Technical Graphics

Perspective / Oblique / Isometric Sketching

3D Sketching

- □ Artistic
- □ Technical (Details / Lines)
- Pictorial
 - Primitives (Cylinders, Cones, Prisms, etc)
- Equipment

Practice

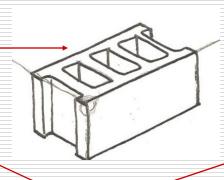
- □ <u>2D:</u>
 - Parallel / Perpendicular / Circle / Ellipse
- □ <u>3D:</u>
 - Cube / Angles / Cylinders / Cones / etc.
- Combinations:
 - 2D / 3D / Approximations

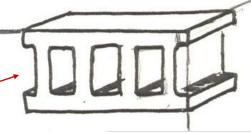
Evaluation Guidelines

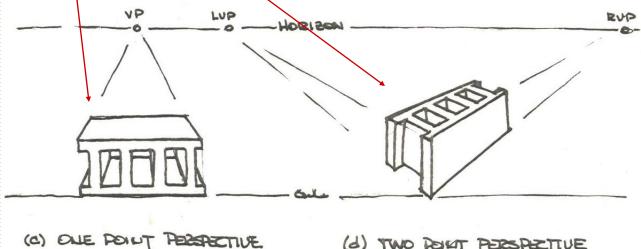
- □ Procedure (construction)
- Proportions
- Detail
- Line Contrast and quality
 - light construction / dark object
 - single stroke / uniform
- Margins (use of paper)
- Appropriate Size and Balance

Typical 3D Drawings

- Isometric (170)
- Oblique
- <u>Perspective</u>





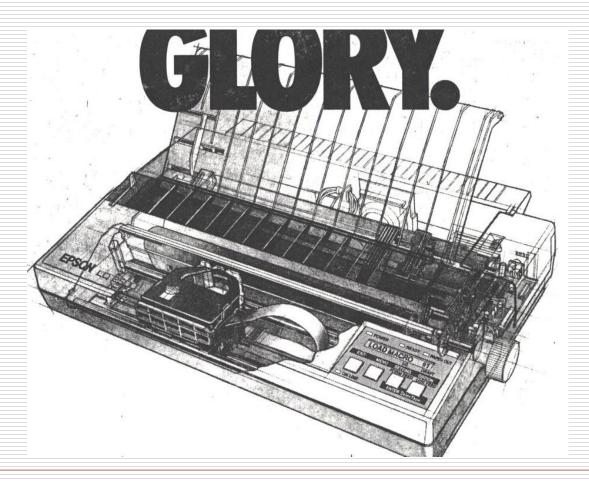


8/27/2010 - jcs

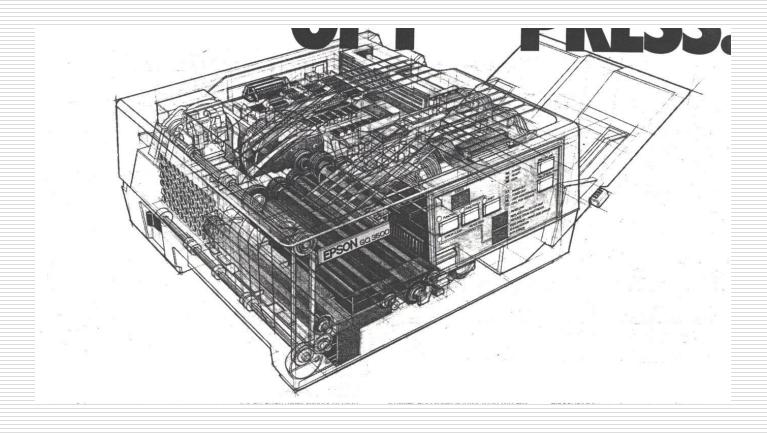
(d) TWO POINT PERSPECTIVE

Sketching - 3D

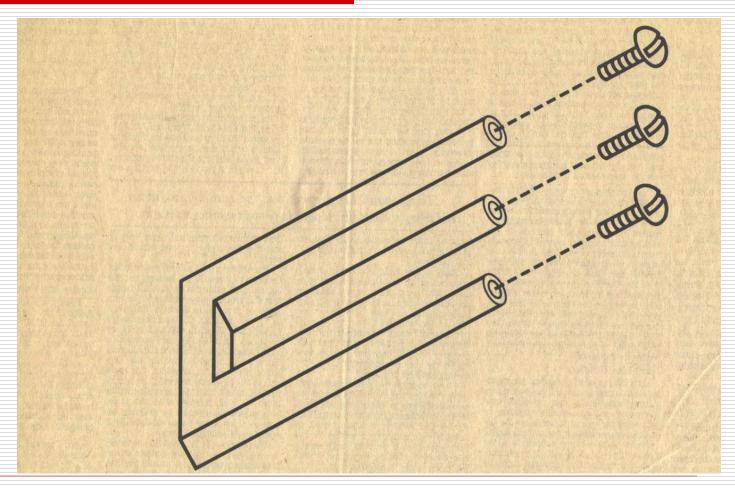
Example: Perspective



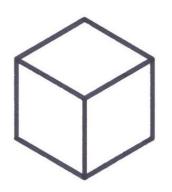
Example: Perspective



Example: ?



