



# GUIDE2

Let the game begin!

## MASTERING THE PEN

theDesignerStarterKit | by theDesignSketchbook.com



Have no fear of perfection, you will never reach it.

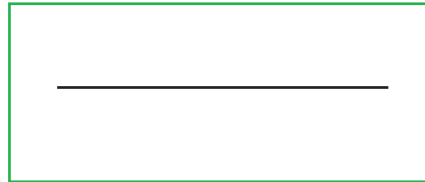
-Salvador Dali

# Straight lines



The straight line is the most basic element of drawing after the single point (since a line is a moving point). It's an essential tool for drawing construction lines, such as perspective grids. Relax and work on accuracy.

**PASS!**

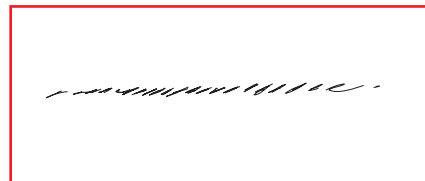


#### THE ZEN MASTER

You don't have to draw fast; just keep a constant speed.

>> Touch the paper – draw – stop – lift off paper

**FAILED**



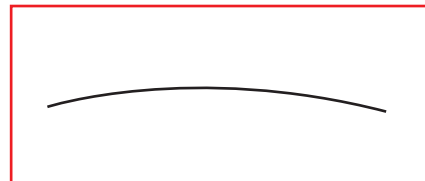
#### THE FURRY LINE

You're trying to imitate the way artists seem to draw.

>> Work on drawing fluid lines.

If you're afraid of making mistakes, draw with a light wrist.

**FAILED**

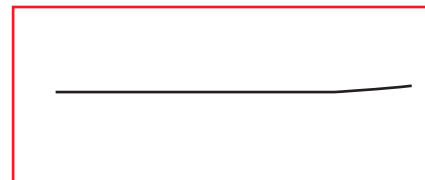


#### THE CURVED LINE

Either your elbow or your wrist is resting on the table.

>> Draw with your whole arm

**FAILED**



#### THE TAILED LINE

You didn't end the line with a full stop; instead you drew a line quickly, accelerating at the end.

You did: >> Touch the paper – draw – NOT STOP – lift off the paper

>> Refer to the Zen Master

**FAILED**



#### THE SHY LINE

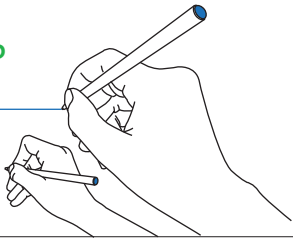
You're trying to do well by going slow, but it's too slow.

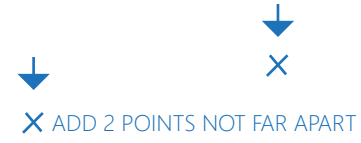
>> Find a minimum speed where you're comfortable but you still get good momentum. You'll get confident with practice.

1


**RECOMMENDED**  
[B] POSITION

The [A] position is also suitable.



2


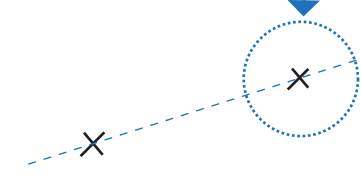
ADD 2 POINTS NOT FAR APART

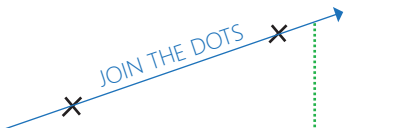
3


GHOST DRAWING

4


STARE AT THE END POINT JUST BEFORE TRACING



5


JOIN THE DOTS

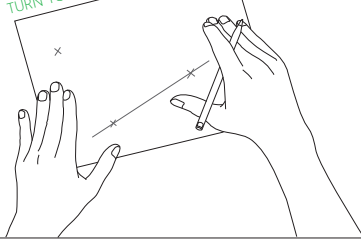
YOU CAN STOP YOUR LINE AFTER THE DOT. IT'S OK

