



Rao Badhur Y Mahabaleshwarappa Engineering College (RYMEC)

(Formerly , Vijayanagara Engineering College (VEC), Ballari)

WELCOME
To
CHITRIKI ACADEMY

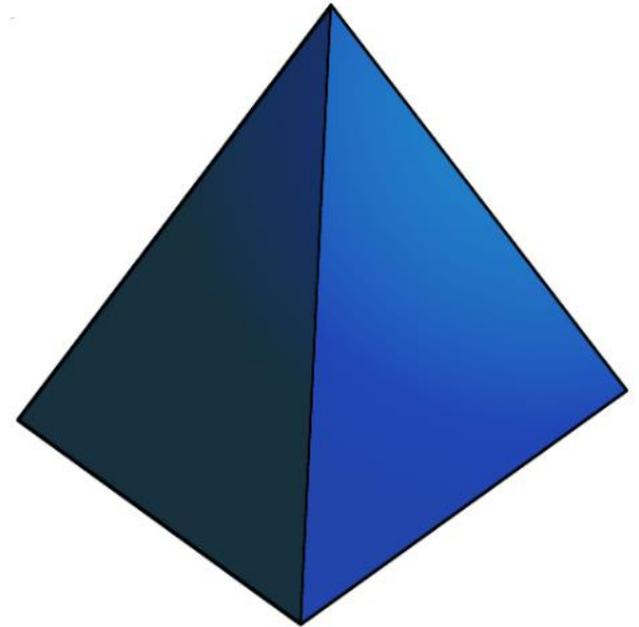
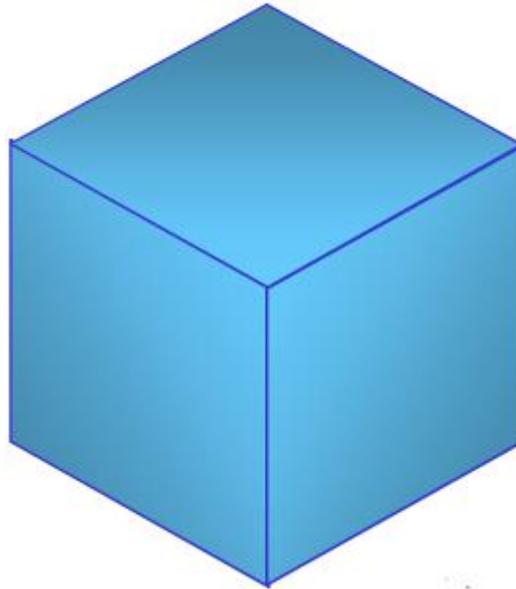
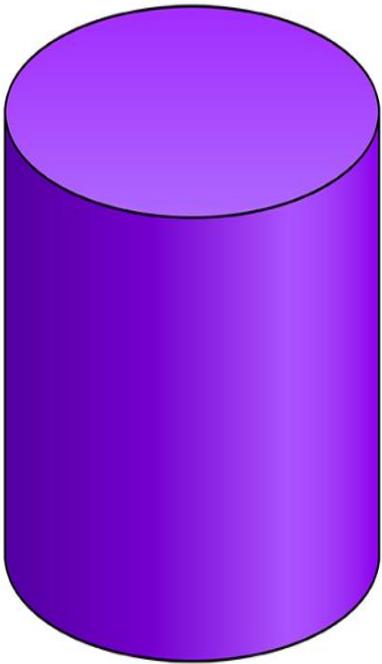
On
ENGINEERING DRAWING

By

Dr. Chitriki Thotappa.

