



Università degli Studi di Napoli Federico II
Scuola Politecnica e delle Scienze di Base



INTERNATIONAL MASTER DEGREE COURSE IN
DESIGN FOR THE BUILT ENVIRONMENT

fundamentals dbe

#4_Advanced representation techniques

Advanced representation techniques

Visual arts are today characterized by an extreme variety of expressions and forms (performances, installations, videos, digital elaborations) that base their expressiveness on an experimental and innovative use of technology, to the advantage of new systems of fruition of the artistic object, characterized by the movement of the spectator and by the changeability of the shapes, to the advantage of a sensorial involvement of strong impact, aimed at interactivity.

There is, however, a vast trend in contemporary artistic production based on the rediscovery of an ancient projective technique, a baroque perspective caprice, founded on the principles of linear perspective which, after several centuries of oblivion, has found new impetus thanks to today's technological possibilities, even though the artwork produced is completely free from multimedia and digital interfaces and devices. It consists of the violently distorted perspective that goes by the name of **anamorphosis**.

The complexity of the geometric processes necessary for the drawing of anamorphic images and the extreme perspective distortions of the images, which were sometimes unrecognizable, circumscribed their experimentation and use to a limited circle of artists of the XVII cent. After a long period, lasting almost three centuries, of little, if any, attention to this form of representation, the new digital technologies of 3D modeling have greatly simplified the complex geometric operations of the anamorphic perspective drawing on the two-dimensional sheet. The possibility of operating with simple projection and section operations in 3D digital space has therefore led to a rediscovery and a remarkable reuse of anamorphosis in contemporary art, but also in other more recent fields of design and visual communication.

Focus on

There are two main types of anamorphosis: direct (distorted perspective images), catoptric (using mirrors) and anamorphosis by light and shadows. Very complex anamorphosis can be addressed to those categories, sometime very different from each others, although belonging to the

same group. Anamorphosis transform a meaningful image into a violently distorted one, unrecognizable except from a privileged point of view.

Early examples of perspectival anamorphosis date to the Renaissance, but the large diffusion date to the Baroque period.



Short exercise

Recognize and analyze an anamorphosis in architectural or urban spaces, in your country or on the web, in the following fields of application:

- 1) anamorphosis as a urban installation;
- 2) anamorphosis for industrial design objects;
- 3) anamorphosis for commercial advertisements;
- 4) anamorphosis for shadow art;
- 5) double anamorphosis.

Output: a 6 pages (cm 25x25) pdf document composed by: cover page, 1 slide for each topic, with images and with a short description of your subject.

To know more

Fred Leeman, Hidden Images: Games of Perception, Anamorphic Art, Illusion from the Renaissance to the Present, 1977

A. De Rosa (2017), Jean François Nicéron: Perspective and artificial magic
https://www.researchgate.net/publication/315893906_Jean_Francois_Nicéron_Perspective_and_artificial_magic

<https://www.pixartprinting.co.uk/blog/optical-illusion-anamorphosis/>