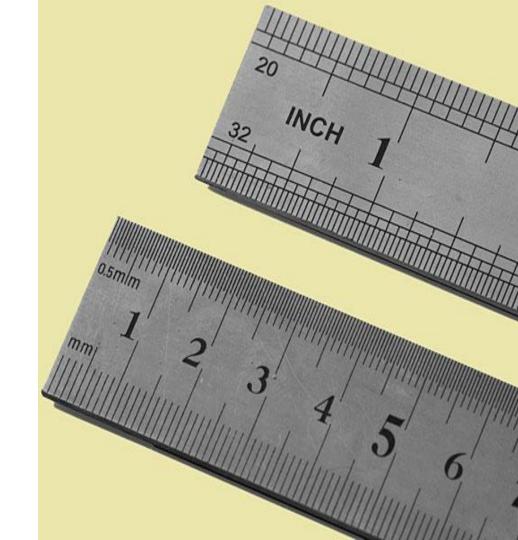
### 2890 The Hawk Collective

Mechanical Level 1 - Measurement and Sketching

# Measurement and Marking

## There are 2 units of measure Standard and Metric

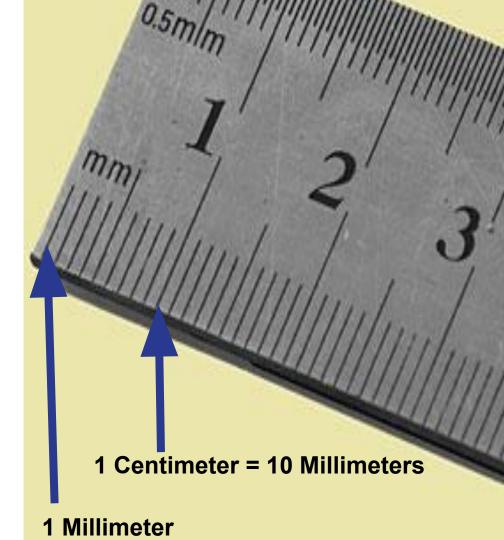
The majority of the work we do is in the standard format





The indicator at the end of the ruler tells you what the smallest unit • that side of the ruler can indicate

Metric units use the decimal system where each larger unit is broken up into 10 smaller units.

