

# Read Free Engineering Drawing And Design Free Download Pdf

*Figure Drawing for Men's Fashion* Jun 10 2021  
FIGURE DRAWING FOR MEN'S FASHION focuses on the male form in fashion design. It offers a concise, topic-by-topic guide to acquiring and perfecting the skills needed to produce realistic and precise fashion plates that accurately reflect a designer's creative vision. The authors, Elizabetta Drudi and Tiziana Paci, have decades of experience in the fashion industry and have created an invaluable resource for designers, illustrators, and artists. The breadth of information and attention to detail make this title ideal for students, professionals, and anyone who enjoys fashion design.

**Technical Drawing for Product Design** Jan 25 2020  
This book is intended for students, academics, designers, process engineers and CMM operators, and presents the ISO GPS and the ASME GD&T rules and concepts. The Geometric Product Specification (GPS) and Geometrical Dimensioning and Tolerancing (GD&T) languages are in fact the most powerful tools available to link the perfect geometrical world of models and drawings to the imperfect world of manufactured parts and assemblies. The topics include a complete description of all the ISO GPS terminology, datum systems, MMR and LMR requirements, inspection,

and gauging principles. Moreover, the differences between ISO GPS and the American ASME Y14.5 standards are shown as a guide and reference to help in the interpretation of drawings of the most common dimensioning and tolerancing specifications. The book may be used for engineering courses and for professional grade programmes, and it has been designed to cover the fundamental geometric tolerancing applications as well as the more advanced ones. Academics and professionals alike will find it to be an excellent teaching and research tool, as well as an easy-to-use guide.

**Drawing for Product Designers** Jan 17 2022 With its tutorial-based approach, this is a practical guide to both hand- and computer-drawn design. Readers will learn to think three-dimensionally and build complex design ideas that are structurally sound and visually clear. The book also illustrates how these basic skills underpin the use of computer-aided design and graphic software. While these applications assist the designer in creating physical products, architectural spaces and virtual interfaces, a basic knowledge of sketching and drawing allows the designer to fully exploit the software. Foundational chapters show how these technical skills fit into a deeper and more intuitive feeling for visualisation and representation, while featured case studies of leading designers, artists and architects illustrate the full range of different drawing options available. Hundreds

of hand-drawn sketches and computer models have been specially created to demonstrate critical geometry and show how to build on basic forms and exploit principles of perspective to develop sketches into finished illustrations. There's also advice on establishing context, shading and realizing more complex forms.

Drawing for Architects Feb 06 2021 The drawing architect - for centuries, this term was just as tautological as the 'baking baker' or the 'gardening gardener'. Nevertheless, in this compendium one has to begin with reference to the fact that the acquisition of drawing skills is by no means a minor field of study for architects. Design methodology, also referred to as methodology of space and the representation of the human body, plays an important role - once more - in the present-day field of architectural activity. This book explores options for illustration, as well as contemporary practice with architectural presentation. It deals with the following topics: The history and theory of architectural drawing, covering a wide spectrum of issues in terms of art and architectural history, examples are provided by two design collections; ten architects present their architectural concepts based on a selection of drawing and presentation techniques; ten exercises for freehand drawing; demonstrative examples and practical exercises which illustrate technical drawing and the fundamental principles of perspective.

**Machine Drawing** Sep 01 2020 About the Book:

Written by three distinguished authors with ample academic and teaching experience, this textbook, meant for diploma and degree students of Mechanical Engineering as well as those preparing for AMIE examination, incorporates the latest *Drawing Ideas* Apr 20 2022 A primer for design professionals across all disciplines that helps them create compelling and original concept designs by hand--as opposed to on the computer--in order to foster collaboration and win clients. In today's design world, technology for expressing ideas is pervasive; CAD models and renderings created with computer software provide an easy option for creating highly rendered pieces. However, the accessibility of this technology means that fewer designers know how to draw by hand, express their ideas spontaneously, and brainstorm effectively. In a unique board binding that mimics a sketchbook, *Drawing Ideas* provides a complete foundation in the techniques and methods for effectively communicating to an audience through clear and persuasive drawings.

