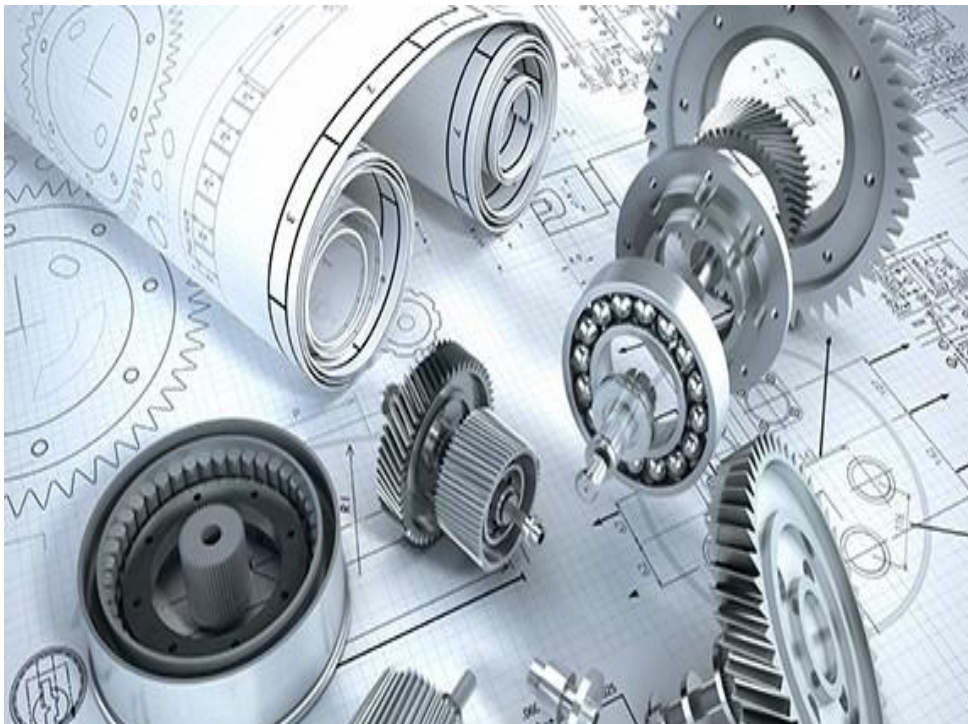




8208 – E.G.SPILLAY ENGINEERING COLLEGE, NAGAPATTINAM
DEPARTMENT OF MECHANICAL ENGINEERING

GE 6152-ENGINEERING GRAPHICS

FIRST SEMESTER



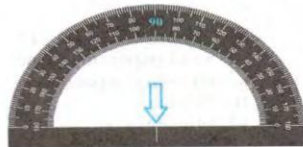
DRAWING INSTRUMENTS AND SHEET LAYOUT



Drawing Board



Compass



Protractor



T-Square



Instrument Box



Drawing Clips



Eraser

Pencil Sharpener



Pencils



Cello Tapes



French Curves



Set Squares



Drawing Pins



Drafting Machine

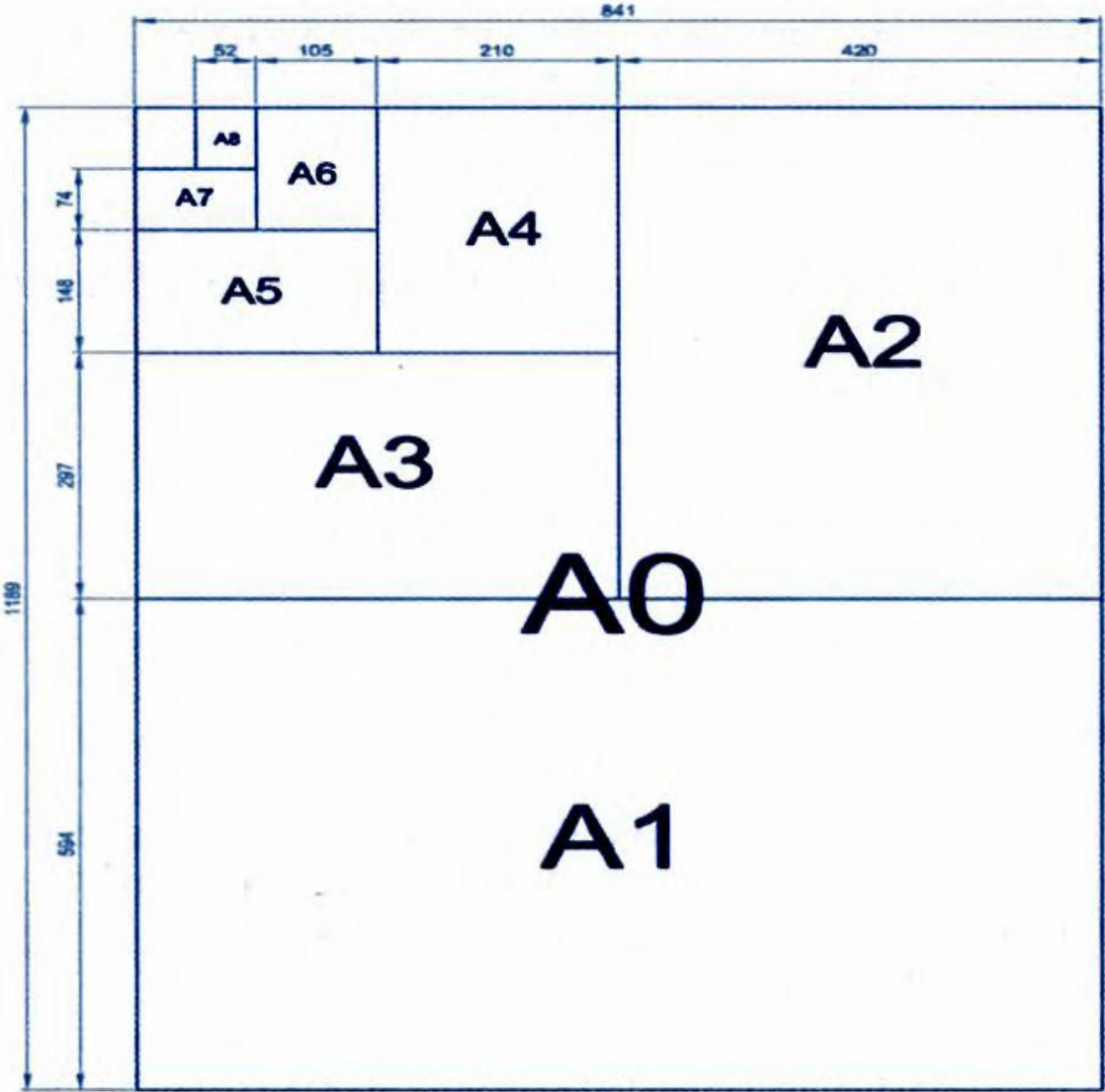


Template

DRAWINGBOARD SIZE

Sl. No.	Designation	Length x Width (in mm)	Thickness (in mm)	To be used with Sheet Sizes
1.	D00	1525 x 1220	22	-
1.	D0	1270 x 920	22	A0
3.	D1	920 x 650	22	A1
4.	D2	650 x 470	22	A2
5.	D3	500 x 350	22	A3

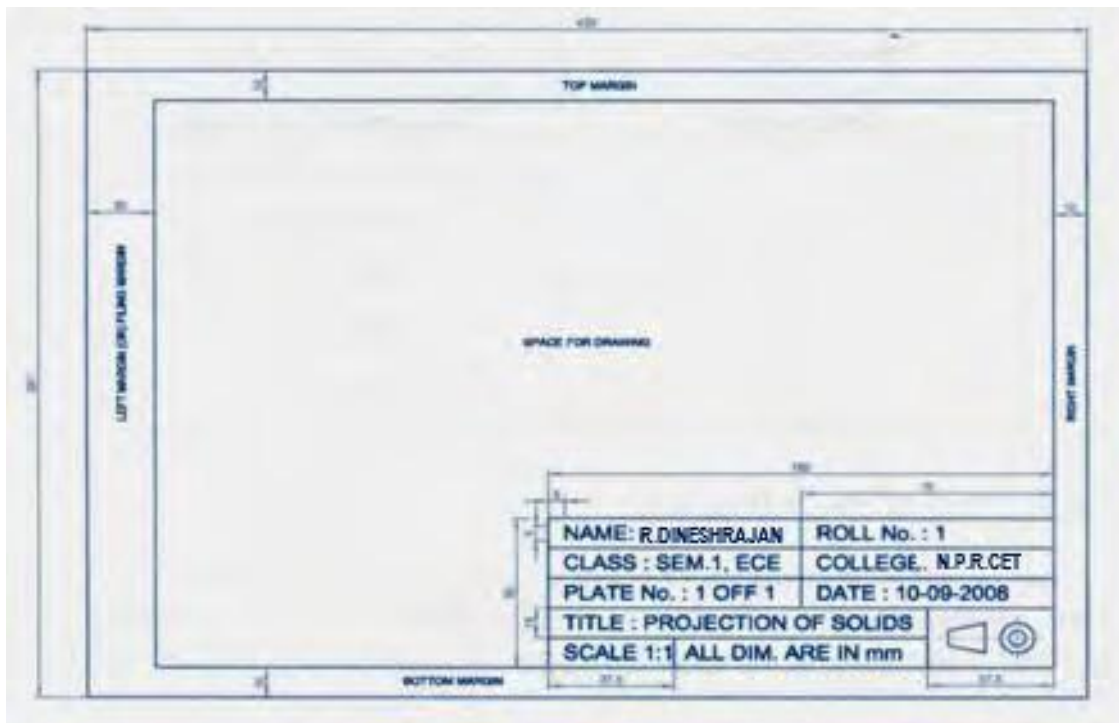
DRAWINGSHEET LAYOUT











DRAWINGSHEET SIZE

Designation	Trimmed size (mm)
A0	841 x 1189
A1	594 x 841
A2	420 x 594
A3	297 x 420
A4	210 x 297

TITLE BLOCK OF DRAWING SHEET



LINES, LETTERING AND DIMENSIONING

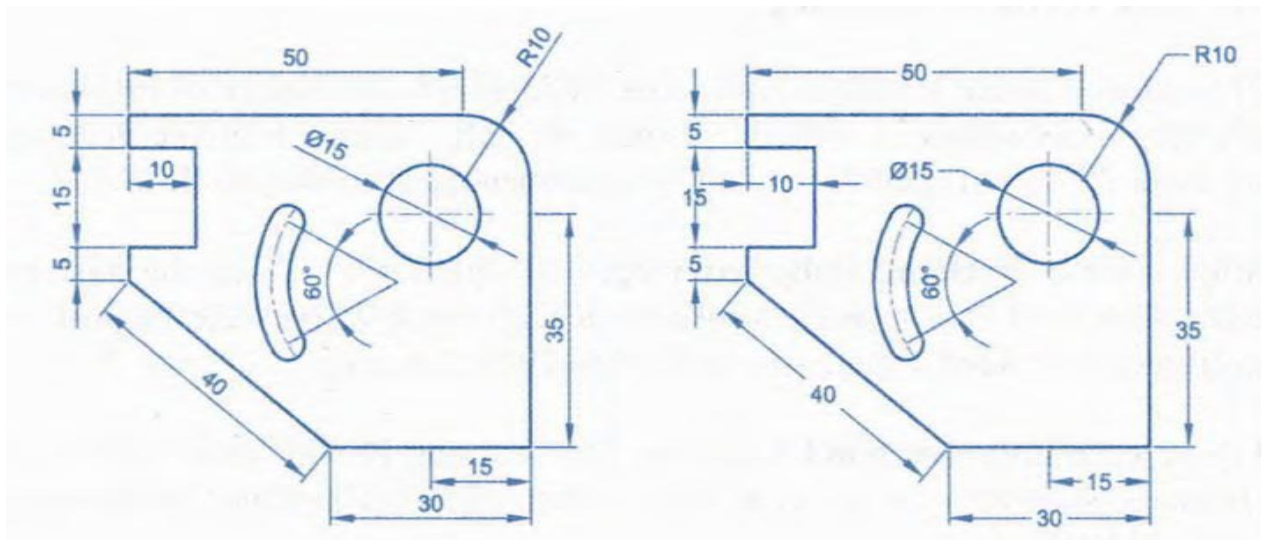
LINE TYPE	DESCRIPTION	APPLICATION
A 	THICK CONTINUOUS	VISIBLE OUTLINES AND EDGES
B 	THIN CONTINUOUS	DIMENSIONS AND LEADER LINES, PROJECTION LINES, HATCHING LINES, SHORT CENTRE LINE AND REVOLVED SECTIONS.
C ₁ 	THIN CONTINUOUS IRREGULAR	LIMITS OF PARTIAL OR INTERRUPTED VIEWS OR SECTIONS WHEN THE LINE IS NOT AN AXIS.
C ₂ 	STRAIGHT WITH ZIGZAG	LIMITS OF PARTIAL OR INTERRUPTED VIEWS OR SECTIONS WHEN THE LINE IS NOT AN AXIS.
D 	THIN OR THICK SHORT DASHES	HIDDEN OUTLINES AND EDGES
E 	THIN CHAIN	CENTRE LINES, LINES OF SYMMETRY, PITCH CIRCLES AND LINES
F 	CHAIN, THICK AT ENDS AND AT CHANGES OF DIRECTION, THIN ELSEWHERE	CUTTING PLANE
G 	THIN CHAIN SHORT DOUBLE DASHES	OUTLINES AND EDGES OF ADJACENT PARTS AND EXTREME POSITIONS OF MOVABLE PARTS

SPECIFICATION OF "A" TYPE LETTERING:

Specifications	Value	Size							
Capital Letter Height	h	2.5	3.5	5	7	10	14	20	
Lowercase Letter Height	$a = (5/7) h$	-	2.5	3.5	5	7	10	14	
Thickness of Lines	$b = (1/14) h$	0.18	0.25	0.35	0.5	0.7	1	1.4	
Spacing between Characters	$c = (1/7) h$	0.35	0.5	0.7	1	1.4	2	2.8	
Min. Spacing between words	$d = (3/7) h$	1.05	1.5	2.1	3	4.2	6	8.4	
Min. Spacing between Base Lines	$e = (10/7) h$	3.5	5	7	10	14	20	28	

SPECIFICATION OF "B" TYPE LETTERING:

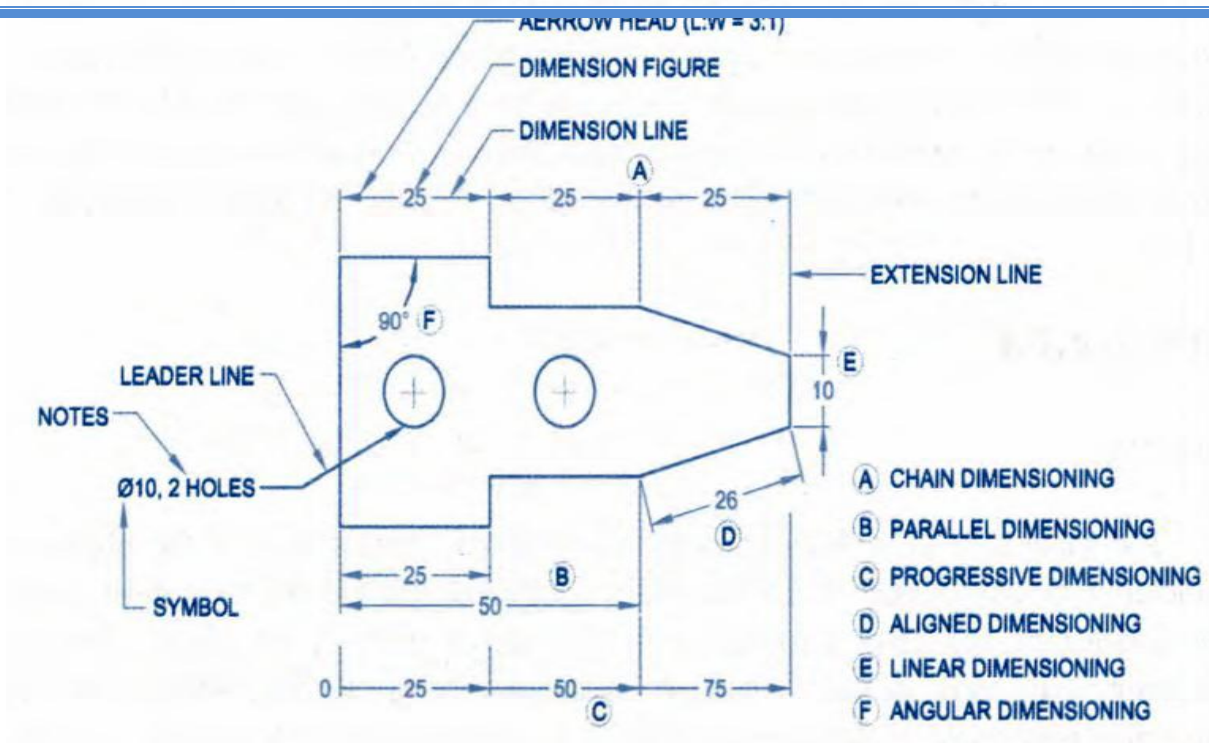
Specifications	Value	Size							
Capital Letter Height	h	2.5	3.5	5	7	10	14	20	
Lowercase Letter Height	$a = (7/10) h$	-	2.5	3.5	5	7	10	14	
Thickness of Lines	$b = (1/10) h$	0.25	0.35	0.5	0.7	1	1.4	2	
Spacing between Characters	$c = (1/5) h$	0.5	0.7	1	1.4	2	2.8	4	
Min. Spacing between words	$d = (3/5) h$	1.5	2.1	3	4.2	6	8.4	12	
Min. Spacing between Base Lines	$e = (7/5) h$	3.5	5	7	10	14	20	28	



ALIGNED DIMENSION

UNIDIRECTION

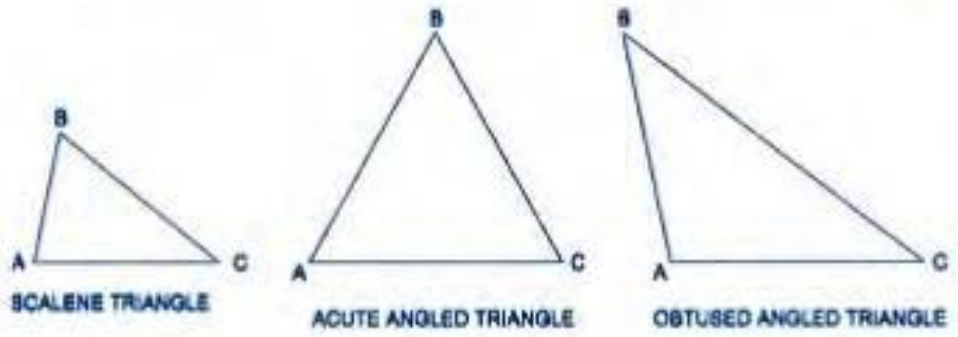
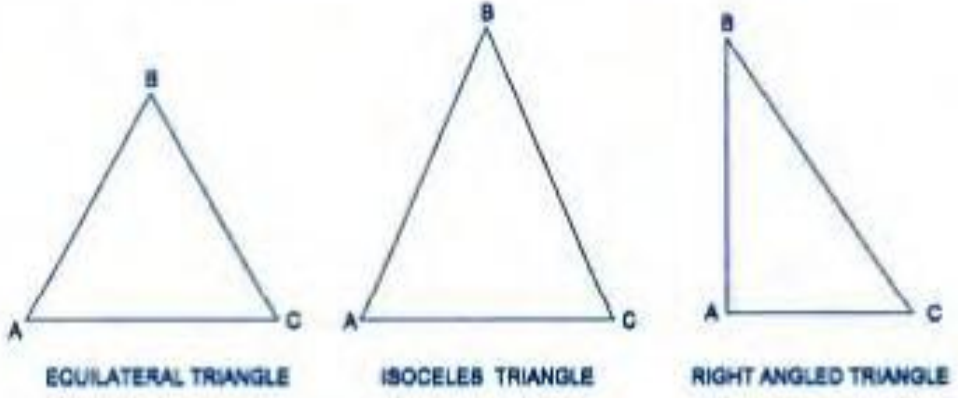
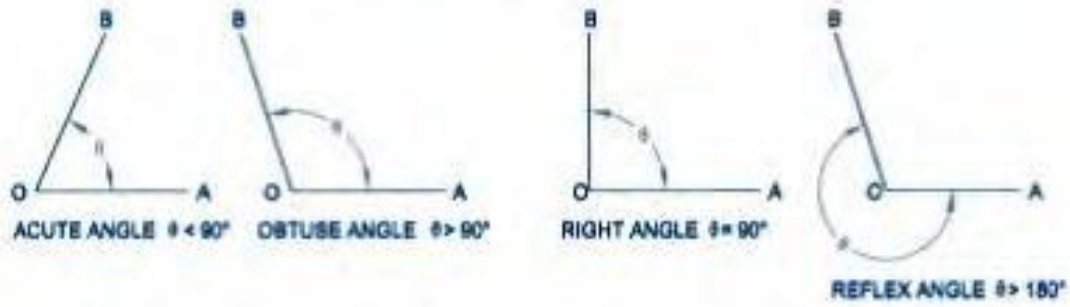
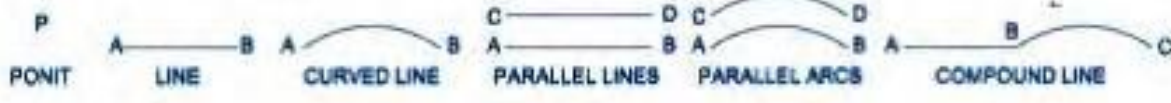
DIMENSION



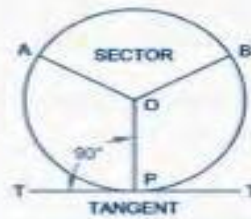
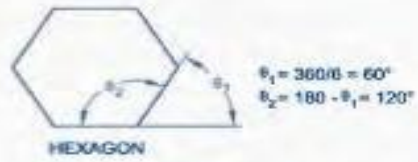
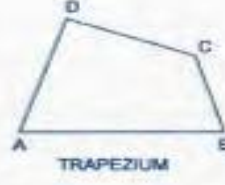
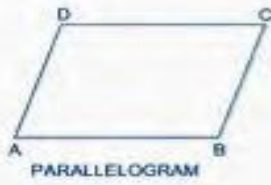
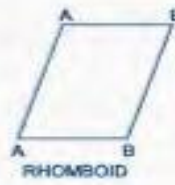
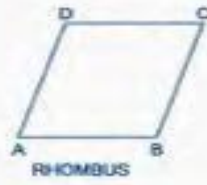
GENERAL DIMENSION

GEOMETRICAL CONSTRUCTIONS

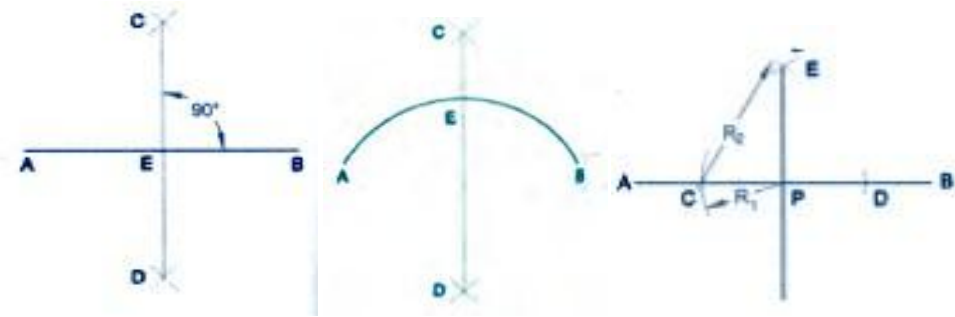
The construction of plane figures such as a triangle, circles, and polygons etc., used in plane geometry is called geometrical constructions.



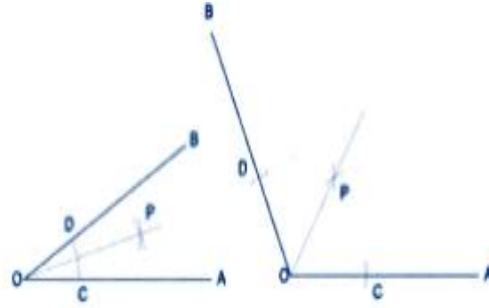
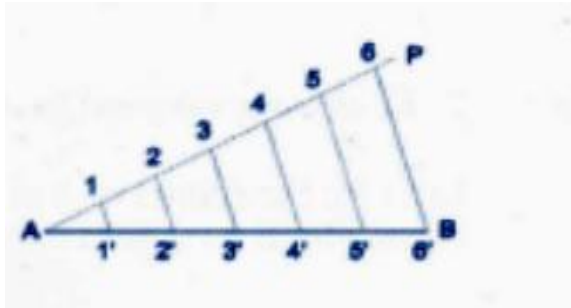
- (i) A Pentagon is that which has five equal sides.
- (ii) A hexagon is that which has six equal sides.
- (iii) A heptagon is that which has seven equal sides.
- (iv) An octagon is that which has eight equal sides.
- (v) A nonagon is that which has nine equal sides.
- (vi) A decagon is that which has ten equal sides.
- (vii) An undecagon is that which has eleven equal sides.
- (viii) A dodecagon is that which has twelve equal sides.
- (ix) A diagonal of a polygon is the line joining any two of its angular points.



Bisect the line, Bisect the Arc, and Draw the perpendicular line



To divide a line into any number of equal parts and Bisect an angle between two lines



SCALE

Scale = Size of Drawing / Actual Size

Category	Scales	
Enlargement Scales	2 : 1	20 : 1
	5 : 1	50 : 1
	10 : 1	
Reduction Scales	1 : 2	1 : 200
	1 : 5	1 : 500
	1 : 10	1 : 1000
	1 : 20	1 : 2000
	1 : 50	1 : 5000
	1 : 100	1 : 10000
Full Scale	1 : 1	

UNIT I

PLANE CURVES AND INTRODUCTION TO ORTHOGRAPHIC

PROJECTION (Curves used in Engineering Practices)

Construction of Ellipse, parabola and hyperbola by eccentricity method only.

Construction of CYCLOID, INVOLUTE OF SQUARE AND CIRCLE

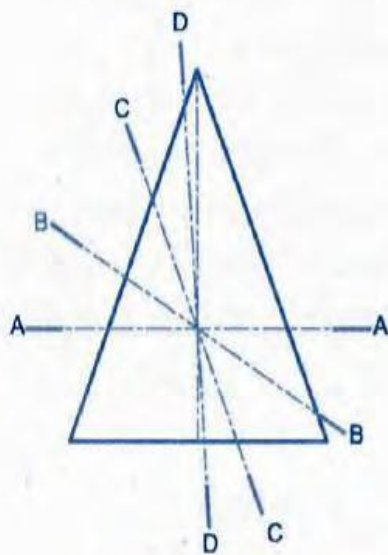
only. Drawing normal and tangent to the above curves.

INTRODUCTION TO ORTHOGRAPHIC PROJECTION

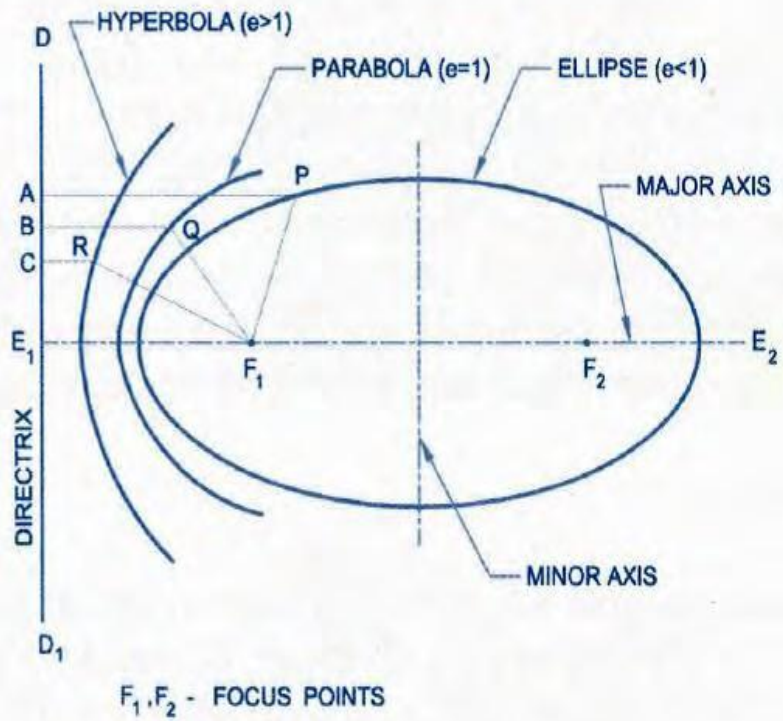
Principle of 1st angle and 3rd angle projection. Projection of points situated in all the four quadrants. Problems involving projection of points, projection of two points situated in different quadrants.

