Visual essay

Sketches of Sci-fi representation and heritage: vertical city - horizontal layered links

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Here are shared the first steps of an exploratory approach to a personal subject of fascination. The relation of drawing with the city of yesterday and tomorrow (ideally built trough the participation of us all). It's a vast and wild territory of knowledge, that can have many different directions of exploratory approach.

Several references come to my (non specialised) mind as unavoidable: the influence of cinema in works of Fritz Lang (Metropolis) or cult movie Blade Runner (and concept designs by Syd Mead), but also with any doubt, Giovanni Battista Piranesi body of work, or the incredible Francisco de Hollanda Renascence personality that in 1571 envisioned the future of Lisbon (Da Fábrica que Falece à Cidade de Lisboa, Of the works that the city of Lisbon lacks).
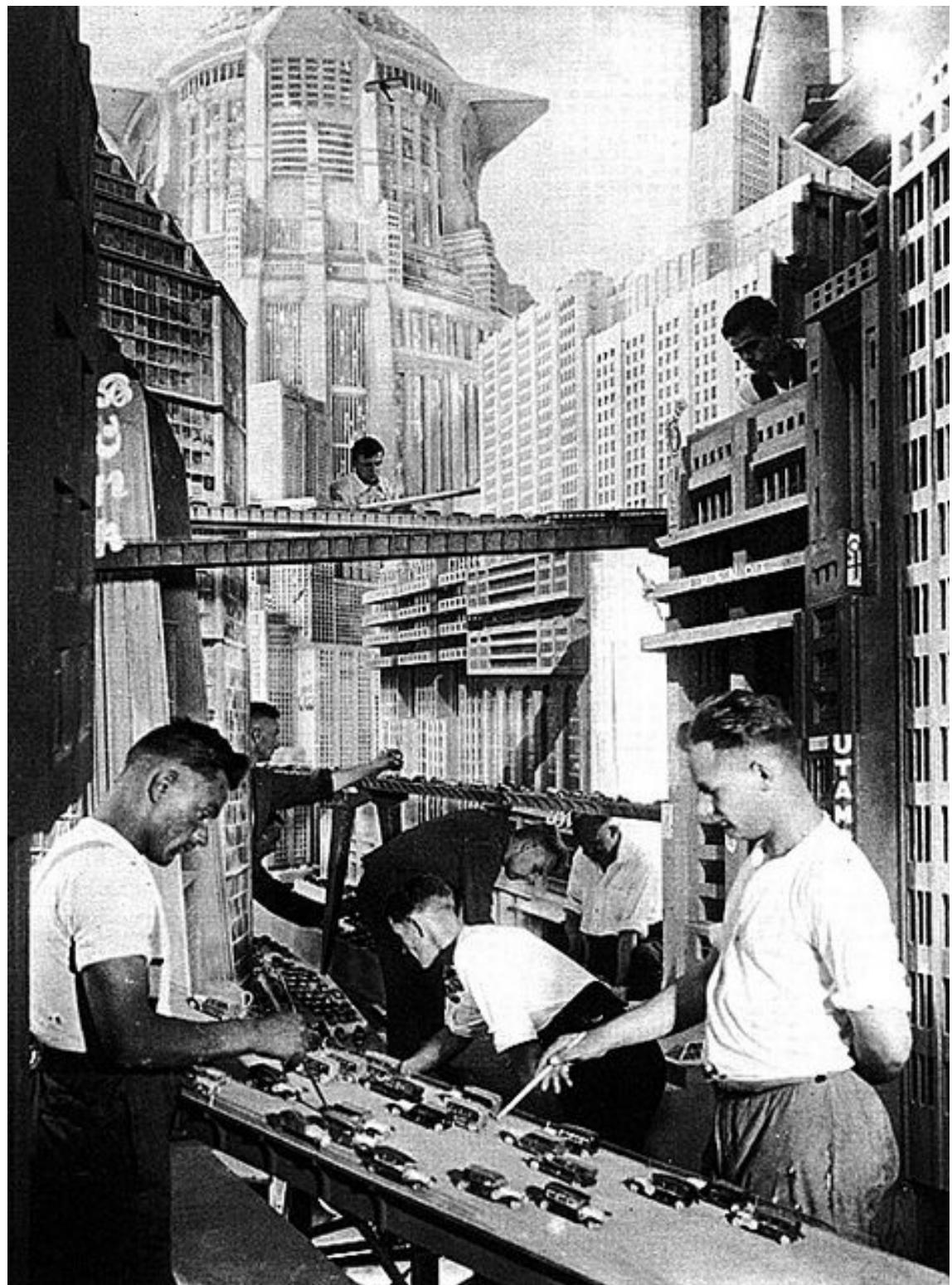
Photo of kraftgenie/flickr via oldhollywood.tumblr.com with art director Erich Kettelhut & crew create the futuristic city set of Metropolis (1927, dir. Fritz Lang).

