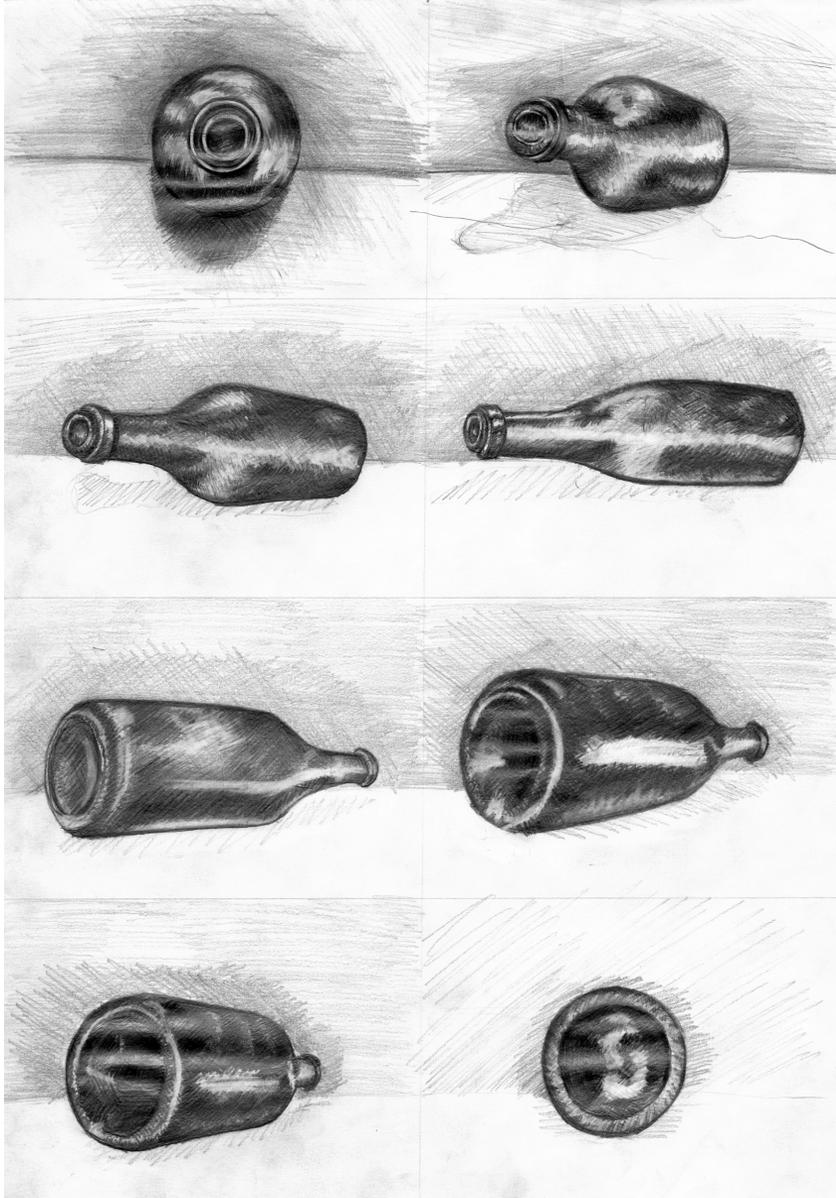


# Per esprimere il proprio punto di vista sulla società



Disegno di Saul Steinberg

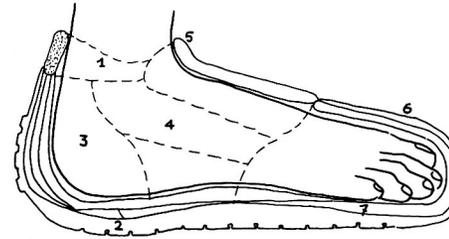
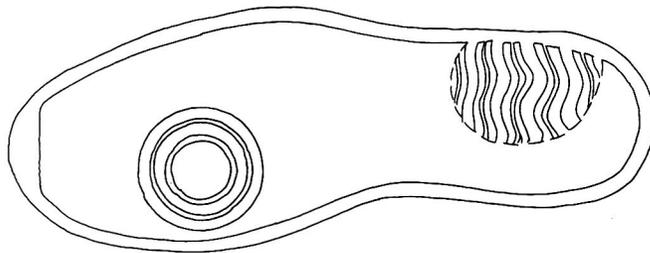
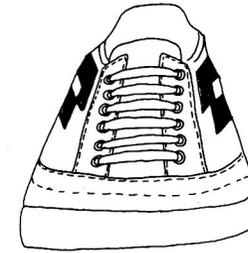
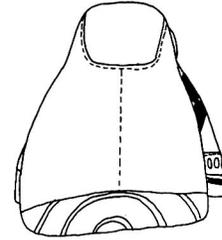
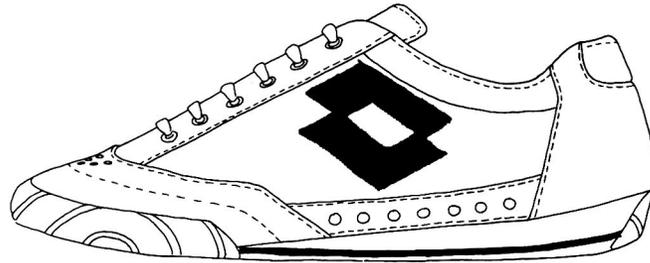
# Per studiare lo scorcio



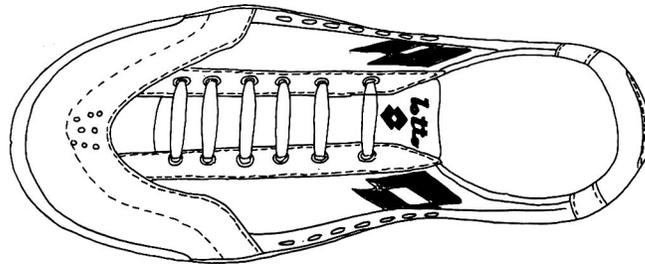
Disegni di studenti

# 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.



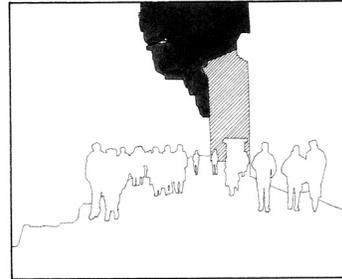
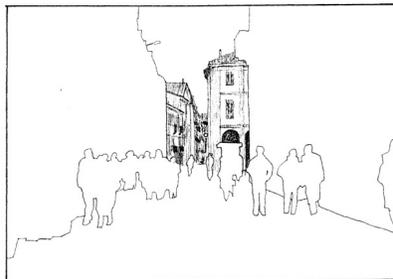
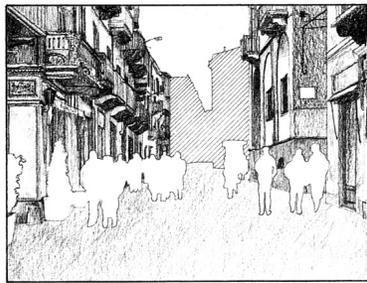
TOMAIA	Baneka (sintetico traspirante)
BATTISTRADA	A Liscia di pesce (ondulato)
SUOLA	Poliuretano espanso a diversa densità
ALLACCIATURA	Tradizionale a 6 buchi
PLANTARE	anatomico con suoletta in gomma piuma
MISURE DISP.	da 35 a 42 (35 e 41)
SUPERFICI CONSIGLIATE	tutte ma in particolare quelle dure porose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

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

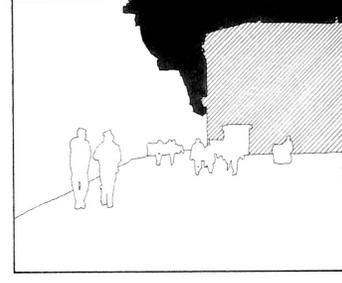
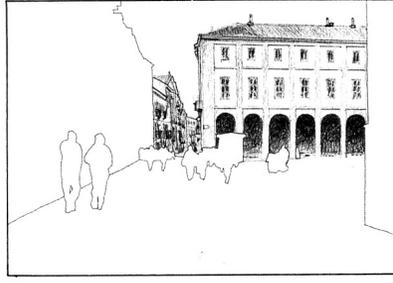
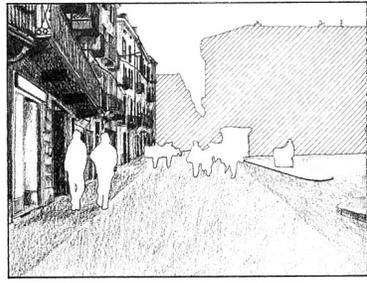
# Per analizzare uno spazio urbano



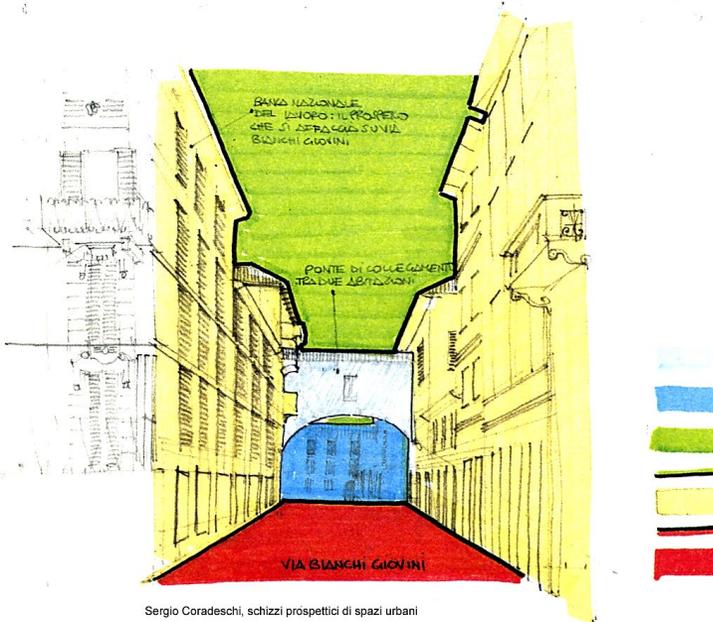
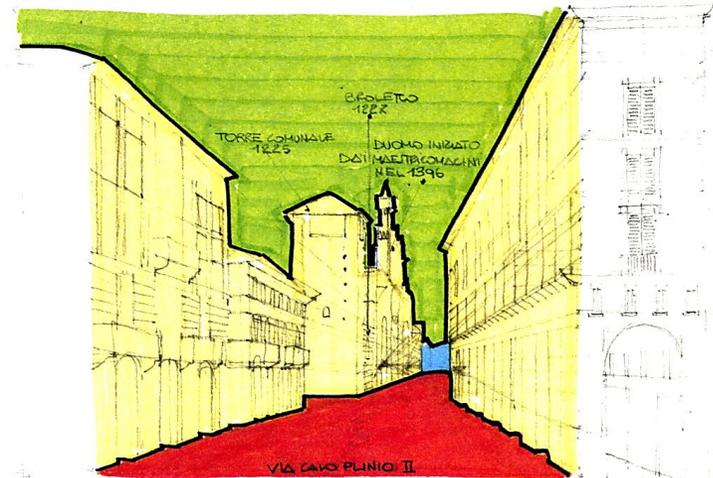
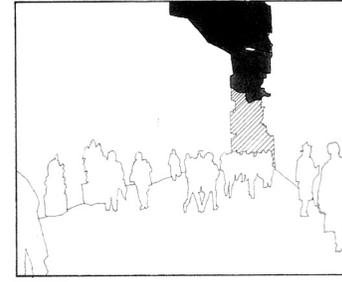
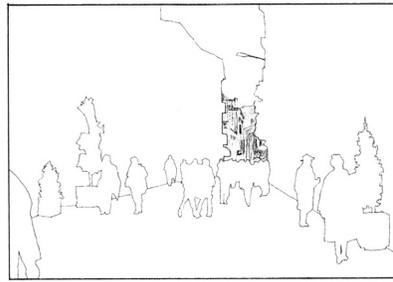
AVVICINAMENTO EST - I -



AVVICINAMENTO EST - II -



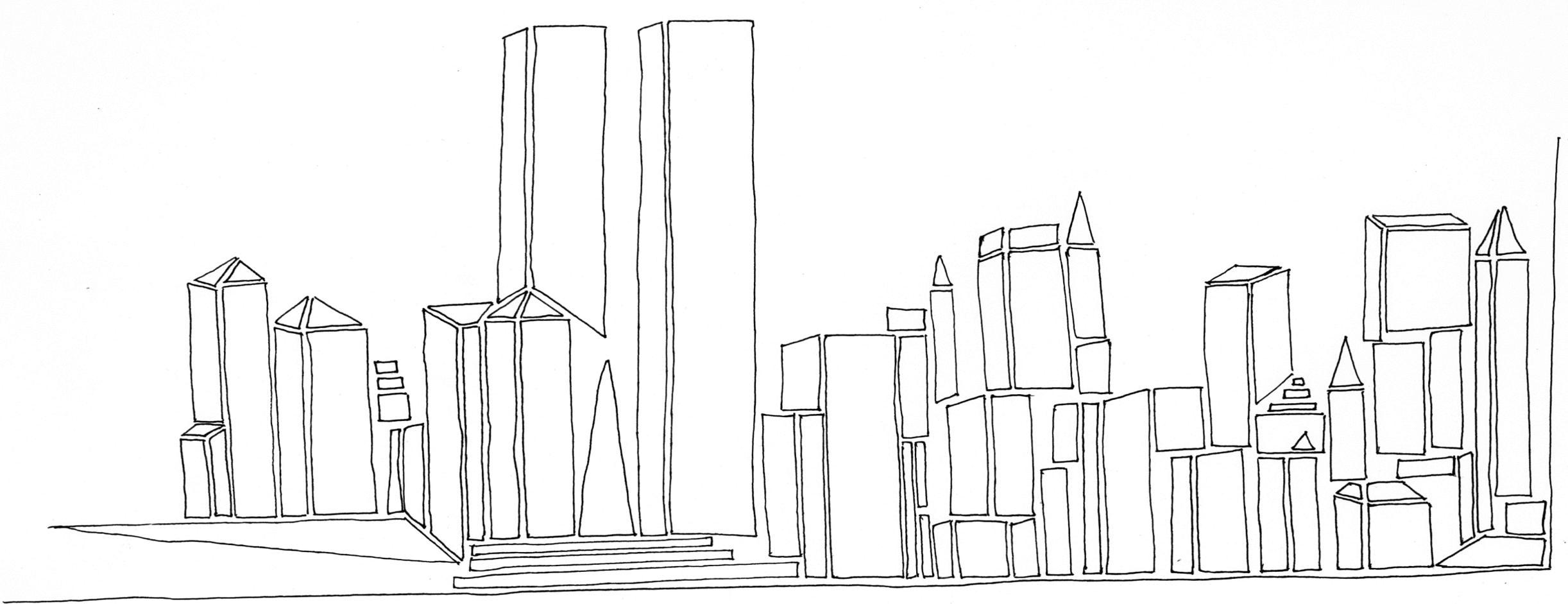
ALLONTANAMENTO EST



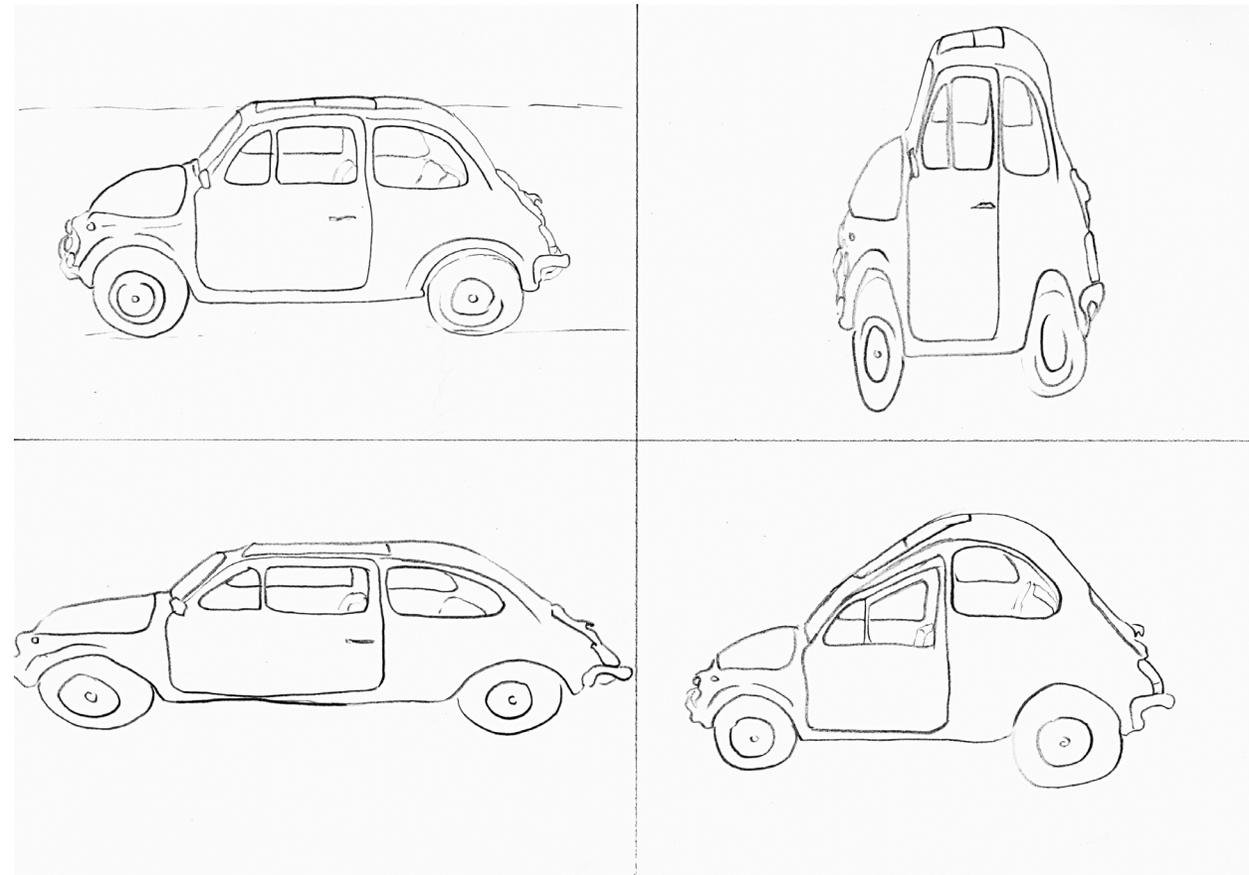
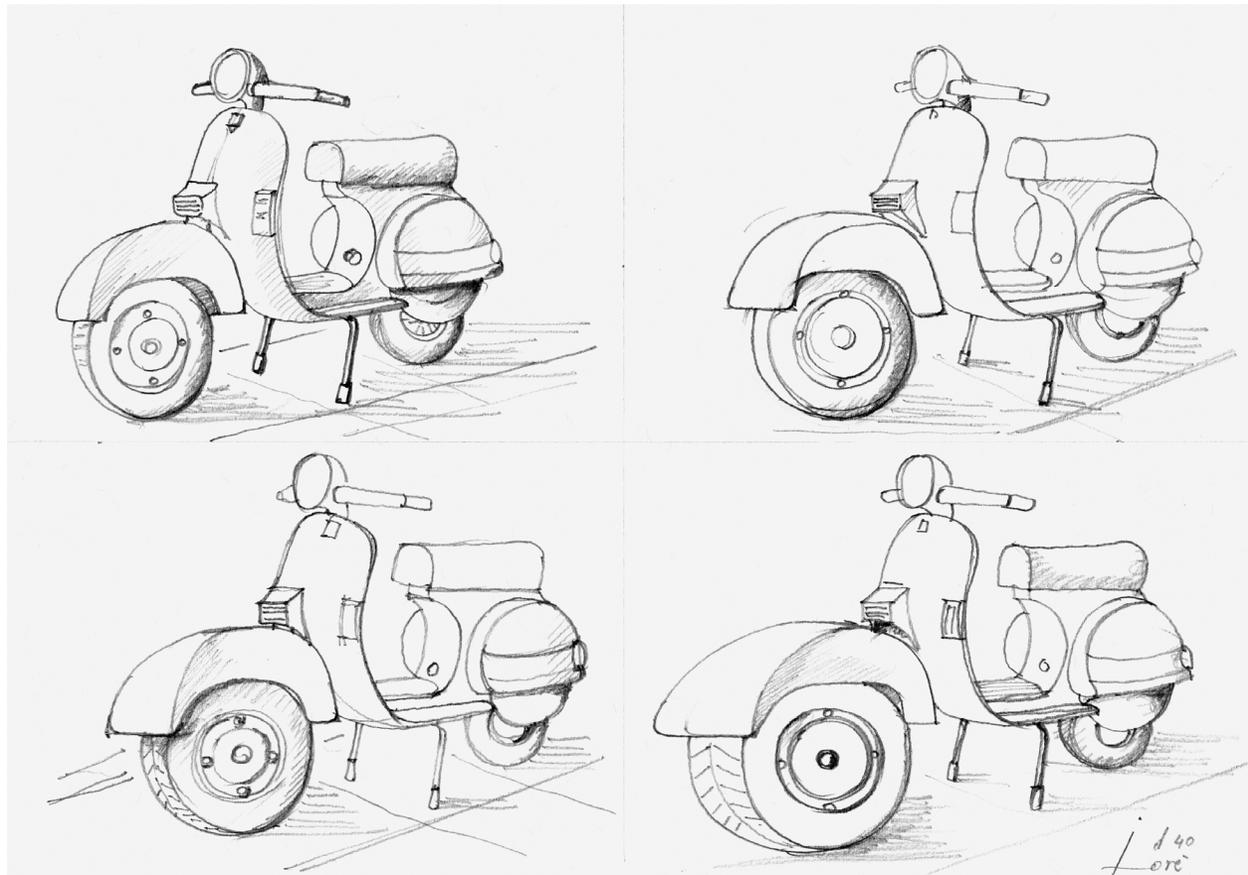
- PRE FONDALE
- FONDALE
- CIELO
- SKYLINE
- QUINTA
- CONTORNO
- STRADA

