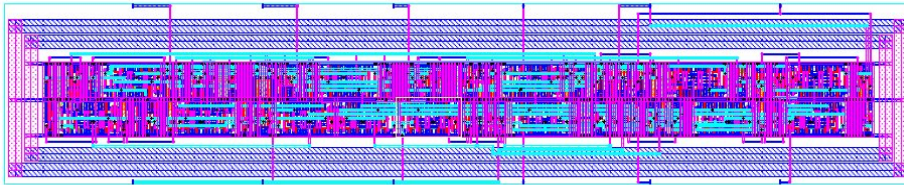


CS/ECE 5710/6710 Digital VLSI Design

VLSI Sketchbooks



VLSI Sketchbook

- ◆ I encourage you to try a sketchbook!
 - It should be at least 5x8"
 - It should be plain, unlined paper
 - Ideally it should be “nice” drawing/sketching paper
 - It doesn't have to cost very much
- ◆ Also colored pencils
 - These don't need to be fancy, but you'll need at least a few colors

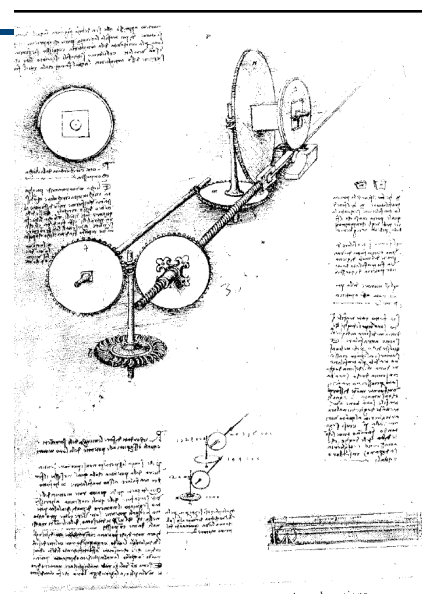
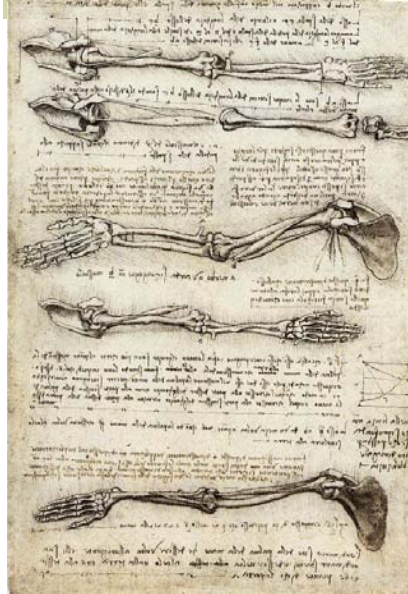
VLSI Sketchbook

- ♦ What types of things go in a sketchbook?
 - Sketches!
 - That means ideas, thoughts, things you see that you find interesting, things you see that remind you of engineering issues, random patterns, etc.
 - Some of my suggestions will seem unrelated
 - i.e. to look at artists' work that is “chip-like” and draw some examples of similar images
 - These are designed to get you thinking, and to loosen up your drawing/sketching skills

