

18MES101L – Engineering Graphics and Design

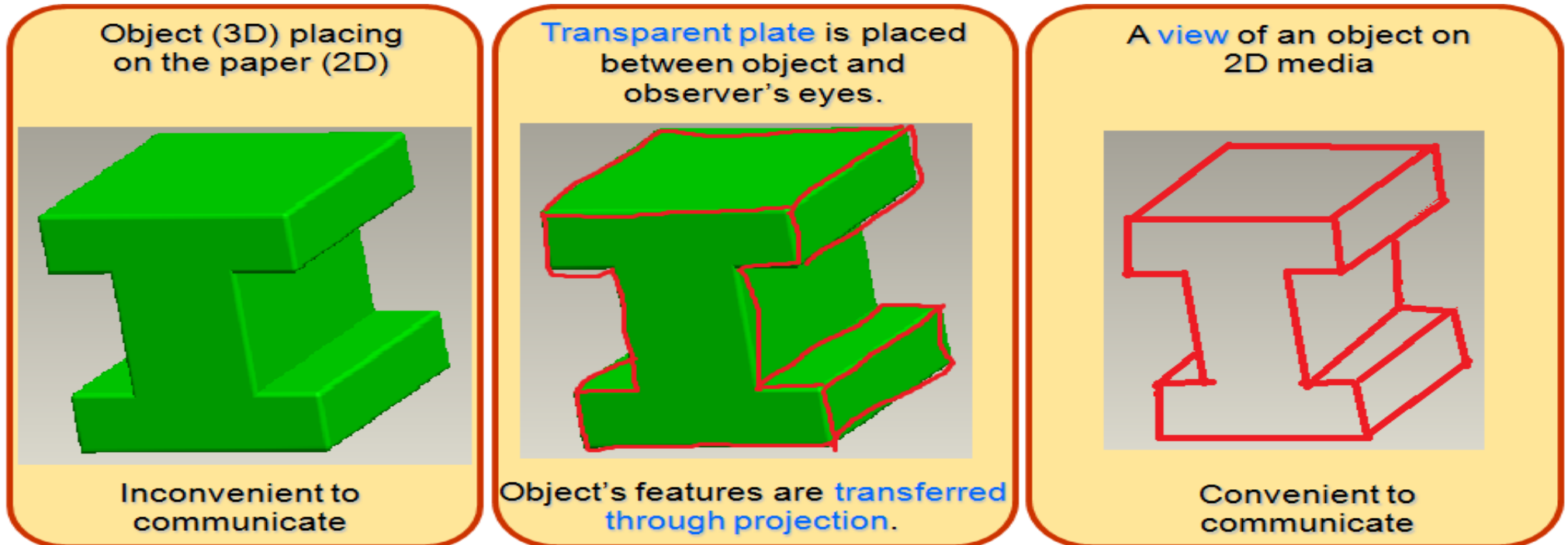
Week 5: Projection of Solids – I

CONTENTS

- **Projection Theory**
- **Definition of Solid**
- **Classification of Solids**
- **Terms used in Projection of Solid**
- **Tetrahedron and Prism**

Projection Theory

- Purpose : To graphically represent a 3-D object on 2-D media (paper, screen etc.).



Concept

A projection theory is based on 2 variables:

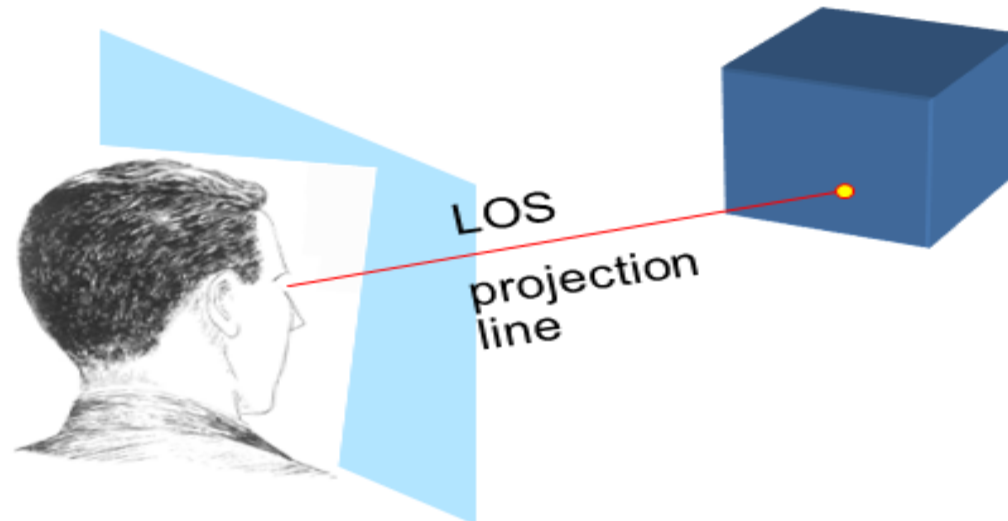
- 1) Line of sight
- 2) Plane of projection (image or picture plane)

Line of sight (LOS)

is an imaginary ray of light between an observer's Eye and an object.

Plane of projection

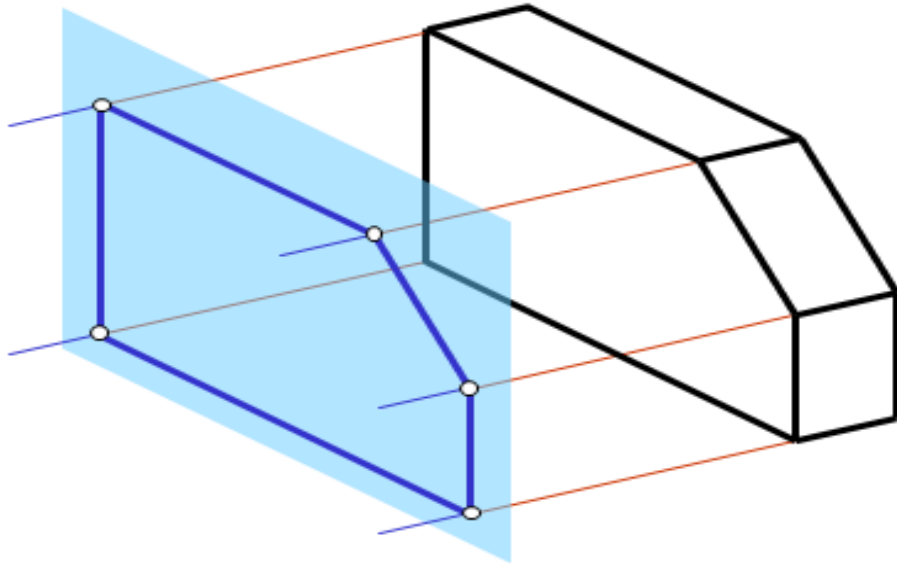
is an imaginary flat plane upon which the image created by the LOS is projected.



