

# Isometric Views



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# Introduction

ISOMETRIC PROJECTION IS A TYPE OF PICTORIAL PROJECTION IN WHICH THE THREE DIMENSIONS OF A SOLID ARE NOT ONLY SHOWN IN ONE VIEW, BUT THEIR ACTUAL SIZES CAN BE MEASURED DIRECTLY FROM IT.



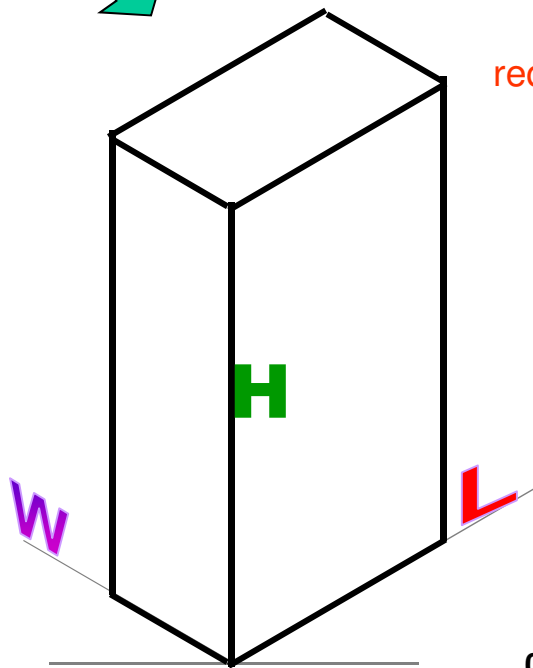
Fullscreen  
ON/OFF

**Cognifront®**

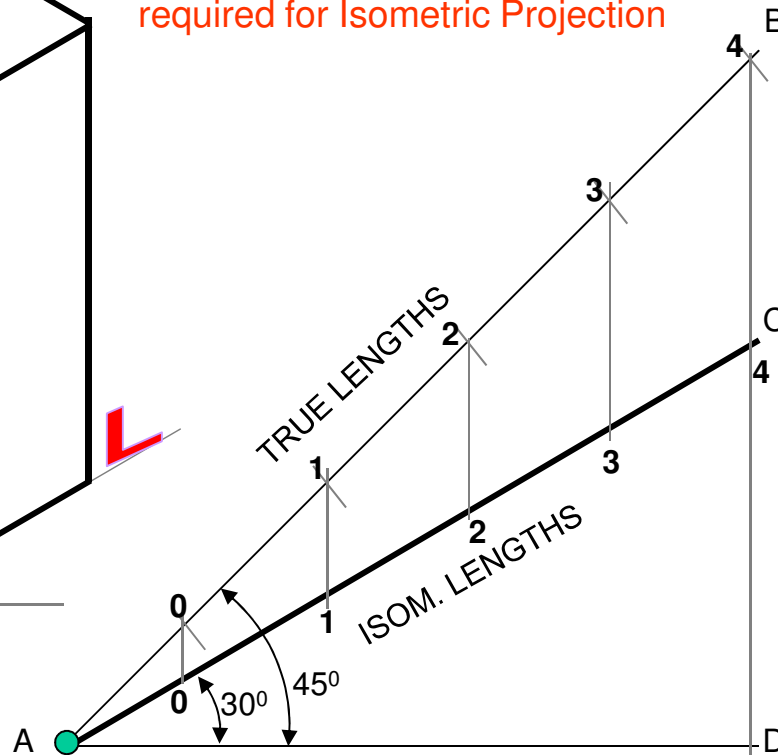
# Type of Isometric Drawings

## ISOMETRIC VIEW

Drawn by using True scale  
( **True dimensions** )

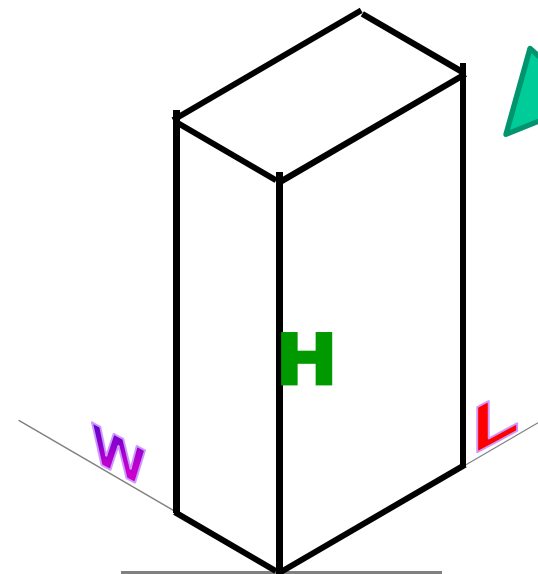


Isometric scale [ Line AC ]  
required for Isometric Projection



## ISOMETRIC PROJECTION

Drawn by using Isometric scale  
( **Reduced dimensions** )



