

# **Multiview Sketching**

**Multiview Characteristics**

**The Projection Box - and Opening It**

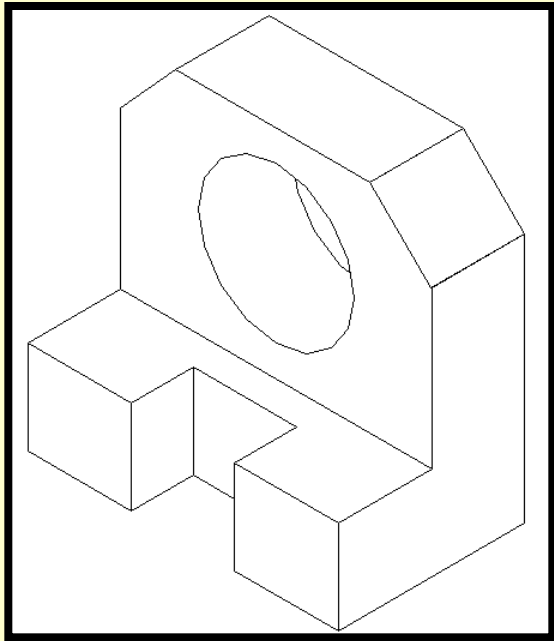
**Line Types**

**Producing a Multiview Sketch**

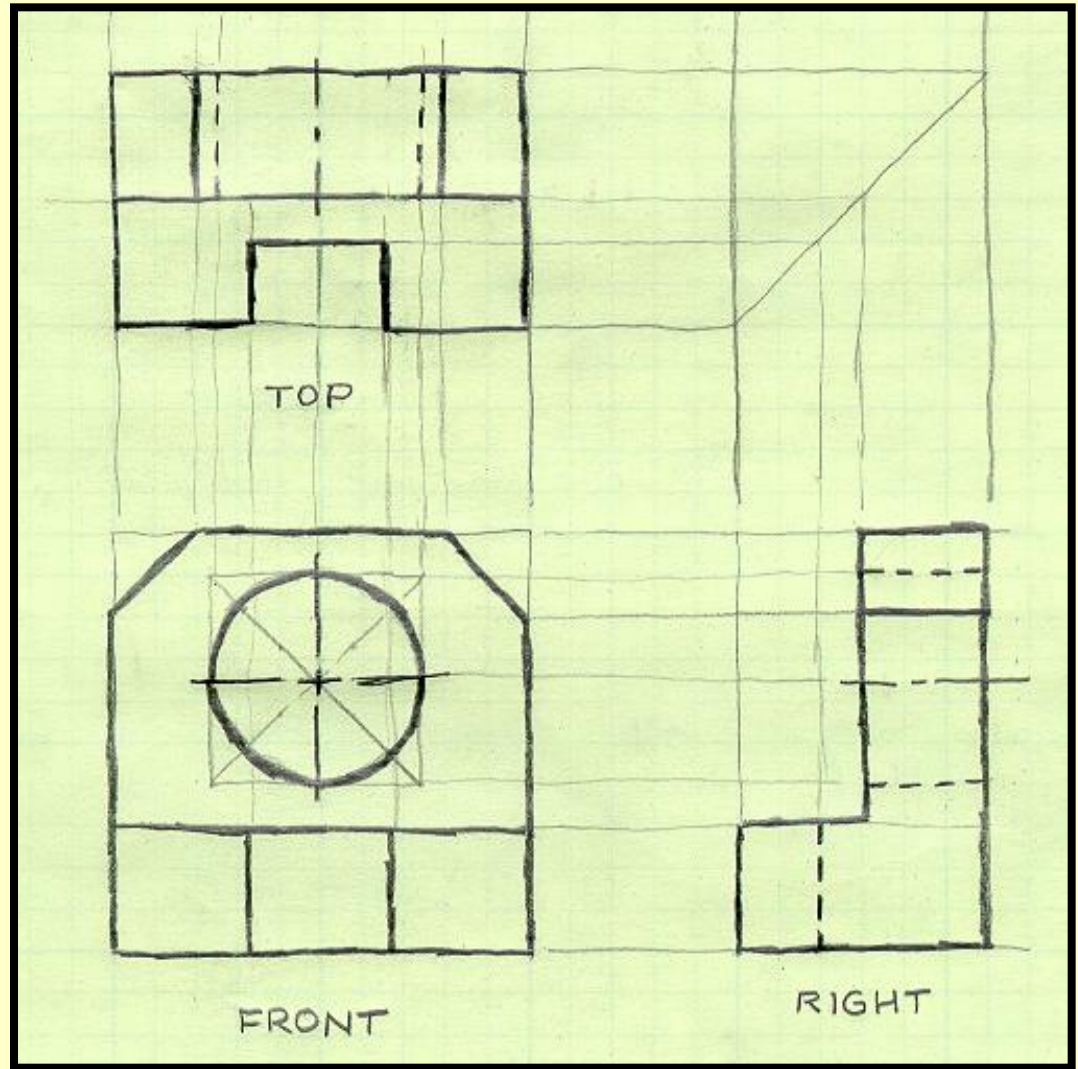
**First-Angle Projections**



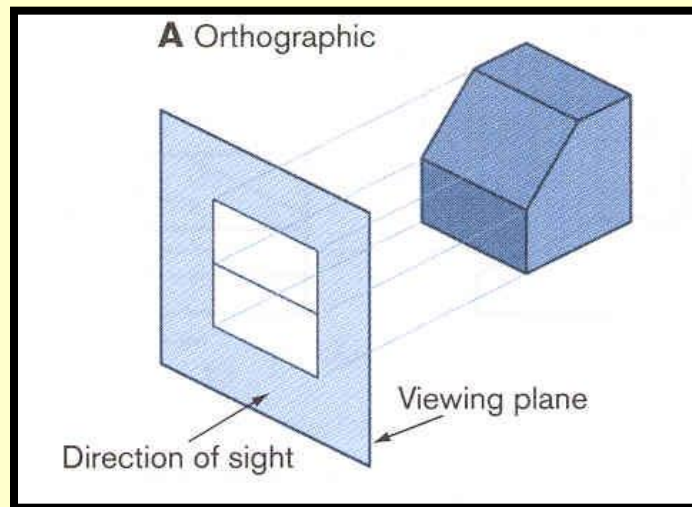
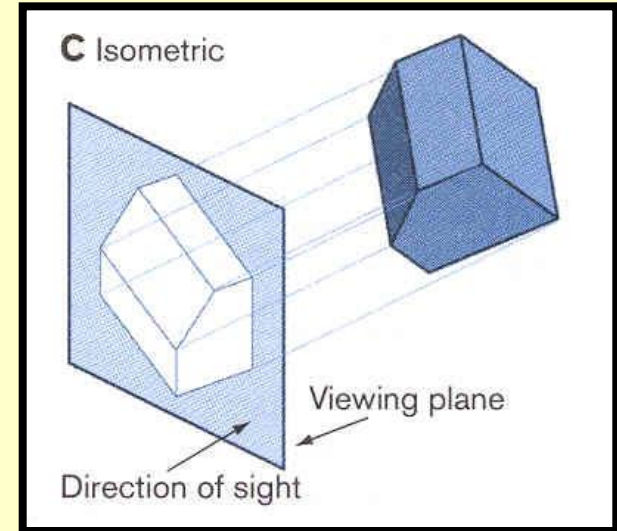
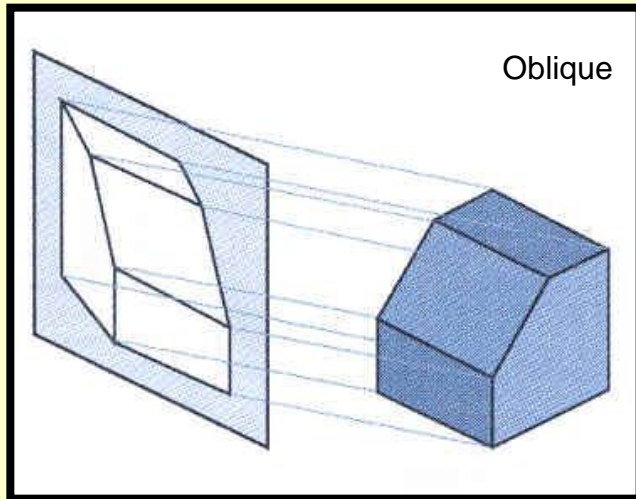
# Multiview and Isometric Pictorial