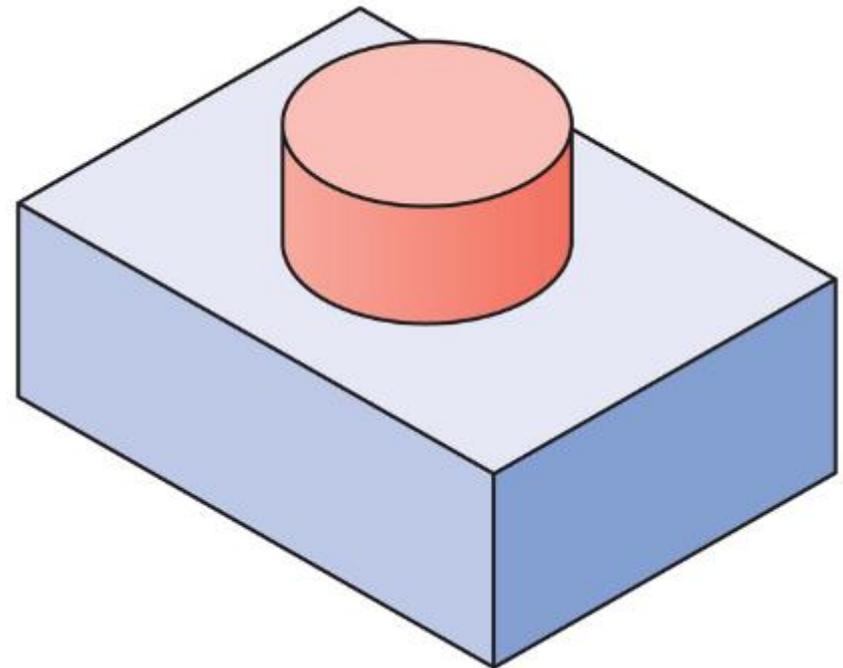
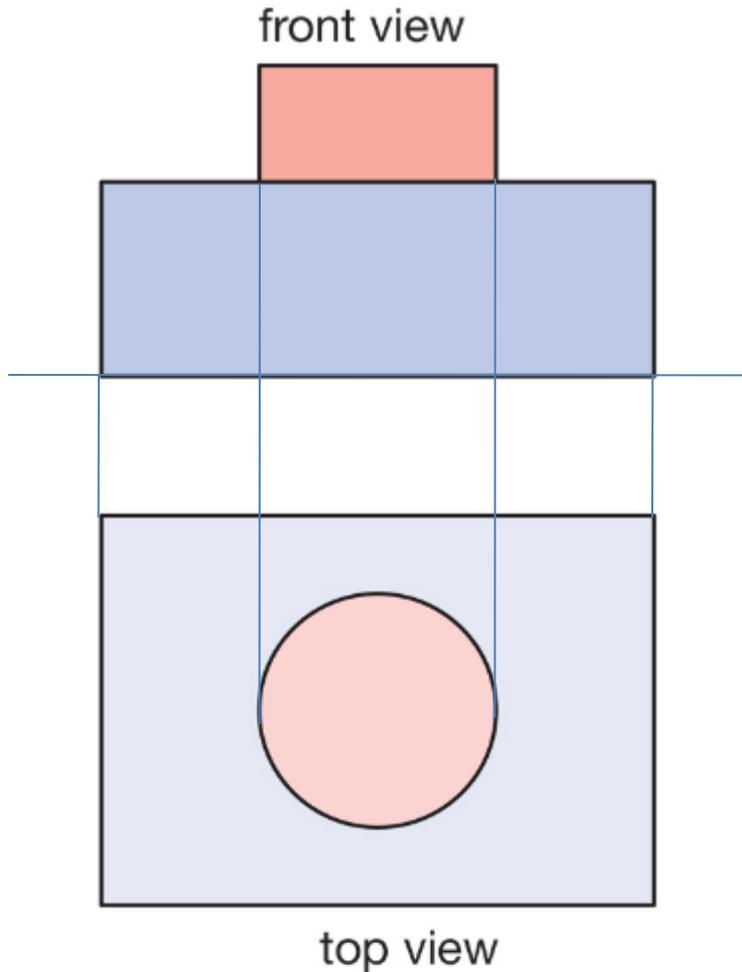
Professor, Department of Mechanical Engineering.