Unit-I

Engineering Curves

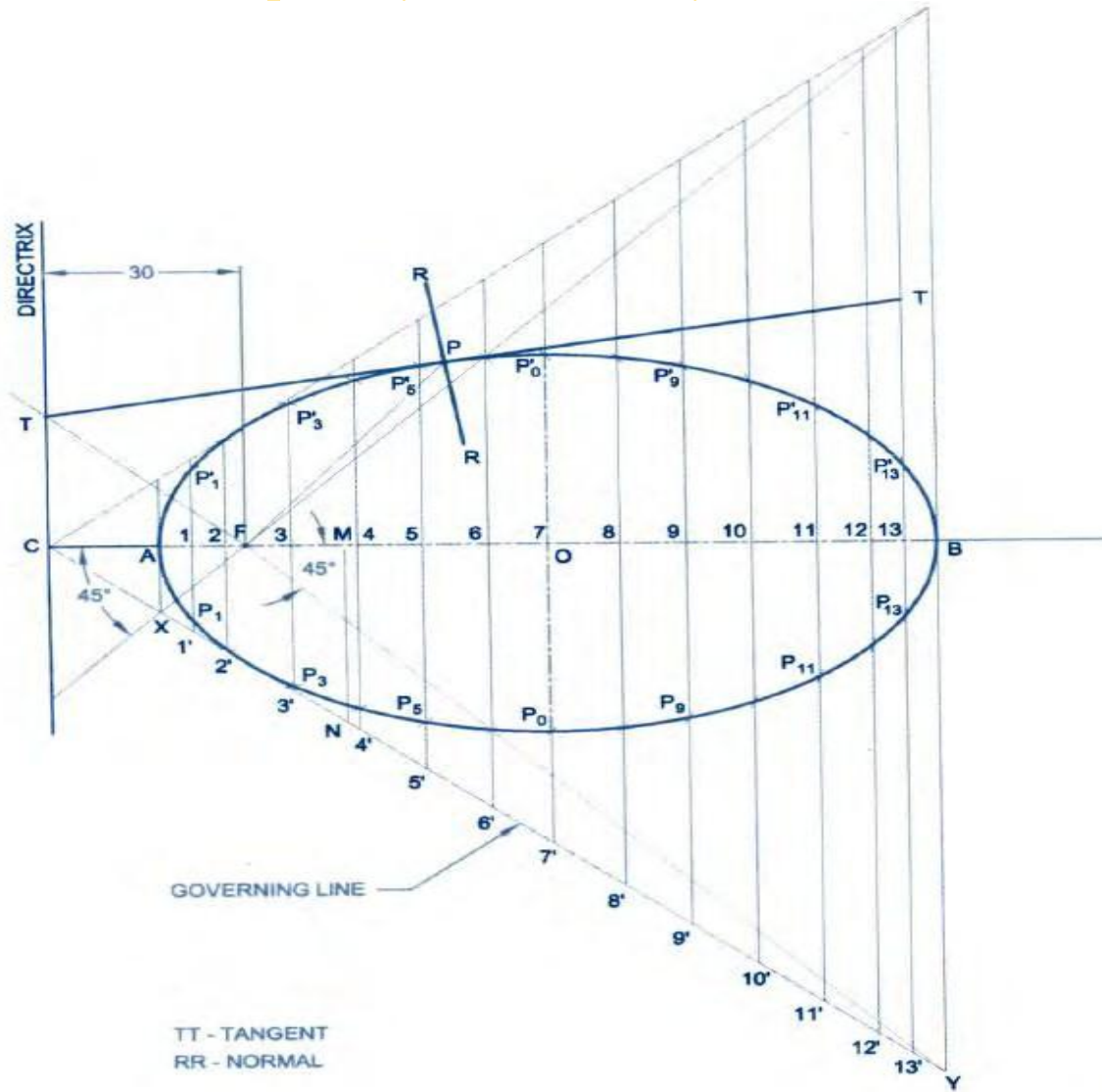


SECTION AA - CIRCLE
SECTION BB - ELLIPSE
SECTION CC - PARABOLA
SECTION DD - HYPERBOLA

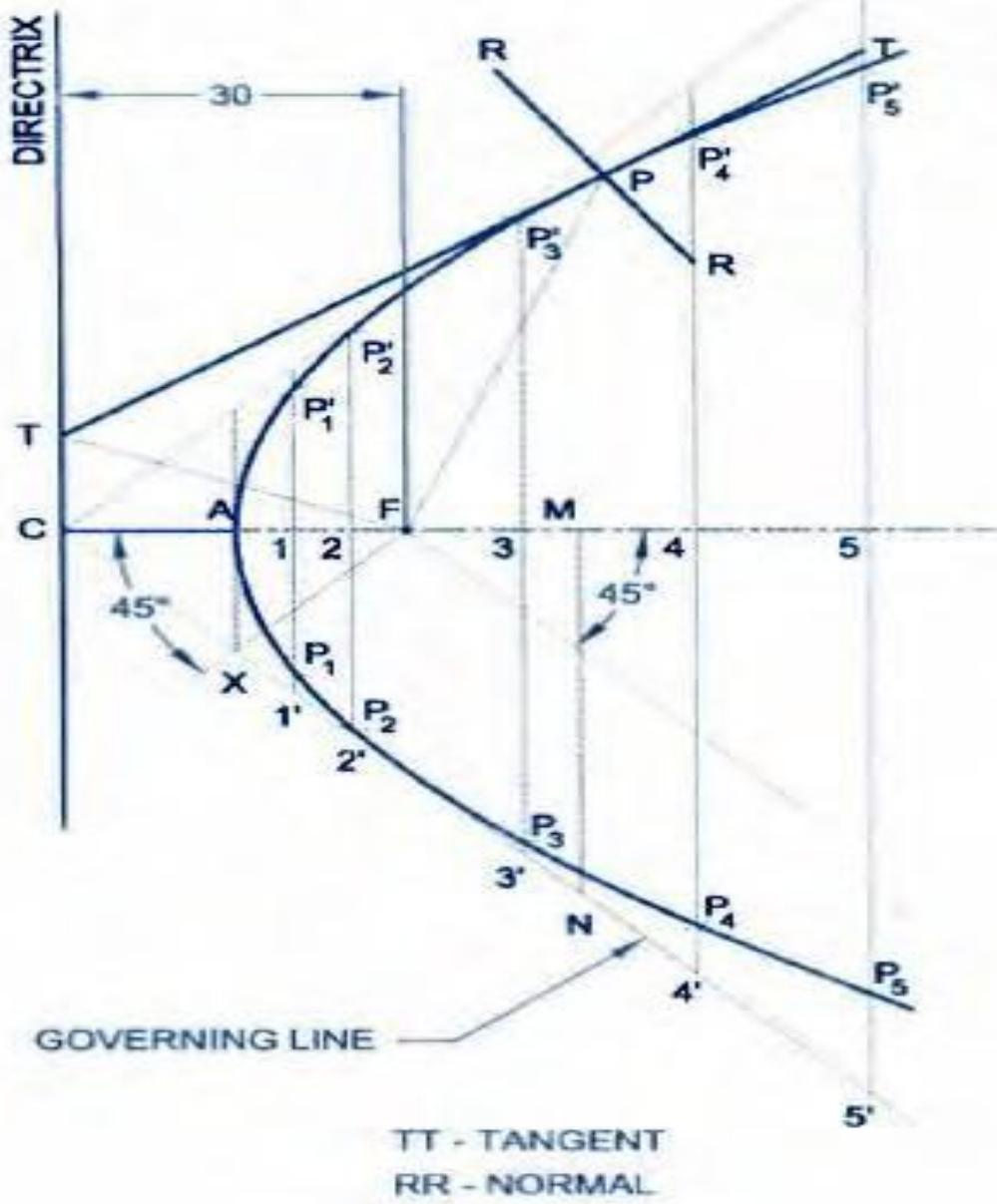


F_1, F_2 - FOCUS POINTS

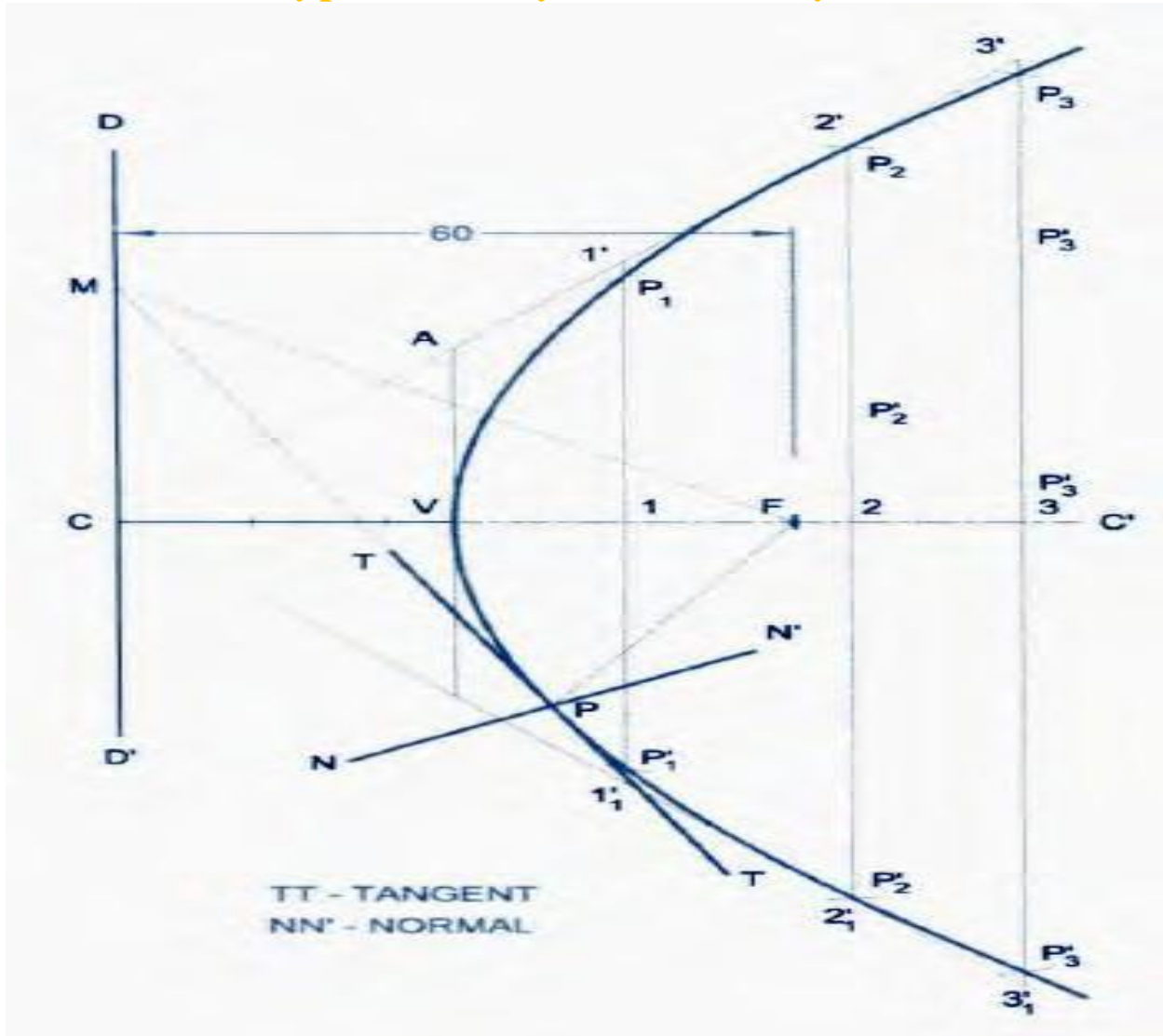
Construct an ellipse by eccentricity



Construct a parabola by eccentricity



Construct a hyperbola by eccentricity

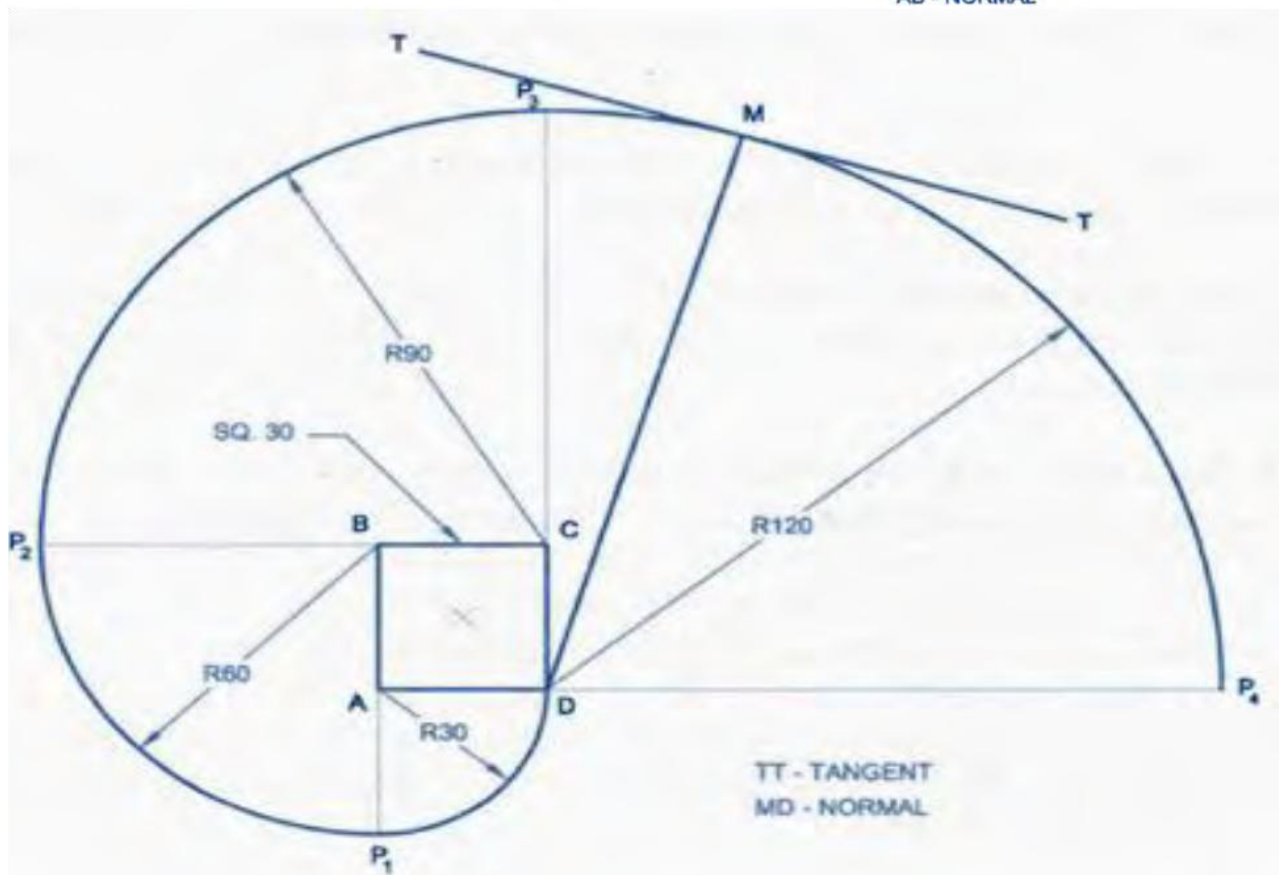
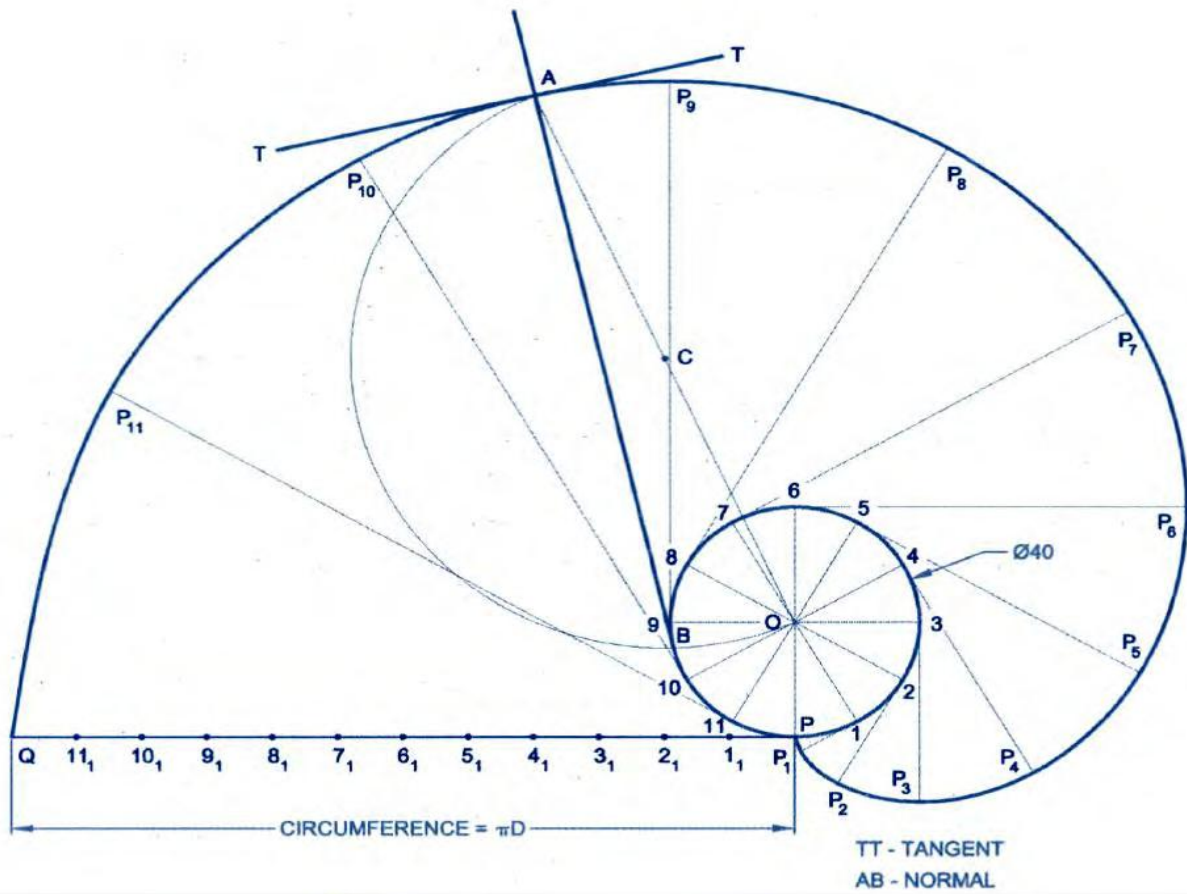


SPECIAL CURVES

INVOLUTE:

An involute is the locus of a point on a string, as the string unwinds itself from a line or polygon, or a circle, keeping always the string taut.

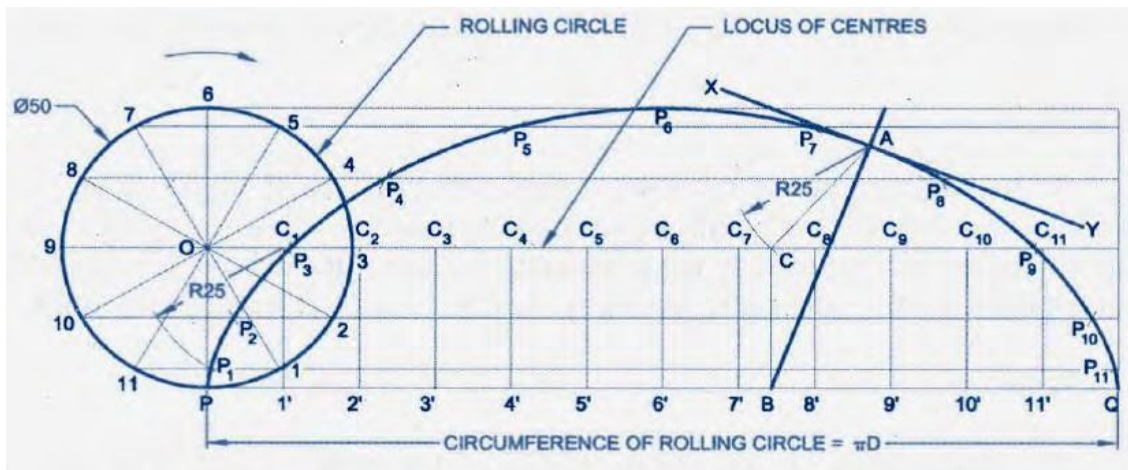
INVOLUTE OF A CIRCLE AND SQUARE



CYCLOIDAL:

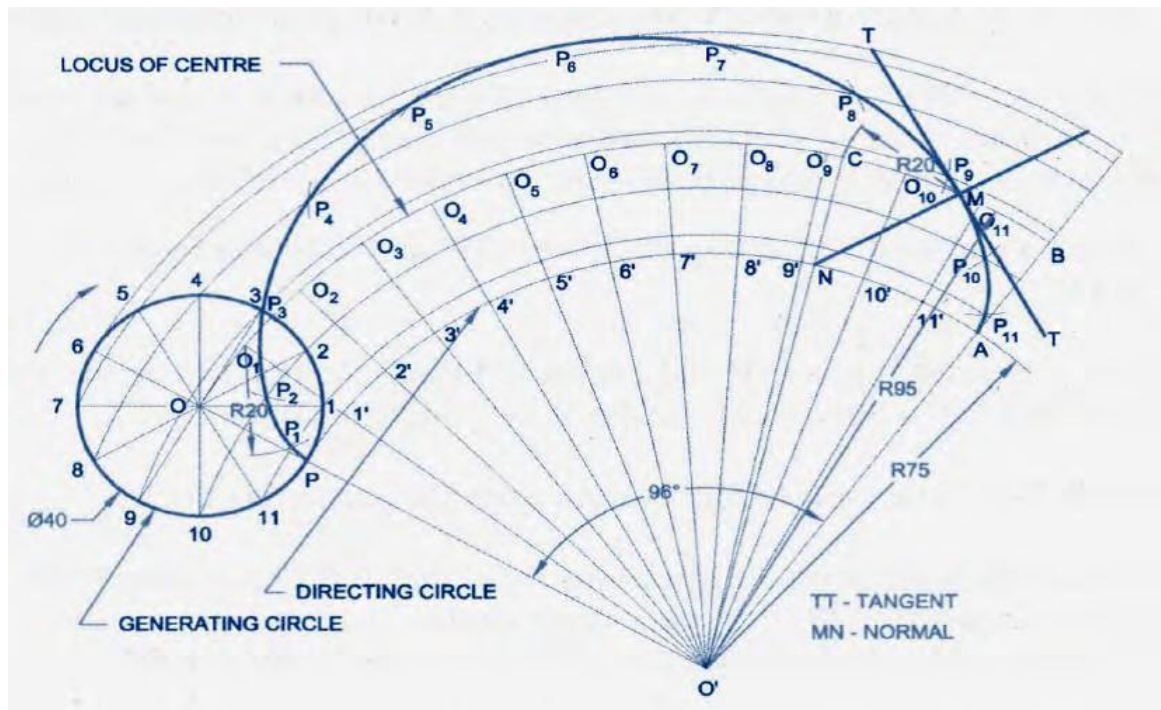
Cycloid

curves are formed by a point on the circumference of a circle, rolling upon a line or another circle. The rolling circle is called the generating circle. The line on which the generating circle rolls is called baseline. The circle on which the generating circle rolls is called directing or base circle. A cycloid is a curve traced by a point on the circumference of a circle which rolls without slipping along a line



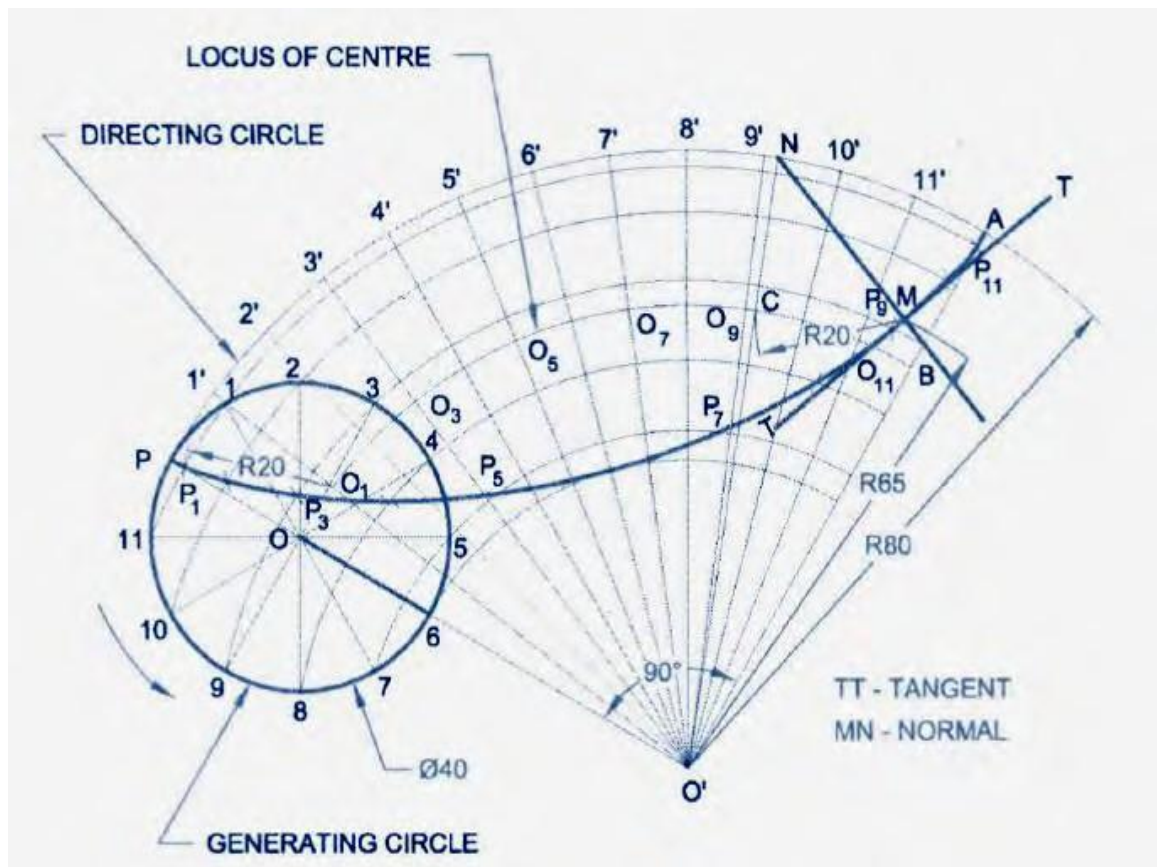
EPICYCLOID:

An epicycloid is a curve traced by a point on the circumference of a circle which rolls without slipping on the outside of another circle.



HYPOCYCLOID:

A hypocycloid is a curve traced by a point on the circumference of a circle when it rolls without slipping on the inside of another circle.

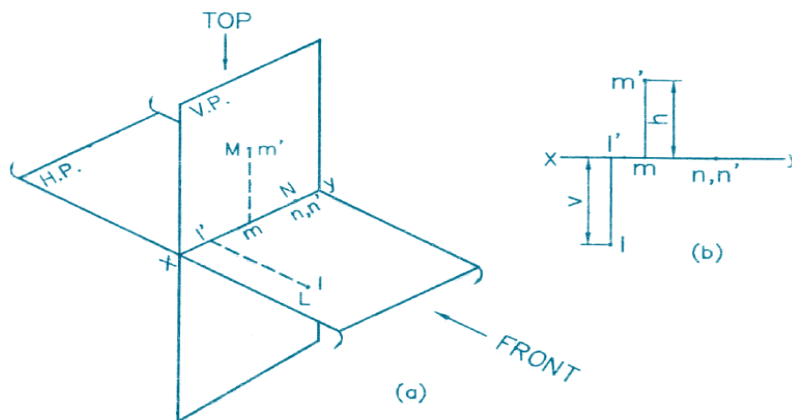


Projection of Points:

A point is simply a space location of infinitesimal size. It may represent the corner of an object, the intersection of two lines or a designated spot in space. The projection obtained on vertical plane **VP** is called the **elevation** and on horizontal plane **HP**, the **plan**. The intersection line of the vertical plane and the horizontal plane is known as **ground line** or **referenceline**.

Position of points:

- (i) In front of the VP and above the HP
- (ii) In front of the VP and in the HP
- (iii) In the VP and above the HP
- (iv) Behind the VP and above the HP
- (v) Behind the VP and in the HP
- (vi) Behind the VP and below the HP
- (vii) In the VP and below the HP
- (viii) In front of the VP and below the HP
- (ix) In the VP and HP



GENERAL PROCEDURE TO DRAW PROJECTION OF POINTS

1. From given data identify the quadrant
2. Draw the XY line and projection
3. Along this projector mark by dots the distances of the given point from the HP and VP, on the corresponding side of the XY line, depending upon the quadrant in which the point lies, to locate the front view and the top view, respectively.
4. Make the front view and the top view bold and rub off the unwanted length of the projector to complete the solution.

Important Questions

1. Draw the involutes of a circle of diameter 40mm and draw the tangent and the normal to the involutes at any points on the curve.
2. Draw the front, top, and side views of the object shown below.
3. Draw the conic, if the distance of focus from the directrix is 70mm and the eccentricity is $\frac{3}{4}$. Also draw a tangent and a normal at any point on the curve.
4. A circle of 50mm diameter rolls as a horizontal line for $\frac{3}{4}$ of a revolution clockwise. Draw the path traced by point P on the circumference of the circle. Also draw a tangent and normal at any point on the curve.
5. Draw a hyperbola when the distance between its focus and directrix is 50mm and eccentricity is $\frac{3}{2}$. Also draw the tangent and normal at a point 23mm from the directrix.
6. The focus of a conic is 50mm from the directrix. Draw the locus of a point P moving in such a way that its distance from the directrix is equal to its distance from the focus. Name the curve. Draw a tangent to the curve at a point 60mm from the directrix.
7. Draw the involutes of a circle of diameter 40mm and draw the tangent and the normal to the involutes at any point on the curve.

UNIT II

PROJECTION OF STRAIGHT LINES AND PLANES [FIRST ANGLE]

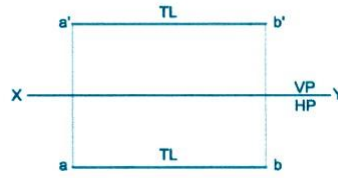
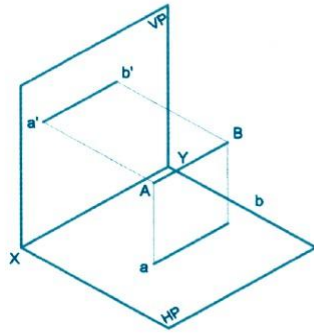
Projection of straight lines, situated in first quadrant only, inclined to both horizontal and vertical planes – LOCATION OF TRACES ONLY. Determination of true length and true inclination of straight lines from the projections (not involving traces) Projection of plane surfaces like rectangle, square, pentagon, hexagon, circle – surfaces inclined to one reference plane.

UNIT-II

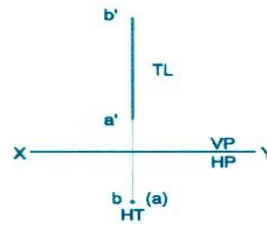
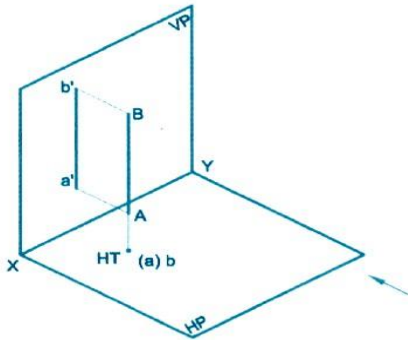
PROJECTION OF LINES AND PLANES

A straight line is the shortest distance between two points. Projection of the ends of any line can be drawn using the principles developed for projection of points. Top view of the two endpoints of a line, when joined, give the top view of the line. Front view of the two endpoints of the line, when joined, give the front view of the line. Both these projections are straight lines.

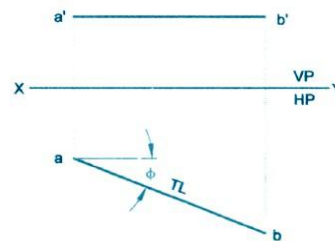
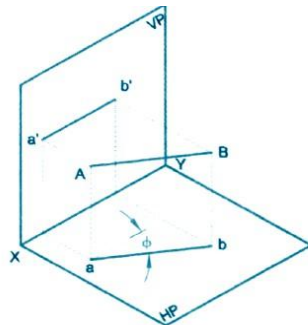
Projection of straight lines



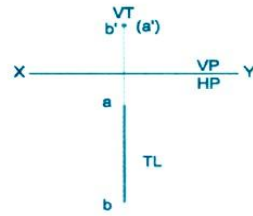
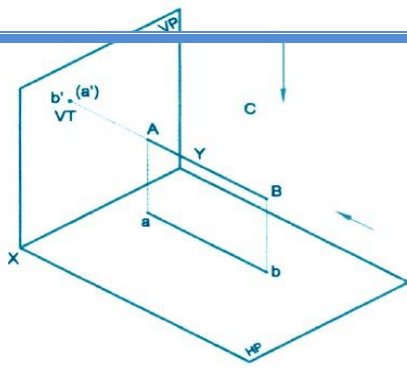
Line Parallel to both HP & VP



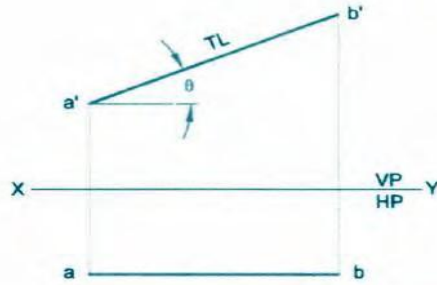
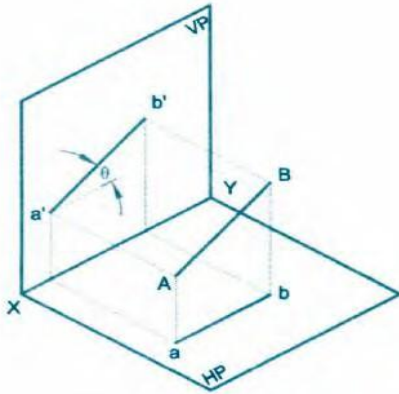
Line Perpendicular to HP



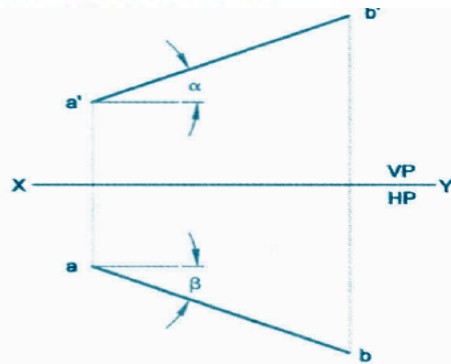
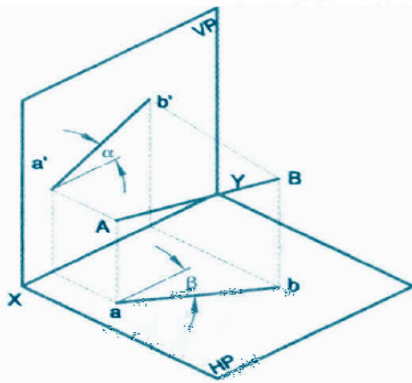
Line Inclined to VP & Parallel to HP



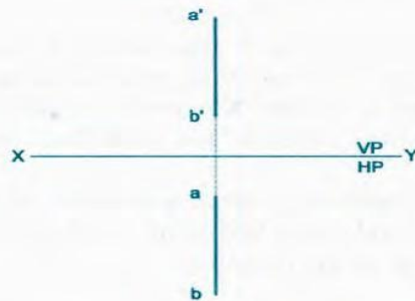
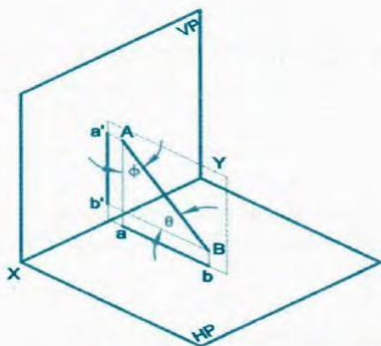
Line Perpendicular to VP



Line Inclined to HP & Parallel to VP



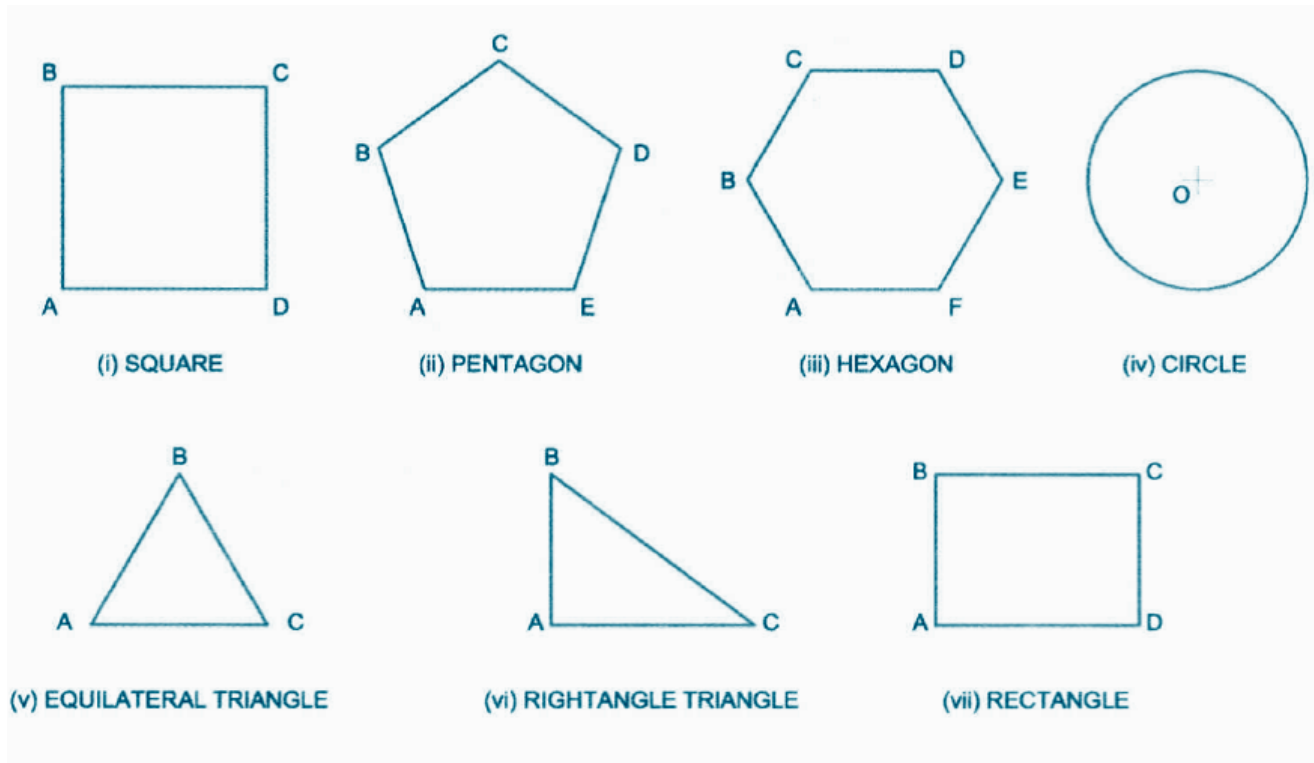
Line Inclined to both HP & VP



Line contained by a plane perpendicular to both HP & VP

Projection of Plane Surfaces:

A plane is a two-dimensional object having length and breadth only. Its thickness is always neglected; various shapes of plane figures are considered such as square, rectangle, circle, pentagon, hexagon, etc.



TYPES OF PLANES:

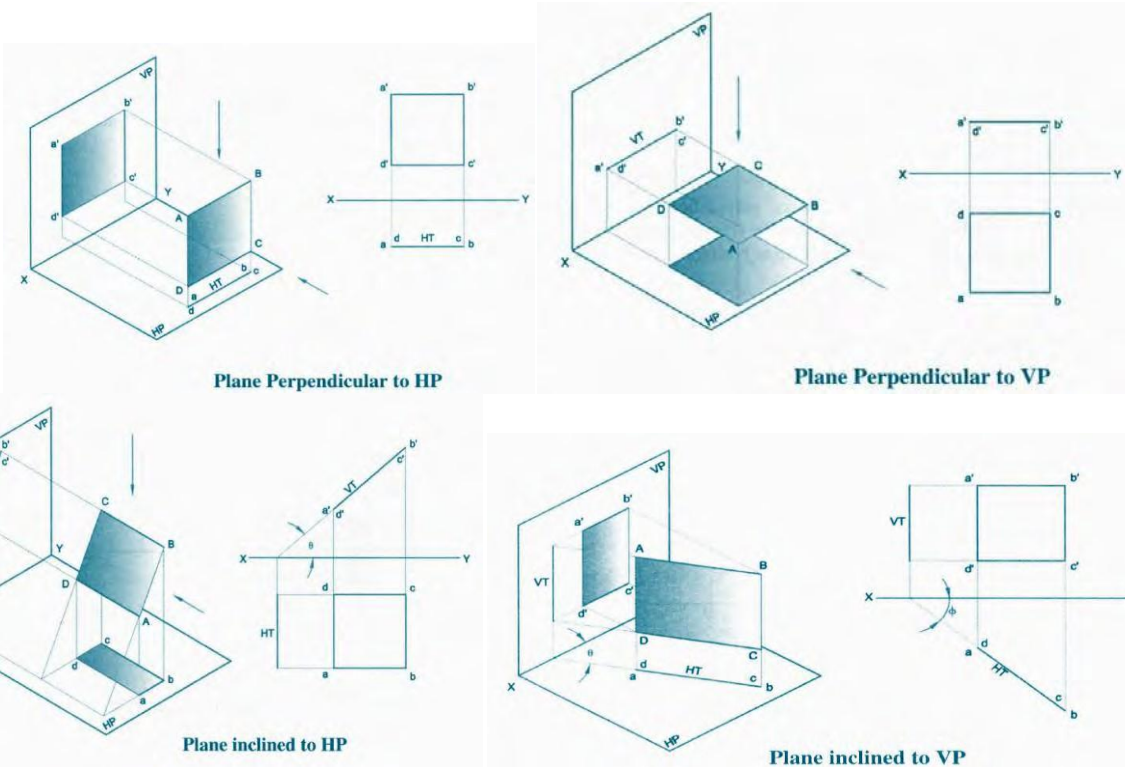
1. Perpendicular planes which have their surface perpendicular to any one of the reference planes and parallel or inclined to the other reference plane.