**Digital Drawing for Landscape Architecture** Oct 02 2020 Combine traditional techniques with modern media for more communicative renderings  
**Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition** bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance design work in digital

media. The book explores specific techniques for creating landscape designs, including digitally rendered plans, perspectives, and diagrams, and the updated second edition offers expanded coverage of newer concepts and techniques. Readers will gain insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are still grounded in hand-rendering techniques. Digital Drawing for Landscape Architecture exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Communication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate

concepts from idea to plan. DigitalDrawing for Landscape Architecture provides the guidance landscape designers need to create their most communicative renderings yet.

Design Drawing Techniques Apr 27 2020 An invaluable tool for the architect, artist and graphic designer, 'Design Drawing Techniques' shows how each element of an orthographic or perspective drawing can be produced in a variety of ways. Enriched with details culled from the work of successful and well known architects, this book provides a much needed alternative to existing texts.

Interior Design Drawing Dec 24 2019 Interior design is a multidiscipline profession blending spatial, technical and aesthetic knowledge. The skill involved in manipulating these elements to solve specific design problems is intrinsically linked to drawing. Interior Design Drawing explores all aspects of this vital design skill, from sketching to record information, through orthographics and development to analyse the problem, to presentation drawing to communicate the solution. Explore the role of drawing in the design process; understand the main orthographic drawings; use line, tone and colour across 2D and 3D drawings; add texture and atmosphere to drawings; consider aspects of composition and presentation of a set of drawings; an overview of how drawing relates to the process of interior design. This guide covers sketching to record information, elevation and projection, and making

final presentation drawings to communicate solutions to clients. Fully illustrated with over 100 colour illustrations. Alan Hughes has an MA in Interior Architecture and has taught at undergraduate and post-graduate levels for many institutions.

**Technical Drawing for Stage Design** May 29 2020  
Technical Drawing for Stage Design explains the importance of drawing in the design process, revealing how the initial two-dimensional drawing is a crucial building block in creating the scale model that in turn will develop into the stage set - that will transport the audience into another world. Topics covered include: introducing the tools and equipment used by the designer; developing confidence in freehand sketching; drawing to aid the creative thought process, communicate design ideas and help with the construction process; scenic elements and the related terminology; the architecture of the theatre - and how to draw it. Aimed at drama students and teachers, technical drawing students, amateur dramatics groups and theatre workshop organisers, Technical Drawing for Stage Design offers an attractive and practical manual on the subject. Well illustrated with approximately 120 black and white images.

*The SKETCH* Jun 29 2020 Meet this very actionable and fun book that, if you would work with, will definitely change your interior design project presentation and, possibly, even your whole creative life. This book is written particularly

for interior designers and interior design students who are new to freehand sketching and want to master an amazing skill for better performance on the interior design scene. Here you will find a lot of tools, tips and tricks for freehand sketching. Richly illustrated this book can serve as a source of great inspiration, and for some of you it is going to become a desk book.

**Info We Trust** May 09 2021 How do we create new ways of looking at the world? Join award-winning data storyteller RJ Andrews as he pushes beyond the usual how-to, and takes you on an adventure into the rich art of informing. Creating Info We Trust is a craft that puts the world into forms that are strong and true. It begins with maps, diagrams, and charts – but must push further than dry defaults to be truly effective. How do we attract attention? How can we offer audiences valuable experiences worth their time? How can we help people access complexity? Dark and mysterious, but full of potential, data is the raw material from which new understanding can emerge. Become a hero of the information age as you learn how to dip into the chaos of data and emerge with new understanding that can entertain, improve, and inspire. Whether you call the craft data storytelling, data visualization, data journalism, dashboard design, or infographic creation – what matters is that you are courageously confronting the chaos of it all in order to improve how people see the world. Info



We Trust is written for everyone who straddles the domains of data and people: data visualization professionals, analysts, and all who are enthusiastic for seeing the world in new ways. This book draws from the entirety of human experience, quantitative and poetic. It teaches advanced techniques, such as visual metaphor and data transformations, in order to create more human presentations of data. It also shows how we can learn from print advertising, engineering, museum curation, and mythology archetypes. This human-centered approach works with machines to design information for people. Advance your understanding beyond by learning from a broad tradition of putting things “in formation” to create new and wonderful ways of opening our eyes to the world. Info We Trust takes a thoroughly original point of attack on the art of informing. It builds on decades of best practices and adds the creative enthusiasm of a world-class data storyteller. Info We Trust is lavishly illustrated with hundreds of original compositions designed to illuminate the craft, delight the reader, and inspire a generation of data storytellers.

