

PROJECT GUIDE

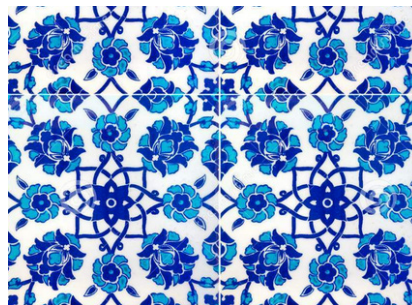
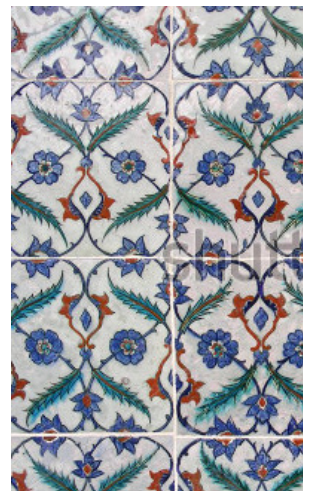
Drawing Geometric Designs: From Hand Sketch to Digital Pattern

Unit 1: But I Hate Geometry!

1. Find your inspiration and reference material

- Think back on any memories that involve patterns
- Look at patterns from other cultures
- You can be inspired by my collected materials if you're stuck

DELIVERABLE: Post some inspiration for your pattern in the Project Gallery.



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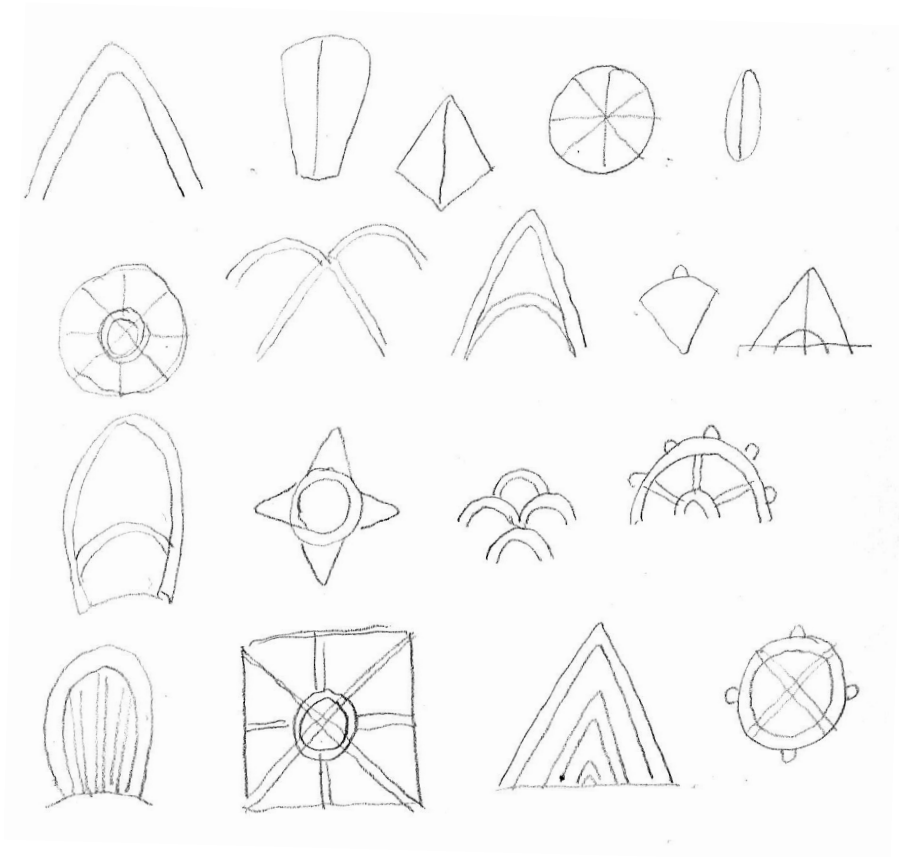
Unit 2: Project: Create a Geometric Pattern

1. Collect your materials

- Pencils, eraser, sketchbook or paper
- *Suggestions: cheap sketchbook, Faber-Castell 6B pencil, kneaded eraser*
- Computer, scanner, Adobe Illustrator

