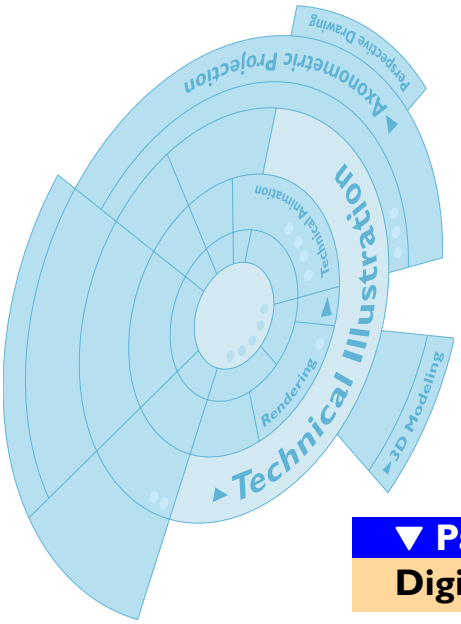

Table of Contents

Preface ..... **xviv**

Introduction ..... **xxi**

▼ Part One

Digital Reproduction of Technical Illustration

Chapter 1 — Technical Illustration Data and Tools 3

In This Chapter 3
Chapter Objectives 3
Technical Illustration Defined 4
The Complete Technical Illustrator 5
Computer Graphics and Technical Illustration 6
Technical Illustration Data 6
Raster and Vector Formats 7
Analog Data 8
Raster to Vector Conversion 10
Vector to Raster Conversion 10
Additional Methods 11
Technical Illustration File Types 12
Vector Illustration 13
Raster Illustration 14
Technical Illustration Tools 14
Raster and Vector Products Used in This Book 17
Review 17
Text Resources 17
Internet Resources 18

Chapter 2 — Technical Illustration Reproduction and Workflow Management 19

In This Chapter 19
Chapter Objectives 20
Analog Reproduction 20
Electrostatic Copying 21
Digital Reproduction 22

Characteristics of Spot and Process Color 23
Specifying Color 25
Characteristics of Digital Displays 27
Printing from the Web 28
Networks and Technical Illustration 29
File Compression 33
Lossless Data Compression 33
Lossy Data Compression 33
Methods of Job Control and Tracking 35
The Beauty of Regular Backups 35
The Job Jacket 35
The Job Ticket 35
Review 36
Text Resources 36
Internet Resources 38
On the CD-ROM 38

▼ Part Two

Technical Illustration Layout and Construction

Chapter 3 — Orthogonal Layout 41

In This Chapter 41
Chapter Objectives 41
World Axes and Orthographic Views 42
Orthographic Terminology 43
Orthographic Construction Methods 46
Drawing Sheet Size 46
Drawing Scale 47
Layers 47
Grid 47
Snap to Grid 47
Ruler Guides 48
The Zero Well 48
Snap Settings 48
Trimming Tools 49
The Transform Dialog Box 49
Example Using Illustrator's Construction Tools 50
Orthographic Construction Example 53
Determine Appropriate Scale 54
Establish Datums That Control Features 55
Construct Angular Features 56
Complete the Front View 56
Orthographic Views and 2D Illustration 58

Axonometric Projection 58
Axonometric Shearing 58
Perspective Projection 58
Orthographic Views and 3D Illustration 61
Orthographic Views in 3ds max 62
Additional Considerations with 3D Data 63
Review 63
Text Resources 63
Internet Resources 64
On the CD-ROM 64

Chapter 4 — Axonometric Views 65

In This Chapter 65
Chapter Objectives 65
Axonometric Terminology 66
Axonometric and Orthogonal Projection 67
Pictorials, Projections, and Drawings 68
Describing Axonometric Views 68
Axonometric Projection 71
Axonometric Drawing 73
Drawing Axes 75
Axonometric Axes 75
View Axes 77
Local or User-Defined Axes 77
Receding or Thrust Axis 77
Axonometric Views 77
Standard View Methods 79
Shearing Method 79
Scaling Method 81
Viewpoint Method 82
Object Rotation Method 82
Standard Views in AxonHelper 83
Standard Views in Adobe Illustrator 83
Standard Views in AutoCAD 84
Standard Views in 3ds max 85
Review 85
Text Resources 86
Internet Resources 86

