

# Sketching Your World in Watercolor

Or

Any other medium you may like!

## Architecture II

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Instructor:

Kenneth Williams

Email:

[kwill1900@gmail.com](mailto:kwill1900@gmail.com)



Scott, Arkansas - Mid-July



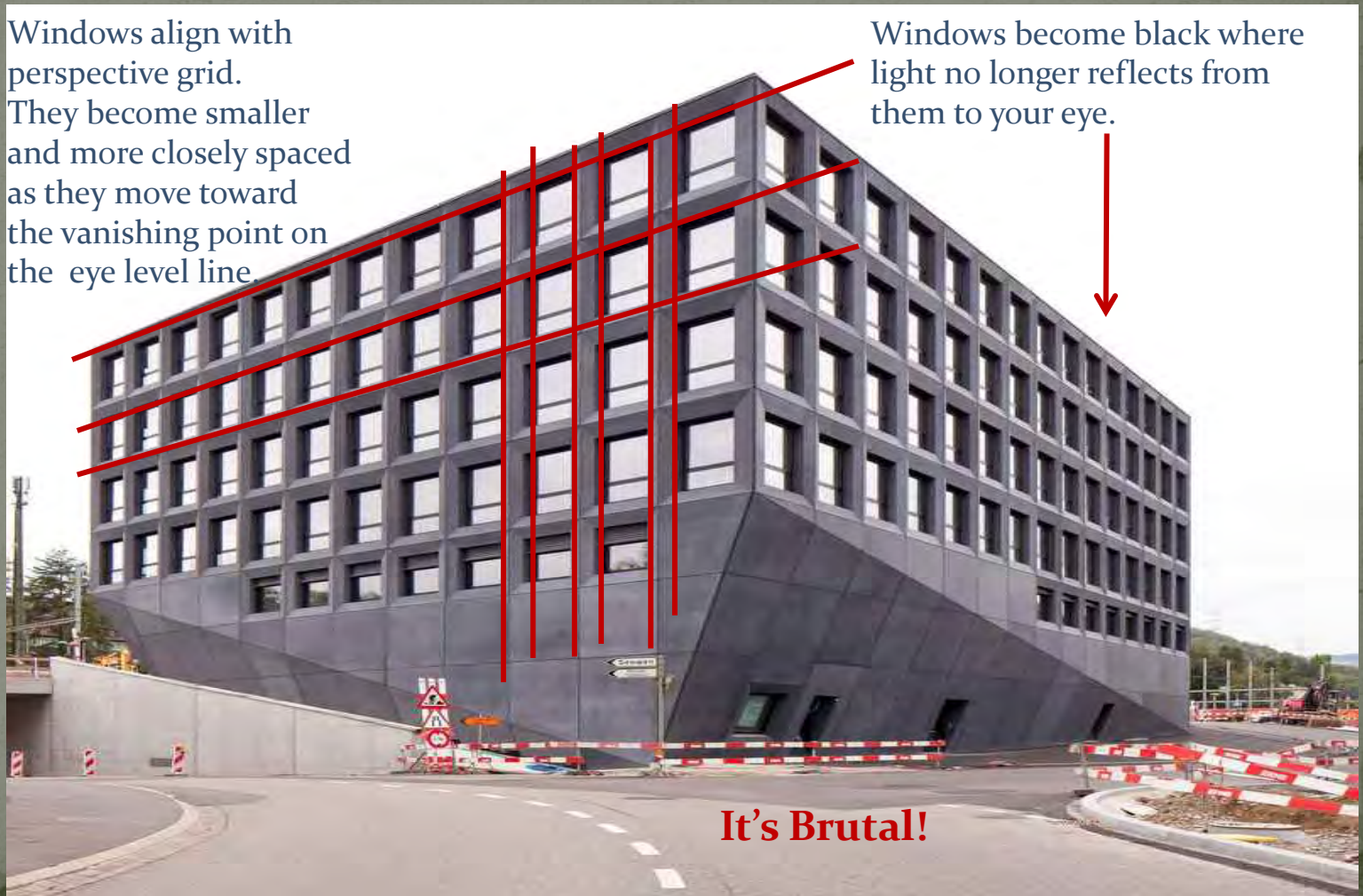
# Drawing tips –



# windows alignment

Windows align with perspective grid. They become smaller and more closely spaced as they move toward the vanishing point on the eye level line.

Windows become black where light no longer reflects from them to your eye.



**It's Brutal!**



# Painting windows -



- Glass is often very dark at ground level.
- Glass panes reflect the sky at higher levels.
- It is very effective to make windows black with a few white highlights.



East Sands harbor - St. Andrews, Scotland



# Vary window treatments -

- Make each window slightly different such as variations in light glare, curtains, light color and shadows.
- Open door slopes to eye level.





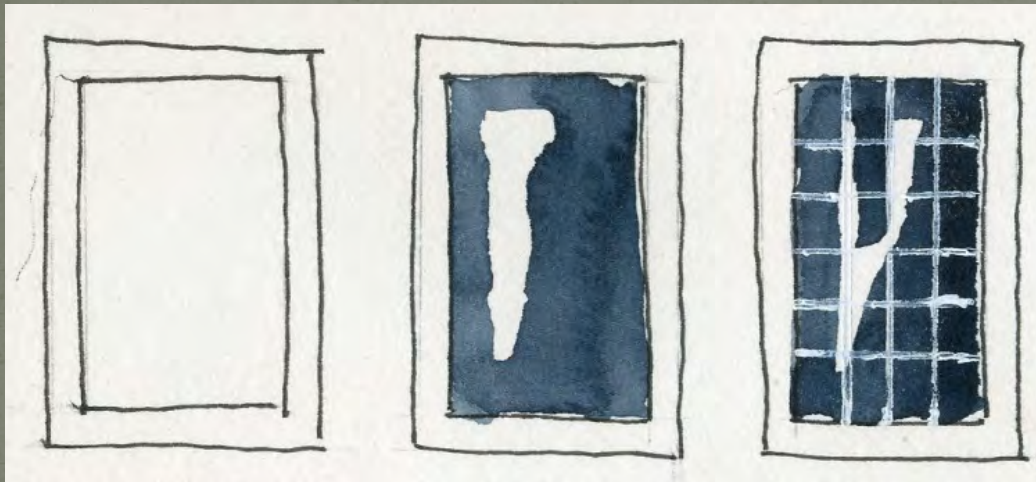
# Windows -

Windows are usually narrower than they appear. Look closely during your layout.

