

Design Course

Introduction to Drawing - Advanced

Fundamentals of Drawing

by

Gayathri Jeaks and Prof. Ravi Poovaiah

IDC, IIT Bombay

Source:

<https://www.dsource.in/course/introduction-drawing-advanced>



1. Introduction
2. Understanding Forms from Life
3. Studying Organic and Non-geometric Forms
4. Art and Design Fundamentals
5. Advanced Gesture Studies
6. Design Tools
7. Contact Details

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<https://www.dsource.in/course/introduction-drawing-advanced/introduction>

Introduction

As we have discussed in Introduction to Drawing - Basics course, drawing is an important tool in the design process and a major form of visual expression.



In this course we will cover advanced exercises, intended to develop the creative and reasoning skills which are essential for concept development.

The exercises that are covered in this module are:

- Understanding forms from life

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- Studying organic and non-geometric forms
- Art and design fundamentals
- Advanced gesture studies

Essential tools required for the exercises:

- A3 drawing sheets
- Soft graded pencils

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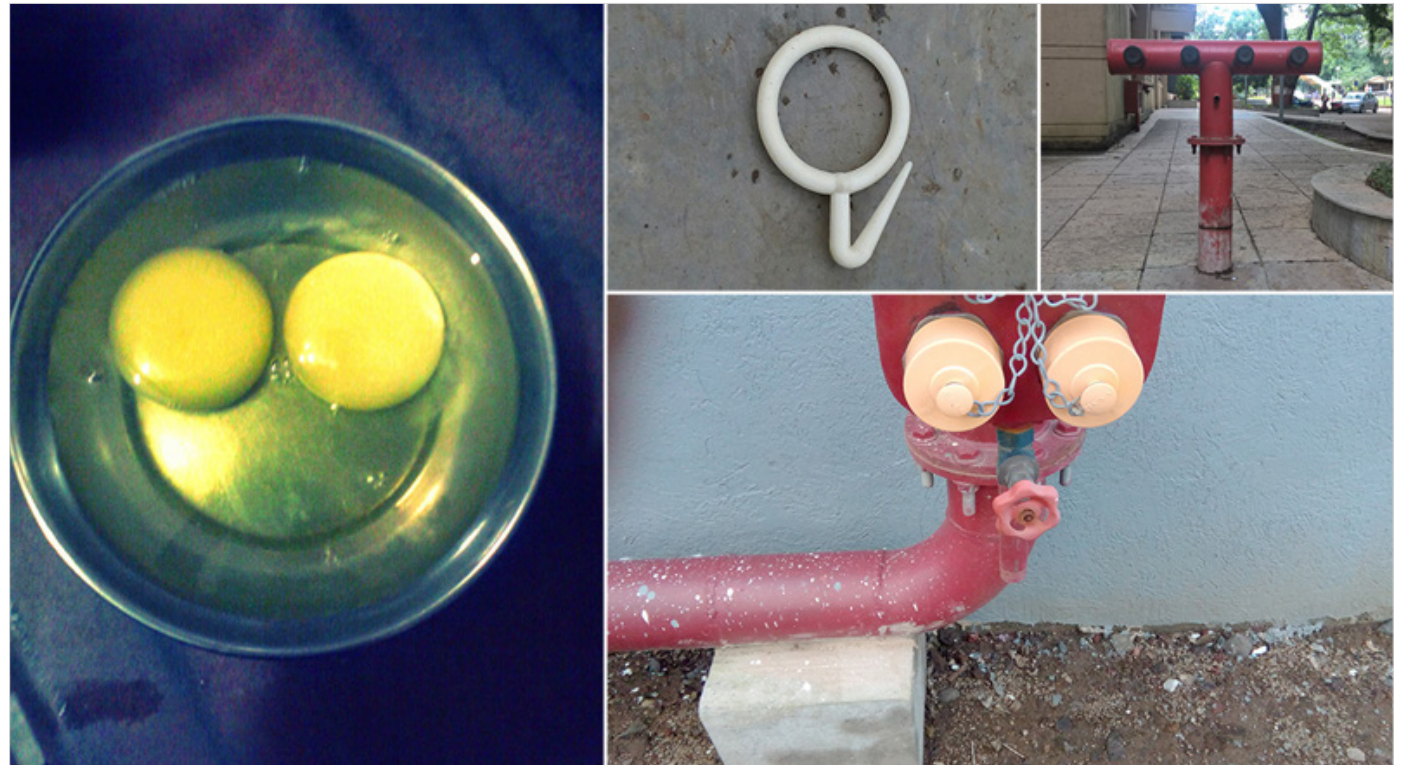
<https://www.dsource.in/course/introduction-drawing-advanced/understanding-forms-life>