2. Oblique planes which have their surface inclined to both reference planes.

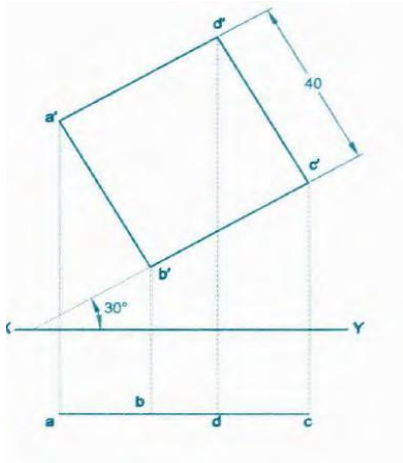
TRACE OF PLANE:

The trace of a plane is the line of intersection or meeting of the plane surface with the reference plane; if necessary the plane surface is extended to intersect the reference plane. The intersection line of the plane surface with **HP** is called the **Horizontal Trace (HT)** and that of **VP** is called the **Vertical Trace (VT)**.

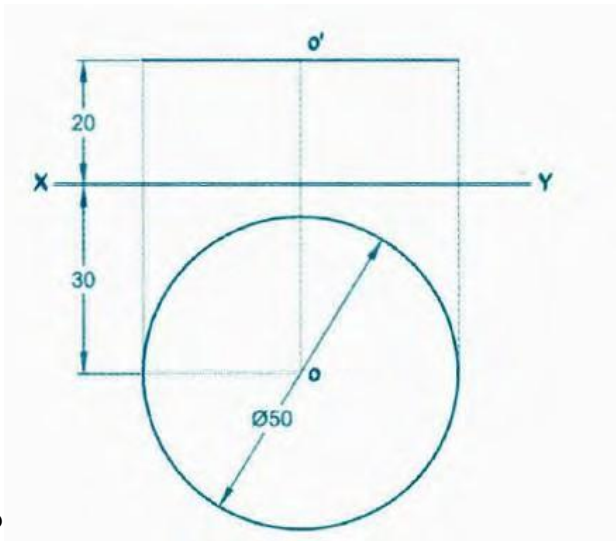
A plane figure is positioned with reference to the reference planes by referring its surface in the following possible positions.



1. surface of the plane kept perpendicular to **HP** and parallel to **VP**

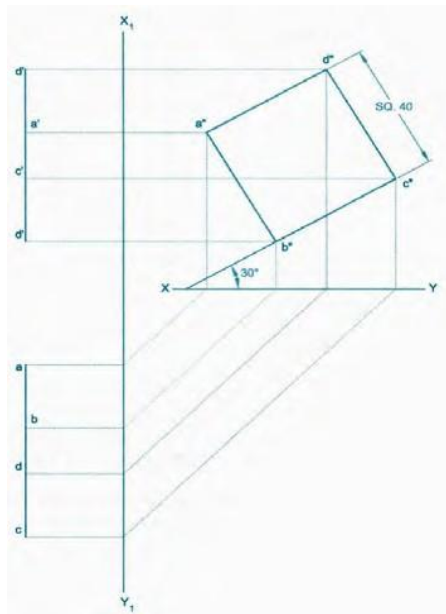


2. surface of the plane kept perpendicular to **VP** and parallel to

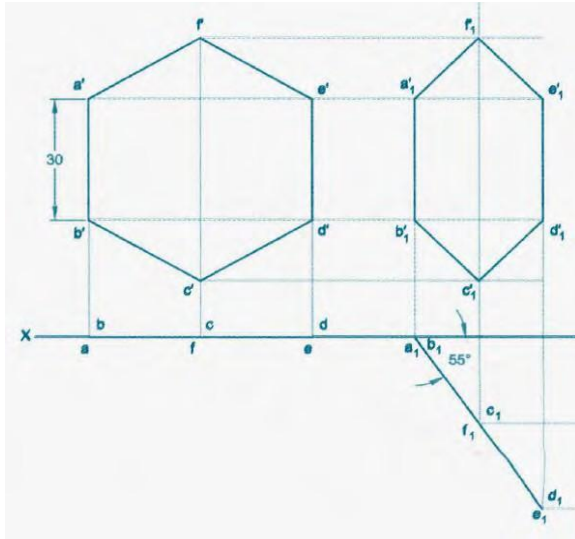


HP

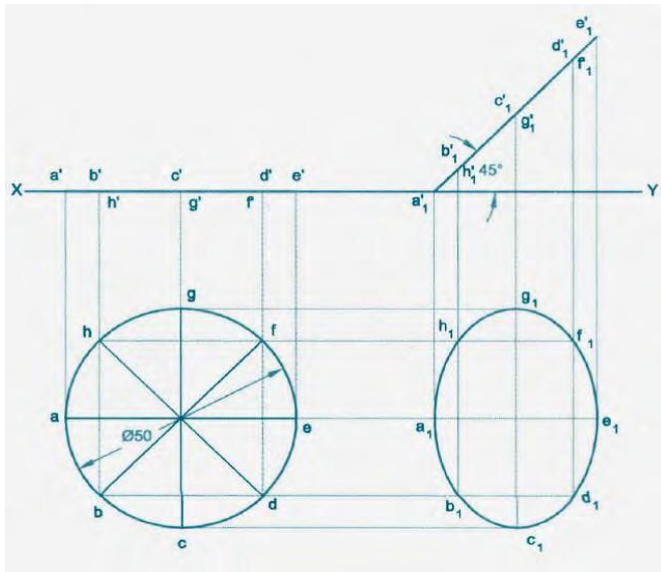
3. surface of the plane kept perpendicular to both **HP** and **VP**



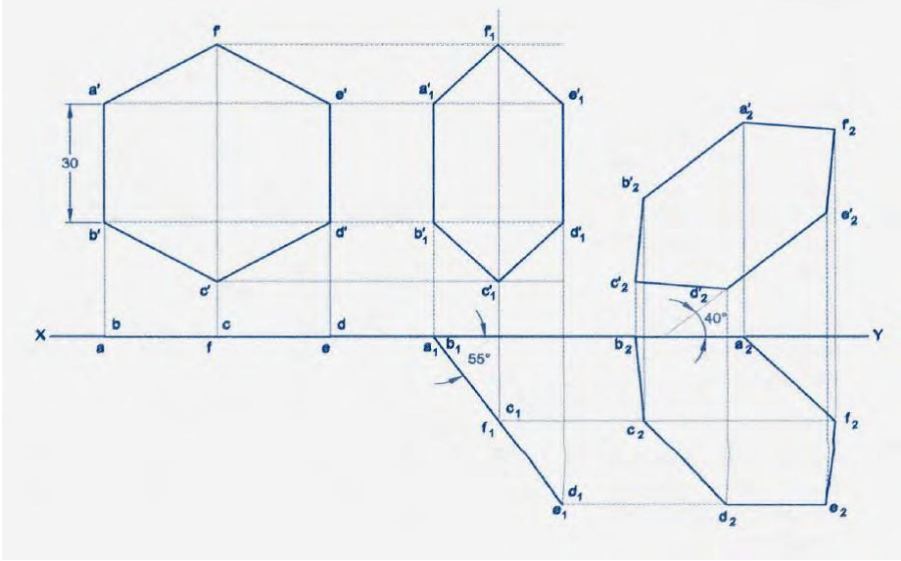
4. surface of the plane kept perpendicular to **HP** and inclined to **VP**



5. surface of the plane kept perpendicular to **VP** and inclined to **HP**



6. surface of the plane kept inclined to HP and VP



Important Questions

1. A line PS 65 mm has its end P, 15 mm above the HP and 15 mm in front of the VP. It is inclined at 55° to the HP and 35° to the VP. Draw its projections.
2. A pentagon of sides 30 mm rests on the ground on one of its corners with the sides containing the corners being equally inclined to the ground. The side opposite to the corner on which it rests is inclined at 30° to the VP and is parallel to the HP. The surface of the pentagon makes 50° with the ground. Draw the top and front views of the pentagon.
3. A line CD, inclined at 25° to the HP, measures 80 mm in top view. The end C is in the first quadrant and 25 mm and 15 mm from the HP and the VP respectively. The end D is at equal distance from the both reference planes. Draw the projections, find true length and true inclination with the VP.
4. A straight line ST has its end S, 10 mm in front of the VP and nearer to it. The midpoint M of the line is 50 mm in front of the VP and 40 mm above HP. The front and top view measure 90 mm and 120 mm respectively. Draw the projection of the line. Also find its true length and true inclinations with the HP and VP.
5. A regular pentagon of 30 mm side, is resting on one of its edges on HP which is inclined at 45° to VP. Its surface is inclined at 30° to HP. Draw its projections.
6. A line PQ has its end P, 10 mm above the HP and 20 mm in front of the VP. The end Q is 85 mm in front of the VP. The front view of the line measures 75 mm. The distance between the end projectors is 50 mm. Draw the projections of the line and find its true length and its true inclinations with the VP and HP.

7. Draw the projections of a circle of 70 mm diameter resting on the H.P. on a point A of the circumference. The plane is inclined to the HP such that the top view of it is an ellipse of minor axis 40 mm. The top view of the diameter, through the point A, making an angle of 45° with the V.P. determine the inclination of the plane with the HP.
8. The projections of a line measure 80 mm in the top view and 70 mm in the front view. The midpoint of the line is 45 mm in front of VP and 35 mm above HP. One end is 10 mm in front of VP and nearer to it. The other end is nearer to HP. Draw the projections of the line. Find the true length and true inclinations.
9. Draw the projection of a circle of 70 mm diameter resting on the H.P. on a point A of the circumference. The plane is inclined to the HP such that the top view of it is an ellipse of minor axis 40 mm. The top view of the diameter through the point A, making an angle of 45° with the V.P. determine the inclination of the plane with the HP.
10. A pentagon of side 30 mm rests on the ground on one of its corners with the sides containing the corner being equally inclined to the ground. The side opposite to the corner on which it rests is inclined at 30° to the VP and is parallel to the HP. The surface of the pentagon makes 50° with the ground. Draw the top and front views of the pentagon.
11. A line PF, 65 mm has its end P, 15 mm above the HP and 15 mm in front of the VP. It is inclined at 55° to the VP. Draw its projections.

UNIT III

PROJECTION OF SOLIDS AND SECTION OF SOLIDS

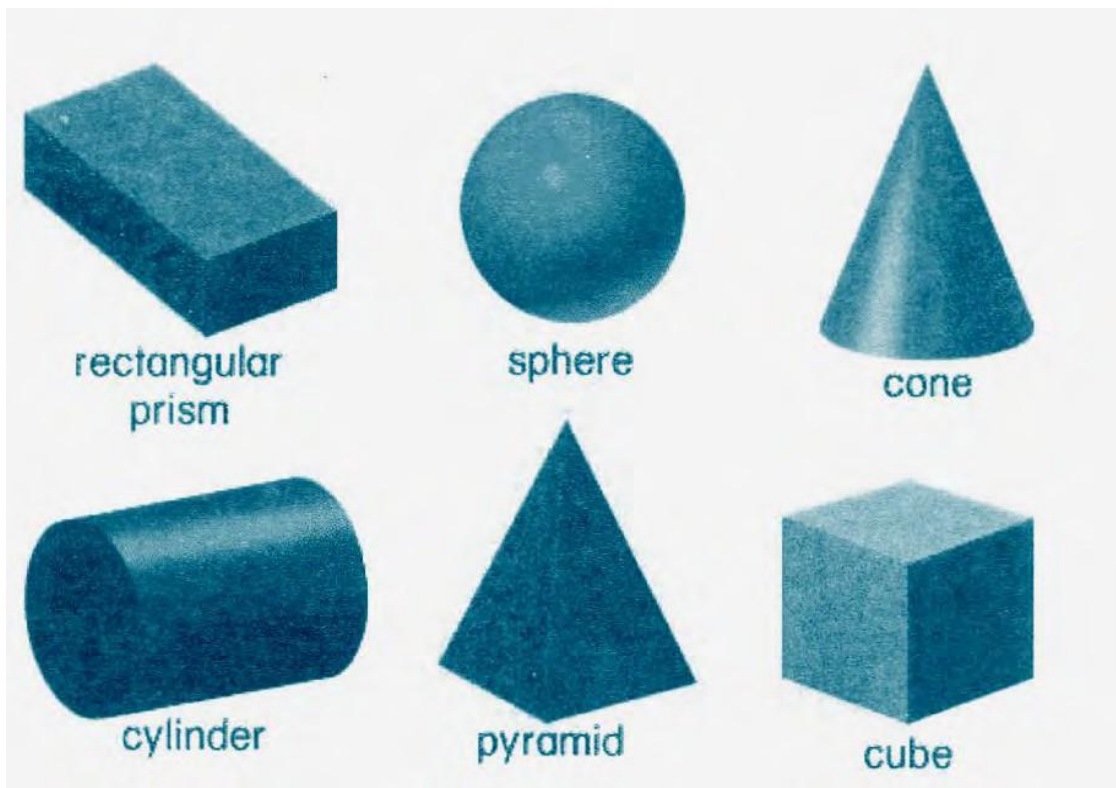
Projections of prism, pyramid, cone and cylinder, axis inclined to one plane by change of position method. Section of above solids in simple vertical position (axis perpendicular to HP alone) by planes either inclined to HP or VP alone - True shape of section.

UNIT-III

PROJECTION OF SOLIDS AND SECTION OF SOLIDS

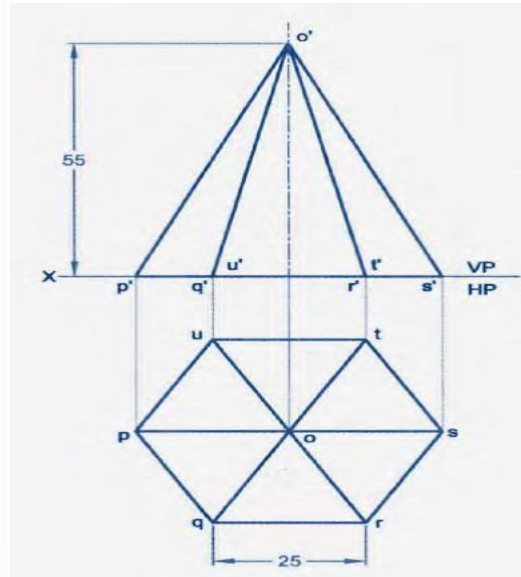
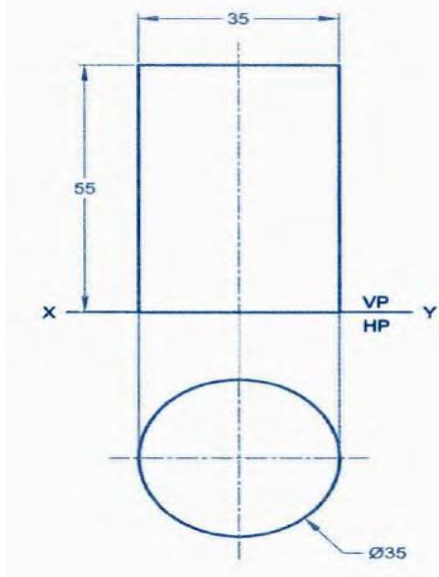
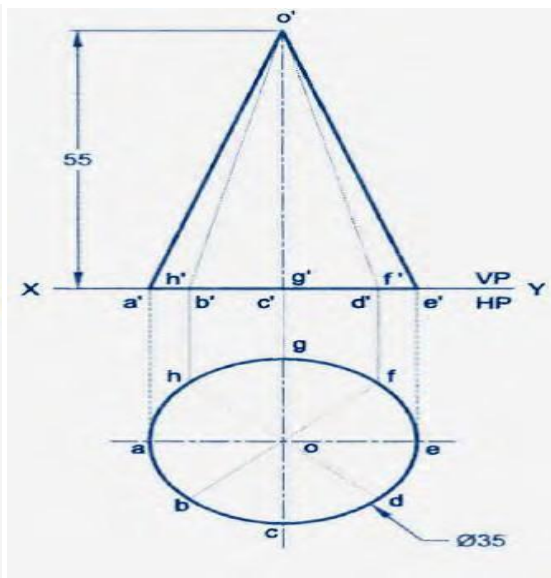
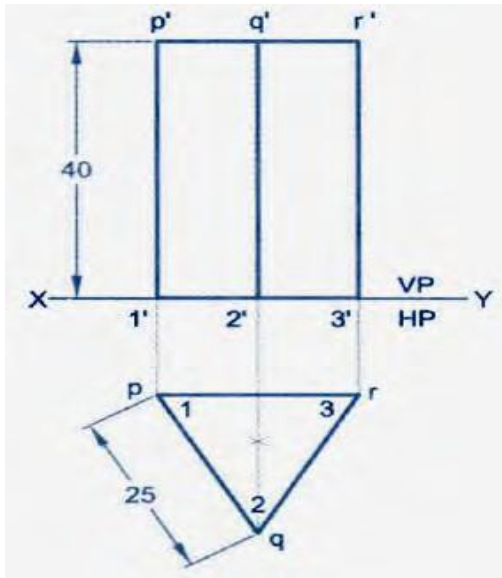
Projection of Solids:

A solid is a three-dimensional object having length, breadth and thickness. It is completely bounded by a surface or surfaces, which may be curved or plane. The shape of a solid is described orthographically by drawing its two orthographic projections, usually, on the two principal planes of projection i.e., **HP** and **VP**.

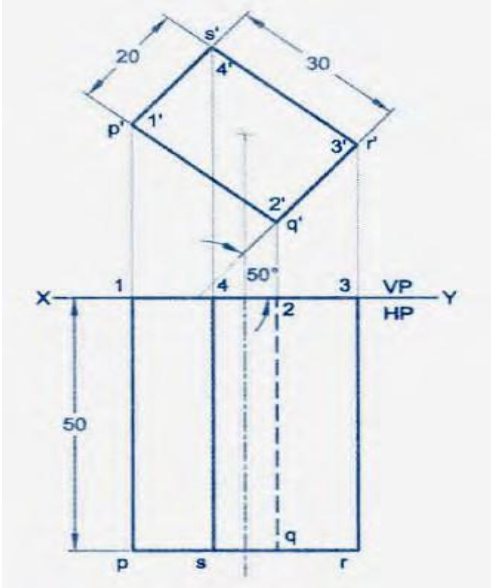
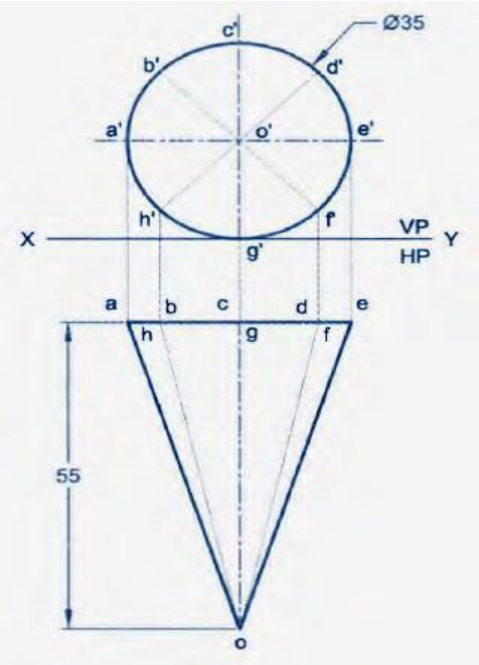
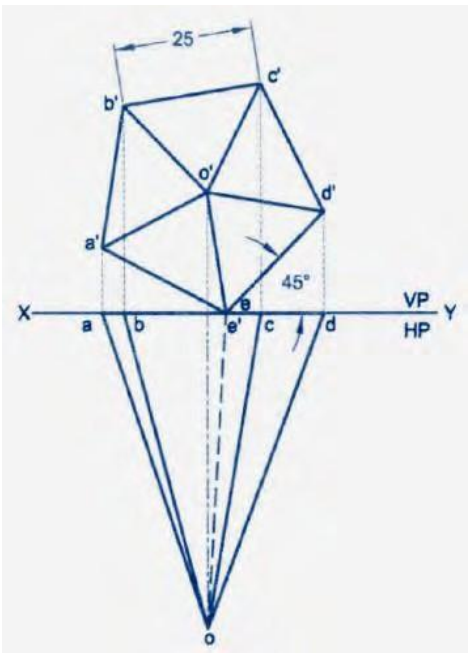


The following are the different positions which the axis of a solid can take with respect to the reference planes:

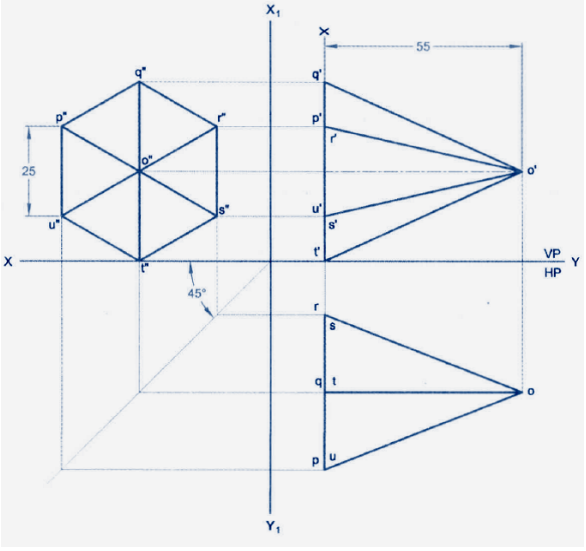
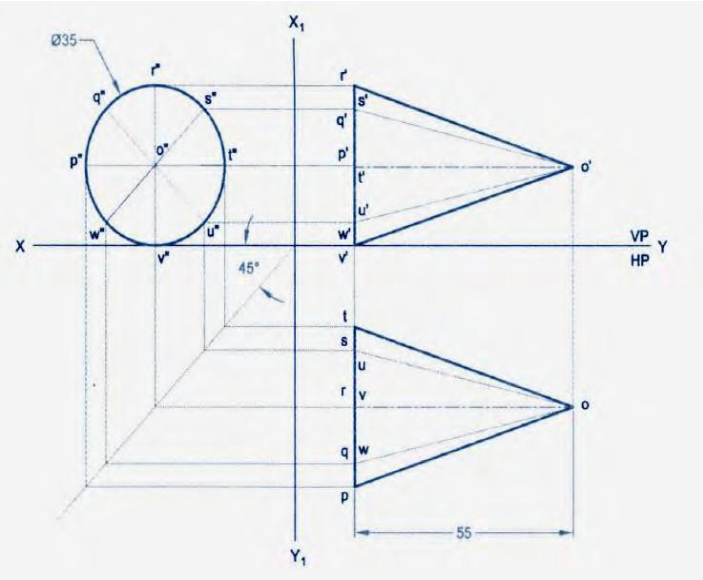
1. Axis perpendicular to **HP** and parallel to **VP**. (CONE AND PYRAMID)



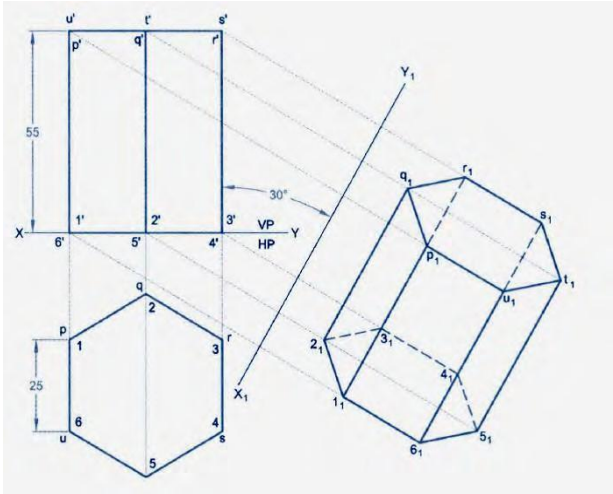
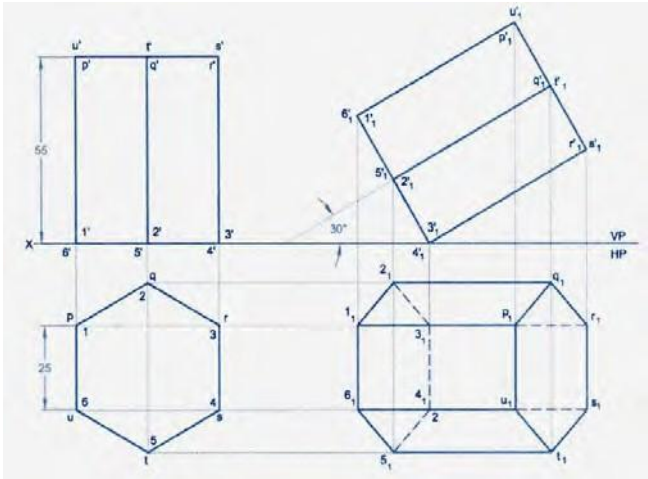
2. Axis perpendicular to VP and parallel to HP
(PYRAMID, CONE, PRISM)



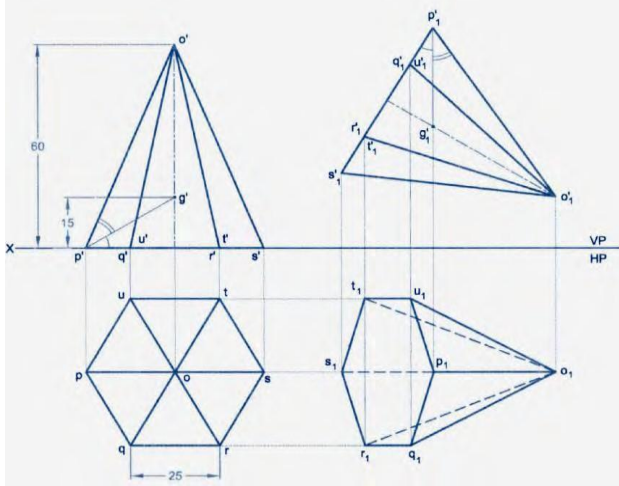
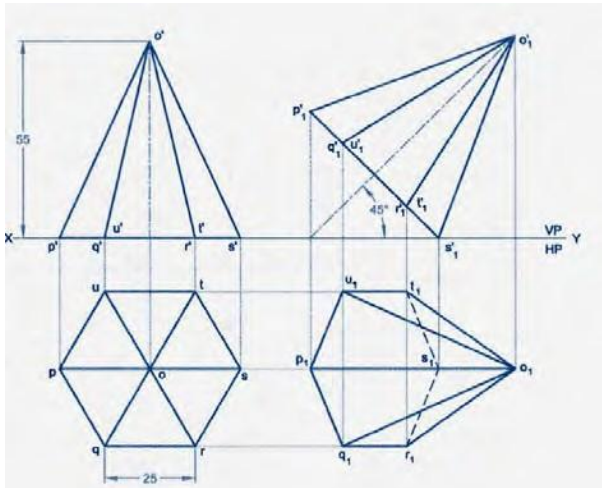
3. Axis parallel to both **HP** and **VP**, i.e., axis perpendicular to profile plane.



4. Axis inclined to **HP** and parallel to **VP**.

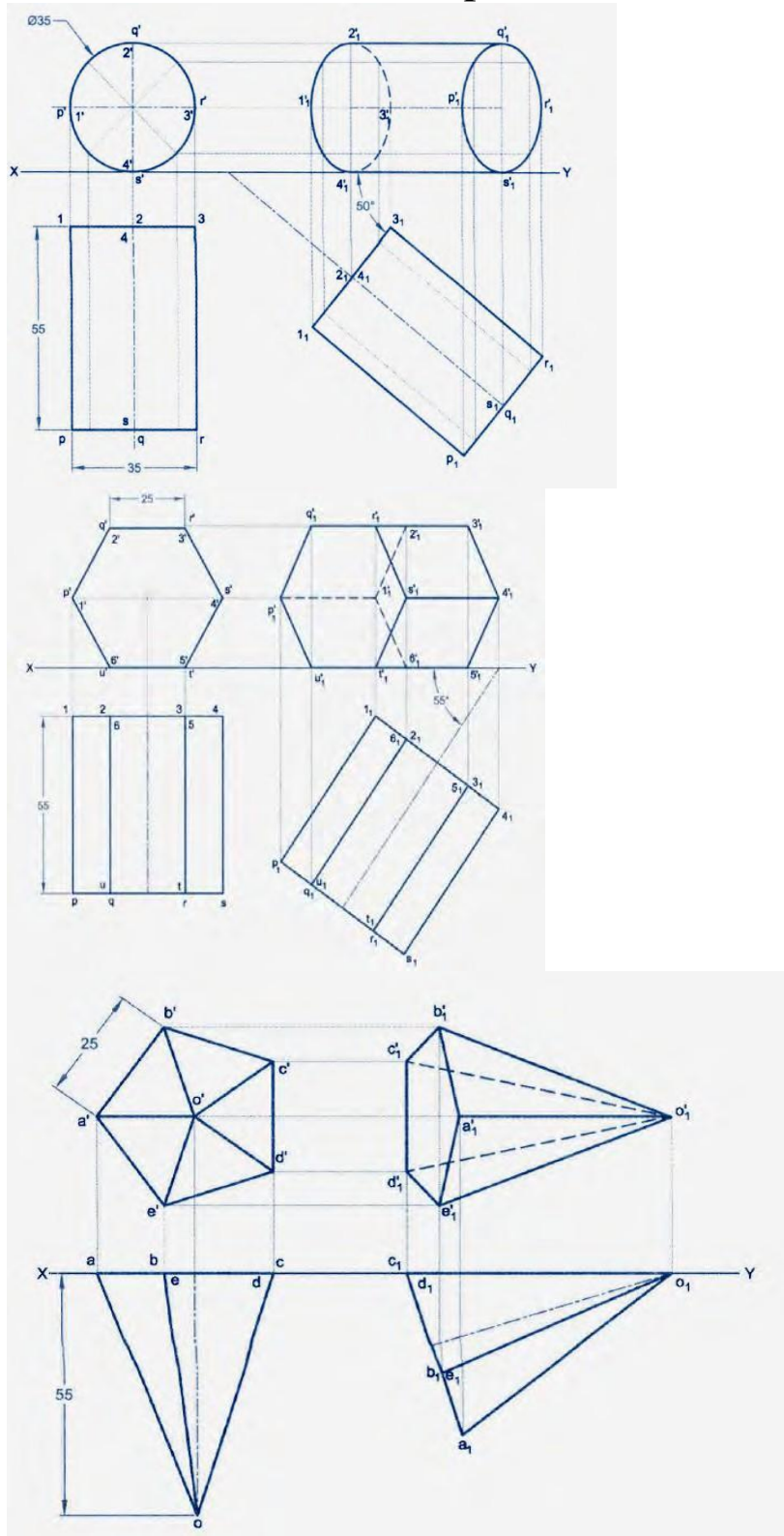


(Auxiliary projection method)



(freely suspended method)

5. Axis inclined to VP and parallel to HP.



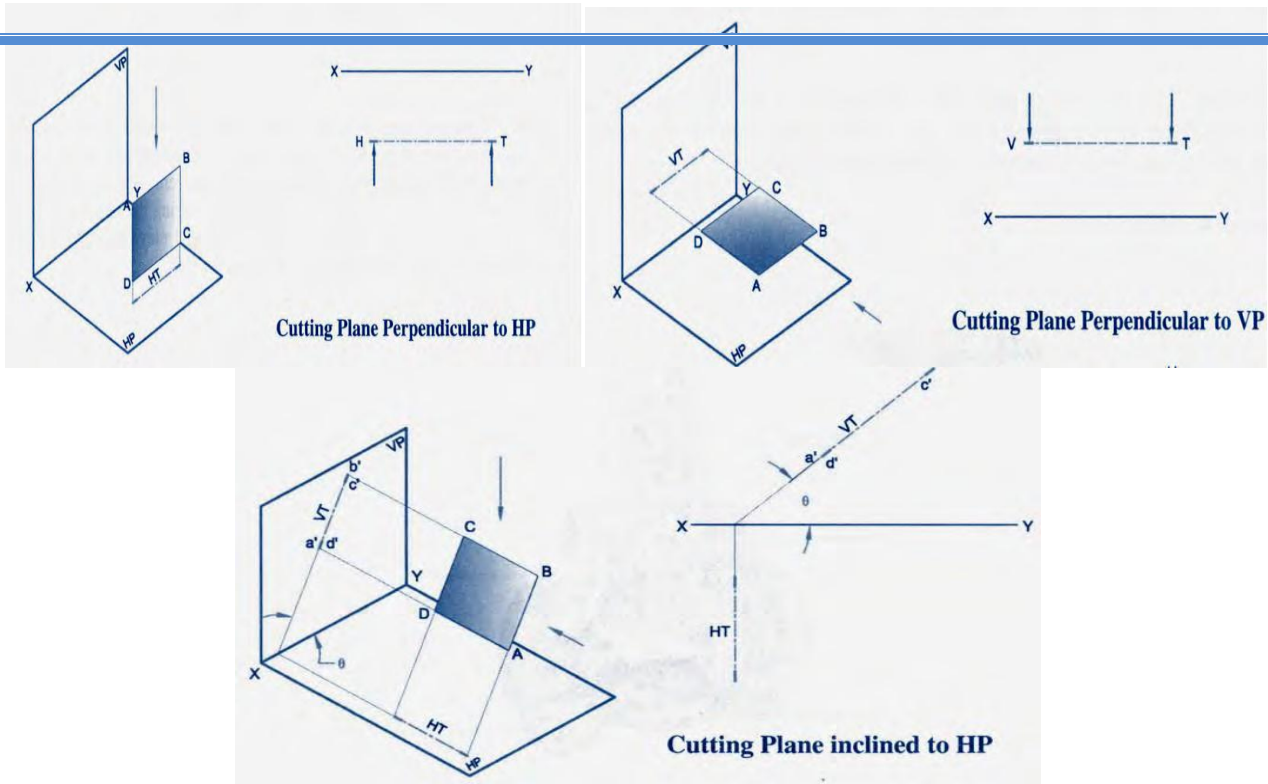
6. Axis inclined to both HP and VP. (Not For University Syllabus)

SECTION OF SOLIDS:

The hidden or internal parts of an object are shown by sectional views in technical drawings. The sectional view of an object is obtained by cutting through the object by a suitable plane known as the section plane or cutting plane and removing the portion lying between the plane and the observer. The surface produced by cutting the object is called the section and its projection is called a sectional plan or sectional elevation. The section is indicated by thin section lines uniformly spaced and inclined at 45° .

A sectional view of an object is obtained by projecting the retained portion of the object which is left behind when the object is cut by an imaginary section plane and the portion of the object between the section plane and the observer is assumed as removed.

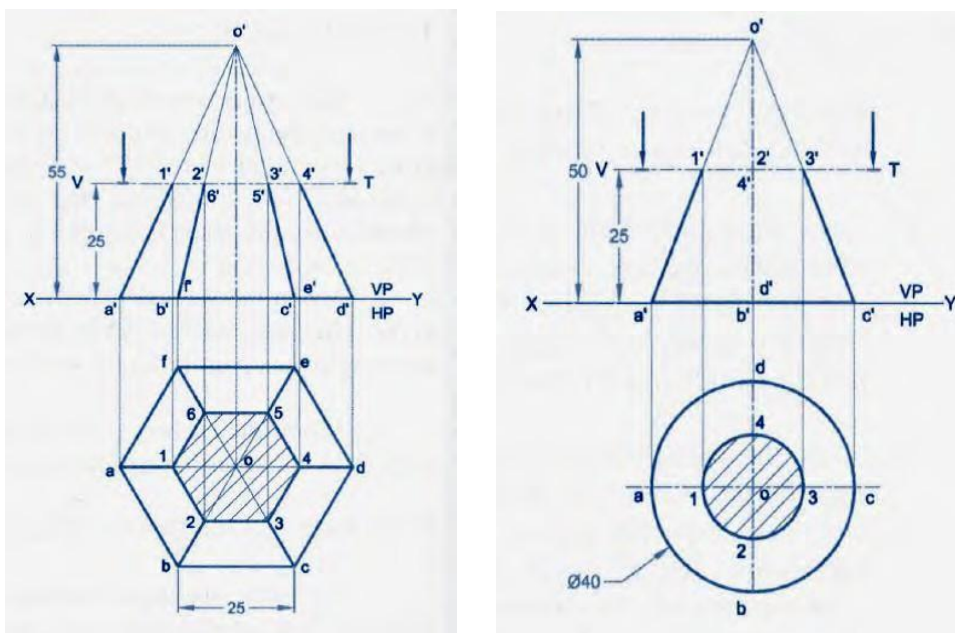
The object is cut by a section plane AA. The front half of the object between the section plane and the observer is removed. The view of the retained portion of the object is projected on the vertical plane (VP). The top view is projected on the horizontal plane (HP) for the whole uncut object.



