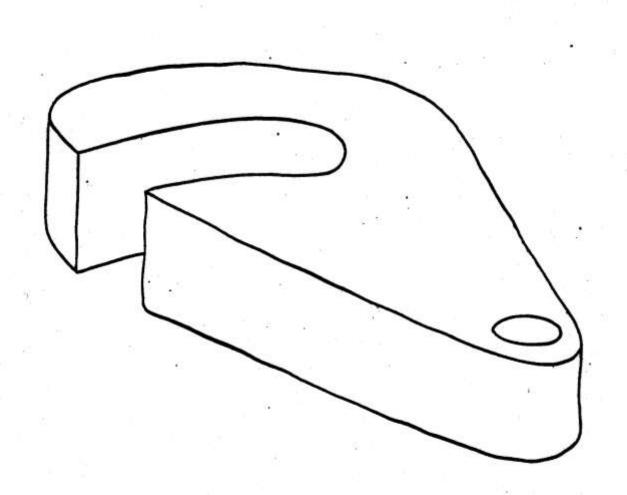
# The Dairylea cheese wedge thingy



# **Basic Engineering Drawing**

# What is Engineering Drawing?



# **GRAPHICAL COMMUNICATION**

### **Engineering Drawing: definition**

An **engineering drawing**, a type of technical drawing, is used to fully and clearly define requirements for engineered items.

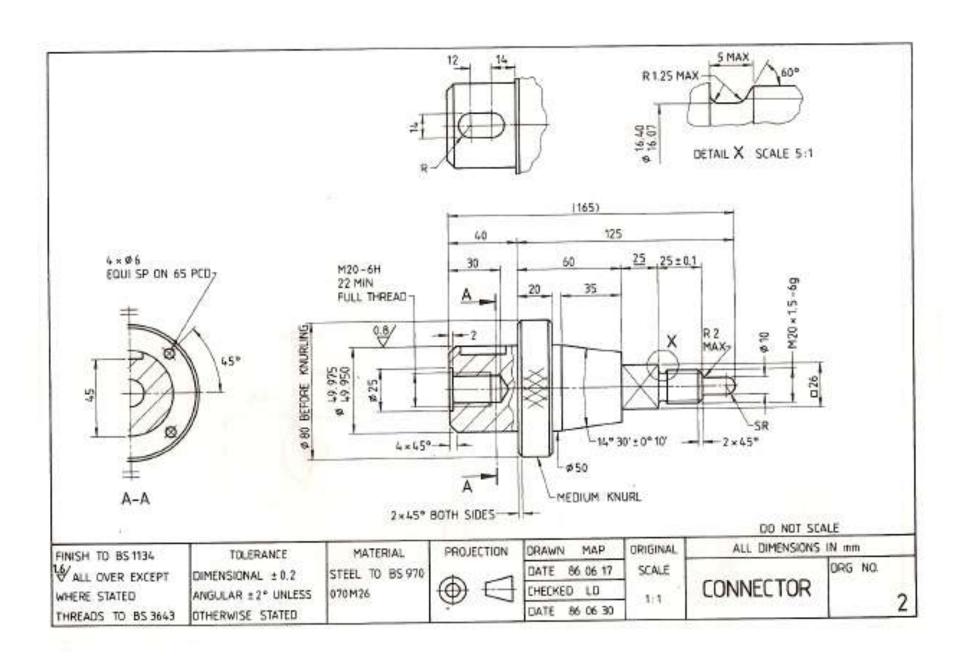
#### **Technical Drawing: definition**

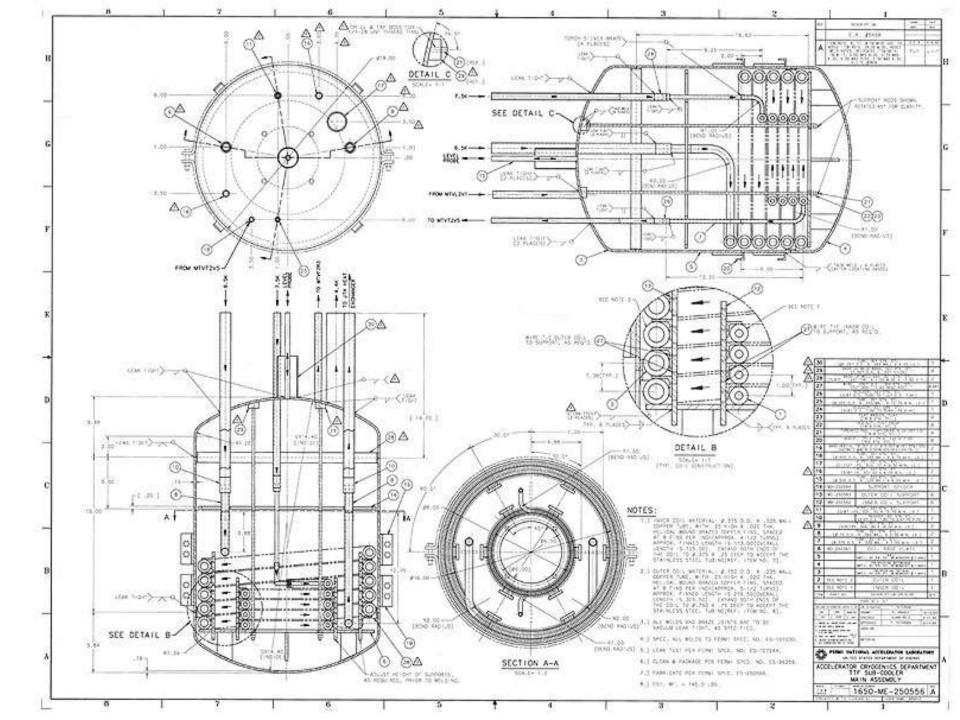
**Technical drawing**, also known as **drafting** or **draughting**, is the act and discipline of composing plans that visually communicate how something functions or is to be constructed

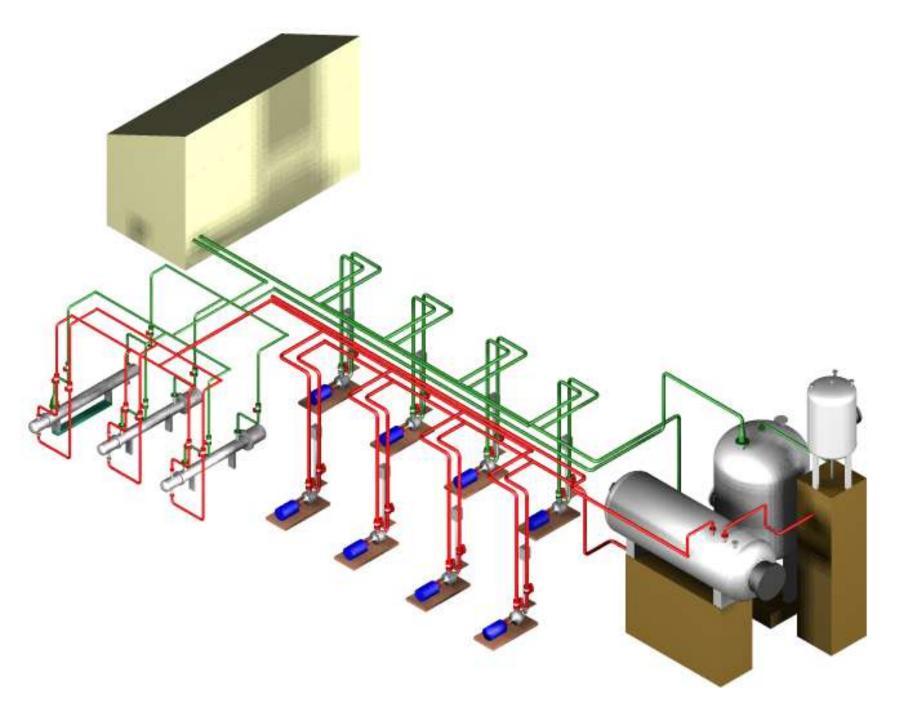
Technical drawing is essential for communicating ideas in industry and engineering.

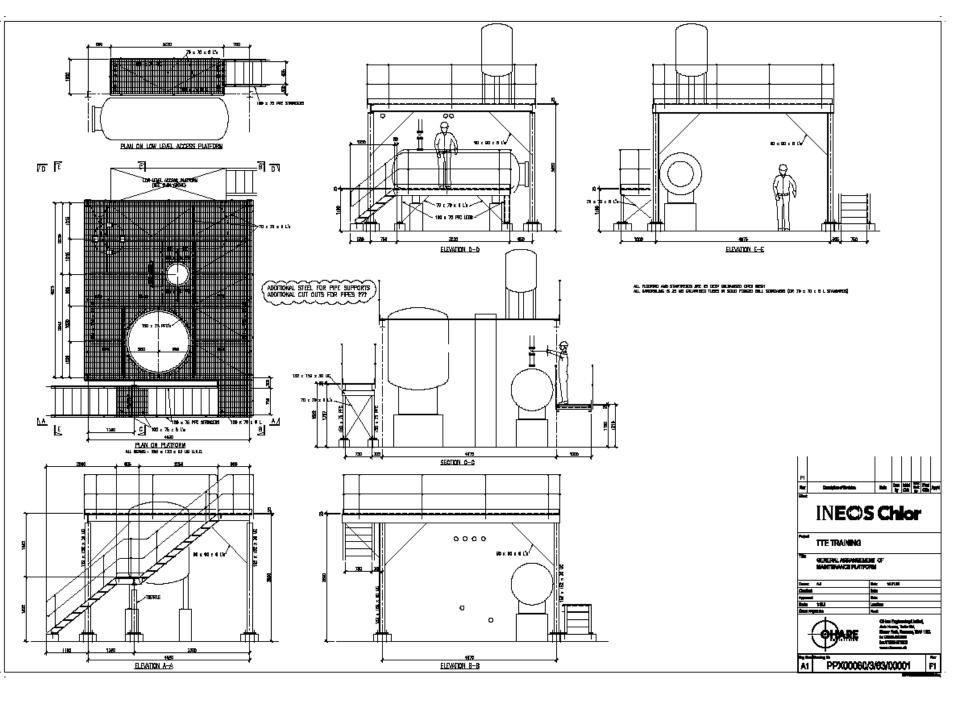
To make the drawings easier to understand, people use familiar symbols perspectives, units of measurement, notation systems, visual styles, and page layout.

Together, such conventions constitute a visual language, and help to ensure that the drawing is unambiguous and relatively easy to understand







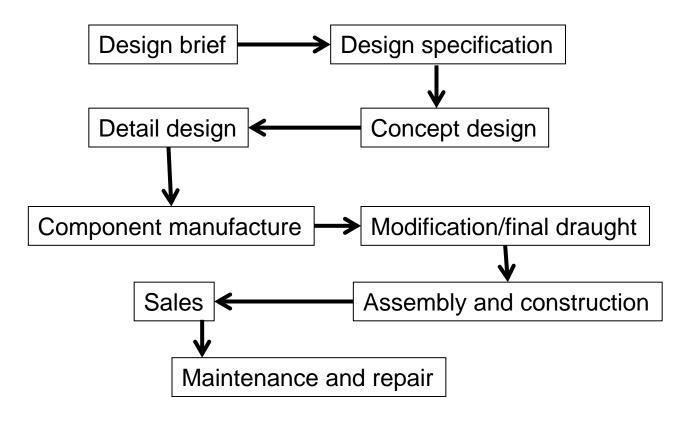


#### Design

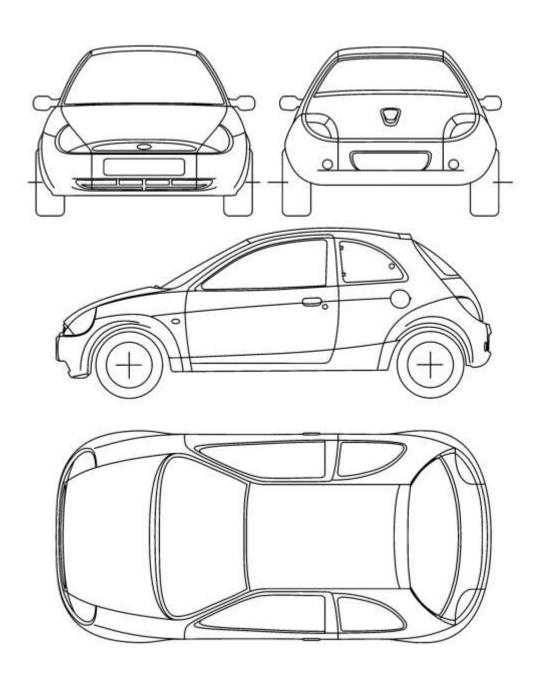
Design is the process by which the needs of the customer or the marketplace are transformed into a product satisfying these needs.