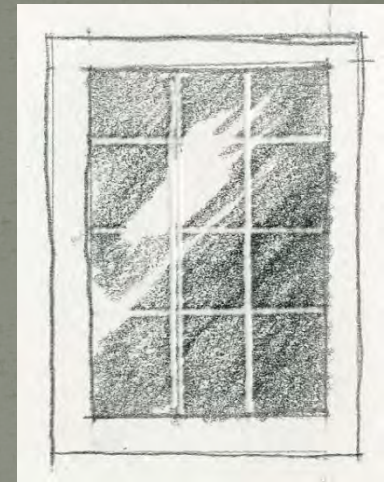




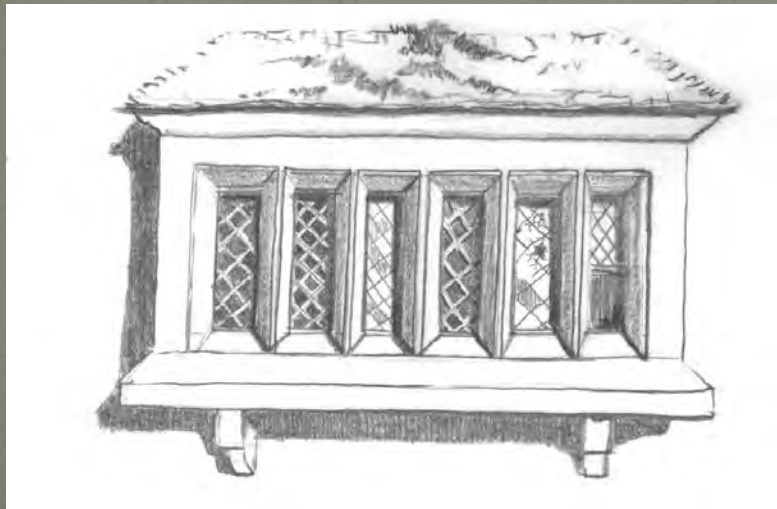
# Window mullions -



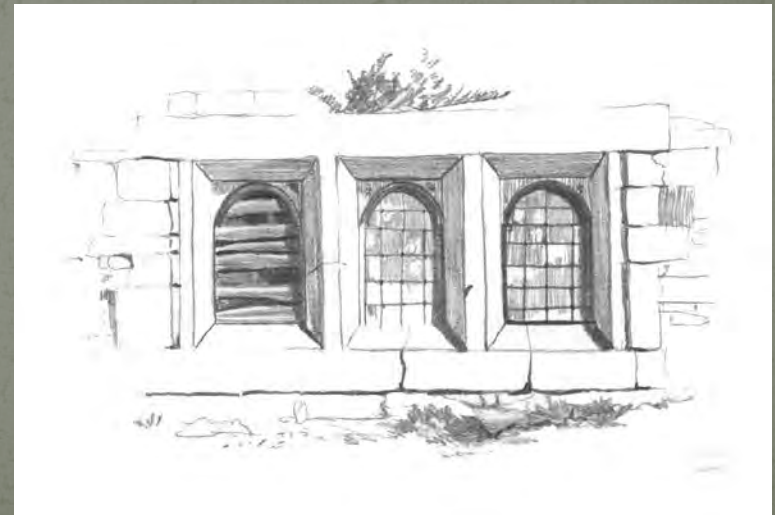
Ink - Watercolor - gel pen



Indenting tool + Pencil



White space for mullions



Black mullions with pencil



# Windows in ink or pencil -

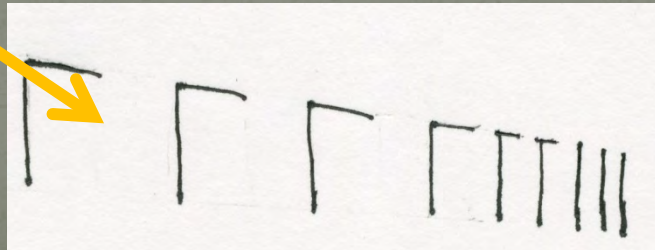


Vary hatching lines for interest.

Leave some white for glare.



Not much window depth shown here. Heavier shadow lines will increase apparent depth.



Black windows can enliven a drawing. Do not be afraid to try it.

Windows can be as simple as a line or two.



# Window treatment -

- Window panes are darkest at the bottom because there is less light there than reaches upper windows.
- Also the dark windows provide a strong contrast at the focal point of the garden.
- Hatching line variation was used in the panes to provide interest.
- The vine was added to tie the composition together.





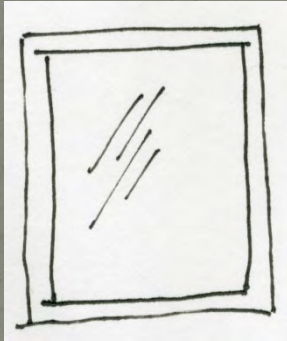
# Window treatment -

- Here is the same drawing in color.
- Windows are darkest at the bottom and become progressively lighter as you go up into the sunlight.
- This is generally true of walls as well.

