

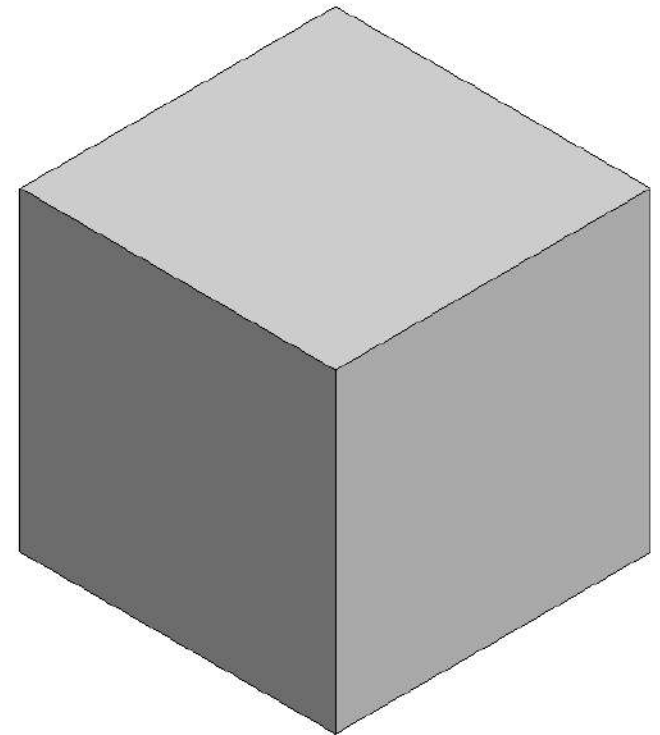
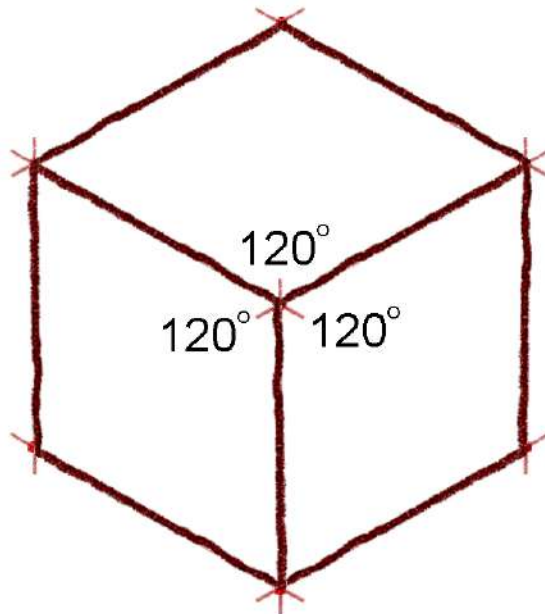
Isometric Pictorials

Isometric

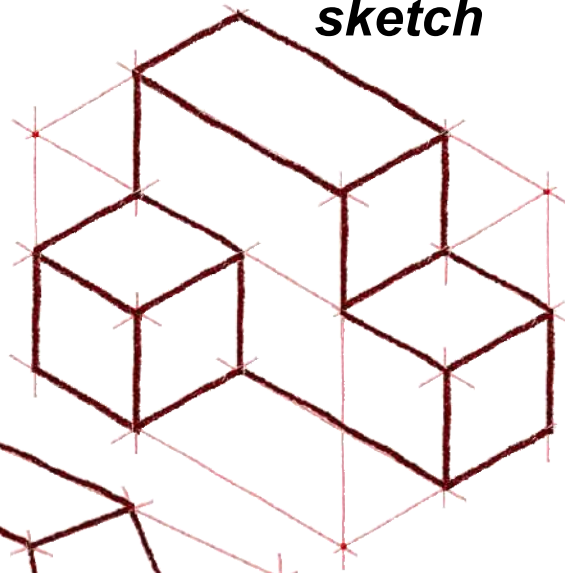
Pictorials

Isometric means equal measure.

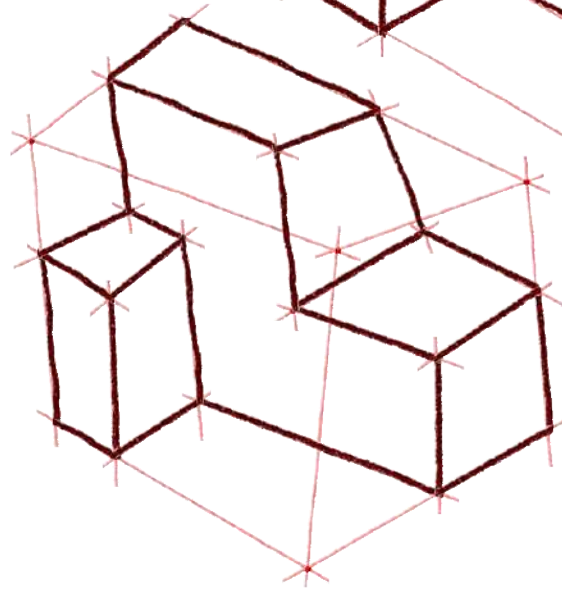
These three edges represent height, width, and depth



