

21MES102L Engineering Graphics and Design School of Mechanical Engineering

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21MES102L Engineering Graphic and Design

E3 Projection of Points and Straight Lines Inclined to One Plane

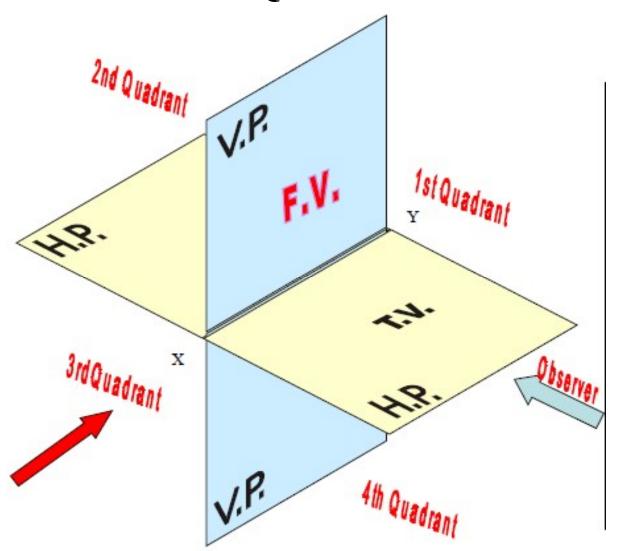


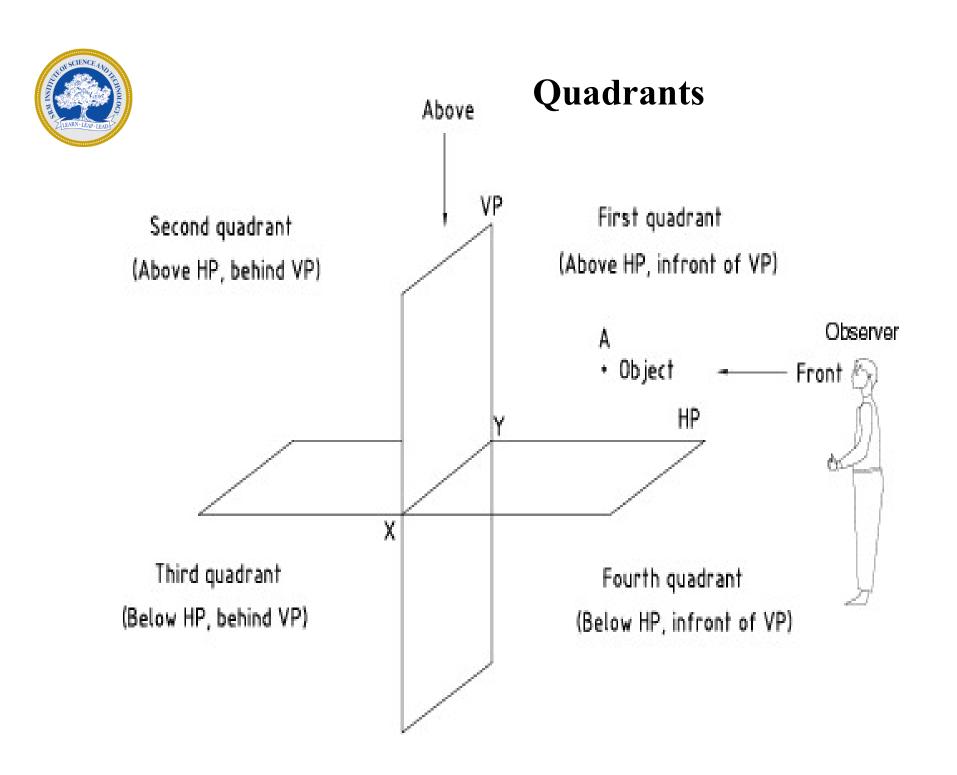
Topics Covered

- ➤ Principles of Projection
- Types of Projection, First angle and Third angle Projection
- ➤ Principles of Projection of Straight line
- ➤ Projection of Straight Lines Inclined to one Plane and Parallel to another Plane



