

Drawing workshop



Hi!

- Karolina
- Backend engineer
- Artist
- motivation: I want to draw things to express my inner world but that also look right



Why this workshop

- Had been drawing on my own for a long time
- Stopped improving after some point : (
- Not practical to go to art school
- Strategy to learn (from **Noah Bradley**)
 - Online courses
 - Drawing from model
 - Books

What didn't work

- Just “trying” to draw things correctly (trial and error)
- Watching youtube videos where people just “know” where to put the lines

What worked

- Learning the **basic building blocks**
- **Scaffolding**, ie drawing with support
- Having a **process** to start, and then **refine** the work
- Having a way to get **feedback**

What worked

- Learning the **basic building blocks**
- **Scaffolding**, ie drawing with support
- Having a **process** to start, and then **refine** the work (skip)
- Having a way to get **feedback**



What worked

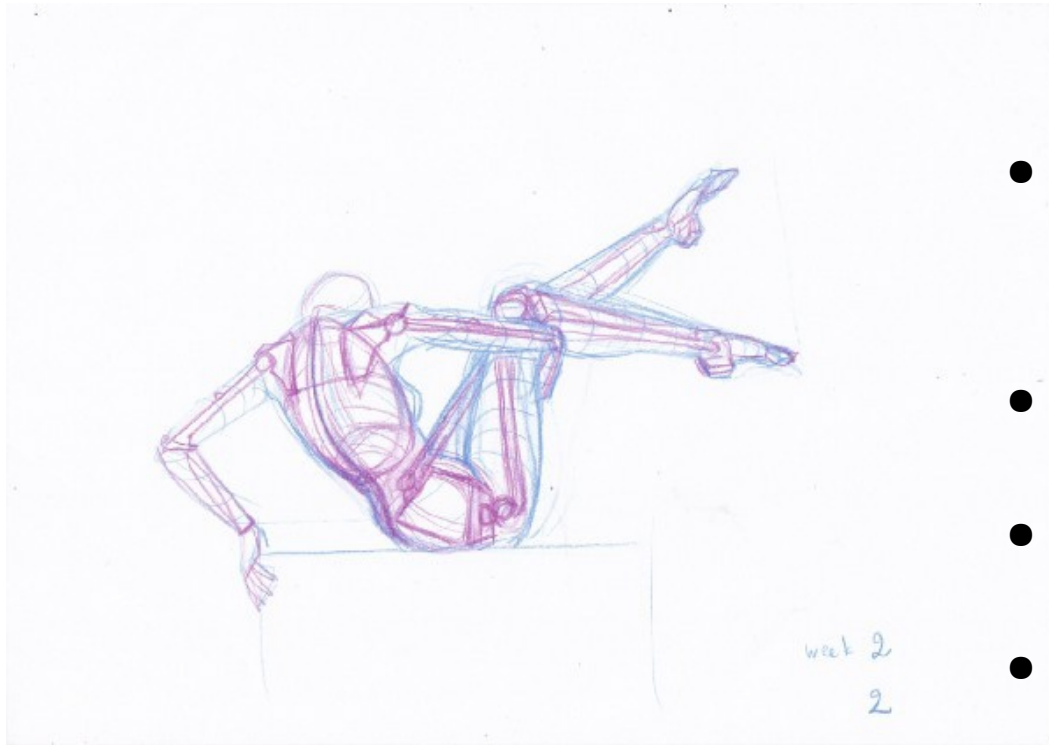
- Learning the **basic building blocks**
- **Scaffolding**, ie drawing with support
- Having a **process** to start, and then **refine** the work
- Having a way to get **feedback**

Gonna look at these and apply them + bonus geeky
comments

Learning the basics

- Drawing is about transferring the 3D world into the 2D in a way that is *believable*
- We cannot draw in a way that is believable if we do not understand the underlying structure of the thing
- The more we understand the structure, the better the drawing
- The more we understand computers at the low level, the better we can code

Learning the basics



- How to draw circles, ellipses and boxes
- How to divide lines in half
- Shape of the skeleton
- Shape of muscles
- Then → can draw a figure well!