It is usually carried out a designer or engineer but requires help from other people in the company.

Design essentially is an exercise in problem solving. Typically, the design and manufacture of a new product consists of the following stages:







## **Design Standards**

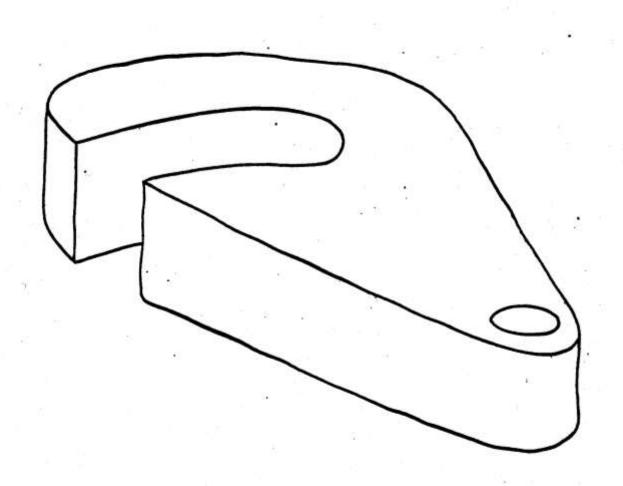
BS EN 8888:2004 Technical Product Documentation (TPD) Specification for defining, specifying and graphically representing products

BS EN 8888 references standards covering all aspects of technical product documentation including:

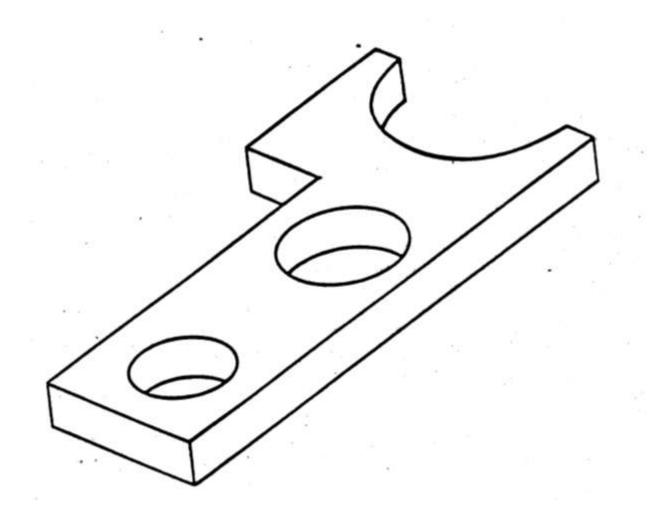
- Engineering Flow Diagrams,
- Representation of Engineering components,
- Lettering,
- Units/ quantities,
- · Tolerancing,
- Geometric Product Specifications,
- Orthographic/Axometric representation,
- Handling of Computer based information
- Metrology etc. etc.

# **DRAWING TYPES**

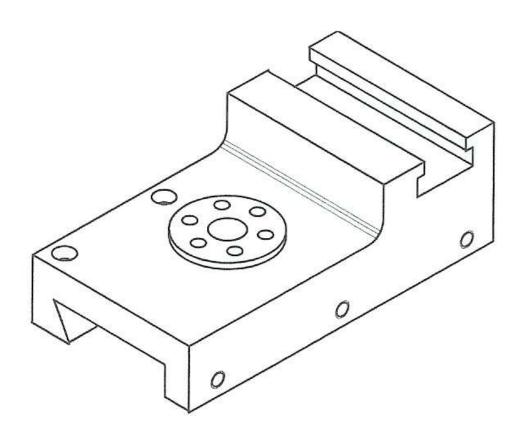
# Freehand sketch



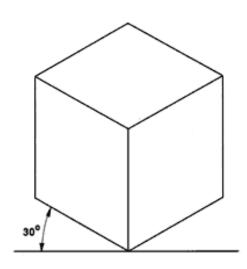
# Pictoral sketch

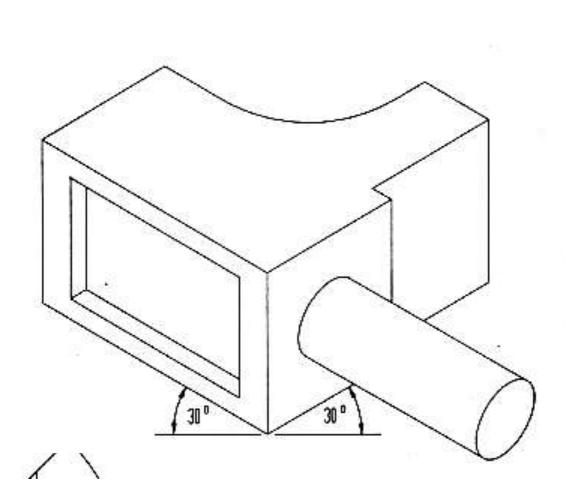


## Pictoral Drawing - Isometric

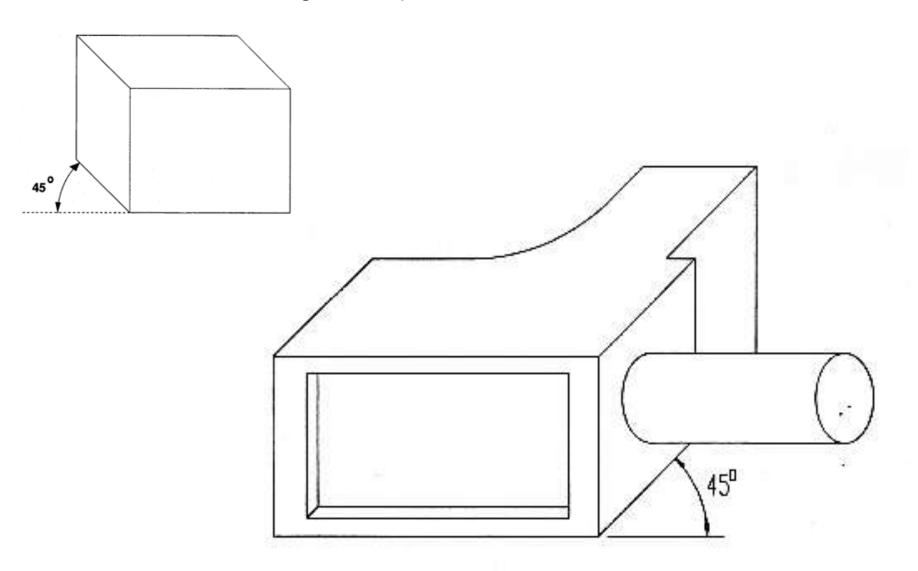


## Pictoral Drawing - Isometric





## Pictoral Drawing – Oblique

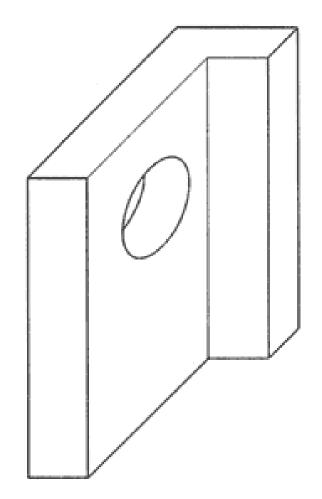


### Pictoral Drawing – Oblique

### Oblique with no 'foreshortening'

This view is drawn at full size. Notice how circle looks elongated

This is called "Oblique Cavalier"



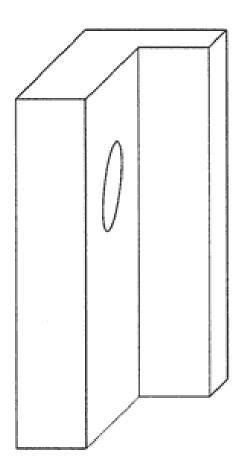
### Pictoral Drawing – Oblique

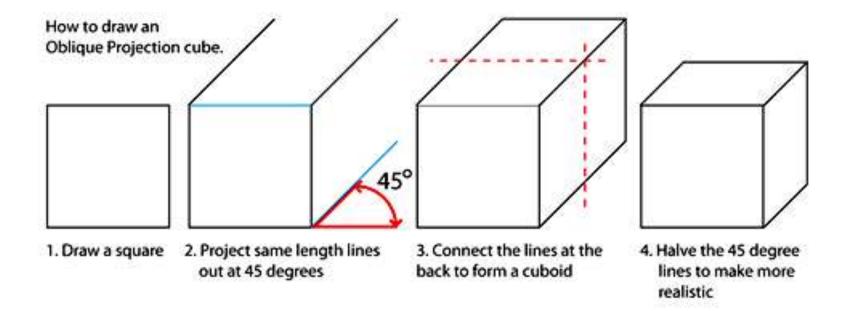
#### **Oblique with 'foreshortening'**

The side views are drawn in at a 45 degree angle. Standard practice is to 'foreshorten' the side views to provide a more convincing view of an object.

To foreshorten the side views, the objects side measurements are halved.

In this case, the sides are 50 mm long, but they have been drawn in at 25 mm.



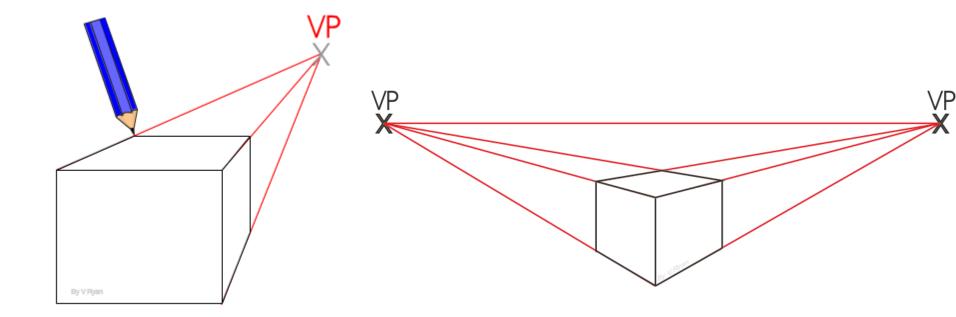


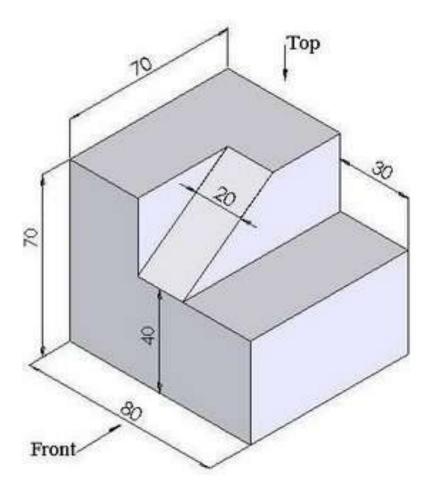
#### **Perspective Drawings**

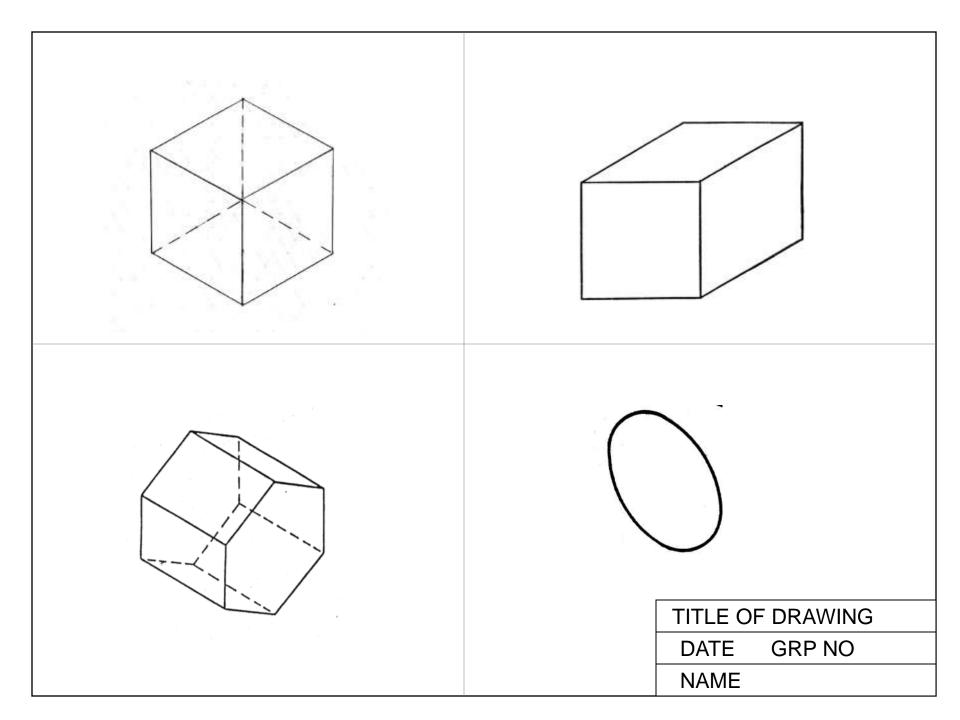
Using perspective, parallel lines converge to a point or points somewhere in the distance. This point is called the vanishing point (VP). This gives objects an impression of depth.

