

# GAMECHANGERS ORTHOGRAPHIC DRAWINGS



# **ORTHOGRAPHIC DRAWINGS**

**Orthographic projection (sometimes referred to as orthogonal projection) is a means of representing three-dimensional objects in two dimensions. It is a form of parallel projection, in which all the projection lines are orthogonal to the projection plane, resulting in every plane of the scene appearing in affine transformation on the viewing surface. The obverse of an orthographic projection is an oblique projection, which is a parallel projection in which the projection lines are not orthogonal to the projection plane.**

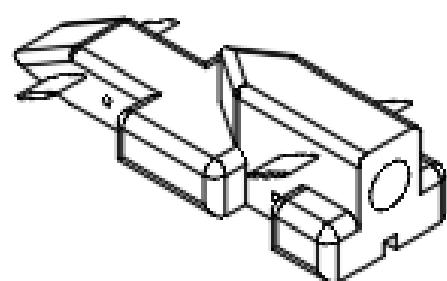
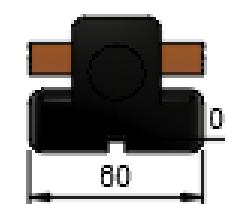
**The term orthographic is sometimes reserved specifically for depictions of objects where the principal axes or planes of the object are also parallel with the projection plane, but these are better known as multiview projections.**

1 2 3 4 5 6 7 8

SIDE VIEW

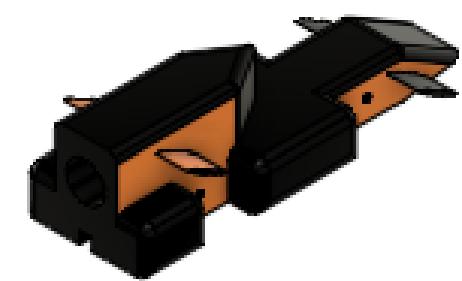
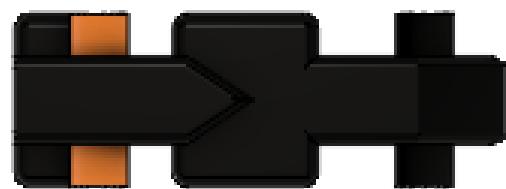


BACK VIEW



ISOMETRIC VIEW

PLANE VIEW



		Gems Change 12/17/2019	
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1 2 3 4 5 6 7 8 1/1