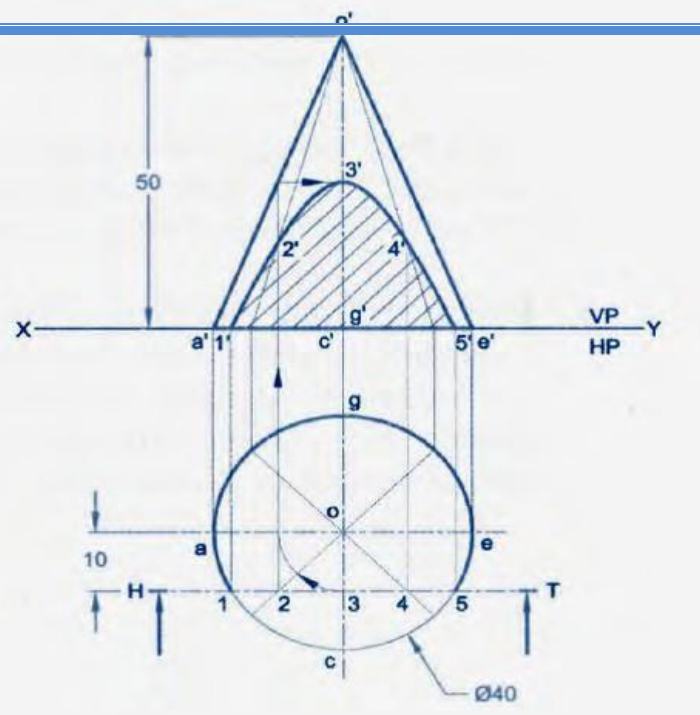
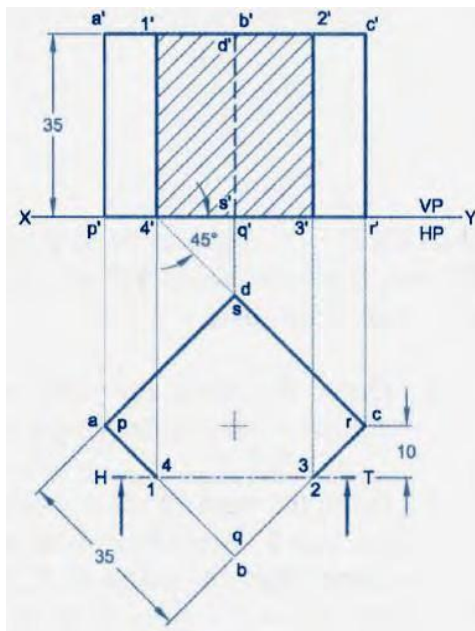
Types of sectional views of solids:

By using the five different types of perpendicular section planes we obtain the following five types of sectional views of solids:

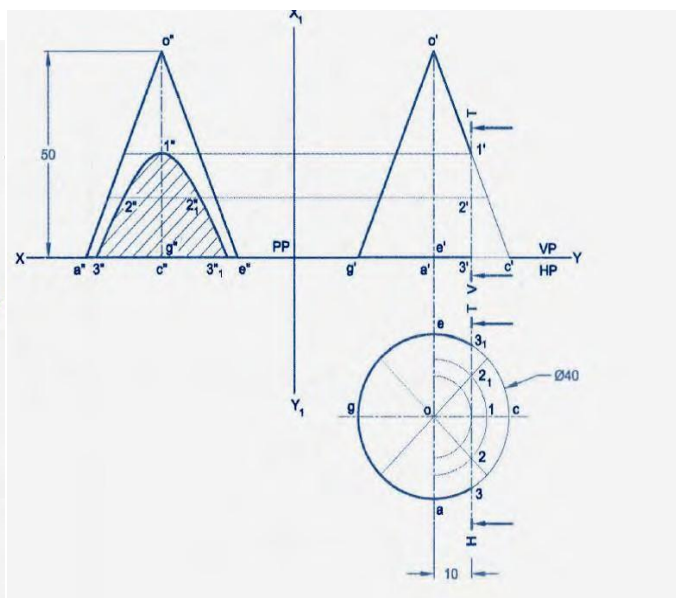
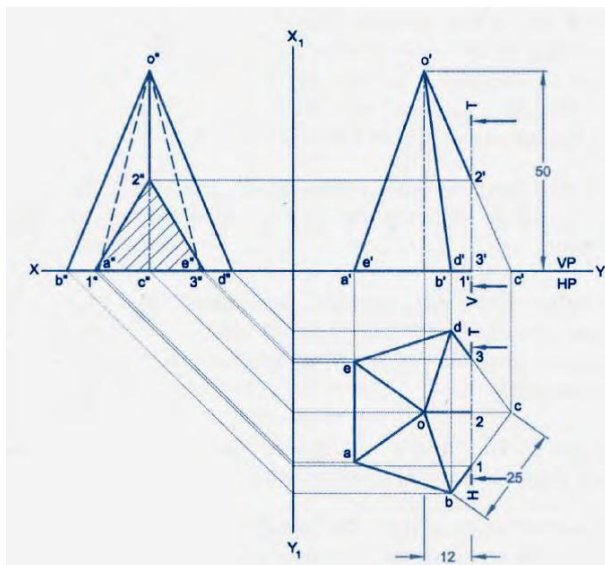
1. Section of solids obtained by horizontal planes.

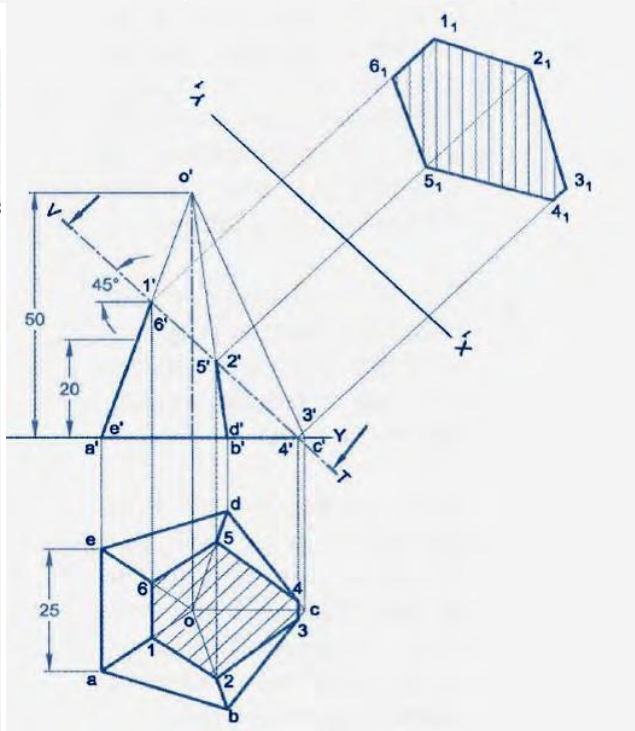
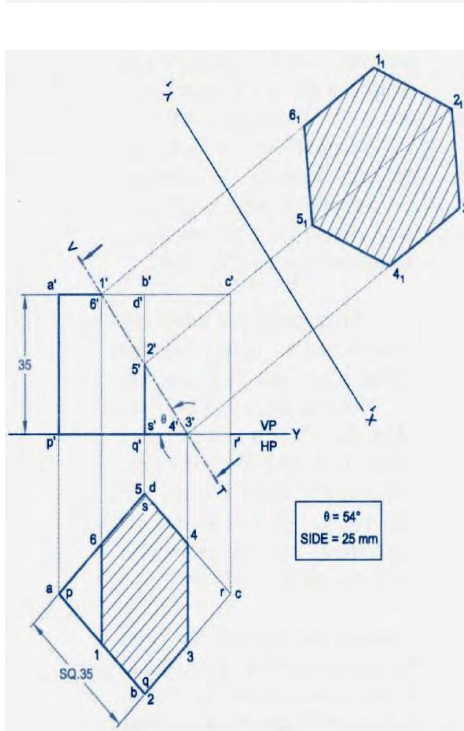
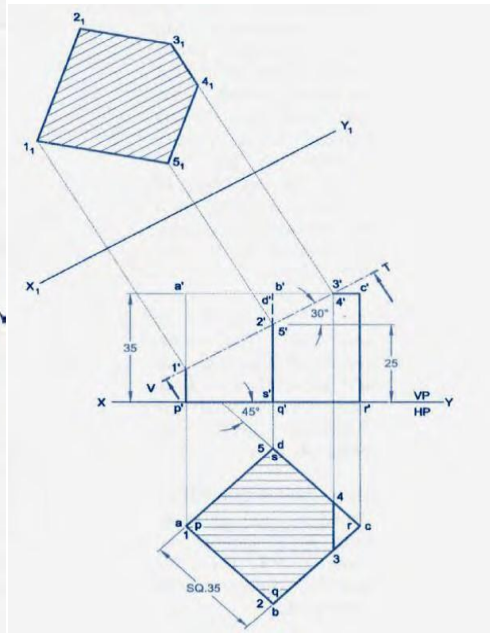
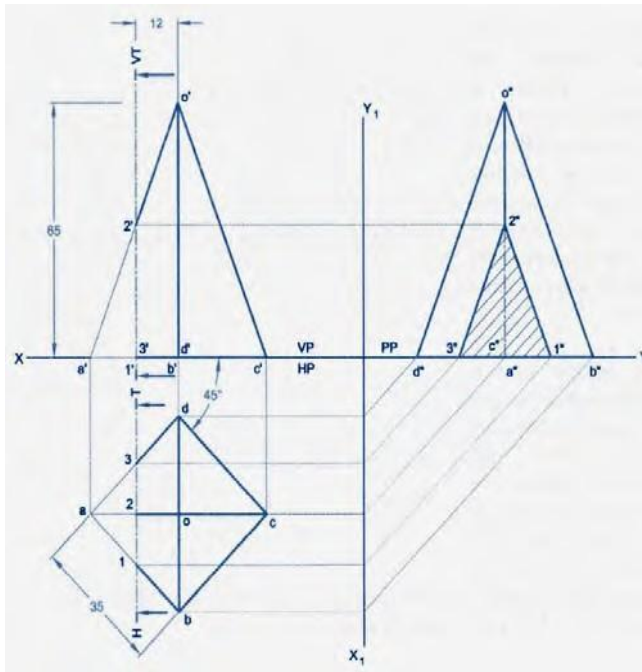


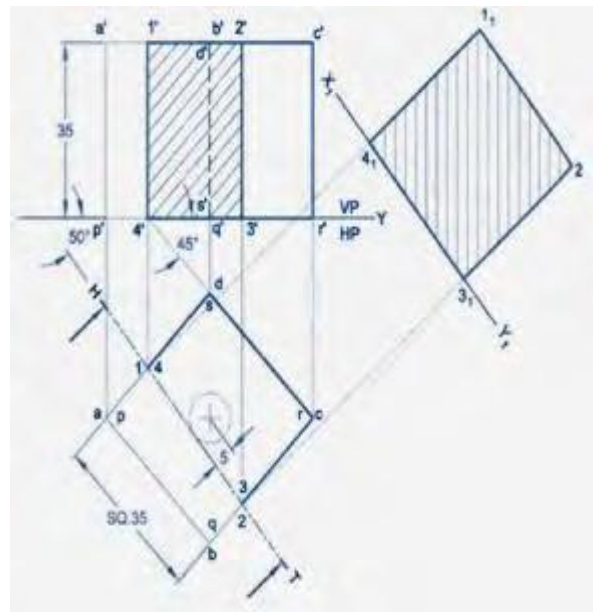
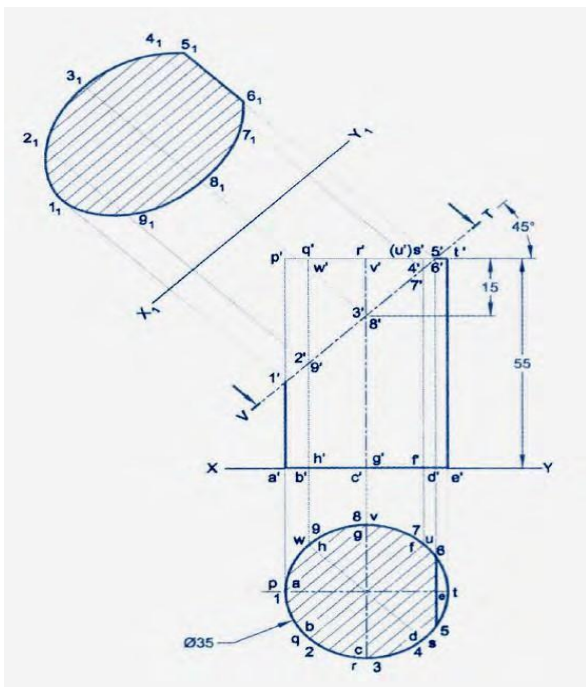
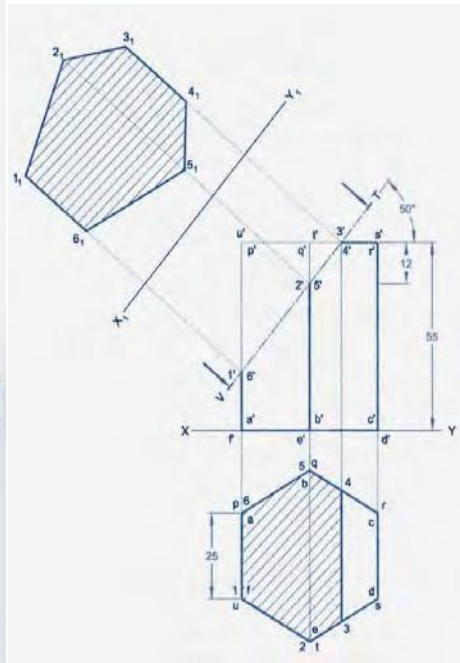
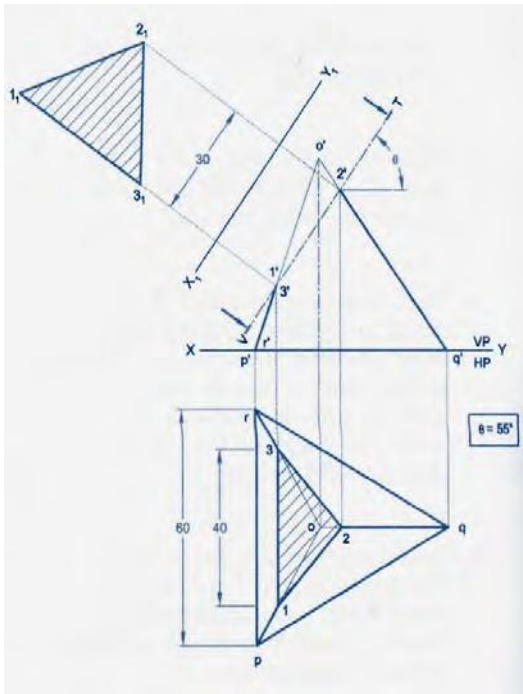
2. Section of solids obtained by vertical planes.

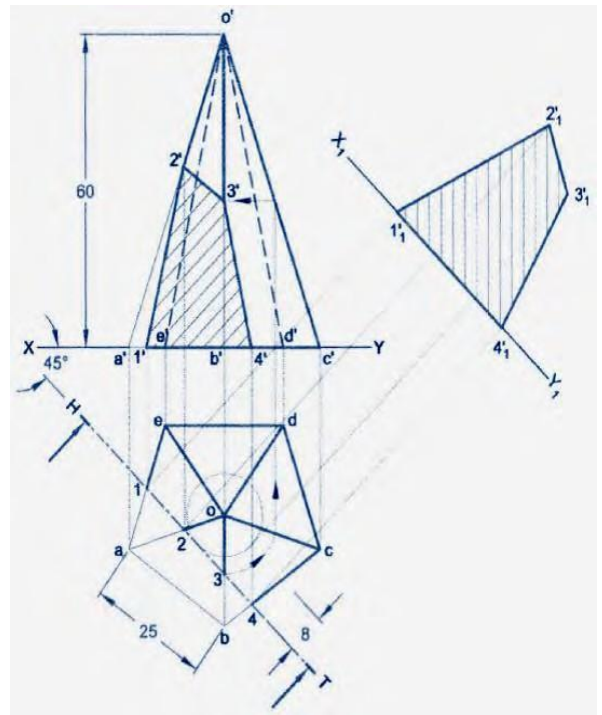
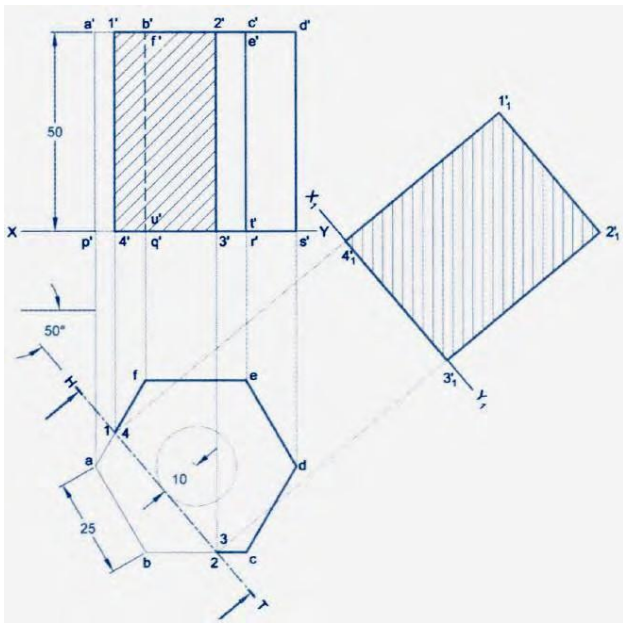


3. Sections of solids obtained by auxiliary inclined planes.
4. Section of solids obtained by auxiliary vertical planes.
5. Section of solids obtained by profile planes.









Important Questions

1. A tetrahedron of edges 30 mm rests on one of its edges on the VP. That edge is normal to the HP. One of the faces containing the resting edge is inclined at 30° to the VP. Draw the projections of the tetrahedron.
2. A cube of 70 mm long edges has its vertical faces equally inclined to the VP. It is cut by an auxiliary inclined plane in such a way that the true shape of the cut part is a regular hexagon. Determine the inclination of the cutting plane with the HP. Draw front view, sectional top view and true shape of the section.
3. A regular pentagonal lamina ABCDE of side 30 mm has one of its edges parallel to the VP and inclined at 30° to the HP. The pentagon is inclined 45° to the VP. Draw projections.
4. A pentagonal prism of 30-mm side of base and 70 mm height is resting on one of its edges of the base in such a way that the base makes an angle of 45° with the HP, and the axis is parallel to the VP. Draw the projections of the prism.
5. Draw the top and front views of a right circular cylinder of base 45 mm diameter and 60 mm long when its axis is on the HP, such that its axis is inclined at 30° to the HP and the axis appears parallel to the VP in the top view.
6. Draw the projection of a cylinder of diameter 40 mm and axis 70 mm long when it rests on the VP on one of its base points. The axis of the cylinder is parallel to the VP and inclined at 30° to the VP.
7. A hexagonal pyramid of base side 30 mm and axis length 60 mm is resting on the VP on one of its base edges with the face containing the resting edges perpendicular to both the HP and the VP. Draw its projections.
8. A cone of base diameter 60 mm and axis 70 mm is resting on the HP on its base. It is cut by a plane perpendicular to the VP and parallel to a contour generator and is 10 mm away from it. Draw its projections.

wthefrontview,sectionaltopviewandthetrueshapeofthesection.

9. Anequilateraltriangularprism20mmsideofbaseand50mmlongrestswithoneofitsshorteredgesonHPsuchthattherectangularfacecontainingtheedgeonwhichtheprismrestsisinclinedat 30° toHP.Thisshorteredgeresting onHP is perpendicular toVP.
10. Asquarepyramidofbase40mmandaxis70mmlonehasoneofitstriangularfaces onVPand theedgeofbase contained bythatfaceis perpendiculartoVP. Draw itsprojections.
11. Ahexagonalprismofsideofbase35mmandaxislength55mmrestswithitsbaseonHP suchthattwooftheverticalsurfacesareperpendiculartoVP.Itiscutbyaplaneinclined at 50° toHPandperpendiculartoVPandpassingthroughapointontheaxisatadistance15mmfromthetop.Drawitsfrontview,sectionaltopviewandtrueshapeofsection.
12. Anequilateraltriangularprism20mmsideofbaseand50mmrestswithareofitsshorteredgesonH.P.suchthattherectangularfacecontainingtheedgeonwhichtheprismrestsisinclinedat 30° toH.P.theshorteredgerestingonHPisperpendicular toVP.
13. Drawtheprojectionsofahexagonalpyramidwithsideofthebase30mmandaxisonHP suchthatthetriangularfacecontainingthatsideisperpendiculartoHP andaxisis parallel to VP.
14. Averticalcylinder40mmdiameteriscutbyaverticalsectionplanemaking 30° toVPinsuchawaythatthetrueshapeofthesectionisarectangleof25mmand60mmside. Drawtheprojectionsandtrueshapeofthesection.
15. Atetrahedronofedges30mmrestsononeofitsedgesontheVP.ThatedgeisnormaltotheHP.Oneofthefacescontainingtherestingedgeisinclinedat 30° to theVP.Drawtheprojectionsofthetetrahedron.
16. A cone ofbasediameter60mmandaltitude 80mmrestson the HPwithitsaxisinclinedat 30° tothe HPandparallel totheVP.Drawits front

andtopviews.

UNIT IV

DEVELOPMENT OF SURFACES AND ISOMETRIC PROJECTION

Development of lateral surfaces of vertical prism, cylinder, pyramid, and cone truncated by surfaces of inclined to HP alone. Development of surfaces of vertical cylinder and prism with cylindrical cutouts perpendicular to the axis. Isometric projection of solids like prism, pyramid, cylinder and cone; combination of any two; truncation when solid is in simple vertical position, by a cutting plane inclined to HP.

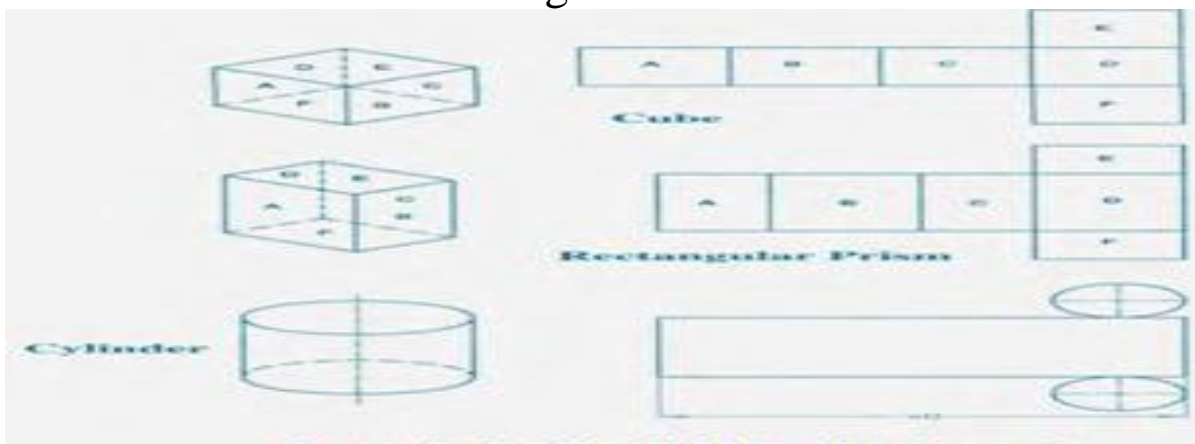
UNIT-IV

Development of surfaces:

A layout of the complete surface of a three-dimensional object on a plane surface is called its development or pattern. Development is a term frequently used in sheet metal work where it means the unfolding or unrolling of a detail into a flat sheet called a pattern. There are three methods of pattern development; (i) Parallel line, (ii) Radial line and (iii) Triangulation.

Parallel Line Method:

This method can only be used to develop objects (or parts thereof) having a constant cross-section for their full length, for example, prisms and cylinders and related forms. Parallel lines, parallel to the axis of the detail, are shown on a view which show them as their true lengths.



1. After drawing the given views, determine the view in which the right section of the solid appears as an edge view. Here it should be noted that top views of right prisms and cylinders are equivalent to their right sections. The development will have to be found in the form of an auxiliary view.

2. Lay out the stretch-outline of the development parallel to the edge view of the right section.

3. Locate the distance between lateral corner edges by measuring from the true size views in the right section and then transferring these measurements to the stretch-outline. Name their points.

4. Draw the lateral fold lines perpendicular to the stretch-outline through the points already plotted.

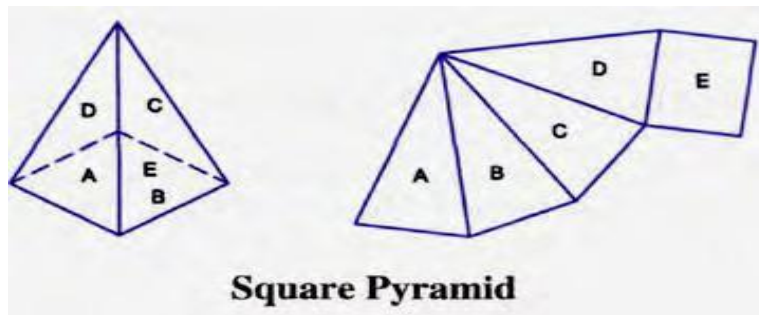
5. The development should be commenced at the shortest line, so that the least amount of welding or other joining effort is required.

6. Join all end points forming the boundary of the pattern in proper order. Only the boundary of the pattern should be made bold, leaving all other lines as thin lines.

7. Check up that the point where the development ends is the same point as the beginning point on the right section.

Radial Line Method:

This method of development is used for right and oblique pyramids and cones. It employs radial lines which are slanted edges from vertex to base corner points for pyramids, and radial surface lines on the cone surface from the vertex to the base.



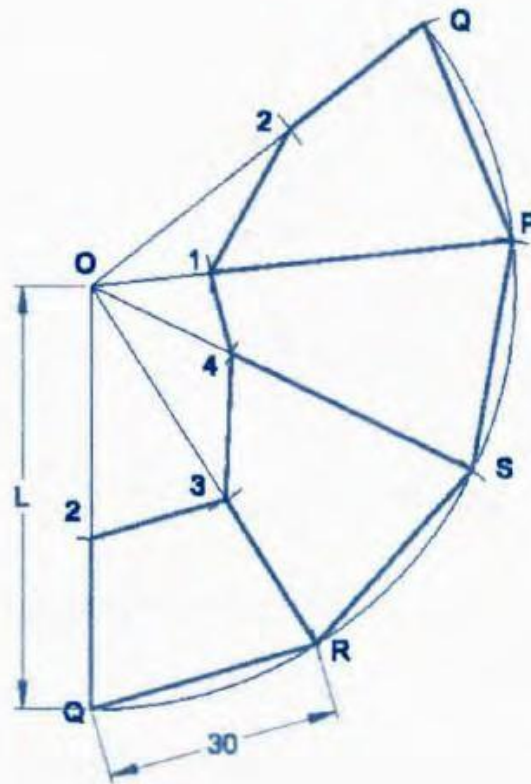
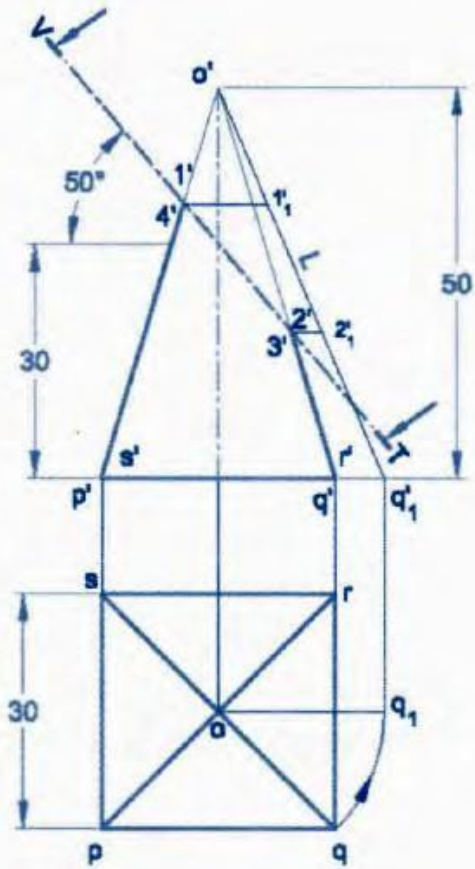
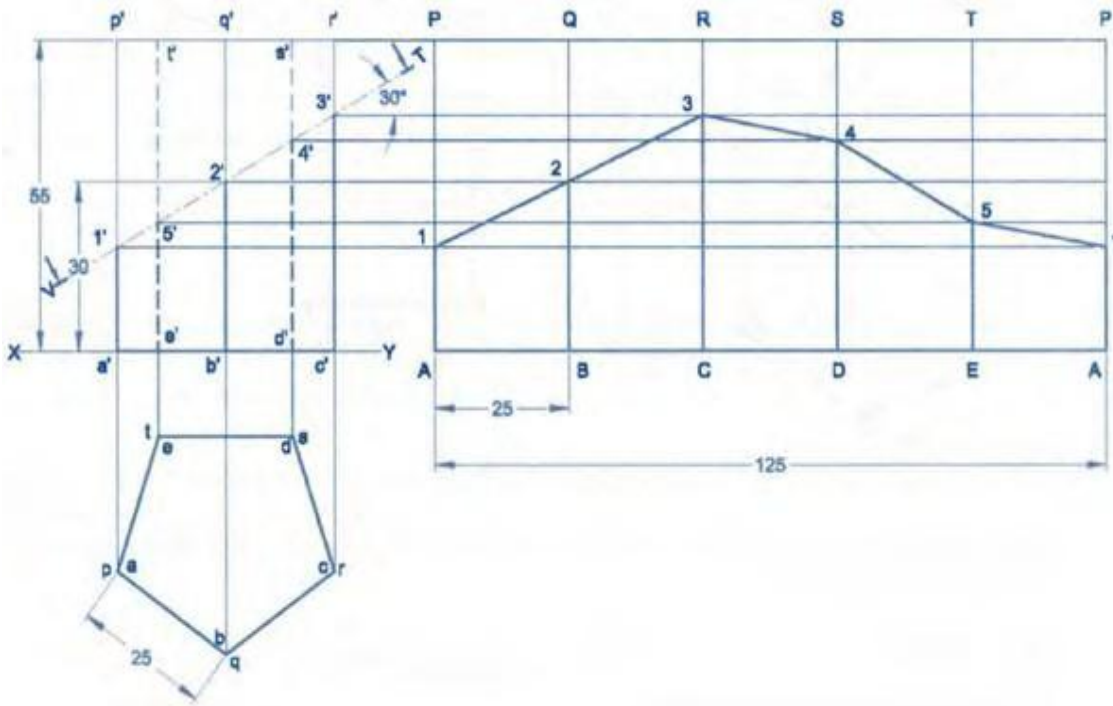
Development of Right Cones

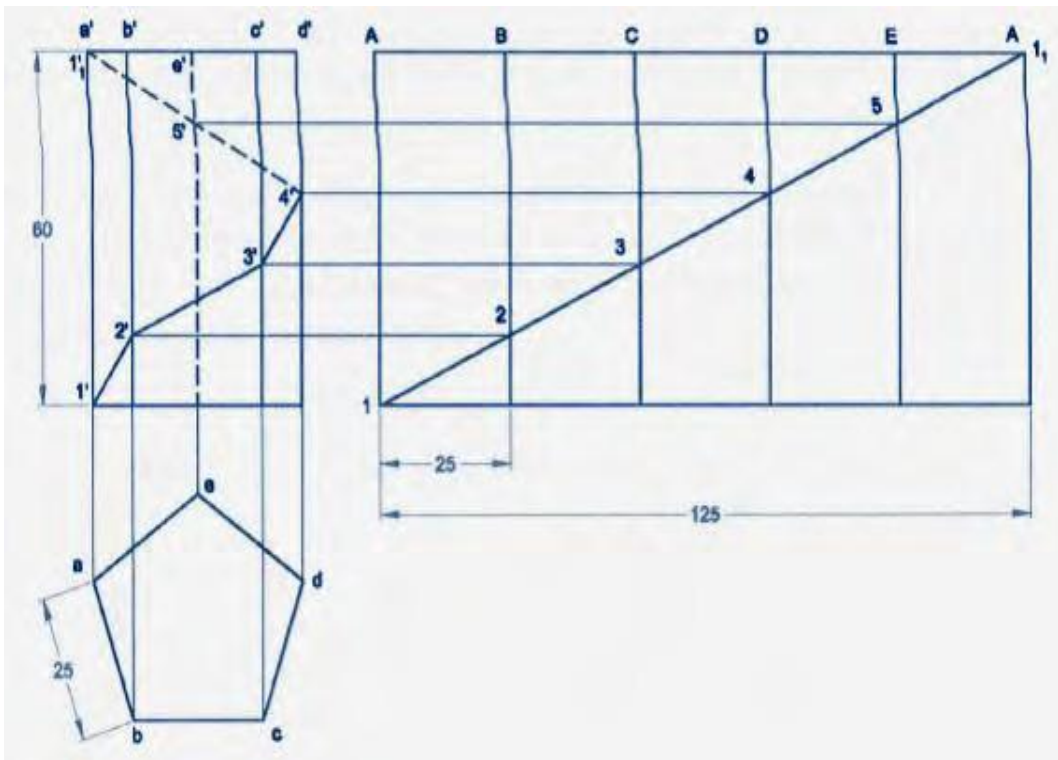
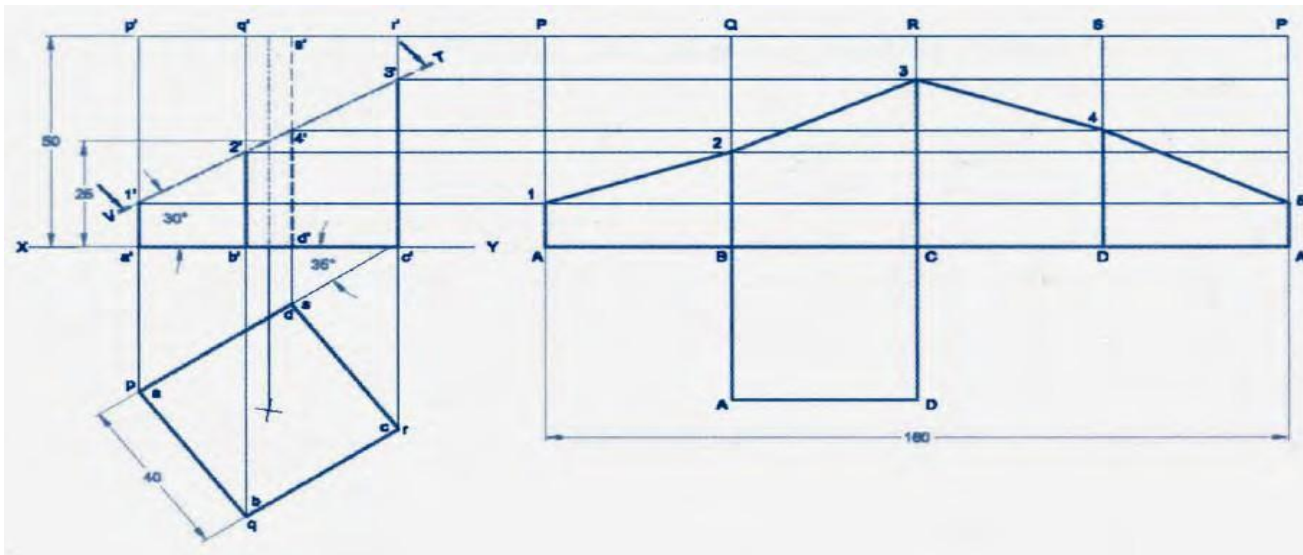
The development of any right cone is a sector of a circle since the radial surface lines are all of the same true length. The angle at centre of the sector depends on the base radius and the slant height of the cone. Let the radius of the base of the cone be R , the slant height of the cone be L , and the angle at the centre of the development be θ .

