

CUADERNOS DE ARTE, DISEÑO Y ARQUITECTURA

DISEÑO Y DIBUJOS VUELO AL INFINITO



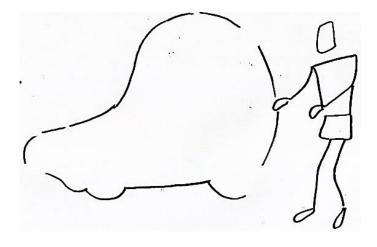
AUTOR

INTRODUCCIÓN

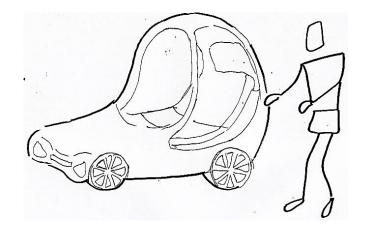
IMAGINAR Y DISEÑAR AUTOMÓVIL RESULTA SER UNA IDEA FASCINANTE, ESPECIALMENTE PARA LOS QUE SON APASIONADOS EN ESTE TEMA. EN LO PERSONAL NO SOY DISEÑADOR DE AUTOMÓVILES. PERO EL HECHO DE SER ARQUITECTO Y ARTISTA PLÁSTICO ME DA LA LIBERTAD DE PODER IMAGINAR, PROYECTAR Y DIBUJAR DIFERENTES MODELOS, YA SEAN OPERATIVOS O NO, EL RESULTADO SIEMPRE SERÁ INTERESANTE.

AQUÍ EN ESTE CUADERNILLO NO. SS SE PLANTEAN CUATRO PASOS BÁSICOS Y SENCILLOS PARA DIBUJAR AUTOMÓVILES Y QUE SOLO SE REQUIERE PRÁCTICA PARA OBTENER RESULTADOS Y DESDE LUEGO ATREVERSE A EXPLORAR OTRAS FORMAS SIN LIMITACIONES.

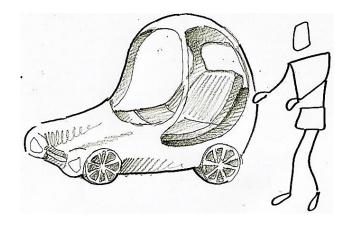
PASO UNO: LA LÍNEA CONCEPTUAL: TRAZO BÁSICO.



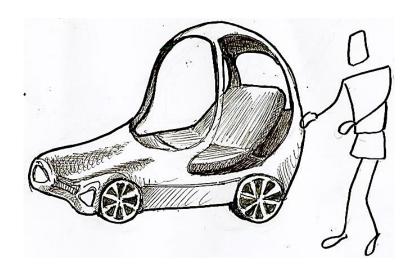
PASO DOS: LA IDEA: DEFINIENDO EL CONCEPTO.



PASO TRES: EL BOCETO: EL SOMBREADO.

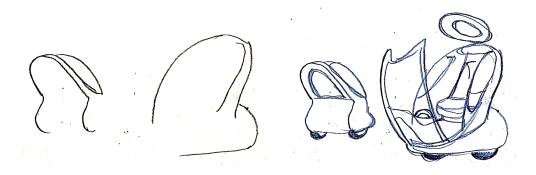


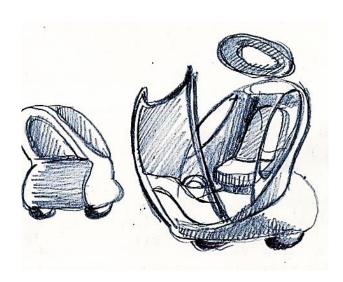
PASO CUATRO: EL MODELO O PROTOTIPO.

