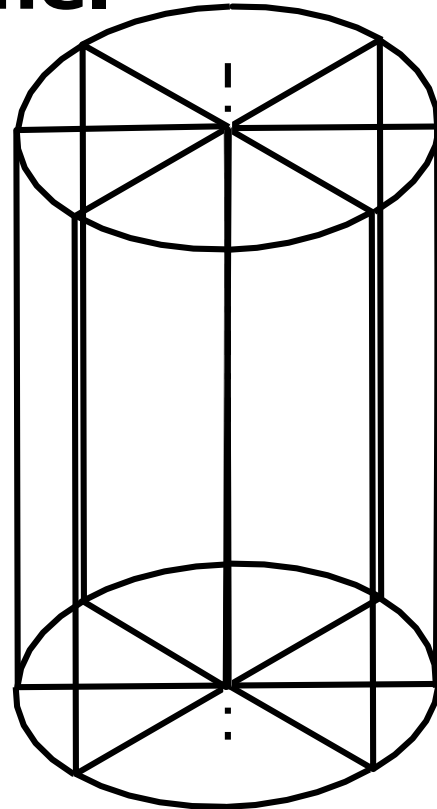
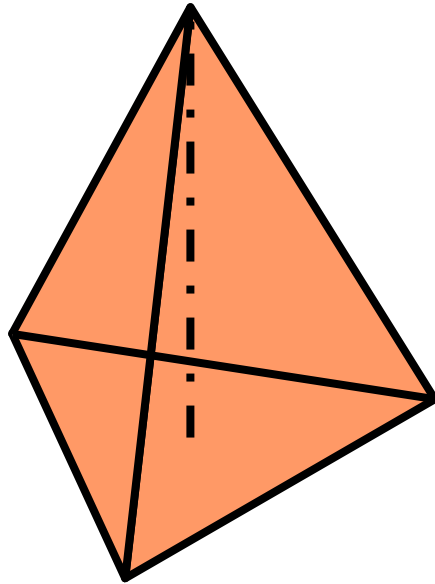
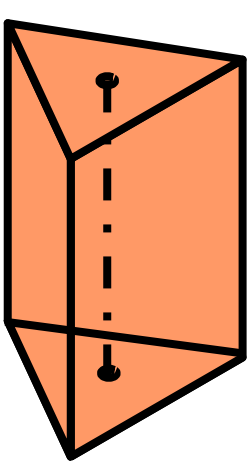


# PROJECTIONS OF SOLIDS

# ***What is a Solid?????***

**A solid is a three dimensional object having length, breadth and thickness. It is completely bounded by a surface or surfaces which may be curved or plane.**



# ***PROJECTIONS OF SOLIDS***

- The shape of the solid is described by drawing its two orthographic views usually on the two principle planes i.e. H.P. & V.P.**
- For some complicated solids, in addition to the above principle views, side view is also required.**
- A solid is an aggregate of points, lines and planes and all problems on projections of solids would resolve themselves into projections of points, lines and planes.**

## Classification of Solids:

**Solids may be divided into two main groups;**

**(A) Polyhedra**

**(B) Solids of revolution**

***(A) Polyhedra :***

**A *Polyhedra* is defined as a solid bounded by planes called *faces* which meet in straight lines called *edges*.**

There are **seven** regular Polyhedra which may be defined as stated below;

*(1) Prism*

*(2) Pyramid*

*(3) Tetrahedron*

*(4) Cube or Hexahedron:*

*(5) Octahedron: Eight equal equilateral triangles as faces*

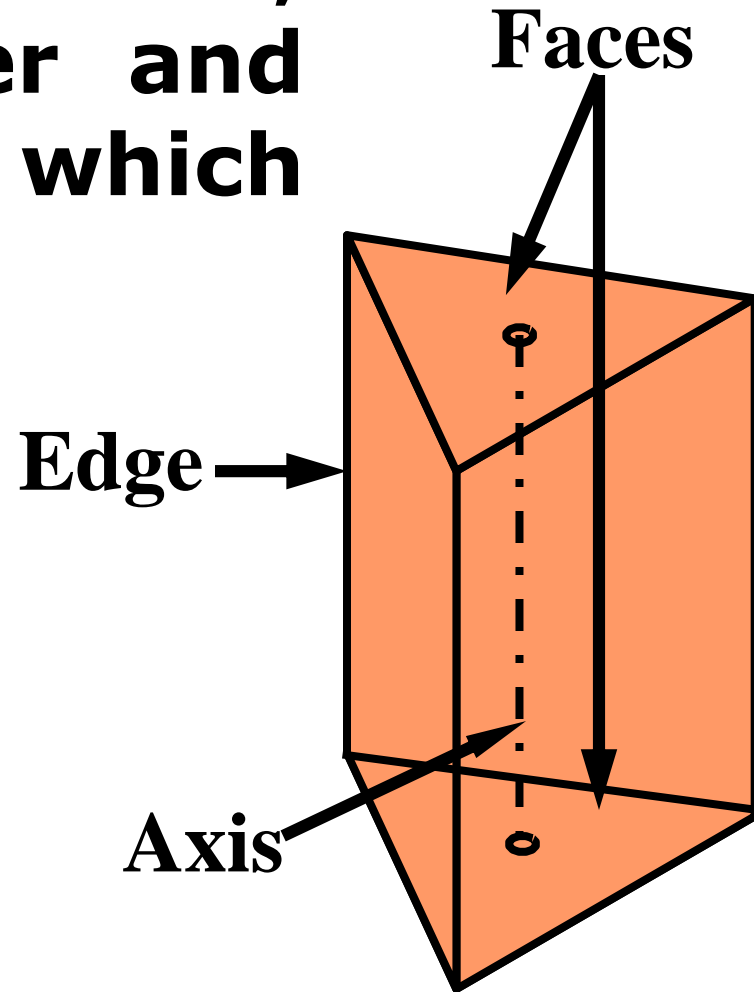
*(6) Dodecahedron: Twelve equal and regular pentagons as faces*

*(7) Icosahedron: Twenty faces all equal equilateral triangles*

## **(1) Prism:**

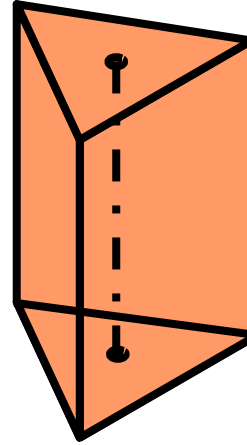
It is a polyhedra having **two equal and similar faces** called its ends or bases, parallel to each other and joined by other faces which are **rectangles**.

-The imaginary line joining the Centres of the bases or faces is called **Axis** of Prism.

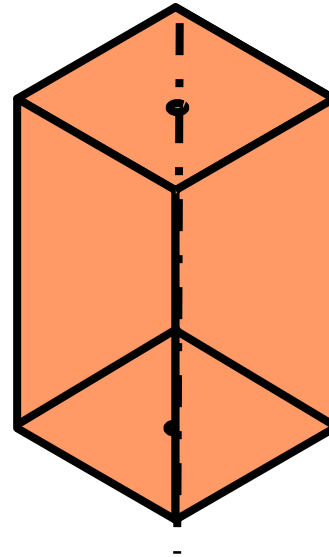


***According to the shape of its base, prism can be sub classified into following types:***

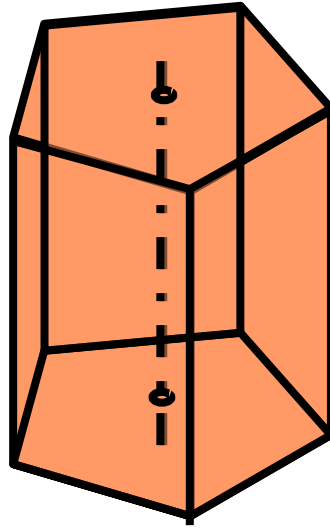
***(a) Triangular Prism:***



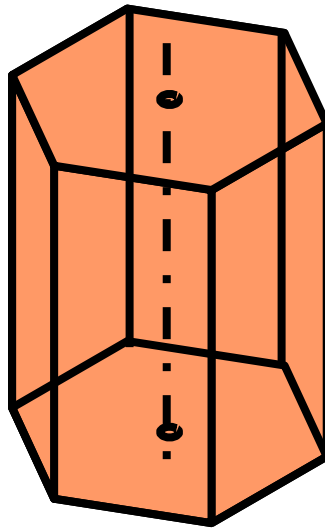
***(b) Square Prism:***



**(c) Pentagonal Prism:**



**(d) Hexagonal Prism:**

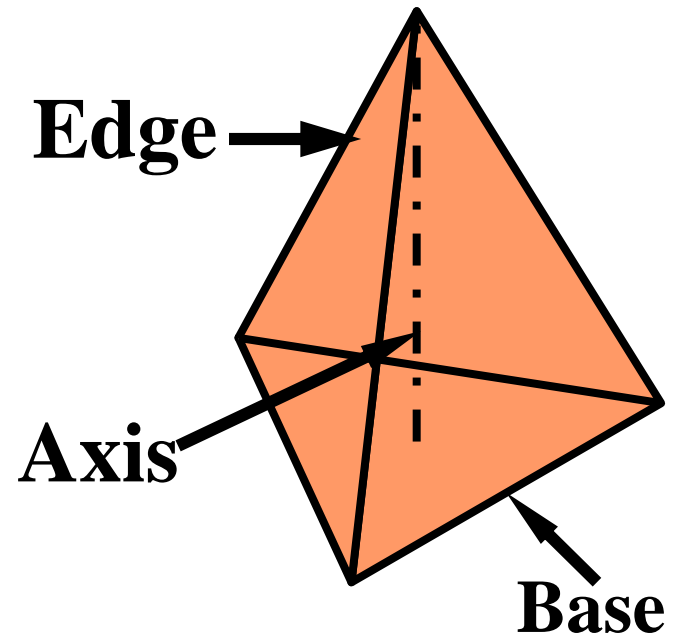




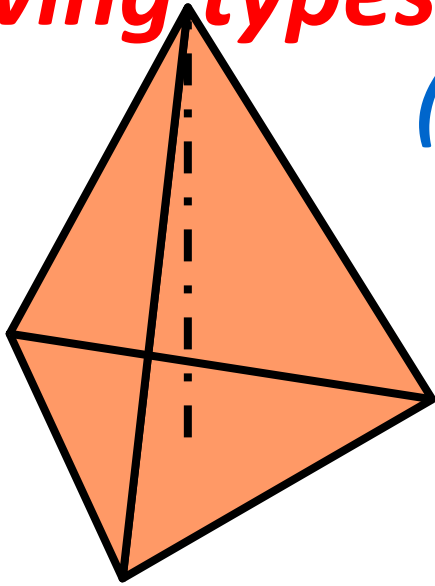
## ***(2) Pyramid:***

**This is a polyhedra having plane surface as a base and a number of triangular faces meeting at a point called the *Vertex* or *Apex*.**

