# ME 1403 Engineering Practice & Graphics Fall - 2017

#### Lecture 20-A

Fundamentals of Drawing

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#### Basics of Drawing

#### Drawings:

- 1. Isometric Drawing
- 2. Perspective Drawing
- 3. Orthographic or Multiview Drawing

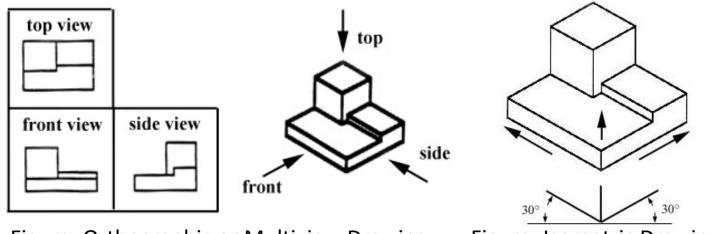


Figure: Orthographic or Multiview Drawing

Figure: Isometric Drawing

#### Dimensioning

- 1. Dimensions should NOT be duplicated, or the same information be given in two different ways.
- 2. No unnecessary dimensions should be used only those needed to produce or inspect the part.
- 3. Dimensions should be placed at finished surfaces or important center lines.
- 4. Dimensions should be placed so that it is not necessary for the observer to calculate, scale, or assume any measurement.
- 5. Dimensions should be attached to the view that best shows the shape of the feature to be dimensioned.
- 6. Avoid dimensioning to hidden lines wherever possible.
- 7. Dimensions should not be placed on the object unless that is the only clear option.

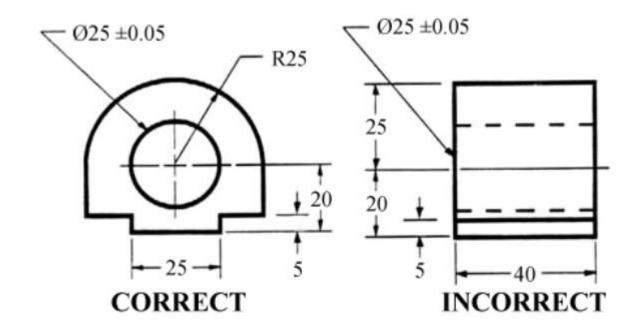
#### Dimensioning (Cont'd)

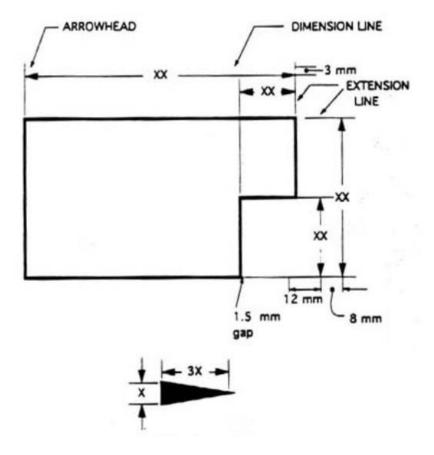
- 8. Overall dimensions should be placed the greatest distance away from the object so that intermediate dimension can nest closer to the object to avoid crossing extension lines.
- 9. A dimension should be attached to only one view (i.e., extension lines should not connect two views).
- 10. Never cross dimension lines.
- 11. Never cross extension lines.
- 12. A center line may be extended and used as an extension line.
- 13. Leaders should slope at a 30, 45 or 60 degree angle.
- 14. Dimension numbers should be centered between arrowheads, except when using stacked dimensions then the numbers should be staggered.
- 15. In general, a circle is dimensioned by its diameter, an arc by its radius.
- 16. Holes should be located by their center lines.

#### Dimensioning (Cont'd)

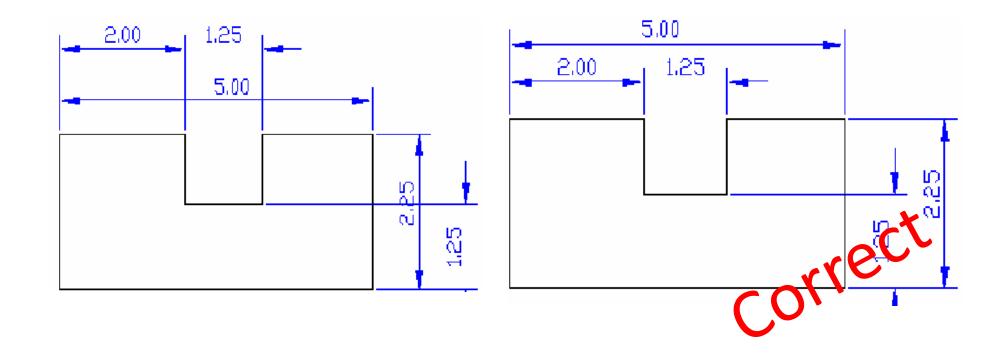
- 17. Holes should be located in the view that shows the feature as a circle.
- 18. Extension lines start approximately 1/16" from the object and extend 1/8" past the last dimension.
- 19. The first dimension is approximately. ½" from the object and spaced uniformly approximately. 3/8" apart.
- 20. Always dimension the actual size of the object not the scaled size.

