

Lecture 4

ORTHOGRAPHIC  
PROJECTIONS  
:: INTRODUCTION

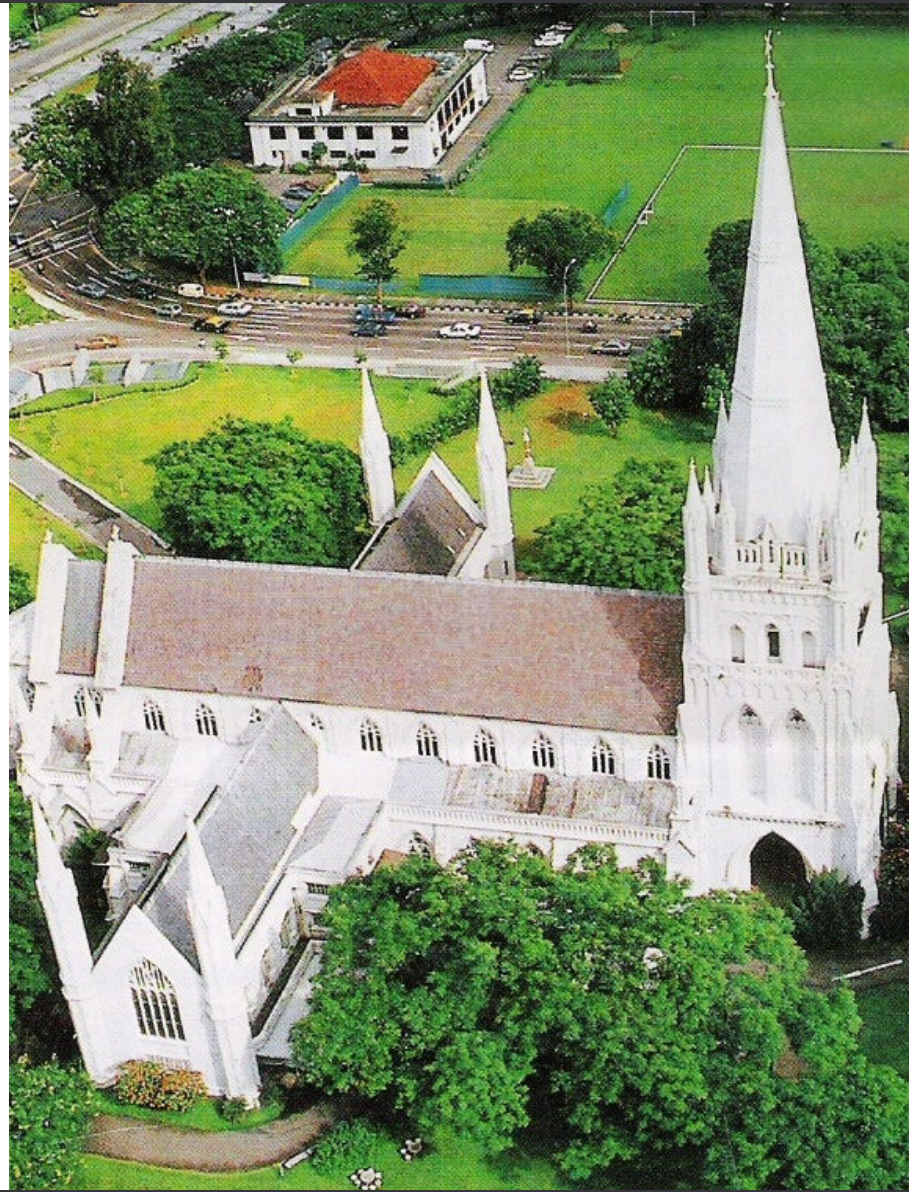


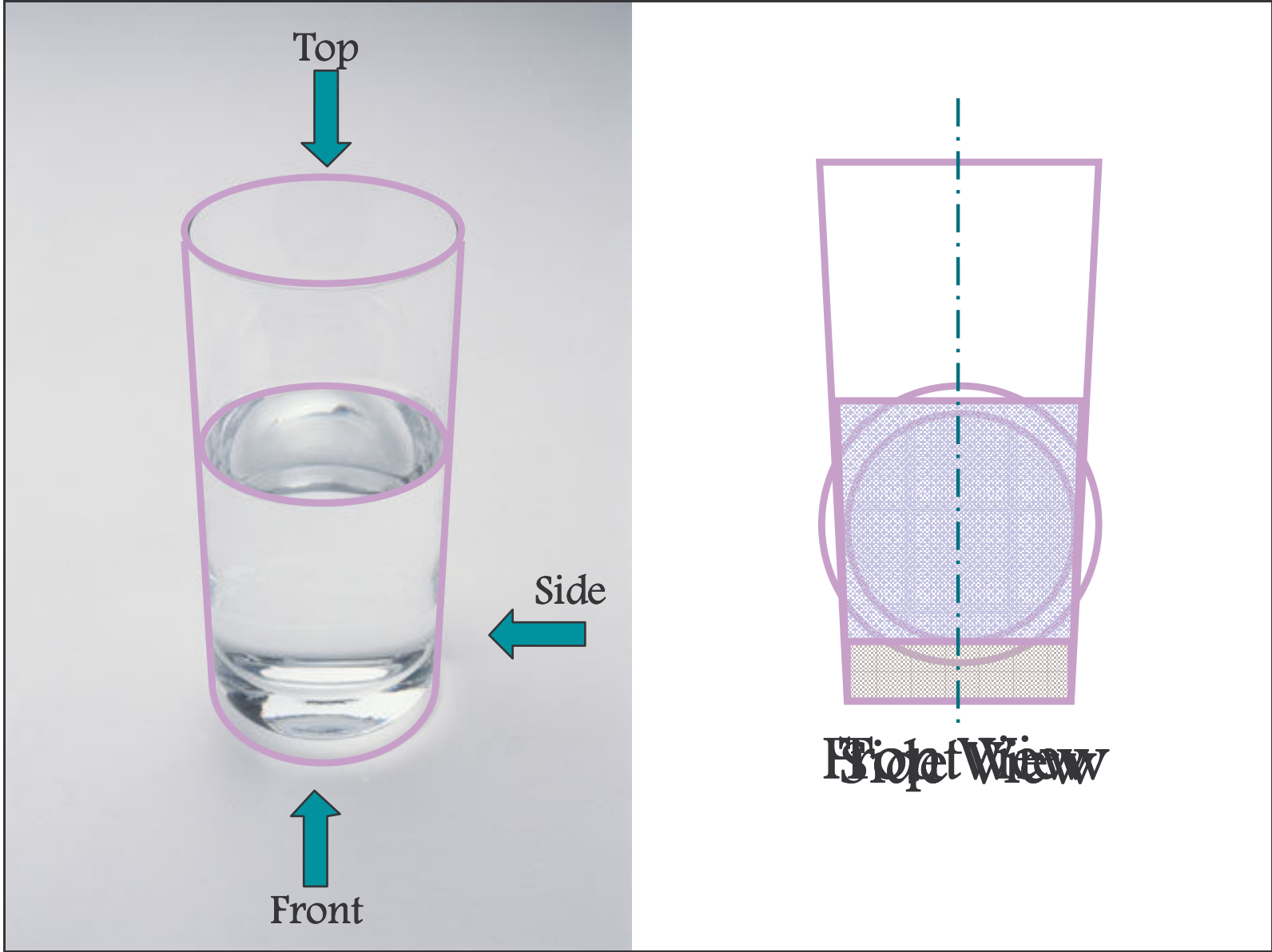
TA 101 : Engineering Graphics

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

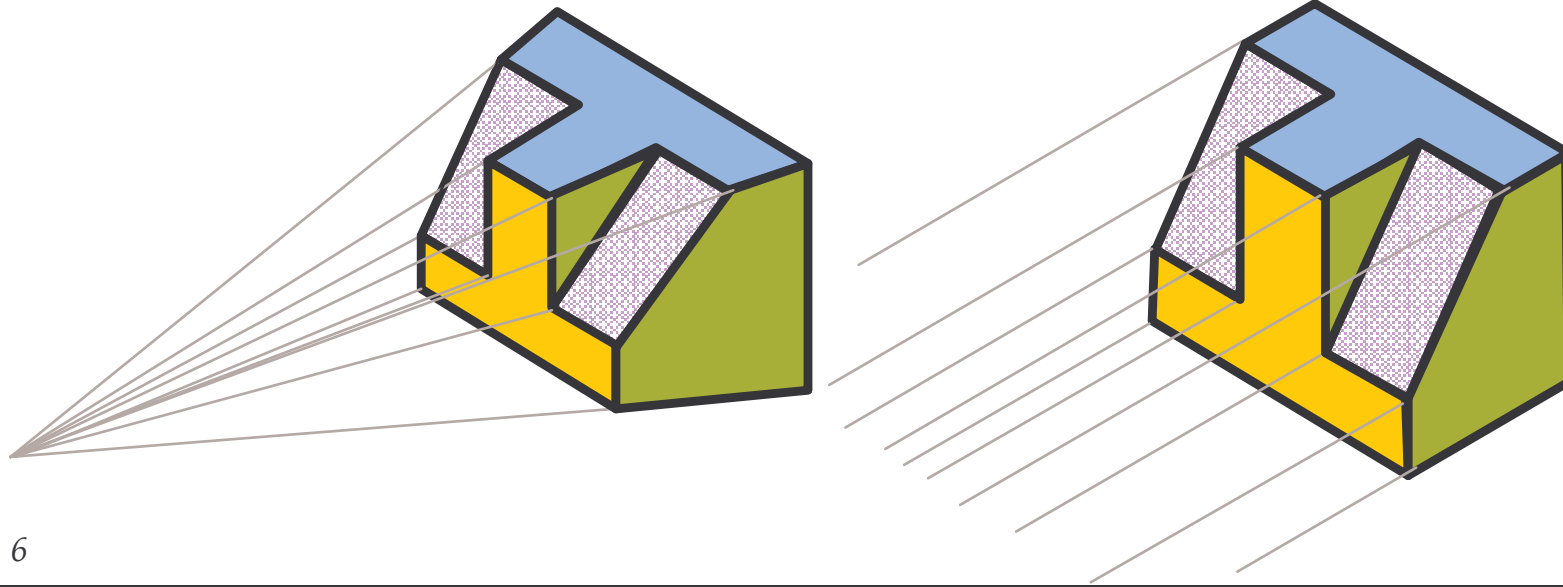
# CLASSIFICATION

- Pictorial views

## Pictorial Views

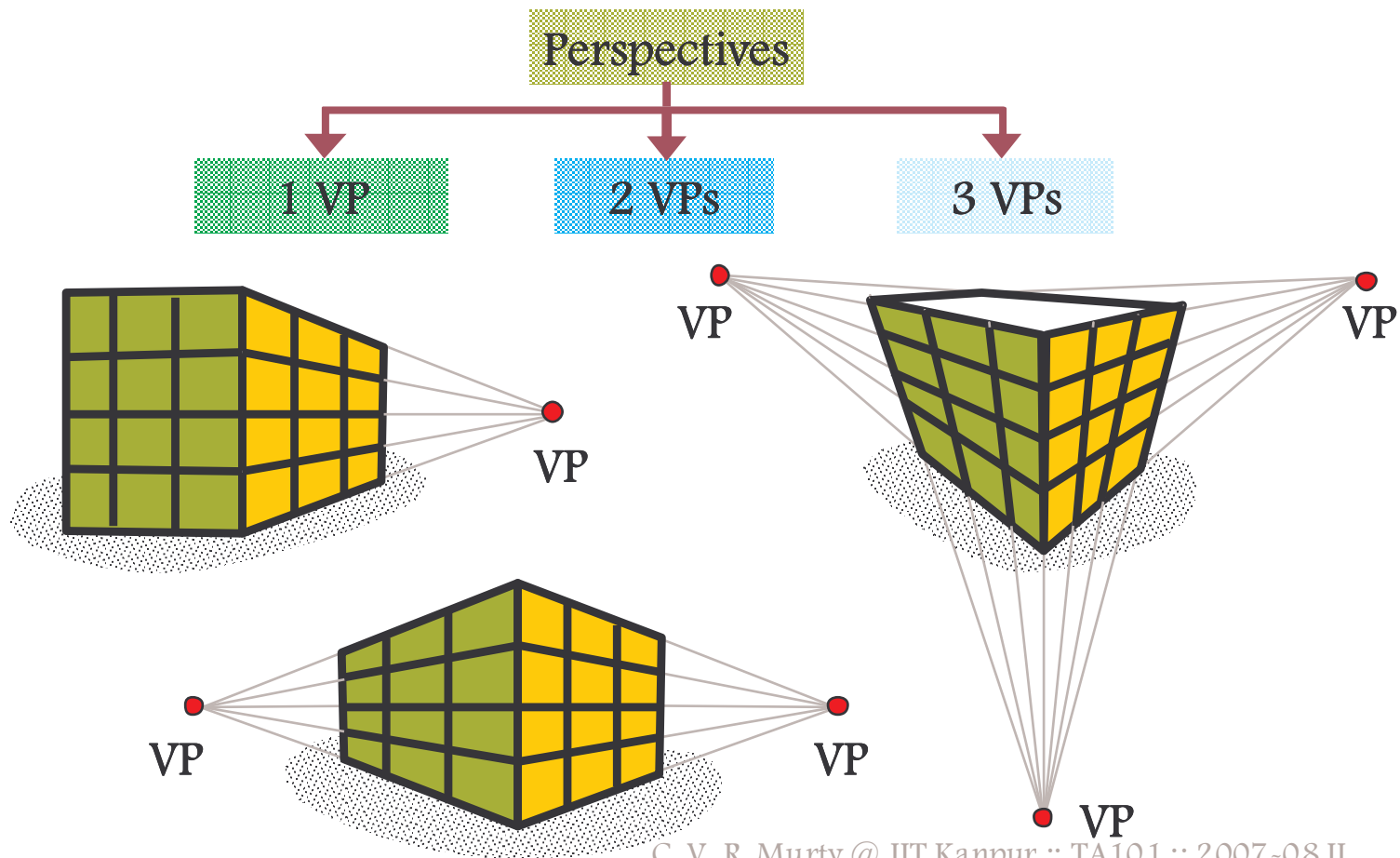
Viewing lines converge  
at a point  
*(Perspectives)*

