

1a Back to Basics: Hand Drawing

Within this assignment you will be using the art of hand drawing to create the foundation from which you will build your skill set in the realm of digital fabrication. You absolutely do NOT need to be good at drawing to proceed with the assignments. All we are looking for is form generation and development using a type of art that is easily

accessible to people of all ages and backgrounds. The method you choose and what you draw is completely up to you. If you need inspiration, we have provided a few different examples below. Now is the time to slow down for a moment and generate a design through any method of your choosing, as long as you are doing it by hand, of course!

Instructions

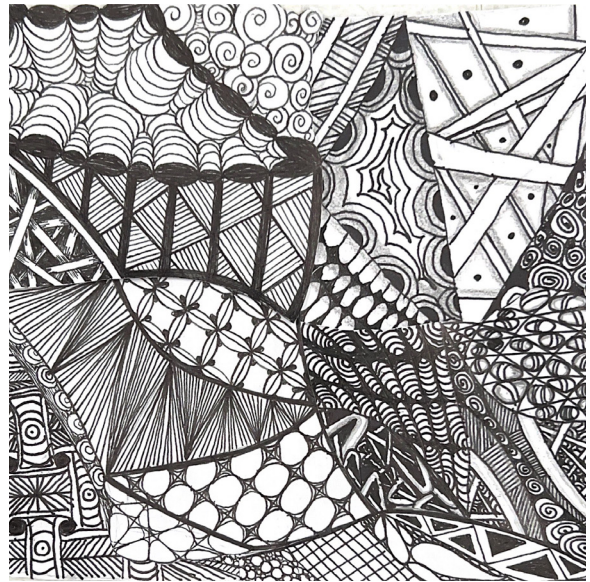
1. Start with a 3.5" x 3.5" piece of paper, a pencil, and a black pen.
2. Sketch out your design in pencil and outline it by using a black pen. You could even draw the whole thing in pen first if you're feeling bold.

NOTE: If you're not sure what to draw, we have developed some alternative Assignments with prompts that can help guide you: Zentangle (1b), Abstraction (1c), or Non-Objective (1d). The possibilities are endless!*

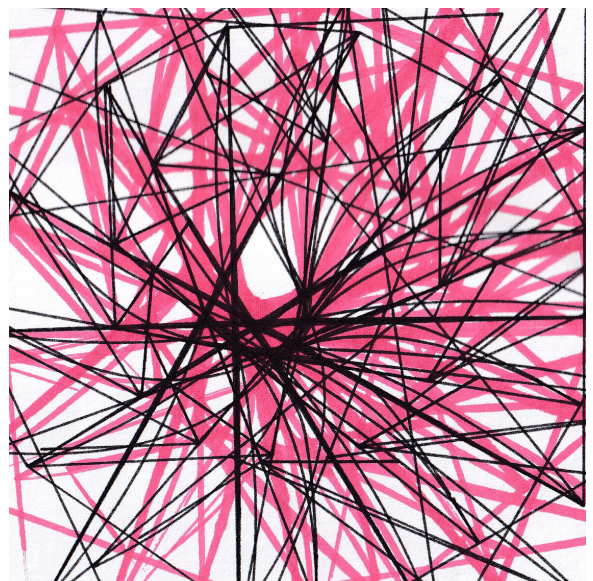
3. Do as many iterations as you would like in order to get a design that makes you proud. It can be as simple or as complex as you wish. Only one design is necessary to proceed with the next assignments in Module 1.

5. And that's it. Now, that wasn't so bad, was it?

* You only need to do one version of Assignment 1: 1a, 1b, 1c, or 1d.



Student Zentangle Collaboration (1b)



Student Abstraction Example (1c)