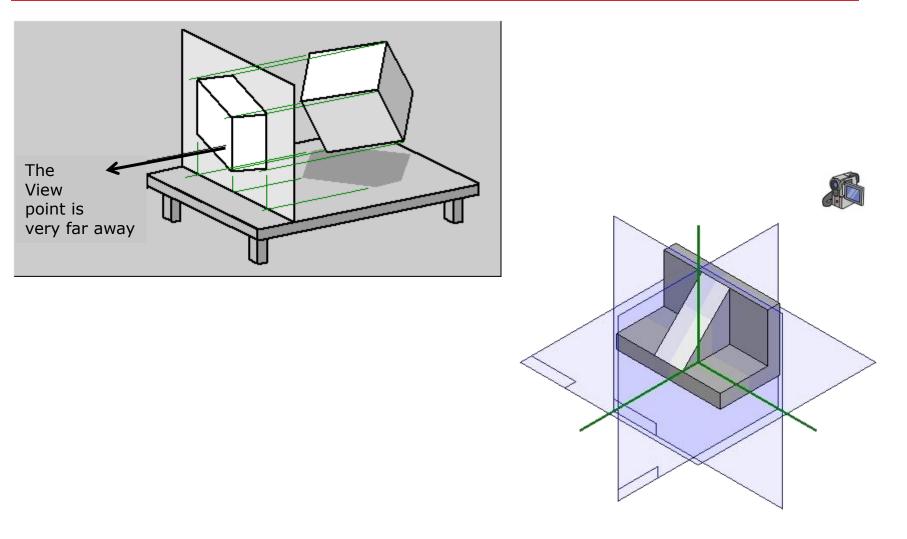
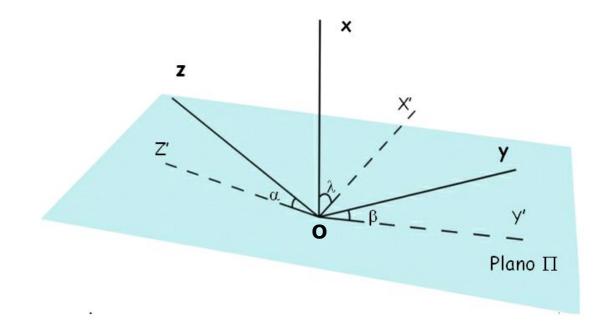
Technical Drawing in Engineering

Basics I



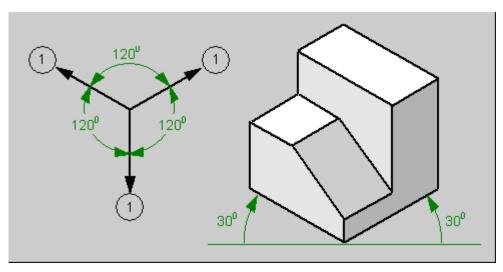
Basics II

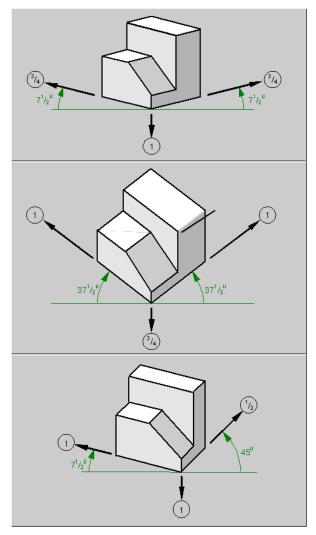


- **D** Plane Π : Plane of the paper.
- The projection can be **orthogonal** or oblique.
- Coordinate axes (XYZ): Origin in O and perpendicular between them.
- Axonometric axes (X'Y'Z').

Axonometric orthogonal projection

- $\Box \quad \text{Trimetric system:} \\ \alpha \neq \beta \neq \lambda$
- Dimetric system: $\alpha = \beta \neq \lambda / \alpha \neq \beta = \lambda / \alpha = \lambda \neq \beta$
- Isometric system: $\alpha = \beta = \lambda$





Representation of a point

- To define the position of a point only 2 of its 4 projections are required.
 - A' Direct projection of the point.
 - A'₁ Horizontal projection.
 - A'₂ Vertical projection
 - A'₃ Second vertical projection.