Sketchbook Examples



Leonardo



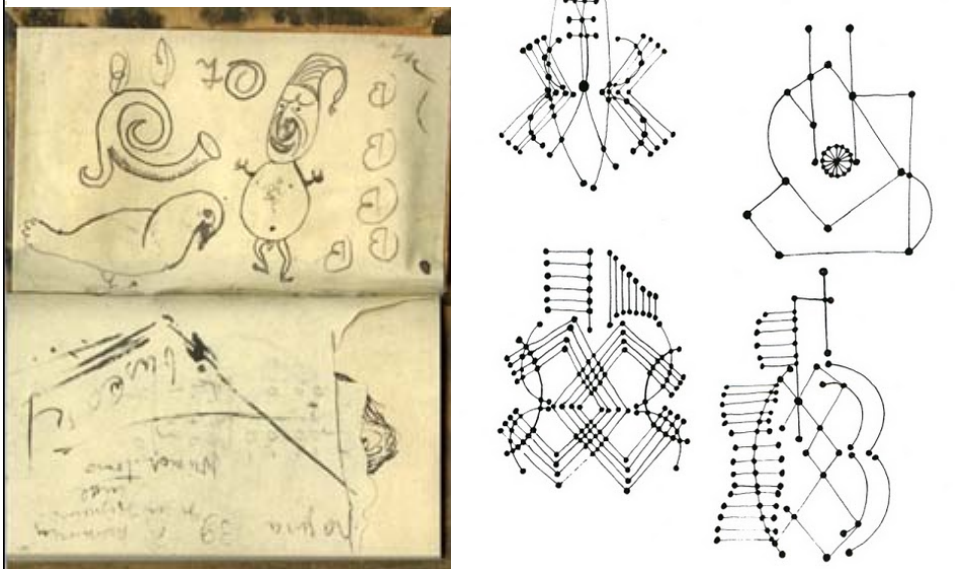
Leonardo



Picasso



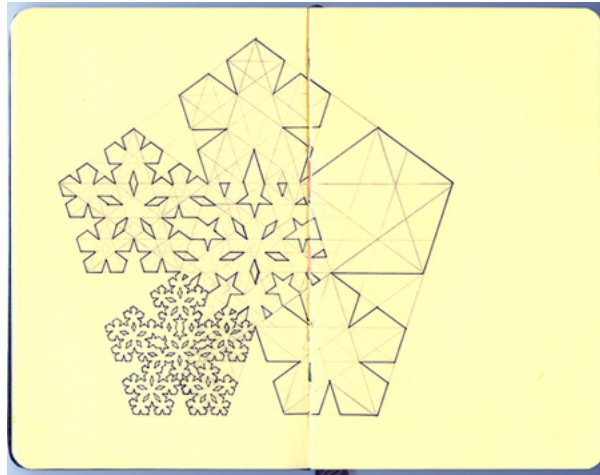
Picasso



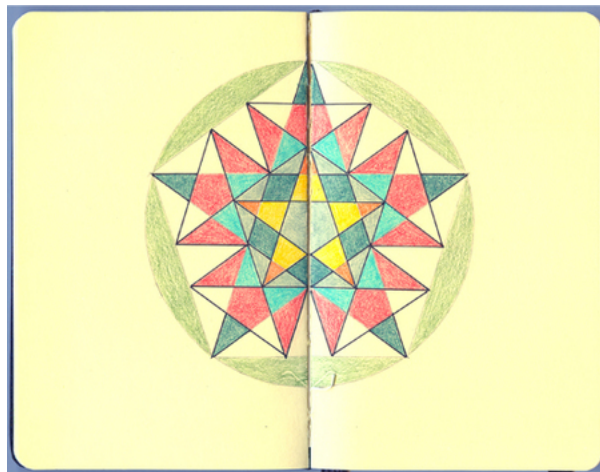
A watercolor sketch of a village scene in India. The top half shows a rocky hillside with a large arched opening and several figures. The bottom half shows a village with a domed building, a horse, and several people. Handwritten text in French is visible: "tombeaux de famille en dispendant creusés dans la roche" and "orange mûre".