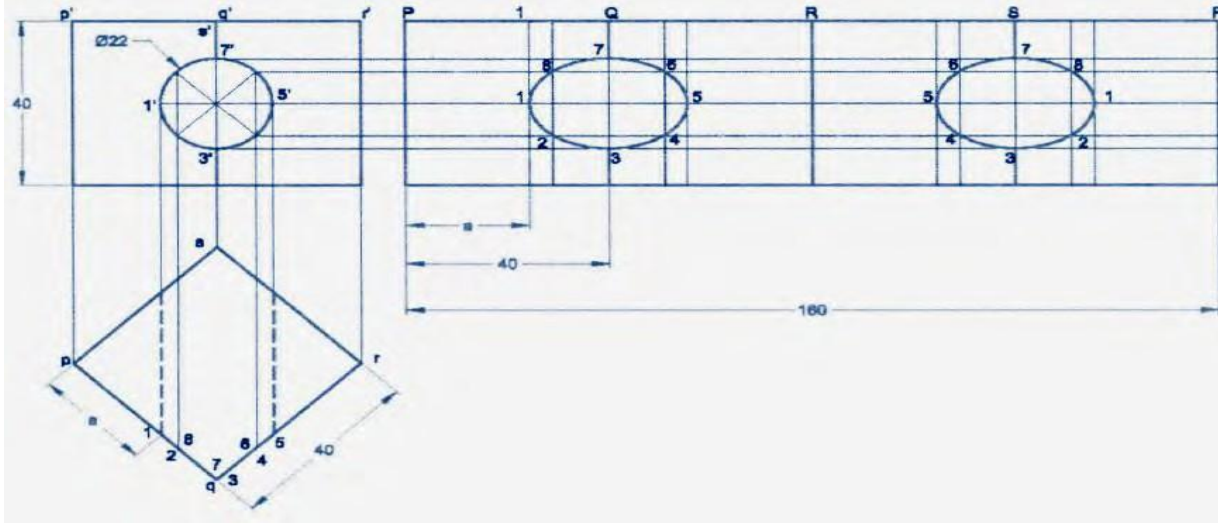
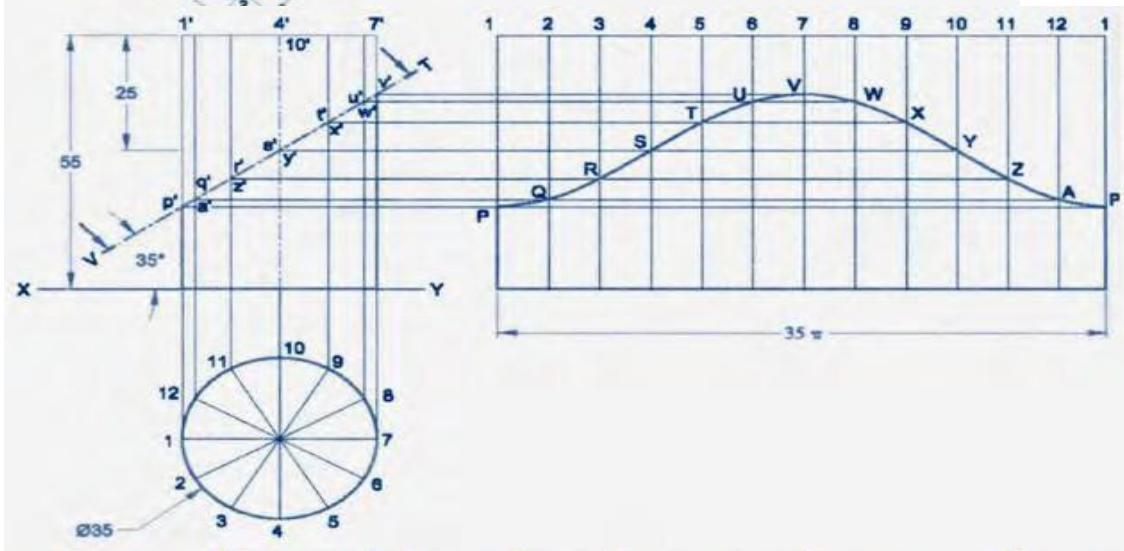
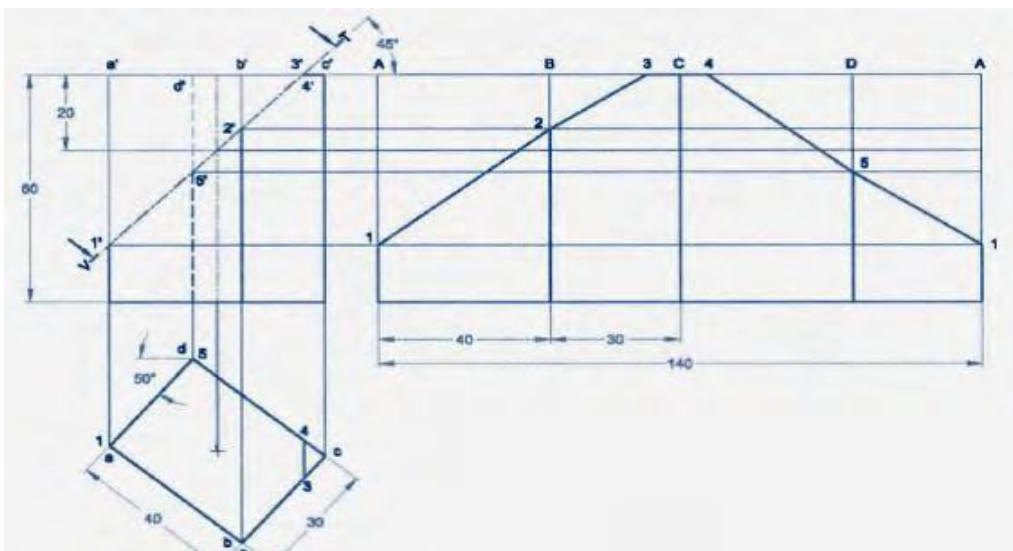
$$\theta = (\text{Radius of the base circle} / \text{True slant length}) \times 360 = (R/L) \times 360$$

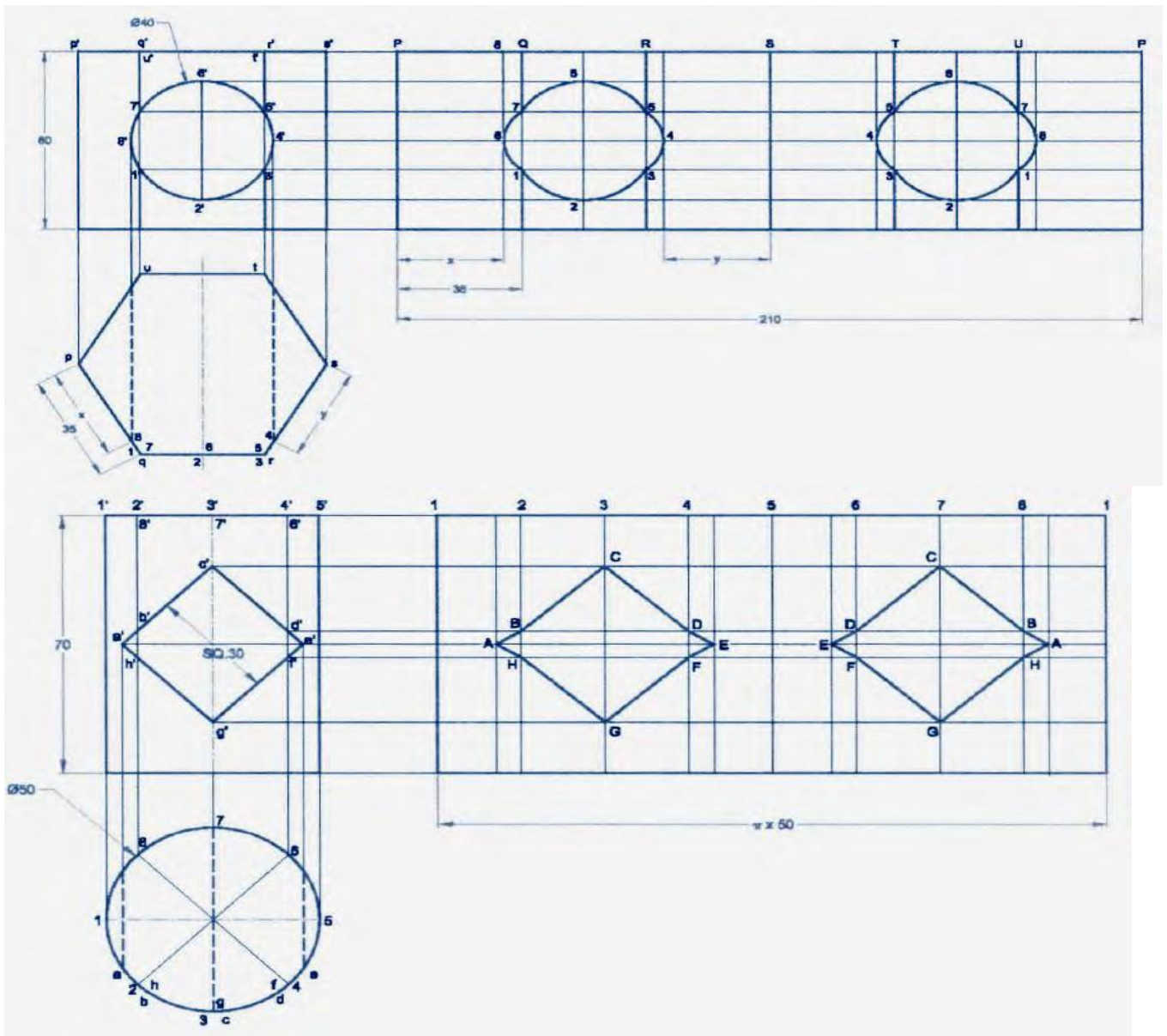
In this method of development the surface of the object is divided into a number of triangles. The true sizes of the triangles are found and then these triangles are drawn in order, side by side, to produce the pattern. It is simple to realize that to find the true sizes of the triangles, it is first necessary to find the true length of their sides.

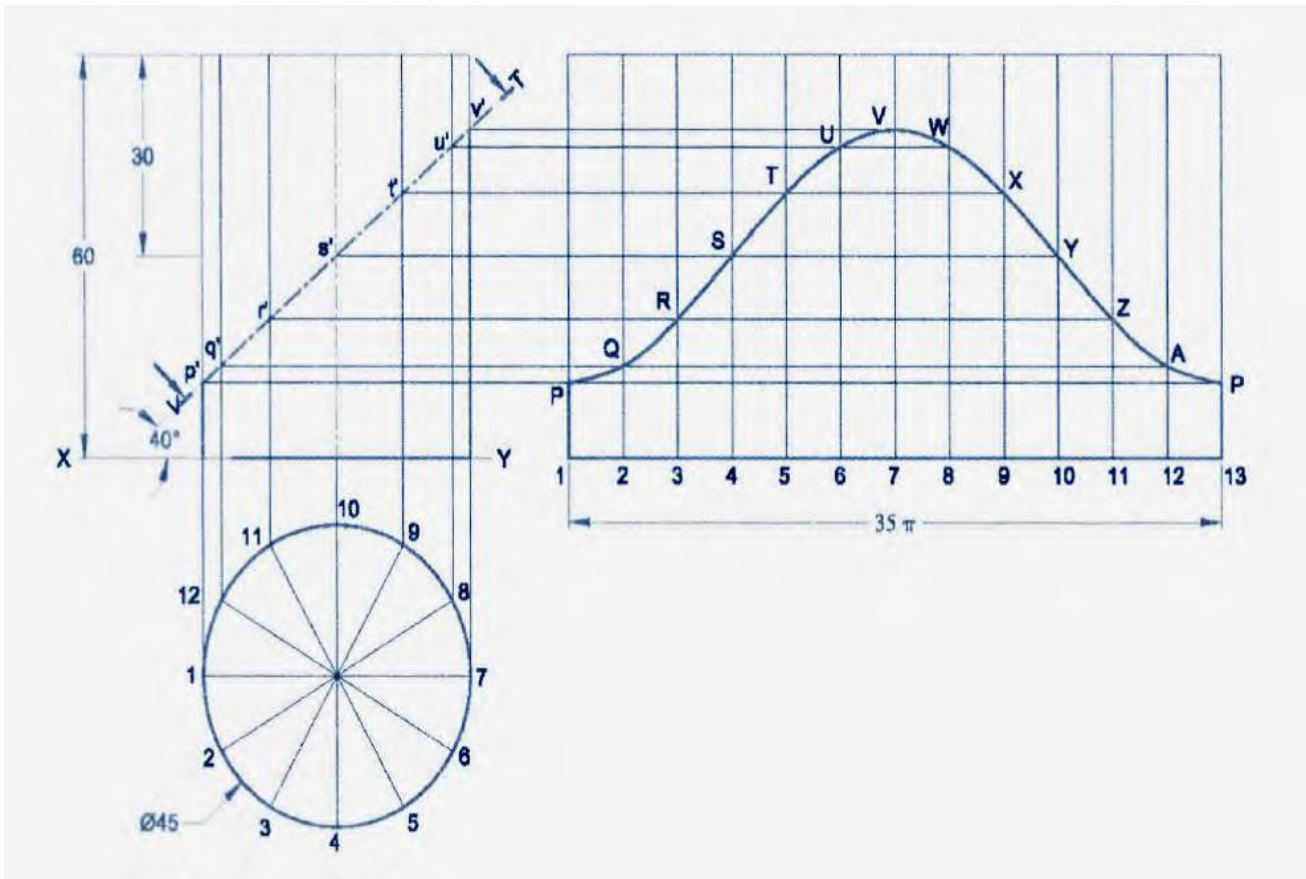
1. When the top and bottom edges of a sheet metal detail are parallel to the HP the true lengths of these edges may be taken directly from the top view.
2. In case of circular edges, chordal distance may be taken and transferred to the development. Though such lengths are not theoretically accurate they are satisfactory for development work.
3. For all transition pieces having inclined top and bottom edges, TL construction must be carried out if these edges are curved.
4. A well defined labeling system should be used in order that the construction technique may be progressive and easy to understand.

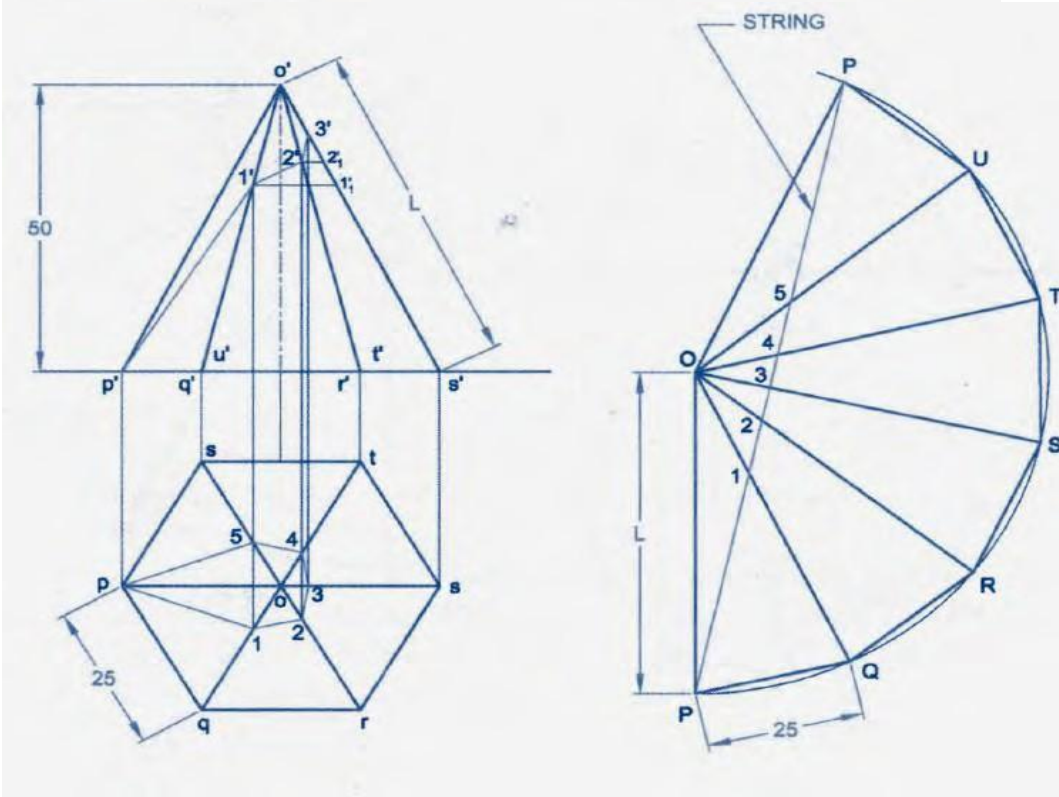
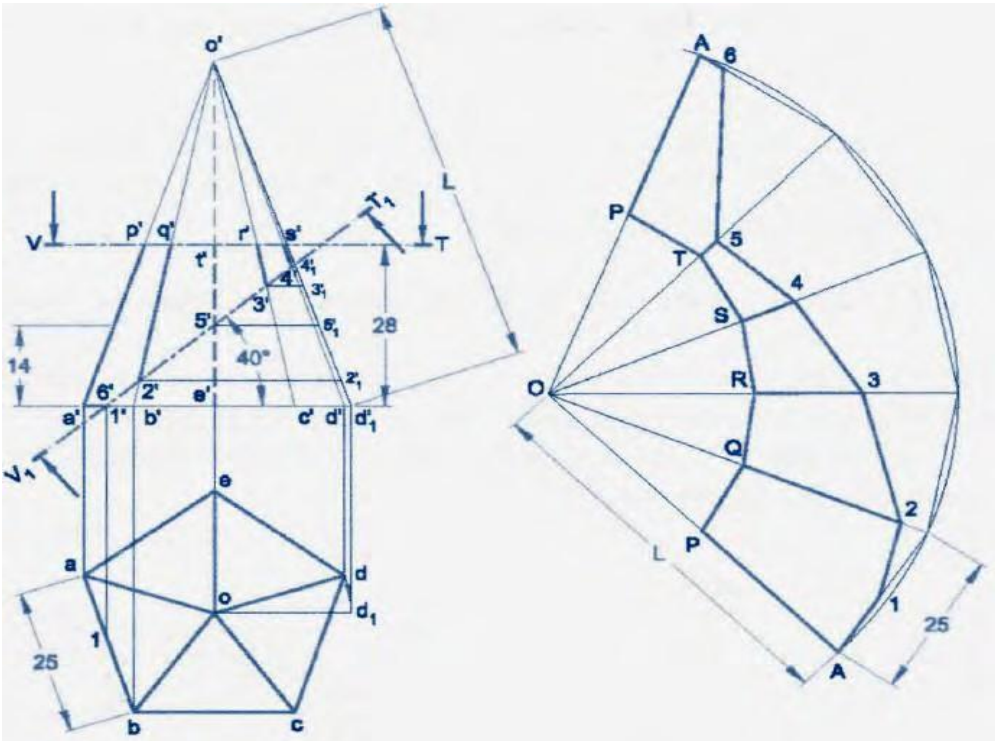


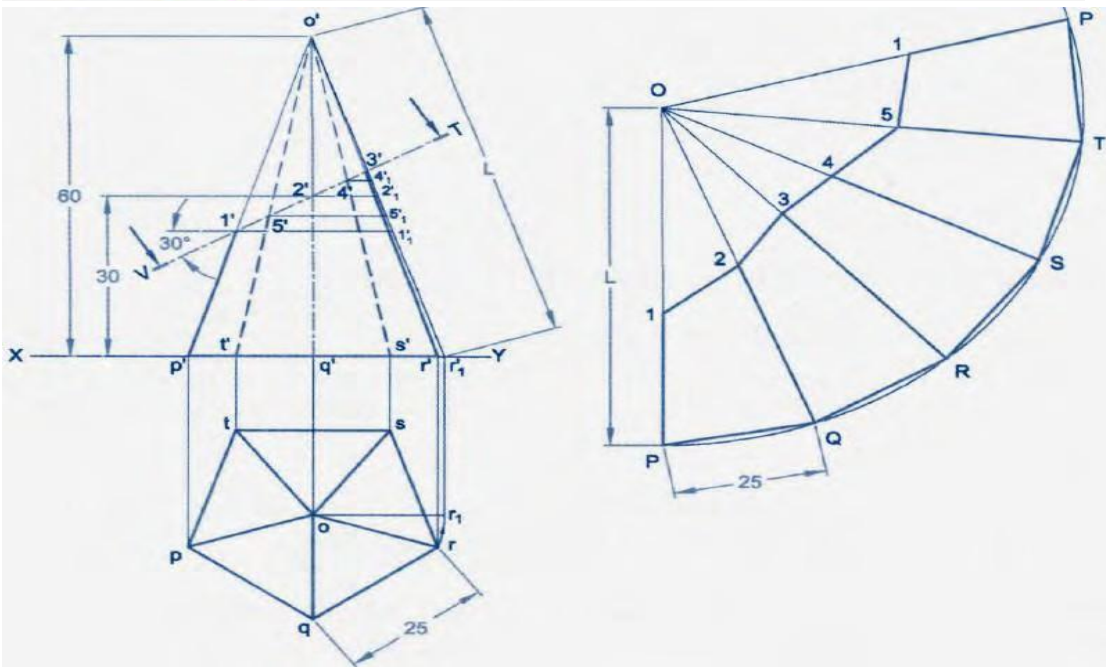
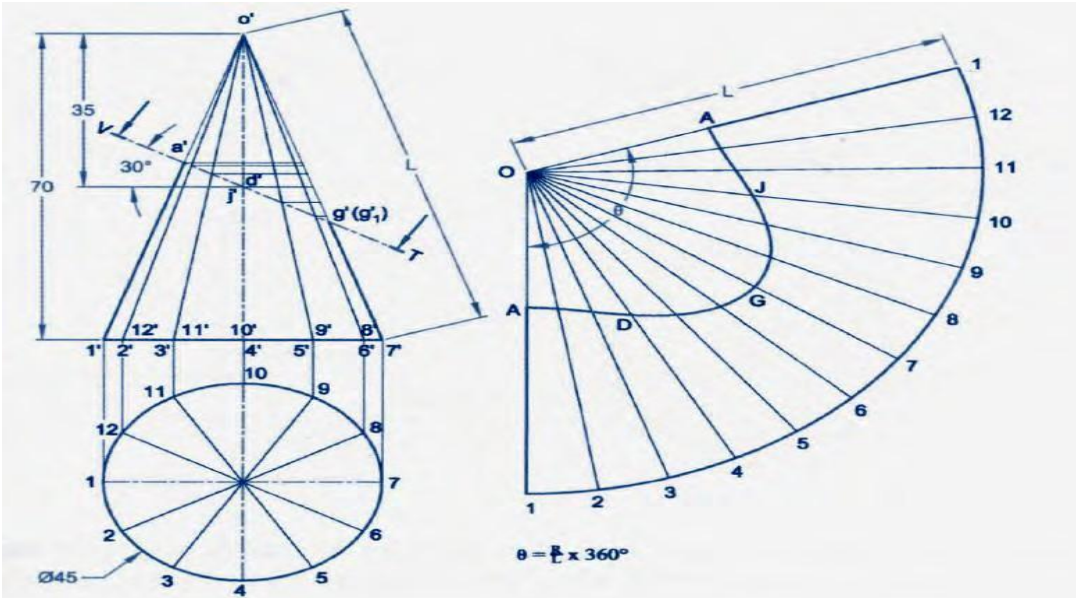


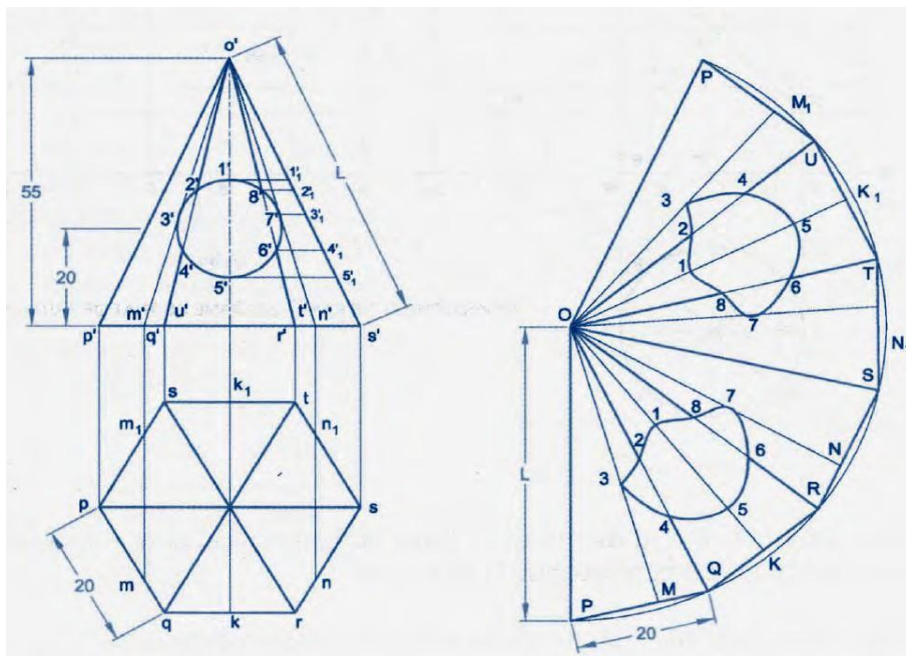
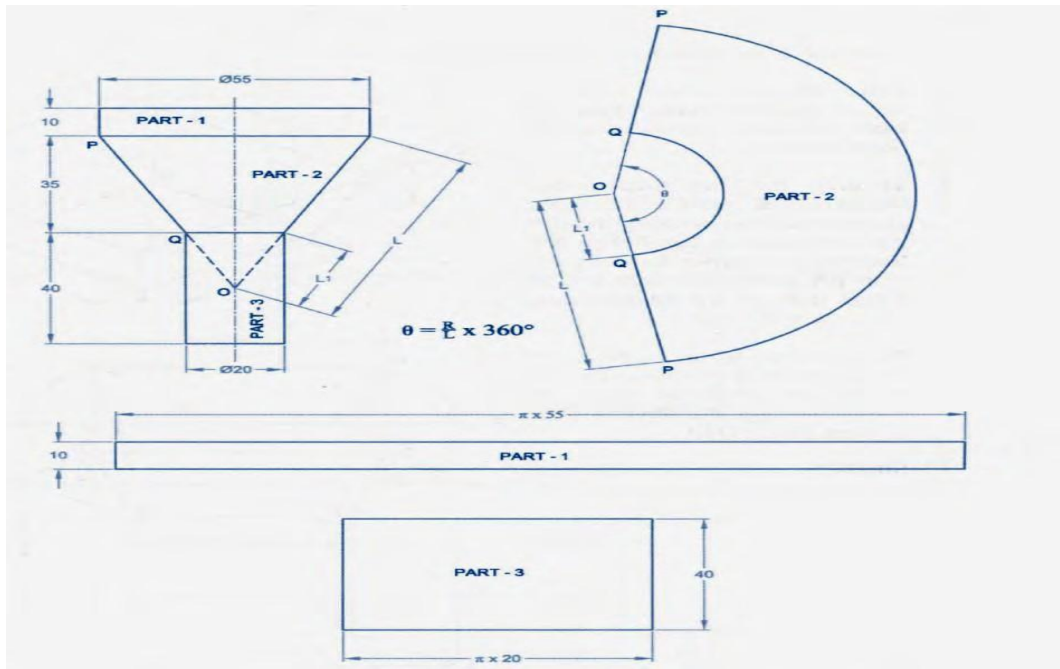












Isometric Projection:

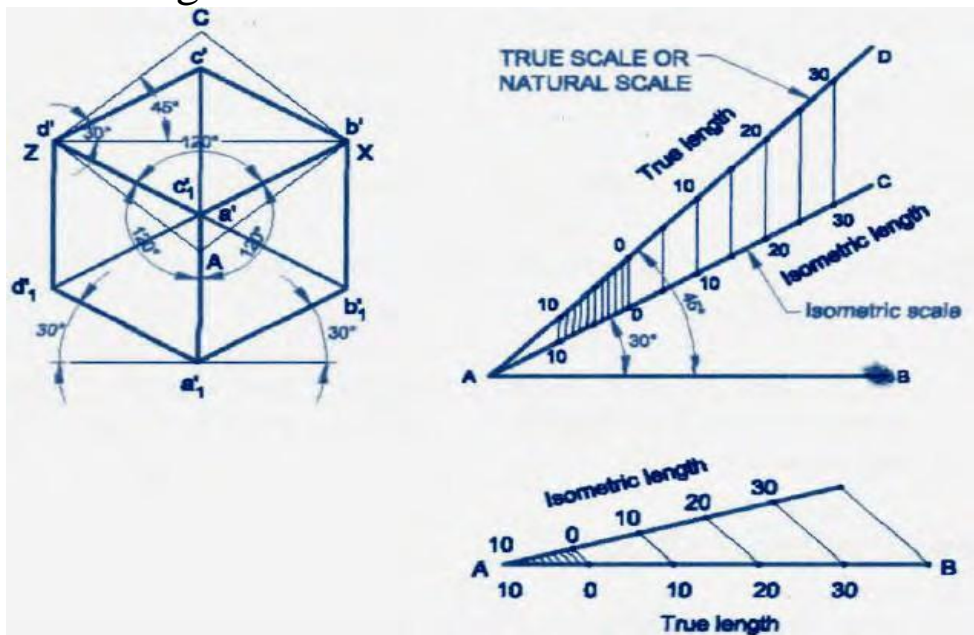
The isometric projection of an object is obtained on a vertical plane of projection by placing the object in such a way that its three mutually perpendicular edges make equal inclinations with the plane of projection. Since the three mutually perpendicular edges of an object are projected in the isometric projection as equal

axometric angles, the angles between those edges in the isometric projection will be at 120° . The lengths of the three mutually perpendicular edges of the object in the isometric projection are foreshortened in the same proportion.

Isometric Scale:

In the isometric projection, all the edges of an object along the direction of the three isometric axes are foreshortened to **0.816** times their actual lengths. To facilitate an easy and quick method of measurement of the lengths of the different edges in their reduced sizes while drawing the isometric projection of the object, a special scale called **isometric scale** is constructed.

The view drawn to the actual scale is called the **isometric view** or Isometric Drawing while that drawn using the isometric scale is called the **Isometric Projection**.

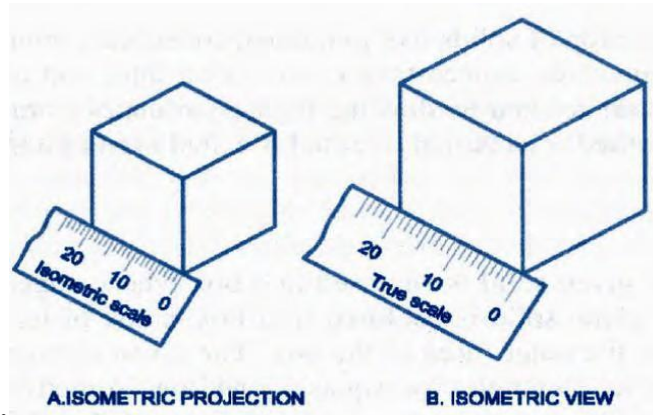


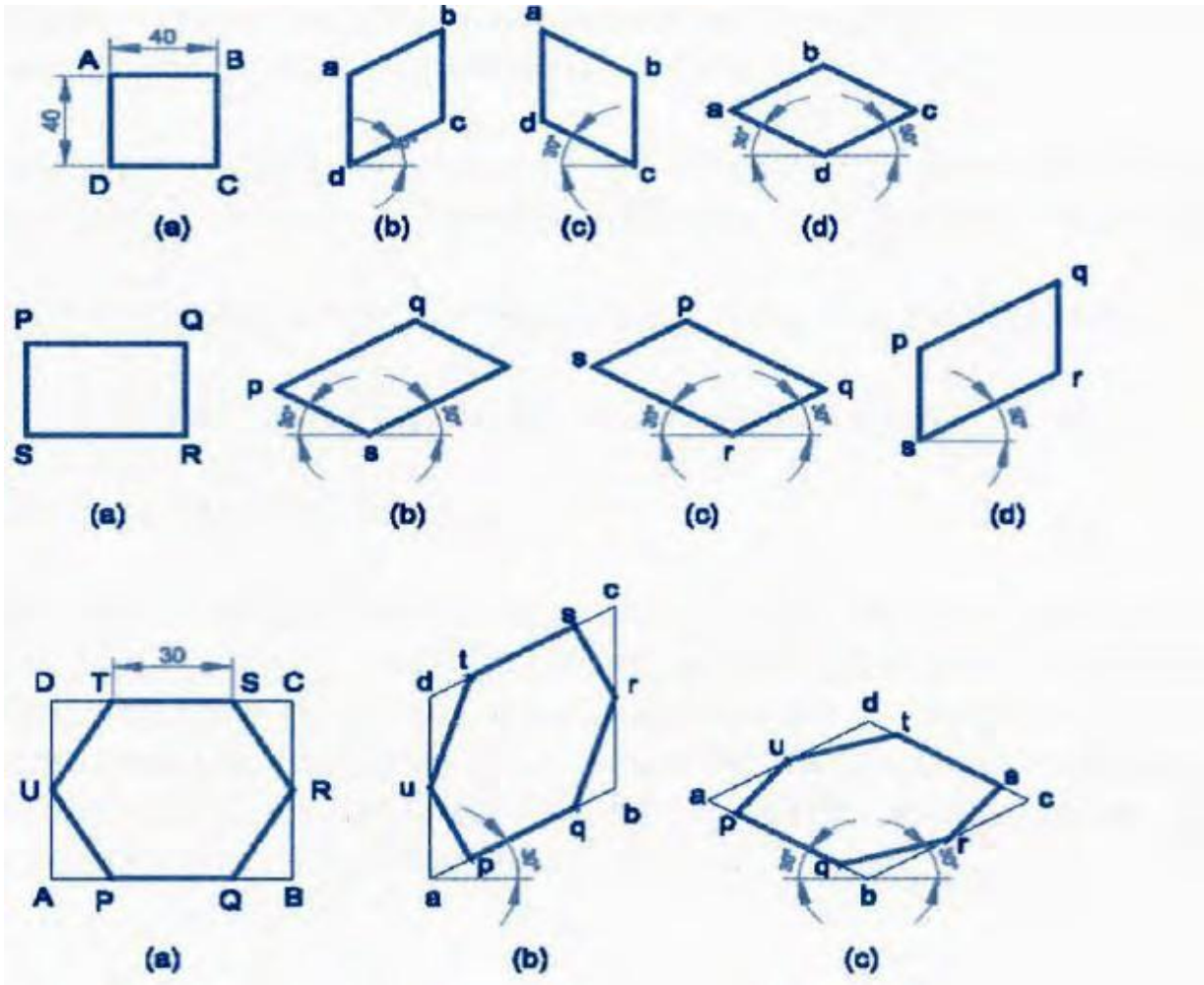
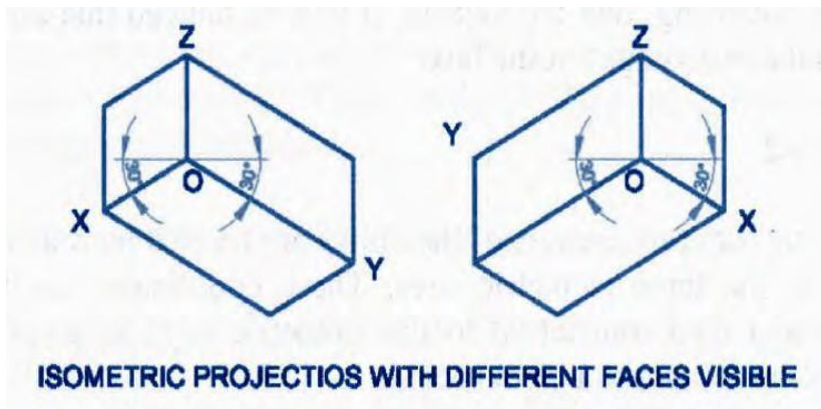
Importance Points in Isometric:

1. For drawing the isometric, the object must be viewed such that either the front-right or the left edges becomes

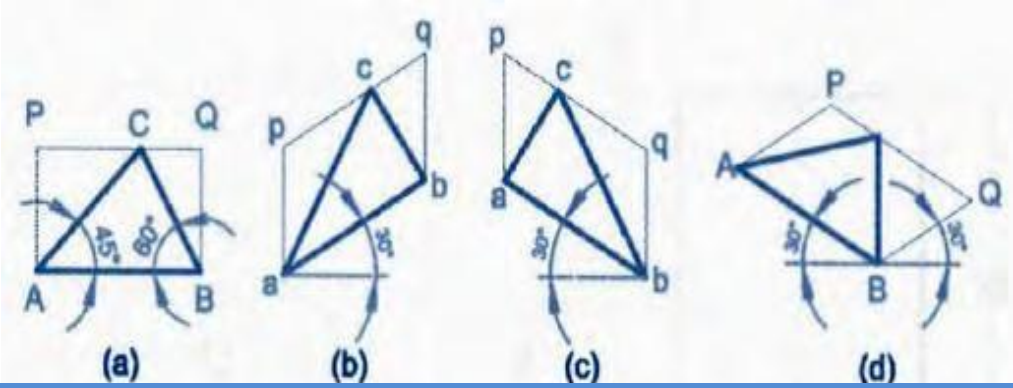
nearest.