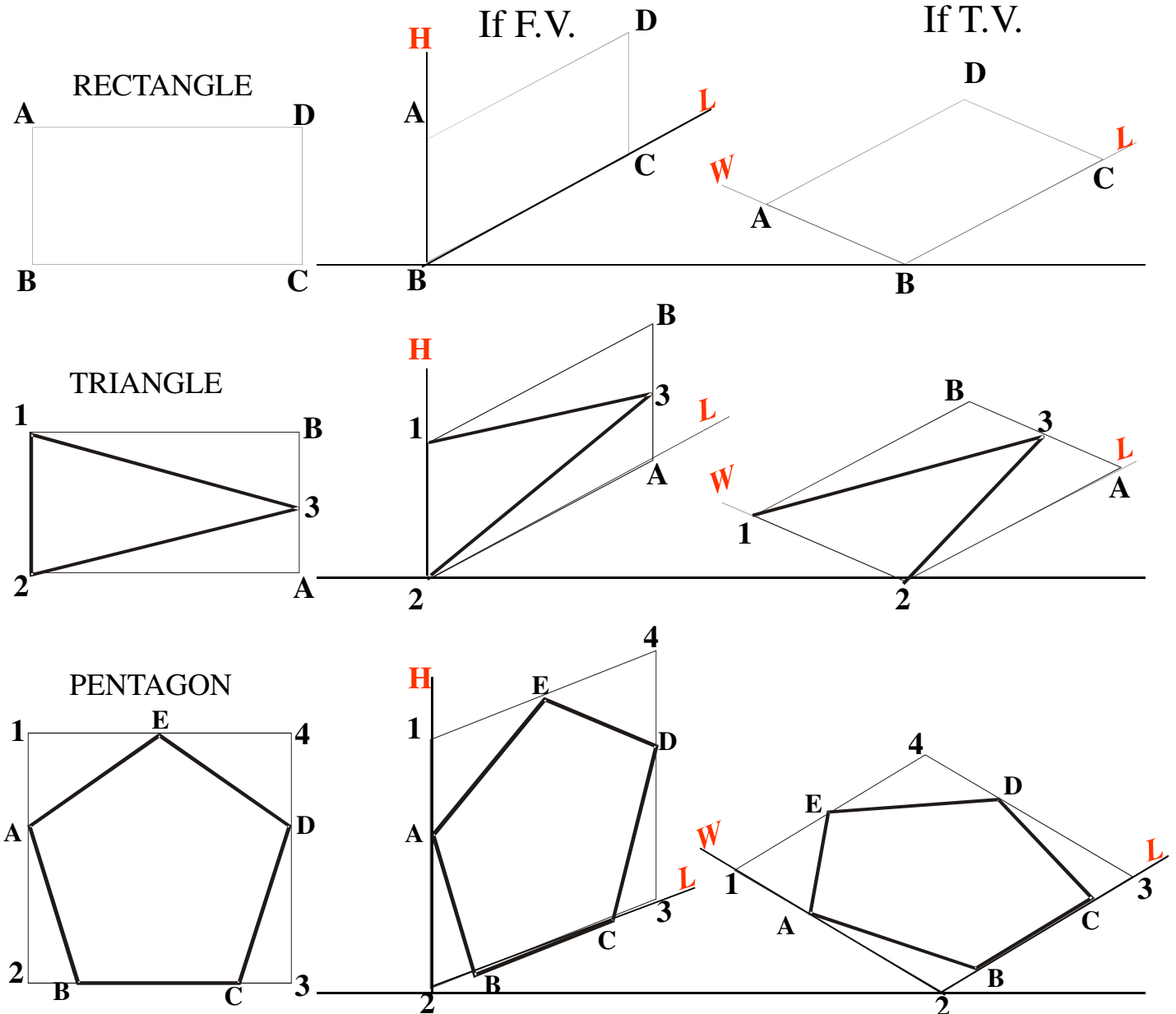
# Methods of drawing non-isometric lines

1. Box Method: The object is assumed to be enclosed in a rectangular box. Initially, the box is drawn in isometric and then the ends of the lines are drawn from the reference of the outline of the box.
2. Co-ordinate or Offset Method: Neither the lines, nor their ends lie in the isometric plane. Perpendiculars are dropped from each end of the edge to a horizontal or vertical reference plane. The points at which the perpendiculars meet the plane, are located by drawing co-ordinates or offsets to the edges of the plane.