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Understanding Forms from Life

Understanding forms is essentially recognizing objects as geometrical solids set in an environment. The moment we start recognizing objects in terms of forms, it simplifies our attempts at understanding the object itself while drawing. It helps us in identifying tones and textures and helps us achieve a look of solidity which can be rendered according to the tonal contrast.

Exercise 1:
Finding forms in nature.



The exercise is to try and find recognizable forms in nature, like faces and letterforms.

Exercise 2:

Set up a still life study from with a single object from life, eg. a fruit, vegetable, flower vase etc. and identify the

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forms and copy them on an A3 sheet.

There are two parts to this exercise:

- Draw the contours or the outline of the objects without rendering. Utilize the silhouette, proportions and the relative positive and negative spaces between the object for an accurate depiction.



- Draw a similar composition again, with an understanding of the underlying geometric forms of the object. Identify the source of light and try to depict the tonal contrast and texture of the object.



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The above exercise should be done using a soft graded pencil on an A3 sheet for 20 to 30 minutes.

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Studying Organic and Non-geometric Forms

The exercise on the study of organic and non-geometric forms is a continuation of the previous exercise. In this exercise we will use different materials to study more intricate forms.

Exercise 1:
Studying a leaf.

There are three parts to this exercise,

- Draw the leaf using lines with a soft pencil and try to understand its subtle forms and simple shape.



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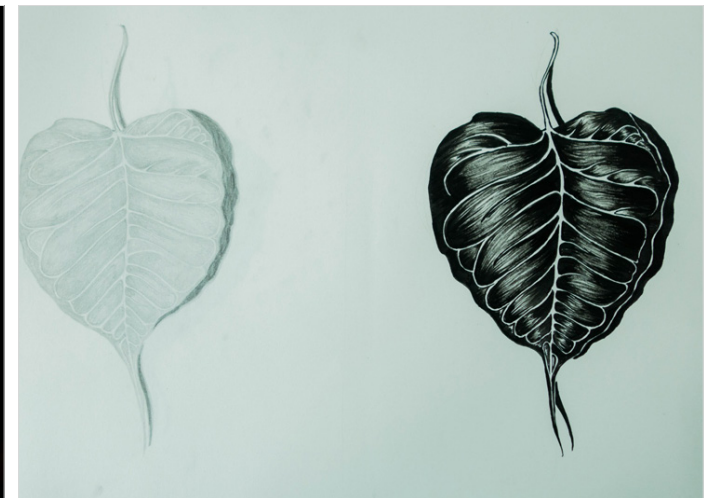
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- Draw the same leaf again, this time depicting the details and textures along with the subtle form changes across the leaf.



- Draw the leaf with a light grade pencil and then paint it using a brush and black ink, so as to understand the three dimensional form with just two tones.



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Exercise 2:
Studying a cloth.

Set up a still life study with interesting cloth material and compose it in a way that it maximises our understanding of folds and the organic nature of the material. Capture a pencil sketch of the study using a soft grade pencil.



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Exercise 3:

Composition of objects.

Create an interesting composition from life and create a pencil sketch of the same.



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Exercise 4:
Studying silhouettes.

Study the silhouette of a posed human figure with an understanding of the negative and positive shapes of the figure. Each sketch is to be done within a minute.



Each of the above exercises should be done within 30 to 40 minutes.

