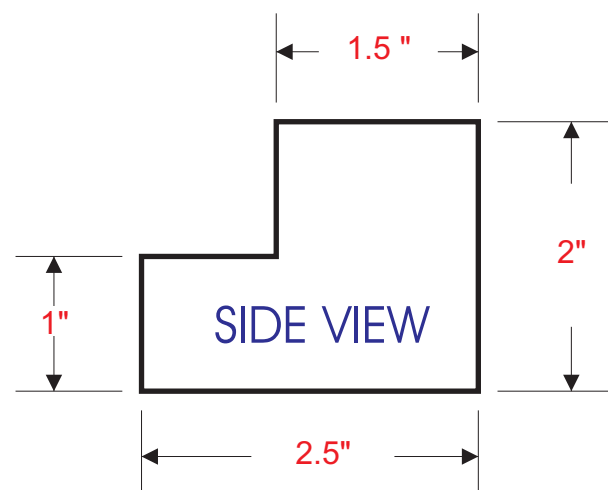
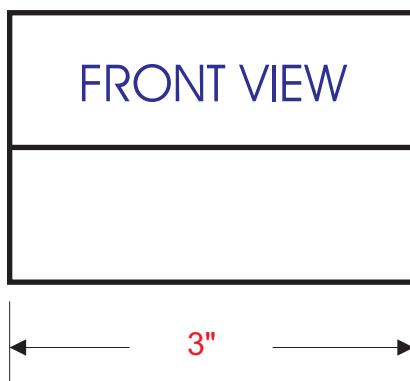
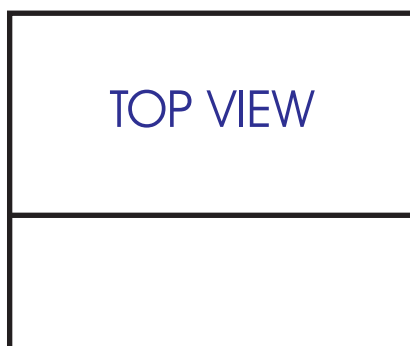
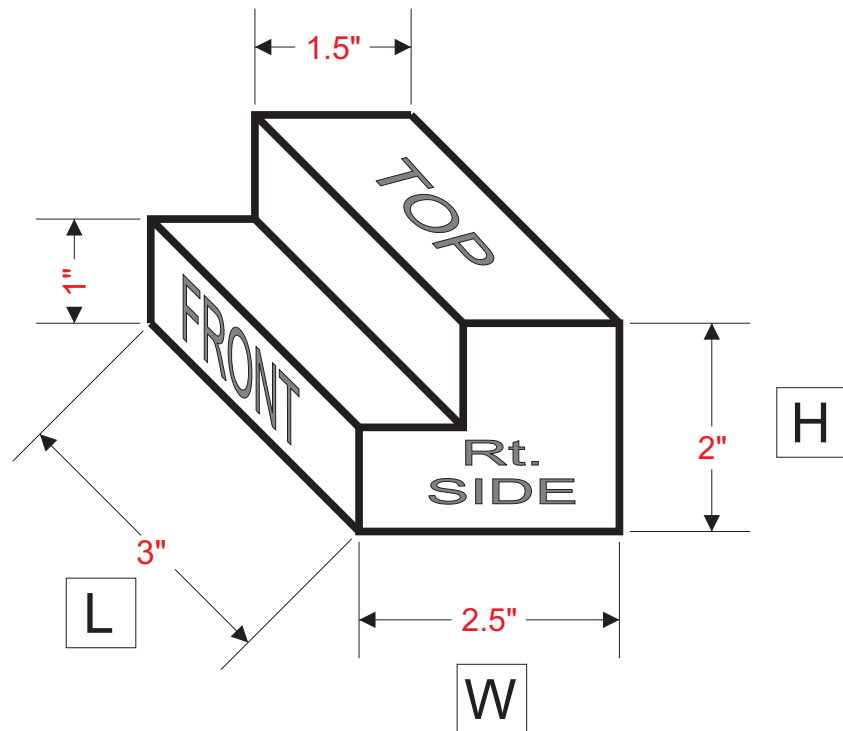