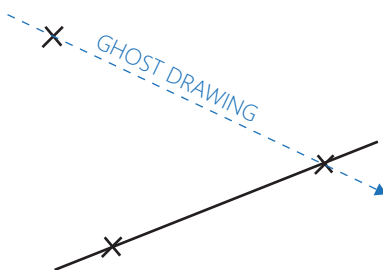
6


ADD A 3rd POINT FURTHER

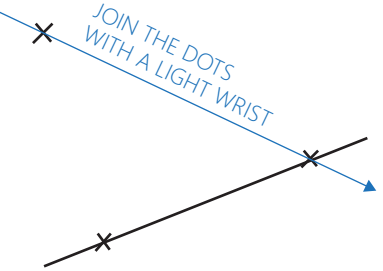
7

**REMINDER**  
TURN YOUR PAPER WHEN NEEDED

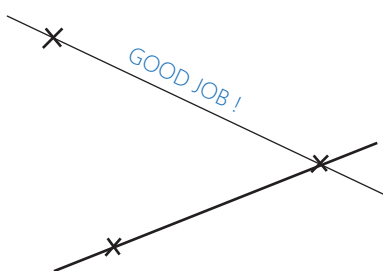


8


GHOST DRAWING

9


JOIN THE DOTS WITH A LIGHT WRIST

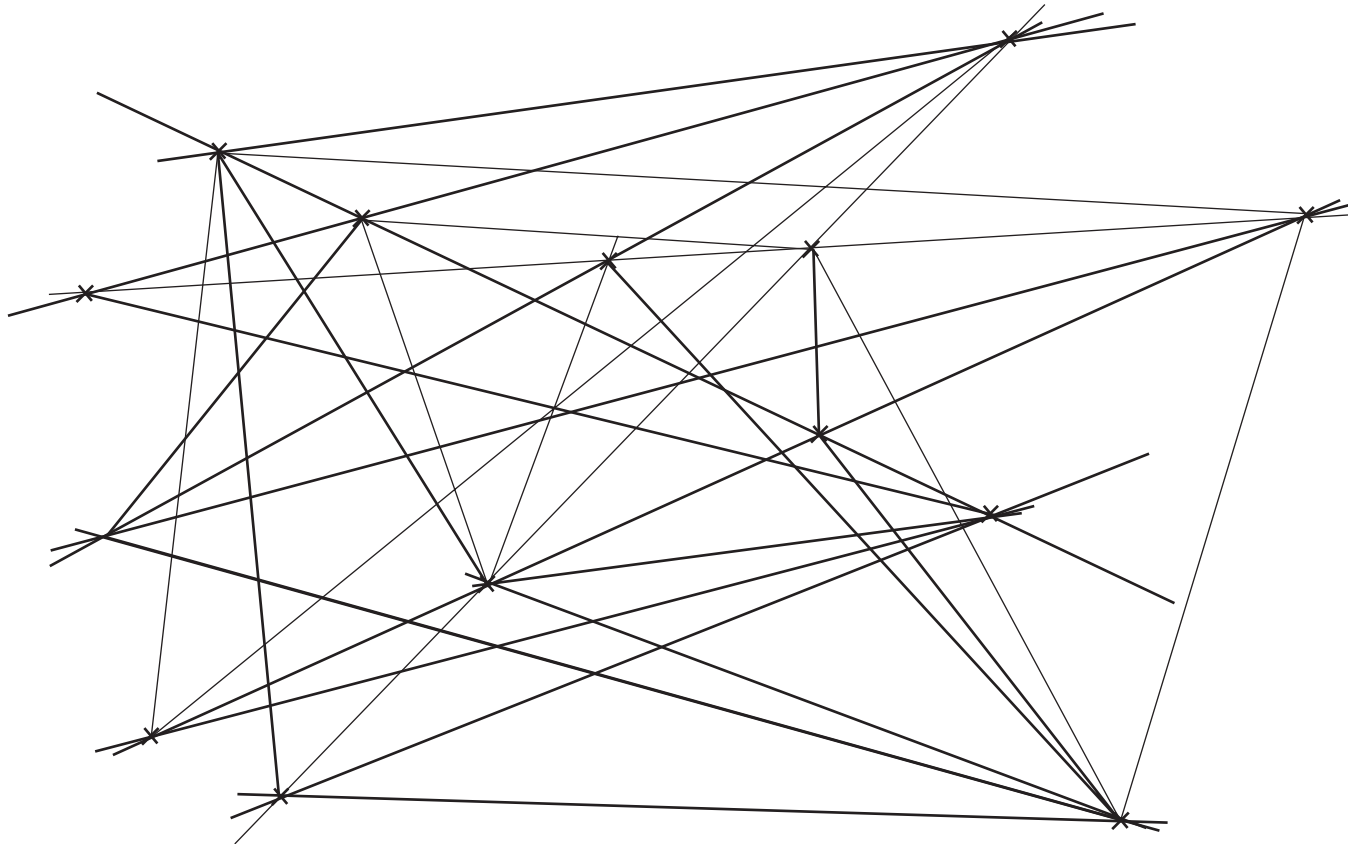
10


GOOD JOB!

