



Lecture 6

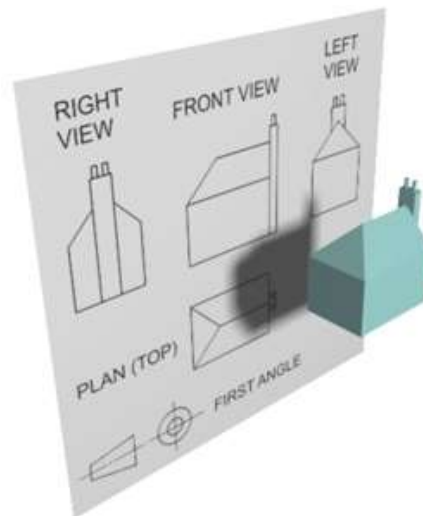
Orthographic Projection

By

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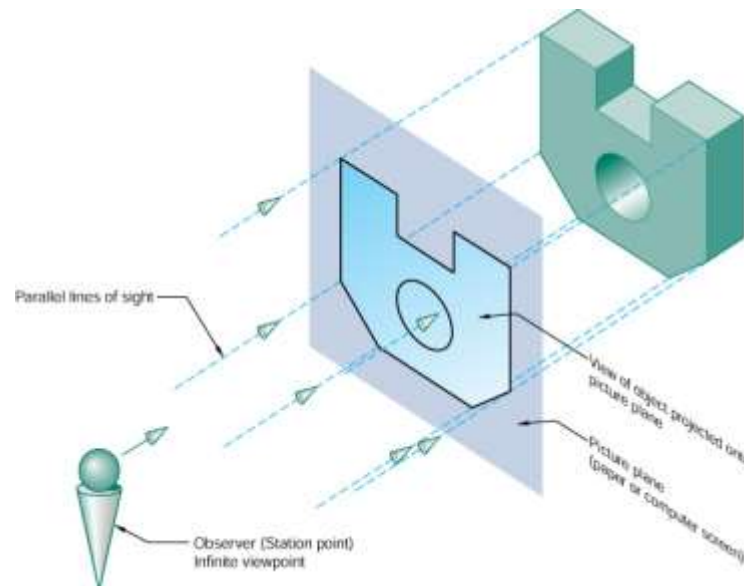
What is Orthographic Projection?

- Orthographic Projection is a method of representing a three dimensional object on paper using several two dimensional orthographic views.
- It is the international language of Engineers and Designers