2. Sketch your pattern elements

- Begin sketching pattern elements
- Refer to your inspiration and reference material
- Here are some example pattern elements to give you a jump-start



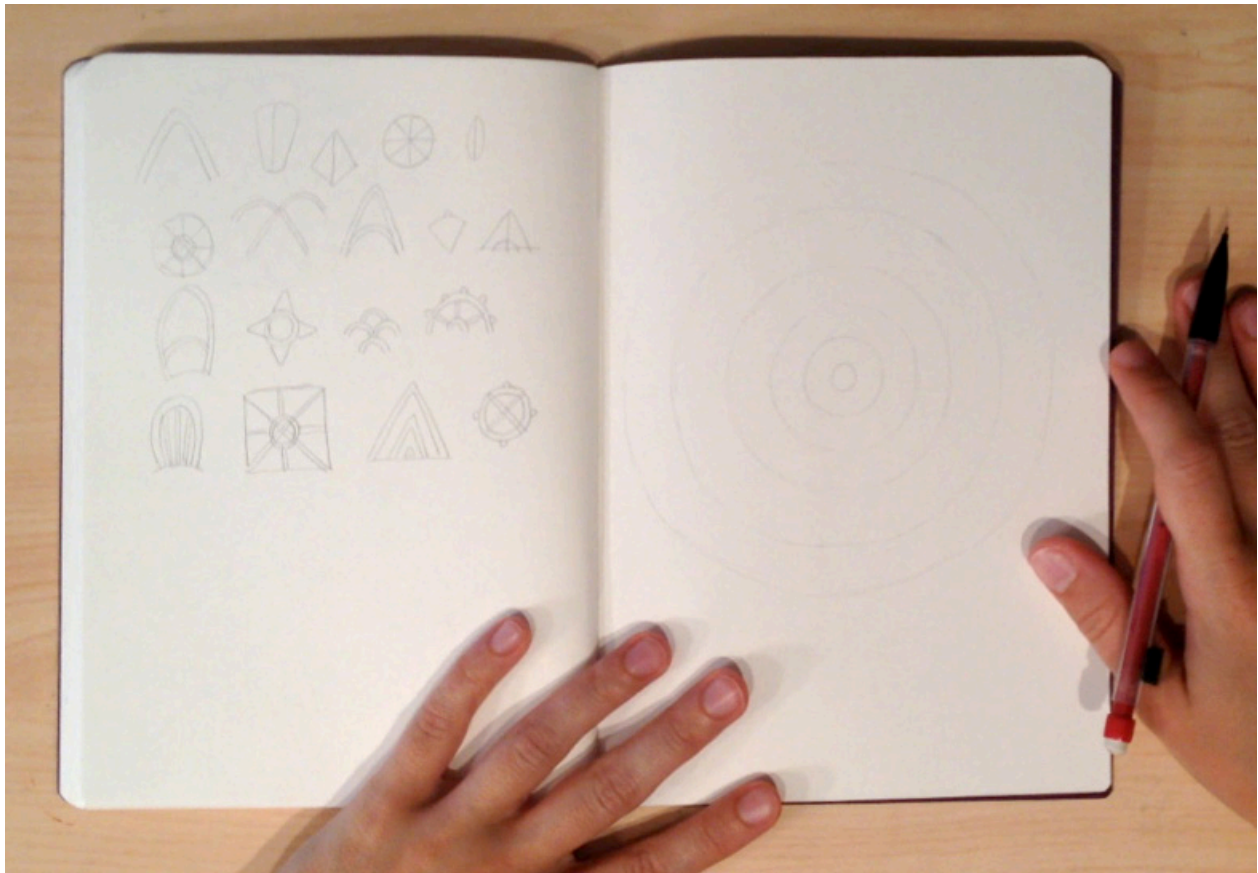
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Unit 2: Project: Create a Geometric Pattern

3. Draw your pattern skeleton

- Decide what general shape your pattern will have (circle or square?)
- Decide on the complexity of your pattern (simple or detailed?)
- Draw out a skeleton to use as a guide when drawing your pattern



