

**WAYS OF SEEING** 1

**Focus**  
**Ask:** Why? What is the Message? How does it fit? How did the Artist do that?  
**Compare it with Other Works Beyond Knowing - Keep in Mind:**  
 Does it make sense?  
 What are the Merging Facets?  
 Is there Coherence?  
 Are there Oddities?  
 Note the Nuances, Subtleties, & Details

**WAYS OF SEEING** 2

**Look For**  
**Surprise:** Startling color, odd objects, unexpected relationships & differences in big or little ways  
**Mood & Personality**  
**Symbolism and Meaning:** What is the Message?  
**Motion, Time, &/OR Place Connections:** Cultural, Historical  
**Space:** Positive/Negative  
**Technical Dimensions:** Shift of Scale, Details & Structure  
**Virtuosity**

**WAYS OF SEEING** 3

**Orchestrate the Eye**  
**Inventory:** Description, Design, Entourage (Props, People)  
**Technical Organization:** Formal Analysis, Why Elements Work, Structure  
**Meaning:** Interpretation, Communication, Message, Theme, and Problems Solved  
**Merit:** Judgements, Aesthetics, Stack Up, Challenges.

**KEYWORDS** 1

Foreshortening	Placement/Composition
Size	Overlapping
Density	Practice
Containment	Ornamentation
Shading	Shadow
Contour	Horizon
Bonus	Attitude
Expansion	Profile
Action Line	Motion Line
Costume	Props
Silhouette	Skewed Curve
Taper	Tilt
Twist	S-Curve

**KEYWORDS** 2

<b>CONCEPTS</b>	<b>ORGANIZATION</b>
Line	Similarity & Variety
Color	Dominance
Value	Balance
Shape	Proportion
Mass	Rhythm
Space	Opposition
Texture	Transition
Pattern	Contrast
Layout	
Grouping	
Natural Design	
Repetition	

**USEFUL PRINCIPLES** 1

Principle of Threes	Take Up Line
Entering Point	Cross-section
Follow Through	Base Lines
Contrasting Values	Construction
Form (Shape)	Relate Shape

**5 ELEMENTS OF SHAPE**  
**CIRCLE FAMILY:** Circle & Dot  
**LINE FAMILY:** Straight, Curve & Angle

**TEXTURE**

Splash	Spot	Spiral
Stripes	Sunbursts	Plaid
Checkers	Repetition	

**CARTOONS/COMICS**

Good drawing size is 6 1/4" x 9 1/4" for single panel. Basic multi-panel leaves 1/2 " border and uses 2x3 squares

<b>COMPOSITION</b>	<b>1</b>
<b>Placement</b>	
Offset from Center	Use Grid
1/4 to 3/4	OR 1/3 to 2/3
Attention	Focal Point
Focal Area	Boundaries
Edge/Alignments	
	Avoid meeting borders with edges
<b>Ground/Depth</b>	
Foreground	
Middleground	
Background	

<b>TIPS AND NOTES</b>	<b>1</b>
<b>Do Thumbnail Sketches</b>	Composition first, then detail
<b>Work Whole</b>	Figure and Background. Use Overlap. Think THROUGH objects.
<b>Theme = Focus &amp; Ideas!</b>	Use 3x5 cards to store ideas/gags
<b>Light Source</b>	Determine Direction Early. Shadows lie upon whatever is in their path. Light shines at an angle.

<b>TIPS AND NOTES</b>	<b>2</b>
<b>Construction</b>	
<b>Trees:</b>	Build with U shapes
<b>Cars:</b>	Wheels first, square to wheels
<b>Clouds:</b>	Little puffs in corners, not in big puffs
<b>Body:</b>	Build from Skeleton Up Parts connected, not protruding Legs & arms on crossbeam

<b>TIPS AND NOTES</b>	<b>3</b>
<b>Creativity/Thought Process</b>	
<b>SDNT:</b> Start, Do, Notice, and Think ( <b>Repeat</b> )	
<b>CVSTOBVS:</b> Current view of situation to Better view of situation.	
<b>X10:</b> Learning something new? Do it 10 times. Brainstorming Ideas? Go for 10.	
<b>QRH:</b> Quality, Recognition, and Humor	
<b>PRR:</b> Practice, Repetition, and Rehearsal	
<b>ICD:</b> Intelligence Capital Development	

<b>TIPS AND NOTES</b>	<b>4</b>
<b>General</b>	
Back away and relax. Breathe.	
Observe/See More - Establish Mood	
What is <b>not</b> seen is also important	
Take at least 30 seconds to look at the object you want to draw. Give more time if you want to measure it out. Remember to keep looking at it.	

<b>TIPS AND NOTES</b>	<b>5</b>
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<b>WATERCOLOR</b>
Use masking tape/art tape to create linear shape. Masking fluid for clean whites

<b>QUOTE</b>
There are NO rules in Art...Ask first, What is "X" to me, then draw it! -- Mark Brewer

**45 POINTS (MIKE LIN) 1**

**LINE**

1. Chisel the Point
2. Fuzzy Line
3. Hit-Go-Hit
4. Professional Gap
5. Professional Dot
6. Overlap Corner
7. Mechanical Line
8. Freehand Line
9. Construction (Sketch) Line
10. Repeat Line

**45 POINTS (MIKE LIN) 2**

**LINE**

11. Continuous Line
12. Variable Line
13. Same Line
14. Thinner Line
15. Punch Line
16. 3D Line
17. Thin Thick Line
18. Thick Stroke
19. 45 degree angle
20. Gradual Value Change

**45 POINTS (MIKE LIN) 3**

**LINE**

21. Overedge
22. Stripe
23. Dots

**COMPOSITION**

24. Start Small
25. Less is More
26. Don't Touch Edges

**45 POINTS (MIKE LIN) 4**

**COMPOSITION**

27. White Space
28. Zig-Zag
29. Dark/Light
30. Mass/Void
31. Value Connect
32. Shade & Shadow
33. Asymmetrical
34. Hidden Eyeline
35. Focal Point
36. Dark Foreground & Light Background

**45 Points (MIKE LIN) 5**

**COLOR**

37. Color Wheel
38. Color Pair
39. Color Next
40. Color Rainbow
41. Color Repeat
42. Color Light
43. Color Solid
44. Color Connect
45. Color Earthy

**NOTES ARE FROM ALL OVER. 1**

The Ways of Seeing notes are from a book, but not the one you think. It's not Mr. Berger's, but now I don't remember whose it is. The basic keywords can be found in so many places that credit is not necessary - But Mark Kistler would be a good place to start. 5 elements of shape come from books that are about teaching children to draw. 45 points are from Mike Lin's architectural series. The rest are just gleaned bits that I literally wrote into my sketchbooks and now haven't got a clue where it came from.

**NOTES ARE FROM ALL OVER. 2**

I formatted these notes so they could be put on 3x5s, or inserted in the smallest sketchbook I have. I keep at least one set handy for reference. - Katrina Blau

**UPDATED: 041303**