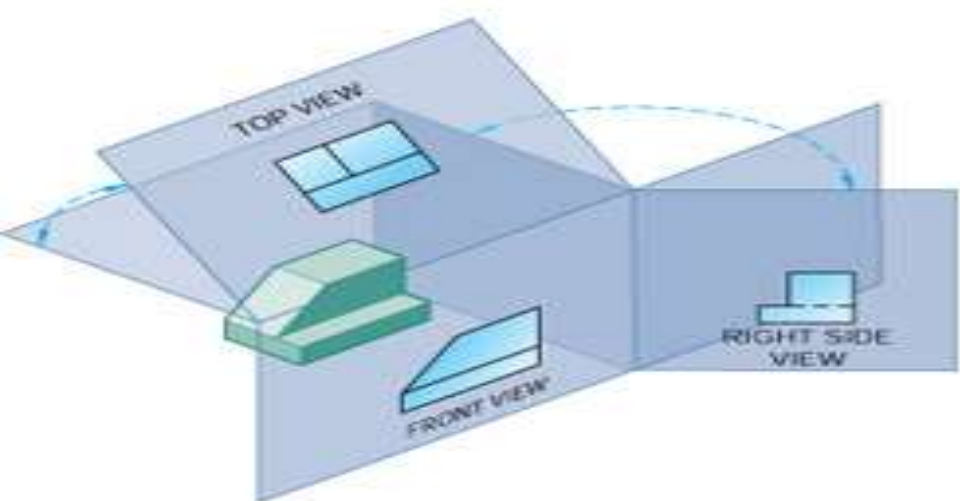
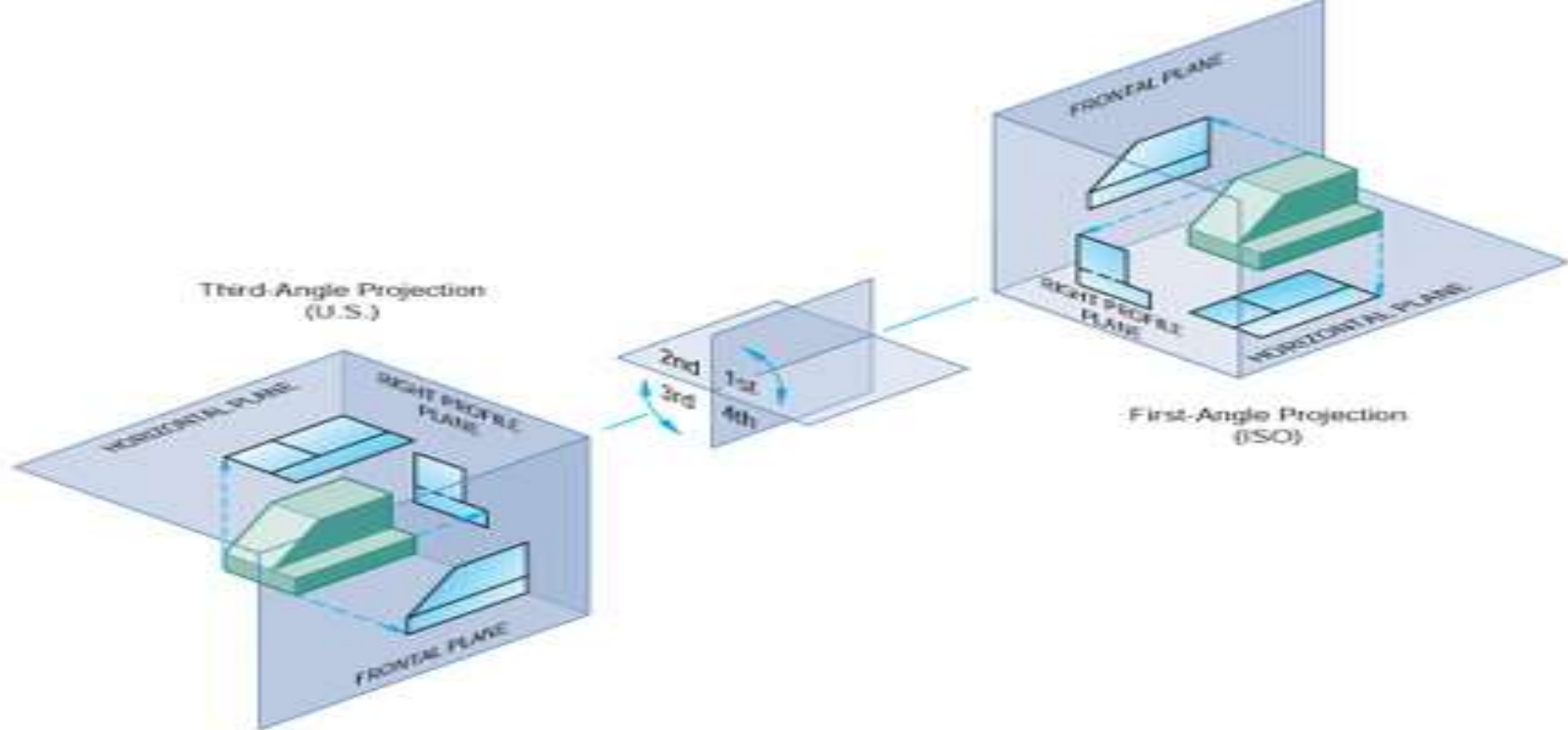
How does it work?

- We look directly at the different faces of the object (90° to the face) and draw the lines that we see.
- [Click here to view the movie](#)

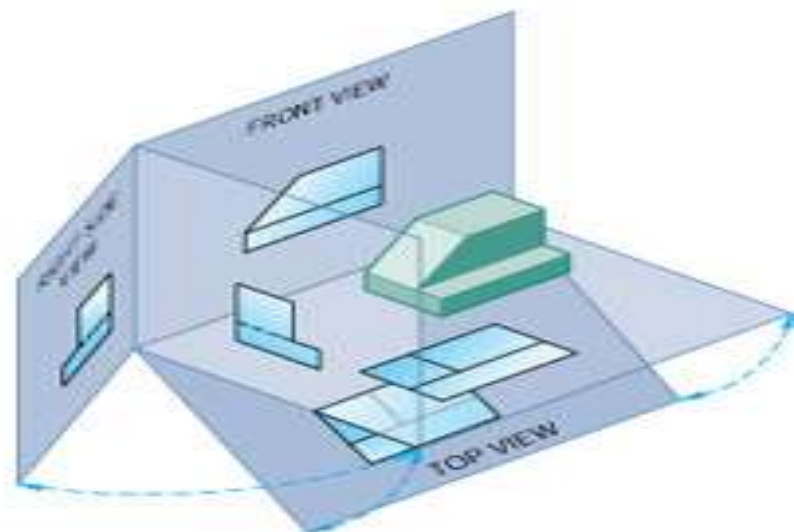


How many views?