**-The imaginary line joining the Apex with the Centre of the base is called *Axis* of pyramid.**

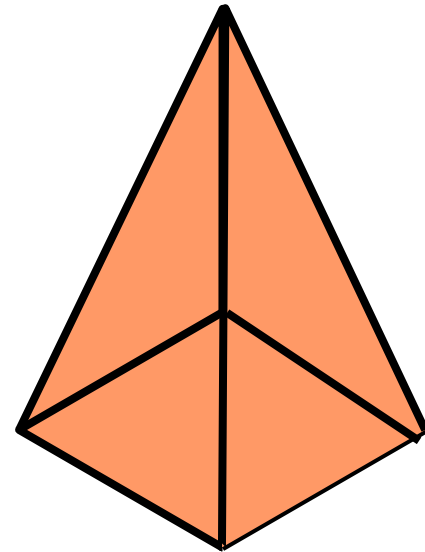


***According to the shape of its base,  
pyramid can be sub classified into  
following types:***

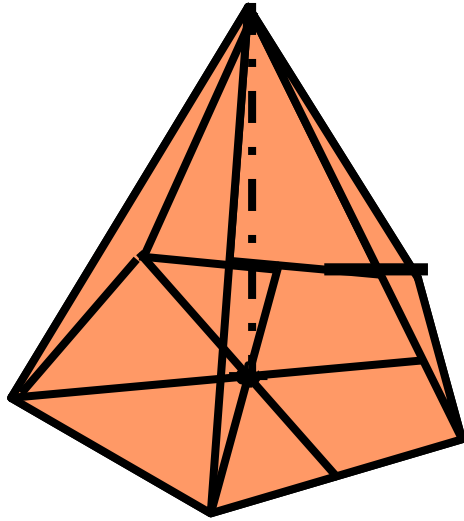


***(a) Triangular Pyramid:***

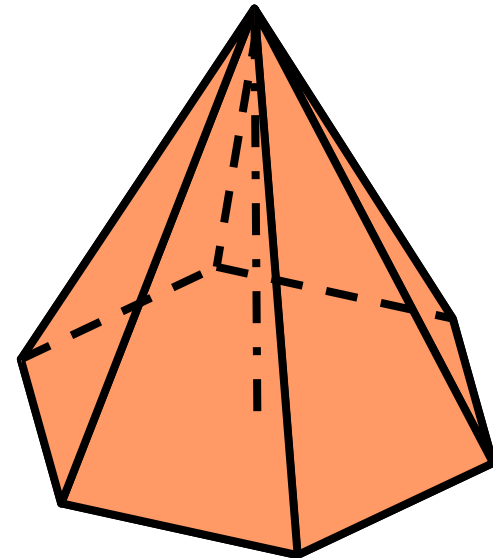
***(b) Square Pyramid:***



*(c) Pentagonal Pyramid:*



*(d) Hexagonal Pyramid:*



### ***(B) Solids of Revolutions:***

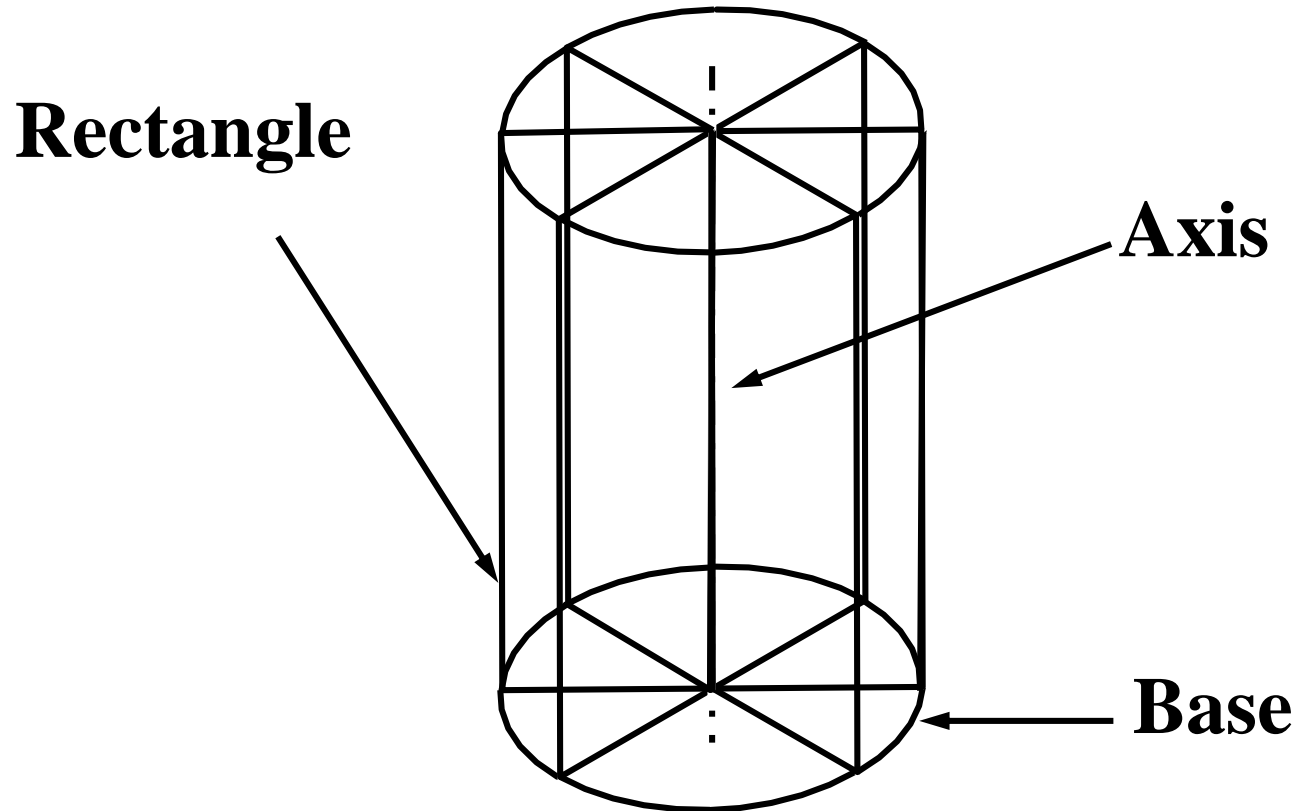
**When a solid is generated by revolutions of a plane figure about a fixed line (Axis) then such solids are named as *solids of revolution*.**

**Solids of revolutions may be of following types;**

- (1) Cylinder**
- (2) Cone**
- (3) Sphere**
- (4) Ellipsoid**
- (5) Paraboloid**
- (6) Hyperboloid**

