

Quick Sketch Part 3: Structure & Mass

Before we move forward, let's take a half step back. Last time we went over *gesture*, if we are to define gesture it would be as the movement between forms, as seen in diagram (a). Now we will move on to structure, which we will define as the movement around or across the form, diagram (b). Another term for this is mannequinization. With gesture we were primarily interested in action and orientation. 1 With structure we will develop simple form, constructing the figure out of primitives i.e. cubes, spheres, and cylinders. 2 Lastly we develop mass, or the representation of light on form. The goal is to design the shadows into shapes that are at once aesthetically pleasing and clearly represent the forms present. We will discuss this design in the next installment.

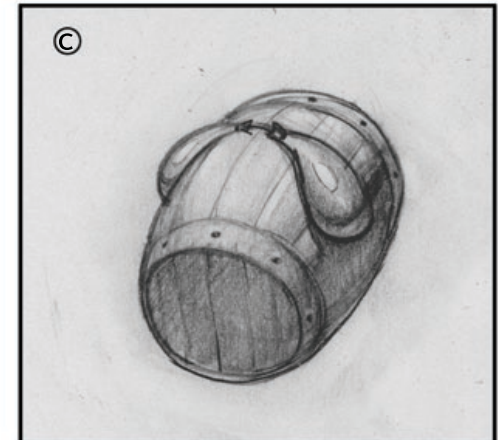
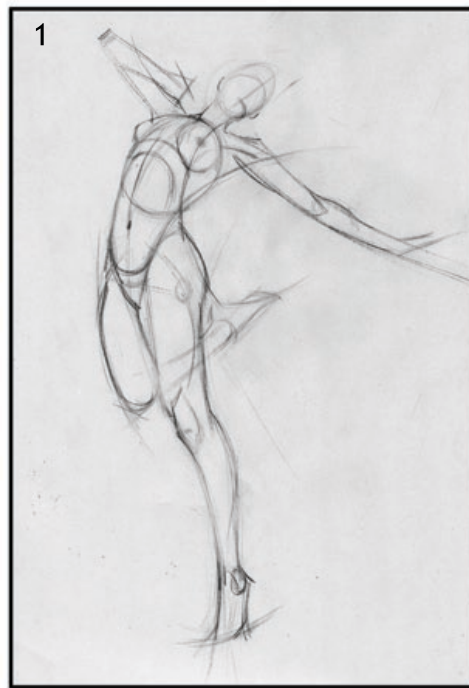
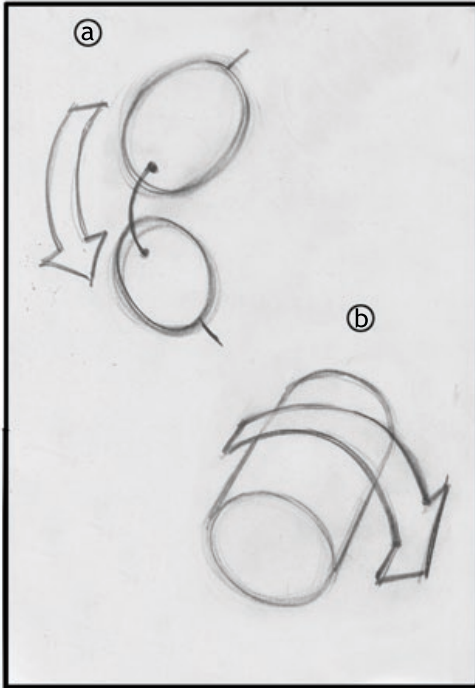


diagram c
Anatomical indications should be kept to a minimum, but when found necessary design the anatomy in such a way as to best reveal the larger, underlying forms. For example notice the way the sandbags drape over, and further reveal the form of the barrel. The anatomy of the breasts can be used in a similar way to better show the form of the ribcage.