

I198

UI Prototyping

Week 2.

Fundamentals of Sketching
(1/29, Tuesday)

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BiD (Berkeley Institute of Design)

Sketch Workshop

LINES

Paper Prototyping

TWO POINT
PERSPECTIVES

CIRCLES

BOXES

Mini Exercises

ARROWS

CALLOUTS

SHADOWS

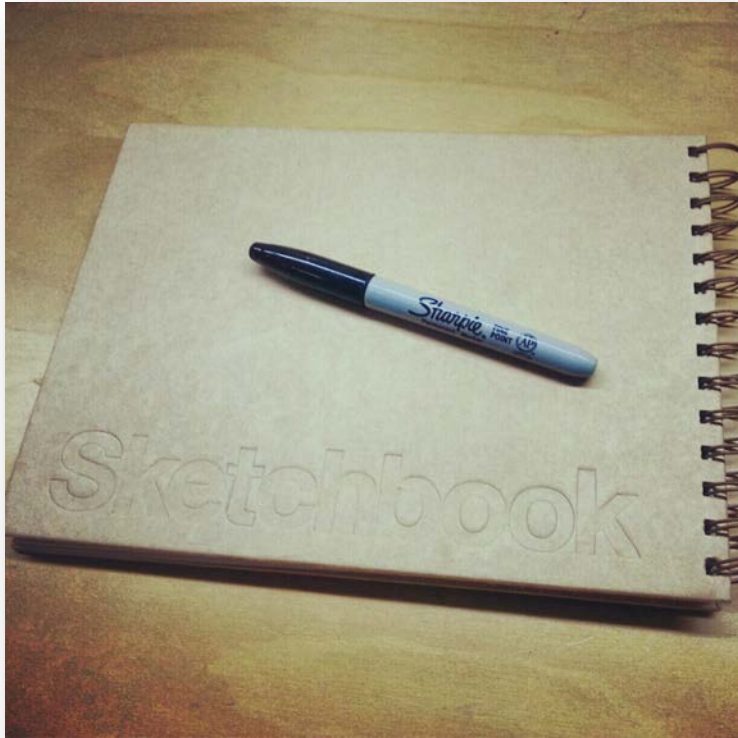
Q&A

Storytelling

ANNOTATIONS

Design Journal

Why sketching is important?



- Fundamental skill of a designer
- Help you understand the context of your work before moving to next steps: prototyping / 3D design
- The fastest and easiest way to share your thought/idea with others
- Fundamentally, it promotes better communication in a group

A piece of sketch really can be worth a thousand words

Sketching tools

Look at me!

More attention

Start here

Depth:
Pop forward
Push back

Yellow marker



Sharpie markers



Fat



Regular

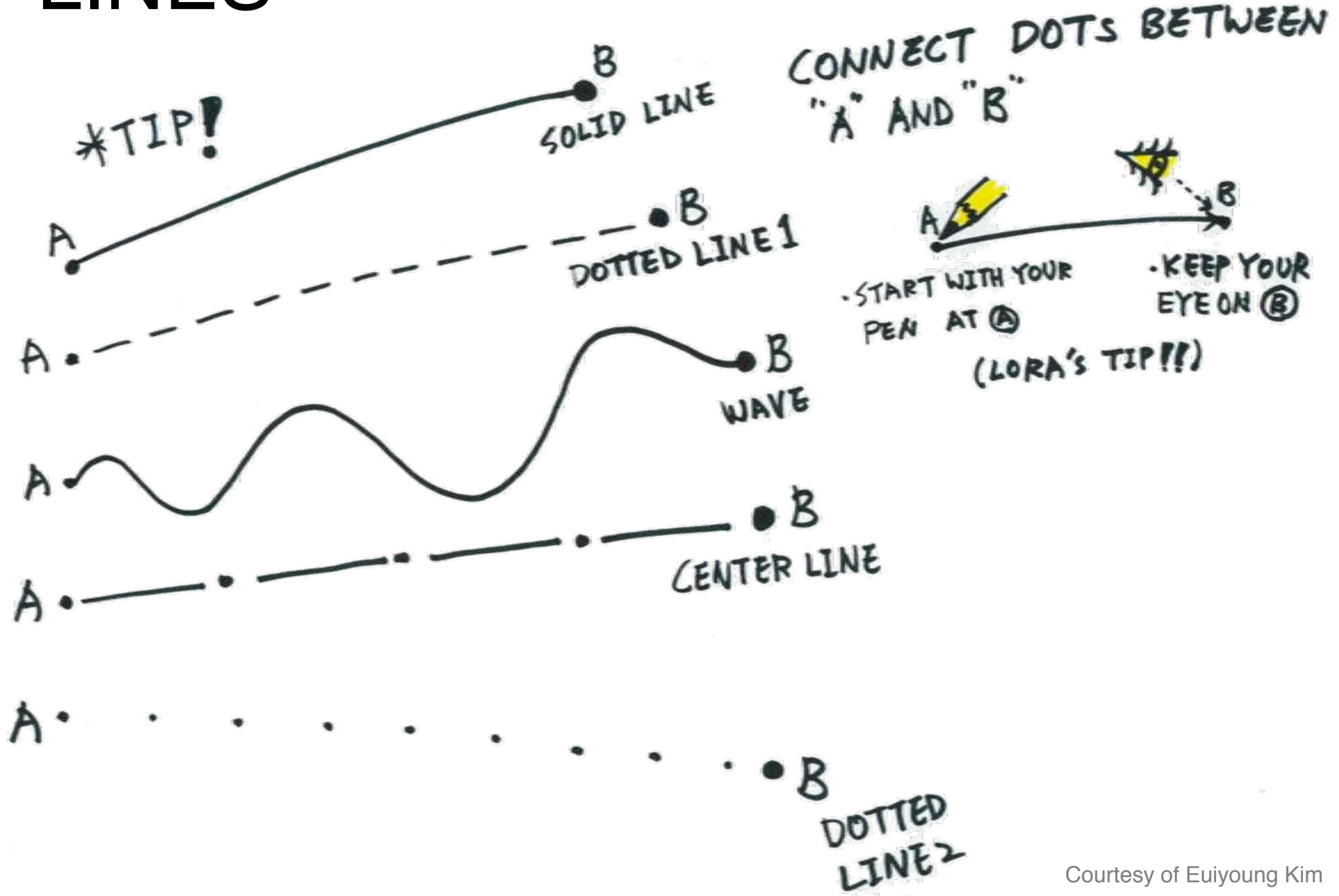


Small

Gray marker



LINES



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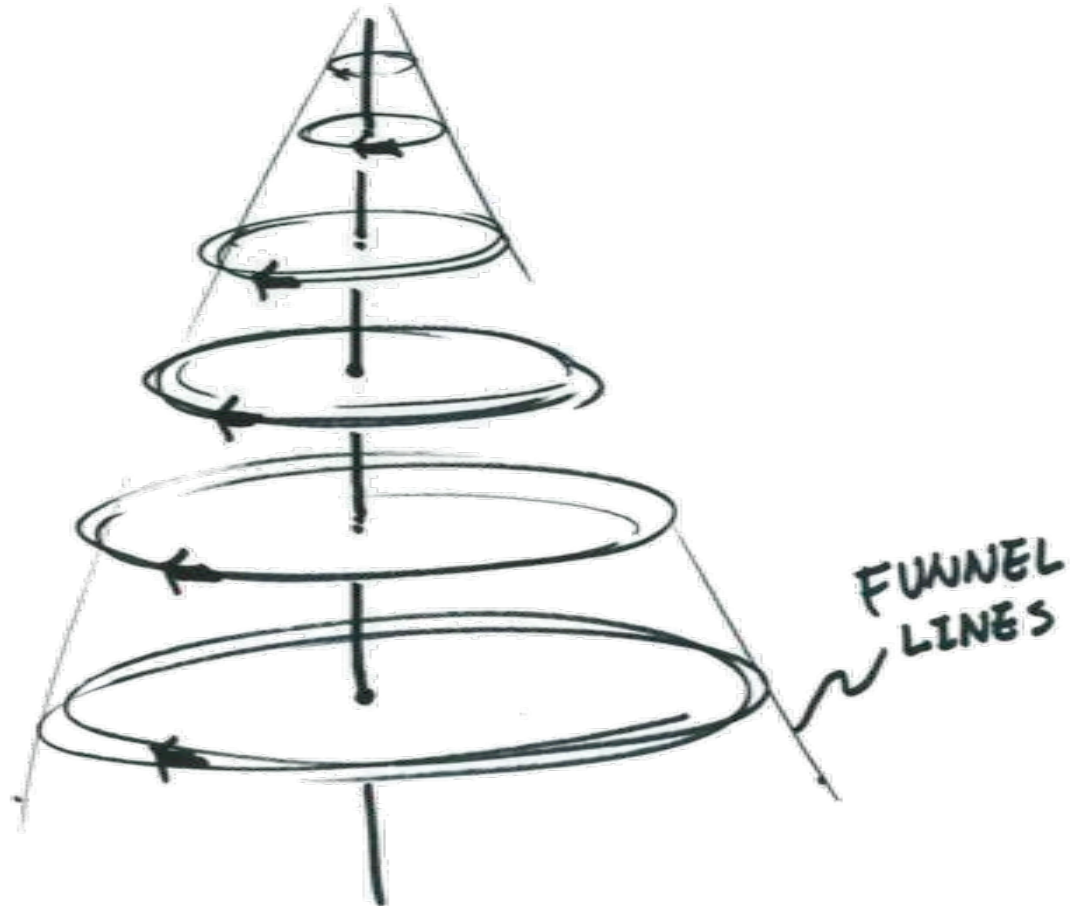
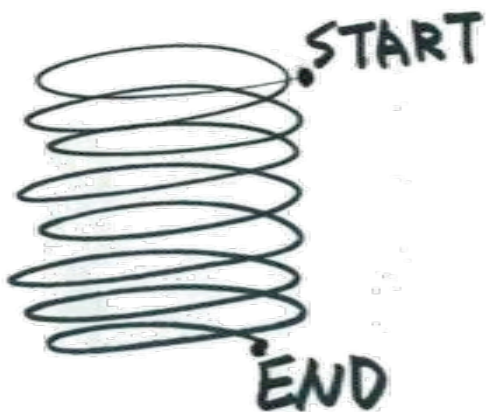
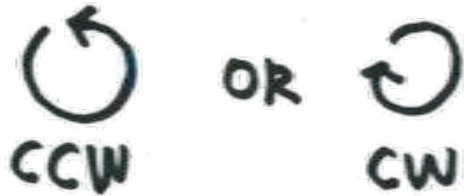
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CIRCLES

