

**City University London**  
**Term 1 Assessment, 2006/2007**

**School of Engineering and Mathematical Sciences**

**ME1105 Engineering Drawing & Design**

**SOLUTIONS**

Student Name ..... , Group: .....

**Examination duration:** 80 minutes

**Max. No of Marks: 30**

**Reading time:** 10 minutes

**This paper has:** 9 pages

**Authorized materials:**

Electronic calculators and drawing instruments may be used.

**Instructions to invigilators:** Candidates are to complete the examination by writing and drawing **in this examination paper**, which must be collected at the end of the examination. No additional script books should be required.

**Instructions to students:**

Attempt **all** of the five questions. All questions are of equal value.

Space is provided **in this paper** to complete all the questions. No additional script books should be required. The whole paper must be left for collection by the invigilators at the end of the examination.

**Be sure to write your student name and group in the space provided above.**

**Q1: 6 marks**

Each correct answer 0.15 marks

## Question 1

**Indicate** whether the following statements are True or False by **ticking** the appropriate selection box.

T	F
X	Technical sketching is only appropriate for fine detail work near the conclusion of the design process.
X	Ideation sketches are often done quickly in order to explore as many design ideas as possible.
X	Technical sketching is only appropriate for capturing simplified conceptions of the design very early in the design process.
X	The width and depth axes of an isometric sketch are drawn 45° above the horizontal.
X	A principal view in a sketch is always at right angles to the other principal views.
X	An edge is only associated with one face in a solid object.
X	A face is joined to other faces via edges.
X	The principal view is another name for the front view.
X	Perspective projection creates a more realistic image of an object than parallel projection.
X	A perspective pictorial drawing is less realistic but easier to draw than an isometric pictorial.
X	Parallel projection can only be used with objects with parallel edges.
X	A multiview and axonometric pictorial both use parallel projection.
X	In a valid wireframe model, each face must contain at least three vertices and form a closed loop.
X	One problem with wireframe models is ambiguity.
X	Orienting a face and the projection plane so that they are parallel creates an edge view of the face.
X	When laying out orthographic views, it is the usual practice to consider the frontal plane as lying in the plane of the paper, and the horizontal and profile planes as being rotated into the frontal plane.
X	Perspective projection is sometimes substituted for parallel projection in a multiview projection.
X	The top view is always vertically above the front view, but the side view may not always be horizontally in line with the front view.
X	The right side view is created using a profile plane of projection.
X	The front of the object in both the top and side views faces the front view.
X	First-angle projection is the multiview projection convention used in UK.
X	There are only three principal views of an object.



**Q2: 6 marks**

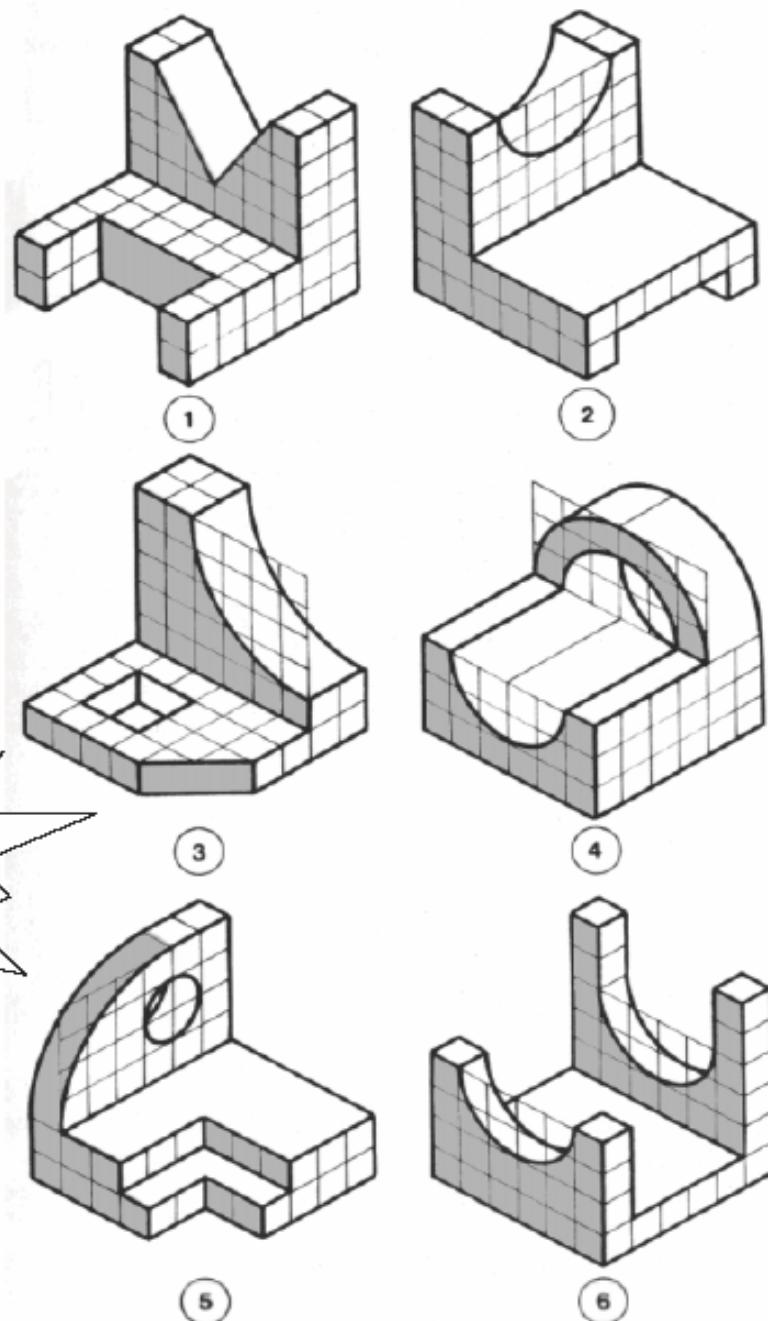
1 mark for each correct orthographic projection