11

**REPEAT THE CYCLE x 30**

TRAIN TRACING YOUR LINES FROM LEFT TO RIGHT, VICE VERSA



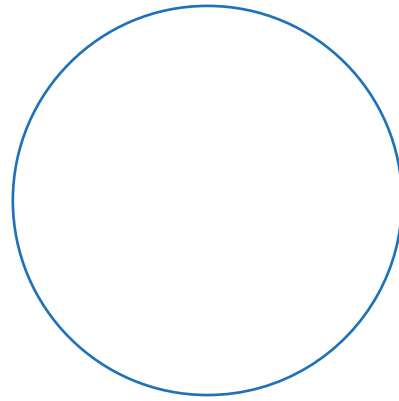
Eventually you should produce something like the above.  
When you're satisfied with it, date and archive the sketch.  
Redo this exercise every once in a while. It works best as a warm-up session.

On the path to becoming a Zen Master,  
your brain and your pen will begin to harmonize.

TAKE A BREAK - GREEN TEA TIME

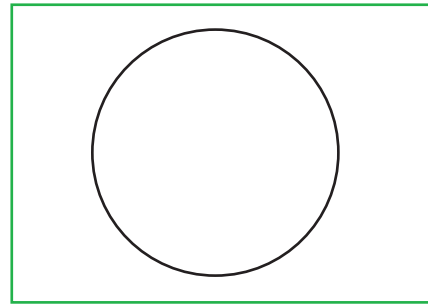


# Awesome circles



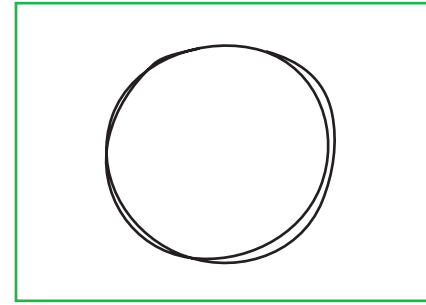
Making a circle is not a natural movement for the body. Many of you have said that you think this ability comes from practice; that's great. I'll show you some tricks on how to achieve it.

**PASS!**



**SINGLE RING**

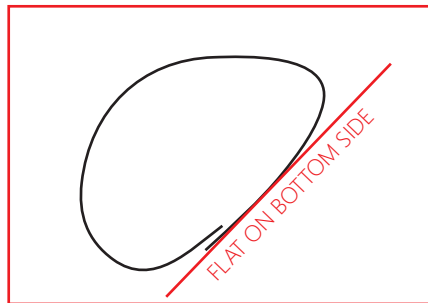
Simply awesome!  
Master the double or triple ring  
before trying this one.



**DOUBLE or TRIPLE RING**

**Recommended**  
Aim for the momentum to perfect  
your circle in the 2nd and 3rd rings.

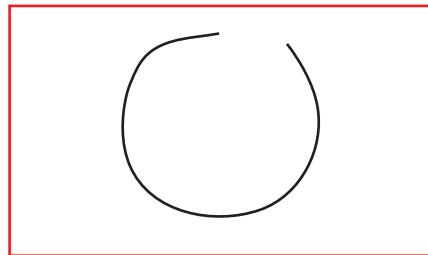
**FAILED**



**THE POTATO CIRCLE**

An elbow or a wrist might be resting on the table; or, your elbow could be knocking against your ribs.  
>> Your elbow shouldn't be pressed against your body. Extend your arm and elbow a bit like you're pretending to have chicken wings, and make yourself comfortable!

