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## Sketch Warm Up/Workout

### Lines

- Start with some A3 layout paper and fold it in half (or A4 will do).
- Hold the pen correctly. This takes a long time to learn, but it makes a world of difference to your sketch ability once mastered.

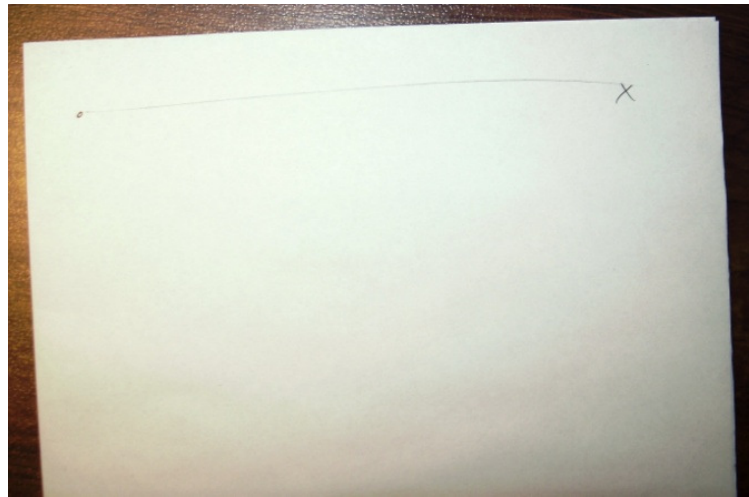


How I used to hold a pen.

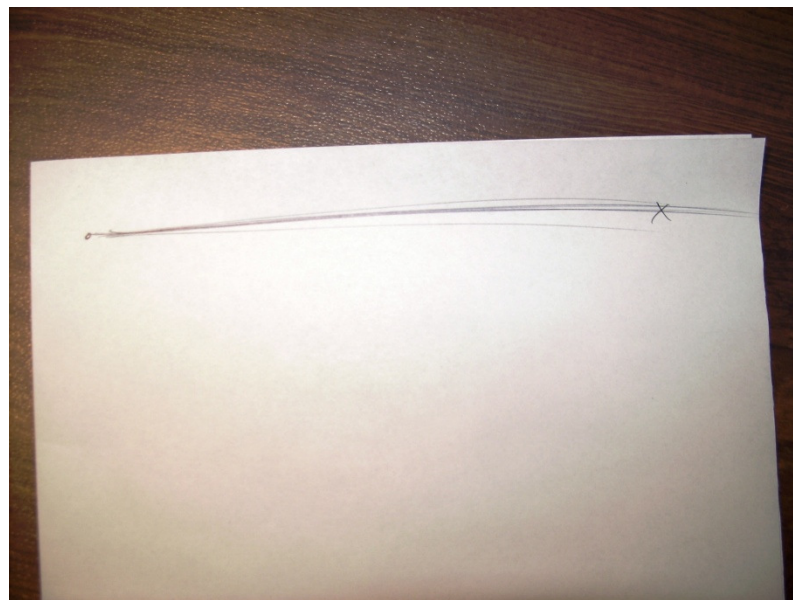


The correct way.

- Starting from the top, with the paper in portrait orientation, mark a small dot where you want to begin the line.
- At the other of the paper, mark a small 'X' where you wish to end the line.



- You are aiming to draw as straight a line as possible that intersects the 'X'....
- You'll miss the first time, but have a few goes before moving an inch or so down the paper and doing it again.



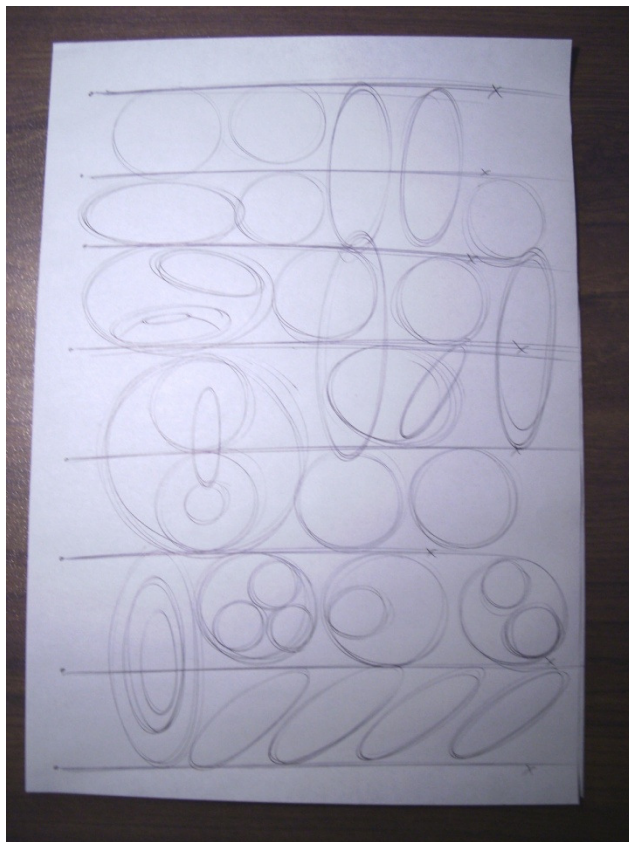
- Work your way down the A4 sized paper; remember to focus on line quality (smooth, confident ones instead of lines that look shaky, 'hairy' or static) and producing crisp, straight lines. Hitting the target is of secondary importance.



