

How to sketch 3D Sculptures: Sketching In The Round

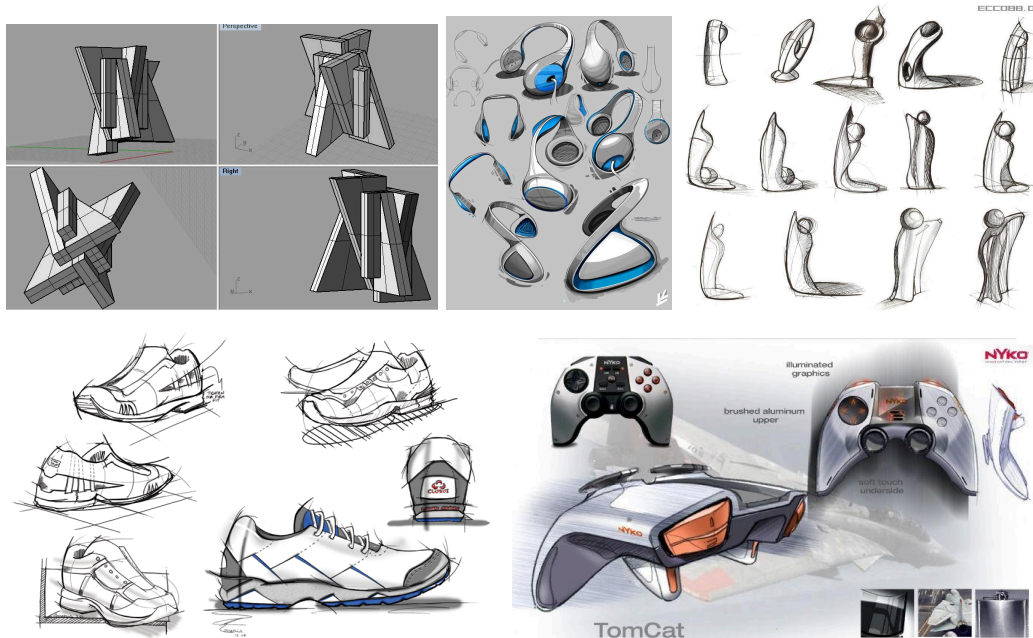
When thinking about creating a sculpture it is important to visualize all of its features in 3D. You already know that 2D artists create multiple sketches before they produce their final piece of art. How do 3D artists create sketches of 3D forms if they can't see all of its features from a given point of view? It's easy! Create more sketches from different angles of the form. For example, a cube has 6 sides. One could easily draw the side view of a cube but it will not tell us much about its form. It would look just like a square. Drawing the cube at a three quarter view would give us a better idea of its form. When sketching 3D sculptures it is important to draw the form from at least 3 different points of view. You might ask what views would be the best to draw? The best answer would be to draw the form from angles that showcase the its most complex parts, prominent features and sketching the form "in the round".

Sketching In The Round

"Sketching in the round" basically means drawing a form using all three dimensions. The principal types of sculpture in the round are statues, busts, and sculptural groups. Sculpture in the round can be viewed either from one definite or several vantage points. It can also be seen from all sides, giving the viewer several complementary perspectives.

Vocabulary

- **Sketching In The Round**- Drawing a form showing all of its 3 dimensions
- **Point of View**-the position from which something is observed.
- **Three Quarter View**- A view of an object that is midway between a front view and a side view.
- **Birds Eye View**- A general view from above an object
- **Worms Eye View**- A view as seen from below an object
- **Foreshortening**- optical illusion that causes an object to appear shorter than it actually is because it is angled toward the viewer.
- **Light Source**- The angle of where light is emitted and touches an object creating shadows and value



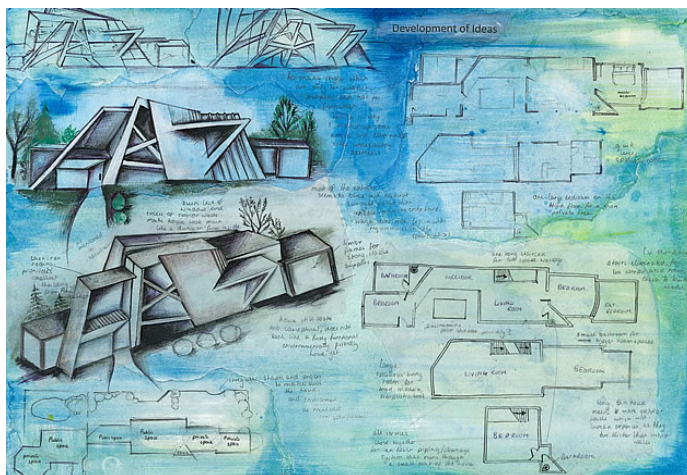
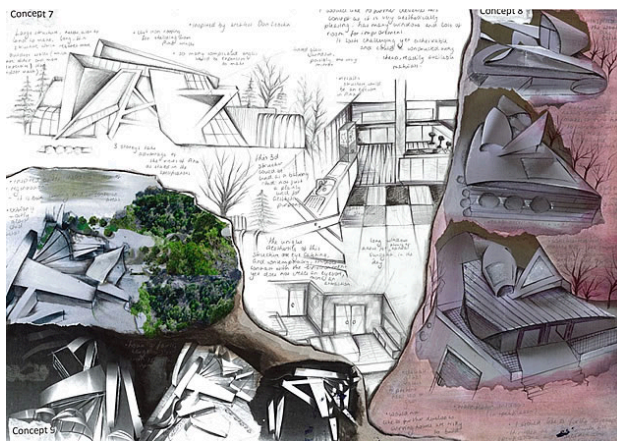
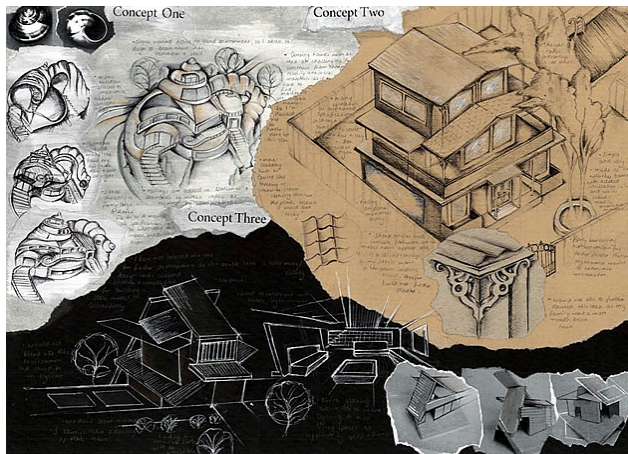
Sketching your 3 dimensional ideas in your sketchbook

Directions:

1. Draw your idea from three different perspectives in order to capture the form in the round.
 - a. Start with a simple contour line drawing then add some value to your sketch based on a light source of your choice.
 - b. Don't forget to draw the object from three different angles. You will be expected to draw each of your sketches in your sketchbook in this way. Even though you are creating three drawings of each object it is only considered one sketch idea.
 - i. If you are asked to draw three different sketches of sculpture ideas you will need a total of 9 drawings (three for each idea showing its form).

3-Dimensional Sketchbook Examples





More Beautiful 3D Sketchbook Examples!

➔ <http://www.studentartguide.com/articles/sculpture-3d-design-sketchbooks>