

Drawing Workshop (for HSSP)

Goal

The goal of a drawing workshop with students at MIT is to give them basic hand skills and confidence to sketch out their ideas.

(Note: the goal is not to create beautiful sketches, it is to create communicative illustrations)

Drawing, Design and Creative Strategies

Learn some basic sketching techniques so you have the tools to draw almost anything. Then use those skills to design your own product. Finally, learn some simple strategies for creating unique and interesting ideas.

This class will provide you with a basic skill set that can be used to design products for engineering and aesthetics, entertainment design for movies, and much more!

Class Meetings

Meeting 1 DRAWING

- 0. Introduction **[30minutes]**
 - AA. Introduce Myself / Students Introduce themselves
 - A. Basic drawing setup Overview
 - 1. Paper
 - 2. Pens
 - B. Slides with examples of drawings
 - C. Overview of classes
 - 1. Drawing Basics
 - 2. Drawing + Observation
 - 3. Design Process (Research)
 - 4. Design Process (Design)
 - 5. Creative Strategies
 - 1. Drawing Lines (drawing from elbow technique) **[10minutes]**
 - 2. Drawing Circles and Ellipses **[10minutes]**
 - 3. Drawing Cubes, Cones, Cylinders and Spheres (in perspective) **[10minutes]**
 - 4. Review of Basic Perspective **[10minutes]**
 - Slides + Examples
 - A. 2 Point Perspective
 - B. 3 Point Perspective
 - 5. Drawing simple man made objects **[10minutes]**
 - A. Utilize the building blocks of cubes, cones, cylinders and spheres
 - B. Examples:
 - Cans / Computer / Ball /
 - 6. Organic forms, using contour lines to indicate form **[10minutes]**
 - 7. Lineweight Overview **[10minutes]**
 - 1. Indication of dimension and light
- Homework: 1 page of each
- A. Explain Review Session at next class

Meeting 2 DRAWING + OBSERVATION

- 1. Homework Review **[20minutes]**
 - A. Questions + Answers/Demonstration
 - B. Review of Techniques from last week
- 2. Drawing from Observation
 - A. Slides of Examples **[10minutes]**
 - B. Demonstration **[10minutes]**

- C. In Class Exercise **[30minutes]**
 - 3. Making Observations
 - A. Asking Questions
- Homework: Observational Drawings + Notes
Identify a Problem*(students will need example of what this means)

Meeting 3 OBSERVATION + DESIGN

- 1. Homework Review **[30minutes]**
 - A. Review
 - B. Critique/Questions/

- 2. Design Process **[30minutes]**
 - 0. Slides with examples of each
 - A. Observation/Research
 - B. Problem Definition
 - C. Concept Generation
 - D. Experimentation
 - E. Prototype
 - F. Evaluation
 - G. Final Presentation

- (Focus on Observation/Research/ Problem Definition/Concept Generation)

- 3. Why Design Matters/How Design Adds Value **[10minutes]**
- 4. Drawing Exercise **[30minutes]**
 - A. To keep the hand moving
 - B. Possible Exercises
 - 1. Shadow and Shading
 - 2. Color
 - 3. Composition

- Homework: Research + Concept Generation for Solution to Problem **[10minutes]**

Resources: Online Video...

Meeting 4 DESIGN STRATEGIES

- 1. Homework Review **[20minutes]**
 - A. Review
 - B. Critique/Questions

- 2. In Class Demo **[20minutes]**
 - A. Demo based on Homework Review
 - B. Will use a student's homework as starting point

- 3.

Homework: Varied Homework (dependent on students)
Research / Concept Generation / Prototype(?)

Meeting 5 CREATIVE STRATEGIES

- 1. Homework Review
 - A. Review
 - B. Critique/Questions
- 2. Creative Strategies
 - A. How to get Unstuck
 - B. Strategies
 - Say Yes
 - Problem Framing
 - Pattern Breaking
 - Exploration
 - Innocence
 - Play
 - Limitations

3. Class Review/Moving Forward Beyond Class

[60minutes]

A. Focus on Individual Questions of Students

B. Demo/Lecture to Address

(Will need pre-prepped slides/pdf examples)

Homework: Final Meeting/None!

Resources: [Improve Wisdom](#)

[Lessons From Improv](#)

[Engineering By Design](#)

[Improv Guidelines](#)

[Overcoming Creative Block](#) (different artists give their perspectives)

[How Creativity Happens](#)

HSSP Course Info

Course Title:

Drawing, Design and Creative Strategies (ADVANCED)

Course Description:

Learn some basic sketching techniques so you have the tools to draw almost anything. Then use those skills to design your own product. Finally, learn some simple strategies for creating unique and interesting ideas.

This class will provide you with a basic skill set that can be used to design products for engineering and aesthetics, entertainment design for movies, and much more!

Course Prerequisites:

This ADVANCED course is for students who feel they have a good deal of experience in drawing skills. It is recommended you bring some samples to the first class meeting.

Course Materials:

Pens, copy paper, folders, inexpensive notebooks if I can find them (< \$2 each)

Message for Directors:

I graduated from Art Center College of Design with a degree in Product Design. I never realized there was such a field until well after high school. I would love to take the time to expose students to alternative fields that relate to the those of science and technology, but from a slightly different perspective.

Student Questions:

What drawing experience do you have prior to this class?

What are three things you would like to learn from the class?

What are at least 2 topics outside of drawing really interest you (IE shoes, robots, fishing, etc)?

Why do you want to take this class?

Question Directions:

Responses of 2 to 3 sentences are preferable to shorter 1 word answers, and will help me tailor the class to the interests and skills of the students. The more detailed the answer, the better the class will be.