***good
sketch***



***poor
sketch***



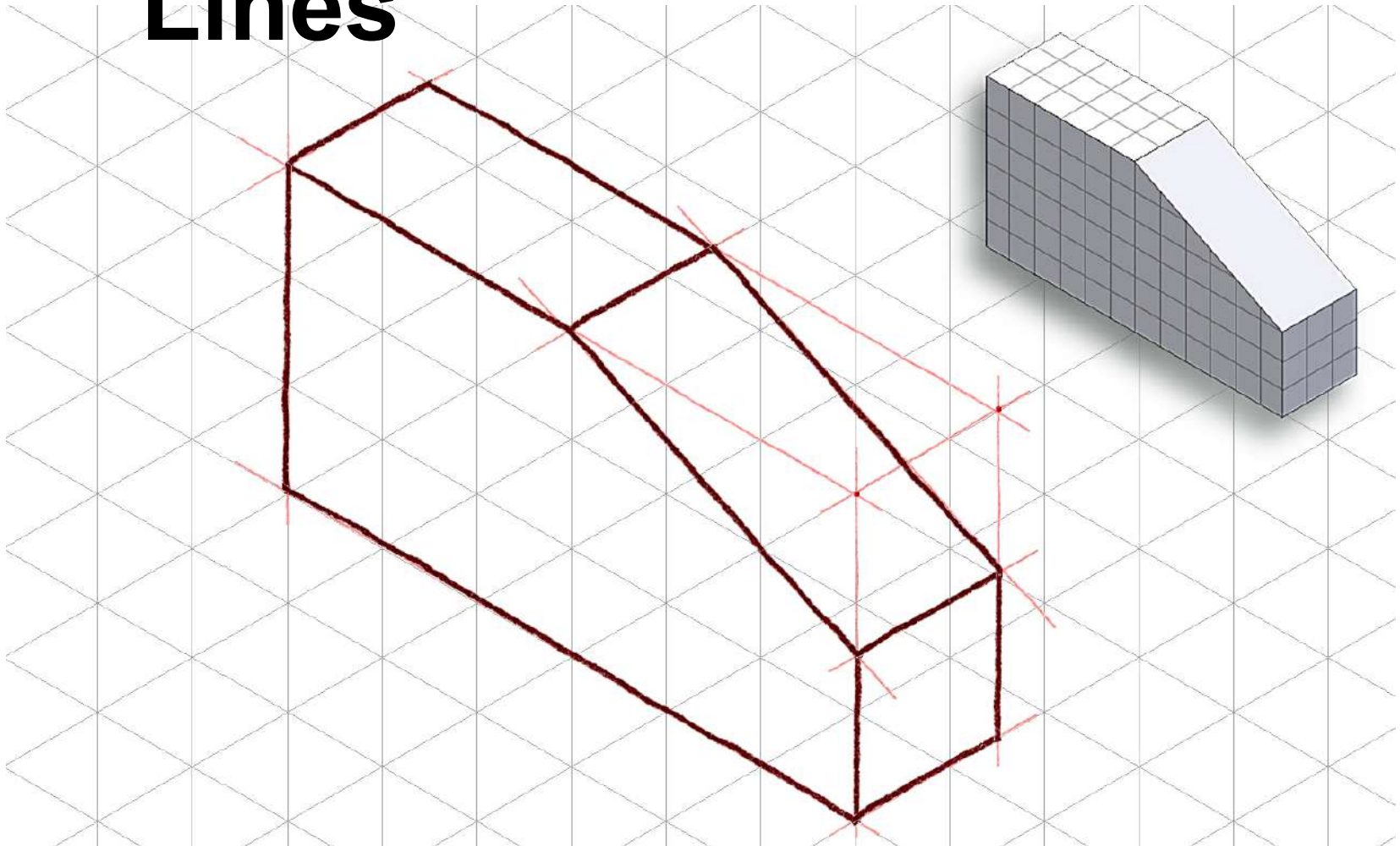
Isometric Sketches

Step #1: Layout the box within which the isometric view will occur using points and construction lines.

Isometric Sketches

Step #2: Trace out the visible edges of the part with thick, dark object lines.