# Orthographic Projection Drawings

Orthographic Projection drawings (sometimes called 3 - View or Multi-View Drawings) are an important part of the engineering process. As a rule, they show an object from three different views (Usually the Front, Top, & Right Side). Each of the views are drawn 2-D (two dimensional), and have dimensions labeling the length, width, and height of the object. An Orthographic Projection drawing should also include an isometric (3-D) sketch, to serve as a visual aid. We never include dimensions on the Isometric sketch. If you follow the following steps to complete a Multi-View Drawing, you shouldn't have any trouble, drawing any shape.

*Follow these steps for each shape.*

1. Front View
2. Top View
3. Right Side View
4. Dimensions
5. Isometric Sketch



# Blocks = Inches

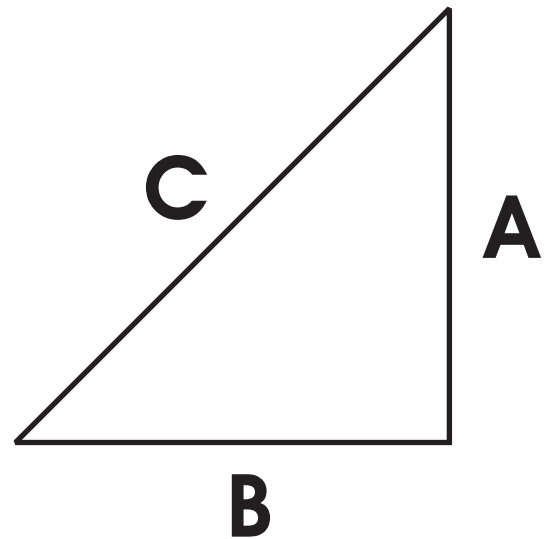
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	

