



# Athens Journal of Architecture

Volume 4, Issue 3, July 2018

Special Issue on Drawing and Representation:  
Environment-Landscape-City

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## **President's Message**

The Athens Institute for Education and Research (ATINER) is pleased to announce the publication of a number of peer reviewed, open access journals of original research work. Most of the articles will be selected from the numerous papers that have been presented at the various annual international academic conferences organized by the different research divisions and units of the Athens Institute for Education and Research. The plethora of papers presented every year will enable the editorial board of each journal to select the best, and in so doing produce a top quality academic journal. In addition to papers presented, ATINER will encourage the independent submission of papers to be evaluated for publication.

The current issue is the third from the fourth volume of the [\*Athens Journal of Architecture\*](#) published by the [\*\*Architecture Research Unit\*\*](#) of the Athens Institute for Education and Research (ATINER).

**Gregory T. Papanikos**  
**President**  
**Athens Institute for Education and Research**



## **Special Issue on Drawing and Representation: Environment-Landscape-City: An Introduction**

The aim of the stream is to bring together academics and researchers from all areas of Survey and Representation of Architecture and Environment, Drawing for the landscape, The drawings for the project: tracks -visions and pre-visions, Margins: the signs of memory and the city in progress, Visual Culture and Communication: from idea to project, The color and the environment, Perception and territorial identity, Iconographic – Cultural and Landscape Heritage: art, literature and design effects, Signs and Drawings for Design and other related disciplines.

The practice of “Drawing”, as a form of knowledge and expression of extrinsic and/or intrinsic data, involves all branches of research as shared language from the earliest experiences of drawing representation of reality and intentions.

It is from this huge base of competences that spans the Drawing scientific disciplinary sector.

Research and didactic are concentrated around complementary and interacting theoretical and applied research lines, related to Urban and Environmental Survey, Drawing Representation of analogic and digital techniques, Geomatics aimed to the Conservation and Restoration of tangible and intangible heritage and Colour Measurement Systems.

Representing the environment and therefore the territory, the city, the architecture and the components that govern the relationships, is not only to graphically report the reading of environment through signs and images, but it is an act of knowledge and translation that inevitably requires a consolidated analysis of the studies and applications of drawing intended as language, means and instrument of ideogrammatic character, deepening the different historical phases of representation and perception through the study of historical treatises to the current specialist infographics techniques also apply to virtual and augmented reality

- Fundamentals of Infographic for the Project –DIGITAL DRAWING
- Fundamentals and Practices of Drawing Representation
- Survey and Representation of Architecture
- Drawing Representaion of Environment and Territory
- Theoretical and applied research experiences, workshops, experiences in collaboration with other universities and research institutes at national and international level, as well as external contributions to encourage scientific and cultural confrontation

To create analytical skills and interpretation of historical and iconographic images referring to the comparison of current images, requires a specialized methodology of the "Survey", in its broadest sense of quality and quantitative survey.

The creation of a graphic language through signs and ideograms, helps to describe broken and repeated paths, understanding the spatial changes and the consequent reactions of the recipients (natural, anthropic, and relational entities)

The problem of deconstructive processes that have often led to the loss of individuation of a fragmented expansion and the consequent loss of perception of the city center, creates a kind of emergency schedule, in the negative, to ever new fragmentations, in a non-linear path comparable to fractal sequence homothetic.

Reading comprehension of such dispersive phenomenon, the research is linked to the old problem of urban planning responsibilities, one wonders what the agents to identify, analyze and represent in order to carry out qualitative and therefore "resilient" interventions.

The design of the city is also a philological interpretation of narrative that provides new methodological approaches, not least thanks to innovative information networks and processing of sources that the digital revolution has introduced into operation the analysis of complex systems that require interdisciplinary connections.

The methodology of research approach provides:

Management of graphic data, the purposes of computer graphics digital systems in the representation of environment (relational reality), landscape (perceived reality) and architecture (objective reality).

Territorial study: geomorphological characteristics, altitude development, hydrography, climate, exposure, study of the natural and man-made environment, communication routes and infrastructures (roads, highways, bridges, aqueducts ...).

Analysis of building heritage: urban mesh, free spaces.

Visibility analysis: study of cartography with observation points both from the coast and from the internal paths with the identification of the preminent, congruent and incongruous elements.

Active conservation and requalification of sites require actions aimed at integrating the goals of preserving historical and landscape testimonies with socioeconomic revitalization and improvement of existing conditions in compliance with specific norms and guidelines at European and national level

The aim of the theme: De-Sign Environment Landscape City is to address in an interdisciplinary dimension the broad domain of the environment and the material and immaterial artifacts that define it, having as its focal point the design activity as a process and consequently its tools and Cognitive and operational apparatus.

The innovation of the approach lies basically in the development of research topics related to the emerging needs, the new economies, the productive structures involved and the cultural context in which they are located. In this sense, the training project, integrating contributions and disciplines, aims to study and to deepen the relationship between the environment at different levels, as the social context, political and cultural values influence design choices. The main purpose is to acquire a broadly critical dimension about the issues that go through the theme of the project in its complexity, thus benefiting from transversal scientific inputs to the various disciplines involved, either through Theoretical and applied research experiences, workshops, experiences in



collaboration with other universities and research institutes at national and international level, as well as external contributions to encourage scientific and cultural confrontation.

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*By Giulia Pellegrini\**

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