

Sketchdraw

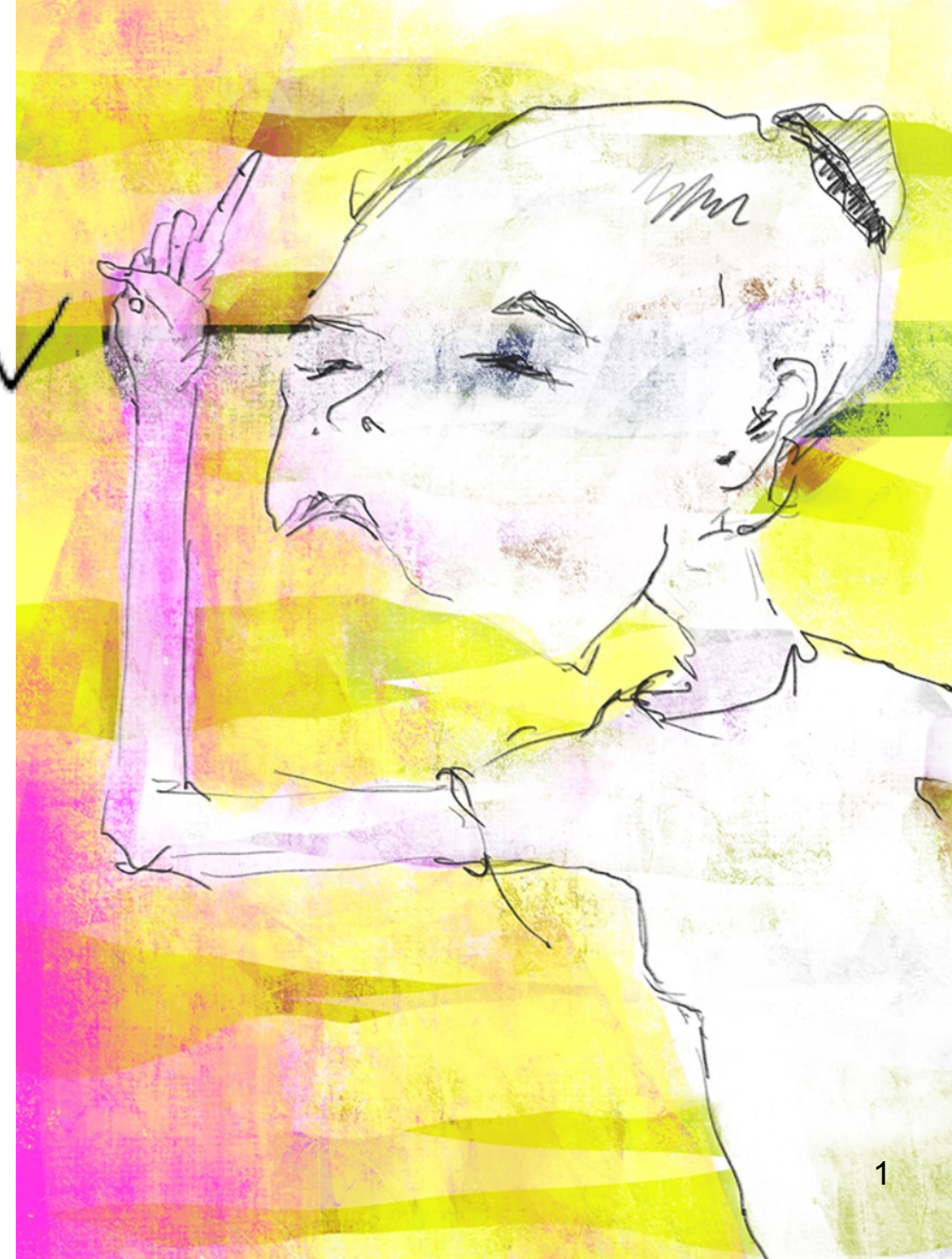
an easy way to learn sketching

*Zeichnen als Forschungsmethode und Kulturtechnik
im interkulturellen Austausch*

Was ist

SketchandDraw

Eine Methode, um mit nur 10 Regeln Skizzieren zu lernen.
für Nicht-Künstler



Die 10 Regeln des Skizzierens

Rule 1 | Let the line flutter

