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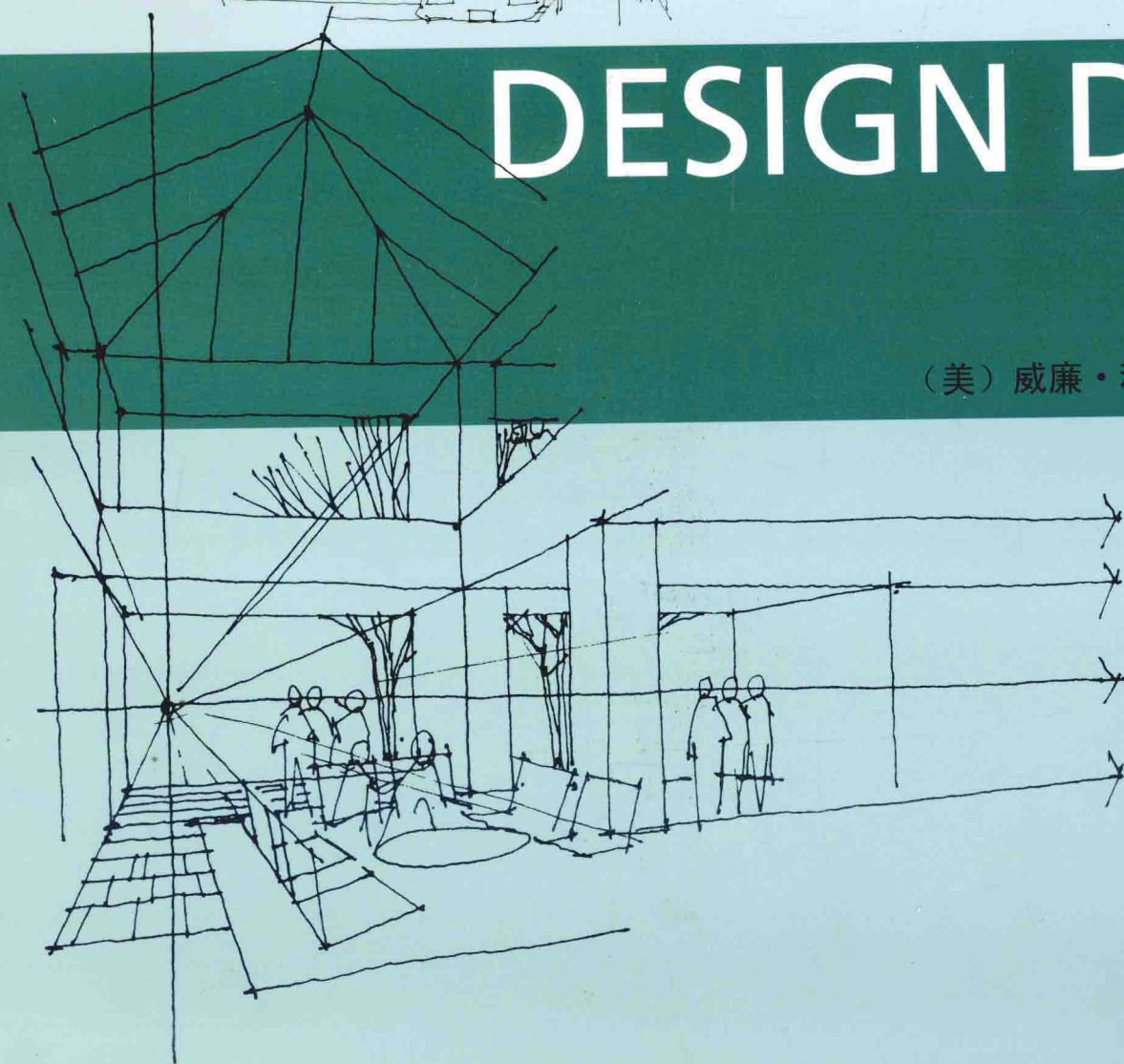


