



*School of Mechanical & Manufacturing Engineering (SMME),
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Program: BE-Aerospace Section: AE-01
Session: Spring 2024 Semester: 2nd
Course Title: Engineering Drawing AE-103

Assignment # 1

“Orthographic Projection”

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1. OBJECTIVE:

This engineering drawing assignment is assigned us to grasp the fundamentals and techniques of orthographic projection, with a specific emphasis on utilizing the first angle view approach within the AutoCAD software. Through this assignment, instructor aimed us to develop proficiency in accurately translating three-dimensional objects into two-dimensional representations.

2. DEFINITIONS:

- **Orthographic Projection**

A fundamental technique used in technical drawing to represent the three-dimensional form of an object in two dimensions by projecting its views onto perpendicular planes.

- **First Angle Projection**

In this method of orthographic projection, the object is positioned in the first quadrant of 3D space, and its views are projected onto planes situated between the object and the observer.

- **Third Angle Projection**

In this method of orthographic projection, the object is positioned in the third quadrant of 3D space, and its views are projected onto planes situated beyond the object and the observer.

- **Visible Edges**

These lines represent the outlines and features of the object that are directly visible in the orthographic projections.

- **Hidden Edges**

Lines representing features of the object that are obscured from direct view in the given projections but are essential for conveying complete information about the object's geometry.

- **Centre Lines**

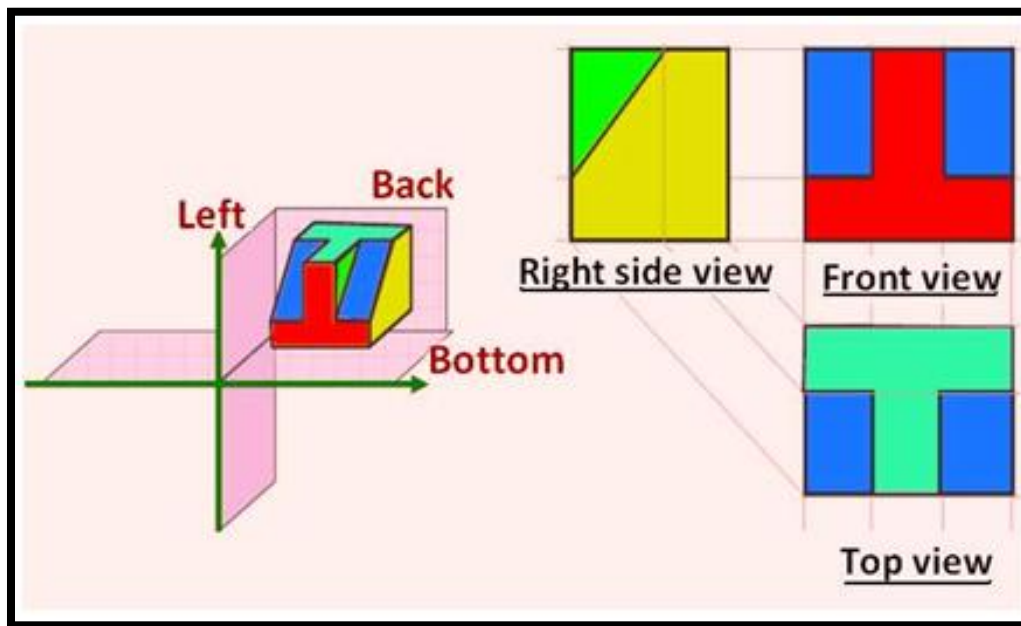
These lines indicate the center of symmetry, rotation, or other significant features of cylindrical or symmetrical parts.

3. KEY CONCEPTS:

Projection Systems:

There are two types of projection systems:

- 1. First Angle Projection:** This method of orthographic projection places the object in the first quadrant of 3D space, with its views projected onto planes positioned between the object and the observer.



Fig

1.1 – Object in 1st Angle Projection & Orthographic View.

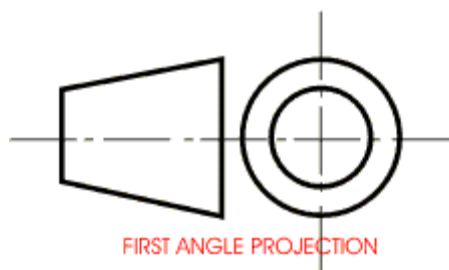


Fig 1.2 –Drafting Standard for 1st Angle Projection.