Object Lines \_\_\_\_\_

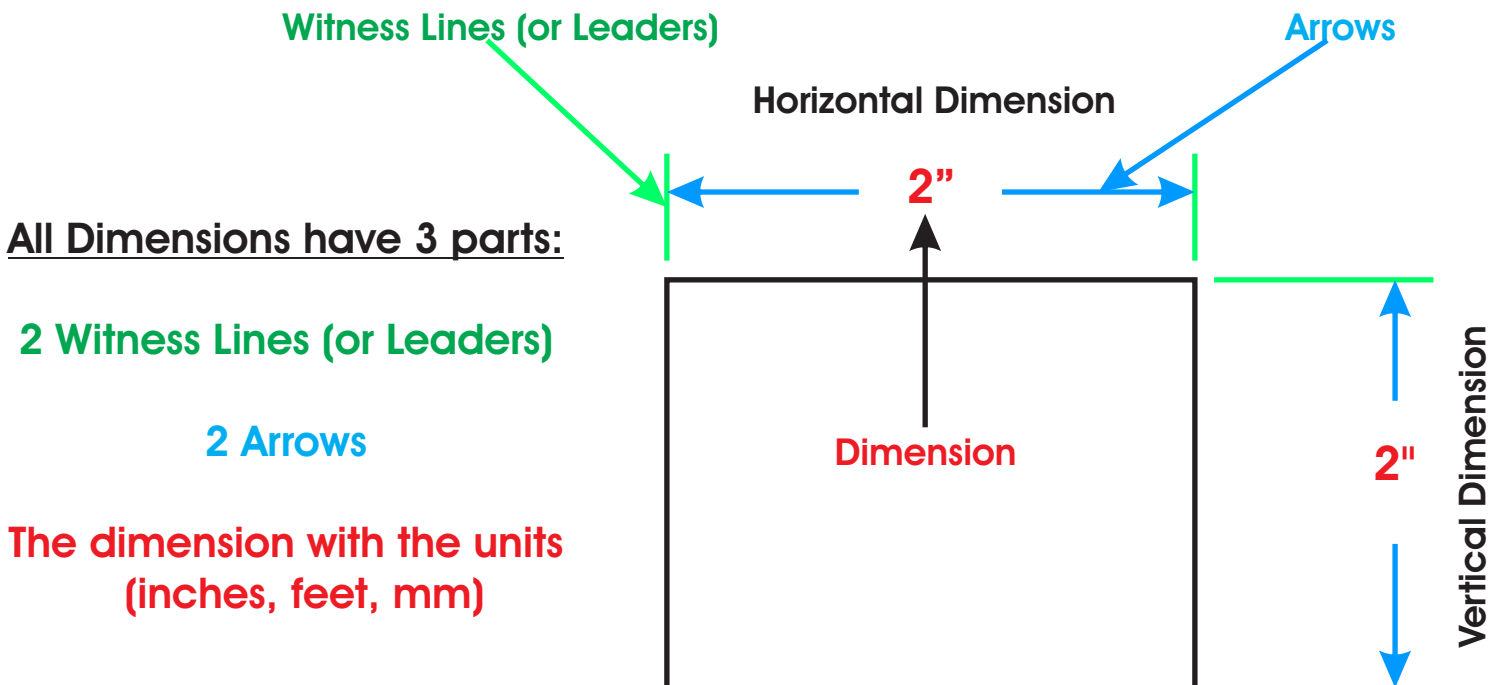
Hidden Lines - - - - -

Pythagorean theorem:  $A^2 + B^2 = C^2$

To solve for C:  $C = \sqrt{A^2 + B^2}$

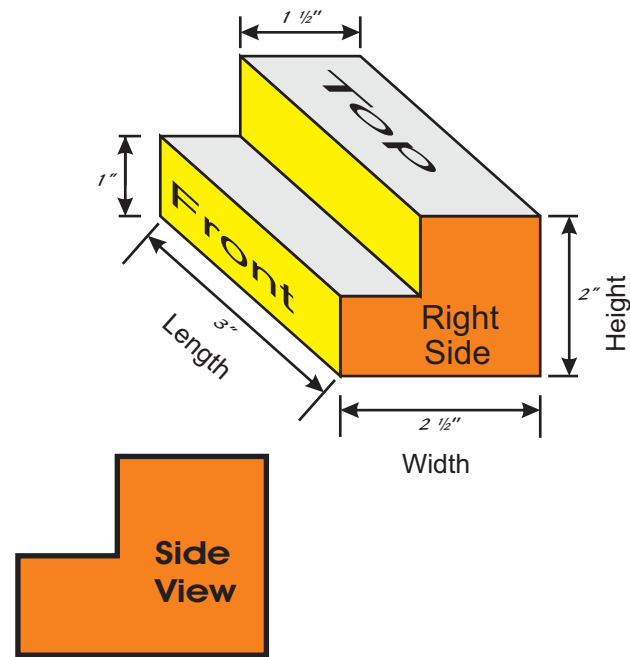
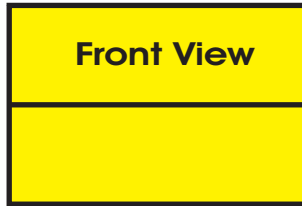
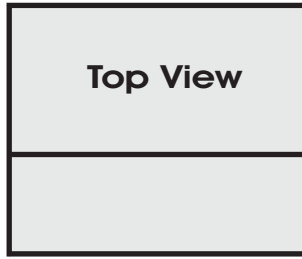