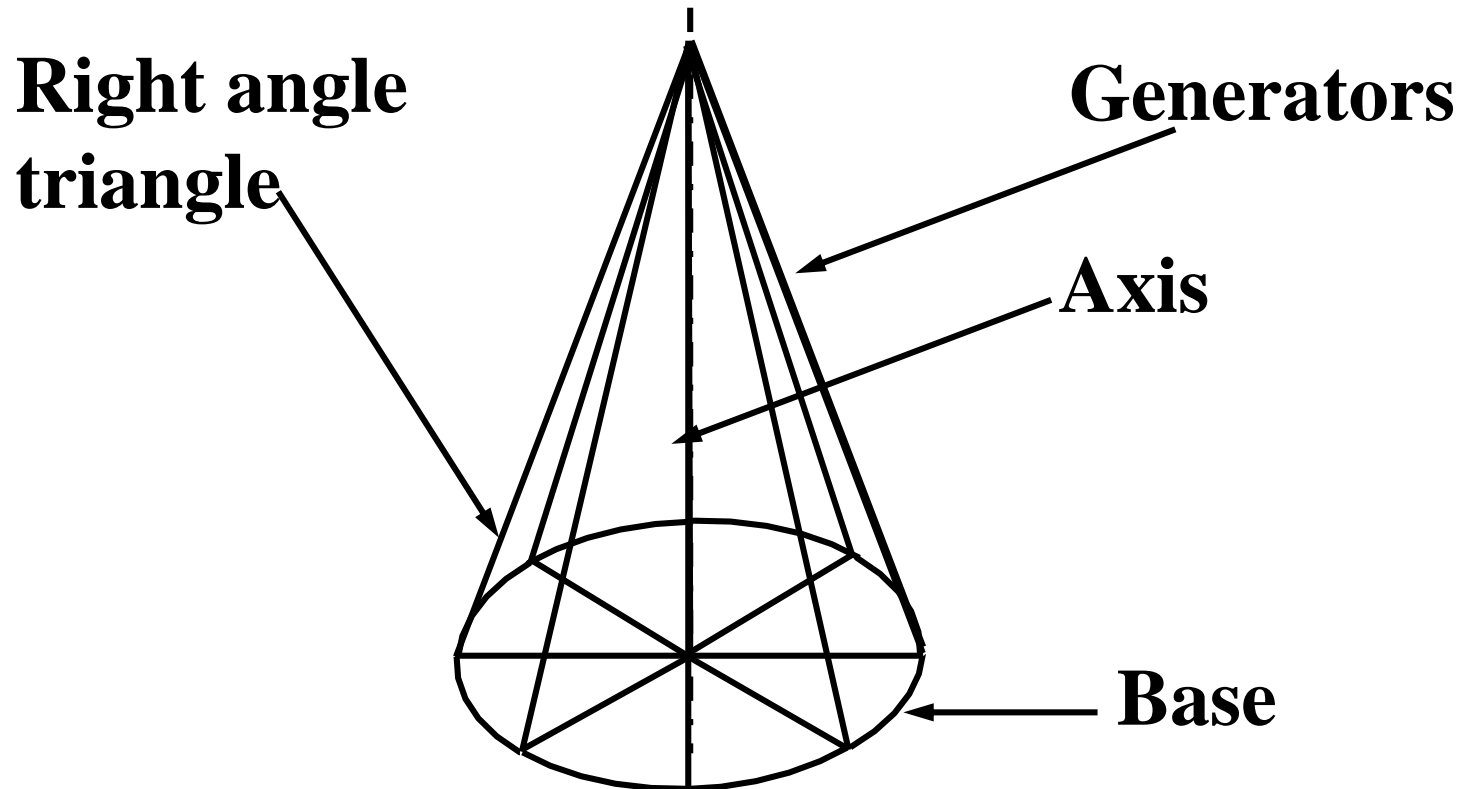
**(1) Cylinder:**

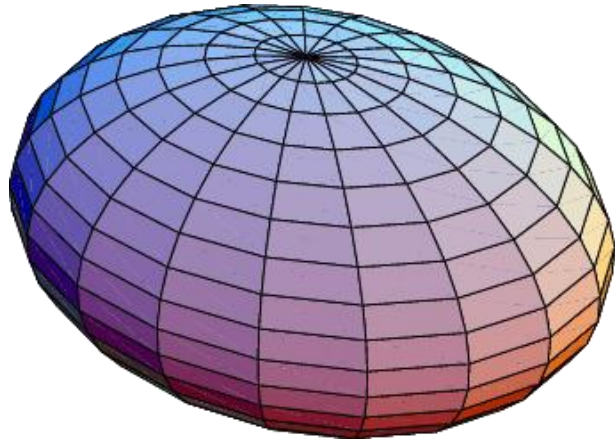
**A right circular cylinder is a solid generated by the revolution of a rectangle about its vertical side which remains fixed.**



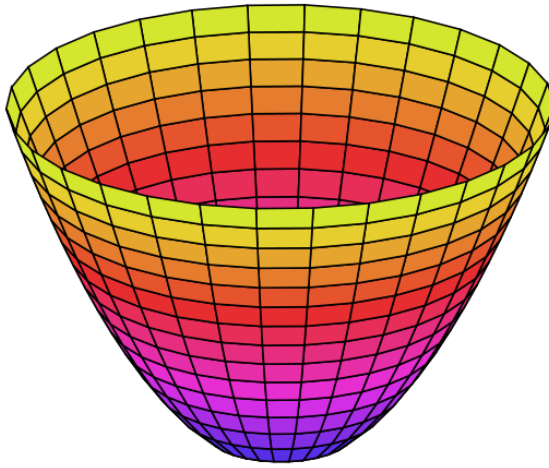
## ***(2) Cone:***

**A right circular cone is a solid generated by the revolution of a right angle triangle about its vertical side which remains fixed.**

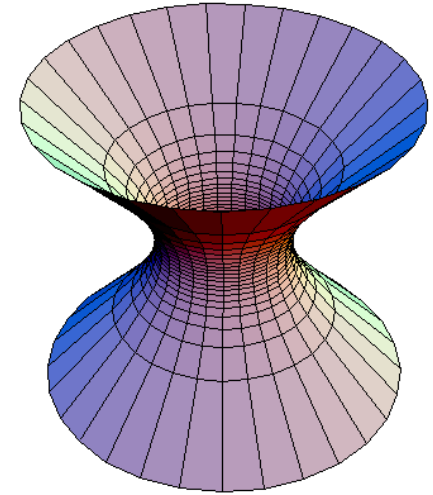




**Ellipsoid**



**Paraboloid**



**Hyperboloid**

# *Important Terms Used in Projections of Solids:*

## *(1) Edge or generator:*

**For *Pyramids & Prisms*, edges are the lines separating the triangular faces or rectangular faces from each other.**

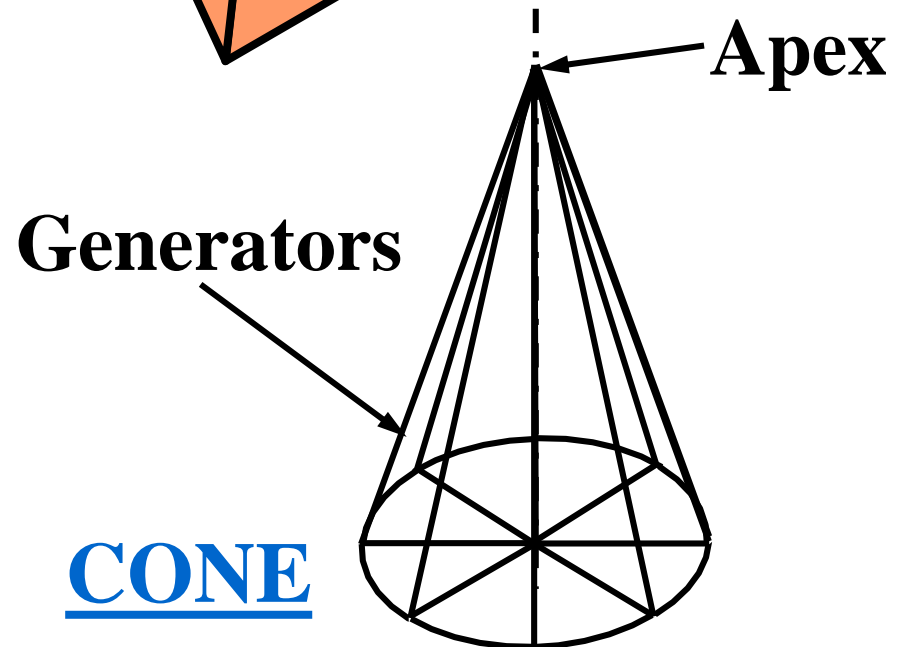
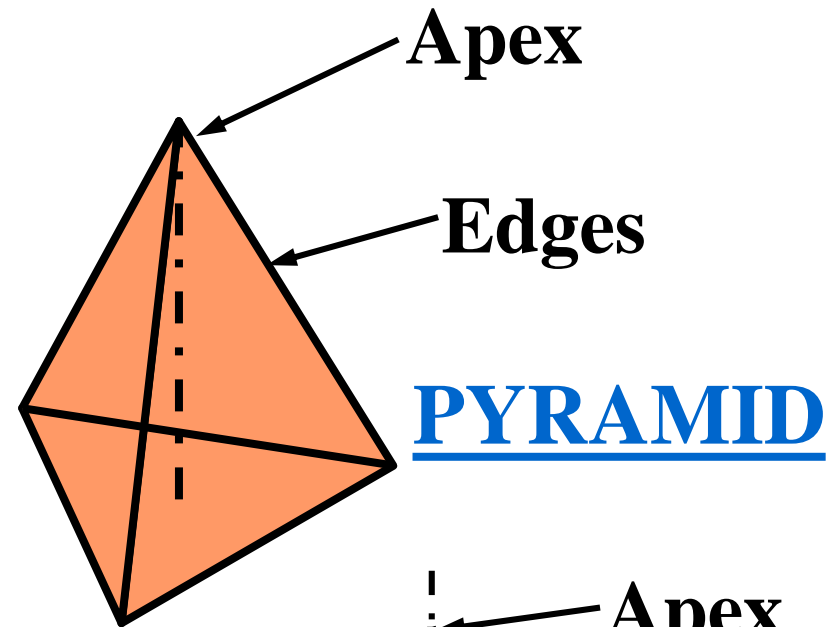
**For *Cylinder*, generators are the straight lines joining different points on the circumference of the bases with each other**



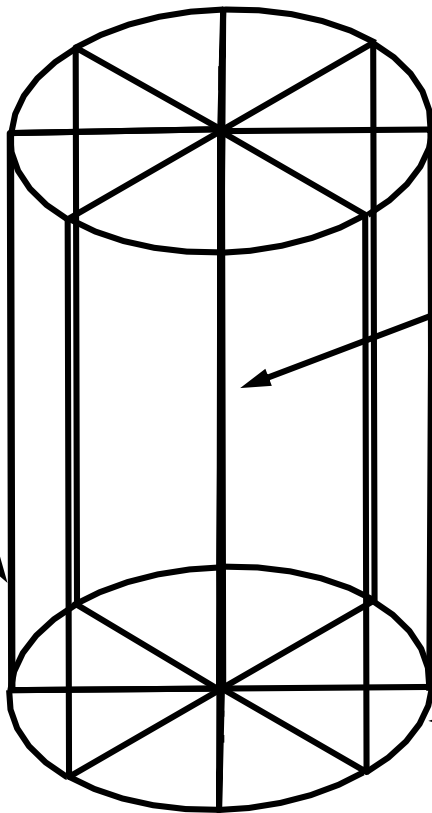
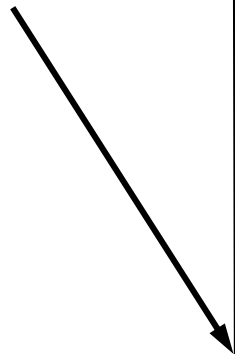
# *Important Terms Used in Projections of Solids:*

## *(2) Apex of solids:*

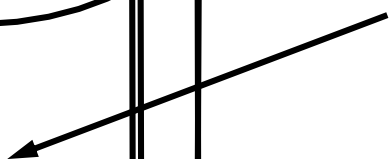
For **Cone and Pyramids** Apex is the point where all the generators or the edges meet.