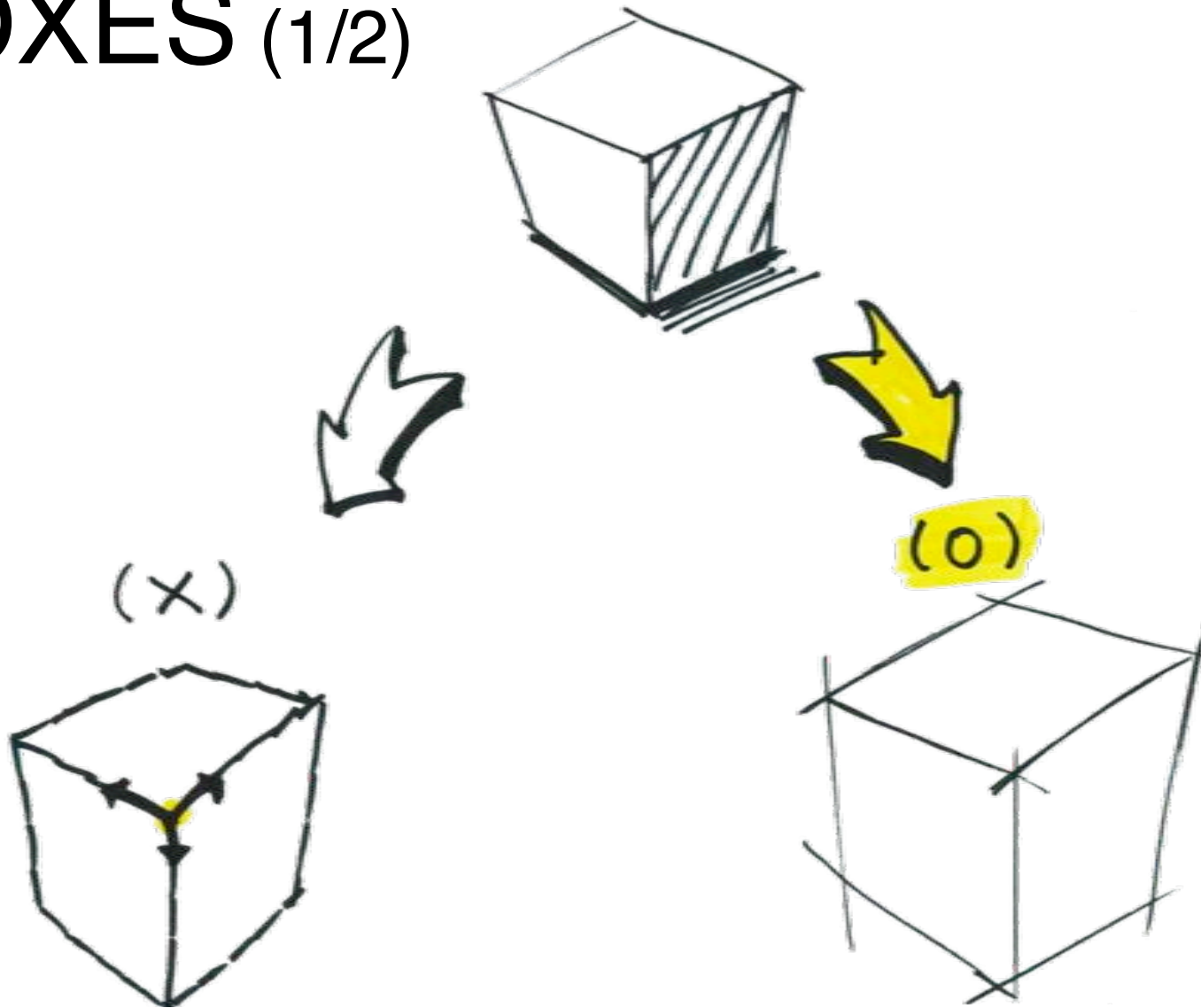
***TIP!**

TRY GOING EITHER
"CLOCKWISE" OR
"COUNTER CLOCKWISE"



DRAW FUNNEL LINES.
START WITH A SMALL CIRCLE ON TOP,
THEN A SEQUENCE OF CIRCLES
WITH DECREASING SIZE UNTIL
YOU GET INTO THE BOTTOM.

BOXES (1/2)



AVOID STARTING WITH A PARTICULAR POINT.

IT'S TOO MESSY.

START WITH ROUGH OUTER LINES FIRST.

THEN GO INTO DETAILS!

BOXES (2/2)



Two point perspectives

A hand-drawn sketch of a rectangular box in two-point perspective. The box is shaded with dark pencil strokes on its right side. A series of faint lines radiate from a central vanishing point above the box, defining its edges and depth.



XYZ Axis

A 3D coordinate system diagram with three axes: a vertical Z-axis pointing upwards, a horizontal Y-axis pointing to the right, and a diagonal X-axis pointing towards the bottom-left. A small cube is drawn within the axes, and a larger box is sketched in perspective, aligned with the axes.



One point perspective

A hand-drawn sketch of a rectangular box in one-point perspective. The box is shaded with dark pencil strokes on its right side. A single vertical vanishing point is located above the box, with lines converging towards it to create a sense of depth.