- Try and find an arm movement speed that allows you to produce accurate lines with control.
- As you get more confident, you can draw across the paper in landscape, increasing the line length, before unfolding the paper and working in A3 size.
- Always focus on producing straight lines with no arc, your arm should feel like it's pushing something off the paper, not arcing from your elbow.
- As you gain confidence and improve, you'll be able to add 'weight' to lines easily by accurately going over the same line a few times to thicken it out a bit.

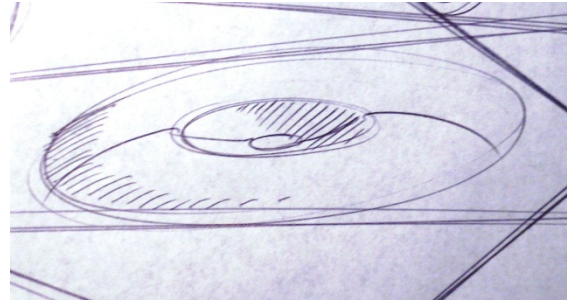
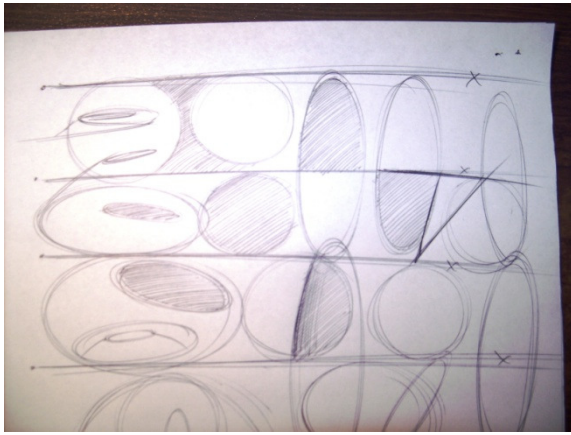
## Circles/Ellipses

- With your paper covered in lines, you can practice your circles and ellipses by drawing them so they try and touch the lines on the major axis.
- Try different sizes, between two lines or more.