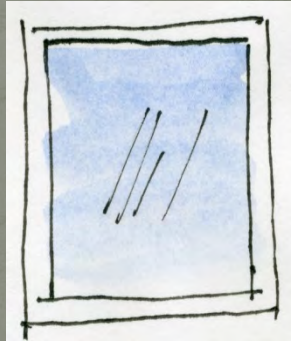




# Symbolic glass -



A few sloping  
lines on white  
paper



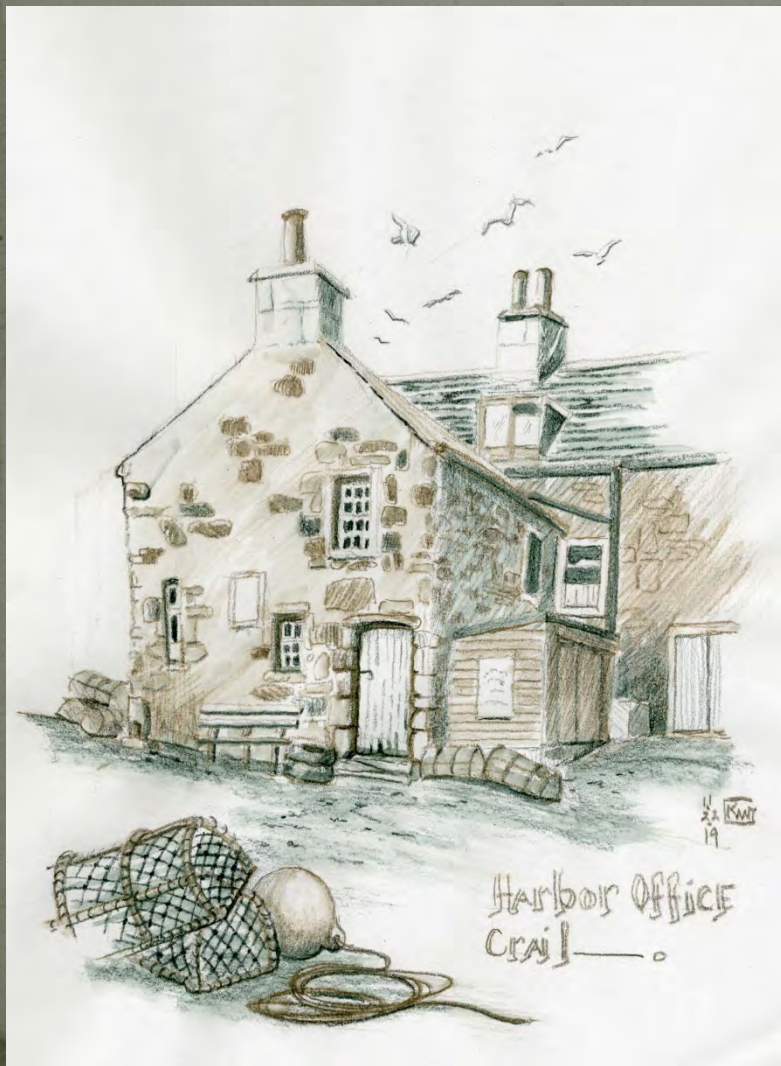
A few sloping  
lines on  
painted panes.



A few sloping  
white lines on  
dark painted  
panes.



Give your  
windows depth-





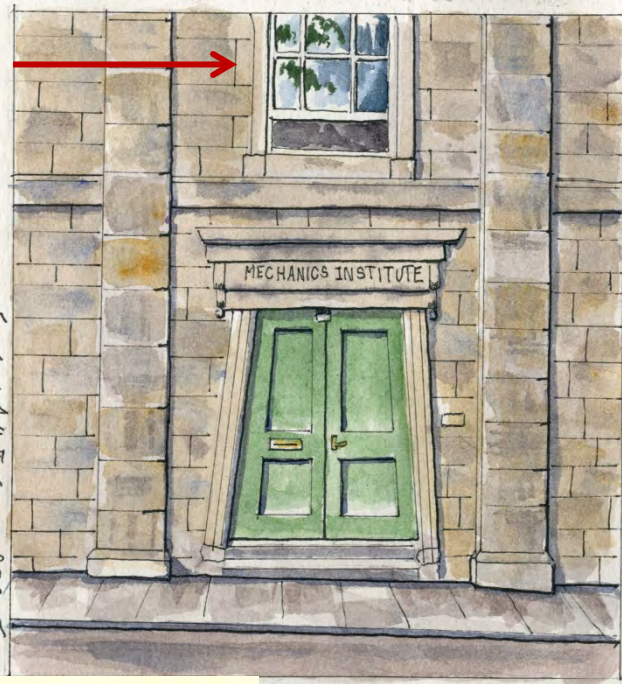
# Doors -

Doors make good subject matter painted loose or with much detail.

Loose approach.

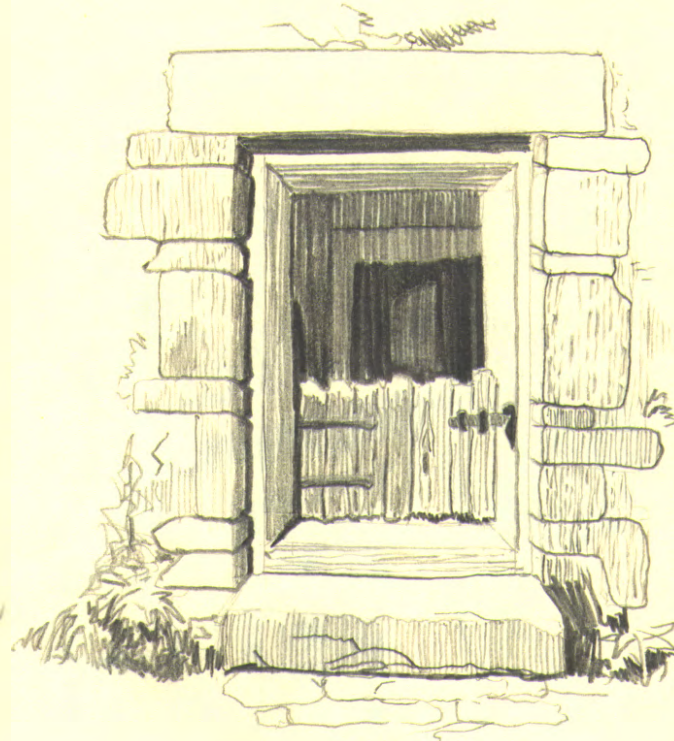
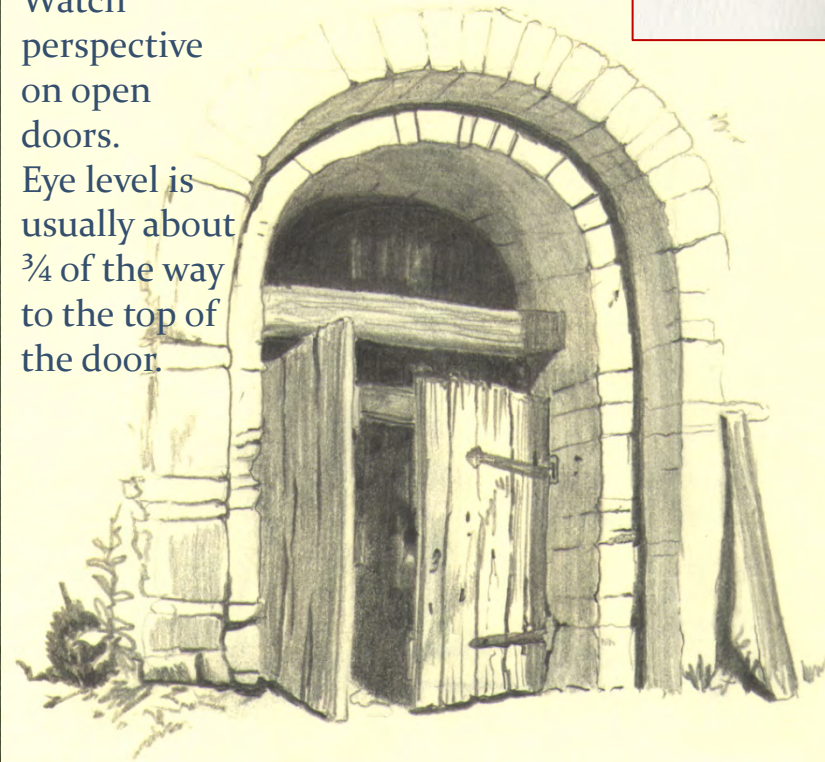


