

2.00B Lecture 5

2-18-09

Basics of Sketching

Drawing Kit

Marker Paper (the thick stuff)

Fine Liner (for sketched basis)

Sign Pen (a little thicker)

Colored Pencils (for shading/shadows)

Markers (also for shading/shadows)

Fine Point (thin lines)

Chisel (thin or thick lines)

Drawing is Important...

(Fast) way to communicate ideas

Cheap modelling

Proves a good idea visually

Put Science Into Art

Visualize → Tools → Rules → Practice

Drawing for 2.00B:

Balance mental model with

drawing ability

↳ in abstraction

* Uncertainty is visible!

Go fast, even if you overshoot
or slightly miss

Show your work (guide lines, backs
of objects, etc.)

NO HASH-MARKS!

How to Draw...

Lines

Move whole arm across page

Move pen before touch-down +
after pick-up to avoid blobs

If you're drawing an arc, move
upper arm more

Don't be afraid to rotate your
page so you can draw
comfortably

Circles

Move your hand in a circle
before you touch down

Make small adjustments +
keep pen down to make
shape more circular

If it's not very circular, keep
tweaking until it's round

Ellipses

Looking at a circle at a 30°
angle

Same technique as for circles

Perspective

1 point, 2 point, 3 point

↓ ↓ ↓
for hallway, for our for drama, large
railroad tracks, purposes buildings
etc. (not for us)

(not for us)

- Horizon = horizontal line
- Vanishing Points - lie on horizon
- Vertical lines are always vertical

* Close vanishing points makes for high distortion

* For drawing objects up-close, construction lines are almost parallel & vanishing points are very far away.

Cylinders

- Ellipses closer to the horizon are flatter
- Objects closer to you are larger

REMEMBER

Brainstorming Assignment due in lab Thursday/Friday

Bring design notebook everywhere

Practice sketching

Bring drawing supplies next week

Choose financial person for team