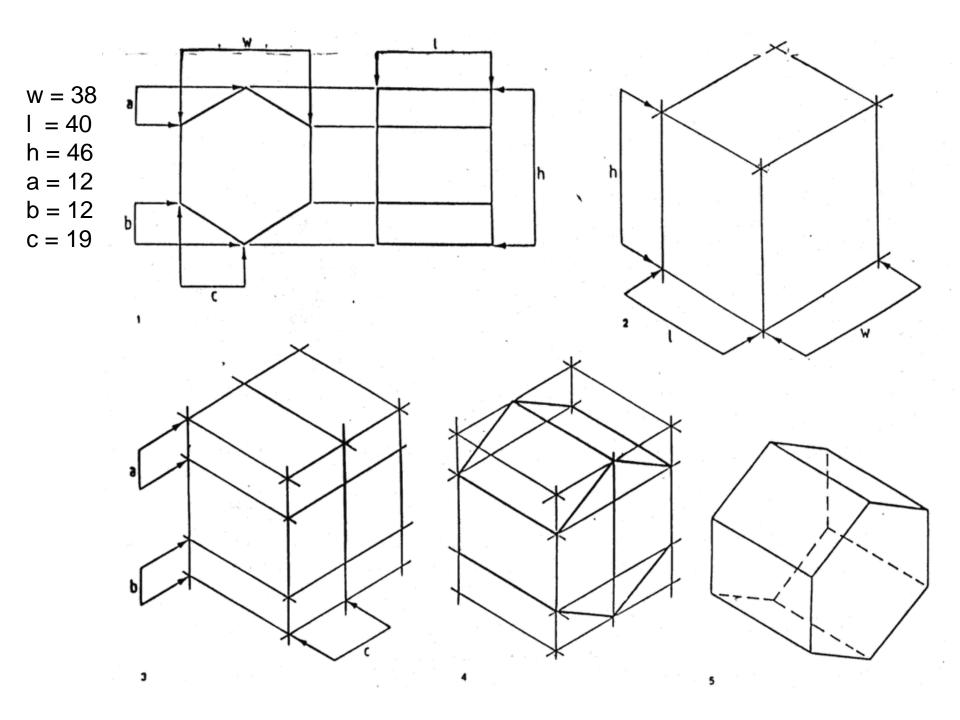
When drawing using one point perspective all objects vanish to one common point somewhere on the horizon.

When drawing using two point perspective all objects vanish to two common points somewhere on the horizon.

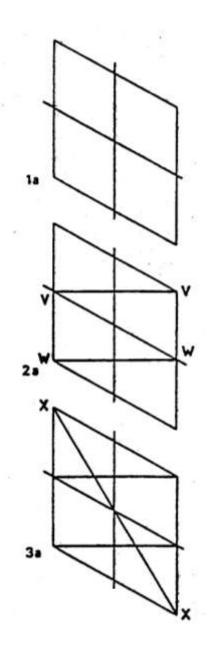


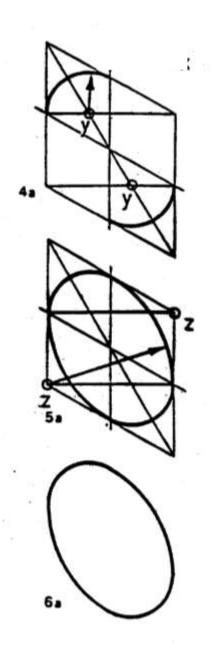


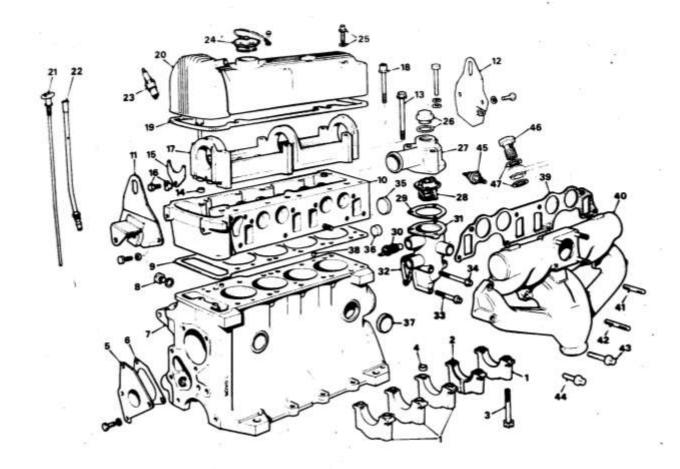




#### Isometric circle 50mm dia







#### KEY TO THE ENGINE EXTERNAL COMPONENTS

#### No. Description

- 1. Main bearing caps
- 2. No. 4 thrust-main bearing cap
- 3. Set screw for main bearing cap
- 4. Ring dowel for main bearing cap
- 5. Engine front cover
- 6. Gasket for front cover
- 7. Cylinder block
- 8. Cylinder block drain plug and sealing washer
- 9. Gasket for cylinder head
- 10. Cylinder head
- . 11. Engine lifting bracket-front
  - 12. Engine lifting bracket-rear
  - 13. Set screw for cylinder head
  - 14. Ring dowel for camshaft carrier
  - 15. Locating plate for camshaft
  - 16. Set screw and lock washer

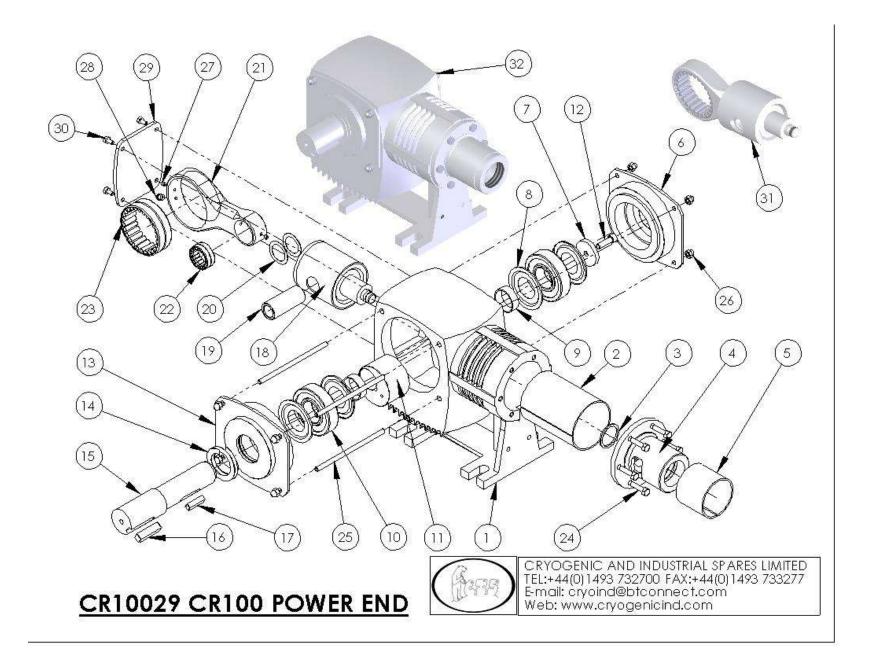
#### No. Description

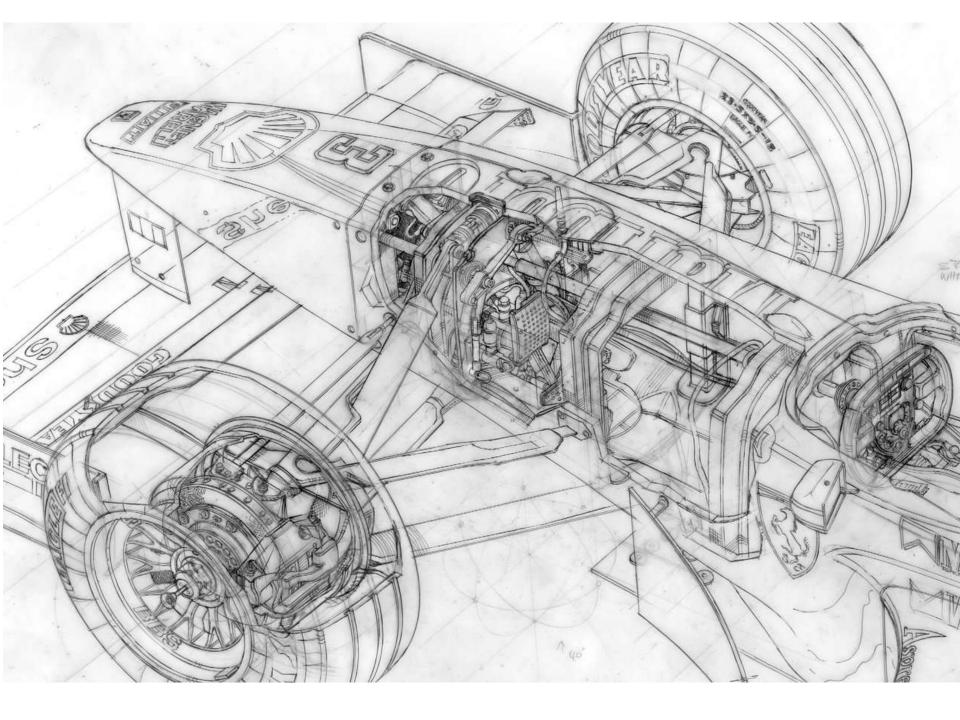
- 17. Camshaft carrier
- 18. Set screw-carrier to cylinder head
- 19. Gasket for cover . .
- 20. Cylinder head cover
- 21. Oil dipstick
- 22. Oil dipstick tube
- 23. Sparking plug
- 24. Oil filler cap 25. Set screw and 'O' ring seal-cover to cylinder
- 26. Filter plug and 'O' ring seal 27. Water outlet pipe
- 28. Thermostat
- 29. Gasket for water outlet pipe
- 30. Thermal transmitter
- 31. Thermostat housing