**Rectangle**



**Axis**



**Generators**



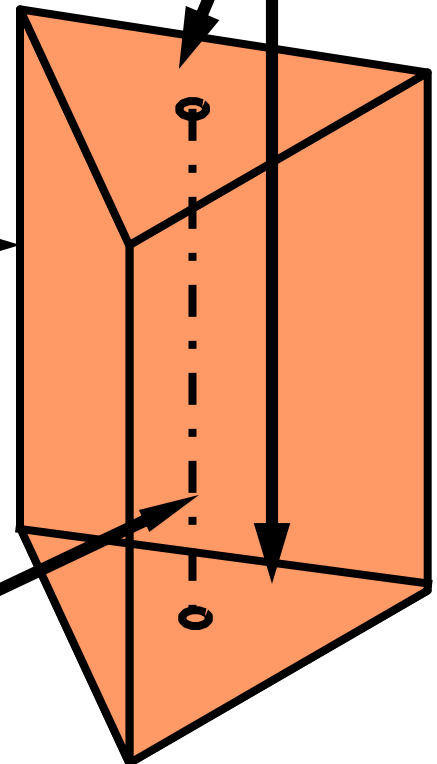
**Base**



**CYLINDER**

**PRISM**

**Faces**



**Edge**



**Axis**



# *Important Terms Used in Projections of Solids:*

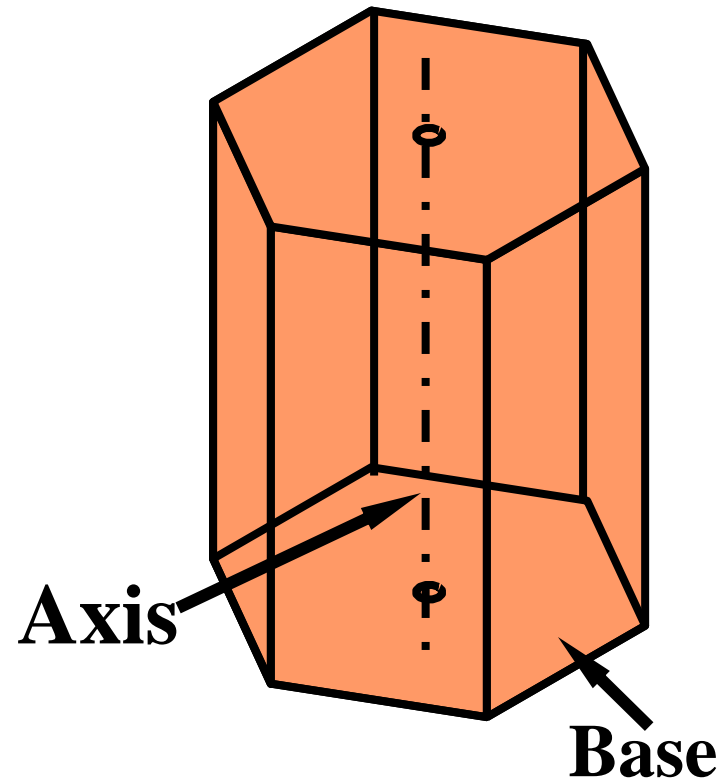
## ***(3) Axis of Solid:***

**For Cone and Pyramids, Axis is an imaginary line joining centre of the base to the Apex.**

**For Cylinder and Prism, Axis is an imaginary line joining centres of ends or bases.**

# *Important Terms Used in Projections of Solids:*

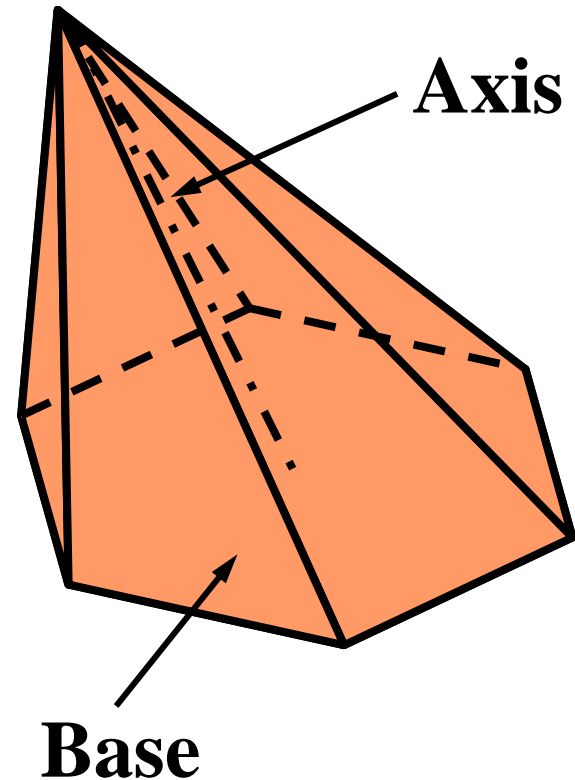
**(4) Right Solid:**  
A solid is said to be a **Right Solid** if its axis is perpendicular to its base.



# *Important Terms Used in Projections of Solids:*

## *(5) Oblique Solid:*

**A solid is said to be a *Oblique Solid* if its axis is inclined at an angle other than  $90^\circ$  to its base.**



# *Important Terms Used in Projections of Solids:*

## *(6) Regular Solid:*

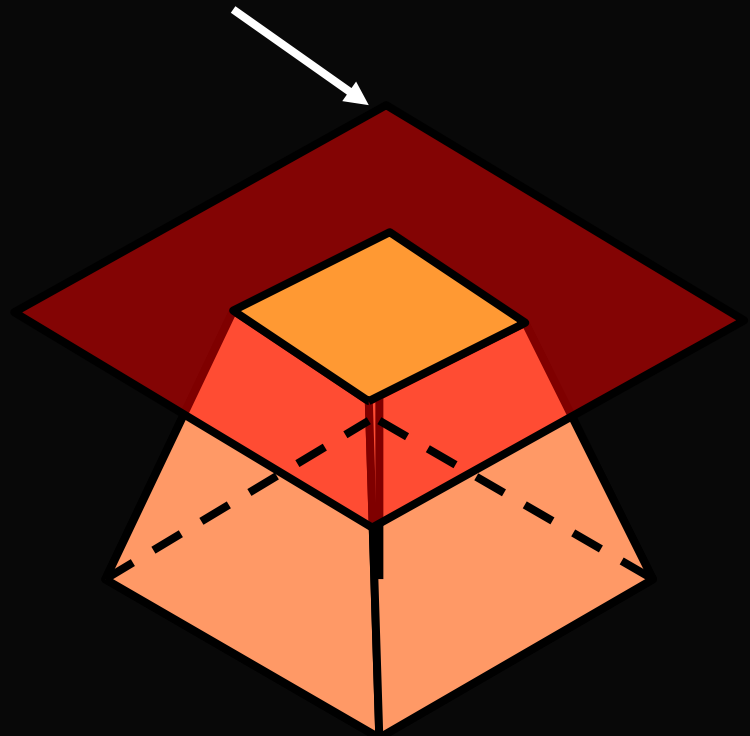
**A solid is said to be a *Regular Solid* if all the edges of the base or the end faces of a solid are equal in length and form regular plane figures**

# *Important Terms Used in Projections of Solids:*

## *(7) Frustum of Solid:*

When a *Pyramid* or a *Cone* is cut by a Plane parallel to its base, thus removing the top portion, the remaining lower portion is called its frustum.

CUTTING PLANE  
PARALLEL TO  
BASE



FRUSTUM OF A  
PYRAMID

# *Important Terms Used in Projections of Solids:*

## *(8) Truncated Solid :*

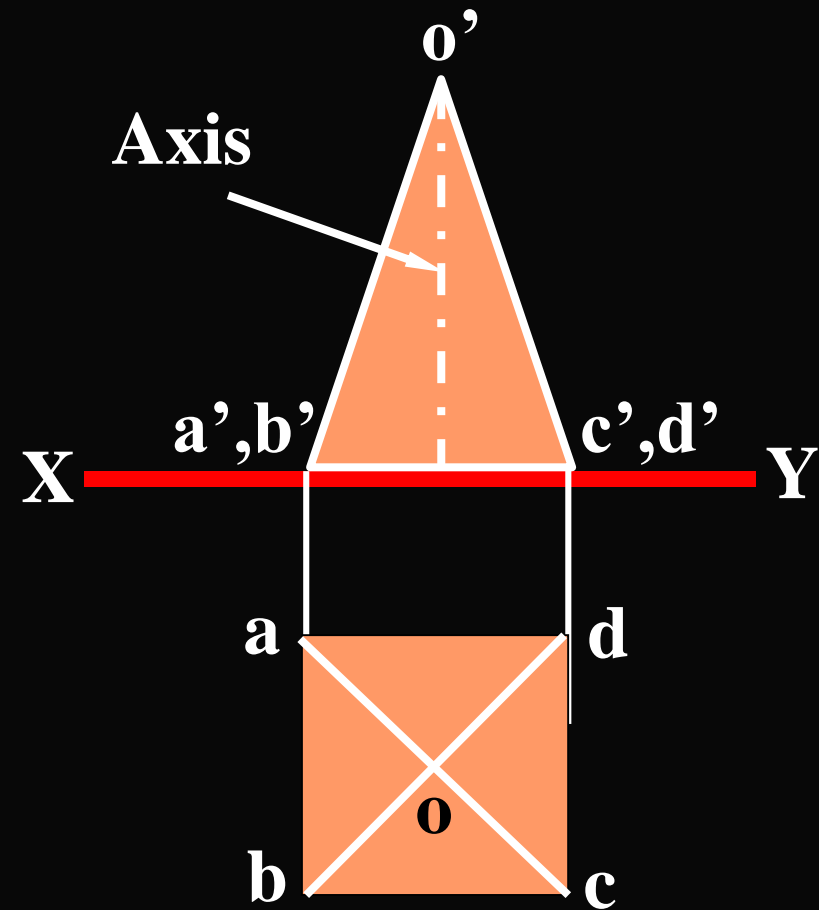
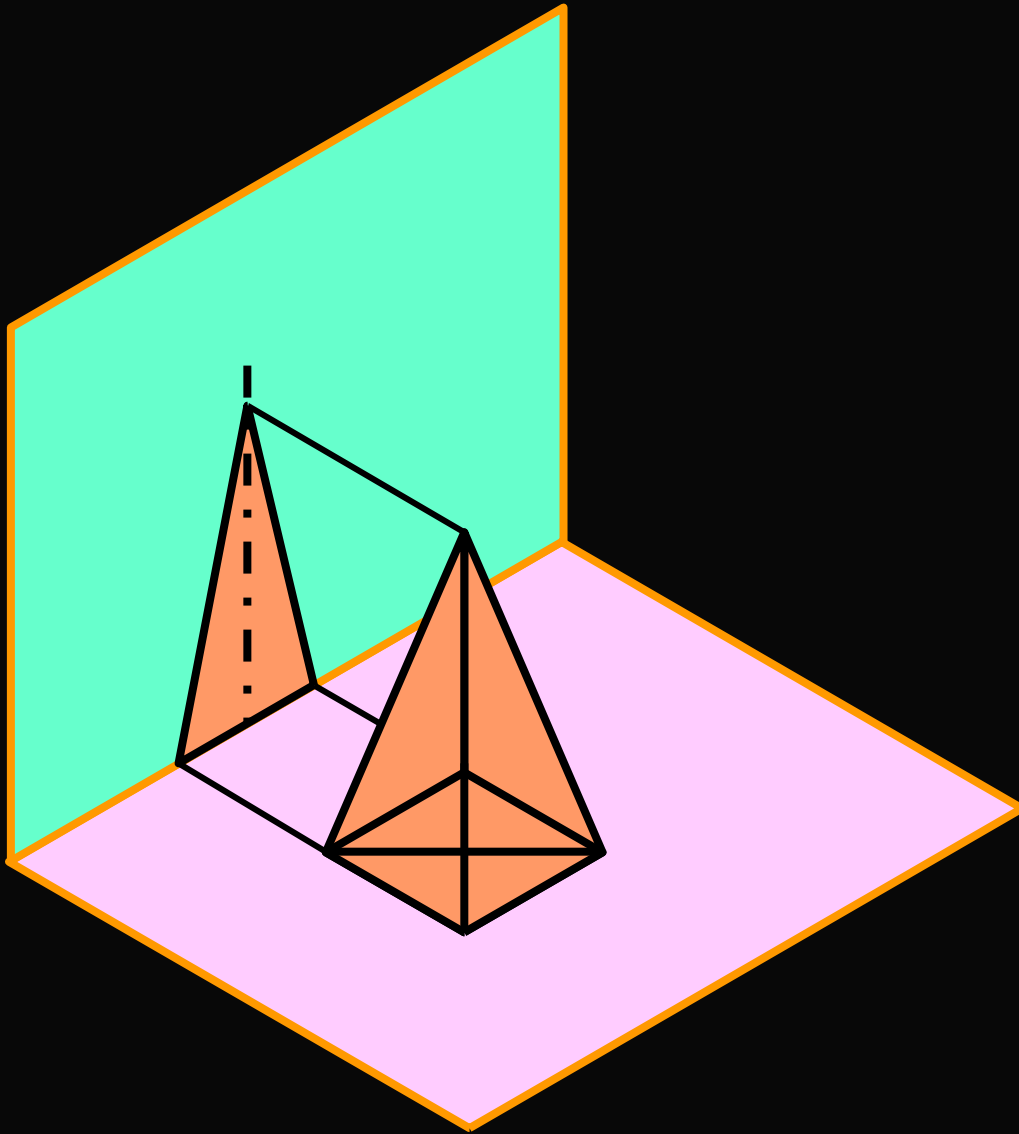
When a *Pyramid* or a *Cone* is cut by a Plane inclined to its base, thus removing the top portion, the remaining lower portion is said to be truncated.



