

1. Record Nr.	UNINA9910708662703321
Autore	Williams Henry Shaler <1847-1918, >
Titolo	The fauna of the Chapman sandstone of Maine : including descriptions of some related species from the Moose River sandstone // by Henry Shaler Williams, assisted by Carpel Leventhal Breger
Pubbl/distr/stampa	Washington : , : Department of the Interior, United States Geological Survey, , 1916 Washington : , : Government Printing Office
Descrizione fisica	1 online resource (347 pages, xxvii pages of plates) : illustrations, map
Collana	Professional paper ; ; no. 89
Soggetti	Paleontology - Maine Sandstone - Maine Paleontology Maine
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.

2. Record Nr.	UNINA9910973632703321
Autore	Forget Thomas.
Titolo	The construction of drawings and movies : models for architectural design and analysis // Thomas Forget
Pubbl/distr/stampa	New York : , : Routledge, , 2013
ISBN	1-136-22983-3 1-283-58625-8 9786613898708 0-203-10013-1 1-136-22984-1
Edizione	[1st ed.]
Descrizione fisica	1 online resource (266 p.)
Classificazione	ARC000000ARC004000ARC012000
Disciplina	720.28/4
Soggetti	Perspective Architectural drawing - Technique Architectural drawing - Data processing Experimental films - Production and direction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction: Analytical & Pictorial Imagery -- Logics of Construction. The Demystification of Linear Perspective -- The Making of a Movie -- Matters of History. The Non-linear Progression of Linear Perspective -- The Extents and Limits of Architecture-Cinema -- Indeterminate Projections. Architectural Drawings -- Architectural Movies -- Epilogue: The Reflexivity of Architecture and Projection.
Sommario/riassunto	"Here, clearly demonstrated, are principles for constructing linear perspective drawings and experimental works of cinema that will help you use digital tools in the design studio. As an architect, your drawings need to examine how parts or spaces connect and relate in abstract, or analytical ways. These approaches to drawing and modeling will let you see the information that analytical graphics show. And you'll learn to use film in the same way. Author Thomas Forget explains how to construct linear perspective drawings and illustrates experimental movie-making strategies. By combining these two methods you can analyze and improve your drawings and increase your

graphic literacy. He includes case studies of recent drawing, movie-making, and architecture created by practicing architects, such as Mies van der Rohe and Lewis Tsurumaki Lewis; by filmmakers, such as William Whyte and Thom Andersen; and by students, to show you the best of what's been done. And he presents the theory behind how to represent buildings that will inspire and get you thinking"--