2. Third Angle Projection: In contrast, the third angle projection system positions the object in the third quadrant of 3D space, with its views projected onto planes situated beyond the object and the observer.

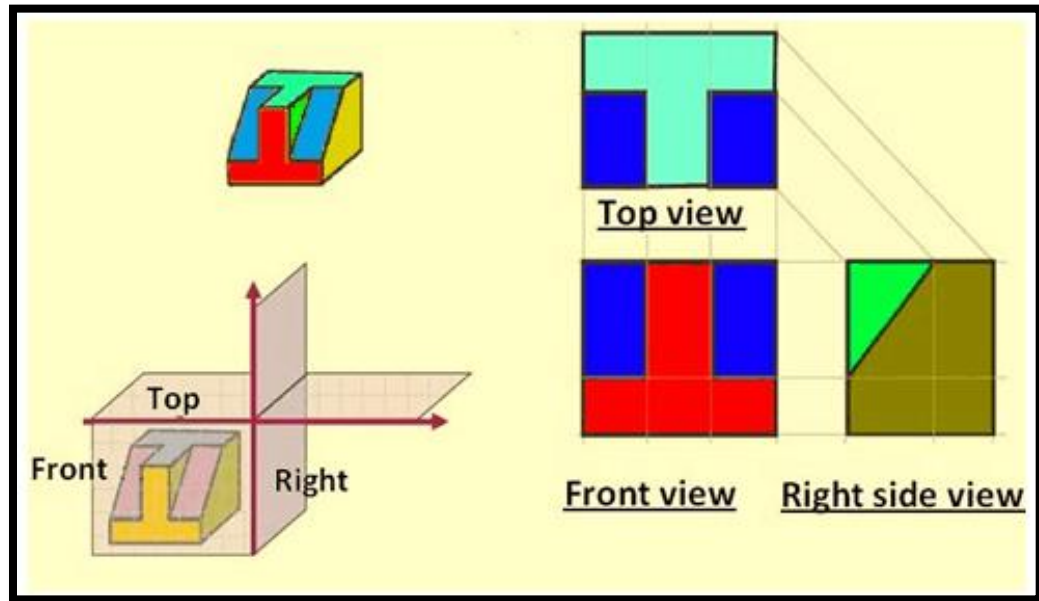


Fig 1.3 – Object in 3rd Angle Projection & Orthographic View.

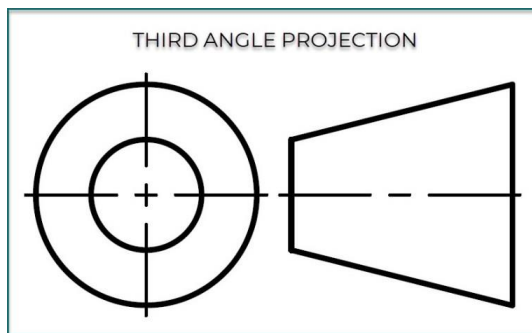


Fig 1.4 –Drafting Standard for 3rd Angle Projection.