- One view is never enough to describe an object.
- We need at least two views to accurately describe even the most simple of objects.
- Generally we see three views and arrange them as shown in the movie
- [Click here to view the movie.](#)
- You can use as many views as the object requires.

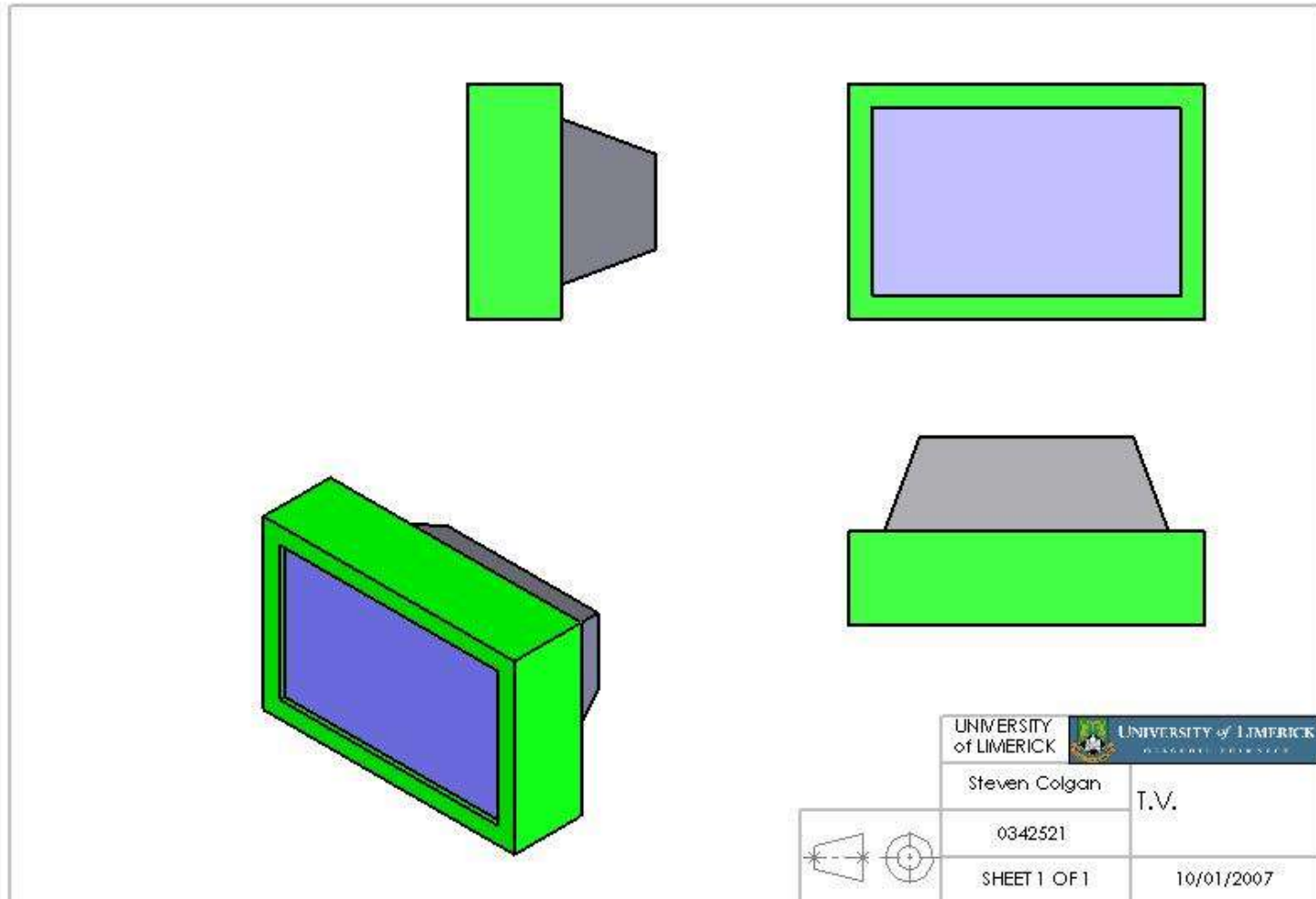


(A) Third-Angle Projection

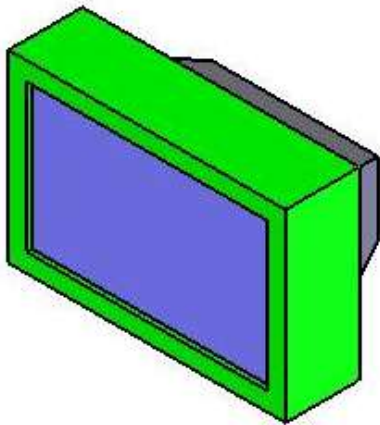


(B) First-Angle Projection

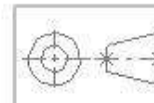
