

Lecture 4

# ORTHOGRAPHIC PROJECTIONS :: INTRODUCTION

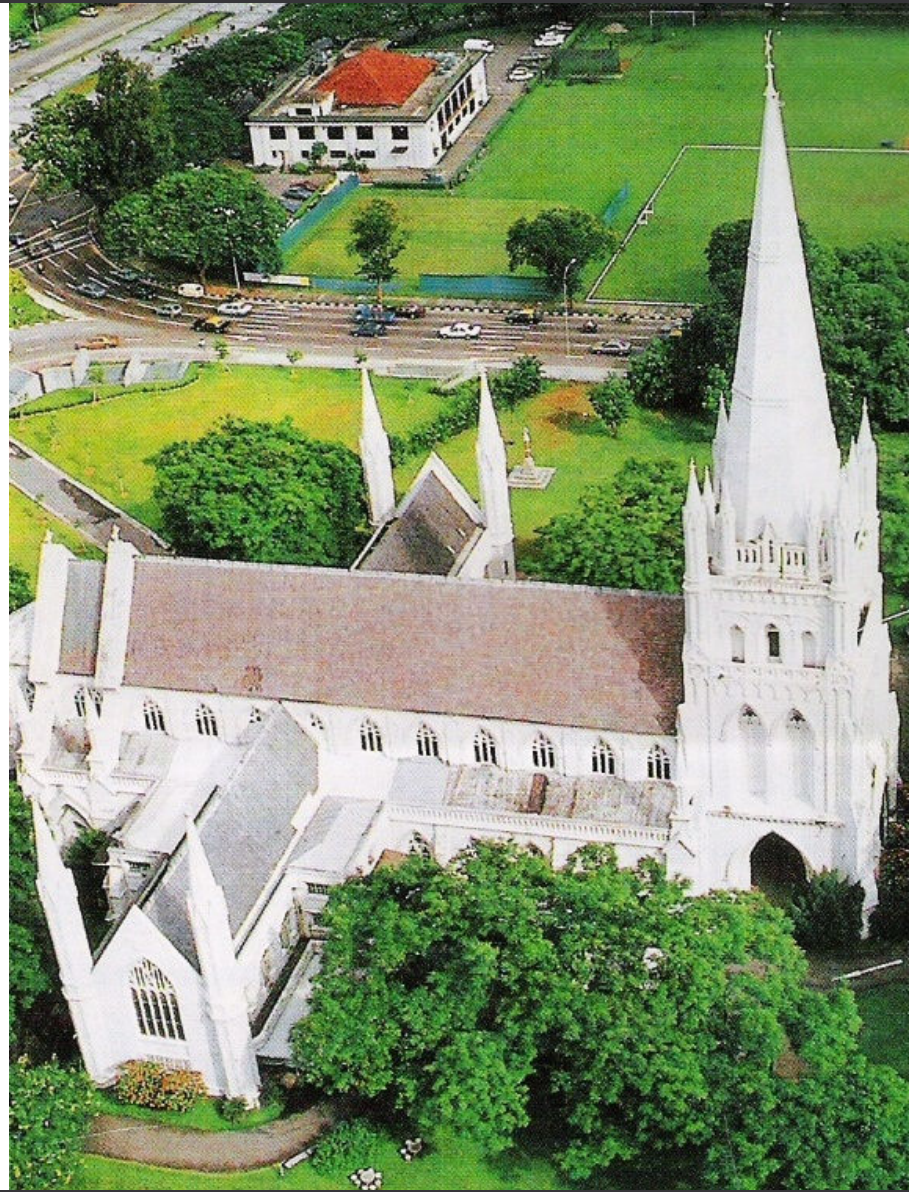


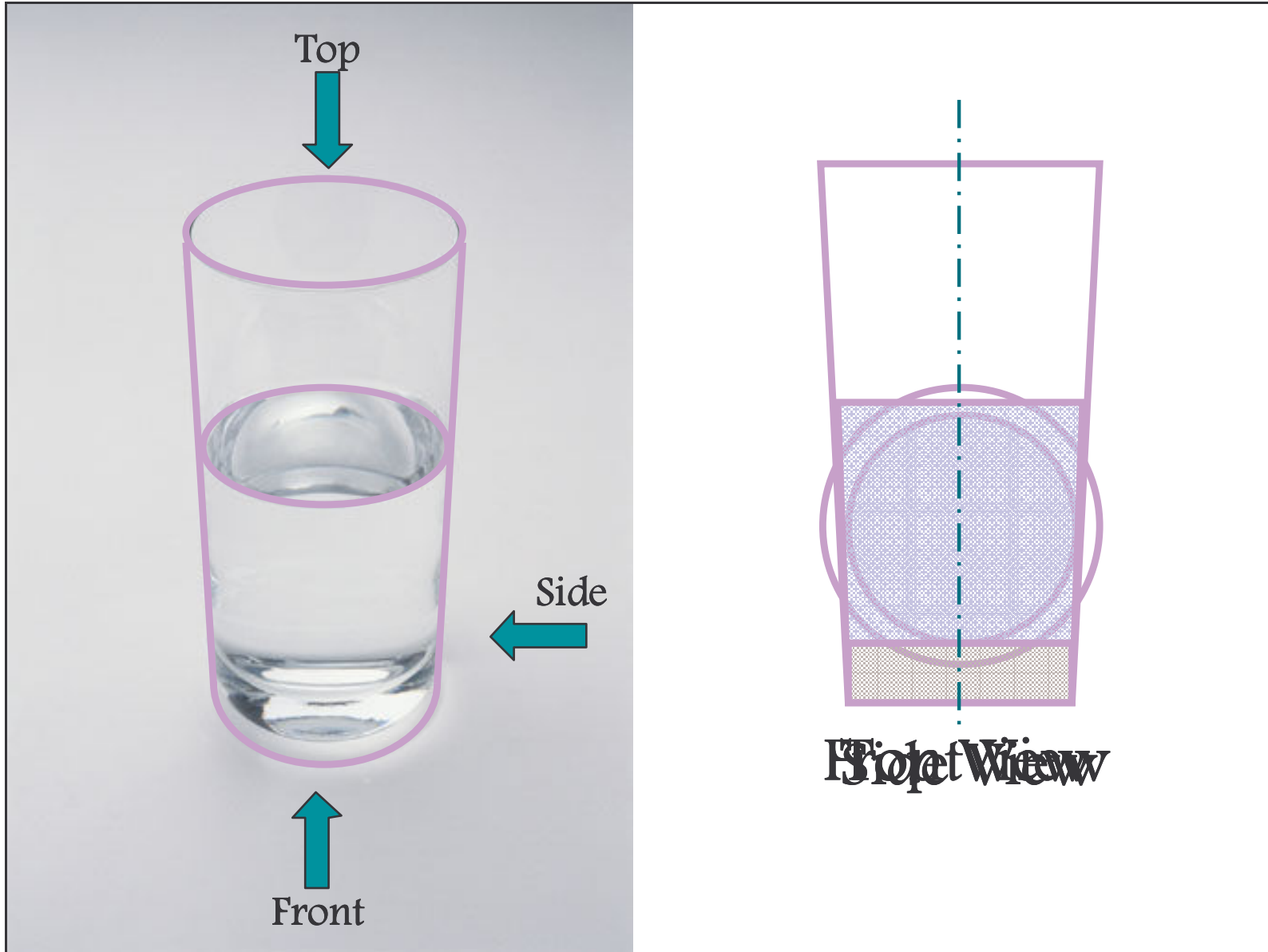
TA 101 : Engineering Graphics

2007~08 Semester II

January – May 2008

3D Viewing of  
an object from  
any point in  
space





# OUTLINE

- Classification of Views
- Principal Planes of Projection
- Angles of Projection



# CLASSIFICATION OF VIEWS

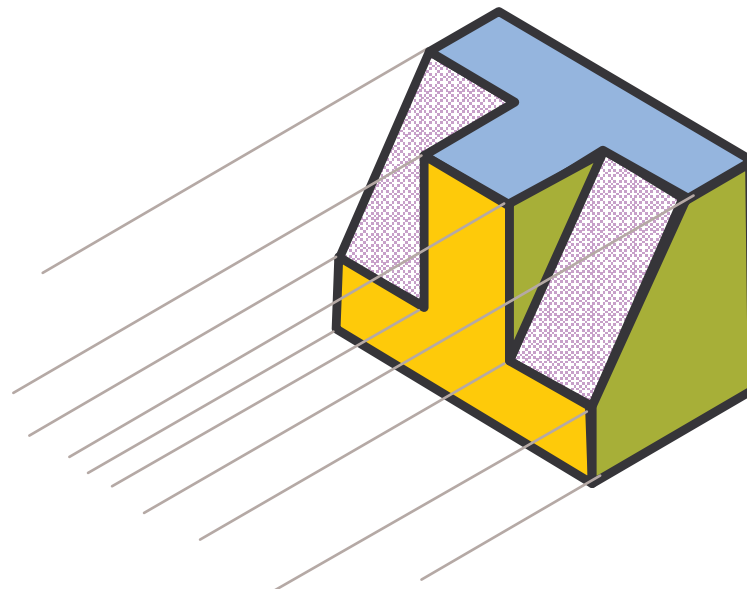
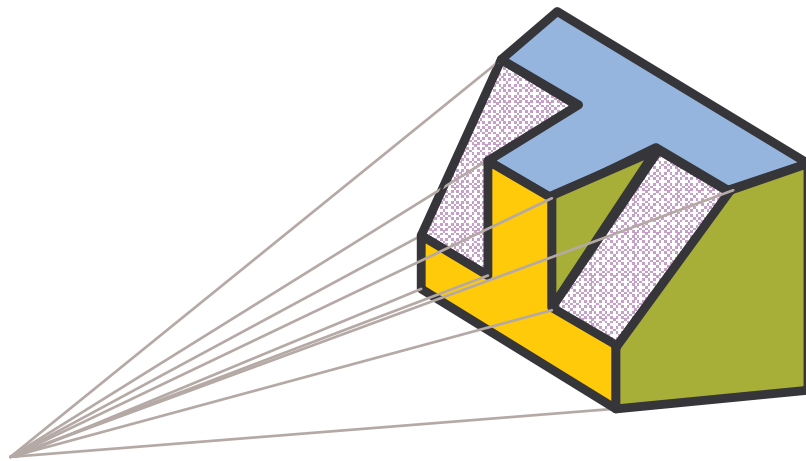
# CLASSIFICATION