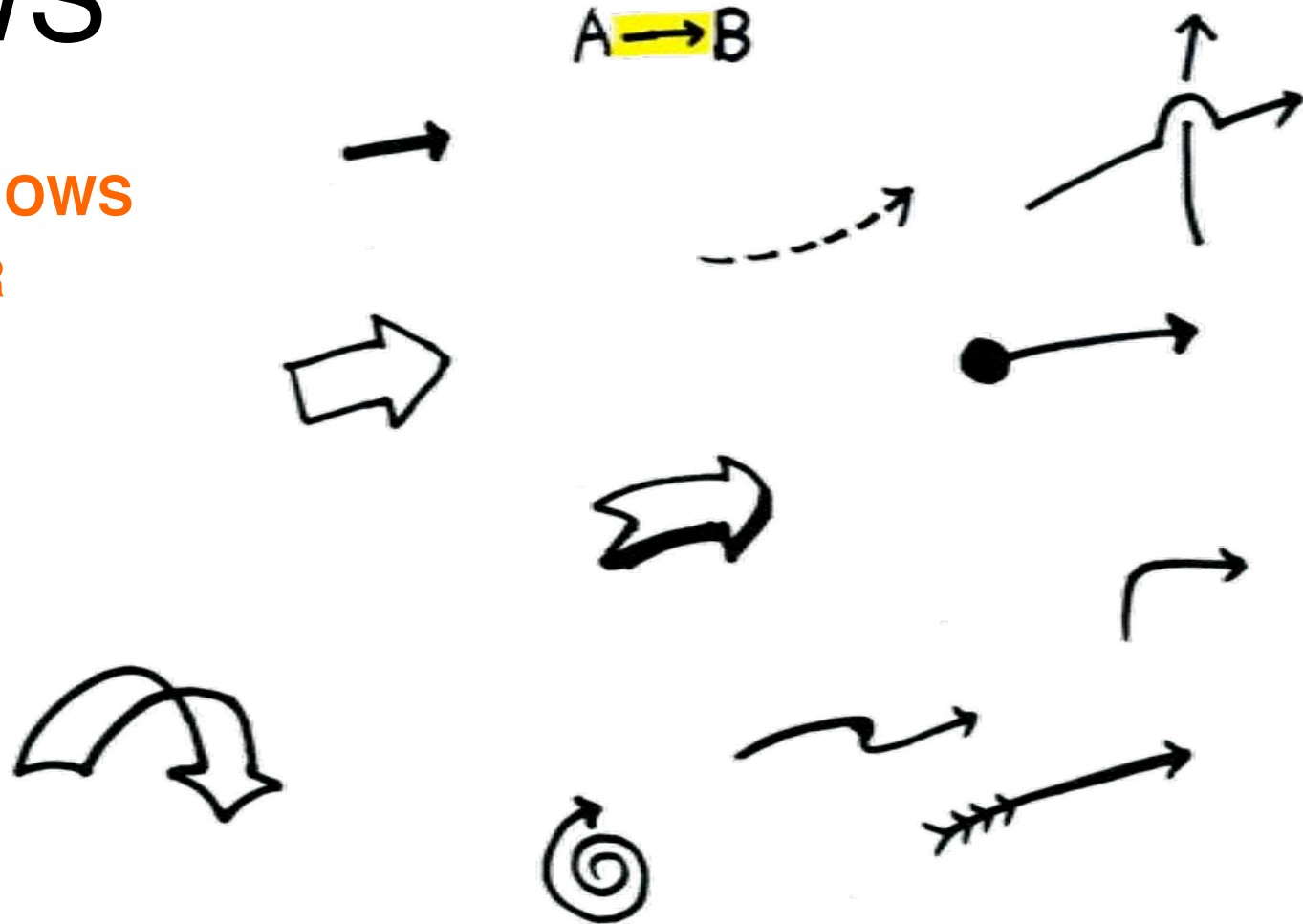


Three point perspectives

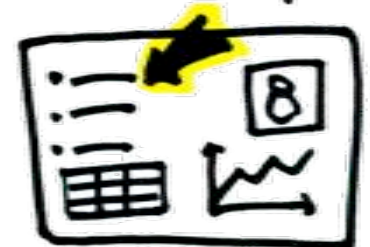
A hand-drawn sketch of a rectangular box in three-point perspective. The box is shaded with dark pencil strokes on its right side. Three vanishing points are indicated by lines converging from the top, bottom, and side of the box, creating a dynamic, tilted perspective.

ARROWS

AN ARROW SHOWS
DIRECTION OR
POSITION
(A → B)

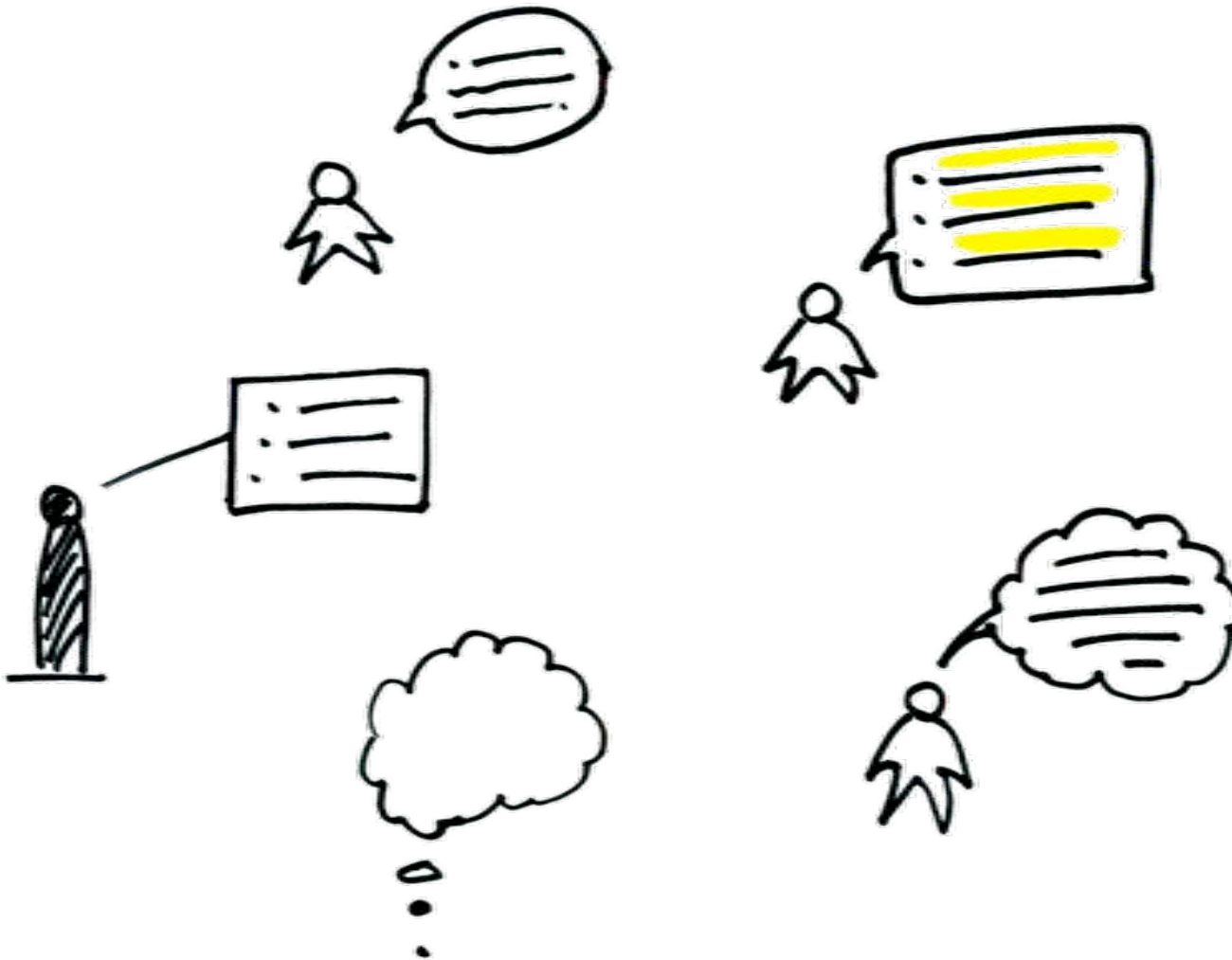


OR, ATTRACT AUDIENCE'S ATTENTION!