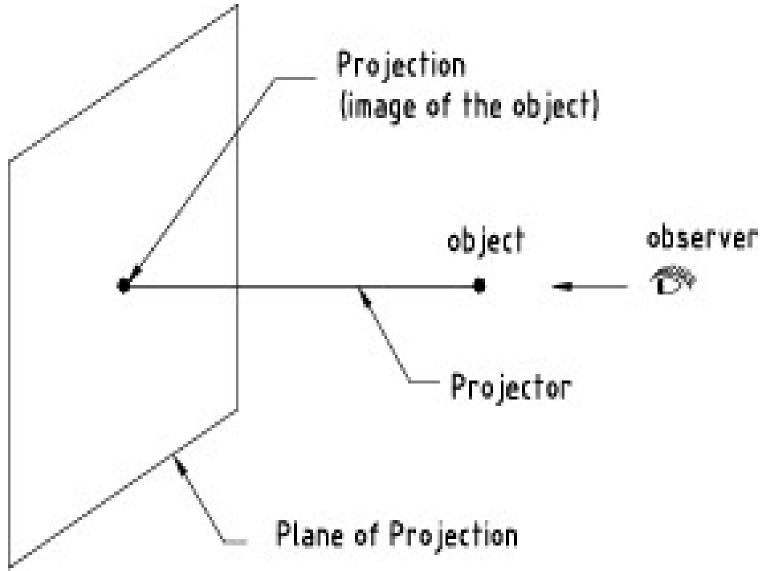
Quadrants







Principles of Projection





Principles of Projection

Projection: Projecting the image of an object to the Plane is known as **Projection**.

Plane of Projection: The Plane on which the Projection of object is obtained is called **Plane of Projection**.

Projector: The Straight Line from the object to the Plane of Projection is called **Projector**.



Principles of Projection

Orthographic Projection: Projecting the image of an object by drawing Projectors from the Corners Parallel to each other & Perpendicular to the Plane of Projection is called as Orthographic Projection.

Conventions to be Observed in Projections

- In Orthographic Projections Space is divided into Four Quadrants.
- By two Reference **VP** (Floor) and **HP** (Wall).
- Point may be situated in any one of these Quadrants.

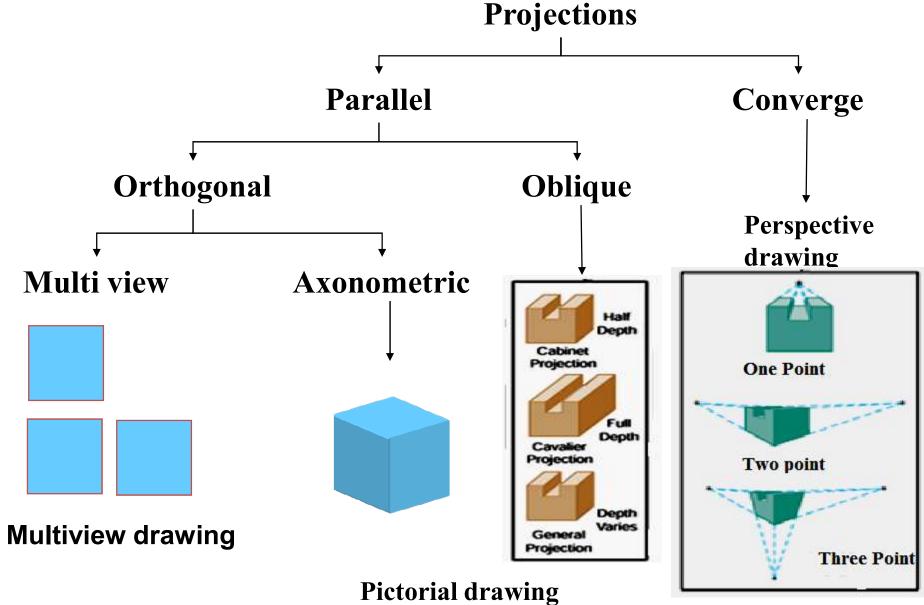


Conventions to be Observed in Projections

- It may also be on any one of the References.
- To Obtain the **Orthographic views** in a single plane Always **ROTATE** the **Horizontal Plane** for 90° only in **CLOCK WISE** direction.
- The **Top Views** are to be represented by **Lower case** Letters (a,b...)
- The Front Views are to be represented by Lower case letters with dashes (a', b'...).