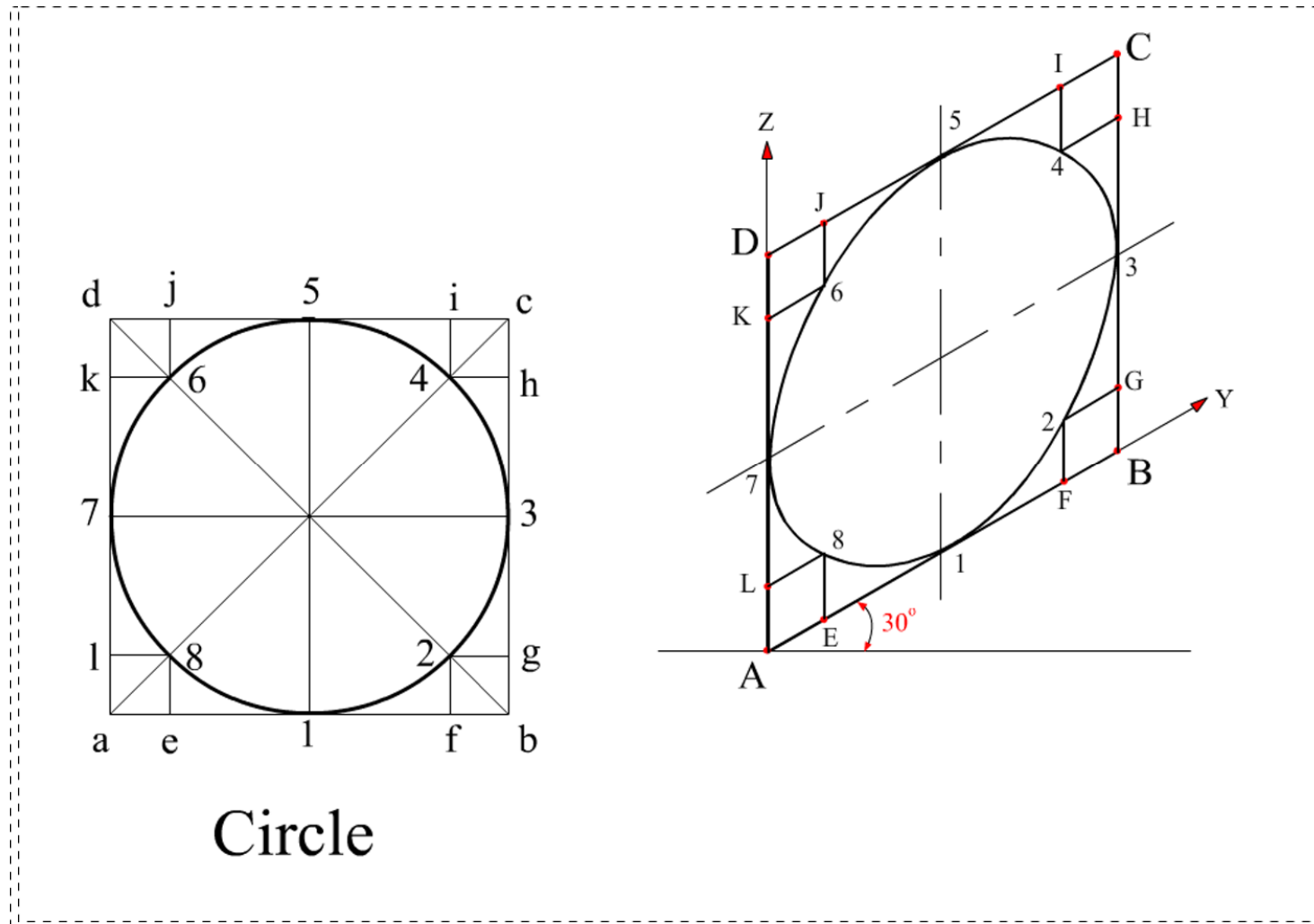
# Isometric (Plane figure) in F.V. and T.V.