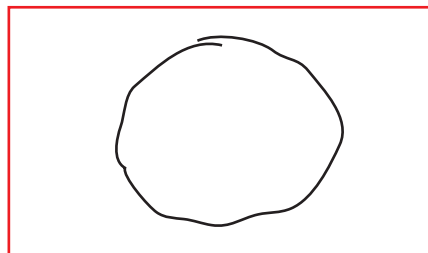
**FAILED**



**THE UNFINISHED CIRCLE**

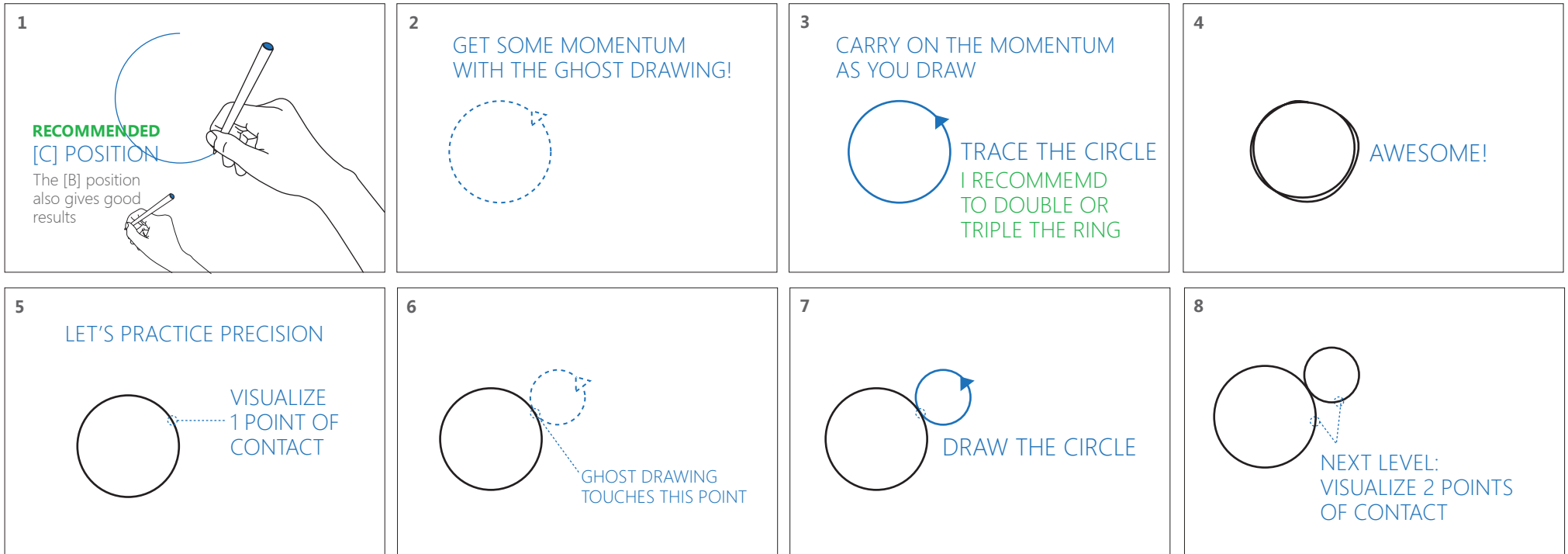
Too fast!  
>> Double or triple the amount of loops you trace around the circle. This will stabilize your movement. When you find your momentum through the ghost drawing, carry that momentum through into the actual drawing.

**FAILED**



**THE SHY CIRCLE**

Hesitant and slow; the lines become irregular  
>> Focus on the ghost drawing, then make the first two loops of the circle with very light pressure, and the third with a more solid hand.



9

REPEAT x 4

9

REPEAT x 4

10

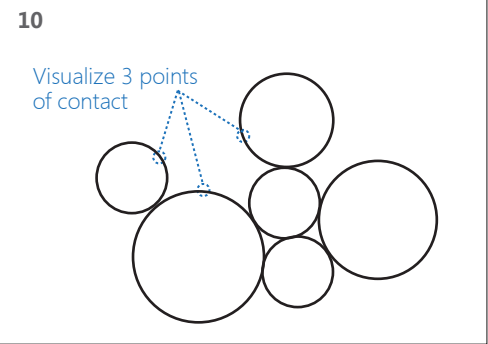
Visualize 3 points of contact

A diagram illustrating the concept of '3 points of contact'. It features a cluster of seven circles of varying sizes. Three circles are highlighted with blue dotted lines connecting their points of contact to a horizontal line, representing the base of the cluster. The text 'Visualize 3 points of contact' is written in blue above the diagram.

10

Visualize 3 points of contact

A diagram illustrating the concept of '3 points of contact'. It features a cluster of seven circles of varying sizes. Three circles are highlighted with blue dotted lines connecting their points of contact to a horizontal line, representing the base of the cluster. The text 'Visualize 3 points of contact' is written in blue above the diagram.

