Practice it! And skill comes from note: these take skill created.

That others have to read drawings you must be able.

Goals:

Pictorial - Multi-view

Representation

Object(s)

1. To produce multi-view of object(s)

Only one interpretation possible! Cartesian coordinate system.
VIEWPOINT

VIEW

PRINCIPAL VIEWS

LEFT PROFILE

(1', 0', 0)

(0', 1', 0)

(0', 0', 1)

(0', 0', 0)

TOP

(0', 1', 0)

(0', 0', 0)

(0', 0', 1)

FRONT

RIGHT PROFILE

(1', 0', 0)

(0', 1', 0)

(0', 0', 1)

(0', 0', 0)

REAR

BOTTOM

A PARTicular ORIENTATION looks at the ORigin (0', 0', 0)

such that when one

the viewer is squaRe (x', y', z') at which

space (x, y, z) from which

a POinT in CartesiaN

VIEWPOINT DEFINITION
Steps - Multiview Drawing

1. Enclose pictorial in a rectangular glass box
2. Place pictoral in a rectangular box
   1. Place pictoral in a system.

Views
Outline the necessary.

Determine the overall.

Shape
* View to see in Trace
need an auxiliary
2. Dotted as needed

Oblique Surfaces

Length
1. An edge (appears as a line)
   2. Or in trace shape
   3. All edges appear

Parallel Surfaces
   (Horizontal, Vertical)
(Hidden Lines)
(Hint: Least number of the front position characteristic view in note: place the most one view to another a time - project from add details one at relate views top front p.p.)
ORTHOGONAL VIEWS

SIX PRINCIPAL VIEWS

TOP VIEW

HORIZONTAL (HORIZONAL)