Rule 2 | Work with line bundles

Rule 3 | Work with crossing lines

Rule 4 | Work with open lines

Rule 5 | Highlight the line

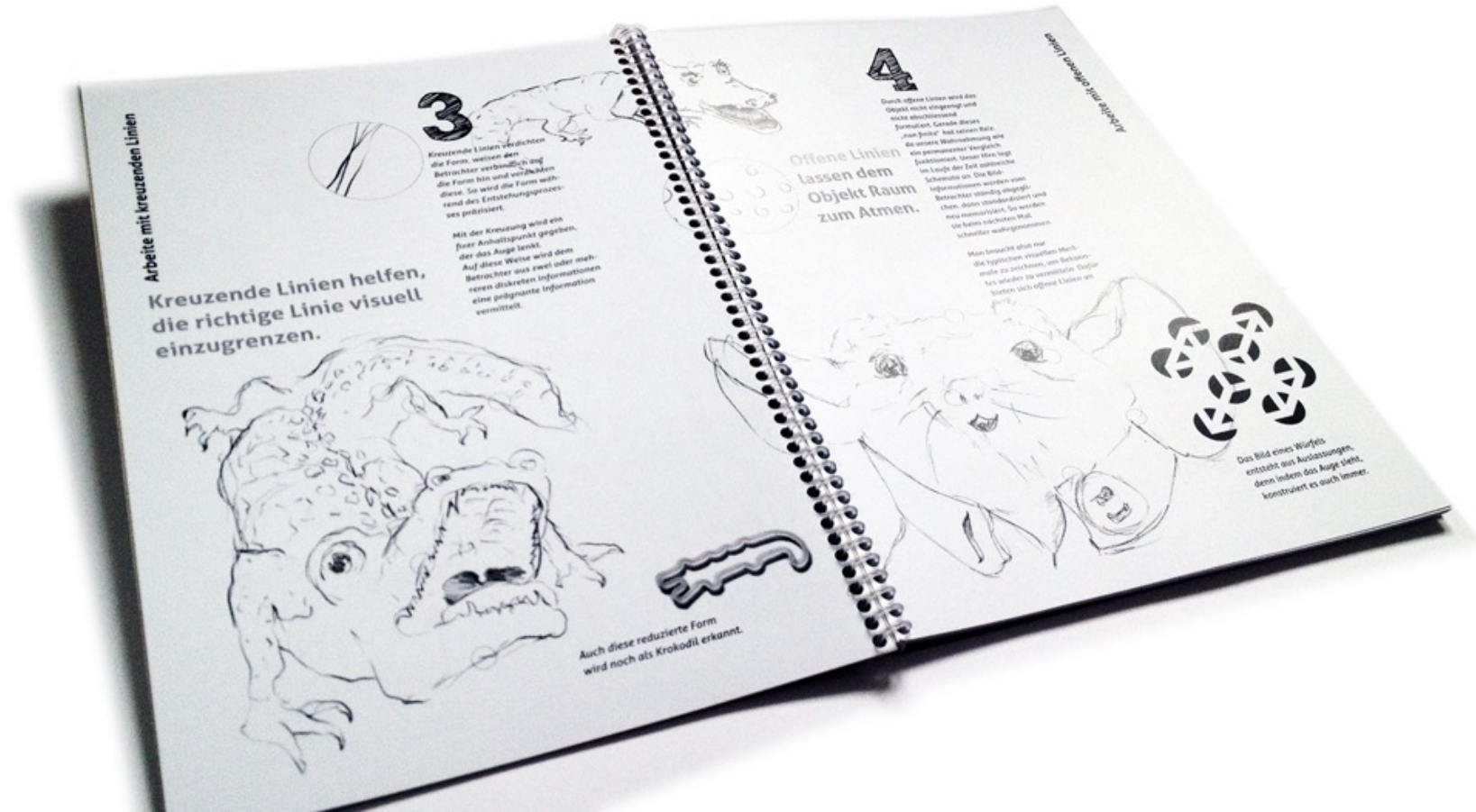
Rule 6 | Associate lines

Rule 7 | Perspective

Rule 8 | Measuring

Rule 9 | Set five shades

Rule 10 | Construct cast shadow





Rembrandt as a Master in Sketching

Lass die Linie flattern!



