

# SketchingNow Buildings 2016

## Purpose:

- Have fun.
- Analyze structure & design
- Document what you see.
- Remember your experience.
- Challenge yourself.

## Foundations

### Line Work:

- Strong Lines
- Parallel Lines
- Long Straight Lines
- Dividing Lines
- Angles
- Drawing Squares & Overlapping Corners
- Converging Lines
- Lengths
- Patterns

### Edges:

- Blind contour
- Continuous Line
- Leading Edges
- Lost Edges

### Shapes:

- Big Shapes
- Simplifying Shapes
- Abstracting Shapes
- Negative Shapes

### Volumes:

- Base Volumes
- Seeing Through
- Adding Elements
- Subtracting Elements
- Thicknesses and Depths

## Process

### Observation:

What are the:

- Big Shapes/Edges
- Lengths
- Angles
- Proportions
- Values
- Colors

### Use Guidelines:

- Alignment
- Center Lines
- Horizontal Ledges
- Adjustments for Thickness

### Measuring:

- Angles
- Proportions
- Lengths

### Values & Colors:

- Mapping Light & Dark
- Refining Dark & Light

### A Structured Way of Working:

- 1) Overall Shapes & Volumes
- 2) Proportions
- 3) Main Structure & Stories
- 4) Rhythm of Windows, etc.
- 5) Window Frames
- 6) Openings & Windows
- 7) Details – Decoration & Texture

### Methods:

- Go for it.
- Blind Contour
- Continuous Line
- Big to Small
- Negative Space & Windows
- Positive Shapes & Shadows
- Setup First
- Line then Color
- Paint before Line
- Value: Light, Medium, Dark
- Darks first then Local Color
- Top to Bottom
- Foreground to Background
- Focus & Out

### Tips:

- Choose buildings that appeal to you.
- Do a setup if you have time.
- Draw the sky first instead of the building.
- Windows are smaller than you think.
- Common mistakes: roof is too big, side walls too long, foreground too big.
- Do the minimal setup you need.
- Don't draw everything in pencil; only the minimal guidelines.
- When inking, make corrections on the fly.
- Use a standard unit of measure to judge relative lengths and proportions.
- Use clock hands to judge angles.
- Use diagonals to find the center of a shape.
- Fade out from focus – detail, color, values.
- Shade is lighter & warmer than cast shadow.
- Don't overcomplicate areas of reflected light.
- Window reflections are tricky. Simplify them.
- Rely on knowledge of volumes to add shade & shadow on a grey day.
- The best way to minimize lines is to paint first.
- Be bold. Include darks in your sketch.
- Have fun.