All viewing lines  
are parallel  
*(Projections)*



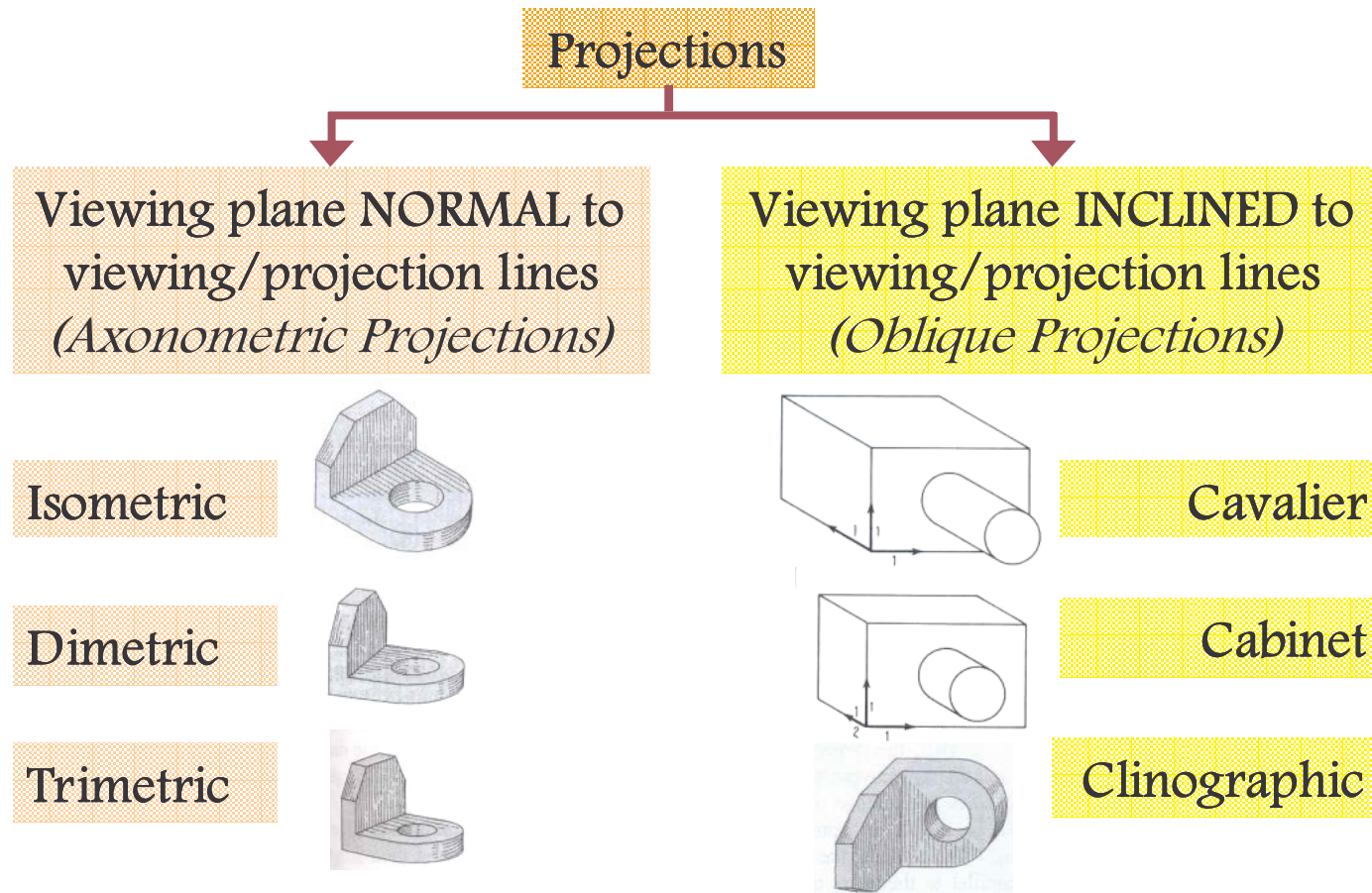
# CLASSIFICATION

- Perspective Views



# CLASSIFICATION

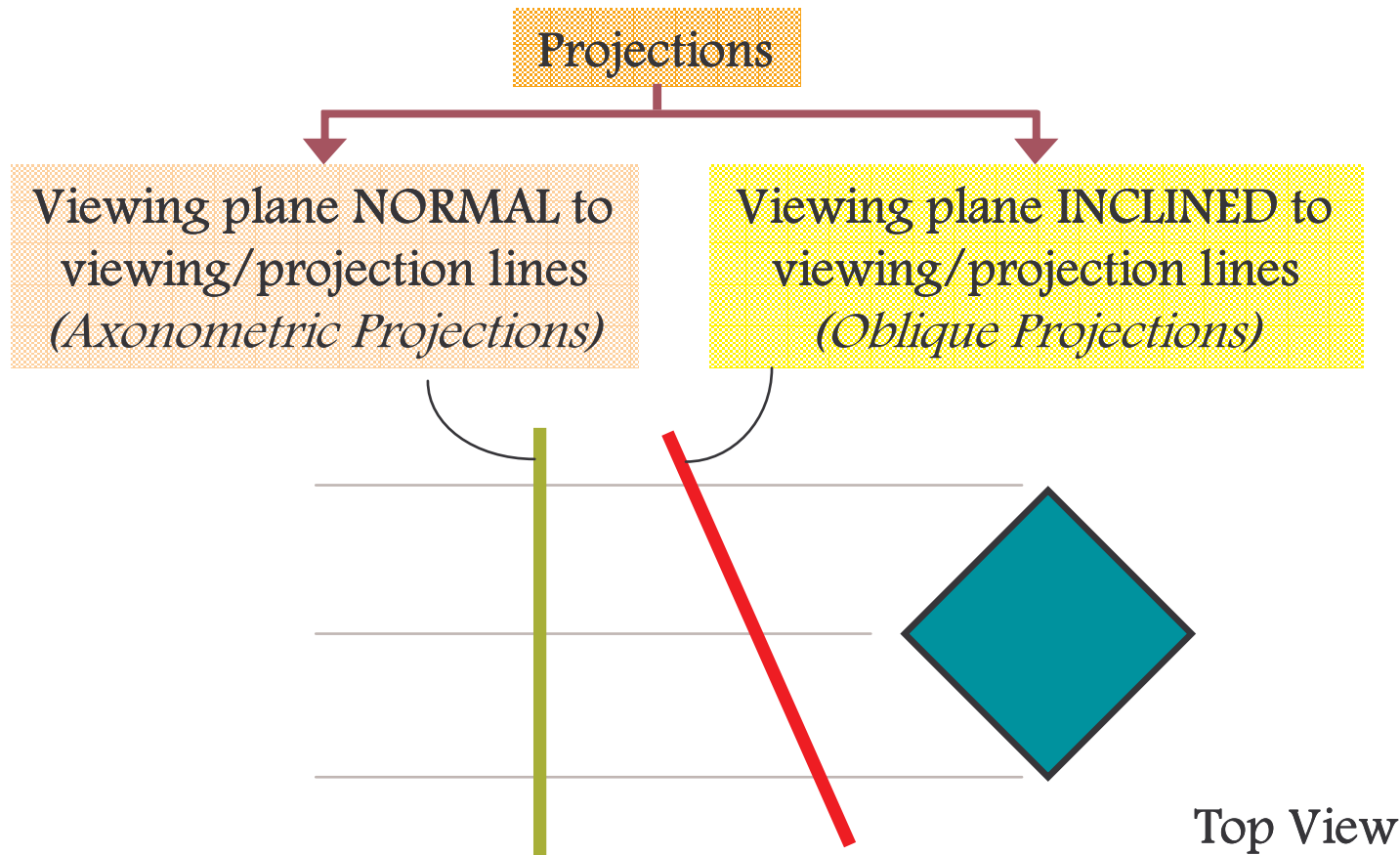
- Projections





