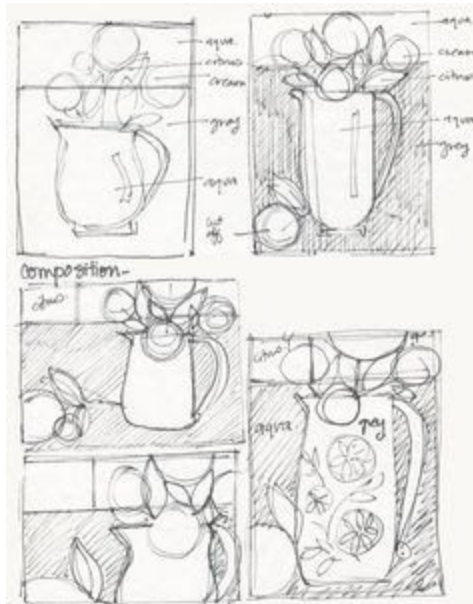


**Thumbnail Sketch Exercise**  
**2D Design & Drawing 1**  
**Lehigh AAD / Murphy**



What is a Thumbnail Sketch?

A quick unrefined drawing to rapidly experiment with an idea & composition when planning a drawing.

Why do artists and designers do them?

Allows for quick idea iterations, forces you to see & think about your idea, freedom to design without technical worries.

## **ASSIGNMENT**

### **Step 1**

Choose a toy or objects from the still life cabinet

### **Step 2**

Use 3 sheets of sketchbook or printer paper. 2 thumbnails per page

Make 2 vertical rectangles 4" x 6"

Make 2 horizontal rectangles 4" x 6"

Make 2 squares 6" x 6"

### **Step 3**

Use your camera to frame / compose your object within your composition from different angles or Points of View (POV). Take at least 6 photos. Variation is KEY. Viewfinder works well too.

### **Rules:**

- One drawing must have One Crop

- One drawing must have One Touch
- One drawing must be Open
- One must be Symmetrical / Balanced
- One must be Asymmetrical / Imbalanced
- One must have Open, Touch and Crop
  - Challenge level; Change your point of view / birds eye or bugs eye

**Drawing Rules Tools & Time:**

Use only line, and little to no shading. 10 minutes per drawing.

Your choice of drawing technique, bold contour line, sensitive weighted line, broken sketch line

**GOALS**

**6 Thumbnail sketches or more that explore:**

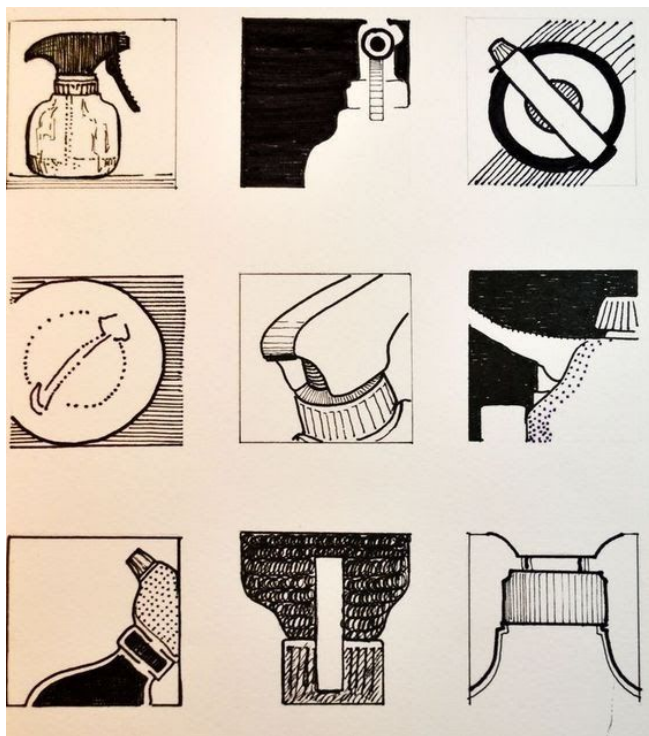
Design Thinking & Process

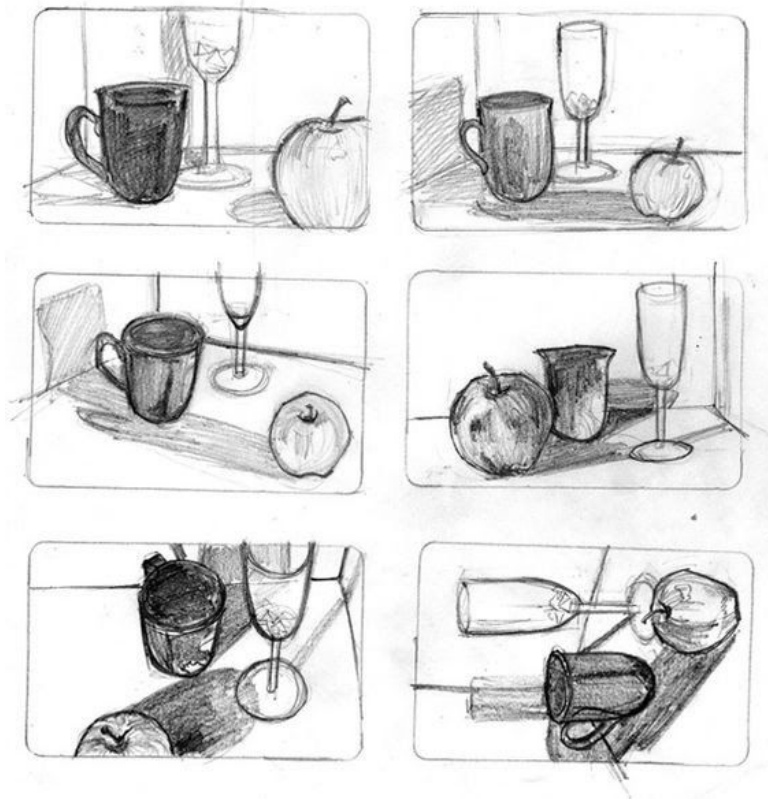
- Design as Visual Organization
- Design as Creative Problem Solving
- 

Steps in the process

- Thinking/Brainstorming
- Looking/Seeing
- Doing/Making/Craft
- Critique/Reflection

**EXAMPLES**





**Resources:**

Thumbnail Video Tutorial

[https://www.youtube.com/watch?v=HLTC\\_wEnj1U](https://www.youtube.com/watch?v=HLTC_wEnj1U)

Principles of Design Slideshow

<https://www.slideshare.net/shaktinanda/principles-of-design-56175885>