Sergio Coradeschi, schizzi prospettici di spazi urbani

# Per astrarre le forme



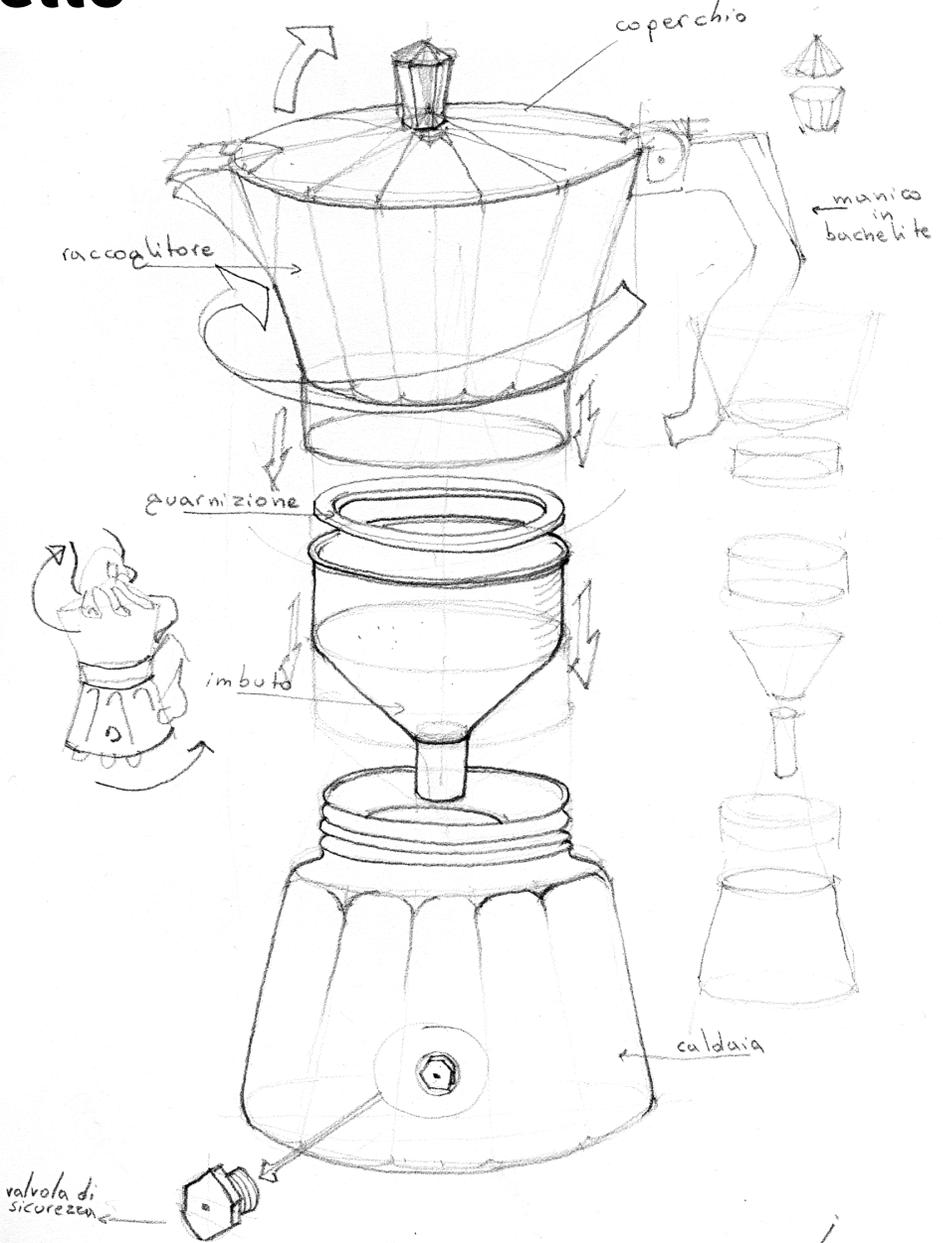
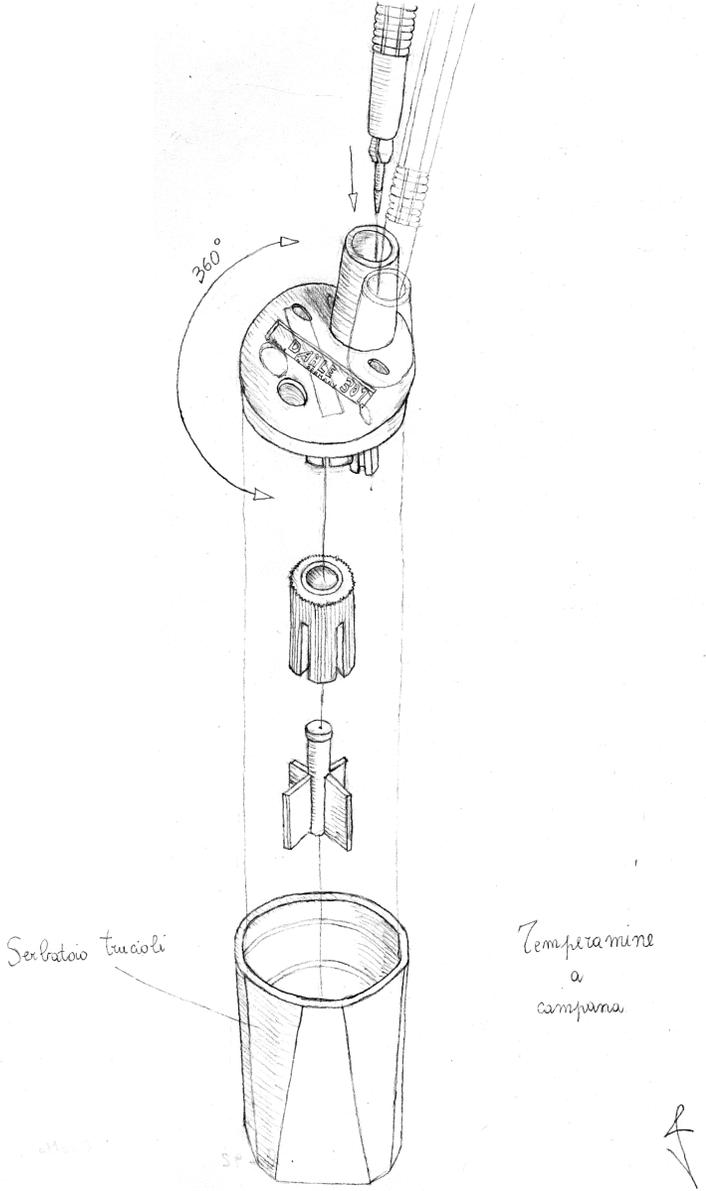
# Per «giocare» con le proporzioni



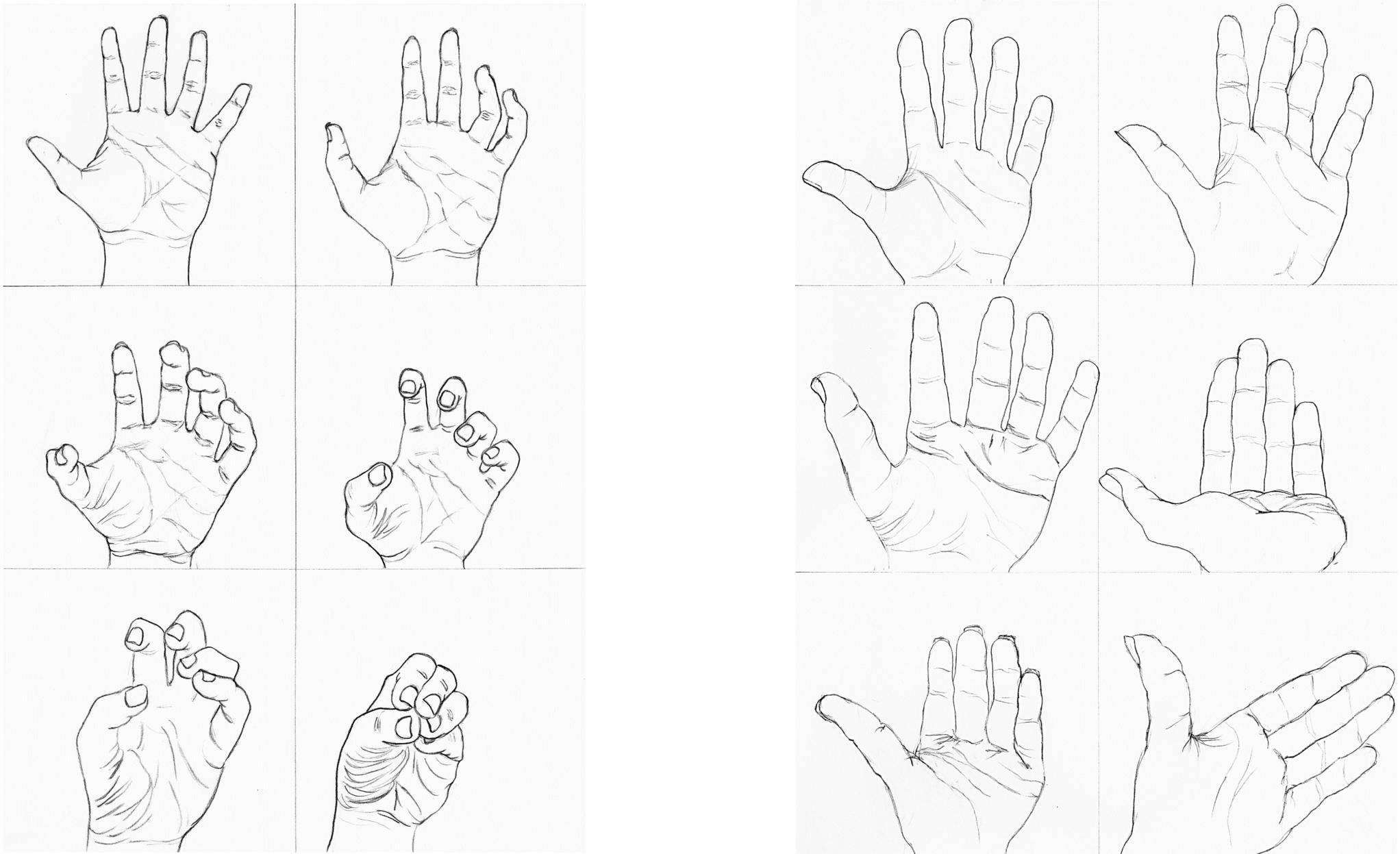
# Per mostrare le cose da punti di vista inusuali



# Per spiegare il funzionamento di un oggetto

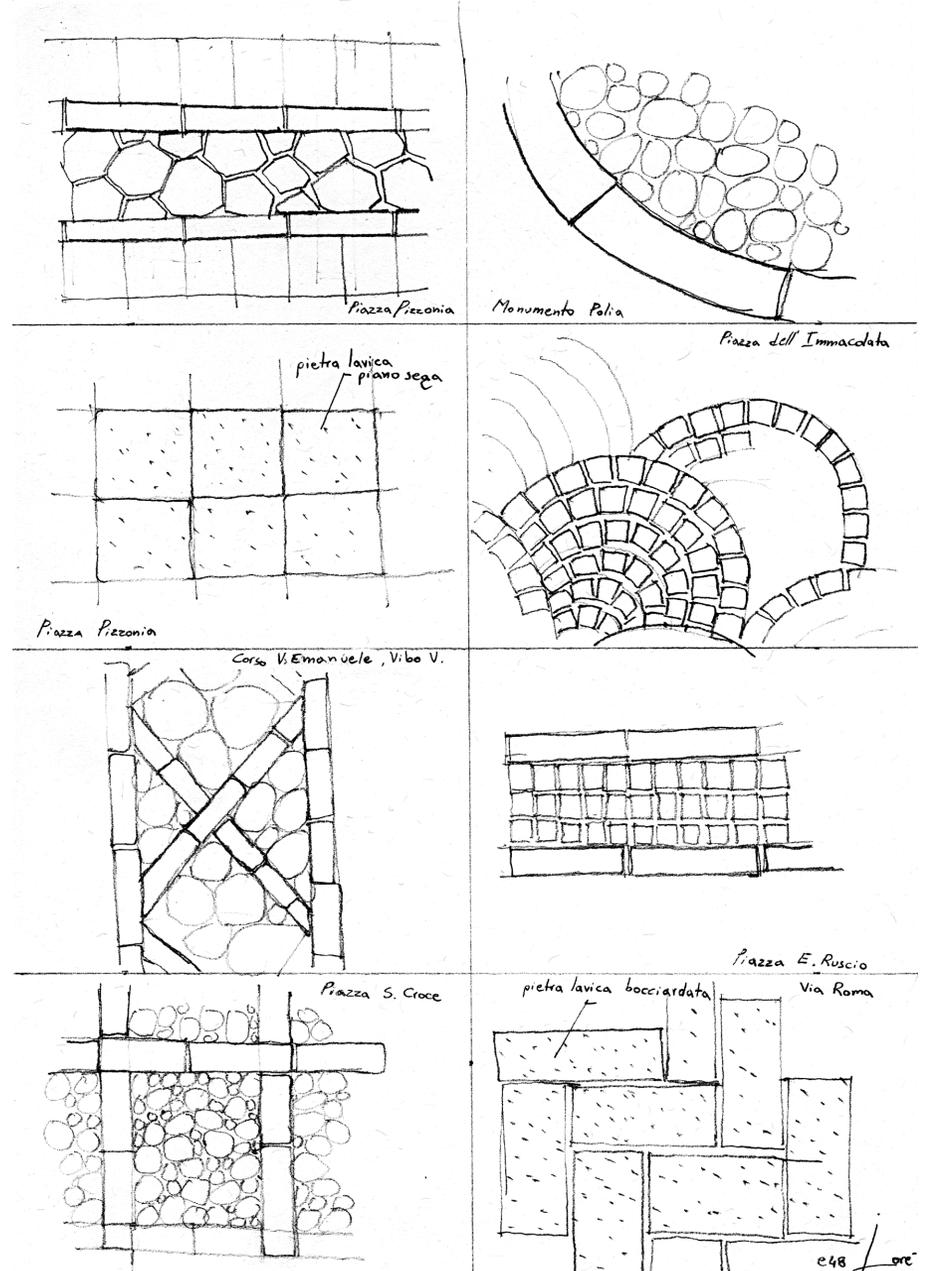
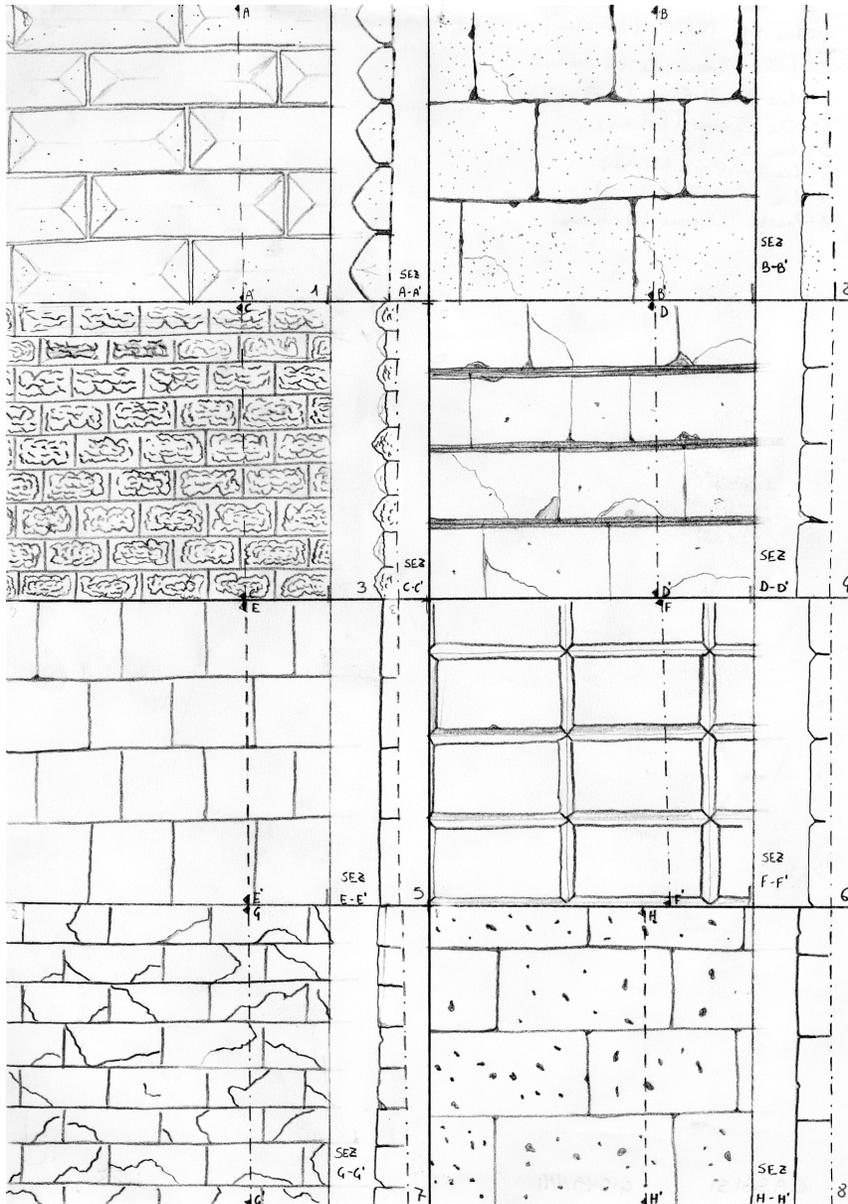