- Pictorial views

## Pictorial Views

Viewing lines converge  
at a point  
(*Perspectives*)

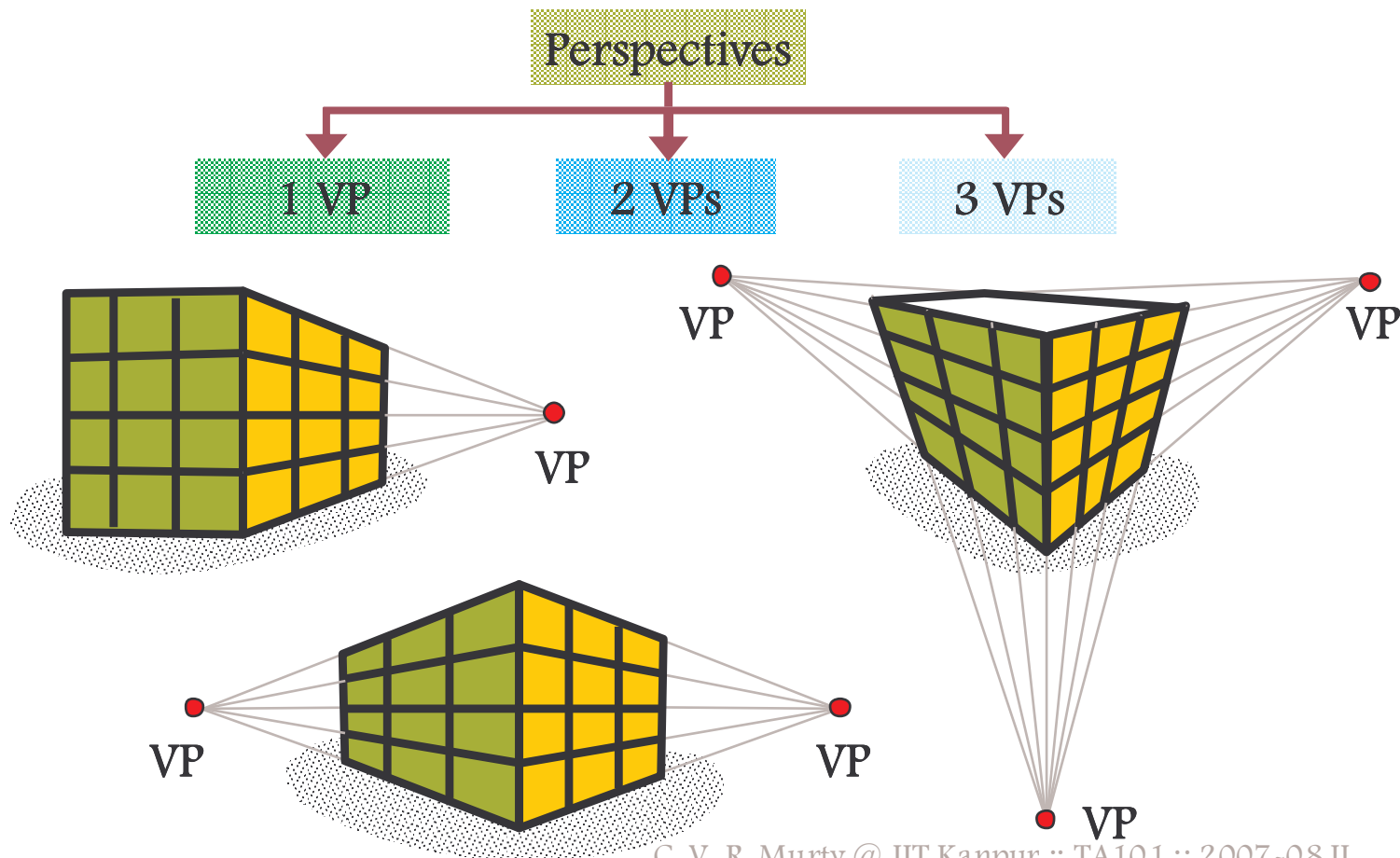
All viewing lines  
are parallel  
(*Projections*)





# CLASSIFICATION

- Perspective Views



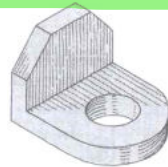
# CLASSIFICATION

- Projections

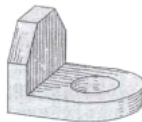
## Projections

Viewing plane **NORMAL** to  
viewing/projection lines  
(*Axonometric Projections*)

Isometric



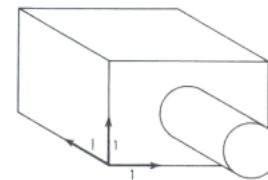
Dimetric



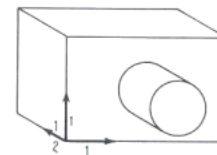
Trimetric



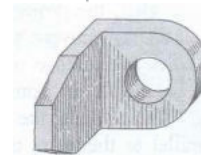
Viewing plane **INCLINED** to  
viewing/projection lines  
(*Oblique Projections*)