## Question 2

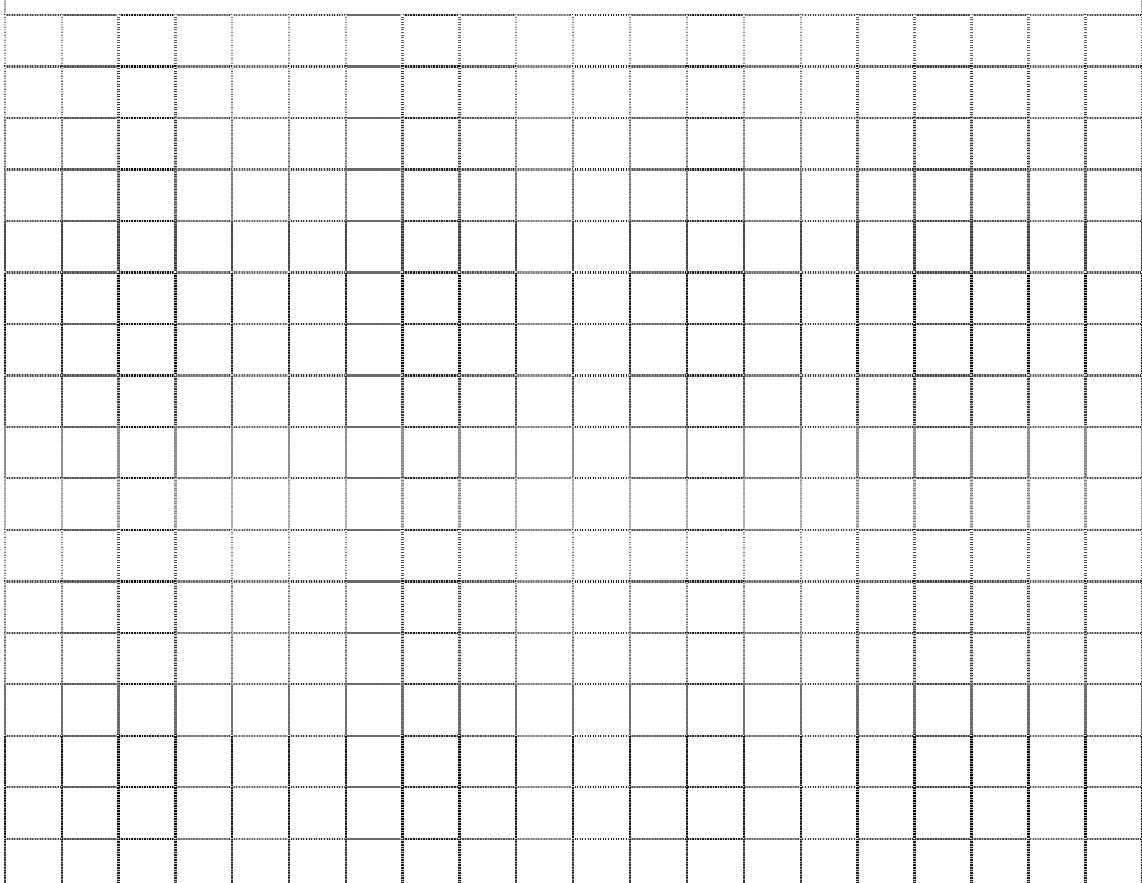
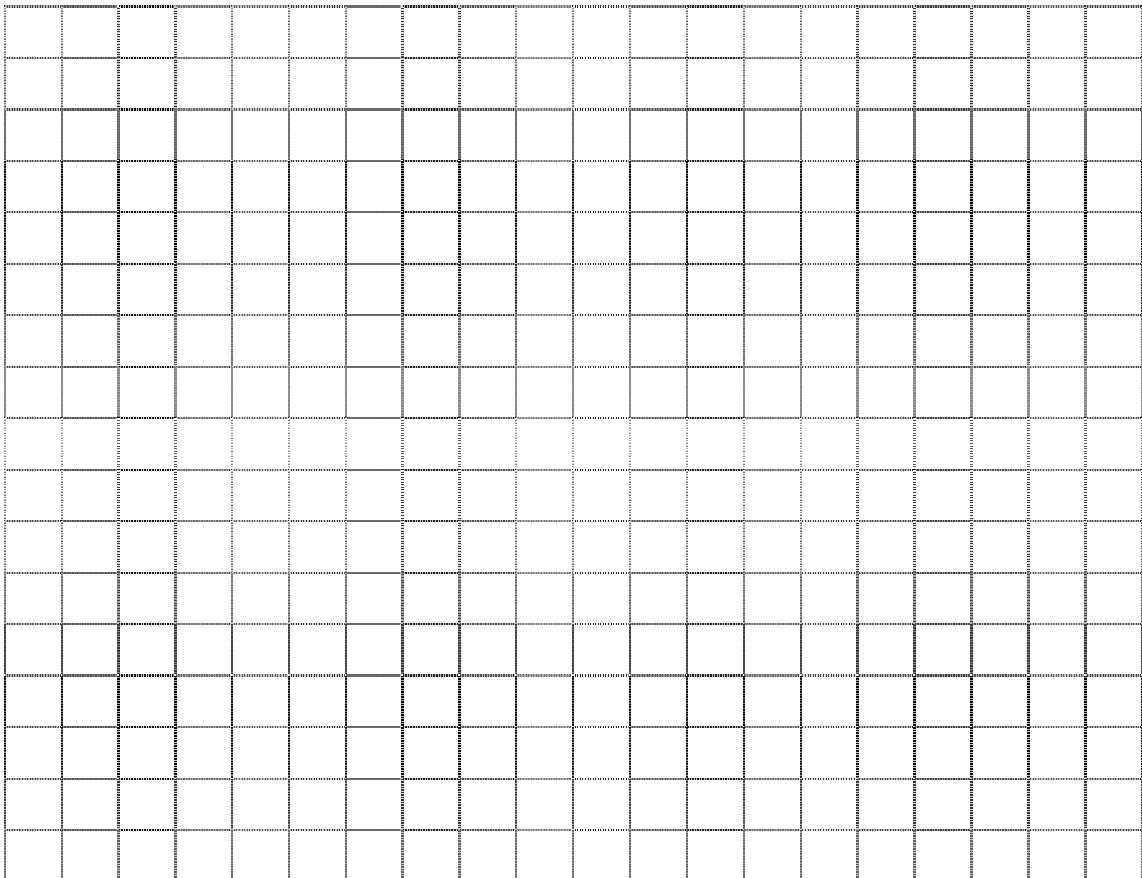
- Use the A4 paper provided. Fill in the title boxes, including the appropriate projection symbol.
- Draw freehand or with a straight edge, using a pencil.
- Assume one square on the pictorial view below equals one square on the drawing sheet.
- Front view should be in the direction of the shaded faces.

- 1) Choose one of the six components shown here and create a **1<sup>st</sup> angle projection** drawing of it, showing the **Front view**, the **Left Side or Right Side view** and the **Plan view**.

