

Actual width = 29.5 mm

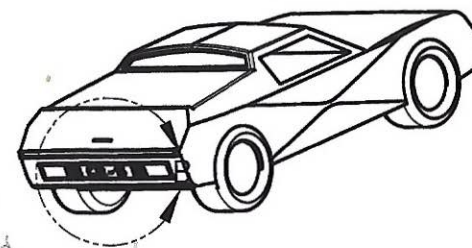
Margin of Error:

$$\frac{29.5 - 30.031}{29.5} \times 100$$

= 7.8%

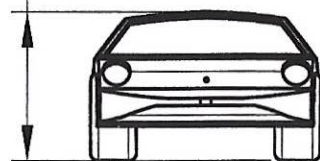
30.031 mm

indentations should be parallel to the sides of the car, not slanted

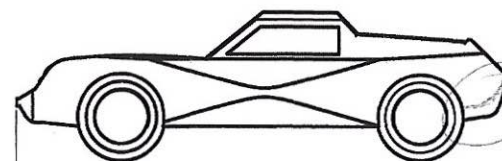


back bumper should be placed higher

19.400 mm



✓ Actual height = 19.4 mm

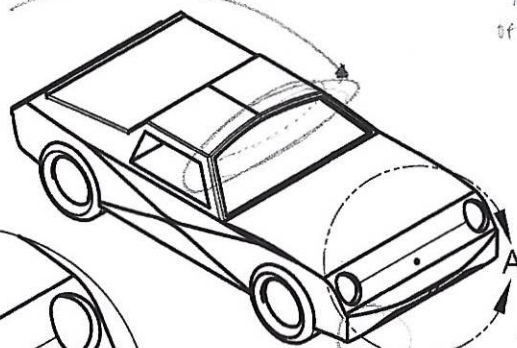


64.572 mm

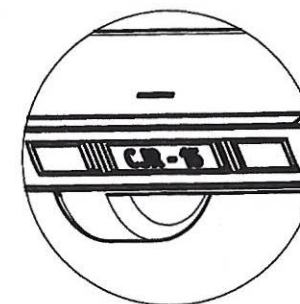
Actual length: 69.8 mm

$$\text{Margin of Error} = \frac{69.8 - 64.572}{69.8} \times 100 = 7.48\%$$

Windshield top should curve downward instead of upwards



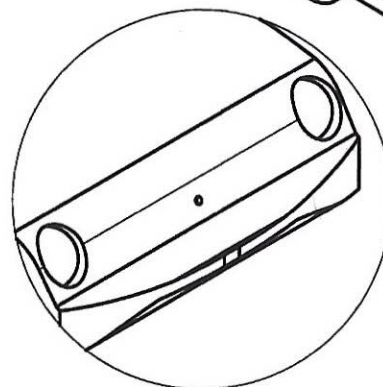
inaccurate bumper
→ too much of the front curves in



DETAIL B
SCALE 2:1

* How I would reduce Margin of error:

I would be more accurate when drawing the sketch of the car by hand so that I can replicate the car with more precision on a digital platform.



DETAIL A
SCALE 2:1

UNLESS OTHERWISE SPECIFIED,
DIMENSIONS ARE IN INCHES

.XX = ±0.
.XXX = ±0.00-
.XXXX = ±0.000-

ANGULAR = ±°
FRACTIONAL = ±

SURFACE FINISH



DO NOT SCALE DRAWING

BREAK ALL SHARP EDGES AND
REMOVE BURRS

THIRD ANGLE PROJECTION



NAME

DATE

DRAWN

CLEA RAMOS

11/19/2020

CHECKED

APPROVED

TITLE

3D Extrusion Car

SIZE

A

DWG NO.

REV.

SCALE

1:1

WEIGHT

SHEET

1 of 1