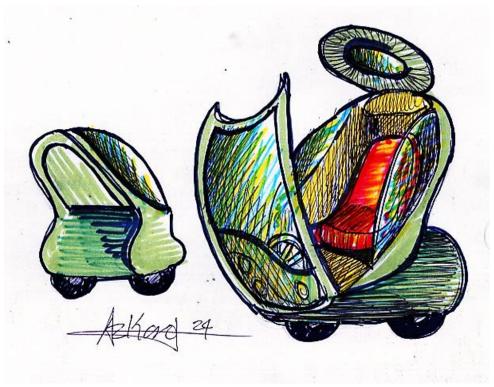


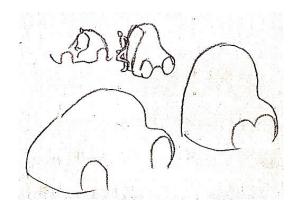
O. J. VÁZQUEZ MONTERO

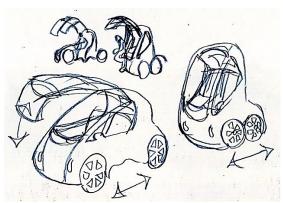
AUTOS COMPACTOS

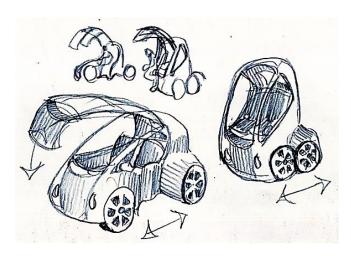


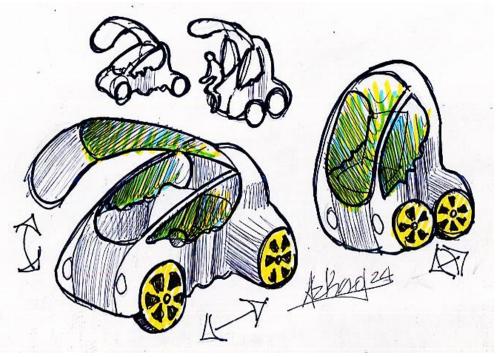