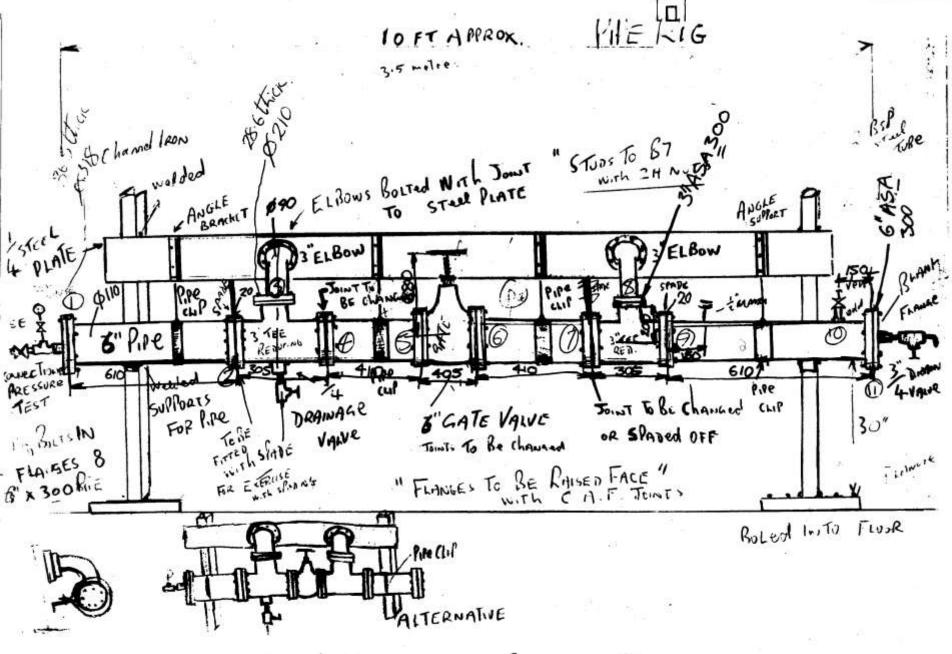
#### No. Description

- 32. Gasket for thermostat housing
- Short set screw for thermostat housing Long set screw for thermostat housing

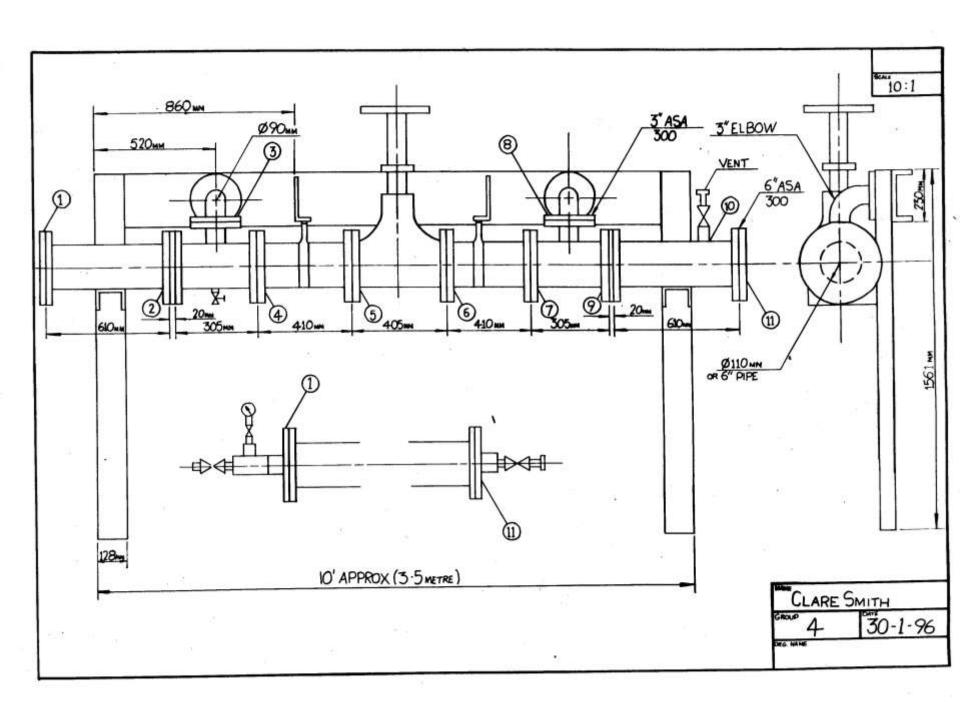
- Care plug for cylinder head Plug for main oil gallery
- Care paug for cylinder block
- Dowel for cylinder head
- ment for inset and exhaust manifold
- breek and exhaust manifold
- Short stud-carburetter to manifold
- 42. Long stud-mention to cylinder head
- 43. Long set soren
- 44. Short set screw
- 45. Oil pressure switch
- 46. Screw for brake servo banyo union
- 47. Washers for banjo union

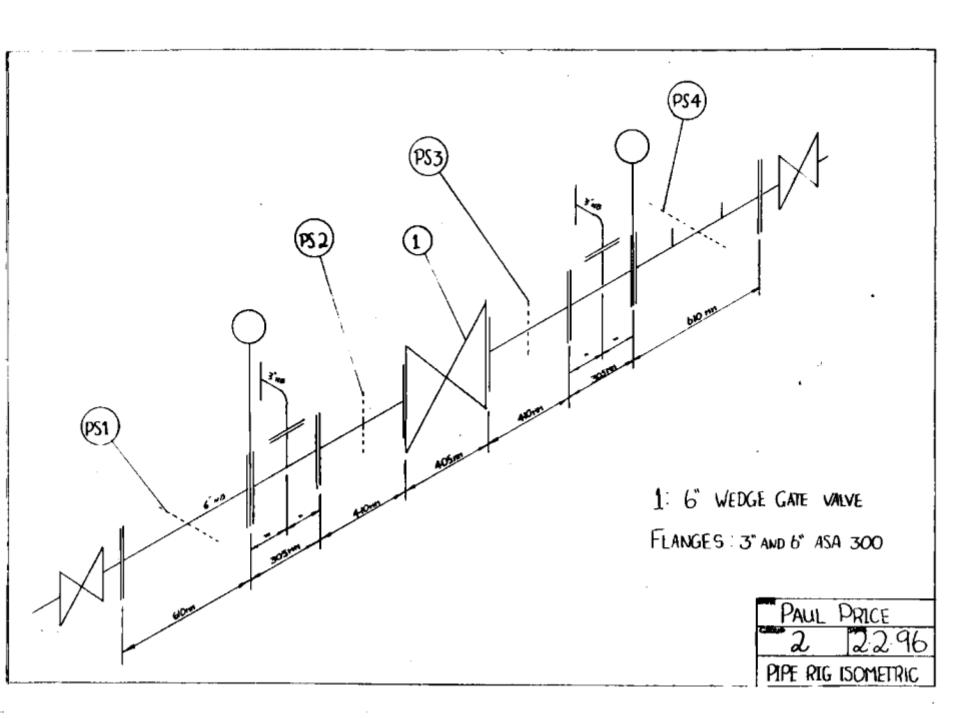


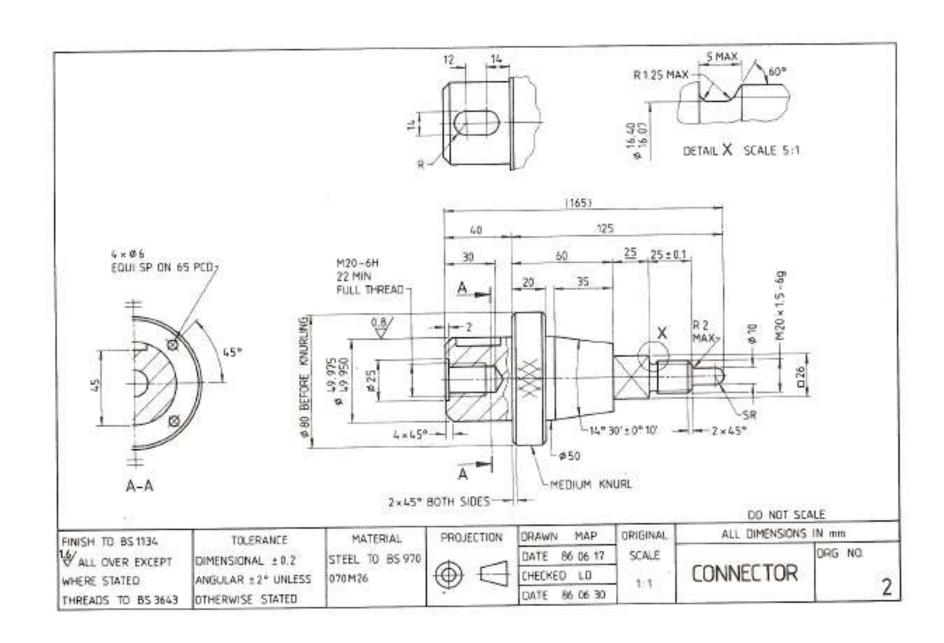




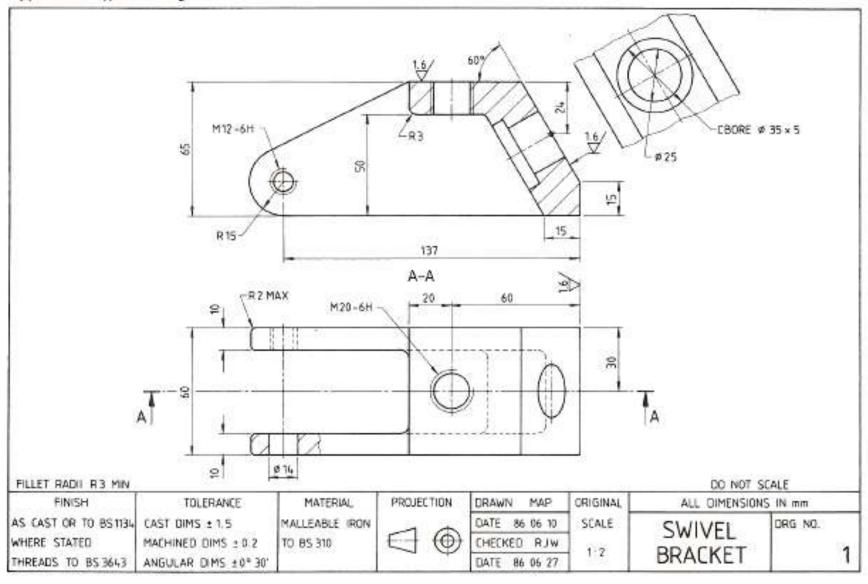
DIG FOR MANDER : BREATURE FLANGE,





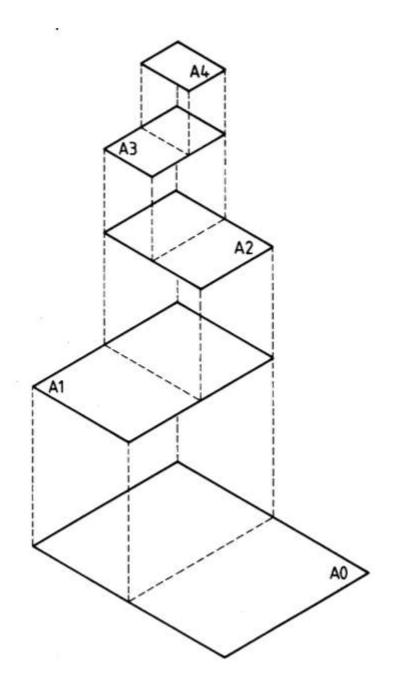


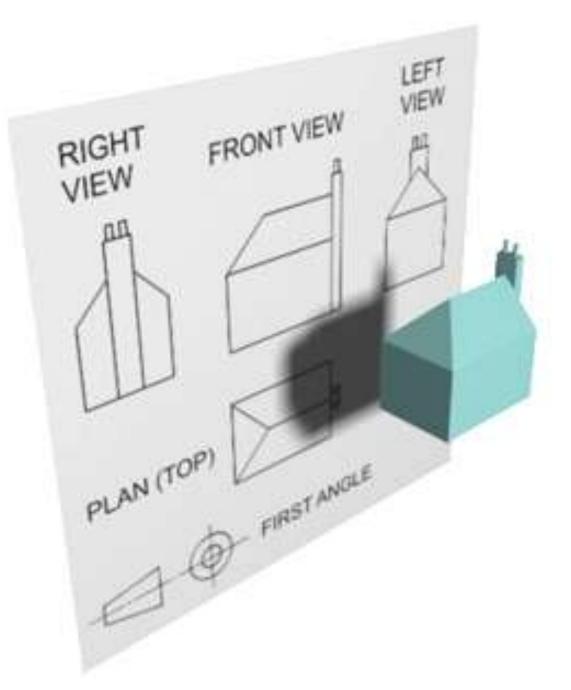
#### Appendix A Typical drawings

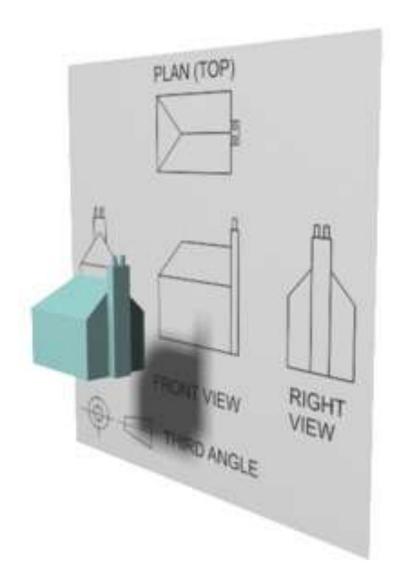


 $A4 = 210 \text{ mm} \times 297 \text{ mm}$   $A3 = 297 \text{ mm} \times 420 \text{ mm}$   $A2 = 420 \text{ mm} \times 594 \text{ mm}$   $A1 = 594 \text{ mm} \times 841 \text{ mm}$   $A0 = 841 \text{ mm} \times 1189 \text{ mm}$ The sides of all sheets are in the ratio  $1 : \sqrt{2}$ 