A1

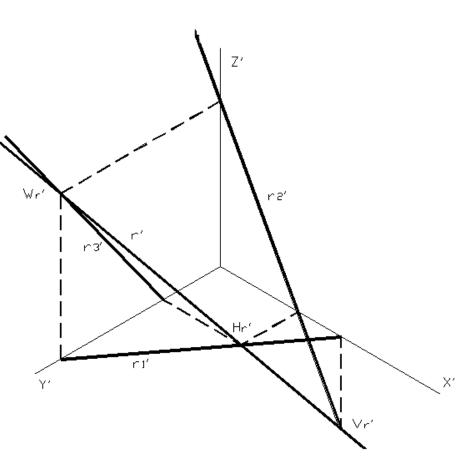
A2'

Z

A3'

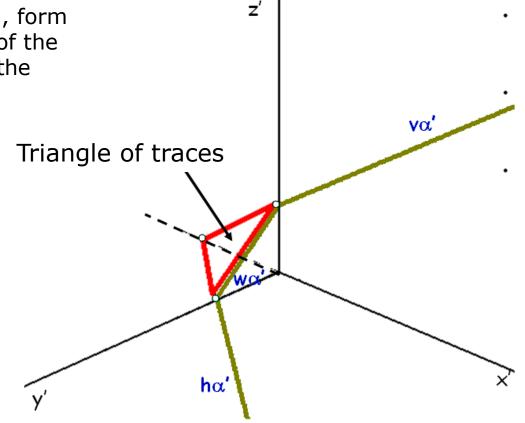
Representation of a line

- Line r' is defined by 2 of its projections, the other 2 can be obtained from these.
 - Data: r' y r'1.
 - Find r'2 and r'3.
- The traces are the intersections of , the direct projection (r') and the horizontal (H), vertical (V) and second vertical (W).
 - Hr' intersection of lines r' and r'1.
 - Vr' intersection of r' and r'2.
 - Wr' intersection of r' and r'3.

