



Noticing

Instructor: Rob Faludi
Class 3

Plan for Today

- Review Observation Exercise
- Seeing by drawing
- Upside-down drawing
- Pure Contour drawing
- Hand drawing
- Chair drawing
- Object drawing (two sides)
- Readings & Assignments

Next Two Classes

- Eyebeam option
- ITP option
- Final

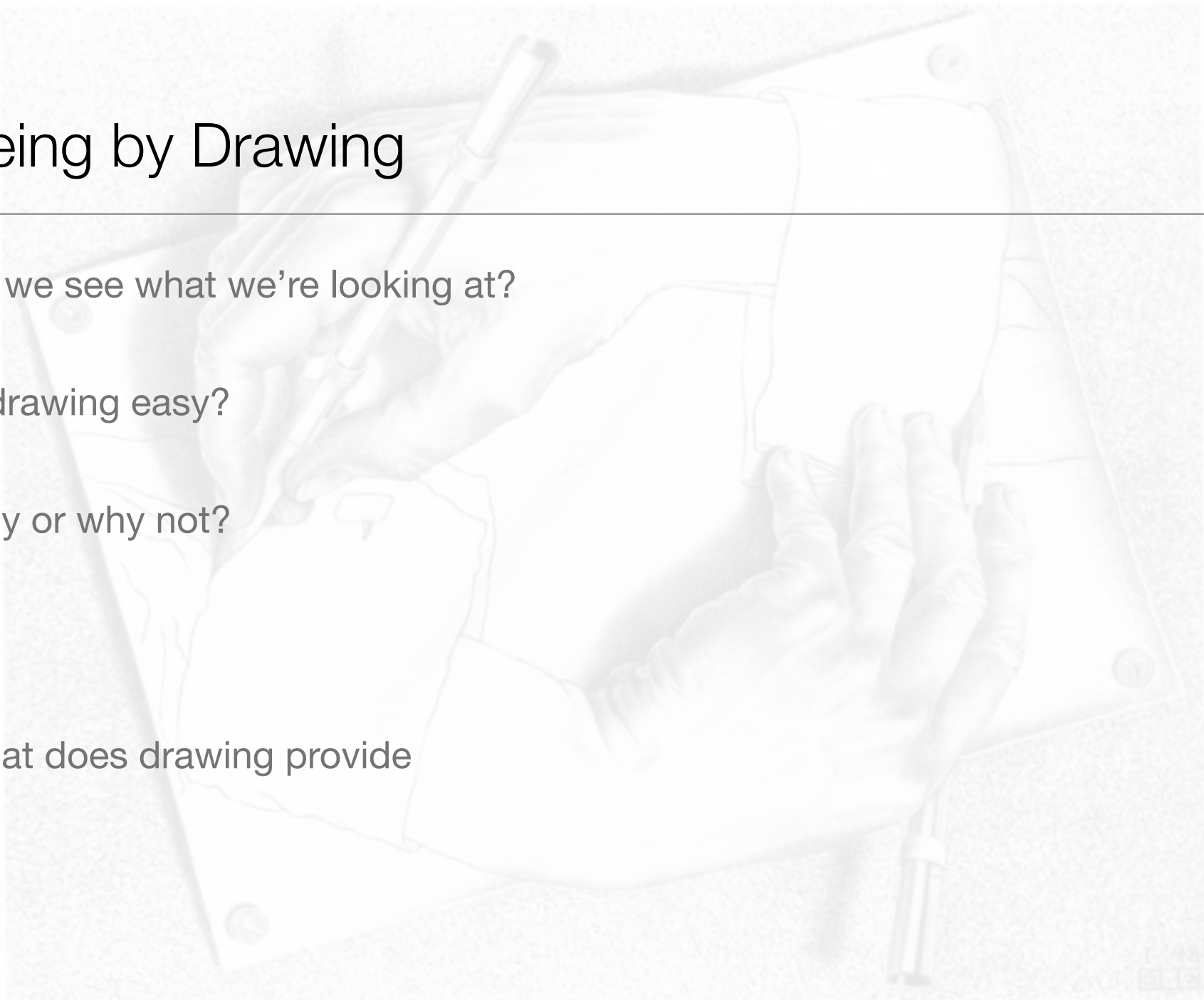


Observation Assignment



Seeing by Drawing

- Do we see what we're looking at?
- Is drawing easy?
- Why or why not?
- What does drawing provide