Scaffolding: Templates & Guides

- Main idea:
 - Offload some of the work involved in drawing so that it is easier to create a finished work :)
- Tracing from projector
- Grid method



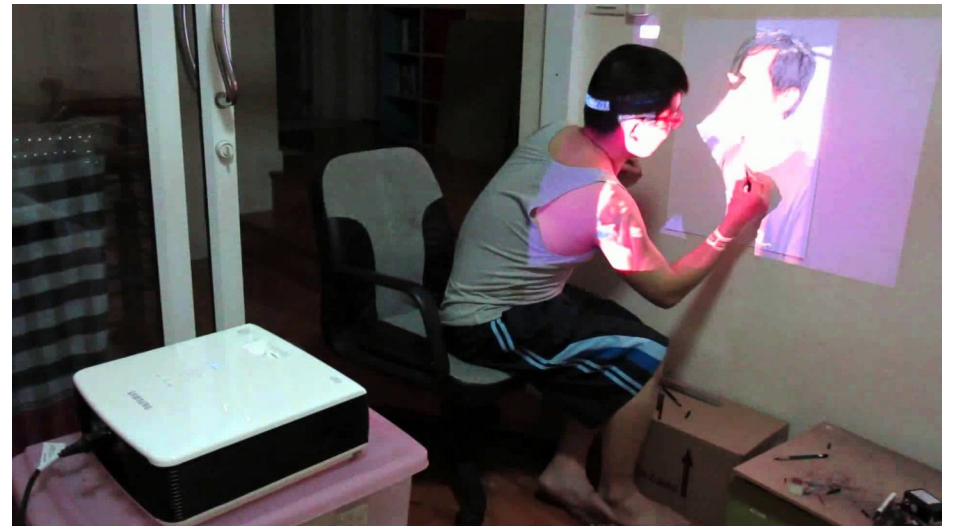
Photo by Greg Hume

Programming equivalents

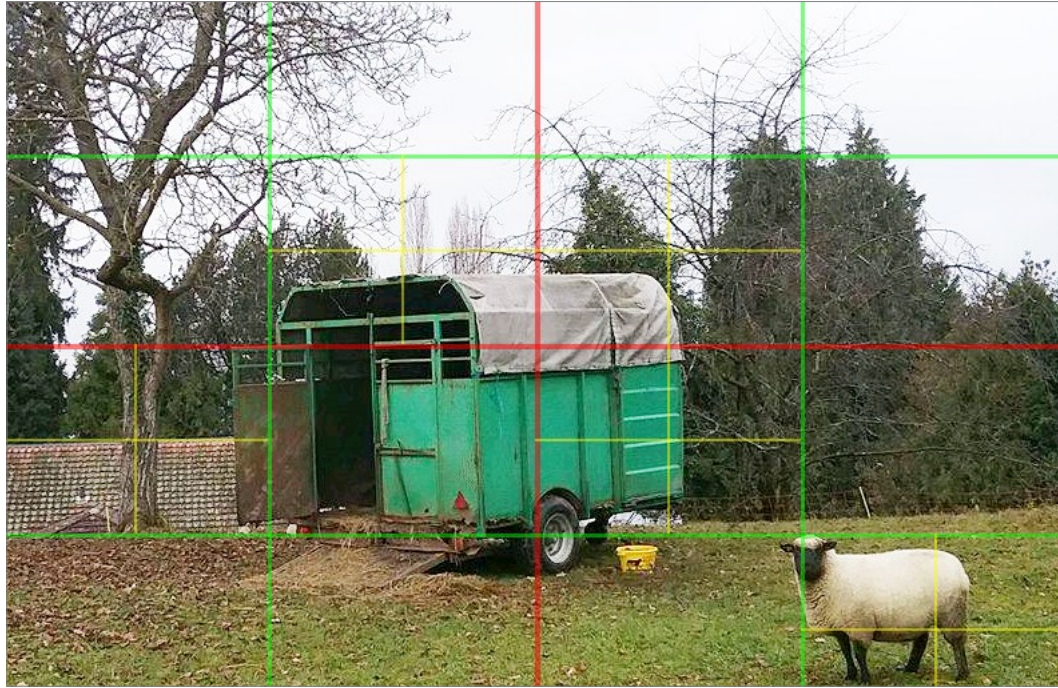
- In programming:
 - Have a program that already works, in part
 - Develop a part that is missing
 - Watch the whole system work
- In drawing:
 - Use the grid/projector to get basic lines right
 - Fill in details
 - Watch the whole drawing work

Projector

- Project a picture on the wall
- Hang the drawing surface on the wall
- Trace the lines of the image to use them as guide later
- As you become better
 - Trace less lines
 - Or only mark down important points



