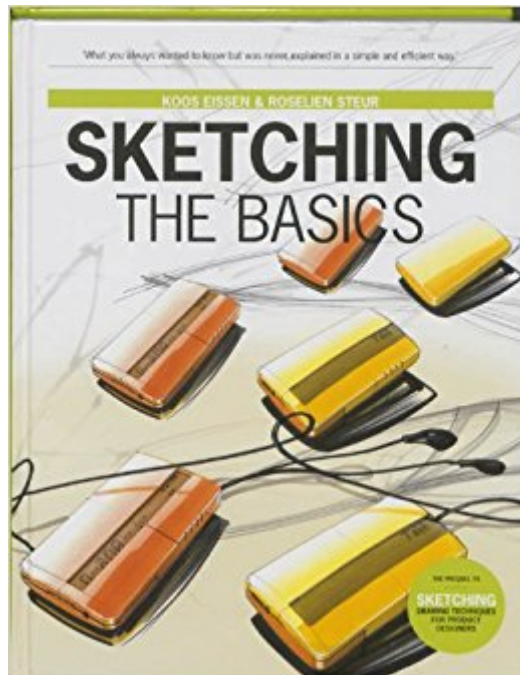




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Sketching: The Basics (2nd Printing)



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

The authors teach sketching at the prestigious Delft University, Faculty of Industrial Design in the

Netherlands. Their first book for BIS called Sketching is now an international bestseller with over 60.000 copies sold.

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 gradated 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 geared more toward individuals who can draw already.

Lacking instruction material, the only good thing going for the book, is the images.

There are a lot of books on design drawing available these days. This is a good book for referencing and getting warmed for rapid viz exercises. This particular book differs from the other book "Sketching" in the sense that it shows a lot of marker, pen and ink renders. The other book exhibits almost purely computer driven illustrations. I feel this book is more about observation, look and learn approach rather than a 1-2-3 'how-to.' Of course the best way to improve is to just keep practicing.

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.

Great book. Good info on getting started. Won't draw for you, though. If you're not going to practice, practice, practice your lines, arc, circles, and ellipses the book will be almost useless. Sorry -- truth.

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.

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