## Box Method:

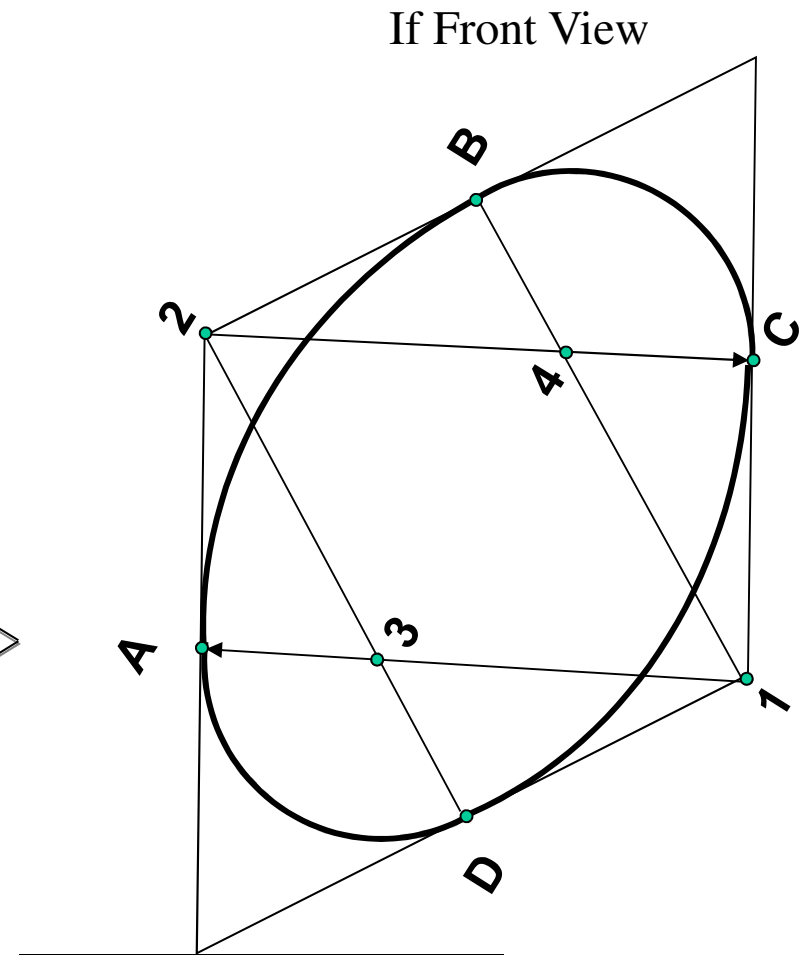
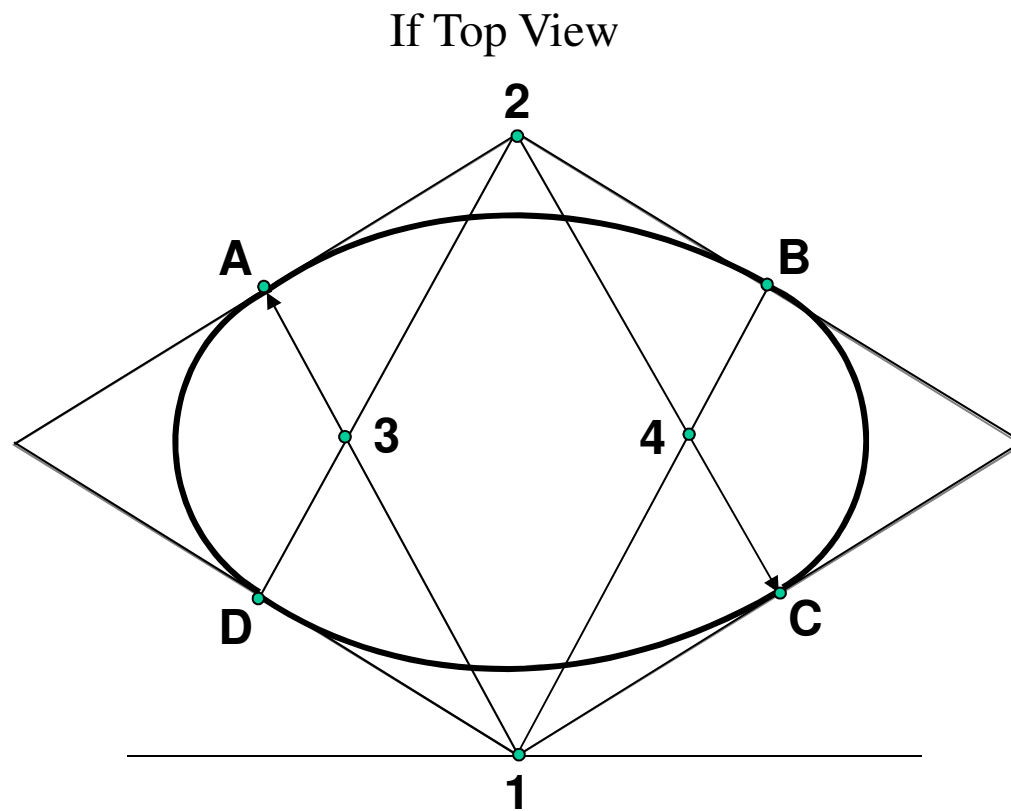
First draw the isometric of enclosing rectangle and then inscribe the shape as it is.



# Offset Method (Circle)

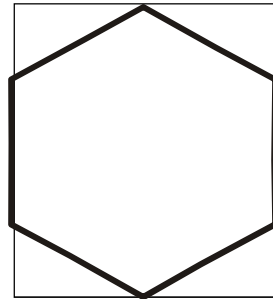


# Four Center Method (Circle)

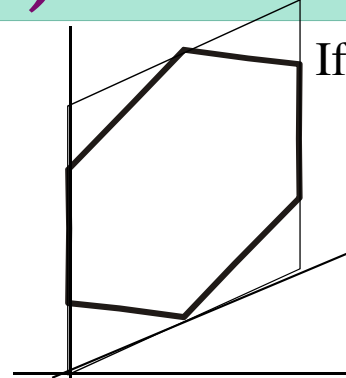


# Isometric (Plane figure) in F.V. and T.V.

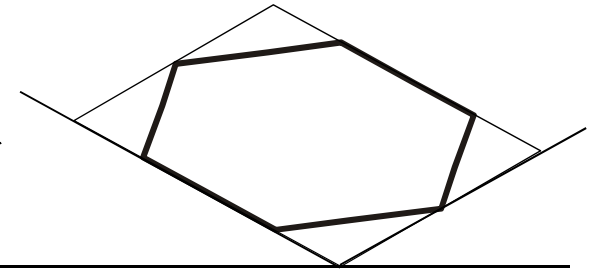
HEXAGON



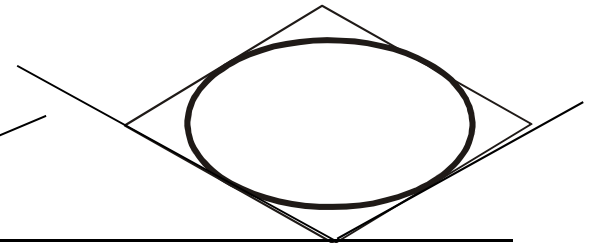
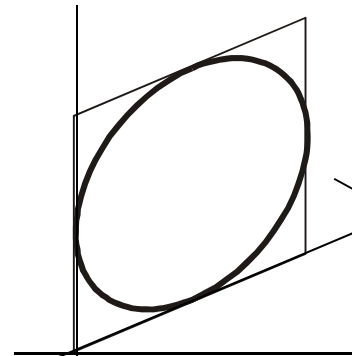
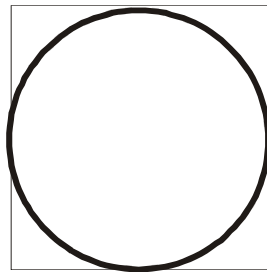
If F.V.



