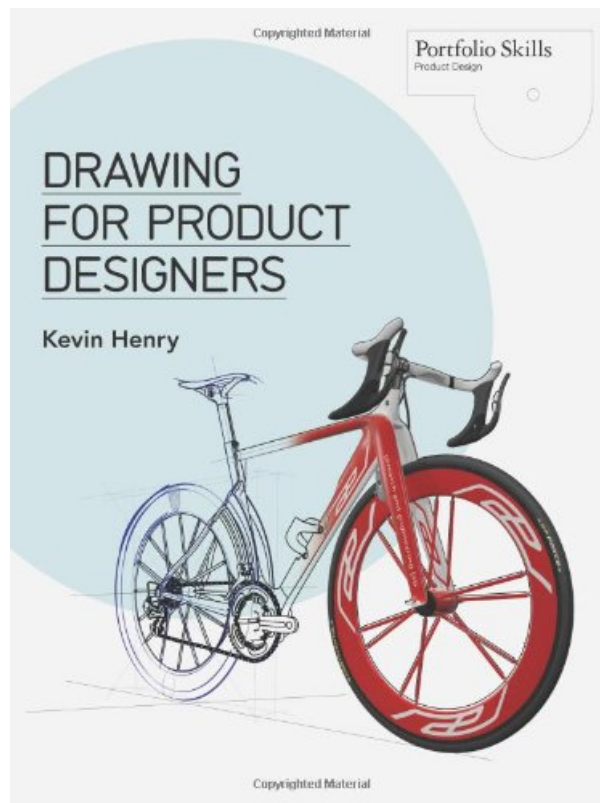
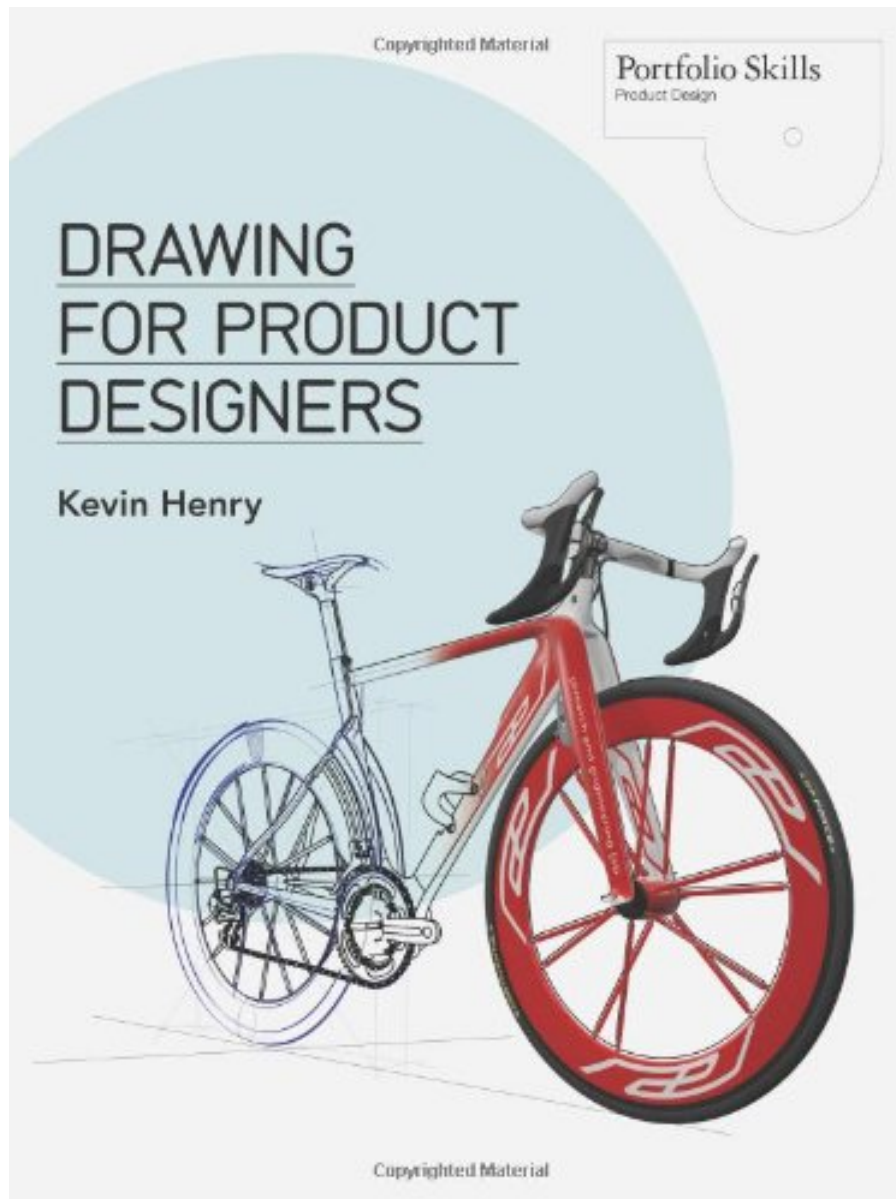


DRAWING FOR PRODUCT DESIGNERS (PORTFOLIO SKILLS: PRODUCT DESIGN) BY KEVIN HENRY



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About the Author

Kevin Henry is an Associate Professor in the product design program at Columbia College Chicago. His design work has received both the IDEA and the Good Design awards, and he has lectured and conducted workshops in the US, Canada, Europe, and Mexico.