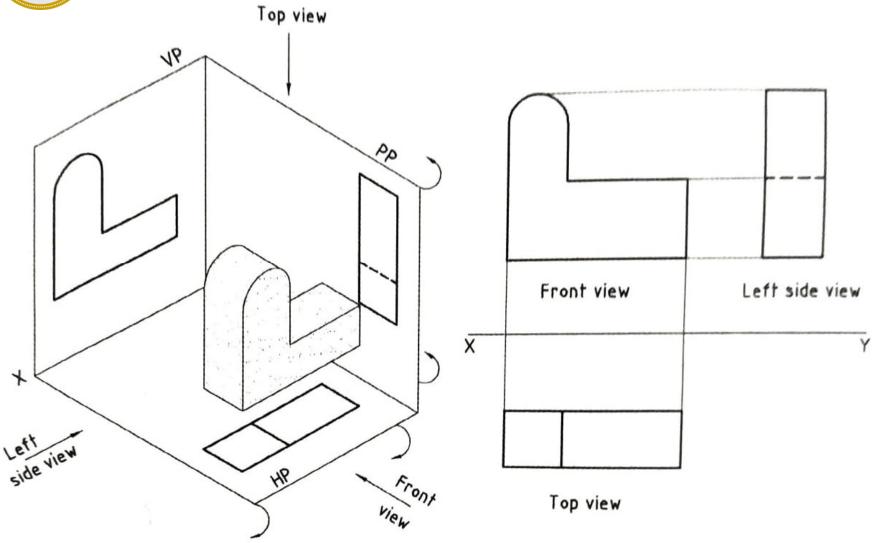


Types of Projections





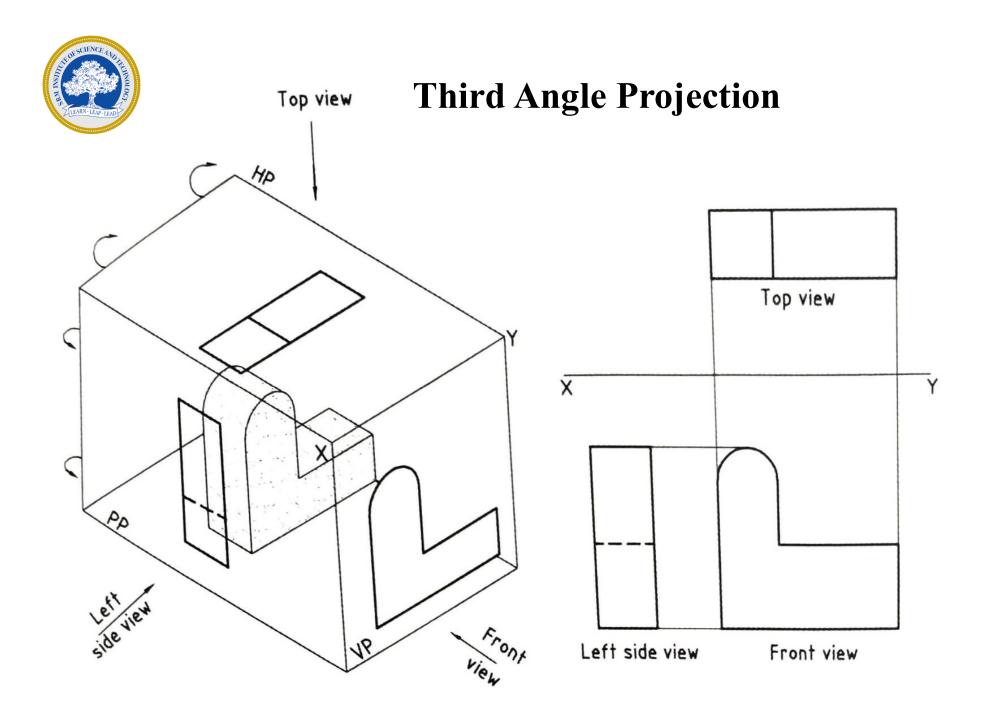
First Angle Projection





First Angle Projection

- ➤ In First Angle Projection the object is assumed to be placed in First Quadrant i.e Above **Horizontal Plane** (**HP**) & in Front of **Vertical Plane** (**VP**)
- > The Object is lying between **Observer & Plane of Projection**.
- The **Top View** of the object is projected on to the **HP**.
- > The Front View of the object is projected on to the VP.
- The **Top View** appears **below** the **Front View**.
- > The Left side View appears on Right side of the Front View.