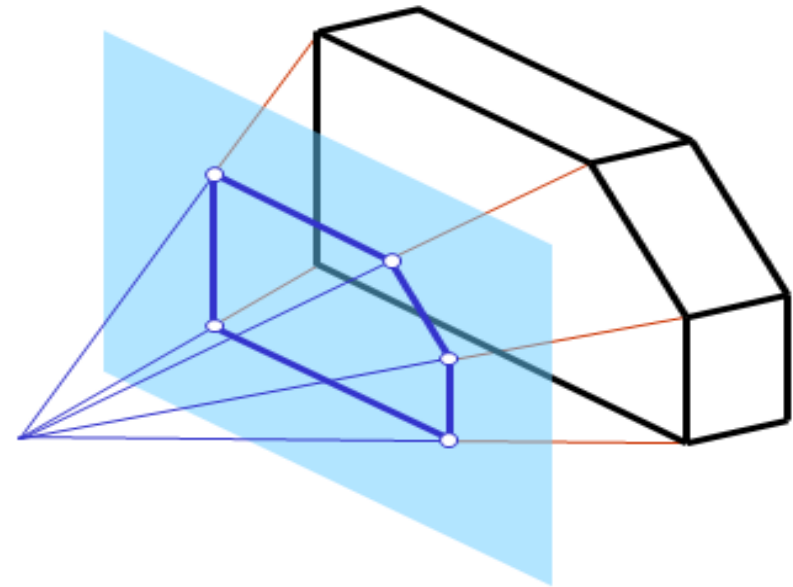
Line of sight

- Lines of sight can be **parallel** or **converge**.

Parallel projection

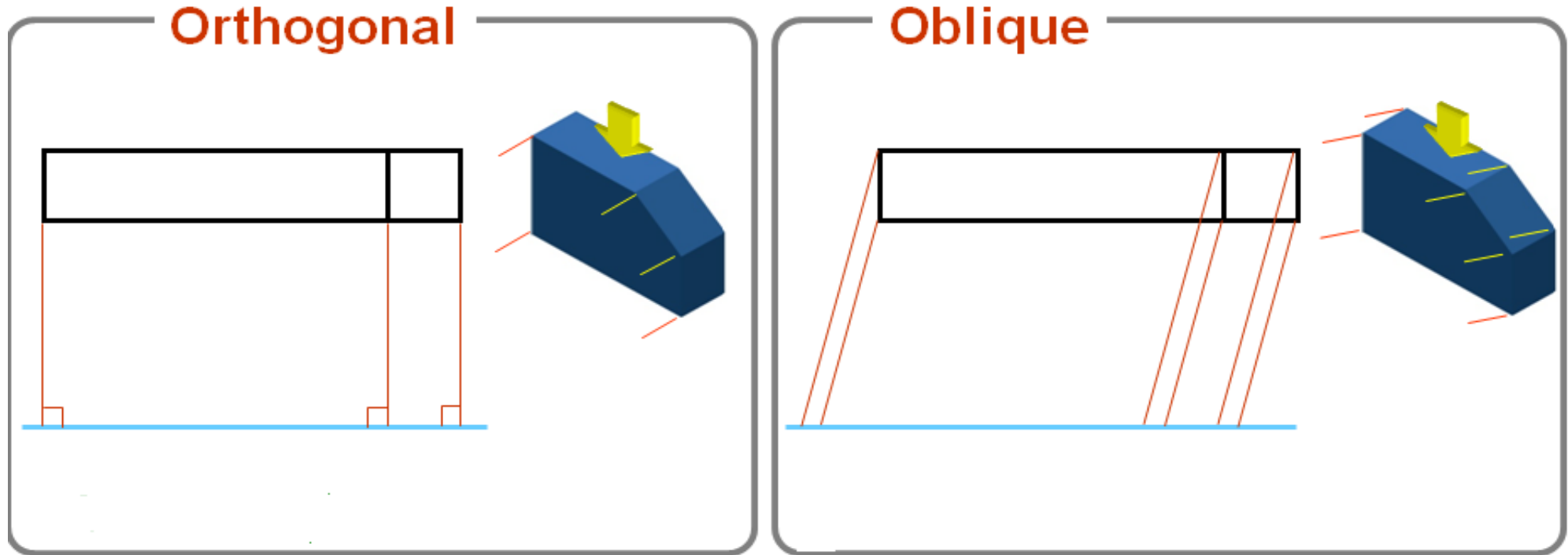


Converge projection



Line of sight

- The parallel projection lines can be **normal** (orthogonal) or **oblique** to the plane of projection.



View

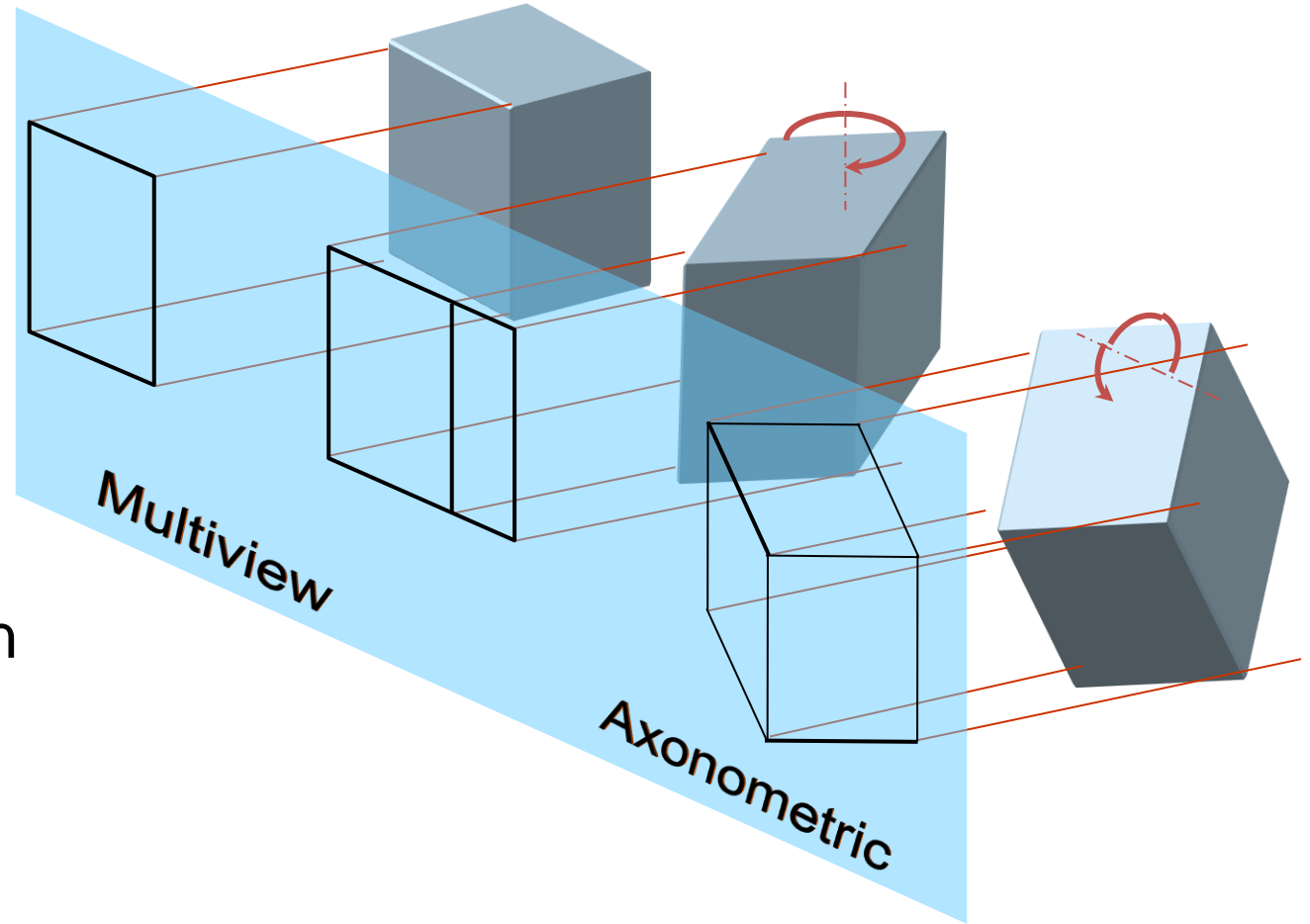
- Image on a projection plane.
- View depends on a relative orientation between an object and a plane.

