shade and tone

2.744 product design
what’s next?

human-use analysis

* Tuesday, Feb. 6  
    * Thursday, March 6

post no later than Saturday!
what’s next?

**Storyboard critique**

- **Tuesday, March 4**
- **Tuesday, March 11**

**Human use critique**

- **Thursday, March 6**
- **Tuesday, March 11**

**Concept sketches**

- **Tuesday, March 4**
- **Tuesday, March 18**
and now

Warm up!
2 pt PERSPECTIVE

2.744 Product Design
2 point perspective

cylinders in space
2 point perspective
the basic sphere
shade and tone

2.744 product design
but first…

a quiz!

i) how many thrusters were visible on the pigs-in-space craft?

ii) I have practiced my sketching ABCs ___ times

iii) what point perspective is needed to draw this viewpoint?
marker technique

filling an area
marker technique

cubes, cool and warm
marker technique

earth and sky
marker technique
the cylinder
marker technique
the sphere
what’s next?

practice

shading worksheets are online
what's next?

Tuesday

canson rendering

Thursday

guest lecture: ideation sketching

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