ISOMETRIC PROJECTION



ISOMETRIC PROJECTION

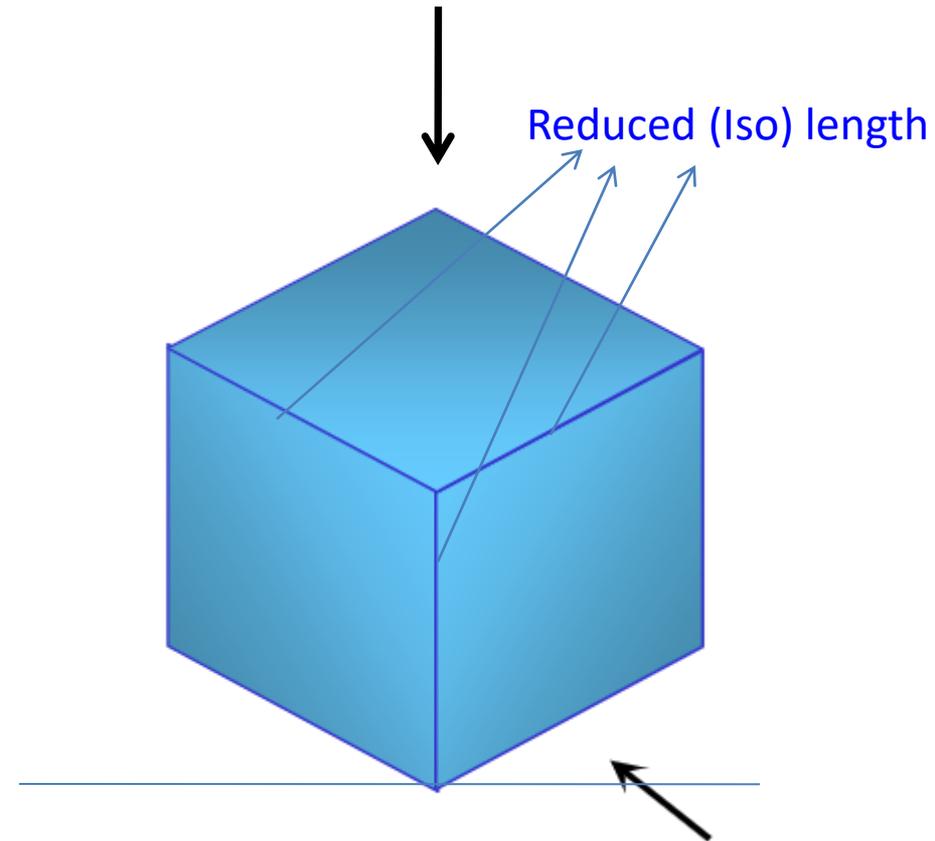
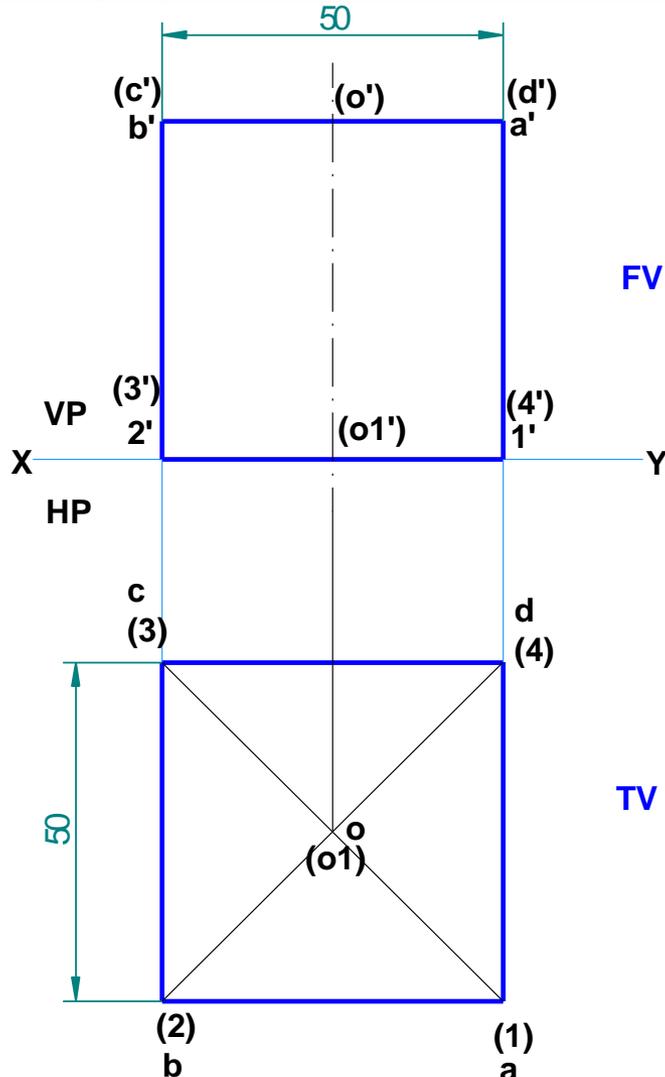
Orthographic and isometric projections of an object