2. All vertical edges of the object remain vertical in isometric
3. The horizontal edges of the object which are parallel to the isometric axes are drawn at 30° to the horizontal.
4. The inclined edges which are not parallel to the isometric axes should not be drawn at the given inclination in isometric. These inclined edges are drawn by first locating the endpoints in isometric and then joined.
5. All circles are represented as ellipses in isometric.
6. All construction lines have to be retained as thin lines and the visible edges are to be shown as thick lines.
7. Generally the hidden edges need not be shown in isometric unless otherwise required either for locating a corner, or an edge, or face, or mentioned.
8. Unless otherwise specifically mentioned to draw the isometric view or isometric drawing all dimension lines parallel to the isometric axes unless otherwise if mentioned.
9. No dimensions are indicated in isometric unless otherwise mentioned.
10. The given orthographic views need not be drawn unless required for consideration

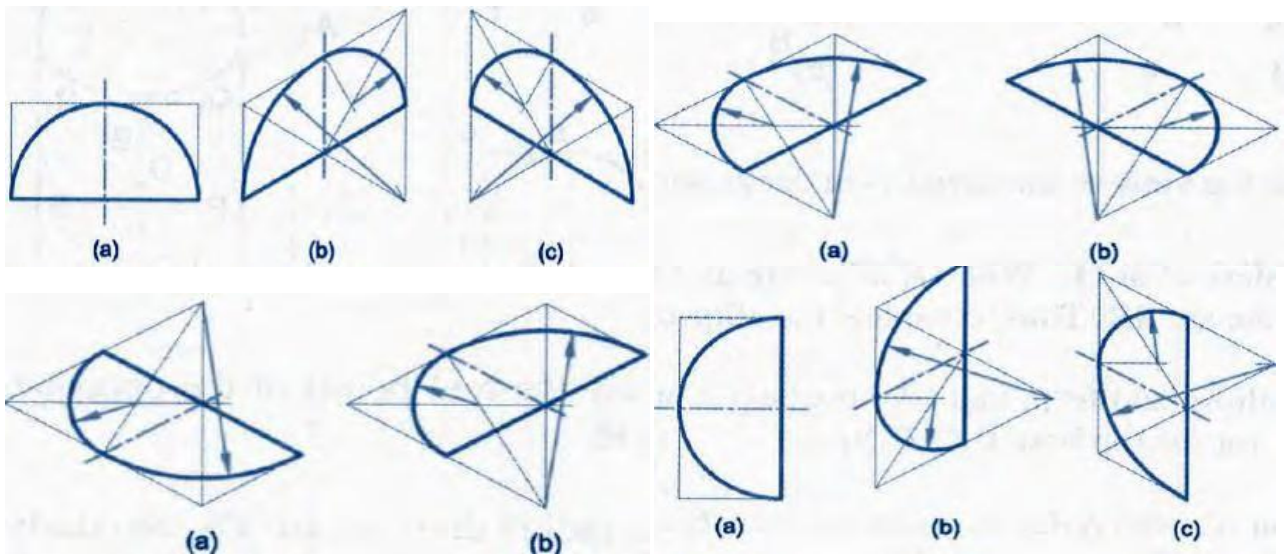




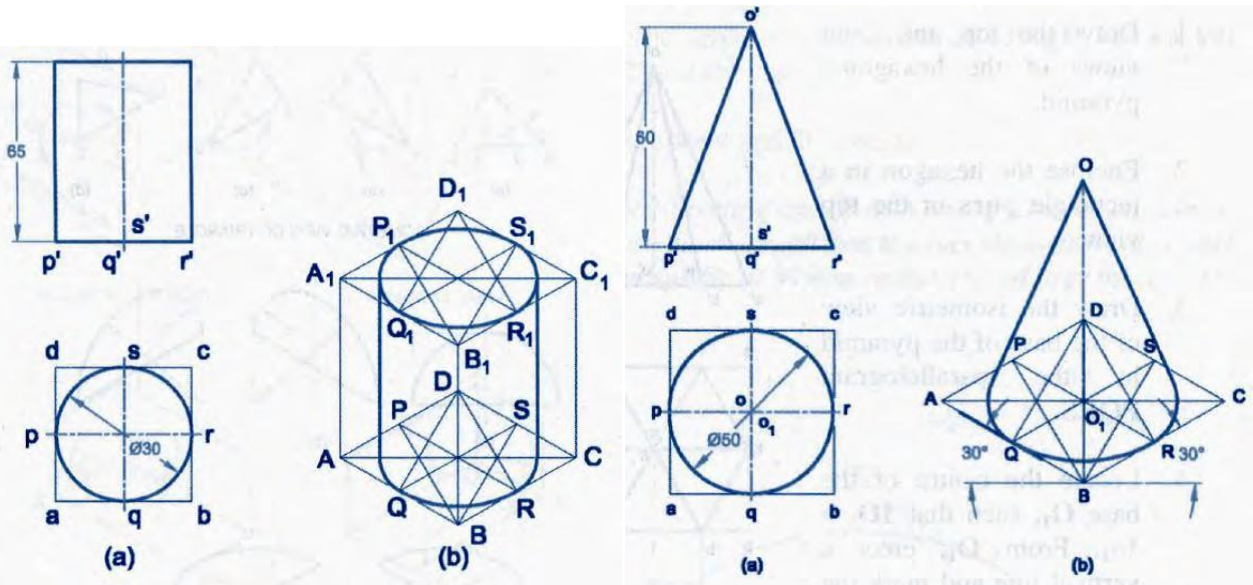
Isometricviewofdifferntgeometricalsurfaces



Isometric view of triangle

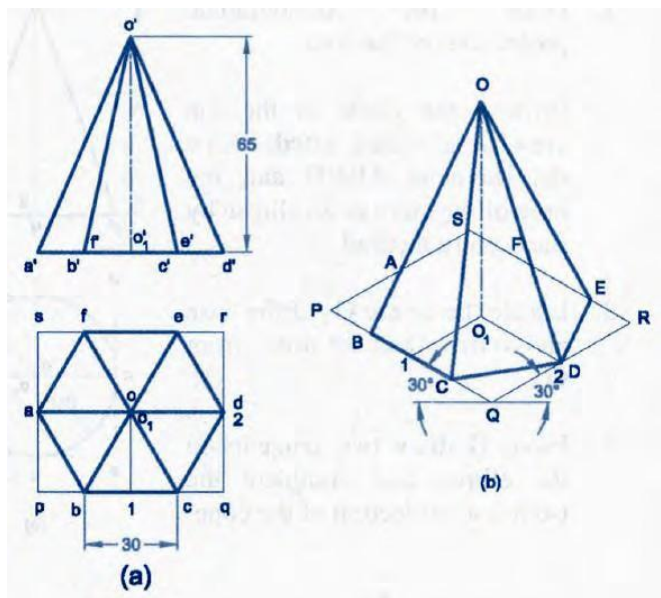
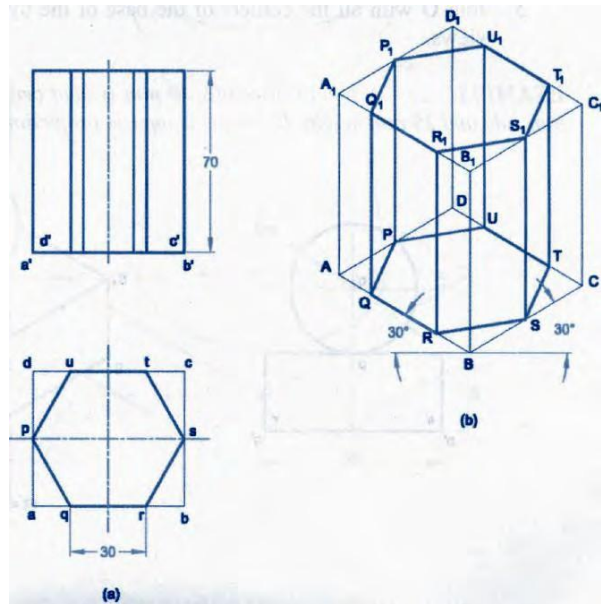


Isometric view of semicircle

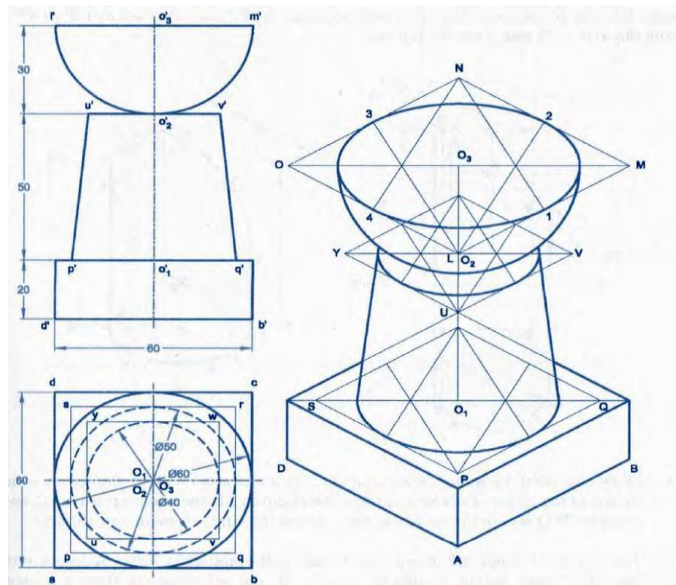
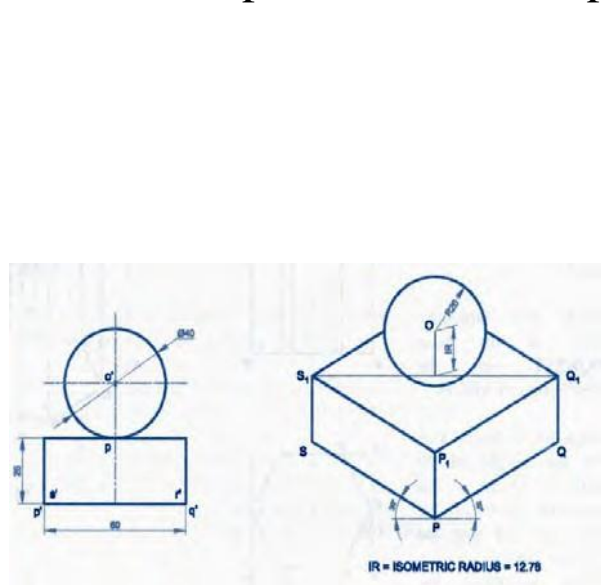


Isometric for cylinder

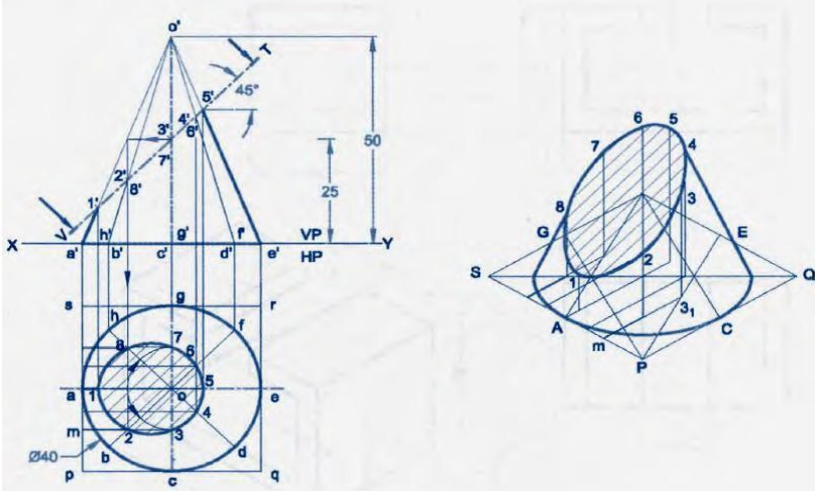
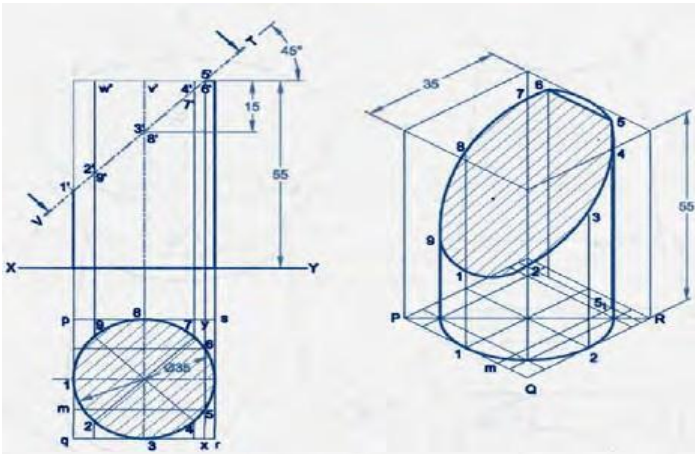
Isometric for cone



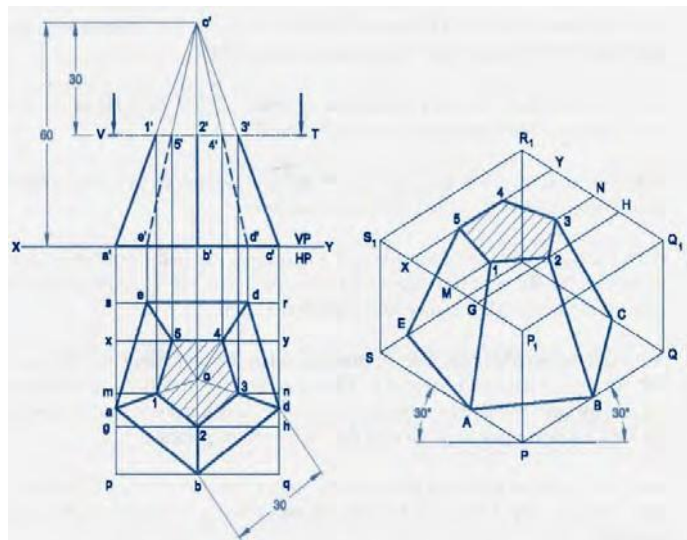
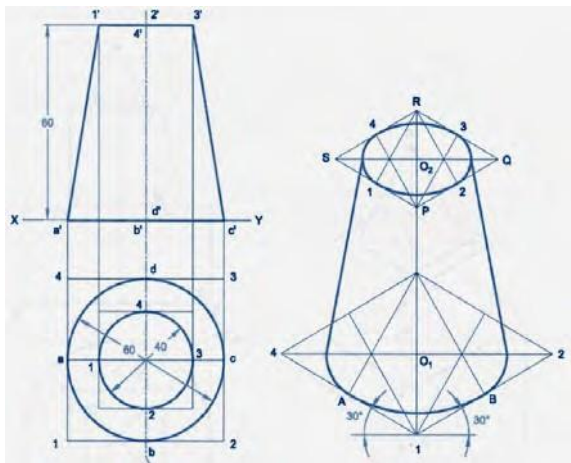
Isometric for prism Isometric for pyramid



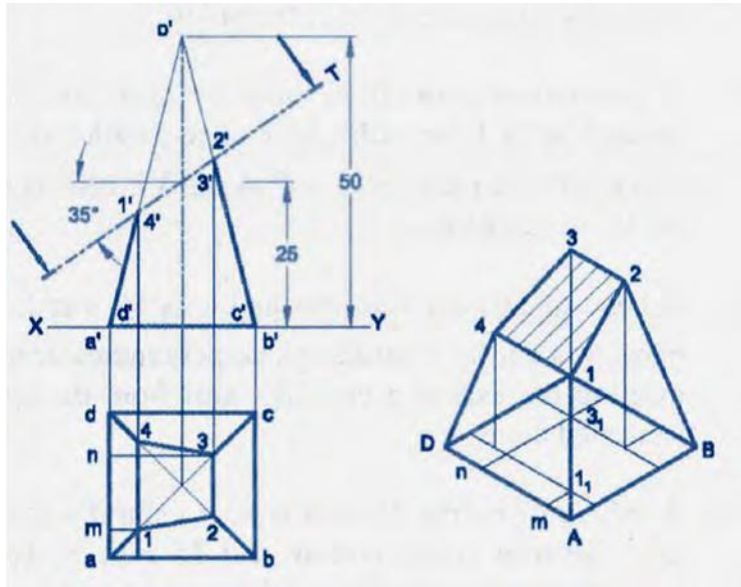
Isometric for combination solid



Isometric for cutting model in cylinder and cone



Isometric for cutting model in cone and pyramid



Isometric for cutting models square pyramid

Important Questions

1. A cylinder of diameter 40 mm and height 50 mm is resting vertically on one of its ends on the HP. It is cut by a plane perpendicular to the VP and inclined at 30° to the HP. The plane meets the axis at a point 30 mm from the base. Draw the development of the lateral surface of the lower portion of the truncated cylinder.
2. A hexagonal prism of base side 20 mm and height 40 mm has a square hole of side 16 mm at the centre. The axes of the square and hexagon coincide. One of the faces of the square is parallel to the face of the hexagon. Draw the isometric projection of the prism with hole to full scale.
3. A right circular cone, 40 mm base and 50 mm height, rests on its base on HP. A section plane perpendicular to VP and inclined to HP at 45° cuts the cone bisecting its axis. Draw projections of the truncated cone and develop its lateral surface.
4. A pentagonal pyramid of 40 mm edge of base and height 70 mm rests with its base on HP. One of the base edges is perpendicular to VP and lies on the left of axis of the pyramid. A section plane perpendicular to VP and inclined at 30° to VP cuts the axis of the pyramid at a point 30 mm above the base of the pyramid. Draw the isometric projection of the truncated pyramid.
5. A pentagonal pyramid of base edge 25 mm and height 60 mm rests vertically on its base on the HP such that one of its base edges is parallel to VP. It is cut by a plane, inclined at 60° to HP and passes through a point 35 mm from the apex. Draw the development of the lateral surface of the pyramid.
6. An object consists of a hemispherical vessel of 80 mm diameter which is placed centrally over a cylinder of 50 mm diameter and height of 60 mm. The cylinder in turn is placed centrally over a square prism of 60 mm base side and 20 mm height. Draw the isometric projection of the object.
7. Draw the development of the lateral surface of the lower portion of a cylinder of diameter 50

mmandaxis70mm.

thesolidiscutbyasectionalplaneinclinedat40°toHPandperpendiculartoVPandpassingthroughthemidpointoftheaxis.

8. Drawtheisometricprojectionof the object fromtheviewshown infigure.
9. Aregularhexagonalpyramidsideofbase20mmandheight60mmisrestingverticallyonitsbaseonHP, suchthattwoofthesidesofthebaseareperpendiculartotheVP. Itiscutbyaplaneinclinedat40°toHPandperpendiculartoVP. Thecuttingplanebisectstheaxisofthepyramid. Obtainthedevelopmentofthelateralsurfaceofthetruncatedpyramid.
10. Acylinderof50mmdiameterand75mmheightstandswithitsbaseonHP. Itiscutbyasectionplaneinclinedat45°toHPandperpendiculartoVPpassingthroughapointontheaxis20mmbelowthetopend. Drawtheisometricprojectionofthetruncatedcylinder.
11. Acylinderofdiameter40mmandheight50mmisrestingverticallyononeofitsendsontheHP. ItiscutbyaplaneperpendiculartotheVPandinclinedat30°tothe HP. Theplane meetsthe axisatapoint 30mm fromthe base. Drawthedevelopmentofthelateralsurfaceofthelowerportionofthetruncatedcylinder.
12. Ahexagonalprismofbaseside20mmandheight40mmhasasquareholeofside16mmatcenter. Theaxisofthesquareandhexagoncoincide. Oneofthefacesofthesquareholeisparalleltothefaceofthehexagon. Drawtheisometricprojectionoftheprismwith holeof fullscale.

UNIT V

FREEHAND SKETCHING AND PERSPECTIVE PROJECTION

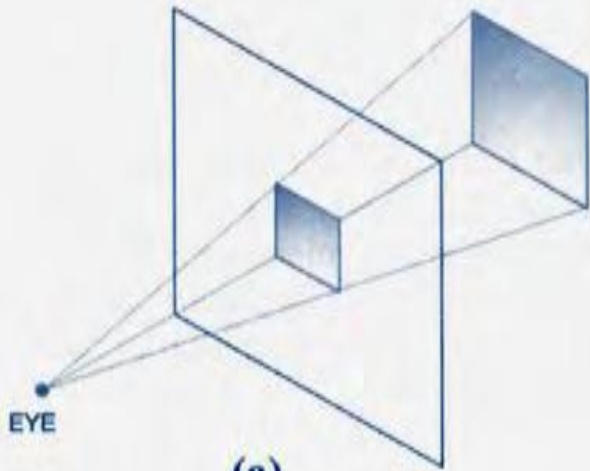
Freehand sketching of front view, top view and a suitable side view of simple components from their isometric views. Normal perspective of prism, pyramid, cylinder & cone in vertical position by visual ray method only.

UNIT-V

Perspective Projection:

The perspective projection, also sometimes called scenographic projection or central projection, is the form of pictorial drawing which most nearly approaches the pictures as seen by the eyes.

Perspective projection is sometimes called **scenographic projection** or **central projection**, since the lines of sight converge to a single point or centre. Perspective obtained will depend on the relative position of the object, picture plane and point of sight. In this projection, the eye is assumed to be situated at a definite position relative to the object. The picture plane (vertical plane) is placed between the object and the eye. Visual rays from the eye to the object pierce the picture plane and form an image on it. This image is known as **perspective** of the object.



(a)



PARALLEL PERSPECTIVE

(d)

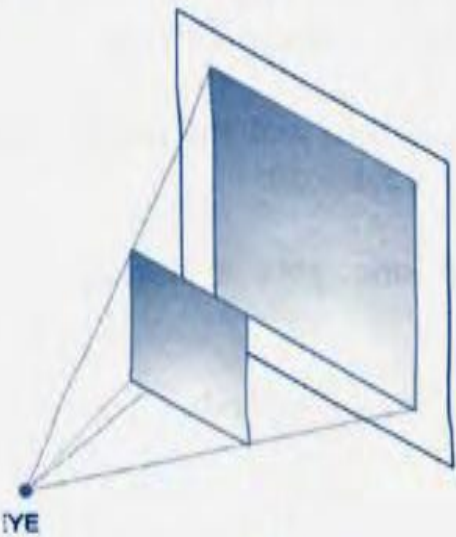


(b)

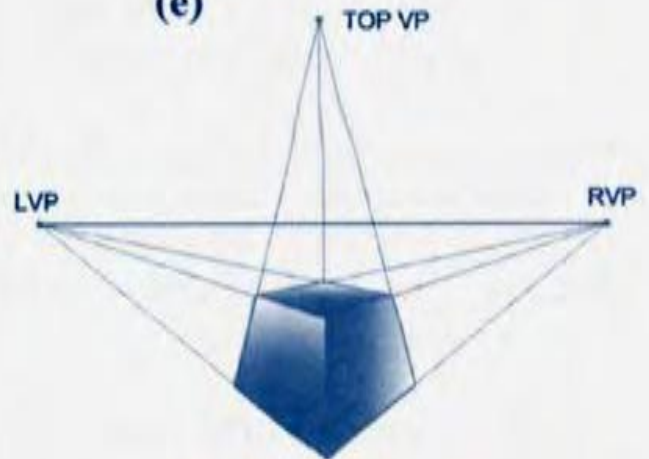


TWO POINT PERSPECTIVE

(e)

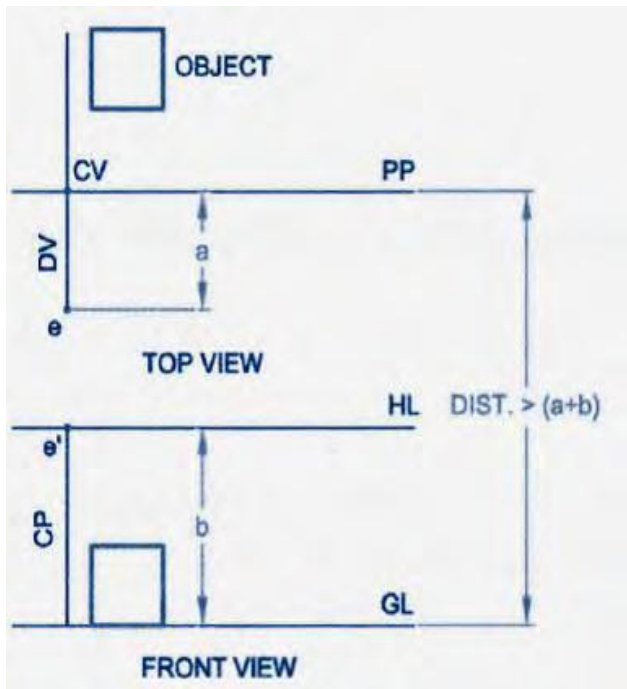
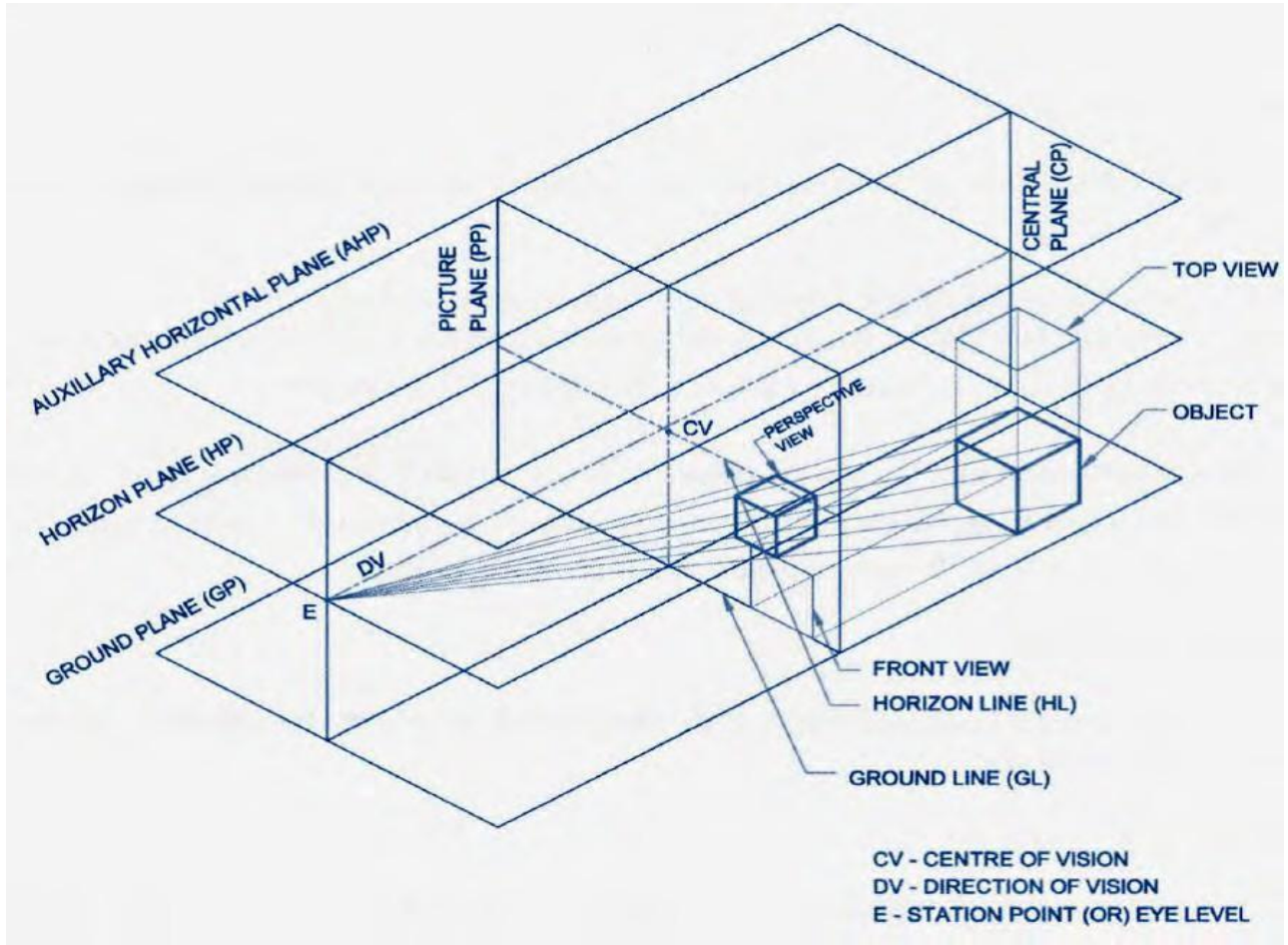


(c)



THREE POINT PERSPECTIVE

(f)



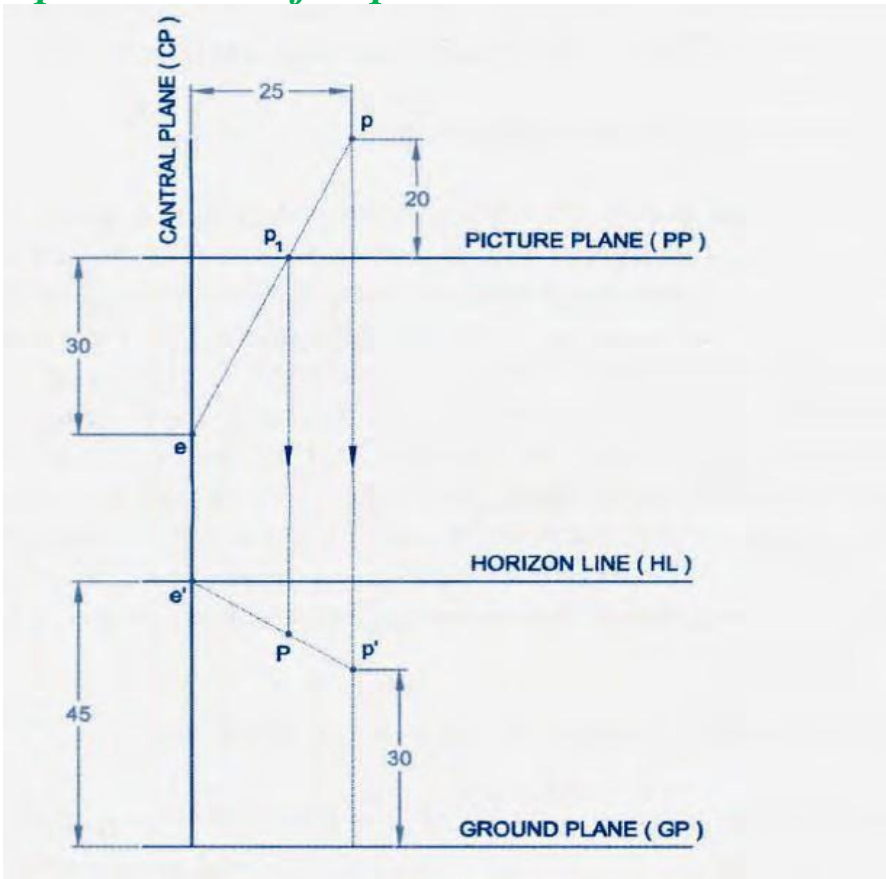
VisualRayMethod:

The points at which the visual rays joining the station point and the object pierce the picture plane in both the top and profile views, are projected to intersect each other to give points in the perspective. Since the perspective view is obtained by the intersection of the visual ray, this method is called VisualRayMethod.

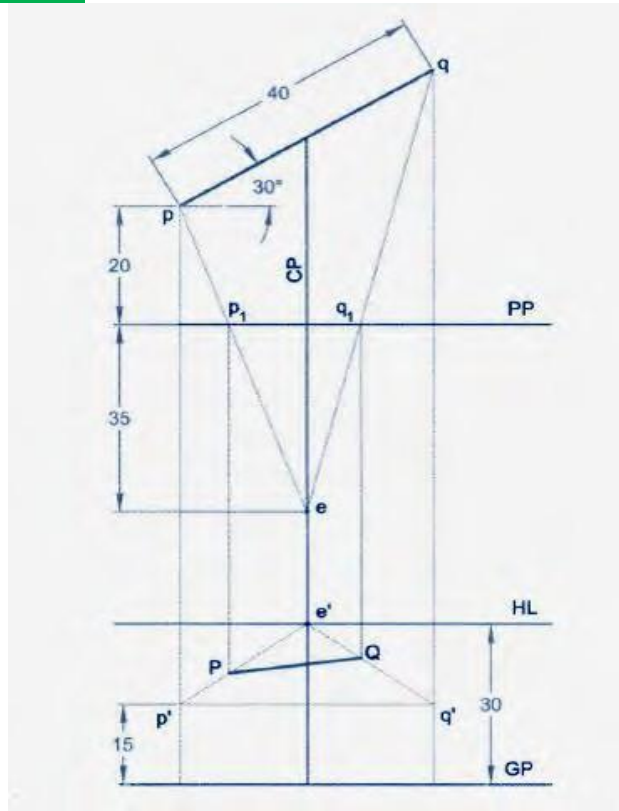
IMPORTANCE POINT IN VISUAL RAY METHOD:

1. Draw the PP line to represent the picture plane in the top view
2. Draw the plan of the object based on its position with respect to the PP
3. Draw the Ground Plane, the GP at any convenient distance from PP and project the front view based on the position of object with respect to GP.
4. Locate the position of the central plane with respect to the object and represent it as a line in both the views. On it mark the top view(s) and front view(s') of the station point based on this position with respect to PP and GP.
5. Join all plan points with sand not the intercepts of each line with PP line
6. From each intercept, with PP, draw projector vertically till it meets the line joining the elevation of the corresponding point and s' together the perspective.
7. Follow the above steps to get the perspective of other points of the object
8. Join all these points in proper sequence to get the perspective of the objective

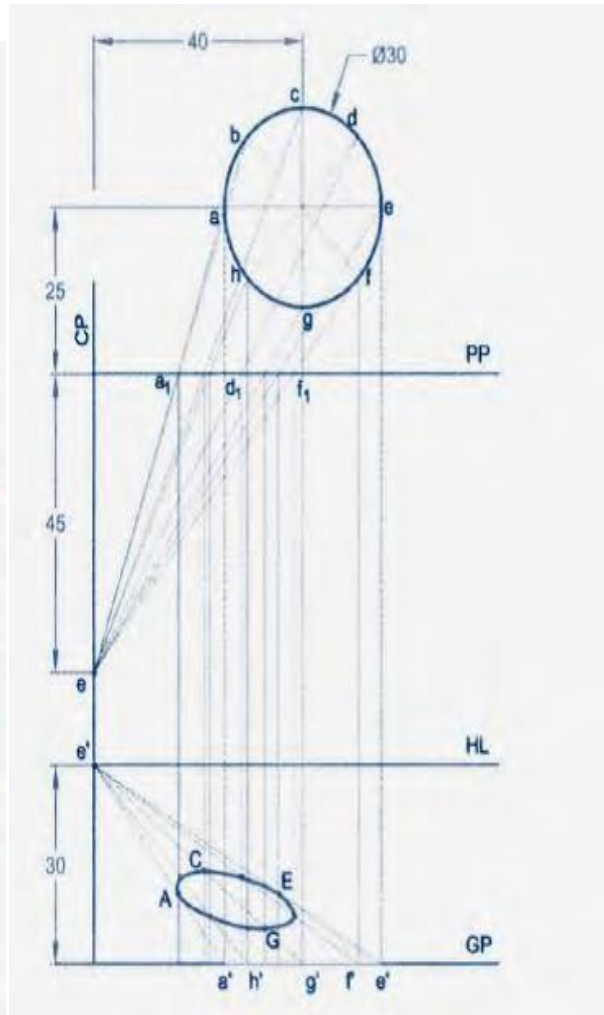
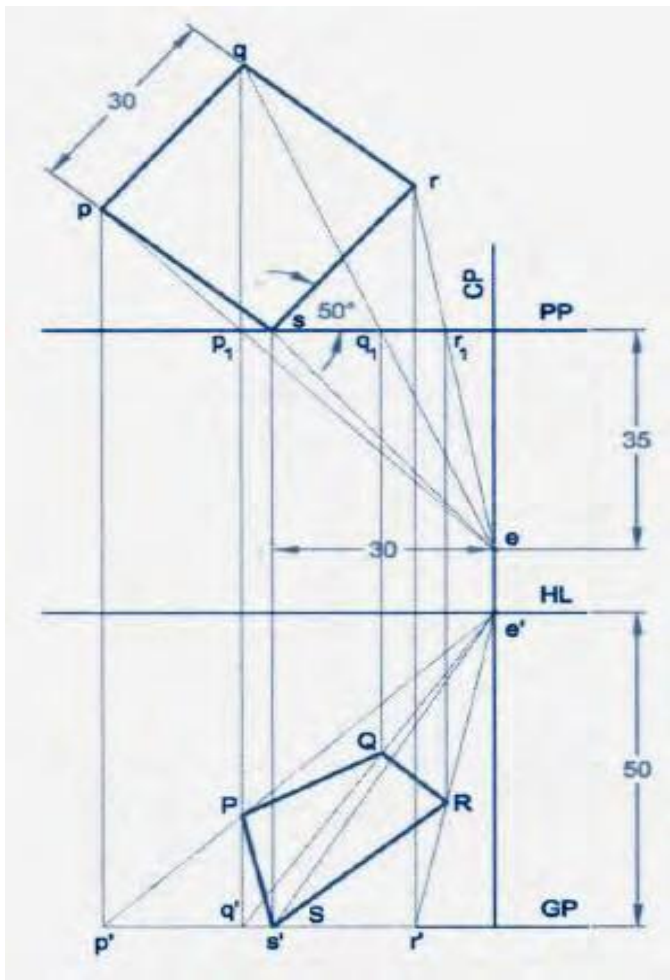
Perspective view of the point P.