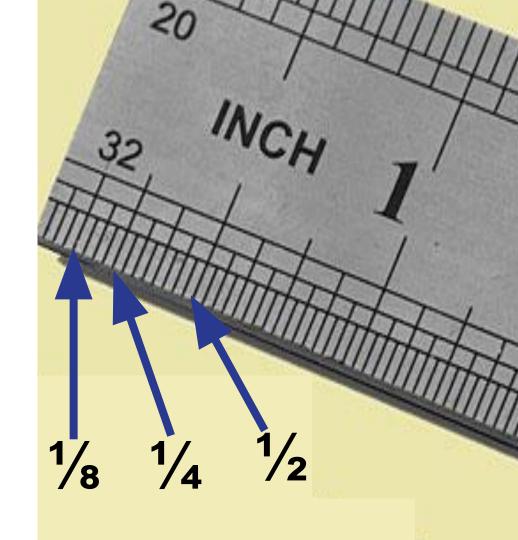


### Commonly used prefixes for Metric units

	H
S	
	L
<u></u>	Î
W	
+	
$\mathbf{\Phi}$	
	-
	-

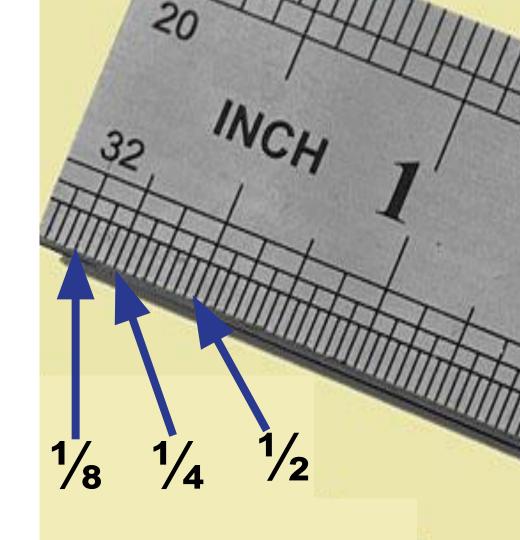
Prefix	In words	Multiply by	Factor	
nano (n)	Billionth	1/1000000000	1*10-9	
micro (µ)	Millionth	1/1000000	1*10-6	
milli (m)	Thousandth	1/1000	1*10-3	
centi (c)	enti (c) Hundredth 1/100		1*10-2	
deci (d)	Tenth	1/10	1*10-1	
		1		
deca (da) Ten		10	1*101	
hecto (h)	Hundred	100	1*102	
kilo (k)	Thousand	1000	1*10 <sup>3</sup>	
mega (M)	Million	1000000	1*10 <sup>6</sup>	
giga (G)	billion	1000000000	1*10 <sup>9</sup>	

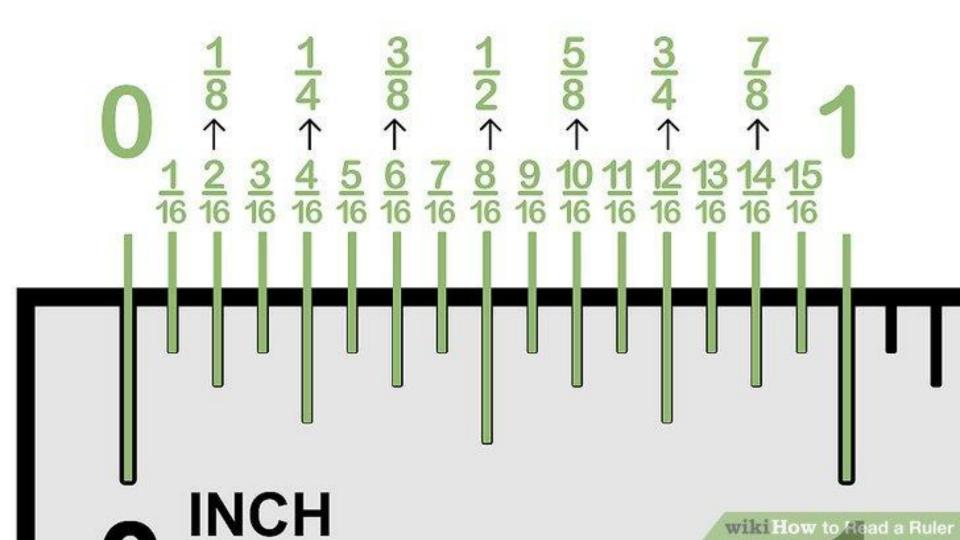
Standard System breaks up decimal units into fractional units. ½,¼,½,etc



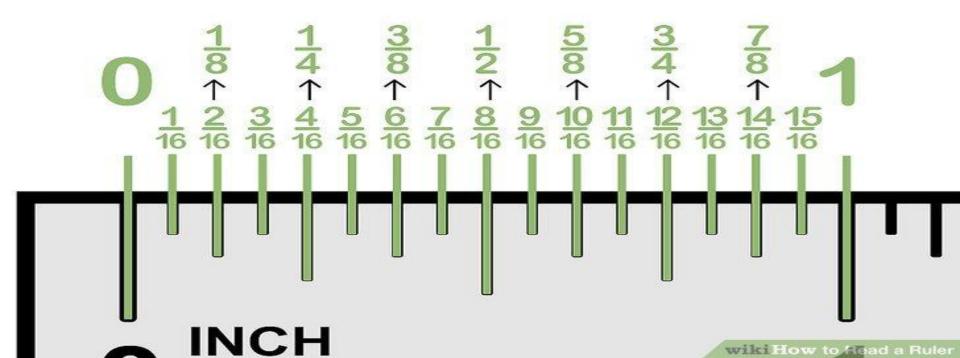
All Fractional rules apply with the standard system.