3-dimensional isometric projection

ISOMETRIC PROJECTION

Orthographic projection of Cube (FV & TV)



Isometric Projection of Cube

ISOMETRIC PROJECTION

CONTENT

- 2-D & 3-D Drawings / Views.
- Importance of 2D and 3D drawings.
- Pictorial Projection / Drawing (3D Drawings).
- Types of Pictorial Projection.
- Axonometric Projection.
- Types of Axonometric Projection.
- Isometric Projection.
- Isometric Axes.

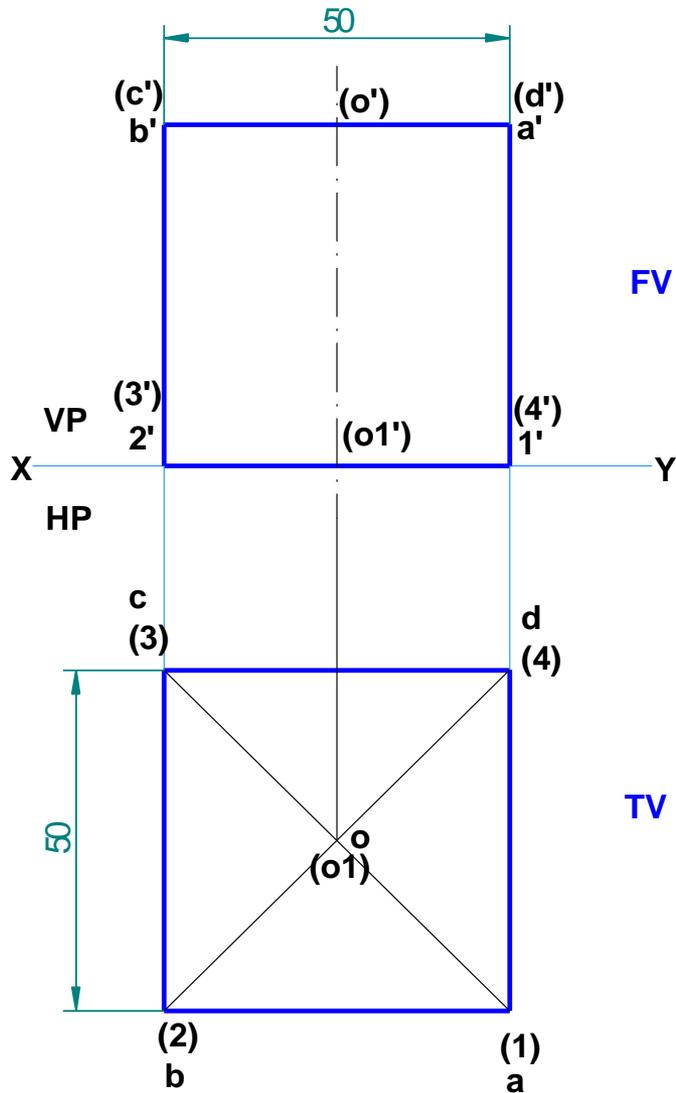
ISOMETRIC PROJECTION

CONTENT

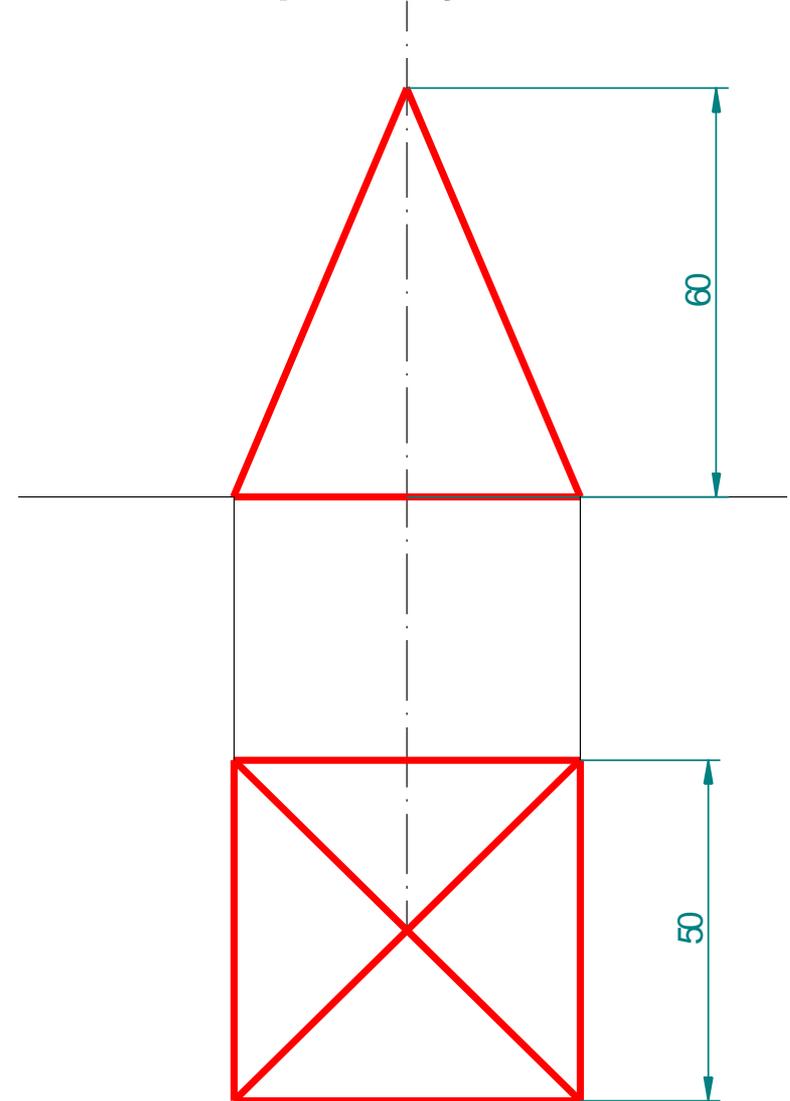
- Isometric Planes.
- Isometric lines and Non-Isometric lines.
- Difference between Isometric Projection & Isometric View
- Isometric Scale.
- Isometric projection of Plane surfaces / Laminas.
- Isometric projection of simple geometrical solids.
- Isometric projection of combination of solids.