- 2) Choose another one of the components and create a **3<sup>rd</sup> angle projection** drawing showing the **Front view**, the **Left Side or Right Side view** and the **Plan view**.



**Remember:**  
think about  
where the plan /  
front view will be  
placed.



**Question 3****Q3: 6 marks**

- a) 2 marks
- b) 4 marks

- a) Define what is Engineering design process

an iterative decision making activity, to produce plans by which resources are converted, preferably optimally with due consideration for environment into systems and devices (products) to meet human needs.

- b) Define what a FIT is and list the classification of fits (three categories). Briefly explain each of these categories.

The **fit** represents the tightness or looseness resulting from the application of tolerances to mating parts, e.g. shafts and holes. Fits are generally classified as one of the following:

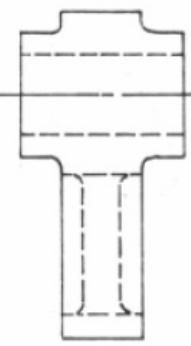
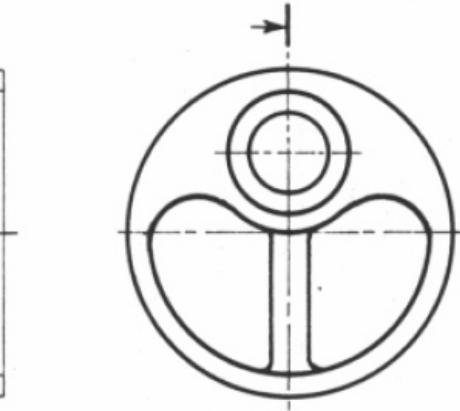
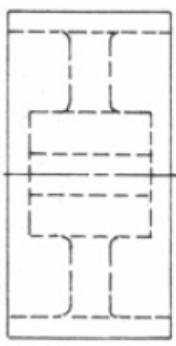
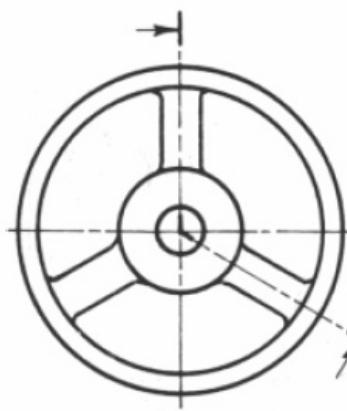
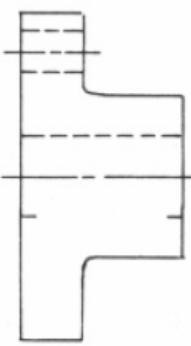
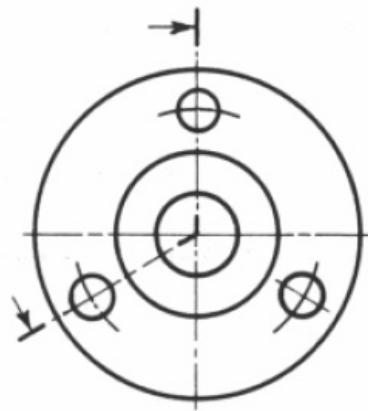
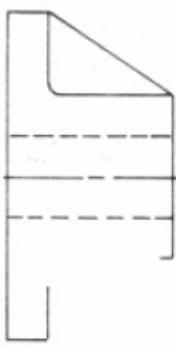
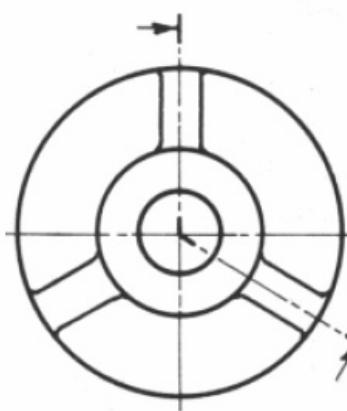
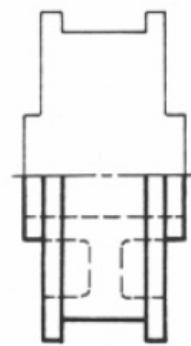
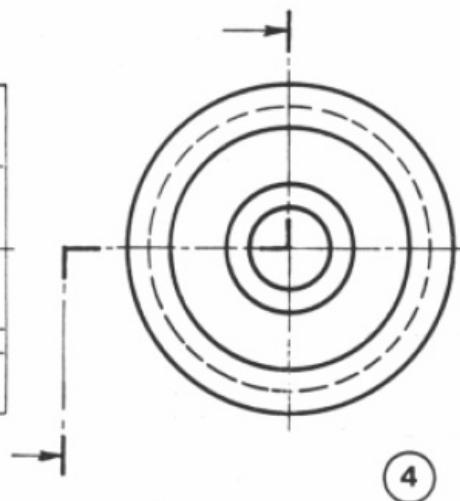
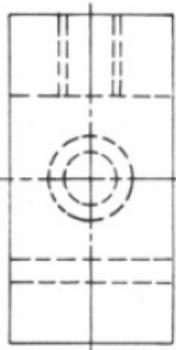
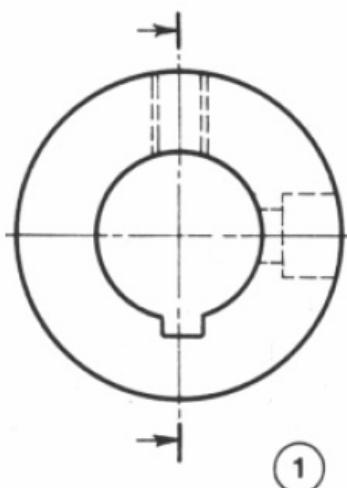
- |                          |   |
|--------------------------|---|
| <b>Clearance fit:</b>    | Assemble/disassemble by hand.<br>Creates <b>running &amp; sliding assemblies</b> , ranging from loose low cost, to free-running high temperature change applications and accurate minimal play locations. |
| <b>Transition fit:</b>   | Assembly usually requires press tooling or mechanical assistance of some kind.<br>Creates <b>close accuracy</b> with little or no interference.   |
| <b>Interference fit:</b> | Parts need to be forced or shrunk fitted together.<br>Creates <b>permanent assemblies</b> that retain and locate themselves.  |