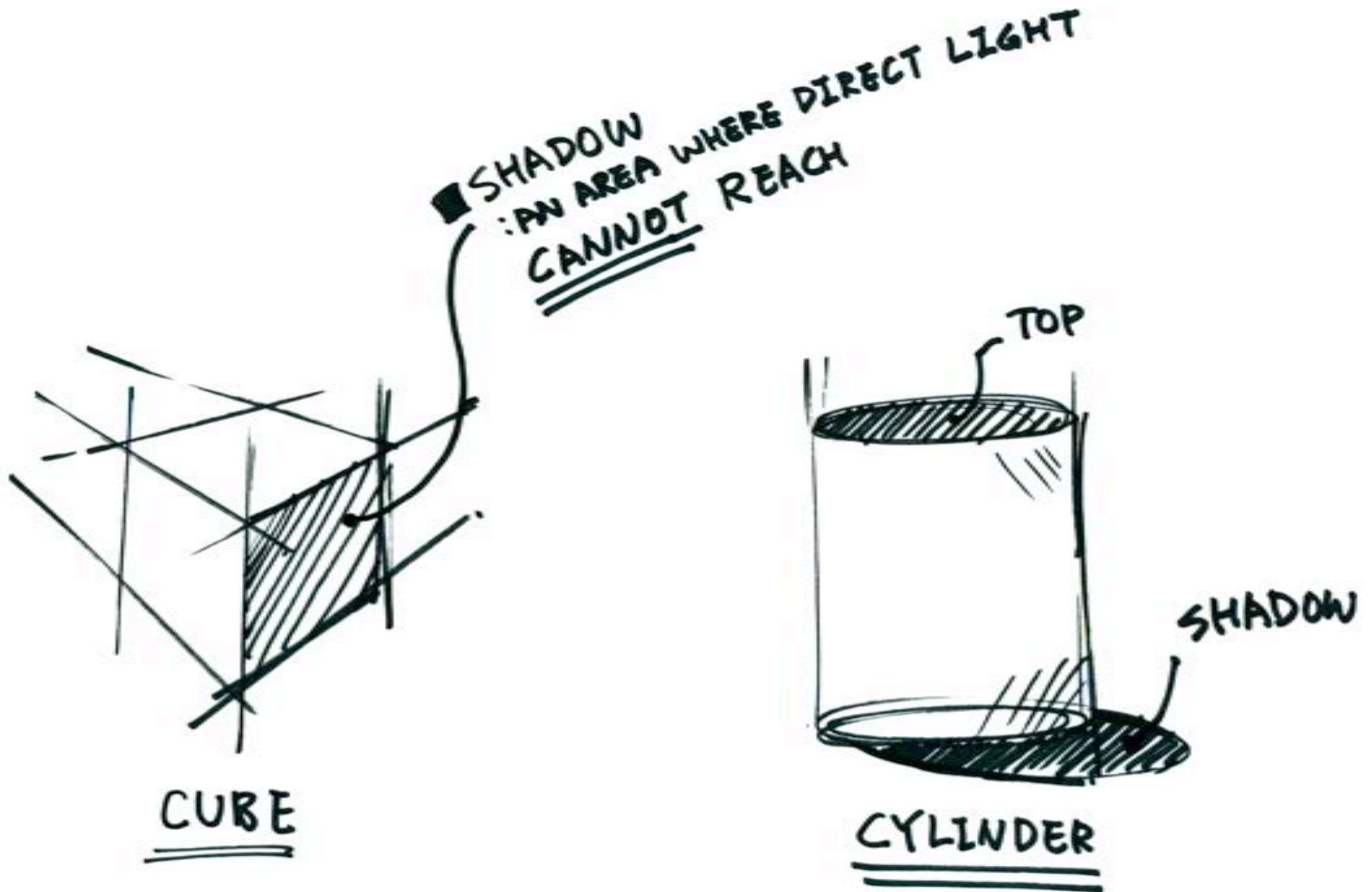


CALLOUTS

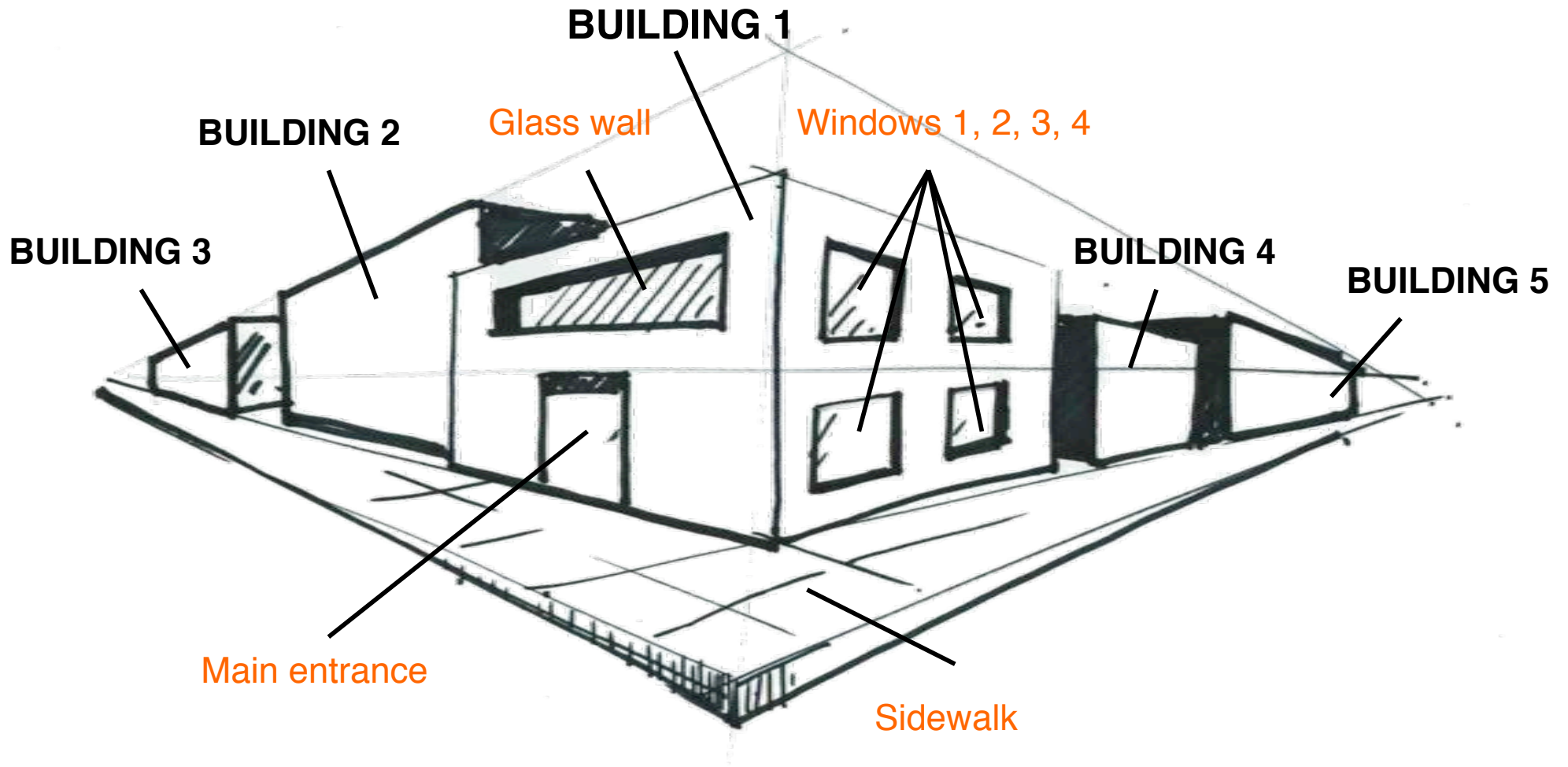
**AN EXPLANATION TO HELP UNDERSTAND
WHAT IT IS DESCRIBING**



SHADDOWS

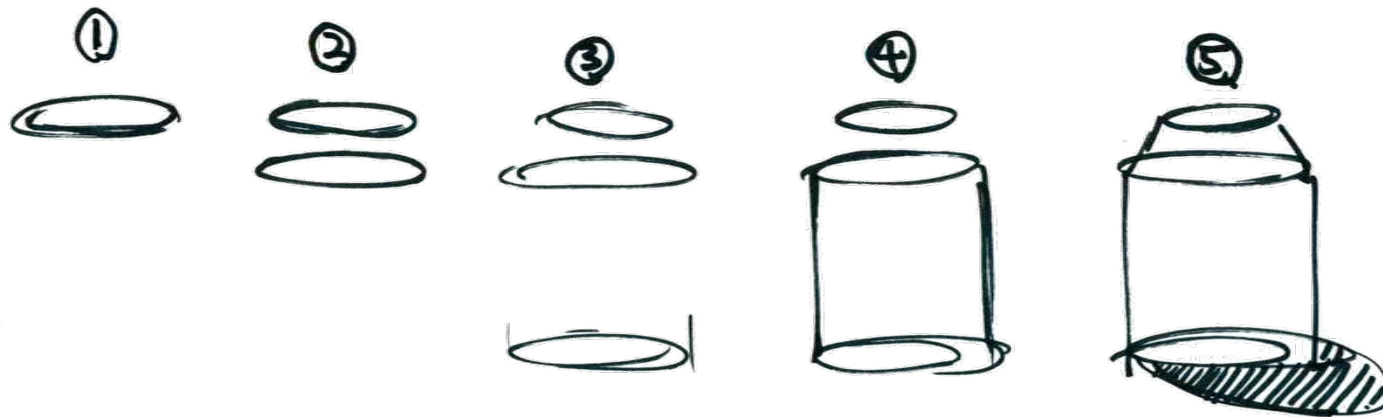
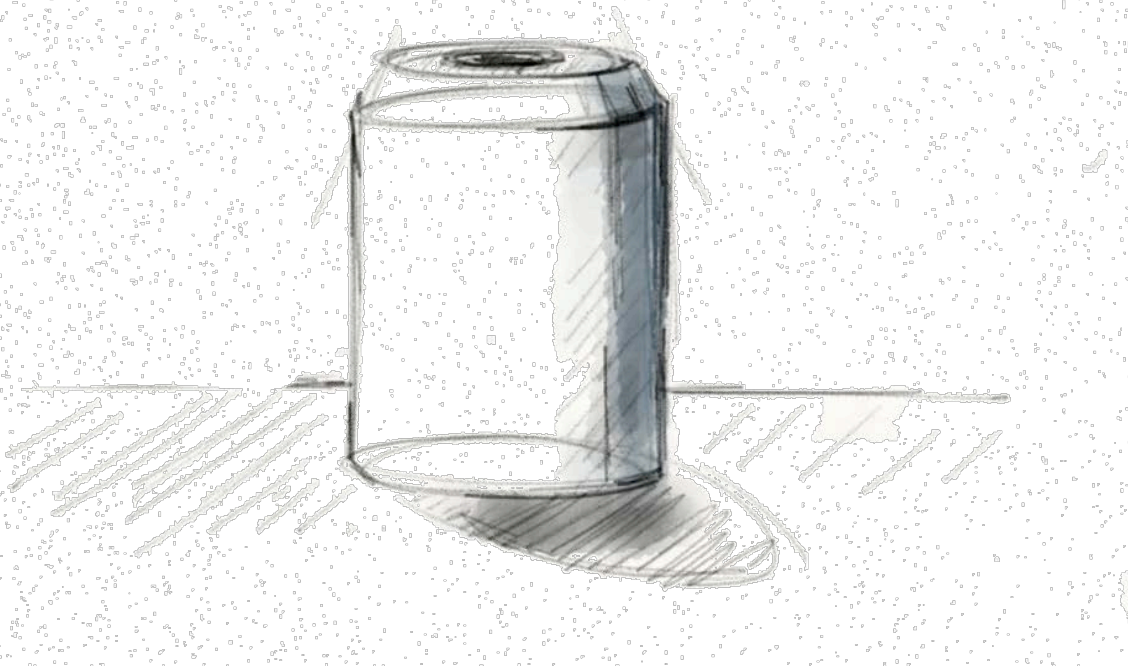