2-Dimensional Orthographic Views of Geometrical Solids

Cube

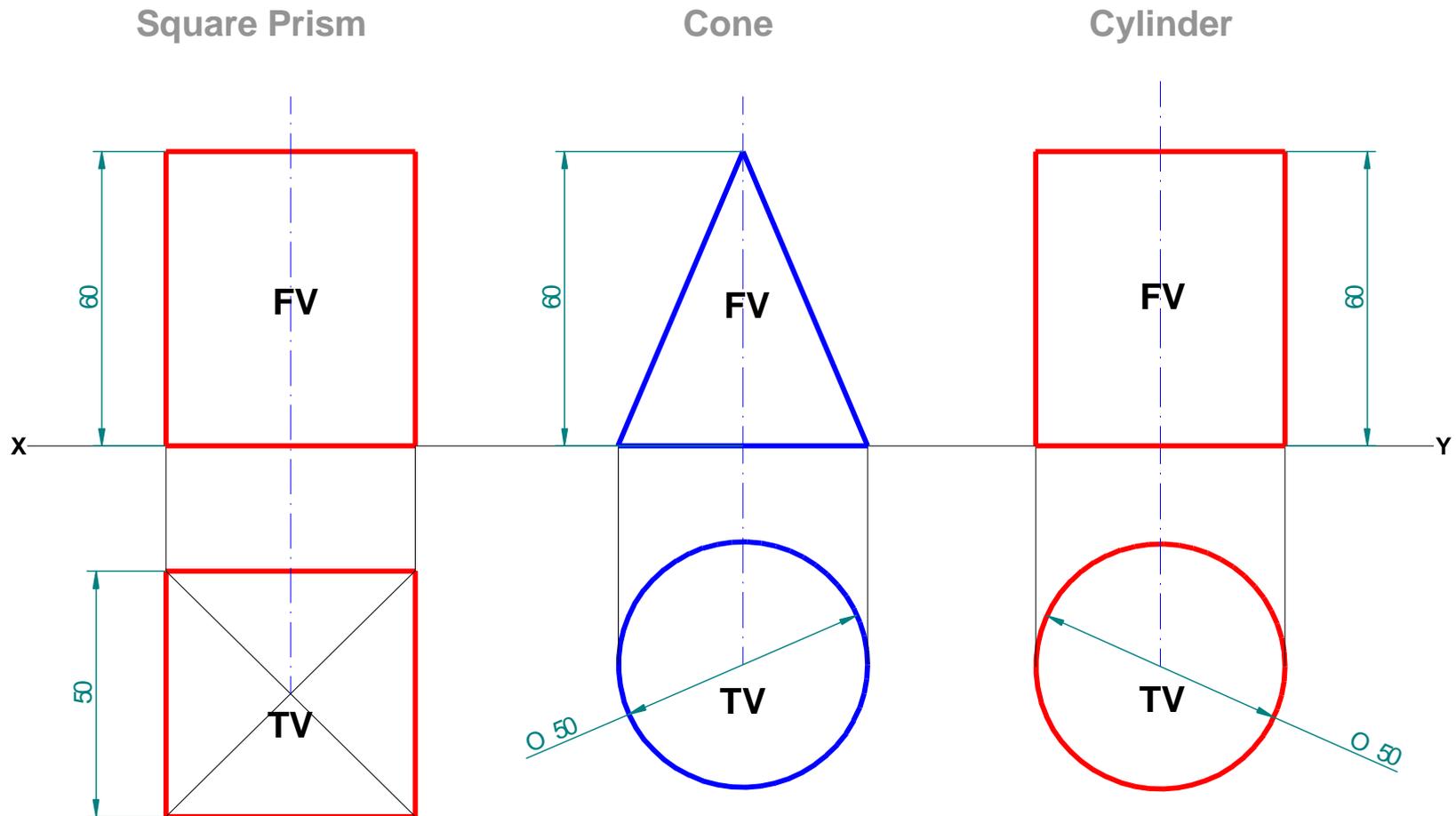


Square Pyramid



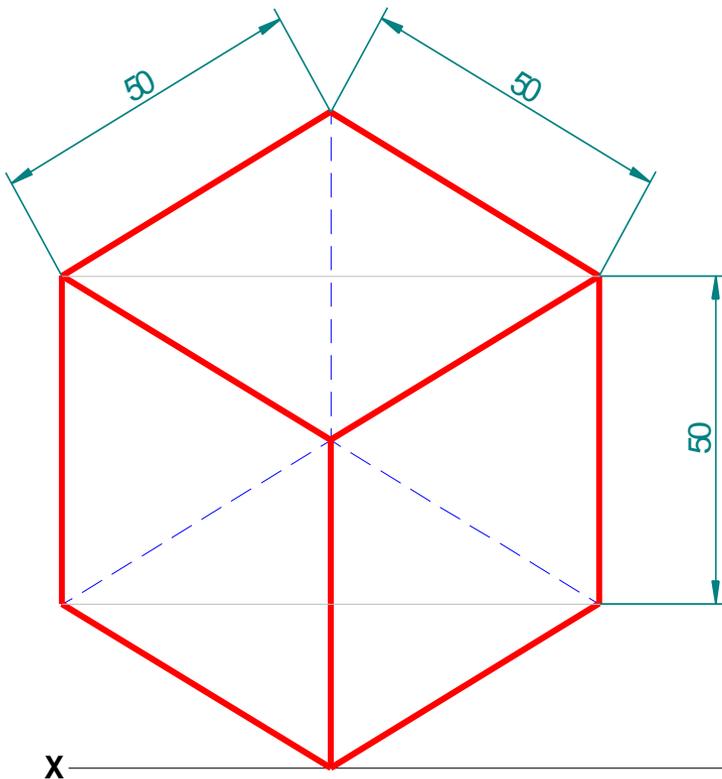
2-D Drawings / Views.