Perspective view of line

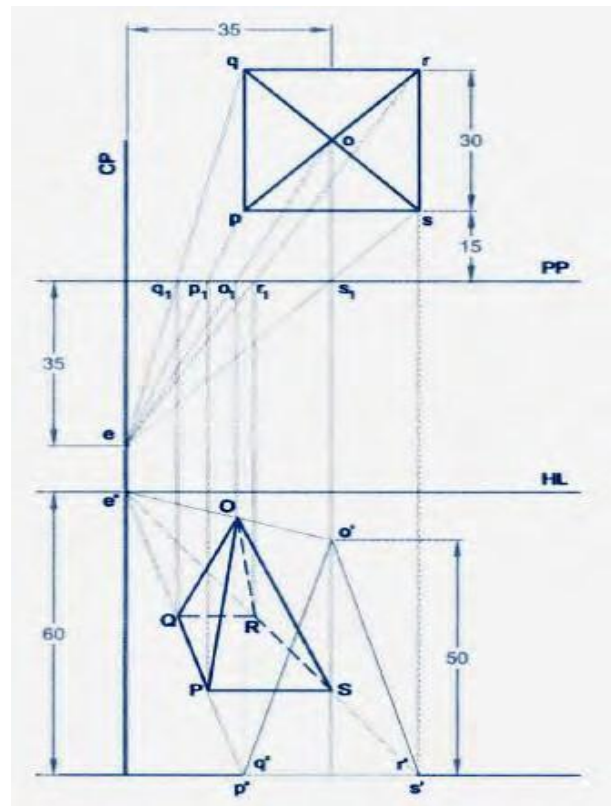
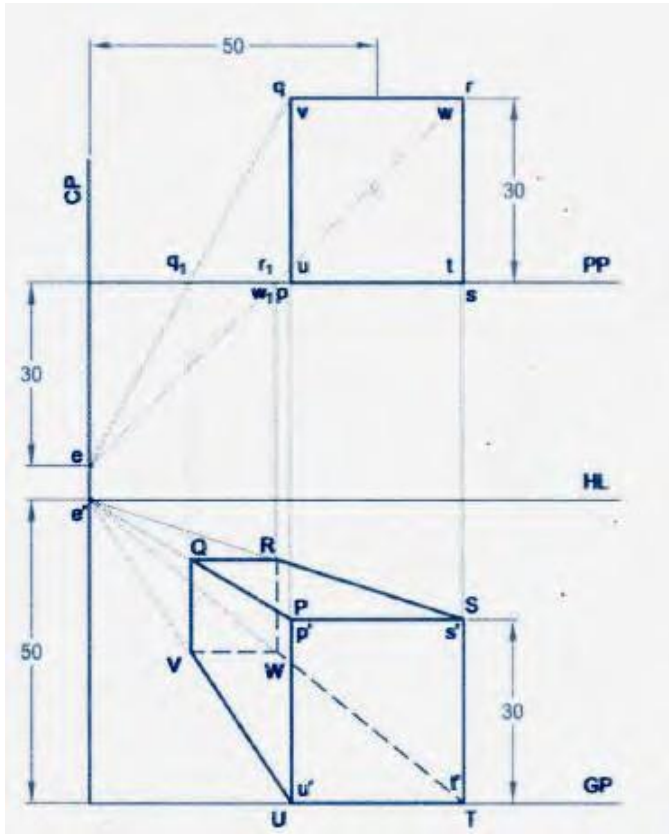


Perspective view of plane



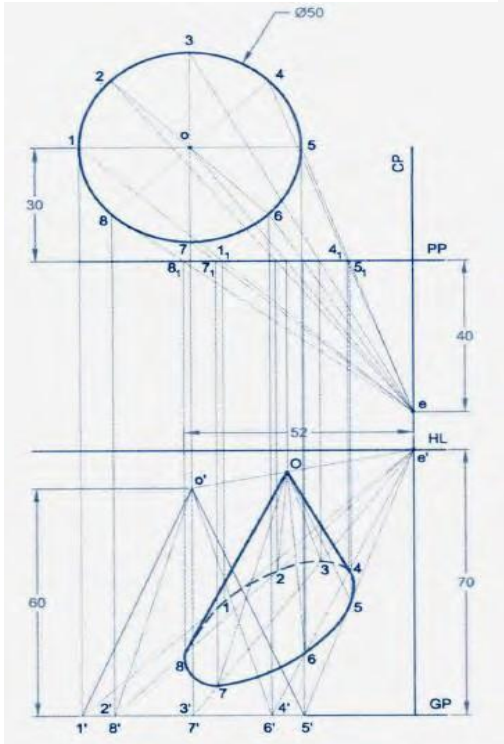
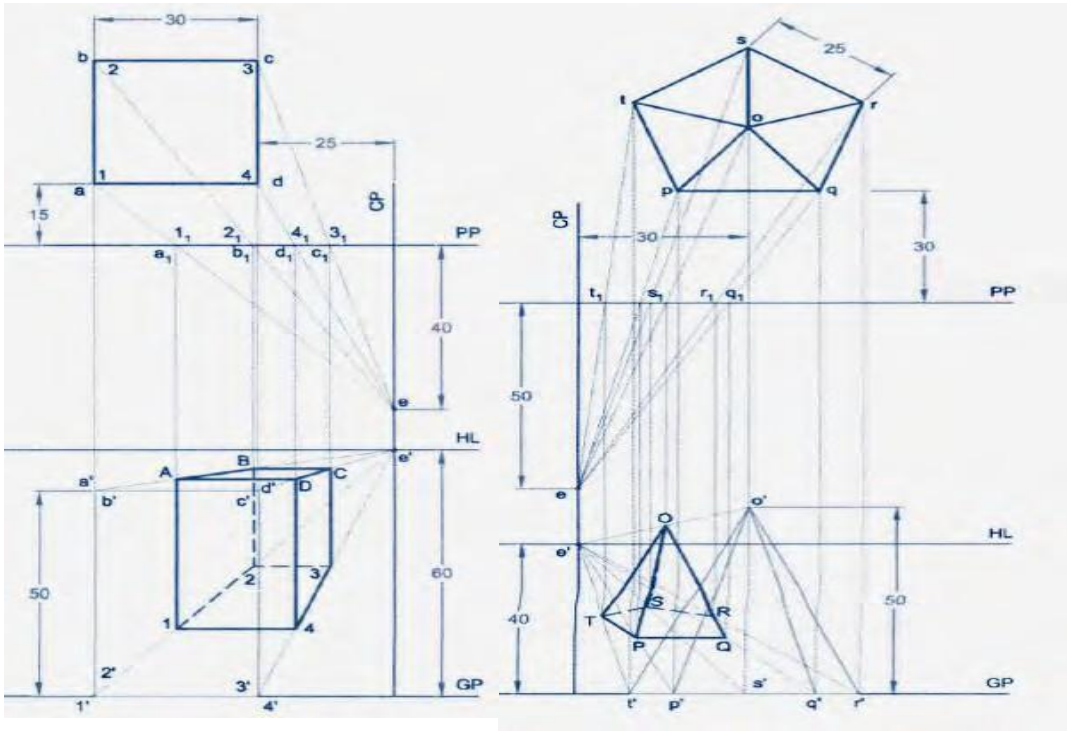
Perspective view of square prism & pyramid

(Resting on the ground on one of its faces / on the ground vertically with an edge of base parallel)



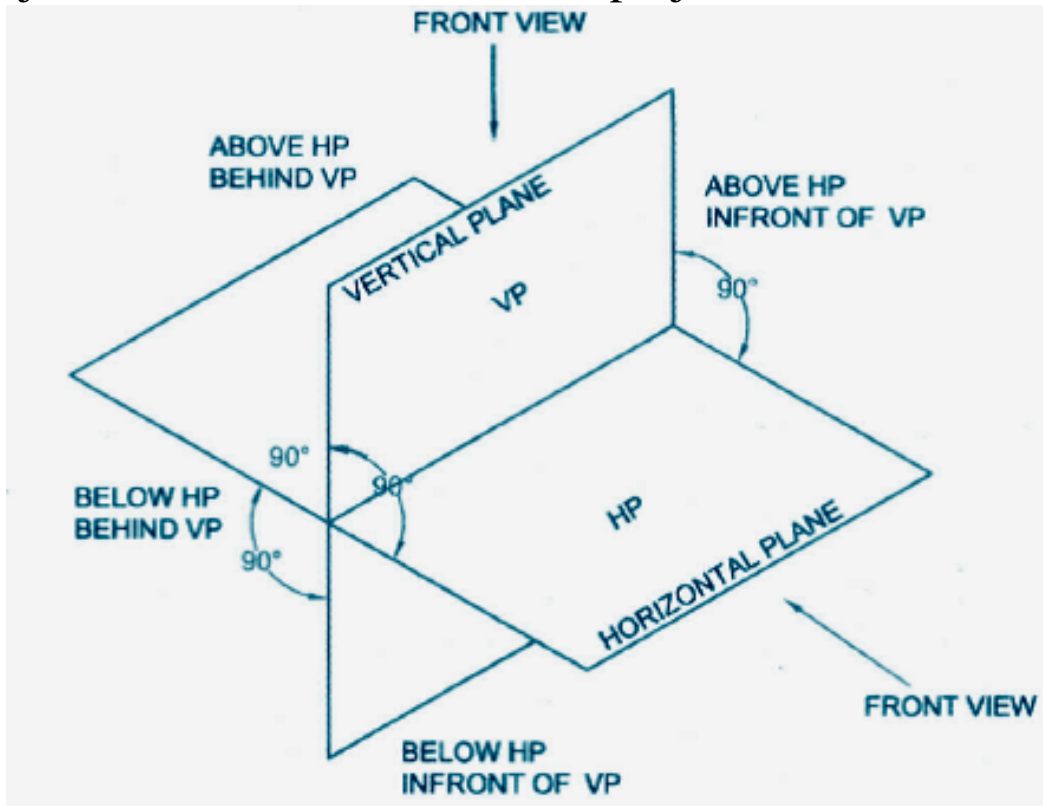
On the ground on its base with a face parallel

Perspective view of CONE

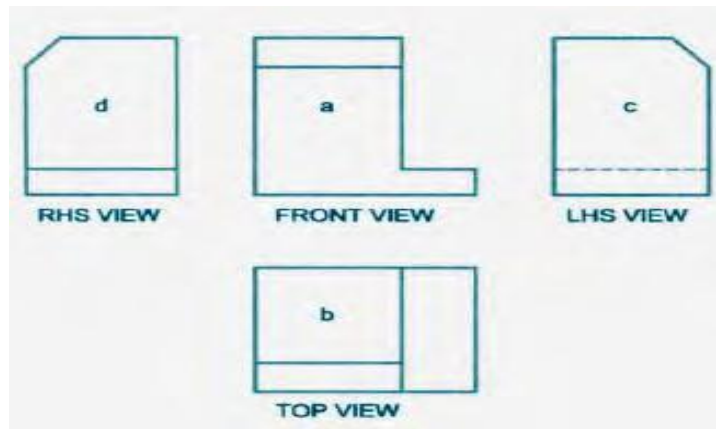


FreeHand Sketching:

In order to achieve a complete shapedescription, it is necessary to get more than one projection, and therefore, additional planes of projection are used to project more views on them, for the object. As such, the orthographic system of projection is also called multi-view projection method.



In the orthographic projection drawing, for getting the different views of an object, three main planes are usually used. One of these set up in vertical position is called the vertical plane of projection (VP) or Frontal Plane (FP). The second, set up in horizontal position, i.e., perpendicular to the VP, is called Horizontal Plane (HP). The third, plane set up perpendicular to the vertical and horizontal planes is called Profile Plane (PP).

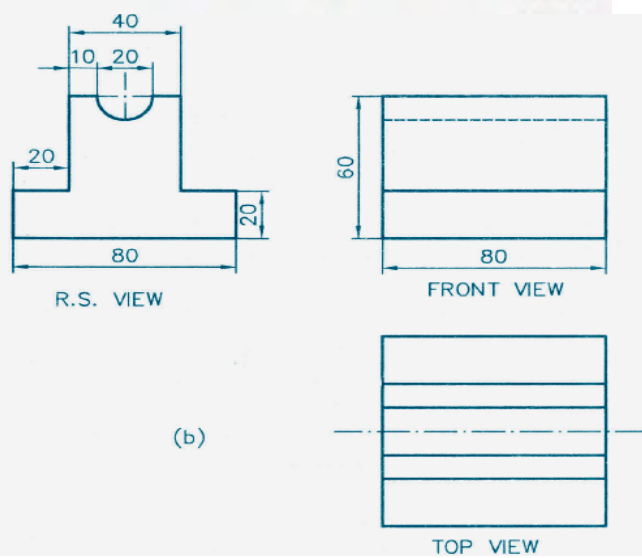
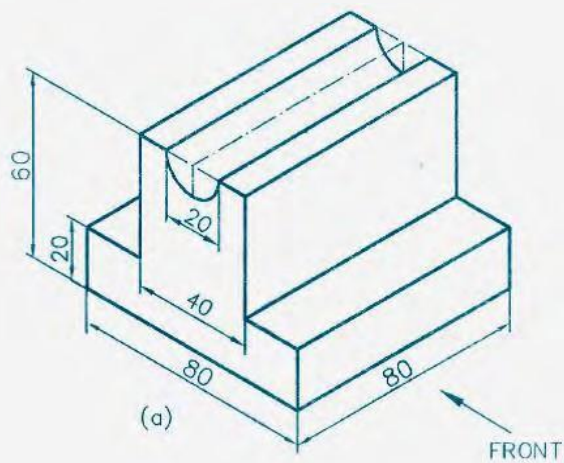
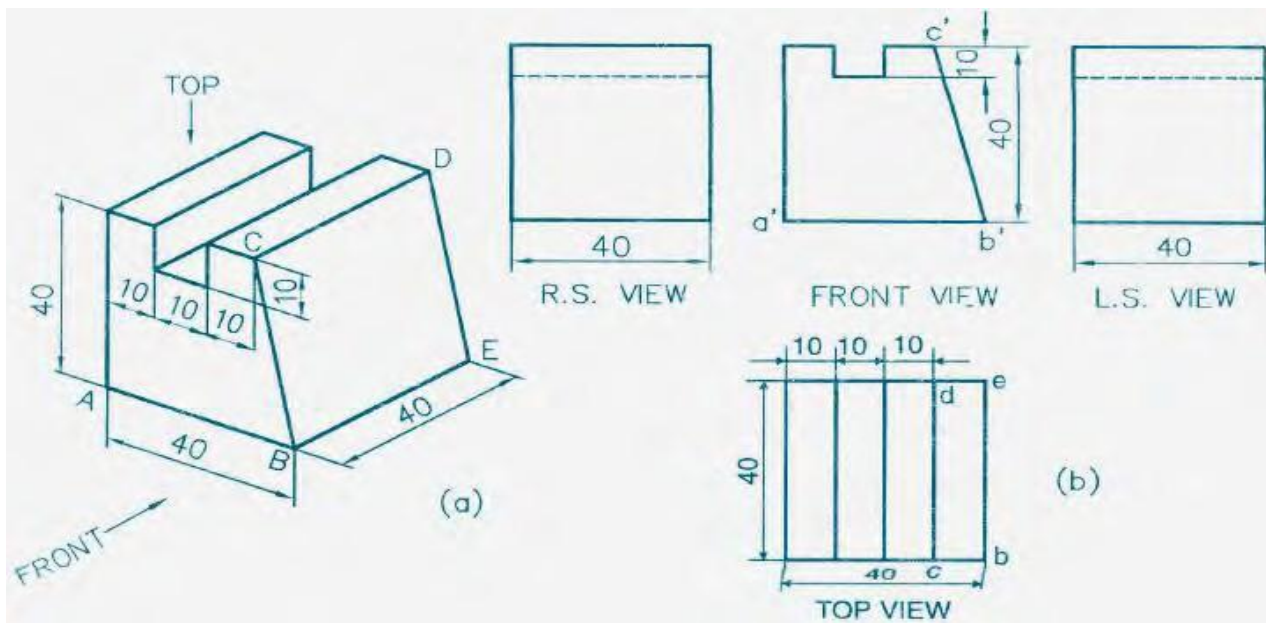


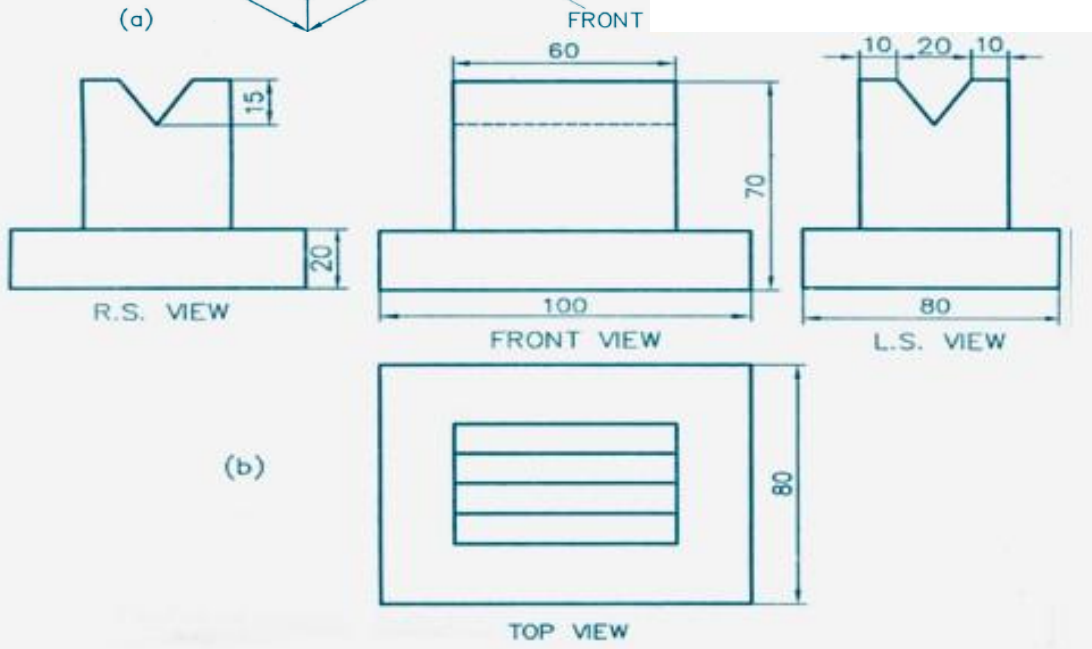
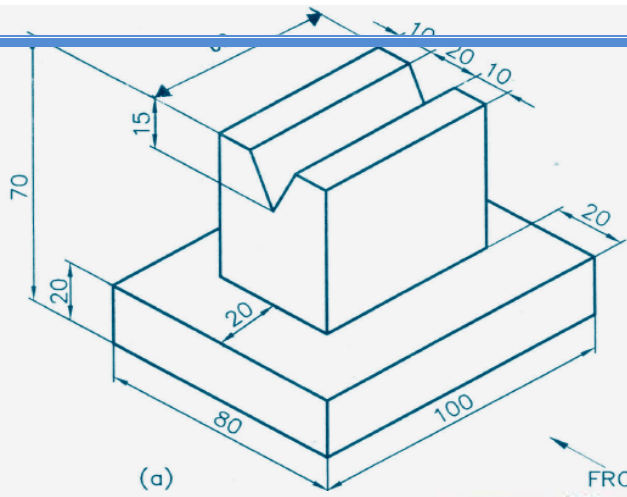
FIRST ANGLE PROJECTION

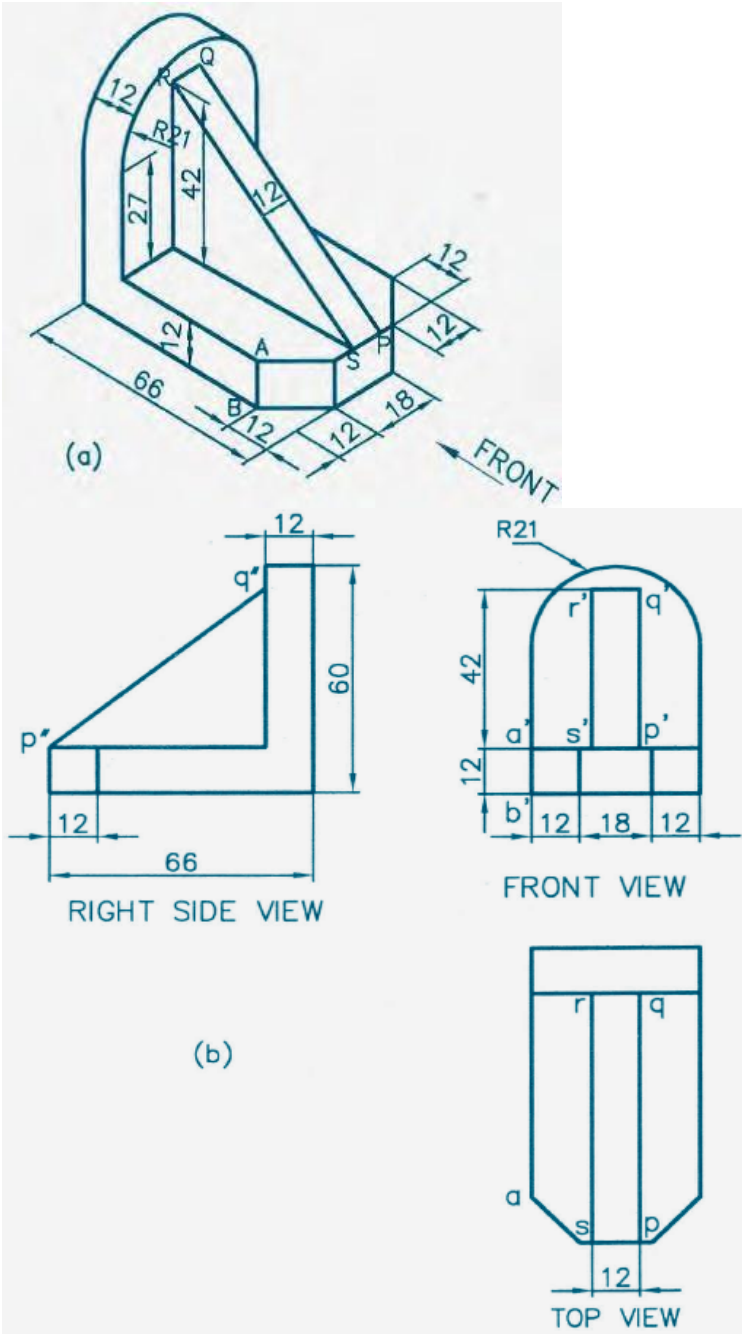
Symbol of projection

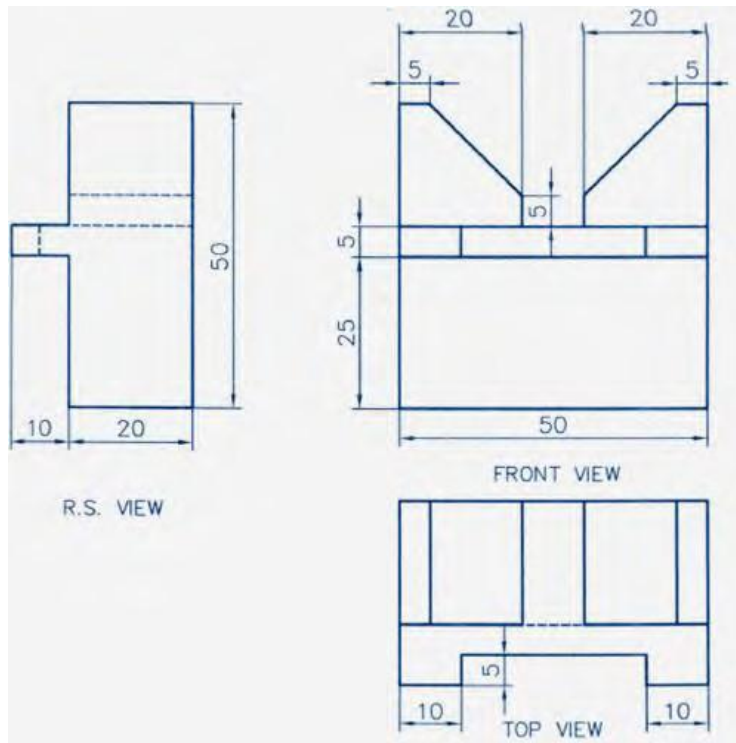
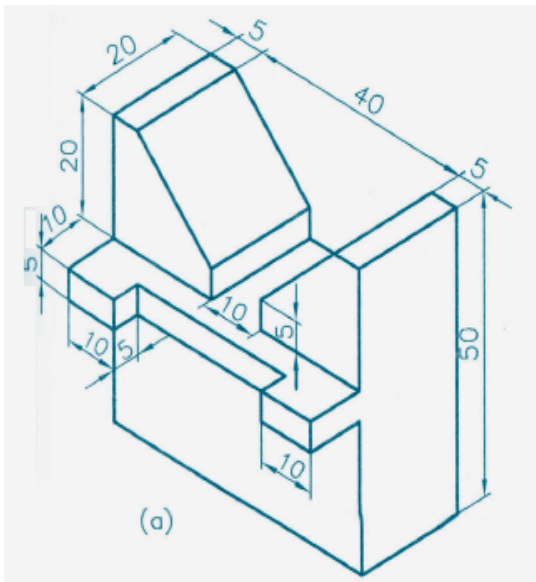
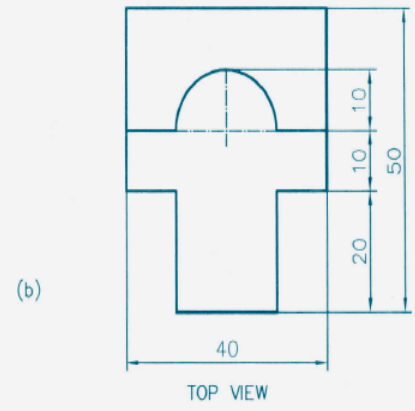
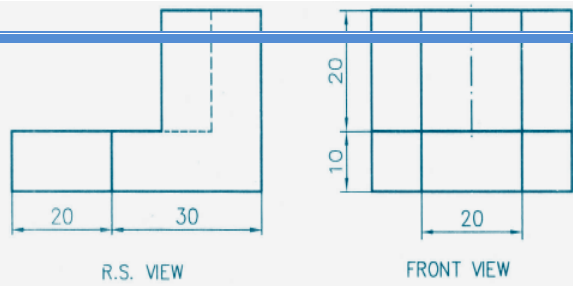
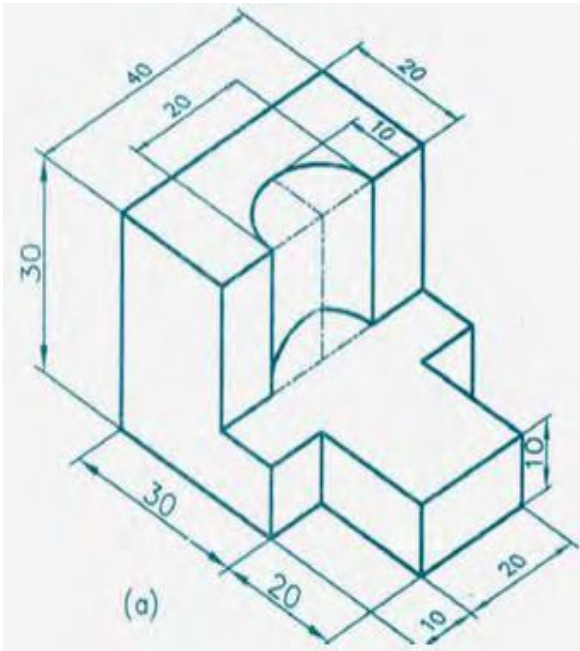


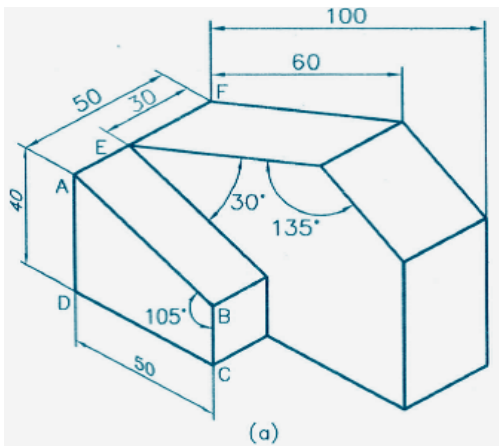
In the first angle projection, the profile view is projected on the opposite side, i.e., Left view is projected on the right plane and vice versa, whereas in the third angle projection, it is projected on the same side plane i.e., left view is projected on the left plane.



