

THIRD-ANGLE ORTHOGONAL DRAWING TWO-DIMENSIONAL DRAWING
2015
YEAR 11 VGD

## Extra resources:

- http://www.vcaa.vic.edu.au/documents/vce/ visualcomm/technical_drawing_specifications.pdf
- http://www.slideshare.net/nyioq/orthographicprojection


## Why do we have orthogonal drawings?

* Technical drawings are based on a set of standards that have been globally agreed upon by the International Standards Organisation (ISO).
* Designers often use this process for the design and manufacture of products as it gives the manufacturer all the information they would need to make a product.

Why do you think this would be

2 important?

## Setting up your drawing

- Vertical or horizontal orientation
- 40 mm up from the border, as well as out
- Use a light pencil so marks can be erased easily
* Universal Third-Angle Projection symbol
* All measurements are to be in mm
* Draw your front view first, then use your projection lines to draw the other views
* Front view is the side of the object that reveals the most detail
* As many views as necessary to accurately depict the object, in most cases there are only 3.


## Rough sketch up of nearby object on the whiteboard.

- What view would be the front view?
- How would I line up my top and side view?
- Centre lines?

Don't forget the hidden lines


The Answer Is...


Don't forget the hidden lines


The Answer Is...



## The Answer Is...



Key points to remember

* Sketch it out first
* Front view first
* Vertical or horizontal orientation
* Don't forget your hidden lines
* Remember to leave space for your dimensions
* Scale if necessary

DUE. End of class next Monday

## References

- https://imcintyre.wikispaces.com/file/view/
1.\%20lsometric Drawings compressed.jpg/

361137964/960x727/1.\%201sometric Drawings compressed.jpg

- http://www.gr8lessons.com/files/Ortholso.pdf