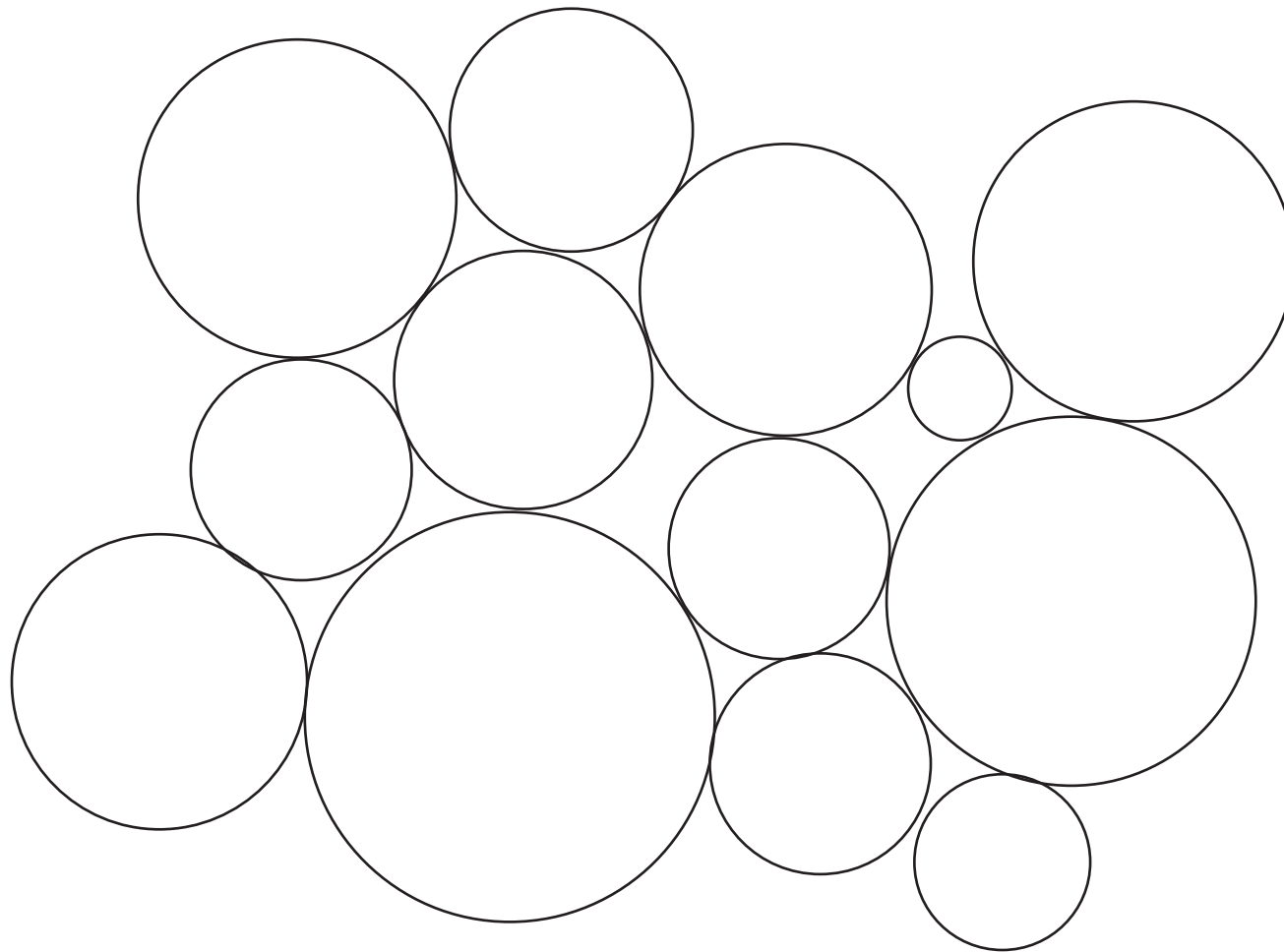


11

TRY A FEW MORE

11

TRY A FEW MORE

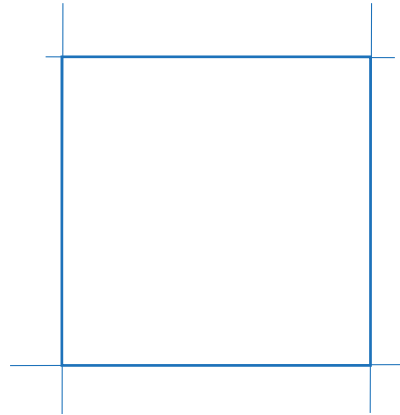


Keep this in order to show yourself how much you've improved farther down the line.

Doodle anywhere when you're bored; on the subway, in history class.  
Anywhere.

TAKE A BREAK - STRETCHING YOGA TIME

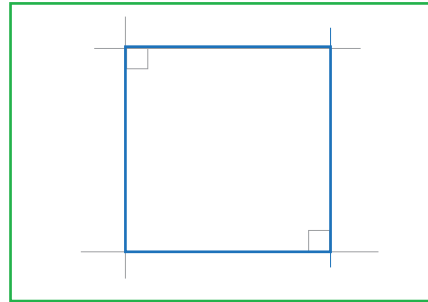
# The perfect square



Drawing a square is actually more difficult than drawing a circle. You have to consider the  $90^\circ$  angle and make sure your lines are parallel. To improve your chances of making a perfect square, let me show you a nifty sketching trick.