# 设计手绘

——理论与技法

## DESIGN DRAWING

(美) 威廉·科拜·劳卡德 WILLIAM KIRBY LOCKARD 著



大连理工大学出版社

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葛颂 邹德艳 译

大连理工大学出版社

Design Drawing

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# 前言

在《设计手绘》一书初版发行27年之后,我能有机会再做修改,感激之情溢于言表。修订版包含了原版书浓缩的精华;我保留了我认为对于一个学习绘图的人来说仍然有用和重要的知识点,同时也用很大篇幅介绍了此书撰写之初还不为人知的新兴技术。

本书还包括实践与应用相互结合的章节,应用部分详细说明了书中提及的绘图技能如何应用在教学和实践中;相互结合部分包括用两种色彩序列来说明覆盖图的使用。在此基础上,本书还包括手工绘图和数码上色的结合,还有电脑制作的表述图,这些都是出自我儿子斯科特·劳克德之手。您在序列图中看到的技术和基因遗传可是一点关系都没有,完全是斯科特智慧与勤奋的结果,他能参与此书的修订工作,我深感高兴与欣慰。

修改过的第一章和第二章删除了原版中一些纯理论的部分,透视画法和投影章节则做了简化,变得更加简明易懂。我还删除了原书中很多用来解释文章的卡通插图,虽然为原书画这些图的时候很有趣,但我还是觉得是时候让它们退休了。《设计手绘》第一版在27年前

出版至今,不管是在设计界,还是在专业的设计学校,绘图的应用和教学的方式都有了很大的变化。电脑的运用使得绘图有了革命性的变化,从长远的角度看,益处是显而易见的。然而,短期内电脑的优点还不是那么明显。

电脑辅助绘图已经被人们欣然接受,那些不愿意花时间学习绘图的学生和那些不愿意花时间帮助学生学习绘图的学校都乐于采用这个办法。大多激进的电脑拥护者断言电脑将为我们完成所有的绘图,因此绘图的能力和伴随学习绘图的间接学习也都没有必要了。

电脑辅助绘图已经开始取代更多无聊而重复的绘图工作,开始做大型的重复性工程绘图。电脑还可以做很多对于手工绘图者而言不可能或者非常困难的事。比如说,它们能保持定量轨迹,校验规定尺寸,确保一份图纸上的变动能应用到所有相关的图纸上去。

但是,电脑绘图技术对于线条重量或色泽光度来说毫无差别,而且用电脑绘制展示图片,要么是一些电脑制作的难看的背景模板,要么就是什么都没有,电脑使用的下降趋势由此可见一斑。

到底是需要让专业的设计师用电脑绘图,还是让专门绘图的技术工人来完成这项任务,人们的意见还不统一。

电脑的使用开始让人们清楚哪种绘图技能依然值得学习,毕竟学着像上几辈的设计师们那样绘制非常精确美观、一目了然的工程草图似乎没有必要了。能熟练使用CAD制图的人能更加精确地绘制这些草图,而且绘图依据的标准可以被编成程序输入电脑。

花时间学习熟练的手工绘图用以挑战电脑,似乎越来越不被人们提倡了。花时间学习徒手快速绘制先于电脑工作的概念草图,还有学习徒手绘制一幅绘制分层图,分层图再与电脑结合绘制最终的展示透视图并为其上色,这些绝对是值得花时间去学的。

在修订版中加入了两种新的色彩序列,是为了说明这两种徒手绘图的用法。虽然不再需要学着徒手画出精准无误的图,但我们应该学习这两种徒手绘图的技巧,因为这两种技巧在设计和绘图的领域里非常重要。

我们永远都需要在设计之初就呈现我们的设计理念,特别是那些带有三维性、主观性

和经验性特点的，而且，如果我们看重那些表现我们最终设计的图片质量，就要能徒手画出分层图，分层图能给予设计师们期待的个人风格。

基于这些理由，本书提倡的这种绘图方法在不久的将来会比过去显现出更多的价值。