Video



Skizzieren in der Forschung

1. **Visualisiert Konzepte** - Macht abstrakte Ideen greifbar.
2. **Stimuliert Kreativität** - Aktiviert kreative Denkprozesse.
3. **Unterstützt Problemlösung** - Zerlegt komplexe Probleme in visuelle Elemente.
4. **Ermöglicht schnelle Prototypen** - Testet und entwickelt Ideen kosteneffizient.
5. **Fördert interaktiven Dialog** - Erleichtert Kommunikation und Kollaboration.
6. **Dient als Gedächtnisstütze** - Stärkt Erinnerung und assoziatives Denken.
7. **Dokumentiert Fortschritt** - Bietet visuelle Chronik des Entwicklungsprozesses.
8. **Fördert flexible Gedankenführung** - Ermöglicht nicht-lineare Darstellung von Ideen.
9. **Visualisiert die Zukunft** - Erkundet und gestaltet zukünftige Szenarien.

Werkzeug der Zukunftsdarstellung

1. Skizzieren ist ein **mächtiges Instrument, um zukünftige Szenarien und Visionen zu entwerfen.**
2. Es ermöglicht Forschern, potenzielle Ergebnisse und Entwicklungen zu **explorieren, bevor sie realisiert werden.**
3. Durch Skizzieren können **hypothetische Situationen**, Fortschritte in der Wissenschaft und Technologie sowie Auswirkungen auf Gesellschaft und Umwelt dargestellt werden.
4. Skizzieren dient als Medium, um die **Zukunft zu imaginieren** und zu gestalten, was für die Planung und Vorbereitung auf kommende Herausforderungen unerlässlich ist.

**Weil kritisches Denken
im Zeitalter der KI eine
differenzierte
Herangehensweise
fordert**



#1 Einleitung |

Skizzierfähigkeiten sind für uns, die wir im visuellen Zeitalter konkurrieren und kommunizieren, von zunehmender Bedeutung. Das Entwerfen, Gestalten, Strukturieren und Wiederholen von schnellen Prototypenskizzen, **um Ideen mit schlanken visuellen Mitteln zu vermitteln**, verbessert das prägnante Denken in frühen Phasen der Forschung.

#2 Position |

Visuelles Denken mit Skizzen erleichtert die **Strukturierung** der Fallanalyse, **klare Argumentation** und **Projektentwicklung**. Skizzieren ist die unmittelbarste und schlankste visuelle Sprache.

#3 Begründung |

Ideasketching wendet den schnellen **visuellen Entwurfsprozess** an und lässt Studierende Erfahrungen als visuelle Entwickler und visuelle Denker sammeln. **Komplexe und strukturierte Modelle** zu finden, formt Prozesse.

#4 Herausforderung |

Kritiker mögen die **althergebrachte Forschungstechnik** Skizzieren in Frage stellen. Aber um herauszufinden, wo im Modell eine Linie gezogen werden soll, ging es schon immer darum, das Problem aus verschiedenen Blickwinkeln zu betrachten.

#5 Widerlegung |

Ideenskizzen mögen im digitalen Zeitalter und in der High-Tech-Ausbildung überholt erscheinen. Aber **sich auf das Problem und nicht auf die Software** zu konzentrieren, hilft, Lösungen zu finden.

#6 Schlussfolgerung |

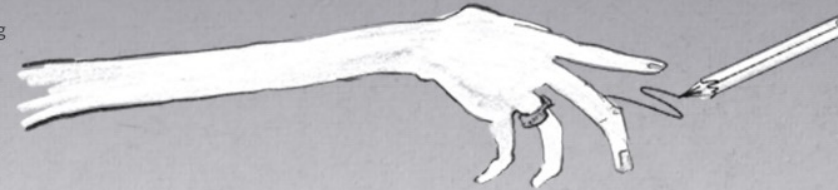
Ideasketching ermöglicht es den Studierenden, **prägnante und komplexe Ideen und Modelle zu entwickeln**. Skizzieren hilft, die notwendige Struktur und logische Argumentation mit schlanken visuellen Mitteln zu finden.



An easy way to learn sketching

Everything you need to know about sketching and learn to sketch by practising for a week.