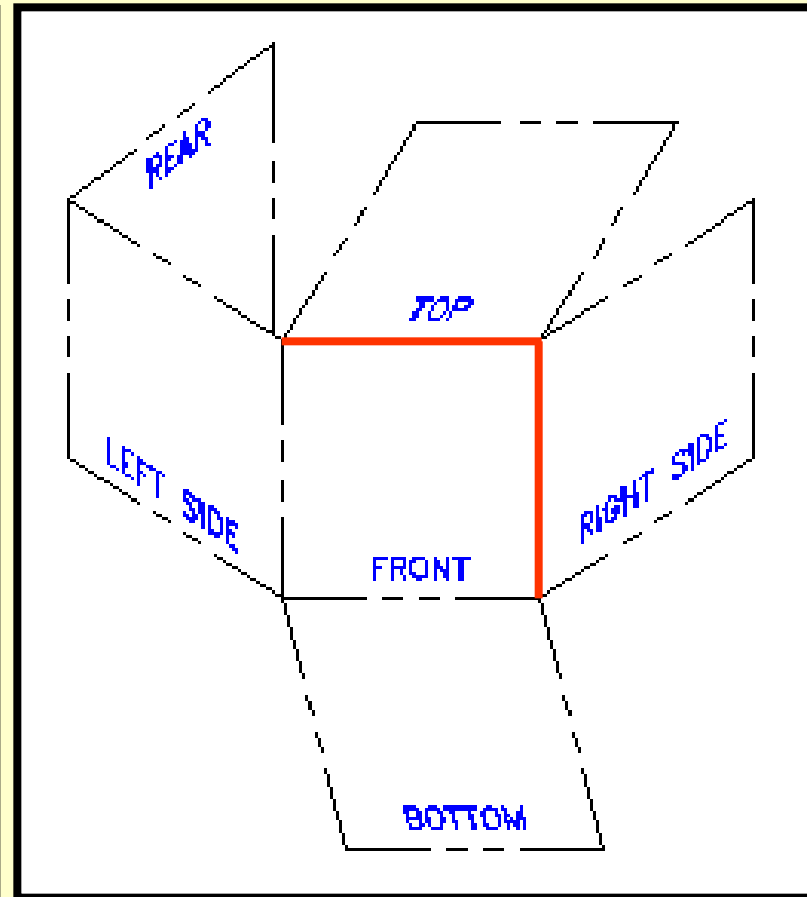
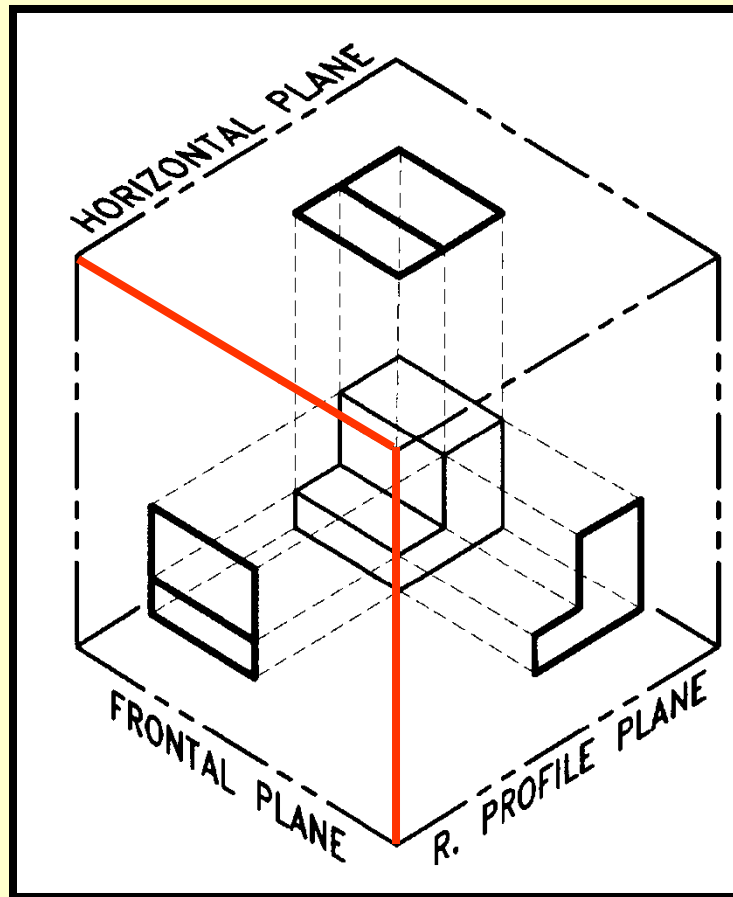
**What's new/  
different?**



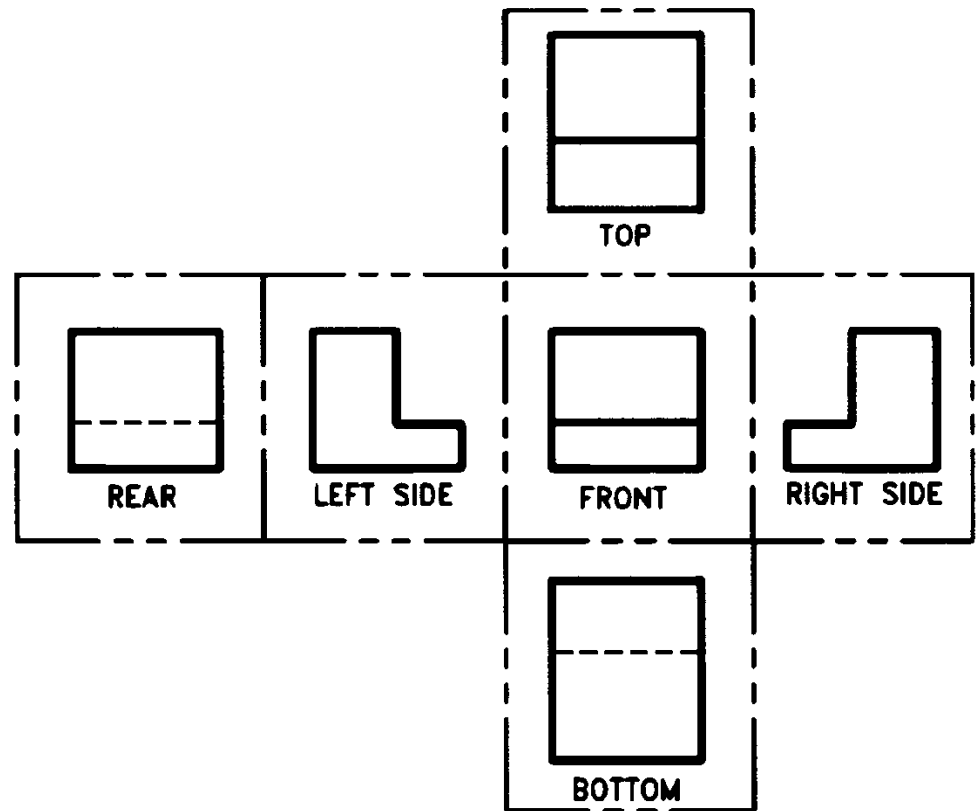
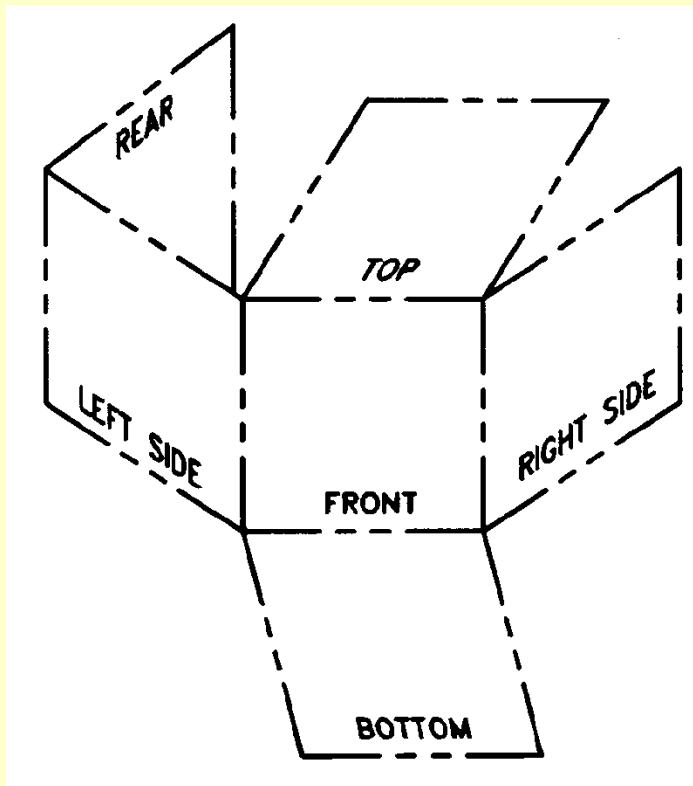
# Projection Planes – Parallel Projectors



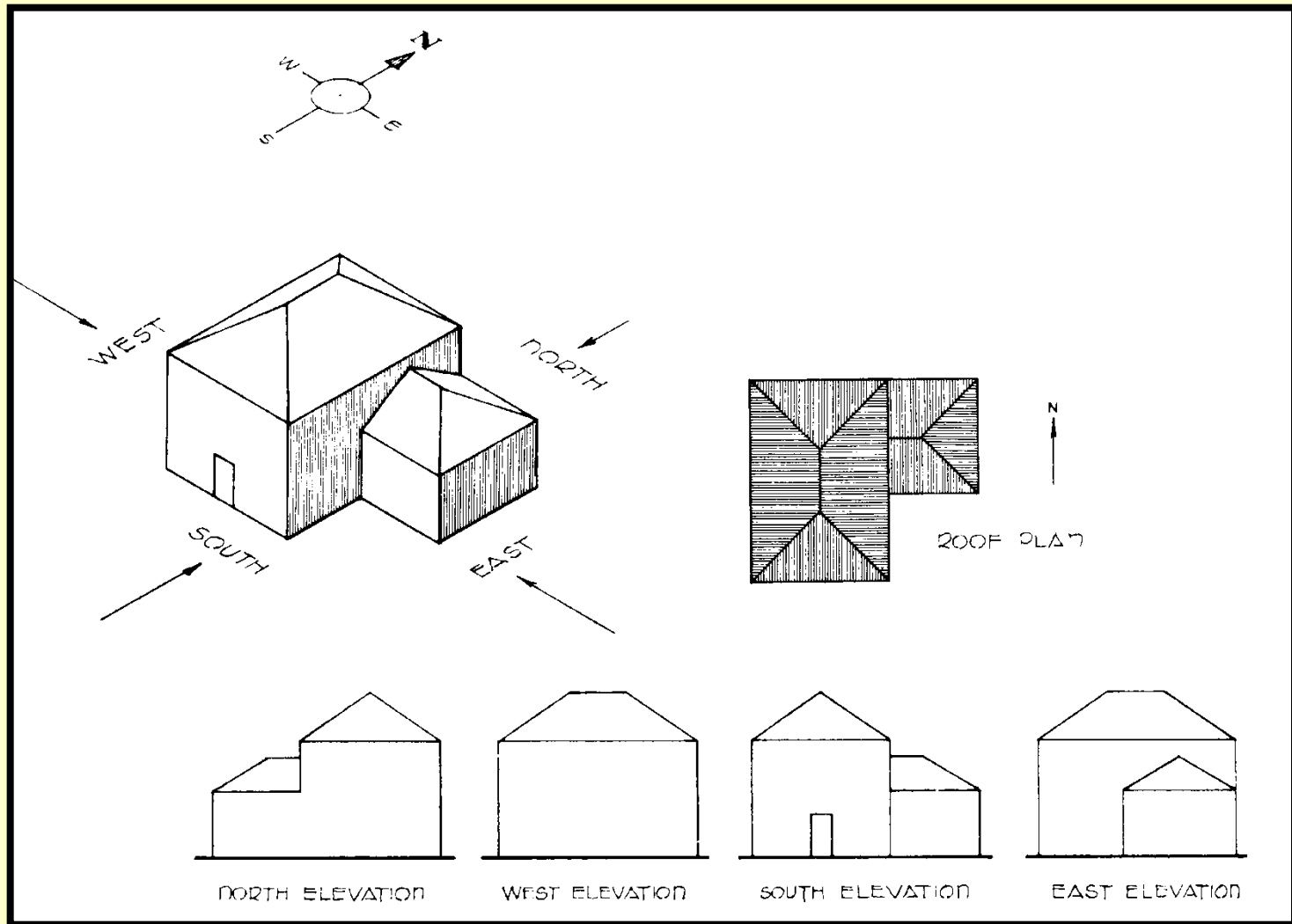
# Projection Planes (Third Angle)