Cavalier



Cabinet

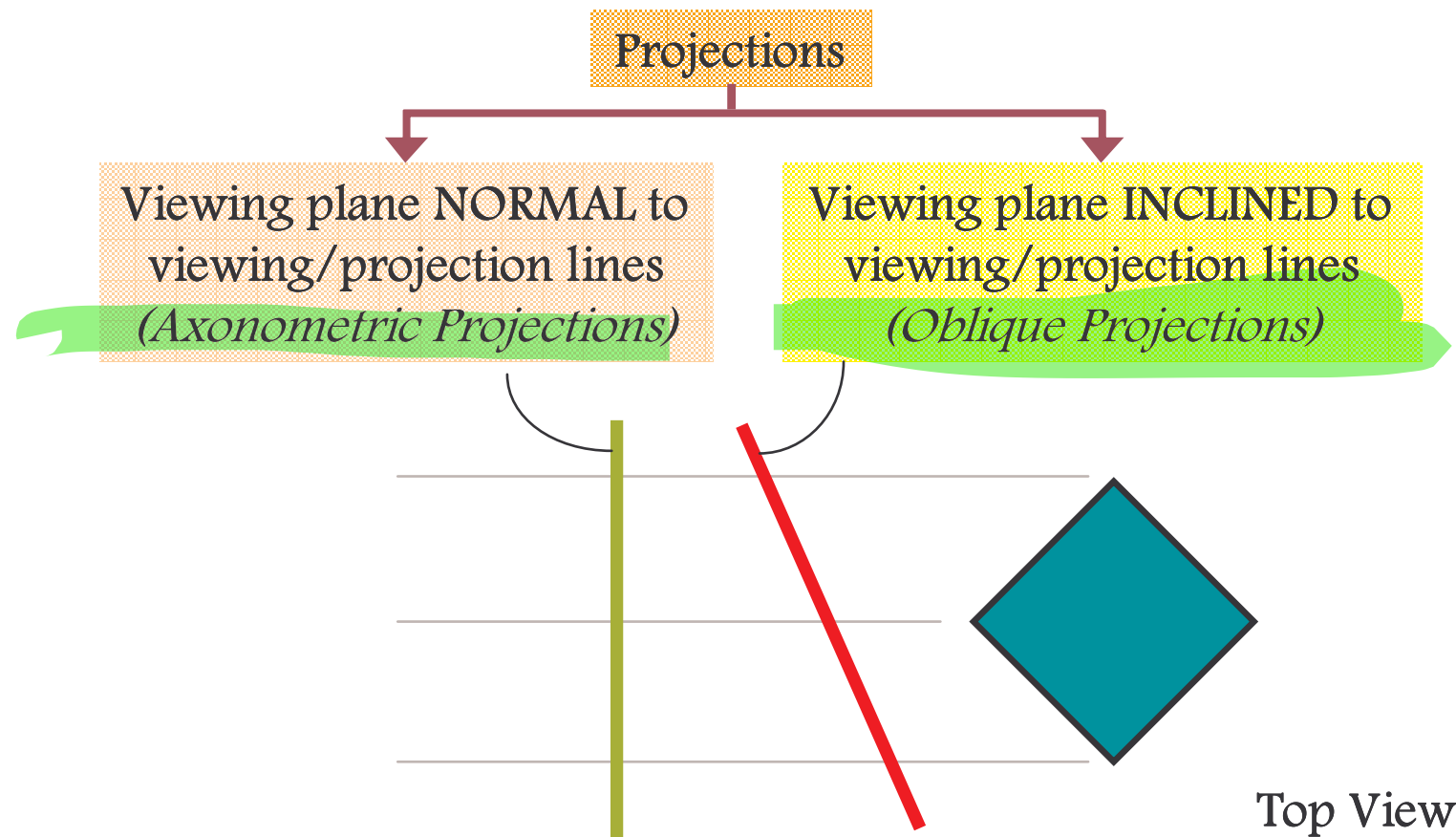


Clinographic



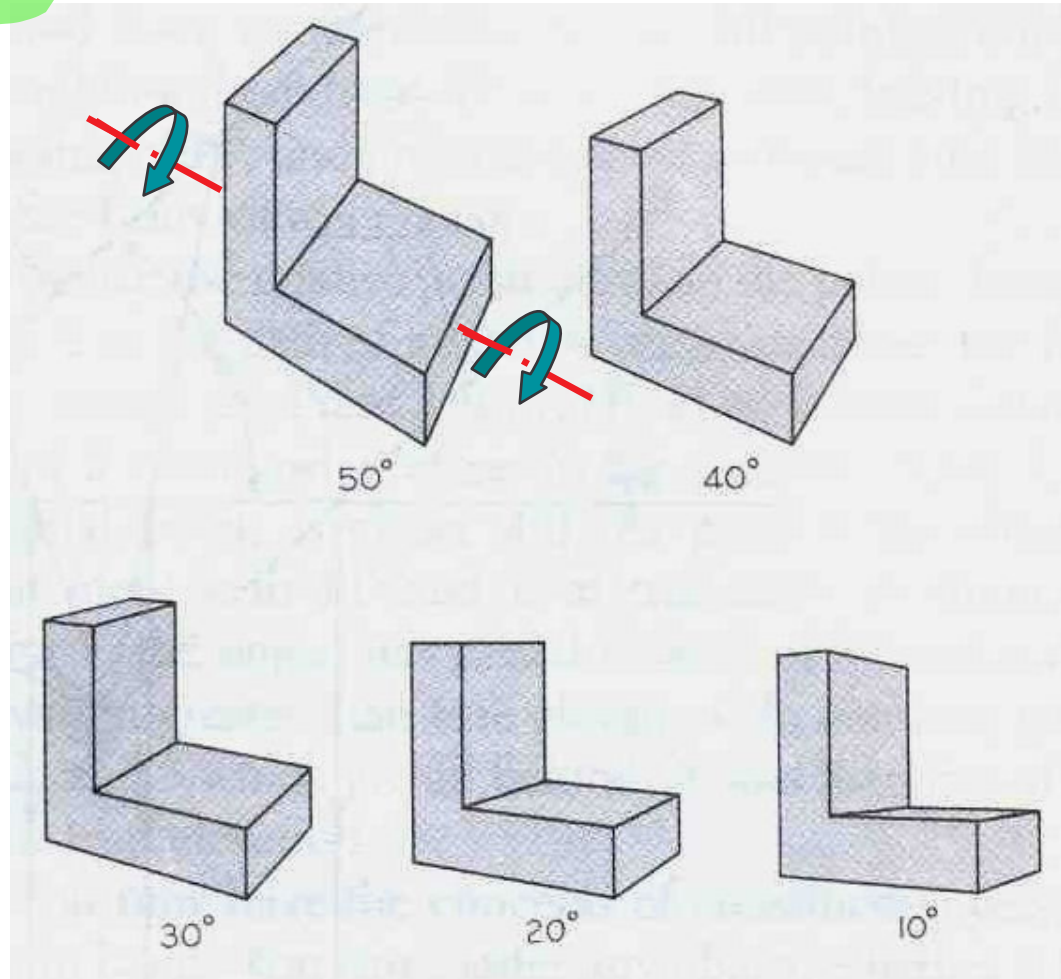
# CLASSIFICATION

- Projections



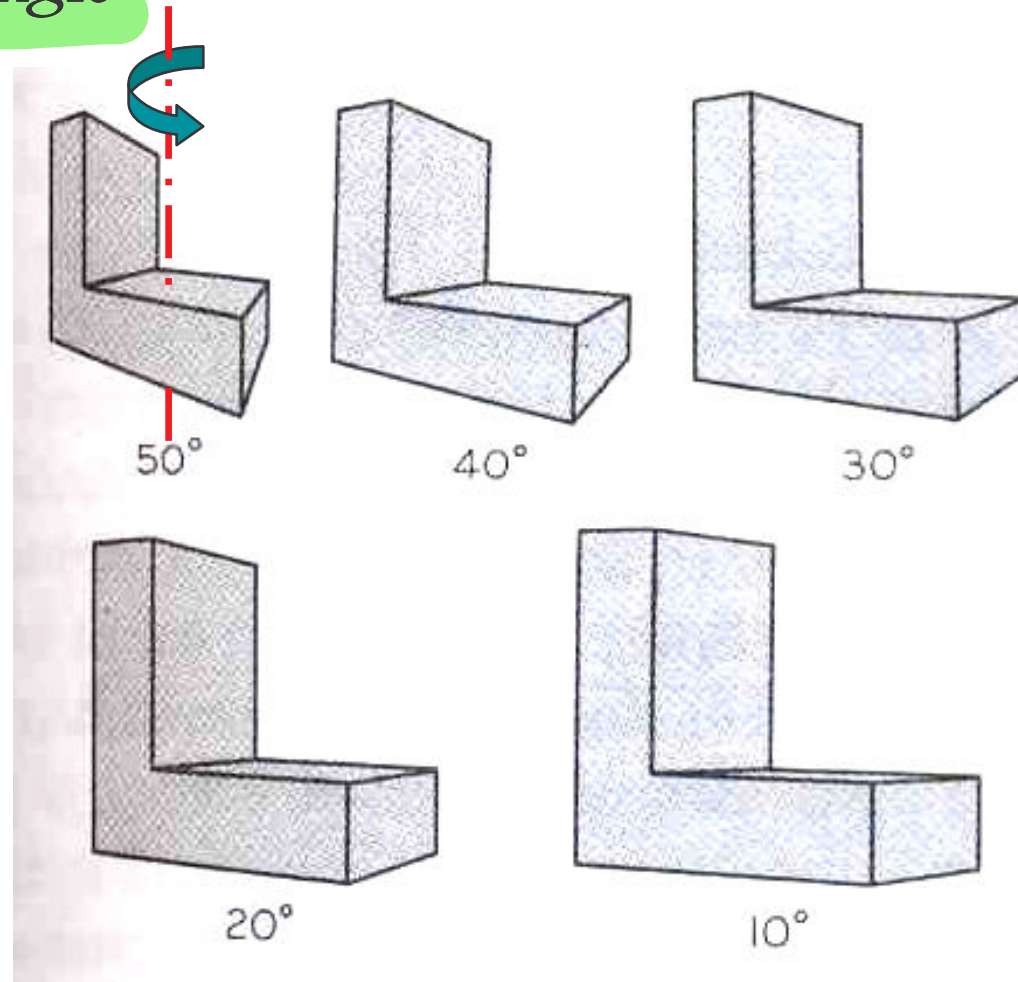
# VIEWING PLANES

- Vertical Angle



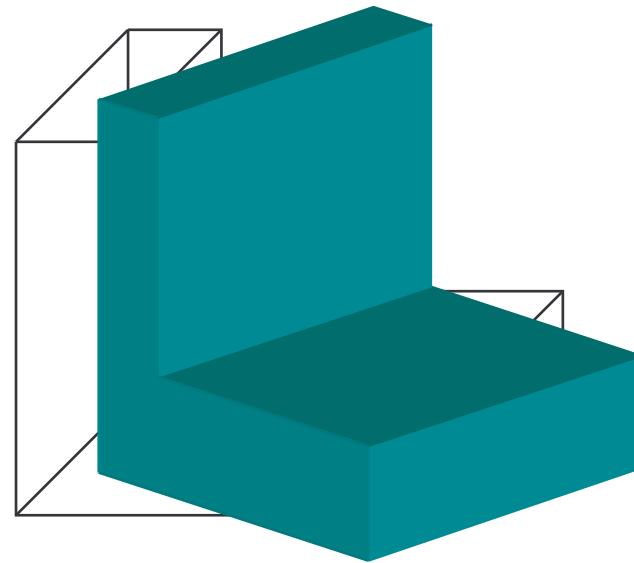
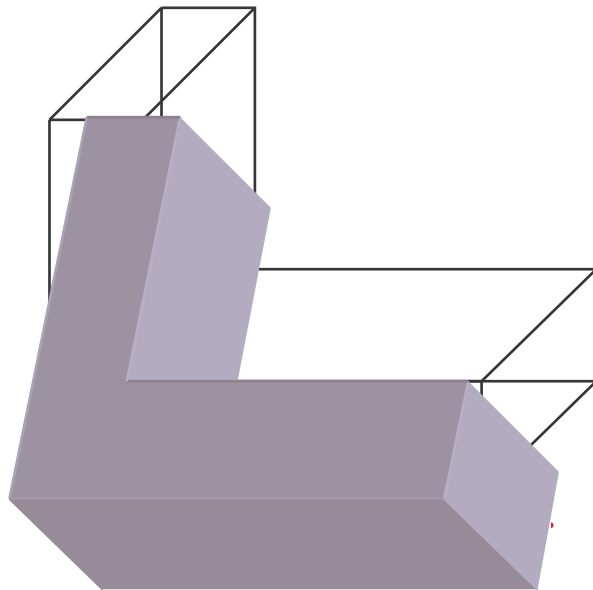
# VIEWING PLANES

- Horizontal angle



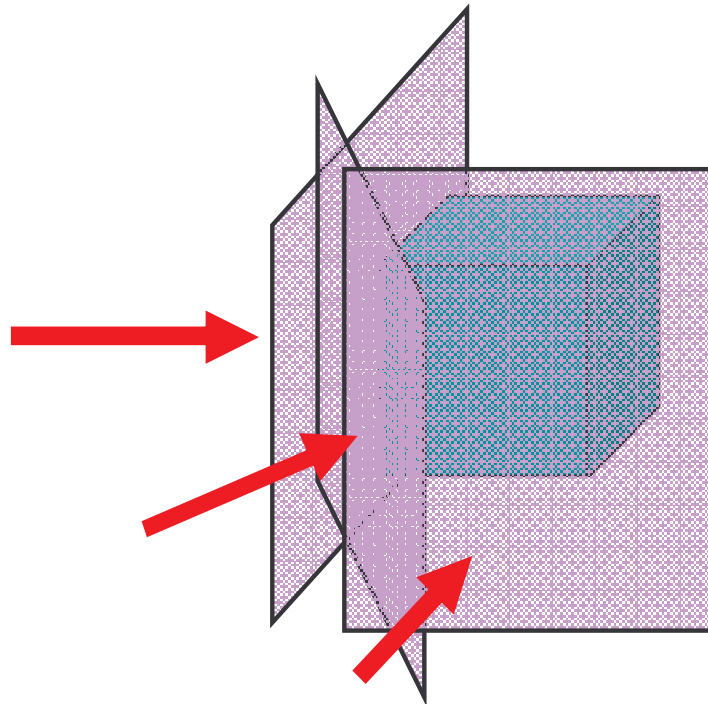
# VIEWING PLANES

- Horizontal & Vertical angles
  - Between viewing planes & principal planes of object