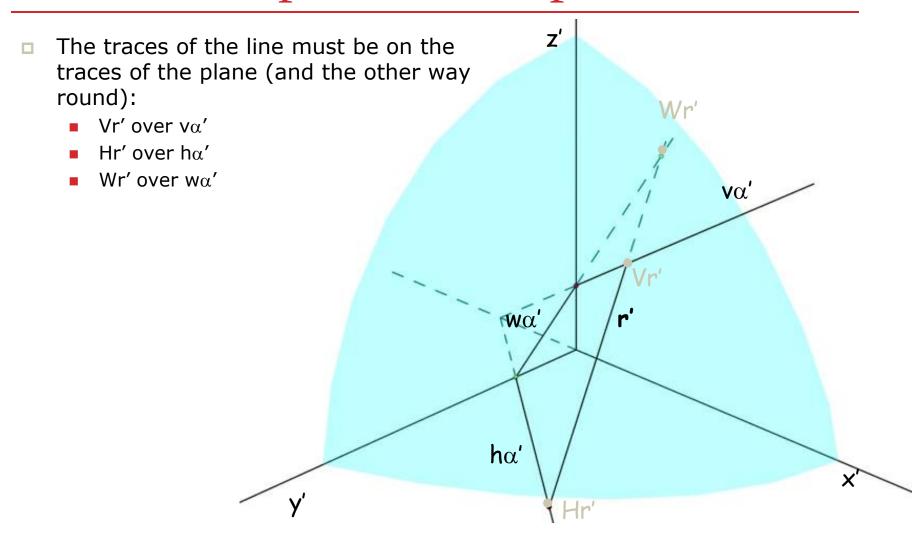


Representation of a plane

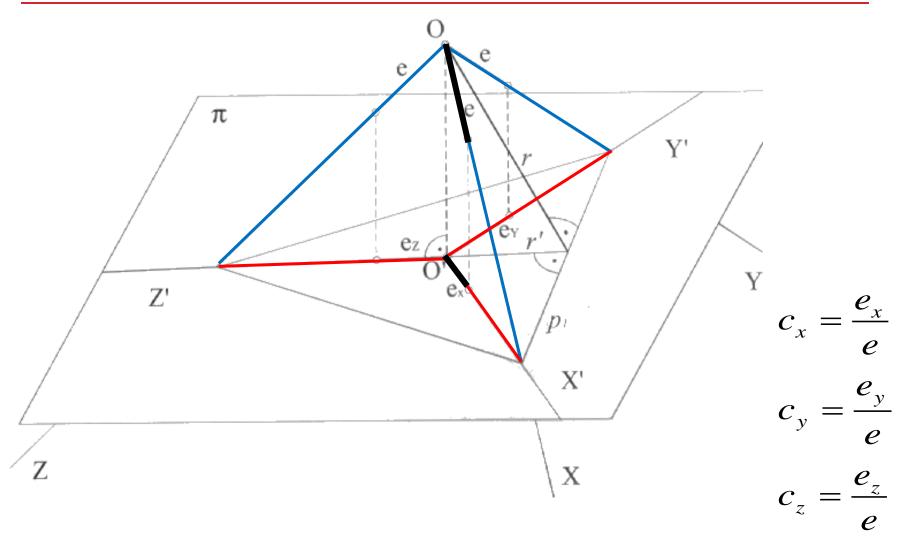
- It is represented by its traces.
- The 3 traces cut in the axes in pairs.
- These traces, when enlarged, form the Triangle of traces. Each of the vertex of the triangle are in the axes.



