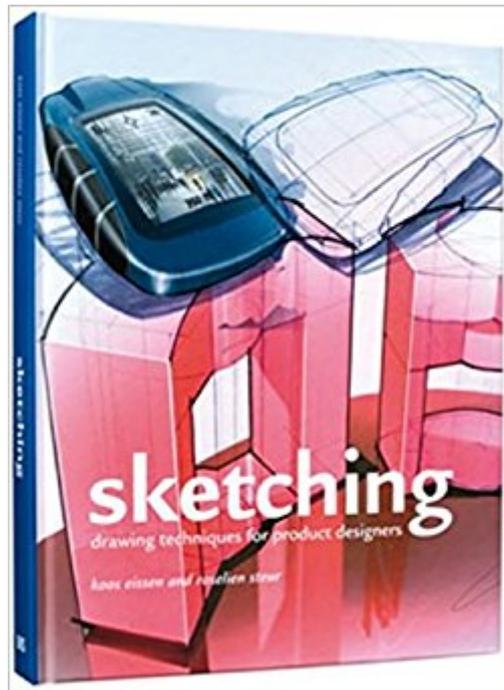# Sketching (12th Printing): Drawing Techniques For Product Designers

Synopsis

Sketching is an incredibly broad and practical survey of sketching techniques for product designers. It goes without saying that the book is suited for the classroom, but every design studio will also find this manual an asset, because in spite of the ascendancy of the computer, hand-drawn sketches are still a very much used.

Book Information

Hardcover: 256 pages

Publisher: BIS Publishers (April 1, 2009)

Language: English

ISBN-10: 9063691718

ISBN-13: 978-9063691714

Product Dimensions: 8.7 x 1.1 x 11.1 inches

Shipping Weight: 3.1 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars See all reviews (70 customer reviews)

Best Sellers Rank: #119,082 in Books (See Top 100 in Books)   #60 in Books > Arts & Photography > Drawing > Pen & Ink   #72 in Books > Arts & Photography > Decorative Arts & Design > Industrial & Product Design   #87 in Books > Arts & Photography > Drawing > Pencil

Customer Reviews

The other reviews of this book appear to be describing another book altogether. This book has pages and pages of example sketches with small captions that describe conceptually what has been done. However, this book is *not* a textbook and it provides very little instruction. This book is more akin to a coffee table book of cool sketching examples.

This is a great book for inspiration, and it has bucket loads of great instruction on the techniques and rules of such things as perspective, ellipse construction etc. What it didn't have, and what disappointed me, is an almost total lack of media instruction. Almost every sketch in the book is done in marker, yet there is no info (at least none I have found, and none listed in the index for the sections I haven't read yet) on how to properly apply smooth blocks of colour, or the best way to apply pastel. There is loads of info on drawing construction. I have to agree with other reviewers on here, the grammar, spelling and layout is quite atrocious in many places. I understand that English is a second language for the people who wrote it but that is no excuse. If you can't properly speak a language, hire someone who can to fix your mistakes. The other issue I have with it is that it is a

(very) thinly veiled mass-promo for Dutch designers. Many of the accompanying real product examples have, in my opinion, tenuous at best relations to the drawing subject at hand, and they are almost entirely Dutch. Even the international companies featured, such as Ford, have Dutch designers working there and featured. I personally got way more out of "Design Sketching" by Erik Olofsson and Klara SjÃ¶lÃ©n from the UmeÃƒÂ¥ Institute of Design.

As a professor in Industrial design drawing, this book is a long required book for teaching product design drawing, it has everything. I am thrilled with it and all other professors in my department are begging to borrow it from me.Thank God for this book I have been using Powels books for years but this book includes new materials for drawing. More PLEASE!I had to buy this book via Frame magazine.. why is taking so long to have it in bountiful supply

You can order this directly through the publisher!! (about 60 bucks)I have been designing products for 15 years and have purchased quite a few reference books. This would be the bible of sketch-o-rama. LOTS of different techniques and excellent breakdowns of method. Worth every penny. Ir you are a product designer get one and saddle up the Cintiq for a ride!! Giddy Yup!! Hopefully will pick this up soon.