ANNOTATION



Annotation can compensate for ambiguous sketch

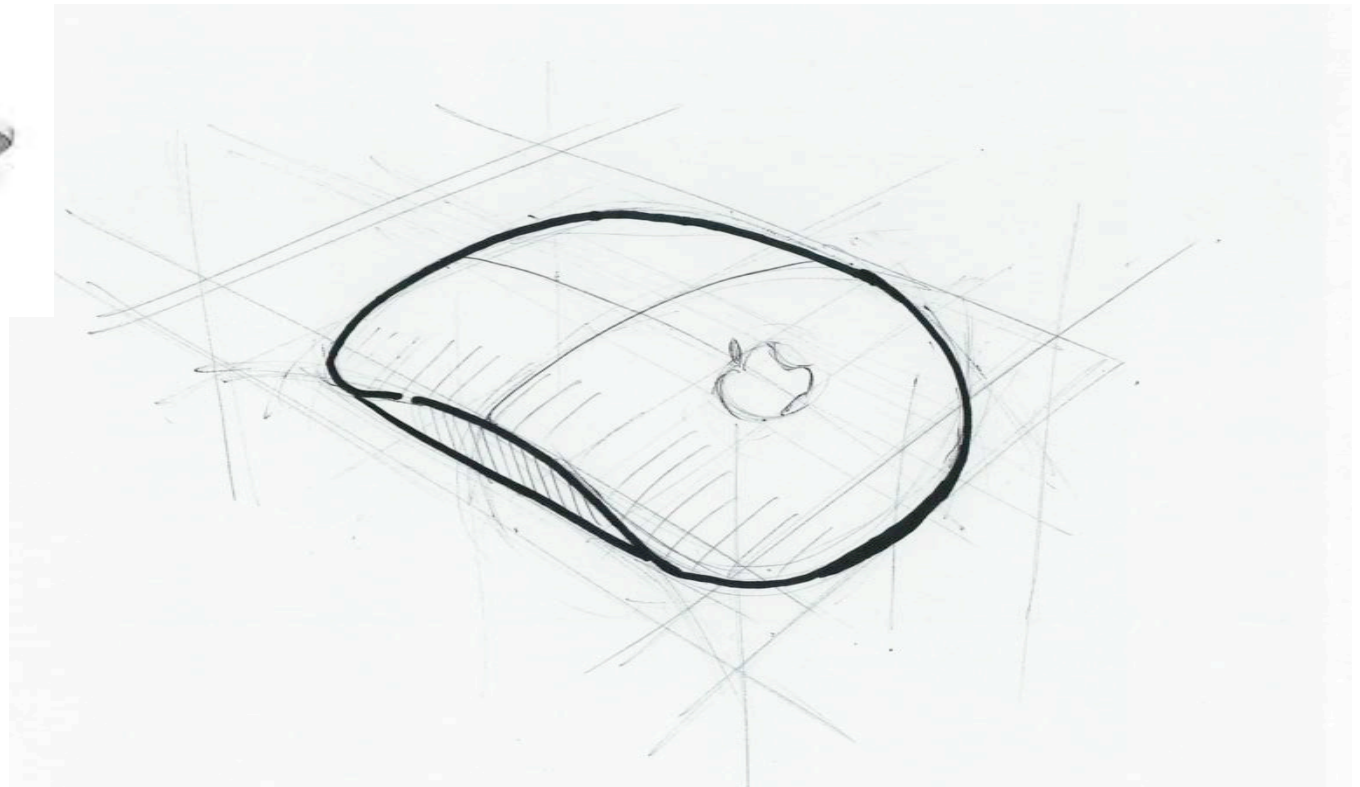
Exercise 1. Can/Bottle (3min)



Exercise 2. Two point perspectives (10min)



Exercise 3. Apple magic mouse (10min)



Courtesy of Euiyoung Kim

1. Highlighting
2. Shading / warm gray
3. Line weight

Yellow marker



Sharpie markers



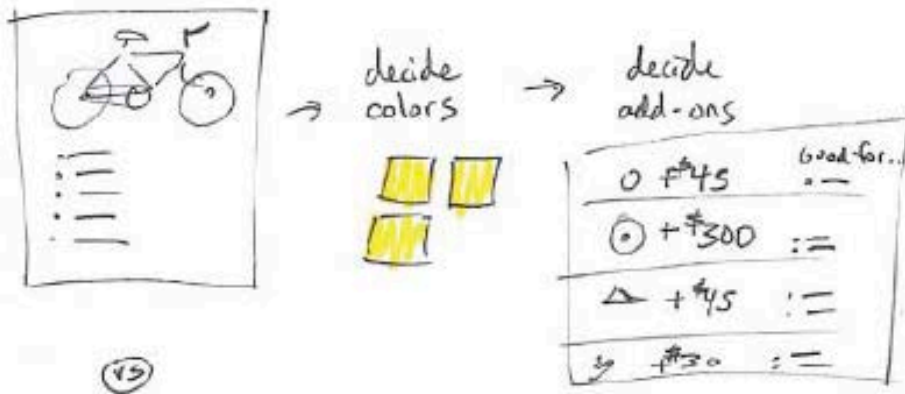
Gray marker



Cheat #1: highlighting

Build-a-Bike

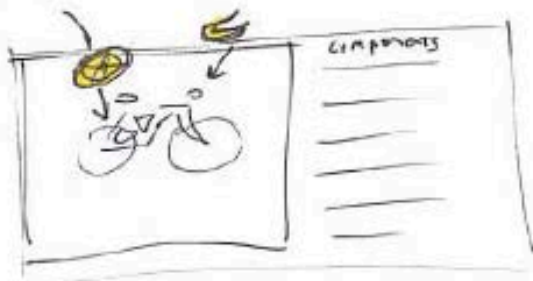
A start w/ basic bike



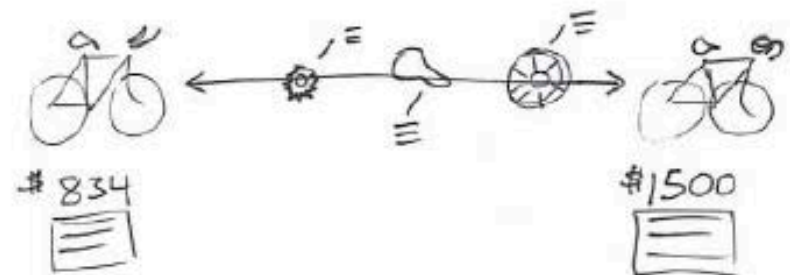
B start w/ type of rider



C Assemble bike from scratch



D see spectrum



Cheat #2: shading / warm gray

CONNECTING WANTS & HAVE'S

'wanted' posts or wishlist items appear when posting - they update based on post info

(A)

POST AN AD

Title

Price

Desc.

Have a car? These people are looking for cars:

- want a Toyota
- Need Small car
- Looking for...
- car needed

(C) Alerts → on homepage or via email, SMS

My

5 new car posts!

Categories

5 items match your alert!

5 new 'car' posts today

(B)

Ability to ~~create~~ monitor anything via 'saved search', following a category, etc