A0 is nominally one square metre in area and forms the basis of the series

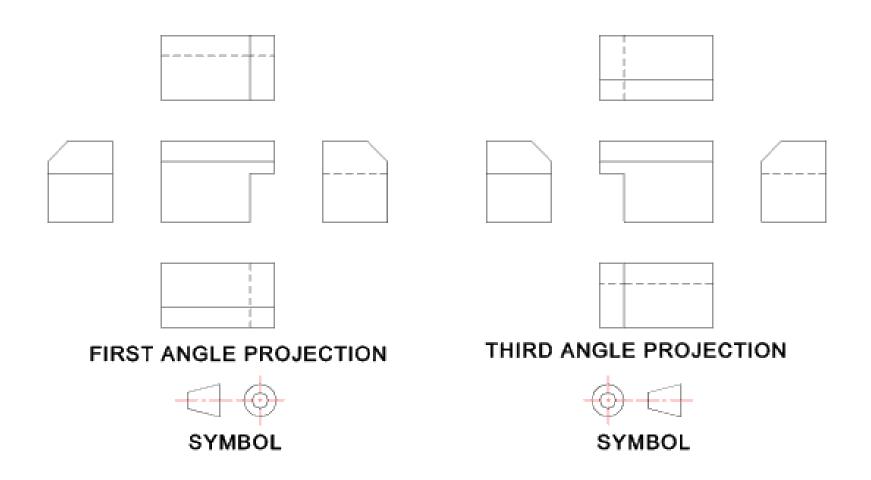


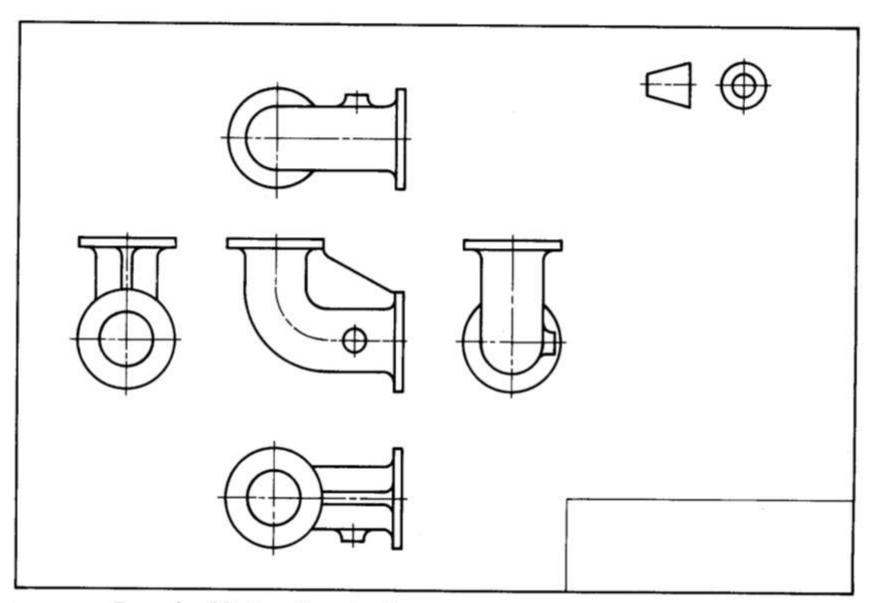




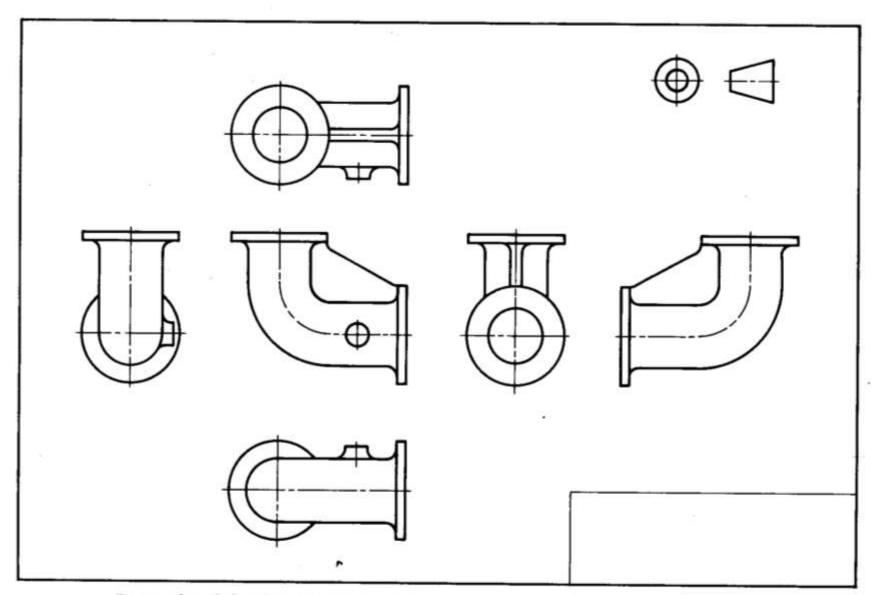
## **Projections**

First angle and third angle projection methods are acceptable.



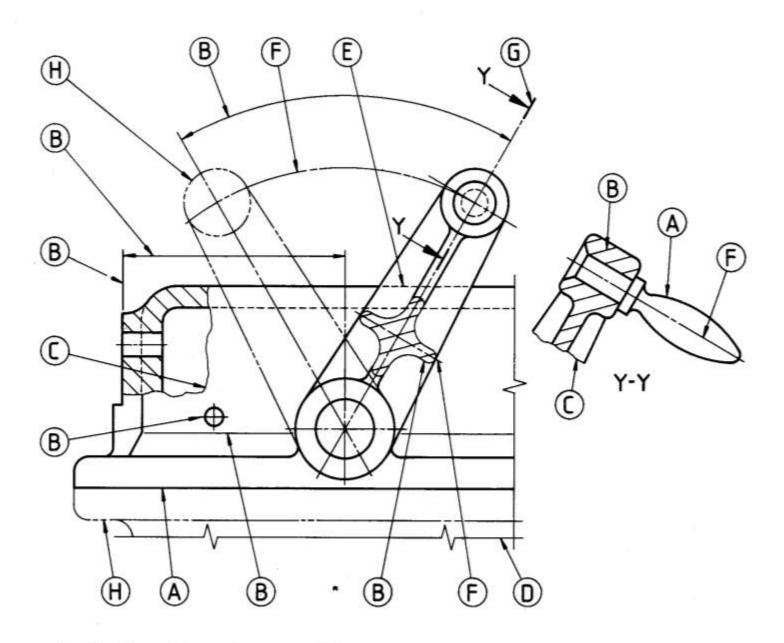


Example of first angle projection

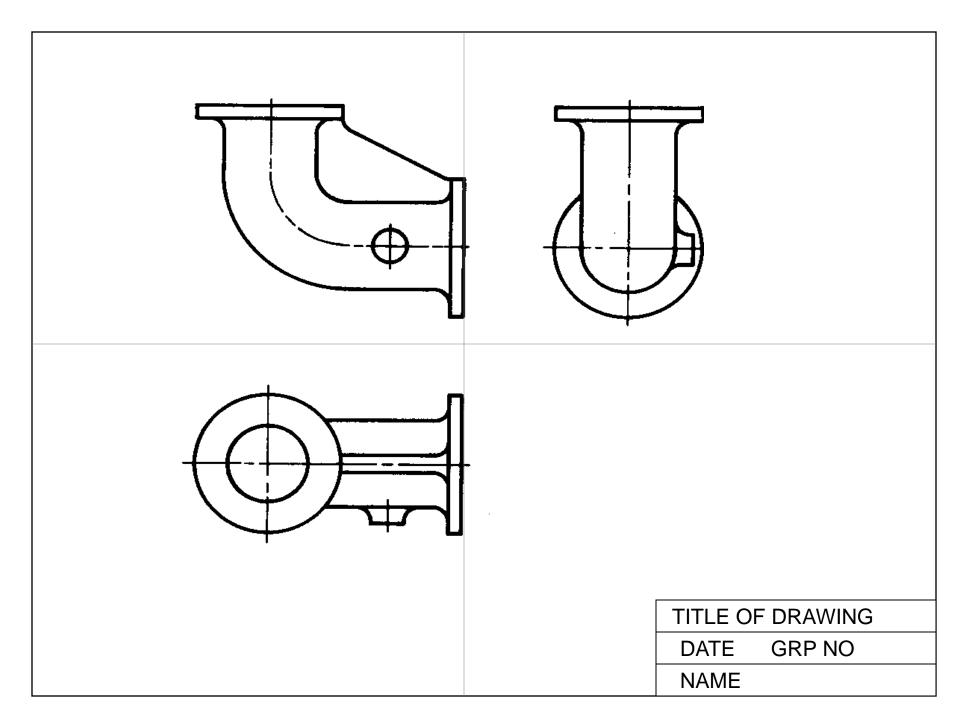


Example of third angle projection

Line	Description	Application	
	Continuous Thick	Outline Edge	
	Continuous Thin	Intersection Dimension Projection Leader Hatching	
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Continuous Freehand	Limits of Partial or interrupted view	
	Continuous Thin With Zigzags	Shortened Sections	
	Dashed Thick	Hidden Outlines Hidden Edges	
	Dashed Thin	Hidden Outlines Hidden Edges	
	Chain Thin	Centre lines Lines of Symmetry	
	Chain Thick	Special Surfaces	
	Chain Thin Thick ends	Cutting Planes	
	Chain Thin double-dashed	Centroidal Lines Initial Outlines Prior to Forming /Machining	



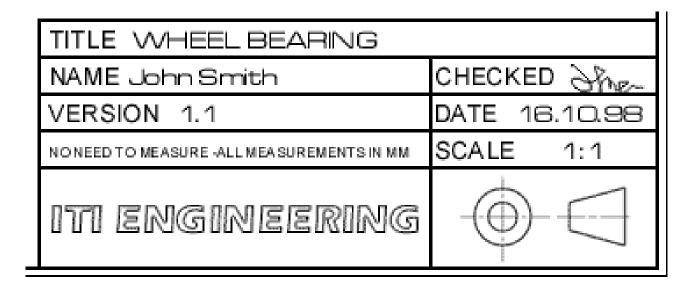
Applications of the various types of line



### The layout of an engineering drawing

It is important that you follow some simple rules when producing an engineering drawing which although may not be useful now, will be useful when working in industry.

All engineering drawings should feature an information box. An example is shown below.