„Sketch&Draw illustrates a fascinating analogy in image generation wit AI, with ‚visual noise‘ playing a pivotal role. In Sketch&Draw, techniques like fluttering lines, line bundles, and crossing lines create a visual ‚noise‘. These elements are not merely aesthetic choices; they serve to generate depth and complexity in the image and stimulate the viewer’s perception. Similarly AI image generation uses algorithmic ‚noise‘ to develop detailed images from simple prompts. This noise, whether through the irregular line work in Sketch&Draw or the algorithmic variations in Stable Diffusion etc., acts as a catalyst for creativity and complexity in image generation. Both processes leverage this unpredictability to create unique, expressive works that reflect both human intuition and algorithmic intelligence.“



The ten rules emphasize the specific drawing techniques of Sketch&Draw and draws parallels to the methods in AI-driven image generation, focusing on the role of ‚visual noise‘ in both processes.

These are the ten rules for sketching



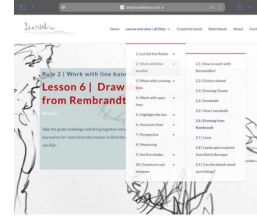
Rule 1 | Let the line flutter

Fluttering lines make it possible to bring in one self.

Course overview

10 rules for sketching and about 70 exercises to practice

Struktur der Lerninhalte fürs Selflearning

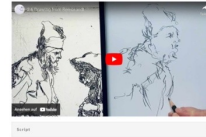


Topnavigation zu den Tutorials etc.
Dropdown-Menu



Titel mit Kurzübersicht

Etappiierung der Schritte



Erklärfilm

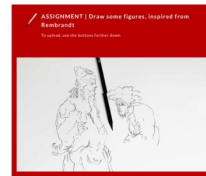
Fulltext Skript



Link ins Museum oder andere Ressourcen

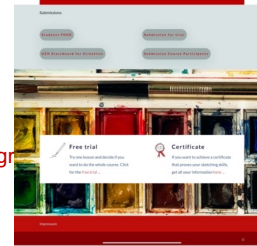


Ein Bild zur Visualisierung
Bildlegende mit Erklärung als Text



Assignment / Abgabe mit Handlungsaufforderung

Abgabelinks für verschiedene Gruppen



Link für Free-Tutorial oder Zertifikat

Anwendungsprojekt [sketchcity.ch](https://www.sketchcity.ch) mit der University of Rotterdam



Fachhochschule Graubünden | Schweiz
 14.2.2024 Conference Inverted Classroom and beyond | Lightning Talk | St. Pölten tanja.hess@fhgr.ch | sketchanddraw.com

Innovative measurement tool towards urban environmental awareness

With the support of the Erasmus+ Programme of the European Union

Fachhochschule Graubünden University of Applied Sciences

Who are the partners?

- Technical University of Gdansk, Poland
- University, Groningen, Netherlands
- Rotterdam University of Applied Sciences, Netherlands
- University of Coimbra, Portugal
- Graubünden University of Applied Sciences, Switzerland
- University of Klagenfurt, Austria

“impetus” is the acronym for Innovative measurement tool towards urban environmental awareness.

“Impetus” is supported by the Foundation for the Development of the European Educational System. The project is part of the cooperation for innovation and exchange of best practices. It is a KA203 Project: Strategic Partnerships for Higher Education in Innovation.

Sketch&Draw is a toolset and sketching technique for the visualization of ideas and future-oriented solutions. Teachers, stakeholders and planning experts use it to jointly generate innovative solution approaches for resilient and sustainable urban development. It forms the basis for the “impetus” project.

The project starts in September 2019 and will run for 36 months.

Through visual idea design, diverse urban needs in a city can be made visible and thus flow directly into the complex urban development and its planning. The spectrum ranges from “good ideas” to comprehensive portfolios with concrete solutions. Citizens should thus be included in the planning processes and the diverse approaches to solutions coordinated by online systems, made transparently and access to influential data material supported.

This is exactly where Sketch&Draw comes in: the urban population or those directly affected by specific urban development processes sketch out imaginative solutions and planning criteria. The sketch of an idea can outline the future and the necessary impacts of a possible future and thus support innovative solutions. In the best case, it can even create a future-relevant design or concrete solutions for complex problems.

In European cities, the threat of climate change are crucial for urban development and human security. Although cities are increasingly experiencing new approaches to local adaptation planning, there are still significant barriers and limits, such as:

Limited availability of up-to-date data on local conditions.

Lack of awareness and civic attitudes of ignorance of climate change and its impact on basic well-being and local conditions in our streets and neighbourhoods, lack of public interest, and finally

The lack of interdisciplinary approaches and public action to solve local problems, and often the inability to choose optimal solutions from a set of alternative measures.