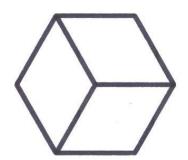
Isometric Axes



NORMAL POSITION

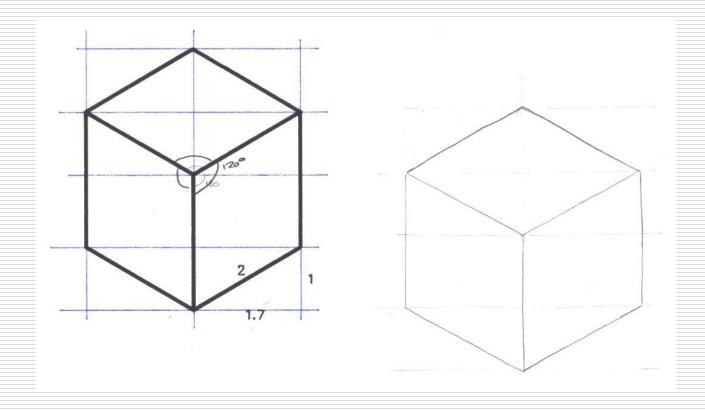
REVERSED POSITION



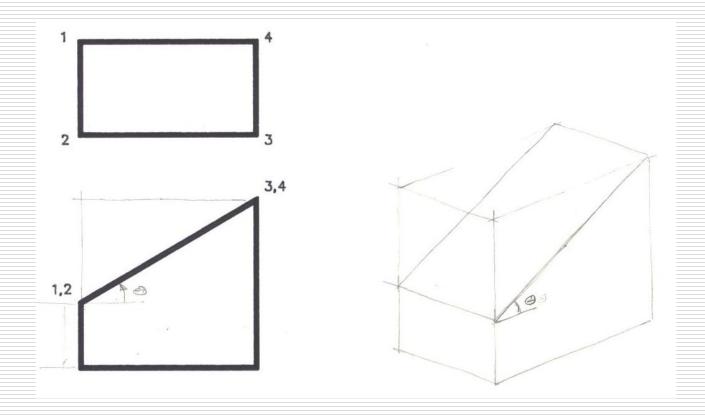


HORIZONTAL POSITION

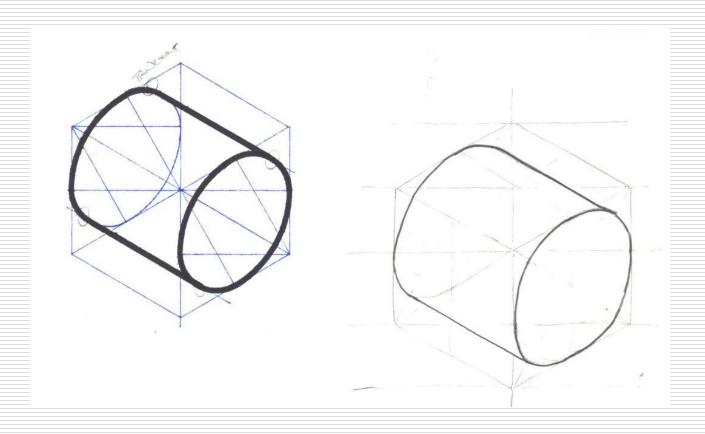
Isometric Cube Construction



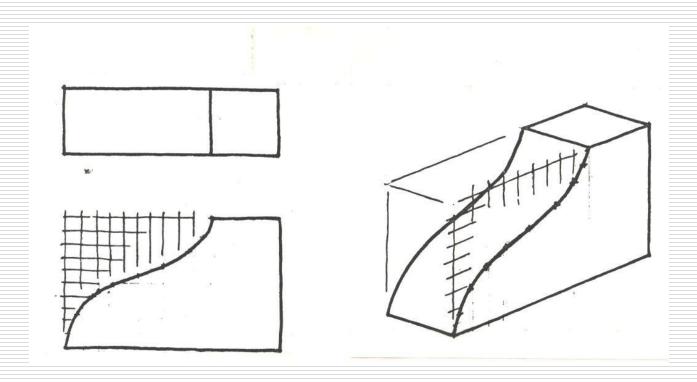