#### Dimensioning (Cont'd)

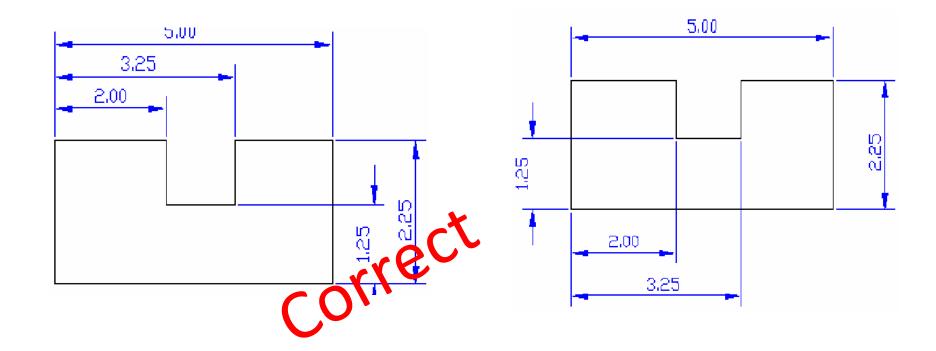




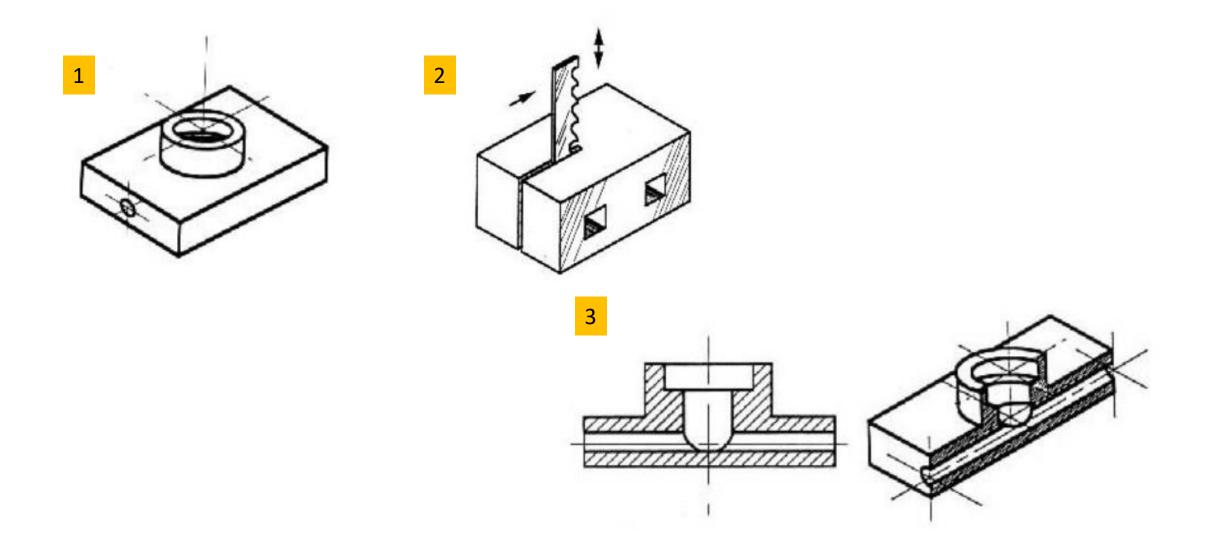
## Quiz



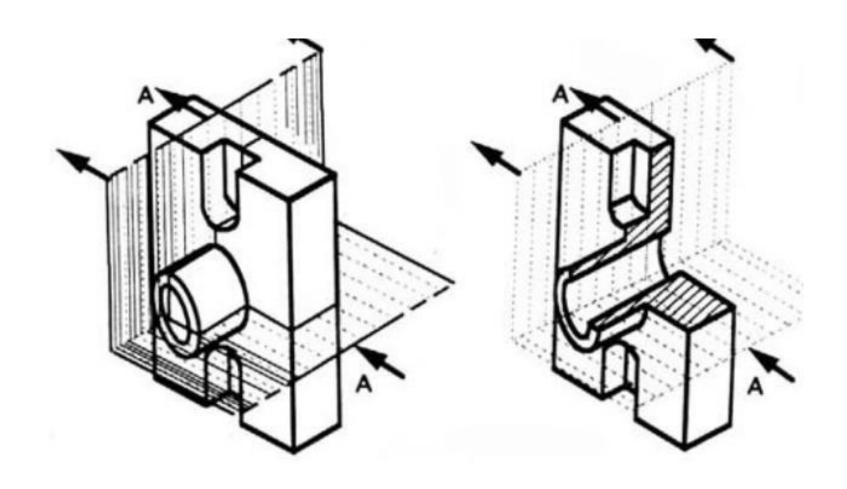
# Quiz



#### Section



### Half Section



### Sectioning Objects with Holes, Ribs, Etc.