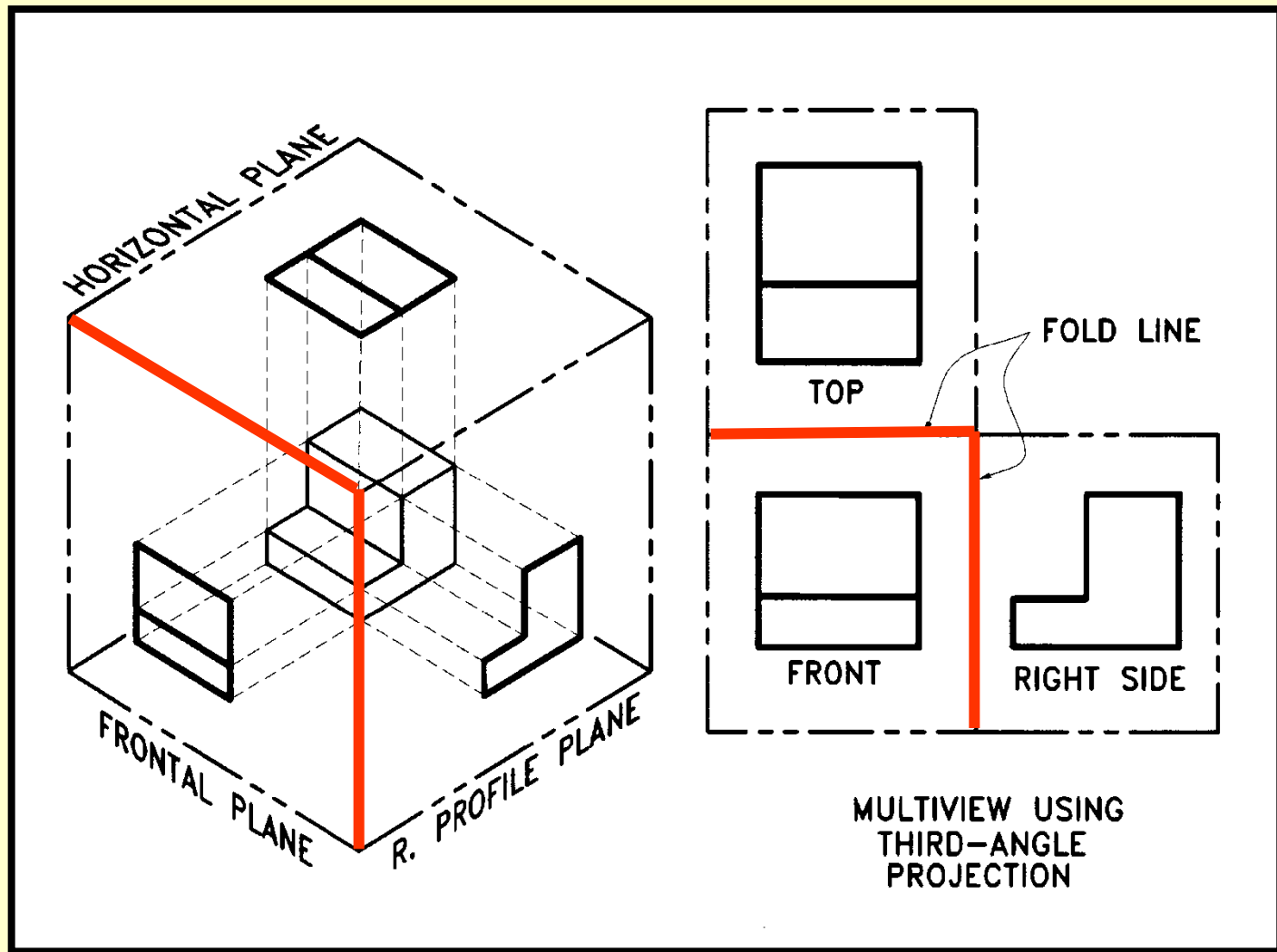
# Six Principal Views (Third Angle)



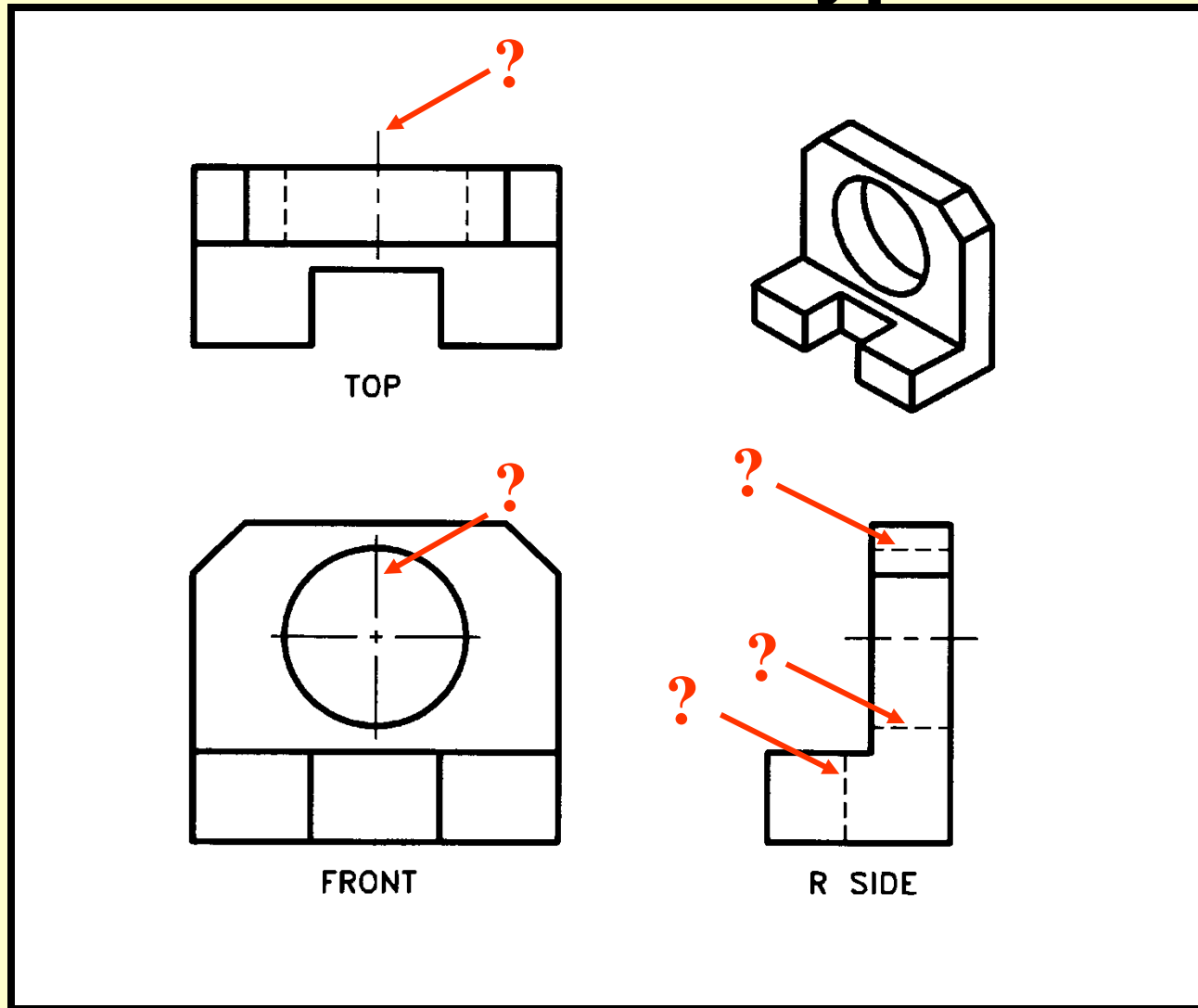
# House Elevations (North, East etc.)



# Three **Primary** Views (Third Angle)



# Multiview Line Types





# Linetype Standards (ASME Y14.2M-1992)



VISIBLE OBJECT LINES

THICK

THICK LINE APPROXIMATE WIDTH:  
0.6mm



HIDDEN LINE

THIN

THIN LINE APPROXIMATE WIDTH:  
0.3mm

SECTION LINE

THIN

( $\approx \frac{1}{2}$  of thick line)



CENTERLINE

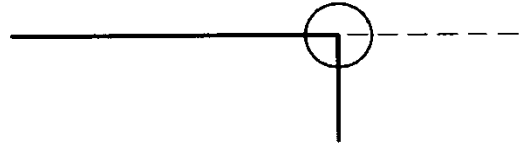
THIN

## Precedence of lines:

## Visible Lines > Hidden Lines > Centerlines



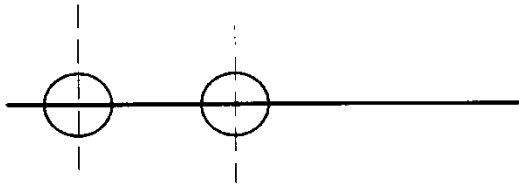
# Hidden Line Conventions



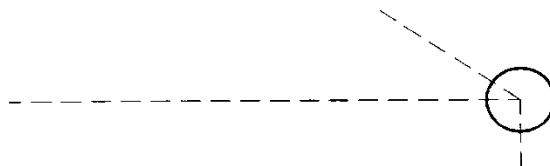
(a) LEAVE GAP — DO NOT  
EXTEND VISIBLE LINE



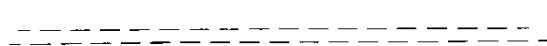
(b) DASHES FORM "T" OR "L"