**Nature Drawing And Design (Part I)** Aug 12 2021

This book has been considered by academicians and scholars of great significance and value to literature. This forms a part of the knowledge base for future generations. So that the book is never forgotten we have represented this book in a print format as the same form as it was

originally first published. Hence any marks or annotations seen are left intentionally to preserve its true nature.

Architecture Mar 07 2021 "The purpose of this text is to provide basic instruction in preparing architectural working drawings and to serve as a reference for design and construction principles and methods. It is intended to help the student develop the necessary technical skills which will enable him to communicate and express architectural ideas in an understandable, efficient and accurate manner".--Intro.

**Drawn to Design** Sep 25 2022 The book is a guide for students and teachers to understand the need for, the role of and the methods and techniques of freehand analytical sketching in architecture. The presentation focuses on drawing as an approach to and phase of architectural design. The conceptual goal of this approach is to use drawing not as illustration or depiction, but as exploration. The first part of the book discusses underlying concepts of freehand sketching in design education and practice as a complement to digital technologies. The main component is a series of chapters that constitute a typology of fundamental issues in architecture and urban design; for instance, issues of "façade" are illustrated with sketch diagrams that show how façades can be explored and sketched through a series of specific questions and step-by-step procedures. In the expanded and updated edition, a new part explores the questions and experiences

of large architectural offices in applying freehand drawing in the practice of architectural design. This book is especially timely in an age in which the false conflict between "traditional vs. digital" gives way to multiple design tools, including sketching. It fosters understanding of the essential human ability to investigate the designed and the natural world through freehand drawing.

*Engineering Drawing and Design* May 21 2022

Drawing from Practice Jan 05 2021 Drawing from Practice explores and illuminates the ways that 26 diverse and reputable architects use freehand drawing to shape our built environment. Author J. Michael Welton traces the tactile sketch, from initial parti to finished product, through words, images, and photographs that reveal the creative process in action. The book features drawings and architecture from every generation practicing today, including Aidlin Darling Design, Alberto Alfonso, Deborah Berke, Marlon Blackwell, Peter Bohlin, Warren Byrd, Ellen Cassilly, Jim Cutler, Chad Everhart, Formwork, Phil Freelon, Michael Graves, Frank Harmon, Eric Howeler and Meejin Yoon, Leon Krier, Tom Kundig, Daniel Libeskind, Brian McKay Lyons, Richard Meier, Bill Pedersen, Suchi Reddy, Witold Rybczynski, in situ studio, Laurinda Spear, Stanley Tigerman, and Tod Williams Billie Tsien Architects. Included is a foreword by Robert McCarter, architect, author and professor of architecture.

**Design Drawing** Oct 26 2022 THE CLASSIC GUIDE TO

DRAWING FOR DESIGNERS, REVISED AND UPDATED TO INCLUDE CURRENT DIGITAL-DRAWING TECHNIQUES Hand drawing is an integral part of the design process and central to the architecture profession. An architect's precise interpretation and freedom of expression are captured through hand drawing, and it is perhaps the most fundamental skill that the designer must develop in order to communicate thoughts and ideas effectively. In his distinctive style, world-renowned author Francis D. K. Ching presents *Design Drawing, Third Edition*, the classic guide to hand drawing that clearly demonstrates how to use drawing as a practical tool for formulating and working through design problems. While digital tools continue to evolve, this Third Edition includes new illustrations and information on the latest digital-drawing techniques. *Design Drawing, Third Edition* covers the basics of drawing, including line, shape, tone, and space. Guiding the reader step-by-step through the entire drawing process, this Third Edition also examines different types of drawing techniques such as multiview, paraline, and perspective drawings—and reveals how the application of these techniques creates remarkable results. In addition, *Design Drawing, Third Edition*:

- Features over 1,500 hand drawings—stunning illustrations in the author's signature style that reinforce the concepts and lessons of each chapter
- Offers new exercises and illustrative examples that range in complexity
- Presents all-new digital drawing

topics, such as hybrid floor plans, digital models and fabrication, and hand-to-digital fluency • Includes access to a new website featuring videos of the author demonstrating freehand techniques in a step-by-step manner in the studio and on location Written and illustrated for professional architects, designers, fine artists, illustrators, instructors and students, *Design Drawing, Third Edition* is an all-in-one package and effective tool that clearly demonstrates drawing concepts and techniques in a visually stimulating format that outshines other works in the field.

*Drawing for Designers* Aug 24 2022 There is a dearth of books covering drawing and product design. *Drawing for Designers* fills this gap, offering a comprehensive guide to drawing for product/ industrial designers and students. As well as industrial product design, the book encompasses automotive design and the design of other 3D artefacts such as jewelry and furniture. Covering both manual and computer drawing methods, the book follows the design process: from initial concept sketches; through presentation drawings and visualizations; general arrangement and detail drafting; to fully dimensioned production drawings; and beyond to technical illustrations and exploded/assembly diagrams used for publicity and instructing the end user in the product's assembly, operation, and maintenance. Case study spreads featuring famous designer products shown both as drawn

concepts and the finished object are interspersed with the chapters. There are also several 'how-to-do-it' step-by-step sequences.

**Design Drawing Experiences** Mar 27 2020 Tested in architectural studio courses over 25 years and two editions This companion to Design Drawing is a book of 60 exercises, covering both conceptual and representational drawing, to teach drawing procedures and skills.

**Progressive Perspective Drawing for Theatrical Scene Design** Jul 11 2021 Progressive Perspective Drawing for Theatrical Scene Design provides theatrical scenic designers with the tools to create quick and precise perspective drawings. The book explores three methods of perspective drawings at progressive skill levels - the Grid Method, the Frame Method, and the Freehand with References Method - allowing scenic designers to build on their drawing technique consistently. Replete with discussions on pencil techniques, step by step instructions, and set sketches from professional set design projects, this volume guides readers from the basics of the cube system to the more challenging freehand drawing. Progressive Perspective Drawing for Theatrical Scene Design is an excellent resource for students of Scene Design, Stage Design, Set Design, Scenography, Stagecraft, and Design for Theatre, as well as an accessible self-study guide for those with an interest in scene design. The book includes access to downloadable pre-made perspective grids, to help readers familiarize

themselves with one and two vanishing point grids.

*Composition in Drawing* Nov 15 2021 This is a book about composition in drawings. You can learn how to create your own pictures and how to make impressive picture compositions while drawing. In this book you will learn the basics and the most important rules of image design. You will also learn about psychological backgrounds that influence the way we perceive pictures. Important contents at a glance: -What does image composition in drawing mean? -Organizational principles of picture development -Psychological foundations of image composition -Proper image subdivision -The Golden Section -The Golden Spiral -The Rule of Thirds -Diagonal method -Graphic design elements -Surface and form in design -Contrast for better compositions -How to implement perspective and space -Light and shadow Many paintings from the world of art serve as pictorial examples here, which should contribute to an ideal understanding of the theory. In addition, many of my own drawings and illustrations can be found in the book, with which I describe more precisely the principles that my picture compositions are based on.

**Figure Drawing** Mar 19 2022

*Hybrid Drawing Techniques* Nov 03 2020 Hybrid Drawing Techniques: Design Process and Presentation reaffirms the value of traditional hand drawing in the design process by demonstrating how to integrate it with digital

techniques; enhancing and streamlining the investigative process while at the same time yielding superior presentation images. This book is a foundations guide to both approaches: sketching, hardline drawing, perspective drawing, digital applications, and Adobe Photoshop; providing step-by-step demonstrations and examples from a variety of professional and student work for using and combining traditional and digital tools. Also included are sections addressing strategies for using color, composition and light to further enhance one's drawings. An eResource offers copyright free images for download that includes: tonal patterns, watercolor fields, people, trees, and skies.