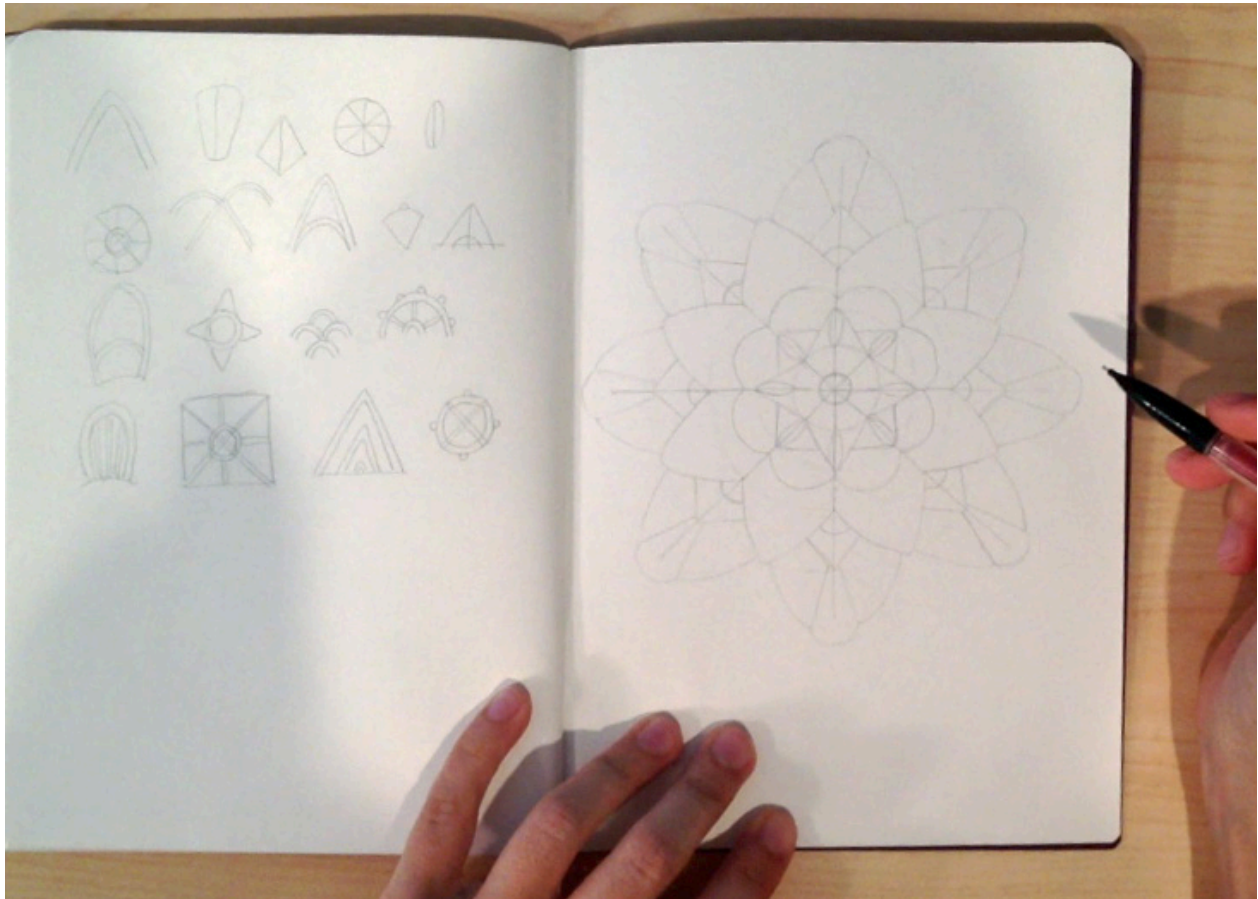
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Unit 2: Project: Create a Geometric Pattern

4. Draw your pattern

- Start bringing in elements you drew onto your skeleton, repeating them.
- Consider the Rule of Three and Rule of Odds (but don't feel bound to them!)