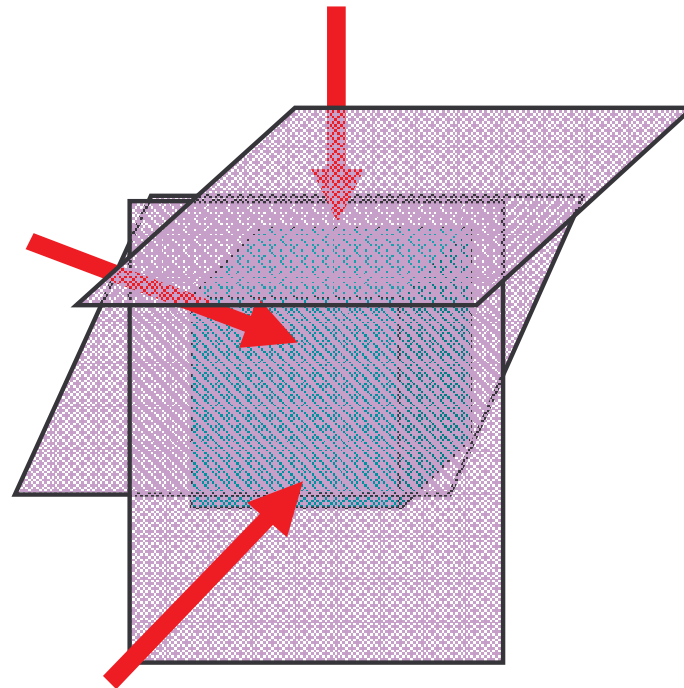
# VIEWING PLANES

- Horizontal Angle
  - Between viewing planes & principal planes of object



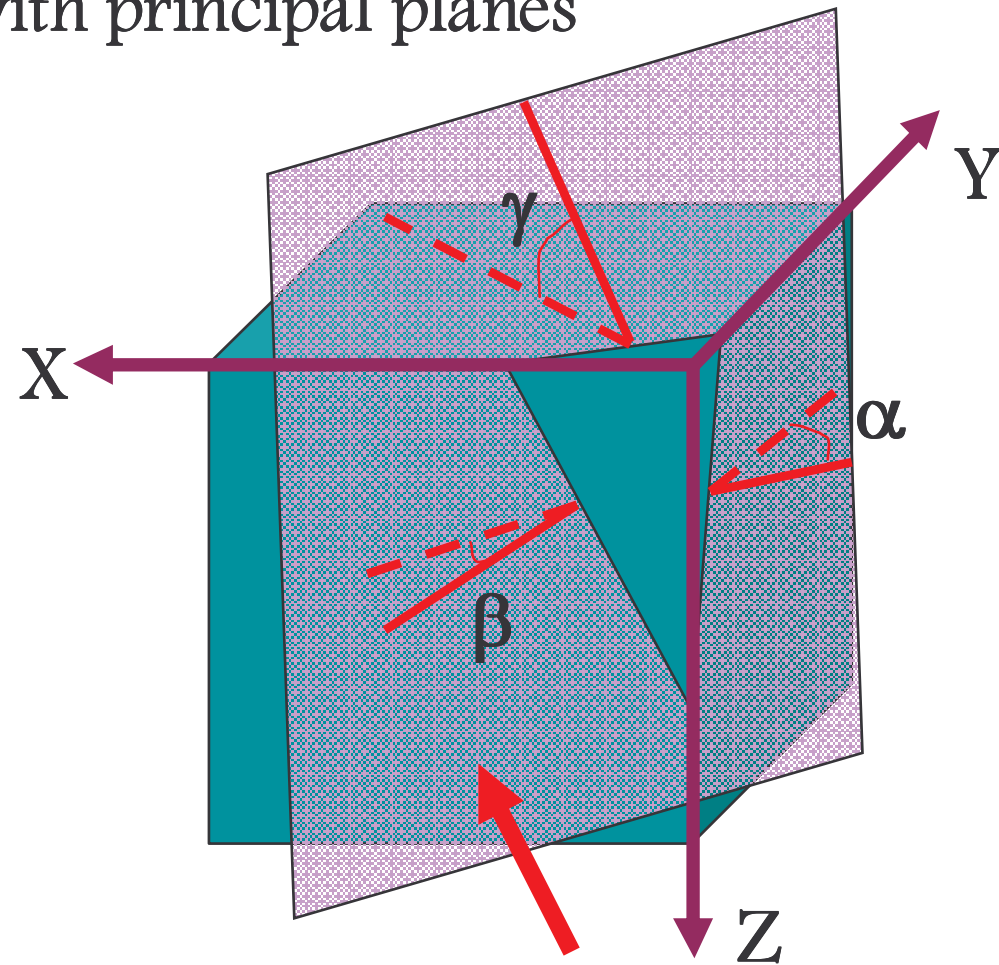
# VIEWING PLANES

- Vertical Angle
  - Between viewing planes & principal planes of object



# VIEWING PLANES

- Angles with principal planes

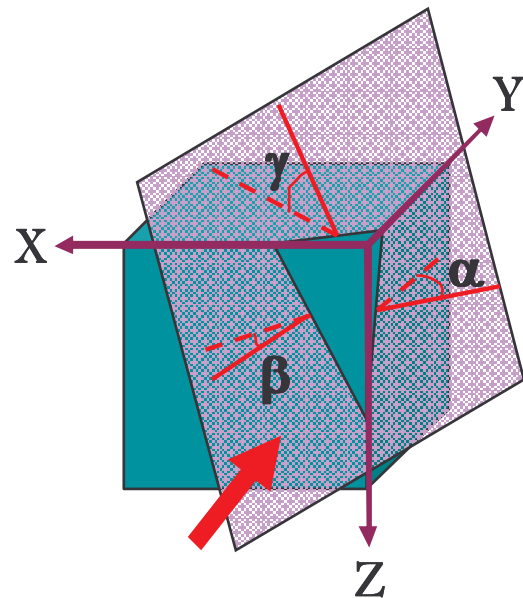




# VIEWING PLANES

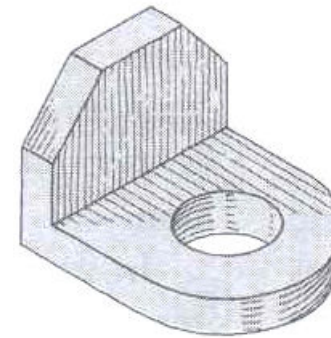
- **Axonometric Projections**

- Viewing plane NORMAL to viewing/projection lines



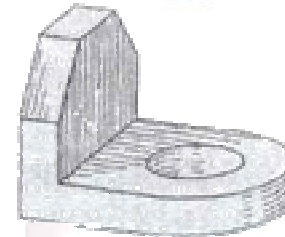
Isometric

$$\alpha = \beta = \gamma$$



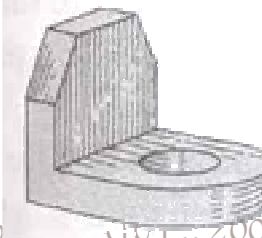
Dimetric

$$\alpha = \beta \neq \gamma$$



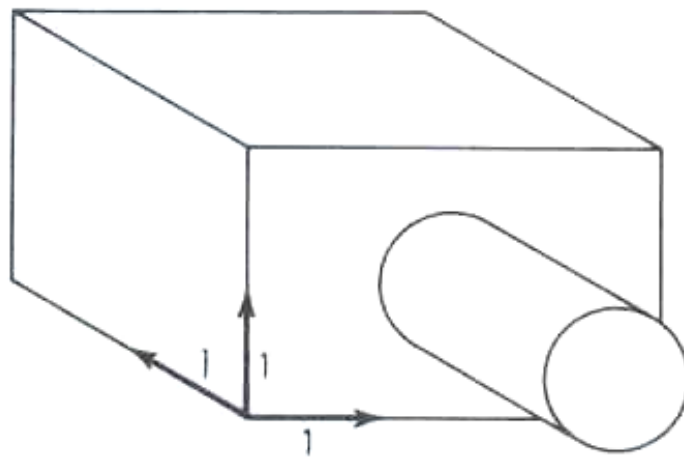
Trimetric

$$\alpha \neq \beta \neq \gamma$$

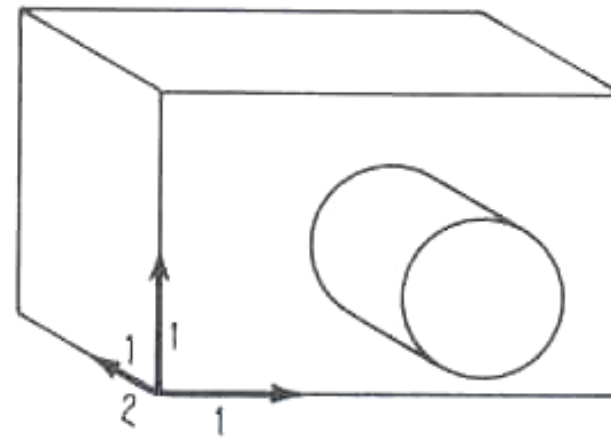


# VIEWING PLANES

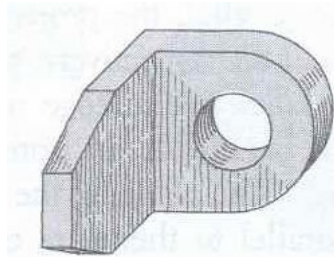
- Oblique Projections
  - Viewing plane INCLINED to viewing/projection lines