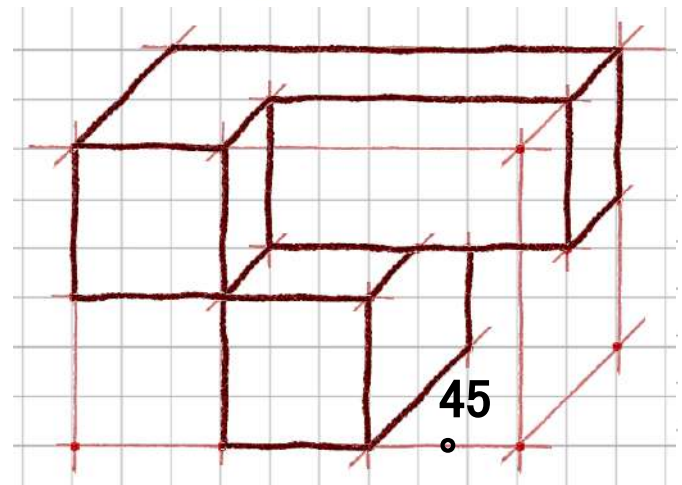
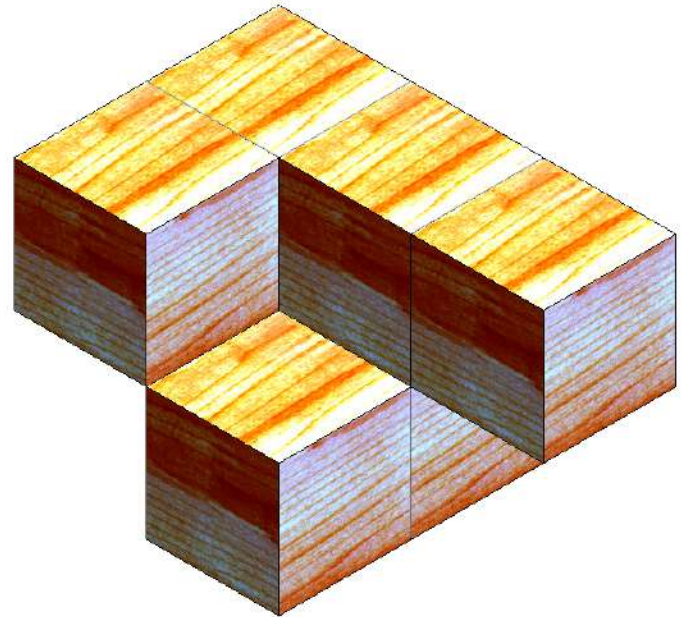
Step #2: Object Lines



Oblique Pictorials

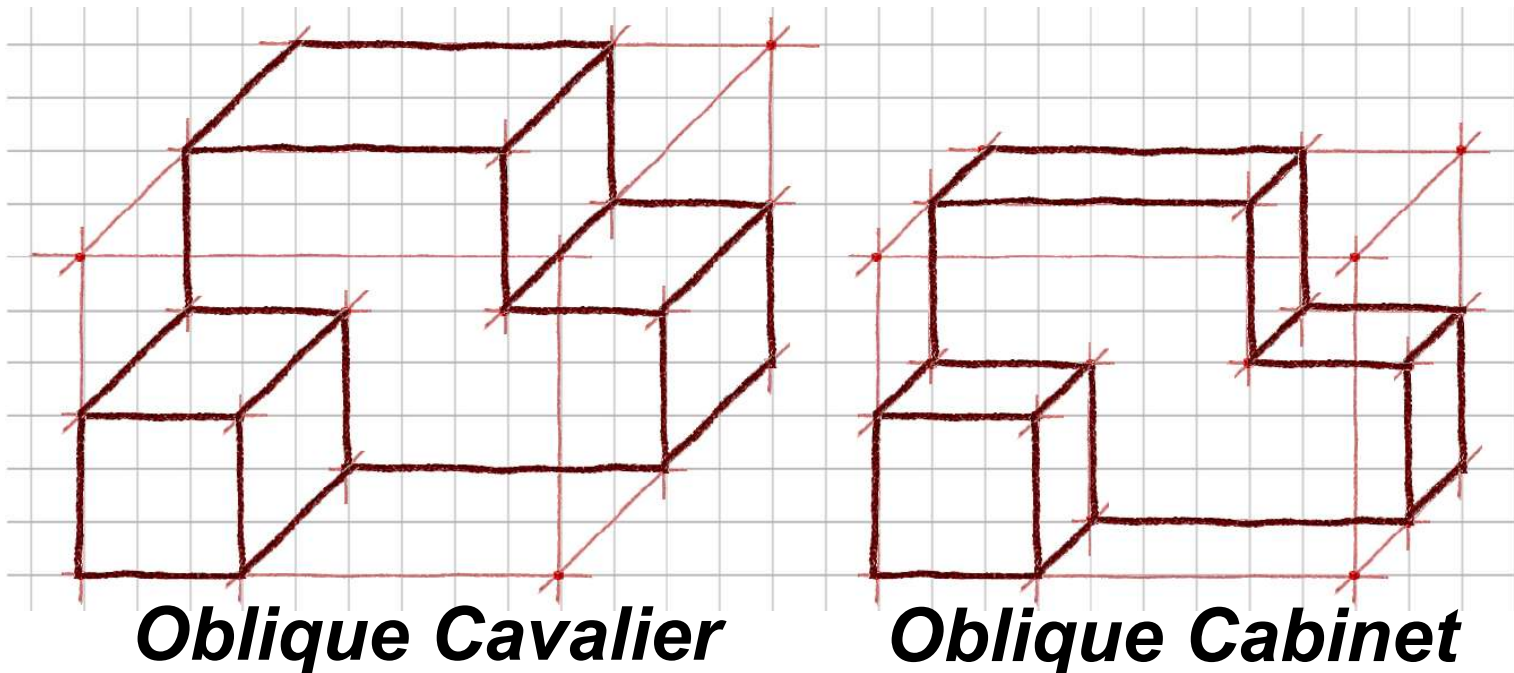
An *Oblique pictorial* starts with a straight-on view of one of the object's faces, which is often the front face.