- **Multiview drawing**

shows a 2D view of an object.

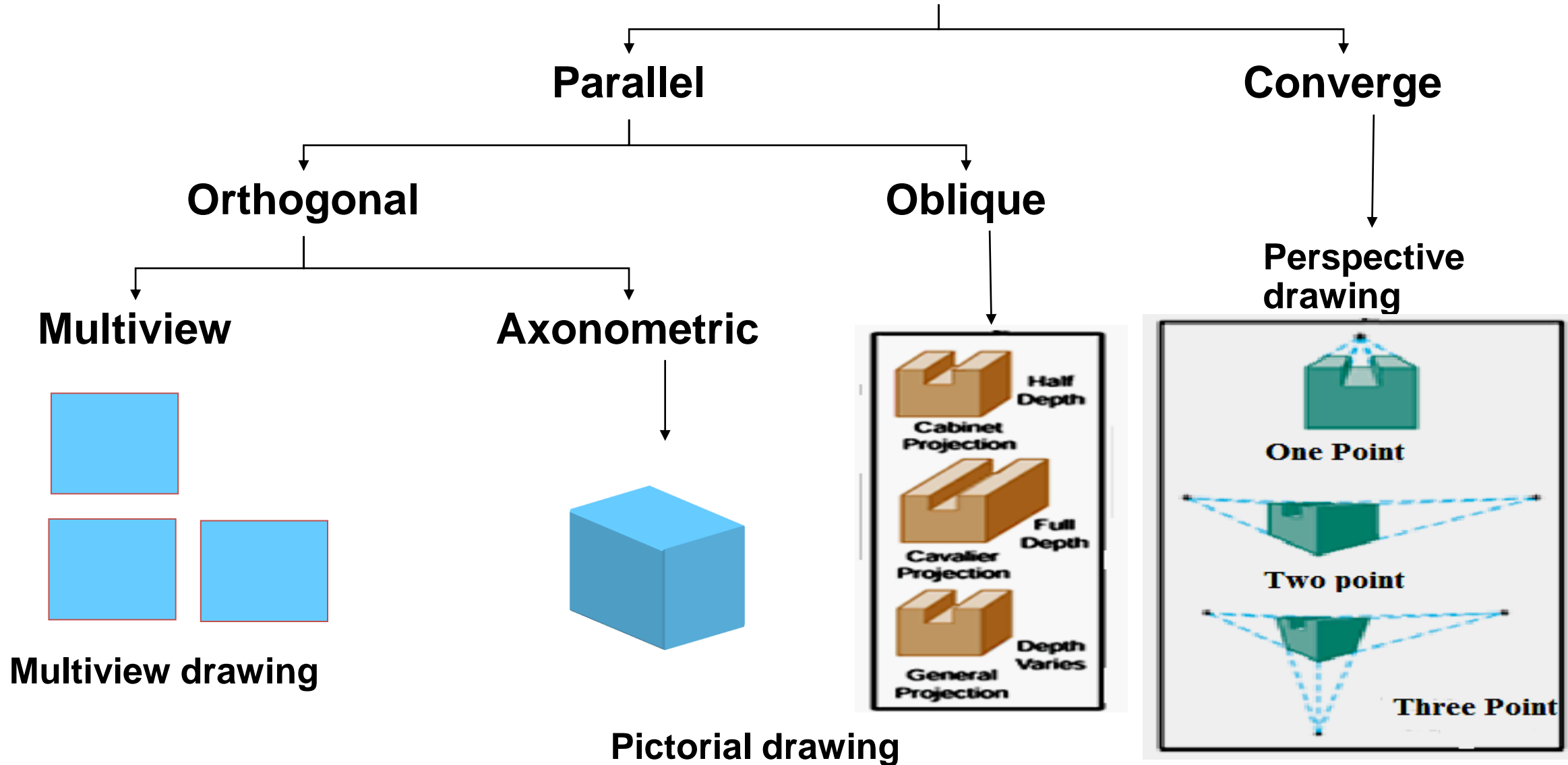
- **Axonometric drawing**

shows a virtual 3D view of an object.