(c) PASS THROUGH GAP OR  
CUT DASH IN HALF



(d) DASHES MEET AT POINT

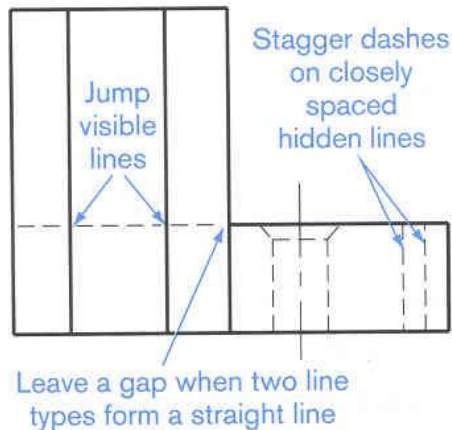


(e) STAGGER DASHES WHEN  
CLOSE TOGETHER

- **evenly spaced dashes**
- **spaces  $\approx$  1/2 of dash length**
- **dashes commonly  $\approx$  1/8" long**



# Hidden lines



**FIGURE 4.58**

*Proper hidden line technique makes hidden lines unambiguous to the reader.*

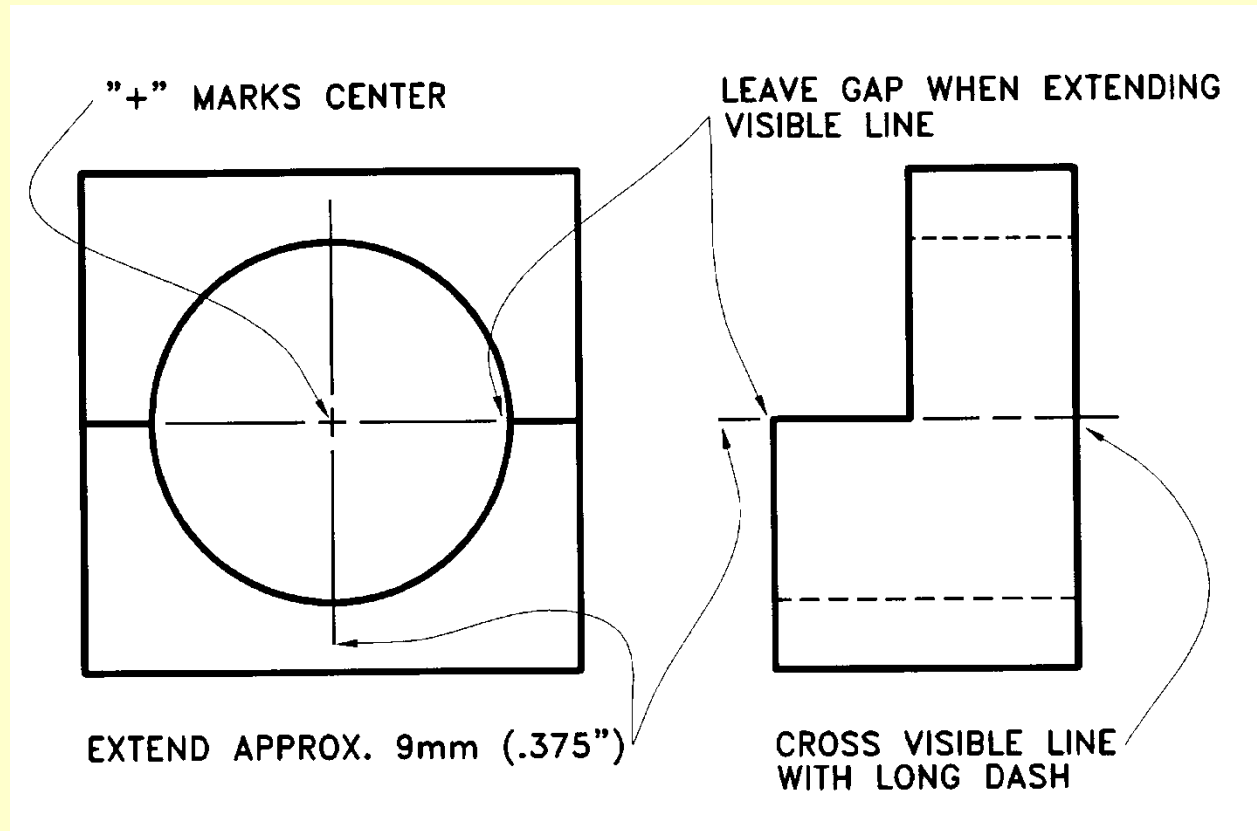
Standard hidden lines conform to drawing standards to eliminate ambiguity for the reader, as illustrated in Figure 4.58. Hidden lines should do the following:

- Form neat intersections with the edge of the object and other hidden lines.
- Jump across lines (edges) that they do not intersect on the object itself. (This is a convention observed in sketches, but may not be implemented in CAD drawings.)
- Not extend another line of a different linetype. Any two lines of different linetypes should never join to form a single straight line. Leave a visible gap in your sketch (about 1/16 inch) anytime two different lines would join to form a straight line.

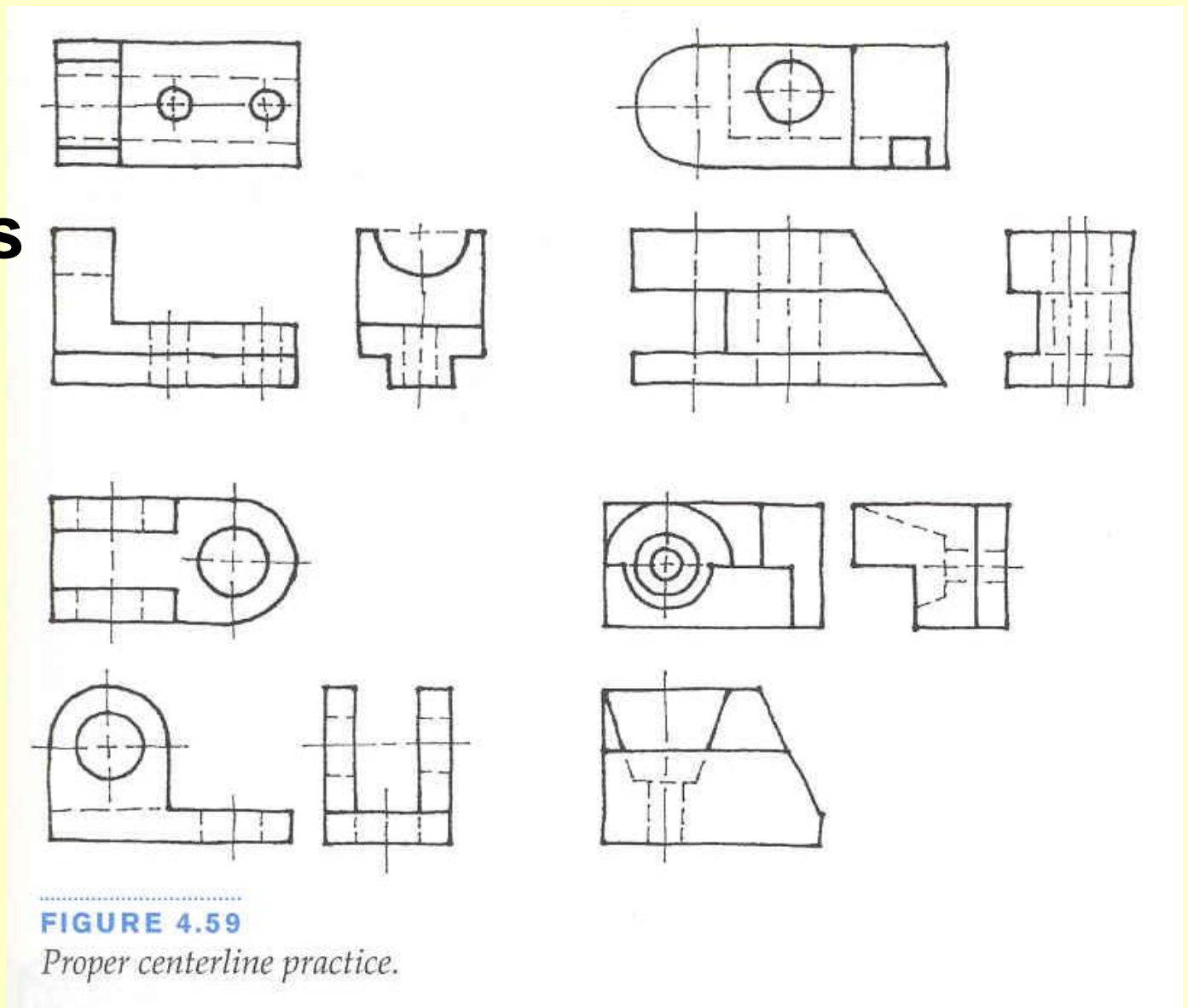


# Centerline Conventions

- to show **circle/arc center or axis of symmetry**
- **long lines separated by dash and two gaps**
- **dashes commonly  $\approx 1/8''$  long**



# Centerlines



**FIGURE 4.59**

*Proper centerline practice.*



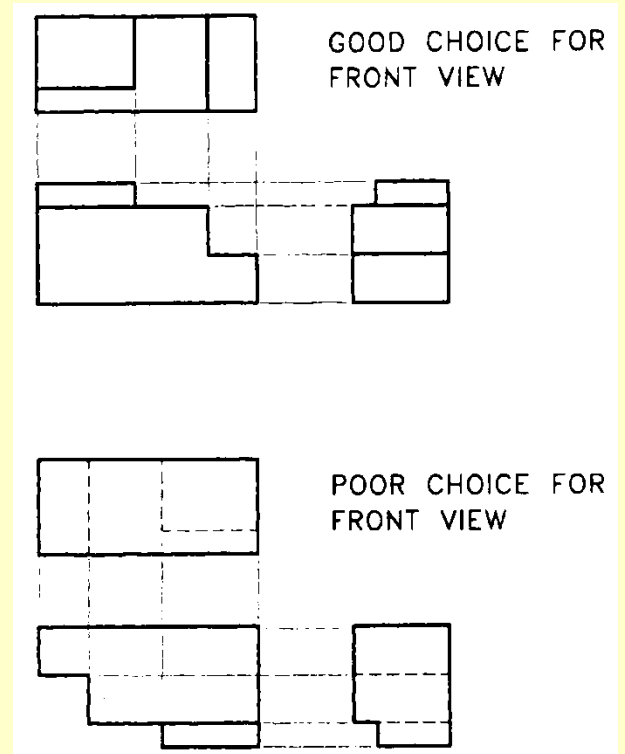
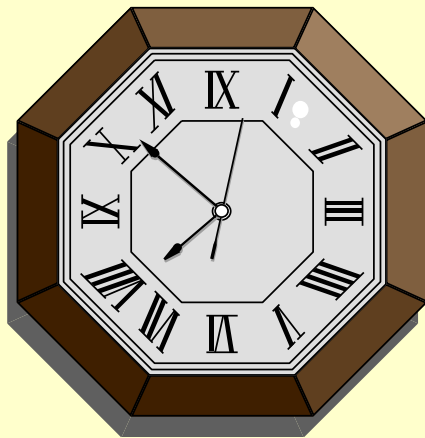
# Producing a Multiview Sketch