Drawing for Interior Design Dec 16 2021 This book covers all stages of visual presentation as part of the interior design process, from the most basic initial sketches, to models, to fully developed computer-generated visualizations. In four chapters this easy-to-follow text explains the basics, conception, presentation and production. With a varied and comprehensive range of images, this book is an invaluable, inspirational and practical resource for interior architecture and design students and practising interior designers alike.

**Drawing, Design, and Craft-Work (Yesterday's Classics)** Sep 13 2021 Excellent guide to the various subjects touched upon in the course of art instruction, with suggestions for how to



begin, the materials to use, and the directions further work may take. The book is profusely illustrated, with clear explanations in the text that frequently reference figures in the plates. The text emphasizes the value of drawing and craft-work as an element in education. It treats of mechanical drawing, discusses the application of drawing to nature study and goes on to discuss the more technical phases of the work: mass drawing silhouettes, brush work, design, the repeating and interlacing of pattern, scrolls, cartouches, lettering, colors, modeling, figure drawing, and sketching from nature. This is followed by chapters dealing with craft-work, wood block cutting and printing, linoleum printing, wood staining, wood carving, stencil work, metal work, soldering, inlaying, and marquetry. Remarkable in its range of material, this book will be helpful to both the student working on his own and to the teacher who wishes guidance in preparing material and using it with his class.

*Drawing on Courage* Jul 31 2020 A practical, illustrated guide to overcoming the challenges of creative work, including where to start, how to give or get feedback, when to change direction, and how to stand up for what matters, from Stanford University's world-renowned d.school. "Ashish Goel's magnificently beautiful book illuminates a powerful new way to think about, discover, and act with your own personal courage."—Dan Roam, international bestselling

author of *The Back of the Napkin* and *Draw to Win*. The everyday moments of creative work can be rife with fear and fraught with risk. Bringing ideas into reality takes courage! In *Drawing on Courage*, designer, entrepreneur, and d.school teaching fellow Ashish Goel examines what it takes to be courageous. Using comics to illustrate real-world situations with humor and insight, Goel explains the four stages of every courage journey: fear, values, action, and change. And he helps you develop the skills you need to master each stage (even if it scares you), from embracing fear and defining the values that drive you forward to taking action when you're unsure and adapting to the changes that result from your courage. Each chapter features a series of tools designed to develop a mindset of fearlessness: Open the Tap to generate new ideas; develop A Risky Streak to take the all-important first step; or create an Origin Story to remember your purpose. Whether you're launching a side hustle or trying to convince your company to recycle, creativity takes pluck, nerve, and grit. This indispensable guide will help you develop all of those skills and more.

**Drawing and Designing with Confidence** Nov 27 2022 Readers of this book learn graphic rendering skills quickly with the proven how-to approach that has made Lin the most successful teacher in the field. His method emphasizes speed, confidence, and relaxation, while incorporating many time-saving tricks of the trade.

**Drawing for Graphic Design** Jul 23 2022 Here is a complete, comprehensive drawing reference for design students and professionals alike who want to implement drawing as a professional tool. In *Drawing for Graphic Design*, Timothy Samara empowers readers to add drawing to their design vocabulary, featuring case studies of commercial projects from start to finish along with a showcase of real-world projects that integrate drawing as an intrinsic part of their visual communication. Filled with original author drawings and sketches, it's a must-have reference that will benefit designers of all levels.

*Sketching for Architecture + Interior Design* Feb 24 2020 The debate surrounding hand drawing versus computer-generated imagery has become a hot topic. Having grown up with computers, today's interior design and architecture students are extremely adept at creating computer imagery, but often lack confidence in their freehand sketching skills, or do not know how to sketch at all. Sketching, and the careful observation that it entails, is essential for the successful development of the next generation of designers. Forty-five step-by-step exercises take the student from the simple three-dimensional forms of furniture, to interiors, to complex building exteriors, and cityscapes. Technical topics covered include tools, line weights, perspective, proportion, composition, shading, serial views, and context. Exercises are illustrated with beautiful sketches specially created by the

author. Sketching for Architecture + Interior Design is an indispensable and practical guide for students wishing to master the art of looking and sketching.