Types of views

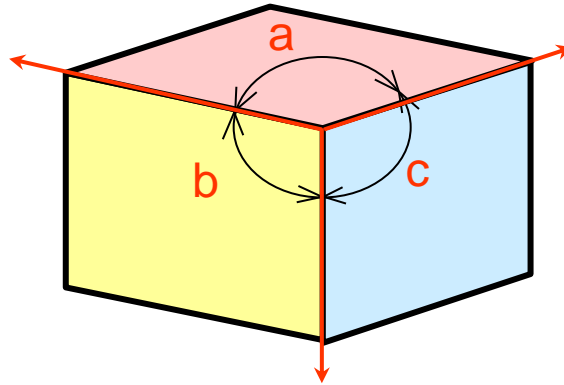
Projections



Type of an axonometric projection

1. Trimetric

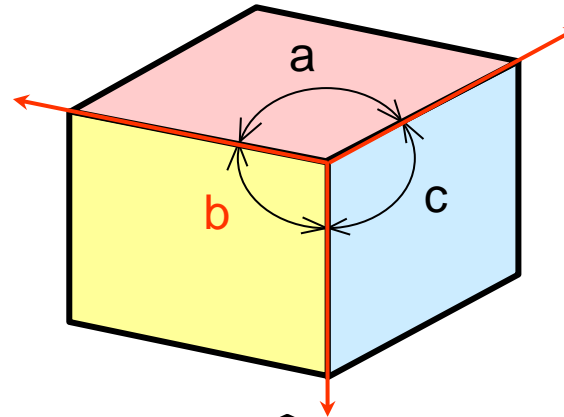
None of the angles are equal.



Axonometric
axes

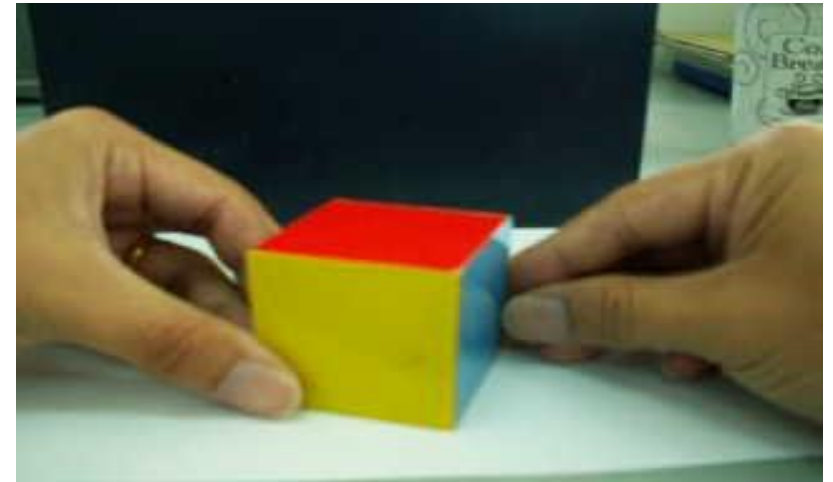
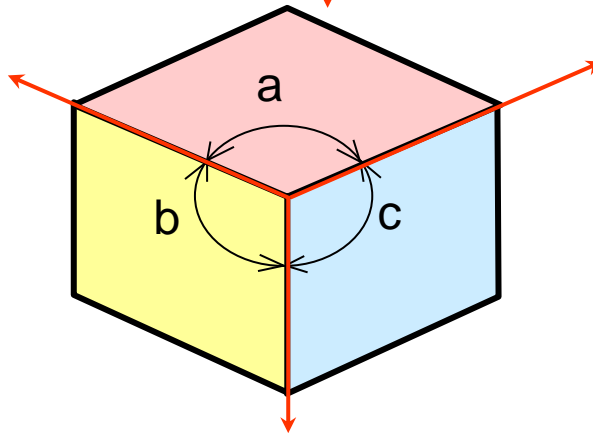
2. Dimetric

Two angles are equal.

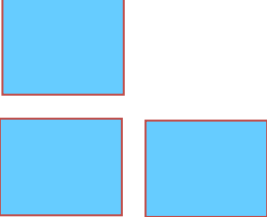
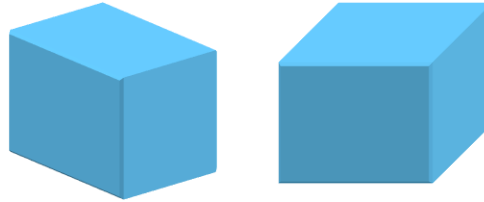
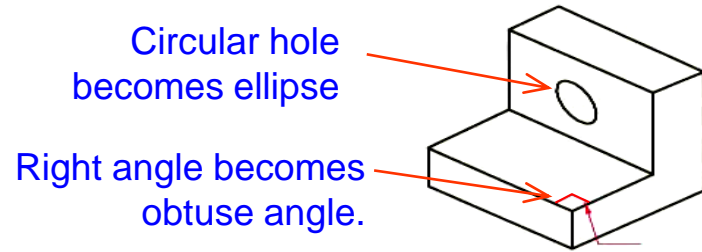
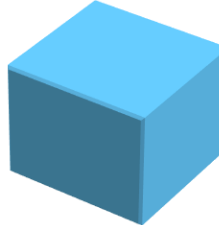
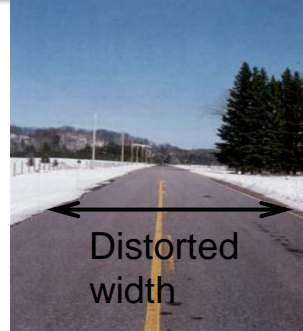


3. Isometric

All angles are equal.



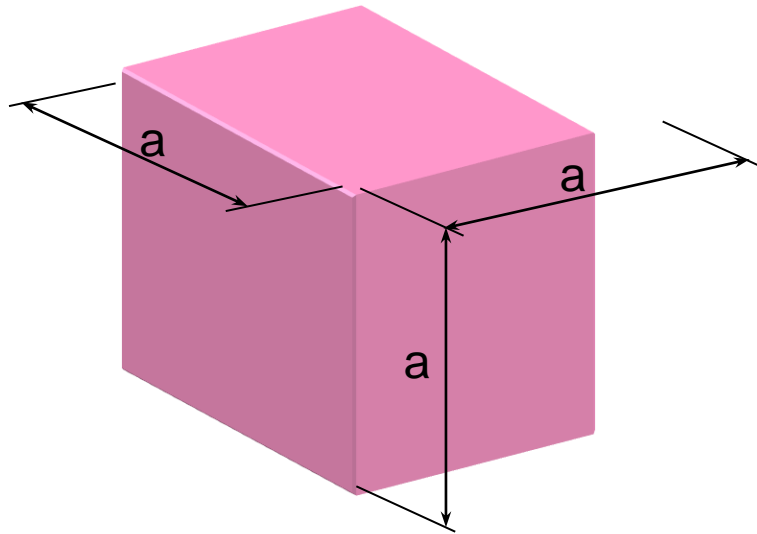
View Comparison

Type	Advantage	Disadvantage
<p>Multiview drawing</p> 	<ul style="list-style-type: none"> ● Accurately presents object's details, i.e. size and shape. 	<ul style="list-style-type: none"> ● Require training to visualization.
<p>Pictorial drawing</p> 	<ul style="list-style-type: none"> ● Easy to visualize. 	<ul style="list-style-type: none"> ● Shape and angle distortion <p>Circular hole becomes ellipse</p> <p>Right angle becomes obtuse angle.</p> 
<p>Perspective drawing</p> 	<ul style="list-style-type: none"> ● Object looks more like what our eyes perceive. 	<ul style="list-style-type: none"> ● Difficult to create ● Size and shape distortion 