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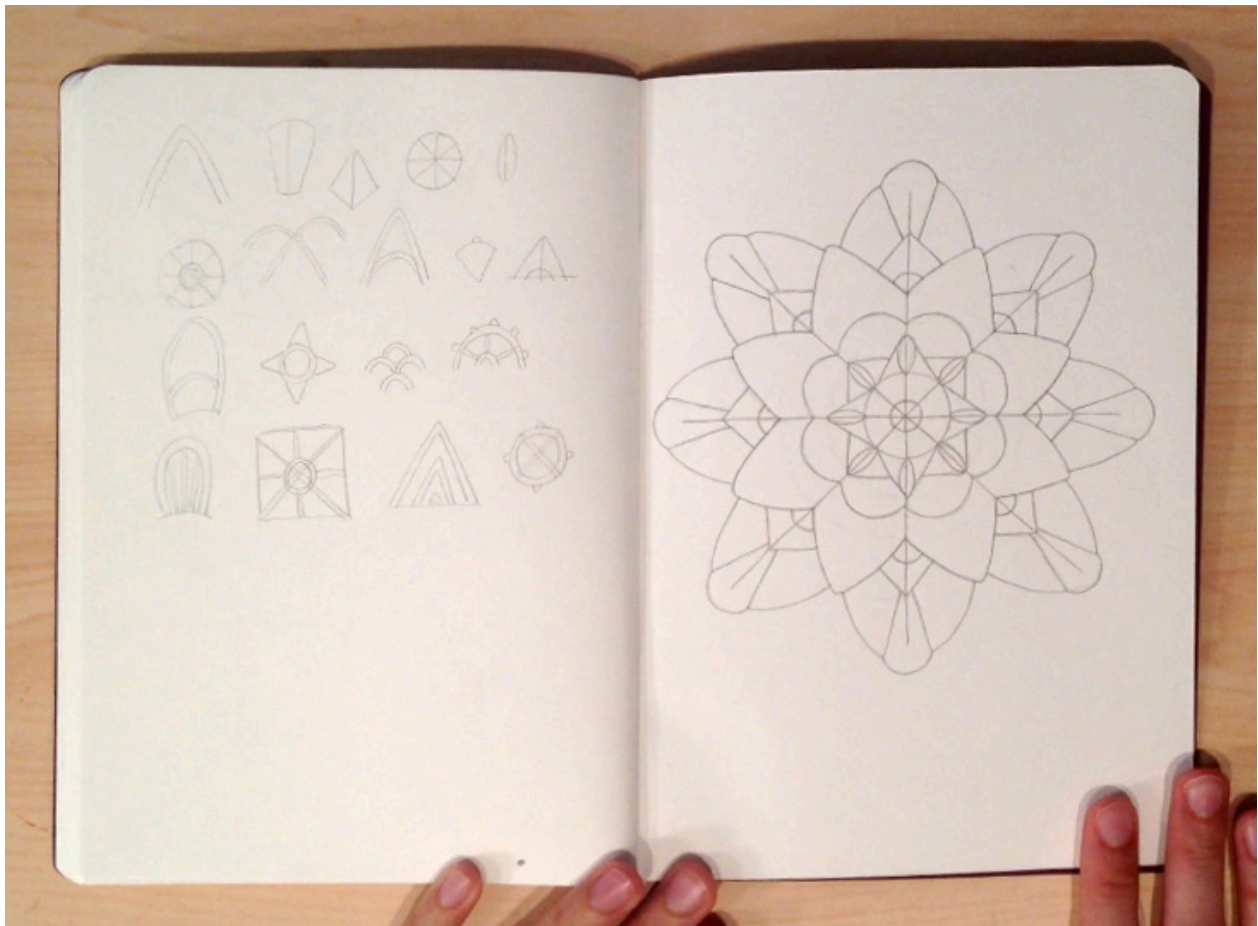
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Unit 2: Project: Create a Geometric Pattern

5. Darken your pattern lines

- When you finish your pattern drawing, go over all the final lines with a 6B pencil (or pen)

DELIVERABLE: Post your final pattern drawing in the Project Gallery.