# Per abituarsi a disegnare forme insolite



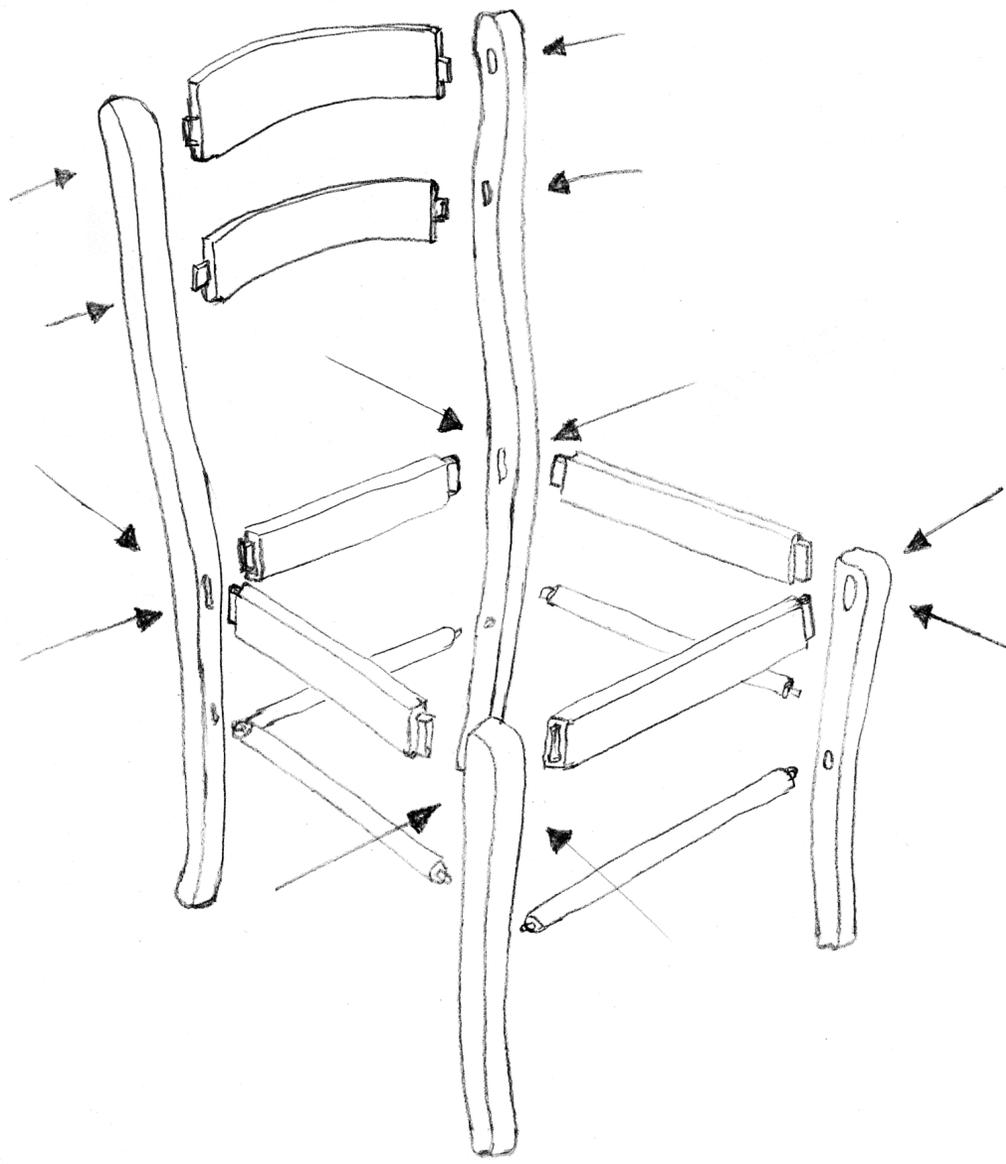
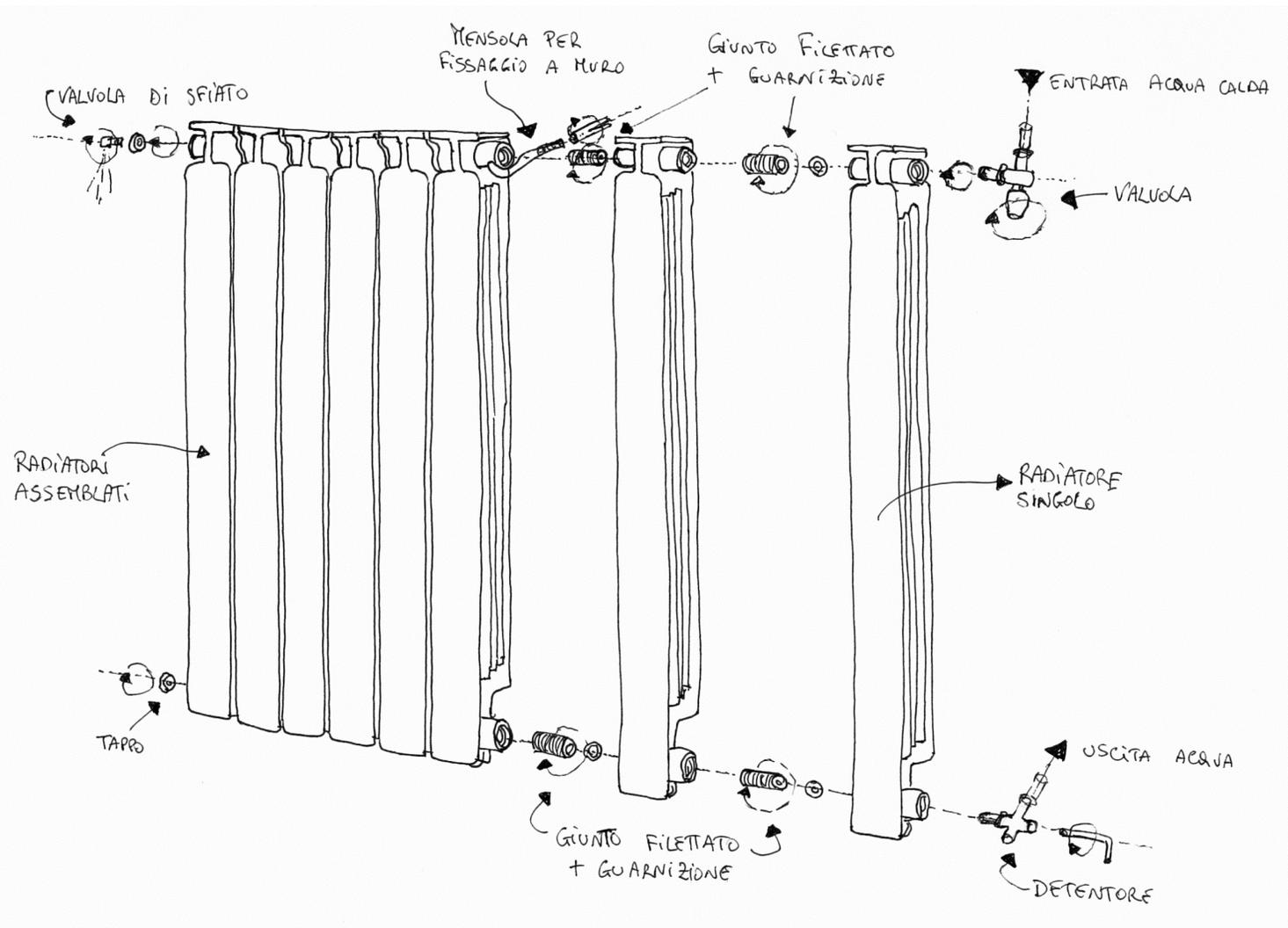
Disegni di studenti

# Per studiare materiali e rivestimenti

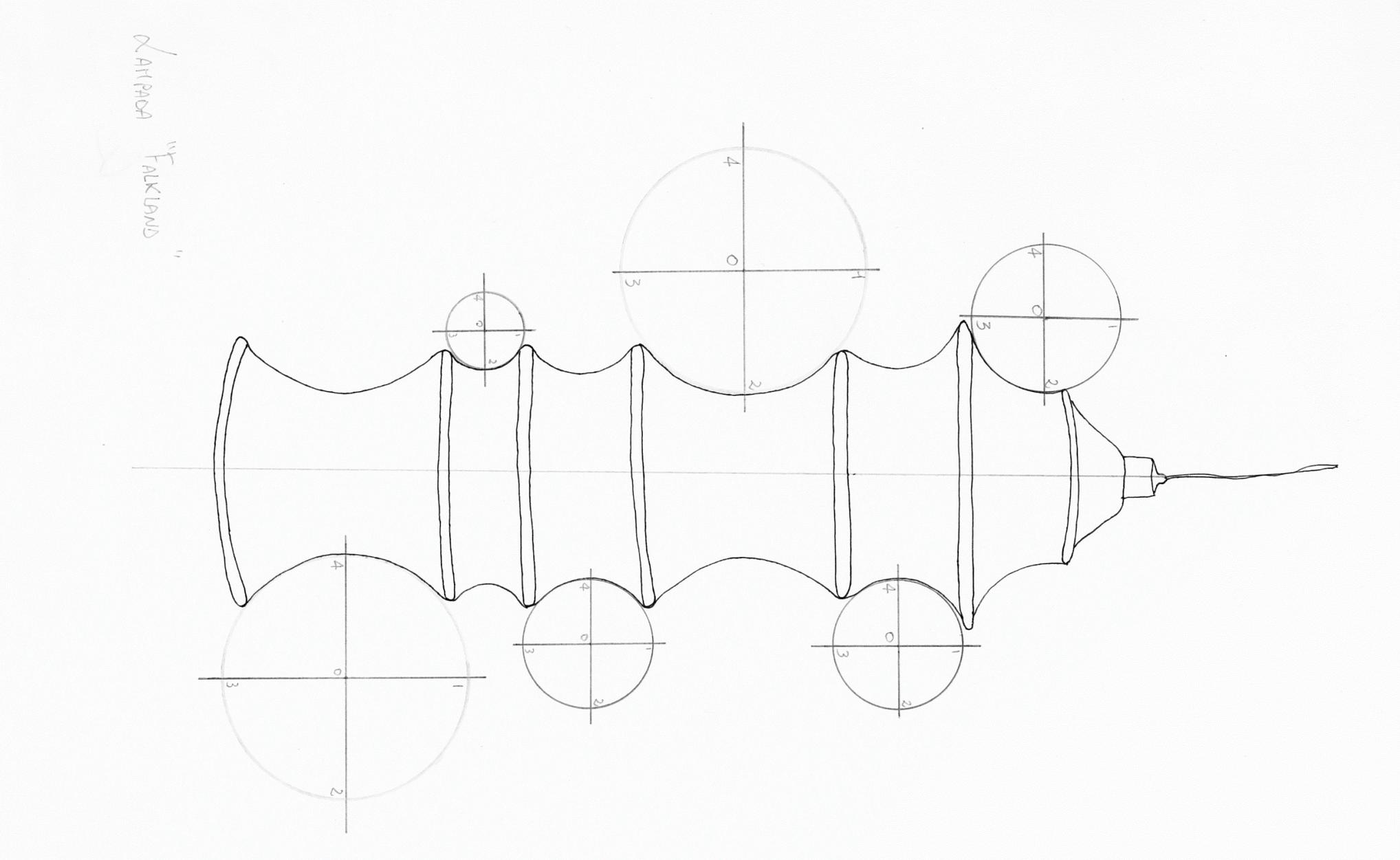


Disegni di studenti

# Per scomporre gli oggetti e descrivere le parti costitutive

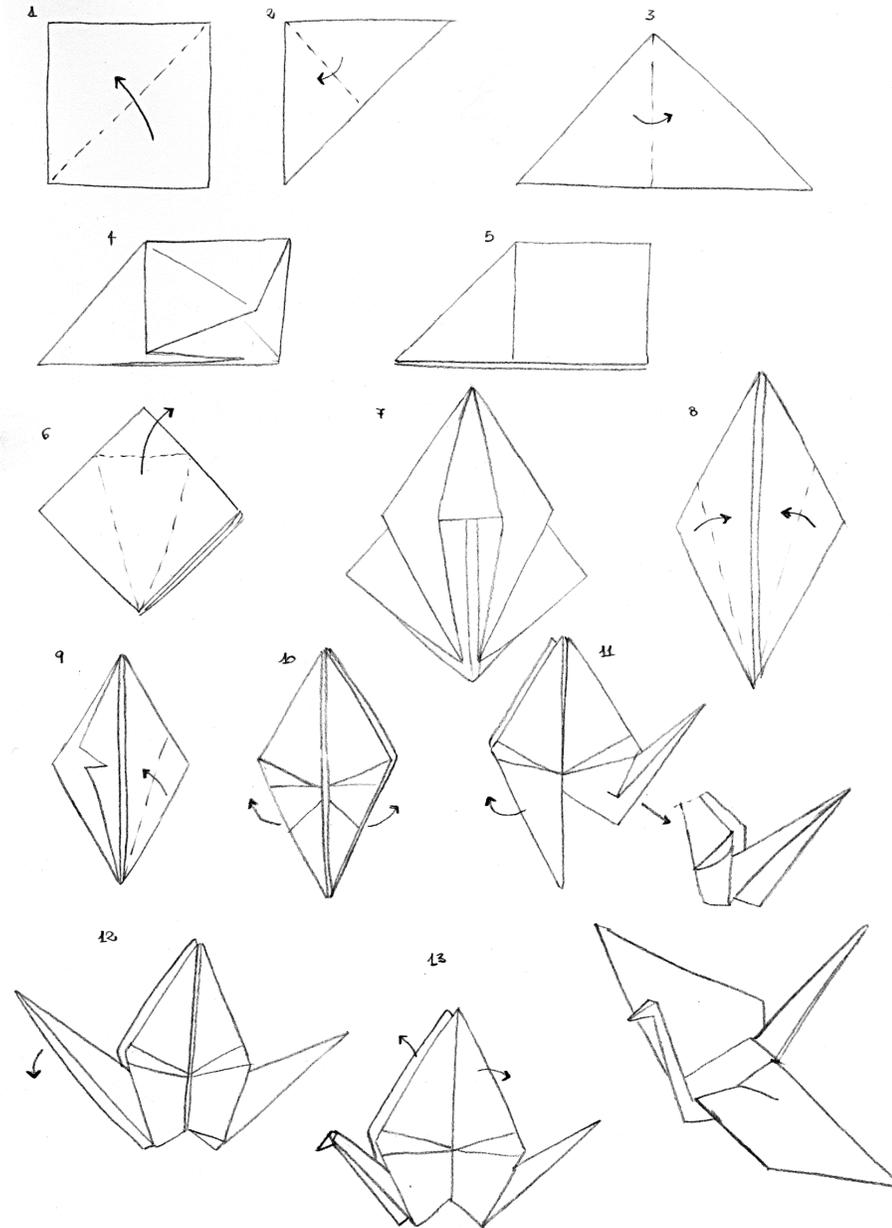


# Per studiare le geometrie sottese alla forma

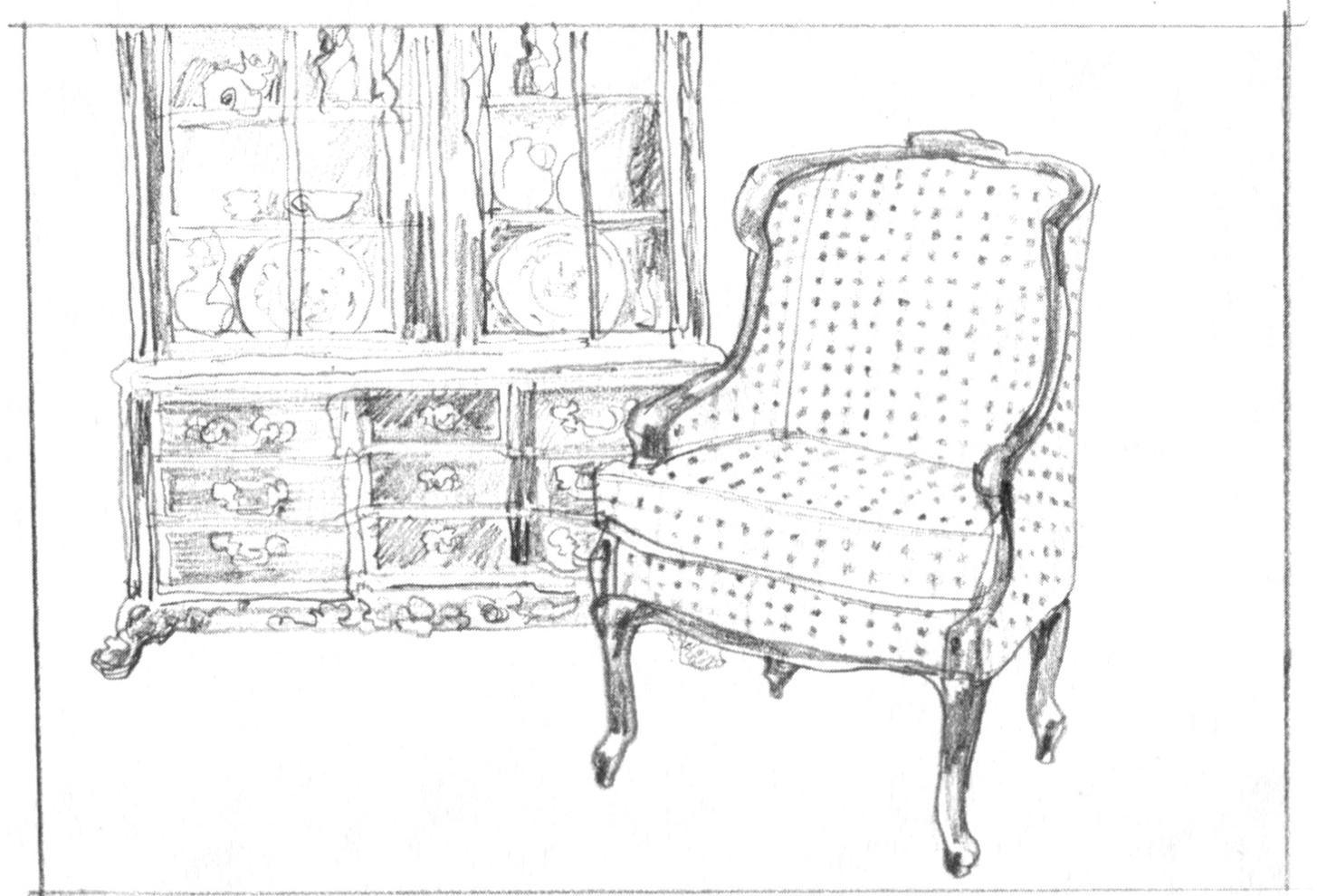
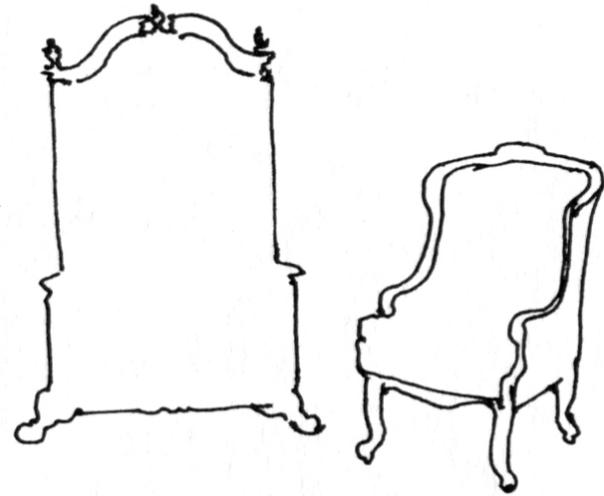


Disegno di studente

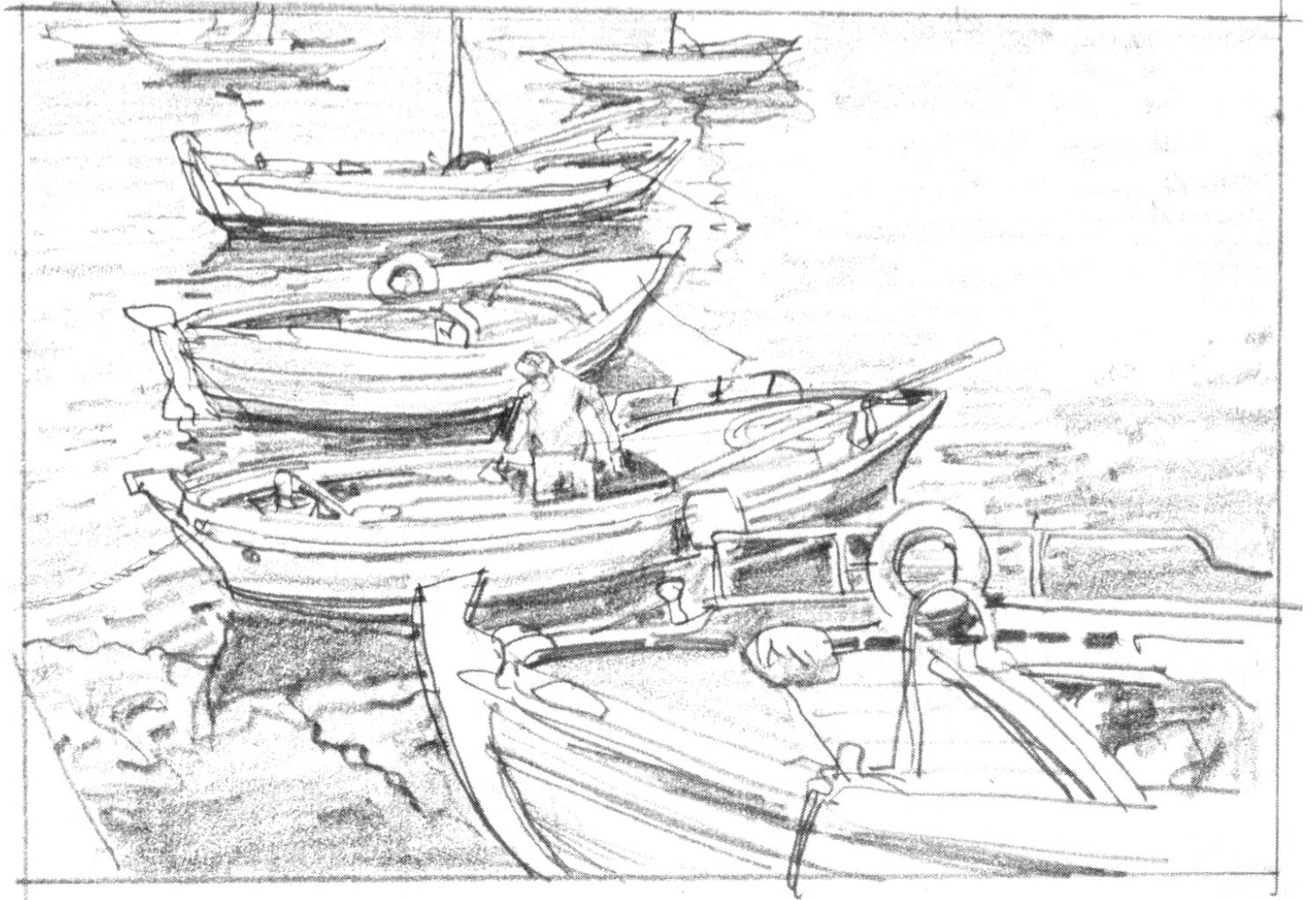
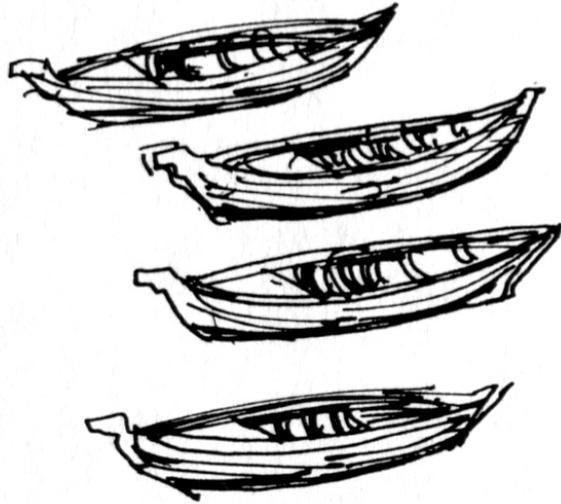
# Per spiegare una sequenza di azioni