- **Select Front View**
- **Align View Bounding Boxes**
- **Sketch Features**
  - **True Shapes Remain**
  - **Project Between Views**
  - **Label Vertices if Needed**

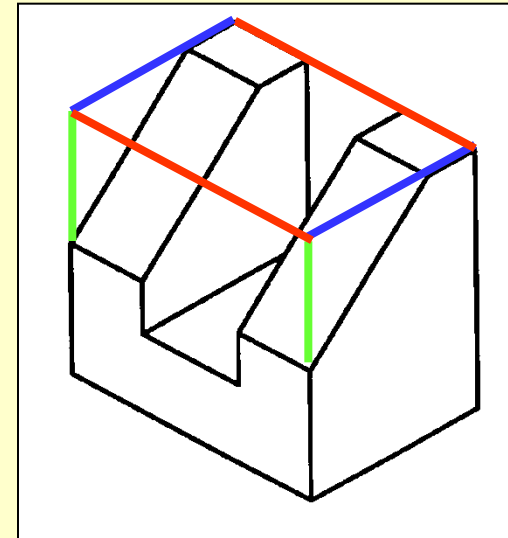
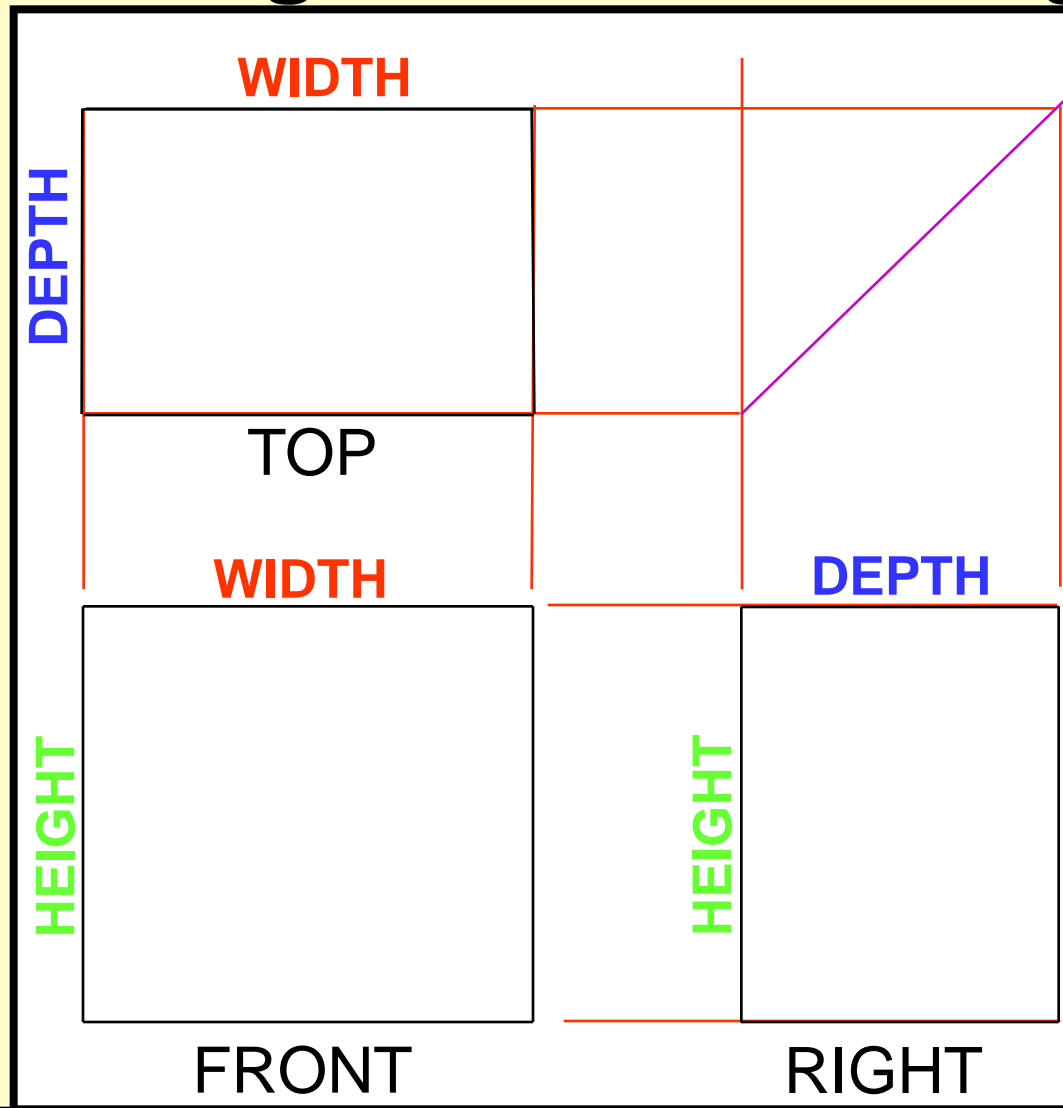


# Select Front View

- Universally Used -- Clock Face
- Shows Most Characteristic Shape -- the “U” shape of a horse shoe.
- Generates Fewest Number of Hidden Lines for Entire Drawing



# Align View Bounding Boxes

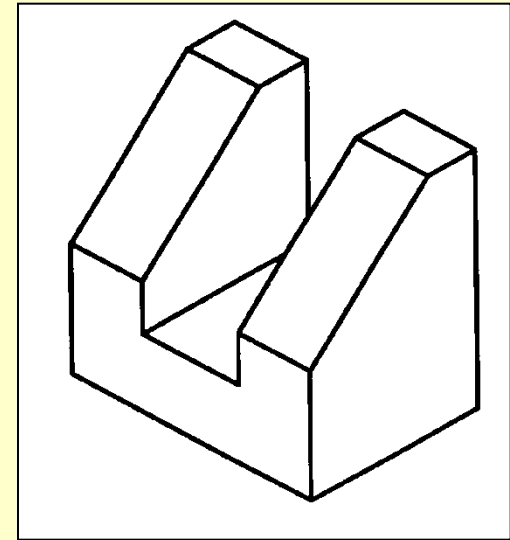
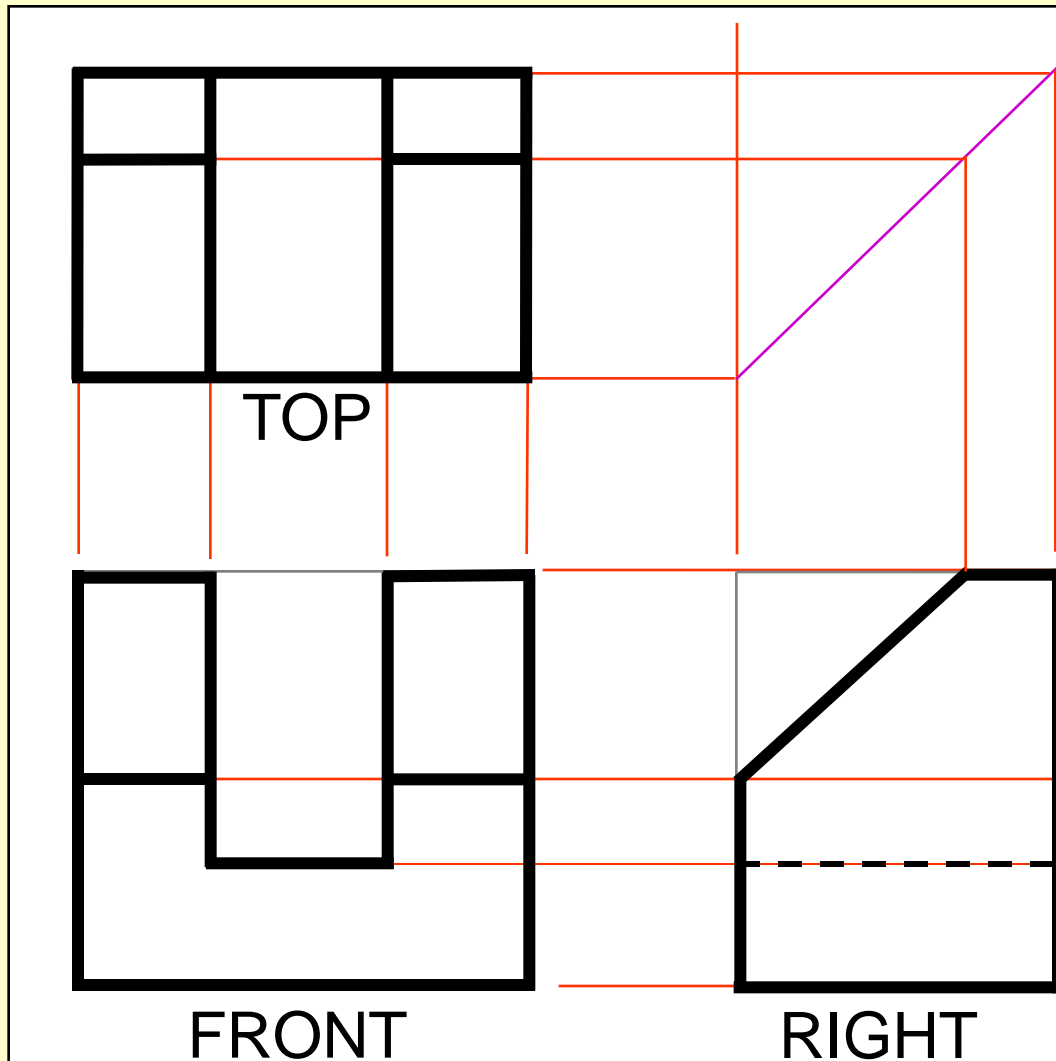