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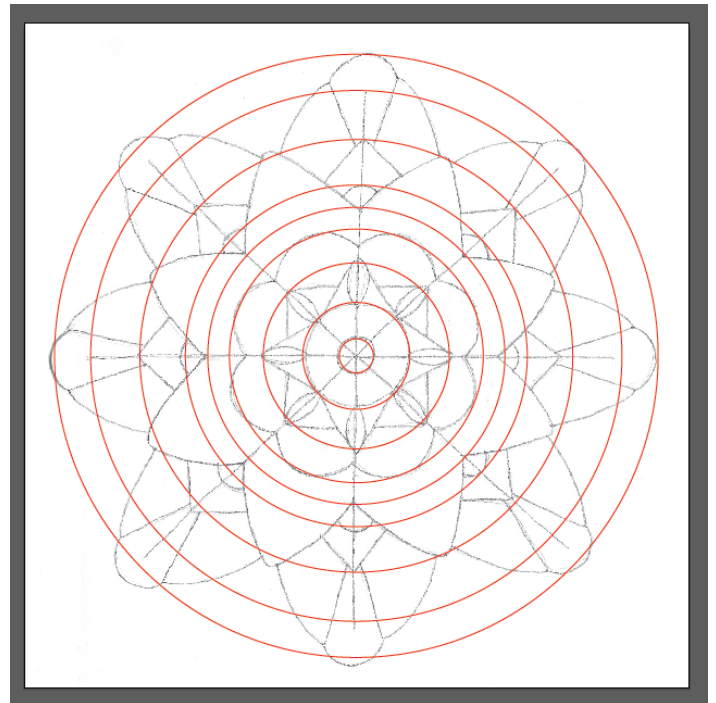
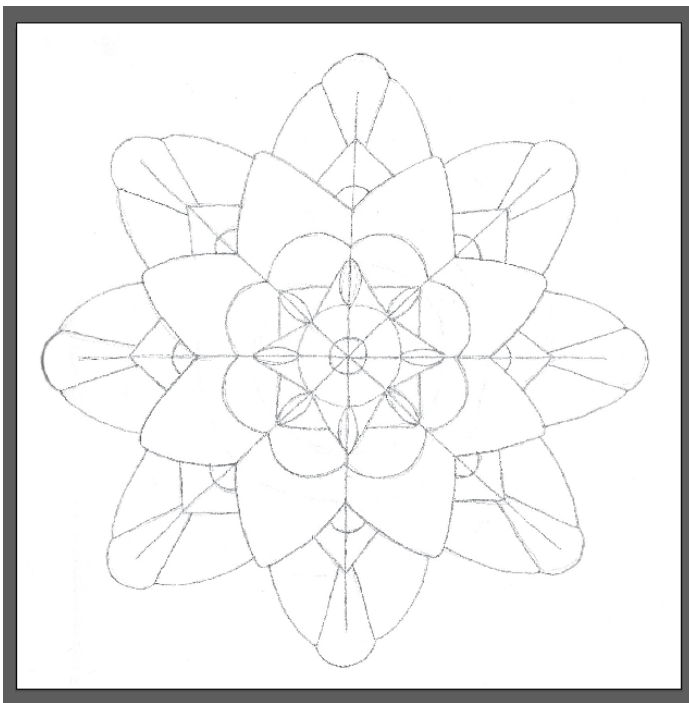
Unit 3: Digitizing Your Drawing

1. Set up your Illustrator art board

- Decide on the artboard size (8in x 8in is a good starting point)
- Place your scanned in drawing on your artboard
- Set up and name your layers
 - Suggested layers: Original Drawing, Skeleton, Final Design

2. Draw your skeleton

- Lock your Original Drawing layer, and choose your Skeleton layer
- Use the Ellipse tool set to a red swatch at 1 pt to redraw your skeleton with vectors



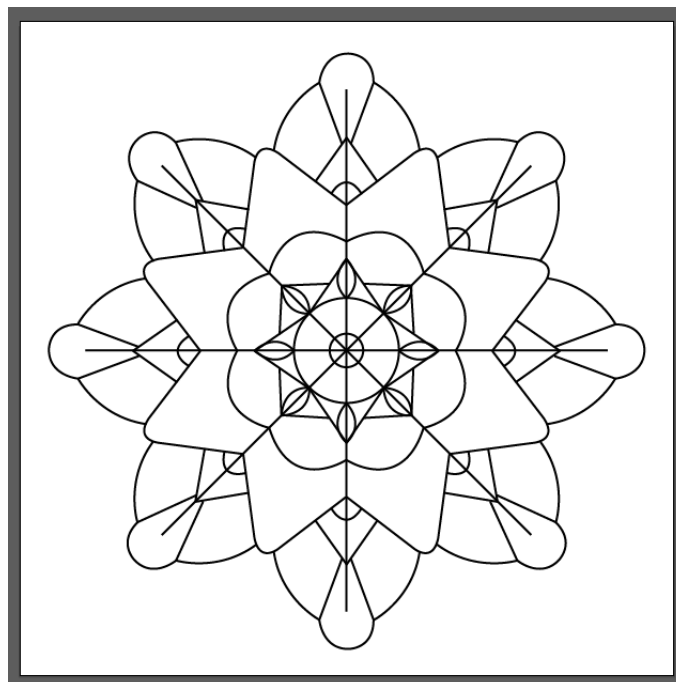
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Unit 3: Digitizing Your Drawing