- -reducing
- -adding
- -subtracting

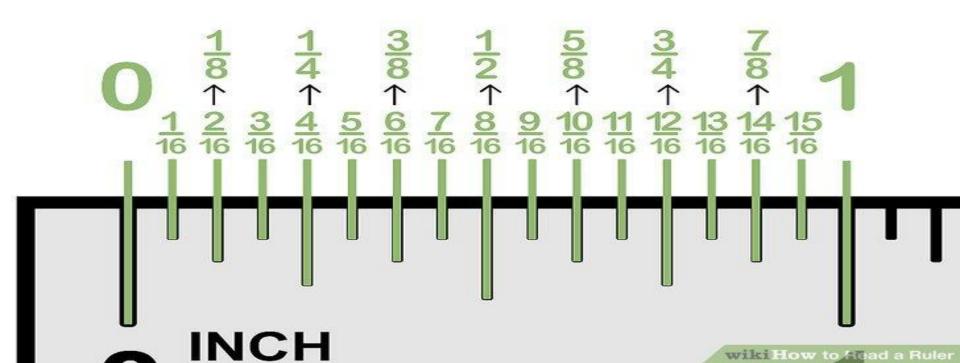




Use the smallest denominator (bottom number) option when writing down/conveying measurements.



## Use whole numbers 1 and 3/16ths not 19/16ths



.1

To make the math simpler fractions can be converted to a decimal number. That requires a bit of mental gymnastics.

Fractions	Decimais	Millimeters	Fractions	Decimais	Millimeters
1/64"	.015625"	0.397	33/64"	.515625"	13.097
1/32"	.03125"	0.794	17/32"	.53125"	13.494
3/64"	.046875"	1.191	35/64"	.546875"	13.891
1/16"	.0625"	1.588	9/16"	.5625"	14.288
5/64"	.078125"	1.984	37/64"	.578125"	14.684
3/32"	.09375"	2.381	19/32"	.59375"	15.081
7/64"	.109375"	2.778	39/64"	.609375"	15.478
1/8"	.1250"	3.175	5/8"	.6250"	15.875
9/64"	.140625"	3.572	41/64"	.640625"	16.272
5/32"	.15625"	3.969	21/32"	.65625"	16.669
11/64"	.171875"	4.366	43/64"	.671875"	17.066
3/16"	.1875"	4.763	11/16"	.6875"	17.463
13/64"	.203125"	5.159	45/64"	.703125"	17.859
7/32"	.21875"	5.556	23/32"	.71875"	18.256
15/64"	.234375"	5.953	47/64"	.734375"	18.653
1/4"	.2500"	6.350	3/4"	.7500"	19.050
17/64"	.265625"	6.747	49/64"	.765625"	19.447
9/32"	.28125"	7.144	25/32"	.78125"	19.844
19/64"	.296875"	7.541	51/64"	.796875"	20.241
5/16"	.3125"	7.938	13/16"	.8125"	20.638
21/64"	.328125"	8.334	53/64"	.828125"	21.034
11/32"	.34375"	8.731	27/32"	.84375"	21.431
23/64"	.359375"	9.128	55/64"	.859375"	21.828
			I		

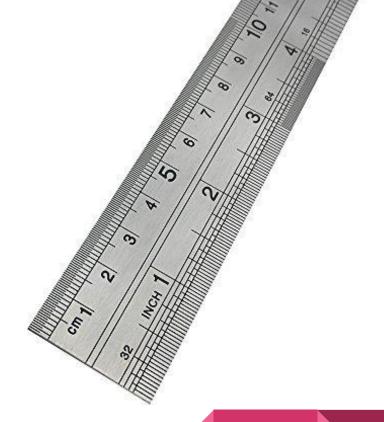
Measuring Devices - Tape Measure

Not good for accurate measurements due to the moving part at the end. It is a feature not a bug, but if you do not understand it it can skew your measurement. Tape measures are fine for rough or overall measurements do not use it for part fabrication. If you have nothing else. Do not use the tab at the end as your starting position. Instead, skip to a number on the tape, like 3, measure from there out. Subtract 3 from your final number.