Window reflections.



Doors of Alnwick

Watch perspective on open doors. Eye level is usually about  $\frac{3}{4}$  of the way to the top of the door.



Stone and brick work are often depicted in most detail around doors and windows.

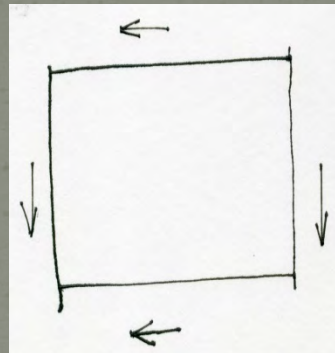


# Drawing tip -

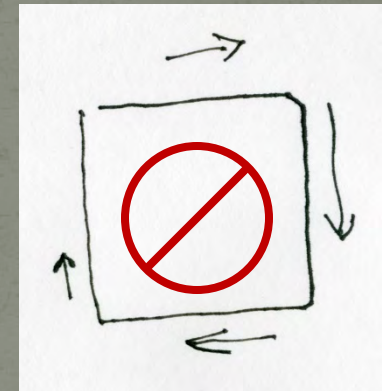


## Making lines

Practice straight lines. Lock your wrist!



Pull your lines down.  
Make parallel lines  
at the same time  
for efficiency .



Do not try to make  
rectangles, (windows) with  
one stroke.  
It will not result in crisp  
corners.

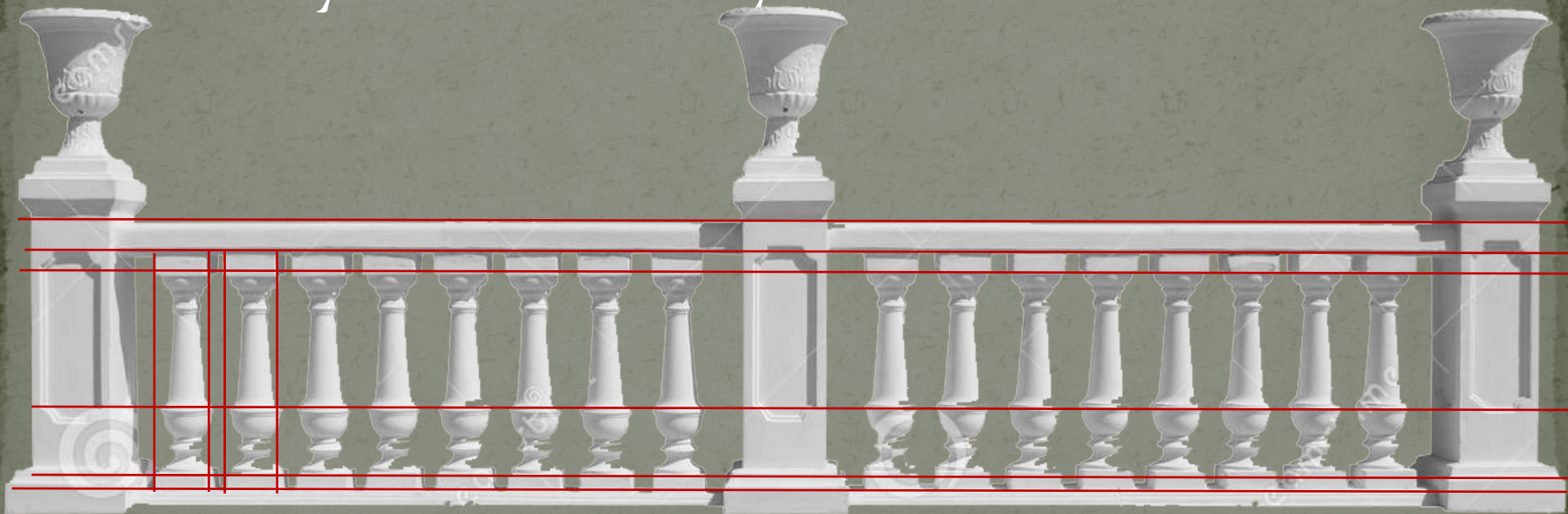


# Drawing tip -



For repeating elements

- Use long guide lines for quick and accurate alignment.
- Windows can be aligned in the same way both vertically and horizontally.



Balustrades ,columns and other repeating elements can be laid out like this.  
Accuracy is increased while saving time. Or just go for it if your in a hurry!