**Miter line at 45°**





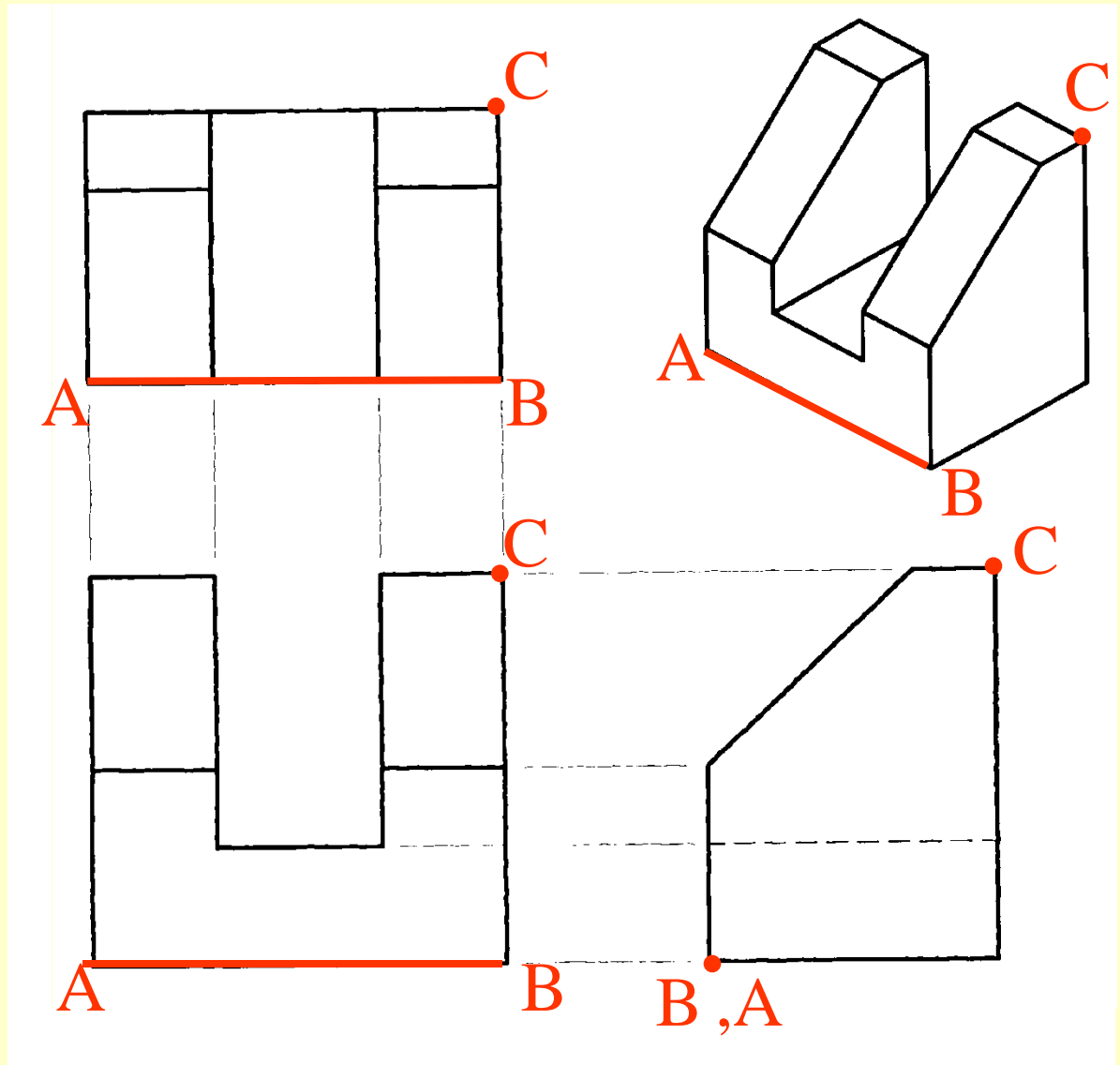
# Sketch Features – View Projection



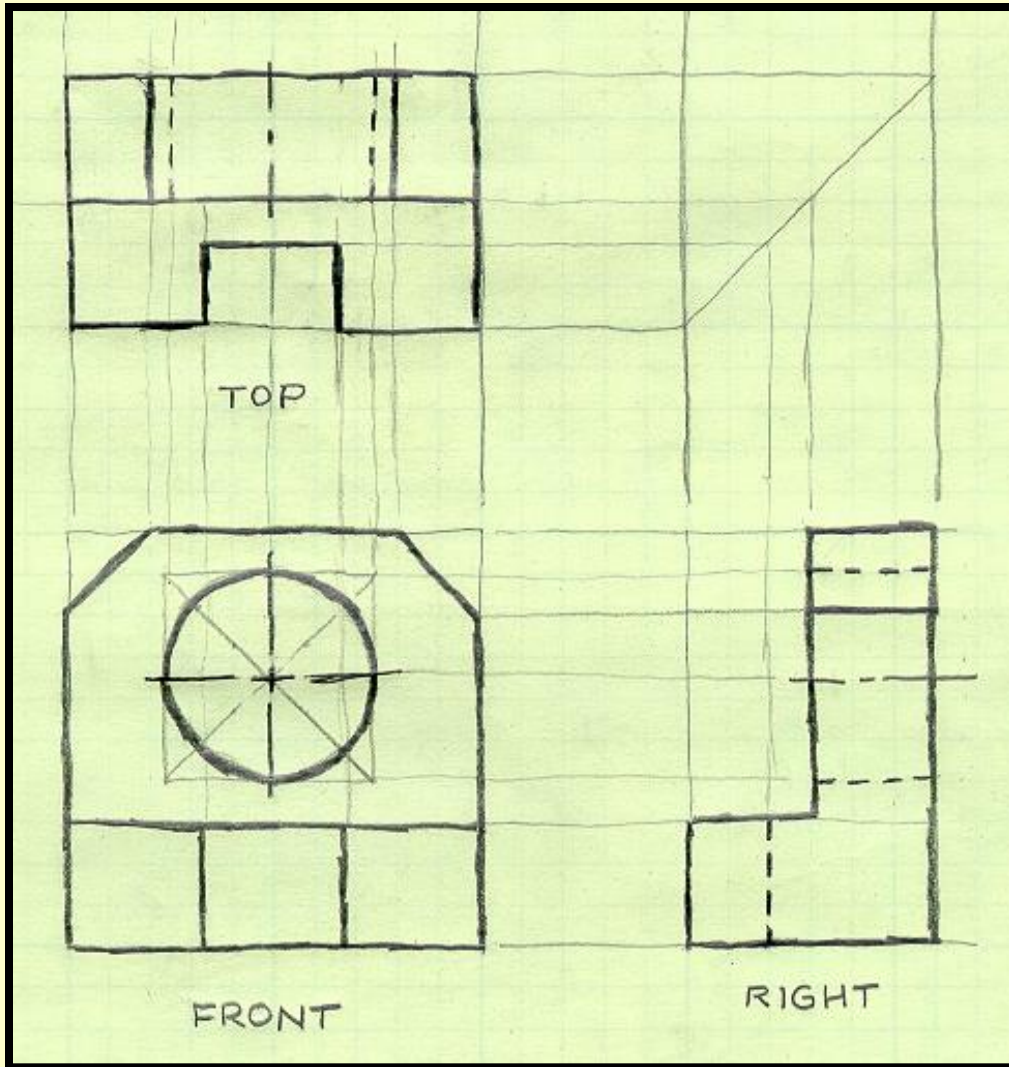
**Miter line at 45°**



# Labeling Vertices



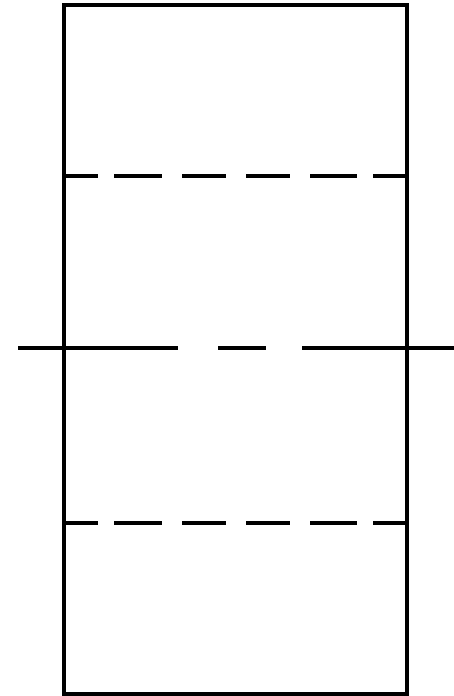
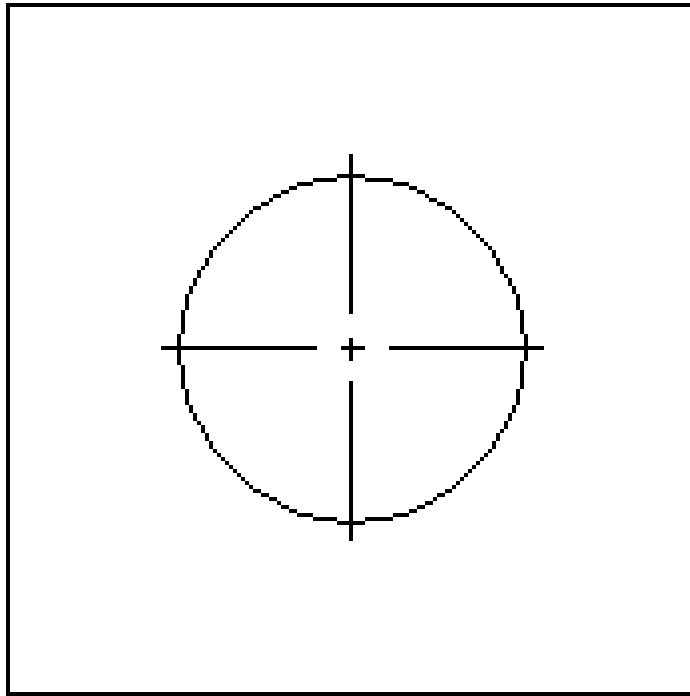
# Multiview Characteristics