### Measuring Devices - Ruler

Best choice for larger measurements. Here again try to make your measurements between two numbers and not from the corner/end. Use the subtraction method mentioned in the last slide for more accurate measurements.



### Measuring Devices - Caliper

Best choice for small measurements. Calipers allow you to measure

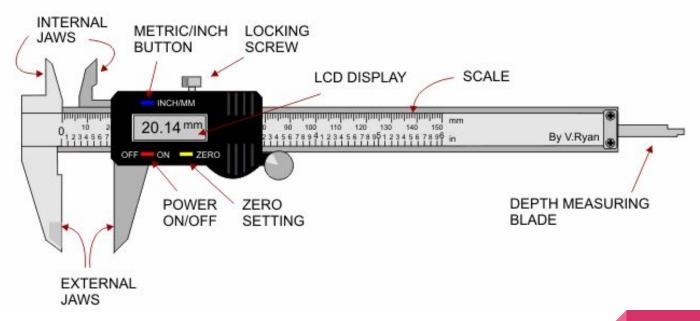
-inside holes (with the ears on the back)

-outside objects (with the large fangs below display)

-Depth of holes with the spike

(extends from the back of the back)

### Measuring Devices - Caliper



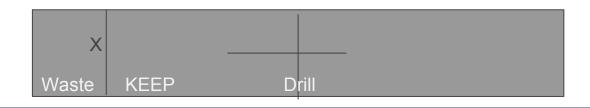
Be sure to zero the caliper before using it and check its zero often. To zero it close it all the way and press the ZERO button.

### Making your mark!

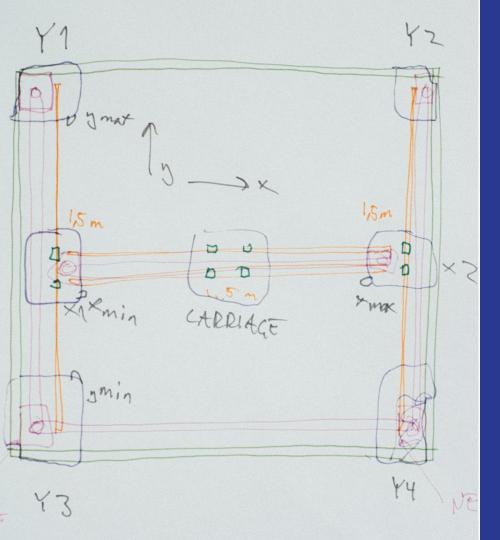
When making a mark on an object to be modified in some way we need to do it in a way that will remove any confusion.

Here are some general rules.

- Use a very sharp point when marking (Sharpies are never OK), scribe, blade, pencil.
  - A good cut will leave half the line behind.
- When cutting, put an x on the side of the material that is considered waste material.
- Use a cross-hair mark for drill holes. Use a center punch to start the hole.



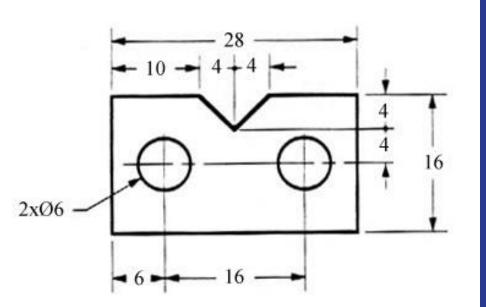
# Sketching and Markup



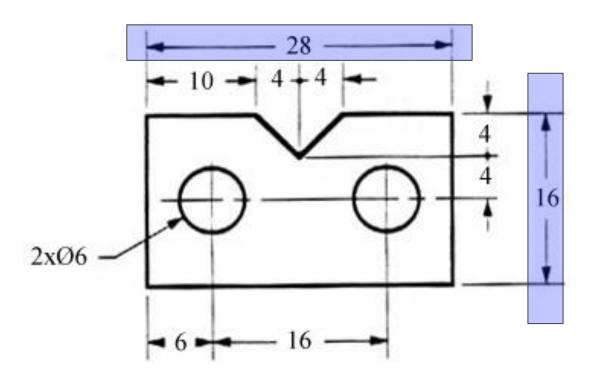
### Sketch

A sketch is a hand drawn representation of a part or assembly that has enough information on it to make it. It could also show how different parts interact with each other. It should include at least one view (side of) an object and might have measurements of the desired feature.