YOUR SAVED SEARCH: RESULTS

car wanted

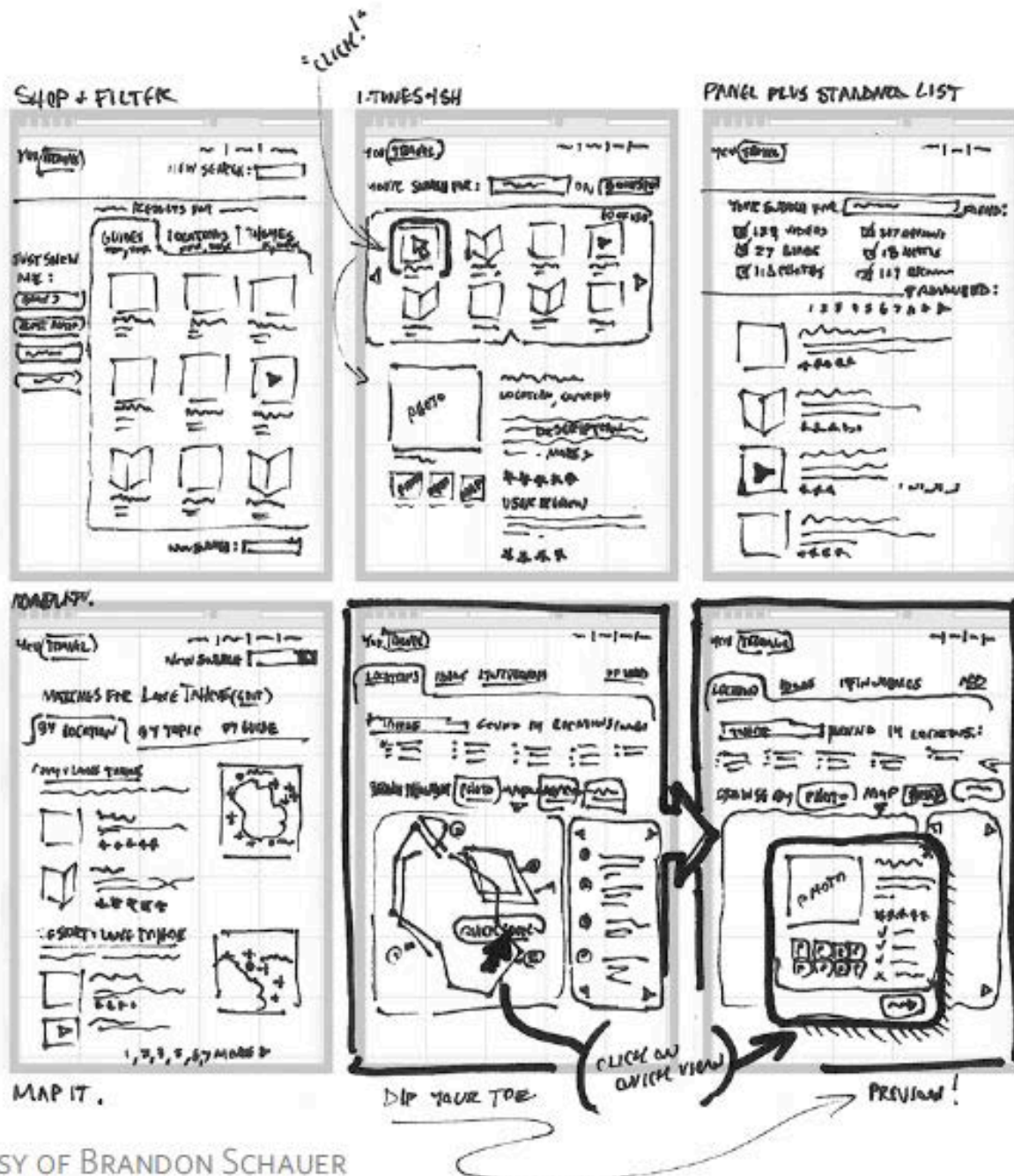
Need Toyota car

(D) Wishlist → embedded alerts

MY WISHLIST

- New Toyota (132 potential matches)
- cat-sitter (6 in your neighborhood)
- girlfriend (10 matches)

Cheat #3: line weight



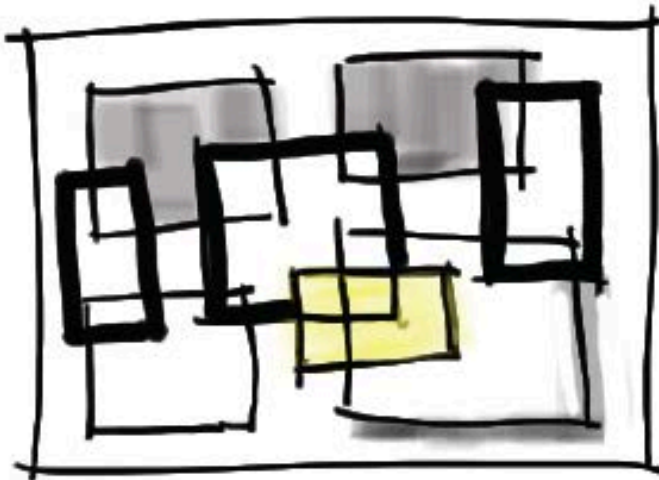
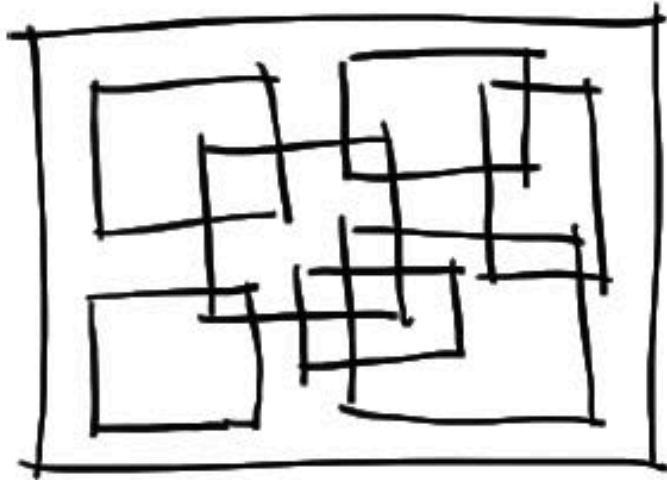
YOU TRAVEL SEARCH

- GET PEOPLE TO ENOUGH INFO AND "FEEL" OF A TRIP TO DECIDE TO COMMIT + GET MORE INFO.
- TRIPS ARE VISUAL: MAPS, PHOTOS, PLACES, EVENTS.
- TIME MATTER (WINTER = SKI, FALL = SCENIC DRIVES)
- SOMETIMES LOCATION IS ALREADY DECIDED ON (GRAND CANYON!) + SOMETIMES NOT SO MUCH (THE BEACH! A GET-AWAY!)
- WHAT ABOUT \$\$\$?

WINDOW YOUR SEARCH BY...

NOTE: THIS IS A COMPLETELY FAKE PROJECT!

Exercise 4. Rectangles (10min)

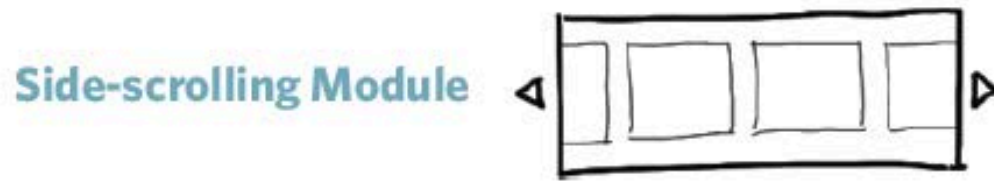
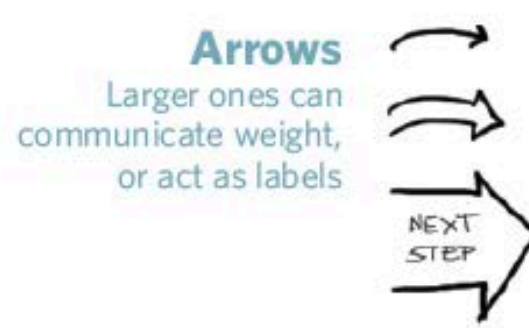
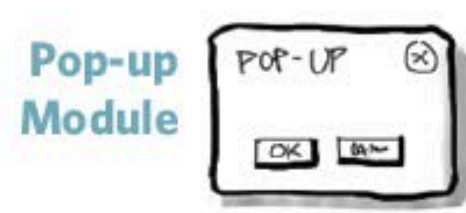
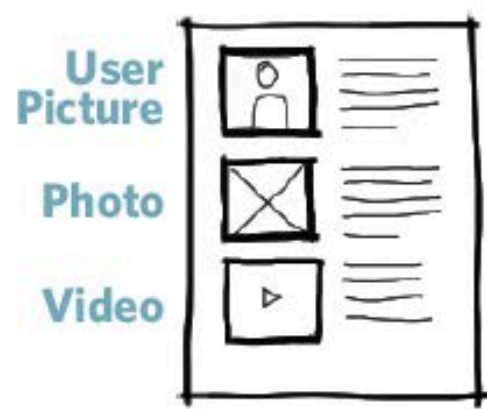
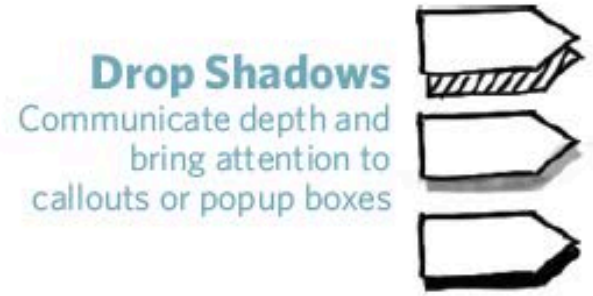
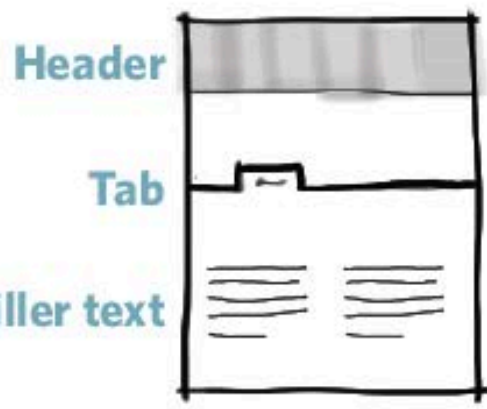