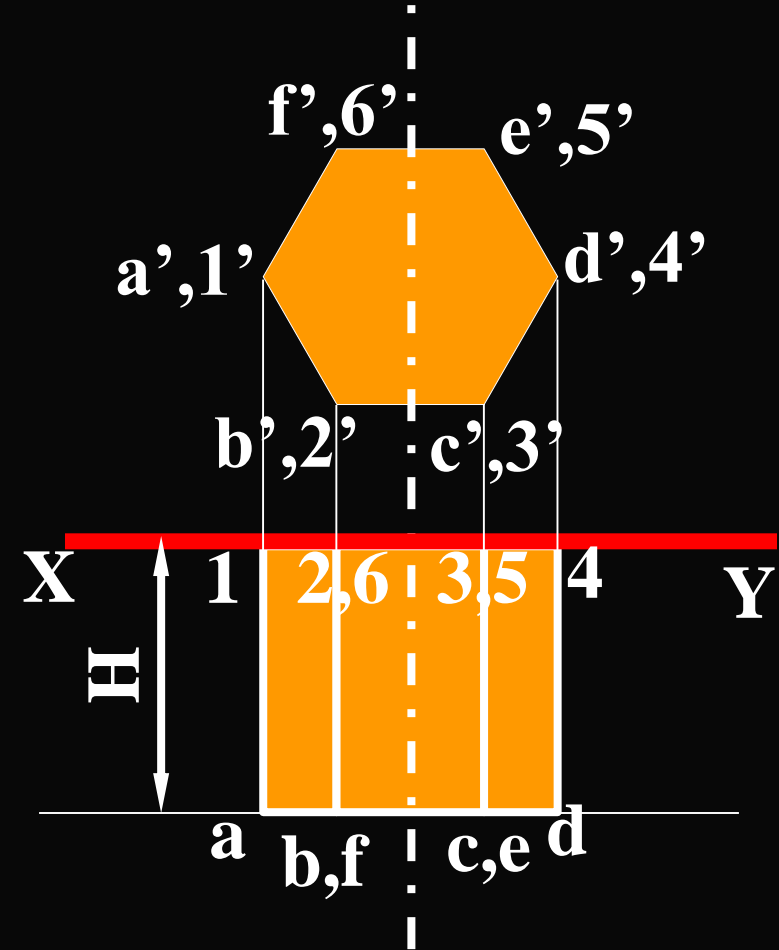
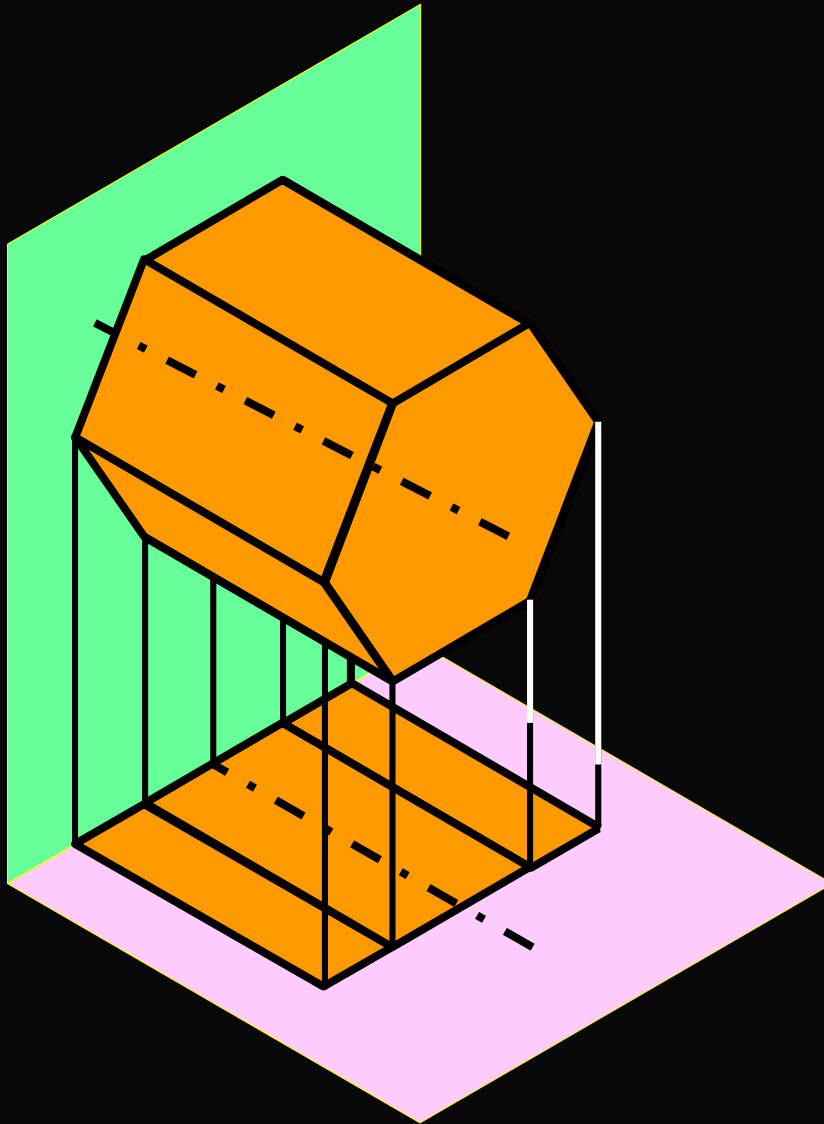
# Projection of Solid in Simple Position

- A solid in simple position may have its axis perpendicular to one reference plane or parallel to both
  - When the axis is perpendicular to H.P., the top view should be drawn first and the front view projected from it
  - When the axis is perpendicular to V.P., the front view should be drawn first and the top view projected from it
- When the axis is parallel to both H.P. and V.P., neither the top view nor the front view will show the actual shape of the base
  - The side view drawn first. Then the front view and top view are then projected from the side view