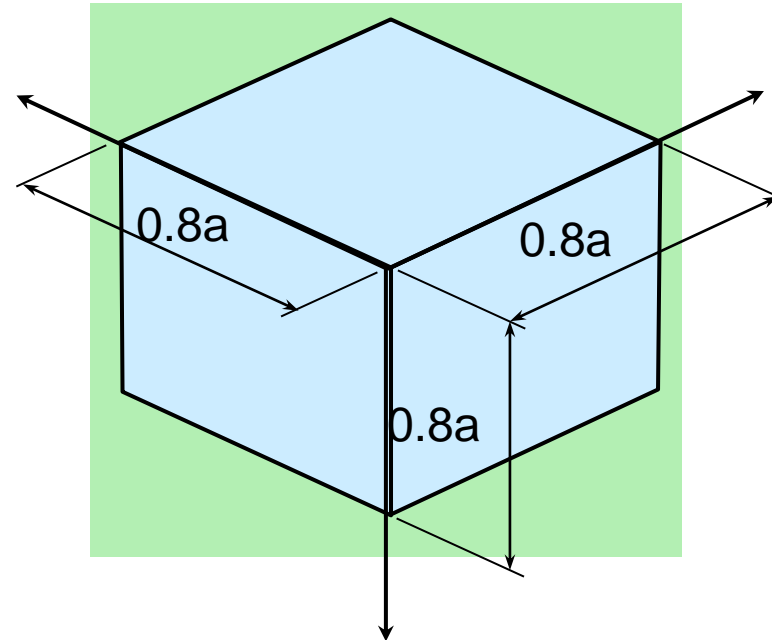
Isometric projection

- The **projected lengths** of the edges parallel to the axonometric axes are approximately **81% of their true length**.
-

3-D object (Cube)



Isometric view



Definition of Solid

- A solid is a three dimensional object having length, breadth and thickness. It is completely bounded by a surface or surfaces which may be curved or plane.
- The shape of the solid is described by drawing its two orthographic views usually on the two principle planes i.e. Vertical and Horizontal.
- For some complicated solids, in addition to the above principle views, side view and Sectional view is also required.

Classification of Solids

-Solids may be divided into two main groups

(A) Polyhedra

(B) Solids of revolution

(A) Polyhedra

- A Polyhedra is defined as a solid bounded by planes called **faces** which meet in straight lines called **edges**.

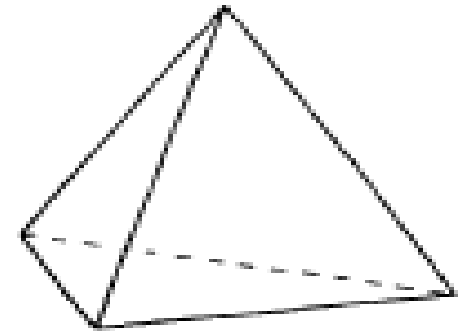
They are :

- (i) Regular Polyhedra
- (ii) Prisms
- (iii) Pyramids.

Polyhedra - (i) Regular Polyhedra

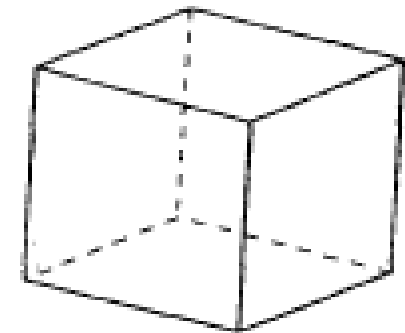
A polyhedron is said to be regular if its surfaces are **regular polygons**. The following are some of the regular Polyhedra.

(a) Tetrahedron: It consists of four equal faces, each one being an equilateral triangle



(a) Tetrahedron

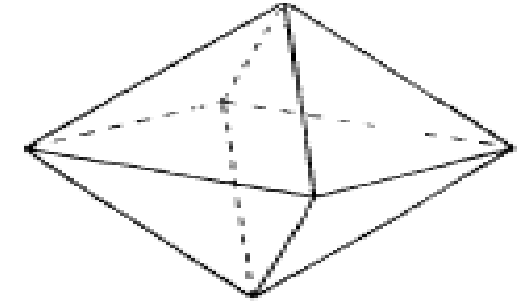
(b) Hexahedron(cube): It consists of six equal faces, each a square.



(b) Hexahedron(cube)

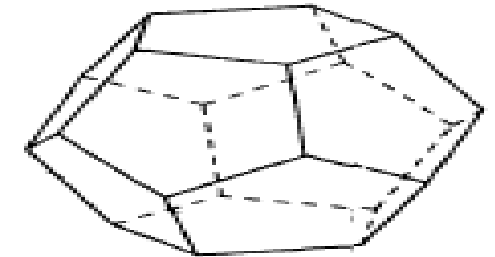
Polyhedra - (i) Regular Polyhedra

(c) **Octahedron:** It has eight equal faces, each an equilateral triangle.



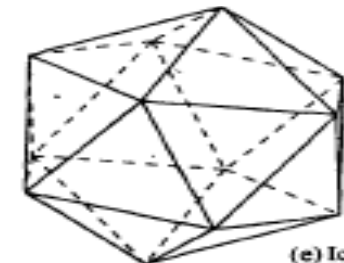
(c) Octahedron

(d) **Dodecahedron:** It has twelve regular and equal pentagonal faces.



(d) Dodecahedron

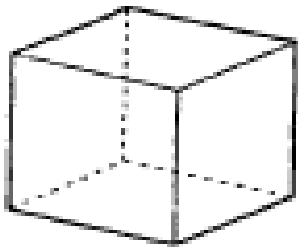
(e) **Icosahedrons:** It has twenty equal, equilateral triangular faces.



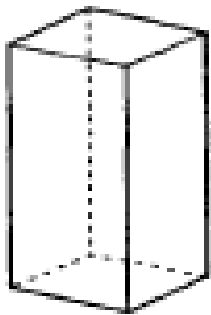
(e) Icosahedron

Polyhedra - (ii) Prisms

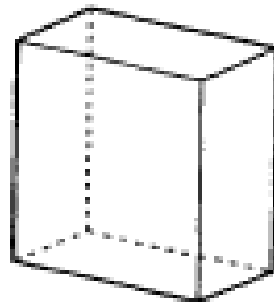
- A prism is a polyhedron having two equal ends called the bases parallel to each other.
- The two bases are joined by faces, which are rectangular in shape.
- The imaginary line passing through the centers of the bases is called the axis of the prism.
- A prism is named after the shape of its base. For example, a prism with square base is called a square prism, the one with a pentagonal base is called a pentagonal prism.



