

BASICS; - DRAWING

Drawing is the process of creating an image, diagram or picture of something using lines and marks - most often using a pen or pencil. It is a way of communicating an idea or story, but also a means of self expression.

Drawing is an important part of the design process - it can help you to work out layouts, shapes, how things fit together. By using drawing as a stage between an idea in your head, and making that item, it can save you time and money by allowing you to work out and discover any issues or technical details in advance, and by allowing you to better visualise and improve on your initial concept to make sure that your piece will be the best version of that idea.

Drawing is a way to record your ideas - whether to record an idea that you don't have time to work on now but want to return to in the future, to record a piece you've made for posterity, or to record details and technical aspects so that you can check back if you make something similar in the future. Showing records of your design process and details can also be used if ever needed in copyright disputes.

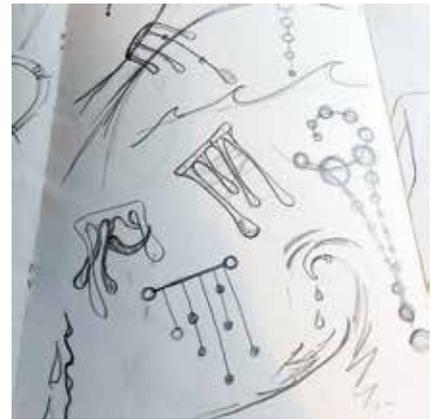
Drawing can be a way to generate ideas for shapes, or surface patterns.

Drawings are a key way of presenting your ideas to customers.



SKETCHING

Sketching is generally informal drawing - mapping out and exploring ideas - used by artists as the basis to map out a painting or practice details, jewellers can use it in the same way - from an idea or concept you can start sketching out shapes and ideas, making different variations, or it can be used more expressively to create visuals, patterns or shapes to use in different ways.



TECHNICAL DRAWING

Created either for your own reference, or to give to makers / manufacturers who you might be asking to make up your design - this should precisely describe an item. It should be accurate and drawn to scale, and is usually drawn from multiple viewpoints to ensure all the needed details are shown. You can measure from the drawing and not need any further information to be able to make that complete item. A piece is drawn viewed from the front, top and at least one side. It can be annotated if needed.

PERSPECTIVE DRAWING

This is a variation on technical drawing but also used within other drawing styles when - instead of drawing items from different angles to show its dimensions, perspective drawing gives a realistic visual based on the principle that items further away look smaller.



PRESENTATION DRAWING

These are usually rendered (fully painted up or 'coloured in') versions of technical drawings, or sometimes perspective drawings. To show to customers - used for commission work, so that customers can visualise what you are going to create for them, or choose a design and give you the go ahead, without you having to make each possible idea. Also used in company archives to record different products.



LIFE DRAWING

Life drawing generally refers to drawing the human form, but can also include still life drawing of other objects. It is a great discipline to increase figurative (realistic) drawing skills, as well as your observational skills which are key to all types of drawing. This is often a really good way to practice drawing as a) the item is right there in front of you to continually refer to and b) our brains are particularly attuned to recognising faces or bodies, or familiar items like fruit or flowers, so it is often very clear on your drawing if a mistake has been made, so practicing this can really help improve both your observation, and drawing skills. For jewellers of course, these skills can feed into sketching and presentation drawing, and of course it is also useful to be able to draw hands, and bodies to put our jewellery onto and give our designs some context.

CAD - COMPUTER AIDED DESIGN

This is creating images on your computer - it's becoming increasingly used and useful across many industries including jewellery and covers a range of options - but usually refers to computer software that you can use to create realistic and technically perfect 3D digital drawings. Specialist software commonly used for jewellery design includes Rhino and Matrix and can be expensive, but there are usually ways to try them out, by registering as a student, or through a training centre. There are other programs that are free or cheaper to use however, such as SketchUp.



These programs create digital 3D forms that you can view from different angles and you can print out as the equivalent of technical drawings, but also the programs will 'render' them to turn them into realistic looking images for presentation to clients or colleagues. 3D software can also be used to create files that you can send to be 3D printed, or to be milled by a computer controlled carving (CNC) machine.

3D DRAWING

This can be very useful for designing 3D objects, as another way to explore 3D shapes with lines - a cross between drawing and model making - more fluid and adaptable; 'drawing' with wire can be fun to experiment with - using just your hands, or with pliers. An alternative to working with wire, is using a 3D Pen (a bit like a glue gun), these are nothing to do with CAD but are effectively heat guns that you feed a filament into, the pen heats that filament up to melt / liquefy it, so that it can be extruded from the nozzle.

TIP - Practice makes perfect - no-one can draw perfectly first time, if ever - but the more you try, the better you will get at putting onto paper what is in your head...