Introduction to basic sketching & rendering techniques

Synopsis:

This book is intended as an introductory textbook for students and as a reference book for designers working in the field of product designing and engineering product design and development.

As such, it gives a description of the basic techniques for sketching and rendering of a product in mixed-media using pencil, pen, markers, and pastels which are versatile and faster to work with compared to water/poster colour and air brush. Topics such as Materials, Basic of Drawing, Shading, Colouring, Sketching, and Rendering with original samples of drawing are illustrated in order to show the step by step techniques of sketching and rendering.

The basic aspects of perspectives, shading, and various types of colour surfaces, apart from using the right materials are fundamental and important applications in creating good drawings. This book aims at providing the reader with fast sketching and rendering methods ranging from simple basic geometrical shapes to consumer products.

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Table Of Content:

Preface

CHAPTER 1 MATERIALS

Pencils

Colour Pencils

Pens

Markers

Buying and Using Markers

Pastels

Papers and Pads

Paints and Inks

Miscellaneous Items

CHAPTER 2 BASIC OF DRAWING

Skills Needed by an Industrial Designer

Perspective

Convergence

Foreshortening

Diminution

One–point Perspective System

Two–point Perspective System

Three–point Perspective System

Freehand Perspective

Drawing Ellipses

Ellipses in Cylinders

Choosing an Angle

Isometric View and Oblique View

CHAPTER 3 SHADING

Shading

Highlights

Shading Basic Geometric Shapes

Shadows

Environmental and Surface Reflections

Exaggerating Tones

CHAPTER 4 COLOURING

Types of Surface

Chrome Surface

Glossy Surface

Matt Surface

Transparent Surface

Reflections on Curved Surfaces

Reflections on Spherical Surfaces

CHAPTER 5 SKETCHING

Thumbnail Sketches

Concept Sketches

Detailed Sketches

Good Techniques in Sketching

Ways of Generating Ideas When Doing Sketches

CHAPTER 6 RENDERING

Introduction

Rendering Basic Surfaces (Chrome, Glossy, Matt, and Transparent)

Chrome Surface Rendering

Glossy Surface Rendering

Matt Surface Rendering

Transparent Surface Rendering

Rendering Products

Chrome Watch Rendering

Vacuum Cleaner Rendering

Concept Car (SUV) Rendering

'Grip' Digital Watch Rendering

'Music Capsule' MP3 Player Rendering

Camera (Metallic Casing) Rendering

Concept Motorcycle Rendering

Concept Motorcycle Rendering (Perspective View)

Concept Car Rendering (Side View)

'Mantis' Eyewear Shades Rendering

Projector (Coloured Paper Rendering)

Baseball Cap Rendering (with Textures)

Sports Shoe Rendering (with Textures)

Kurecolor Marker Rendering

Important Stages in Rendering

CHAPTER 7 CONCLUSION

REFERENCES

INDEX