Chapter 5 — Axonometric Circles 87

In This Chapter 87
Chapter Objectives 87
The Theory of Ellipse Representation 88

How a Circle Becomes an Ellipse 88
Ellipse Exposure 88
Ellipse Geometry 89
Major Axis 89
Minor Axis 90
Thrust Axis 90
Using AxonHelper to Determine Ellipse Exposure 90
Determine the Exposure of an Existing Ellipse 92
Ellipse Axes and Perpendicular Thrust 93
Measuring with an Ellipse in Adobe Illustrator 95
Create the Underlying Geometry 96
Verify Ellipse as a Measuring Device 96
Create Measuring Ellipses for the Other Sections 97
Scale and Place Circular Sections 98
Complete the Outside Profile 99
Edit for Visibility 100
The Ellipse and Spheres 101
Single and Compound Angles Using Spheres and Ellipses 103
Axonometric Protractors 103
Single Angles 104
Compound Angles 104
Review 105
Text Resources 106
Internet Resources 106
On the CD-ROM 106

Chapter 6 — Axonometric Scale Construction 107

In This Chapter 107
Chapter Objectives 107
Views Not Drawn to Scale 108
View Selection 109
Orient Object Geometry to the Axes 109
Create a Correctly Scaled Unitary Cube 110
XYZ Axes Scale and Inclination 111
Construct Correct Ellipses 113
Boxing Out the Crank Weldment 116
Boxing Out the Overall Shape 116
Centerline Construction 117
Scale the Ellipses 119
Complete Tangent Geometry 120
Extrude Geometry to Correct Heights 120
Edit for Visibility 122
Review 123

Text Resources 124
Internet Resources 124
On the CD-ROM 124

Chapter 7 — Axonometric Projection 125

In This Chapter 125
Chapter Objectives 125
The Theory of Axonometric Projection 126
The Axonometric Projection Diagram 127
Use AxonHelper for Projection 128
Projection Methods in Adobe Illustrator 128
Understand Axonometric Projection 129
A Dimetric Example 131
Set the Orthographic Views 133
Set the Views 135
Project the Geometry 137
Solve Angles in an Axonometric Diagram Using Circle Projection 139
Review 146
Text Resources 146
On the CD-ROM 146

Chapter 8 — Axonometric Shearing 147

In This Chapter 147
Chapter Objectives 147
The Theory of Axonometric Shearing 148
Geometry That Can Be Sheared 150
Pick a Standard View for Shearing 152
Shear the Views 154
Extrude the Geometry 154
Edit the Geometry 157
Make Planes Renderable 158
Review 160
On the CD-ROM 160

Chapter 9 — Perspective Techniques 161

In This Chapter 161
Chapter Objectives 162
Examples of Perspective Solution 162
Perspective and Axonometric Views 162
Understanding Perspective 166
Comparing Axonometric and Perspective Views 169
Setting Up a Perspective View 170
The Standard 30-60 Perspective Template 170

Use the Template for a Test Perspective 173
Apply Your Perspective Knowledge 178
Perspective without Scale Views—Measuring Points 189
An Example Using Measuring Points 190
Create a Perspective Grid 191
Use a Perspective Grid 196
Perspective in 3D Illustration 200
The Three-Dimensional Camera 202
Review 204
Text Resources 204
Internet Resources 205
On the CD-ROM 205

▼ Part Three
Technical Illustration Rendering

Chapter 10 — Line Rendering 209

In This Chapter 209
Chapter Objectives 209
Line Rendering Theory 210
Line Rendering and Reproduction 212
Determine the Thinnest Line Weight 213
Determine the Impact of Reduction 213
Line Rendering Fundamentals 214
Single-Line-Weight Rendering 214
Two-Line-Weight Rendering 215
Five-Line-Weight Rendering 216
Create a Library of Standard Line Styles 219
Using Line Styles 221
Render a Prism 221
Render a Cylinder 222
Render a Cone 222
Render a Sphere 222
Render a Torus 223
Apply Basic Shapes to More Involved Geometry 223
Block Shading 224
Hole Shading 224
Sphere Shading 225
Spring Shading 225
Hose Shading 225
Gaps and Hot Spots 225
Step-by-Step Line Rendering 226
A Note about Brushes 228

Variable Line through Duplication 230
Review 232
Text Resources 232
Internet Resource 232
On the CD-ROM 232