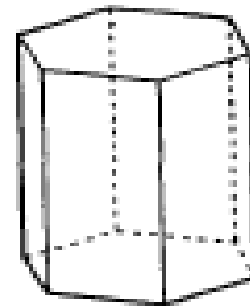
Cube



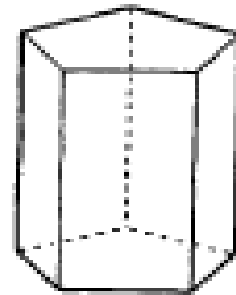
Right prism



Right rectangular
prism

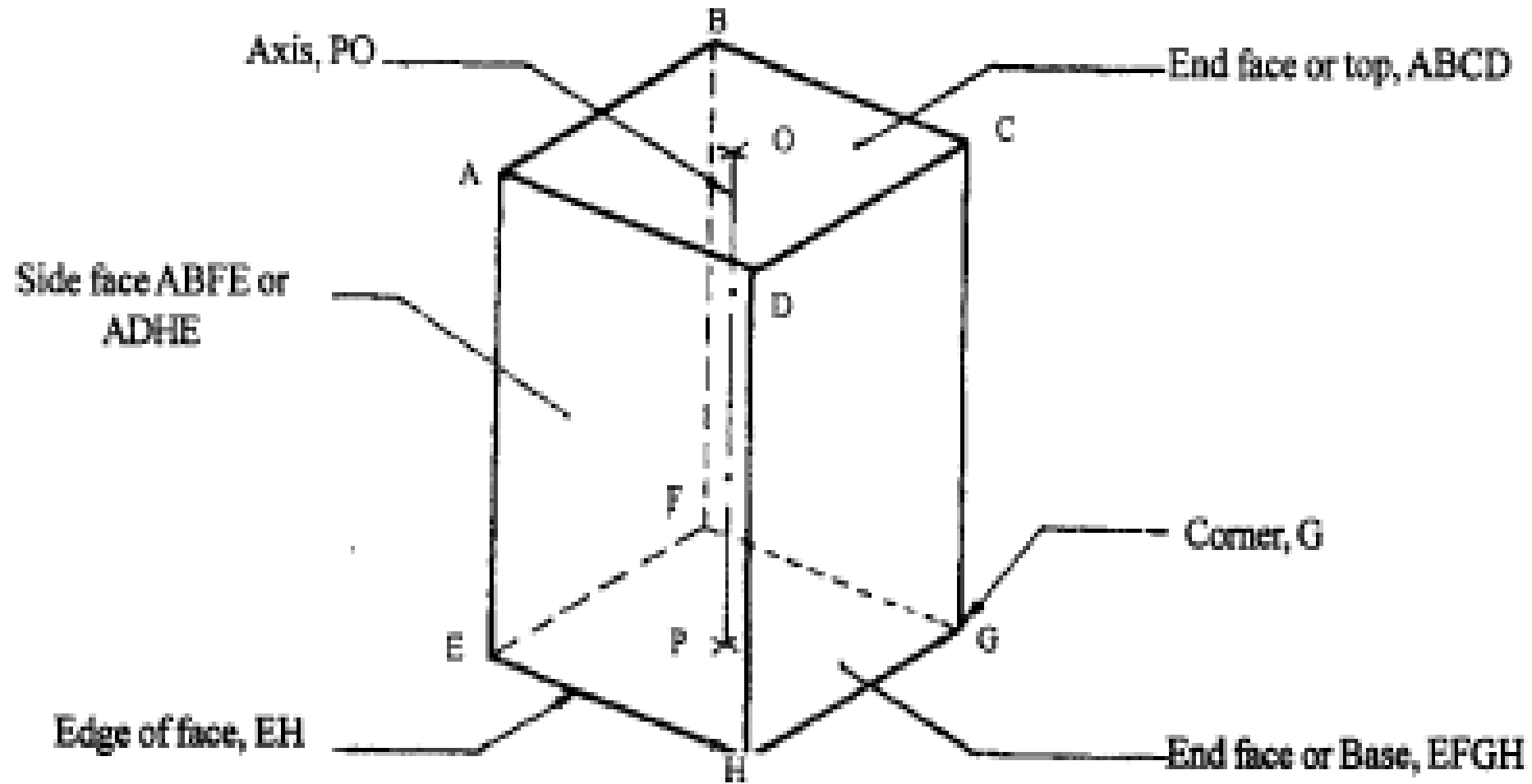