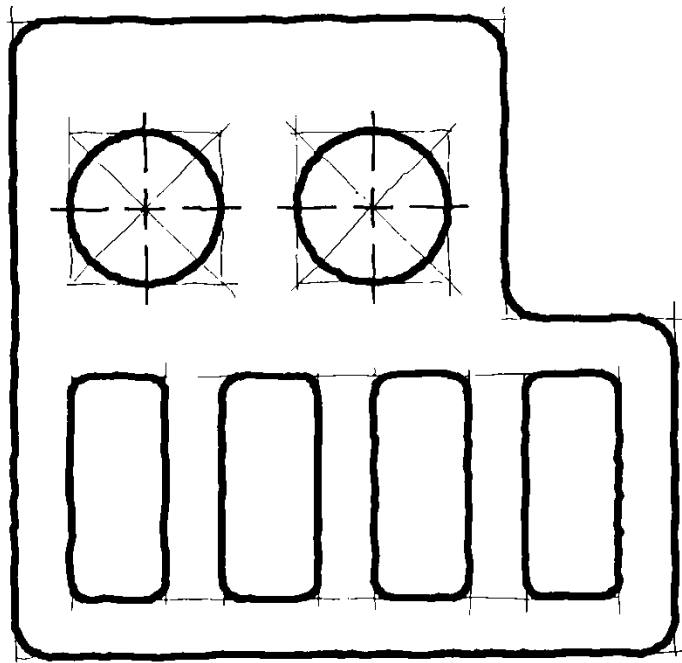
- multi-view
- true shapes
- orientation
- 1<sup>st</sup> vs. 3<sup>rd</sup> angle
- bounding boxes
- constr. lines to project/transfer features
- miter line
- hidden lines
- center/symmetry lines
- line precedence



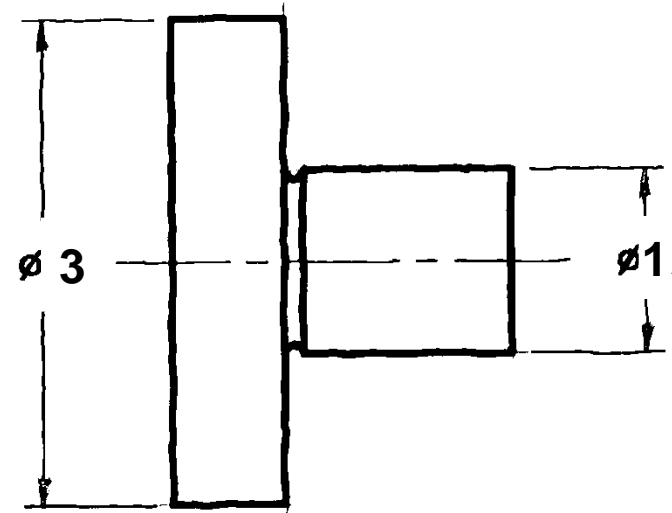
# Two View Sketch – Some objects only need two views.