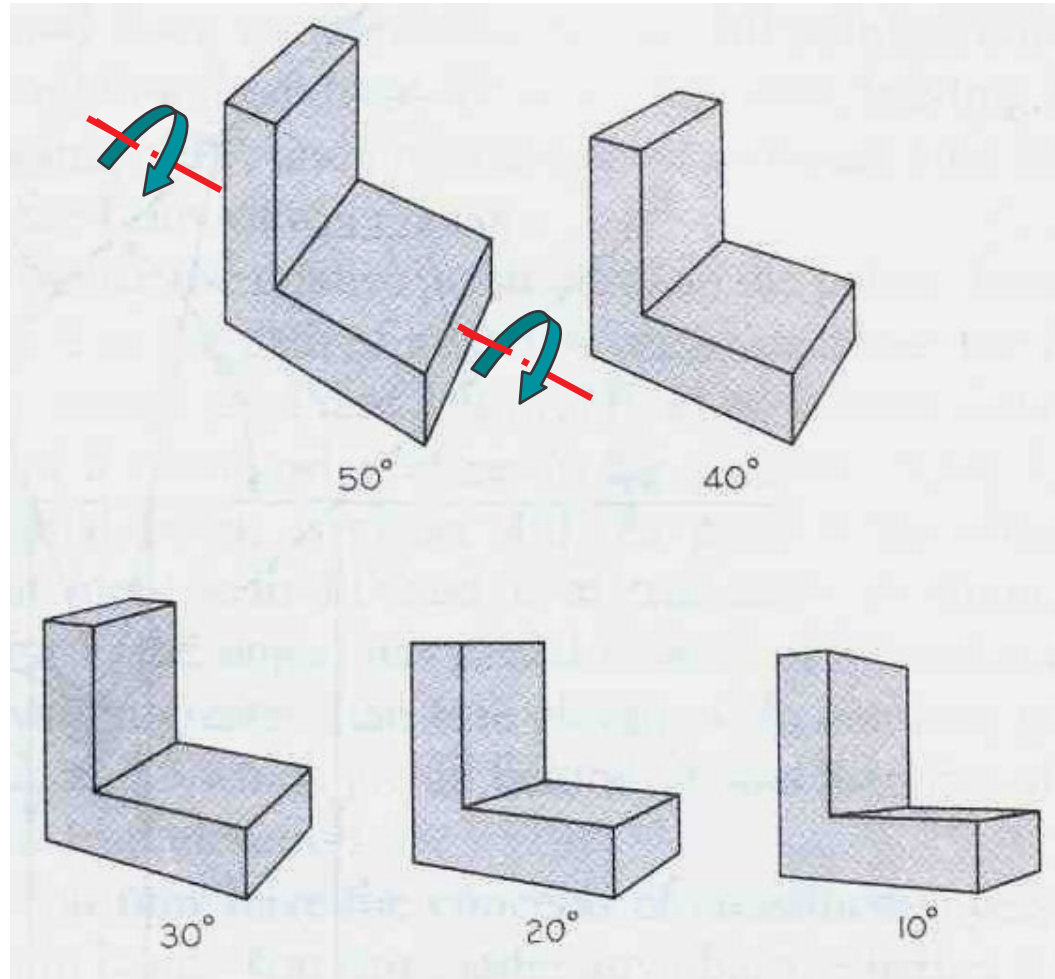
# CLASSIFICATION

- Projections



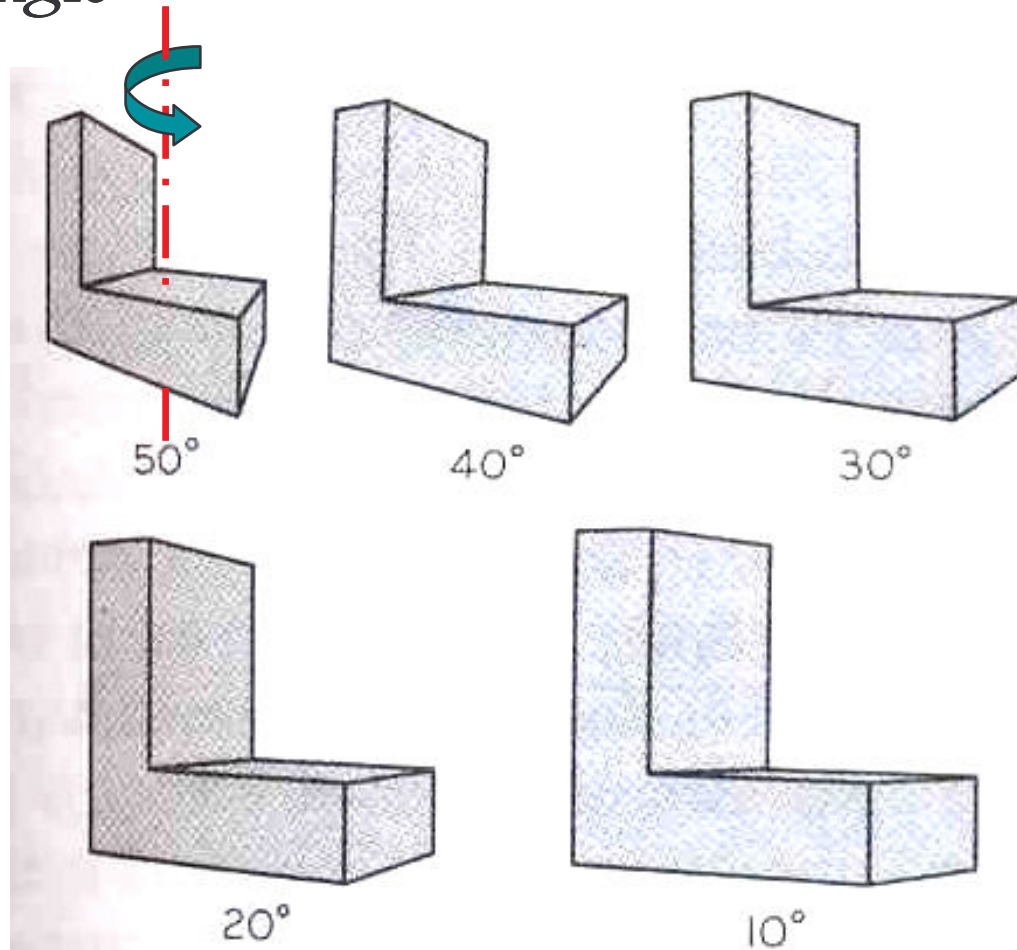
# VIEWING PLANES

- Vertical Angle



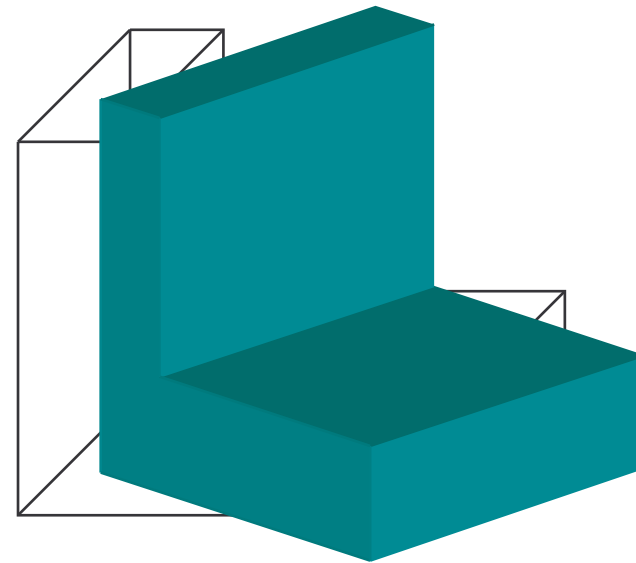
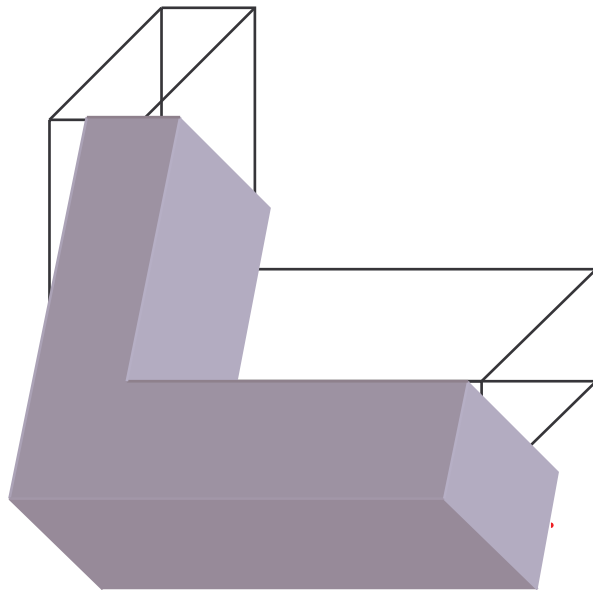
# VIEWING PLANES