**Q4: 6 marks**

1 mark for each correct orthographic projection

**Question 4**

For the six components below complete the end section as indicated using correct line styles, thicknesses and hatching.



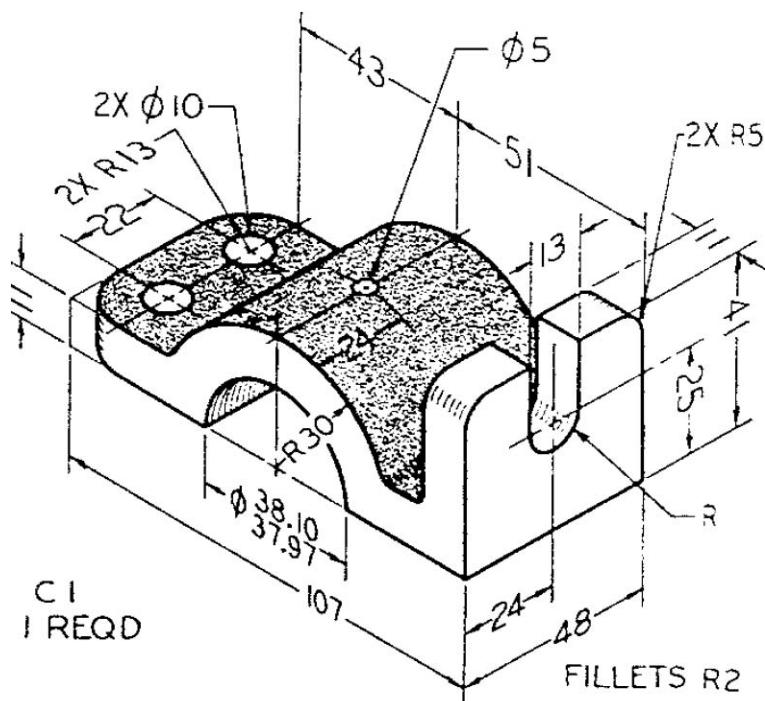
**Q5: 6 marks**

Each view 1 mark; Dimensions 3 marks

## Question 5

An isometric view of a cast iron ‘frame guide’ is shown in figure 5.

**Make** a fully-dimensioned, multiview detail drawing of the frame guide on page 9, where a convenient layout of views is suggested. Use 3<sup>rd</sup> angle projection.



**Figure 5**