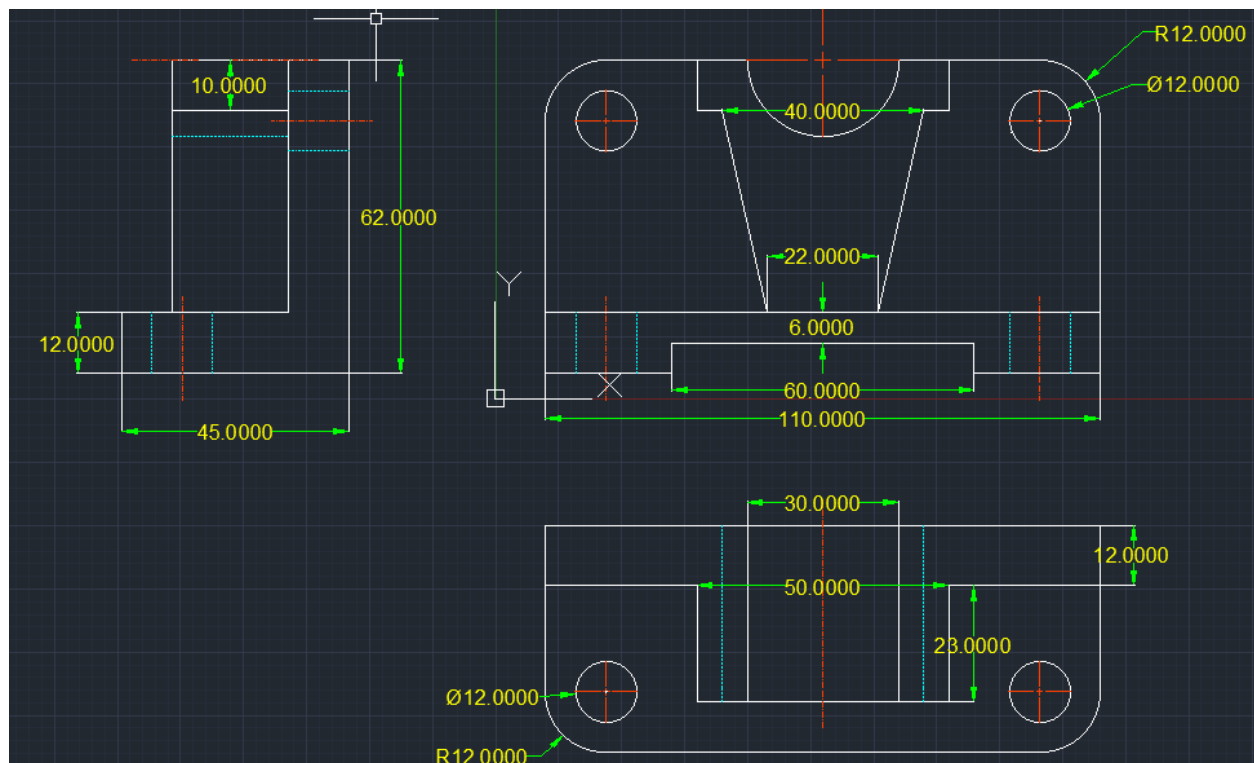
4. PROCEDURE:

Following steps were followed in each drawing:

- 1. Creating Layout Page:** I created a Layout Page for my drawing on an A2 Equivalent sheet with a distance of 20mm from the left and 10mm from the rest of the sides.

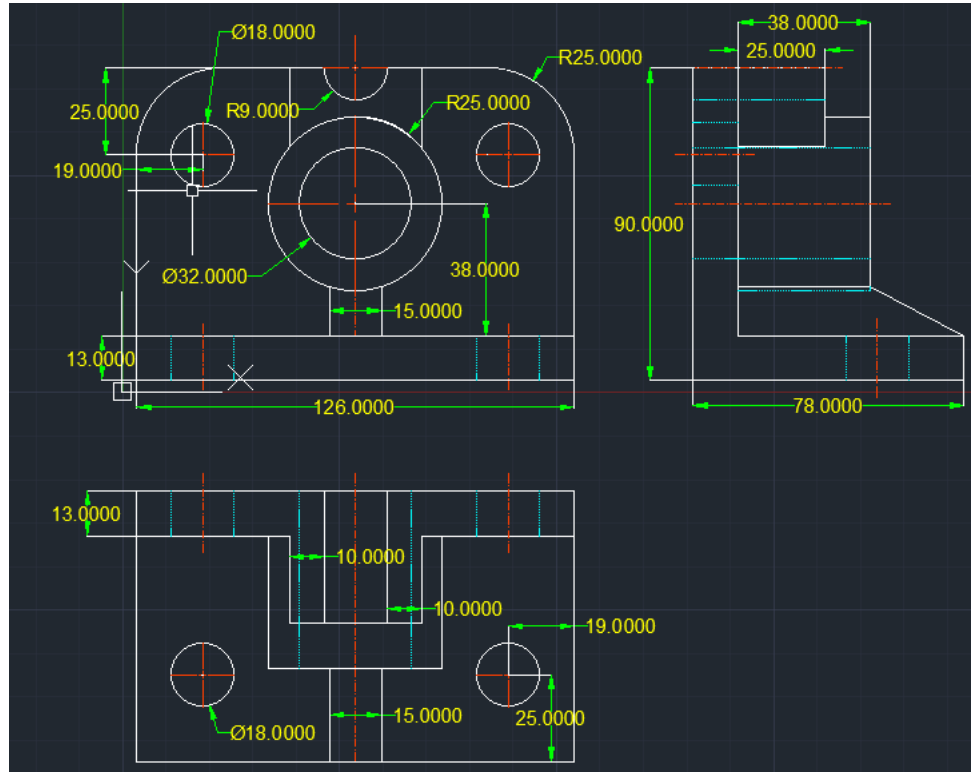
2. **Starting with the Front View:** I started all my drawings with the front view.
3. **Making the side views:** Then I made the side view by extending lines from the corner of the front view accordingly.
4. **Making the Top or Bottom view:** The Top and Bottom Views were also created by extending lines from the corners of the Front View.
5. **Trimming:** I then trimmed off extra edges and division lines of the page.
6. **Adding different lines:** I coloured and added the required lines like the **Centre Line & Hidden Lines**.
7. **Dimensioning:** I then added appropriate dimensions to the drawing ensuring that unnecessary dimensions are not added and all the necessary ones are shown.
8. **Review:** I reviewed my drawing to ensure that there are no mistakes in the drawing.