Isometric Angle Construction



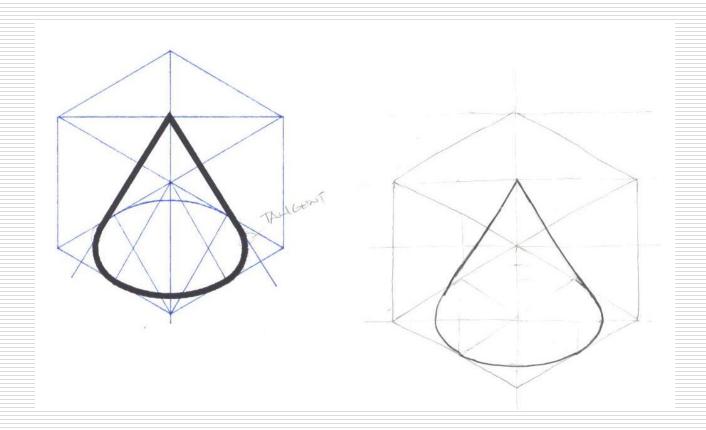
Isometric Cylinder Construction



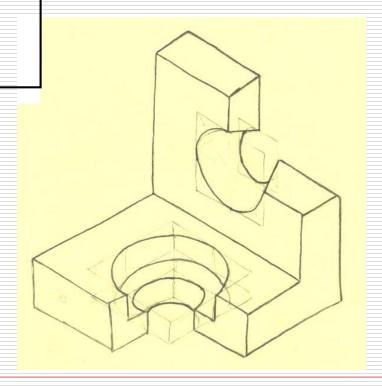
Isometric: Irregular Construction



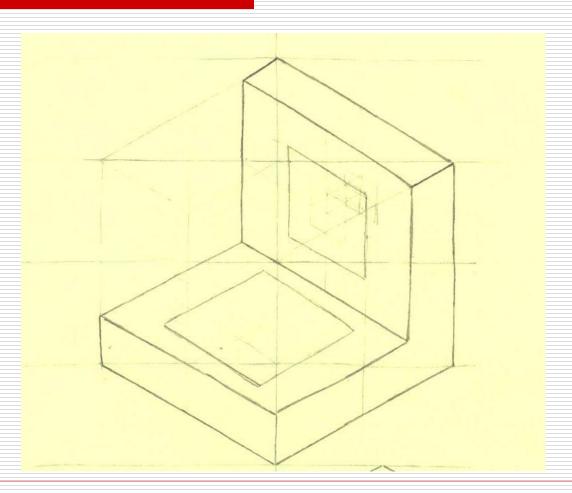
Isometric Cone Construction



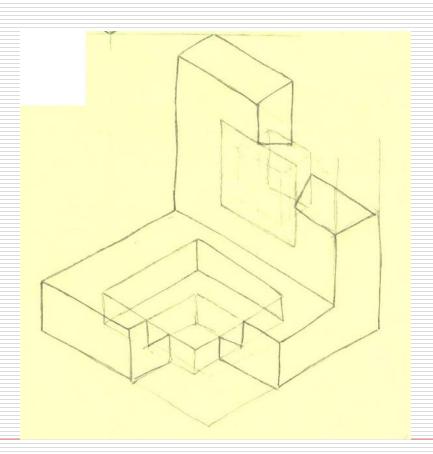
- Plan
 - Orientation
 - Size (Paper, etc)