# Small architectural details





# Small architectural details -



GARGOYLE ~ At Doune, Ca

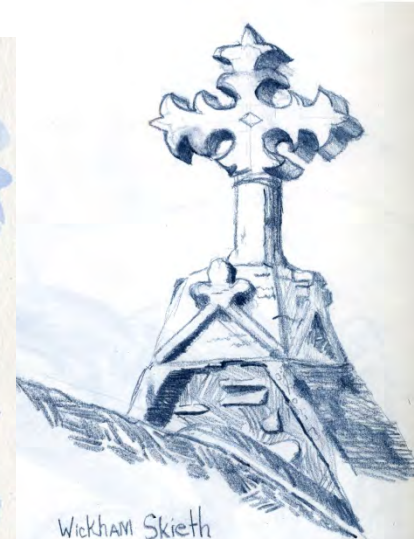


Do you know the difference between a gargoyle and a grotesque? (Gargoyles spout water!)



UNICORN GROTESQUE -

Stirling castle National animal of Scotland

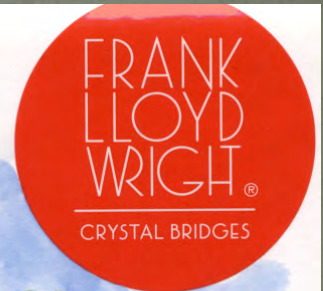


Wickham Skeith  
13th Century  
Norman church



# Architectural details can be placed around the main sketch -

Think about page composition.



The clerestory windows were in a double row. A maple seed motif was designed into each window. Each house had a different nature themed design.

The house and other similar houses were built on a 4 foot square grid for ease of design and lower construction costs. Much of the furniture was built in or designed specifically for the house.

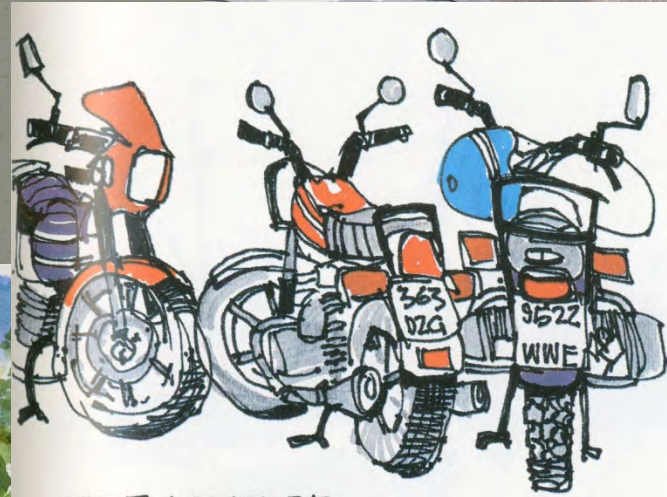
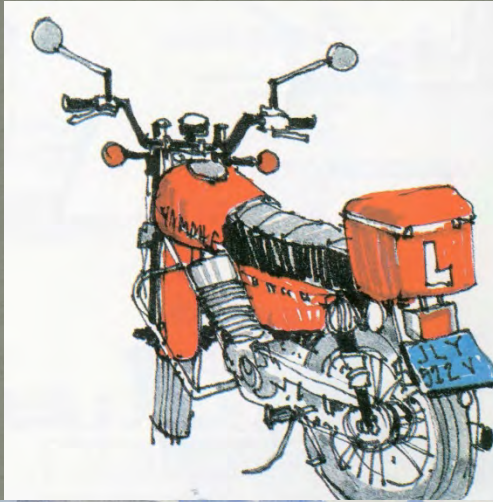


Bachman-Wilson House  
1700 Square feet of space  
A "Usonian" home

5  
8  
17  
KWW



# Vehicles – many kinds

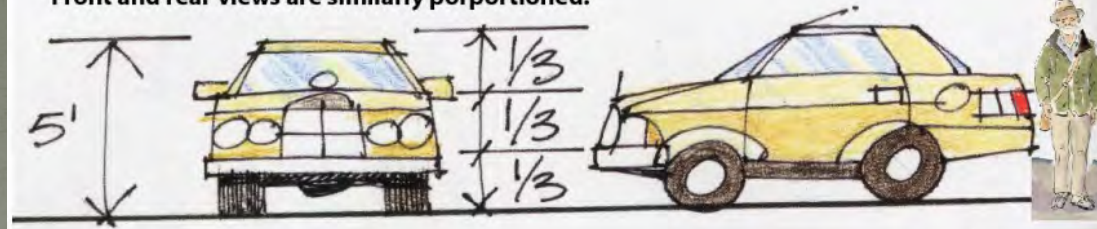




# Vehicles -

## Easy to draw vehicles

Front and rear views are similarly proportioned.



A person can see over the roof of a typical sedan.

1/3 of the height is roof and windshield.

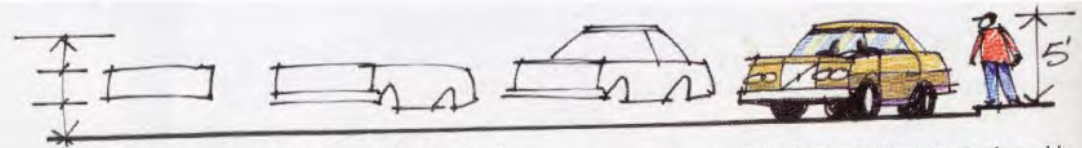
1/3 is hood to bumper.

1/3 is bumper, undercarriage and tires.



Four easy construction steps for front or rear views.

(remember! curb makes a person 6-8 inches taller next to car.



Four easy construction steps for a 3/4 view.



Vehicles scaled to the human figure.

From "Freehand drawing  
and Discovery"  
By James Richards



## Drawing vehicles along a curb

From "Draw Buildings and Cities in 15 Minutes" By Matthew Brehm

Roof height for most of the cars.

Bottom of car windows.