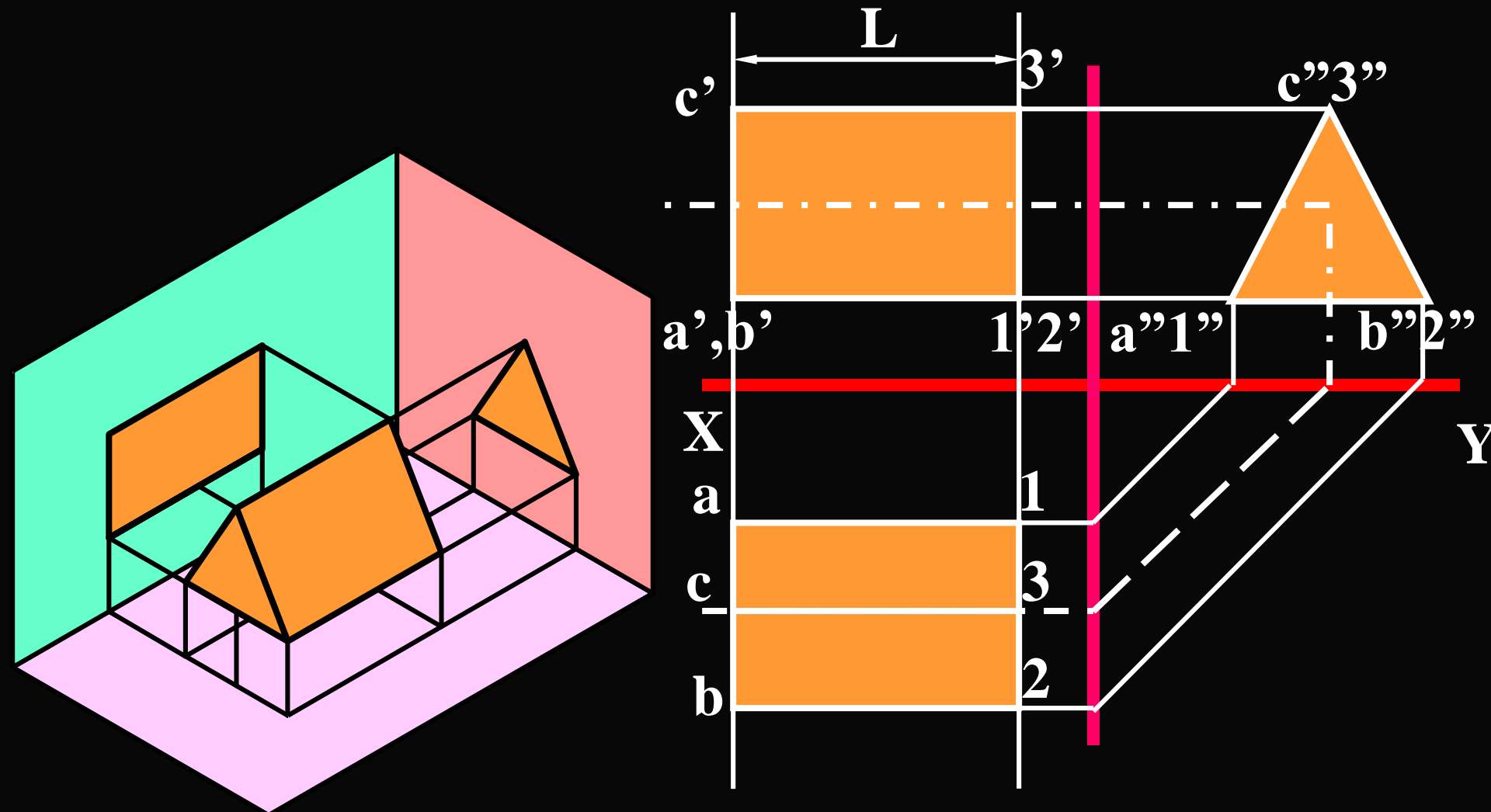
**Axis perpendicular to H. P. and hence parallel  
to both V.P. & P.P.**



**Axis perpendicular to V.P. and hence parallel to both H.P. & P.P.**



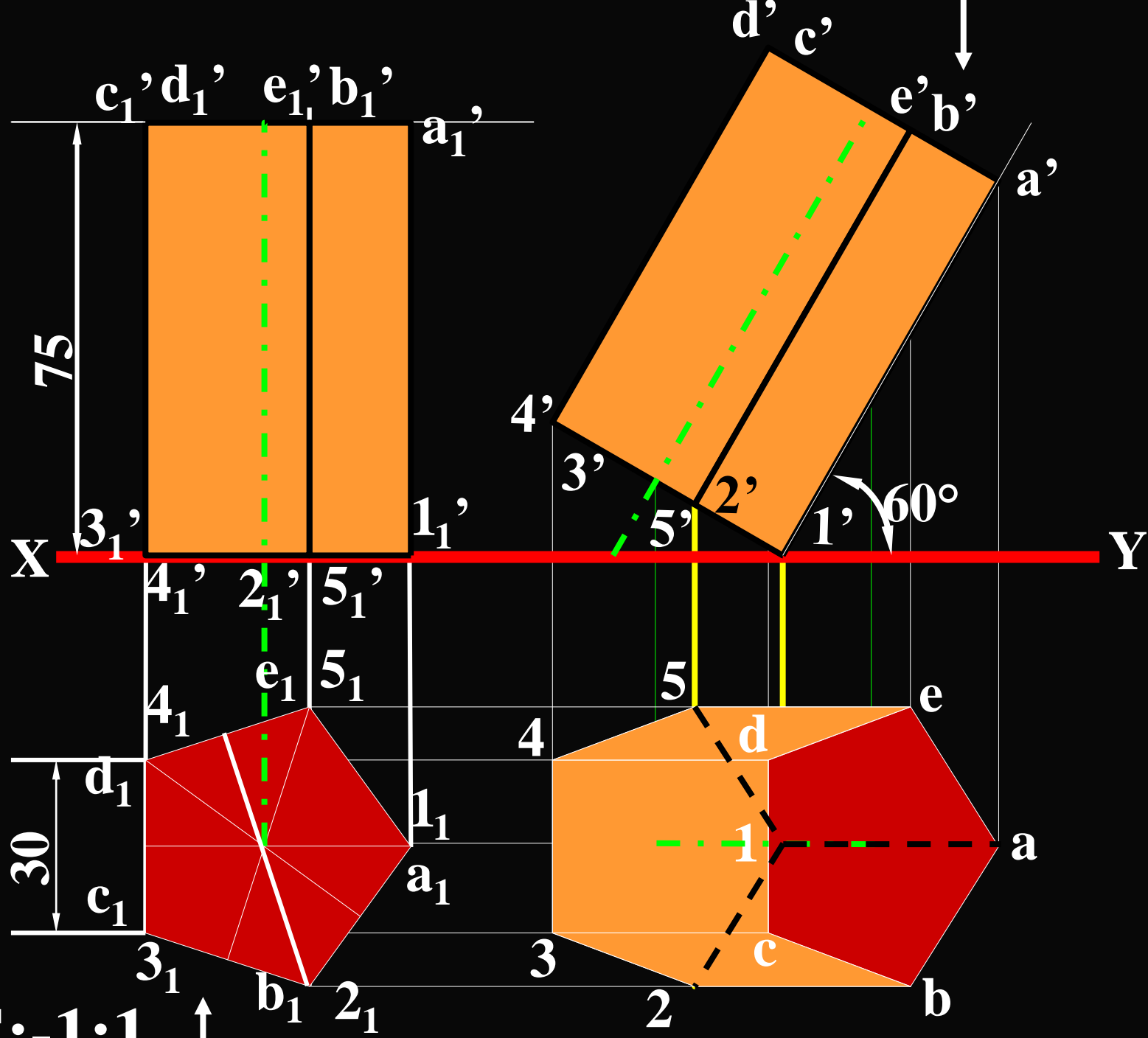
**Axis perpendicular to P.P. and hence parallel  
to both H.P. & V.P.**

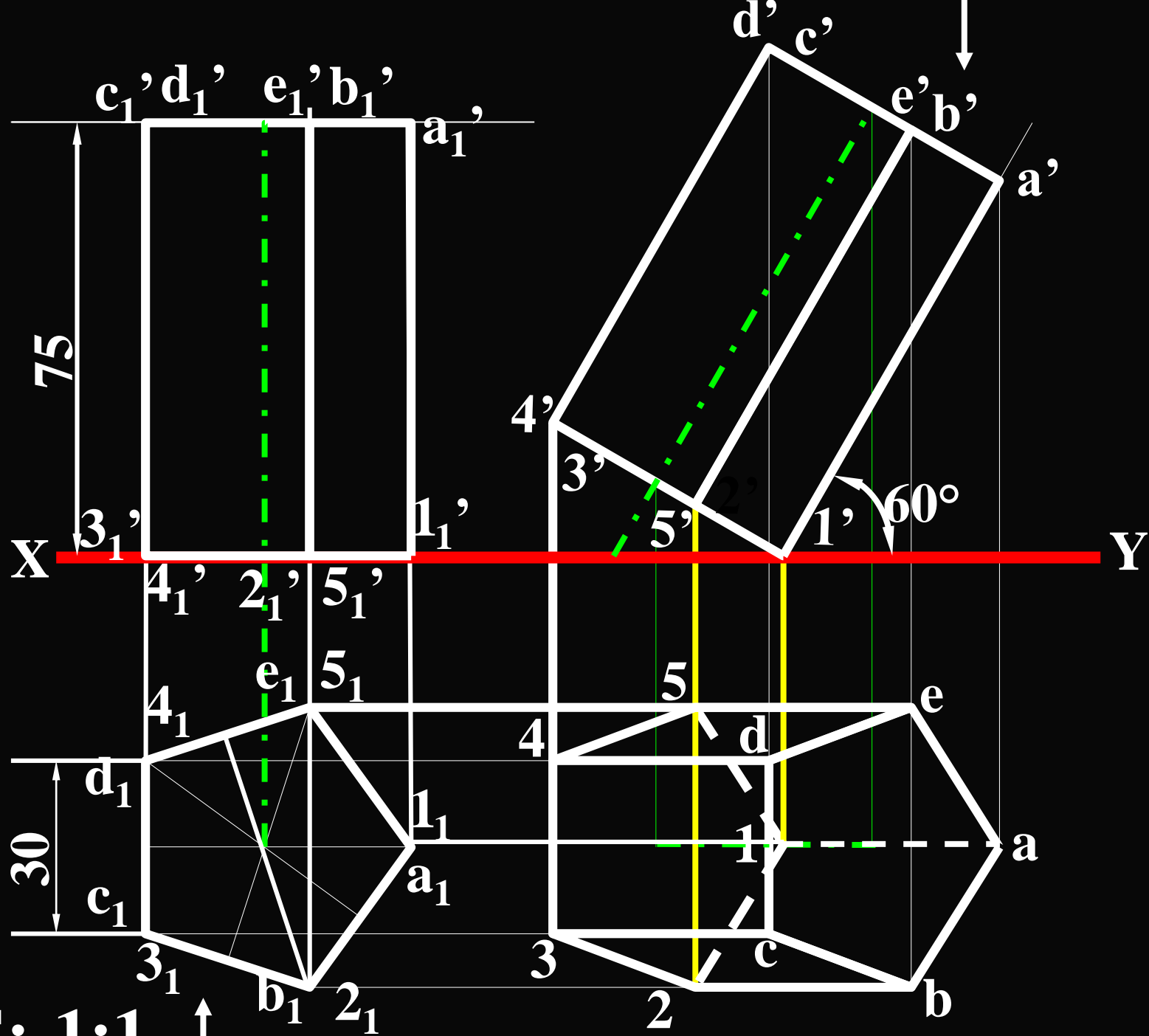


Axis parallel to V.P. and inclined to H.P. by  $\theta$  &  
also inclined to P.P.

