## 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.