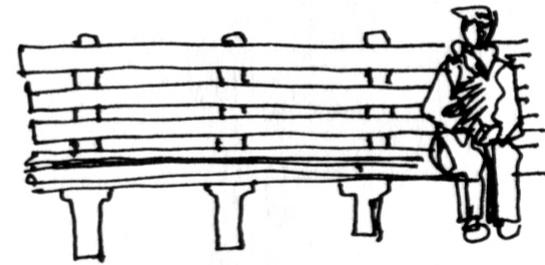
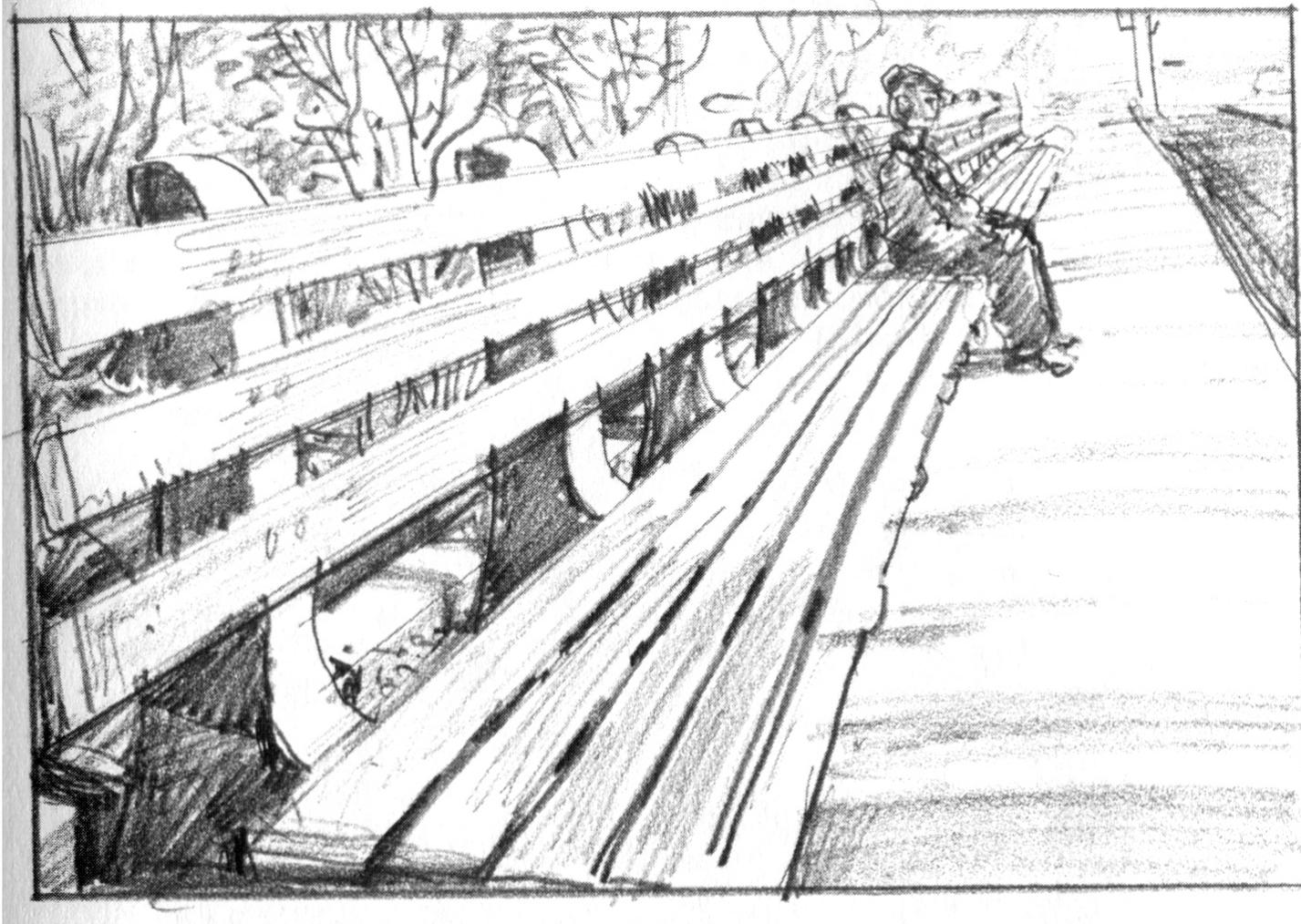
# Disegno dal vero, alcuni suggerimenti: sovrapporre



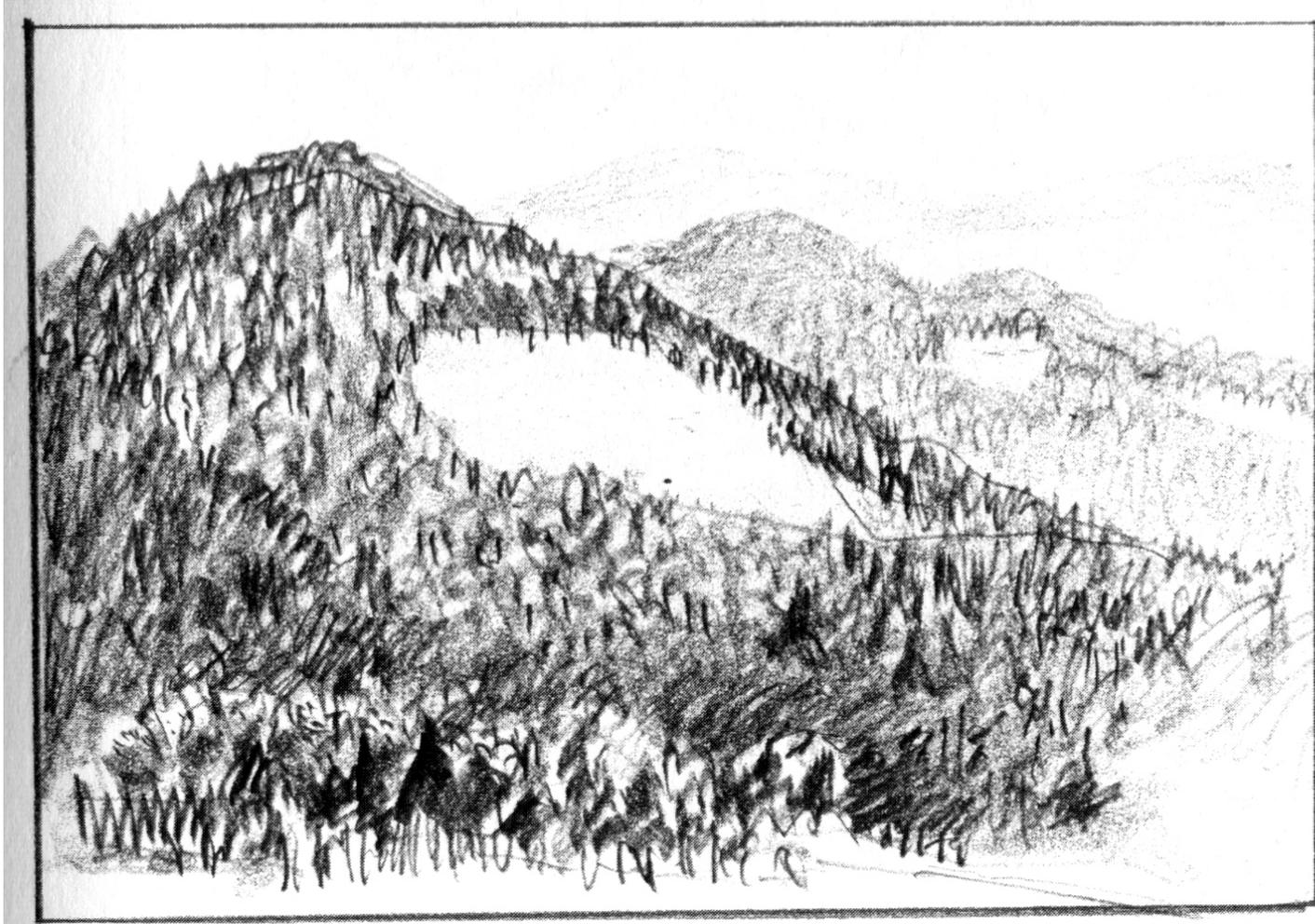
# Disegno dal vero, alcuni suggerimenti: scorciare



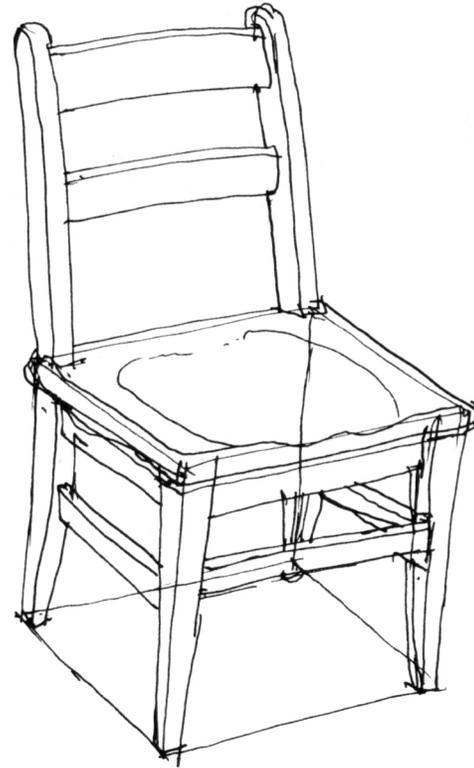
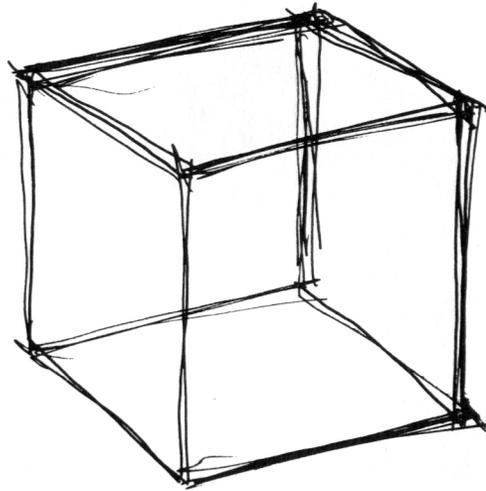
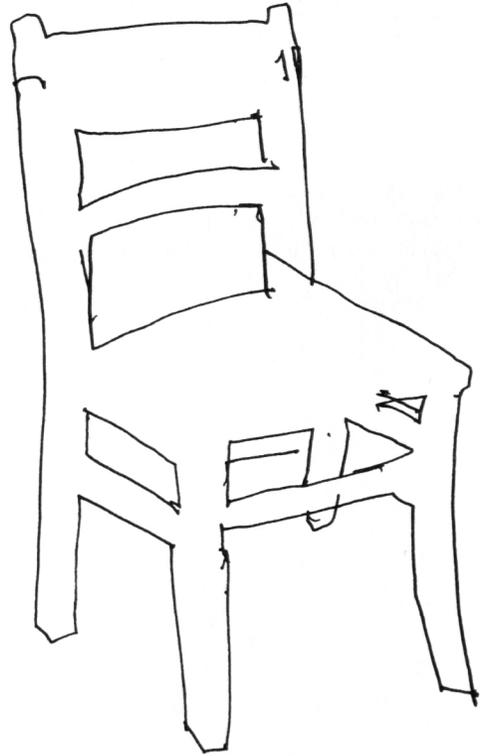
# Disegno dal vero, alcuni suggerimenti: far convergere



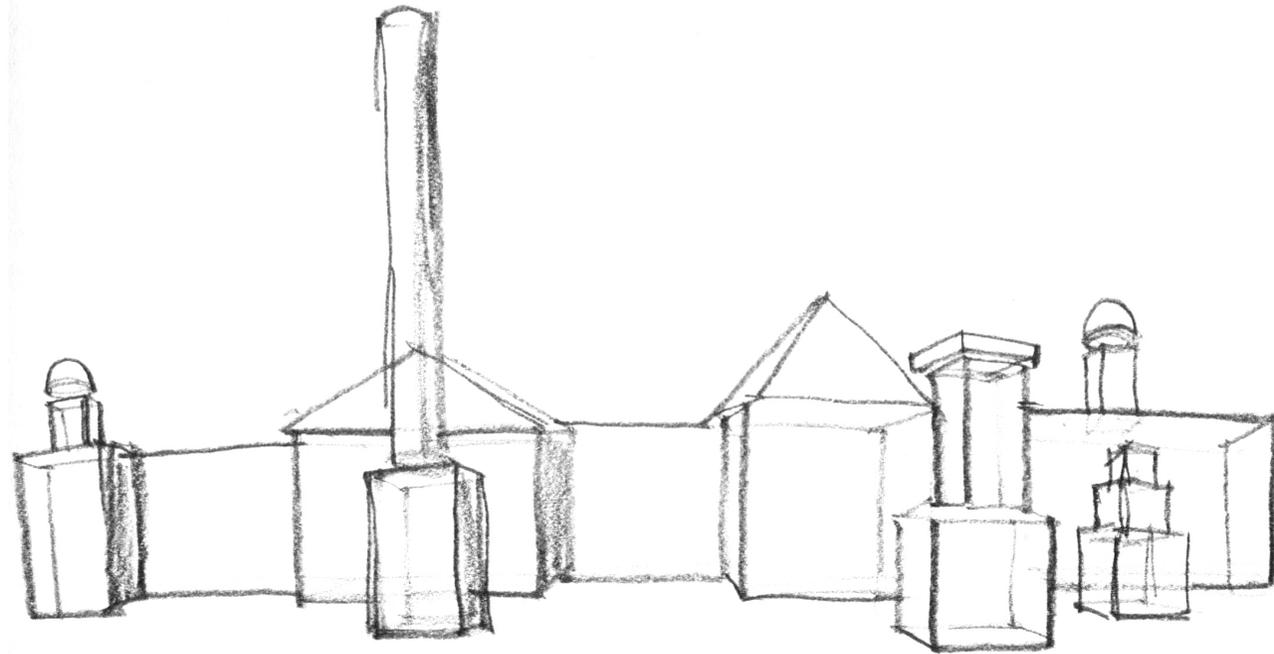
# Disegno dal vero, alcuni suggerimenti: sfumare



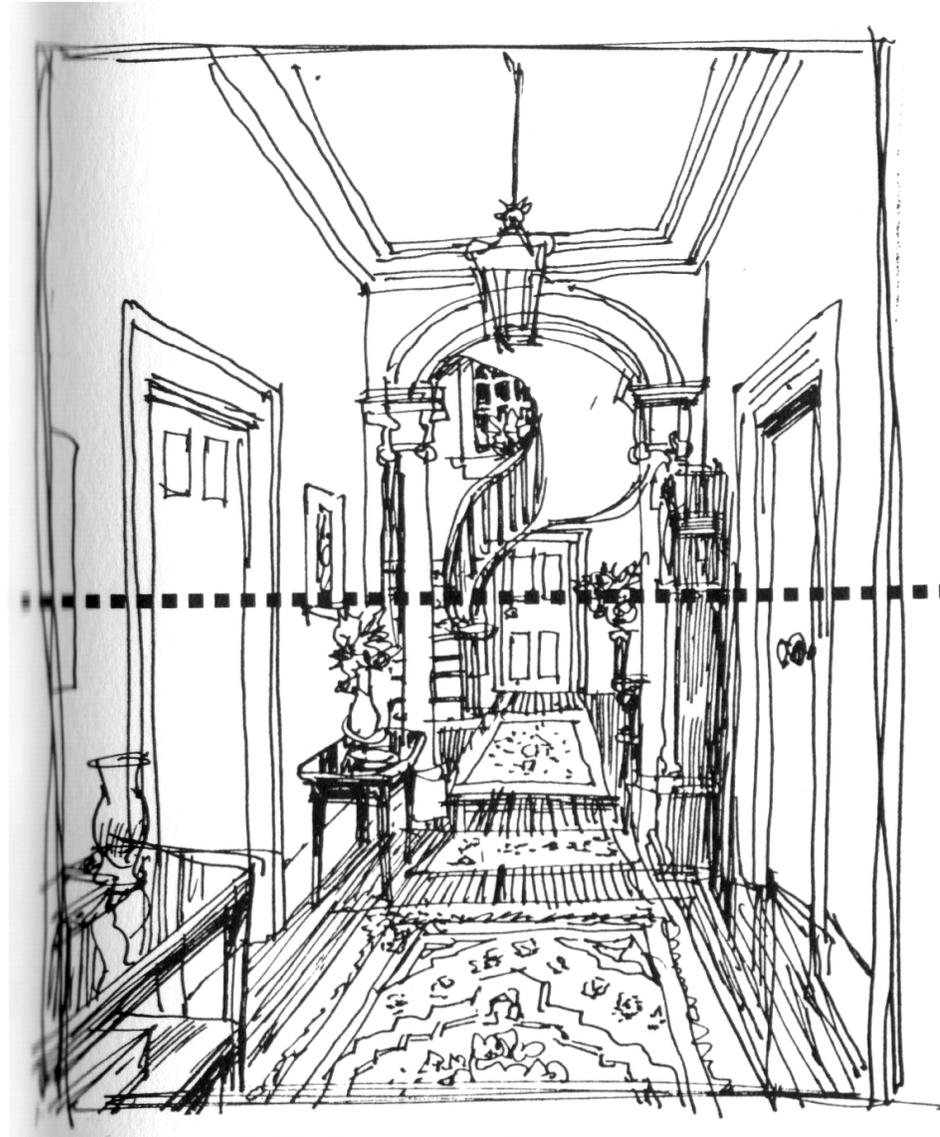
# Disegno dal vero, alcuni suggerimenti: far trasparire



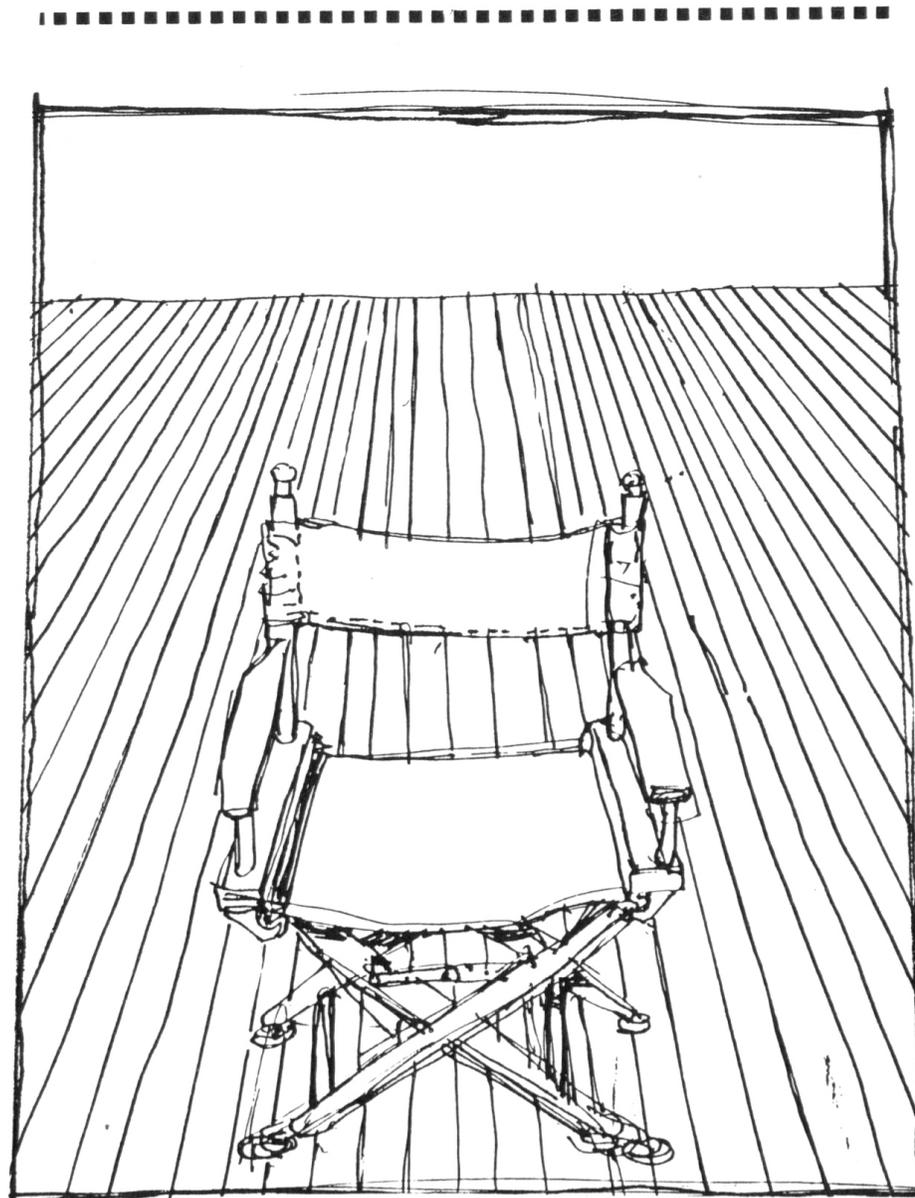
# Disegno dal vero, alcuni suggerimenti: rivelare la struttura