Right pentagonal
prism



Hexagonal
prism

Polyhedra - (ii) Prisms



Solids



rectangular
prism



sphere



cone



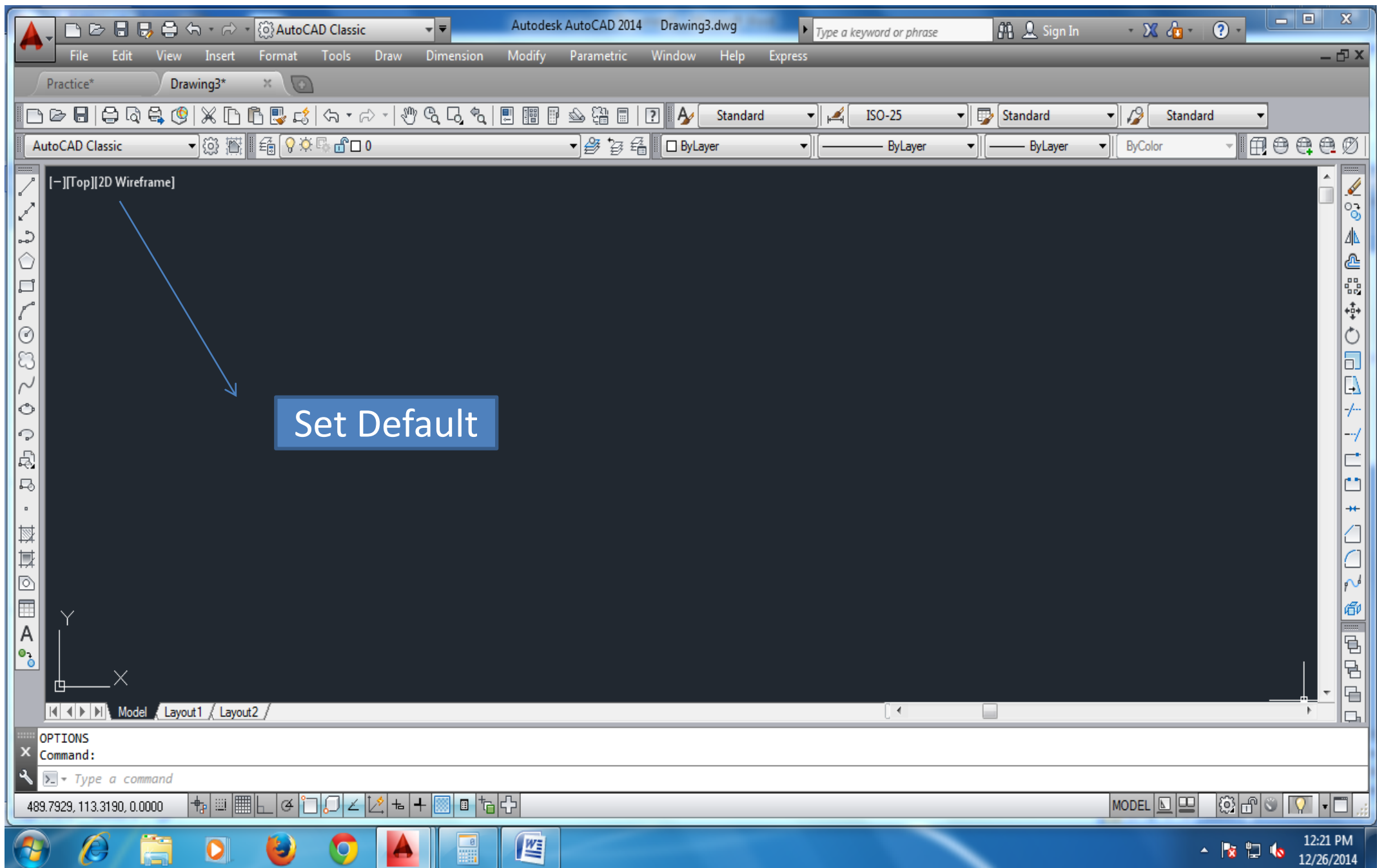