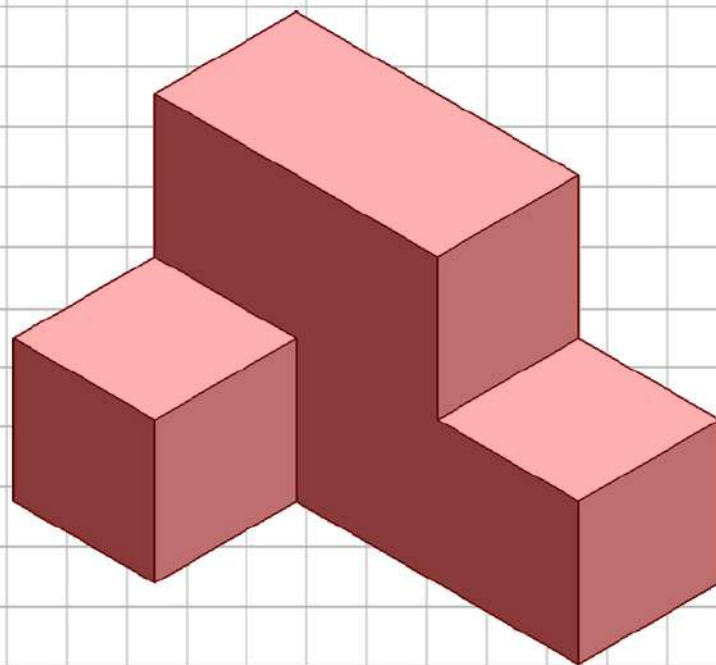
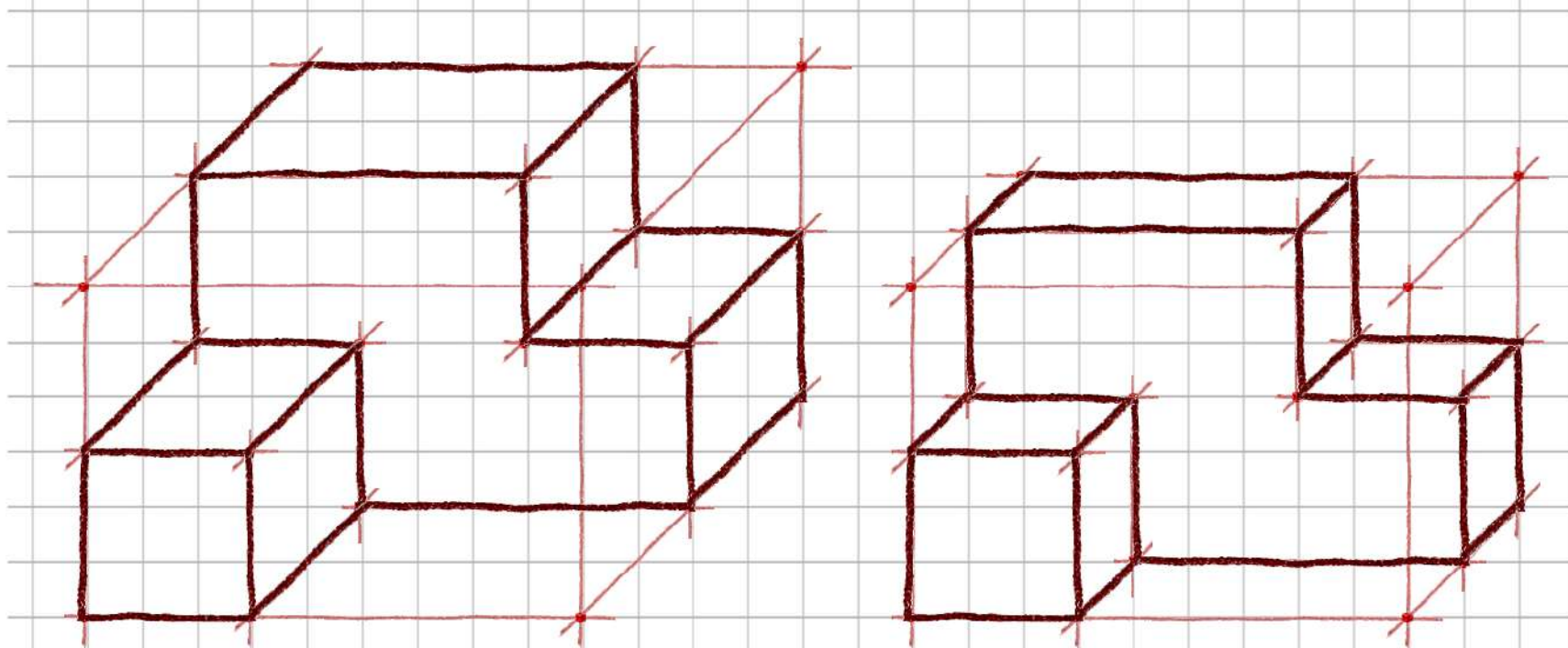
Angled, parallel lines are drawn to one side to represent the object's depth. Common oblique angles include 30° , 45° , and 60° .