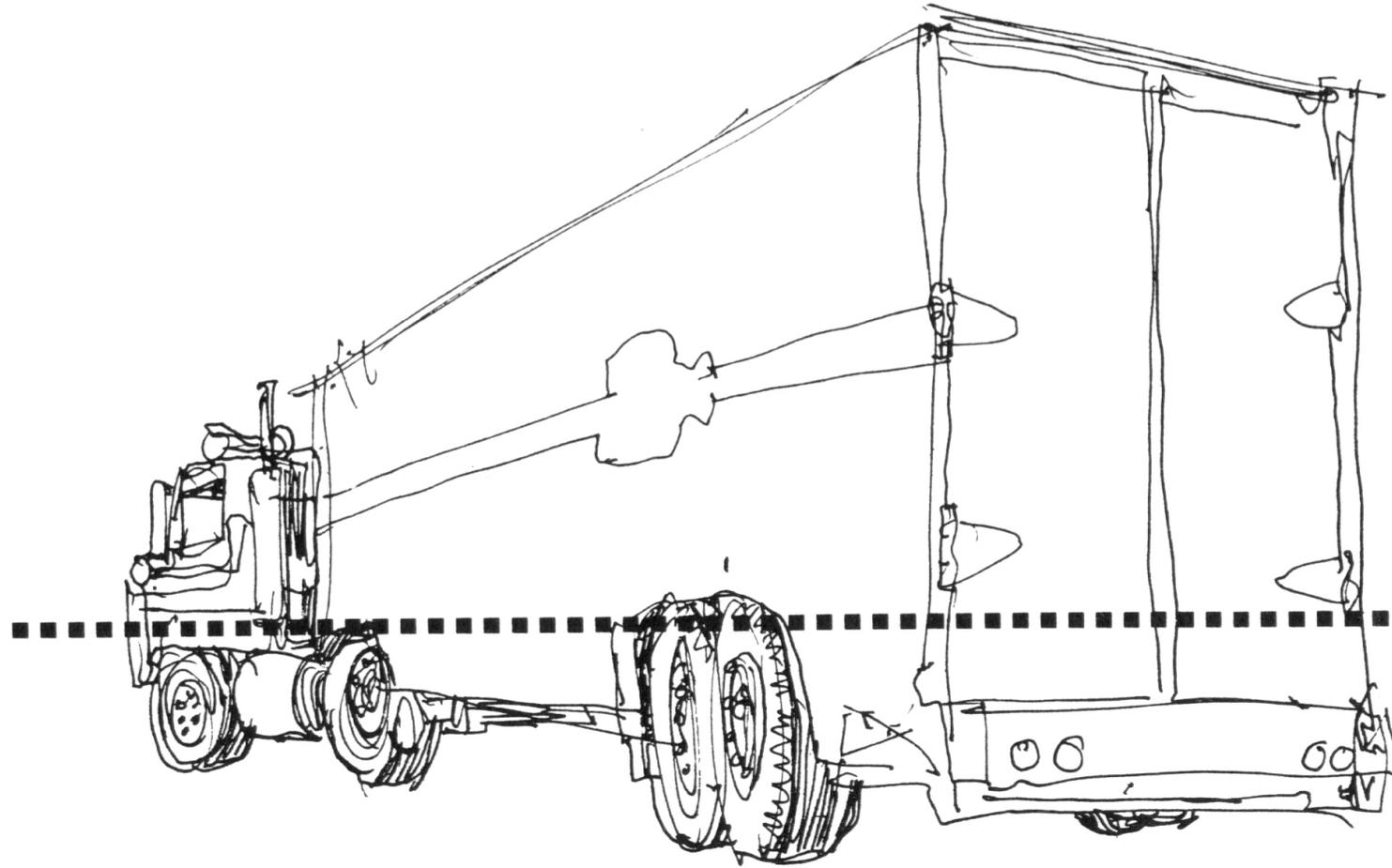
# Disegno dal vero: scegliere l'altezza del punto di vista



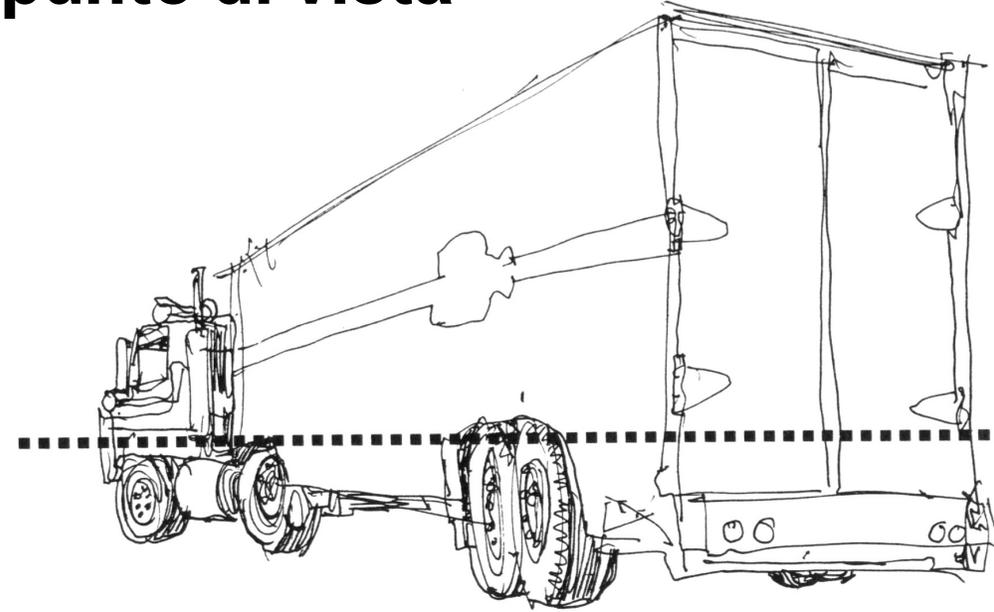
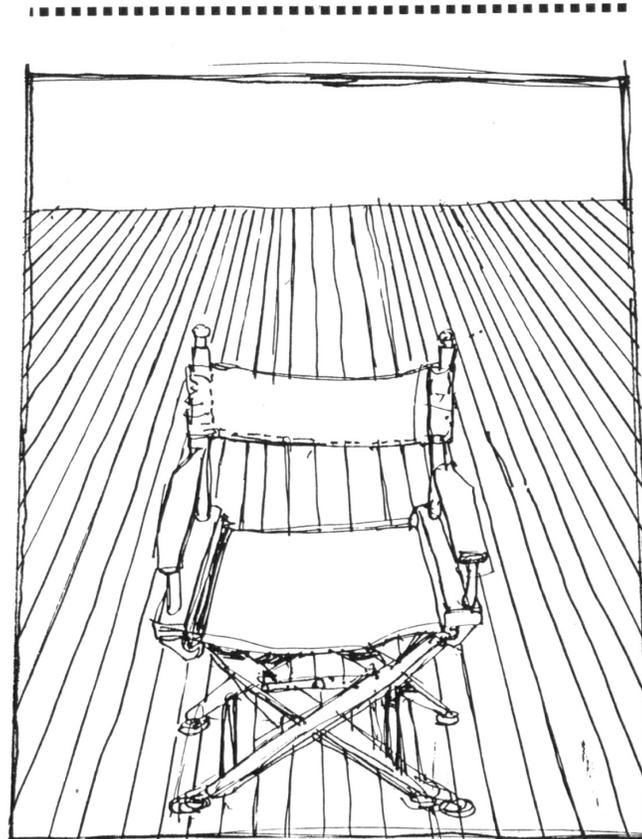
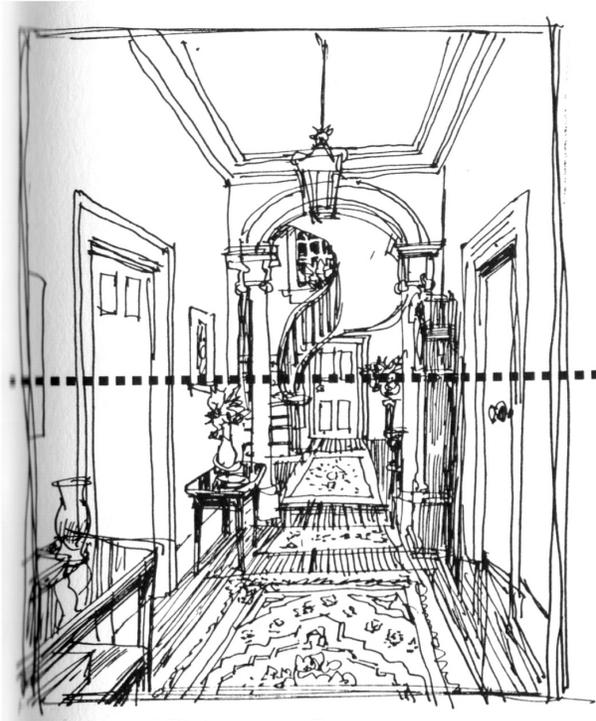
# Disegno dal vero: scegliere l'altezza del punto di vista



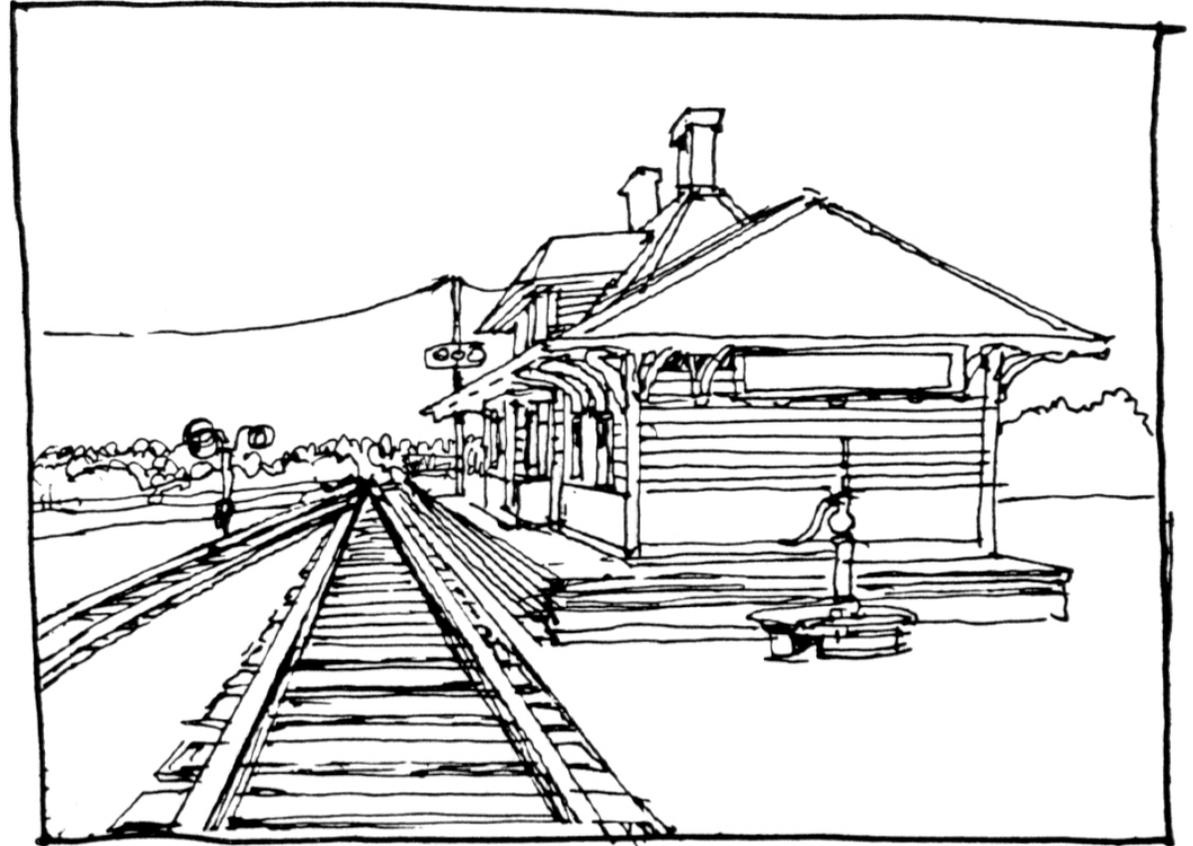
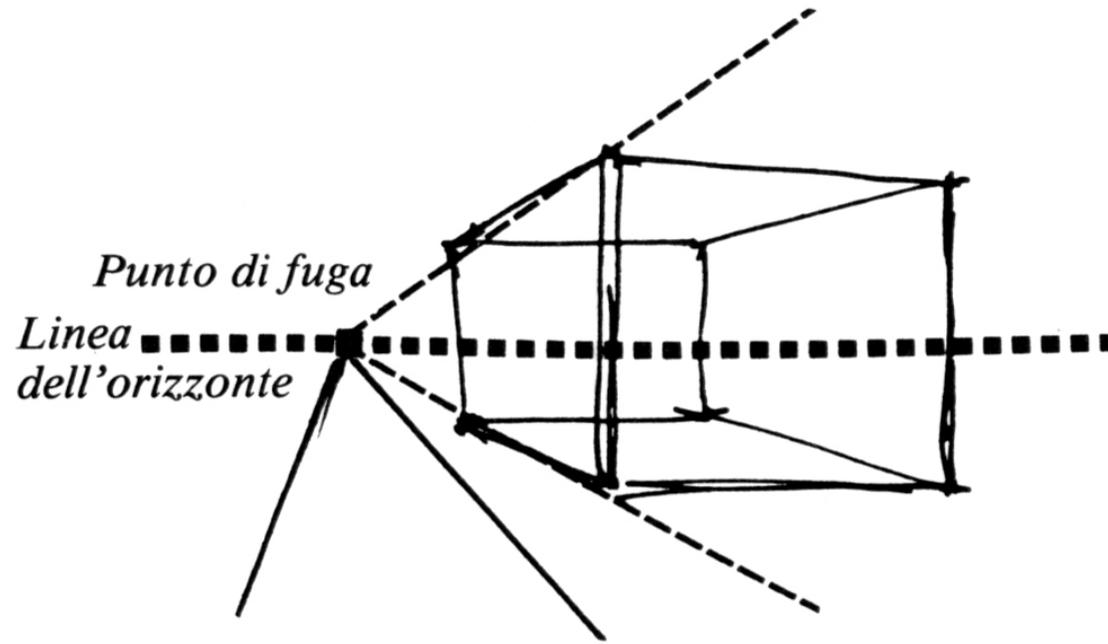
# Disegno dal vero: scegliere l'altezza del punto di vista



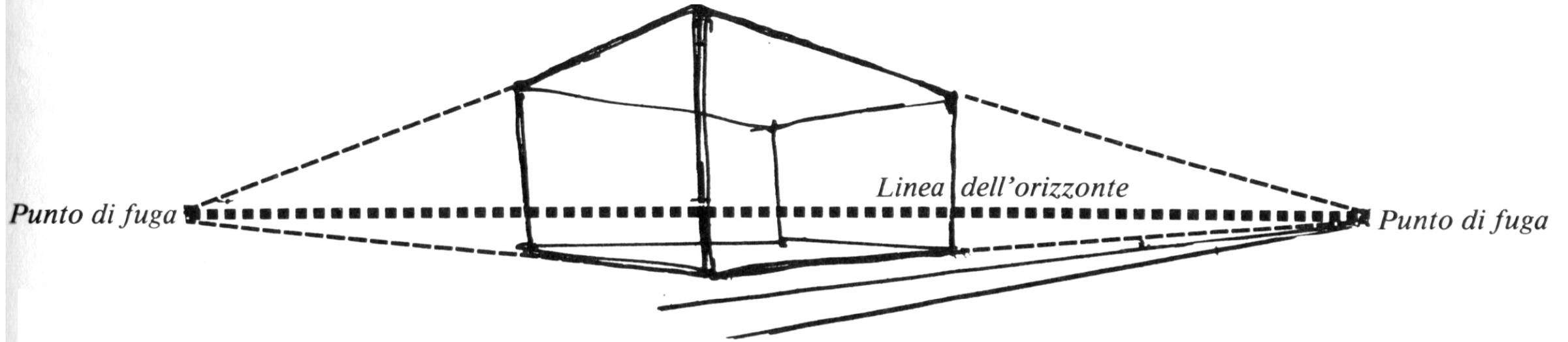
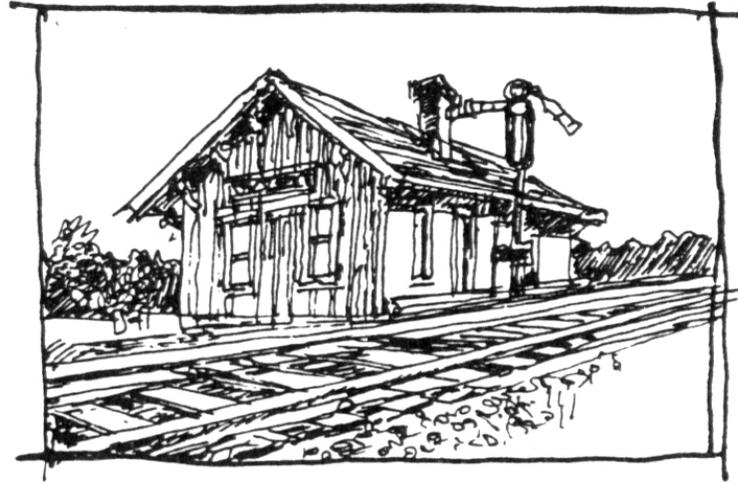
# Disegno dal vero: scegliere l'altezza del punto di vista



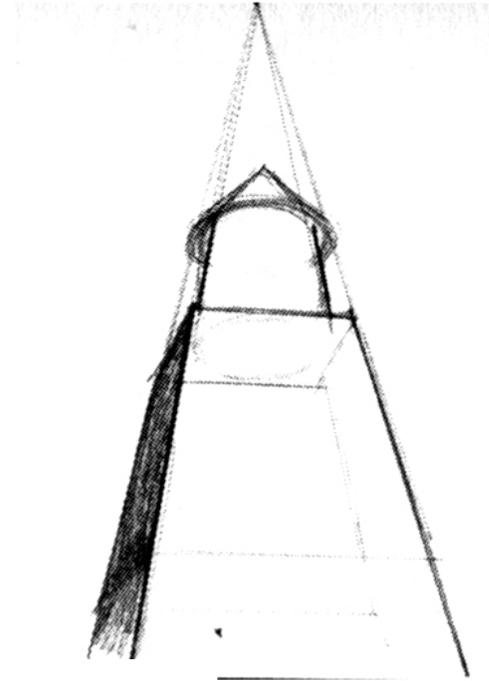
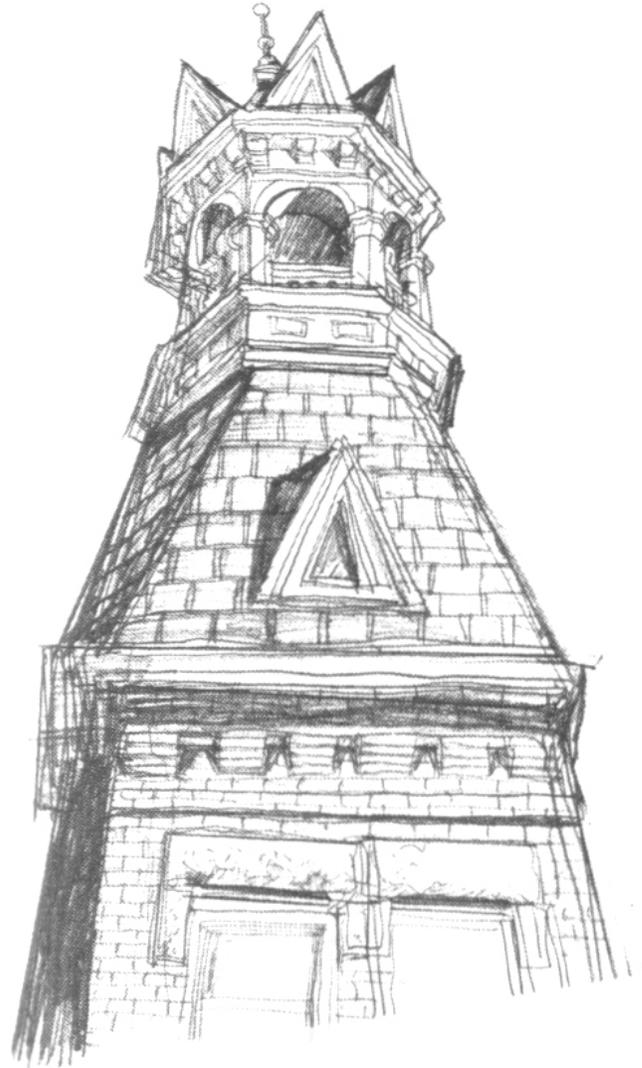
# Disegno dal vero: prospettiva centrale



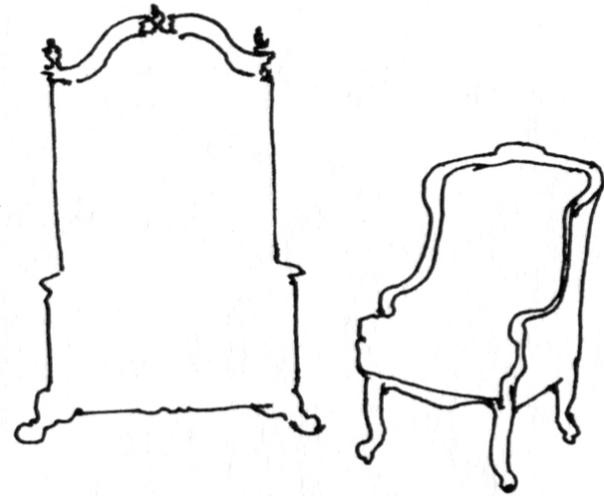
# Disegno dal vero: prospettiva accidentale