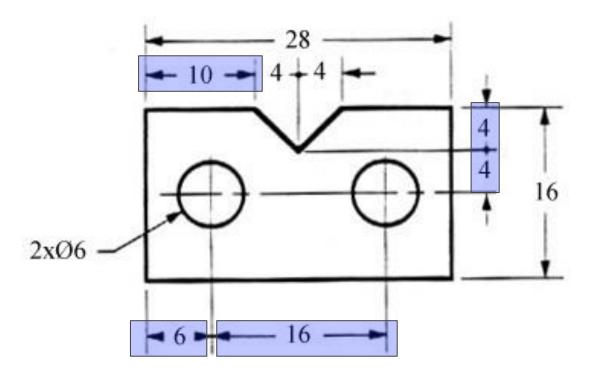
It does not have to be to scale or artistically accurate.



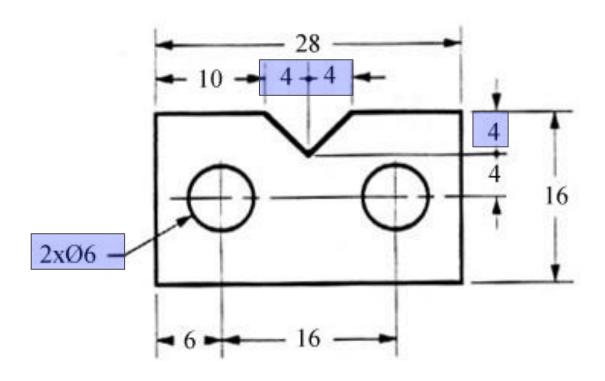
We are going to look at how this part was marked up so we can understand how mechanical draftspeople do it. We are not expecting this level but it does show good practices.



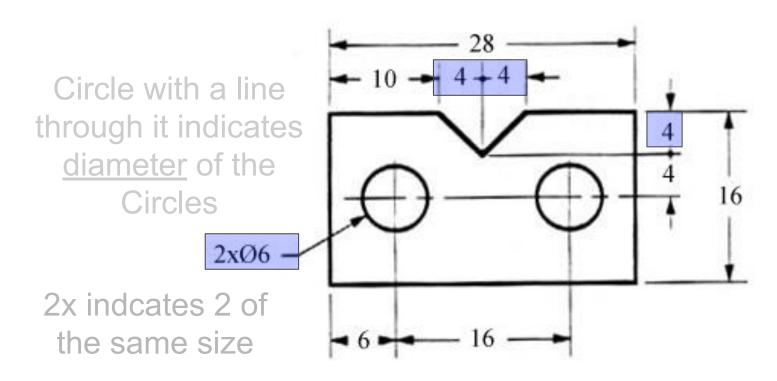
Overall dimensions



Distance from known points to add features



Size and shape of features



Size and shape of features

#### To Achieve Mechanical Technician Level 1

- 1. Read this presentation understand the tools and generally how they are used.
- 2. Take the Pretest for Mech Technician Level 1
- 3. Schendle an in person test with a Mechanical Trainer
  - a. Identify each tool and its purpose
  - b. Pass written ruler test with 90% or better
  - c. Hand sketch an object given to you the trainer. Include as much info to recreate the item.
    - i. 1 sided view minimum
    - ii. Include measurements

#### Next-Mech Tech Level 2

- 1. Review safety guidelines for each tool.
- 2. Get supervised "hands on time" with each tool.
- 3. Schendle an in person test with a Mechanical Trainer
  - a. Cut and dress a piece of square tube to size. Be no more than 1/16 out of stock
  - b. Drill two ¼" holes a specific distance apart.