Chapter 11 — Photo Tracing 233

In This Chapter 233
Chapter Objectives 233
The Theory behind Photo Tracing 234
Autotracing a Photograph 235
Pen Tool Options 235
Pen Tool Practices 237
The Goofy Curve Point 238
Circle Geometry in Perspective 240
Scanning Photographs 242
Perspective Geometry 243
Create a Vignette Technique 245
Ellipse Axes and Perpendicular Thrust 246
Hexagonal Fasteners 249
Features at Other Angles 251
Line Caps and Joins 252
Line Weight Shading of a Photo Tracing 252
Selective Block Shading 253
Continuous Tone from a Photo Tracing 254
Photo Tracing Examples 255
Taking It to the Limit 257
Review 257
Text Resources 259
Internet Resources 259
On the CD-ROM 260

Chapter 12 — Emphasis with Color 261

In This Chapter 261
Chapter Objectives 262
Illustration Color Space 262
CMYK Color Space 262
RGB Color Space 263
Color Models 264
Gray-Scale Color Model 264
RGB Color Model 265
CMYK Color Model 266
Web-Safe RGB 266

Emphasis with Gray-Scale 267
Spot Color 270
Spot Color Swatches 271
Assign the Spot Color 271
PANTONE and Process Spot Color 272
Spot Color and Overprinting 273
Spot Color and Digital Presses 273
Review 274
Text Resources 274
Internet Resources 274
On the CD-ROM 274

Chapter 13 — Color Rendering 275

In This Chapter 275
Chapter Objectives 276
Color in Adobe Illustrator 276
Custom Color Mixes 276
Custom Color Swatches 277
Color Stroke and Fill 280
Color Gradients 283
Blends 283
Line Blends 283
Shape Blends 286
Clipping Mask 288
Pathfinder 289
Gradient Mesh 291
Gradient Mesh Example 292
An Expanded Role for Photoshop 296
The Best of Both Worlds 298
Review 299
Text Resources 299
Internet Resources 300
On the CD-ROM 300

Chapter 14 — PostScript Materials 301

In This Chapter 301
Chapter Objectives 302
Building Libraries 302
Light and Reflected Light 303
Material Characteristics 303
Basic Materials 303
Describing Materials with Color 305
Putting It All Together 305

Chrome Piston 306
Painted Aluminum Shell 307
Rubber Bushing 307
Material Gallery 309
Round Metal Panel With Joint 310
Window/Interior Detail 312
Metallic Textures 315
Transparent Blends 319
Wires, Hoses, and Tubes 321
Review 322
Text Resources 323
Internet Resources 323
On the CD-ROM 324

Chapter 15 — Text and Technical Illustrations 325

In This Chapter 325
Chapter Objectives 325
Typography Primer 326
Digital Typography 328
Fixed-Size Screen Fonts 328
PostScript Screen Fonts 328
Outline Screen Fonts 329
Adobe's Portable Document Format 329
Converting TrueType to Outlines 330
Text from Raster Files 331
Text from CAD Files 333
Text and Color 334
Call-Outs 335
Text in Illustrations 339
Axonometric Text 339
Perspective Text 341
Review 343
Text Resources 344
Internet Resources 344
On the CD-ROM 344

▼ Part Four

Modeling, Animation, and Technical Illustration

Chapter 16— Turning Engineering Drawings into 3D Illustrations 347

In This Chapter 347
Chapter Objectives 348

The Process 348
Scan the Drawing 349
Align the Scan 350
Place the Scan 350
Lock the Scan 350
Dim the Scan 350
Use Ruler Guides 351
Pull the Centerline Guide 351
Align the Scan 352
Create Profile Geometry 353
Use the Pen Tool 353
Save the File 354
Import the Profiles into 3ds max 355
Import the Adobe Illustrator Vector Profiles 355
Alignment with Axes 356
Assign Intelligent Names 357
Hide Everything But the Pulley and Axis 357
Lathe the Shapes 357
Set the Correct Axis 357
Position the Axis 358
Complete the Lathed Parts 358
Parts That Can't Be Lathed 359
The Balls of the Ball Bearings 360
The Spring 361
The Castellated Nut 362
Arrange Parts on the Axis 362
Rendering the Illustration 364
Line Rendering the Model 365
Continuous-Tone Rendering 365
Review 367
Text Resources 367
Internet Resources 367
On the CD-ROM 368

Chapter 17 — Using AutoCAD Data in Illustrations 369

In This Chapter 369
Chapter Objectives 369
A Note on CAD and CAD Data 370
DXF and IGES Formats 370
An Example of Translating CAD Data 371
The Theory Behind Using AutoCAD 373
Getting AutoCAD Data into Adobe Illustrator 374
Result of COPY-PASTE 375