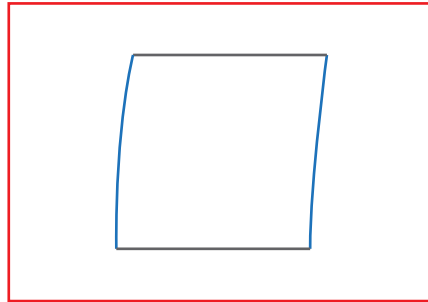
**PASS!**



#### **THE ARCHITECT**

Build your square by sketching light lines first. Then bold the square.

**FAILED**

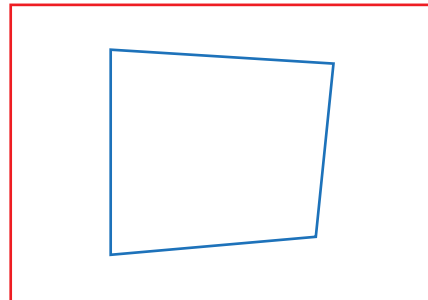


#### **THE CURVY CASE**

You might be drawing with your elbow or wrist on the table

>> [Review how to master the straight line](#)

**FAILED**



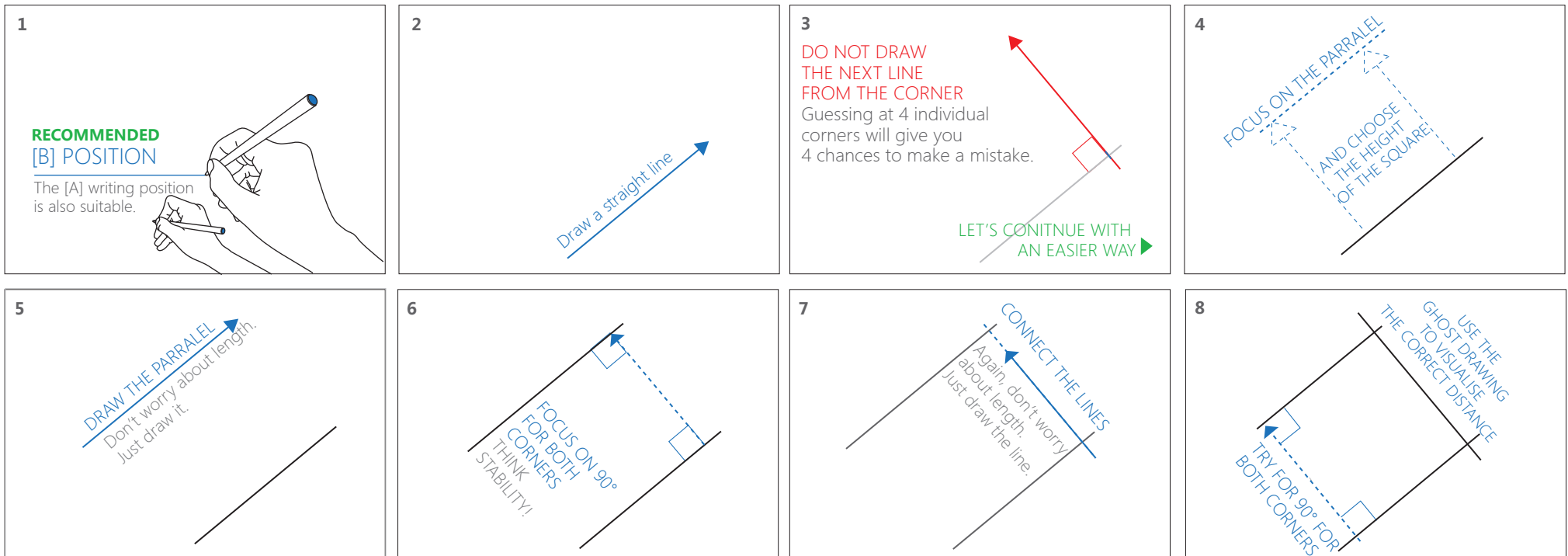