sketchingspirit.typepad.com



sketchingspirit.typepad.com



sketchingspirit.typepad.com



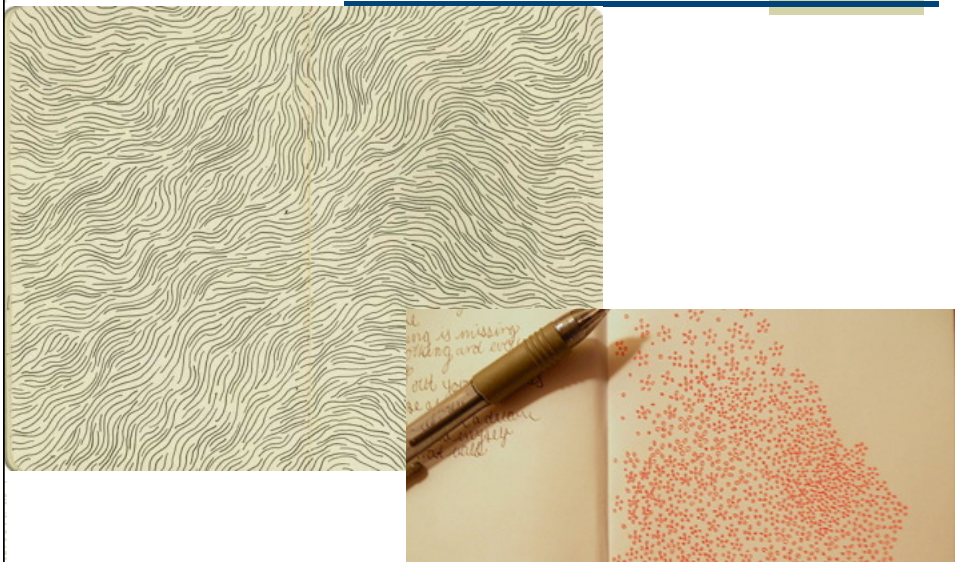
Lewis and Clark



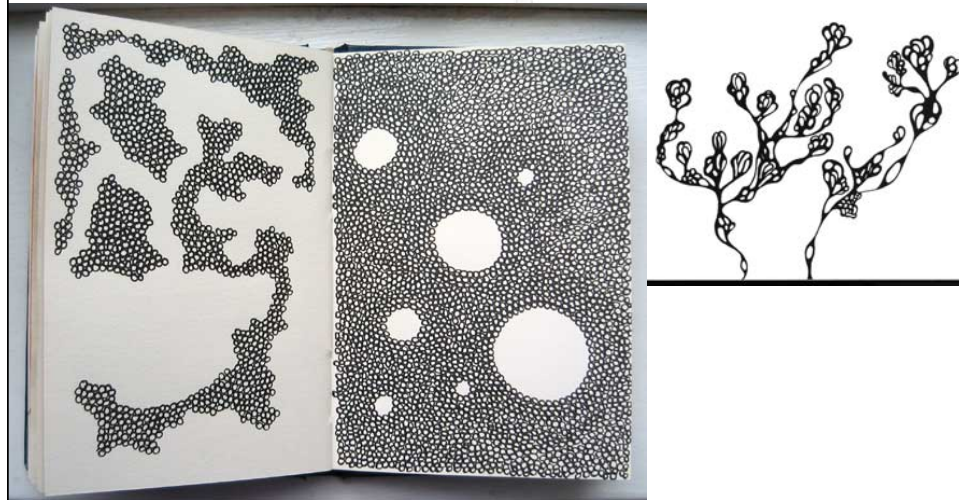
Lewis and Clark



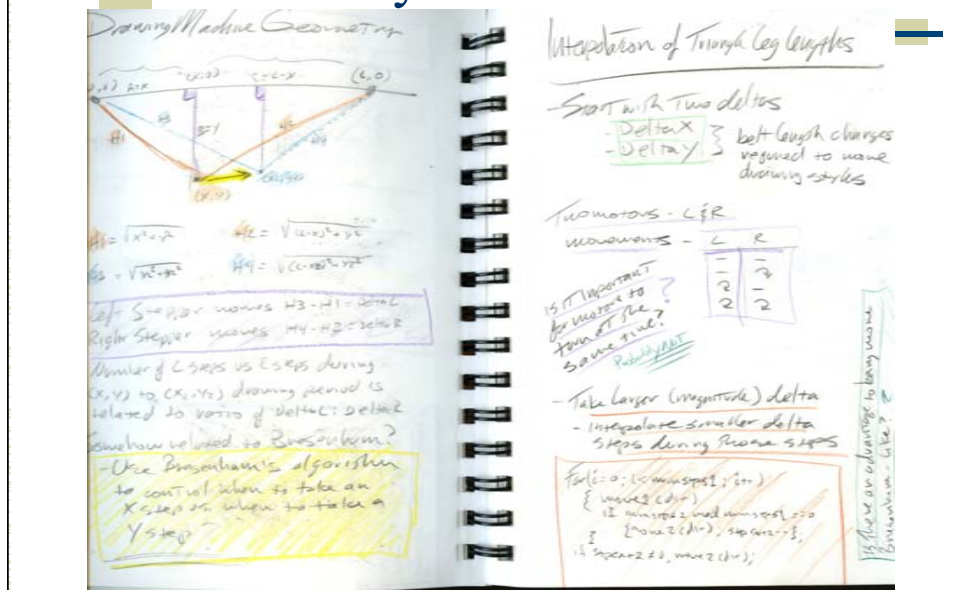
Patterns and Shapes



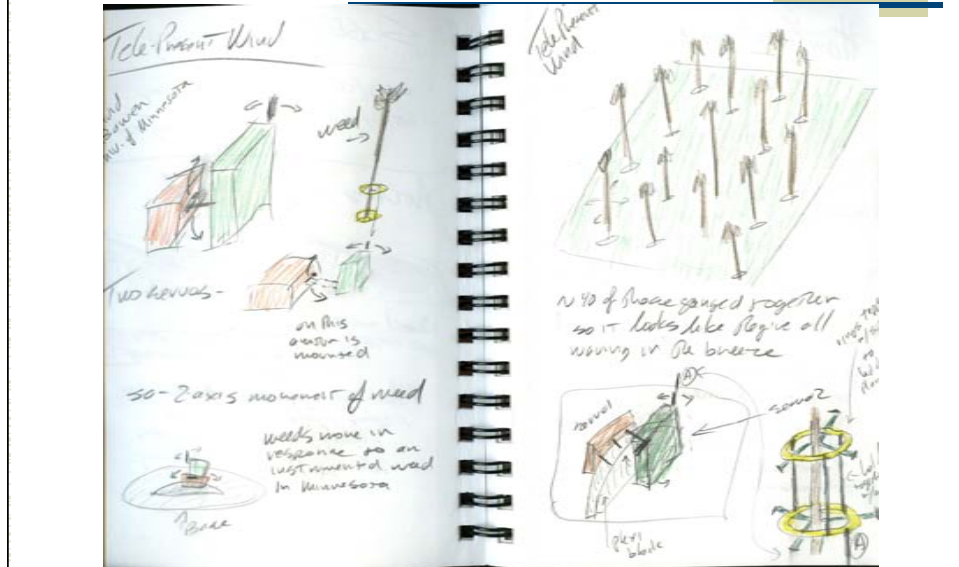
Patterns and Shapes



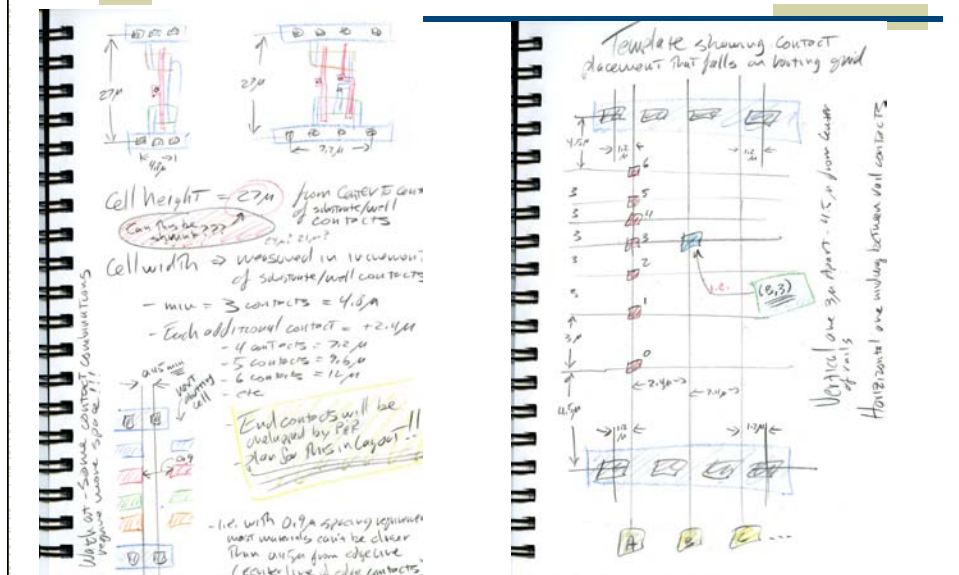
My Sketchbooks



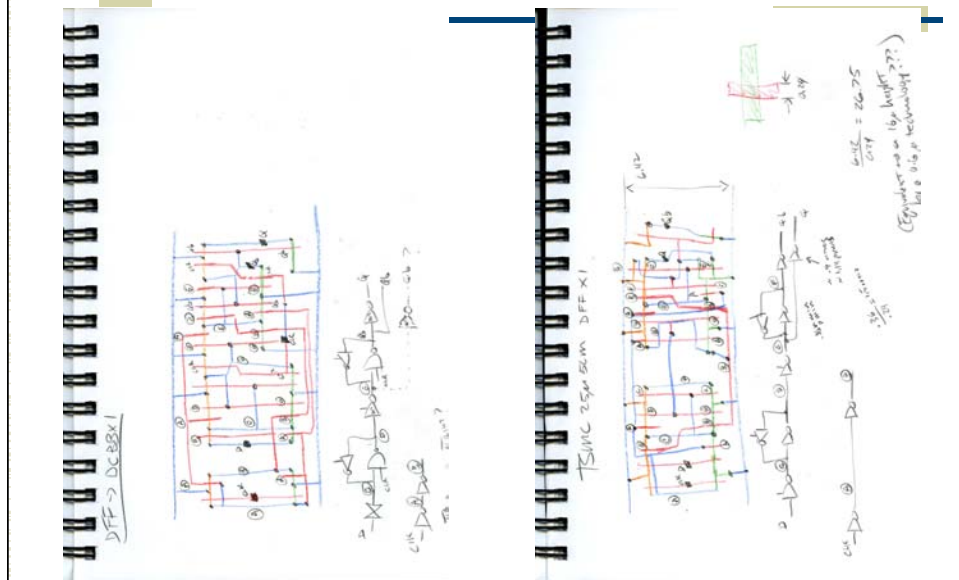
My Sketchbooks



My Sketchbooks



My Sketchbooks



Successful Sketchbooks

- ◆ Visual diaries
 - They should store personal responses including thoughts, ideas, and experiences
- ◆ Personal and unique
 - A collection of knowledge, thoughts, inspirations, that no one else has
- ◆ Near at all times
 - so ideas can be jotted down and drawings made whenever the situation allows

From a book on art education – I'll cite it as soon as I find it again...

Successful Sketchbooks

- ♦ Explore a variety of media
 - visual notes with written comments, drawings, work from direct observation and secondary sources
- ♦ Be inventive and experimental with media
 - Try out things you haven't used before
- ♦ Sketchbooks do not have to be neat or perfect
 - But they need to be legible and interesting to look at

From a book on art education – I'll cite it as soon as I find it again...

Sketchbook Gallery

- ♦ I've put some examples of sketchbooks in a gallery on the old class web site
 - <http://www.eng.utah.edu/~cs6710/Sketchbooks/sketchbooks.html>
 - Lots of other examples – we'll look at some in future classes