3. Redraw your pattern with vectors

- Use the pen tool to draw lines and shapes
- Tip: Don't draw every element individually!
- Use the rotation transform tool to duplicate and rotate elements quickly and symmetrically
- Here's the process from the video:
 - Draw one element from your pattern
 - Click to highlight the element
 - Command + C (to copy)
 - Command + F (to paste in place)
 - Right click, choose transform
 - Choose the angle you want to rotate the element at, then click "ok"
 - With that new line highlighted, go through the abbreviated process again
 - Command + C (to copy)
 - Command + F (to paste in place)
 - Command + D (to repeat your last action—in this case rotating)
 - Repeat until you have all the duplicated and rotated pieces you need!
- Rotation angles to use: 22.5° / 45° / 90°
- These are most likely the only angles you will need to use.
- Experiment to see which angles work for your design!



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Unit 3: Digitizing Your Drawing

4. Finalize your pattern

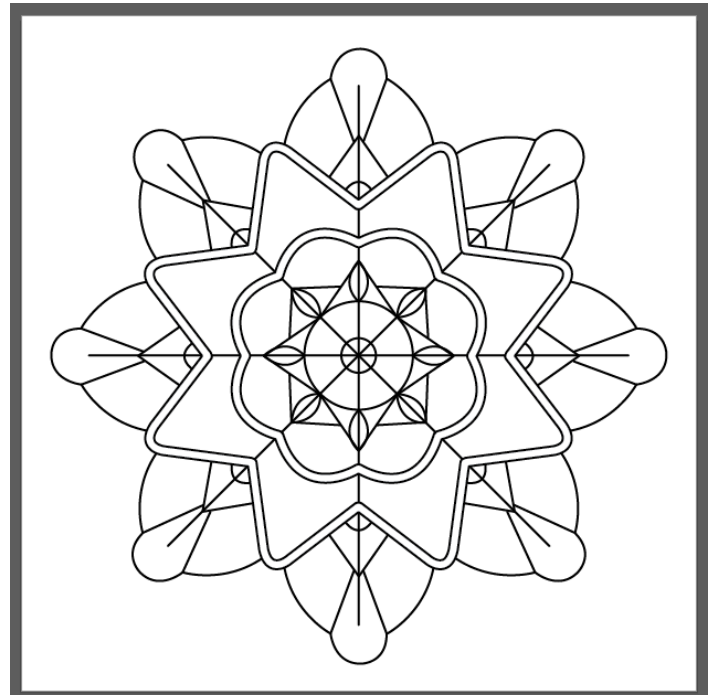
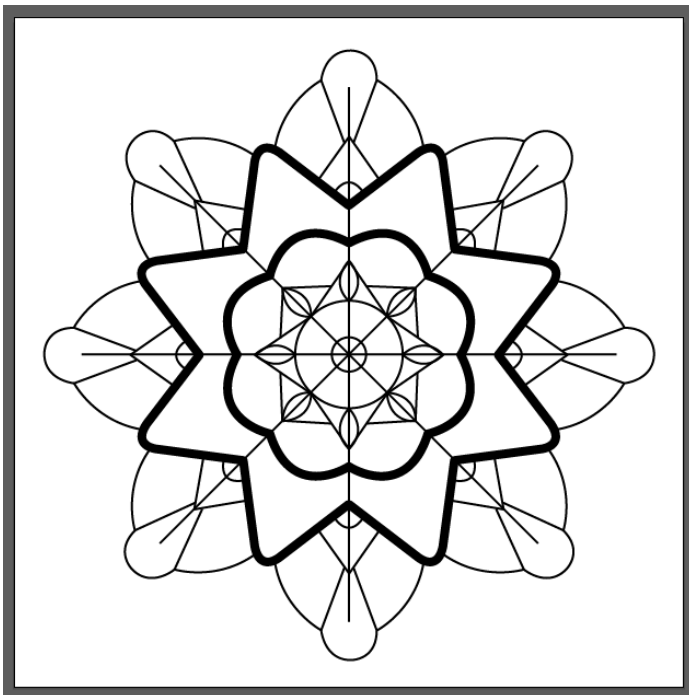
- Decide how you want to finish your design
- You can leave it as is, or experiment with having some lines thicker than others
- Try setting your stroke to rounded ends and corners (in the stroke window)