# DIMENSIONS

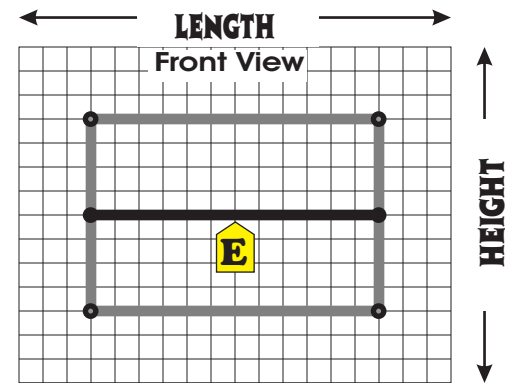
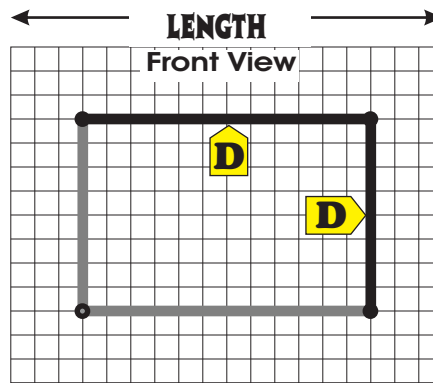
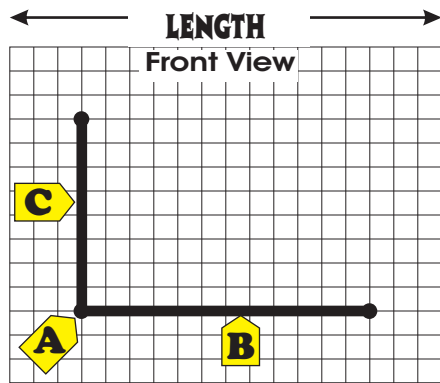


# ORTHOGRAPHIC PROJECTION

1. Front View
2. Top View
3. Right Side View
4. Dimensions
5. Isometric View

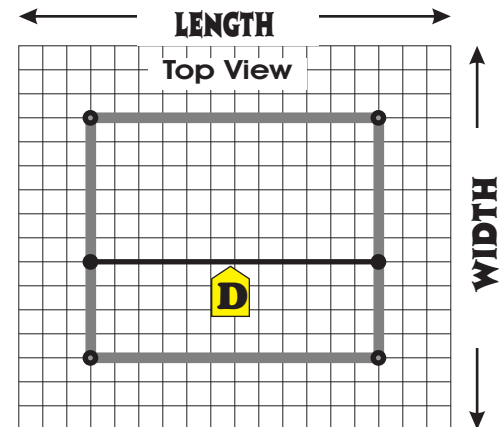
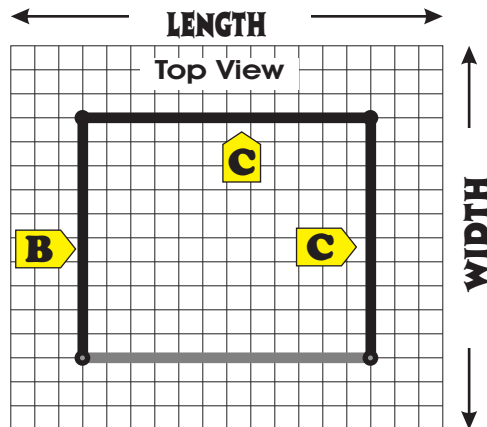
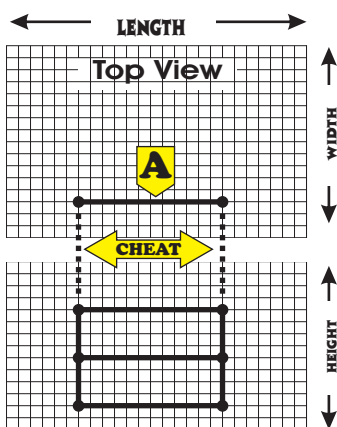