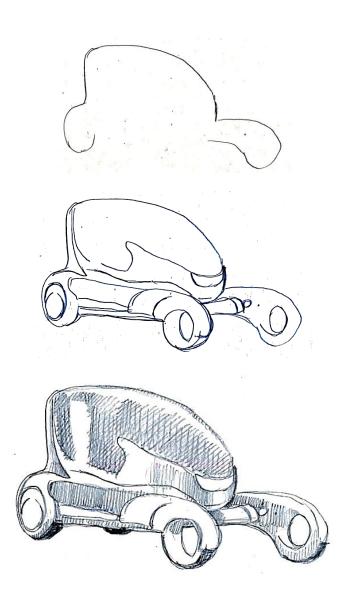


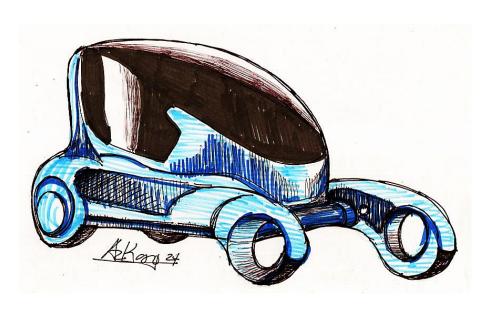


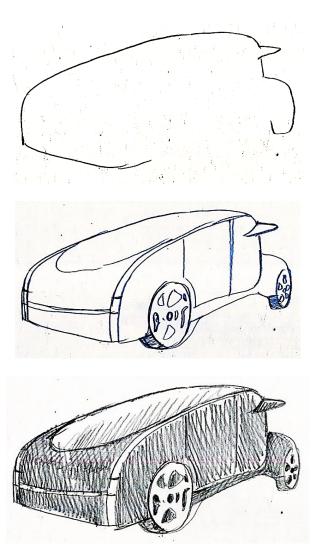




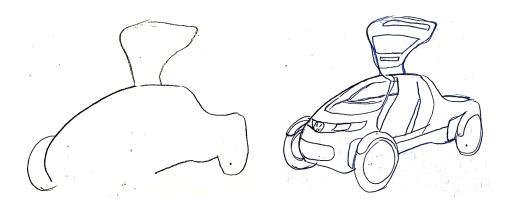






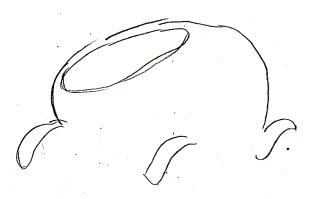


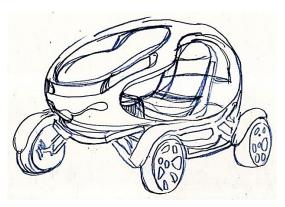


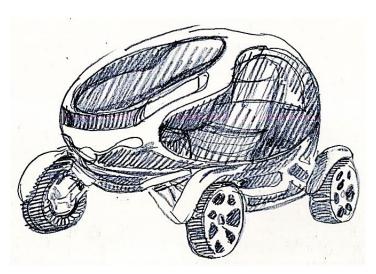