Cavalier



Cabinet



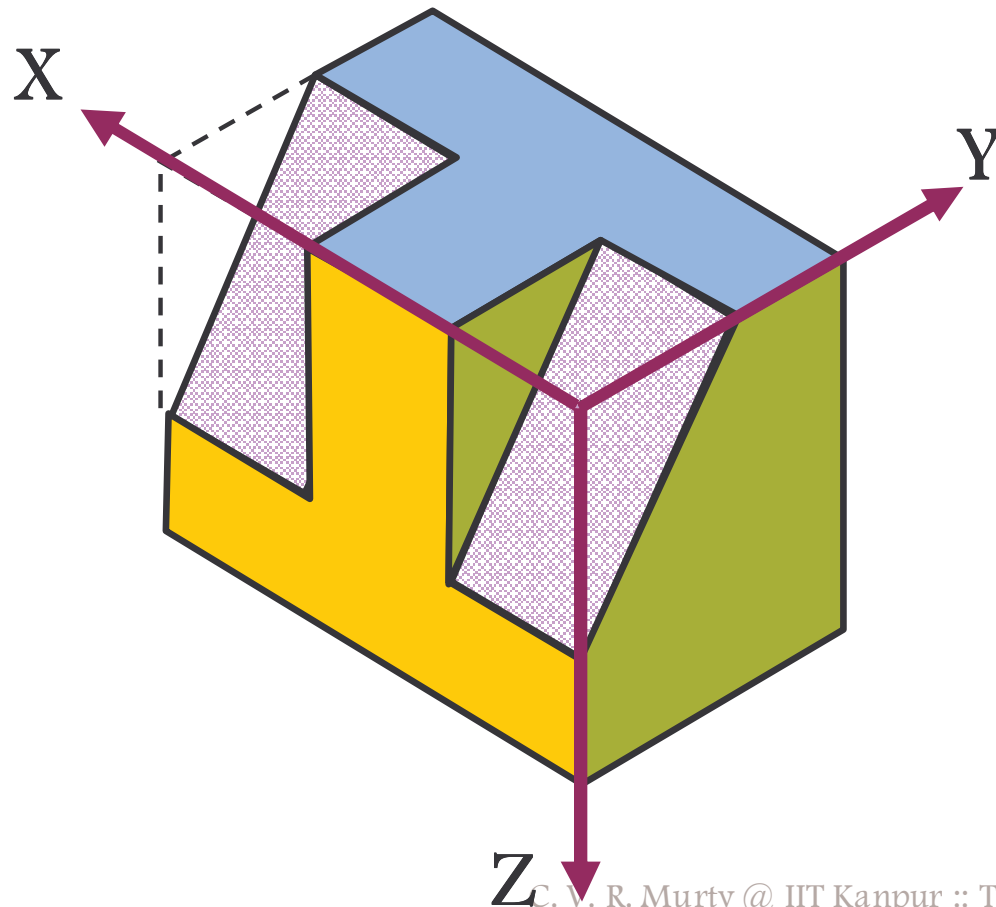
Clinographic



# PRINCIPAL PLANES

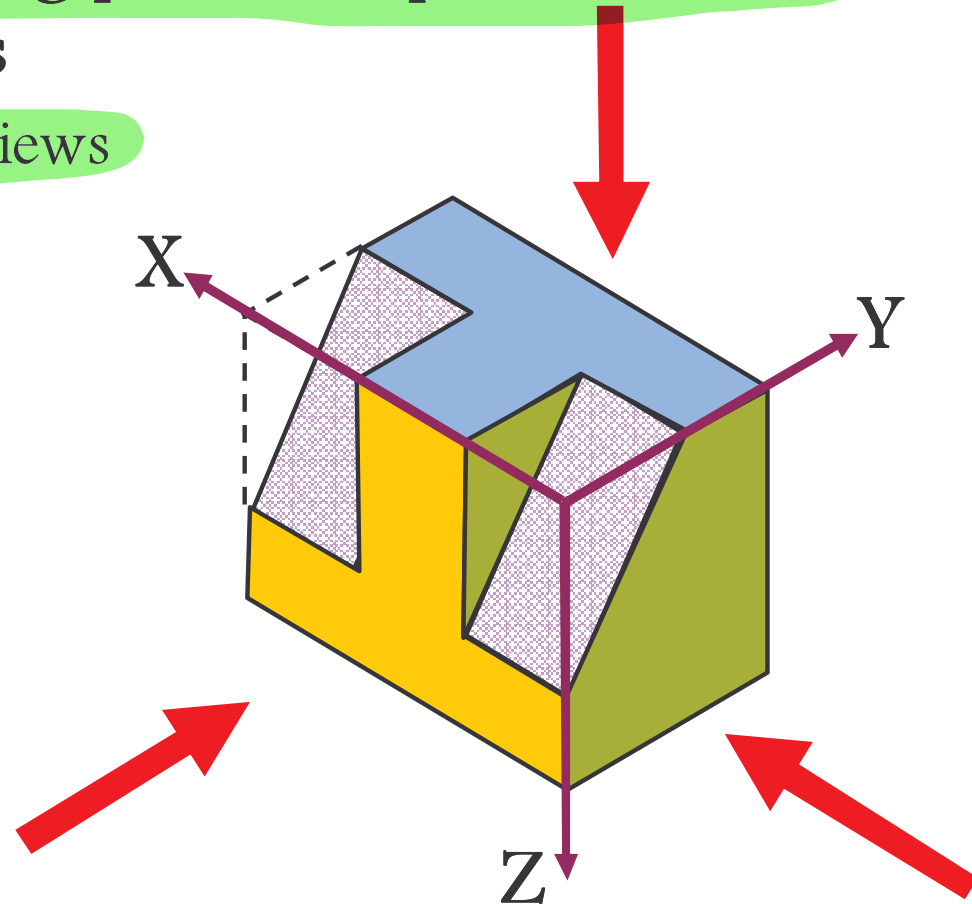
# ORTHOGRAPHIC PROJECTIONS

- Each object can be seen to have principle planes



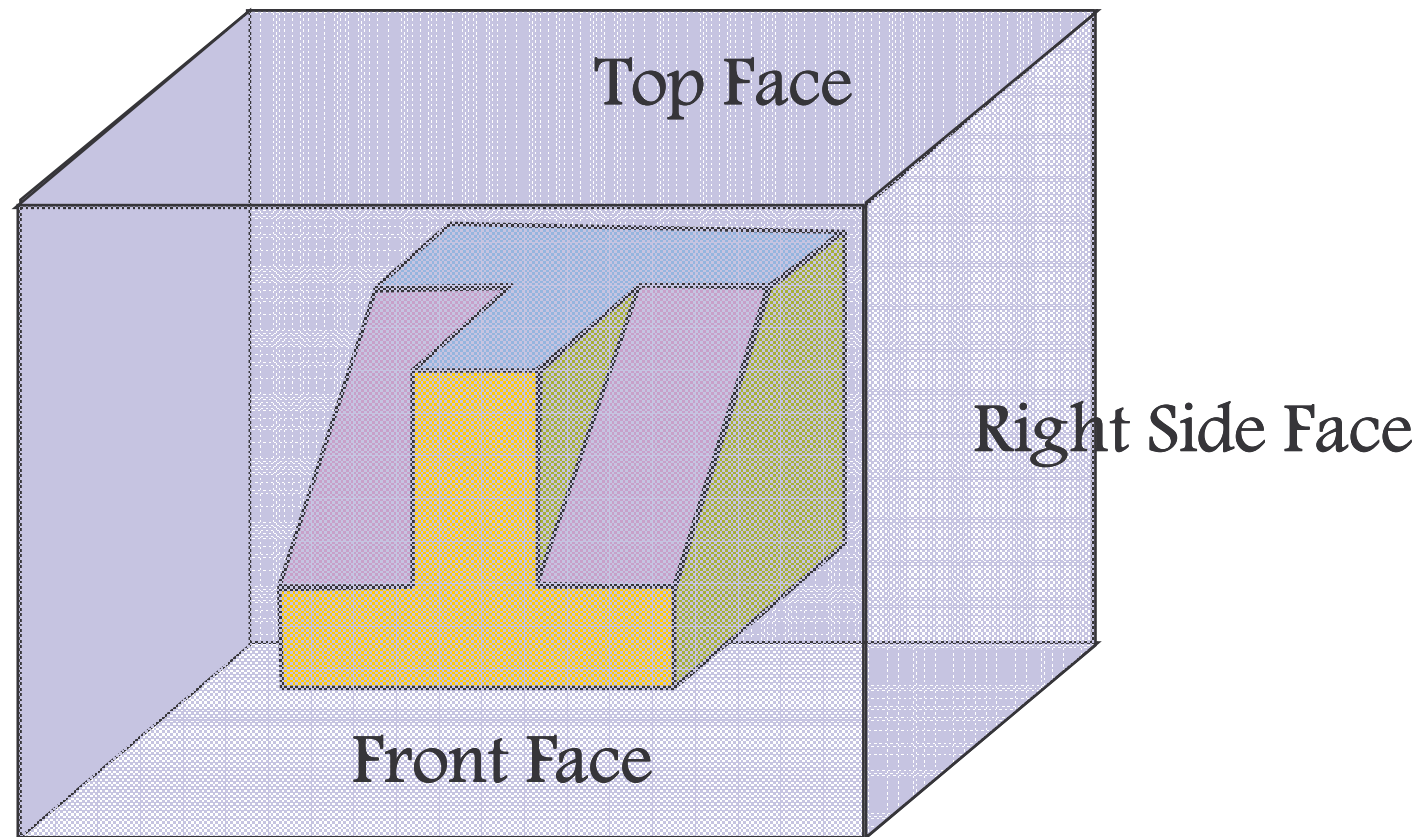
# ORTHOGRAPHIC PROJECTIONS

- When the viewing planes are parallel to these principal planes
  - Orthographic views