Drawing is Meditation



Drawing is Exploration



Drawing is Focus



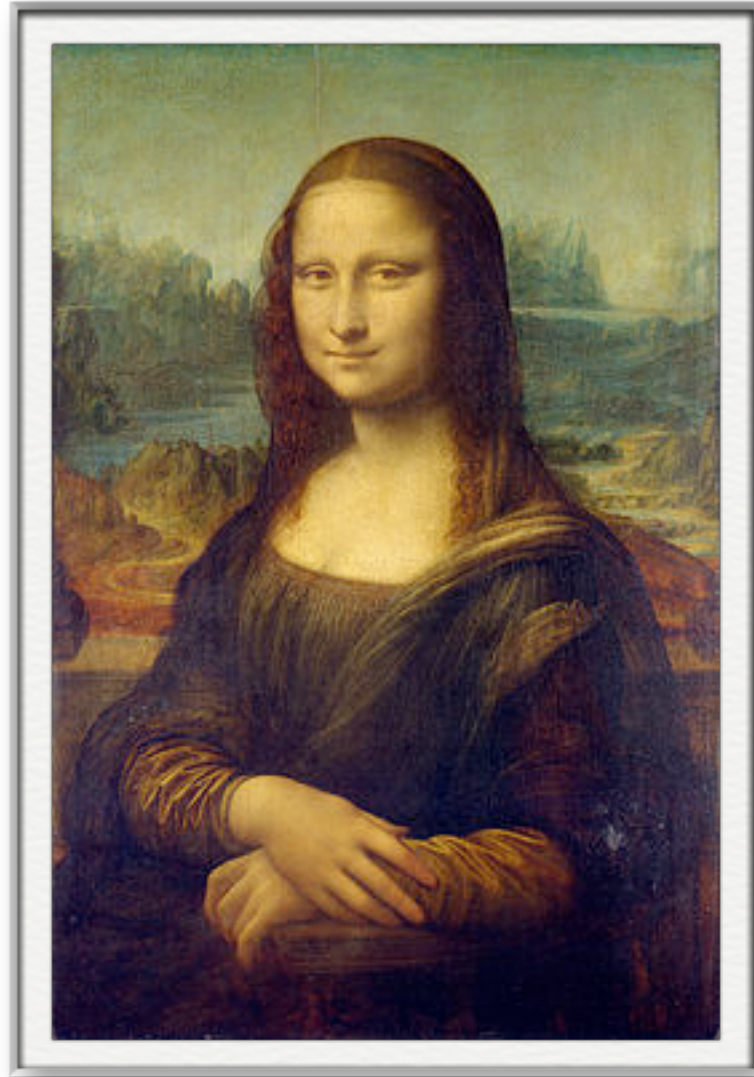
Drawing is Fun



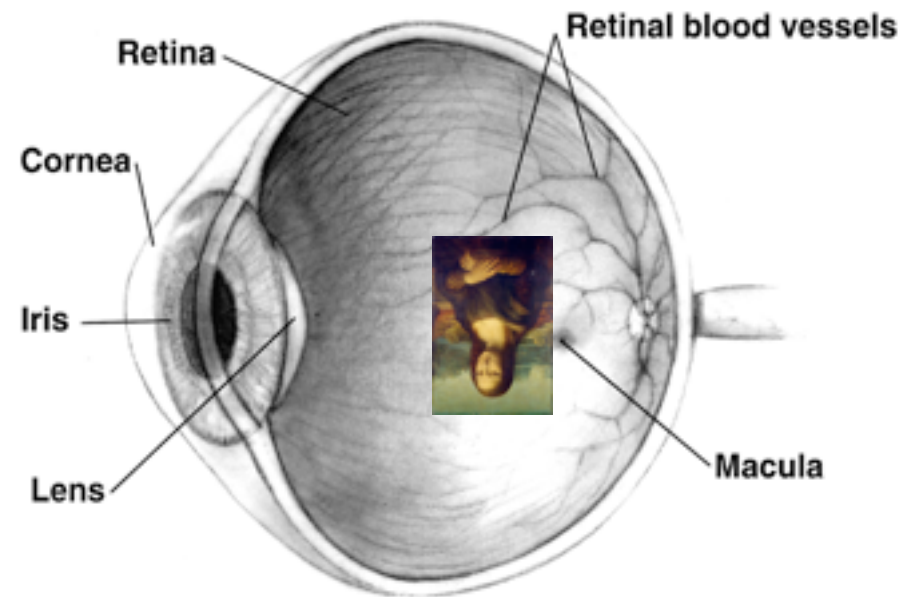