Types of Oblique Drawings

There are two types of *oblique pictorials*: *cavalier* and *cabinet*. The difference between the two is based on how the *depth* of the object is represented.



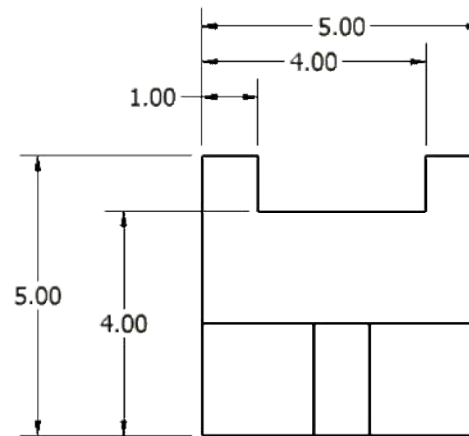
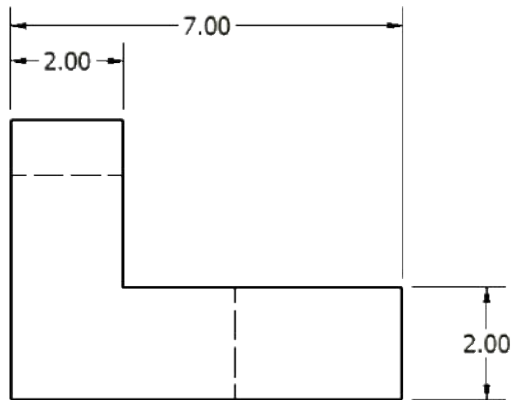
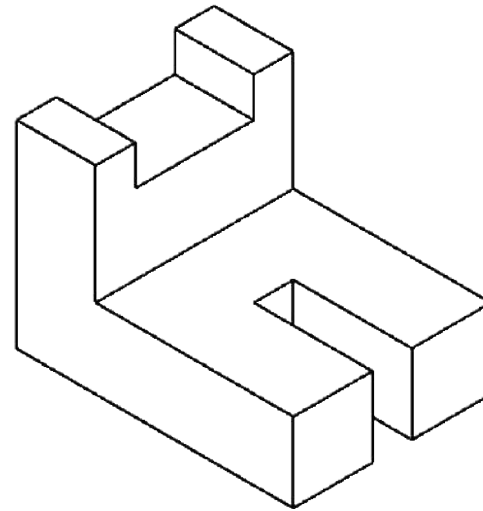
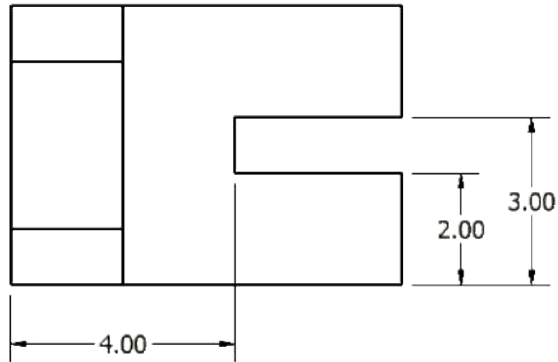