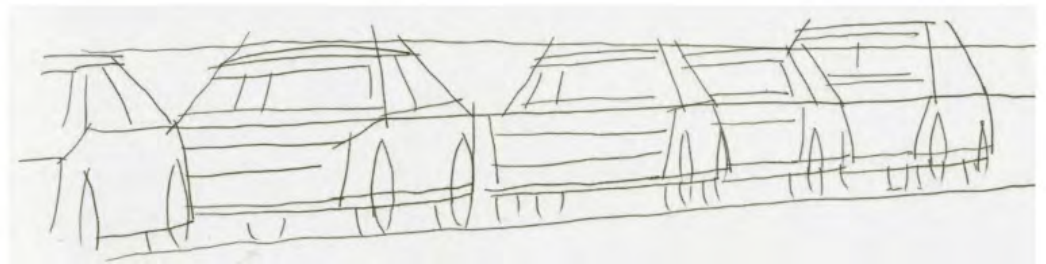
Line where tires contact the pavement.



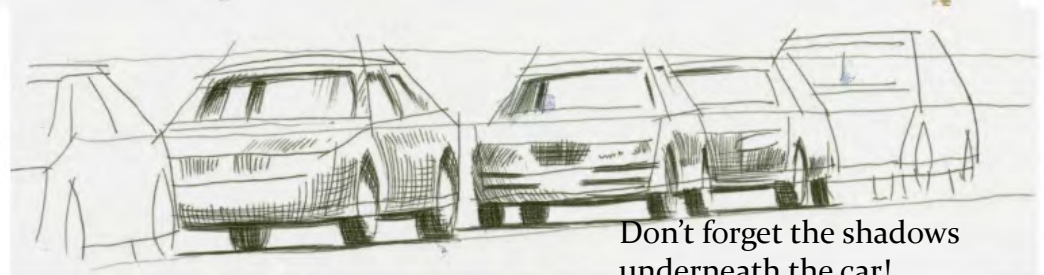
Roughly place windows and the bottom of the vehicles, hood and bumper lines.



Add wheels last so you can fit them in more easily, and further define the vehicles.  
Do not use too much detail, especially on more distant vehicles.



Add tone to the vehicles.  
Darken the undercarriage, lower edge, and the interior of the car as needed.



Don't forget the shadows underneath the car!



# Vehicles in perspective-

1. Draw the eye line.
2. Place the roof line.
3. Place bottom of windows line.
4. Add tire line last and fit tires under the vehicles.





# Entourage, (street furniture)



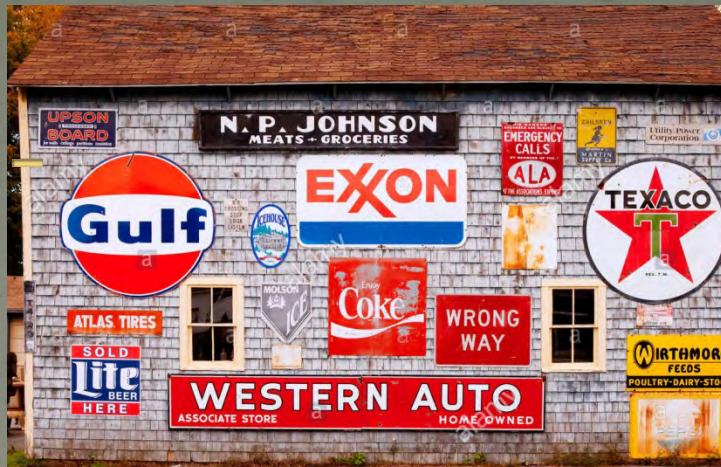
sweet shops had large sidewalk displays luring their  
wares and enticing customers.

Street Furniture





# Signage



BTER03  
www.alamy.com





# Signage -



At the Lake Williston Carnival

4  
30 RWT  
17



7  
11 RWT  
17

Railroad Signals





# Signage -



Scottish Referendum on  
Independence will be voted on  
in September. We saw many

leaves  
rivers

valley  
said

ve



interesting street sign in Australia.







# Lamp posts -

RAINY EVENING  
IN CRAIG



3  
17 Kw  
16

Oban Municipal Building -



## Fine Dining

The Victoria hotel offered excellent food with a second story view of the harbor. However, "Harry Haws" served the best food on the island and was also the owner of our B+B. The "22" was an Italian restaurant that was quite good. It was non-alcoholic but would encourage you to bring your own. The Muziker was a vegetarian shop. Not the best. Veggie bacon was not very good. It tasted like balogna only greasier. Muziker - Peanut butter + Banana sandwiches had better on them.

Lamp in front of the hotel and restaurant as seen from our upstairs table.



7  
22 Kw  
14

GAZETTE building - Little Rock, AR



06  
0.3 Kw  
19



# Statues and monuments -

It is often best to remove distracting backgrounds but do provide some context.

The statue elicited feelings of great battles, intense activity and confusion. This was reflected in the sky treatment.



Statue of Alexander Bannatyne Stewart.  
Isle of Bute esplanade.



one of several  
statue posts within the fence in front of the Sheldonian  
Theatre. Broad St. Oxford, UK

Sky and clouds reflected  
in window. Color added to  
brighten the scene.



Sir Henry  
Percy Hotspur  
Alnwick castle court yard



# Cemeteries -

- Observe all the colors in the monument stones produced by moss, lichen and age stains.
- Add shadows and highlights to depict depth and dimensionality.

