

ID 4863 Syllabus

Sketching for Creativity

Tuesday / Thursday 9:30 - 10:45pm

3.0 Credit Hours

Room 258

Instructor Information

Instructor

Professor Roger Ball
MFA PhD

Email

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Office Hours & Location

M-TH 12:00- 1:00 Room 156

General Information

Course Description

With AI transforming how we create images designers are being challenged to rethink the role of drawing. Yet even in this era of AI, one truth hasn't changed: designers *think with their pencils*. Sketching by hand sharpens the eye and the mind, building an instinctive understanding of form, scale, proportion, and construction. More than a technical skill, it's a creative engine—tapping into parts of the brain where inspiration sparks, imagination flows, and creative ideas come alive.

The *Sketching Creativity* is a screen free course that develops students' skills through hand-drawing exercises that sharpen both imagination and technique. Students practice the fundamentals of perspective drawing, sketching from observation, quick gesture studies, cartooning and doodling, character design, and storyboarding. The course introduces a variety of media and materials used in sketching and drawing, encouraging experimentation and personal expression.

Pre-Requisites

Previous drawing experience is recommended

Course Goals and Learning Outcomes

Upon completion of the course, students are expected to demonstrate knowledge, skill and abilities in the following areas:

- Drawing by hand
- Creating a personal drawing style
- Applying the appropriate media and materials to sketching assignments
- Communicating design ideas on paper
- Increased creativity

Improving Your Sketching

Every designer starts at a different level, but one truth never changes: improvement comes through practice. Just like learning an instrument or mastering a sport, there are no shortcuts. The more you practice, the faster you'll grow.

In this class, you'll have time to practice during our sessions, but real progress happens outside of class. That's where you'll build speed, confidence, and your personal style. Ask yourself:

- How good do I want to be at sketching and drawing?
- How quickly do I want to improve my drawing?
- How important will sketching be in my career?

If you want to improve rapidly, commit to at least 1-2 extra hours each week. Use that time to sketch freely, explore new techniques, and take advantage of the many excellent tutorials available online. Every drawing you create is a step toward fluency, confidence, and mastery.

Great sketchers aren't born—they are built through thousands of lines on paper. There are no shortcuts, the more you draw, the more you unlock your creative potential.

Course Requirements & Grading

Assignment	Percentage
Assignment 1 - Course Sketchpad	20%
Assignment 2 - Soft goods technical drawing	20%
Assignment 3 - Storyboard	20%
Assignment 4 - 37 Varieties	20%
Engagement and participation	20%

Extra Credit Opportunities

Additional assignments are available for extra credit .Please contact me personally for enriched learning opportunities and assignments.

Grading Scale

Your final grade will be assigned as a letter grade according to the following scale:

A	90-100%	(Guide: Independent work style and exceeding expectations)
B	80-89%	(Guide: Meet expectations)
C	70-79%	(Guide: Meets the majority of expectations)
D	60-69%	(Guide: Fails to meet some expectations)
F	0-59%	(Guide: Fails to meet most expectations)

Course Materials

Course Text

I employ a classical philosophy of drawing the more you draw the better you get. I suggest you buy a copy of this classic ID text if you want a reference for this course:

- [Rapid Viz: A New Method for the Rapid Visualization of Ideas](#); 3rd Edition, by Kurt Hanks, 2006
 - Conceptual Drawing by Joseph A. Koncelik & Kevin Reeder
 - Design Rendering Techniques by Dick Powell
 - Product Rendering With Markers by Mark Arends
 - How to Draw by Scott Robertson
 - Sketching at Work by Eppler & Pfister

YouTube tutorials

There are hundreds of excellent [tutorial videos](#) on drawing techniques available on YouTube.

Media & Materials

Buy a toolbox to hold all your drawing supplies.

Drawing boards, newsprint and paper clip will be provided.

1. Required Supplies:

- 1) [11"x14" Layout bond](#)
- 2) [18"x24" Newsprint pad](#)
- 3) Graphite Drawing Pencils: 2H, HB, 2B, 4B pencils
- 4) Kneaded eraser, Pink Pearl eraser
- 5) Set of 12 Prismacolor "Premier" (or equivalent) colored pencils
- 6) Pencil sharpener
- 7) Circle template.
- 8) French curve

- 9) Range of black Permanent Markers (Fine point, med point, big point)
Choosing a drawing marker is all about personal preference. Experiment with different pens and brands to find your favorite.
Recommended brands; Sharpie, Pentel sign pen, Y&C Stylist, Pilot Fineliner, Pilot Razor Point, Pilot Hi-Tec . When you find the one you like purchase 4-5 pieces.

2. Recommended Supplies:

- 1) Color markers set suggested brands Chartpak ,Letraset, Art series
- 2) Oil Pastels
- 3) Chalks
- 4) Watercolor set
- 5) Mechanical pencil

Course Website and Other Classroom Management Tools

The course will utilize Canvas (canvas.gatech.edu) for the distribution of class materials (such as lecture slides or supplemental readings), announcements, and for submitting class assignments.

