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
Lewis and Clark

Patterns and Shapes
Patterns and Shapes

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