# One View Sketches – Some objects can be fully described with only one view



GASKET MATL: 0.15 BRASS

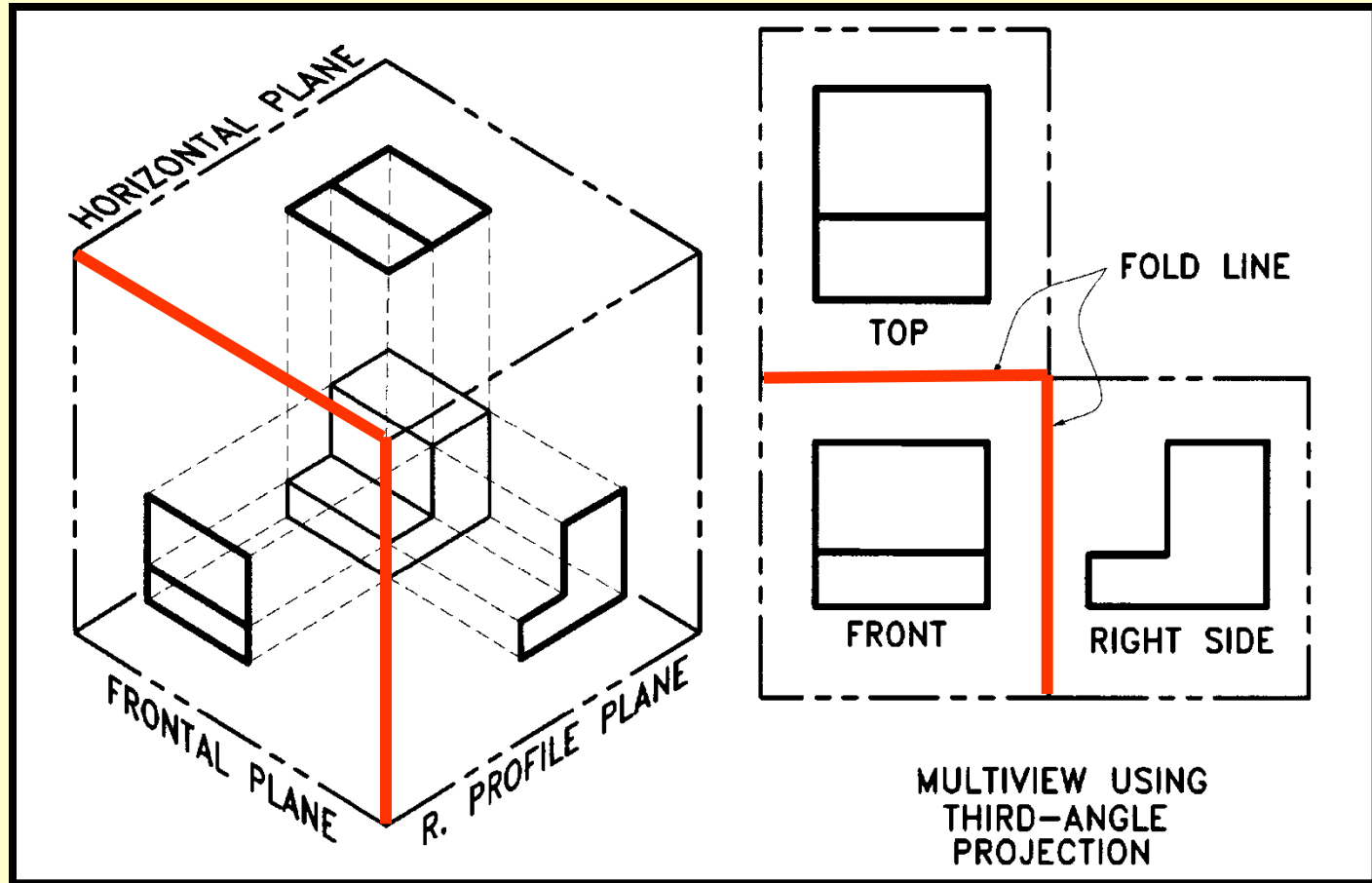


UNDERCUT R0.05

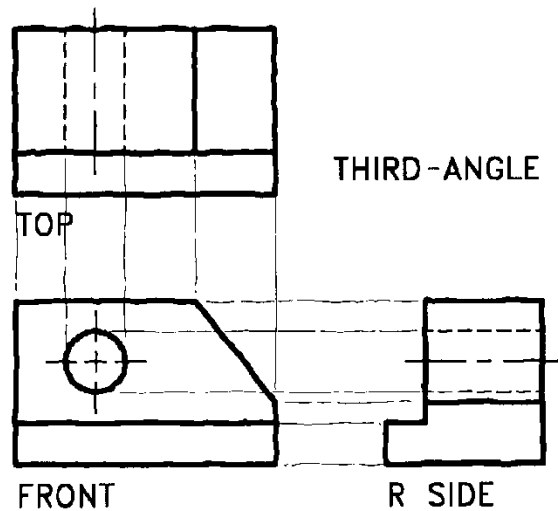


# Recall Slide 6:

## Three **Primary** Views (Third Angle)

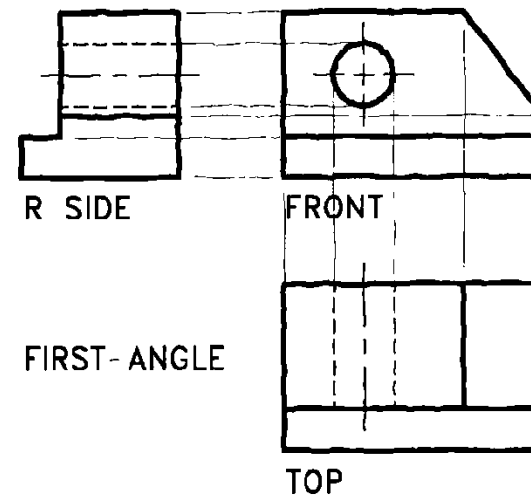


# Third- and First-Angle Projection

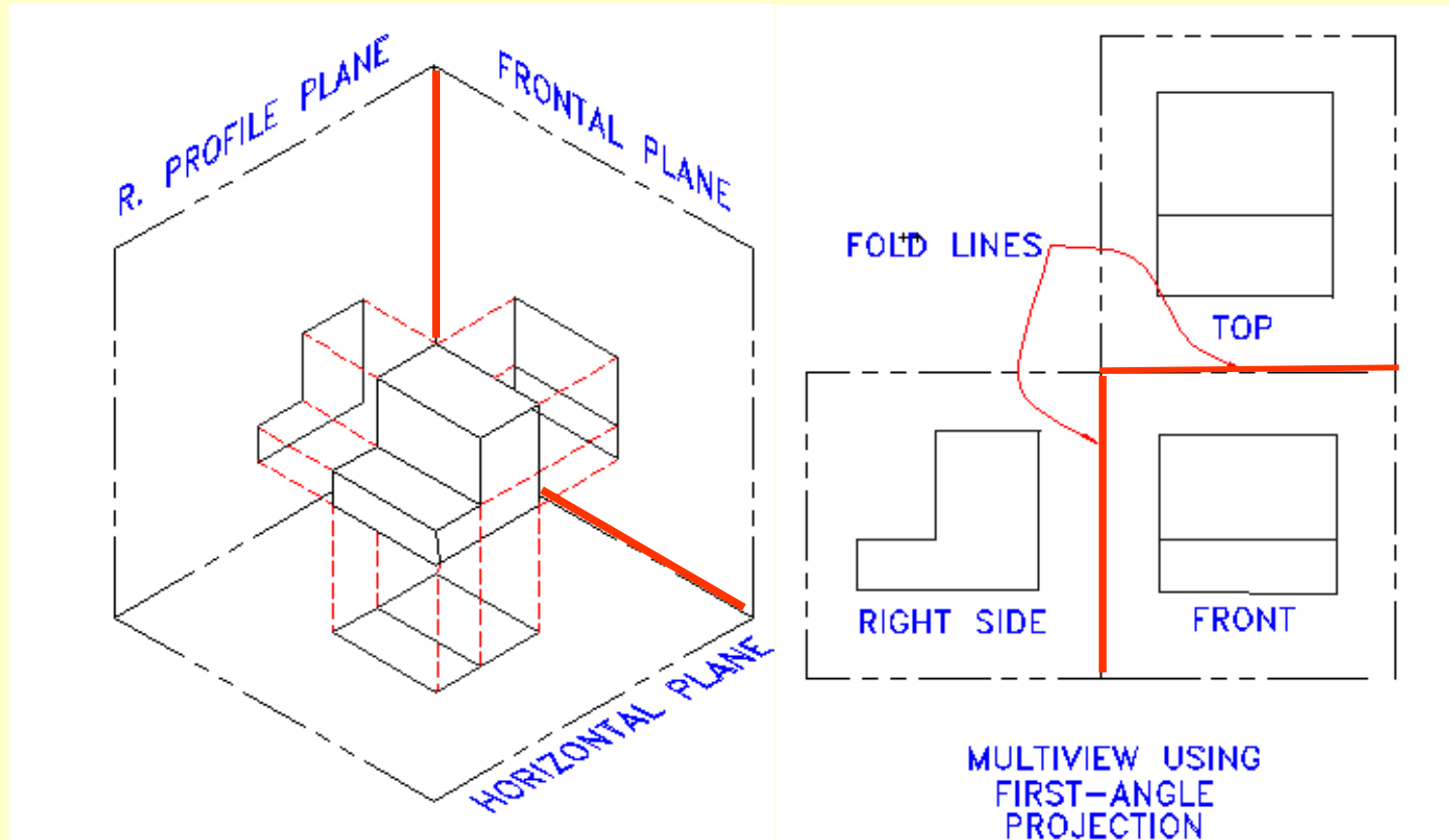


← United States

Europe →



# Projection Planes ( First Angle)

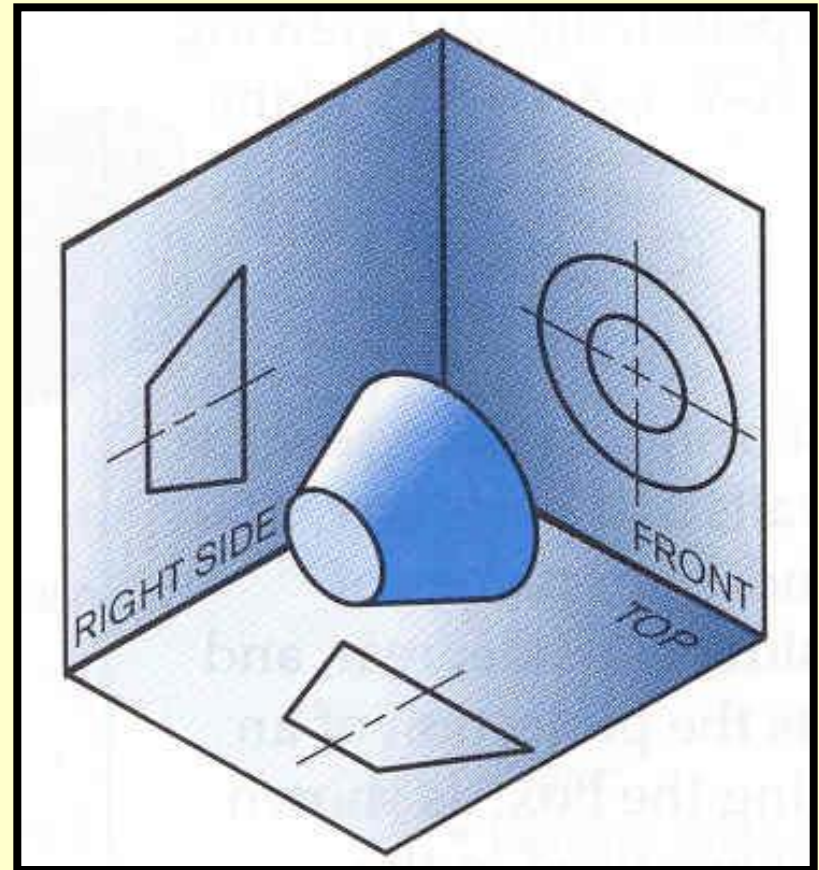
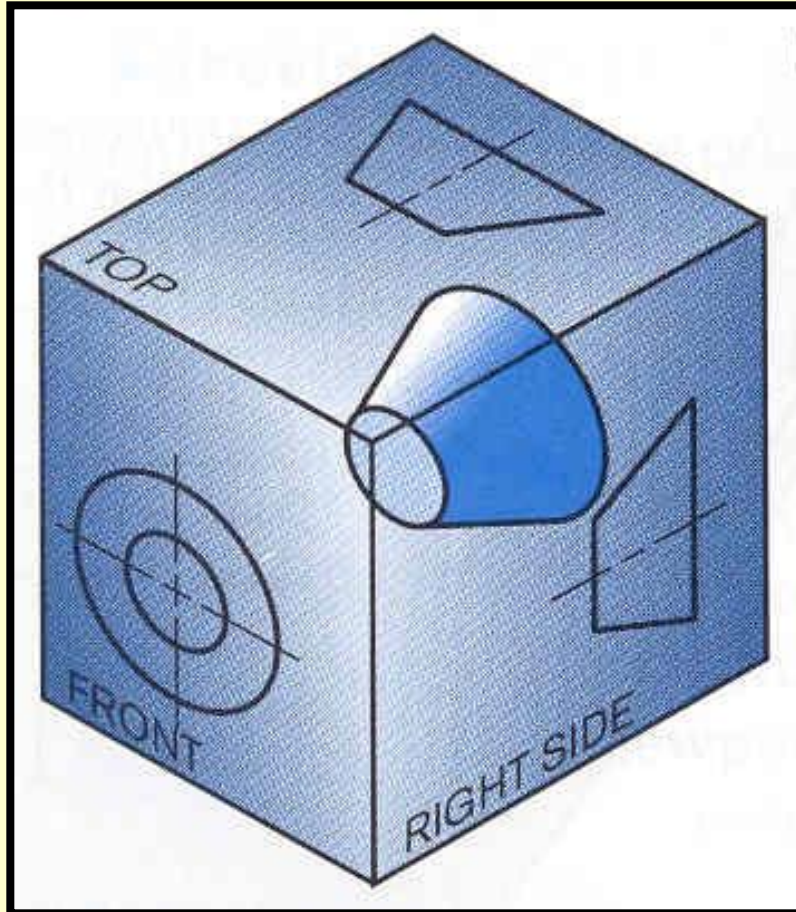


**WRONG! Top View should be beneath Front view**

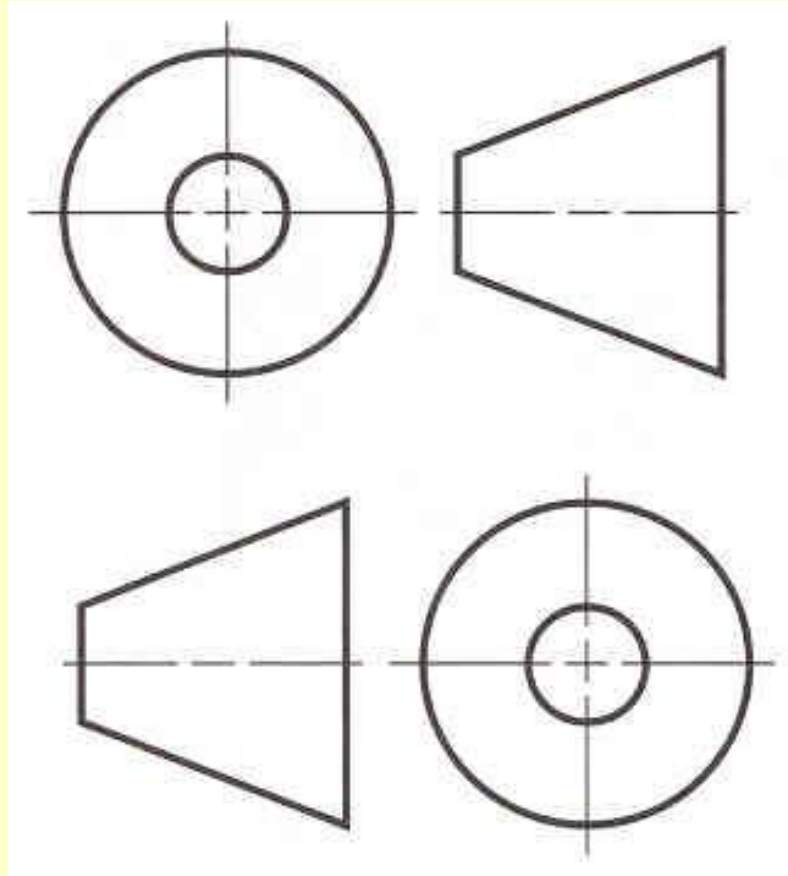




# Truncated Cone



# Symbol Added to Drawing

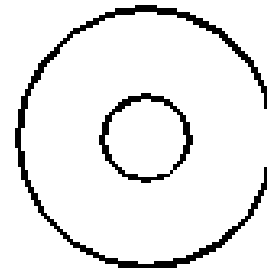
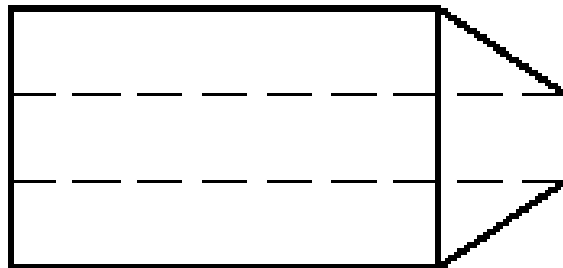
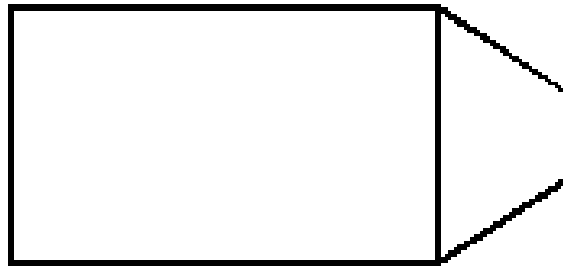


third angle

first angle



# Missing Line #1



# Missing Line #2