Third Angle Projection

- ➤ In **Third** Angle Projection the object is assumed to be placed in **Third** Quadrant i.e Below **HP** & Behind **VP**
- > The Plane of Projection is lying between Observer & Object.
- The **Top View** of the object is Projected on to the **HP**.
- The Front View of the object is Projected on to the VP.
- The **Top View** appears **above** the **Front View**.
- > The Left side View appears on Left side of the Front View.



Projection of Points

- Point has simply position but no Magnitude
- > Generally represented by a very small **circle** or a **dot**.

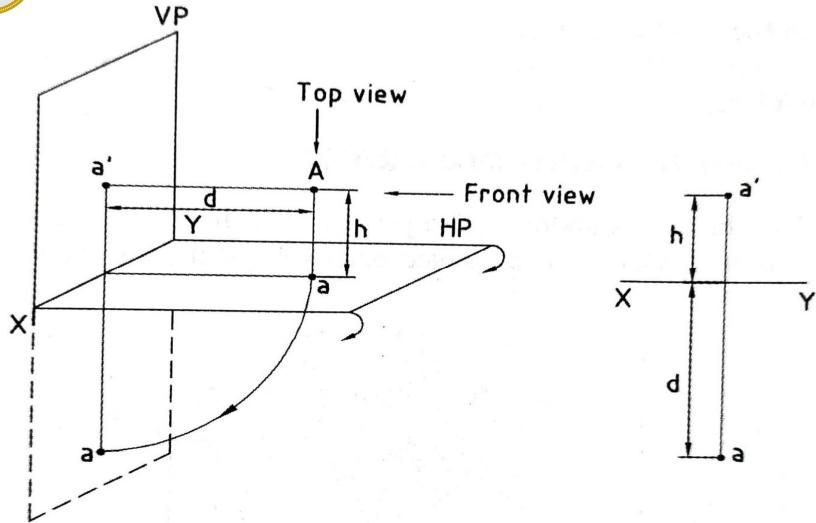


Location of Points

- ➤ Point situated **above Floor (HP)** and **in front of Wall (VP)** is in **First Quadrant**.
- Point situated above Floor and behind Wall is in Second Quadrant.
- Point situated below Floor and behind Wall is in Third Quadrant.
- Point situated below Floor and in front of Wall is in Fourth Quadrant.



Projection of Point in First Quadrant.



A POINT A is located h mm ABOVE HP & d mm in FRONT of VP



- ➤ As the Point A is situated above Floor (HP) and in front of Wall (VP) so the point is in First Quadrant.
- The FRONT VIEW of the point A is viewed h mm above HP to be denoted as a'
- The **TOP VIEW** of the point **A** is viewed **d** mm in front of **VP** to be denoted as **a**



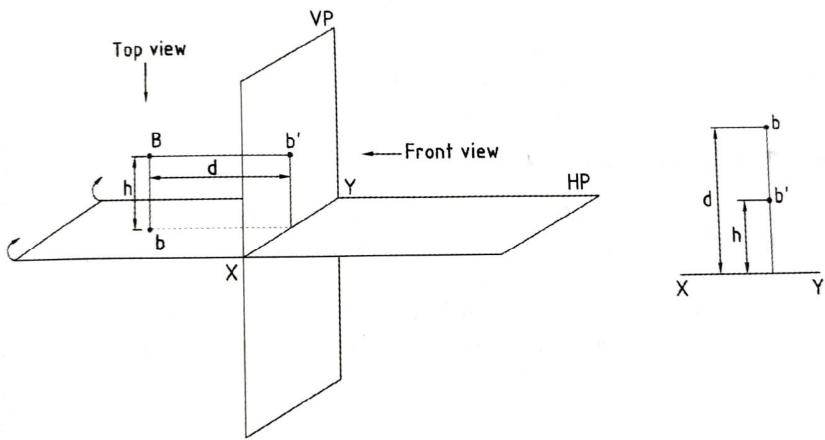
- Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- > Use **POINT** command to locate the a', h mm **ABOVE** the Reference line **XY**.
- ➤ Use LINE command (ORTHO ON) to draw a Vertical line downward from a' for the given (h+d) mm distance.
- > Use **POINT** command to locate a at the end of the vertical line.
- ➤ Use **Annotation** tool bar to mark the dimensions between reference line **XY** to **a**' & line **XY** to **a**