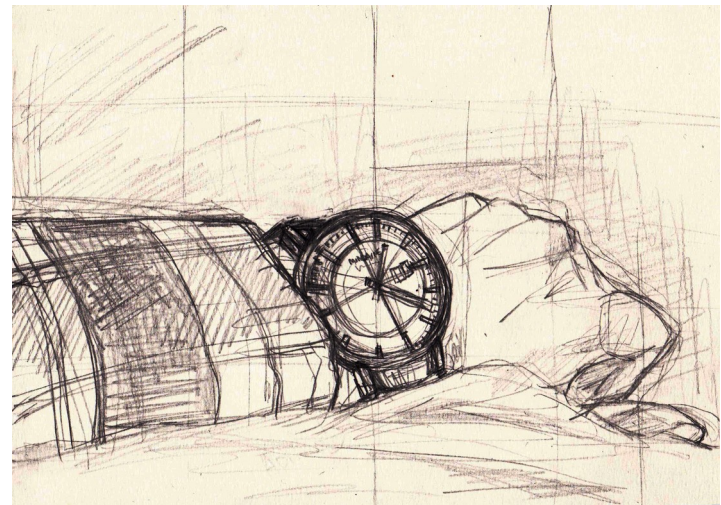
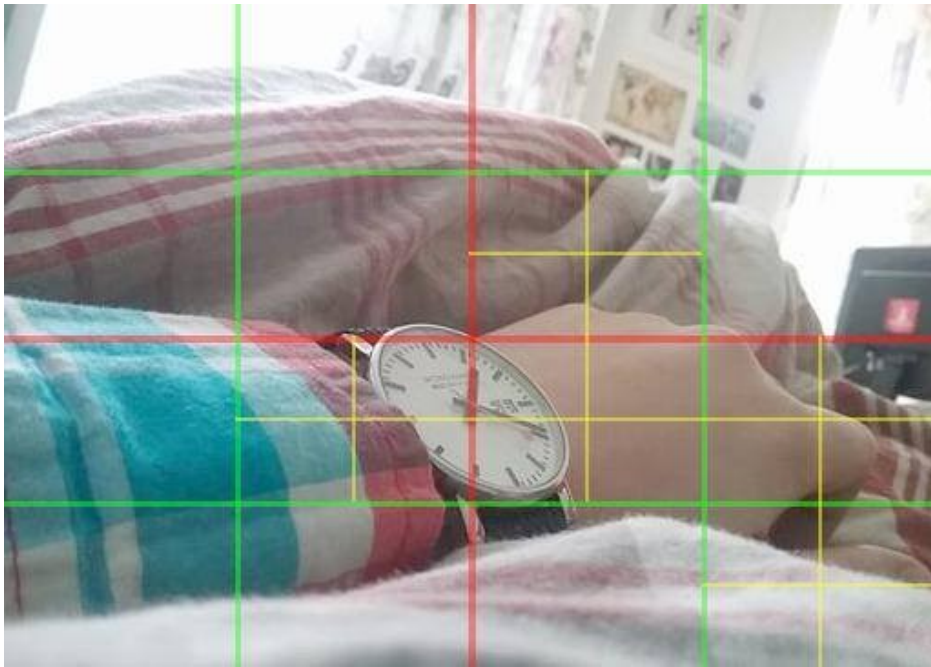
The Grid



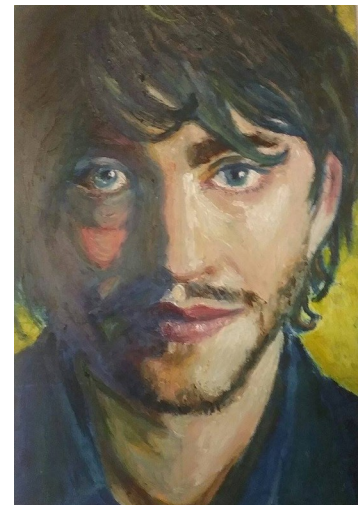
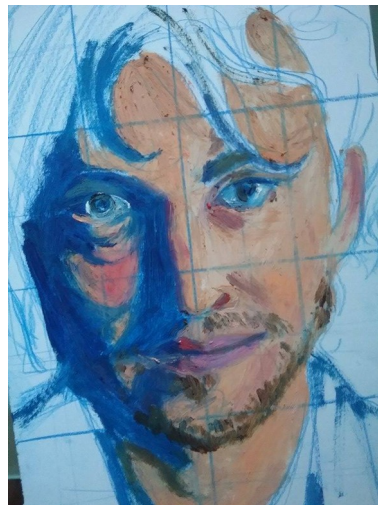
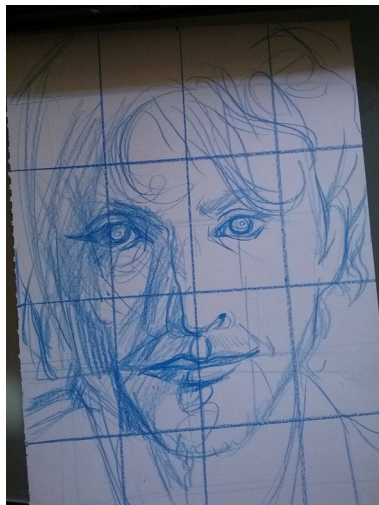
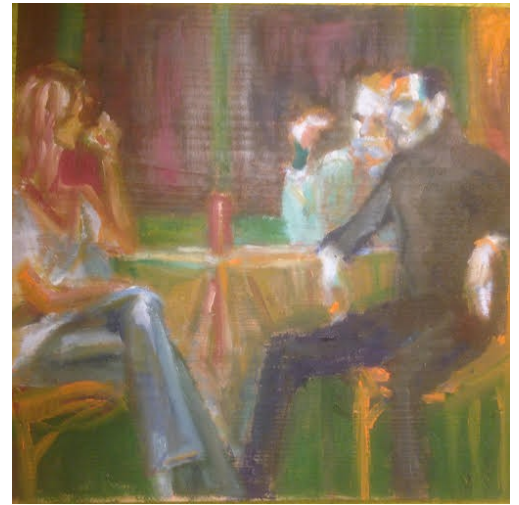
The Grid