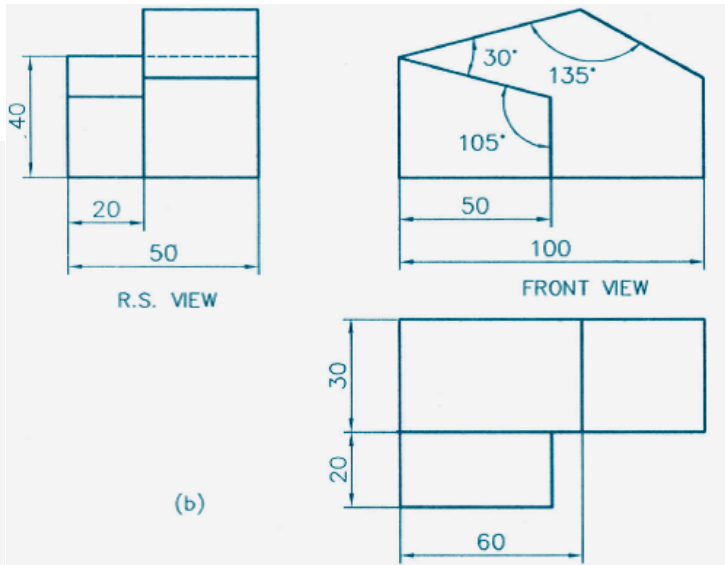








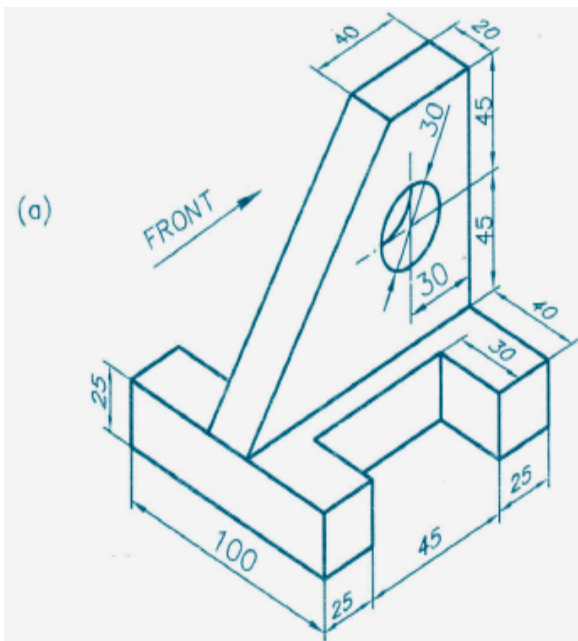
(a)



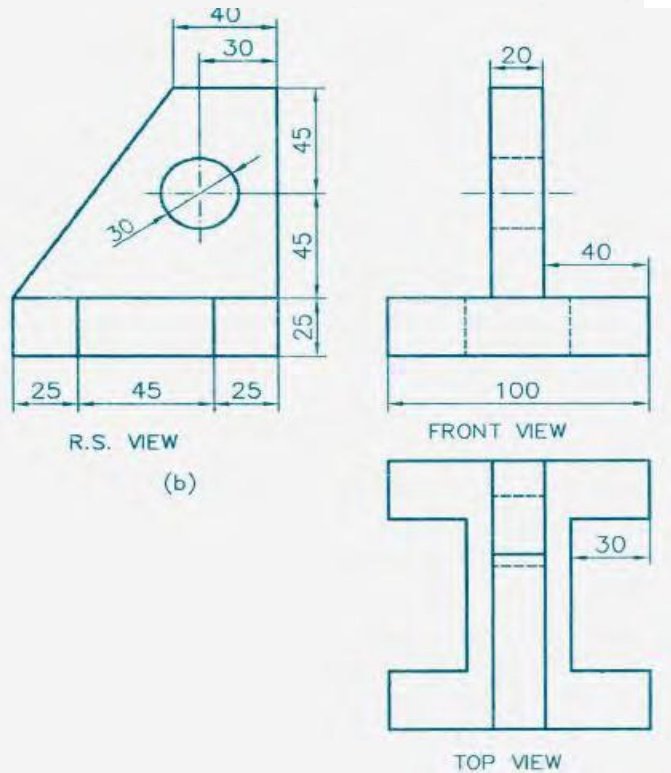
R.S. VIEW

FRONT VIEW

(b)



(a)

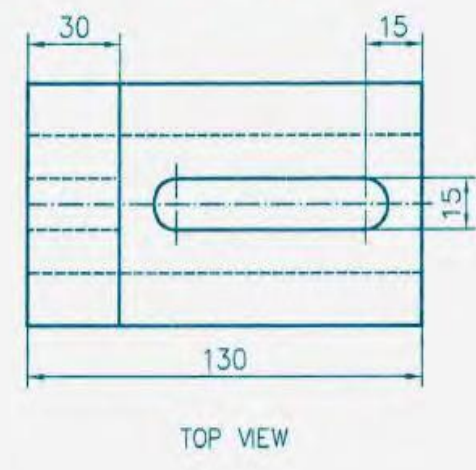
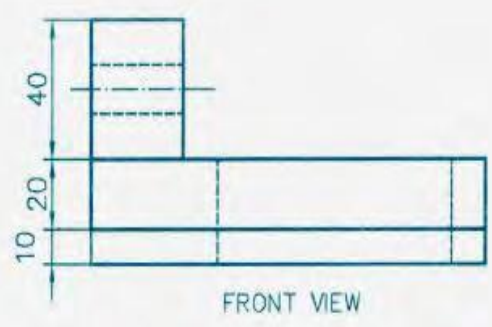
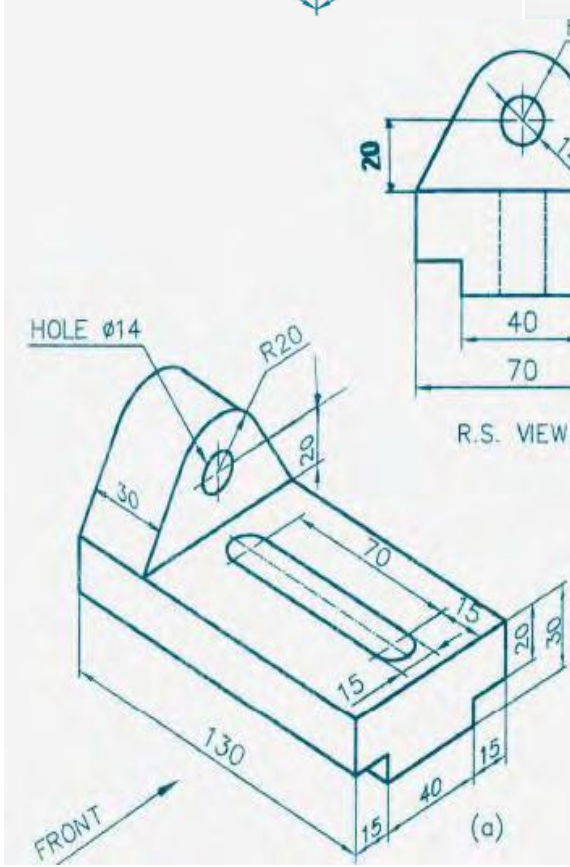
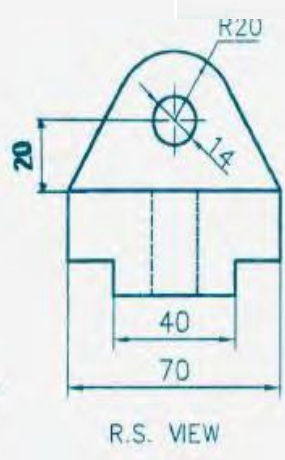
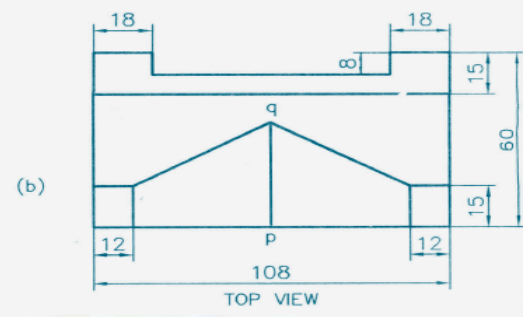
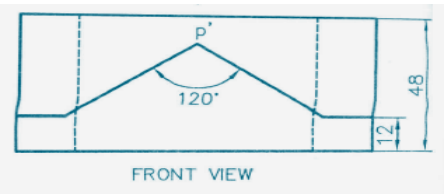
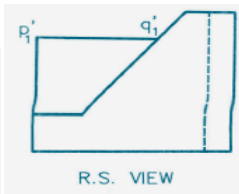
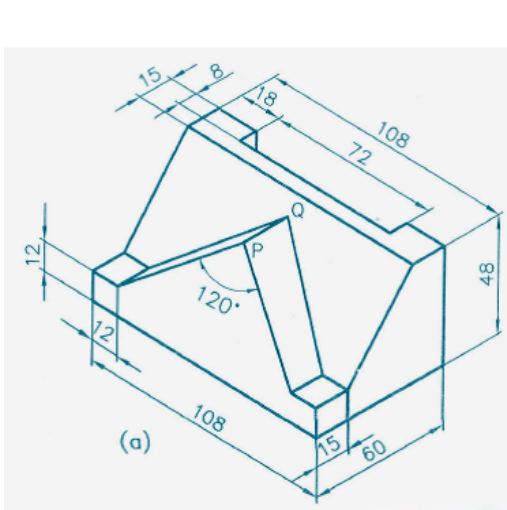


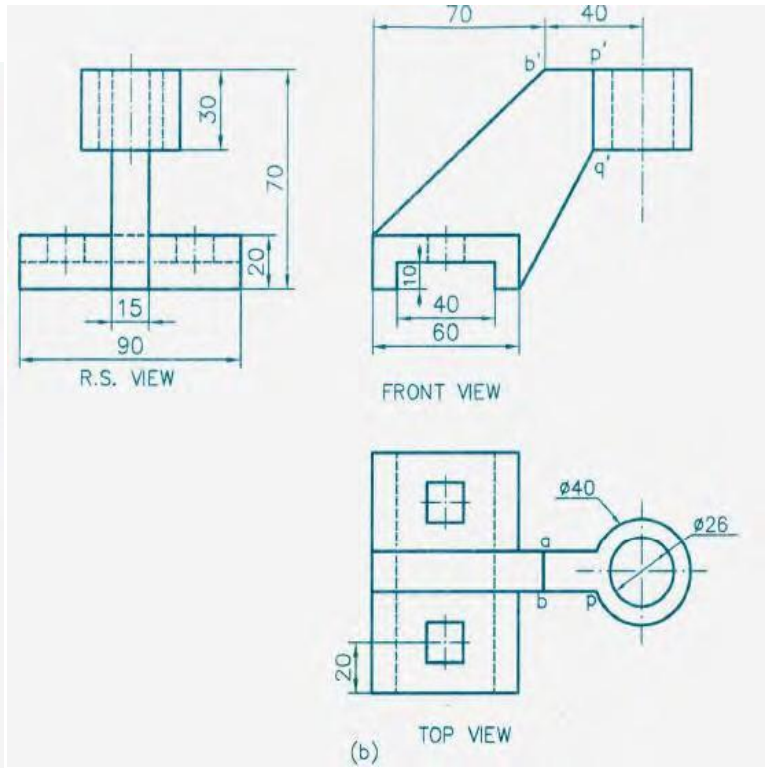
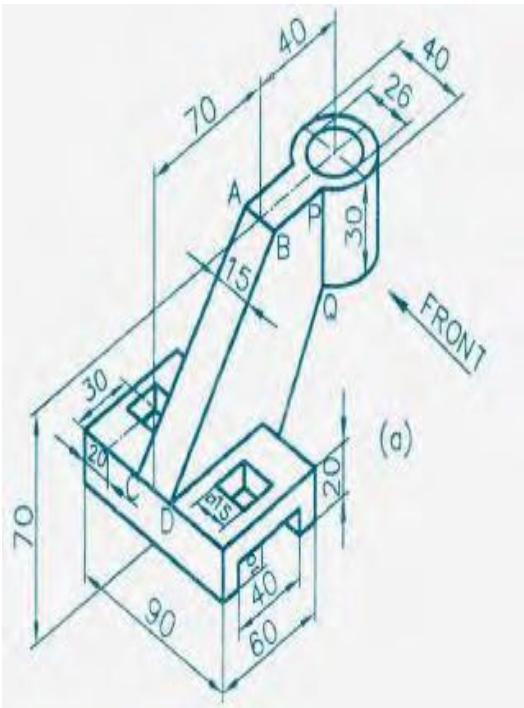
R.S. VIEW

FRONT VIEW

(b)

TOP VIEW





Important Questions

1. A regular hexagonal pyramid of base edge 20 mm and height 35 mm rests on its base on the ground plane with one of its base edges touching the picture plane. The station point is 30 mm above the ground plane and 40 mm in front of the PP. The center plane is 30 mm to the right of the axis. Draw the perspective projection of the pyramid.
2. Draw by free hand, front view (from X), top view and a suitable side view of the object shown in figure 1. Add necessary dimensions of the part.
3. A square prism of 25 mm side of base and height 40 mm rests with its base on ground such that one of the rectangular faces is inclined at 30° to the picture plane. The nearest vertical edge touches the picture plane. The station point is 50 mm in front of the picture plane, 60 mm above the ground and lies opposite to the nearest vertical edge which touches the picture plane. Draw the perspective view.
4. Draw the front, top and side views of the isometric view of the object shown in figure 1.
5. Draw the perspective view of a square prism of edge of base 40 mm and length 60 mm lying on a rectangular face on the ground, with a corner on PP and the bases equally inclined to PP. The station point is 60 mm in front of PP and 80 mm above GL and lies in a central plane, which is passing through the centre of the prism. Make free hand sketches of front, top and right side views of the 3D object shown below
6. Draw the perspective projection of a cube of 25 mm edge, lying on a face on the ground plane, with an edge touching the picture plane and all vertical faces equally inclined to the picture plane. The station point is 50 mm in front of the

picture plane, 35 mm above the ground plane and lies in a center plan which is 10 mm to the left of the cube.

7. Make freehand stretches of the front, top and right side view of the object shown below.
8. Draw the perspective projection of a cube of 25 mm edge, lying in a face on the ground plane, with an edge touching the picture plane and all vertical faces equally inclined to the picture plane. The station point is 50 mm in front of the picture plane, 35 mm above the ground plane and lies in a central plane which is 10 mm to the left of the centre of the cube.
9. Draw the front, top, and right side view of the object shown below.
10. A regular hexagonal pyramid of base edge 20 mm and height 35 mm rests on its base on the ground plane with one of its base edges touching the picture plane. The station point is 30 mm above the ground plane and 40 mm in front of the PP. The center plane is 30 mm to the right of the axis. Draw the perspective projection of the pyramid.

KEYPOINTS&NOTATIONS

IMPORTANT NOTATION IN ENGINEERING GRAPHICS

HP means the Horizontal Plane VP

means the Vertical Plane FV

means the Front View

TV means the Top

View SV

means the Side View

STV means the Sectional

Top View GR means the Ground

TL means the True Length CP

means the Cutting Plane

PPP means the Picture Plane for Perspective Projection.

KEYPOINTS ABOUT THE PROJECTIONS OF POINTS:

- 1. The front view and the top view of a point are always on the same vertical line.*
- 2. The distance of the front view of a point from the XY line is always equal to the distance of the given point from the HP.*
- 3. If a given point is above the Hp, its front view is above the XY line. If the given point is below the Hp, its front view is below the XY line.*
- 4. The distance of the top view of a point from the XY line is always equal to the distance of the given point from the VP.*
- 5. If a given point is in front of the VP, its top view is below the XY line. If the given point is behind the VP, its top view is above the XY line.]*

KEYPOINTS ABOUT THE POSITIONS OF A POINT AND ITS PROJECTIONS:

<i>Dihedral Angle or Quadrant</i>	<i>Position of the Given Point</i>	<i>Position in the Front View</i>	<i>Position in the Top View</i>
<i>FIRST</i>	<i>Above the HP, in front of the VP</i>	<i>Above XY</i>	<i>Below XY</i>
<i>SECOND</i>	<i>Above the HP, behind the VP</i>	<i>Above XY</i>	<i>Above XY</i>
<i>THIRD</i>	<i>Below the HP, behind the VP</i>	<i>Below XY</i>	<i>Above XY</i>
<i>FOURTH</i>	<i>Below the HP, in front of the VP</i>	<i>Below XY</i>	<i>Below XY</i>

PROJECTIONS OF A LINE INCLINED TO BOTH THE REFERENCE PLANES:

Case I:

If a straight line is projected when it is inclined at θ to the HP and either parallel to the VP or inclined to the VP, then:

- (i)) The length in the top or plan view remains the same and
- (ii) If one endpoint in the FV remains at constant distance from XY, the other endpoint will also remain at the same distance from XY, provided the angle with the HP does not change. In other words, if point A of a straight line AB is fixed, point B will have its front view 'b' on a path parallel to the XY line. Case II:

If a straight line is projected when it is inclined at ϕ to the VP and either parallel to the HP or inclined to the HP, then:

- (i)) The length in the front view remains the same and
- (ii) If one endpoint in the TV remains at a constant distance and if the angle from XY with the VP does not change, the other endpoint will also remain at the same distance from XY. In other words, if point A of a straight line AB is fixed, point B will have its top view 'b' on a path parallel to the XY line.

KEYPOINTS TO REMEMBER ABOUT PROJECTIONS OF PLANES:

1. Plane perpendicular to one reference plane and parallel to the other (one step)

If it is parallel to the VP and perpendicular to the HP, its front view is drawn with the true shape and size and the top view is a horizontal line.

If it is parallel to the HP and perpendicular to the VP, its top view is drawn with the true shape and size and the front view is a horizontal line.

II. When a plane is perpendicular to one and inclined to the other, two steps are required to draw the projections (two steps)

Step I:

If the given plane is perpendicular to the VP and inclined to the HP, assume it to be parallel to the HP in Step I. If it is perpendicular to the HP and inclined to the VP, assume it to be parallel to the VP in Step I. Step II:

Rotate the plane to make it inclined to one reference plane, as required, keeping it perpendicular to the other.

III. When a plane is inclined to both reference planes, three steps are required to draw the projections

Step I:

The plate is assumed to be parallel to the VP, perpendicular to the HP, and have one of its edges, say, A_1B_1 , perpendicular to the HP.

Step II:

The plate is assumed to be inclined to the VP at an angle Φ , while remaining perpendicular to the HP. The other edge, say, A_2B_2 also remains perpendicular to the HP. As relations with the HP do not change, projection on

the HP, that is, the top view, remains as a straight line and front views are at the same distance from XY as the corresponding points are from XY in Step I.

Step III:

The plate is assumed to be rotated so that A_2B_2 becomes AB, inclined at θ to the HP. However, none of the lines or points change their relations with the VP. Hence, in the front view the shape does not change and the distances of various points from the XY line in the top view remain the same in Step II and Step III.

THE POSITION OF THE PLANE TWO STEP PROBLEM:

Hint Number	Position of Plane Surface	Position of the Plane and Other Conditions in	
		Step I will be	Step II will be
1	\perp the VP, \angle the HP, + any line at an angle with the VP or any distance of any point from the HP and/or the VP.	\perp the VP and \parallel the HP + Relations with the VP	\perp the VP, \angle the HP + Relations with the HP
2	\perp the HP, \angle the VP, + any line at an angle with the HP or distance of any point from the HP and/or the VP.	\perp the HP and \parallel the VP + Relations with the HP	\perp the HP, \angle the VP + Relations with the VP
3	\perp the VP, \angle the HP, + $AB \parallel$ the HP or on the HP, or on ground (GR), where AB is one edge of the plane surface	\perp the VP, \parallel the HP + $AB \perp$ the VP	\perp the VP, \angle the HP + $AB \parallel$ the HP or on the HP or on GR
4	\perp the HP, \angle the VP, + $AB \parallel$ the HP or on the VP where AB is one edge of the plane surface	\perp the HP, \parallel to the VP + $AB \perp$ the HP	\perp the HP, \angle the VP + $AB \parallel$ the VP or on the VP
5	\perp the VP, \angle the HP + A on the GR or on the HP and two edges containing A are equally inclined to the HP.	\perp the VP, \parallel the HP + A at extreme left or right and edges containing A equally inclined to VP	\perp the VP, \angle the VP + A on GR or the HP
6	\perp the HP, \angle to VP + A on the VP and two edges containing A are equally inclined to the VP.	\perp the HP, \parallel the VP + A at the extreme left or right and two edges containing A equally inclined to the HP	\perp the HP, \angle the VP + A on the VP

THE POSITION OF THE PLANE FOR THREE-STEP PROBLEMS:

Hint Number	Position of Plane Surface	Position of the Plane Surface and Other Conditions in		
		Step I	Step II	Step III
1	Plane $\angle\theta$ to the HP, AB on the GR or on the HP or \parallel to the HP and AB at $\angle\varphi$ to the VP + any distance from the HP and/or the VP.	Plane \parallel to the HP $AB \perp$ the VP	Plane at $\angle\theta$ to the HP, AB on the GR or on the HP or \parallel to the HP distance from the HP	φ_{AB} Distance from the VP
2	Plane at $\angle\varphi$ to the VP, AB on the VP or \parallel to the VP and AB at $\angle\theta$ to HP + any distance from the HP and/or VP.	Plane \parallel to the VP $AB \perp$ the HP	Plane at $\angle\varphi$ to the VP, $AB \parallel$ the VP or on the VP + distance from the VP	θ_{AB} Distance from the HP
3	Plane at $\angle\theta$ to the HP, A on the GR or on the HP and edges containing A equally inclined to the HP or not + one edge at $\angle\beta$ to XY or $\angle\theta$ to the VP	Plane \parallel to the HP. A at extreme left or right + edges containing A equally inclined to the VP, if they are to be equally inclined to the HP	Plane at $\angle\theta$ to HP, A on the GR or on the HP	Edge at $\angle\varphi$ to VP Or at $\angle\beta$ to XY
4	Plane at $\angle\theta$ to the VP, A on the VP and edges containing A equally inclined to the VP or not + one edge $\angle\alpha$ to XY or $\angle\theta$ to the HP	Plane \parallel to the VP. A at extreme left or right + edges containing A equally inclined to the HP if they are to be equally inclined to the VP	Plane at $\angle\varphi$ to the VP, A on the VP	Edge at $\angle\theta$ to the HP or $\angle\alpha$ to XY
5	AB at $\angle\theta$ to the HP, PQ at $\angle\varphi$ to the VP, or TV of PQ at $\angle\beta$ to XY , A on GR or on HP and where AB and PQ are lines on the plane surface with $AB \perp PQ$	Plane \parallel the HP $AB \parallel$ the VP $PQ \perp$ the VP	AB at $\angle\theta$ to the HP A on GR on the HP	PQ at $\angle\varphi$ to VP or TV of PQ at $\angle\beta$ to XY

Projections of Solids:

For drawing projections of solids, one has to frequently draw projections of lines either parallel to the HP or the VP and inclined to the other with an angle that is between 0 to 90° . Similarly, sometimes, the projections of plane surfaces Perpendicular to one and inclined to the other are required to be drawn.

IMPORTANCE POINTS OF PROJECTION OF LINES

Position of line	Front view (FV)	Top view (TV)	Side view (SV)
i) \perp the HP, \parallel the VP, \parallel the PP	Vertical line	Point	Vertical line
ii) \perp the VP, \parallel the HP, \parallel the PP	Point	Vertical line	Horizontal line
iii) \perp the PP, \parallel the HP, \parallel the VP	Horizontal line	Horizontal line	Point
iv) \parallel the HP, $\angle \varphi$ to the VP, \angle to the PP	Horizontal line	Line of TL and $\angle \beta$ to XY, where $\beta = \varphi$	Horizontal line
v) \parallel the VP, $\angle \theta$ to the HP, \angle to the PP	Line of TL and $\angle \alpha$ to XY, where $\alpha = \theta$	Horizontal line	Vertical line
vi) \parallel the PP, $\angle \theta$ to the HP, $\angle \varphi$ to the VP	Vertical line	Vertical line	Line of TL and $\angle \alpha$ to XY, where $\alpha = \theta$ and $\angle \beta$ to X_1Y_1 , where $\beta = \varphi$

Further, it may be recollected that the relations of the original point, line, or plane with the HP are the relations of its FV or SV with the XY line.

Similarly, those with the VP are the relations of its TV with the XY line or its SV with the X_1Y_1 line.

IMPORTANCE POINTS OF PROJECTION OF PLANES:

Position of Plane	Front View (FV)	Top View (TV)	Side View (SV)
i) the HP, \perp the VP, \perp the PP	Horizontal line	True shape	Horizontal line
ii) the VP, \perp the HP, \perp the PP	True shape	Horizontal line	Vertical line
iii) the PP, \perp the HP, \perp the VP	Vertical line	Vertical line	True shape
iv) \perp the VP, $\angle\theta$ the HP $\angle(90-\theta)$ the PP	Line $\angle\alpha$ to XY, where $\alpha = \theta$	Apparent shape	Apparent shape
v) \perp the HP, $\angle\varphi$ the VP, $\angle(90-\varphi)$ the PP	Apparent shape	Line $\angle\beta$ to XY, where $\beta = \varphi$	Apparent shape
vi) \perp the PP, $\angle\theta$ the HP, $\angle\varphi$ the VP where, $\varphi = (90 - \theta)$	Apparent shape	Apparent shape	Line $\angle\theta$ to XY and $\angle\varphi$ to X_1Y_1

PROJECTIONS OF SOLIDS WITH THE AXIS PARALLEL TO ONE AND INCLINED TO THE OTHER REFERENCE PLANE:

The projections of a solid with its axis parallel to the VP and inclined to the HP or parallel to the HP and inclined to the VP cannot be drawn directly as the base of such a solid will not be parallel to any one of the reference planes and two steps are required to draw the projections. Such problems are solved in two steps and the possible cases are listed in a table.

HINTS FOR CONDITIONS TO BE SATISFIED IN TWO-STEP PROBLEMS:

S. No.	Position of Solid	Step I	Step II
1	Axis \parallel the VP, \perp the HP, AB on GR or \parallel the HP	Axis \perp the HP, $AB \perp$ the VP	Axis \angle the HP, AB on GR
2	Axis \parallel the HP, \angle the VP, $AB \parallel$ the VP or on VP	Axis \perp the VP, $AB \perp$ the HP	Axis \angle the VP, AB on the VP
3	Axis \parallel the VP, \angle the HP, A on GR or on the HP + Base edges containing A are equally \angle the HP	Axis \perp the HP A at extreme left or right + Base edges containing A equally the \angle VP	Axis \angle the HP A on the GR or on the HP
4	Axis \parallel the HP, \angle the VP, A on VP + Base edges containing A are equally \angle the VP	Axis \perp the VP A at extreme left or right + Base edges containing A equally \angle to the HP	Axis \angle the VP A on the VP
5	Axis \parallel the VP, \angle the HP φ_{AB} or $\varphi_{AA_1B_1B}$ + any point or line distance from the VP and/or from the HP	Axis \perp the HP φ_{AB} or $\varphi_{AA_1B_1B}$ + distance from the HP	Axis \angle to VP + distance from the VP
6	Axis \parallel the HP, \angle the VP θ_{AB} or $\theta_{AA_1B_1B}$ + any point or line distance from the HP and/or from the VP	Axis \perp VP θ_{AB} or $\theta_{AA_1B_1B}$ + distance from the HP	Axis \angle the VP + distance from the VP
7	Axis \parallel the VP $\theta_{AA_1B_1B}$ or θ_{OAB} AB on GR or on the HP or \parallel the HP	Axis \perp the HP $AB \perp$ the VP	$\theta_{AA_1B_1B}$ or θ_{OAB} AB on the GR or on the HP or \parallel the HP
8	Axis \parallel the HP, $\varphi_{AA_1B_1B}$ or φ_{OAB} AB on the VP or \parallel the VP	Axis \perp the VP $AB \perp$ the HP	$\varphi_{AA_1B_1B}$ or φ_{OAB} AB on the VP or \parallel the VP
9	Axis \parallel the VP θ_{OA} or OA on the HP or on GR or $OA \parallel$ the HP	Axis \perp the HP $OA \parallel$ the VP	θ_{OA} or OA on the HP or on the GR or $OA \parallel$ the HP
10	Axis \parallel the HP φ_{OA} or OA on VP or $OA \parallel$ the VP	Axis \perp the VP $OA \parallel$ the HP	φ_{OA} or OA on the VP or $OA \parallel$ the VP
11	Axis \parallel the VP OAB on GR or on the HP or \parallel the HP	Axis \perp the HP $AB \perp$ the VP	OAB on GR or on the HP, or $OAB \parallel$ the HP

HINT FOR POSITION OF THE AXIS:

Given Line/ Surface Position	Position of Axis	Nomenclature
1. θ_{AA_1}	$\theta_{\text{Axis}} = \theta_{AA_1}$	θ = Angle with the HP φ = Angle with the VP AA_1 = Side edge of a prism or generator of a cylinder AA_1B_1B = Side surface of a prism OAB = Side surface of a pyramid OA = Side edge of a pyramid or generator of a cone AB = Edge of base
2. φ_{AA_1}	$\varphi_{\text{Axis}} = \varphi_{AA_1}$	
3. $\theta_{AA_1B_1B}$ and $AB \parallel \text{HP}$	$\theta_{\text{Axis}} = \theta_{AA_1B_1B}$	
4. $\varphi_{AA_1B_1B}$ and $AB \parallel \text{VP}$	$\varphi_{\text{Axis}} = \varphi_{OAB} \pm$	
5. θ_{OAB} and $AB \parallel \text{HP}$	$\theta_{\text{Axis}} = \theta_{OA} \pm \angle$ between axis and OAB	
6. φ_{OAB} and $AB \parallel \text{VP}$	$\varphi_{\text{Axis}} = \varphi_{AA_1B_1B} \angle$ between axis and OAB	
7. (θ_{OA} and $OA \parallel \text{VP}$) or (OA on HP)	$\theta_{\text{Axis}} = \theta_{AA_1B_1B} \theta$ between axis and OA	
8. (φ_{OA} and $OA \parallel \text{HP}$) or (OA on VP)	$\varphi_{\text{Axis}} = \theta_{AA_1B_1B} \angle$ between axis and OA	
9. θ_{Base}	$\theta_{\text{Axis}} = 90^\circ - \theta_{\text{Base}}$	
10. φ_{Base}	$\varphi_{\text{Axis}} = 90^\circ - \varphi_{\text{Base}}$	
11. θ_{AB} and $AB \parallel \text{VP}$ + Axis \angle to VP	Axis \angle to HP	
12. φ_{AB} and $AB \parallel \text{HP}$ + Axis \angle to HP	Axis \angle to VP	

PROJECTIONS OF SOLIDS WITH THE AXIS INCLINED TO BOTH THE HP AND THE VP (HINTS FOR CONDITIONS TO BE SATISFIED IN THE THREE-STEP PROBLEMS):

S.No.	Position of the Solid	Step I	Step II	Step III
1.	θ_{Axis} or θ_{AA_1} or $\theta_{OA} + \beta_{Axis}$ or β_{AA_1} or β_{OA} or β_{AB} + relations with the HP and/or the VP	Axis \perp the HP	θ + relations with the HP	β + relations with the VP
2.	φ_{Axis} or φ_{AA_1} or $\varphi_{OA} + \alpha_{Axis}$ or α_{AA_1} or α_{OA} or α_{AB} + relations with the HP and/or the VP	Axis \perp the VP	φ + relations with the VP	α + relations with the HP
3.	$\theta_{line} + \varphi_{line} + A$ or AB on GR or on the HP or $AB \parallel$ HP	Axis \perp the HP + $AB \perp$ the VP or A at extreme left or right	θ_{line} + relations with the HP	φ_{line} + relations with the VP
4.	$\theta_{line} + \varphi_{line} + AB$ or A on VP or $AB \parallel$ the VP	Axis \perp the VP + $AB \perp$ the HP or A at extreme left or right	φ_{line} + relations with the VP	θ_{line} + relations with the HP
5.	$\theta_{side\ surface} + \varphi$ or β of any line	Axis \perp the HP $AB \perp$ the VP	$\theta_{side\ surface} +$ relations with the HP	φ or β of the line + relations with the VP
6.	$\varphi_{side\ surface} + \theta$ or α of any line	Axis \perp the VP $AB \perp$ the HP	$\varphi_{side\ surface} +$ relations with the VP	θ or α of the line + relations with the HP
7.	$\theta_{OAB} = 90^\circ +$ $\varphi_{OAB} = \text{any value}$	Axis \perp the HP $AB \perp$ the VP	$\theta_{OAB} = 90^\circ +$ relations with the HP	φ_{OAB} + relations with the VP
8.	$\varphi_{OAB} = 90^\circ +$ $\theta_{OAB} = \text{any value}$	Axis \perp the VP $AB \perp$ the HP	$\varphi_{OAB} = 90^\circ +$ relations with the VP	θ_{OAB} + relations with the HP

SECTION OF SOLIDS:

The following steps can be used to draw sectional views:

Step I: _

Draw the projections of the given solid in an uncut condition in both the views (the FV and the TV) by thin construction lines.

Step II:

Draw the cutting plane (or the section plane) as a straight line inclined at θ to the XY line in the front view if it is given to be perpendicular to the VP. Draw it inclined at θ to the HP or as a straight line inclined at ϕ to XY in the top view, if it is given to be perpendicular to the HP and inclined at ϕ to the VP. **Step III:**

If the solid is a cylinder or a cone, draw a number of generators intersecting the cutting plane line. Obtain their projections in the other view. Generators are lines drawn through the points on the base circle and are parallel to the axis for a cylinder or joining the apex for a cone.

Step IV:

Locate the point's common between the cutting plane line and the surface lines of the solid. These surface lines include the base and side edges of prisms and pyramids or the generators and circular edges of cylinders and cones. Number these points as follows:

(i) Start from one end of the cutting plane, and move towards the other end naming the points on visible surface lines sequentially.

(ii) After reaching the other end, return along the cutting plane line and continue to number those points that are on hidden surface lines sequentially. In

case of a hollow solid, imagine the hole as a separate solid and number the points in the usual manner.

Step V:

Project the points in the other views by drawing interconnecting projectors and intersecting the concerned surface lines.

Step VI:

Join the points obtained in Step V by continuous curved lines if the points are on a conical or cylindrical surface. Otherwise, join them by straight lines. The apparent section is completed by drawing cross-hatching section lines within the newly cut surface.

Step VII:

Complete the projections by drawing the proper conventional lines for all the existing edges and surface boundaries.

HINT TO LOCATE THE CUTTING PLANE:

The required cutting plane can be quickly located if the following hints are kept in mind:

1. The number of corners in the true shape of a section is always equal to the number of edges of the solid that is cut by the cutting plane.
2. The true shape of a section has a configuration similar to that of its apparent section. This means:
 - (i) The number of edges and corners are equal.
 - (ii) Any pair of lines, if parallel in one, will remain parallel in the other.
 - (iii) A rectangle in one need not be a rectangle in the other. Instead, it will be a four-sided figure with the opposite sides parallel. That is, it may be a rectangle, a square or a parallelogram.

(iv) A curved boundary in one will remain a curved boundary in the other but a circle need not be a circle. It may also be an ellipse.

3. A section as a curve can be obtained only when the generators of a cylinder or of a cone are cut.

4. When a cutting plane cuts all the generators of a cylinder or a cone, then the true shape of the section is an ellipse.

5. When the cutting plane is inclined to the base of a cone at an angle that is equal to, greater than or less than that made by its generator with the base, then the true shape of the section is a parabola, a hyperbola or an ellipse, respectively.

6. When a cutting plane cuts along the generators of a cone, then the true shape of the section is an isosceles triangle.

7. When a cutting plane cuts along the generators of a cylinder, then the true shape of the section is a rectangle.

The actual procedure to locate the cutting plane involves the following steps:

Step I:

Draw the projections of the given uncut solid in the proper position with respect to the HP and the VP by the lines.

Step II:

If the cutting plane is to be perpendicular to the VP or the HP, draw a number of trial cutting planes in the front view or in the top view, respectively. Select those cutting planes that intersect the number of edges of the solid equal to the number of corners of the true shape of the required section. If the solid is a cone or a cylinder, select the cutting plane based on Hints (4) to (7).

Step III:

Sketch the shape of the section by projecting points on one of the selected cutting planes. If the cutting plane line is inclined to the XY line, the shape of the section that will be obtained will not be the true shape and it is called an *apparent section*.

Step IV:

From a sketch of the true shape, find out the dependence of its dimensions on the various lines in projections, and find out whether by shifting the cutting plane the same edges and surfaces can be cut and whether the required lengths can be obtained for the true shape of the section. Accordingly, adjust the position of the cutting plane. If adjustment of dimension is not possible, try another cutting plane and rework steps III and IV.

DEVELOPMENT OF SURFACES;

Step I:

Draw the projections of the given solid in the uncut condition using thin lines.

Step II:

Draw the cutting plane as a line in the front or top view depending upon whether it is perpendicular to the VP or the HP. If the cut is a cylindrical or prismatic hole, it will be drawn as a circle or a polygon in the FV or the TV depending upon whether its axis is perpendicular to the VP or the HP.

Step III:

Draw a number of surface lines, particularly the ones that are intersecting the cutting plane line and passing through the critical points as in the case of intersection of surfaces problems. For a curved solid or a curved cut, draw at least

one more surface line between two adjacent critical points.

Step IV:

Locate the point's common between the cutting plane lines and surface lines, and number them in the same manner as in Chapter 10. The edges of the base or side surfaces are also surface lines.

Step V:

Draw the development of the uncut solid and locate the positions of the surface lines by thin lines drawn in Step III.

Step VI:

The point's common between the cutting plane and the surface lines named in Step IV can be located on the respective surface lines of the development at true distances from the known endpoints of those surface lines. If the concerned surface line does not represent the true length either in the FV or the TV, find its true length by making one view parallel to XY and transfer the cutting plane point to it. Find its true distance from one of the endpoints. And use this distance to plot the point in the development.

Step VII:

Join the cutting plane points in serial cyclic order in the development. If the solid is a curve or the cutting plane is curved, join the points by curved lines, otherwise, by straight lines. The number of lines in the development will be equal to the number of formed corners, and a corner may form where the edge of the solid is cut by the cutting plane or where there is a corner in the cut. If the two points to be joined in sequence are located on edges of the same base,

they should be joined by moving along existing base/edges if the development of the lateral surface is drawn.

Step VIII:

Complete the development by drawing boundary lines by thick lines. Complete the projections by drawing proper conventional lines for all existing edges and surface boundaries.

Isometric Projections:

Isometric and Orthographic Projections of Principal Lines

Principle position of the line	Orthographic Projection				Isometric Projection	
	Position of line in FV	Position of line in TV	Position of line in SV	Length	Position of line	Length
Perpendicular to the HP	Vertical	Point	Vertical	True length of projection of lines	Vertical	Reduced to Isometric Scale
Perpendicular to the VP	Point	Vertical	Horizontal		inclined at 30° to the horizontal	
Perpendicular to the PP	Horizontal	Horizontal	Point		Inclined at 30° to the horizontal in other direction	

The steps for drawing isometric projections of an object are as follows:

Step I:

Draw orthographic projections of the given object and enclose each view in the smallest rectangle. The sides of the rectangle should be vertical and horizontal lines only because they are supposed to be the principal lines of the enclosing box of the Object.

Step II:

Select the faces that are to be visible so that the maximum number of visible lines/surfaces

es are obtained in the isometric projection. Generally, the front face, the top face, and one side face are made visible. If the left-side view gives the maximum number of visible lines, the left face is made visible. If the right-side view gives the maximum number of visible lines, the right face is made visible.

Step III:

Correlate the projections of the various surfaces in all the views by using the Properties of projections of plane surfaces. Having correlated the projections in two views or more, points should be measured in principal directions in any two views and should be plotted in isometric projections. *Coordinated distances should be reduced to isometric scale before plotting.*

Step IV:

Draw all the boundaries of surfaces by proper conventional lines depending upon their visibility.

Important points in perspective projection:

A surface touching the PPP has its true shape and size in the perspective view.

- Perspective views of lines touching the PPP are of their true lengths and true inclinations.
- Perspective views of vertical lines are vertical lines.
- Perspective views of horizontal lines, parallel to each other and inclined to the PPP; converge into a single point, which is the front view of the vanishing point.

- Perspective views of lines parallel to the PPP are parallel to the original lines.
- If the object is behind the PPP, the size of its perspective view will be reduced in size compared to the object. Also, the greater the distance from the PPP, the smaller the perspective.