



Tips for making sketches after nature

<http://www.pieter-adriaans.com/on-painting/lessons-english-.html>



general

- Always force yourself to work after nature. Never simply copy photo's or drawings of others. Study them well, of course.
- Practice and study. A good draftsman has a whole encyclopedia of knowledge, tips, tricks and methods in his head that he can summon at will while drawing. For example, it is almost impossible to make a quick sketch of a nude without a thorough knowledge of anatomy. I study the human anatomy all from scratch every three or four years. In this process I make dozens of sketches of all the bones tendons and muscles of the body. It is surely possible to make beautiful drawings without this kind of knowledge, but if you want your drawings to show classic skill, then you will have to work hard for it. Knowledge of anatomy, architecture, perspective and art history always help. Precisely for quick sketches such

knowledge is important because you have very little time to think about things.

- It is almost impossible to control all dimensions of the art of drawing. Painters previously specialized in a specific type of work. A landscape painter had a working knowledge that was form that of a portrait painter.

Start drawing

- Use your hands as a viewfinder.

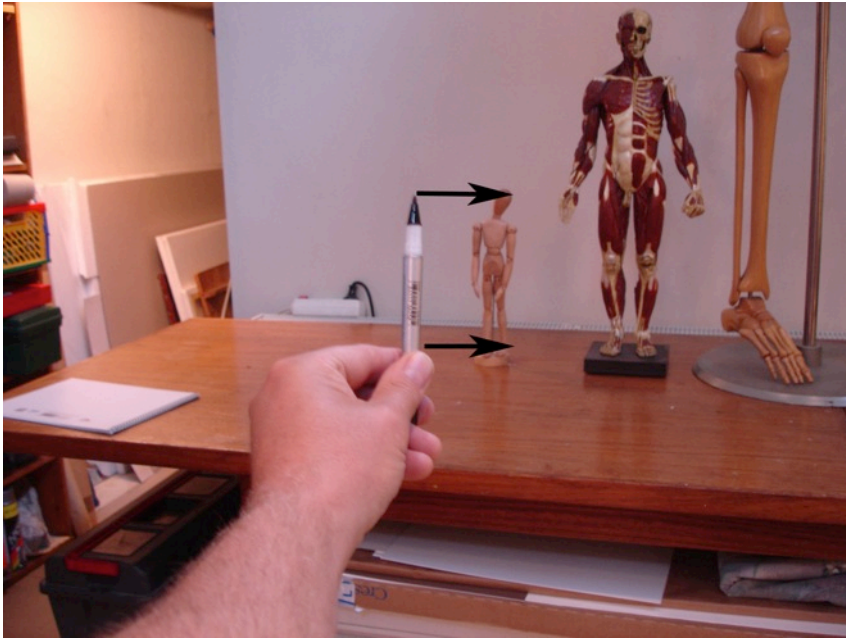


- Find the great forms of the composition and determine where they appear in the drawing. Select no more than 4 or 5.
- Determine the nature of structures in the main drawing:
 - a) Geometric constructions: almost every object built by man: buildings, vehicles, utensils etc.
 - b) Regular patterns: brick walls, tile floors etc.
 - c) Random patterns: leaves on the ground, birds in the air, pebbles on a path etc.
 - d) Organic shapes: the human body, life, roads, rivers, etc. and growing and fractal forms: water, clouds, trees, plants, rocks etc.
- Review for each structure which details you are going to omit from the design. Depending on the time you have and medium. For example: will you draw all all the leaves of a tree, only branches or simply whole trees. Will you show all the tiles of a roof, suggest all the windows of a building or just draw a single structure. Make sure you have an arsenal of standard solutions at hand to suggest complex structures (water, trees, walls, gravel, grass, etc.). Study how other artists solve these problems. Look for solutions that are close to your own natural handwriting.



- Make a plan for the whole design. What you will draw first, what later? Each drawing and each canvas has a general design. There is a foundation, there are basic forms and final details. Decide what you will do in that phase.





- 20) Use your pencil or brush when necessary as a measuring device to check the proportions. Extend your arm completely and measure the distance with your pencil. Because your arm is straight, you can apply the same distance across the image.