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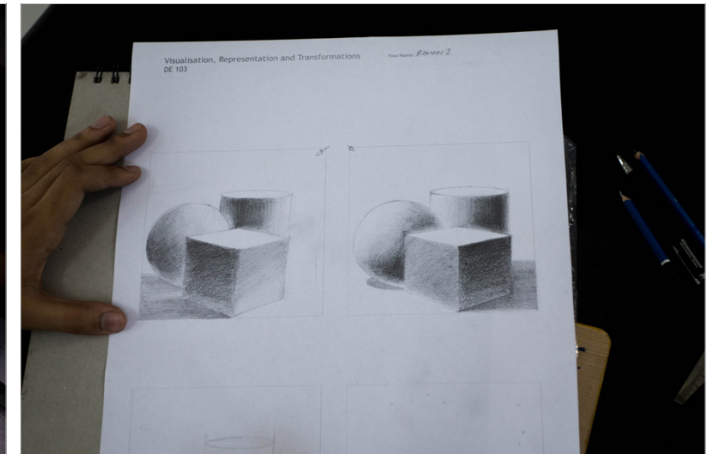
Art and Design Fundamentals

As an introduction to art and design fundamentals, these set of exercises will introduce the concepts of light and texture as well as improve our perception of points, lines and planes.

Exercise 1:

Studying the basic forms.

Set up a still life study using the basic forms of cube, cylinder and sphere. Set up the lights in different directions and capture each setup in an A3 sheet. Repeat the exercise with four different lighting setups.



Exercise 2:

Understanding texture.

Select a repeating texture or pattern of a real life object and depict it inside a square. Repeat the exercise with four different texture patterns, all depicted in a single A3 sheet so as to understand the difference between the textures.

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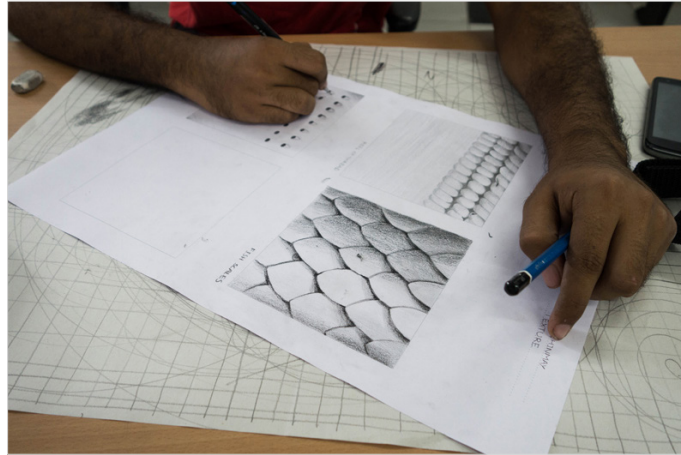
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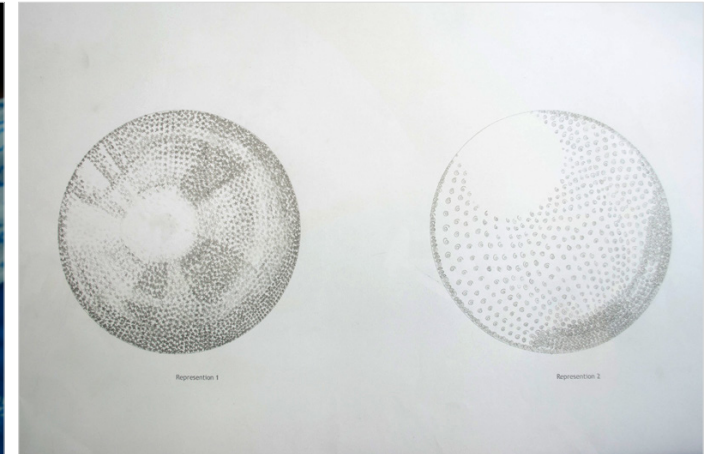
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Exercise 3:

Perception of points.