- **2-Dimension drawings / Views** are nothing but views of the object where only **2 dimensions** of the object are seen in **a single view**.

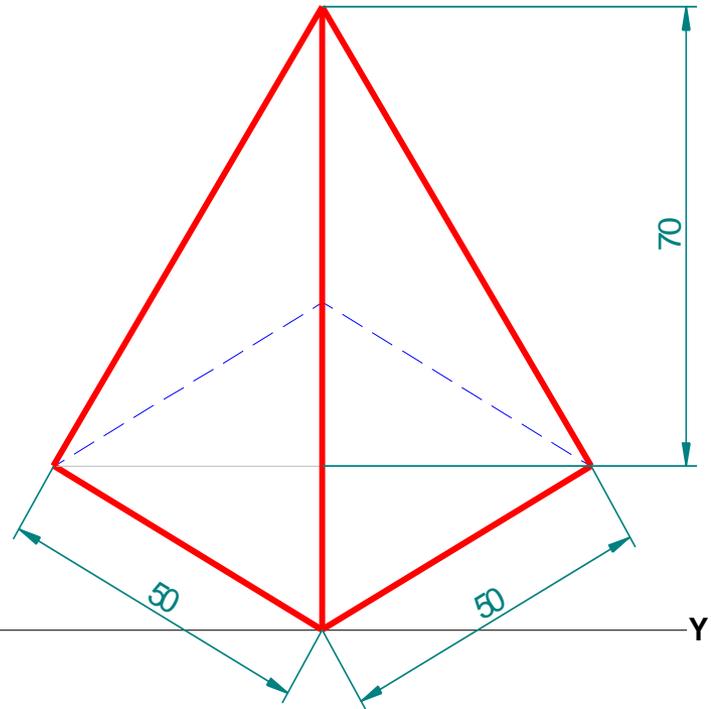


3-D Drawings / Views.

- **3-Dimension drawings / Views** are nothing but views of the object where all the **3 dimensions** of the object are seen in **a single view**.