## EXAMPLE 1 :

*A right regular pentagonal prism, side of base 30 mm and height of axis as 75mm rests on HP on one of its base corners such that its long edge containing the corner is inclined to the HP at  $60^\circ$ . Draw its projections.*



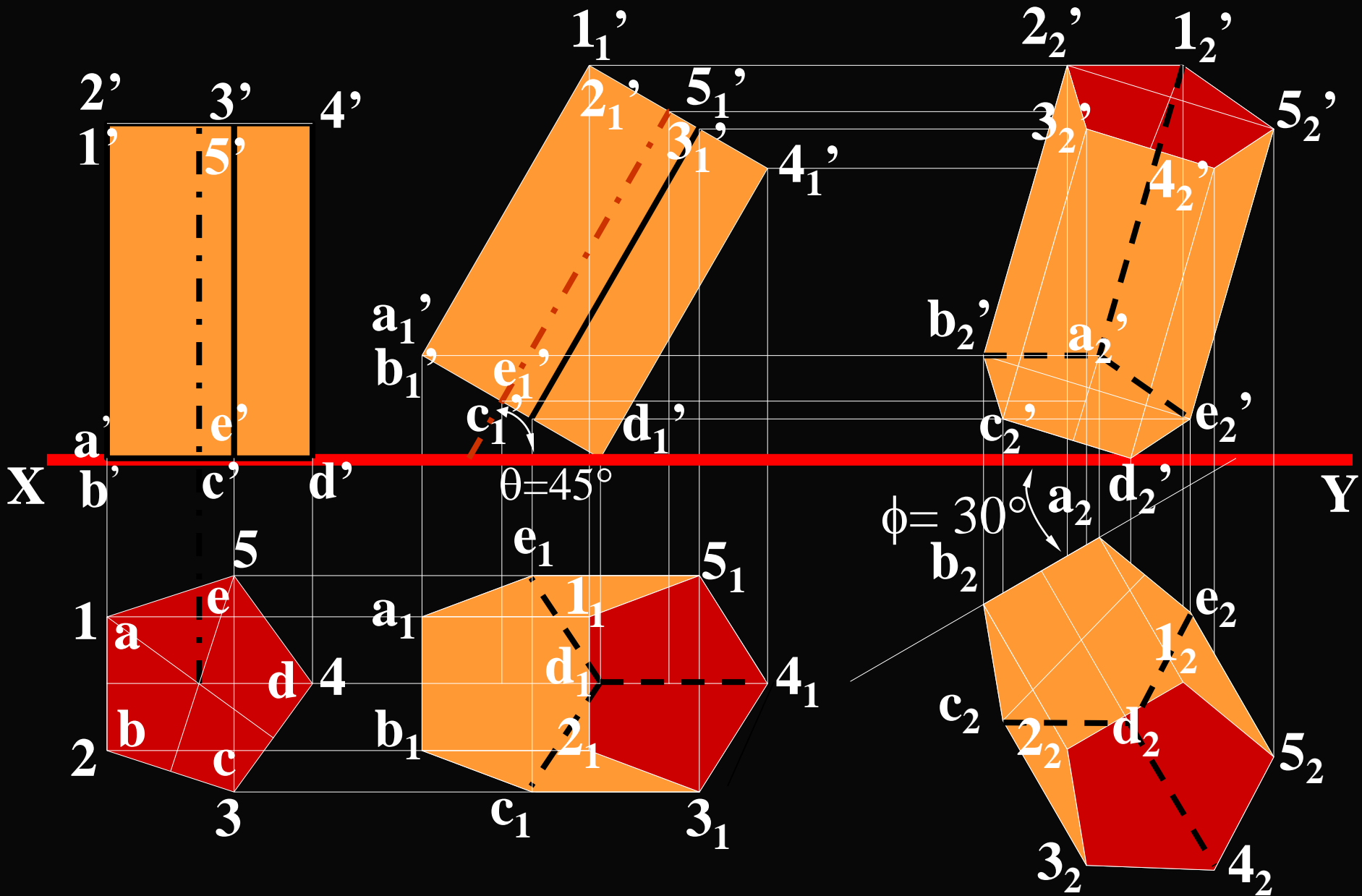


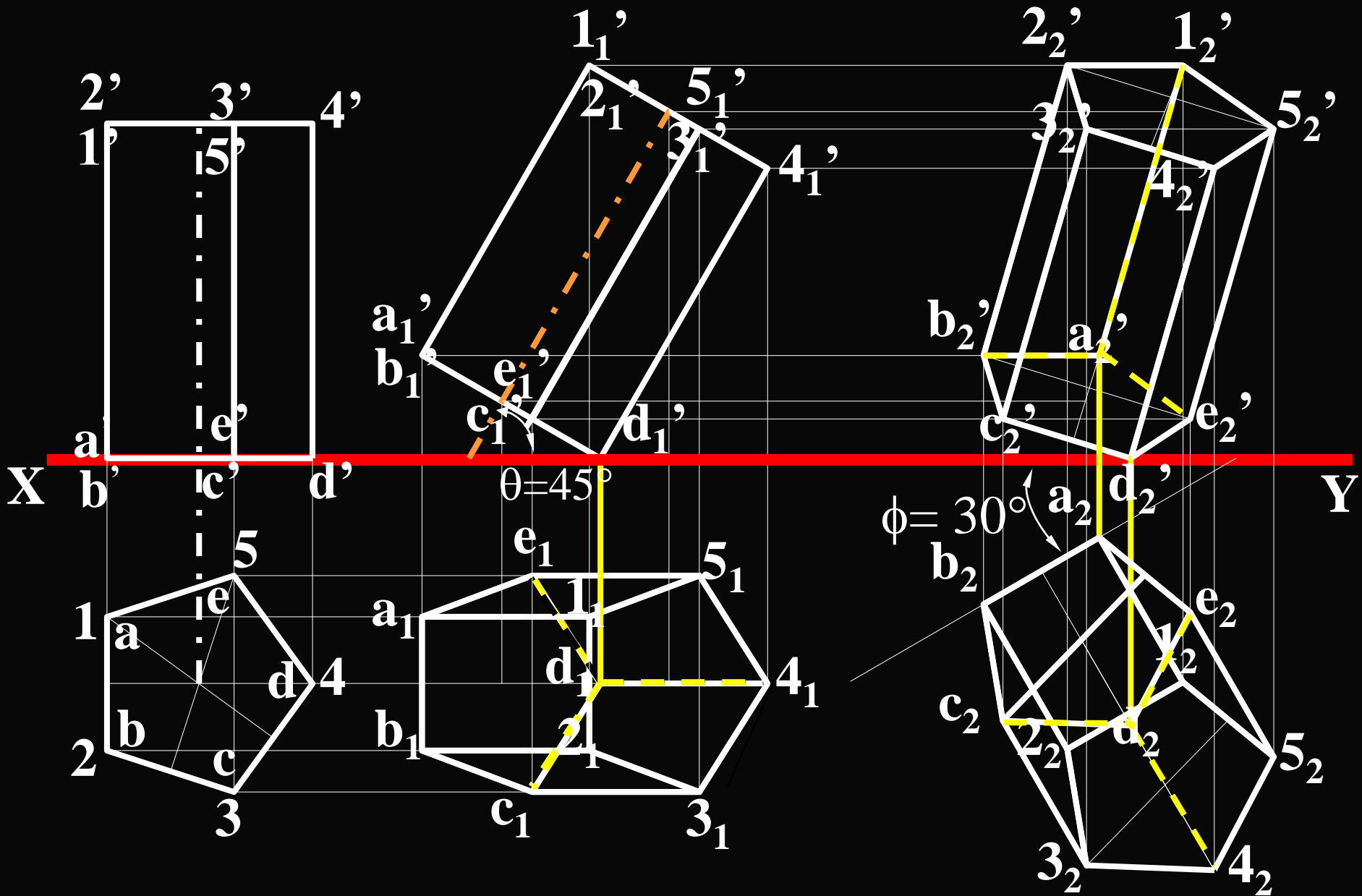
**SCALE:-1:1**

## **EXAMPLE 2 :**

**A regular pentagonal prism of 25mm long edges and axis 70mm long rests on HP on one of its corner of the base. The slant edge passing through corner makes  $45^\circ$  with HP and the side opposite to the same corner makes  $30^\circ$  with VP. Draw its projections.**