Drawing is Noticing



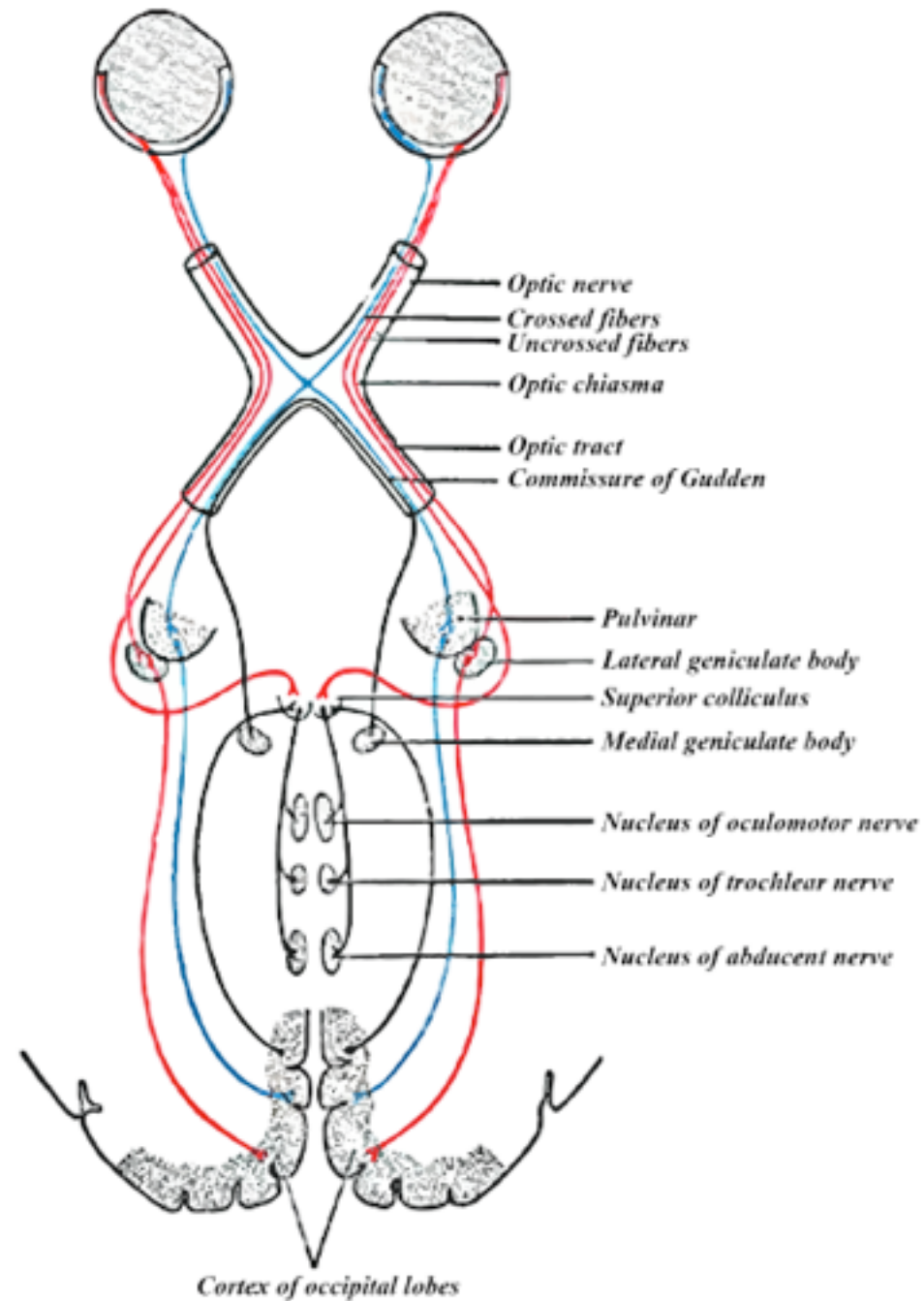
How We See



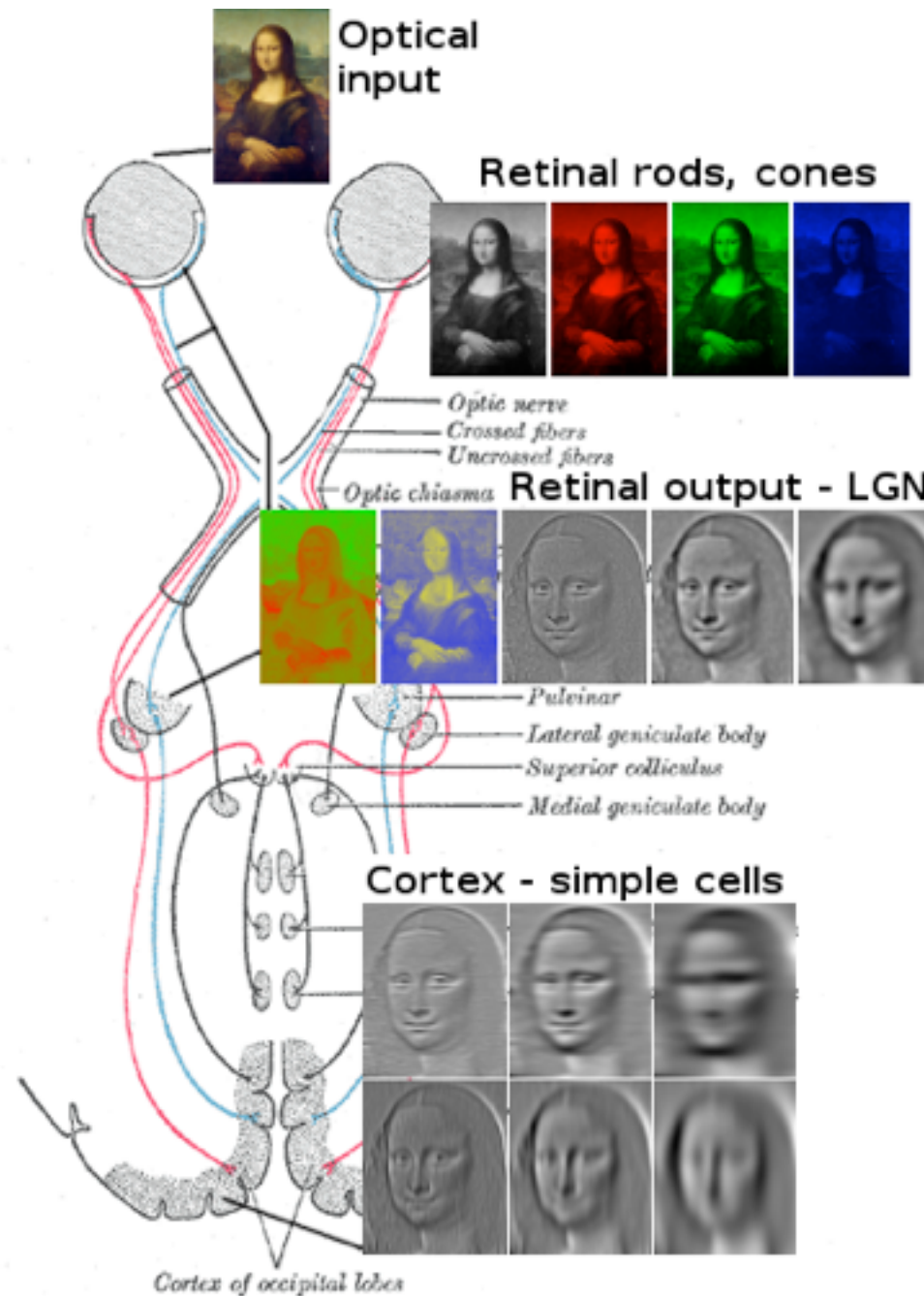
In Your Eye



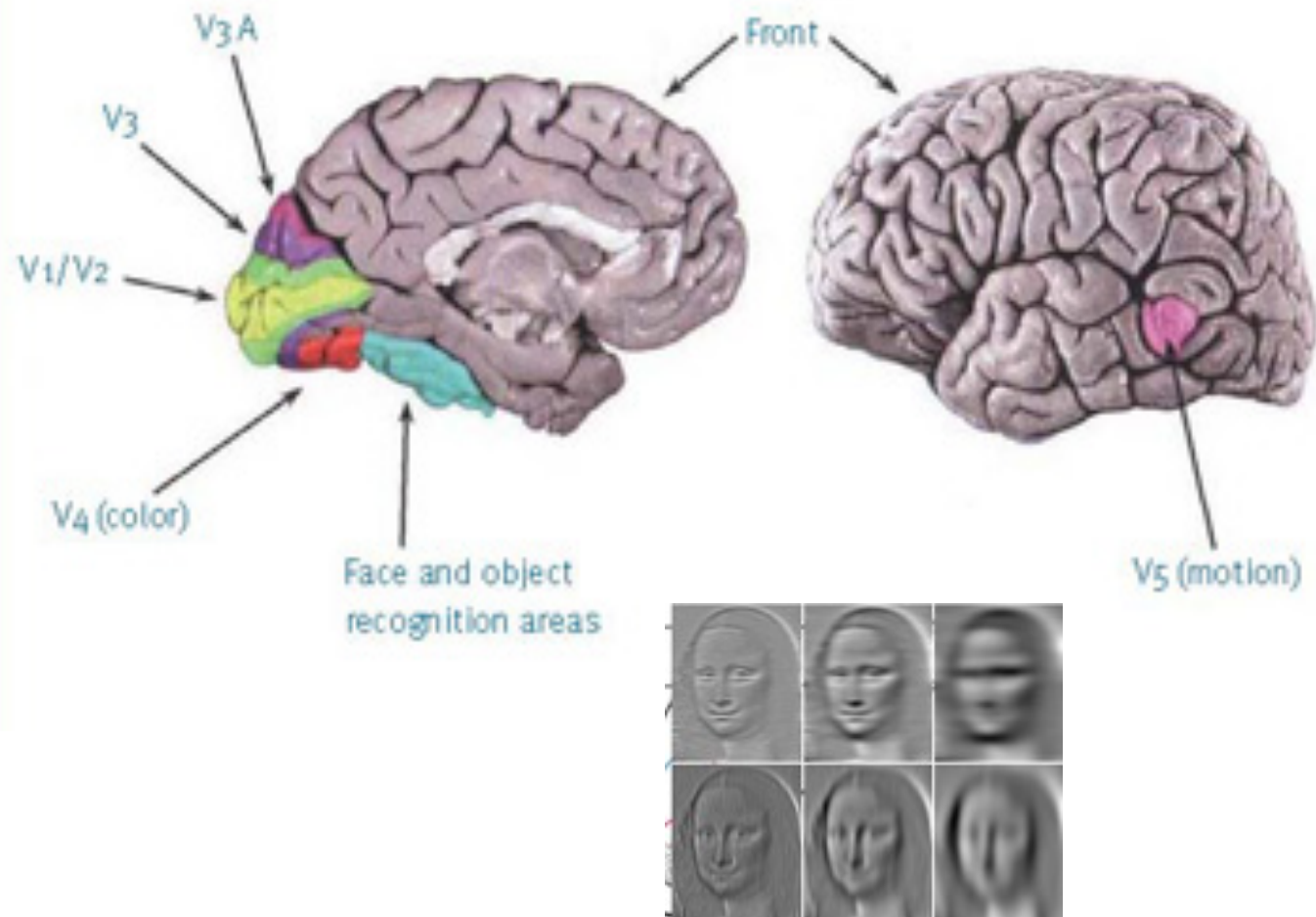
Visual System