cylinder

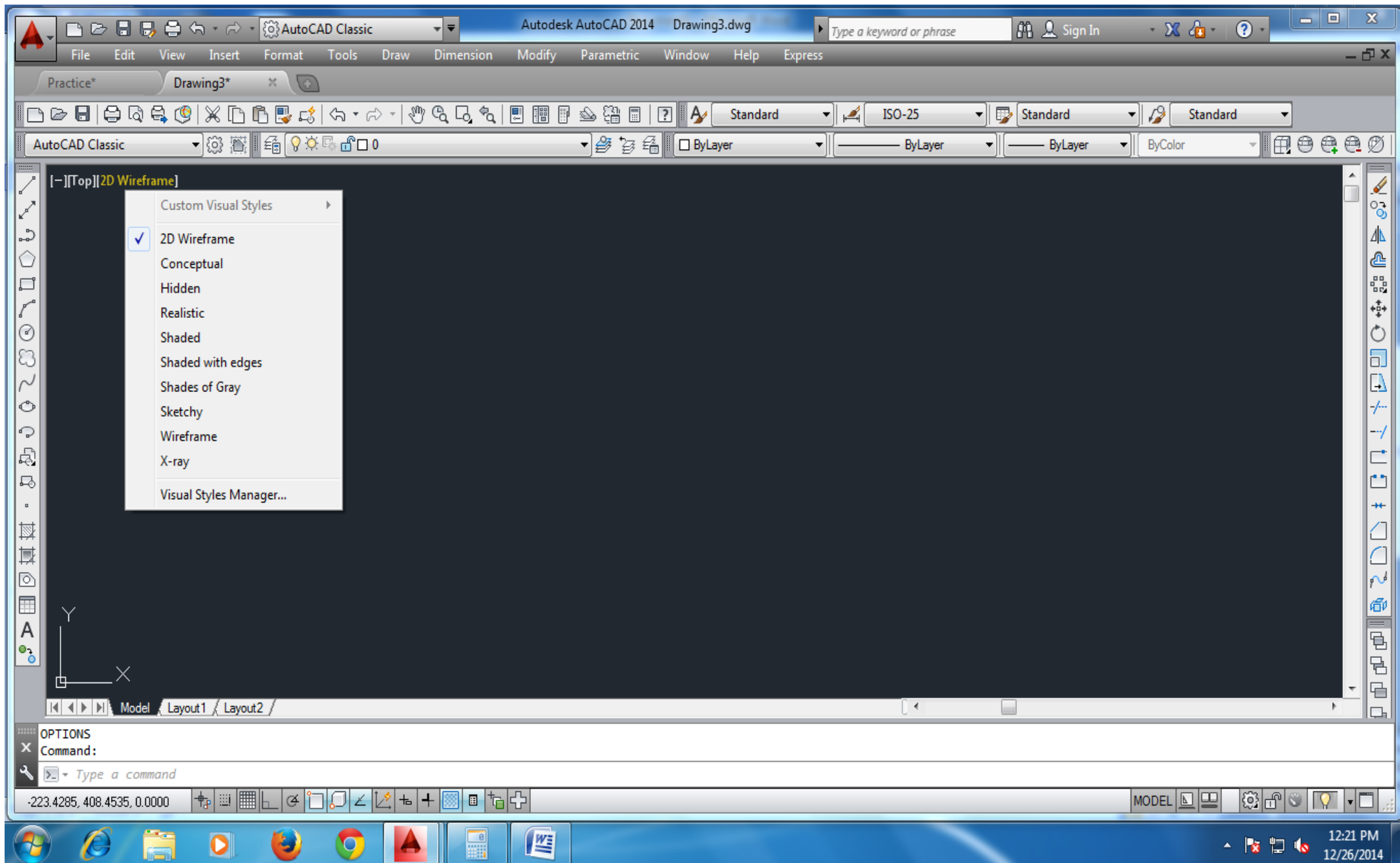


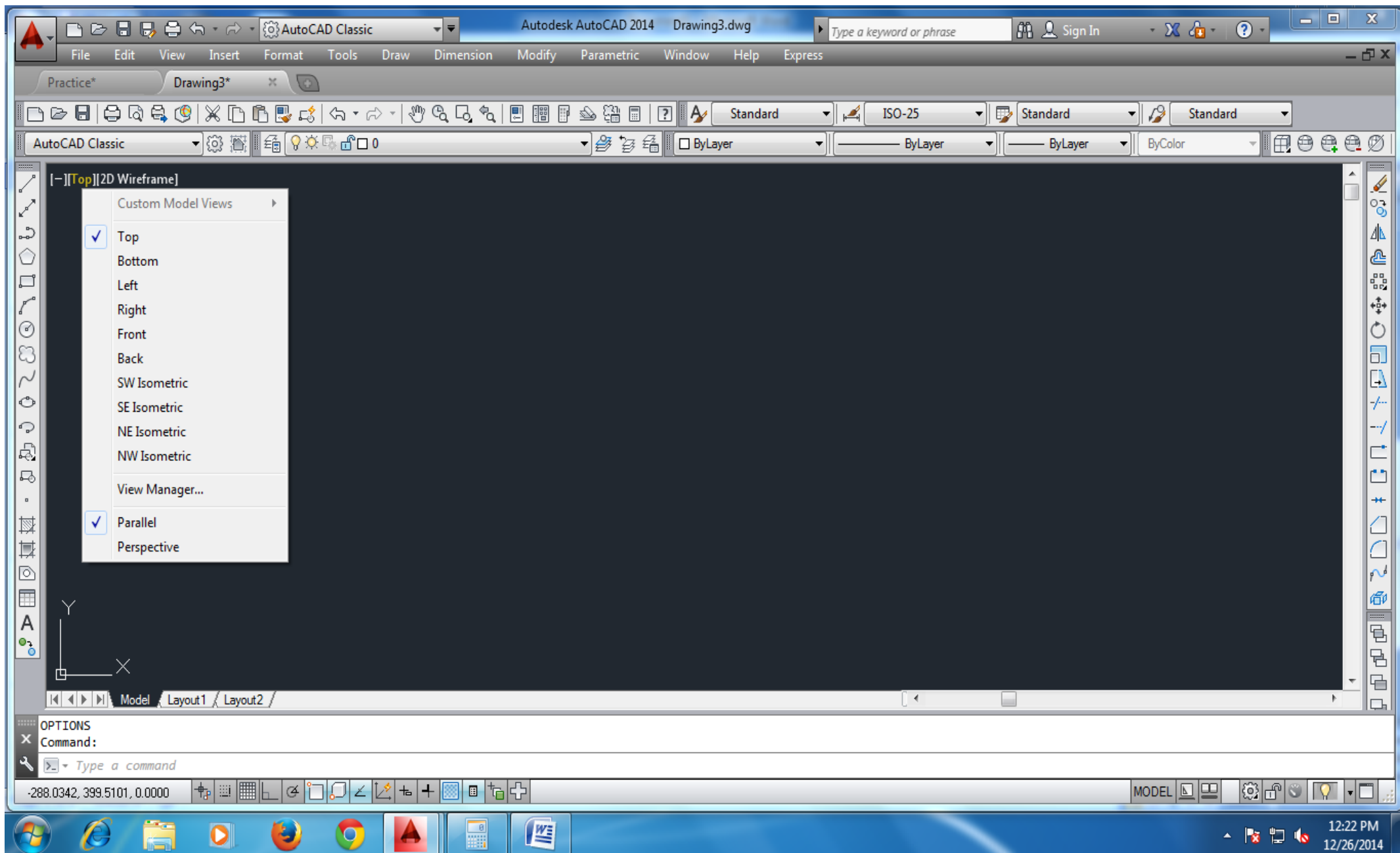
pyramid

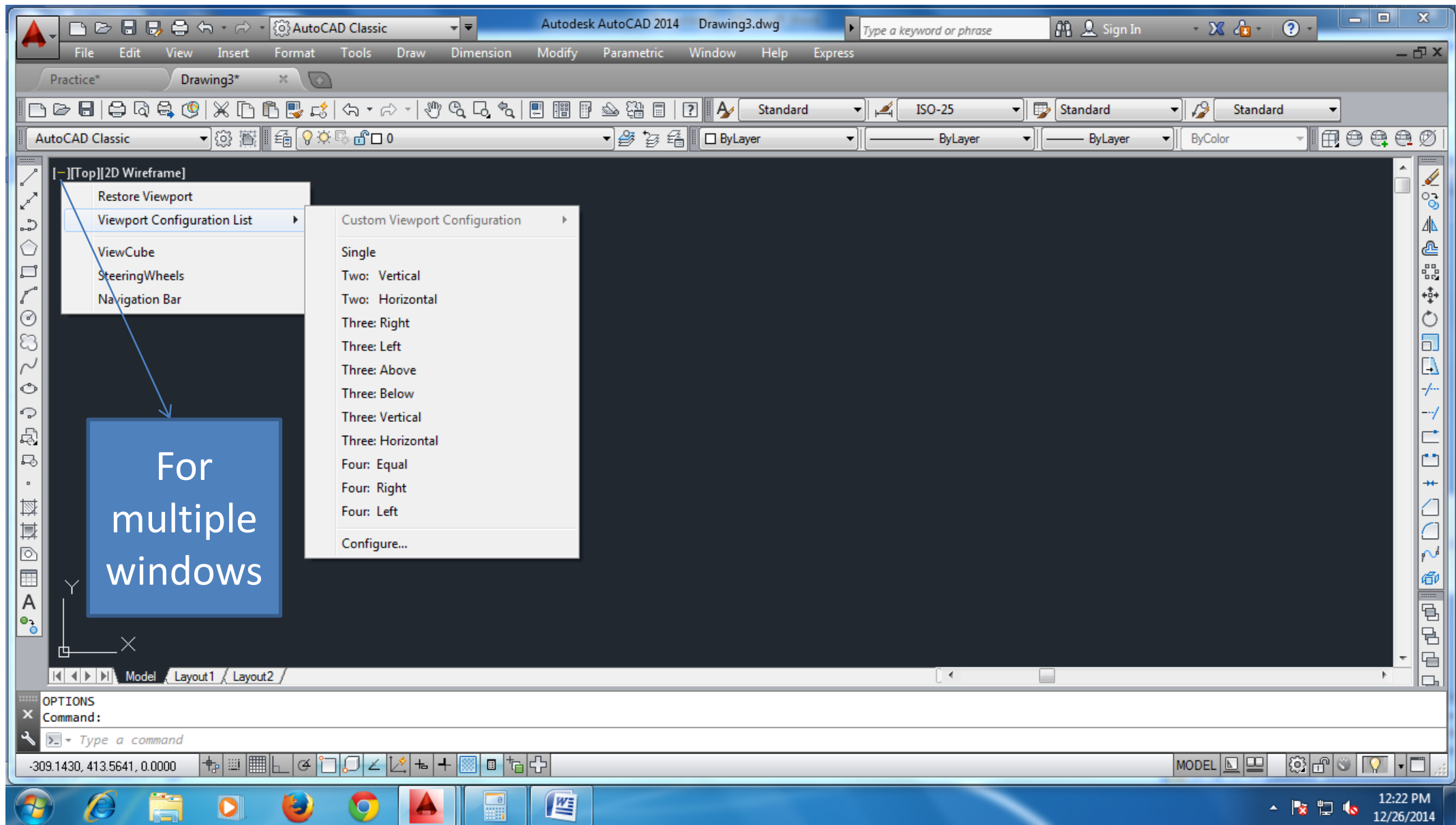


cube









Thank You