**Drawing in the Design Process** Dec 28 2022 In the early days of the digital revolution in graphic design, many designers and teachers of design were convinced that the era of drawing on paper was over - that there would soon no longer be a place for craft-based drawing at any stage of the design process. It soon became apparent, however, that technological progress had not obviated the inherent value of drawing, and that, in fact, it opened up new avenues for convergent and hybrid drawing practices. This book traces the evolution of design-based drawing through analysis of a series of research projects from the 1980s to recent years that have sought to characterize the changing practices of design within various industries. Built on more than three hundred interviews with designers, academics and design students, and an exhaustive analysis of thousands of drawings, it aims to generate discussion around historical and contemporary models of the design process.

*Doodle, Imagine, Draw* Jun 22 2022 Let your imagination soar with *Doodle, Imagine, Draw* sketchbook. Use colored pencils to add art to frames in a gallery or doodle things that float in a lake, and much, much more!

Computational Drawing Dec 04 2020 This book explores computation as a medium for drawing.

Exercises, essays, algorithms, diagrams, and drawings are woven together to offer instruction, insight, and theories that are valuable to practicing architects, artists, and scholars.

**Engineering Drawing and Design** Oct 14 2021

**Fashion Design Workshop** Sep 20 2019 Whether your dream is to become the next hot runway designer, develop your own clothing line, or simply combine your artistic skills with your love of fashion, the tips, tricks, and step-by-step projects in Fashion Design Workshop will have you drawing an assortment of fashions in no time! This delightful guide offers the perfect introduction to the fundamentals of fashion figure drawing. First learn the tools and materials you need to get started and some basic drawing techniques. Fashion Design Workshop covers color theory, how to create different clothing textures, and how to draw a model. Showcasing the hip artistic style of Stephanie Corfee, the step-by-step projects cover a range of looks—from sophisticated and elegant to cool and casual. Projects include the following styles: Chic & Trendy Girly & Romantic Confident & Classic Athletic & Sporty Bohemian & Eclectic Rebellious & Daring Skater Dude '40s Swing '50s Rock 'n' Roll '60s Mod Squad '70s Disco '80s New Wave Renaissance Era Blushing Bride In addition to learning basic drawing techniques, master rendering color and a variety of clothing textures using colored pencils, art markers, and other art tools. Rounding out the book are a comprehensive glossary of fashion

terms; a chapter on garments, shoes, and accessories; and more than 15 traceable figure templates for unlimited creative designs. Take the knowledge and inspiration you gain from Fashion Design Workshop, and use the collection of model templates to develop your own line of clothing!

*Drawing and Design for Craftsmen* Nov 22 2019

**An Introduction to Machine Drawing and Design**

Oct 22 2019

**Drawing in Black & White** Apr 08 2021 Learn to work with only positive and negative lines and master the basics of composition, balance, and harmony with Drawing in Black & White.

Canon of Design Aug 20 2019 There's nothing more important to the future of your artwork than to educate and nurture the unique talent you were born to share with the world. The Canon of Design represents artistic integrity, and enables you to leave your mark on this earth as one of the most talented visual communicators ever known. Learn the language of design to stand with the great masters and reflect the beauty prominently found in nature. This field manual is written to you, for you, and will help shorten your journey to achieving artistic excellence!

Color Drawing Feb 18 2022 The Third Edition of Michael Doyle's classic Color Drawing remains the ultimate up-to-date resource for professionals and students who need to develop and communicate design ideas with clear, attractive, impressive color drawings. Update with over 100 pages, this

Third Edition contains an entirely new section focused on state-of-the-art digital techniques to greatly enhance the sophistication of presentation drawings, and offers new and innovative ideas for the reproduction and distribution of finished drawings. Color Drawing, Third Edition Features: \* A complete body of illustrated instructions demonstrating drawing development from initial concept through final presentation \* Finely honed explanations of each technique and process \* Faster and easier ways to create design drawings \* Over 100 new pages demonstrating methods for combining hand-drawn and computer-generated drawing techniques Step-by-step, easy-to-follow images will lead you through digital techniques to quickly and easily enhance your presentation drawings.

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