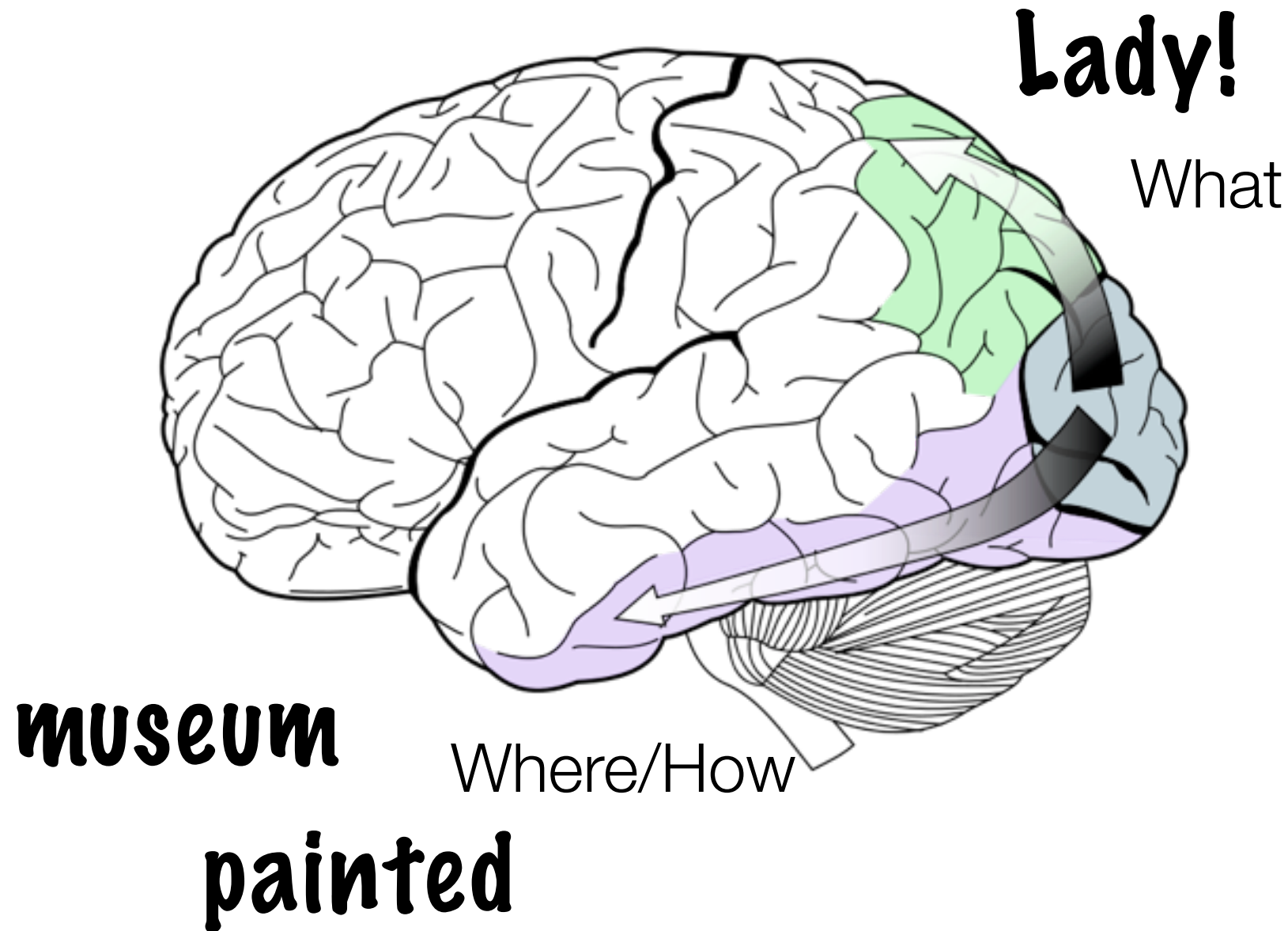
Visual System



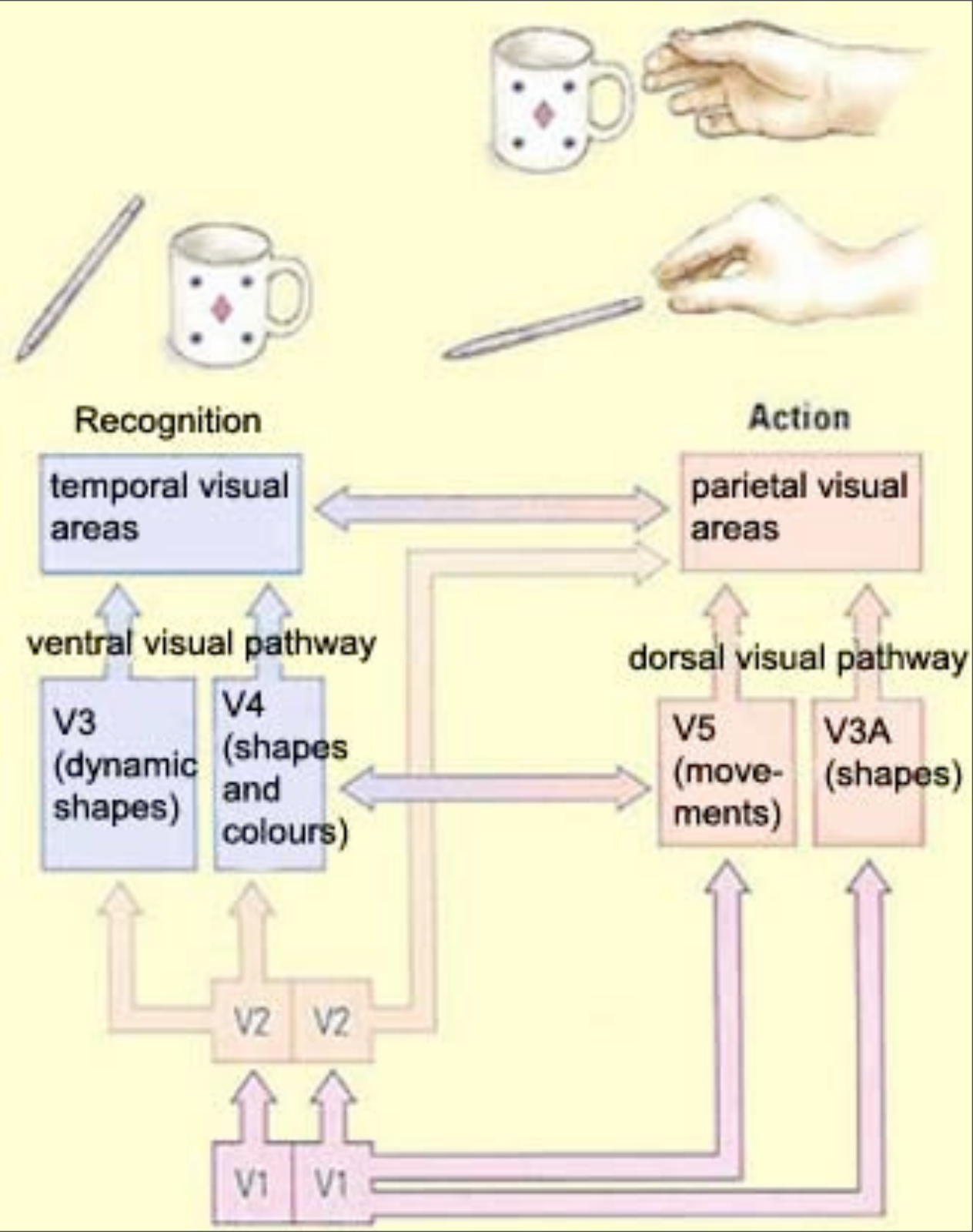
Occipital Lobe



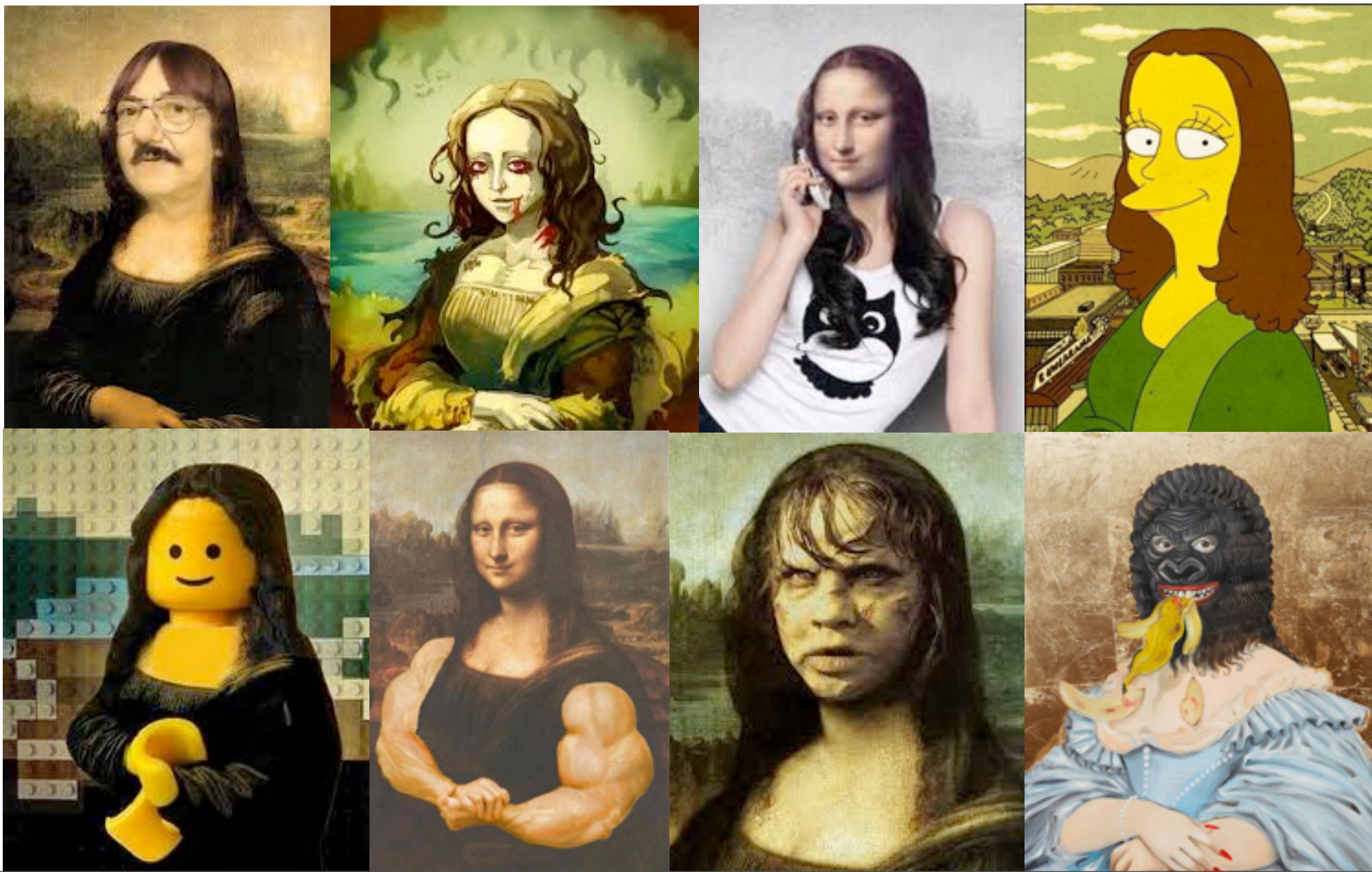
Dual-pathway Theory