Course Expectations & Guidelines

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. For information on Georgia Tech's Academic Honor Code, please visit <http://www.catalog.gatech.edu/policies/honor-code/> or <http://www.catalog.gatech.edu/rules/18/>.

Any student suspected of cheating or plagiarizing an assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

Accommodations for Individuals with Disabilities

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services (often referred to as ADAPTS) at (404)89-2563 or <http://disabilityservices.gatech.edu/>, as soon as possible, to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible to set up a time to discuss your learning needs.

Attendance

Students must attend class at designated times with all assigned work prepared for review. They are permitted three unexcused absences without documentation. According to GT policy, after five absences, students fail the course because they have not attended enough to justify the credit hours. Classes begin promptly at 9:05. Students are encouraged to arrive 10-15 minutes early to check the network, confirm assignments have been uploaded, and catch up with classmates. If you anticipate missing a class for a valid reason, such as a major religious observance or participation in an approved Institute activity, please inform your instructor in advance. In the event of an unexpected situation, it is your responsibility to contact your instructor within 24 hours of the scheduled class time.

<http://www.catalog.gatech.edu/rules/4/>

Late Assignments & Resubmissions

My aim is to ensure you have the best possible work for your portfolio, which is why I have a distinctive late policy for assignments. All assignments must be submitted by the due date for grading. However, I am always open to accepting resubmissions **without penalty** after the deadline. When submitting an assignment, ask yourself, "Is this my best work?" If there's any doubt, continue refining it and resubmit once it meets your quality standards. If your resubmission shows improvement, I will raise your grade.

Additional Course Policies

- All work must be original
- No internet images or stock photography accepted except for non-public classroom discussion purposes.
When GT displays your work in public at LaunchPad or GTID website GT is liable for any copyright infringement.
Take your own research photos and photo document your entire design process. If you don't own the copyright or have permission, you can't use the images.
Every time you use someone else's images to explain your design work you miss an opportunity to impress with your own work.
- Keep email communications brief and to the point.
- No animals in class
- No eating during class.
- Coffee and water encouraged
- Please keep your desk and the studio clean.

Student Use of Mobile Devices in the Classroom

Students are expected to be considerate of others in their use of mobile phones and laptops within the classroom. Phones should be always silenced. If you have a call that you must answer step outside the classroom so as not to disturb others

Student-Faculty Expectations

At Georgia Tech we believe that it is important to continually strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. See <http://www.catalog.gatech.edu/rules/22/> for an articulation of some basic expectations - that you can have of me, and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech, while in this class.

Weekly Schedule

Wk.	Date	Activity
1	Tuesday Jan 13	Introductions of students bkgd. Introductions of media and materials
1	Thursday Jan 15	Lecture 1- Drawing in the age of AI Types of drawing Perspective principles and practice
2	Tuesday Jan 20	Sketching two point perspective- Shop machinery
2	Thursday Jan 22	Sketching two point perspective- Shop machinery
3	Tuesday Jan 27	Sketching one point interiors perspective- Price Gilbert library Print out an image of a knapsack, jacket or athletic shoe that fills the page
3	Thursday Jan 29	<u>Lecture - Line weights, tracing/ overlays & photocopies</u> <u>Assignment 1 – Technical drawing for Softgoods</u> Tracing image
4	Tuesday Feb 3	Title block and develop orthographic views Material textures and production notes
4	Thursday Feb 5	Photocopies and render three colorways in pencil crayon/marker on photocopies
5	Tuesday Feb 10	In class - underlays with bond paper

5	Thursday Feb 12	Soft Goods Technical Drawings Pin-up Presentation and wall crit - Cohen gallery
6	Tuesday Feb 17	Contour drawing
6	Thursday Feb 19	Contour drawing
7	Tuesday Feb 24	Assignment 2 Storyboard Six frames minimum
7	Thursday Feb 26	In class - storyboard development
8	Tuesday Mar 3	In class - storyboard development
8	Thursday Mar 5	In class - storyboard development
9	Tuesday Mar 10	Pin-up Presentation and wall crit - Cohen gallery
9	Thursday Mar 12	Assignment 3 - 37 Varieties
10	Tuesday Mar 17	In class – 37 Varieties development
10	Thursday Mar 19	In class - 37 Varieties development
11	Tuesday Mar 24	Spring Break- no classes
11	Thursday Mar 26	Spring Break- no classes
12	Tuesday Mar 31	37 Varieties development
12	Thursday April 2	37 Varieties development
13	Tuesday April 7	37 Varieties review
13	Thursday April 9	Sketching on campus
14	Tuesday April 14	Sketching on campus
14	Thursday April 16	Sketching on campus
15	Tuesday April 21	Sketching on campus
15	Thursday April 23	Final Presentation of 37 varieties
16	Tuesday April 28	Final Class - Reflection

17	May 1	LaunchPad
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