These limits could be overcome by introducing an extended holistic, interdisciplinary approach.

This consists of a combination of technical and scientific expertise, combined with the influence of trends in art & design and the inclusion of the social sciences.

This combination is complemented by specific IT solutions, websites, mobile apps and publications, communicated to a broad audience by means of storytelling.

“Sketch&Draw” is part of the Erasmus+ project “Impetus”

Projects aim

1. to sensitize the target groups to climate-related awareness and challenges at a local level;
2. Integrating the challenges of climate change into the curricula of different faculties and disciplines of EU universities and in Switzerland in order to raise awareness and provide students and staff with innovative methods combining social, technical and visual methods to collect data on climate vulnerabilities;
3. building sustainable relationships and continuing active international cooperation between partners.

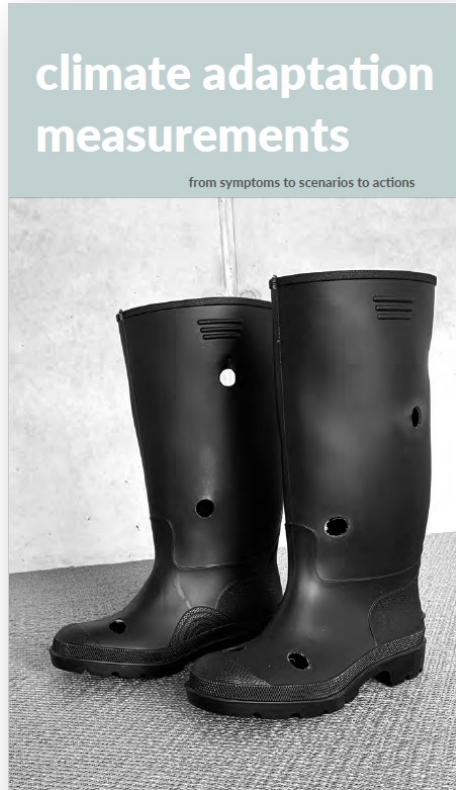
For who?

1. students, researchers, lecturers, urban planning, transport planning, architecture, art and communication and social sciences, water management, civil and environmental engineering
2. civil servants and decision makers
3. experts, specialists, practitioners involved in extensive adaptation or mitigation measures
4. citizens of urban areas

The “impetus” project takes a new approach, which has emerged from the long cooperation with the project partners and numerous workshops with students. One focus is the urgent effects of climate change on the population and urgent questions of the resilience of the urban living space.

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Booklet zur Beobachtungsaufgabe impetus / Sketchcity



1. Avoid extensively managed green areas

Advantages

- More native, local species
- You can observe wild animals, insects and plants
- Less pesticide is healthier

You can detect poor biodiversity everywhere, where you find only one or two species of plants. It is often linked to optimised harvest, or using pesticides. It results also in the lack of variety of animals, what is the visual symptom.

Areas, that are left alone, without any treatment, play a crucial role as the bank of the genes of native, local species. It is a balance between pests and diseases in nature, run by the ecosystem itself.

Let land left untreated, protect selected green areas, which represent different natural ecosystems and let them be wild. There is a shift towards loving such natural, untreated lands. Because people have already learned that there is much to detect in spare time and higher value for recreation.

2. Create bee-friendly urban wildflower meadows

Advantages

- Pollinating insects help plants' biodiversity and food production
- Honey plants also in cities support insects
- Flowering plants like beans enhance your liveability and happiness

Plant meadows, multi-flower does not require regular mowing or fertilizing.

Plant and let grow - even common greens can be used.

If it is spring or early summer and you can't see flowers or flowering trees, then you know that there is a problem for bees and other insects. Even butterflies are possible in cities. When did you see the last one?

No, no, there is no too small pot! Create and love a green spot wherever you can!

Without pollinating insects there is no harvest. They play a crucial role in food safety. More than 75 percent of global food crop types rely on animal pollination. Planting meadows and reduction of the pesticides use, can halt, and reverse the decline of pollinators. To be effective honey plants are to be seeded on the areas of a maximum 200 meters distance.

Use natural compost and biowaste to enrich the soil and plants. You can even build an insect hotel, known as a bug hotel or insect house.

Fragen?

<https://sketchanddraw.com>