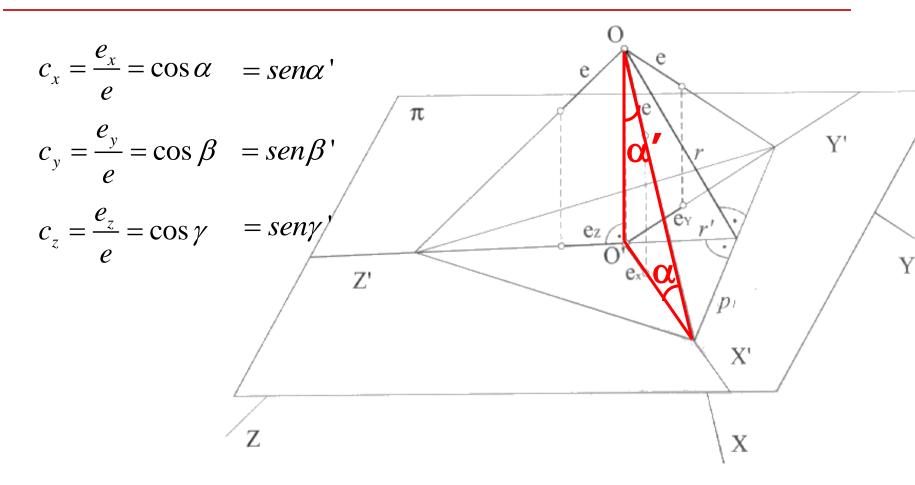
Membership: Line and plane



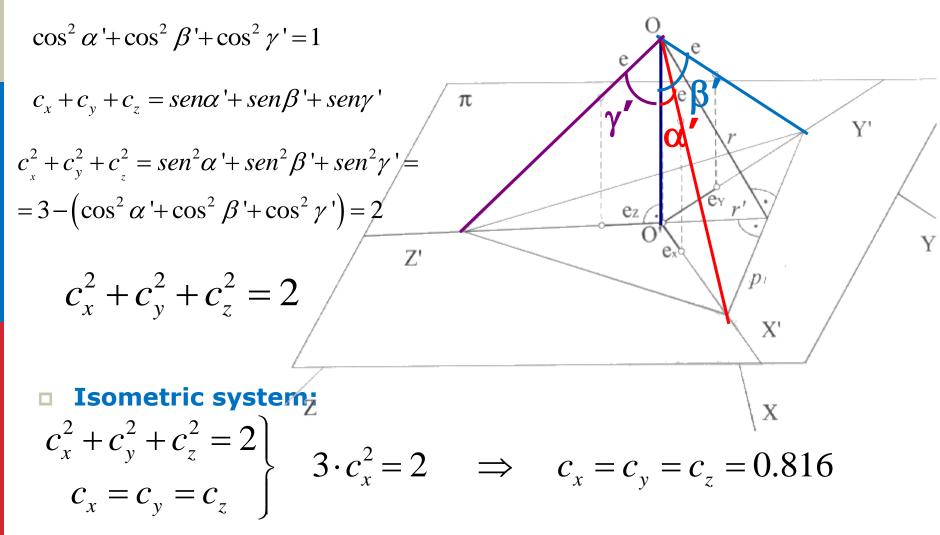
Reduction coefficients I



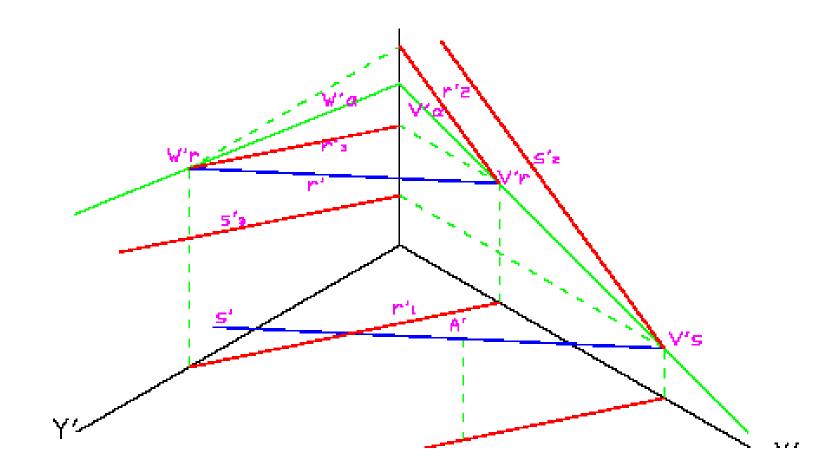
Reduction coefficients II



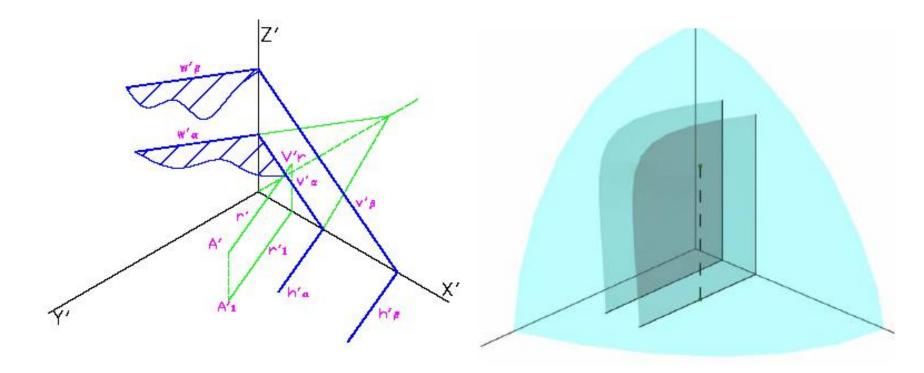
Reduction coefficients III



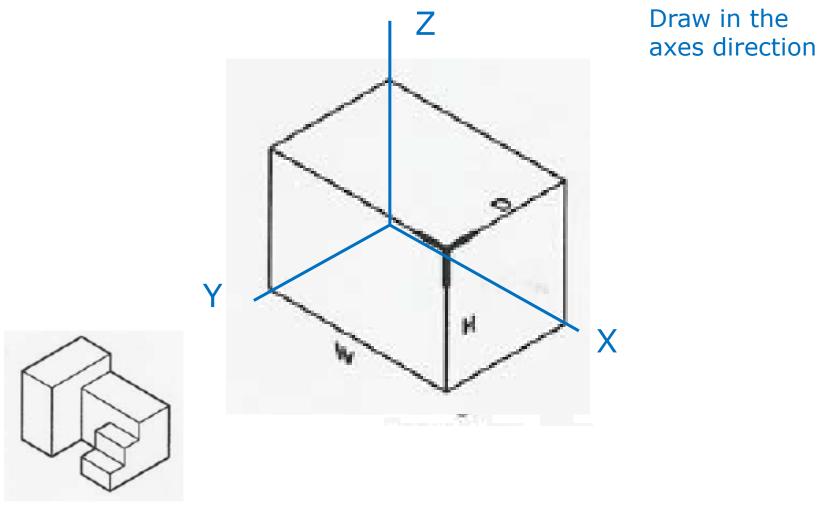
Parallelism and perpendicularity



