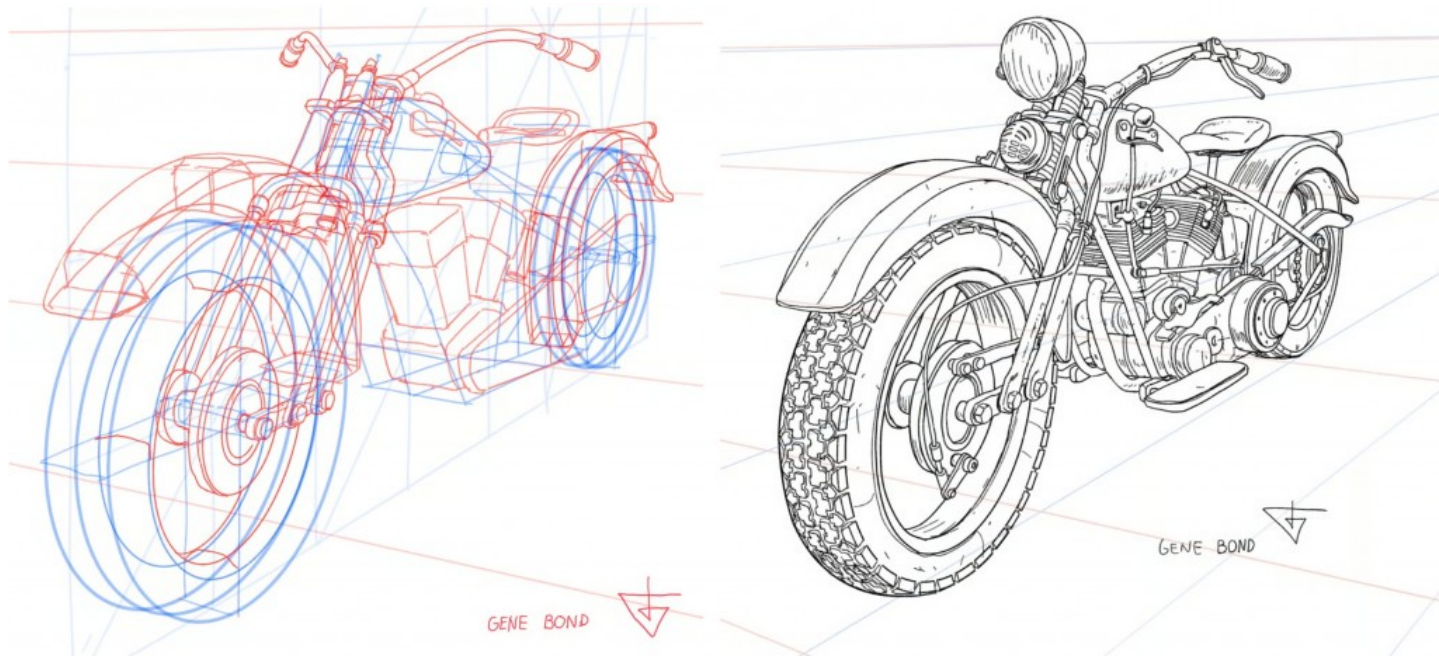


HowToDrawMotorcycles.com Launches: The Artist's Guide to Motorcycle Illustration

Groundbreaking site and upcoming book teach artists worldwide to draw motorcycles with mechanical accuracy and creative freedom — a resource unlike anything available before.



Austin, Texas Aug 8, 2025 ([Issuewire.com](https://www.issuewire.com)) - Artist and educator **Gene Bond** has launched **HowToDrawMotorcycles.com**, a dedicated hub for the coming release of his book ***How to Draw Motorcycles***—a deep, structured guide built **for artists**. The project closes a long-standing gap between dry technical manuals and surface-level art tutorials, teaching creators to **draw motorcycles accurately, think like designers, and invent believable machines**.

“Ever since reading *Akira*, I’ve been captivated by motorcycles,” says Bond. “I learned fast that you can’t draw a bike authentically without understanding how it works. Artists don’t need every bolt number—but we do need the structure: what connects to what, what defines the silhouette, where the weight sits. Once you grasp that logic, you can analyze any model and design your own—whether it’s a vintage café racer or a futuristic cyberpunk e-bike.”

What Makes the Book Different

How to Draw Motorcycles blends **mechanical understanding** with **clear drawing methodology**, so artists can go beyond copying photos to drawing from memory, rotating forms in perspective, and building original concepts for comics, games, and vehicle design.