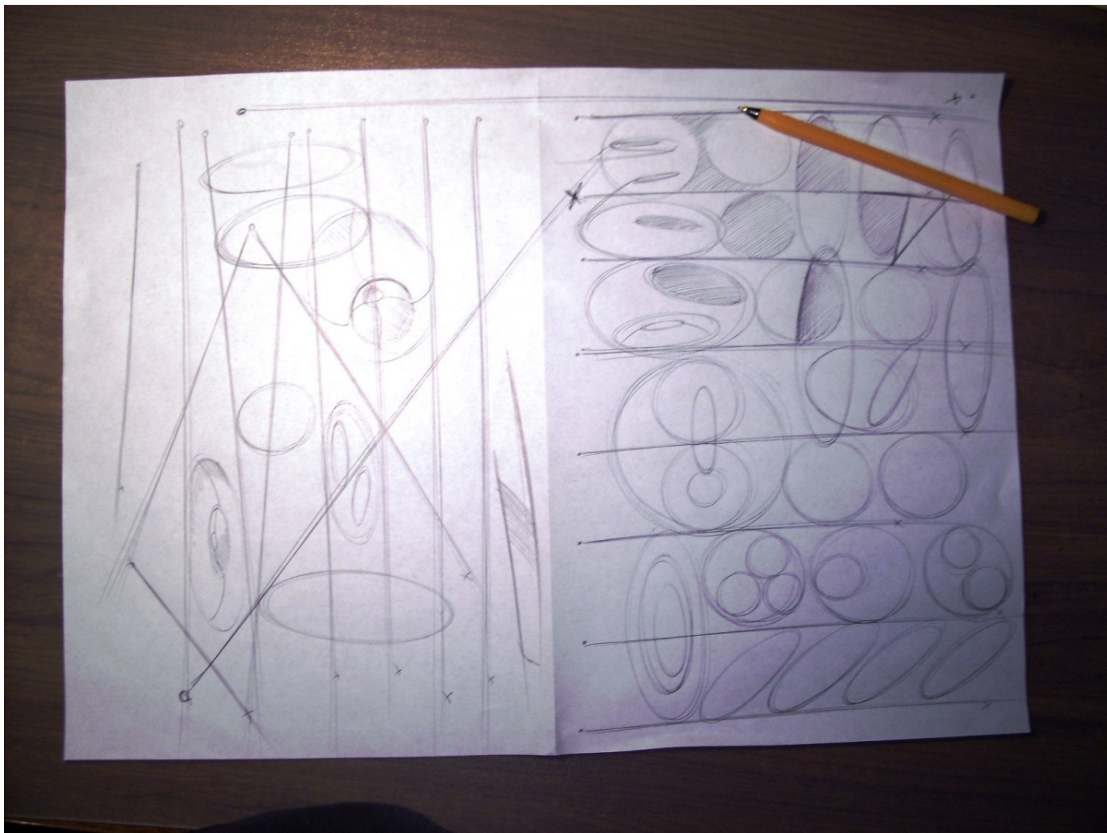


- Try doing some concentric ellipses too.

- Form other 3D button-like shapes by practicing contours and shading.



- Practise cross hatching shading by filling in some of the shapes that are left.



There's always time for a doodle, and all the practice, getting familiar working with your pen adds up. 10-20 minutes a day, listening to some music at your desk can make a big difference and can even be enjoyable as you quickly lose track of time...



## Tools

It's a good idea to get familiar with a range of media, to see what you like to use best and help you get more confident. To enjoy sketching more, I recommend every designer should at least have:

- Paper: The Goldline stuff is great for quick, low value work, but I use Letraset Bleedproof Marker pad whenever I'm doing something that will be presented to someone else. It's available from [www.refuelled.com](http://www.refuelled.com)
- Pens: I use Bic fine's (the orange ones) the most, but fibre tips are preferred by some for their different ink and effect. They're also easier to scan as their lines are quite harsh. Copic do nice ones, available from [refuelled](http://refuelled.com) and [artifolk.com](http://artifolk.com).
- Pencils: Never EVER use graphite based pencils (like 2B, HB etc). Instead invest in some Prismacolor Premier black and indigo (if you like doing blue-coloured sketches) soft leaded coloured pencils. A couple of white ones are useful for indicating highlights on marker-rendered sketches too. They make such a huge difference to the impact of your sketches. Available individually in most colours from [www.1buy1pencils.co.uk](http://www.1buy1pencils.co.uk)
- Also, try and get hold of some Prismacolor Verithin pencils. These have a thinner, harder lead and are hex shaped like a normal pencil. These are ideal for initial ideas and sketches that will be worked on later as they produce a thinner, fainter line and the leads don't snap often. These can also be bought from [www.1buy1pencils.co.uk](http://www.1buy1pencils.co.uk)
- Ship curves are also available in a set from [refuelled.com](http://refuelled.com) costing £24.95.

## Helpful Websites

[www.core77.com](http://www.core77.com) - Industrial design supersite.

[www.carbodydesign.com](http://www.carbodydesign.com) - Everything about car design and free to use.

[www.productdesignhub.com](http://www.productdesignhub.com) - Great for students, good forums.

[www.simkom.com](http://www.simkom.com) - A selection of awesome sketches, mostly transport.

[www.idsketching.com](http://www.idsketching.com) - Look at the video tutorials.

## Further Reading / Christmas Presents (most are available on Amazon)

Sketching: Drawing Techniques for Product Designers - Koos Eissen (If you only get one, get this. It covers nearly everything.)

Presentation Techniques - Dick Powell (Bit dated but worth buying.)

Design Sketching - [www.designsketching.com](http://www.designsketching.com) (only available on that site, very inspiring, not many tutorials though).

Drawing for Designers - Alan Pipes (Everything about design from sketching to CAD with lots of tutorials).

The Architectural Drawing Course - Mo Zell

Drawing on the Right Side of the Brain - Betty Edwards

How to: Design Cars Like a Pro - Tony Lewin (For those car freaks like me).