Projection of Point in Second Quadrant



A POINT B is located h mm ABOVE HP & d mm BEHIND VP



- ➤ As the Point **B** is situated above Floor (**HP**) and behind the Wall (**VP**) so the point is in **Second Quadrant**.
- The FRONT VIEW of the point B is viewed h mm above HP to be denoted as b'
- The **TOP VIEW** of the point **B** is viewed **d** mm behind **VP** to be denoted as **b**



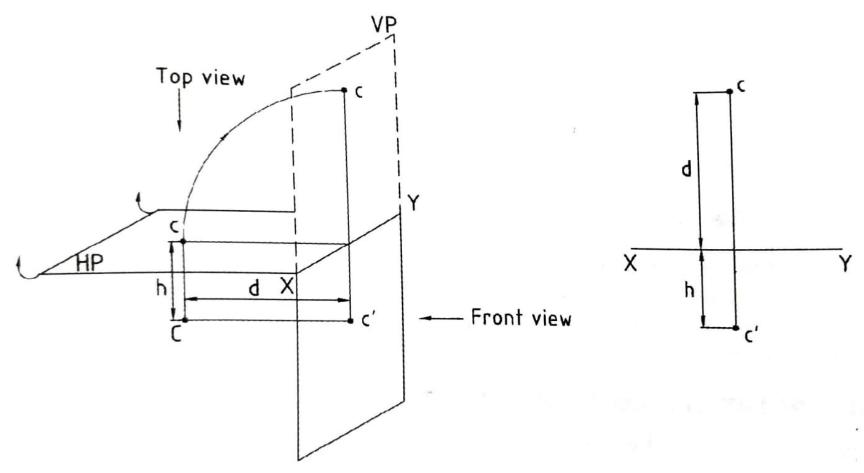
- Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- ➤ Use **POINT** command to locate the **b'**, **h** mm **ABOVE** the Reference line **XY**.
- ➤ Use LINE command (ORTHO ON) to draw a Vertical line upward from b'for the given (d-h) mm distance.
- > Use **POINT** command to locate **b** at the end of the vertical line.
- ➤ Use **Annotation** tool bar to mark the dimensions between reference line **XY** to **b**' & line **XY** to **b**



Projection of Point in Third Quadrant



A POINT C is located h mm BELOW HP & d mm BEHIND VP



A POINT C is located h mm BELOW HP & d mm BEHIND VP

- As the Point C is situated below the Floor (HP) and behind the Wall (VP) so the point is in Third Quadrant.
- The FRONT VIEW of the point C is viewed h mm below HP to be denoted as c'
- The **TOP VIEW** of the point **c** is viewed **d** mm behind **VP** to be denoted as **c**



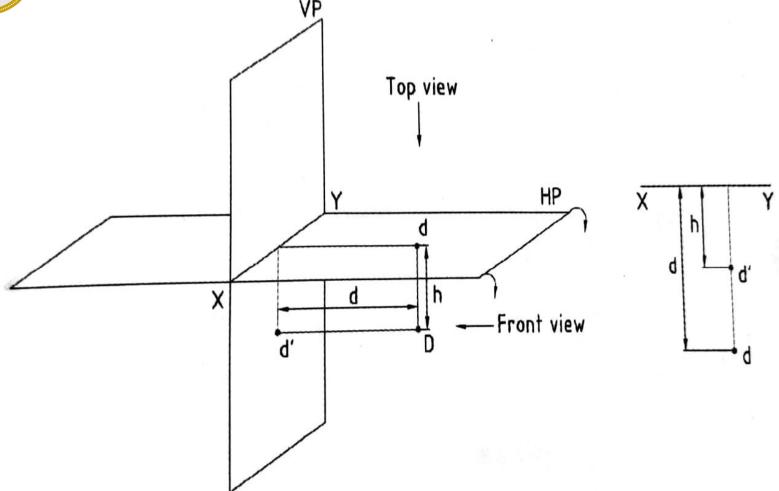
- Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- > Use **POINT** command to locate the **c'**, **h** mm **BELOW** the Reference line **XY**.
- ➤ Use LINE command (ORTHO ON) to draw a Vertical line upward from c' for the given (d+h) mm distance.
- > Use **POINT** command to locate c at the end of the vertical line.
- ➤ Use **Annotation** tool bar to mark the dimensions between reference line **XY** to **c**' & line **XY** to **c**