- Horizontal angle



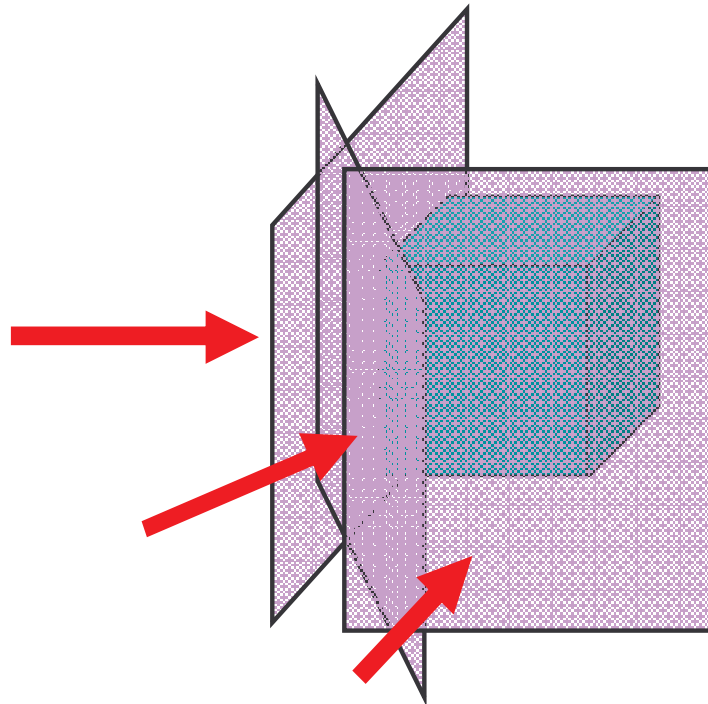
# VIEWING PLANES

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



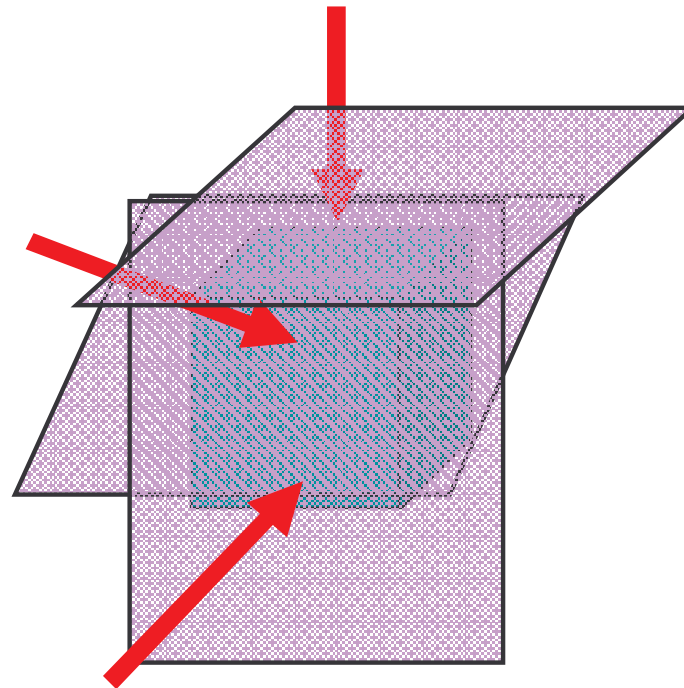
## VIEWING PLANES

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



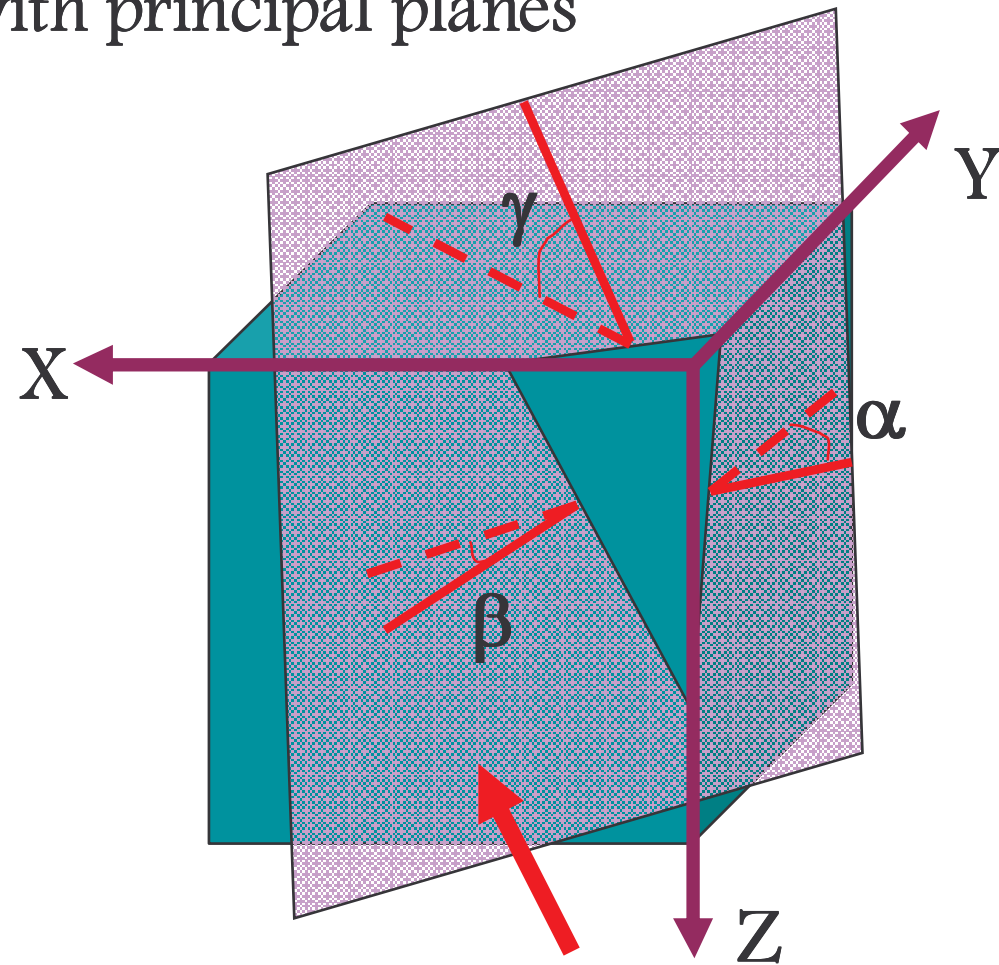
# VIEWING PLANES

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



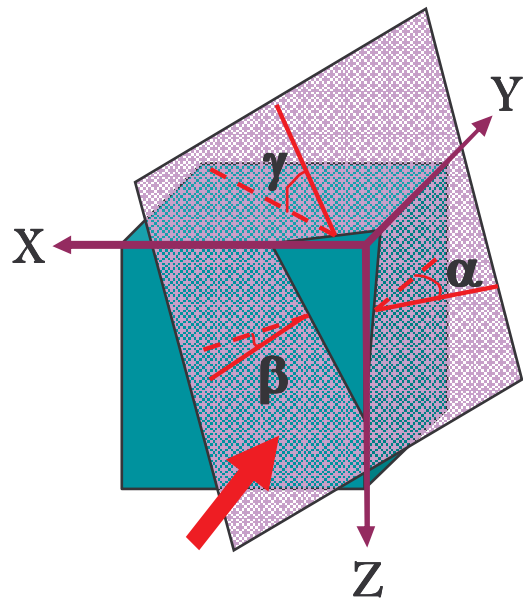
# VIEWING PLANES

- Angles with principal planes



# VIEWING PLANES

- Axonometric Projections
  - Viewing plane NORMAL to viewing/projection lines



Isometric

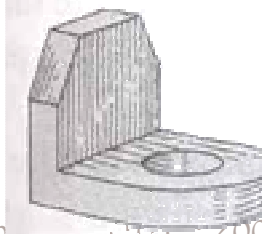
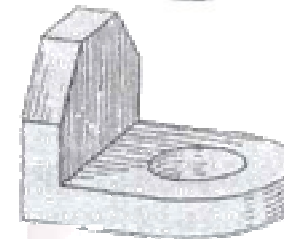
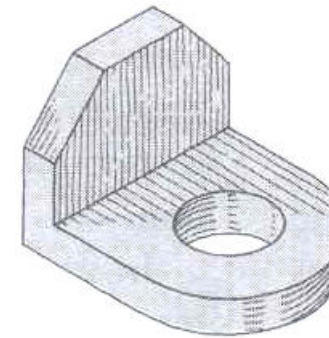
$$\alpha = \beta = \gamma$$

Dimetric

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

Trimetric

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

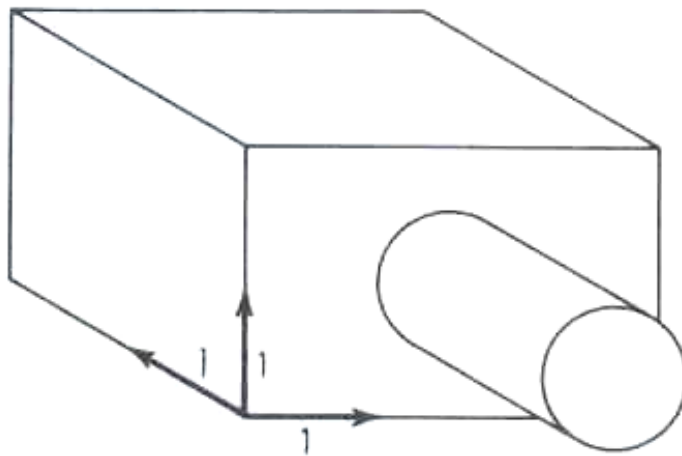




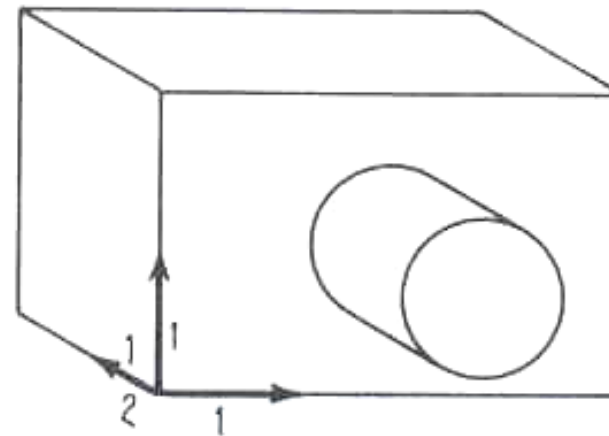
# VIEWING PLANES

- Oblique Projections

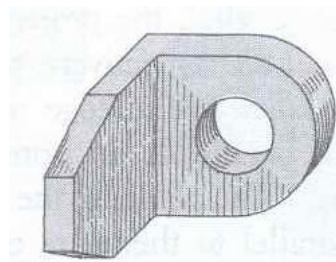
- Viewing plane INCLINED to viewing/projection lines