If T.V.

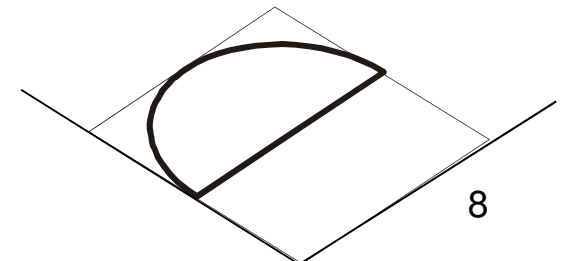
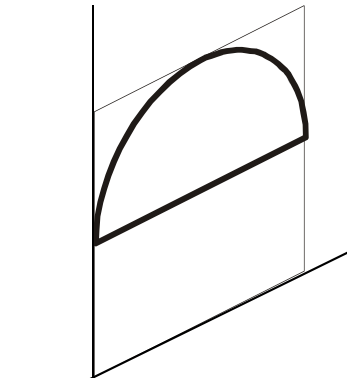
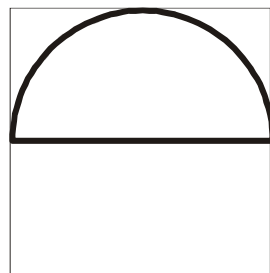


CIRCLE



*For Isometric of Circle/Semicircle use Offset/ four-center method.*

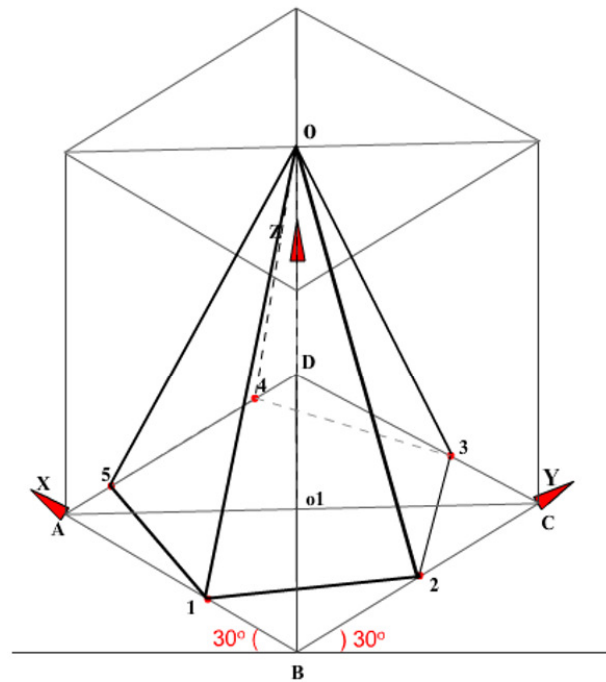
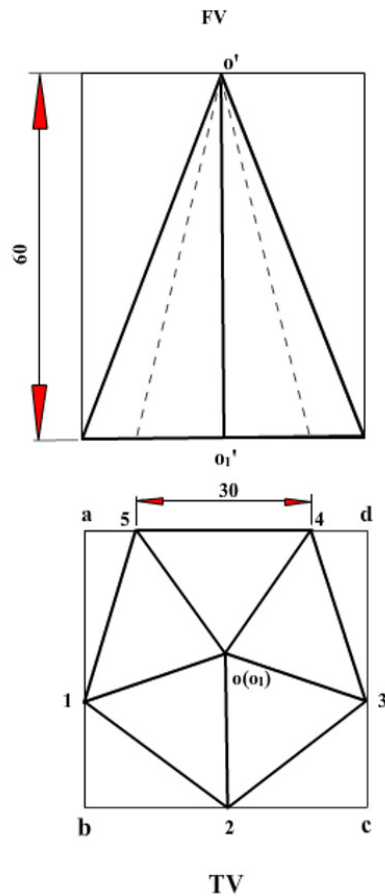
SEMI CIRCLE





