

Bellringer #4

Sketch the following objects on non-graph/non-lined paper:

1. A straight line (no ruler/straight edge, hand only)
2. A circle
3. A 90 degree angle
4. A 45 degree angle
5. A 30 degree angle

Intro to Sketching

The Purpose of Sketching

The purpose of a sketch is to quickly and easily get an idea on paper.

3 Classifications of Sketches

Sketches can take the form of the following:

- Design sketches
- Freehand technical sketches
- Technical Illustrations

Design Sketches

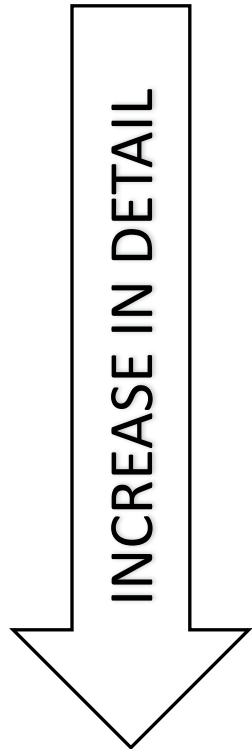
- Design sketches are rough sketches that are used to quickly capture an idea.
- They tend to have less detail, structure and restrictions than freehand or technical illustrations.

Freehand Technical Sketches

- Freehand technical sketches can be multiview or pictorial sketches.
- This type of sketch usually includes more detail and structure than design sketches.
- They also typically include dimensions.

Technical Illustrations

- Technical illustrations include more detail, structure, and restrictions than other types of sketches.
- The objective here is to create a sketch that looks as close to the final object as possible



DESIGN SKETCHES



FREEHAND TECHNICAL SKETCHES



TECHNICAL ILLUSTRATIONS

Materials Needed for sketching:

- Pencil
- Paper (Plain or grid)

...that's it! No other tools are necessary

Today we will practice sketching:

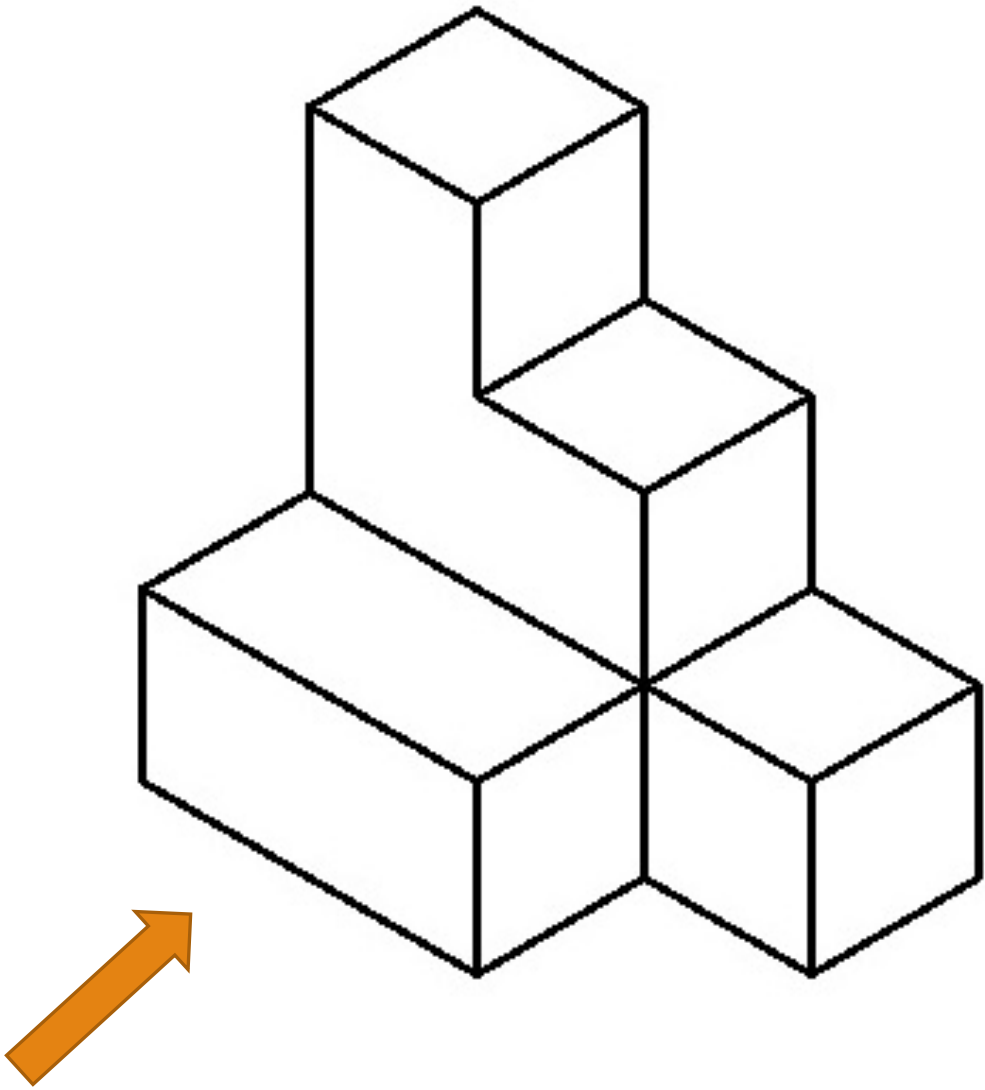
1. Straight lines
2. Angles
3. Circles

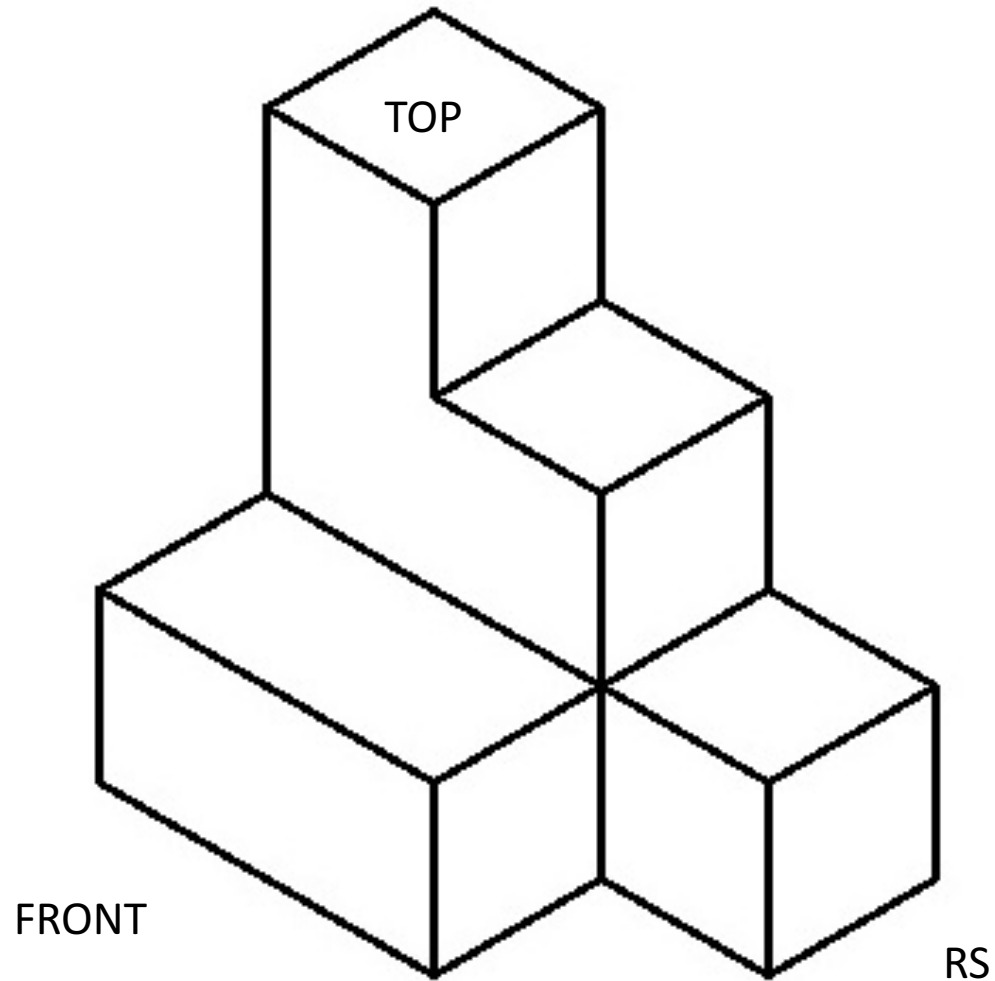
Types of Sketches

1. Single-view
2. Multiview
3. Pictorials

Single View Practice

- This is just the **front view** of an object
- Complete a Single View sketch of the following object:





Multiview Practice

- This sketch contains 3 views. Front, Top, and Right Side
- Complete a Multiview sketch of the following object:

Pictorial Practice

- This sketch takes into account perspective
- There can be multiple points of perspective
- Complete a 1-point perspective sketch of a rectangle.
- Complete a 2-point perspective sketch of a rectangle.