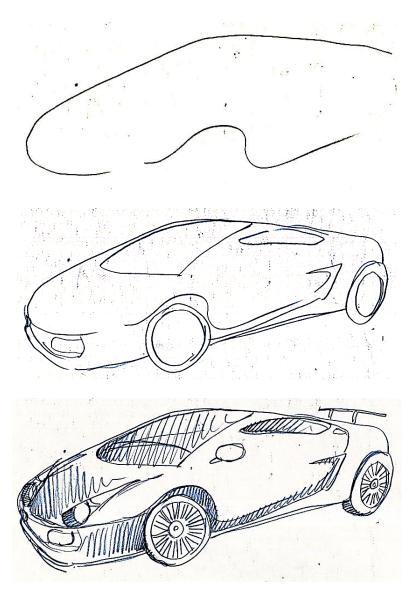


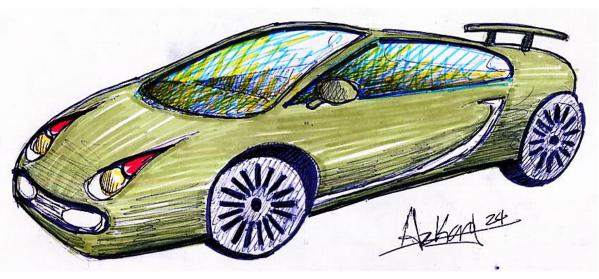


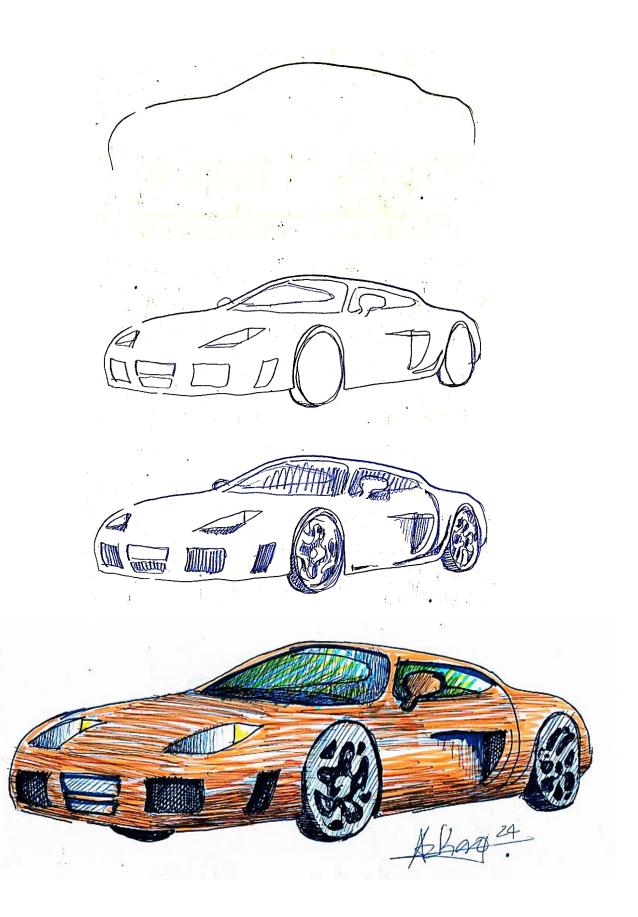


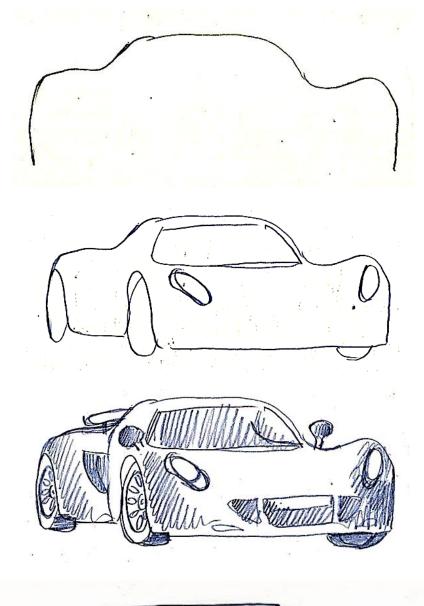


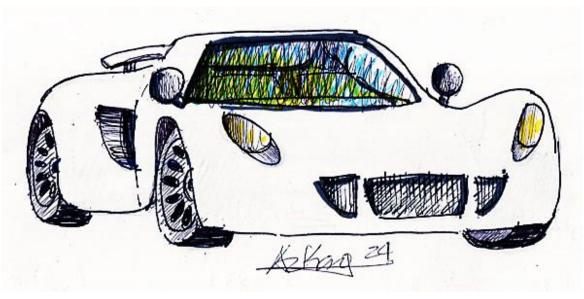
AUTOS DEPORTIVOS