Projection of Point in Fourth Quadrant



A POINT D is located h mm BELOW HP & d mm in FRONT of VP



- ➤ As the Point **D** is situated **below the Floor (HP)** and **in front of the Wall (VP)** so the point is in **Fourth Quadrant**.
- The FRONT VIEW of the point **D** is viewed **h** mm **below HP** to be denoted as **d**'
- The **TOP VIEW** of the point **D** is viewed **d** mm **in front of VP** to be denoted as **d**



- Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- > Use **POINT** command to locate the **d'**, **h** mm **BELOW** the Reference line **XY**.
- ➤ Use LINE command (ORTHO ON) to draw a Vertical line downward from d' for the given (d-h) mm distance.
- > Use **POINT** command to locate d at the end of the vertical line.
- ➤ Use **Annotation** tool bar to mark the dimensions between reference line **XY** to **d**' & line **XY** to **d**

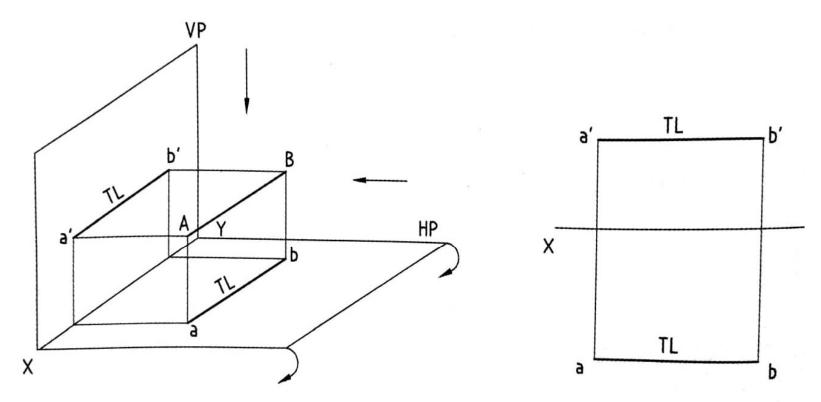


Projection of Straight Lines

- A Straight Line is the shortest distance between two points.
- Projections of the ends of any Line can be drawn using the Principles of **Projections of Points**.
- The Line in space may be **Parallel**, **Perpendicular** or **Inclined** to **Either** the **Floor** or the **Wall** or **Both Floor** & **Wall**



Straight Line Parallel to Both HP & VP



When a line AB is Parallel to both HP & VP



- Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



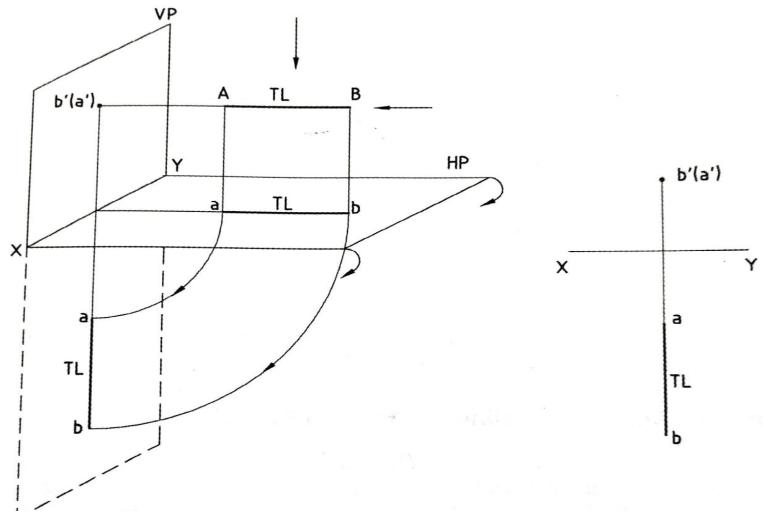
- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- ➤ Use **POINT** command to locate the **a'**, **h** mm above the Reference line & From **a'** draw a Horizontal line for given True length & name the end point as **b'**
- ➤ Use LINE command (ORTHO ON) to draw Vertical lines (Projector) downward from a' & b' for the given (h+d) mm distance & the end points of the lines named as a & b