## STEP 1



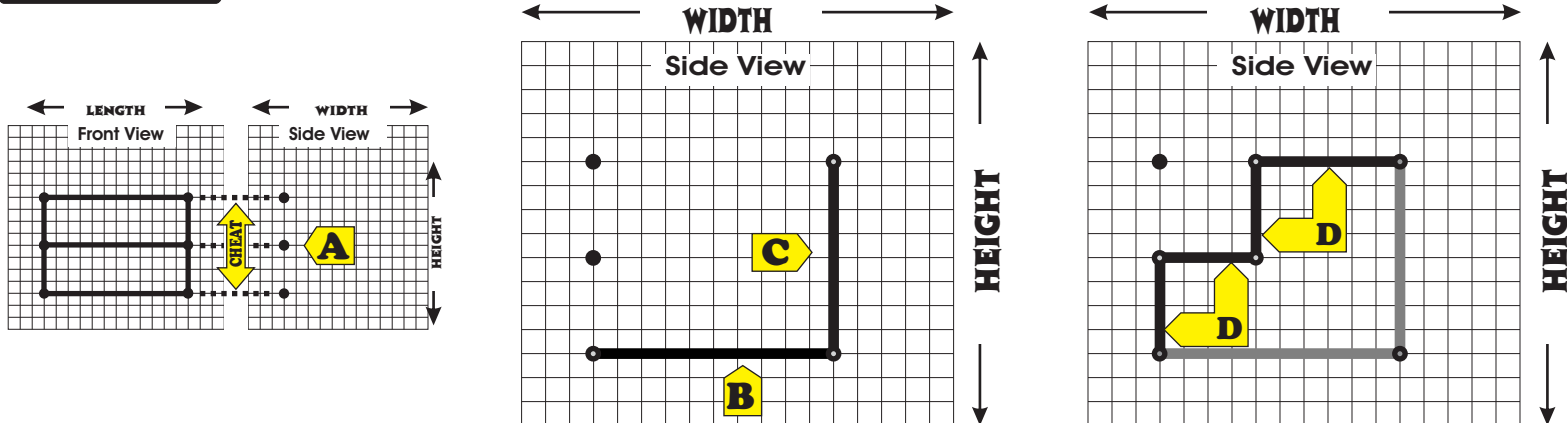
- A - Place a point of origin 3 blocks over and 3 blocks up
- B - Draw in the object line representing the overall length (3 inches or 12 blocks)
- C - Draw in the object line representing the overall height (2 inches or 8 blocks)
- D - Finish drawing the object lines that represent the outside edges of the shape
- E - Measure and draw any other object lines that represent more surfaces

## STEP 2



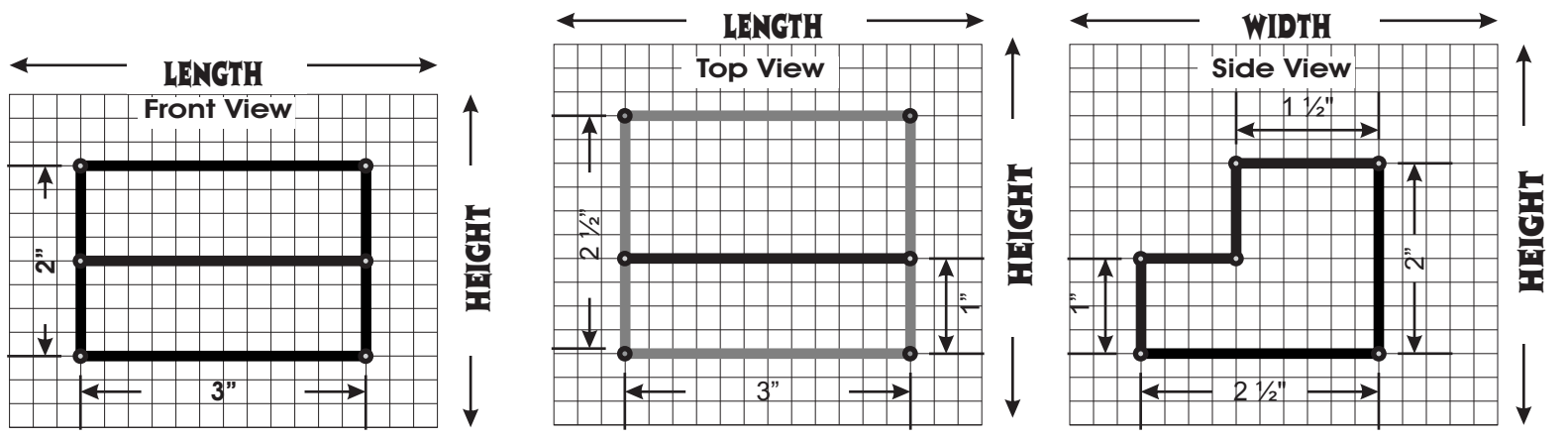
- A - CHEAT Transfer the length of the shape to the top view by drawing dotted lines
- B - Draw in the object line representing the overall width (2 1/2 inches or 10 blocks)
- C - Finish drawing the object lines that represent the outside edges of the shape
- D - Measure and draw any other object lines that represent more surfaces