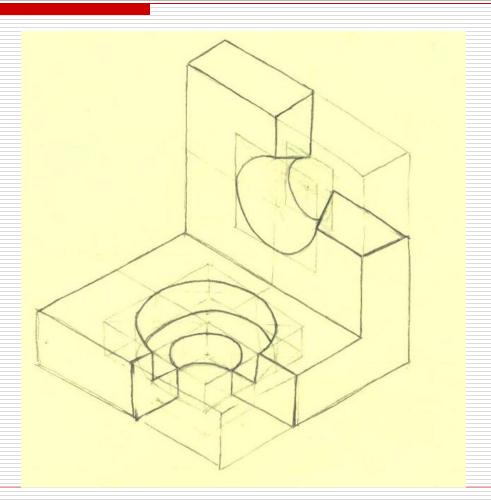
Outline



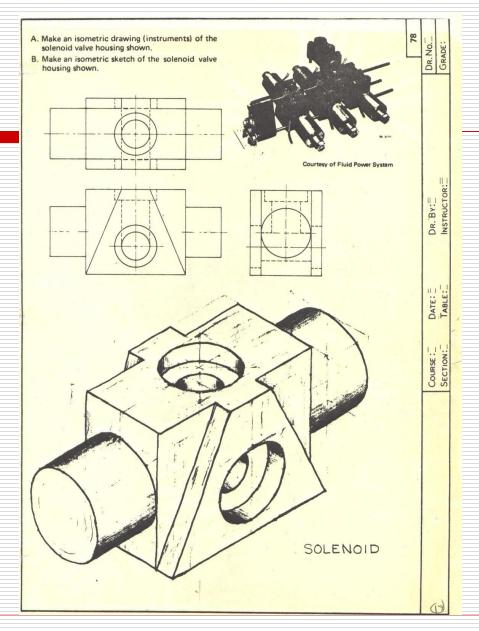
Develop



Complete



Isometric -Example

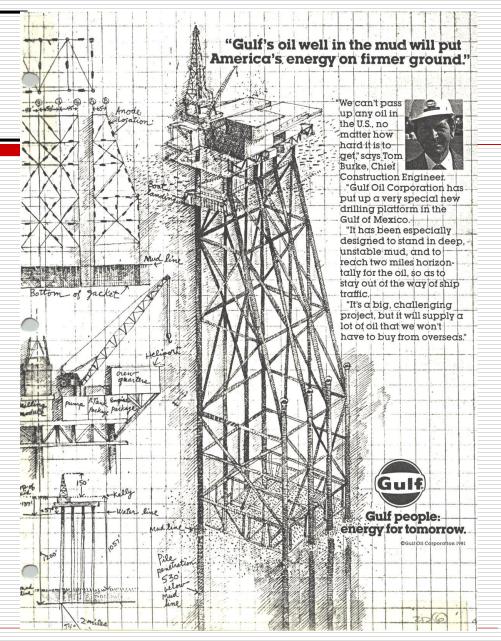


Isometric - Example

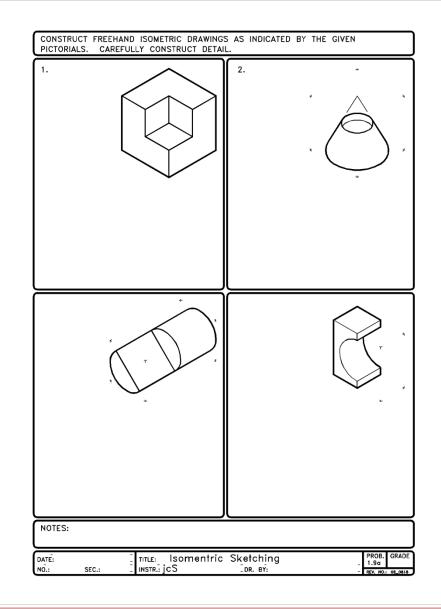


Isometric -Example

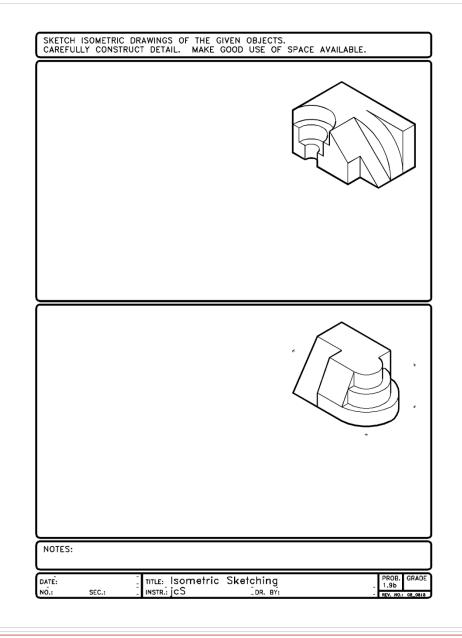
- Engineer?
- Draftsman?



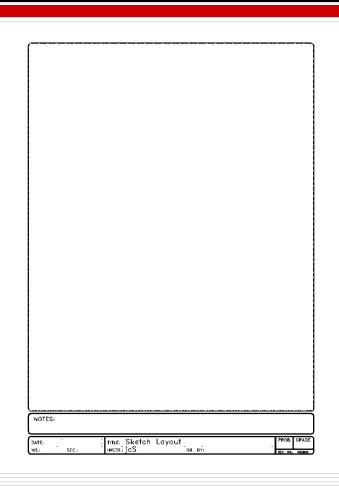
Gr1.9a



Gr1.9b



ISOMETRIC GRID



COMBO GRID