Little Henry Chapel  
and burying ground



Wordsworth's GRAVE  
St. Oswald's Church  
Grasmere

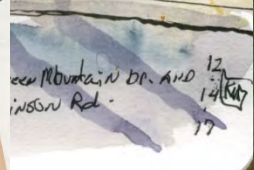


Mt. Holly  
Cemetery



# Even a telephone pole!

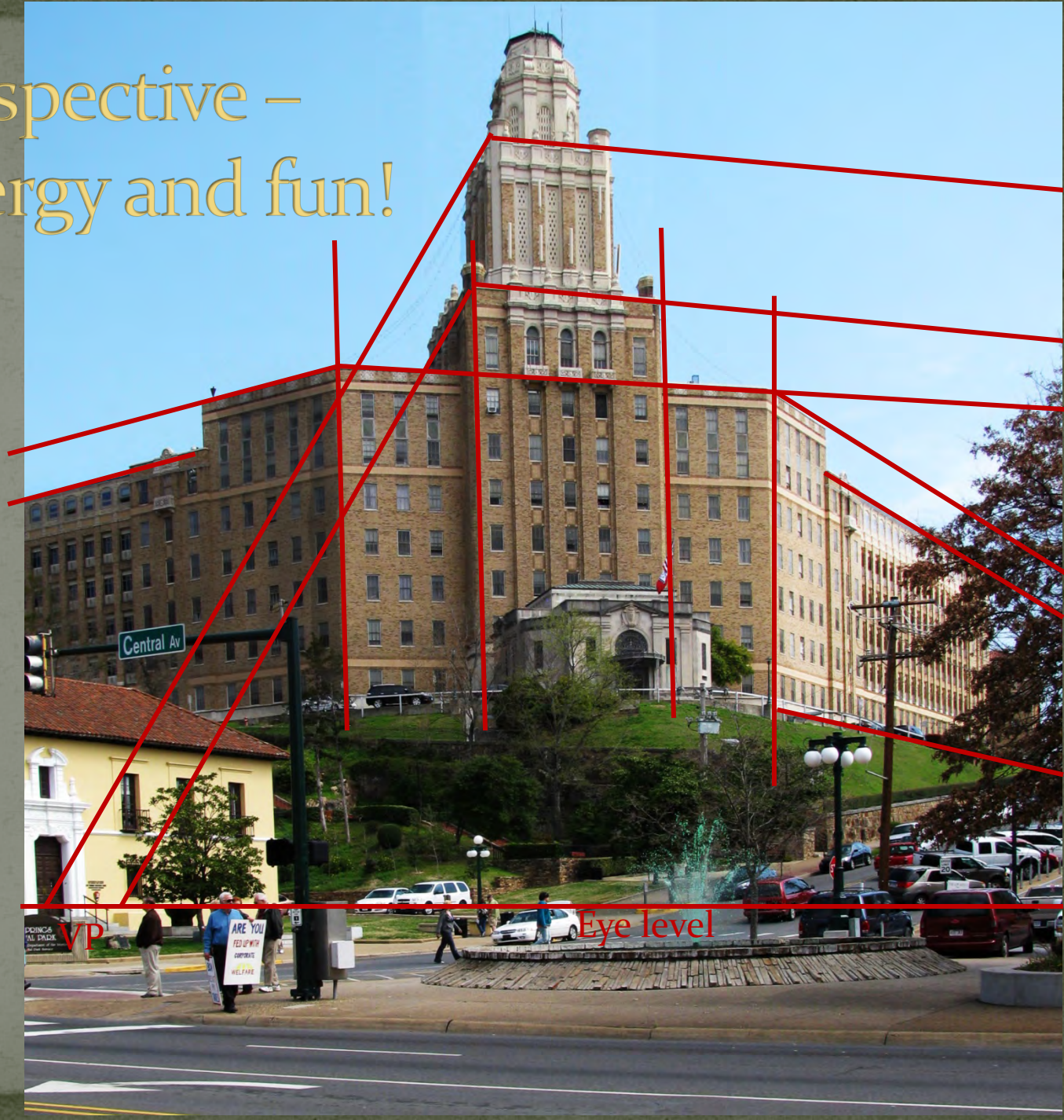
- Add traffic lights and utility poles to bring authenticity to your sketches.
- Colorful newspaper boxes can make for an interesting focal point in a sketch.





# 3-point perspective – Drama, energy and fun!

This is a 2-point perspective view. Lens corrected so that vertical lines are as near vertical as possible.





# 3-point perspective – Drama, energy and fun!

- 3-point perspective as normally seen.
- The 3<sup>rd</sup> vanishing point converges above eye level.
- Horizontal lines continue to converge at eye level.
- Also known as a worms eye view.
- This view point makes a dramatic sketch.





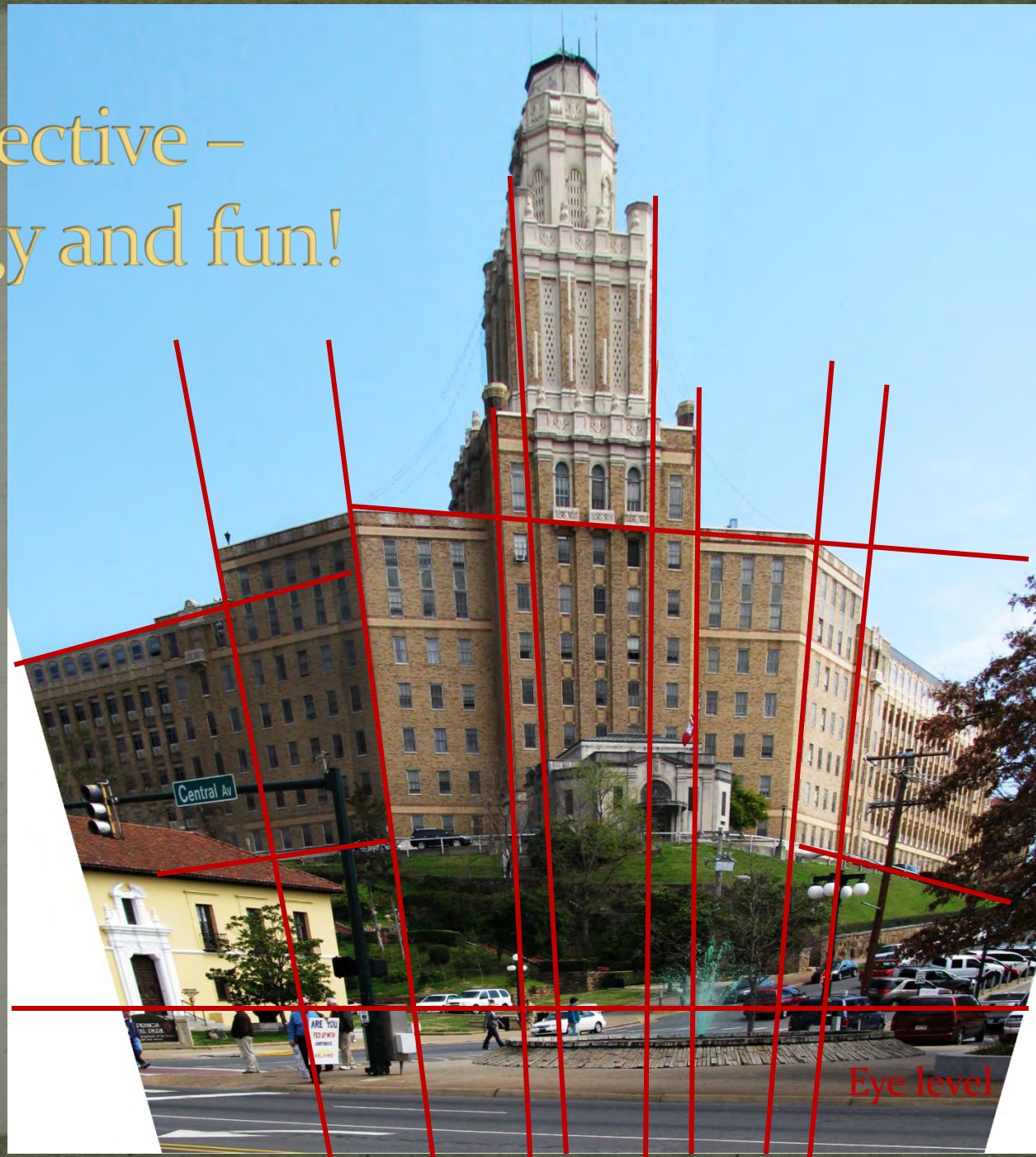
# 3-point perspective – Drama, energy and fun!





