

In the next many days, every day or every other, I'll post sequential steps in the drawing of a simple, stick-figger bike frame (and fork). There are CAD programs you can get for it, but this worked for me for years at Bstone (later graduated to a regular drawing board). Now we have a CAD program here, but the initial ideas, I always draw them out in pencil. Tho it's sappy to say so, it's also true that pencils and paper slow you down, and the prospect of having to erase makes you (me) more careful. Things have time to sink in, and there's no better way to learn how a change here affects something else over there than having to erase half the frame and start over. And you think about it more when you do it manually.

Computers are good, CAD programs are convenient and great for final drawings, but it's easier to get to a good, reliable first CAD drawing if you draw by pencil first. Thousands wil disagree. They're all wrong!

IN any case, this can be a fun exercise for any bike nut. Bike frames are easy, and they just make sense.

Collect these tools. Stationary stationery stores have them, as do mobile ones.

1. 11 x 17 graph paper
 2. Metric ruler
 3. Metric triangle
 4. 360-deg protractor
- and a pencil & eraser

See that eraser? It's the worlds best. All the Bstone desingers & of-fice staff & big bosses used them and nothing else, and they're, like, 30 percent better than a German eraser. We sell them, but anyway---get a decent eraser.