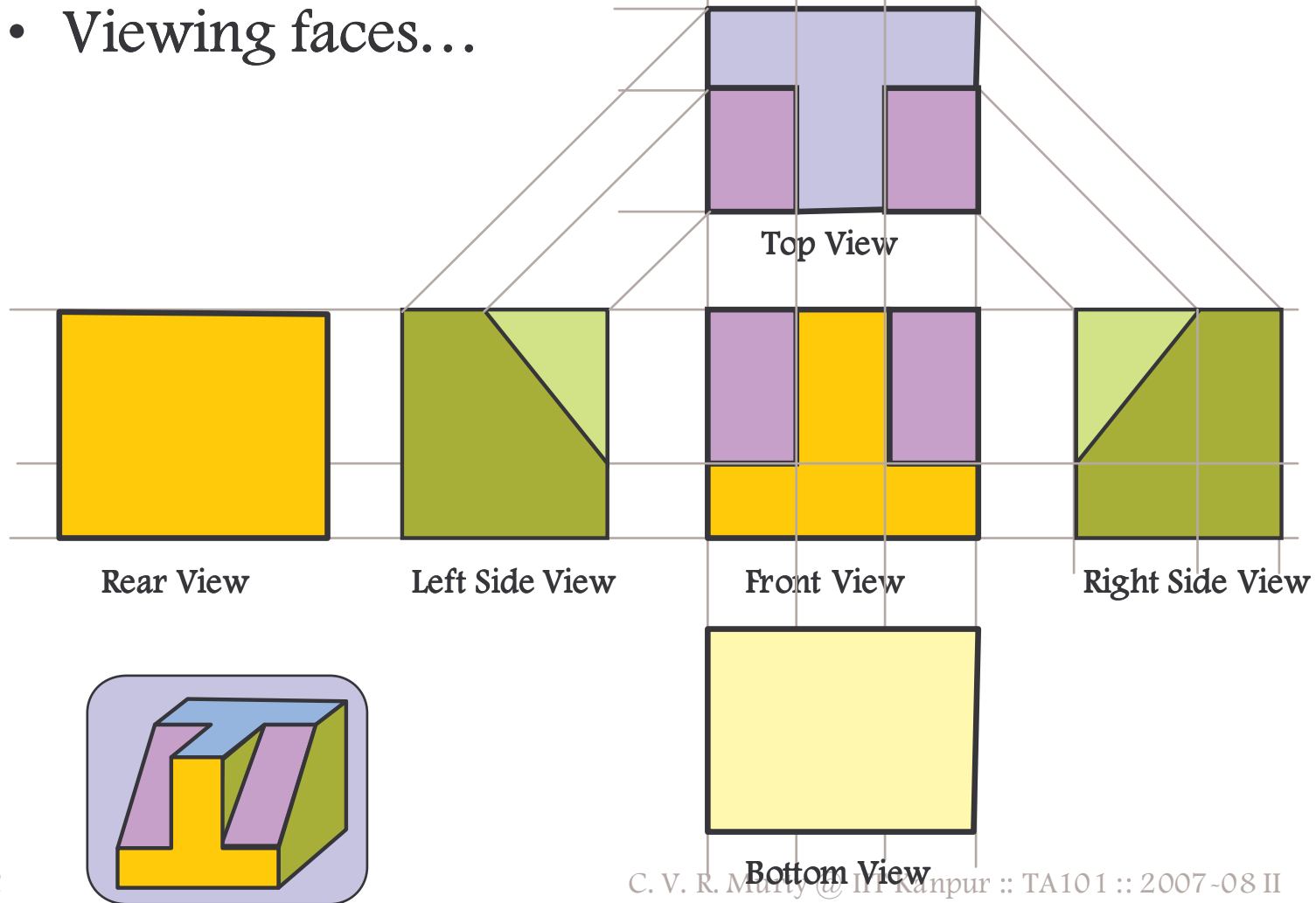
# TRANSPARENT VIEWING BOX

- Viewing faces



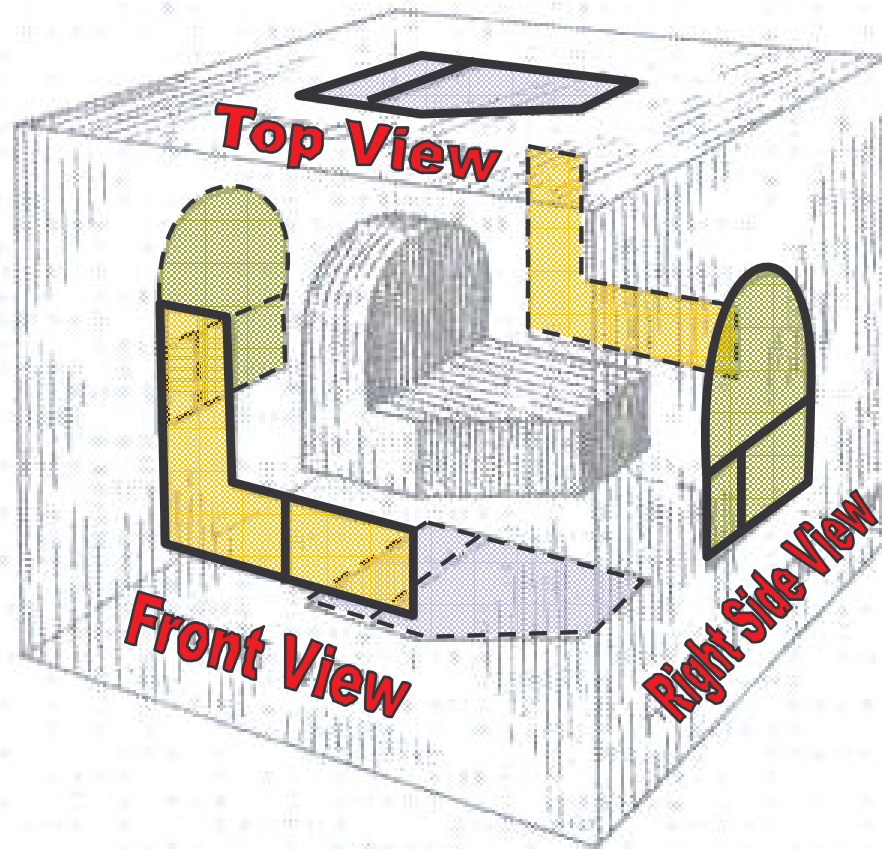
# TRANSPARENT VIEWING BOX

- Viewing faces...

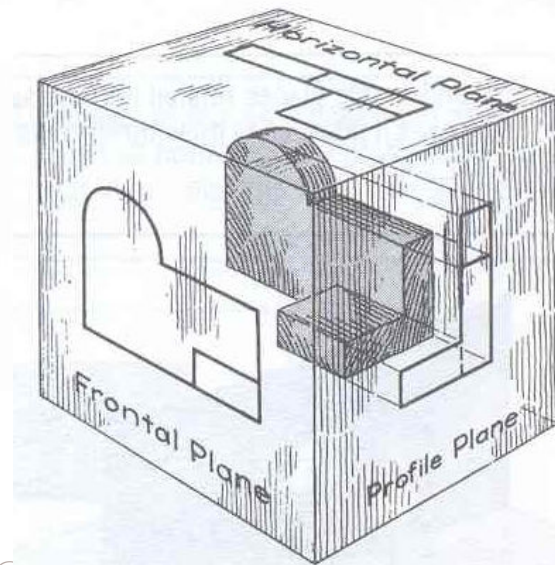
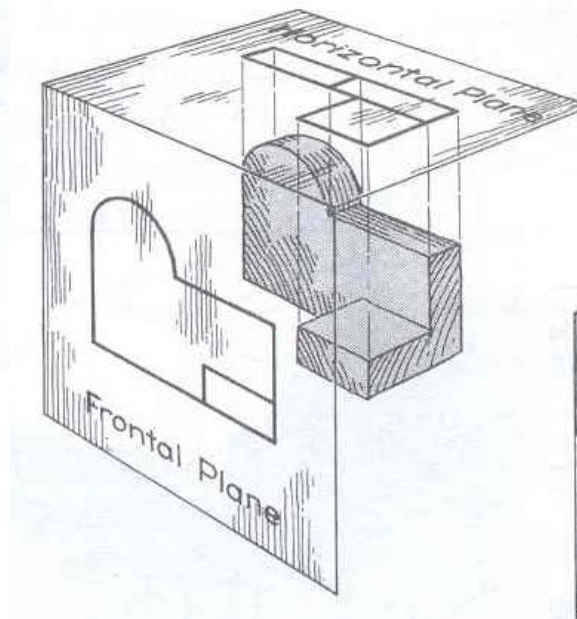
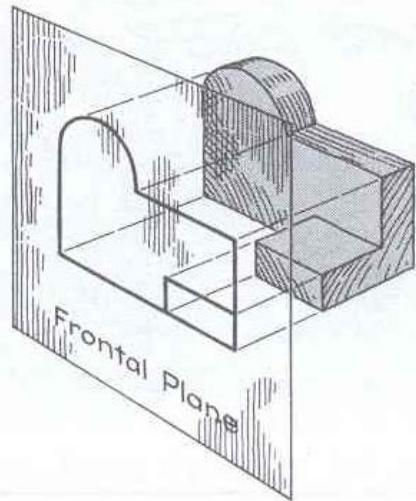




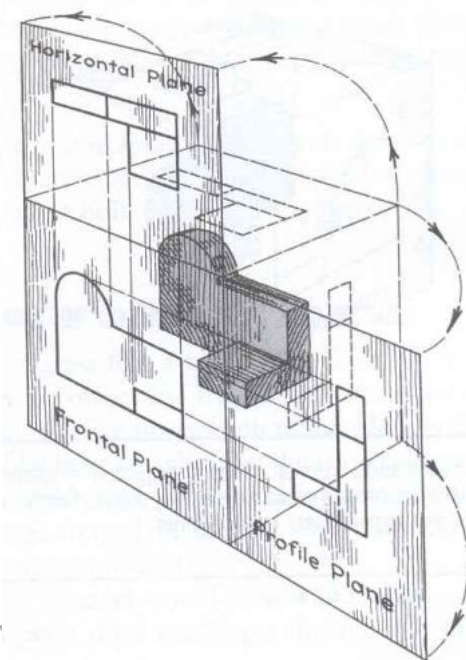
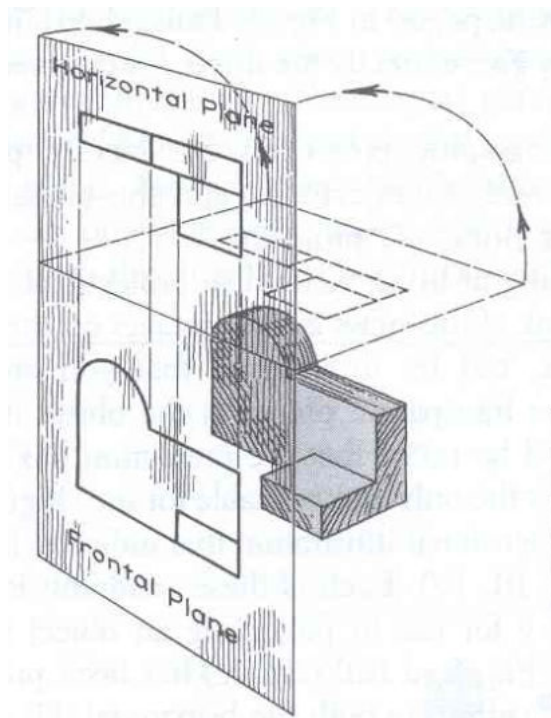
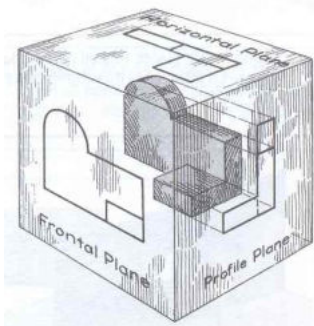
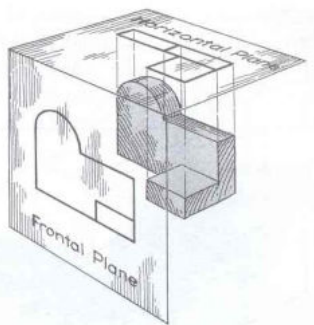
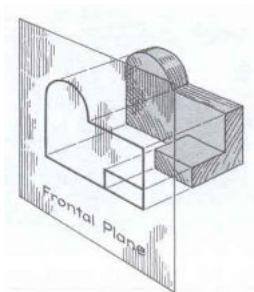
# TRANSPARENT VIEWING BOX



