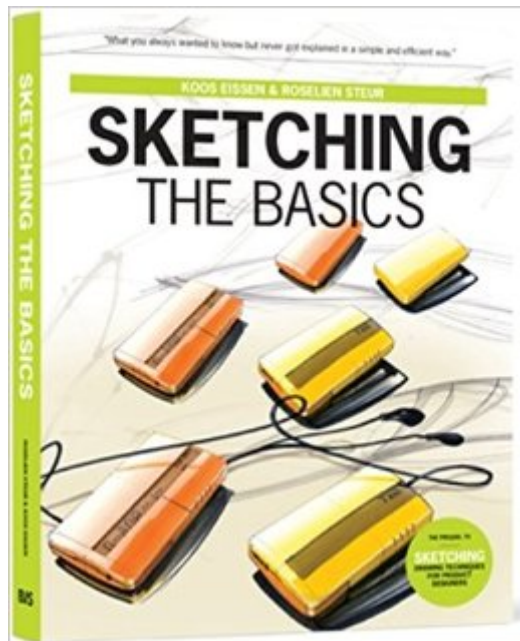


The book was found

Sketching: The Basics (2nd Printing)



Synopsis

In 2011, following the phenomenal global success of *Sketching*, which has sold over ninety thousand copies to date, authors Koos Eissen and Roselien Steur debut the sequel entitled *Sketching: The Basics*. In fact, prequel would be a better word for this new book, since it is aimed towards the novice designer. Whereas *Sketching* shows you how to draw various aspects of shape and form, and serves more as a reference book, *The Basics* explains things in more detail, taking the reader by the hand and guiding him step by step through all the various aspects of drawing that novice designers come up against. *The Basics* explains the rudiments of learning to draw both clearly and comprehensively, using step-by-step illustrations, examples, and strategies. You will learn to use and master the different techniques and also how to apply sketches in the design process. It is the perfect book for those just starting out in sketching, for the first years of art and design courses, and for those who wish to revise the basics of good sketching; it is a simple and efficient way of learning all you've ever wanted to know but have never had explained to you. Koos Eissen is an associate professor at Delft University of Technology in the Netherlands, where he is responsible for the freehand and digital drawing classes at the Faculty of Industrial Design Engineering. Roselien Steur lectures at the Royal Academy of Arts in The Hague and specialises in design sketching workshops for professionals.

Book Information

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Customer Reviews

Length: 1:24 Mins

This is the second book put out by Roselien Steur and Koos Essen, both educators who teaches design sketching. The first book *Sketching (5th printing): Drawing Techniques for Product Designers* was also on sketching. This book is marketed as the prequel. The focus here is on getting the basics. There are seven chapters but in general covers techniques on drawing geometry, choosing the correct viewpoint, and adding colours and details. It's not totally basic though, some prior knowledge of perspective drawing will be extremely beneficial. The examples provided are well illustrated and explained. There are lots of tips even for something as simple as drawing a cube, the basic building block. Every page is packed with information and beautiful designs. I like that there are a few real world case studies for each chapter. The book could do better with a few detailed step-by-step construction of the example products, from start to finish. The way it's presented now is basically having sketches on the page, and focusing on a few parts, such as drawing rounded corners for phones and only that. The section on colouring should also be broken into steps to show how certain effects are achieved, like blending chalk with markers to get a nice graduated effect. Overall, it's a very informative book. I'm not a product designer but I found certain sections helpful, especially the chapter on using the appropriate viewpoint to highlight product features. (There are more pictures of the book on my blog. Just visit my [profile](#) for the link.)

I originally bought and enjoyed *Sketching: Drawing Techniques for Product Designers* (DTFPD for short:), and this second book, (a prologue/companion/introduction of sorts) really is equally great; as an aspiring product designer and professional graphic artist I've found these 2 Books to be Incredibly useful. If you can, buy both, If you can only afford one or can't decide, get this one first. Having said that, *The Basics* focuses more on some aspects of proper geometry, style and marker rendering with a focus towards what is considered the standard view or technique in Industrial/Product Design, but then again DTFPD expands on some topics (like marker rendering) while completely standing alone on other subjects (like ideation, light) , hence the need to have both books, but as I said before, I believe *The Basics* is slightly more condensed. Also, there is ample overlap in between both books, except on some critical bits, confusing I know. I have a list of complaints about this book, but since I really love it I guess they are more of a wish list for the writers, perhaps in the 3rd book,; here we go: 1. More step by steps (you know with numbers and arrows would be great), half the time spent on this book is trying to decipher what it is you are trying to teach, it's sad, but for a design book the text is not always next to the correct image. 2. Ellipses need a better explanation. 3. I go crazy for case studies, it's like my favorite thing in the world, but

sadly I think you are over using them in your books.4. Materials list (Copic markers are not cheap you know, It would be great if you told me which ones to buy as to avoid the trial/error).5. I miss the little Cartoons : (But really, great book and can't wait for the 3rd one which might be called Sketching: The definite edition, I'll keep on buying them I guess.K

This book is perfect for industrial/product design students or anyone with an interest in those fields. Or just anyone who wants to get better at the technical aspects of sketching. While this book is geared towards designers it could benefit any fine arts student as well. I was very impressed with how professionally this book was done. So many books of this nature bumble about a bit as they try to teach you something new, but this book means business.

We all have our own style but this book is a great addition to any collection to cover the basics and inspire the designer in us all. Very affordable book. Our professor has one of three books depending on your specialization but this one was recommended to all students. Very clean and sharp rendering style is practiced in this book.

This book is not only what i hoped to be. Is a lot better in every aspect. There is a ton of information in this book, very well organized, lots of sketches and everyone with a note explaining it. Also are great case studies from different studios...there are fotos to explain things, designs with marker and digital, and the process related to work with all this (sketchs, markers, photos, digital). This book is just how books explaining design should be. I'm an aspiring concept artist, not a ID student, so for me this book is ideal to have an idea about how ID's work, what and why they do from the initial concept to the more polished presentation. And besides the content, the physical quality of this hardcover book is incredible and, is a very thick book, i have it since two months ago and i read a few pages per day or so because is too much information to absorb...is better to read it and do some copies about the things you find interesting and things you dont handle well to take advantage of the read. Enough review, buy this thing without second thoughts, is an amazing thing to have in your bookshell. Just believe me. bye.

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