In general, capital letters should be used. Some suggested examples of letters and numerals are shown

ABCDEFGHIJKLMNOPQRST UVWXYZ 1234567890

ABCDEFGHIJKLMNOP QRSTUVWXYZ 1234567890

Examples of letters and numerals

### Character height

The dimensions and notes should be not less than 3 mm tall. Titles and drawing numbers are normally larger.

### Recommended scales

These are as follows:

Full size

1:1

On drawings smaller than full size (reduction scales):

1:2

1:5

1:10

1:20

1:50

1:100

1:200

1:500

1:1000

On drawings larger than full size (enlargement scales):

2:1

5:1

10:1

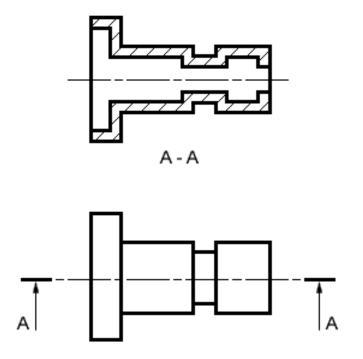
20:1

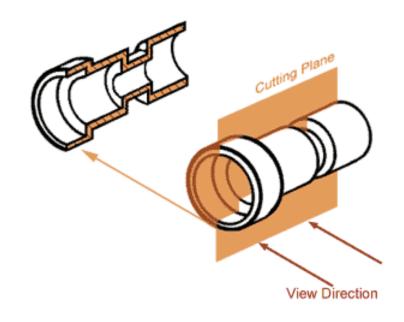
50:1

Sections and sectional views are used to show hidden detail more clearly. They are created by using a cutting plane to cut the object.

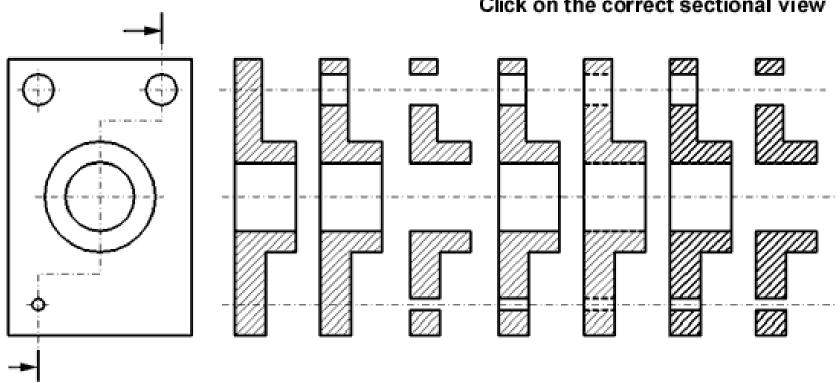
A section is a view of no thickness and shows the outline of the object at the cutting plane. Visible outlines beyond the cutting plane are not drawn.

A sectional view, displays the outline of the cutting plane and all visible outlines which can be seen beyond the cutting plane. The diagram below shows a sectional view, and how a cutting plane works.



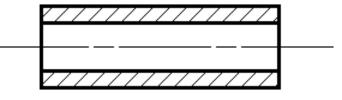


## Click on the correct sectional view

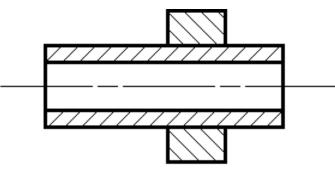


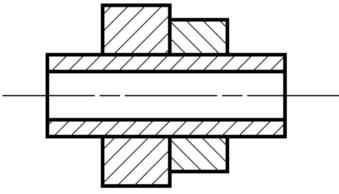
On sections and sectional views solid area should be hatched to indicate this fact. Hatching is drawn with a thin continuous line, equally spaced (preferably about 4mm apart, though never less than 1mm) and preferably at an angle of 45 degrees.

Hatching a single object



**Hatching Adjacent objects** 

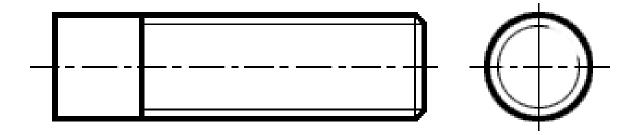


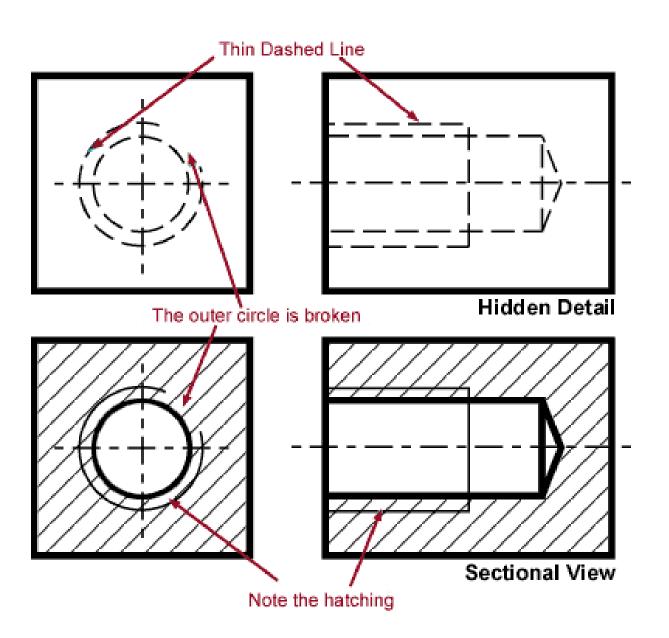


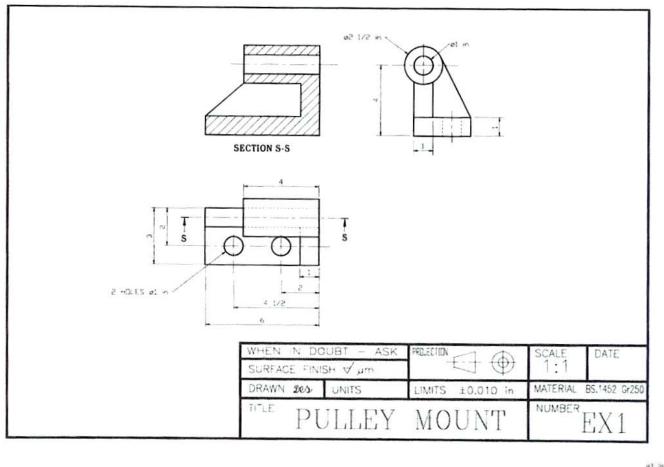
# Drawing Conventions

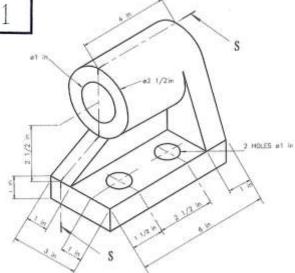
Threads are drawn with thin lines as shown in this illustration. When drawn from end-on, a threaded section is indicated by a broken circle drawn using a thin line.

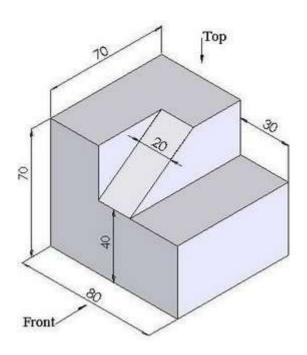
## A threaded part

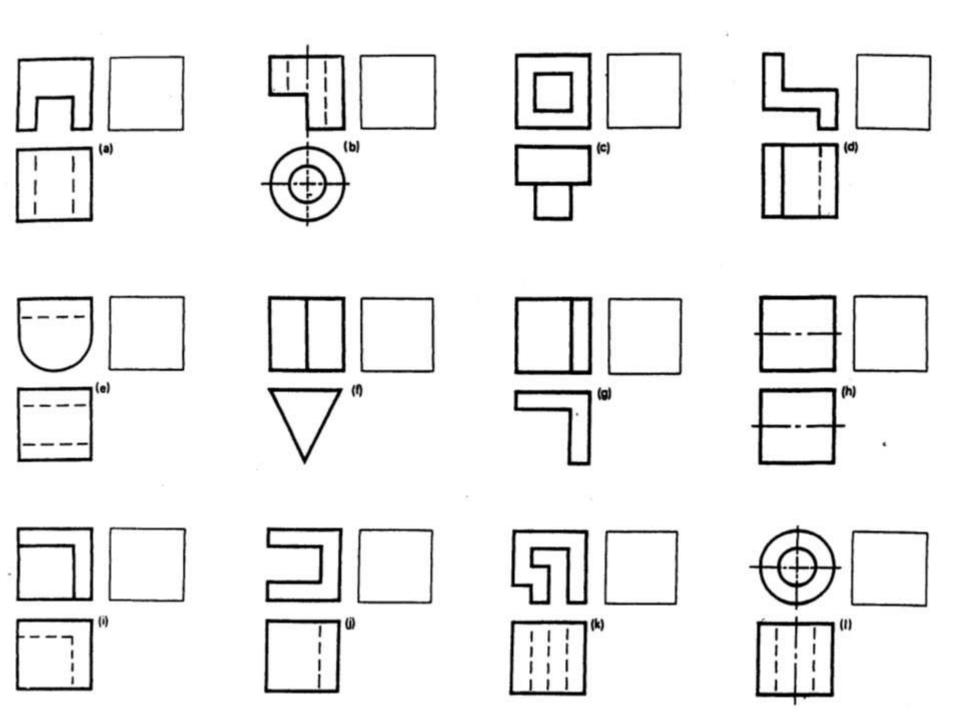


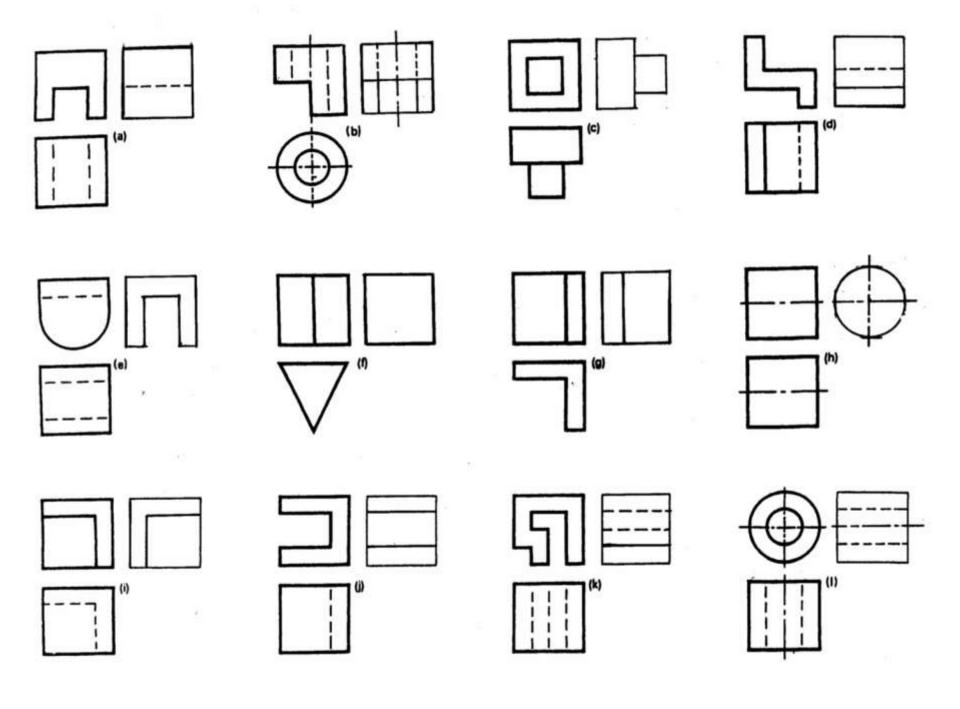




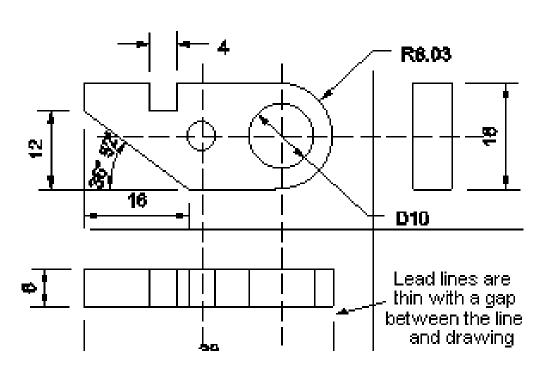








**Conventions used when Dimensioning** There are other conventions which you must follow when dimensioning an Orthographic Drawing.