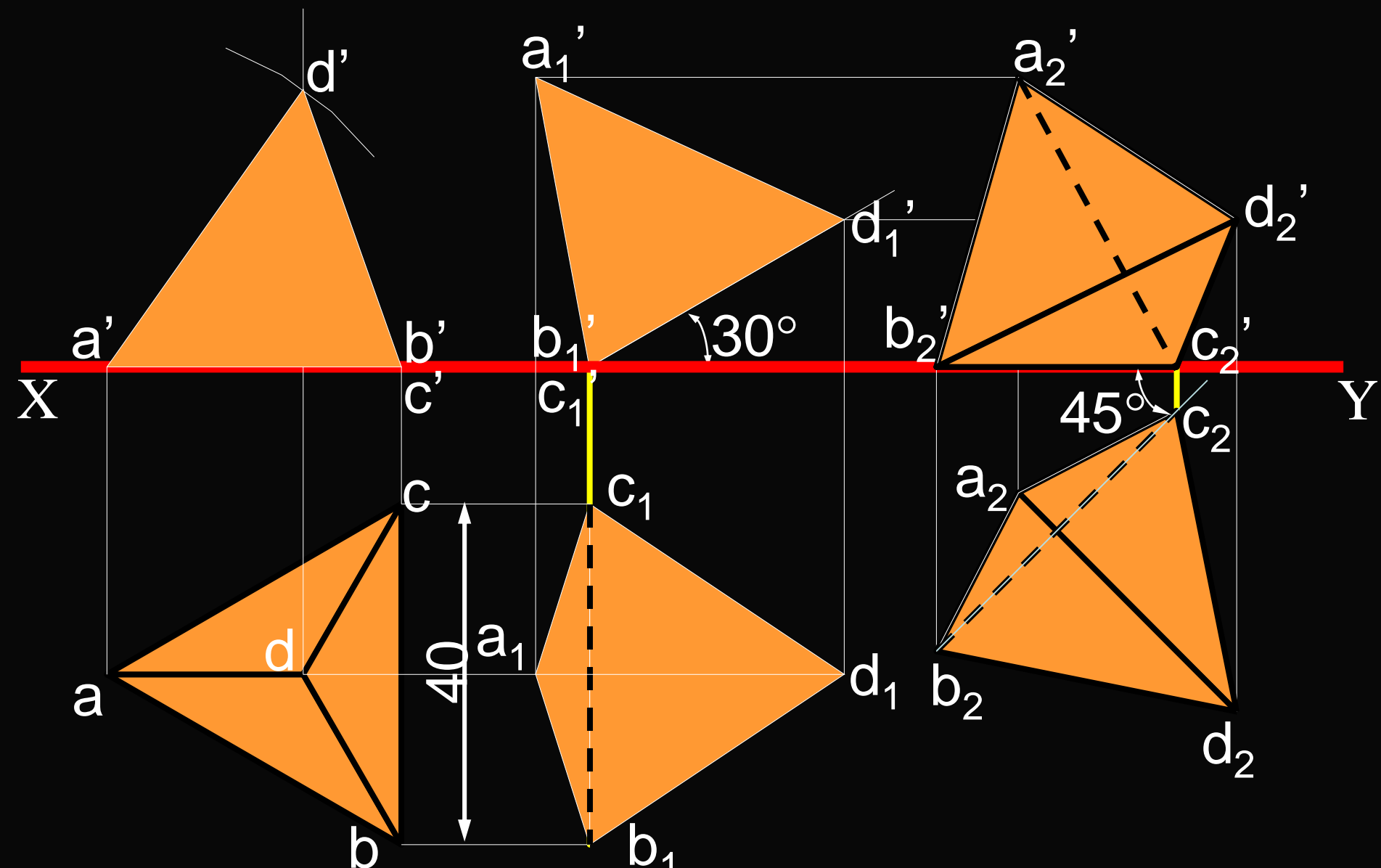


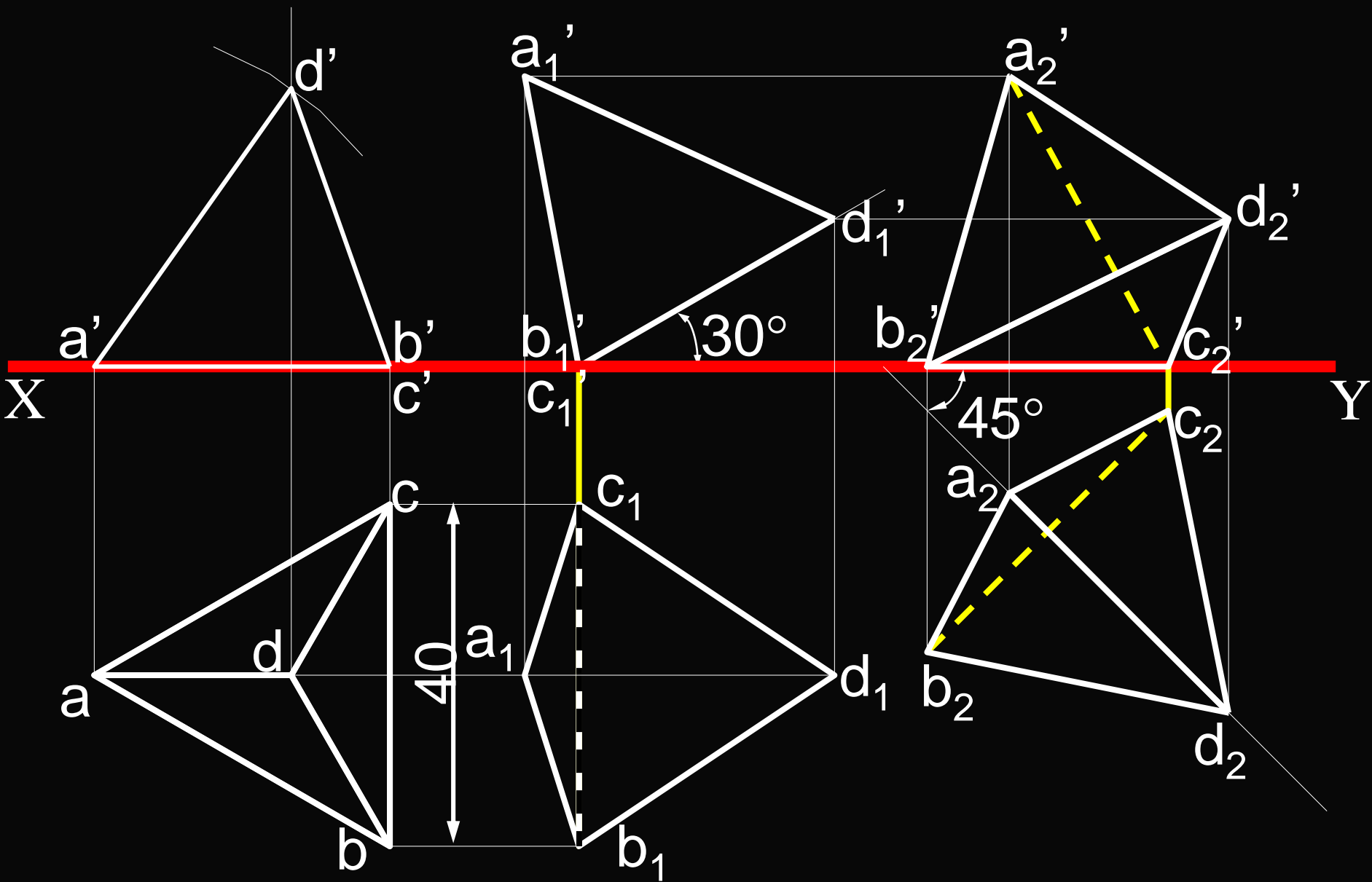




### **EXAMPLE 3 :**

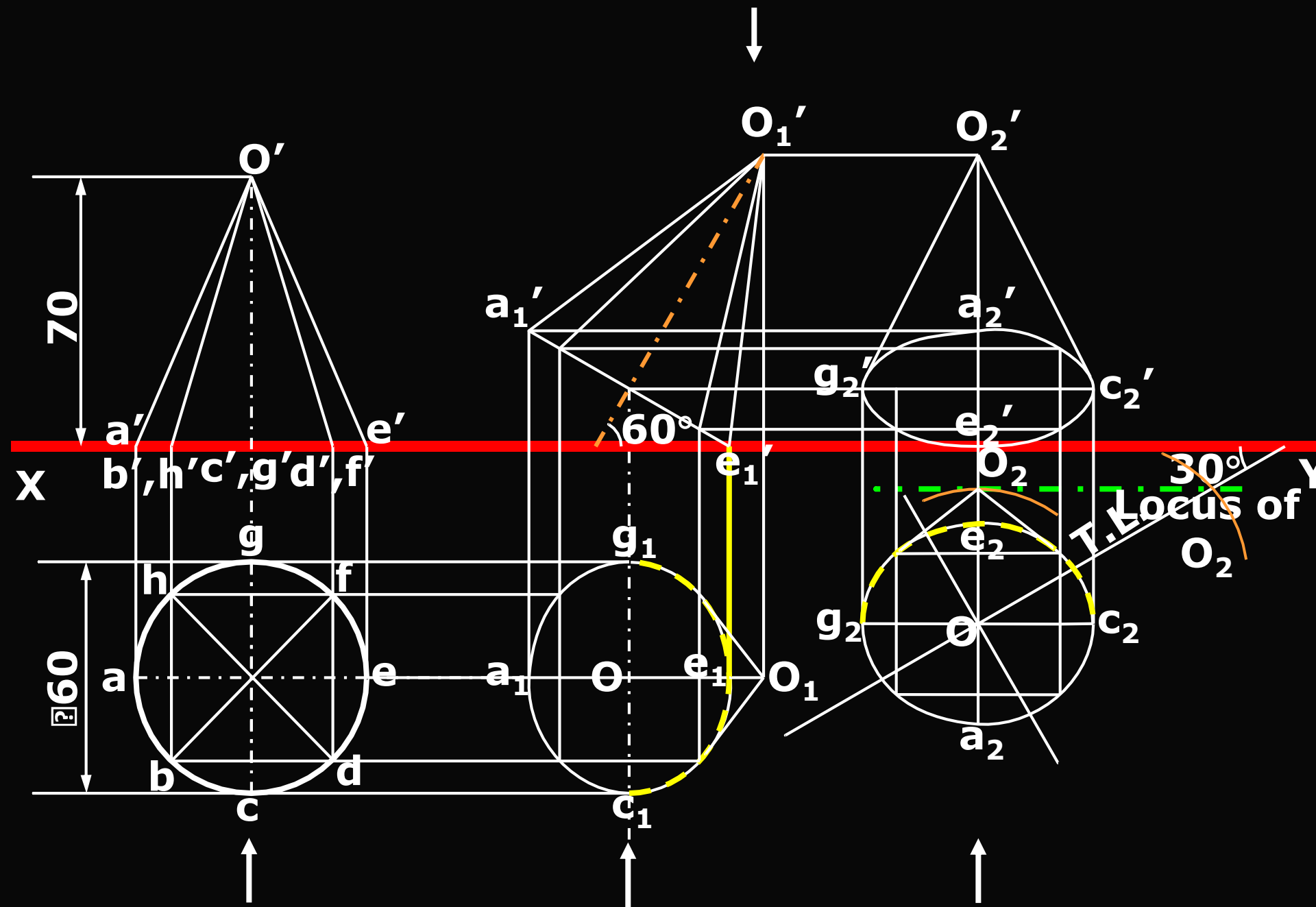
**A tetrahedron of 40 mm long edges, rests on HP on one of its edges such that the face containing that edge is inclined to HP at  $30^\circ$  and the same edge is inclined at  $45^\circ$  to VP. Draw the projections of the solid.**





## **EXAMPLE 4 :**

**A cone, diameter of base 60mm and height 70mm, is resting on HP on the point of periphery of the base. Axis of the cone makes  $60^\circ$  with HP and  $30^\circ$  with the VP. Draw the projections of the cone, when the apex is nearer to the VP.**



## **EXAMPLE 5 :**

**A regular hexagonal prism of 30 mm sides and axis 80 mm long is resting on HP on one of its corners of the base. The axis makes  $30^\circ$  with HP and plan of the axis makes  $45^\circ$  with the VP. Draw its projections.**



