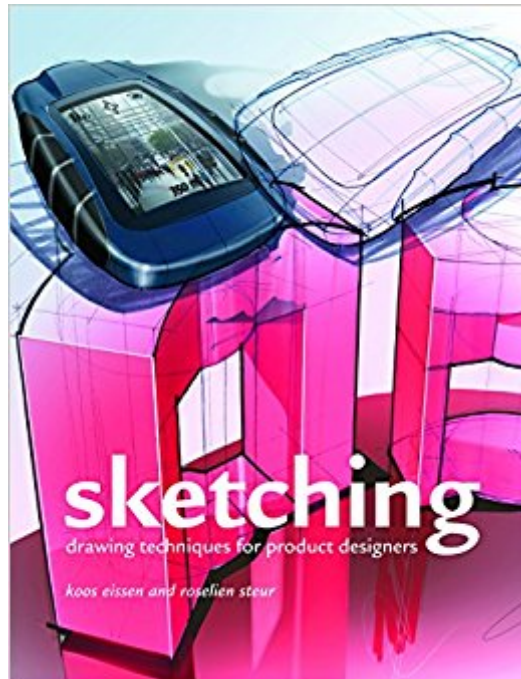




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Sketching (12th Printing): Drawing Techniques For Product Designers



Synopsis

Sketching is an incredibly broad and practical survey of sketching techniques for product designers. It goes without saying that the book is suited for the classroom, but every design studio will also find this manual an asset, because in spite of the ascendancy of the computer, hand-drawn sketches are still a very much used.

Book Information

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Customer Reviews

Koos Eissen is associate professor and head of the Design Drawing Techniques staff (TU Delft, Faculty of Industrial Design Engineering, in the Netherlands). He is at present guest-lecturer at the Royal Academy of Arts in The Hague. Roselien Steur is a free-lance visualiser, and lecturer at the HKU/Utrecht School of the Arts, The Faculty of Visual Arts and Design in the Netherlands.

This book has a very good display of pictures to allow you a more comfortable grasp of what your drawings should compare. Unfortunately it isn't necessarily a 'How to' book. Have you ever tried to understand a procedure without a thorough walk-through with something delicate? That is kind of how this book is. Not to say that everyone deserves or requires a step by step children's version, but on some of these pages, it is difficult to grasp exactly which drawing/picture the narration is referencing. I am not saying that this book would be a bad addition to your collection (especially since I own it), but just understand that it may not explain drawing to everyone in a straight forward educational sense. Other great resource for ID drawing 'Sacred Geometry' 'Design Drawing' 'Design Sketching' and especially 'Learning Curves'. These books have also been very helpful in my studies

as a designer. If you do not find this review helpful, please comment as to why. Thank you!

Good book with a lot of good examples and some good helpful insights in the accompanying text snippets (most of the text is in the form of extended captions, but that works very well here). Grab your favorite drawing program (I vacillate between Inkscape and Sketchbook Pro depending on what I'm doing) - or even paper, pencil, pen, and markers (if you're brave enough to go undo-less) and duplicate some of these sketches - you'll improve your skills markedly and much faster than you might expect. BTW, the chapter on ellipses is great, especially when combined with another excellent treatment you can find by searching the web for "The Bad Ellipse: Circles in Perspective") Lastly, this book offers a few tips that only come with lots of experience, so they're invaluable to those (like me) trying to teach themselves to sketch passably well without having to create a 3D model in CAD.

I am an ID student and got this book because of the rave reviews. There is no doubt that this book is AWESOME!! You do get the impression from the cover of the book and from browsing the book that there is some emphasis on marker and color, but there isn't. It is a great reference book on sketching (perspective, ellipses, constructing shadows, etc.) and it's a must for every Id STUDENT. Just don't expect it to teach you anything about rendering. Get Scott Robertson's videos from Gnomon Workshop or Oliver Neuland's "the making of product design renderings" (which are AWESOME!) DVD's for that! :)

As a graphic artist and budding Industrial designer this book has been a joy to have and learn from; for the last couple of months I've started my day sketching with this book and a cup of coffee, this has been marital bliss. My sketching skills have improved considerably and I've found myself repeatedly telling myself, oh so that's how this and that is done, followed by I can do it!, followed by It only took me 5 minutes! The book itself has 2 distinct sections intertwined; a very loose lesson on the various aspects of sketching for product design, and case studies of actual product designers that incorporate some aspects of the lesson at hand. There is ample room for improvement though, while it is chock full of great graphics, photos and sketches, I would rather have had more reference sketches maybe even a compendium of shading, shapes and lightning, and less case studies, it also lacks on the step by step department, and yes it follows no clear path and just throws itself recklessly into the subject; this is a book best read in small doses with some markers and paper at hand. In any case these flaws are easily overlooked by how useful and effective it is as a learning and reference

tool.

Excellent book on the principles of sketching. I highly recommend buying it together with "Sketching the basics" so you are able to learn the whole process.

Far too many practical drawing and design instruction books have gone out of print over the last few decades, in part because computer aided drafting and graphics software were thought to be taking over these tasks in the work force. They aren't. Good traditional drawing and painting skills are still essential (and faster) for many media and design tasks. Concept artists for movies, games, animation, and TV still use basic drawing to churn out large quantities of visual concepts in previsualization processes, and so do nearly every kind of designer from interior designers to industrial (product) designers. There is still a serious need for instructional material that helps students of these fields gain the skills they need. This book is full of practical advice on how to approach drawing and design issues. Unfortunately, it's not really a drawing/sketching basics book, which is why I can't wait for my copy of the prequel by the same authors "Sketching: The Basics". I think together these books will have everything you need to visualize and draw objects from any angle.

If you like sketching and product or industrial design you'll enjoy this book. The book is well organized and offers a good bit of insight into the fundamentals of design illustration, perspective and concepts, etc. The visual examples are quite good. Inspiring stuff. There are many great books on the topic. This is one of them.

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