- Helps you get the basic sizes and placement right
- At first I thought
 - Too mechanical and time consuming
 - But then → trying to figure out what's wrong with a drawing later is also time consuming (like debugging :p)
 - Can use technology to make the mechanical part easier
 - Drawings that finally start to look right → worth the initial set up time

Examples



Examples



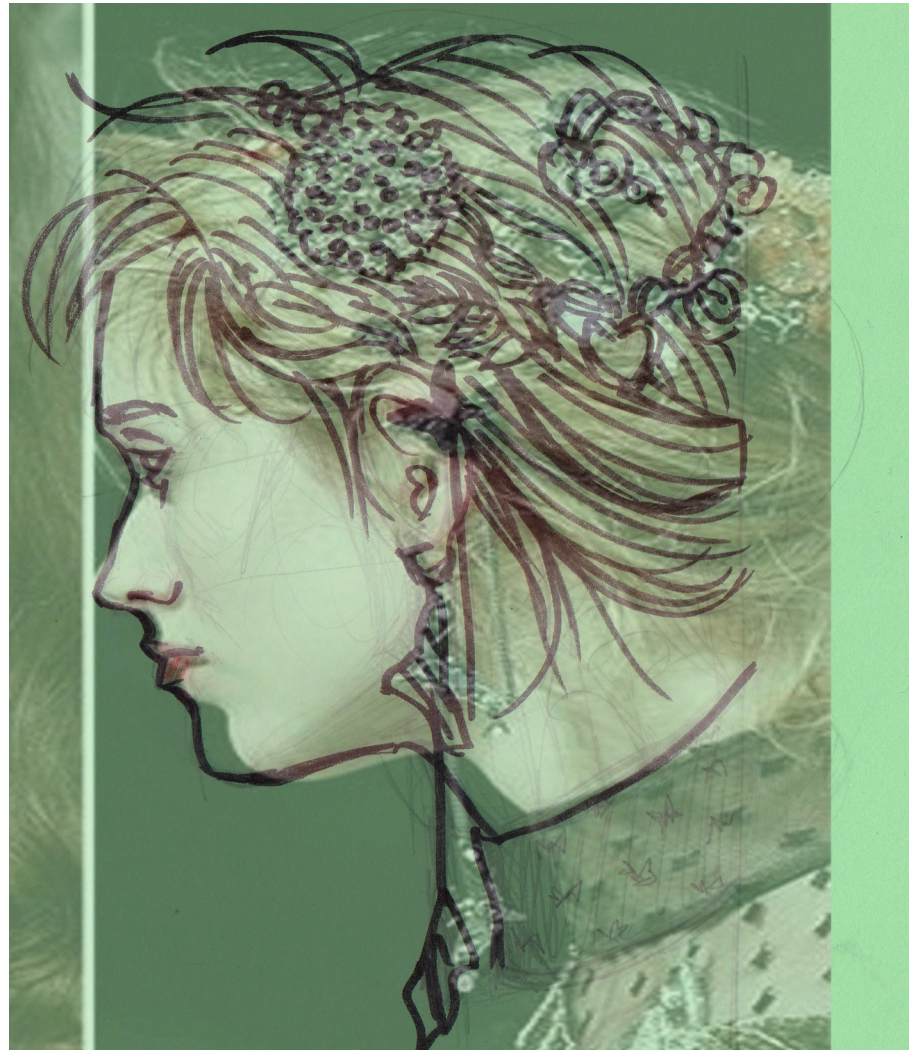
https://github.com/carolinux/grid_helper

Mini image editor built entirely on matplotlib
(with vim like shortcuts :D)

Feedback: Self-Review



Self-Review



Thanks for listening



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Extras

How to find a mentor

- Needs to be able to find mistakes in your art
- You shouldn't be able to find mistakes in theirs
- Online options

Pairing

- Drawing together with other people or just brainstorming ideas
- Pick up new tricks, similar to:
 - Command line shortcuts
 - Editor tricks
 - Cool utilities