#### **NON-PARALLEL LINES**

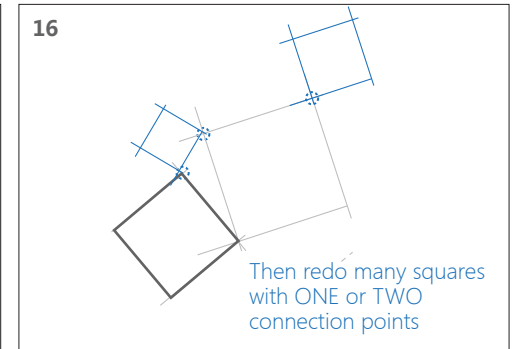
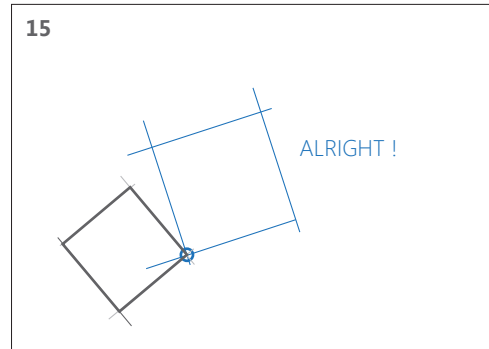
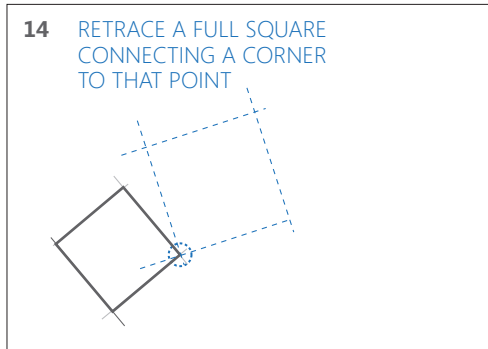
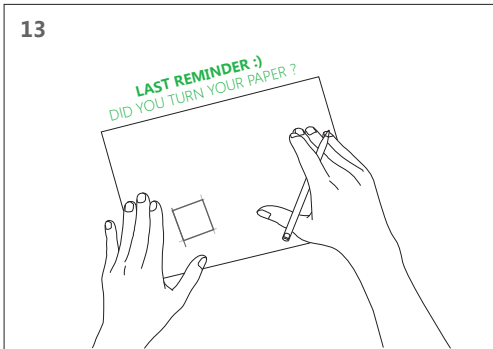
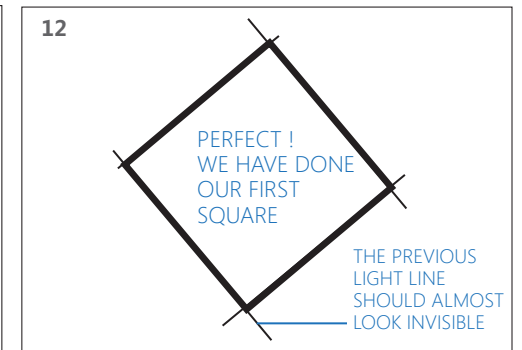
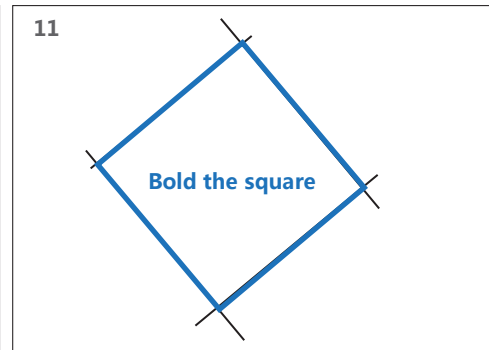
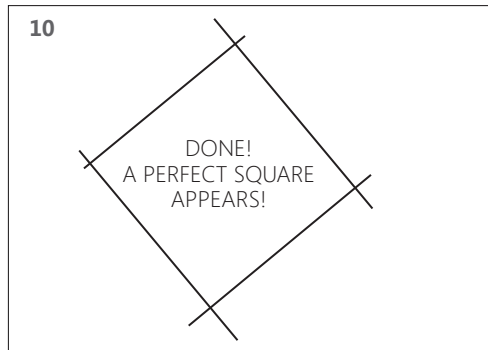
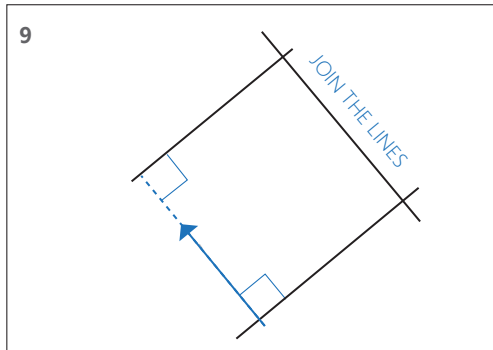
You felt like you were doing well when you traced the lines, but it still comes out awkward.