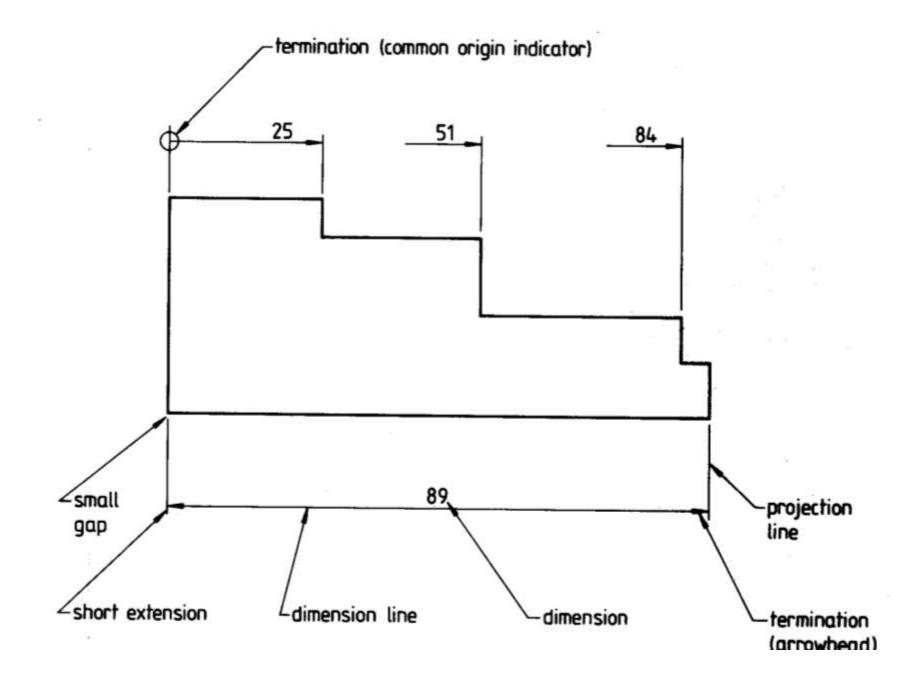


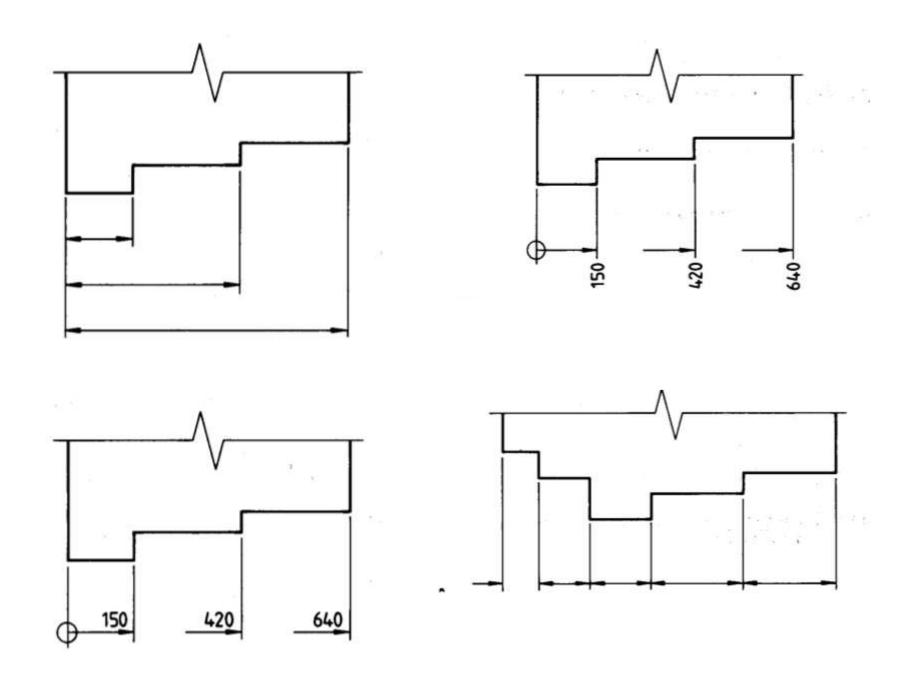
Projection Lines are thin with a 3mm gap between the line and the drawing.

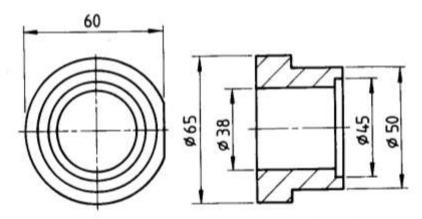
Dimension lines are thin and end in arrows 3mm in length.

Dimensions are placed above dimension lines and are read from left to right

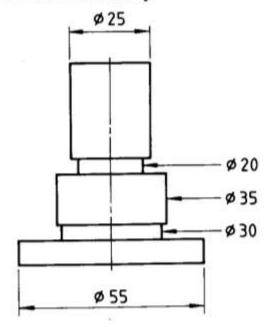
Abbreviations D (or Dia) and R (or Rad) are used to indicate Diameters and Radii.



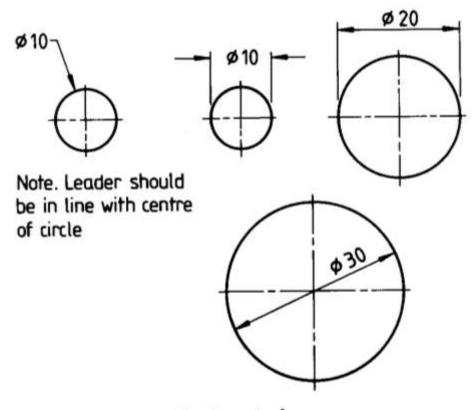




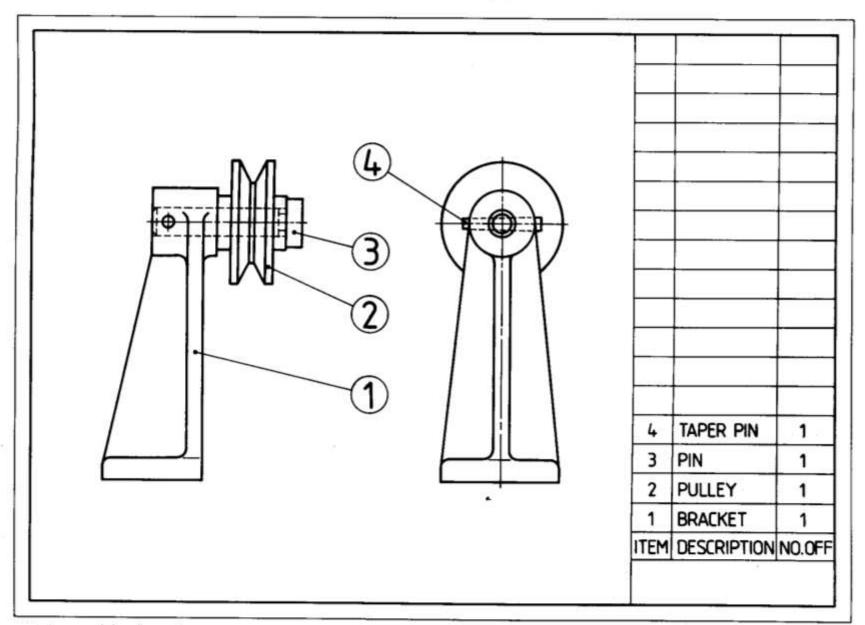
Dimensions of diameters placed on best view for clarity

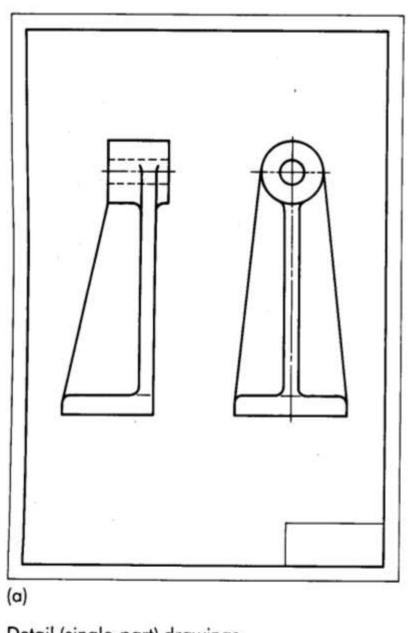


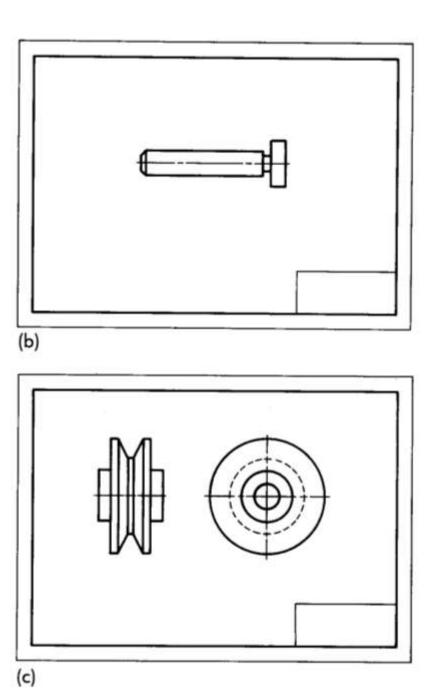
Dimensions applied to features by leader lines



