

Sketchbook

Drawing and drafting both require you to put down on paper what you see in the world (of if you are a designer, what you hope to see in the world). To become a good draftsman, you must train both your eyes and your hands. Whether you are drafting with a computer or with a pencil and paper, you need to be able to:

1. look at an object
2. draw the object
3. check that your drawing accurately describes the object
4. revise your drawing

Keeping a sketchbook lets you practice this process even when you are away from your computer or drafting table. By sketching something every day, you learn to translate 3D objects into 2D drawings. You learn how to see the world more precisely, and you learn to examine your surroundings to see them as they really are, instead of how you assume them to be.

The Details

For this class, you will keep a sketchbook throughout the semester. Your sketchbook must be a minimum of 5" x 8" and must have unlined paper. You should sketch something about every other day, so by the end of the semester you should have filled around 50-60 pages. I will check your sketchbook at the mid-term point and at the end of the semester. **DO NOT** try to do all of your sketching in the last week of class! If you keep up with it during the semester, it should not be an undue burden.

Checklist for your reference:

- Write your name on the inside front cover
- Bring your sketchbook to class every day
- Try to make sketches as accurate as possible
- Use your eyes and sketch what you see – don't imagine what the object looks like.

Checking your progress

As the semester goes along, you should get more comfortable with your ability to accurately sketch objects that you see. You can also use sketching as a way to communicate visual ideas to a teammate or partner in a class, or to help solve a problem graphically. Use your sketchbook often, review old sketches to see what works and what doesn't, and each day try to improve one or two of your sketching skills. It is only through practice that you can achieve mastery.