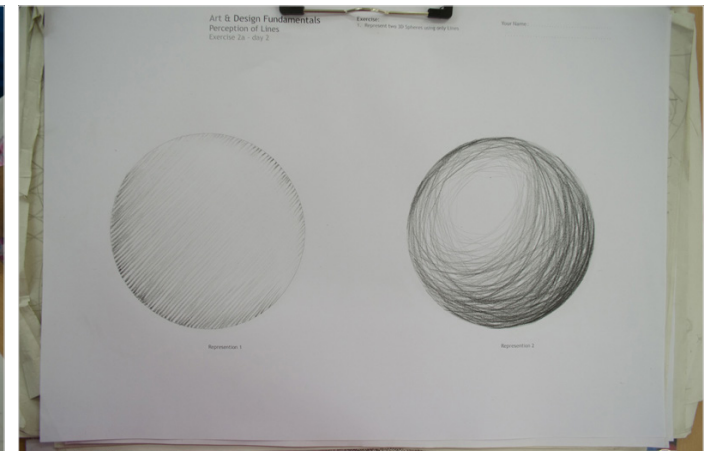
Render a flat circle by the use of just points.



Exercise 4:

Perception of lines.

Render a flat circle by using just lines.



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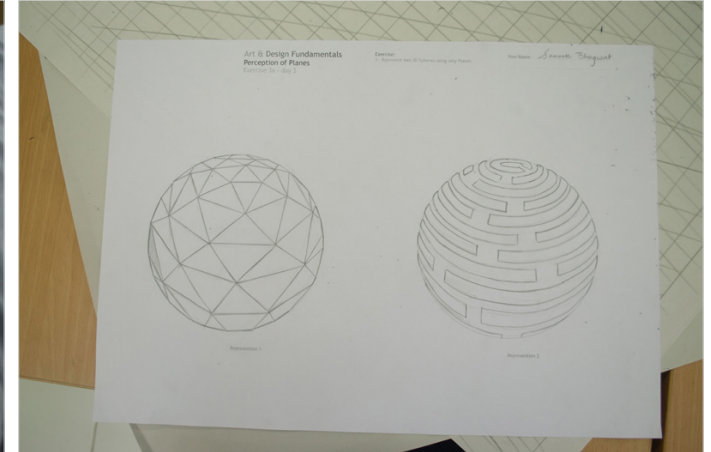
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Exercise 5:

Perception of planes.

Render a flat circle by using planar surfaces.



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Advanced Gesture Studies

Here we continue our exploration of the human gesture by composing several gestures together in one single image.

Exercise 1:

Compose an image in with multiple gestures.

The human figure should be posed for around five minutes. Sketch out the gestures of the figure as well as any details that you would like to include in the composition. Compose each image inside a square with the details you have sketched from the figure.



Spend no more than 20 minutes to compose and draw the pictures from the 5-minute gesture studies done earlier.

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Design Tools

Elements of Design:

Elements of Design is a design learning tool developed by IDC, IIT Bombay. It is an interactive web space where students and aspiring designers can learn about the basics of design. The tool's Overview shows us the interrelation between the elements of design - point, line, plane and volume. The elements have features like - shape, size, position, orientation, texture and colour.

Together these form the Visual features. Understanding these well is helpful for studying and applying the principles of design. A designer has to use principles of design in combinations to make a piece which functions/communicates clearly and effectively. In our tool, we learn about principles of design through two categories, structural and relational. All principles related to construction of a design are included in structural principles.

This section includes concepts such as negative and positive space, figure and ground, alignment, proportion, symmetry, repetition, grids, illusion and framing. All principles that are relative i.e. need another element to be compared with are included in Relational Principles. This section includes concepts such as movement, depth, order, hierarchy, sequence, balance, unity, emphasis contrast and variety.

For more information visit: https://dsource.in/tool/element_of_design/



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Contact Details

This documentation was done by Gayathri Jeaks at IDC, IIT Bombay.

You can get in touch with Gayathri Jeaks at [mj.gayathri\[at\]gmail.com](mailto:mj.gayathri[at]gmail.com)

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