INSTRUCTIONS

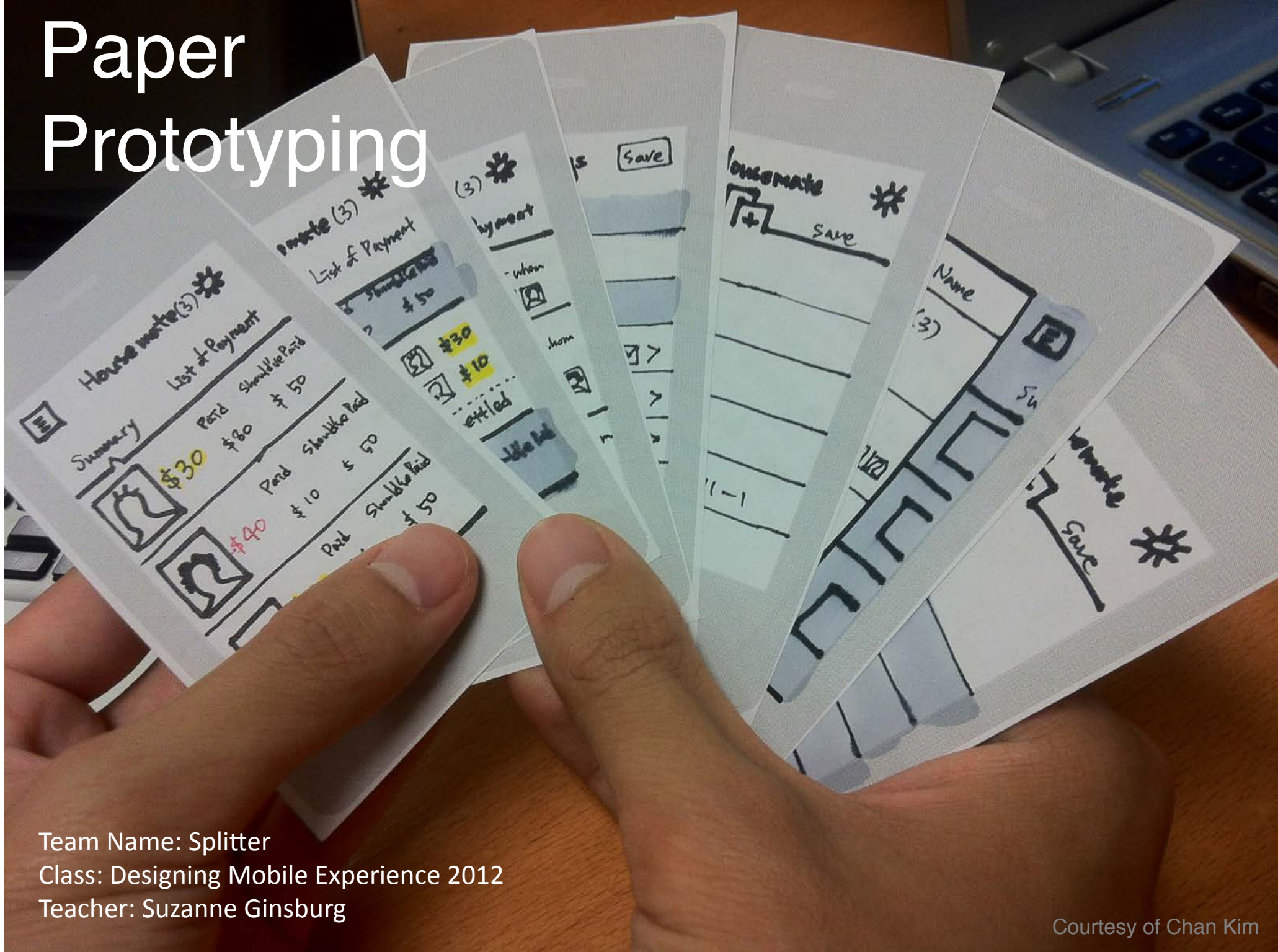
1. **Fill the page with overlapping rectangles**
2. **Hold the page up for the group to see**
3. **Pass it to your neighbor, then choose one rectangle and color it yellow**
4. **Pass it to your neighbor, then outline 3-4 rectangles with the fat sharpie**
5. **One more pass! Shade in 3-4 rectangles with the gray marker ... or add some shadows**

10 minutes

Helpful sketching patterns

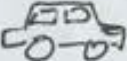


Paper Prototyping

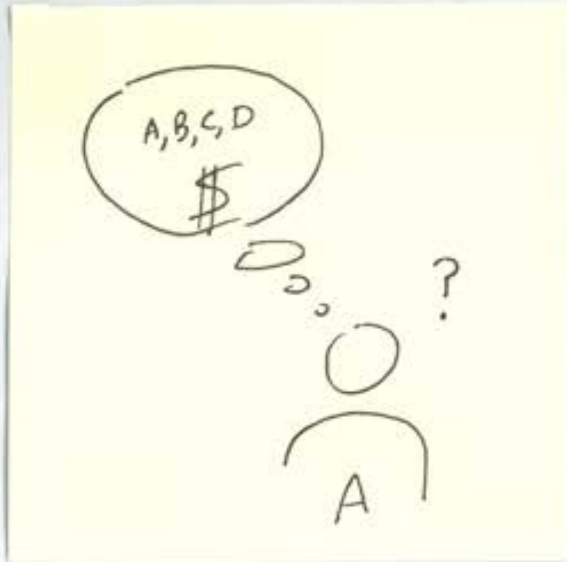


Team Name: Splitter
Class: Designing Mobile Experience 2012
Teacher: Suzanne Ginsburg

Courtesy of Chan Kim

START 

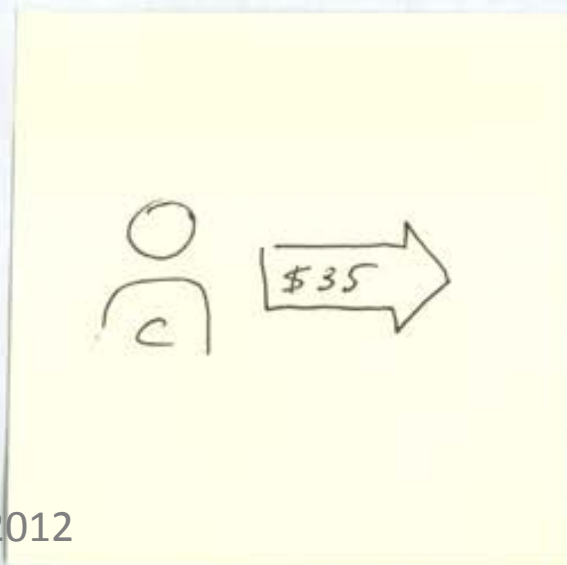
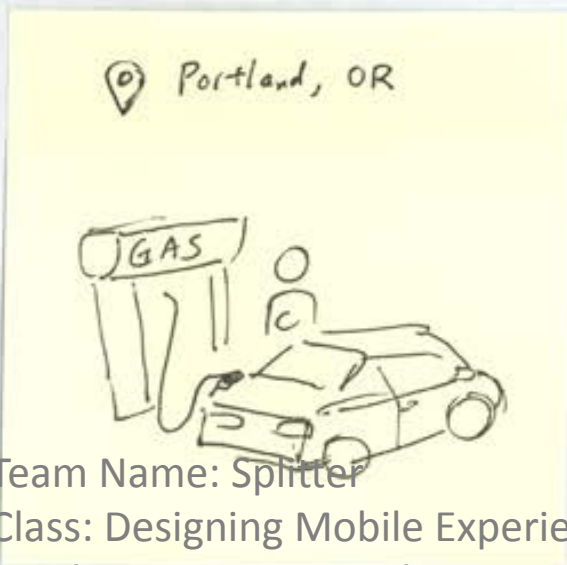
END



START



END



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START



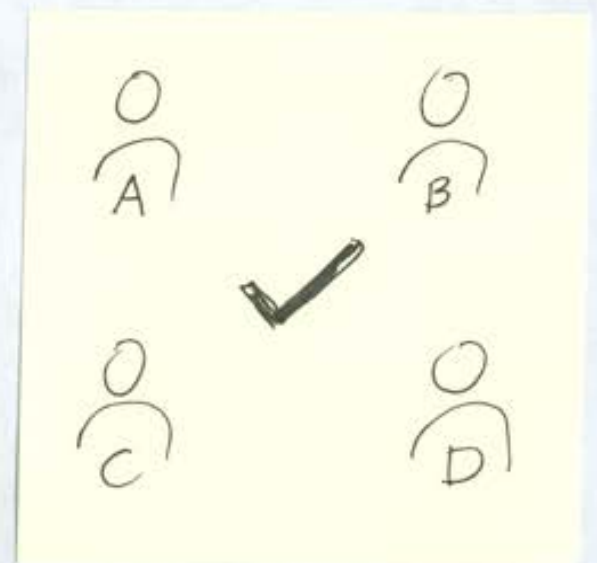
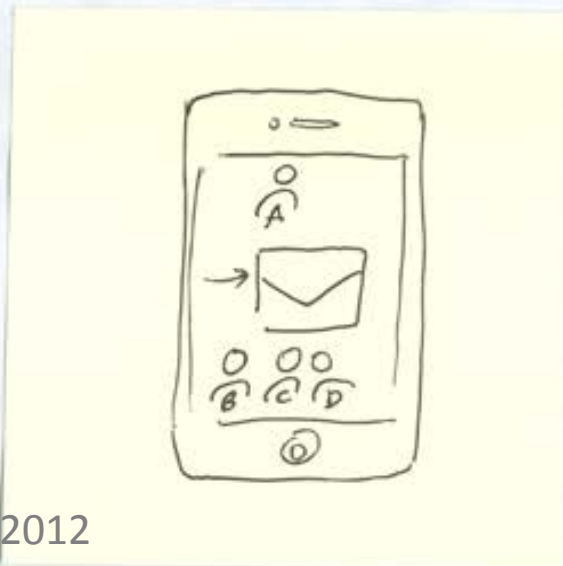
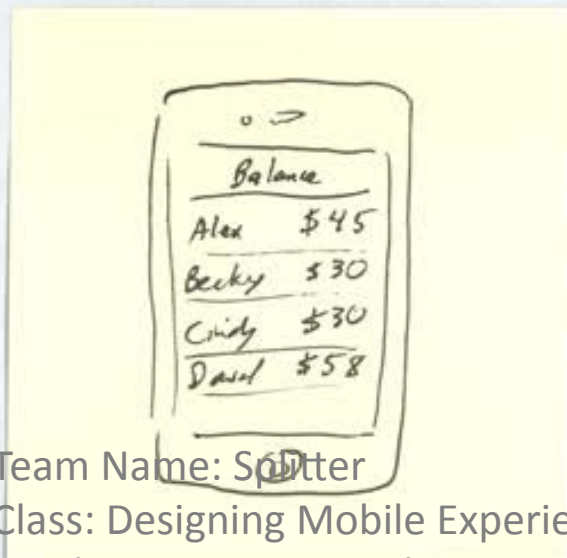
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START