# TRANSPARENT VIEWING BOX



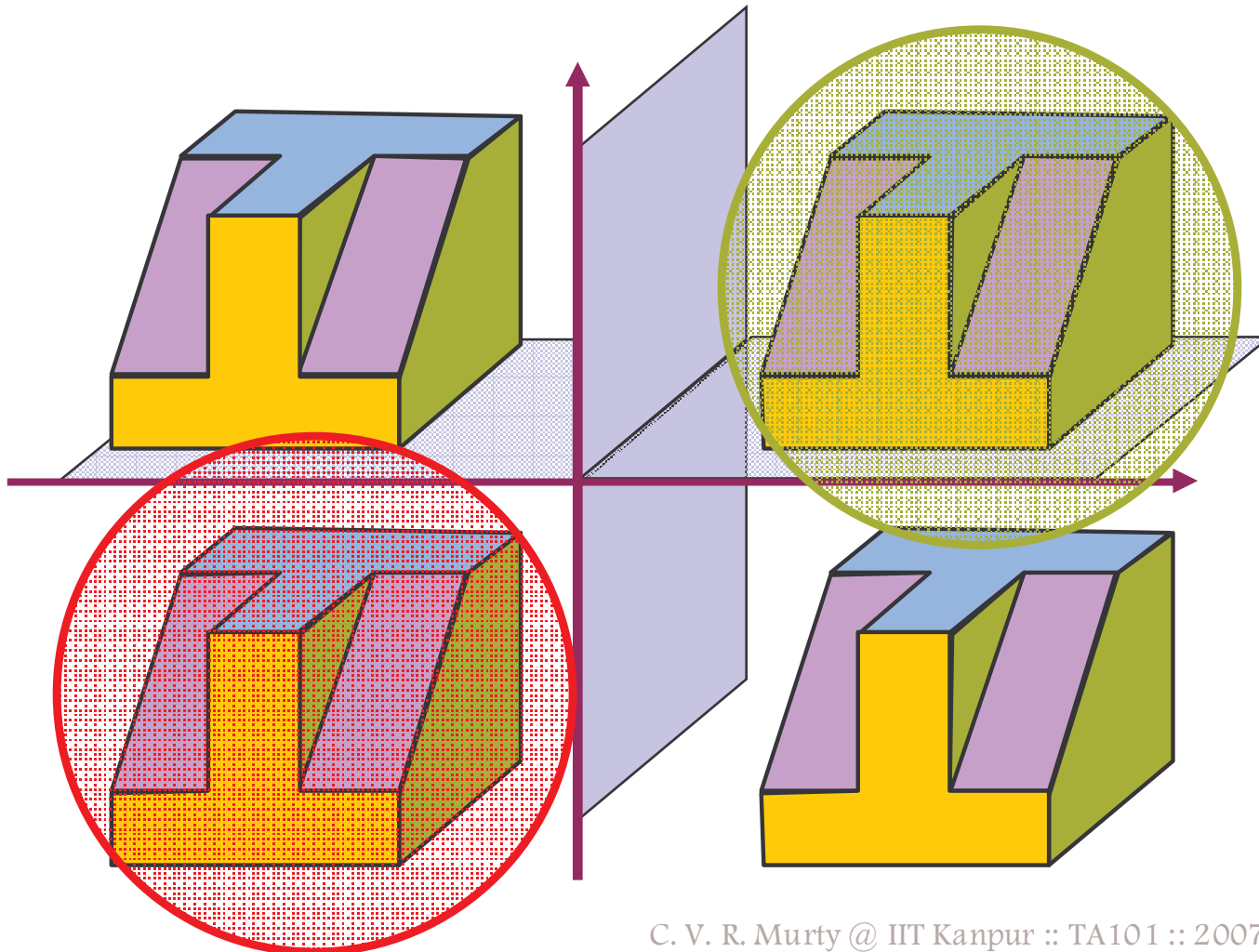
# TRANSPARENT VIEWING BOX





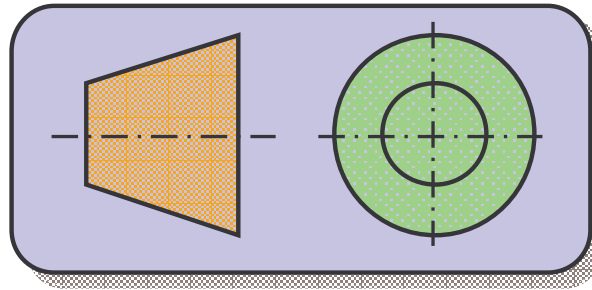
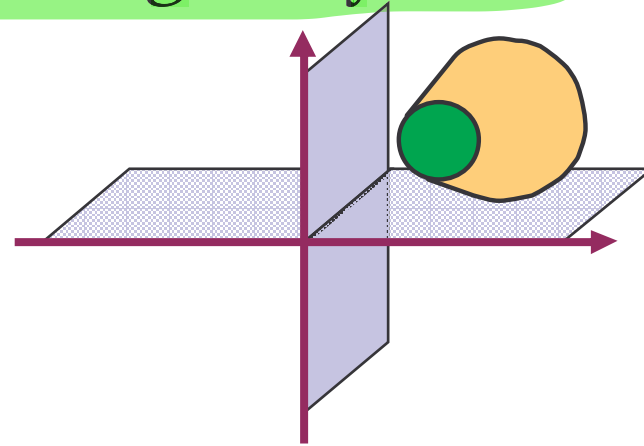
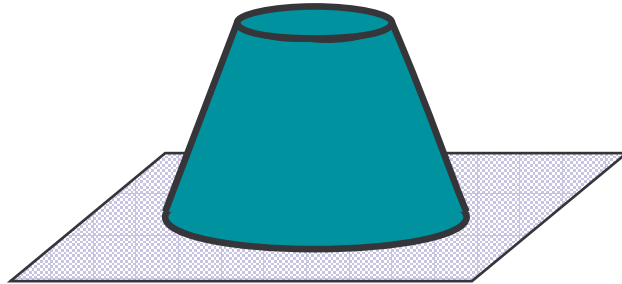
# ANGLES OF PROJECTION

# ORTHOGRAPHIC PROJECTIONS



# CONVENTION

- Convention to indicate FIRST Angle Projection



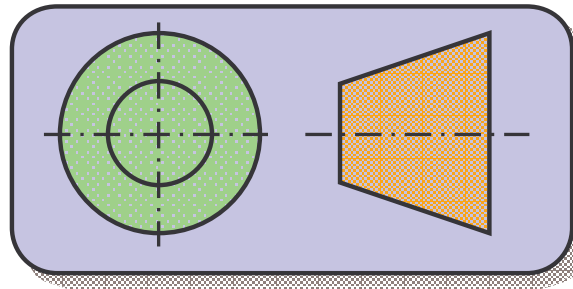
Right Side View  
(drawn on left side)

Front View



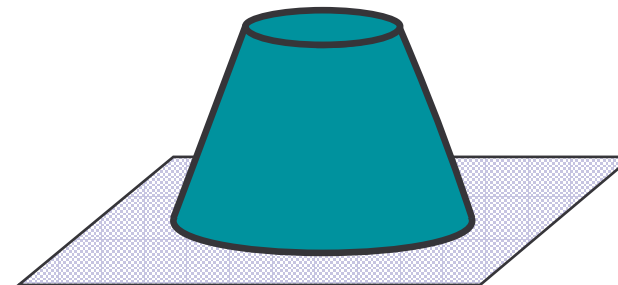
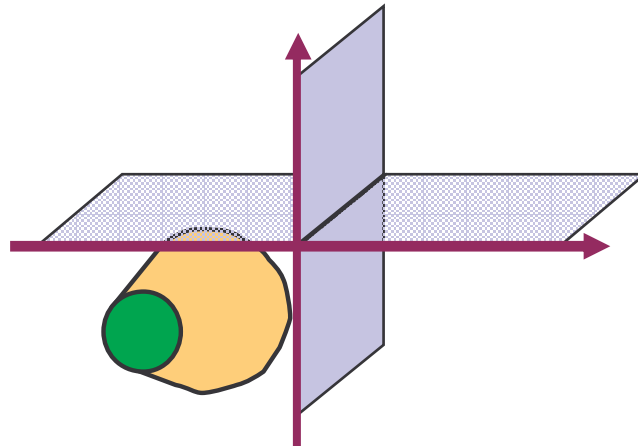
# CONVENTION

