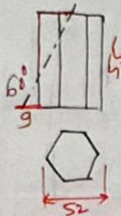
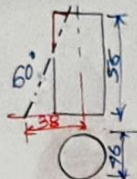


## Surface Development.

### Development of prisms:

#### ① Re-draw the given views.

- Mark 1, 2, 3... on the top view
- " 1', 2', 3'... on the base of F.V.
- Mark P', Q', R'... on the F.V.



#### 2) Draw Sectional T.V.

- Draw horizontal line from center of T.V.
- Draw vertical lines from P', Q', R'... to T.V. you get P, Q, R then join them and draw hatching lines inside it.

#### 3) Draw 'True shape' of section:

- Draw a line parallel to cutting plane line and perpendicular lines from P', Q', R'...
- Mark P, Q, R according to sectional T.V. then join them and draw hatching lines inside it.

#### 4) Draw Surface development.

- Draw horizontal lines from base and top of F.V.
- Mark 1, 2, 3... on the base line according to side length of T.V.
- Draw vertical lines from 1, 2, 3... and horizontal lines from P', Q', R'... you get P, Q, R... then join them.
- Draw bottom cover.
- Draw top cover.

# Surface Development:

## Development of Prisms:

- 1) Re-draw the given views.
  - a) Mark 1,2,3... on the top view ✓
  - b) " 1',2',3'... on the base of F.V. ✓
  - c) Mark p',q',r'... on the F.V. ✓

## 2) Draw Sectional T.V.

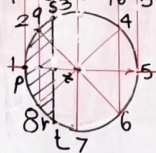
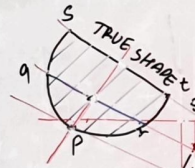
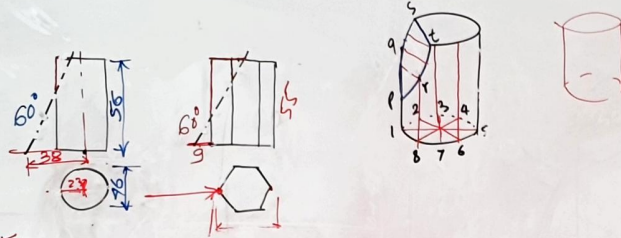
- a) Draw horizontal line from center of T.V. ✓
- b) Draw vertical lines from p',q',r'... to T.V. you get P,Q,R... then join them and draw hatching lines inside it. ✓

## 3) Draw True shape of section:

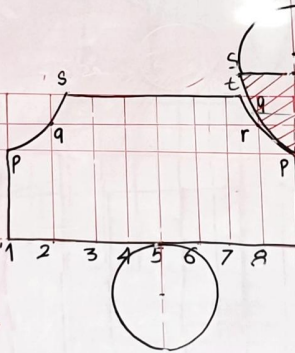
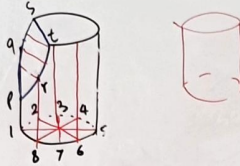
- a) Draw a line parallel to cutting plane → line and perpendicular lines from p',q',r'... ✓
- b) Mark P,Q,R according to sectional T.V. then join them and draw hatching lines inside it. ✓

## 4) Draw Surface development:

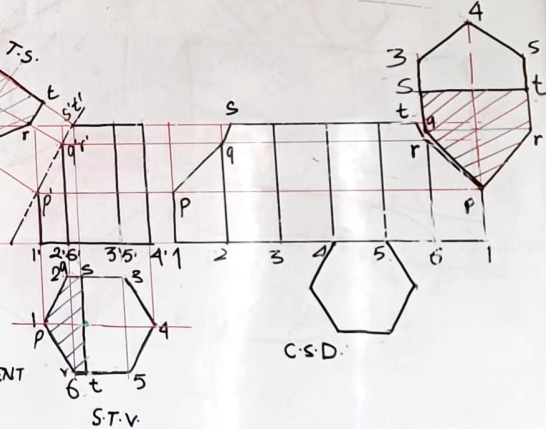
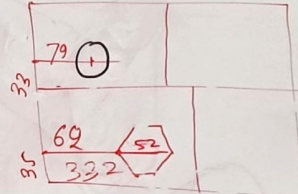
- a) Draw horizontal lines from base and top of F.V. ✓
- b) Mark 1,2,3... on the base line according to Side length of T.V. ✓
- c) Draw vertical lines from 1,2,3... and horizontal lines from p',q',r'... you get P,Q,R... then join them. ✓
- d) Draw bottom cover. ✓
- e) Draw top cover. ✓



SECTIONAL T.V.



COMPLETE SURFACE DEVELOPMENT

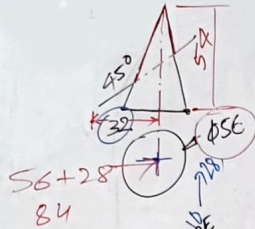




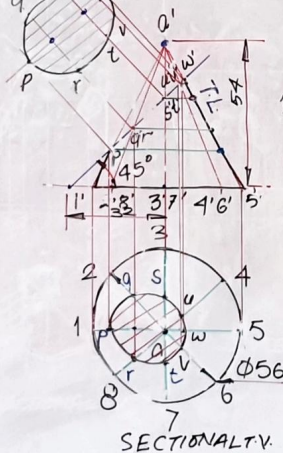
# Surface Development:

## Development of prisms: (Pyramids)

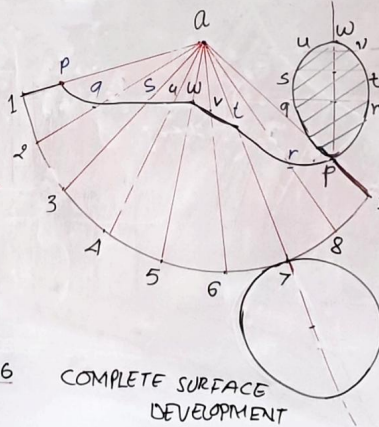
- 1) Re-draw the given views.



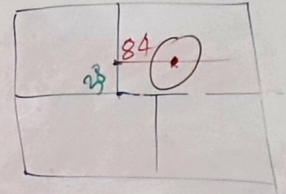
TRUE SHAPE



SECTIONAL T.V.



COMPLETE SURFACE DEVELOPMENT



a) Draw a line parallel to cutting plane

→ line and perpendicular lines from p', q', r'...

b) Mark p, q, r according to sectional T.V. then join them and draw hatching lines inside it.

q) Draw Surface development.

✓ a) Draw horizontal lines from base and top of F.V.

✓ b) Mark 1, 2, 3... on the base line according to

Side length of T.V.

c) Draw vertical lines from 1, 2, 3... and horizontal lines from p', q', r'... you get p, q, r... then join them...

✓ d) Draw bottom cover.

e) Draw top cover.