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ME 1110 – Engineering Practice 1

Engineering Drawing and Design - Lecture 2

Introduction to Engineering Drawing

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Objectives for today

- Communication modes in engineering design
- Types of drawings
- Technical (engineering) drawing standards
- Orthographic projections
- 3rd and 1st Angle Projection

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Introduction to Drawing

- Communicating
 - » engineer to engineer
 - » engineer to non-engineer
 - » non-engineer to engineer
 - » more than words

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Types of engineering communication

- » Drawings and sketches
 - Traditional techniques
 - CAD
- » Graphical communication
 - Technical illustrations, diagrams ...
- » Written communication
- » Oral communication

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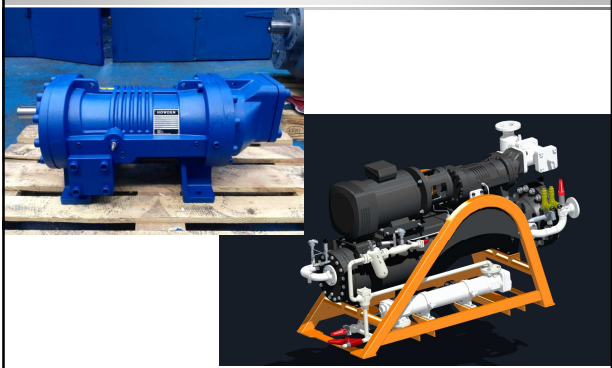
Engineering Graphics

- Model
 - » Physical or computer generated
- Technical illustration
 - » Representation of part for non-technical person
- Technical sketch
 - » Expression of ideas and preliminary designs

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3D Model



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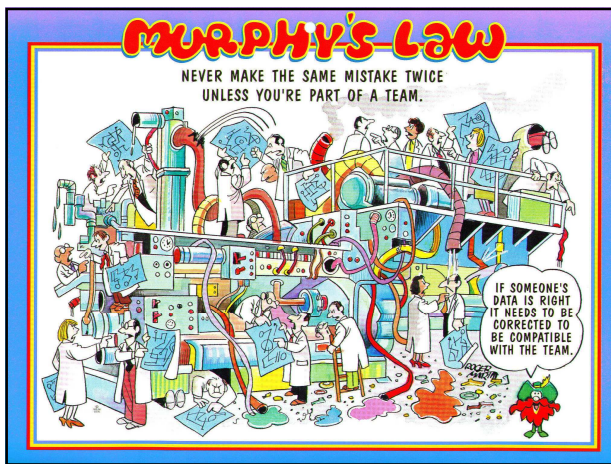
Sketching

- Communication among engineers
- Three types of sketches
 - » Pictorial
 - Technical Illustration
 - » Multiview
 - Engineering Drawing
 - » Diagrammatic
 - System Illustration

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Standard Code

Country	Code	Full name
Thailand	มอก.	สำนักงานมาตรฐานผลิตภัณฑ์อุตสาหกรรม
USA	ANSI	American National Standard Institute
Japan	JIS	Japanese Industrial Standard
UK	BS	British Standard
Australia	AS	Australian Standard
Germany	DIN	Deutsches Institut für Normung
	ISO	International Standards Organization

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Drawing Layout

BS8888
British standard for Engineering drawings

A4 = 210 mm × 297 mm
 A3 = 297 mm × 420 mm
 A2 = 420 mm × 594 mm
 A1 = 594 mm × 841 mm
 A0 = 841 mm × 1189 mm

The sides of all sheets are in the ratio 1 : √2
 A0 is nominally one square metre in area and forms the basis of the series

Paper size: 410x297 mm (A3)
 Border size: 40x287 mm

Distance between border and end of page:
 - Left 10mm
 - Bottom 5mm
 - Right 5mm
 - Top 5mm

Always use A3 paper for your exercises if not specified differently in the tutorial sheet.
 Use as many A3 pages as you need for your exercise.

All fields on each page in the title block must be filled. Use BS8888 to standardize all elements of the drawing. Minimum text height is 3mm.

Group and Tutor Name	Exercise Code and Title	Page No.	SCALE DATE	Name
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Elements of the Title Block

ABCDEFGHIJKLMNQRST
 UVWXYZ
 1234567890

ABCDEFGHIJKLMN
 QRSTUVWXYZ
 1234567890

Projection	Symbol
First angle	
Third angle	

On drawings smaller than full size (reduction scales):
 1:2 1:5 1:10
 1:20 1:50 1:100
 1:200 1:500 1:1000

On drawings larger than full size (enlargement scales):
 2:1 5:1 10:1
 20:1 50:1

Text should not be smaller than 3mm.

Title block text 4-6 mm

Group and Tutor Name	Exercise Code and Title	Page No.	SCALE DATE	NAME
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Lines

Line	Description	Application
A	Continuous thick	Visible outlines and edges
B	Continuous thin	Dimension, projection and leader lines, hatching, outlines of revolved sections, short centre lines, imaginary intersections
C	Continuous thin irregular	Limits of partial views or interrupted views and sections, if the limit is not on axis
D	Continuous thin straight with zigzags	
E	Dashed thin	Hidden outlines and edges
F	Chain thin	Centre lines, lines of symmetry, projectors and loci, pitch lines and pitch circles
G	Chain thin, thick at ends and changes of direction	Cutting planes
H	Chain thin double dashed	Outlines and edges of out-of-cut parts, outlines and edges of alternative and extreme positions of movable parts, initial outlines prior to forming, lead lines on developed blanks or patterns

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Human vision

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Features of Solid Objects

RECTANGULAR PRISM CYLINDER

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How to create an Object

Join, Subtract, Intersect, Cut

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How to represent an object

Isometric Oblique Multiview Parallel

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Multiview - Orthogonal

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Image orientation – normal faces

Vertical (Y)
Depth (Z)
Horizontal (X)

(A)
(B)
(C)

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Camera metaphor

Frontal
Top view
Right Side View

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Orthographic projections

The six principal views

Top
Front
Right side
Bottom
Left side
Rear

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Orthographic projections

Top view
Front view
Right side view

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3rd and 1st angle projection

Third Angle Projection
First Angle Projection

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Normal views and face projection

Edge view of normal face becomes an edge for another view

On edge
On edge
True size and shape

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