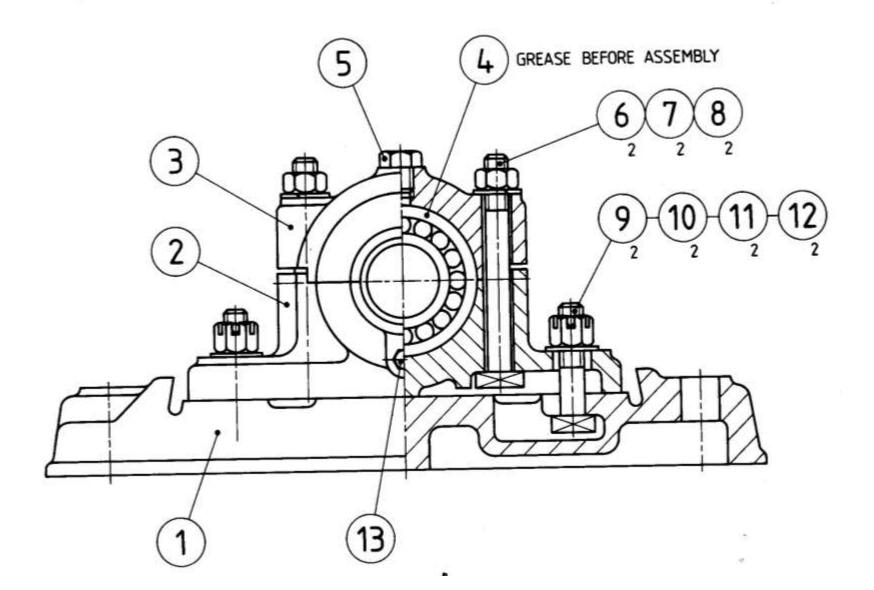
**Dimensioning circles** 



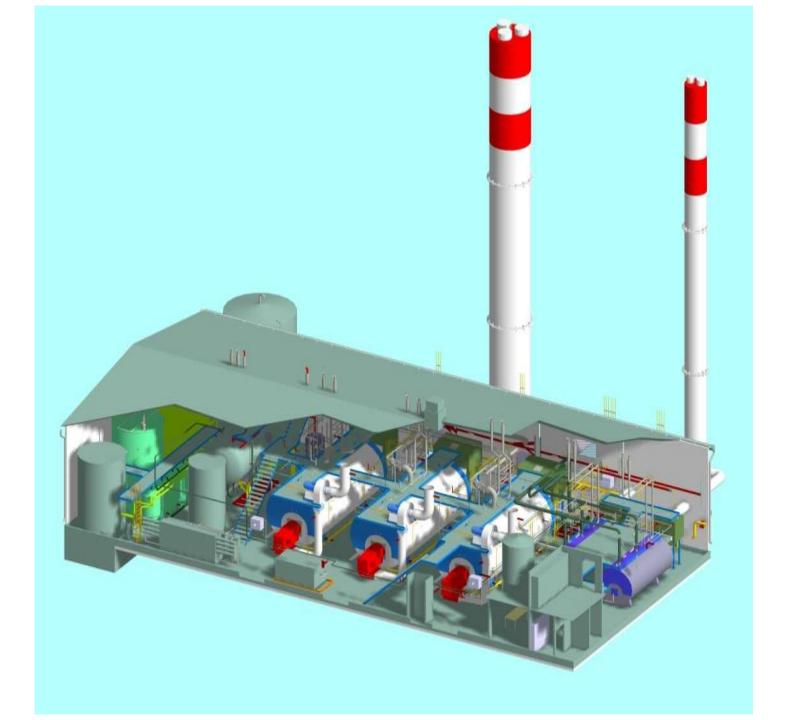


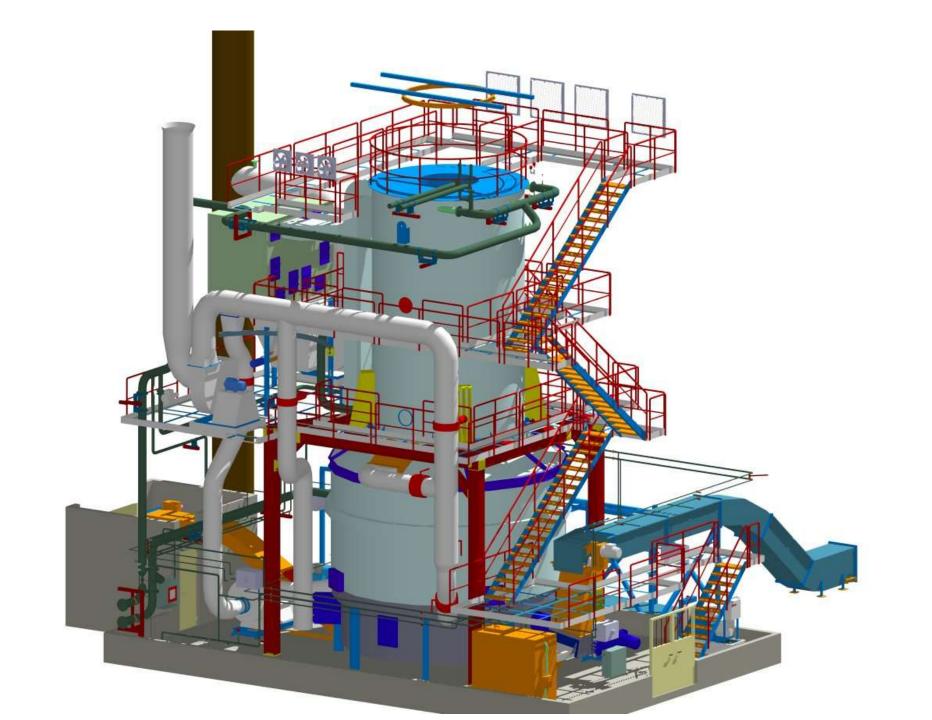


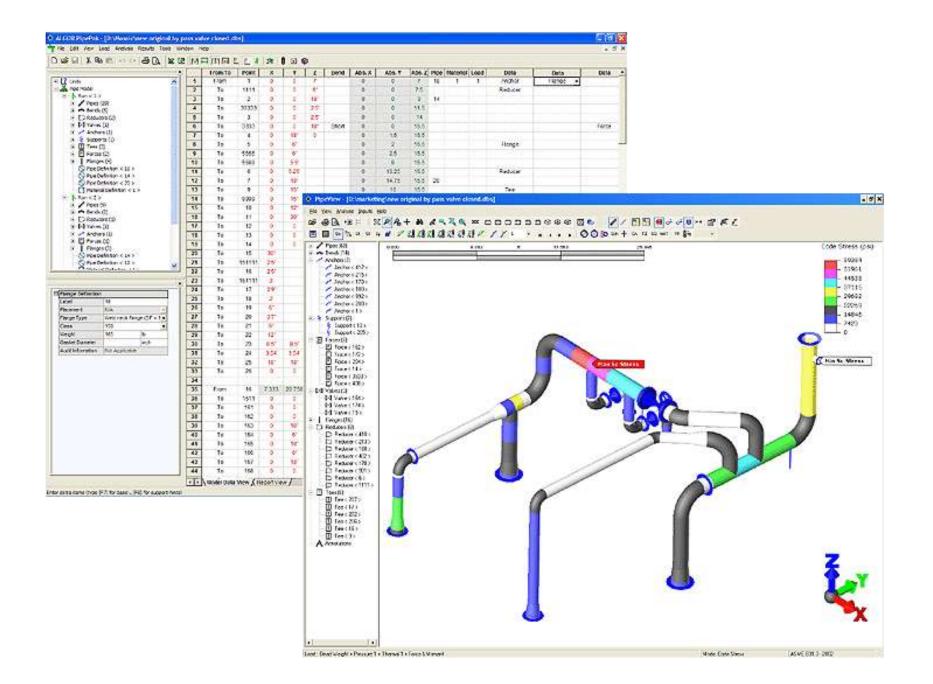
Detail (single-part) drawings

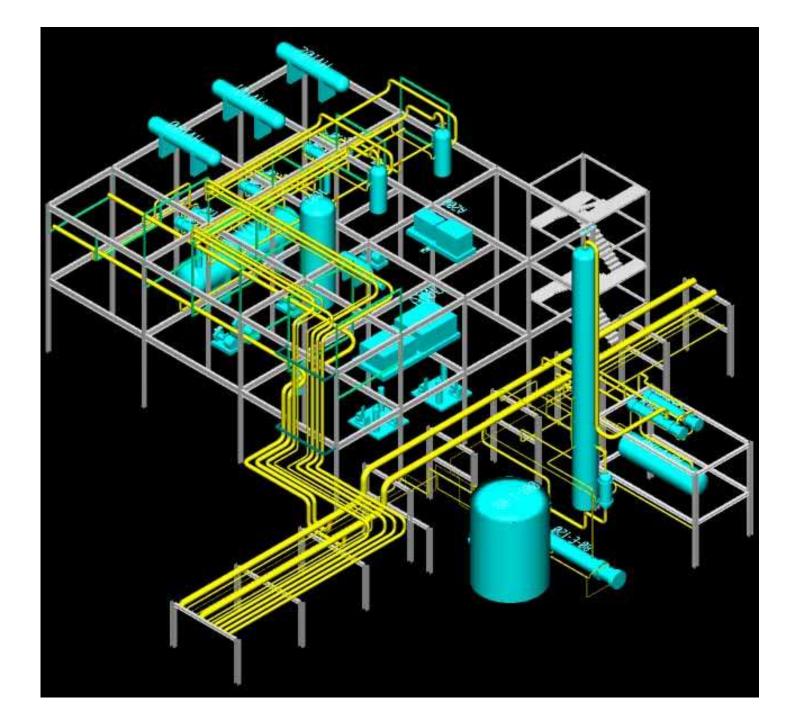


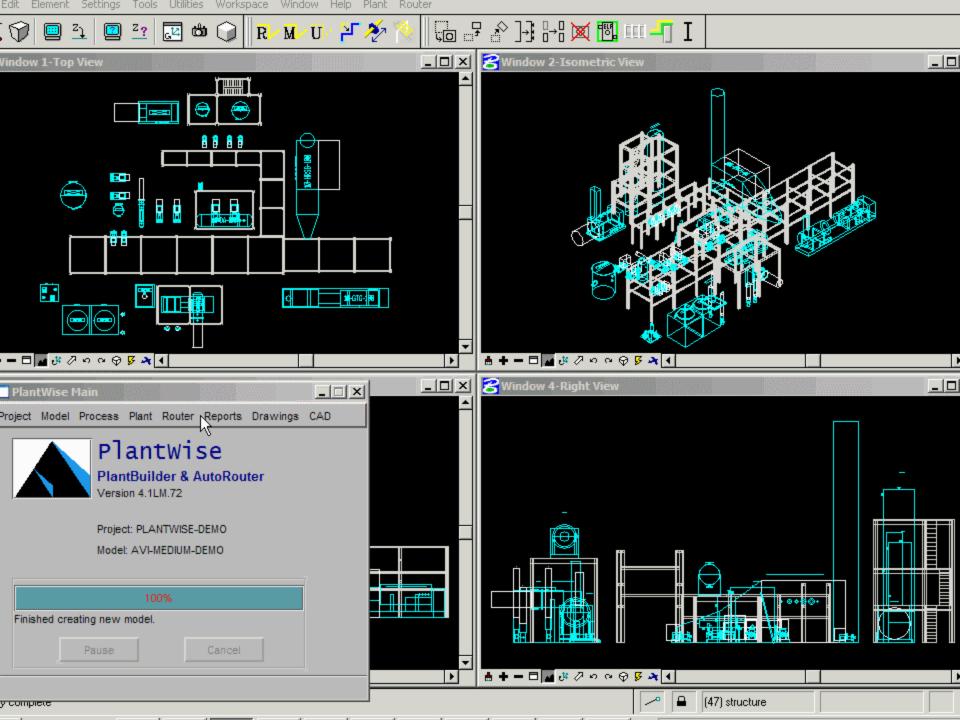










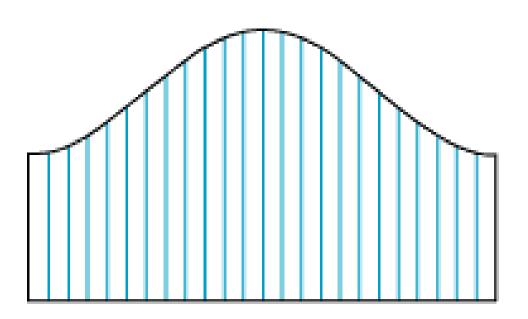


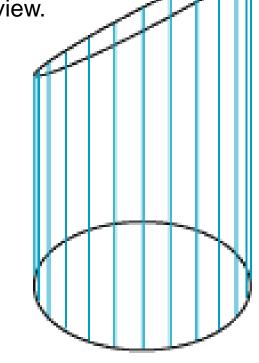
## Where do we use parallel line development?

Parallel line development is used for the pattern development of pipe work, prisms, and any cylindrical shape.

Pattern development can be marked directly onto flat metal plate. The metal is then formed to shape.

This is a truncated cylinder shown in an isometric view. Note the 12 equal spaces called <u>chord lines</u>



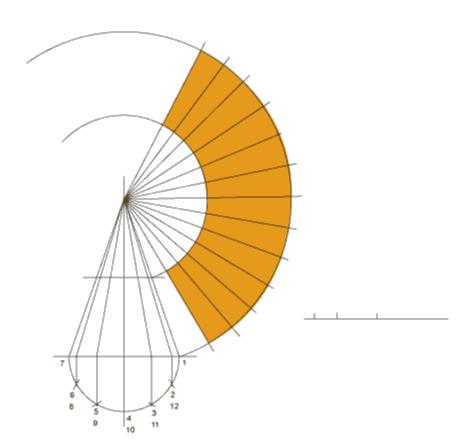


This is a pattern layout of a truncated cylinder, also known as a stretch out or template.

### Radial line method

The radial line method of pattern development is used to develop patterns for objects that have a tapering form with lines converging to a common point, called the <u>apex point</u>.

The radial line method uses a series of radial <u>generator lines</u> drawn from a common apex point to develop a specified pattern or shape.



## The triangulation method

To find the true length of very basic <u>conical</u> or <u>transition</u> shapes these fundamental rules must be applied.

Generally two views are required.

The two most common views are top and front view.

Place the top view length view against the vertical height at 90 degrees.