5. Expand your lines

- This will turn your lines into shapes and achieve some depth in your design
- Make a copy of your design first, so you can go back to the original
- Select your entire design (or just the lines you want to expand as I did in the video)
- Go up to the “Object” dropdown menu, and click “Expand”
- Make sure “Fill” is unchecked, and “Stroke” is checked, then click “Ok”
- With the new shapes still highlighted, choose white as your fill color, and black as your stroke color

6. Use the pathfinder tool to unite your shapes

- This helps clean up and refine your design, making it feel more cohesive
- Make another copy of your design, and then choose which shapes to unite
- Highlight your shapes, and go to the “Pathfinder” window
- Under the “shape modes” section, click “unite”
- This will merge your shapes together, creating one shape!



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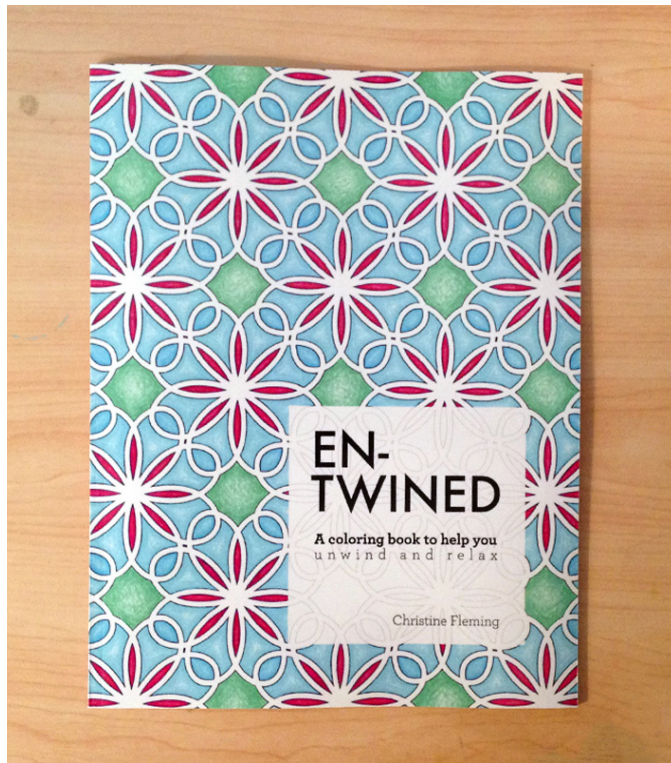
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Unit 4: Bye!

1. You did it!

- Whoop, whoop—we made a geometric design!
- Post your final geometric design, and any process work you'd like to show in the Project Gallery to share with your fellow students and receive feedback!
- Everyone who posts something to the Project Gallery (final design or process work!) can email me at christine@mightcouldstudios.com to receive a free coloring book page from my adult coloring book *Entwined*!

DELIVERABLE: Post your final geometric design in the Project Gallery.



Entwined: A Coloring Book to Help You Unwind and Relax

If you'd like to see more about Entwined:

www.etsy.com/shop/MightCouldStudios

This coloring book contains 20 illustrations made specifically for coloring, and each page is printed one-sided to avoid bleeding between pages. The book is 8.5 x 11 inches, and is professionally printed and perfect-bound with a thick, glossy cover. All artwork was drawn on paper first, then recreated digitally, and was inspired by vintage lace and hand-painted Turkish tiles. The illustrations are printed on 60# paper and can be used with a variety of coloring materials, though my personal favorite is colored pencils.