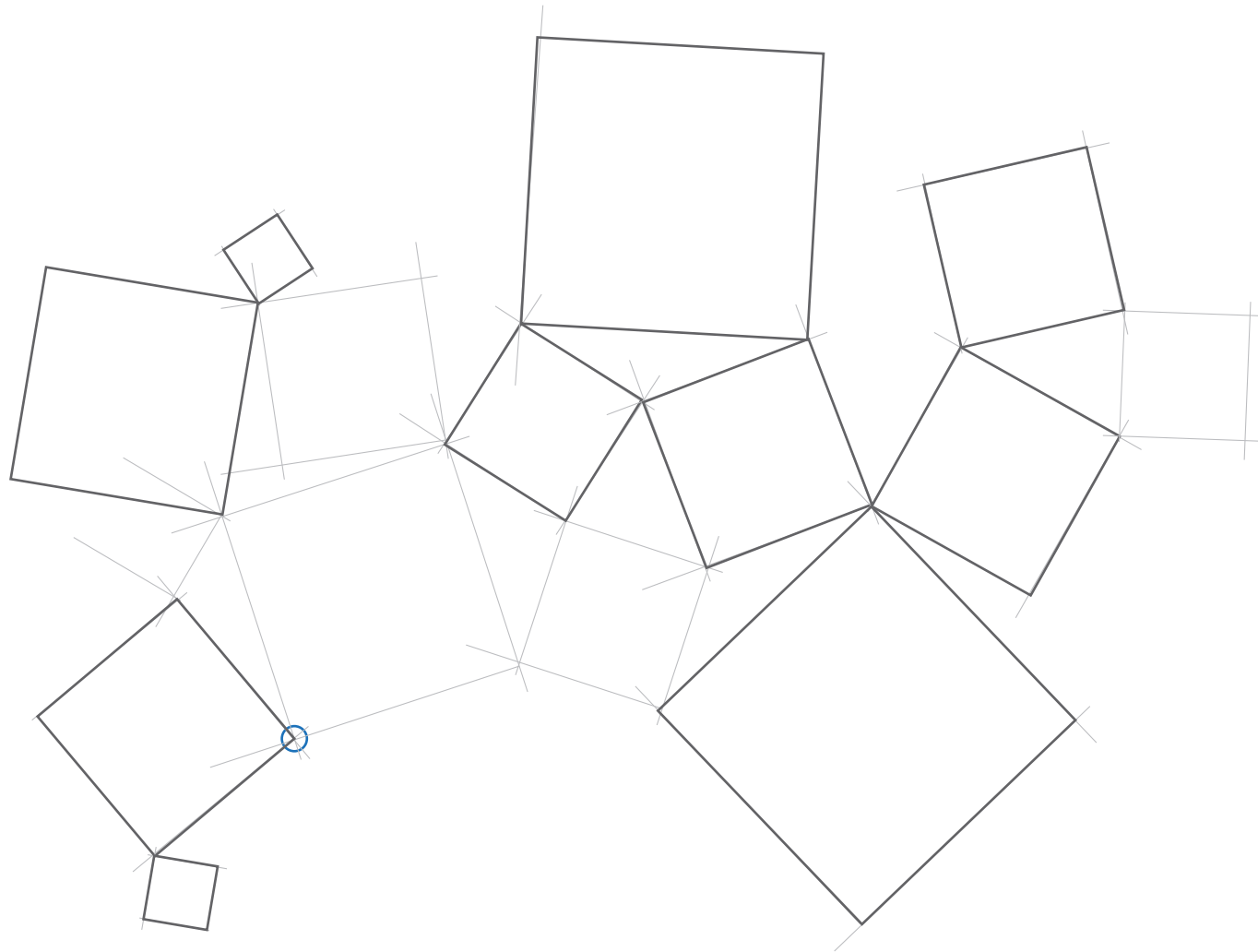
>> Sometimes your vision's been skewed, especially if there are already other lines on the paper. Relax, focus, and take your time.

>> As you turn the paper, keep visualizing the next line. Do not look elsewhere. Doing so may disconnect your brain from the shape. Keep focus, and your speed and precision will benefit.

>> If your line is parallel to your paper edge, use it as reference.







You do not have to bold every single square. Try to make a nice composition.

Draw lightly; you'll allow yourself both more mistakes and more changes.

THAT'S ALL FOR THE GUIDE 2!