# Orthographic Projection

Basic Topics

Advanced Topics

#### Ortho. Projection: Basic Topics

1.1) Engineering Graphics Overview

#### **Summary**

- 1.2) Orthographic Projection
- 1.3) The Glass Box Method
- 1.4) The Standard Views
- 1.5) Lines Used in an Orthographic Projection
- 1.6) Rules for Line Creation and Use
- 1.7) Creating an Orthographic Projection
- 1.8) Auxiliary Views

# **Engineering Graphics**

• 1.1) Introduction to Engineering Graphics

- What is Engineering Graphics?
- What is an Engineering Drawing?

# **Engineering Graphics**

- Examples of Engineering Drawings
  - Mechanical Engineers
    - Detailed drawing of a part that needs to be machined.
  - Electrical Engineers
    - A circuit schematic.
    - Circuit board layout.
  - Civil Engineers
    - Plans for a bridge.
    - Road layout.

### Orthographic Projection

### Summary

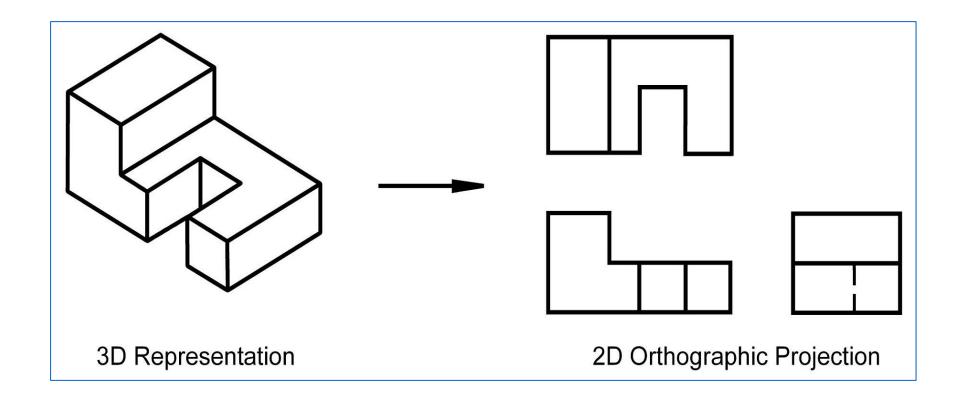
- What will we learn in Chapter 1?
  - How to create an orthographic projection.

- Key points
  - An orthographic projection is a 2-D representation of a 3-D object.

• 1.2) Orthographic Projection Introduction

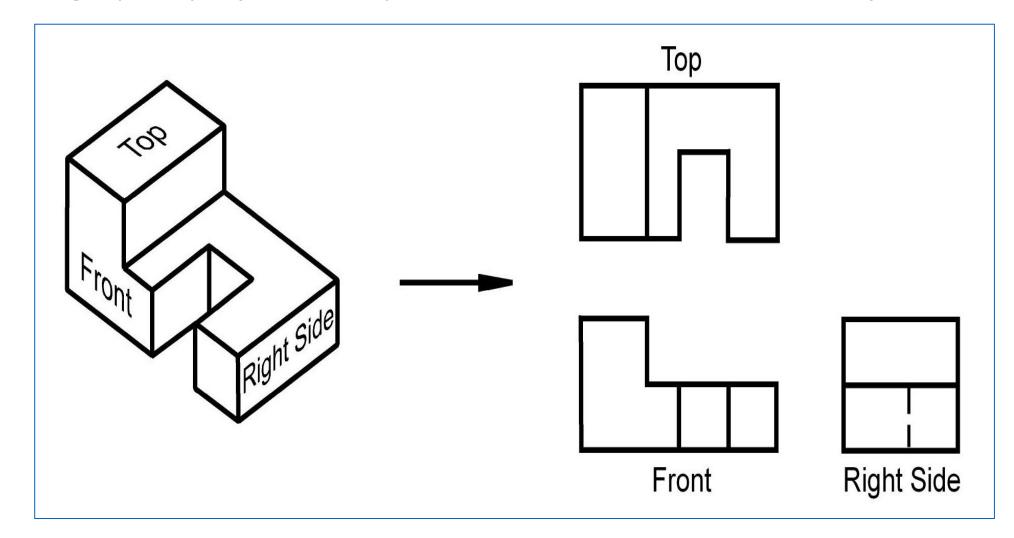
#### Introduction

- Orthographic projection = 2-D
- representation of a 3-D object.



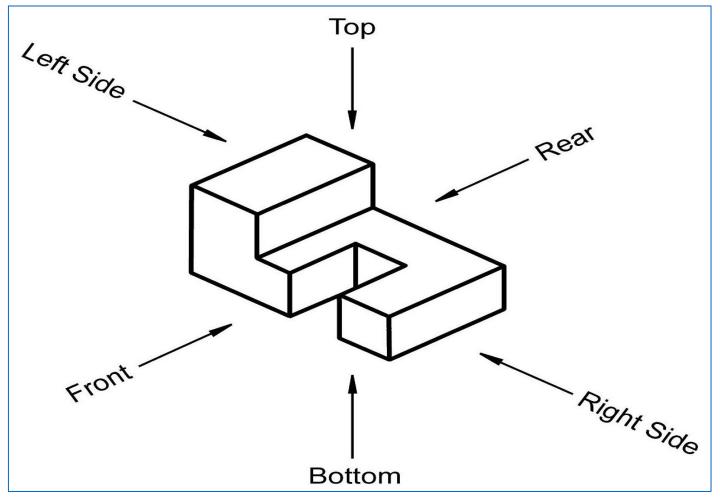
#### Introduction

An orthographic projection represents different sides of an object.



### The Six Principal Views

• The 6 principal views are created by looking at the object, straight on, in the directions indicated.



#### Exercise 1-1

Principal Views

• Label the 5 remaining principal views with the appropriate view name.