Cavalier



Cabinet



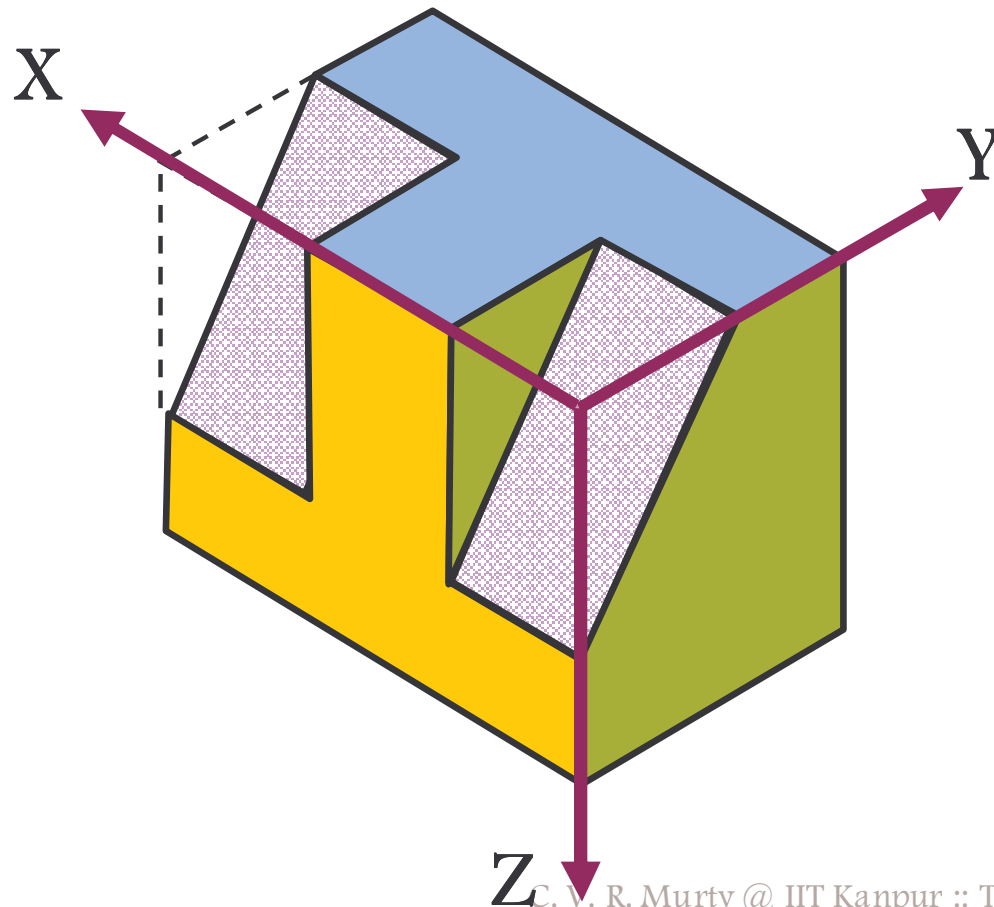
Clinographic



# PRINCIPAL PLANES

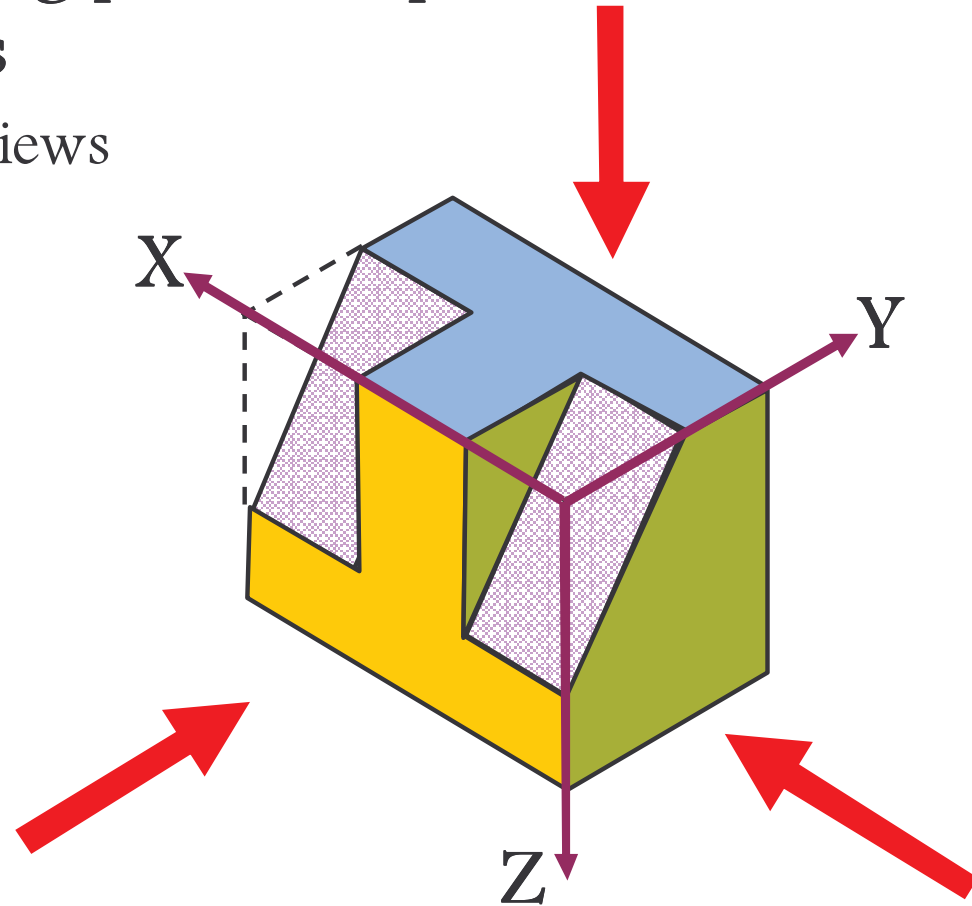
# ORTHOGRAPHIC PROJECTIONS

- Each object can be seen to have principle planes



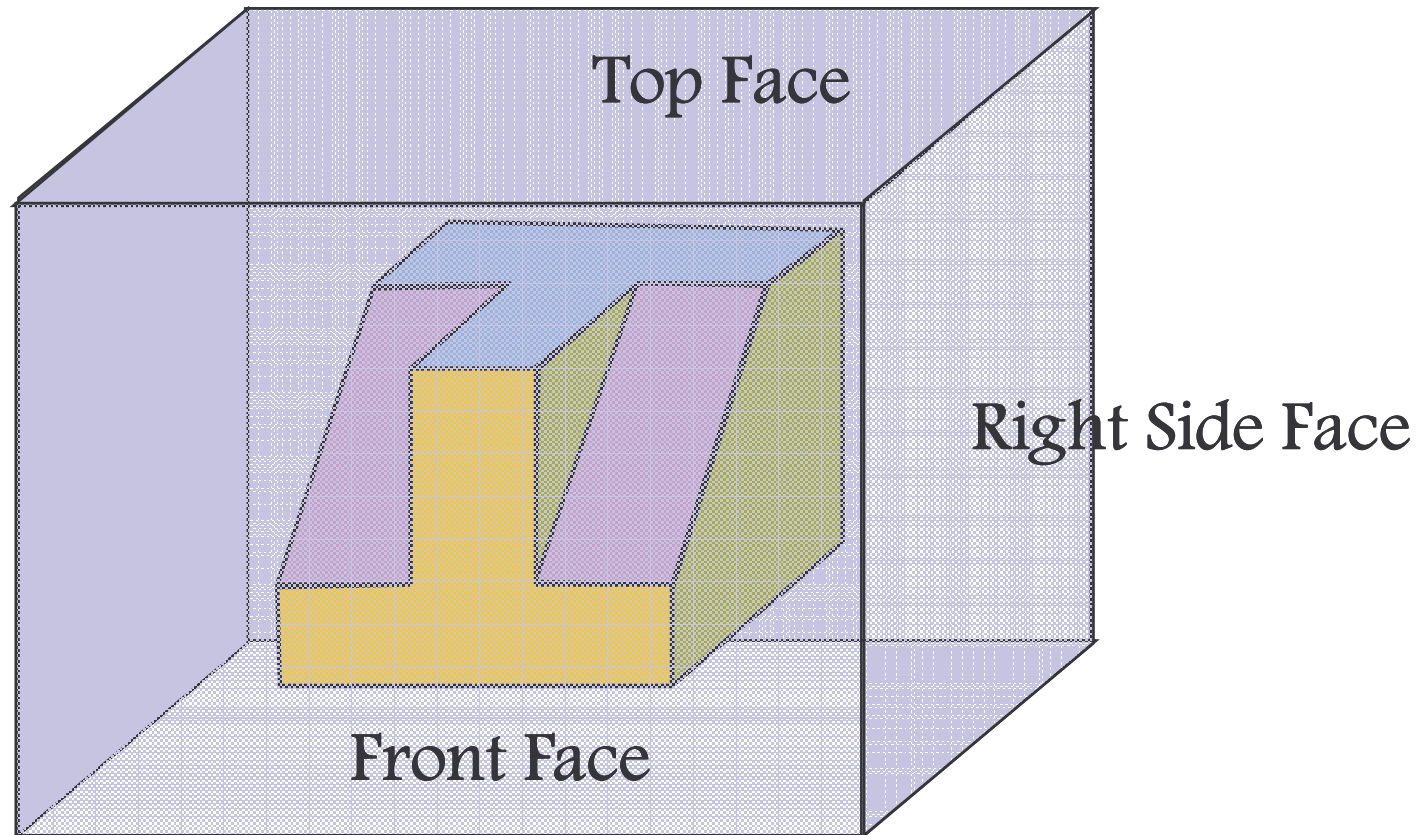
# ORTHOGRAPHIC PROJECTIONS

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



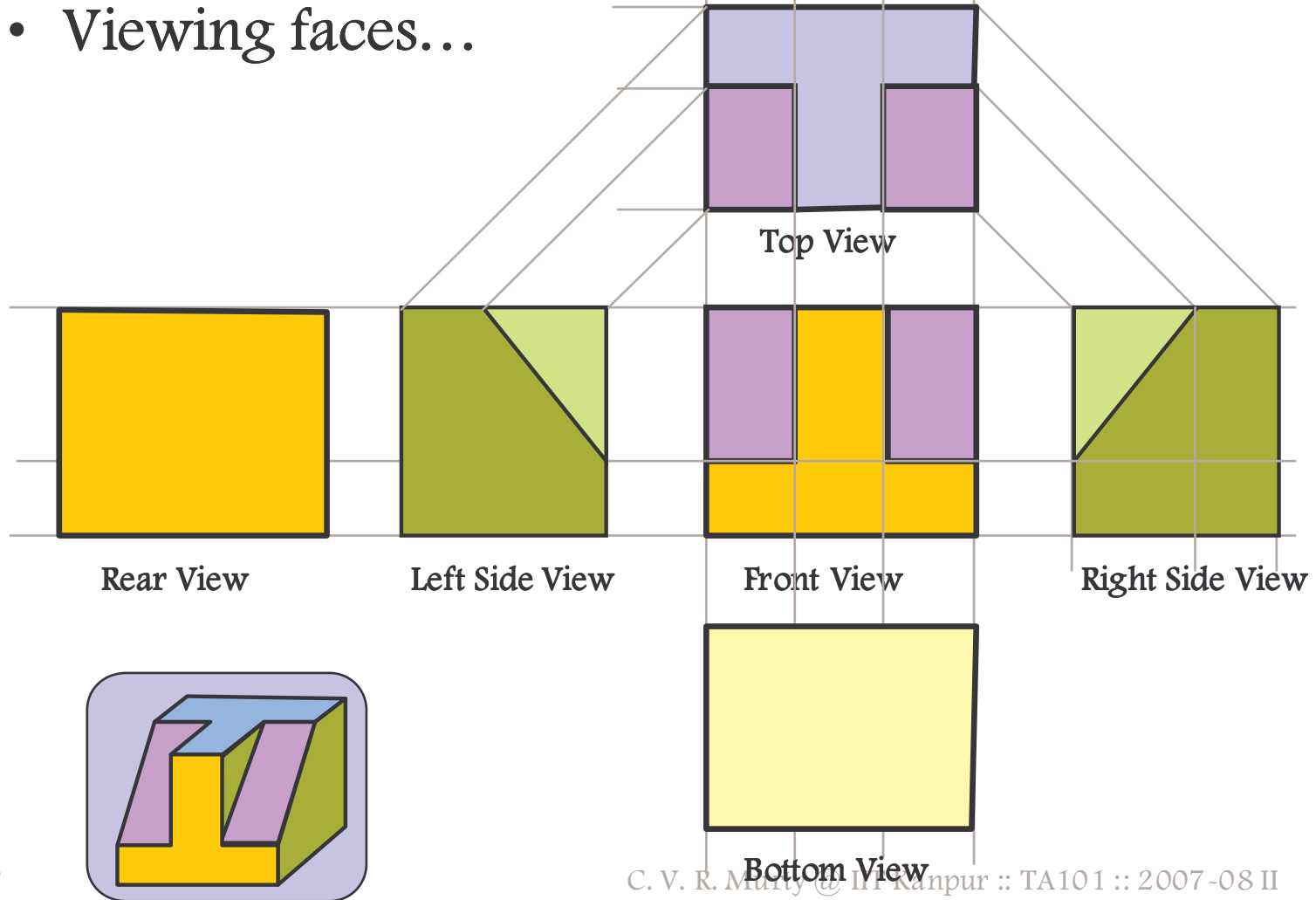
# TRANSPARENT VIEWING BOX

- Viewing faces