### STEP 3



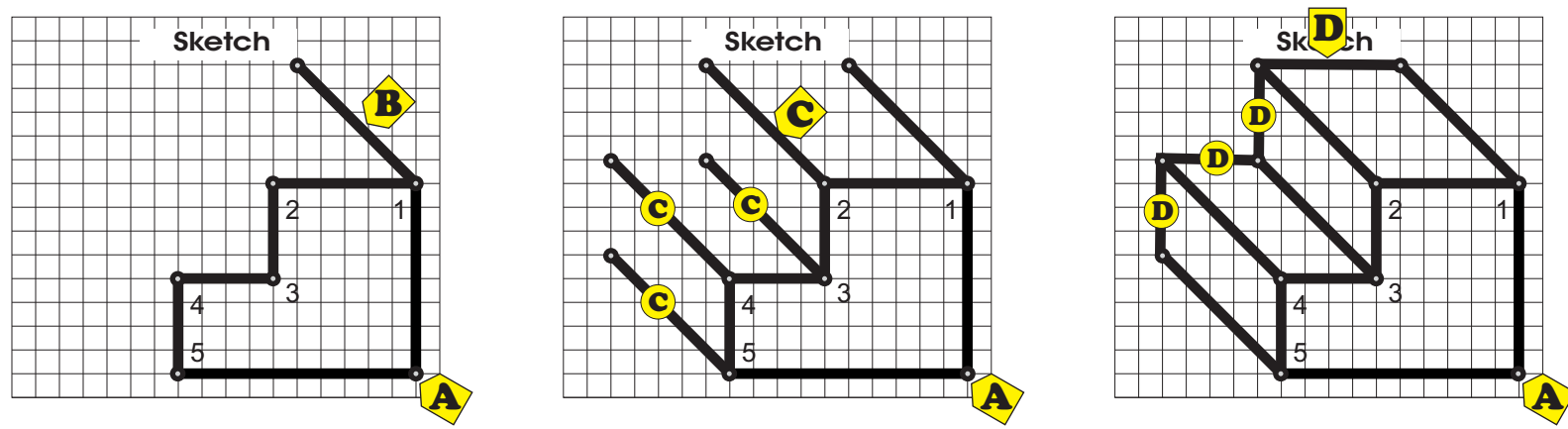
- A- *CHEAT* Transfer the height of the shape to the side view by drawing dotted lines
- B- Draw in the object line representing the overall width (2 1/2 inches or 10 blocks)
- C- Draw in the object line representing the overall height (2 inches or 8 blocks, you also have a dot that represents the height)
- D- Finish drawing the object lines that represent the outside edges of the shape

### STEP 4



- A - Dimension the overall length (either the front or top view)
- B - Dimension the overall height (either the front or side view)
- C - Dimension the overall width (either the top or side view)
- D - Dimension any other edges, cut-outs, slants, holes, etc. (don't over dimension, it only makes the drawing look messy)

### STEP 5



- A- Draw the side view of the shape in the bottom right corner of the sketch box (over one up one)
- B- Starting at point #1, draw a diagonal line up to the left 5 intersections. (take your time and hit each diagonal intersection)
- C- Repeat step B for points 2, 3, 4, and 5.
- D- Now simply connect all 5 dots and your isometric view will be complete.