Result of PSOUT 377
Result of EXPORT 378
Result of Writing to a Plot File 378
Result of SAVEIMG 379
File Formats in AutoCAD 379
Isometric Pictorials in AutoCAD 379
2D Drawings from 3D Data in AutoCAD 380
Viewpoint and Rotation Data from AxonHelper 380
AxonHelper 380
Viewpoint 380
Rotation 383
Rendering in AutoCAD 385
Perspective Camera Views in AutoCAD 385
Editing in Illustrator 386
Standard Views in 3ds max 387
Review 390
Text Resources 390
Internet Resources 390
On the CD-ROM 390

Chapter 18 — Modeling for Illustration 391

In This Chapter 391
Chapter Objectives 392
When to Model from Scratch 392
Considerations When Modeling 394
Rule of Least Complexity 394
Rule of Fewest Elements 394
Rule of Smallest Printer Dot 394
Rule of Viewer Field 394
Rule of the Rendering Engine 395
Geometric Analysis 395
Your Modeling Environment 396
Work on Paper 396
Work in Views 396
Set Model Scale Units 396
Save Start-up Files 397
Work with Appropriate Axes 397
Work in Separate Files 397
Modeling with Primitives 397
Lathe a Profile about an Axis 398
Extrude a Profile along an Axis 400
Create or Import the Profile 400
Extrude the Thickness 400

Make the Other Aileron 401
Loft a Profile Following a Path 402
Create Shape and Path 402
Loft the Shape 403
Convert the Loft to a Mesh 404
Edit the Loft Elements 404
Patch Surfaces 405
Create the Patch Surface 405
Edit the Patch 407
NURBS Surfaces 408
Create the NURBS Curves 408
Create the Side Profile 408
Create Copies of the Original NURBS Curve 409
Scale the NURBS Curves 410
Shape the NURBS Curves 410
Attach the Curves 410
Create the NURBS Surface from the Curves 411
Boolean Operations 412
Create the Tool 413
Perform the First Subtraction 414
Perform the Second Subtraction 414
Boolean Intersections 415
Finishing Up 416
Modeling from Life 417
Review 421
Text Resources 422
Internet Resources 422
On the CD-ROM 423

Chapter 19 — Raster Materials 425

In This Chapter 425
Chapter Objectives 426
Raster Graphics 427
Bitmap 427
Bit Depth 427
Color Palette 427
Rendering Methods 429
Flat Shading 429
Gouraud Shading 430
Phong Shading 430
Ray Tracing 431
Raster File Formats for Materials 431
Windows Bitmap (BMP) 431

Graphic Interchange Format (GIF) 432
Joint Photographic Experts Group (JPG) 432
Targa Graphics Adapter (TGA) Format 432
Tag Image File (TIF) Format 432
The Material Editor 432
Basic Materials 433
Textures 434
Diffuse Maps 434
Bump Maps 438
Opacity Maps 440
Environment Maps 442
Complete the Mapping 442
The Tires 443
The Propellers 444
The Engine Nacelles 445
The Wings 447
The Fuselage 448
The Tail 448
The Completed Illustration 450
Materials and Lights 450
Omni Lights 450
Target Spotlights 450
Target Direct Lights 450
Rendering Raster Images 452
Quick Render First 452
Set Individual Cameras 453
Animate the Camera 453
Final Rendering 453
Review 455
Text Resources 456
Internet Resources 456
On the CD-ROM 456

Chapter 20 — Animation and Technical Illustration 457

In This Chapter 457
Chapter Objectives 458
Effective Technical Illustration Environments 458
Animation's Function in Technical Illustration 460
Animation File Formats 461
Graphic Interchange Format (GIF) 461
Audio Video Interleave (AVI) 462
QuickTime (MOV) 462
Motion Picture Expert's Group (MPEG) 462

FLASH 462
Animation Cameras 462
Light the Animation 465
Plan the Animation 466
Step 1: Key Frame the Action 466
Step 2: Plan the Action 466
Step 3: Execute the Animation 467
Finish the Animation 467
Render the Animation 467
Use the Animation 468
The Pulley Example 470
Create an Environment 470
Design the Animation 471
Set Up the Animation 472
Key Frame the Parts 473
Work in the Top View 475
Render the Animation 476
The Beaufighter Example 477
Make the Physical World 477
Set Natural Lights 477
Set a Camera 478
Apply Materials 479
Render the Camera View 479
Cloud Shadows 480
Distance Terrain 481
Runway and Associated Roads 483
Airport Buildings 484
Set Animation Parameters 486
Review 487
Text Resources 487
Internet Resources 487
On the CD-ROM 488

Glossary 489

Index 498