What & Where



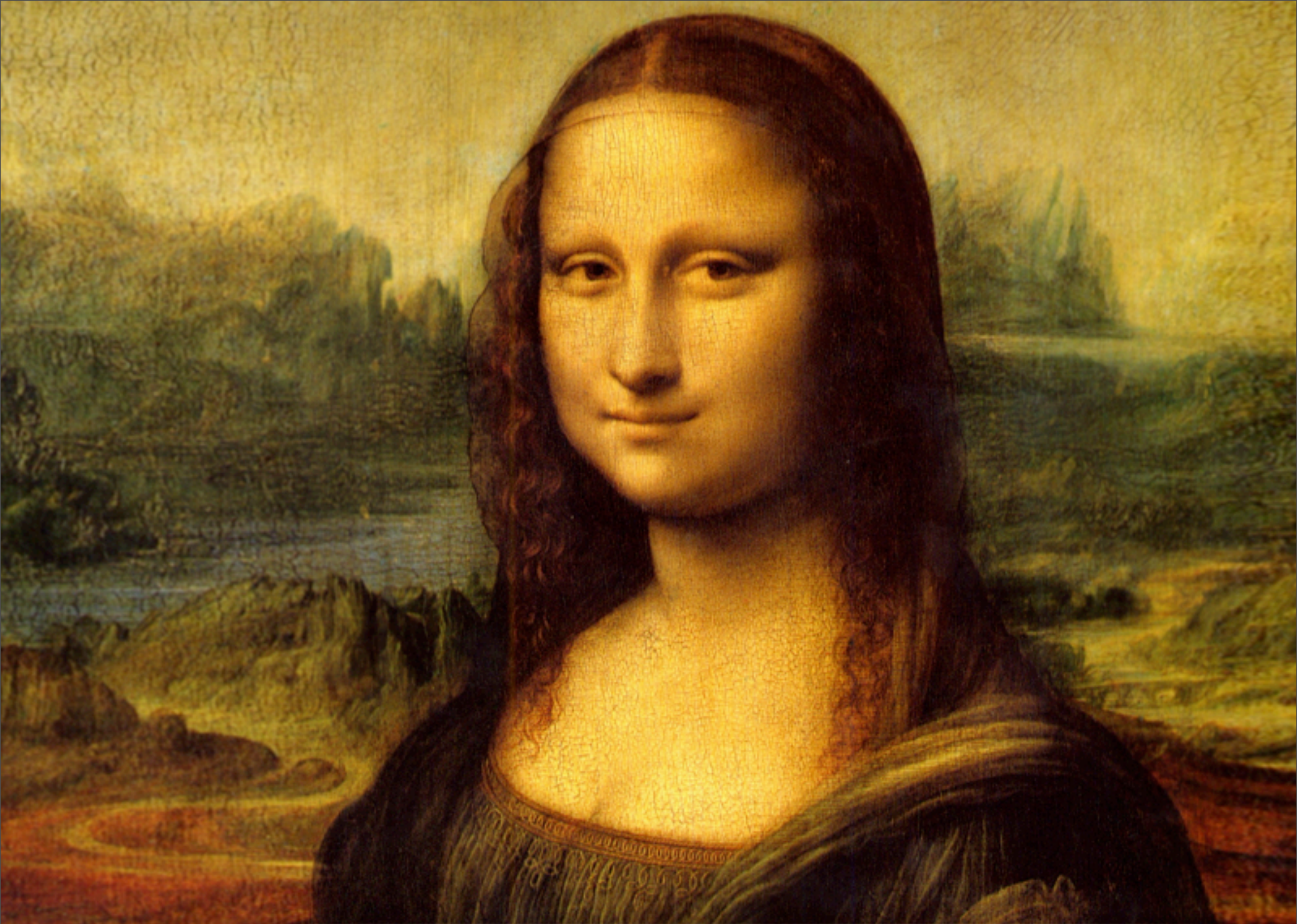
Vision is Awesome



Vision Sucks

- filters out details
- hides context
- eliminates backgrounds
- masks artifacts