Drawing No. 1



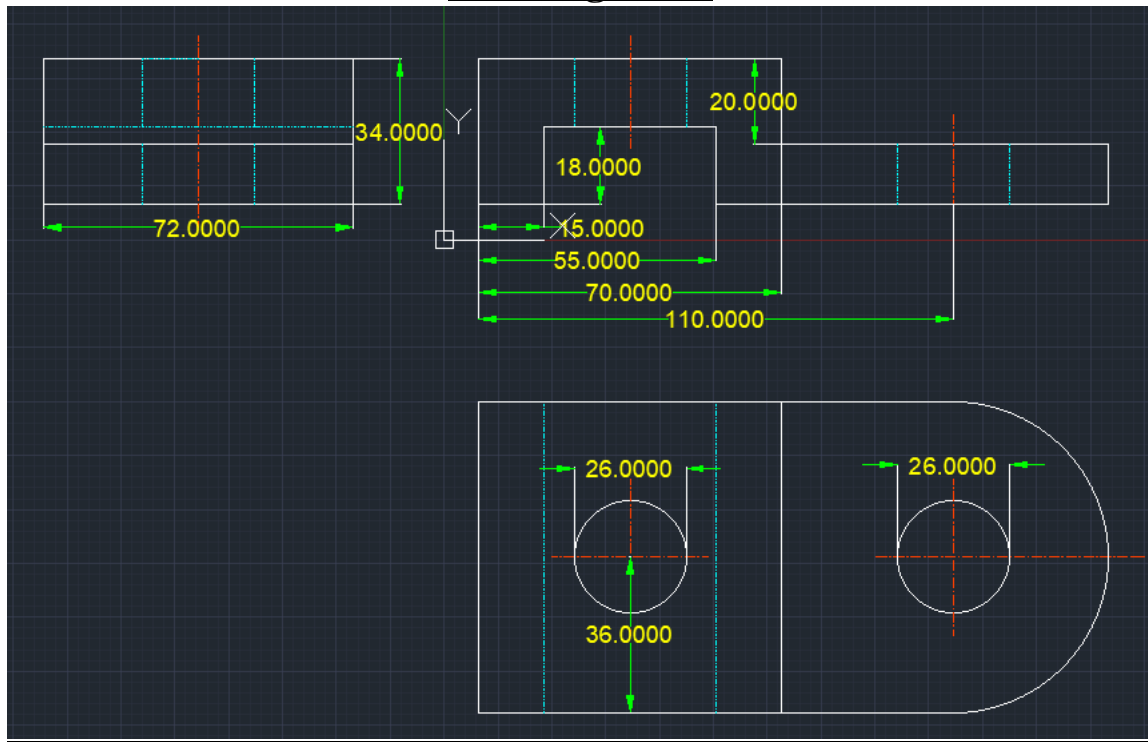
- This drawing was made with the **Right Side View**.

Drawing No. 2



- This drawing was made with the **Left Side View**.

Drawing No. 3



- This drawing was made in the **3rd Angle Projection** with **Right Side View**.

CONCLUSION:

In conclusion, this assignment provided a thorough investigation into orthographic projection techniques with AutoCAD.

Through the application of 1st Angle Projection principles, students acquired valuable insights into the detailed process of representing three-dimensional objects in two dimensions.