Blade Runner (and concept designs by Syd Mead).

Prima parte di architetture e prospettive [Hoja de título] / inventate ed incise da Gio. Batta Piranesi architetto veneziano. Roma- s. n., [1743]
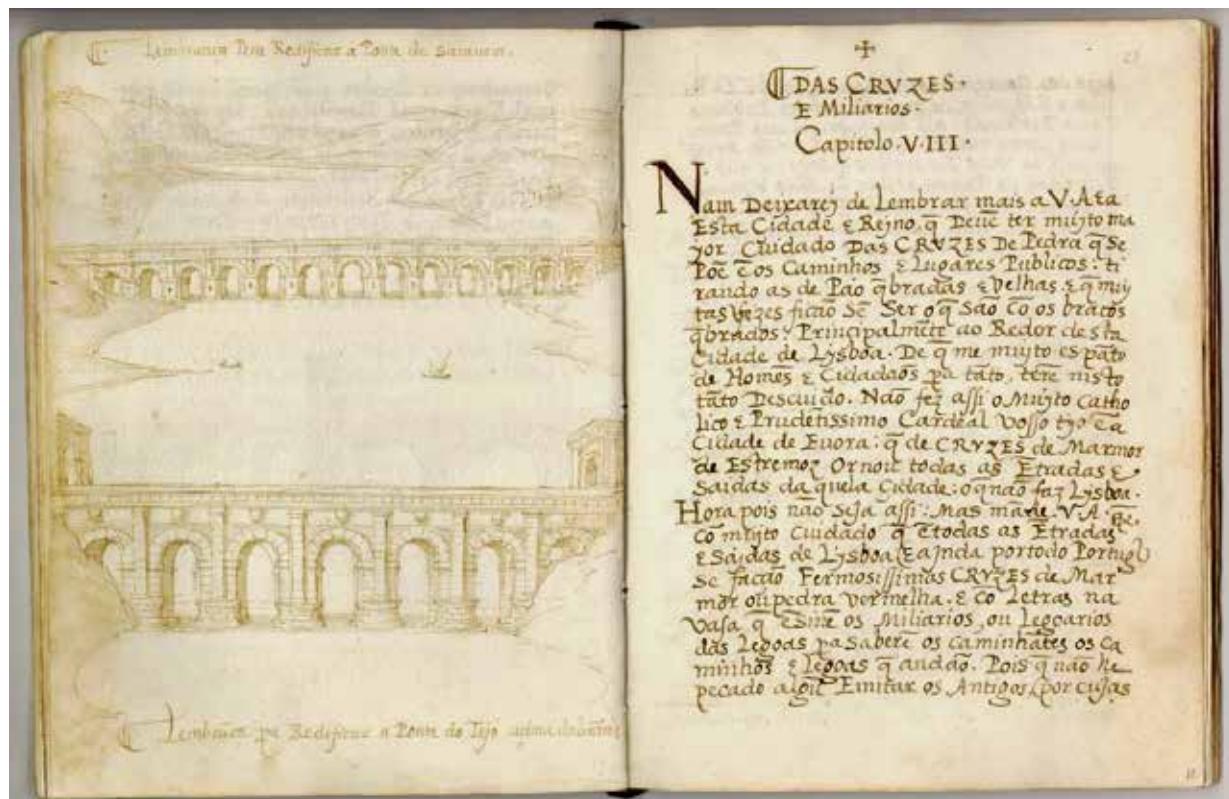
Image from Manuscript "Da Fabrica que Falece a Cidade de Lisboa", Francisco de Hollanda, 1571.

As you might wonder, my first steps are very far from all this references, they are giants and I'm not even on their shoulders. I'm maybe just looking at their shoulders and thinking if I will have, some day, capacity to understand them and better identify their relation of drawing with vision.