As a graphic artist and budding Industrial designer this book has been a joy to have and learn from; for the last couple of months I've started my day sketching with this book and a cup of coffee,this has been marital bliss.My sketching skills have improved considerably and I've found myself repeatedly telling myself, oh so that's how this and that is done, followed by I can do it !, followed by It only took me 5 minutes !The book itself has 2 distinct sections intertwined;a very loose lesson on the various aspects of sketching for product design, and case studies of actual product designers that incorporate some aspects of the lesson at hand.There is ample room for improvement though, while it is chock full of great graphics, photos and sketches,I would rather have had more reference sketches maybe even a compendium of shading,shapes and lightning ,and less case studies,it also lacks on the step by step department, and yes it follows no clear path and just trows itself recklessly into the subject;this is a book best read in small doses with some markers and paper at hand.In any case these flaws are easily overlooked by how useful and effective it is as a learning and reference tool.

Good book with a lot of good examples and some good helpful insights in the accompanying text

snippets (most of the text is in the form of extended captions, but that works very well here). Grab your favorite drawing program (I vacillate between Inkscape and Sketchbook Pro depending on what I'm doing) - or even paper, pencil, pen, and markers (if you're brave enough to go undo-less) and duplicate some of these sketches - you'll improve your skills markedly and much faster than you might expect. BTW, the chapter on ellipses is great, especially when combined with another excellent treatment you can find by searching the web for "The Bad Ellipse: Circles in Perspective") Lastly, this book offers a few tips that only come with lots of experience, so they're invaluable to those (like me) trying to teach themselves to sketch passably well without having to create a 3D model in CAD.

This book runs the gamut of what is possible regarding design sketching. A very informative textbook style offers vital tips and techniques for the beginning or serious designer. From analog to digital sketches to a merge of both media this book will surely impress. As this book is currently in its 5th printing and sold out everywhere you'd do well to find a copy and put your mitts on it. It does not disappoint. A job well done to the author and the many designers featured in the book.

Sketching (12th printing): Drawing Techniques for Product Designers Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) Drawing For Beginners: The Ultimate Guide To Successful Drawing - Learn The Basics Of Drawing And Sketching In No Time! (Drawing, How To Draw Cool Stuff, Sketching) Drawing: Drawing and Sketching,Doodling,Shapes,Patterns,Pictures and Zen Doodle (drawing, zentangle, drawing patterns, drawing shapes, how to draw, doodle, creativity) Drawing: Drawing For Beginners- The Ultimate Guide for Drawing, Sketching,How to Draw Cool Stuff, Pencil Drawing Book (Drawing, Learn How to Draw Cool Stuff) Drawing: Made EASY: Learn - Sketching, Pencil Drawing and Doodling (Drawing, Zentangle, Drawing Patterns, Drawing Shapes, How To Draw, Doodle, Creativity) Drawing For Beginners: The Ultimate Crash Course on How to Draw, Pencil Drawing, Sketching, Drawing Ideas & More (With Pictures!) (Drawing On The Right ... Analysis, Drawing For Beginners) The Urban Sketching Handbook: Reportage and Documentary Drawing: Tips and Techniques for Drawing on Location (Urban Sketching Handbooks) ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide Agile Product Management: Product Owner (Box set) : 27 Tips To Manage Your Product, Product Backlog: 21 Tips To Capture and Manage Requirements

with Scrum ... development, agile software development) Agile Product Management and Product Owner Box Set: 27 Tips to Manage Your Product, Product Backlog and 21 Tips to Capture and Manage Requirements with Scrum The Urban Sketching Handbook: Understanding Perspective: Easy Techniques for Mastering Perspective Drawing on Location (Urban Sketching Handbooks) The Urban Sketching Handbook: People and Motion: Tips and Techniques for Drawing on Location (Urban Sketching Handbooks) Drawing for Product Designers (Portfolio Skills: Product Design) Perspective Sketching: Freehand and Digital Drawing Techniques for Artists & Designers DRAWING: For Beginners - Mastering the Basics of Pencil Drawing (How to Draw, Sketching, Art, Drawing for Beginners) Start Sketching & Drawing Now: Simple techniques for drawing landscapes, people and objects Agile Product Management: Product Owner: 26 Tips to Manage Your Product and Work with Scrum Teams Agile Product Management: Product Vision:: 21 Steps to setting excellent goals for your product (scrum, scrum master, agile development, agile software development) Agile Product Management: Release Planning: 21 Steps to plan your product releases from a product vision with Scrum (scrum, scrum master, agile development, agile software development)