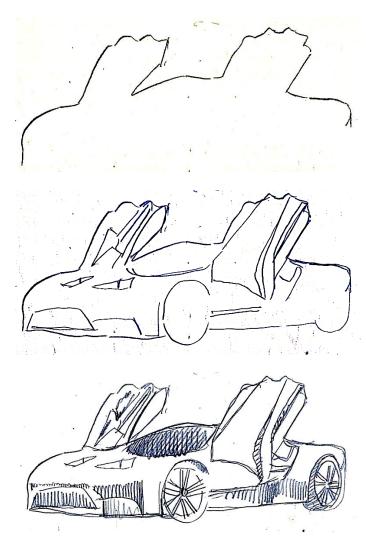




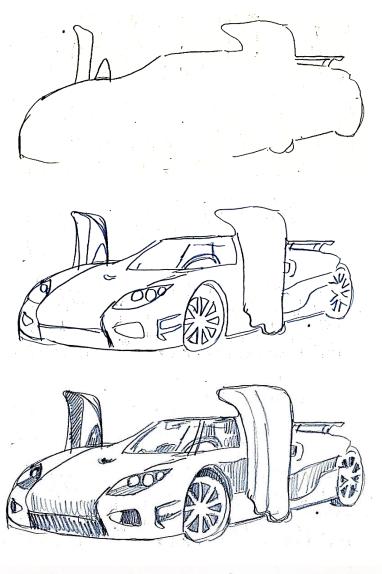


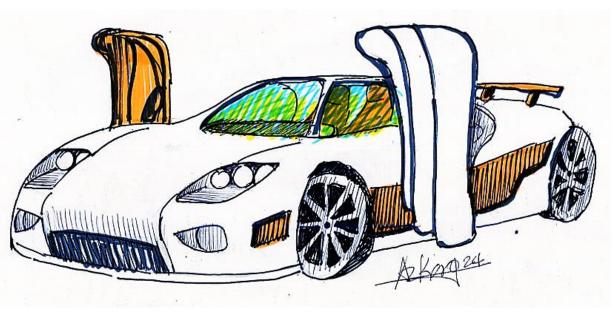


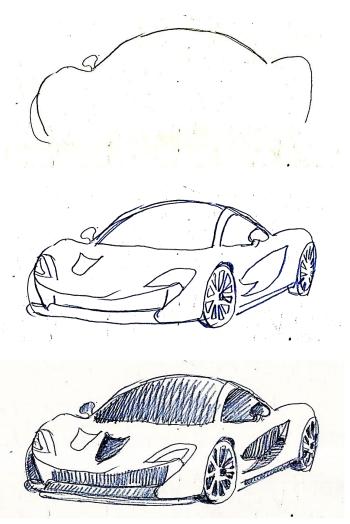


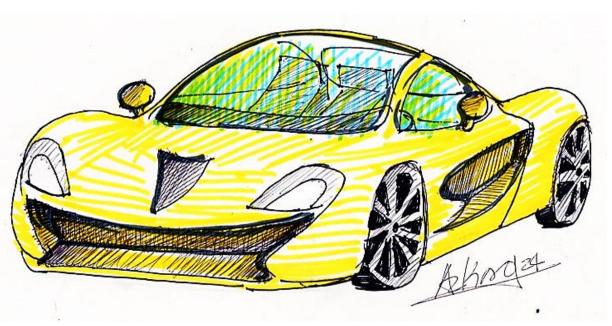


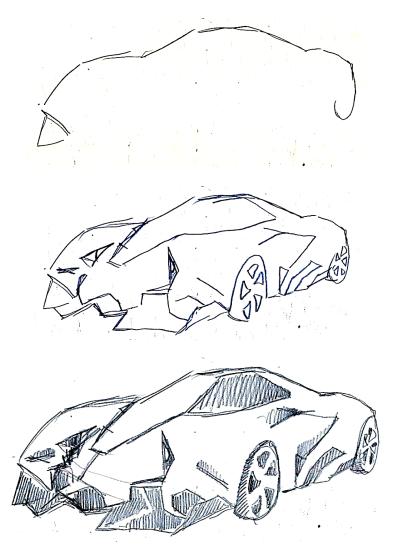




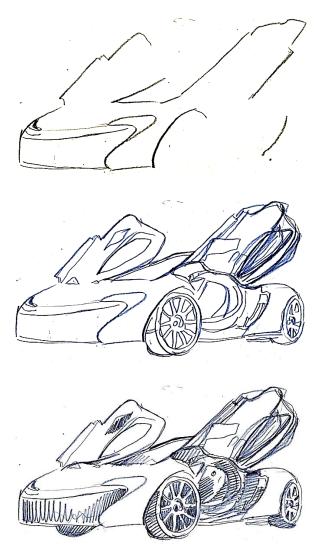