- wholes obscure parts
- homogenizes individuality

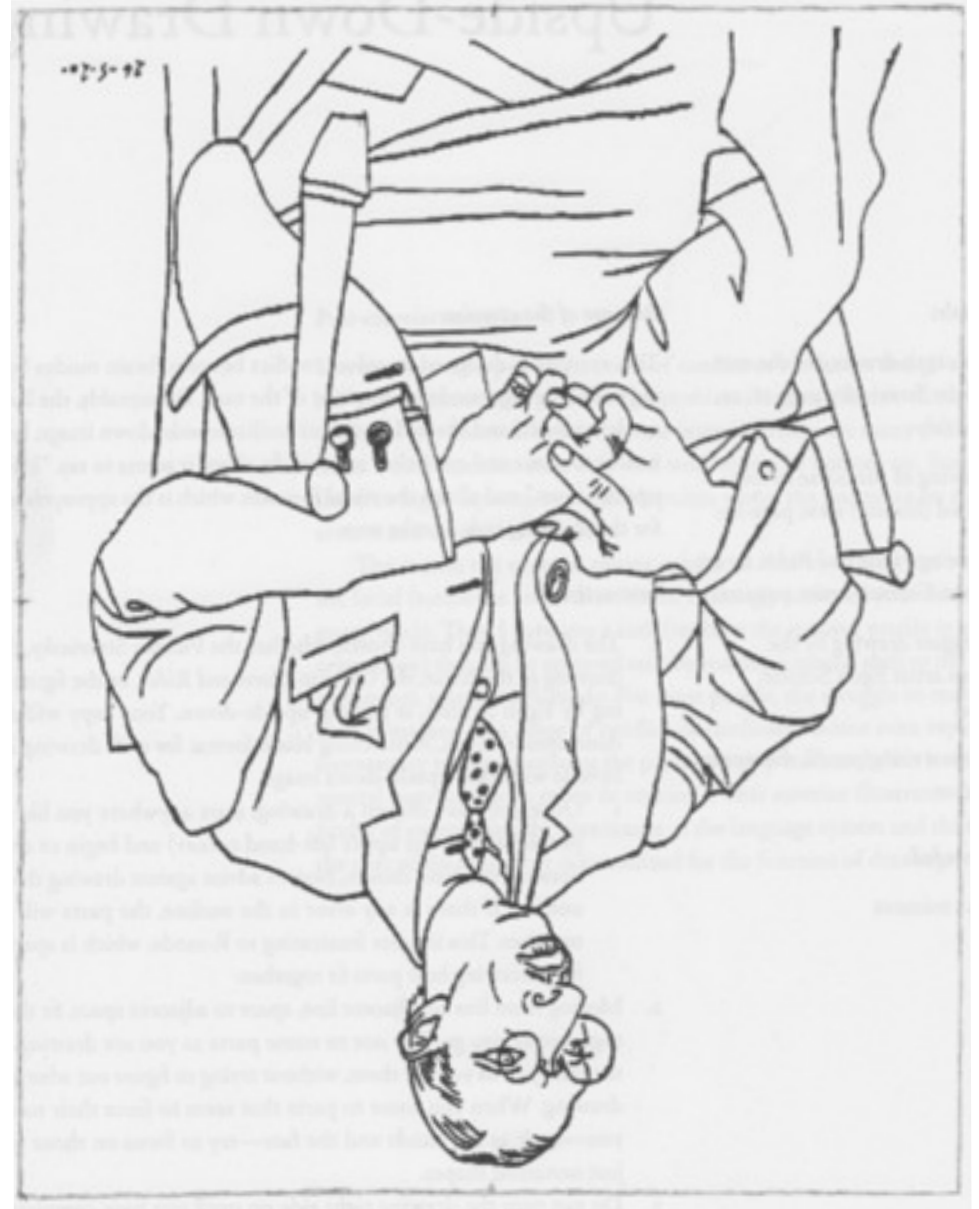




Drawing

Upside-down Drawing

- copy an upside-down drawing
- start anywhere
- avoid doing the whole outline first
- avoid naming parts, just draw the lines in the same place
- don't turn your copy over until you are done.
- sign and date when you are done