Multiview Drawing

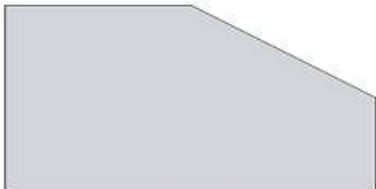
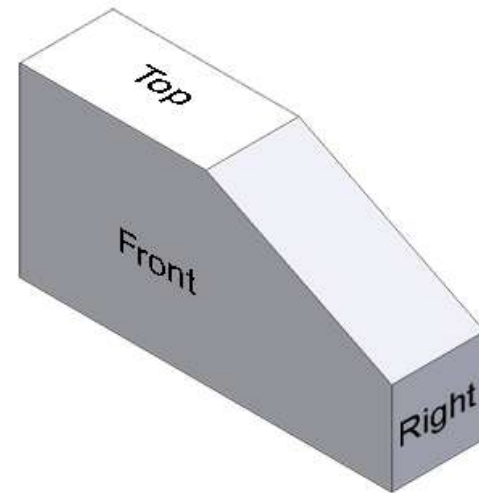
A multiview drawing is one that shows 3 sides of a 3-d object.

Width, Depth, and Height

Multiview Drawing



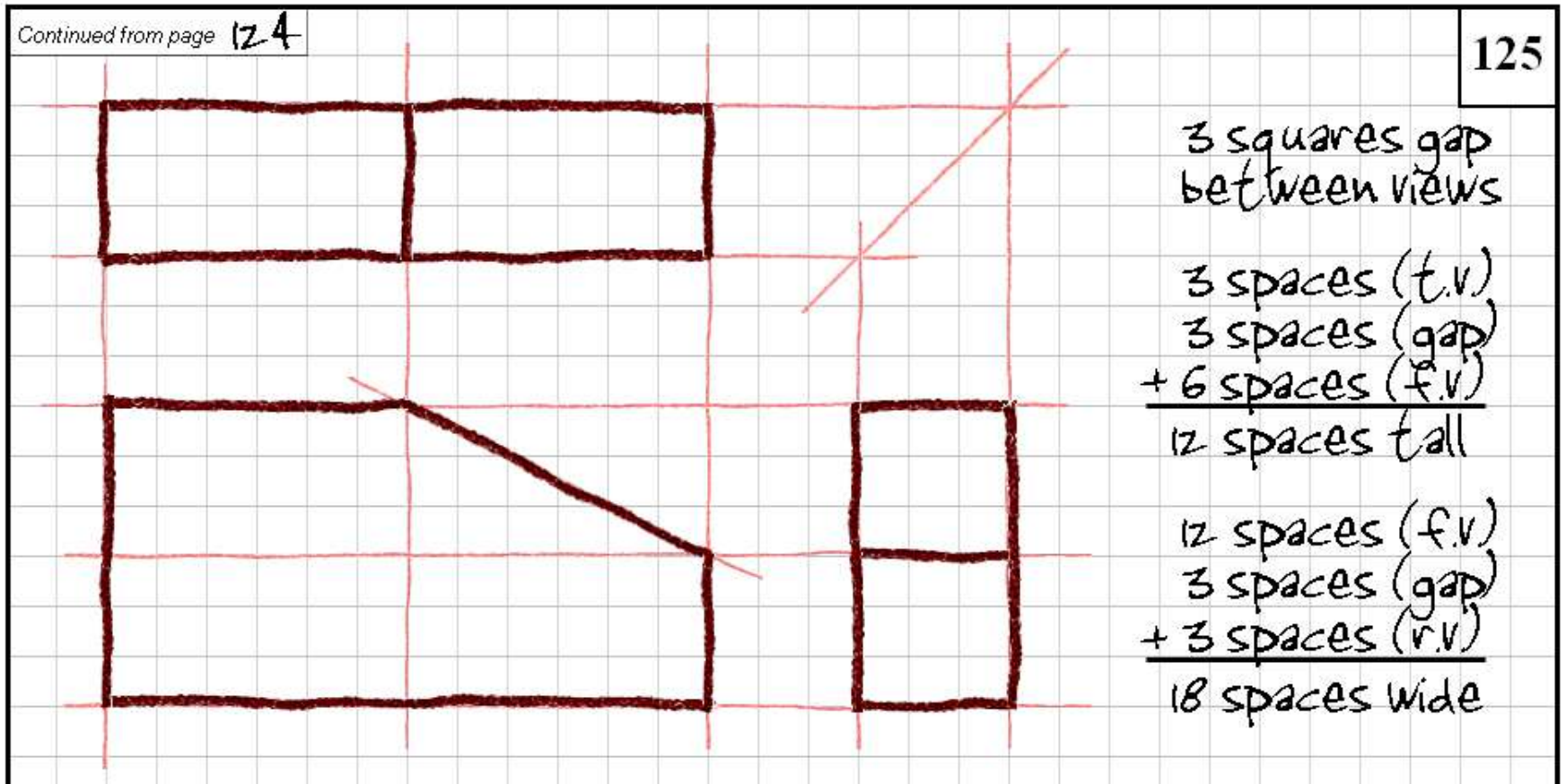
Width, Depth, and Height



Object Line Layout

Continued from page 124

125



3 squares gap
between views

3 spaces (t.v.)
3 spaces (gap)
+ 6 spaces (f.v.)

