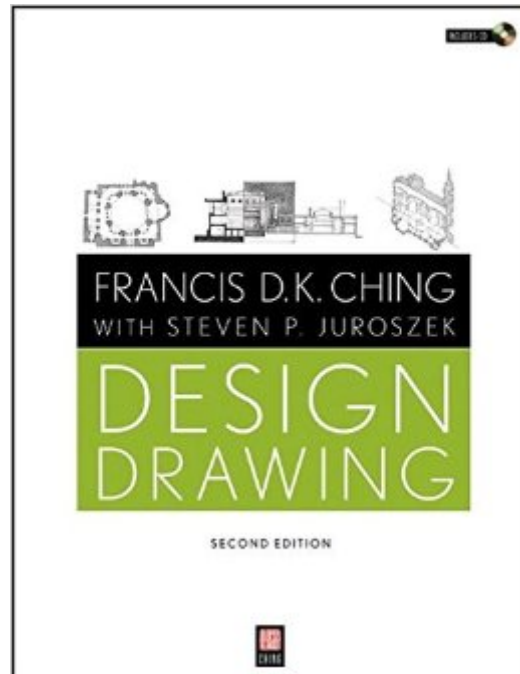


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# Design Drawing



## Synopsis

Get the completely revised edition to mastering the visual language of architecture. In his distinctive graphic style, world-renowned author and architecture educator Francis D.K. Ching takes us on another exciting journey through the process of creation. In *Design Drawing, Second Edition*, he unmaskes the basic cognitive processes that drive visual perception and expression, incorporating observation, memory, and rendering into a creative whole. This edition unites imaginative vision with fundamental architectural principles to cover the traditional basics of drawing, including line, shape, tone, and space. Guiding the reader step-by-step through the entire drawing process, *Design Drawing* also examines different types of drawing techniques such as multiview, paraline, and perspective drawings -- and how they can be applied to achieve stunning results. In addition, this edition: Goes beyond basic drawing books -- Ching not only covers the principles, media, and techniques of drawing, but also places these within the context of what and why designers draw. Features more than 1,500 hand-rendered drawings -- beautiful illustrations that reinforce the concepts and lessons of each chapter. Includes a supplemental CD-ROM -- viewers will gain a greater appreciation of the techniques presented in this book through the power of animation, video, and 3D models. Twelve new modules are included, as is a video of the author demonstrating freehand techniques in a step-by-step manner. For professional architects, designers, fine artists, illustrators, teachers and students alike, this all-in-one package is both an effective tool and an outstanding value, demonstrating concepts and techniques in a visually stimulating format that transcends comparable works in the field.

## Book Information

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## Customer Reviews

"Design Drawing" is a superb book, containing all the core essentials of drawing in one place. The clarity of the author's writing is superb, and his illustrations excellent (pun intended). However, it should be remembered that drawing and illustration are quintessentially kinesthetic. The techniques cannot really be understood, let alone mastered, without actually putting pen or pencil to paper. Each and every exercise should be completed, and not just once but repeatedly until they are mastered. Doing so develops the necessary eye for seeing what is to be illustrated, and also the eye-hand coordination required to transfer an image from the mind to paper. Also necessary for design drawing is a firm understanding of the conventions used in technical and architectural illustrations. These conventions and mathematical constructions can seem bewildering to the newcomer. Many books on the subject have not made the subject easier, nor have they eased the newcomer's fears of the subject. This book is outstanding in presenting the various drawing conventions clearly and simply, thus reducing or eliminating the mystery altogether. The examples provided are clear and illustrate the author's points well (as they should in such a book!). The book is divided into three main sections: The first section, "Drawing from Observation" (Chapters 1-4), which addresses illustrating what one sees, with exercises focused on training the eye and the hand. The second section, "Drawing Systems" (Chapters 5-8), describes the formal conventions used in technical and architectural illustration. The formal constructions are described clearly, and the exercises reinforce each point made and each technique.

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