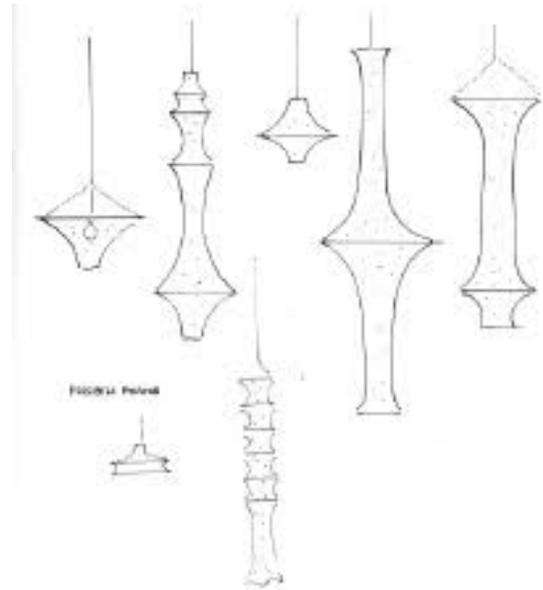
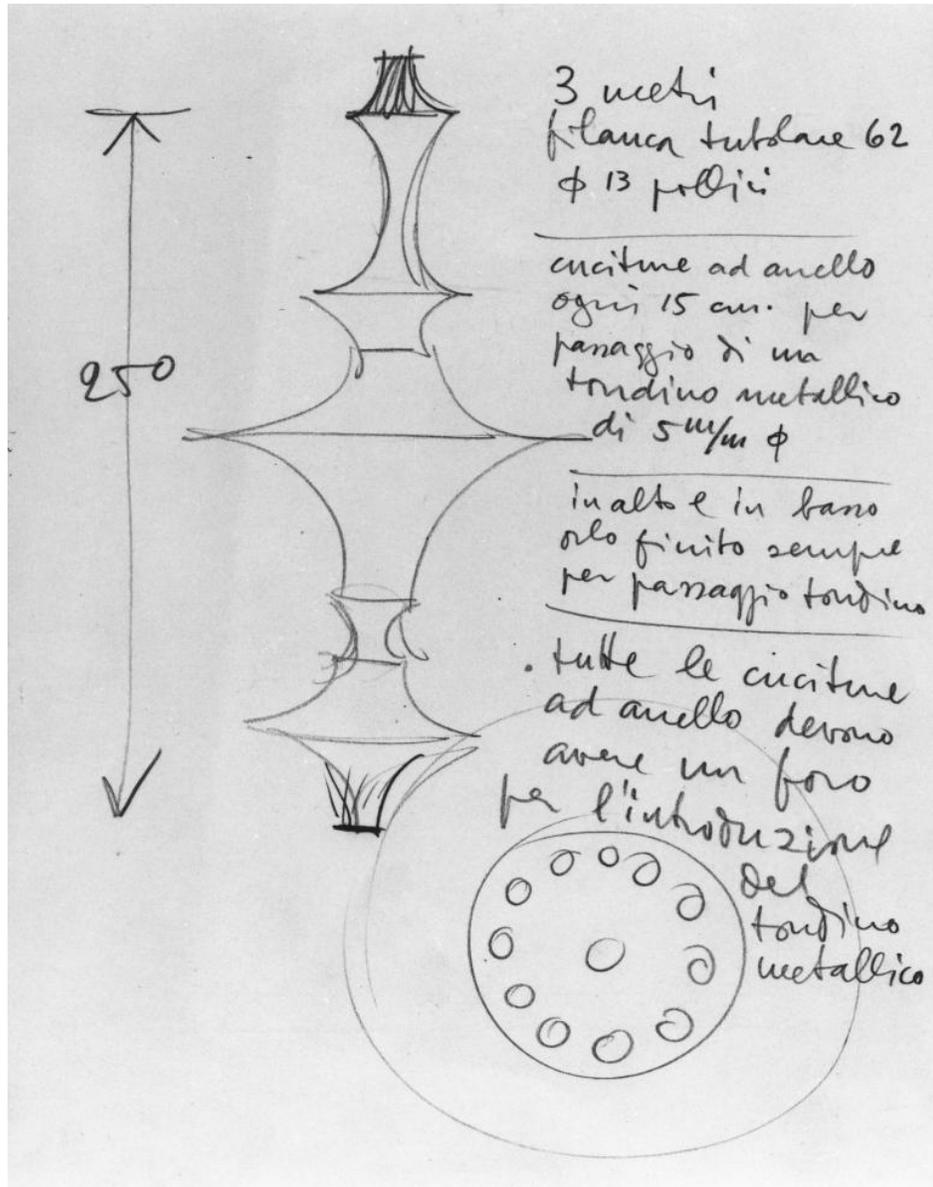
# Disegno dal vero: prospettiva a quadro inclinato



# Disegno dal vero, alcuni suggerimenti: sovrapporre

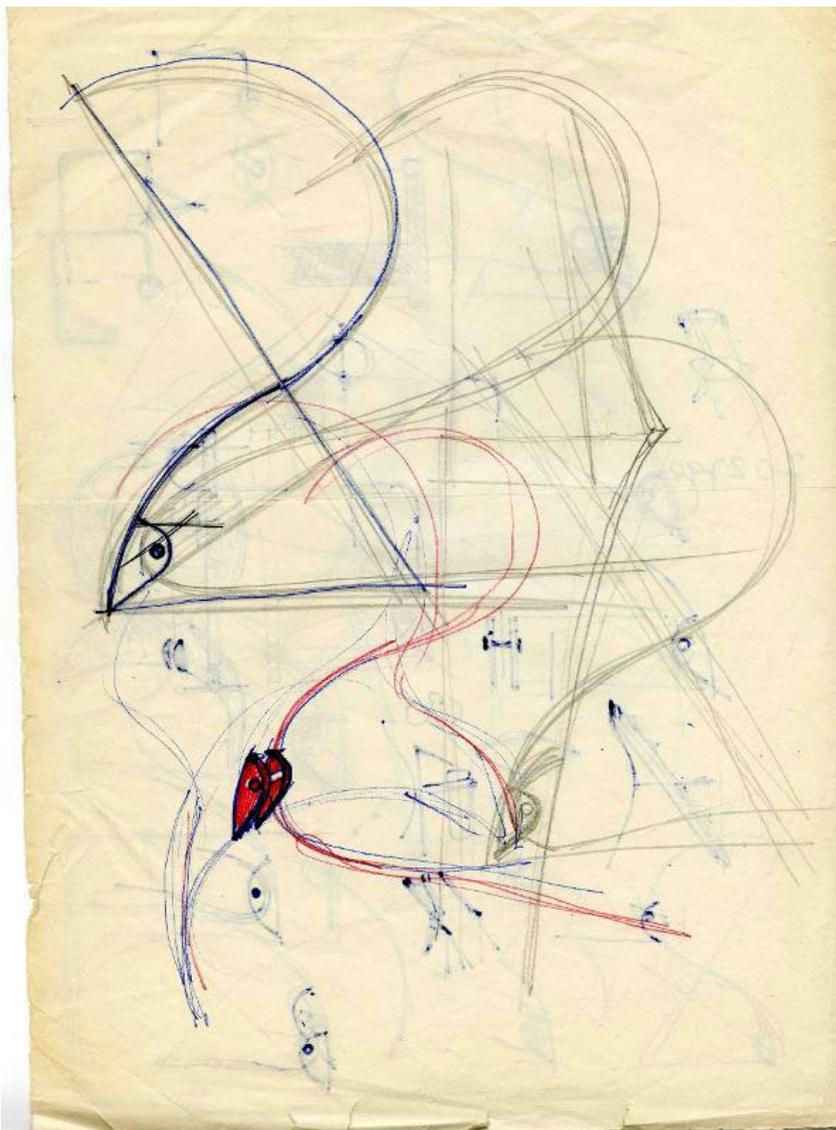


# Disegno a mano libera (di progetto) dei designer

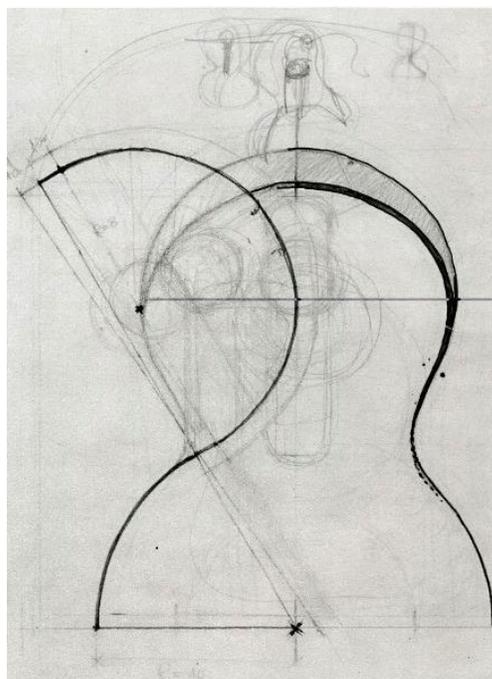
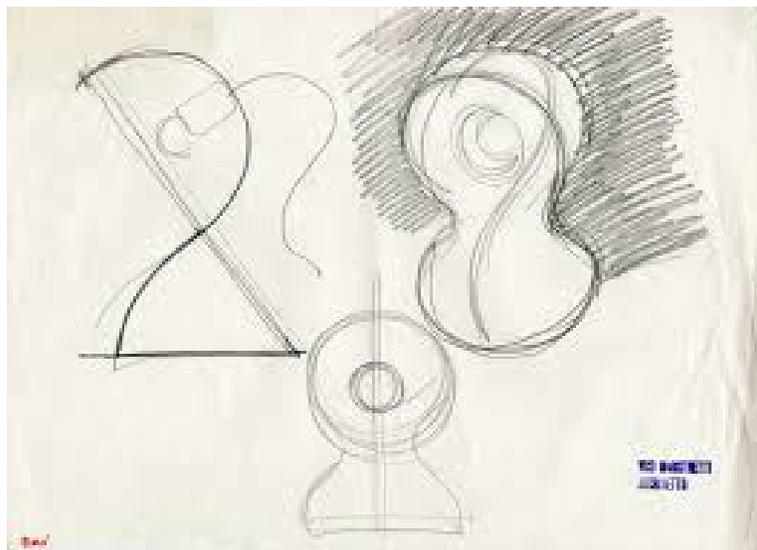


Bruno Munari, Falkland (Artemide)

# Disegno a mano libera (di progetto) dei designer

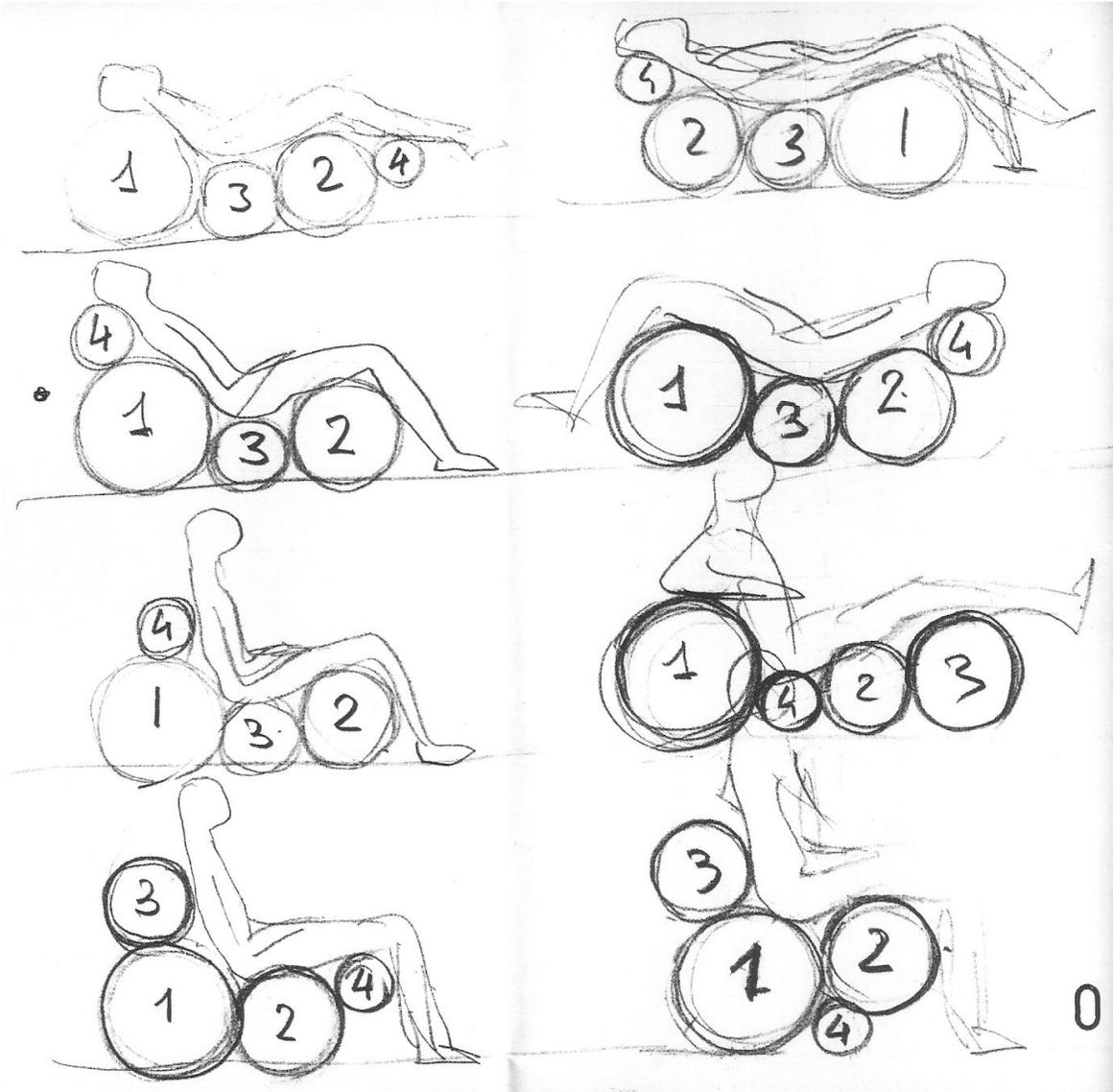


Vico Magistretti, Dalù (Artemide)



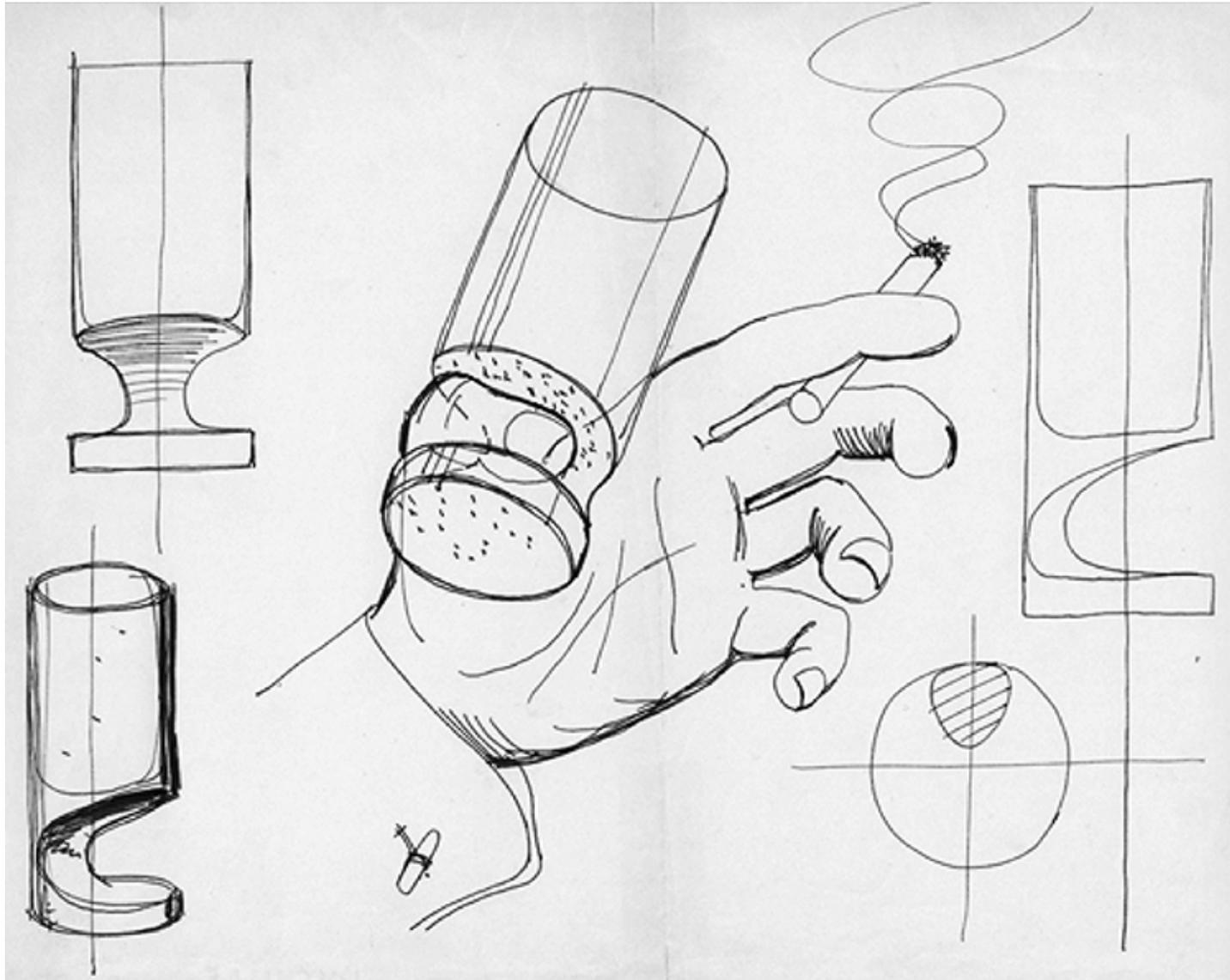


# Disegno a mano libera (di progetto) dei designer



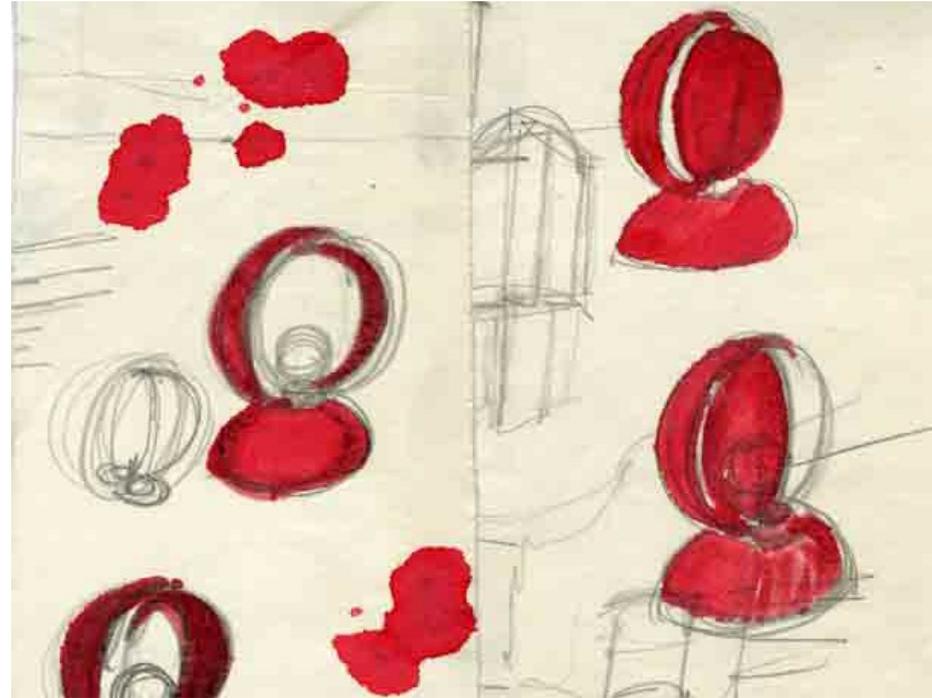
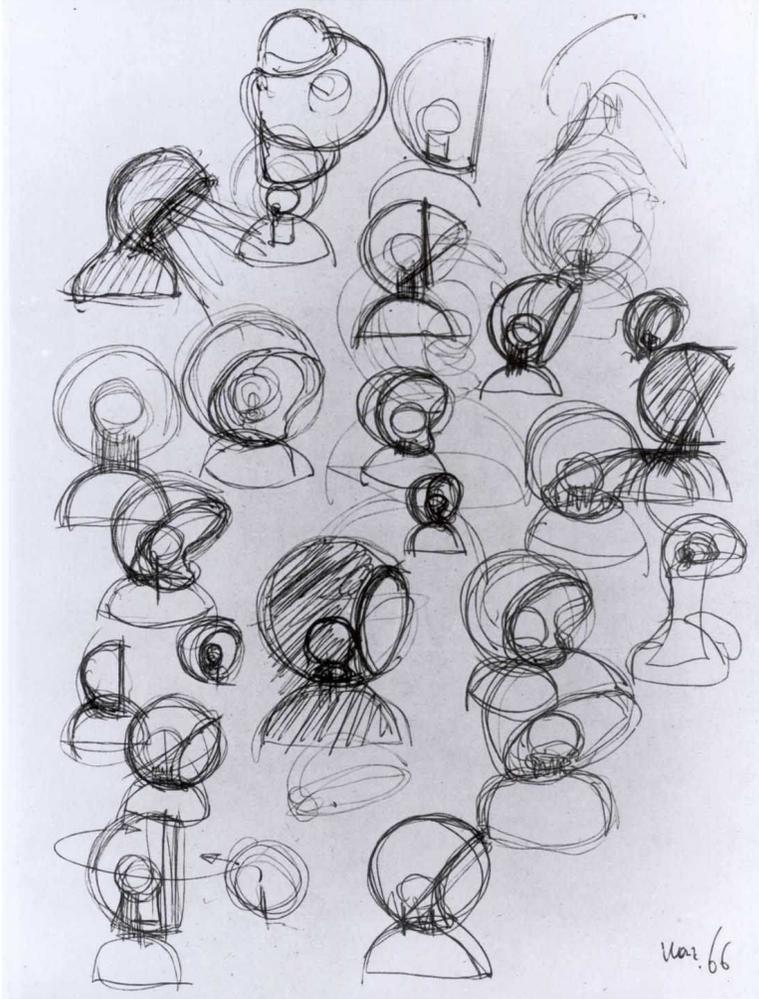
Joe Colombo, Tube Chair (Flexform)

