Engineering Drawing

Main Skills:

- Multi-view
- Isometric View
- Section View

What I Learned:

**Multi-View**

Over the semester, in my Engineering Design class, I learned how to successfully transfer multiple objects and figures into different views using engineering drawing. The first skill that I learned is the multi-view drawing. This method involves taking a figure that is in 3-D format and altering it into three separate views; a top view, front view and right side view. In order to create the three views, one has to distinguish all the faces that are facing a certain way, for example the top view, and project them onto your top view drawing. The picture above illustrates the method for projecting these views. In class we frequently practiced drawing the multi-views and our finished products looked similar to the picture at the right.
Isometric View

Another category of engineering drawing, the Isometric View, can simply be described as the reverse of the multi-view. It means taking a figures multi-view drawing and drawing it as a 3-D object. The isometric view is drawn on 3-D grid paper and is useful for representing a 3-D object in 2 dimensions.

Section View

The section view was the last topic that we covered in the drawing portion of e-design. This type of drawing is useful for more detailed objects. It involves making a cutting plane, that indicates that you take a portion of the drawing away, in order to see hidden features. We learned the proper way to identify which portions of the drawing should be shaded, signifying that this part of the object touches the cutting plane.