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This is both a practical and theoretical guide to the visualization techniques used by contemporary product designers, including freehand sketching, digital rendering, information graphics, and presentation skills. Hundreds of hand-drawn sketches and computer models have been specially created to demonstrate critical geometry and show how to develop sketches into finished illustrations. Practical tutorials give guidance in creating simple and complex forms, as well as rendering and providing context using scenarios and storyboards. Insightful case studies of leading designers illustrate the full range of different visualization options available.

- Sales Rank: #50541 in Books
- Brand: Brand: Laurence King Publishing
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- Number of items: 1
- Dimensions: 11.25" h x .75" w x 8.75" l, 1.75 pounds
- Binding: Paperback
- 208 pages

Features

- Used Book in Good Condition

About the Author

Kevin Henry is an Associate Professor in the product design program at Columbia College Chicago. His design work has received both the IDEA and the Good Design awards, and he has lectured and conducted workshops in the US, Canada, Europe, and Mexico.

Most helpful customer reviews

11 of 12 people found the following review helpful.

An Excellent Book on Sketching

By Customer in general

I would highly recommend this book on drawing for instructors and students in design. The book is extremely well researched and takes a new and more insightful look at this important subject. It is jam packed with important cognitive theories and principles related to how we see and experience the world, which helps integrate the art of drawing with the science of how and why. Whereas students are often drawn to the visceral aspects of sketching, this book provides a tool for teaching students what they need to know in order to advance these skills through successive training. Any instructor of drawing will appreciate this book, because it allows them to explain the underlying theory with some great examples. Firstly it makes it really clear that it is not about analog versus digital skills, but that these complement each other. Secondly there are analogies and examples of how sketching by hand allows the designer to also understand how to construct geometry in space when designing using CAD. Thirdly the step by step tutorials are really helpful and

instead of focusing on "techniques" they explain important aspect of drawing such as shade and color and line weight from physical and cognitive principles. I think this approach is more intelligent and needed if we are to understand why sketching is so important as a design tool and method. I also now have a textbook that I can assign specific readings from, so that students arrive in studio with an understanding of why, how and when to draw at various levels of fidelity.

3 of 3 people found the following review helpful.

Awesome book for beginners and even advanced designers.

By Santos

There will be times when even as good as you are a sketcher or renderer, you will forget how something is supposed to be done or the best way to go about achieving it. Happens to me all the time. This book is definitely a great reference as well as learning tool. There are many books out there these days on sketching for product design but not every book covers it all. Think of this book as filling in the gaps of the "Koos Eissen" books (which I own) or any other book on ID sketching you might have in your library. Some of the content you might be familiar with already but there a ton of gems in here that you might not be.

I highly recommend this book. It's chock full of images, sketches, examples and case histories. Get it while it's hot!

4 of 4 people found the following review helpful.

Old and New, Theory and Practice

By machine_punk

I would recommend this book to anyone who is new to sketching technical objects. This book is aimed at product designers, but I would also recommend it to anyone who wants to draw objects in perspective.

The author covers a great deal of theory related to sketching. He discusses principles which are important to making quick sketches, which are also easily understood. This is not only a 'technique' book, it is also a theory book, with a great deal of instruction on why certain techniques work. He goes on to show you how pencil sketching is related to the newer field of 3D design on computers. There is no program-specific information, just general "Here is the pencil sketching technique and here is what it would look like in a computer 3D design program.

He fills the book with real-world project examples of designs and products. He discusses orthographic projection, isometric perspective and true perspective sketching--with the focus on getting to a point where you can get your ideas across quickly in a very realistic manner. He teaches how a sketch is different from an artistic drawing and what you should focus on to get your design ideas across to collaborators on your project.

There is the occasional, "What is he talking about," where I didn't really grasp his reason for starting a chapter in a certain way. An example of this is that he titles chapter five "Registration," then doesn't define registration, or even use the word registration later in the chapter. The chapter still makes sense, I get what the chapter is talking about, but I still have no idea what the definition of registration is. Nevertheless, I have been truly pleased with this book. The real-world cases are helpful and the sketching exercises all have a point or a reason or something specific to teach you. I was generally wanting more 'follow me' sketching examples, but this book ended up being something even better..."here is how you make a sketch which gets your point across and doesn't make classic mistakes."

I highly recommend this book to anyone who needs to make quick sketches to get concepts across to others. This is much more than a 'how' book...it goes the extra mile or two to teach you 'why' as well.

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