12 spaces tall

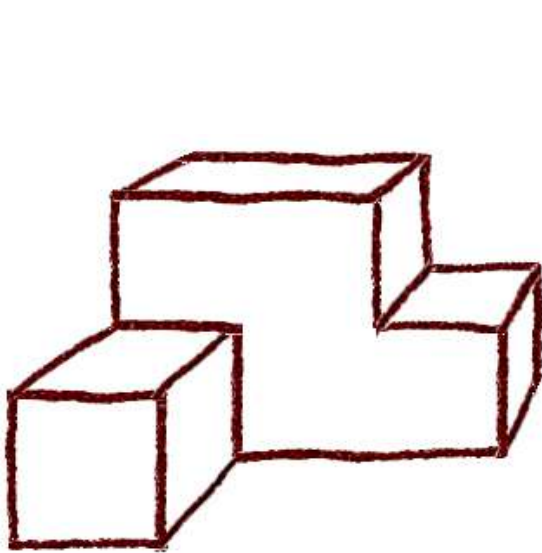
12 spaces (f.v.)
3 spaces (gap)
+ 3 spaces (r.v.)

18 spaces wide

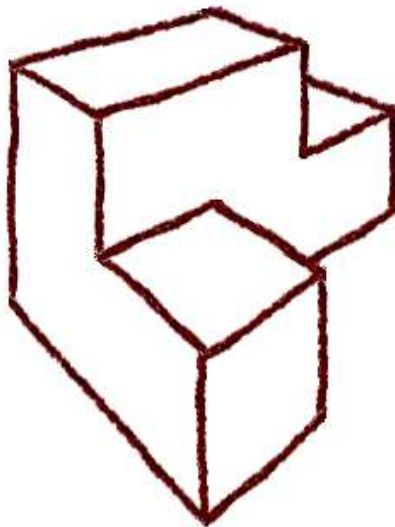
Perspective Drawings

A perspective drawing offers the most realistic three-dimensional view of all the pictorial methods, because it portrays the object in a manner that is most similar to how the human eye perceives the visual world.