# Disegno a mano libera (di progetto) dei designer



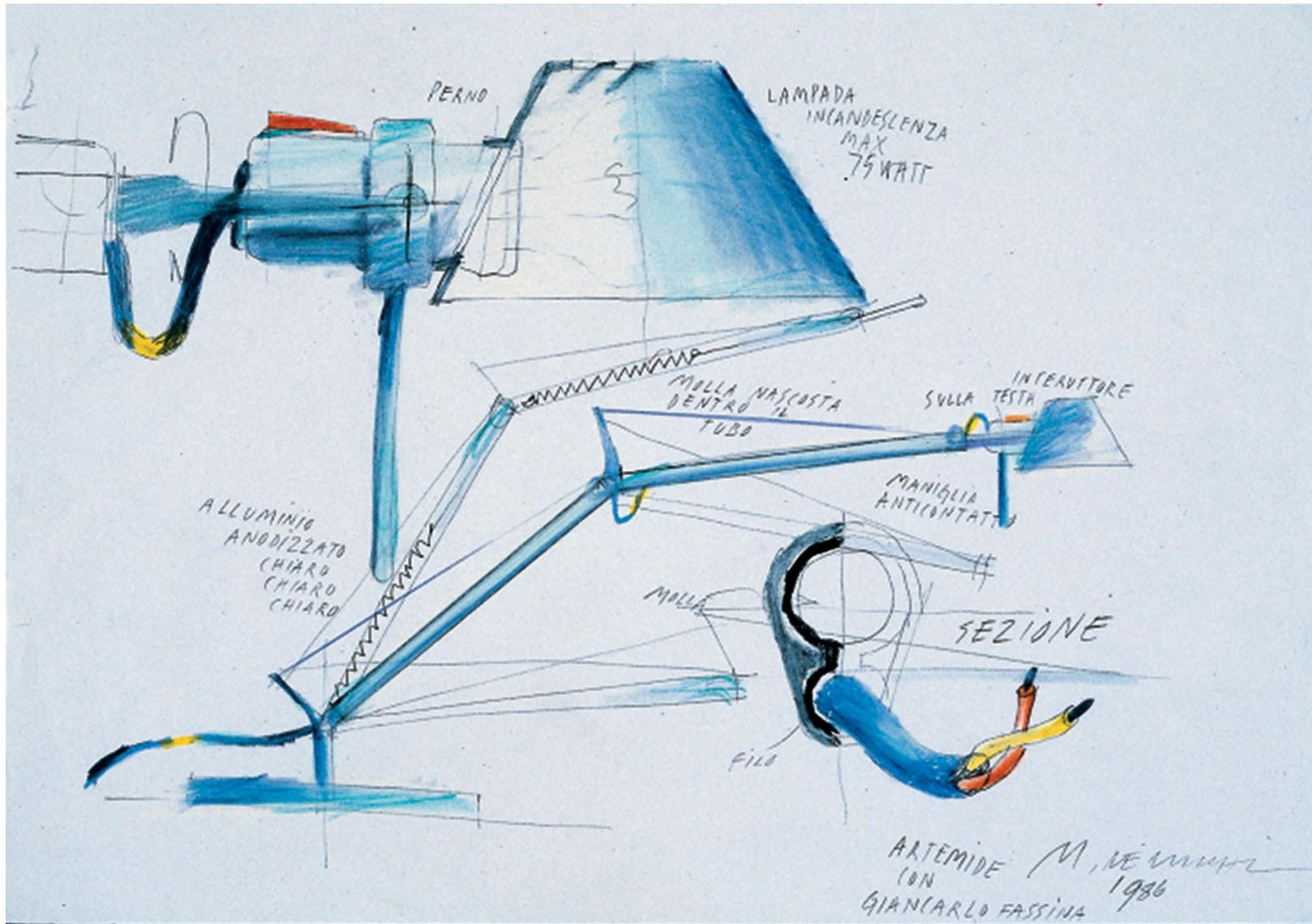
Joe Colombo, Smoke (Arnolfo di Cambio)

# Disegno a mano libera (di progetto) dei designer



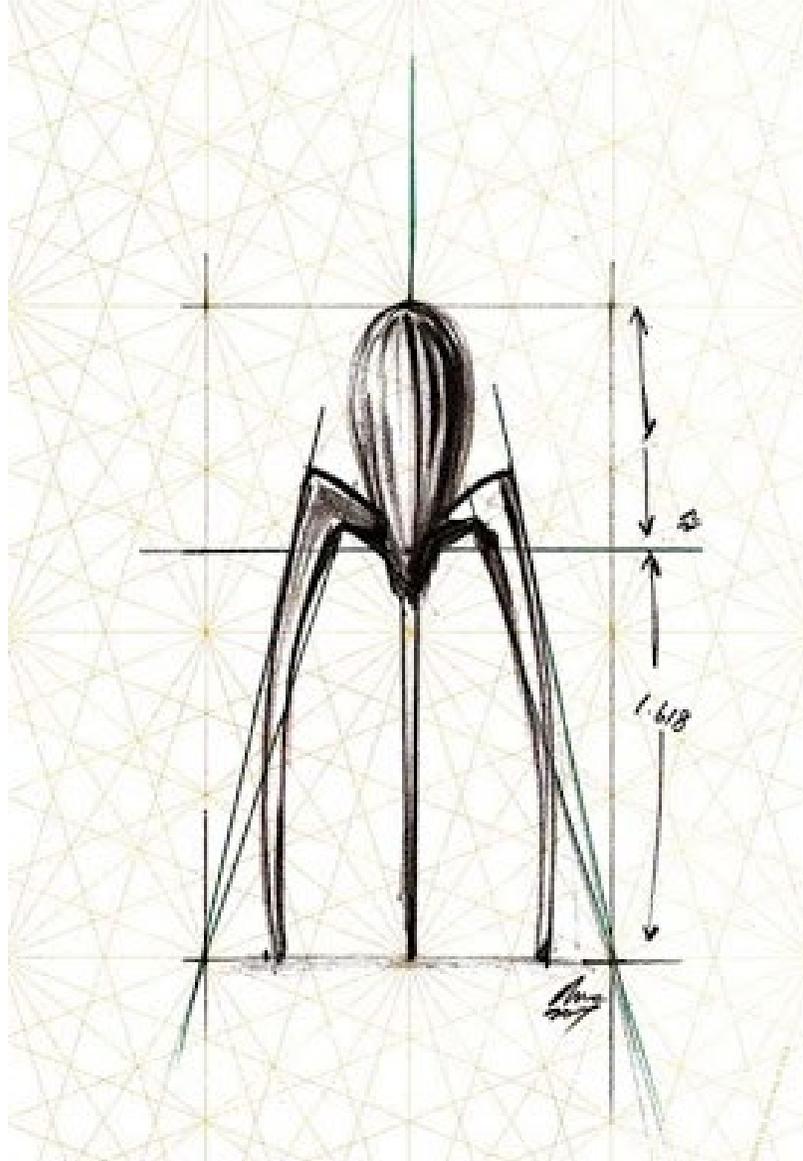
Vico Magistretti, Eclisse (Artemide)

# 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)

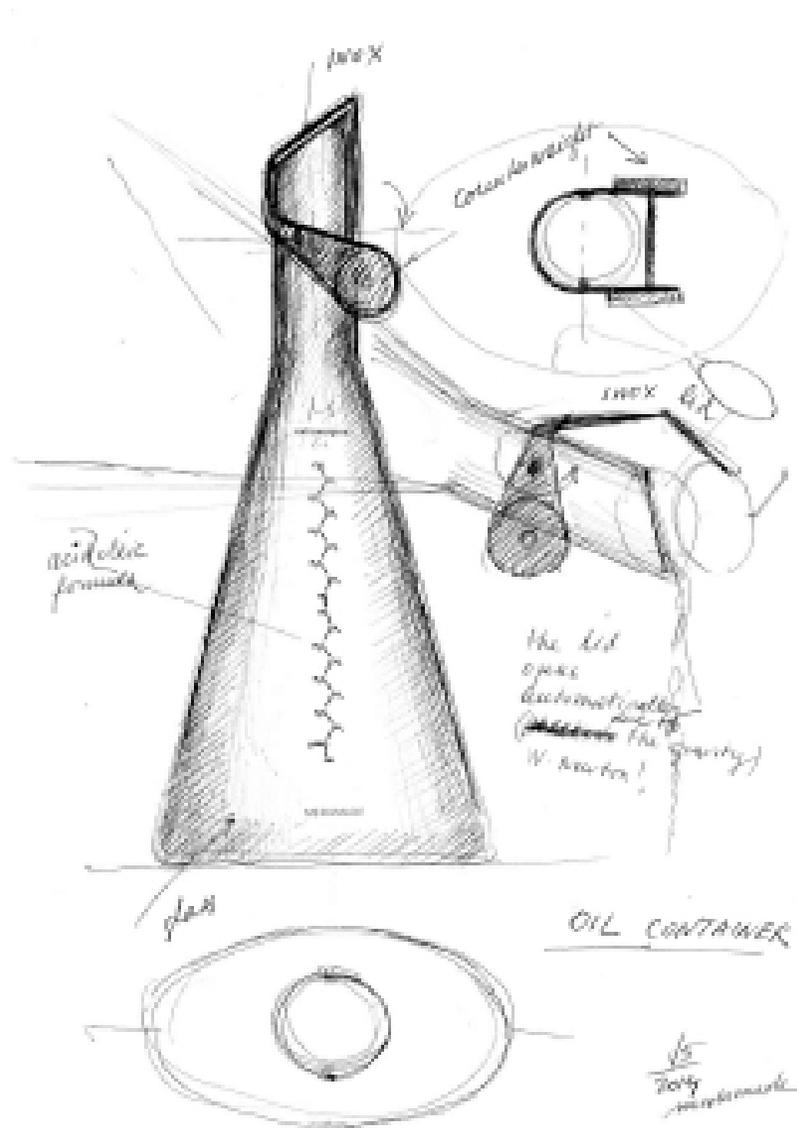
# Disegno a mano libera (di progetto) dei designer



**WONDERGLASS**  
marcel wanders



# Disegno a mano libera (di progetto) dei designer

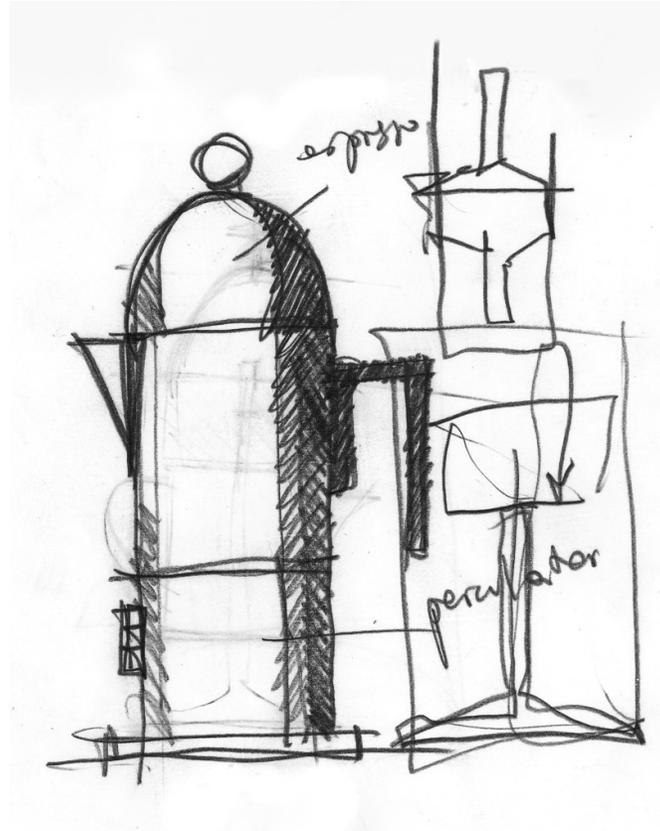
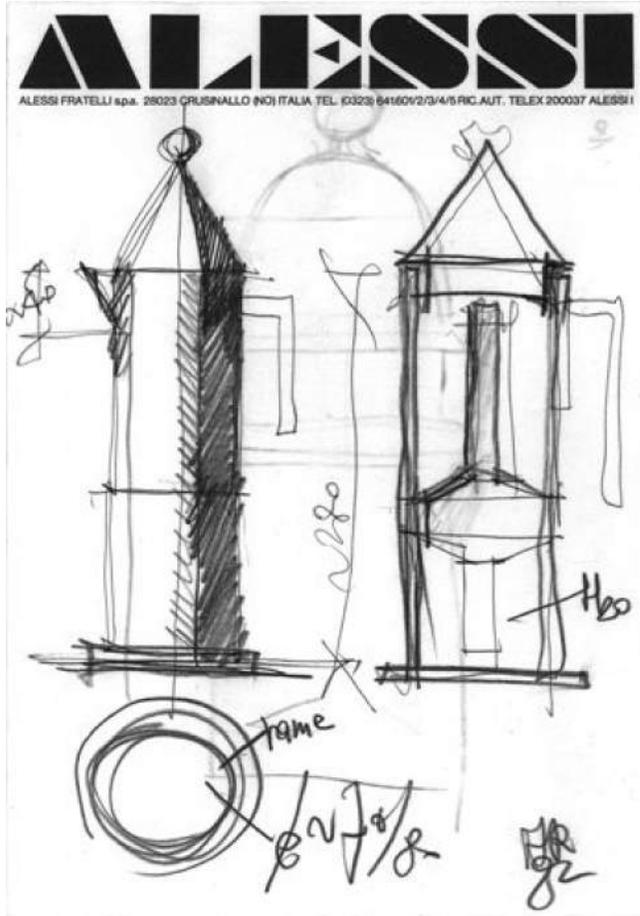


# Disegno a mano libera (di progetto) dei designer



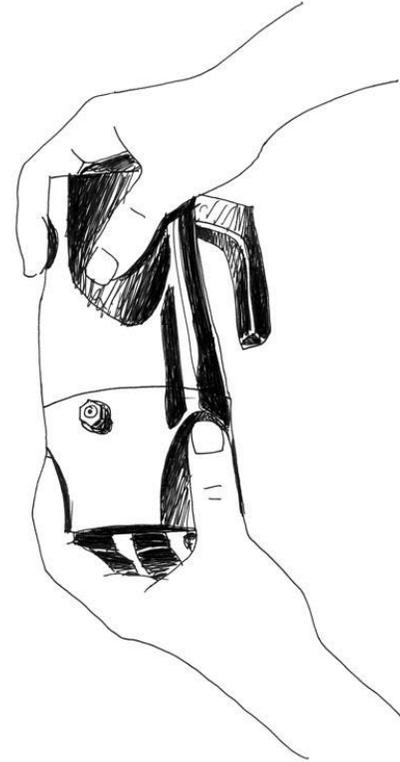
Aldo Cibic, Set da tavola Paola C.

# Disegno a mano libera (di progetto) dei designer



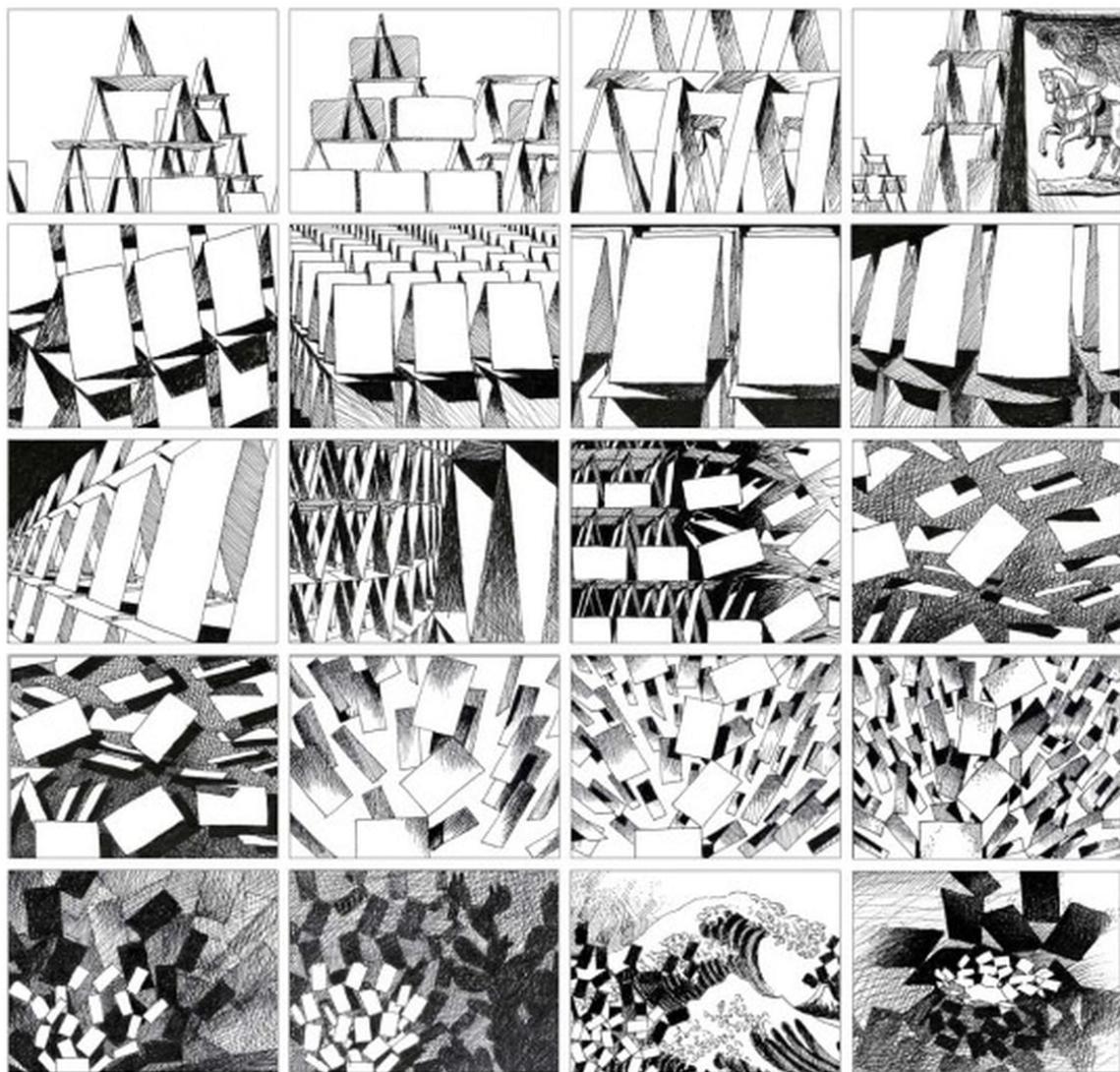
Aldo Rossi, La Conica, La Cupola (Alessi)

# Disegno a mano libera (di progetto) dei designer



Mario Trimarchi, Ossidiana (Alessi)