# 3-point perspective – Drama, energy and fun!

- Vertical lines converge to a vanishing point below building.
- Horizontals slope to eye level line.
- This is normally seen in a birds-eye view.
- This view-point is fun but unreal when the eye level is at or below average height.
- Exaggerated 3-point perspective can add a lot of interest to a boring subject.





3-point  
perspective,  
converging below  
eye level, with a bit  
of curvature.





# How do we use rendering methods to affect drama?

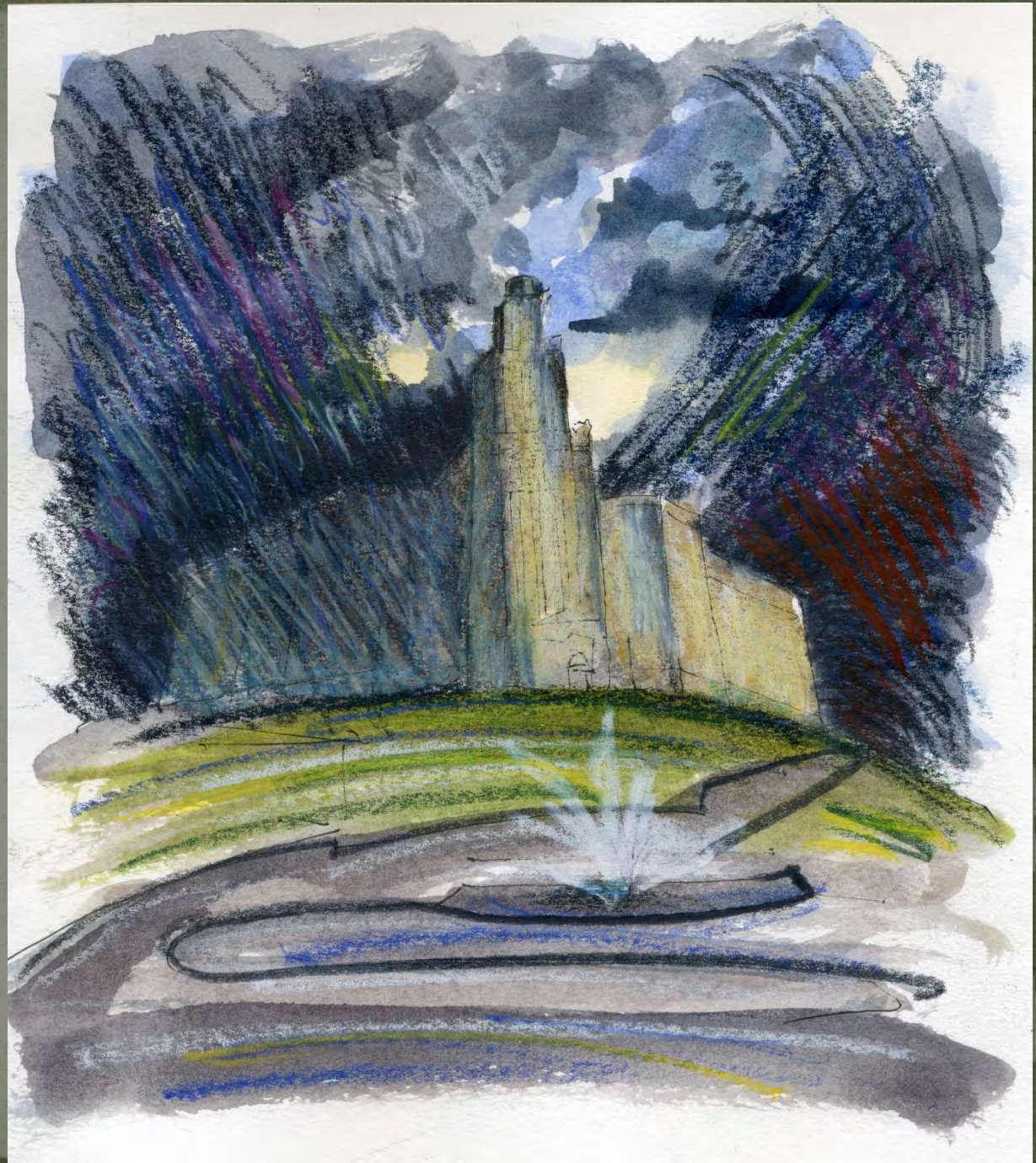
- Sky.
- Increased contrast.
- Stroke energy, whether pencils or brush.
- Exaggerate height or size.
- What is the **truth** of what you are drawing?
- Express how it makes you feel.





# 1<sup>st</sup> Effort -

- Don't be afraid to try something! It is only paint and paper.
- If you feel your painting does not agree with you, analyze it.
- What do you like?
- What bothers you about it?





# Be creative with your sketches -

## Change things if you want!

This photo inspired this  
“Burchfieldesque” painting.





Don't overwork your sketches!

Too much fun  
with colored  
pencils!





# Keep Sketching!