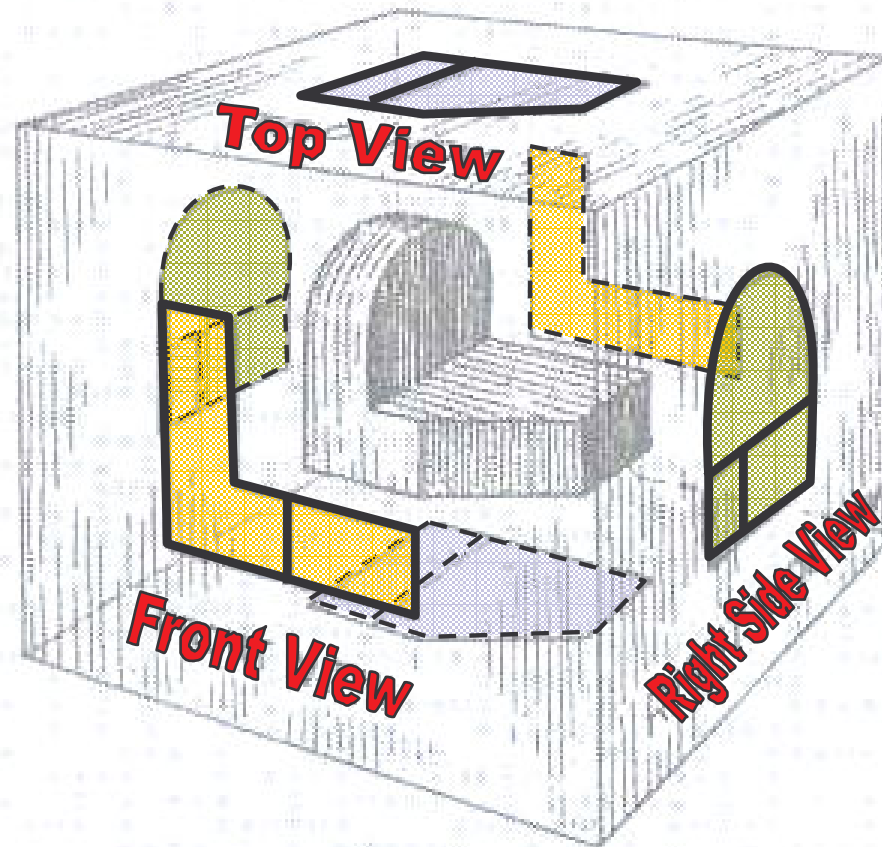


# TRANSPARENT VIEWING BOX

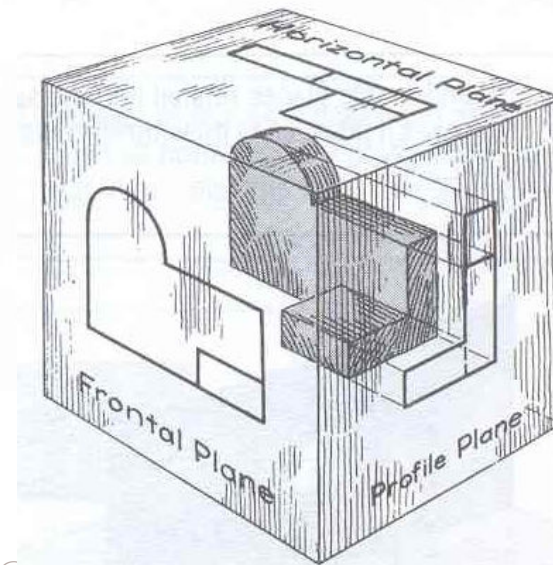
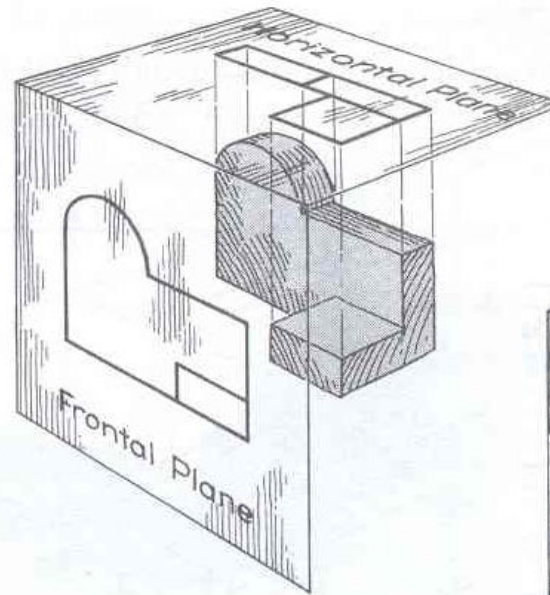
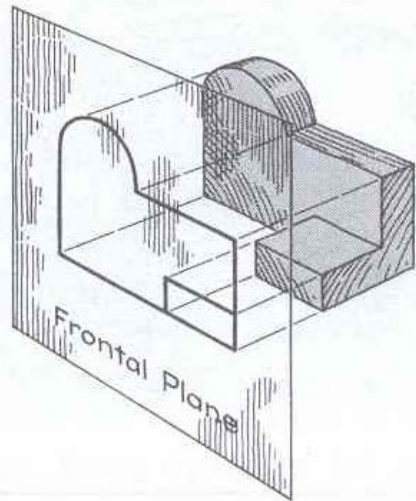
- Viewing faces...



# TRANSPARENT VIEWING BOX

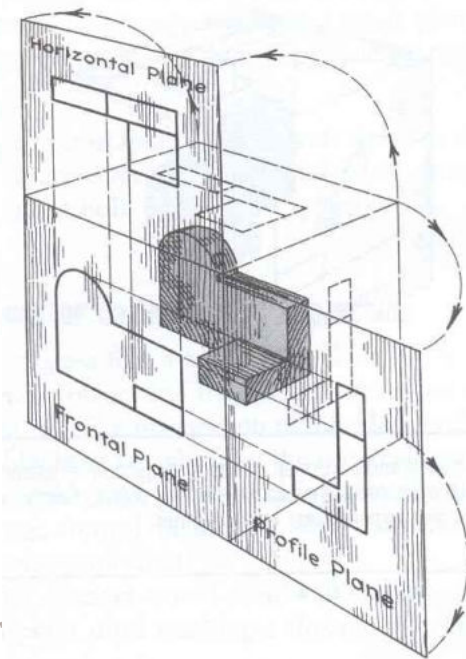
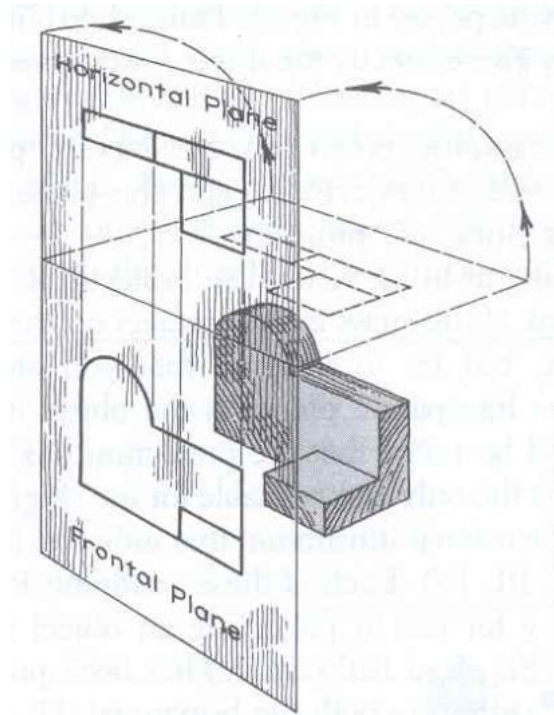
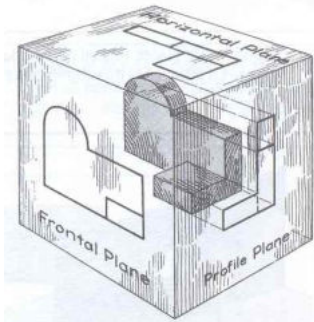
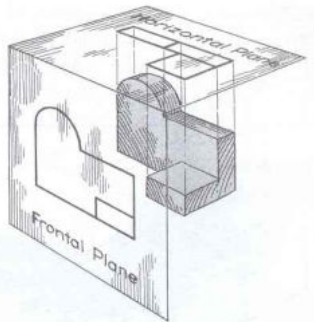
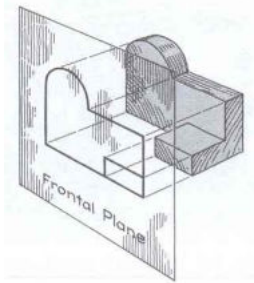


