EMPOWERING THE BURN TO DESIGN
- A CREATIVE JOURNEY FROM 2D TO 3D -

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CLASS SUMMARY

- Learn how to unlock your hidden ideas that burn inside -

- Learn how Autodesk® Sketchbook® Pro and Autodesk® Alias® Automotive can facilitate:
  - Fast creative techniques
  - Create the punchy sketch
  - Develop 3D visuals to inspire
  - Captivate and stimulate your client
LEARNING OBJECTIVES

- At the end of this class, you will be able to:

  • Develop ideation techniques
  • Create impactful sketches
  • Understand basic Interface tools
  • Creative quick modeling - translation of 2D to 3D
  • Create an impactful 3D visual
INTRODUCTION

• Thank you for signing-UP! - if this class isn’t for you ....no problem....

• Who am I ?

• A Short history......follows
Current design position:  CALIFORNIA AUTOMOTIVE DESIGN STUDIO

Previous employment:  GM DESIGN USA / KIA DESIGN AMERICA

Post Graduate of 2003:  ROYAL COLLEGE OF ART LONDON UK

Under Graduate 2001:  COVENTRY UNIVERSITY UK
A SHORT HISTORY

• THE YEARS 2004 - 2008.......BEFORE Autodesk® Sketchbook® Pro
• THE YEAR IS 2008.......A WAKE-UP to Autodesk® Sketchbook® Pro
'EMPOWERING THE BURN TO DESIGN'

• What do I mean by this?

• Simply put: How do I get my ideas out?

• Fast and Effectively

• With the X-Factor
• BUT something is different today......  ....never enough time!

• Its great to sketch its even better......TO MAKE BELIEVE!
PART 1: 2D - Demonstrate the techniques I use to quickly generate ideas
- Explore interface simplicity and the natural work flow of Autodesk® Sketchbook® Pro

• HOW WILL I DO THIS?

I will demonstrate some ideation techniques and how I let the pen wander
**PART 2: 3D** - Sketching with curves – learning to use Autodesk® Alias® Automotive as a design tool
- The tools I use
- Building simple surface

**Autodesk® Alias® Automotive**

**HOW WILL I DO THIS?**

- Interface - keeping it simple
- Curves are the secret
- Simple surfaces – be happy to trash
• **PART 3: 2D** - Creating an impactful 3D Visual
  - Outputting an image from Autodesk® Alias® Automotive
  - A little X-Factor

• **HOW WILL I DO THIS?**
  - Hardware shade simple set-up
  - Setting the shot
  - Outputting for touch-up in Sketchbook Pro
PART 1 2D HOW TO UNLOCK YOUR HIDDEN IDEAS

- The right subject matter – what you put in is what you get out
Autodesk® Sketchbook® Pro

- Setting up your Wacom – makes life easy
- Lets look at the interface
- Quick sketches and tool demo
PART 1 2D

Let's look at the interface

Autodesk® Sketchbook® Pro

Toolkit:
- Toolbar
- Brushes
- Layers
- Brush size editor
- Colors/Hues
- Tint and Shade
- Custom Swatch
- Lagoon
- Canvas

Features:
- Ellipse and ruler guides
- Marquee selection
- Move scale rotate
- Free hand / straight line
- Toggle layers
- Copic color palette
- Image editing tools
- Click on colored circle reveals color palette
- Click on pencil reveals Brushes
PART 1: Into the DEMO …..

1. Gradient
2. Line
3. Shadow
4. Lighter hues / Accent
5. Screen effect / Accent color
6. Bubbles
You should now:

- Understand creative ideation techniques
- Create impactful fast volume sketches
- Have a basic understanding of Sketchbook Pro Interface

We looked at:

- Line weight
- Color Blocking and Light source
- Highlighting
- Multiply and Screen
Tools used:

- Ellipse and Ruler guides
- Symmetry Tool
- Marquee tool  Squish – Scale – Rotate - Move

We looked at:

- Mirroring the canvas – ‘create fresh eyes’
- Lock transparency function
Autodesk® Alias® Automotive

- My interface routine

- Marking menus

- Curves are the Secret

PART 2 3D SKETCHING WITH CURVES
Part 2: 3D Curve Editing

THE RULE OF PSD: PROPORTION – SURFACE - DETAIL

- 2 degree
- 3 degree
- 5 degree

Curve Edit

Object Edit
Part 2 3D

Side view – Plan view – then...

Side view – F6

Plan view – F5

Here I have turned off the curve construction cv and hulls, so I can read the curve as if a sketched pen line.

2 degree initial sketch curve

3 degree developed curve

Pick the cv’s and move in the Plan view

Perspective view – F8
PART 2 3D Into the DEMO …..
I focused on the tail:

- The long tail rudders
- The mechanical gyro pivots
- The main drive prop

This element of the design motivates me further to resolve the model.
PART 2 3D

Basic Surfacing – into a quick DEMO

- Good curves creates good surface
- Simple surfaces – be happy to trash
PART 2 3D  Summary

You should now know:

• Some of the basics of the Alias Automotive interface
• how to translate your 2D sketch to 3D curves
• How to uses Alias curve editing tools and Surface creation tools

We looked at:

• The Rule of PSD
• Treasuring a part of your model
PART 3 2D

CREATING AN IMPACTFUL 3D VISUAL

- Hardware Shade / Shaders
- Basic Environment
- Setting the Shot
• Shader location – Assigning to surfaces
• Basic Environment – Gradient / Ground plane
• Windows – Editors – Cameras – Lens Properties – Angle of View
Part 3: 2D

- Exporting an Image from Alias Automotive
PART 3 2D Summary

You should now know:

• How to Hardware shade the model
• How to create a simple environment
• How to use the Alias Automotive shader Library and assign them
• How to export a high resolution image from Alias Automotive
QUESTION TIME
CONCLUSION

THANK YOU 2 U

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