What I share here are some preparatory sketches of the drawings shared on Sci-fi representation and heritage: vertical city - horizontal layered links visual essay (on AIS – Architecture Image Studies Journal). The essay represent attempts of understanding, how past city (such as Lisbon) could be represented using two of the most used resources of "sci-fi" representation of cities. Specifically, the presence of vertical city, trough low and high dramatic angles, and a trim of horizontal links at the city different heights.
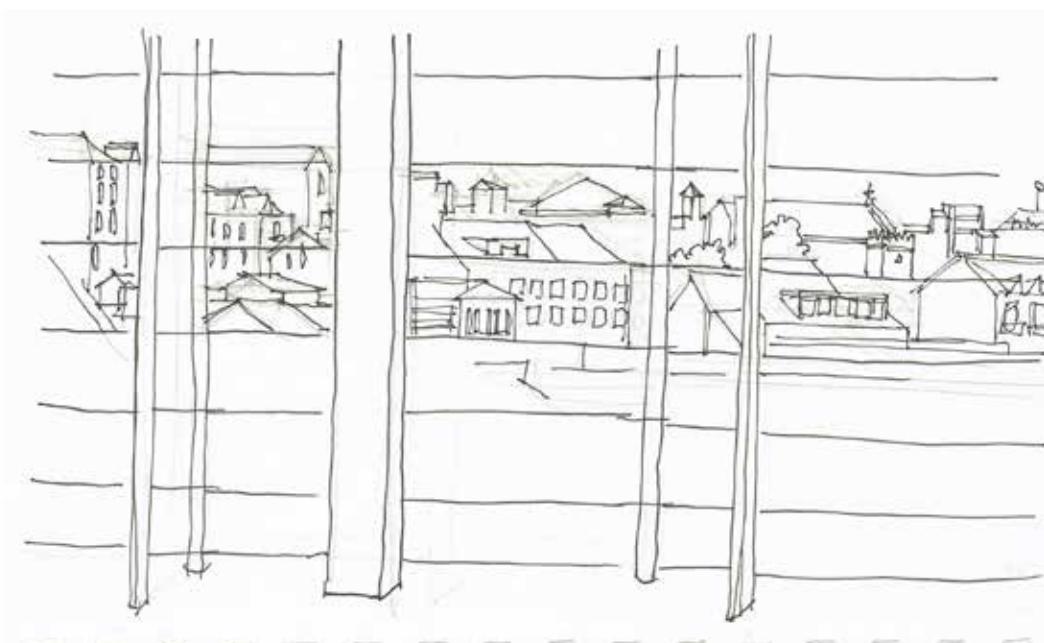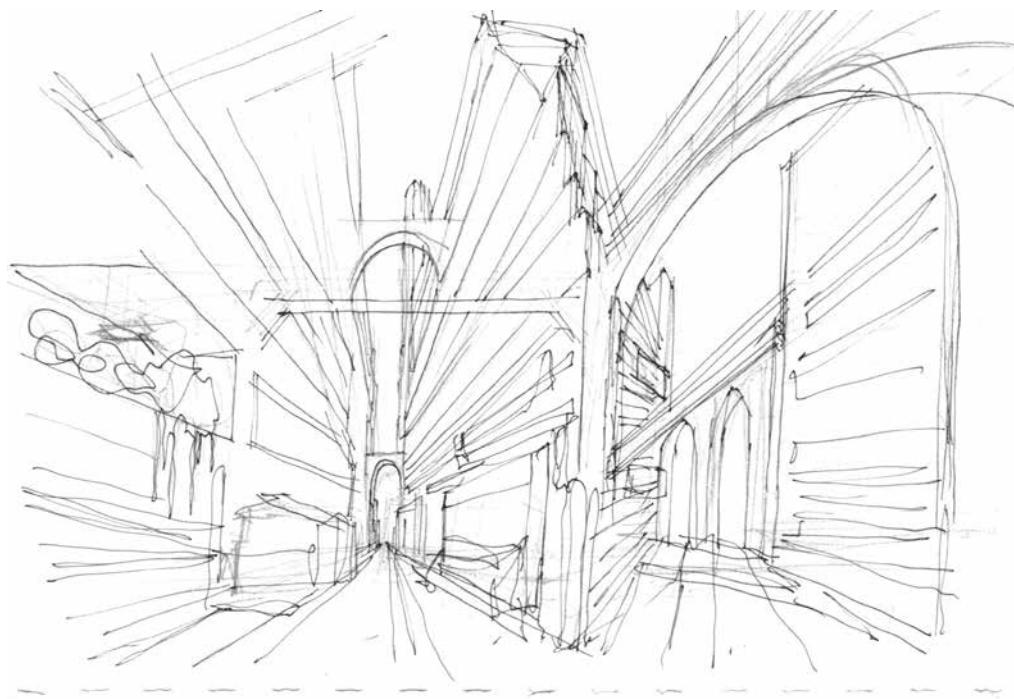
Sketch 1 and 2
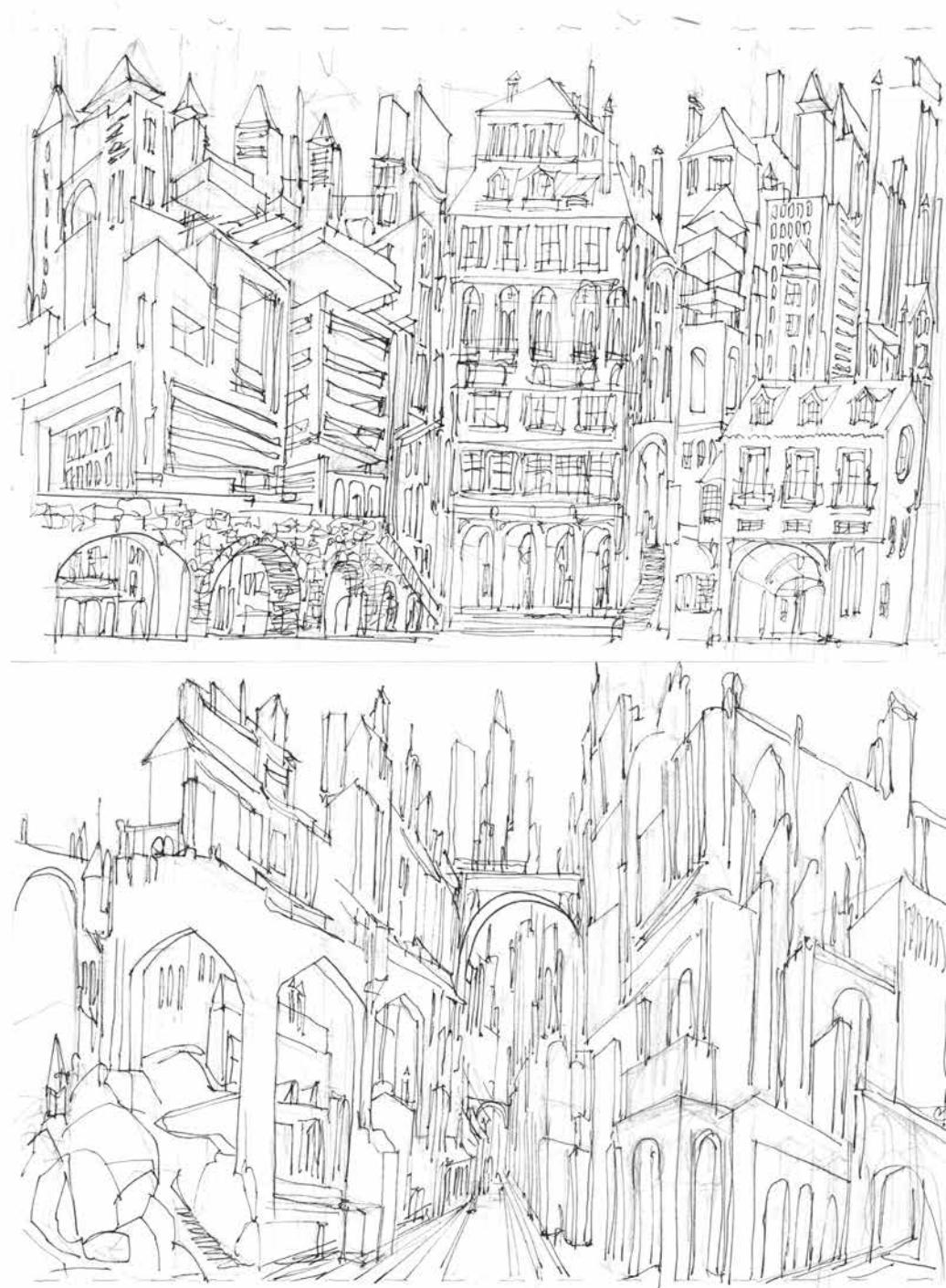
Sketch 3 and 4
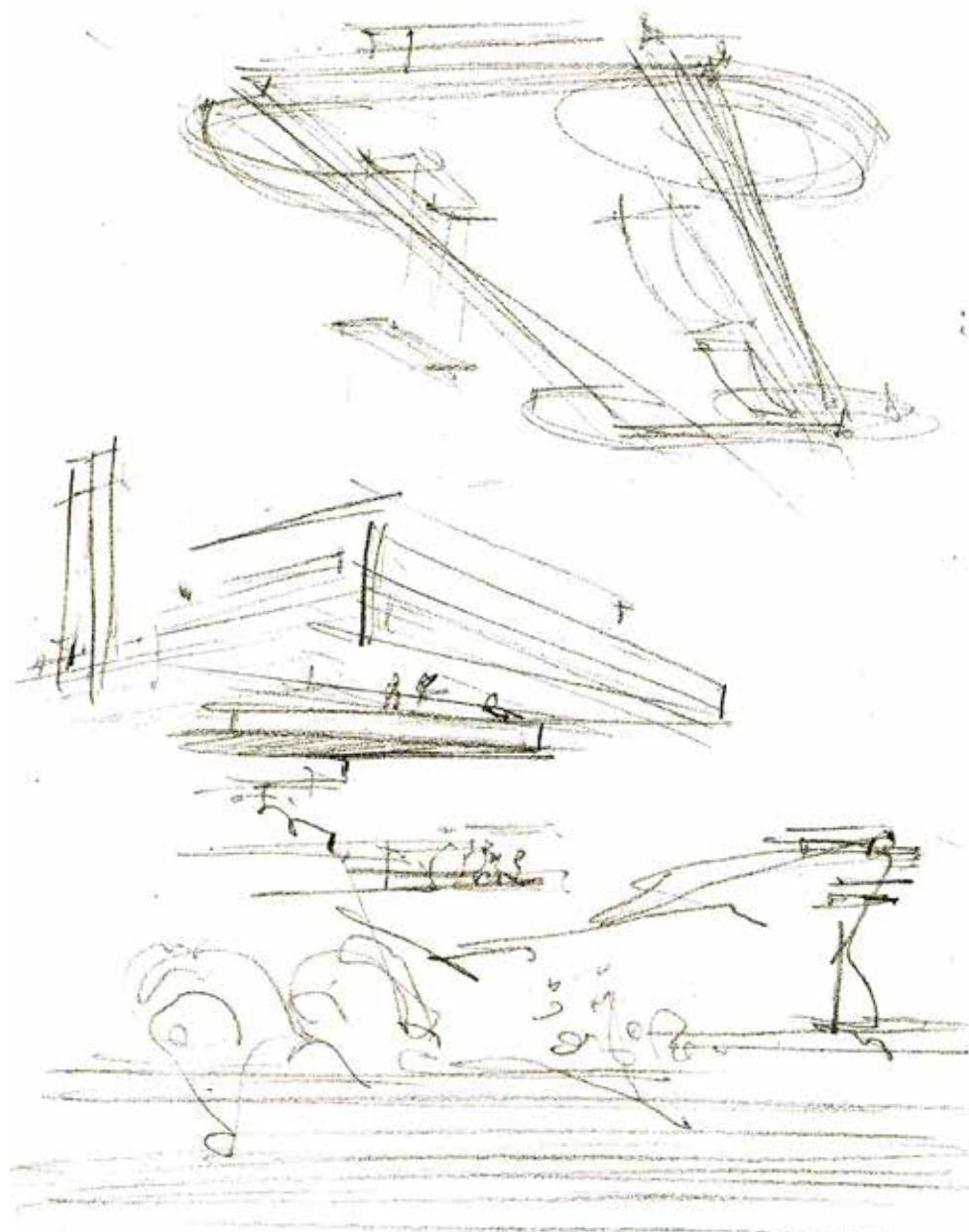
Sketch 5

Sketch 6

Sketch 7 and 8