# TRANSPARENT VIEWING BOX





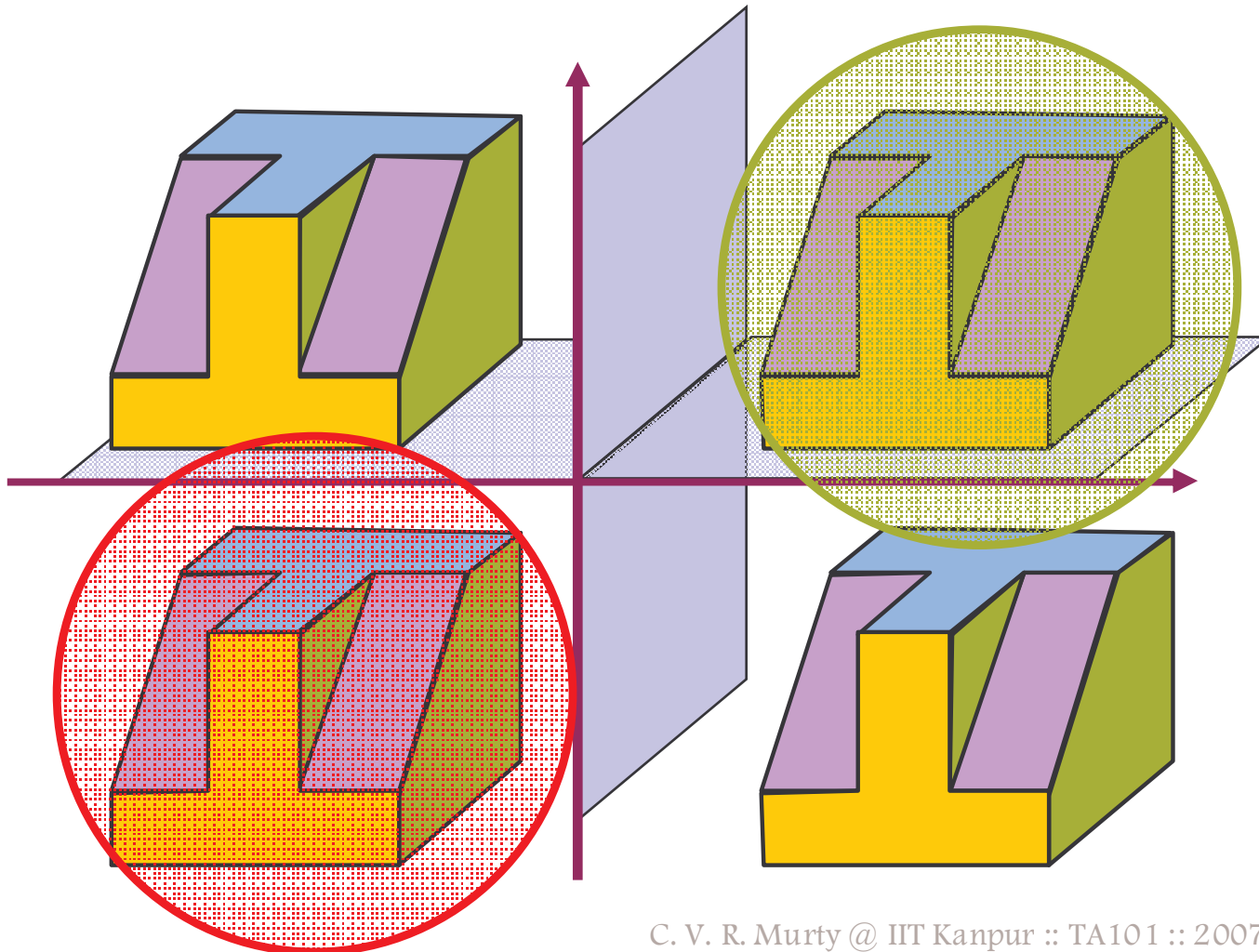
# TRANSPARENT VIEWING BOX





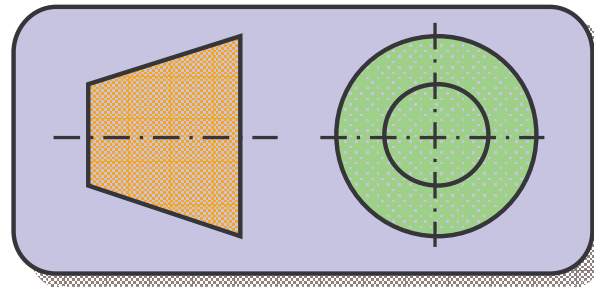
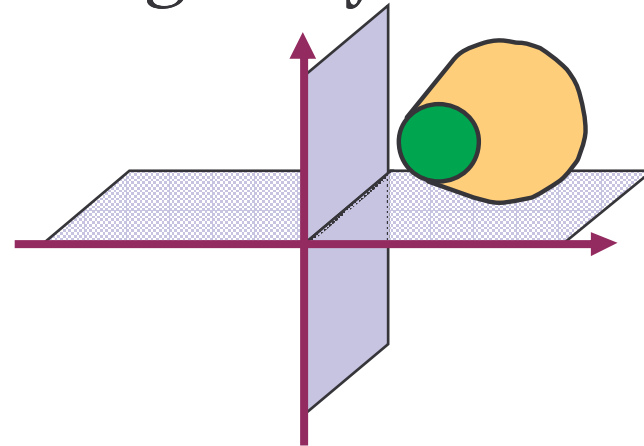
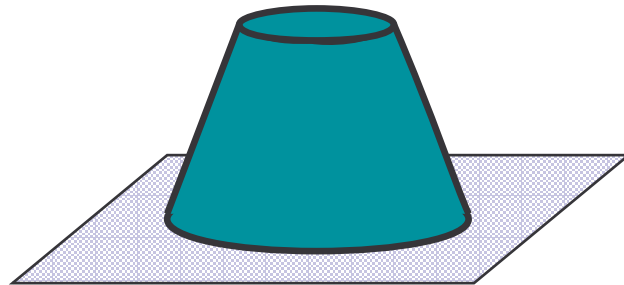
# ANGLES OF PROJECTION

# ORTHOGRAPHIC PROJECTIONS



# CONVENTION

- Convention to indicate FIRST Angle Projection

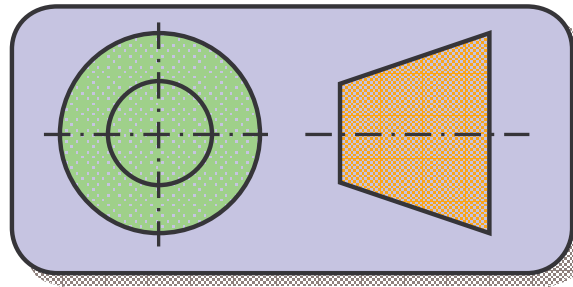


Right Side View  
*(drawn on left side)*

Front View

# CONVENTION

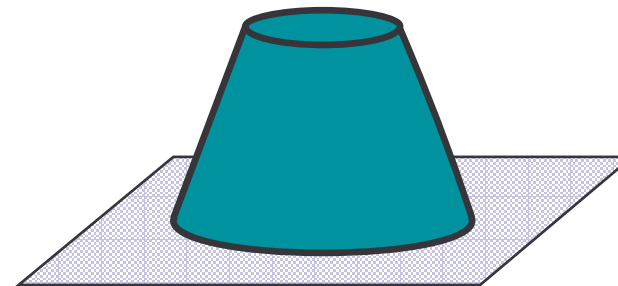
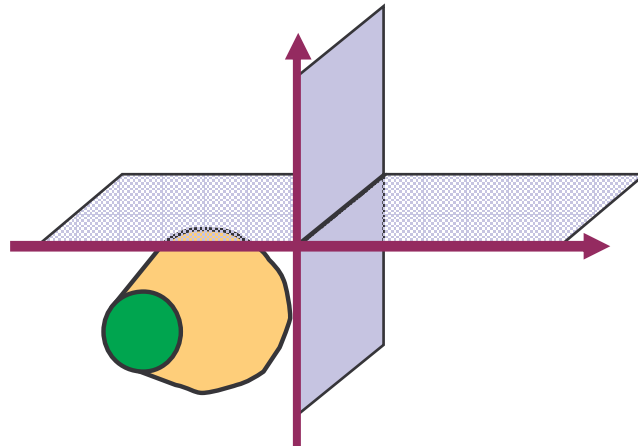
- Convention to indicate THIRD Angle Projection