- ➤ Use LINE command (ORTHO ON) to connect the end points a & b.
- ➤ Use **Annotation** tool bar to mark the dimensions between reference line **XY** to **a'** & line **a'** to **b'** & **XY** to **a**



Straight Line Parallel to HP & Perpendicular to VP



When a line AB is Parallel to HP & Perpendicular to VP



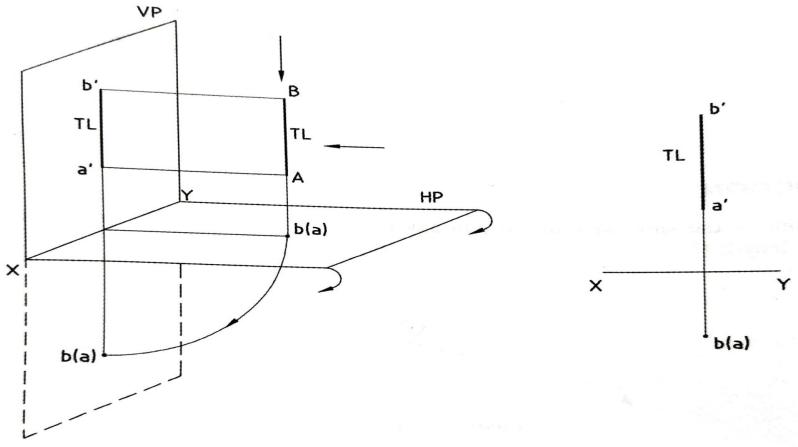
- Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- ➤ Use **POINT** command to locate the (a')b', h mm above the Reference line & From b' draw a Vertical line downward to locate a for given (h+d) mm distance.
- ➤ Use LINE command (ORTHO ON) to draw Vertical line downward from **a** for the given True length & name the end point as **b**.
- ➤ Use **Annotation** tool bar to mark the dimensions between reference line **XY** to (a')b' & line **XY** to a & a to b



Straight Line Parallel to VP & Perpendicular to HP



When a line AB is Parallel to VP & Perpendicular to HP



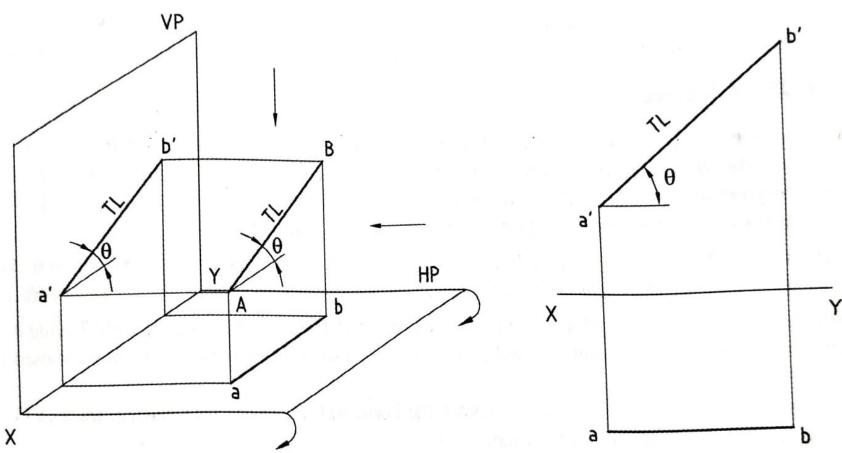
- Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- ➤ Use **POINT** command to locate the **a' h** mm above the Reference line & From **a'** draw a Vertical line for given True length upward to locate **b'**.
- ➤ Use LINE command (ORTHO ON) to draw Vertical line downward from a' for the given (h+d) mm & name the end point as b(a).
- ➤ Use **Annotation** tool bar to mark the dimensions between reference line **XY** to **a'** & **a'** to **b'** & line **XY** to **b(a)**