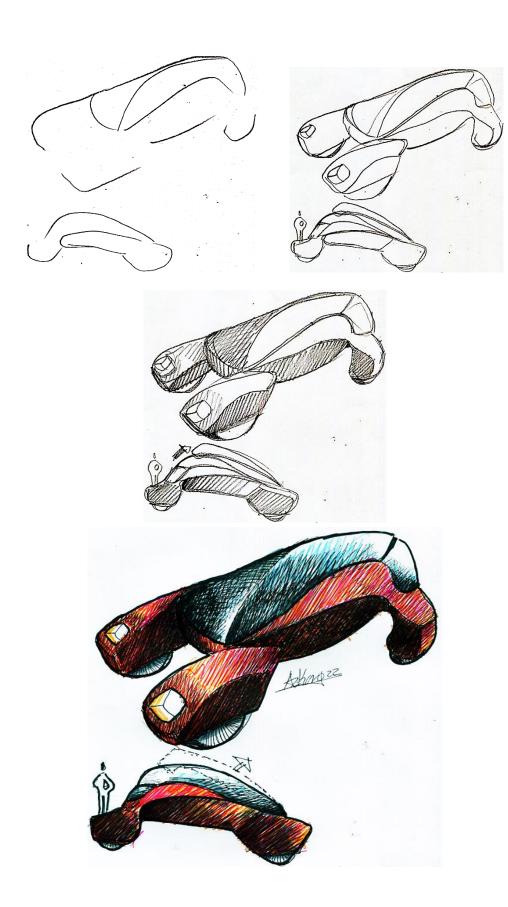


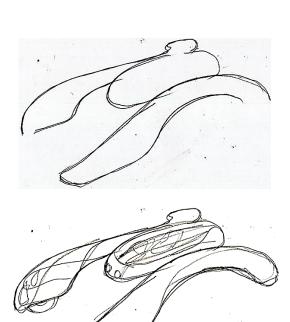


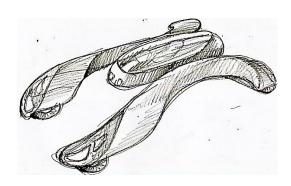


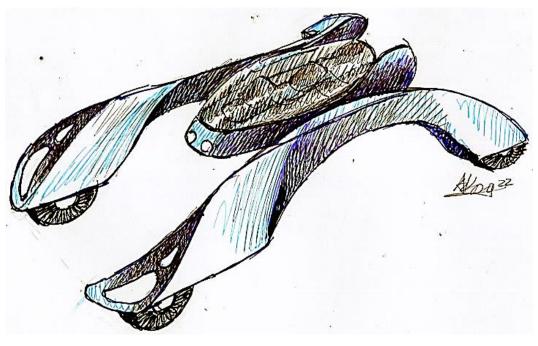


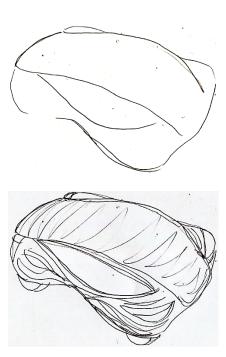
AUTOS DE VANGUARDIA