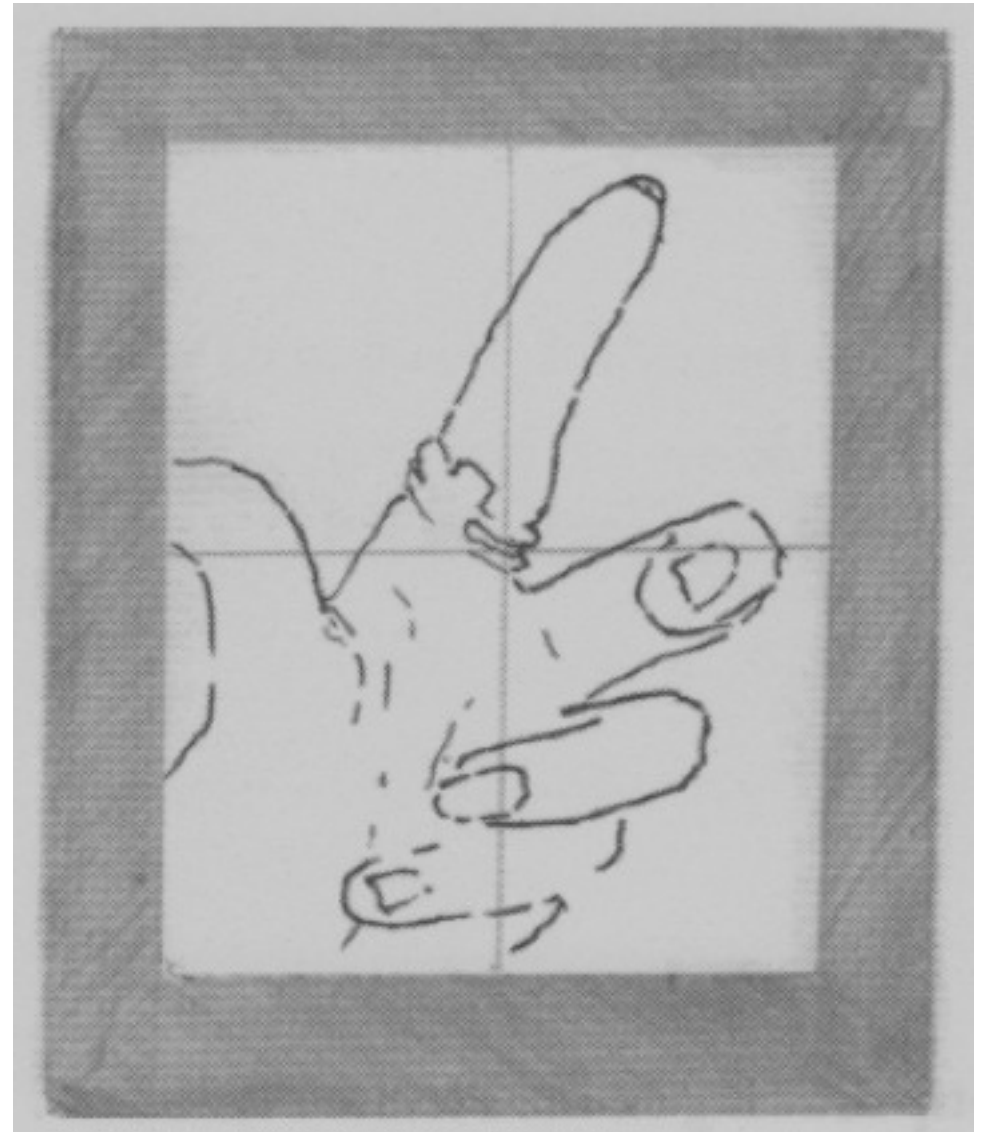
Pure Contour Drawing

- tape your paper to the table.
- without looking at your paper, you will draw the wrinkles in your hand
- go very, very slowly
- track with your eyes, let your pencil simply record
- Continue for 5 full minutes, no looking!



Hand Drawing

- Balance your viewfinder over your hand in an interesting pose
- Looking through ONE eye, trace the outline of your hand on the picture plane with an erasable (water-based) marker
- Keep your head still, and just copy the edges of your hand, without trying to “draw” your hand.
- Focus on precision, drawing the nails and major creases as well



Chair Drawing

- Pick a view of a chair through your viewfinder
- You will draw the *negative space* (holes) rather than the chair itself
- Draw a medium-sized feature first, so you can use it to realign your viewfinder if (when) it moves
- Don't draw the chair, just the negative shapes, being as literal and exact as you can



Object Drawing

- Pick an everyday object to explore by carefully sketching it.
- Start with the top half, then turn it over and do the bottom half
- Spend 15 minutes on each side
- If you get bored, go into more detail until you are interested again
- Think about why the parts are located where they are. If it's a mechanism, where are the levers and what does that tell you about how it was made and how it works?



Twenty Drawings



Readings and Assignments

- Readings
 - Watching the English
 - Pickpocket Article
 - Optional: *Psych*, *Sherlock* or *In Treatment*
- Assignment
 - Twenty Drawings Assignment