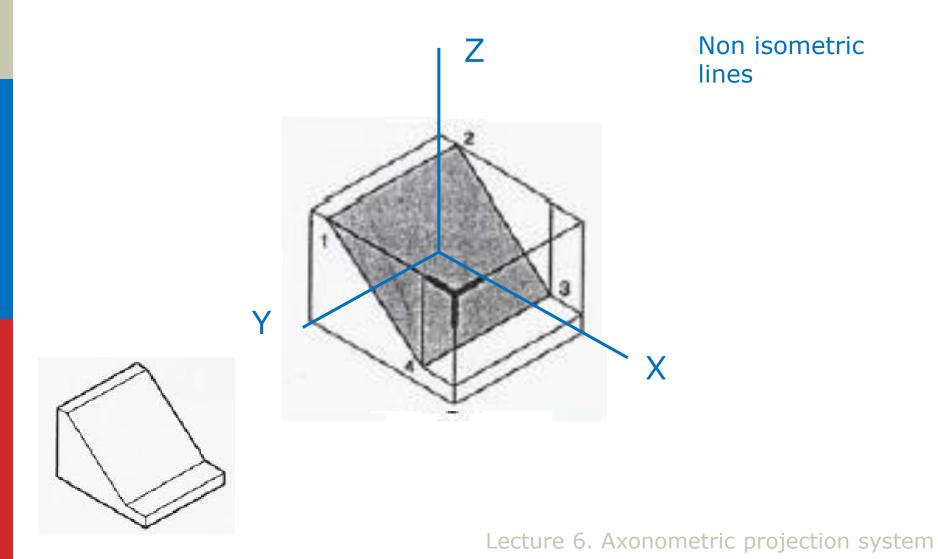
Parallelism and perpendicularity



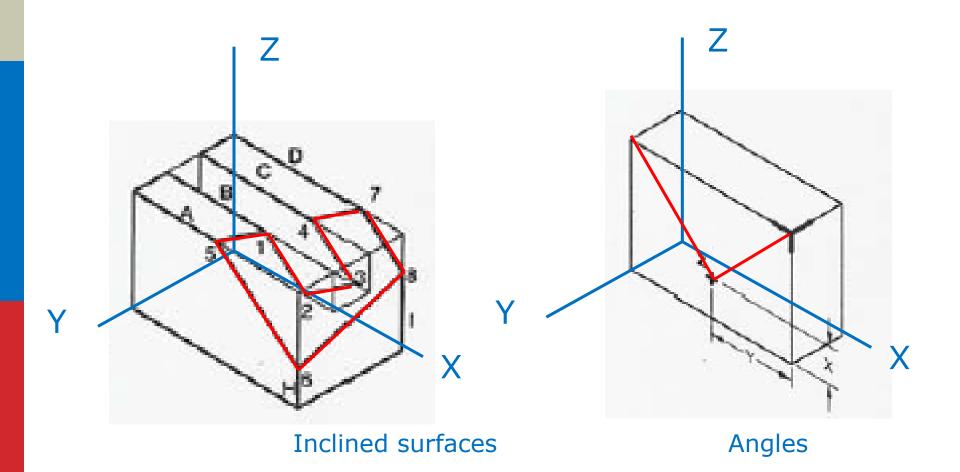
Construction of an isometric drawing I



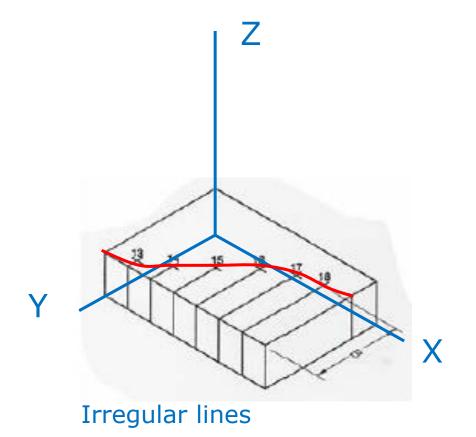
Construction of an isometric drawing II



Construction of an isometric drawing II



Construction of an isometric drawing III



Construction of an isometric drawing IV