- Convention to indicate **THIRD** Angle Projection



Front View

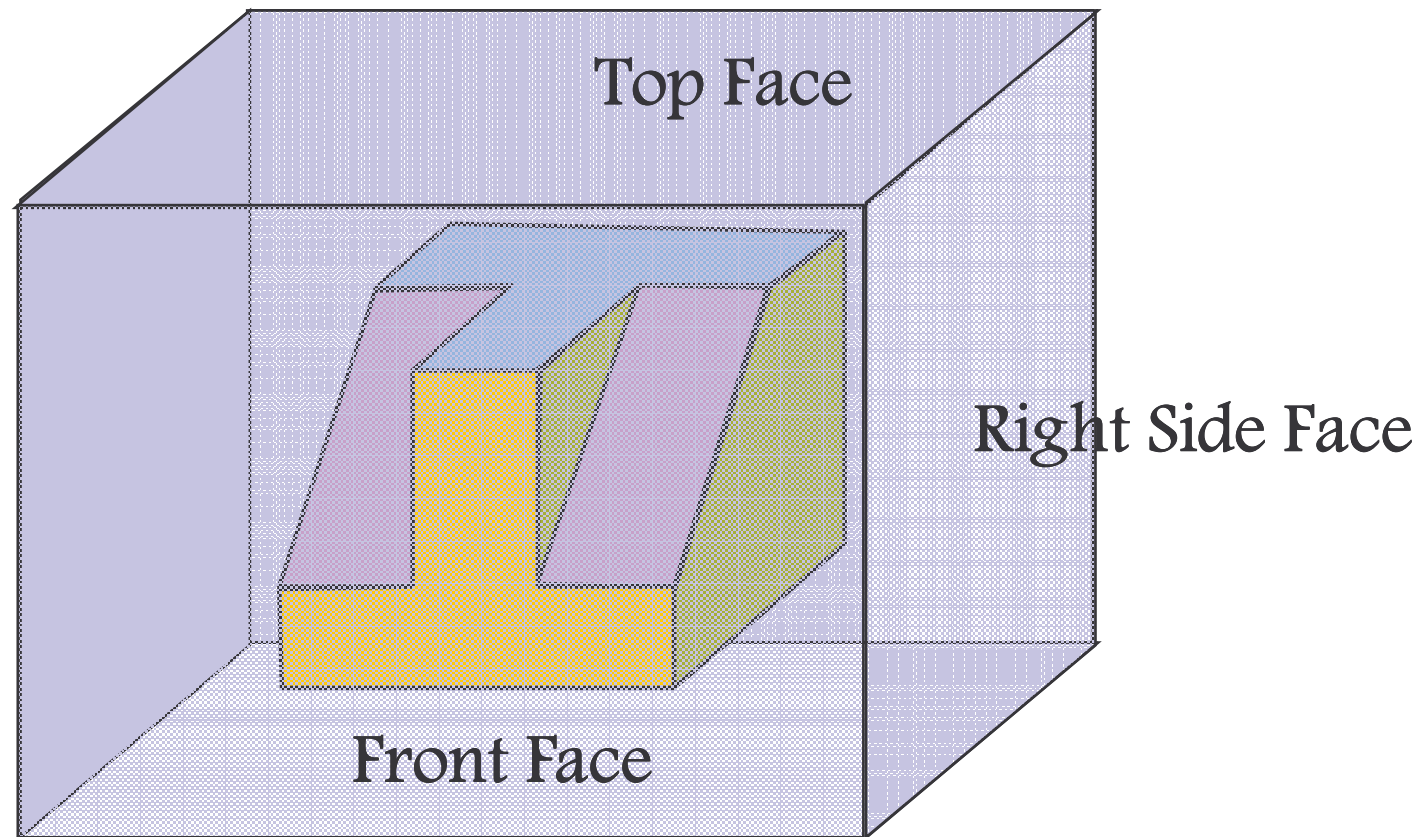
Right Side View  
*(drawn on right side)*





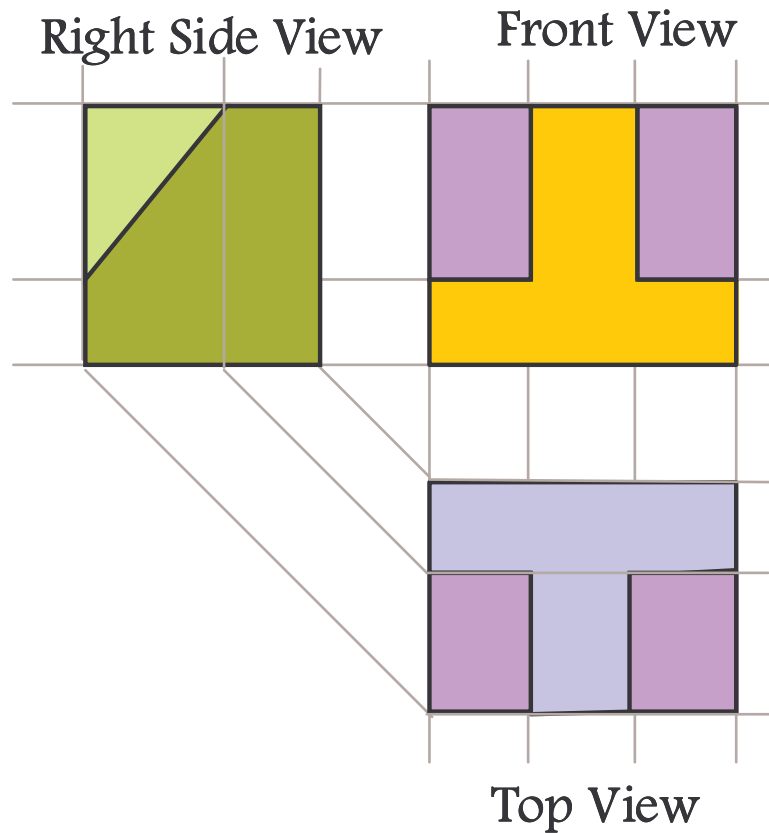
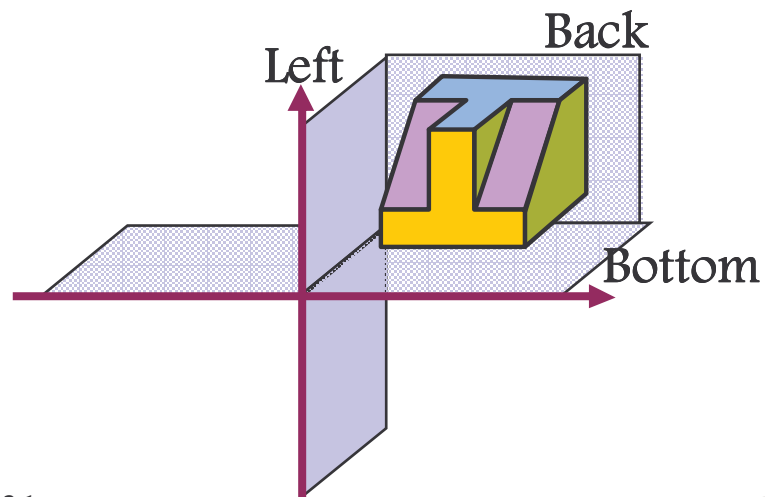
# TRANSPARENT VIEWING BOX

- Viewing faces



# TRANSPARENT VIEWING BOX

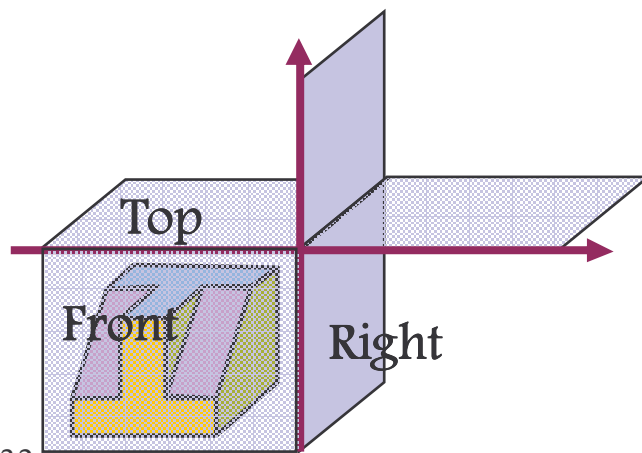
- **FIRST Angle Projection**
  - Object in front of plane



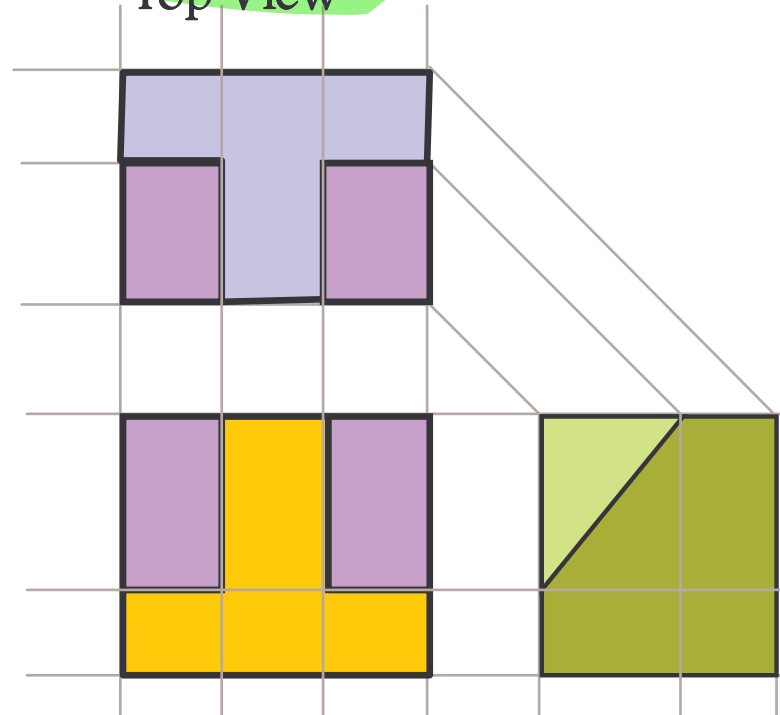
# TRANSPARENT VIEWING BOX

- **THIRD Angle Projection**

- Object behind plane

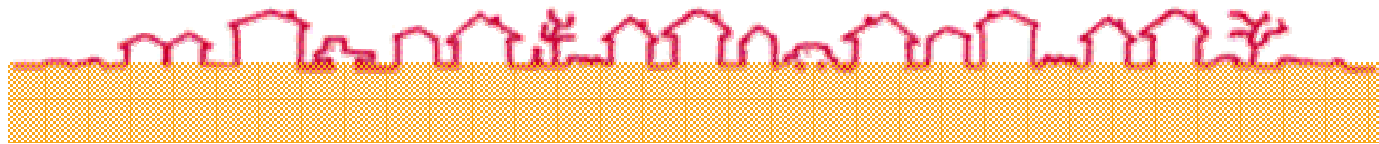


Top View



Front View

Right Side View



Have a Great Day!!