# Solid Object (Pentagonal Pyramid)

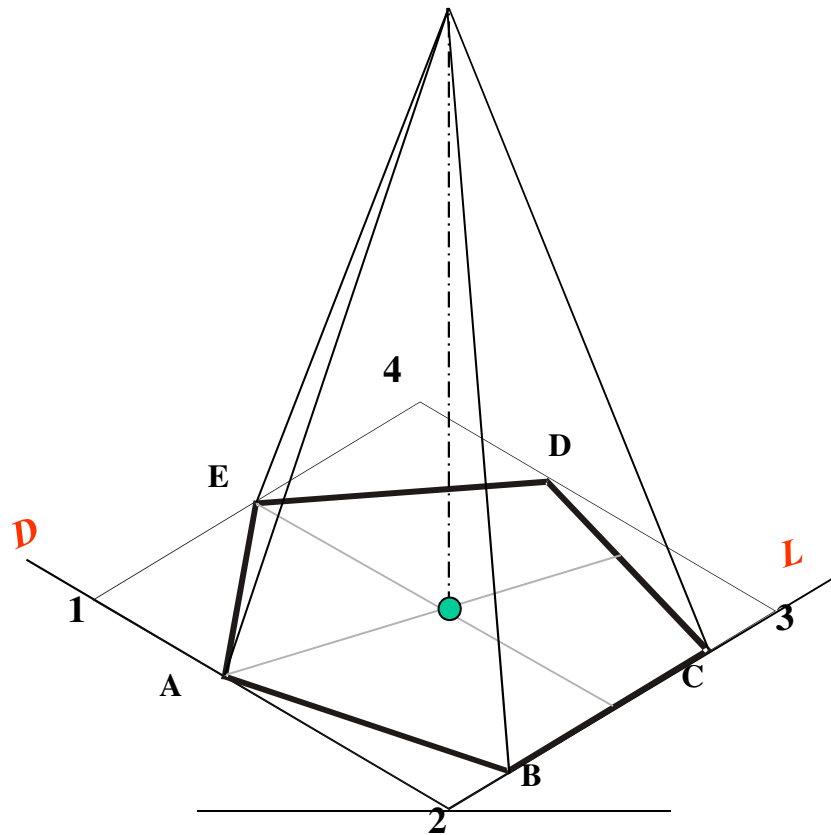
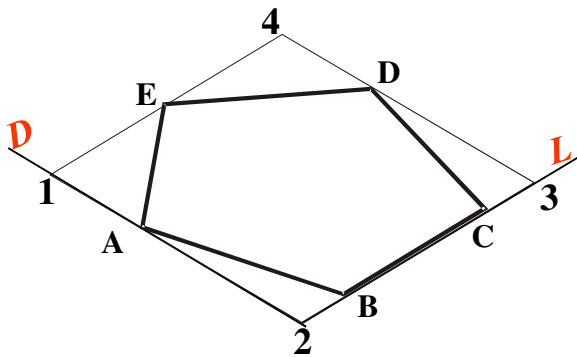
## Box Method



ISOMETRIC VIEW OF PENTAGONAL PYRAMID

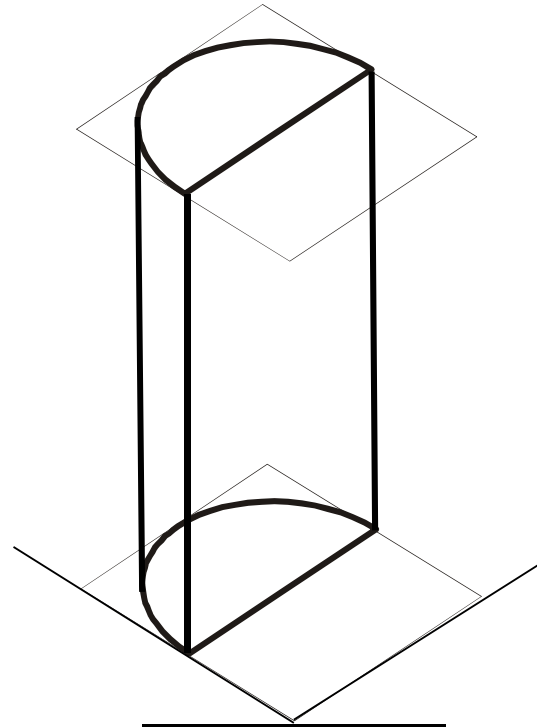
# Solid Object (Pentagonal Pyramid)