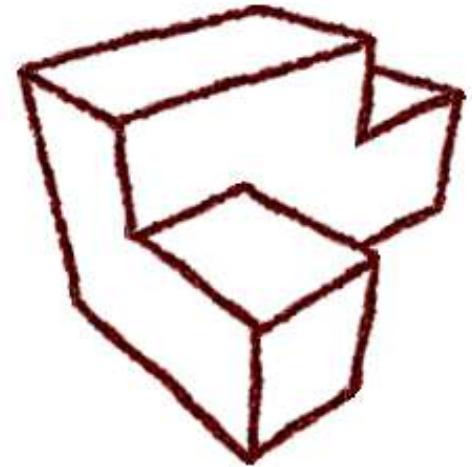
Perspective Drawings



1-Point



2-Point

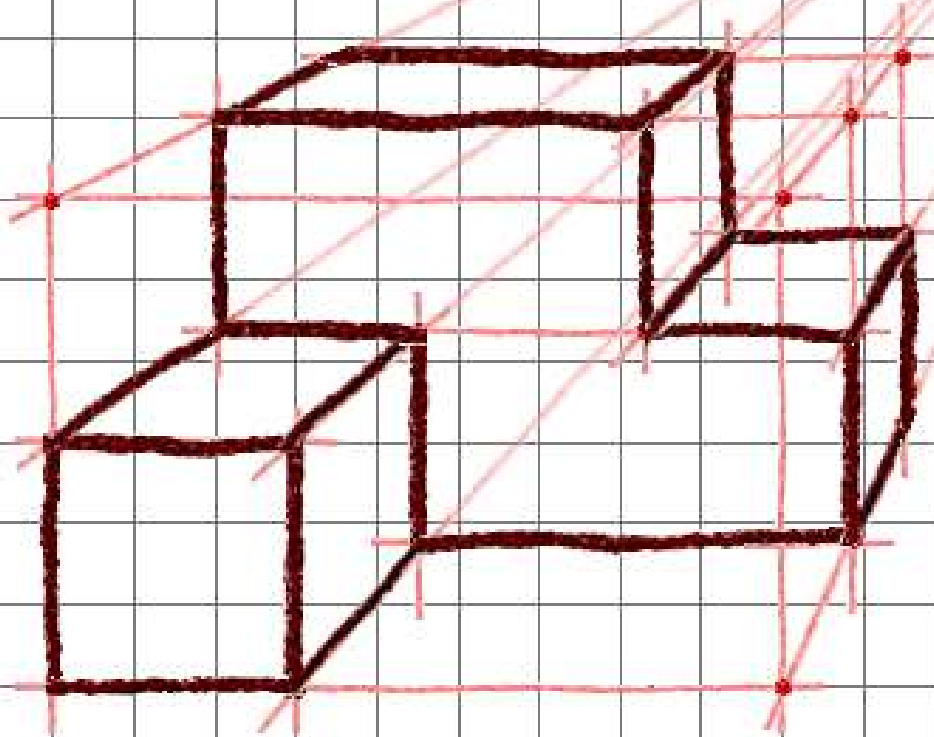


3-Point

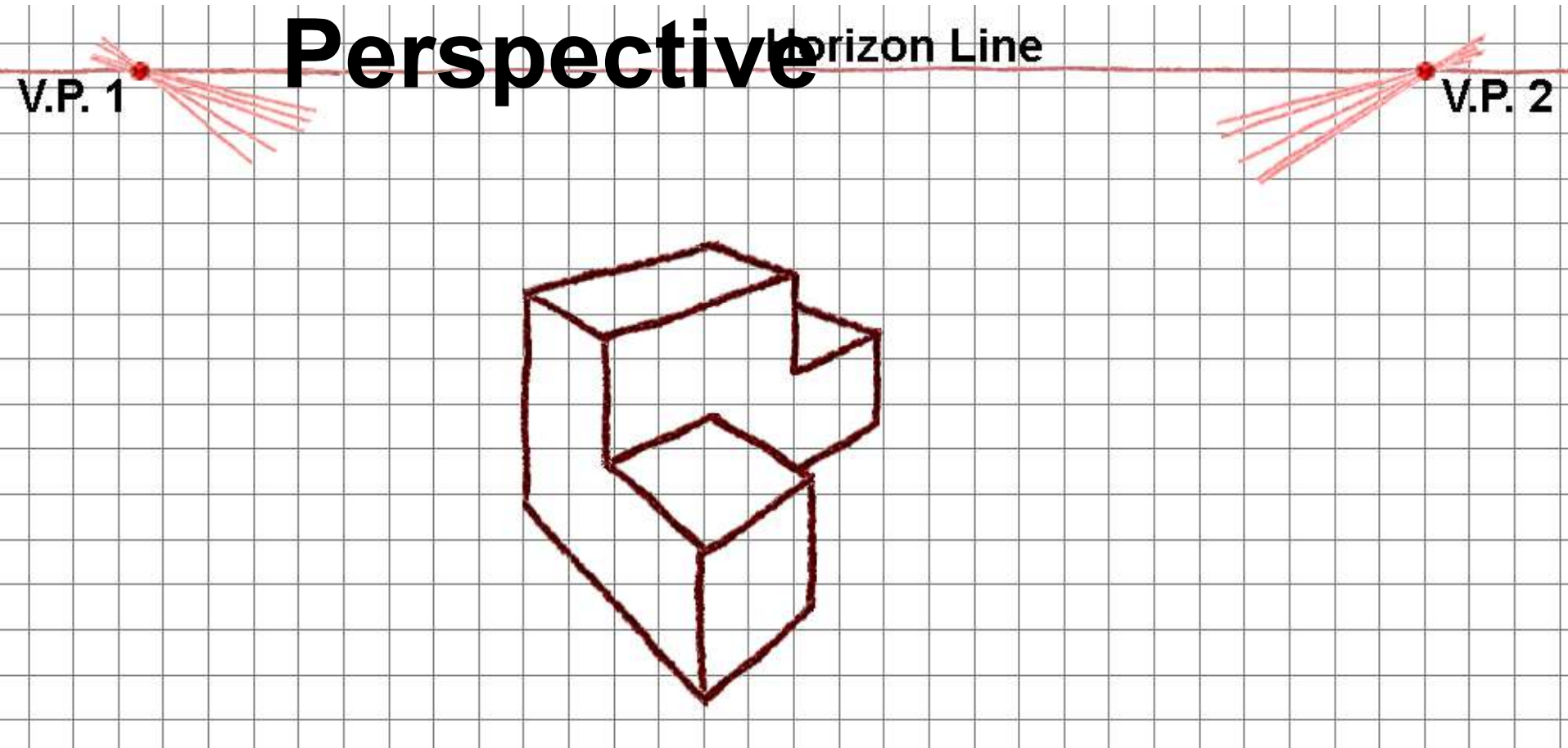
Horizon Line

One-Point Perspective

V.P.



Two-Point Perspective



Three-Point

Perspective

Horizon Line

V.P. 1

V.P. 2

V.P. 3

