

# gravity sketch

Use case

## Stylized sketching

07/2017 Mike Jelinek

### Abstract

Sketch represents the most powerful form of visual communication, and therefore we will explore here how could be the GravitySketch leveraged for such task.

### Overview

The ability to use 3d modeling for sketching often leads to the premature use of realistic and detailed idea representation. This approach may also reroute the viewer's attention from the subject to minor issues, such as short-cuts in modeling or rendering.

### Non-Photorealism and 3d

It is well known that doodles and sketches invite to a discussion, they engage the parties to contribute and turn the one way messaging to two-way communication. Using 3d for idea sharing sometimes ends as such one-way show-off. Detailed, realistically rendered image leaves no room for personal interpretations, and de-motivates from feedback as it pretends to be finished, done.

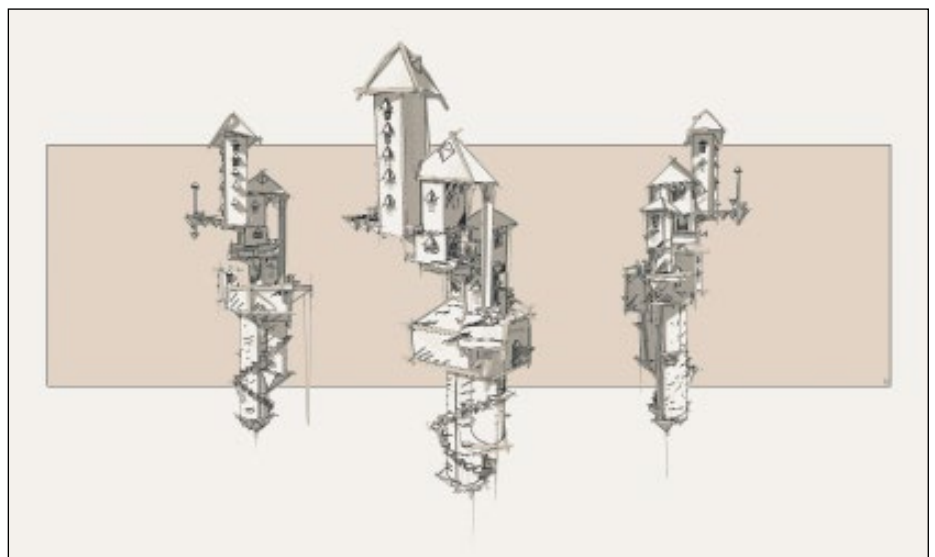
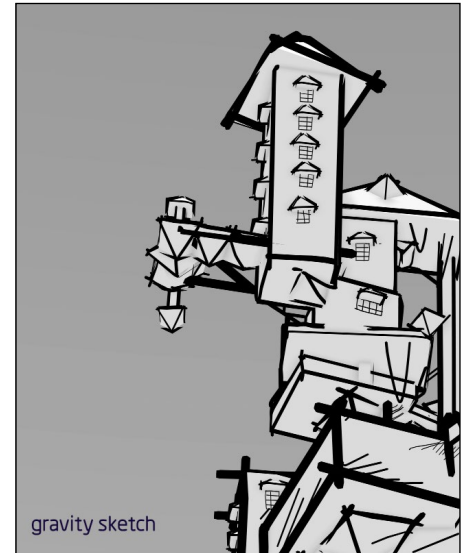
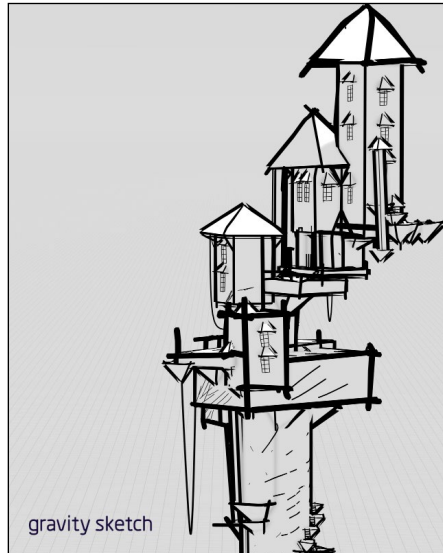
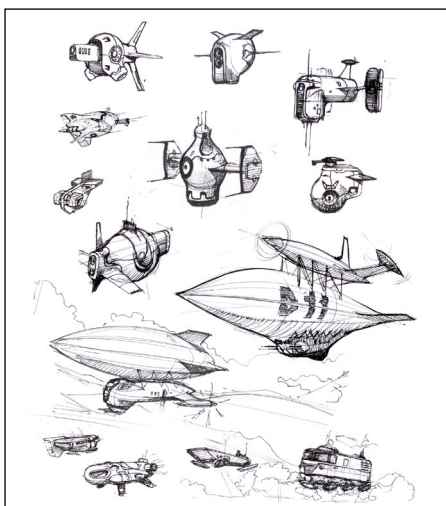
3d, on the other side, helps us to solve many tasks - we do not need to construct the perspective for example. The software does that for us. The very same applies to ellipses and other geometric objects.

When we sketch on paper, we may use rulers, templates or compass, but more importantly, we make choices to draw only necessary parts and ignore the details. The wheel could be a simple circle with few lines suggesting spokes.

**GravitySketch allows us to use all the benefits of computer's precision and unlimited space of virtual reality, while we maintain our ability to prioritize visual information and details, and also to keep our drawing style in 3d.**

Example at Sketchfab: <https://skfb.ly/6syyt>

### Analogue sketch



### Illustration made with GravitySketch and rendered with Luxion Keyshot.