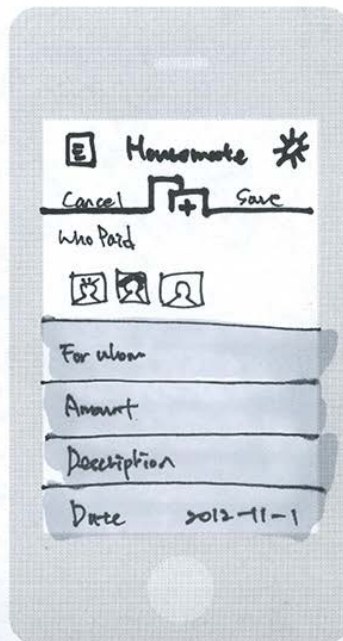
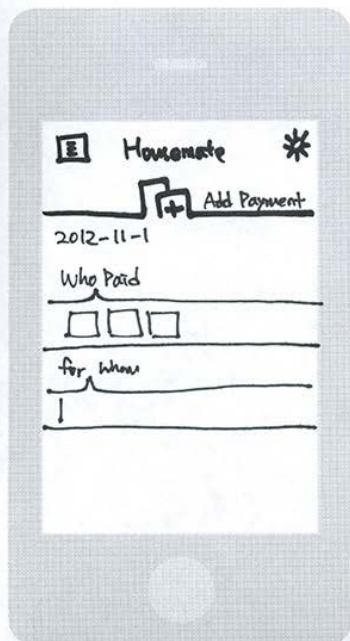
END



Team Name: Spitter
 Class: Designing Mobile Experience 2012
 Teacher: Suzanne Ginsburg

Courtesy of Chan Kim

50 80



Team Name: Splitter
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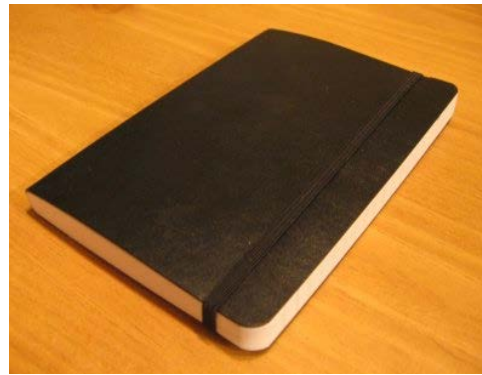
Design Journal

Any size that makes it easy to carry with you everywhere will be fine.

Also, we recommend the empty pages without lines inside.

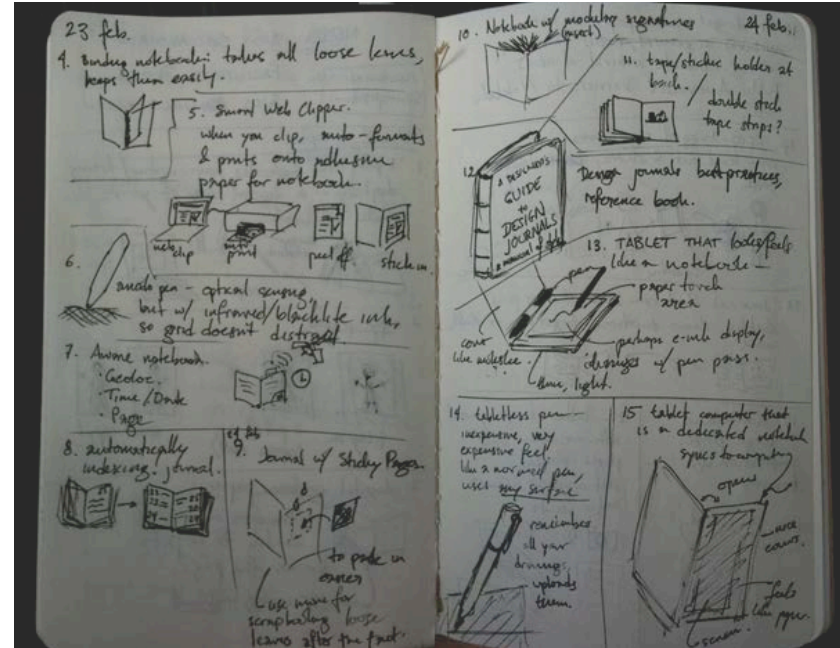
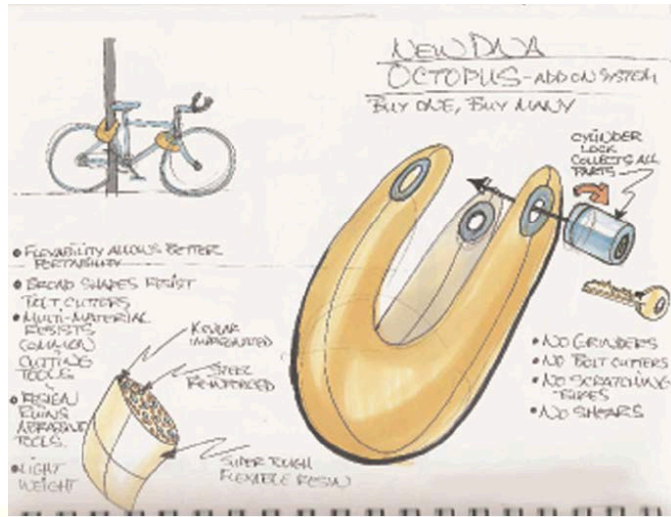


<http://www.cameronmcefee.com/design-journal-2/>

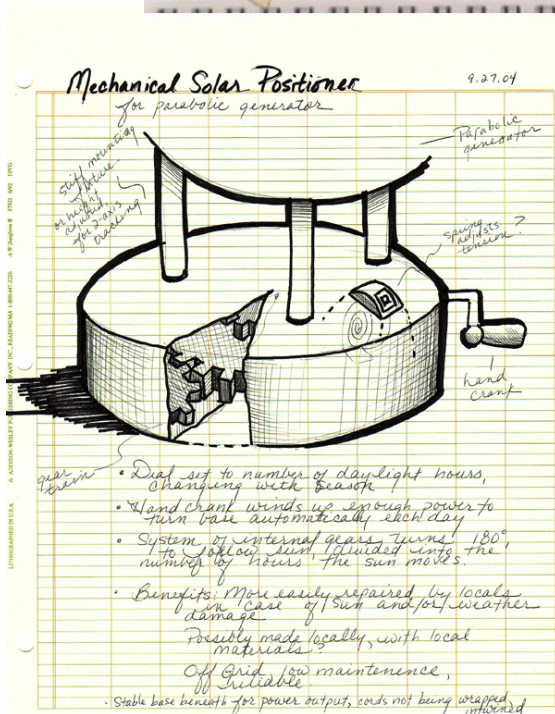


<http://www.flickr.com/photos/55070707@N07/7407093520/>

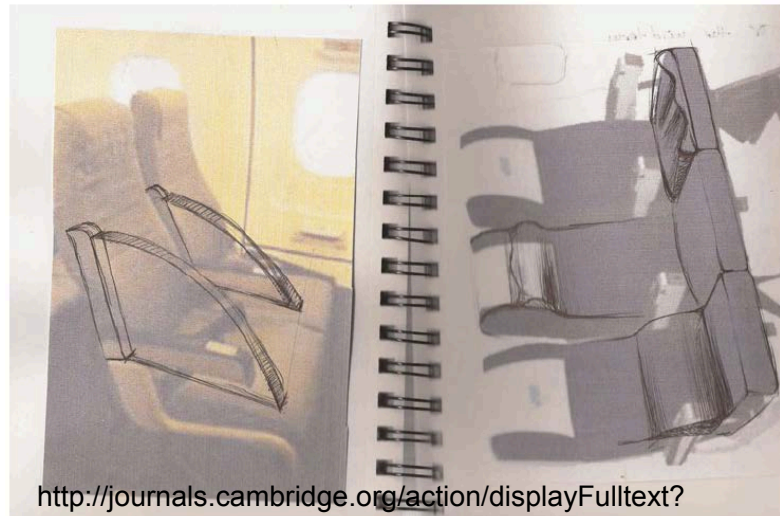
Examples



<http://www.behance.net/gallery/DesignNote-ME-110-Intro-to-Product-Design/984401>



<http://web.mit.edu/2.009/www/assignments/DesignNotebook.html>



<http://journals.cambridge.org/action/displayFulltext?type=1&fid=5855060&jid=AIE&volumeId=23&issueId=03&aid=5855052>

Dated Pages with Regular Entries

A good habit to get in, for intellectual property reasons.

Variety of representation

Writing, sketching, photos, artifacts.

Range of contents

Concept sketches, competitive products, user interview notes, prototyping notes, reflections on teamwork

Q&A

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BiD

Berkeley
institute
of design

Appendix

Paper 53