Inside the book (selected modules):

- **Motorcycle Types & Elements** — A visual map of bike families and core parts.
- **Wheels & Front End** — Tires, tread, brake discs; handlebars, levers, headlights; forks and

alternative systems: **springer, girder, leaf-spring, Hossack, Telelever, hub-center steering.**

- **Frames** — Chopper, standard, moped/scooter, off-road, sport, cruiser frames.
- **Engines & Systems** — Engine block, alternator, starter, transmission; **carburetor vs EFI, cooling, exhaust, fuel tank; layouts from 1–10 cylinders, scooter and electric.**
- **Rear Suspensions** — Hardtail, softail; Pro-Link, cantilever, BMW Monolever/Paralever, Halcyon 450 style.
- **Cables & Fairings** — Practical routing and silhouette control.
- **Drawing the Whole Motorcycle** — Progressive refinement, drawing from memory, MOTO CONSTRUCTOR workflow;
- **Advanced Perspective** — 3 point perspective, curvilinear and fish-eye perspective.
- **Rider & Passenger** — Helmets and posing.

“I’m not a motorcycle engineer—and you don’t have to be one either,” adds Bond. “This book gives artists the logic to **see** the machine, not just trace it. It’s a comprehensive, artist-first roadmap.”

What’s on the Website Now

- **Book previews & WIP pages** — Get a feel for the structure, diagrams, and page flow.
- **Free tutorials & video lessons** — Perspective, simplification, component breakdowns.
- **Waitlist for crowdfunding** — Join to be notified when the **Indiegogo** campaign launches for the first **1000** high-quality printed copies.

Who It’s For

- **Beginners** who want clear steps to draw real motorcycles that actually “work.”
- **Intermediate/Pro artists in comics, concept art, game art, and product/vehicle design** who need a reliable logic for accurate bikes and original designs.
- **Educators** seeking a structured curriculum for mechanical drawing and perspective.

Why Now

Demand for **technical art skills** and **vehicle concepting** keeps rising across entertainment and design. While AI can remix photos, artists who understand **structure, function, and perspective** can create truly new forms—precisely the skill set this book systematizes.

Visit: <https://howtodrawmotorcycles.com> to watch tutorials, preview pages, and **join the waitlist** for the Indiegogo launch.

About Gene Bond

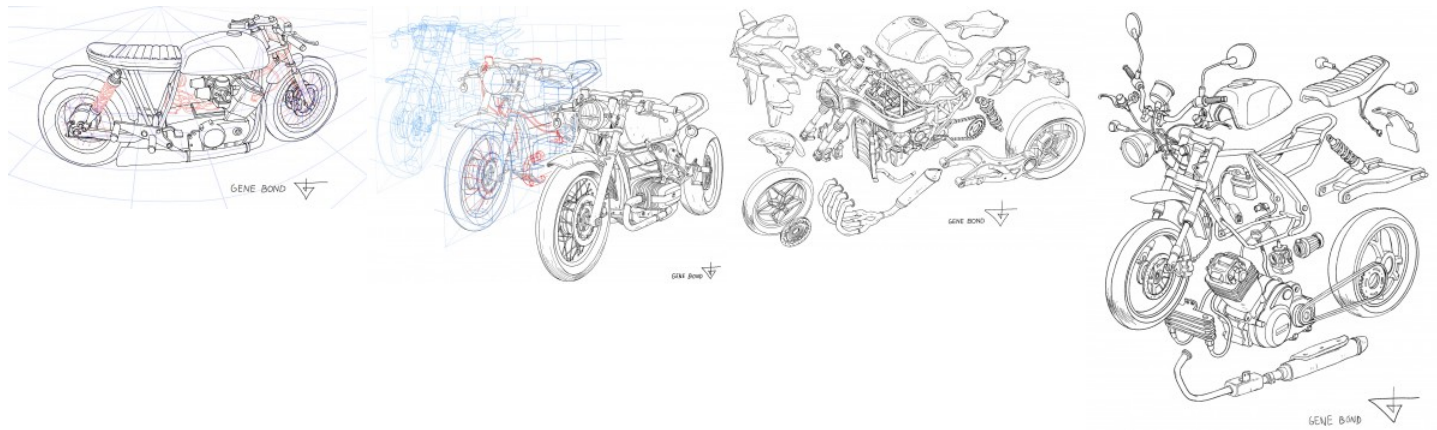
Gene Bond (Evgeny Bondarenko) is a Taiwan-based artist and instructor known for urban sketching, comics, and perspective drawing. His work has been exhibited internationally and featured by SWATCH, China Airlines, and Deutsche Welle. Bond's methodology unites classical draftsmanship with modern design thinking to help artists build complex forms with clarity. More at <https://genebond.art>.

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