Co-ordinate or Offset Method

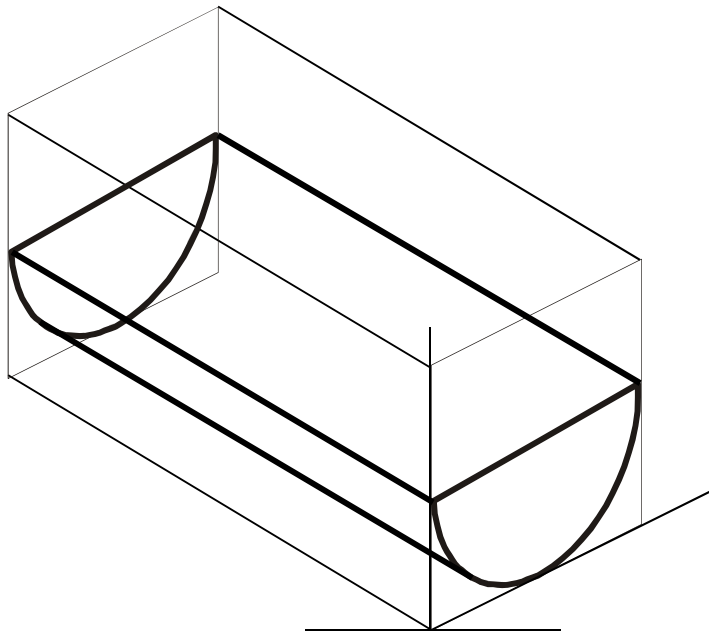


# Solid Object (Half Cylinder)

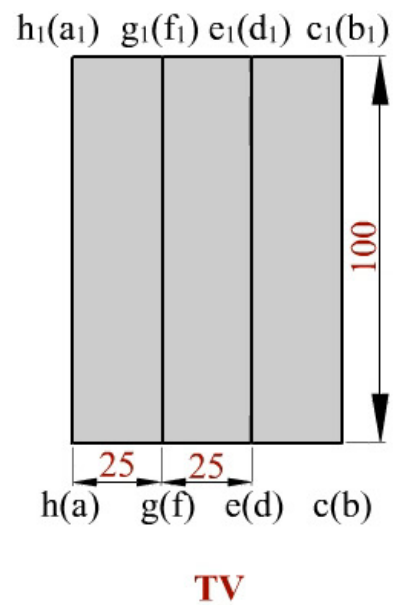
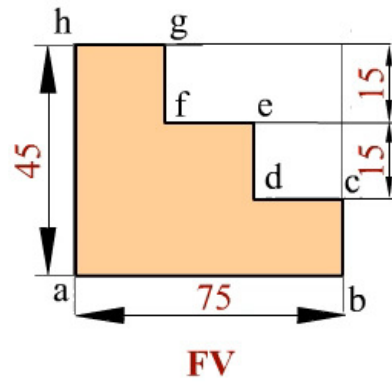
**STANDING ON H.P.**  
( On its Semicircular Base)



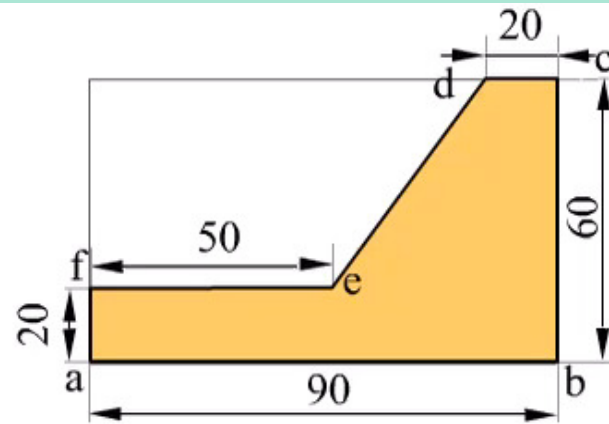
**LYING ON H.P.**  
( with flat face  $\parallel$  to H.P.)



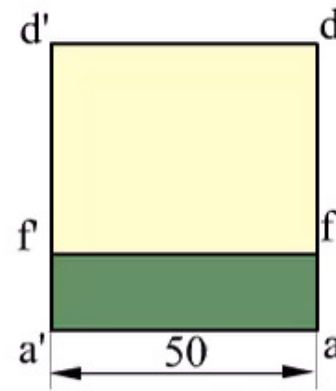
# Step Problem



# Object 1

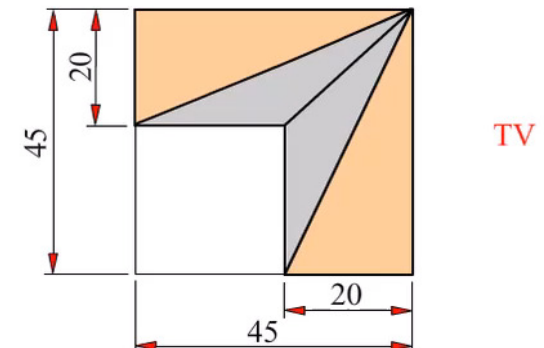
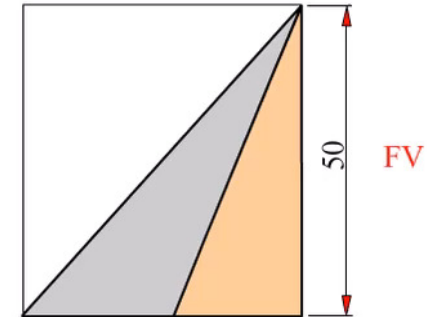


