the Designer Starter Kit

Learning like a child: step-by-step

by theDesignSketchbook.com
All children are artists. The problem is how to remain an artist once we grow up.

- Pablo Picasso
Learning how to draw often starts as a solitary journey, full of unanswered questions. If you’re searching for some advice as to where to begin, you’ve come to the right place. Maybe you’ve been considering a design career in the fields of fashion, transportation, product design, architecture, or the gaming industry, but simply don’t know where to start – if so, then this is the tutorial for you.

This guide is designed for those who want to learn the basics, and learn them fast. If you have any questions, feel free to post them at theDesignSketchbook.com. I’ll be around to answer as best I can!
Art is everywhere; this is true nowhere more than in the field of design. A great product isn’t only about functionality. It’s important that great products also give people a full range of emotional experiences. A designer must be empathetic; they’ll work to get to know their audience. The color, shape, contours, texture, and function of a product are carefully selected for the maximum chances of customer happiness and product success. A designer is today a storyteller*.

Designers innovate every day in order to better peoples’ lives. This second, designers all over the world are drafting new ideas. Ask yourself if you want to be one of them. There is no language more universal than that of the sketch. Through a basic knowledge of drawing and personal creativity, you can potentially interact with anyone on the planet. In light of this, I guess I understand why it’s said that the role of a designer is to give meaning to the world we live in.
As a child, I loved drawing my favorite characters from TV shows and comic books. I impressed my friends with these drawings; they thought I was a real artist! So, of course, I thought I was good. But I was wrong. What I was really doing was copying exactly what I saw and not truly creating anything myself. I grew up and put drawing aside; I studied business instead. Then I graduated and was struck by the realization that instead of selling things to people, I wanted to create for them.

I changed my life plan and applied to a design school, armed with only my clumsy drawings as a portfolio. However, what I did have was motivation to learn to draw like the designers I'd seen in magazines! I was accepted at the school, and for the first time I learned the basics. I made a lot of mistakes, but I’d begun. With that sort of determination, my progress exponentially increased. I was 22. And now I've started the blog theDesignSketchbook.com as a way to share with you the tips and info I wish I’d had when I was a student, or even as a child.
How do you start?

By learning the bare minimum needed.

The Designer Starter Kit will produce some of the fastest results. It focuses on a few carefully selected basic lessons which are explained in a simple way. I’ll show you “stroke-by-stroke” how my brain thinks while I draw. Through practice, you’ll be able to absorb the knowledge I’ve gathered over the years and make it your own. You will prove to yourself that you too can draw.

These early lessons are so essential that they’ll follow you through your whole drawing journey. And the confidence you’ll gain in your skills is what will give you the drive to continue.
Remember learning to write your letters? You’ll use guide lines in the same way, learning how to place a certain stroke after another. Each letter of the alphabet is a complex drawing, and you’ve succeeded in mastering 26 of them. If you know how to write, there’s no reason you can’t draw. Practice the basics, stay stubborn, and you’ll eventually draw as naturally as you write.
But I’m really bad at drawing!

Beginner’s mistakes will be rooted out

You will learn to recognize the usual beginner’s mistakes. Even so, you may still struggle with them. But you won’t have to go through this phase of frustration feeling like you’ve hit a wall. I’ll arm you with a few tricks, as well.
START SIMPLE
- No pencil and no eraser? Does this mean I can’t erase at all?
- Basically, yes.

Why am I telling you not to erase? The ultimate goal of this guide is not to make nice lines or perfect circles. The real objective is that you master the correct hand movements for drawing basic shapes. If you do make a mistake, instead of erasing, re-trace the shape over again on top of the old one, or re-do it completely. Don’t treat your sketches too preciously; this is only practice.
Summary

Guide 1
Getting ready with 5 tips

Guide 2
Mastering the pen

Guide 3
Gaining a sense of proportion

Guide 4
Seeing in perspective
LET’S START WITH THE GUIDE 1!