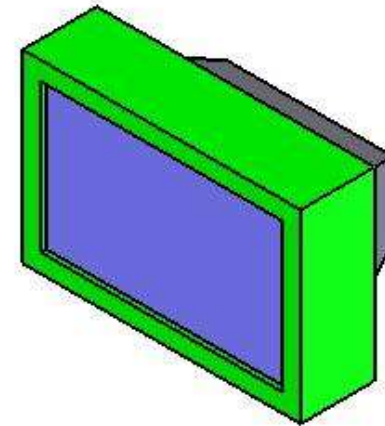
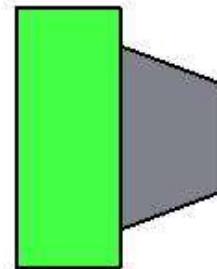
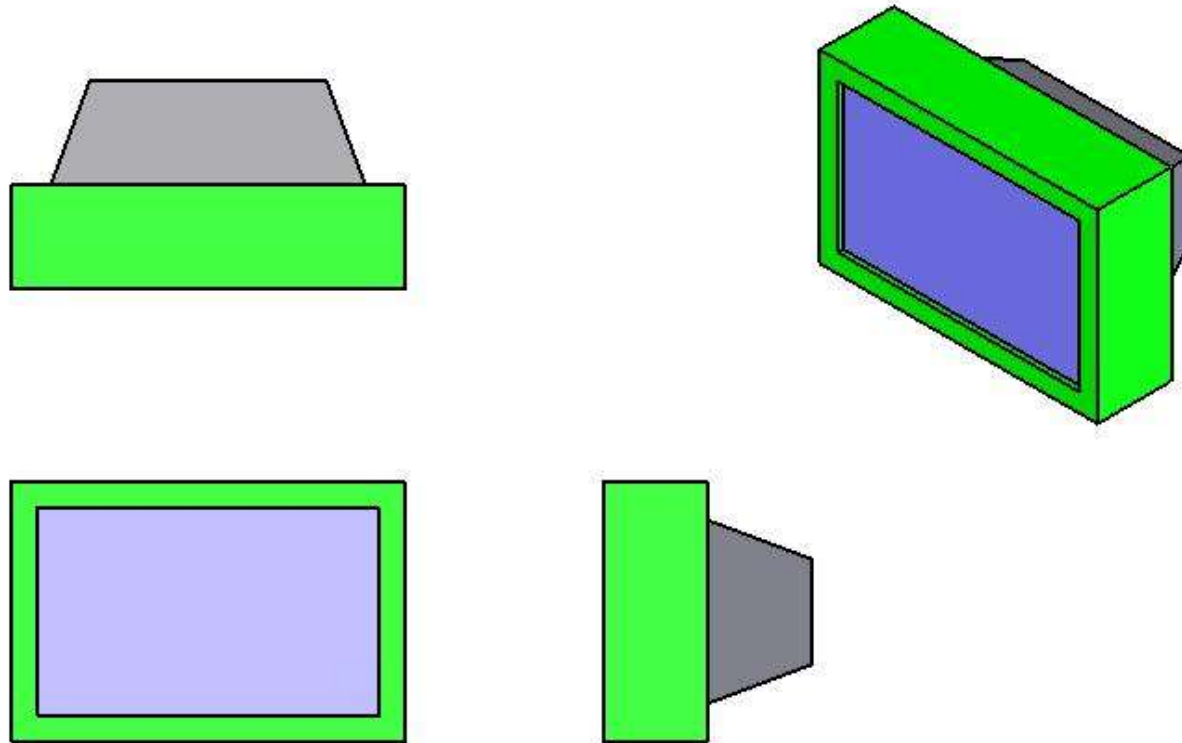
1st Angle Projection




1st Angle Projection



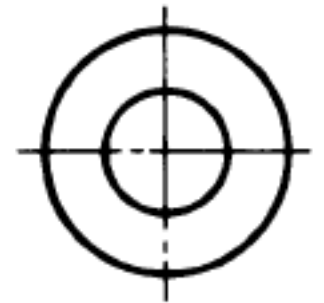
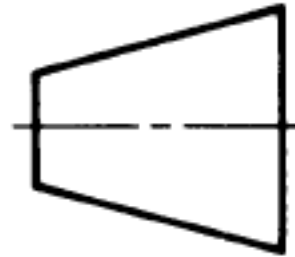
3rd Angle Projection



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How do I know which method is being used?

- Each method has its own symbol and they are as follows
- First angle projection



- Third angle projection

