

gravity sketch

Use case

Stylized sketching - car design

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Abstract

Early phases of automotive design process require a large number of sketch development loops. This article focuses on the sketch and illustration creation with GravitySketch.

Overview

Without limits to car design only, design sketching aims to present best ideas within specific technical and manufacturing constraints. The illustration must offer a compelling aesthetic solution while respecting the product brief.

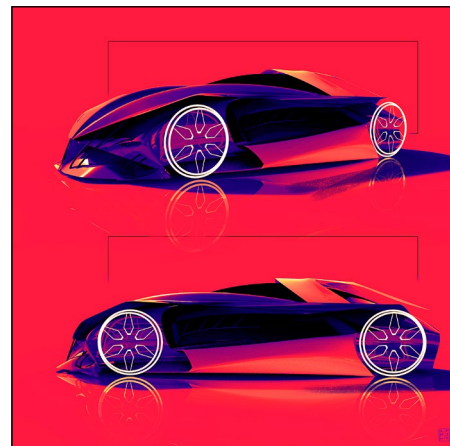
Combining 2d and 3d

GravitySketch allows designers to sketch freely over the 3d data and generate content which can be used further down in the process.

Stylized 3d assets could be rendered with Luxion Keyshot in an example and re-painted in applications such as Adobe Photoshop or Autodesk Sketchbook Pro.

The designer can focus on matching the technical criteria given by the product brief without losing the artistic freedom: The illustration could be both proportionally correct and artistically stylized. In addition to that, the creator may focus on creative aspects and avoid time-consuming, detailed modeling for 3d visualization. Created in 3d space, the output may be used as a 2d template.

GravitySketch allows designers to use all the benefits of computer's precision and unlimited space of virtual reality while enjoying the creative freedom of visual stylization.



Process with GravitySketch