Front View

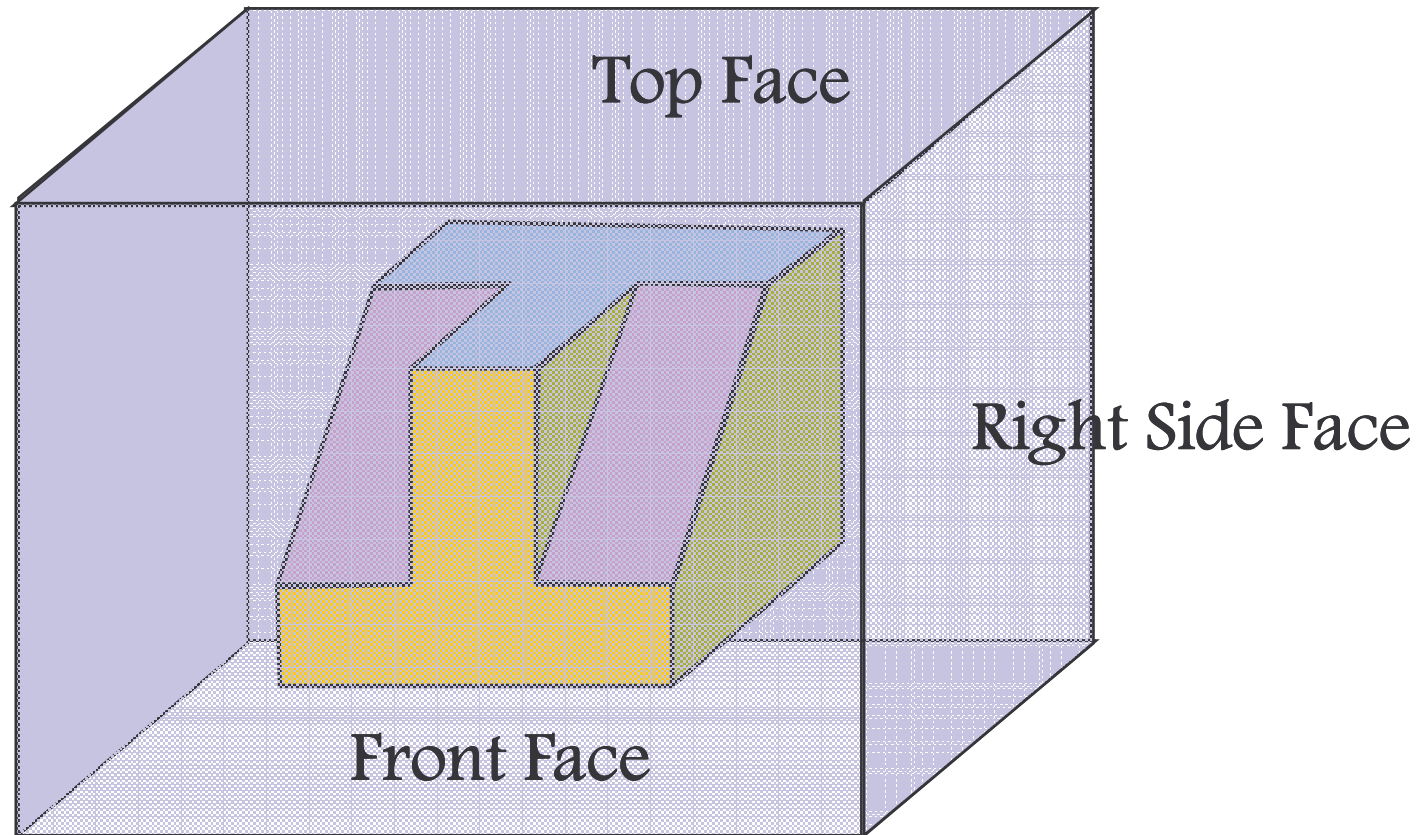
Right Side View

*(drawn on right side)*



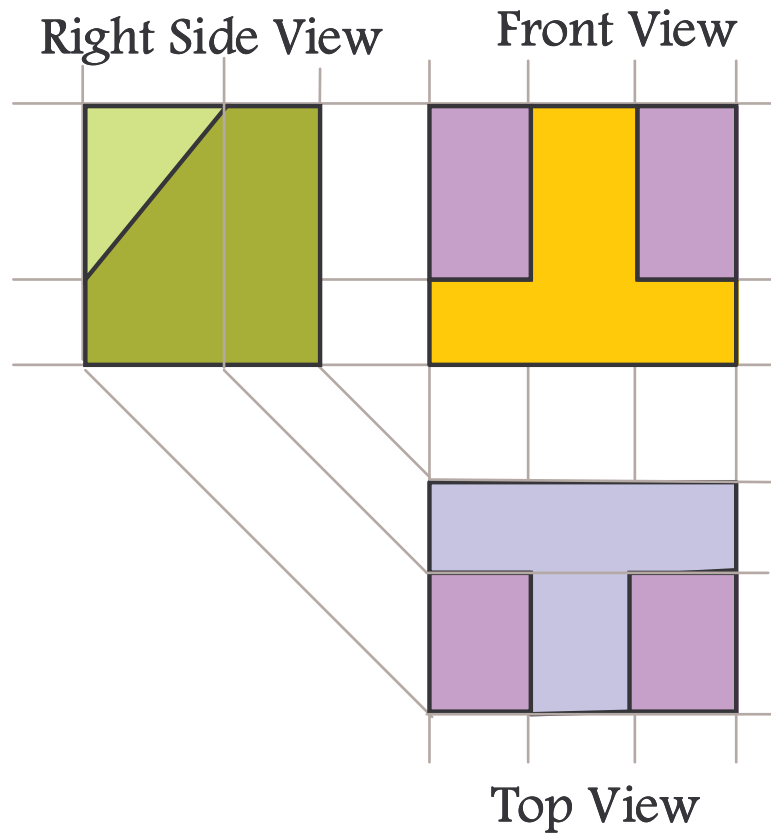
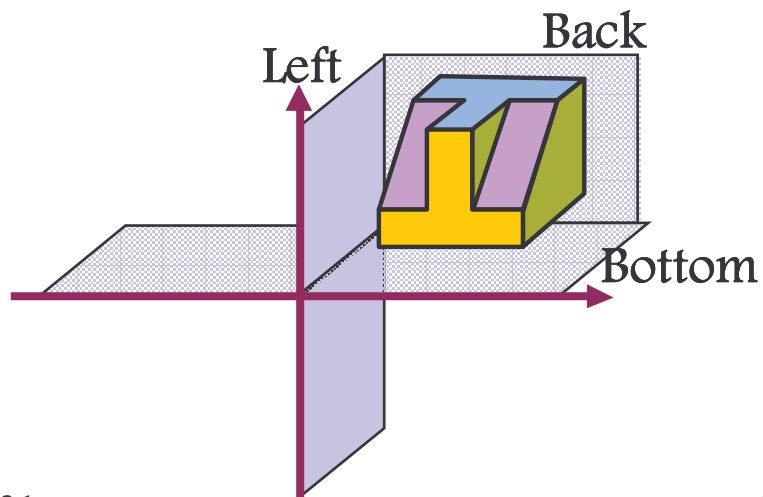
# TRANSPARENT VIEWING BOX

- Viewing faces



# TRANSPARENT VIEWING BOX

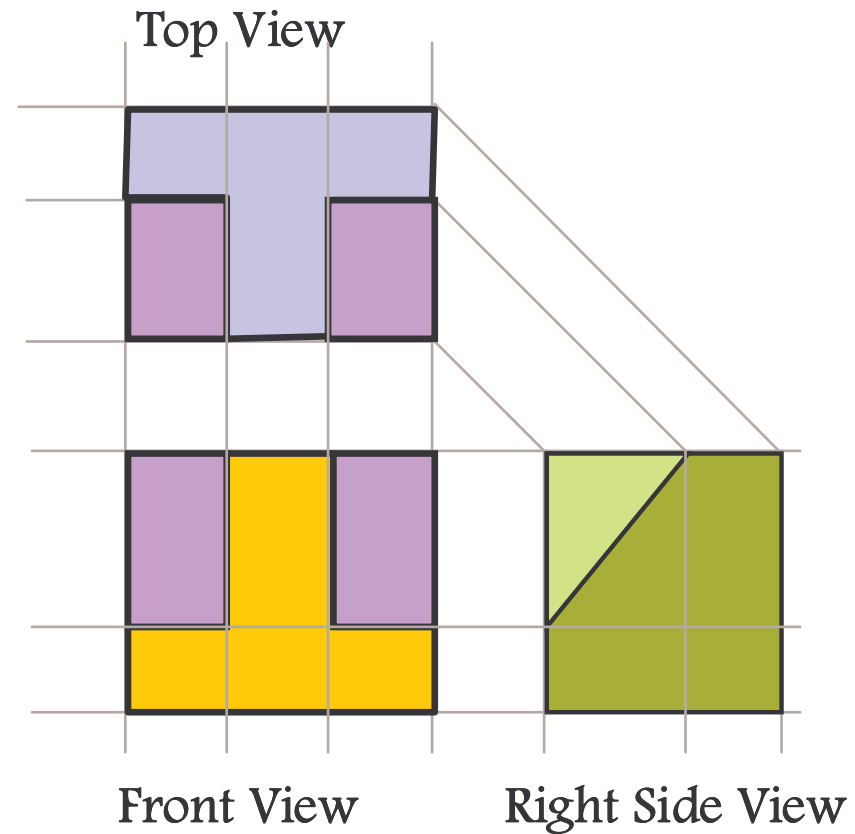
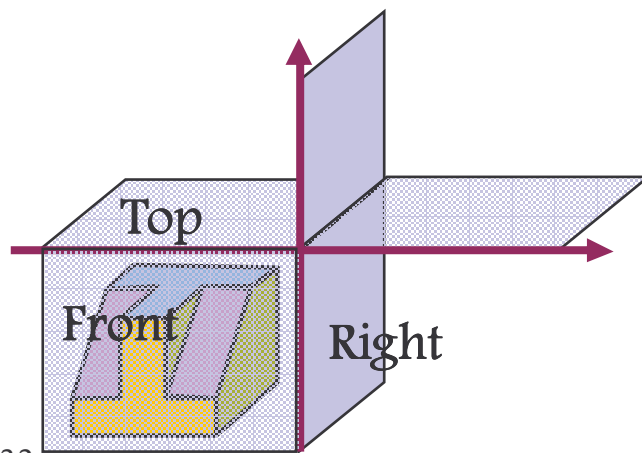
- **FIRST Angle Projection**
  - Object in front of plane



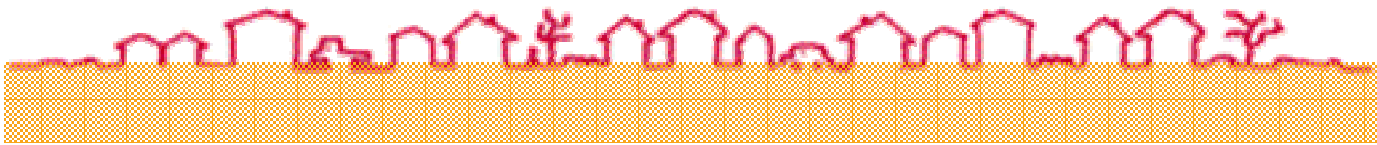
# TRANSPARENT VIEWING BOX

- **THIRD** Angle Projection

- Object behind plane







Have a Great Day!!