**FV**

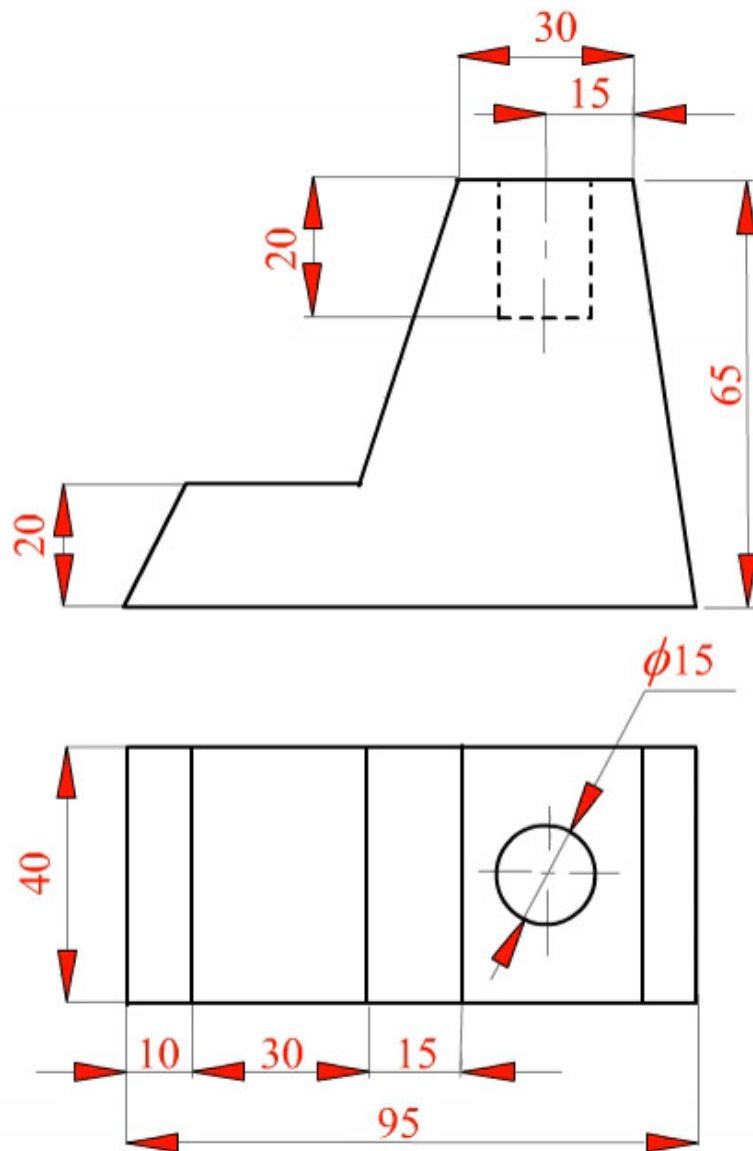


**LSV**

# Object 2

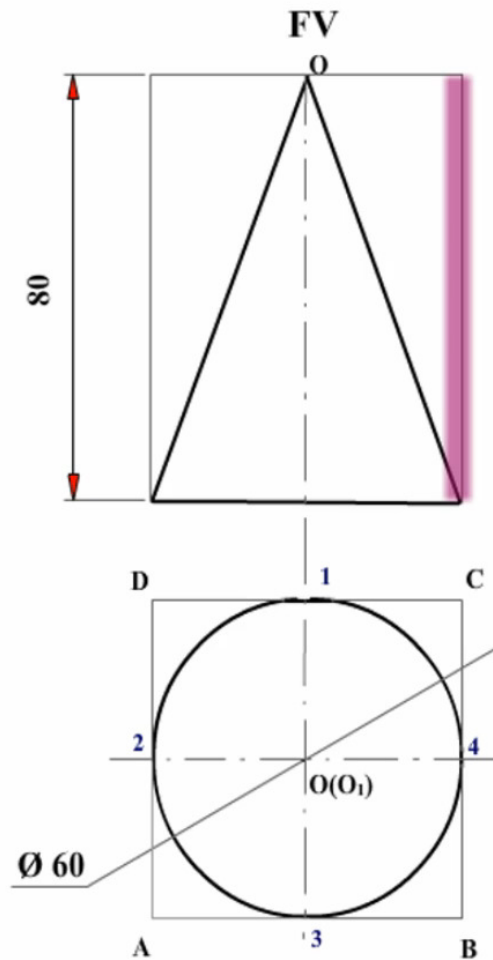


# Object 3

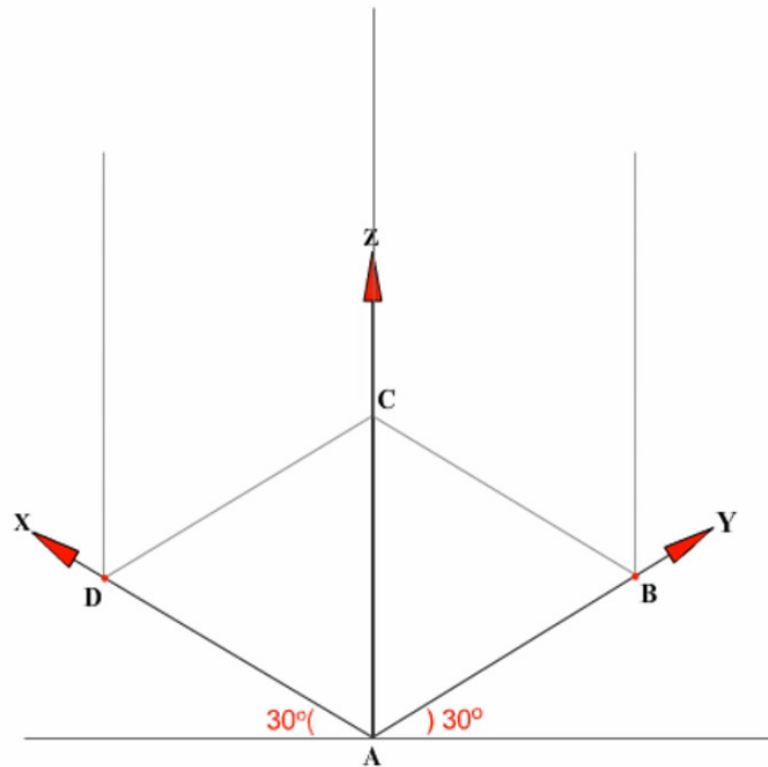


ISOMETRIC VIEW

# Cone Problem



TV



ISOMETRIC VIEW OF CONE





**Thank you**