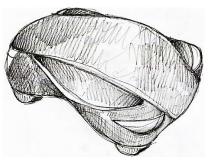




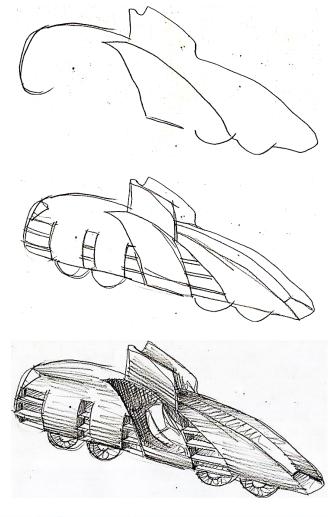


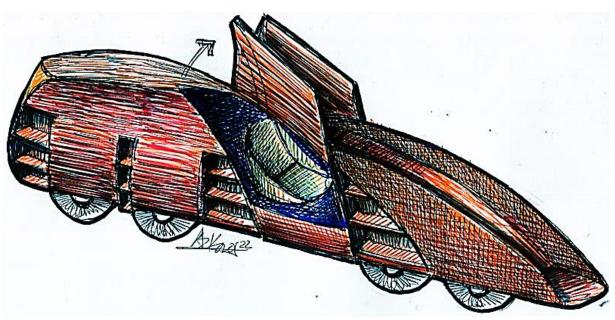


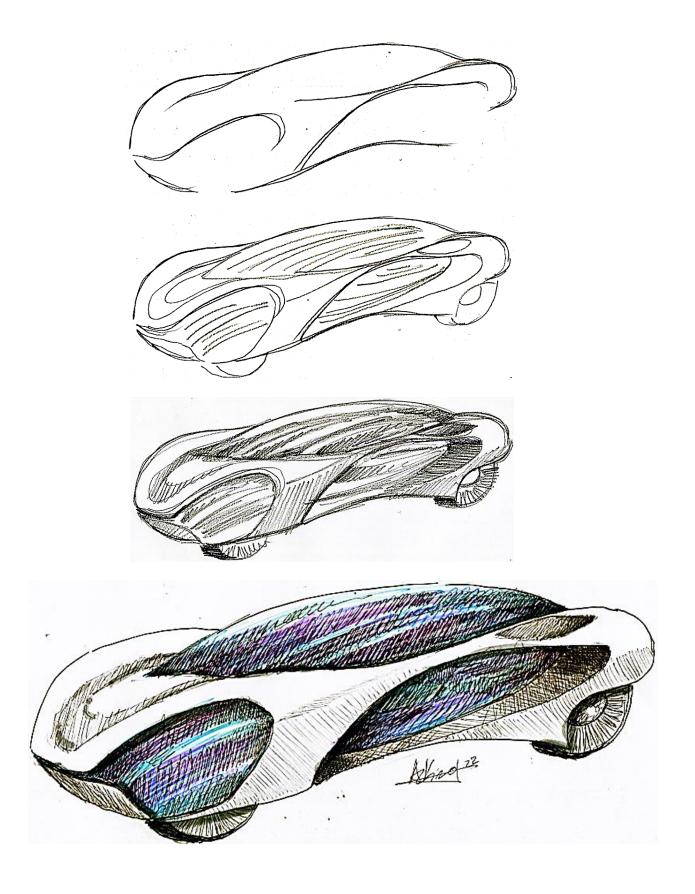


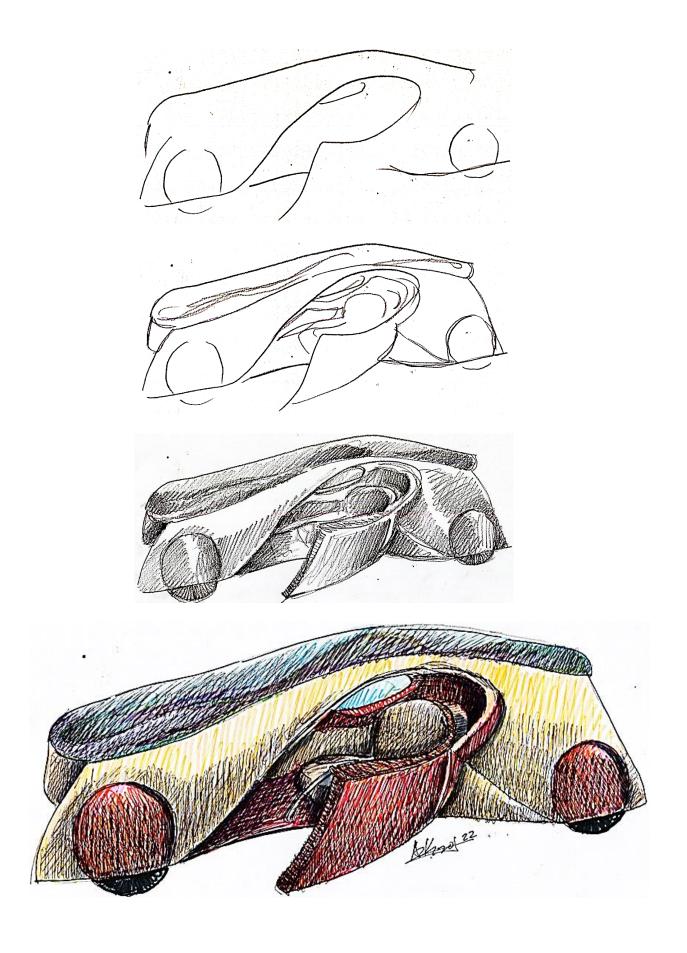


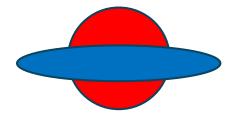












VUELO AL INFINITO