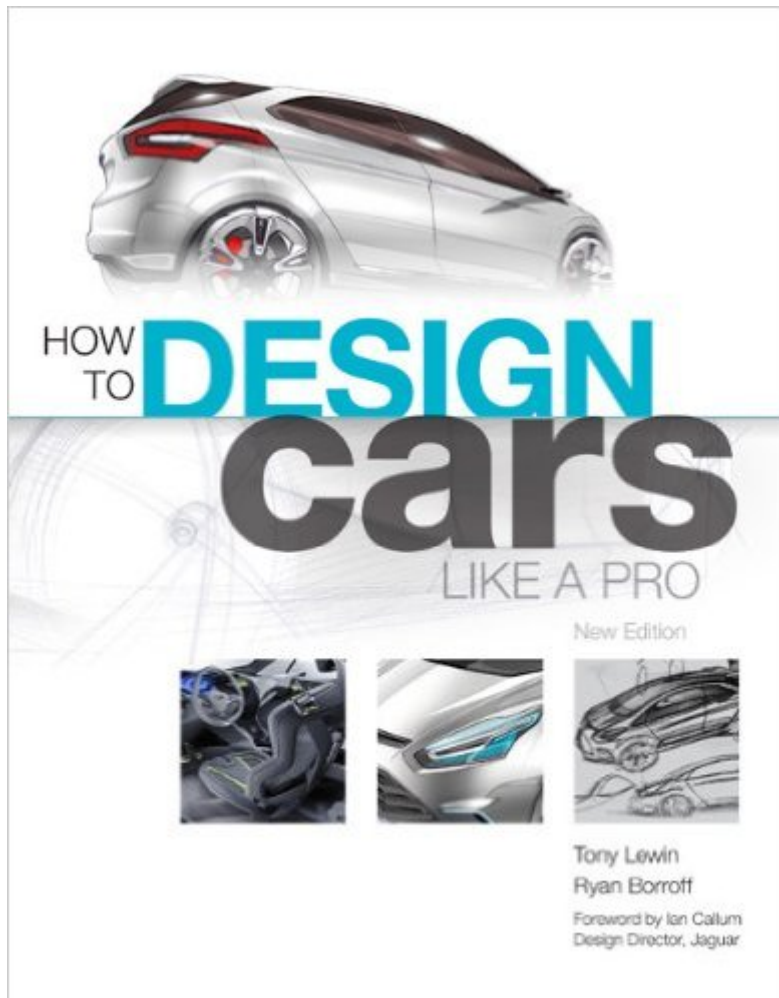


The book was found

How To Design Cars Like A Pro



Synopsis

This comprehensive new edition of *How to Design Cars Like a Pro* provides an in-depth look at modern automotive design. Interviews with leading automobile designers from Ford, BMW, GM, Jaguar, Nissan and others, analyses of past and present trends, studies of individual models and concepts, and much more combine to reveal the fascinating mix of art and science that goes into creating automobiles. This book is a must-have for professional designers, as well as for automotive enthusiasts.

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Customer Reviews

When I first looked into this book at a bookstore, I thought it was an interesting read, but it seemed a little vague. I eventually brought it months later and I have to admit that it's actually pretty good.

They nicely intergrated everything into sections, such as the history of car design, current car design leaders and drawing techniques. The whole thing looks professional and is nicely told all around. It really is a good read. One thing that did bother me, and also contributed to the 4-star rating rather than 5, was that the drawing techniques and tutorial section had been ripped off from

www.DOTcardesignnews.DOTcomIf you only want to buy the book for the drawing lesson, just head to the site I mentioned. It has the EXACT tutorials the book has, and for free!

If you are looking for a book about car drawing, skip this one. As the name says, its about design. There are many insights on what designers search when sketching a car, but very few tips on how to actually draw it by yourself (as it was already commented, you can find the tutorials in the internet - for free). That said, this is a very good book. It depicts the creative process behind the design, it teaches you how to see a car, and shows how some of the greatests (read Patrick Le Quement) do it themselves. It is nicely organized, with enough pictures so you won't need your imagination to understand what they are talking about. Not perfect, but surely very good. Strongly recommended.If you want to get the whole pack, design+drawing, I recommend buying this book together with "How to draw cars like a pro", like I did. You won't regret doing so.

Ok, so I bought this book to be able to learn how to draw and sketch cars. It only covers about 3 sections on how to draw a car and that's about it. The rest of the book goes into detail about different car designers, how they think on when they are designing a car and towards the end it gets into actually how to draw the cars. The book is nice in material and has a very nice weight to it and the pictures are also printed nicely.This book is good if you want to learn about the thought of designing, but not a how to draw cars book.I was hoping for more details on parts of the body of the vehicles and the terminology when drawing the vehicles, more explanations on what parts do, and also on how to draw it in detail and not just in sketch mode.All in all, the book is designed well, looks good, has good information on the designing thought behind the designers of some of the cars we see on the road today and it has a directory on the back with several schools one can go to for learning to design vehicles and also all of the different car companies.Not a bad read, but not a how to learn to draw cars book.

A very wide ranging book that both provides a lot of information on the design process in the industry. And it also gives a good picture of the design process and the love that the people involved have for cars.

I teach a conceptual art class for film and video games at a university.Our purposes isn't to actually create a working engine etc. We just want to design the visual aspect of it in an engaging way.This book is exactly what I needed. It breaks down the very basic elements of how to draw a car and

then gives a wide variety of historical/landmark examplesâ "with the author's (subjective) opinions on why they work (or don't work). To all the people who complain that it doesn't cover engine mechanics: yes, the title could also be interpreted to mean scientific design. But, thanks to 's ability to let you look inside and sample the book (especially via kindle), you should know what you're getting into. To all the people complaining about how it doesn't go into more detail about "how to draw a car," I hate to break it to you, but after this book there are really only two steps: personal study...and practice.

This book is incredible...it has tons of pictures, helpful tips about sketching, many interviews with top designers, and has ideas to think about when designing. The title doesn't lie; this book really is the key to design cars like a pro!

This book is about artists not design engineers, the disparaging comments on the early Jaguars and writing off the iconic EType as an aberration (possibly because it was designed by by an aeronautical engineer) was a guide to the content as a self promoting of the automotive artists creating the look alike dealings that proliferate the car world

I bought this book because I am designing a car from the ground up, a serious project. This book should be titled "How to STYLE cars like a Pro". It is about styling ONLY. There is no useful info on engineering, dimensions, passenger packaging, power and speed, structures, or any of the other things needed for a car to work. Near zero engineering, and plenty of the author's opinions that I often do not agree with. Beauty is in the eye of the beholder, and some of his favorite cars are far from mine. This book is ONLY about looks, and is directed to STYLISTS only. It is written from the viewpoint of someone who is well paid to draw impractical cars that will most likely never be built. If that is your goal in life, get it. But the job opportunities in that field are limited. While it is certainly useful as a history of automobile styling, and has lots of "pretty pictures", it touches on only ONE aspect of car design. I bought this because I got it cheap. Looking through other reviews and previews, my money would have been VERY much better spent getting the book "H-point", which I will do shortly.

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