# Disegno a mano libera (di progetto) dei designer



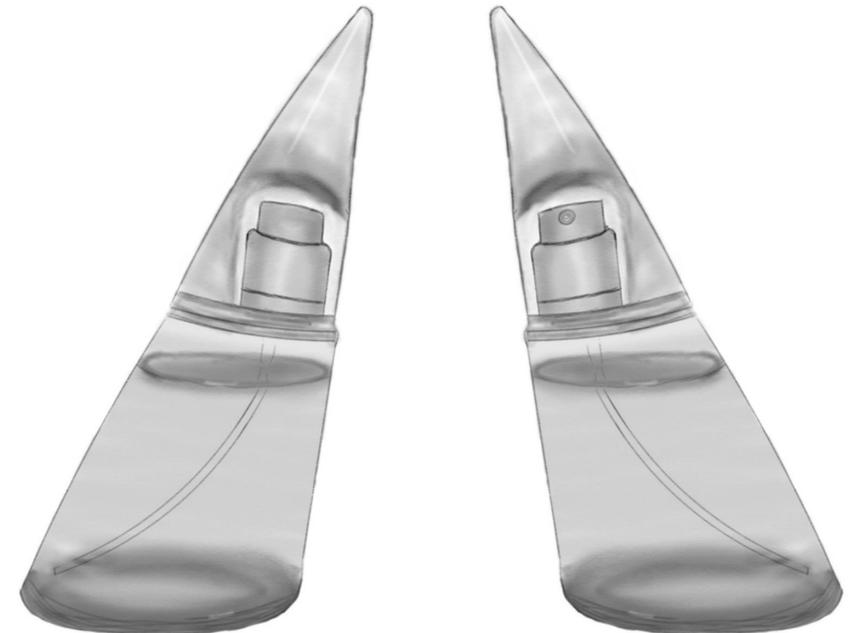
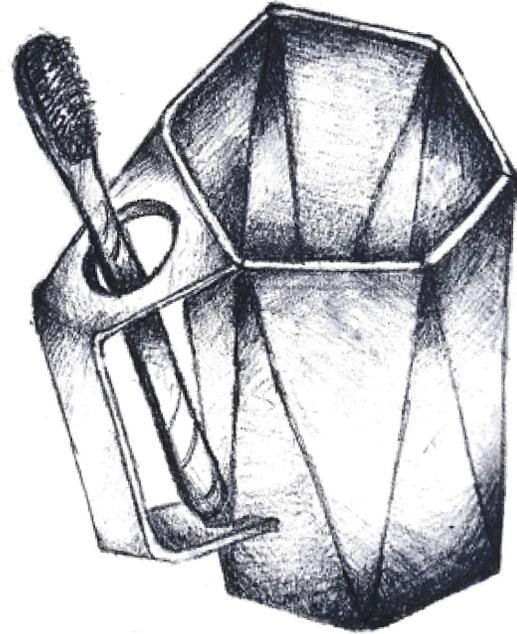
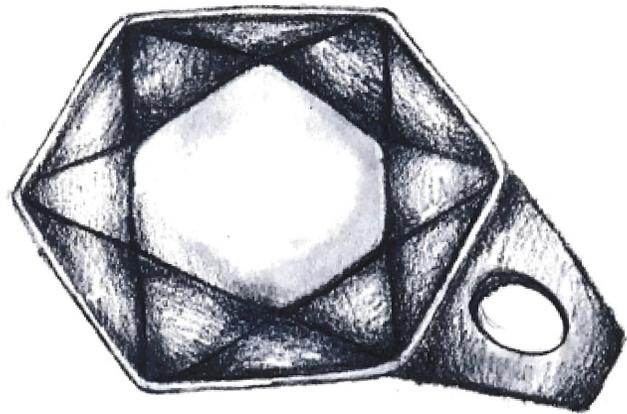
Mario Trimarchi, La Stanza dello Scirocco (Alessi)

# Disegno a mano libera (di progetto) dei designer

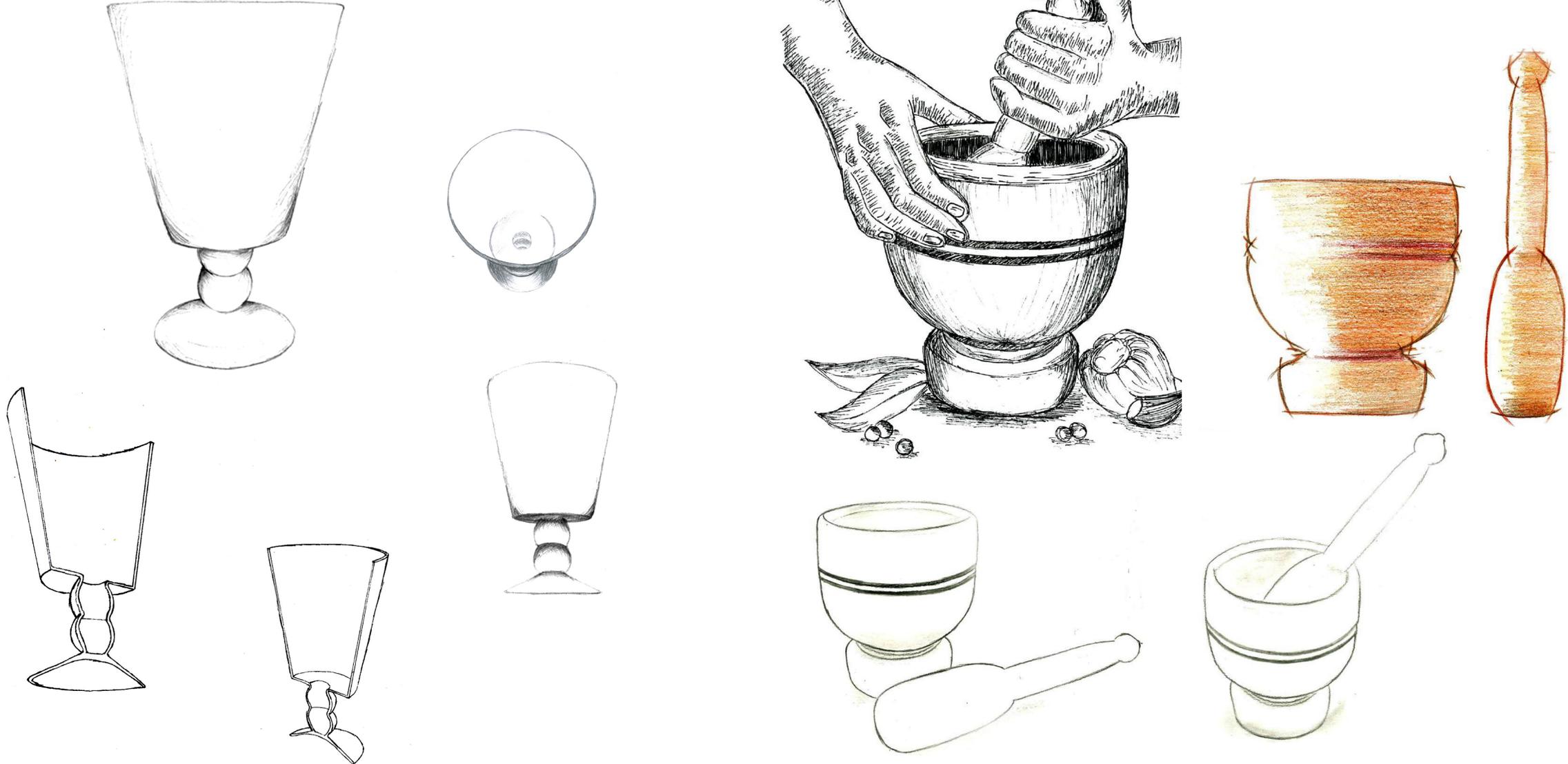


Mario Trimarchi, La Stanza dello Scirocco (Alessi)

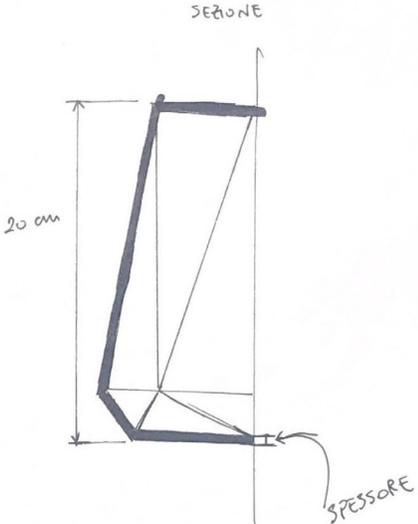
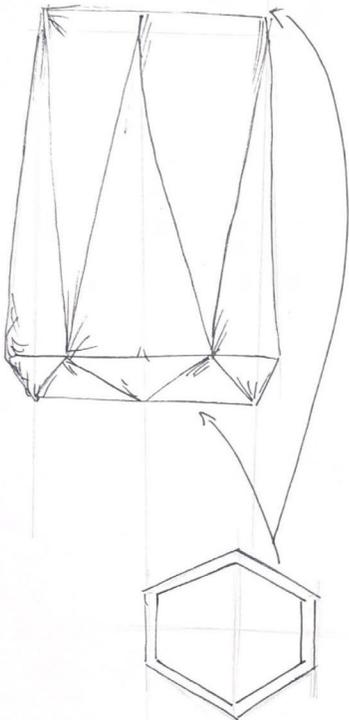
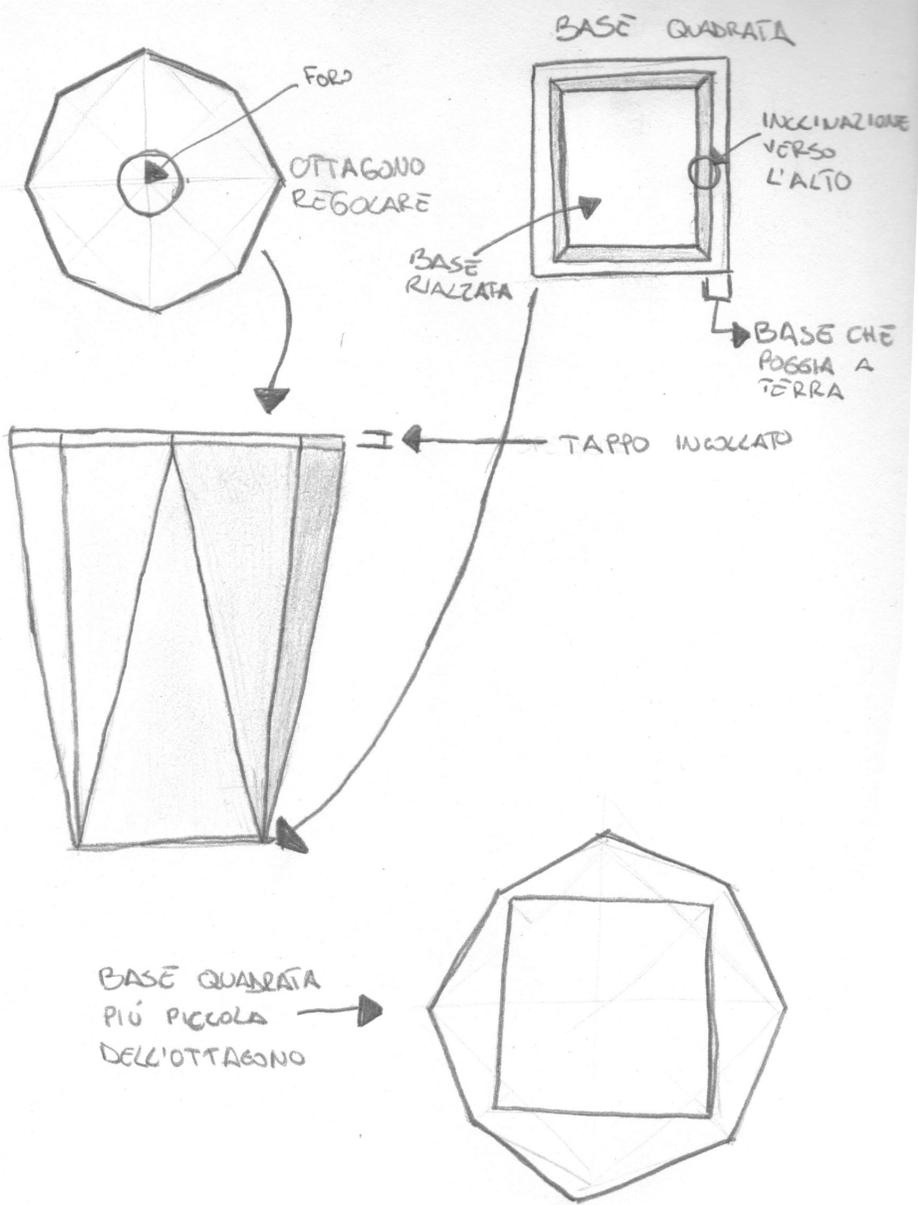
# Disegni di studenti a.a. 2020/2021



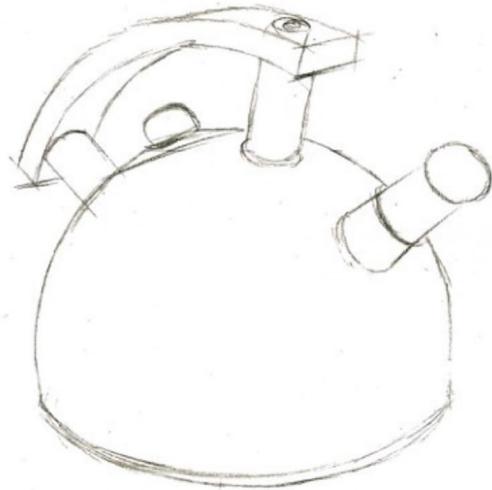
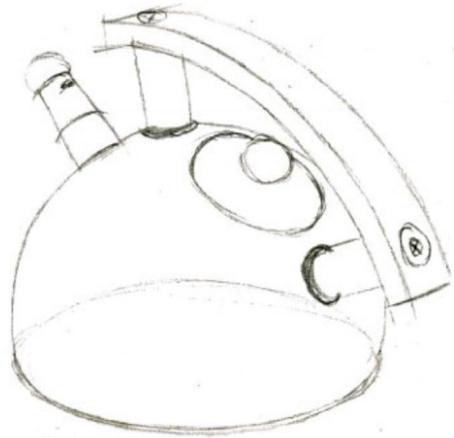
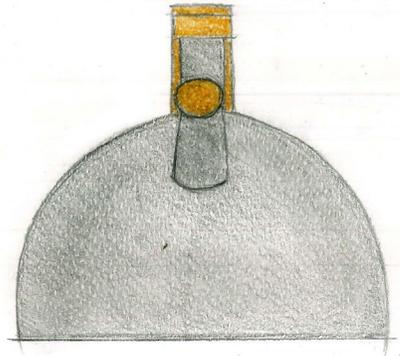
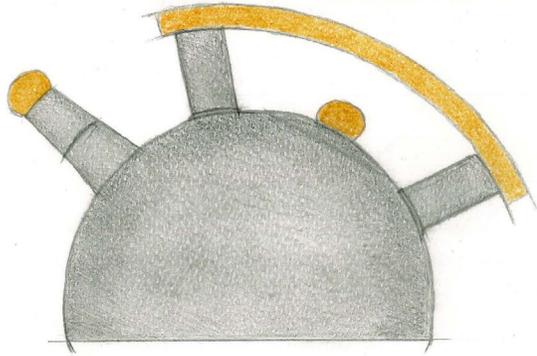
# Disegni di studenti a.a. 2020/2021



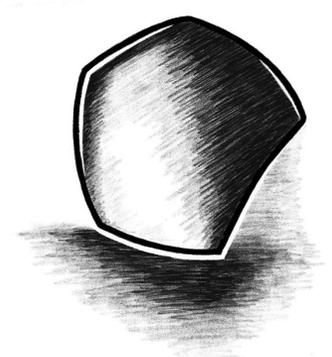
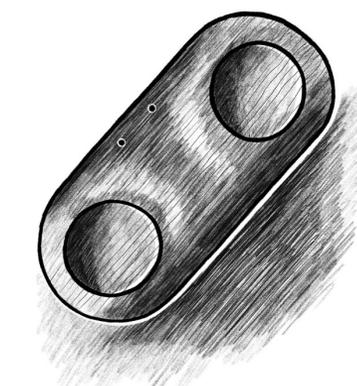
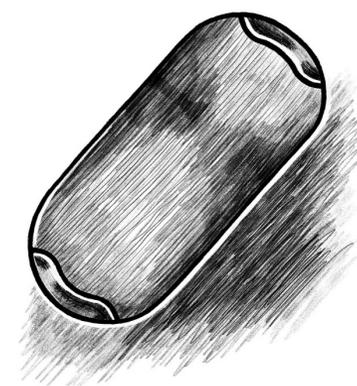
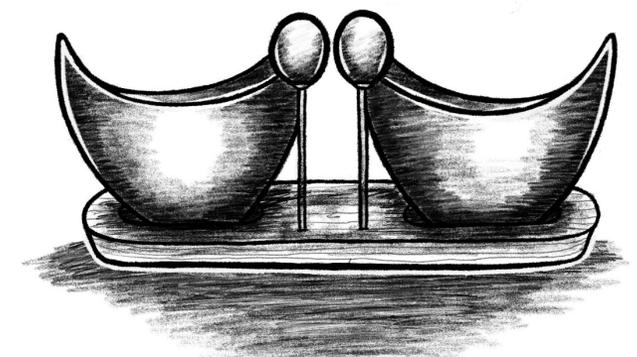
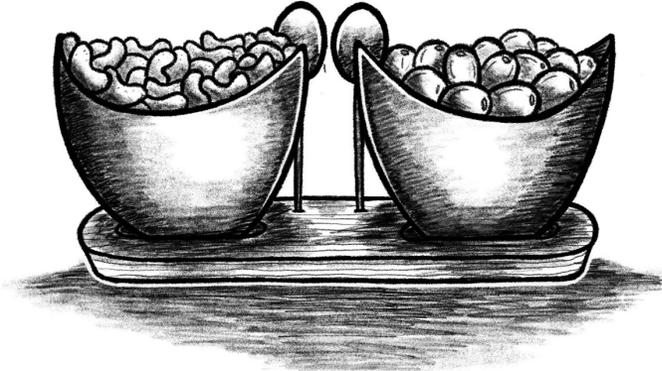
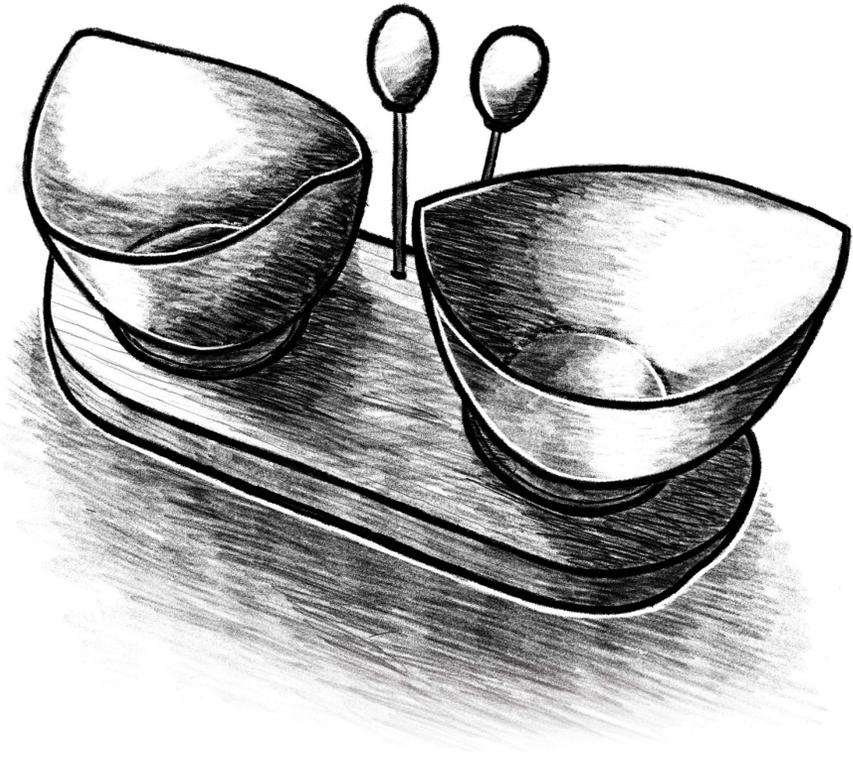
# Disegni di studenti a.a. 2020/2021



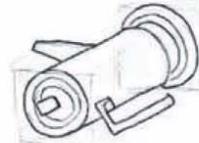
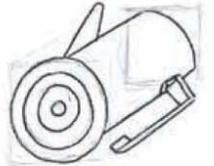
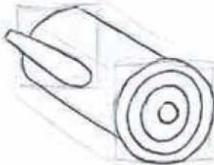
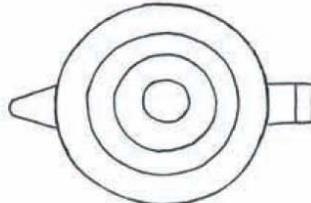
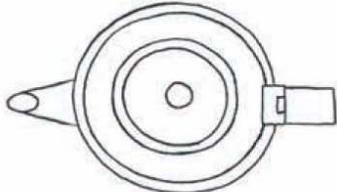
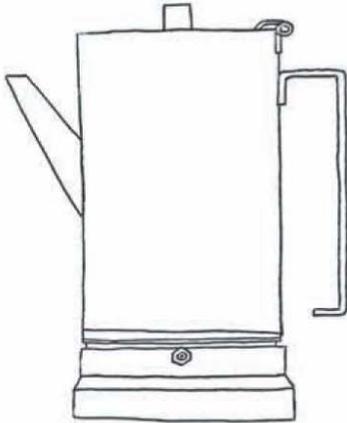
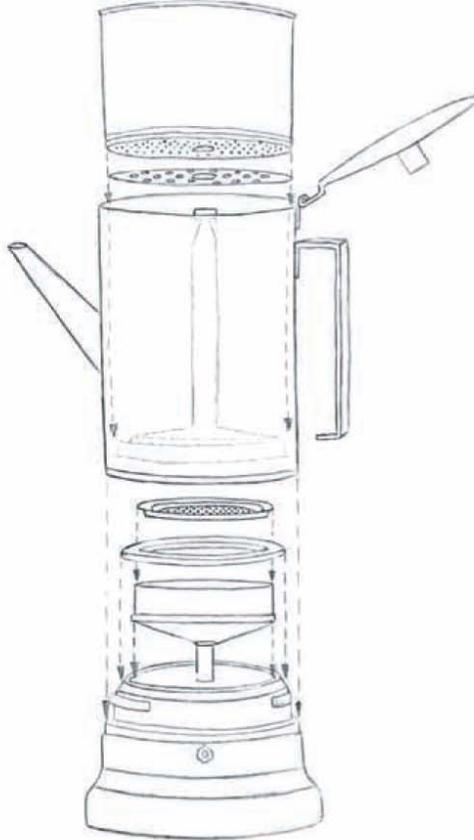
# Disegni di studenti a.a. 2020/2021



# 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.