Straight Line Inclined to HP & to Parallel VP



When a line AB is Inclined to HP & to Parallel VP



- Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



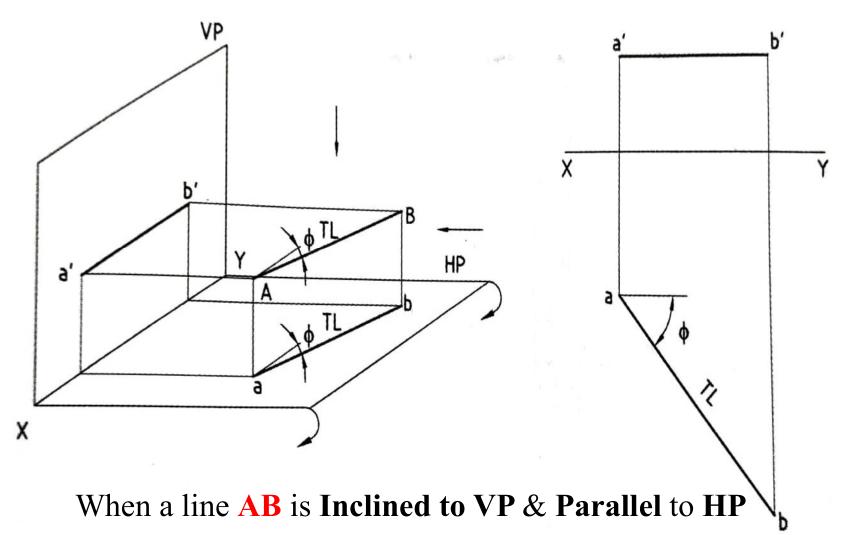
- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- ➤ Use **POINT** command to locate the **a'**, **h** mm above the Reference line & From **a'** draw a Vertical line downward (**h+d**) mm to locate **a**.
- For the given θ & name the end point as b'



- ➤ Use LINE command (ORTHO ON) draw a horizontal line from a & vertical line downward from b' to intersect the horizontal line drawn from a & name the intersecting point as b .
- ➤ Use Annotation tool bar to mark the dimensions between reference line XY to a' & a' to b' & measure the inclination angle of line a'b' wrt. XY line & XY to a.



Straight Line Inclined to VP & to Parallel to HP





- ➤ Initial setup of workspace **Drafting & Annotation** Mode
 - >Type UN or UNITS
 - > Set the Precision for 0
 - Set the Units in Millimeters
- ➤ Type **LIMITS** Press Enter
 - > Specify the Lower Left Corner as 0,0 Press Enter
 - > Specify the Upper Right Corner as 210,297 Press Enter
- ➤ Type **ZOOM** Press Enter
- ➤ Type ALL Press Enter



- ➤ Use LINE command (ORTHO ON) draw the Reference line XY.
- ➤ Use **POINT** command to locate the **a'**, **h** mm above the Reference line & From **a'** draw a Vertical line downward (**h+d**) mm to locate **a**.
- ➤ Use LINE command (ORTHO OFF) to draw inclined line from a for the given Ø & name the end point as b



- ➤ Use LINE command (ORTHO ON) draw a horizontal line from a' & vertical line upward from b to intersect the horizontal line drawn from a' & name the intersecting point as b'.
- ➤ Use Annotation tool bar to mark the dimensions between reference line XY to a' & a to b & measure the inclination angle of line a b wrt. XY line & XY to a.



REFERENCE BOOKS

- ➤ JEYAPOOVAN T, "ENGINEERING GRAPHICS AND DESIGN", 2023, Vikas Publishing House Pvt Ltd,
- K.V.NATARAJAN, "Engineering Graphics", 2015,Dhanalakshmi Publishers.