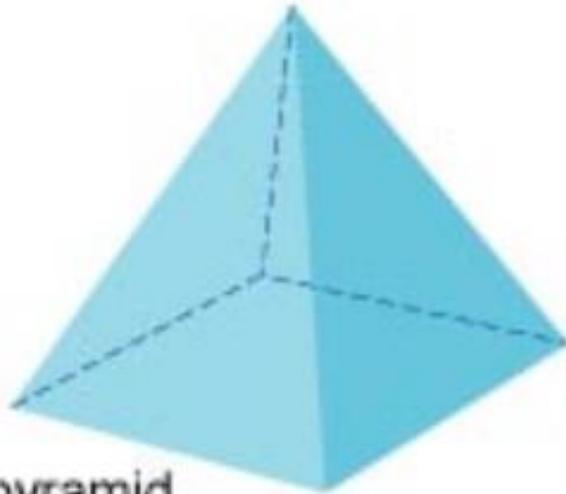


Cube

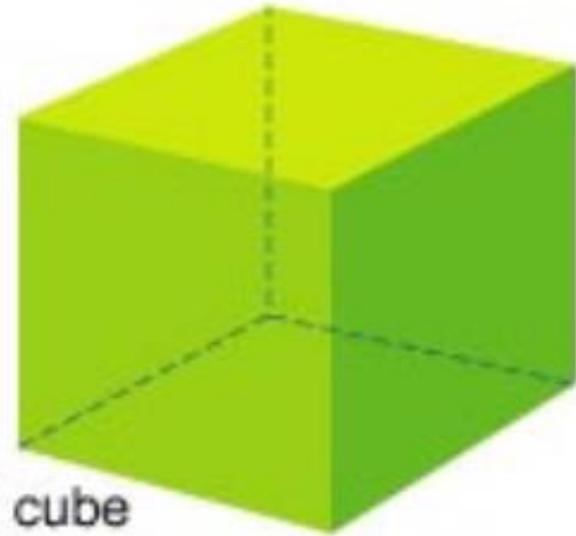


Pyramid

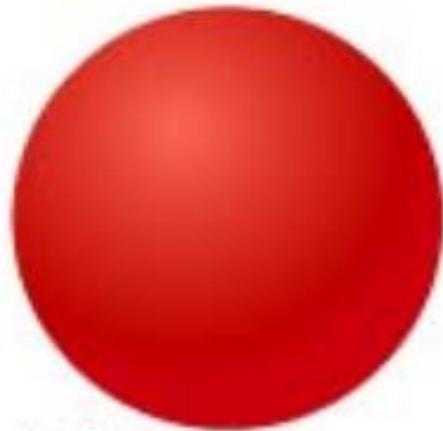
3-Dimensional (Pictorial) Views of Geometrical Solids



pyramid



cube



sphere



cone



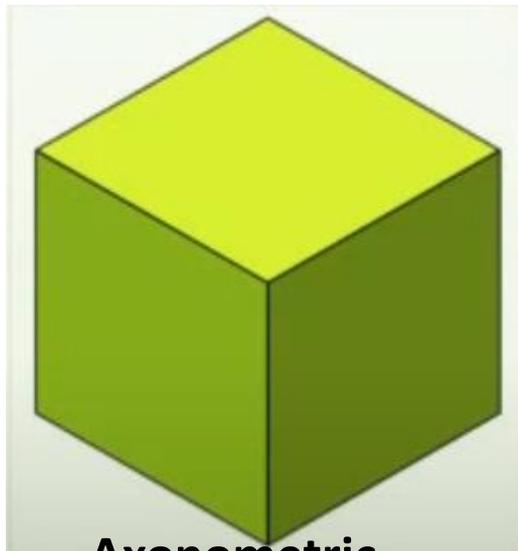
cylinder

PICTORIAL PROJECTION

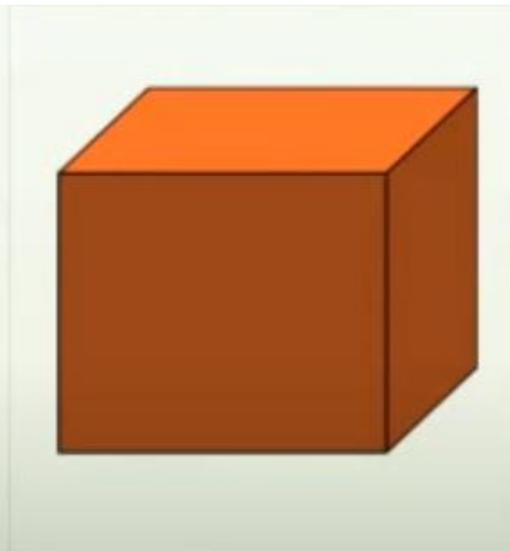
Pictorial Projection or **Pictorial Drawing** : it is a **3-Dimensional view** of an object in which all the 3-Dimensions of the object (3-Faces of the object) are seen in a single view.

Types of Pictorial Projection:

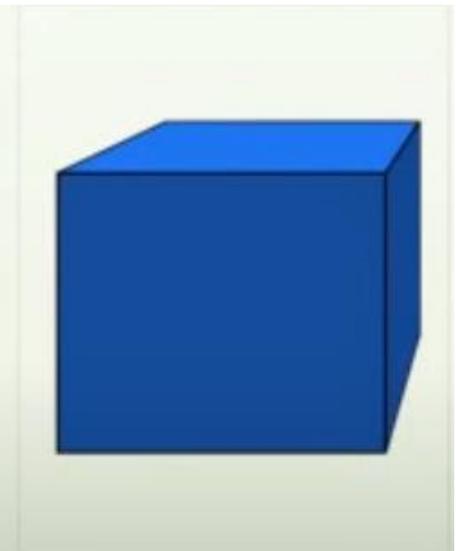
1. **Axonometric Projection.**
2. **Oblique Projection.**
3. **Perspective Projections.**



**Axonometric
(Isometric)**



Oblique

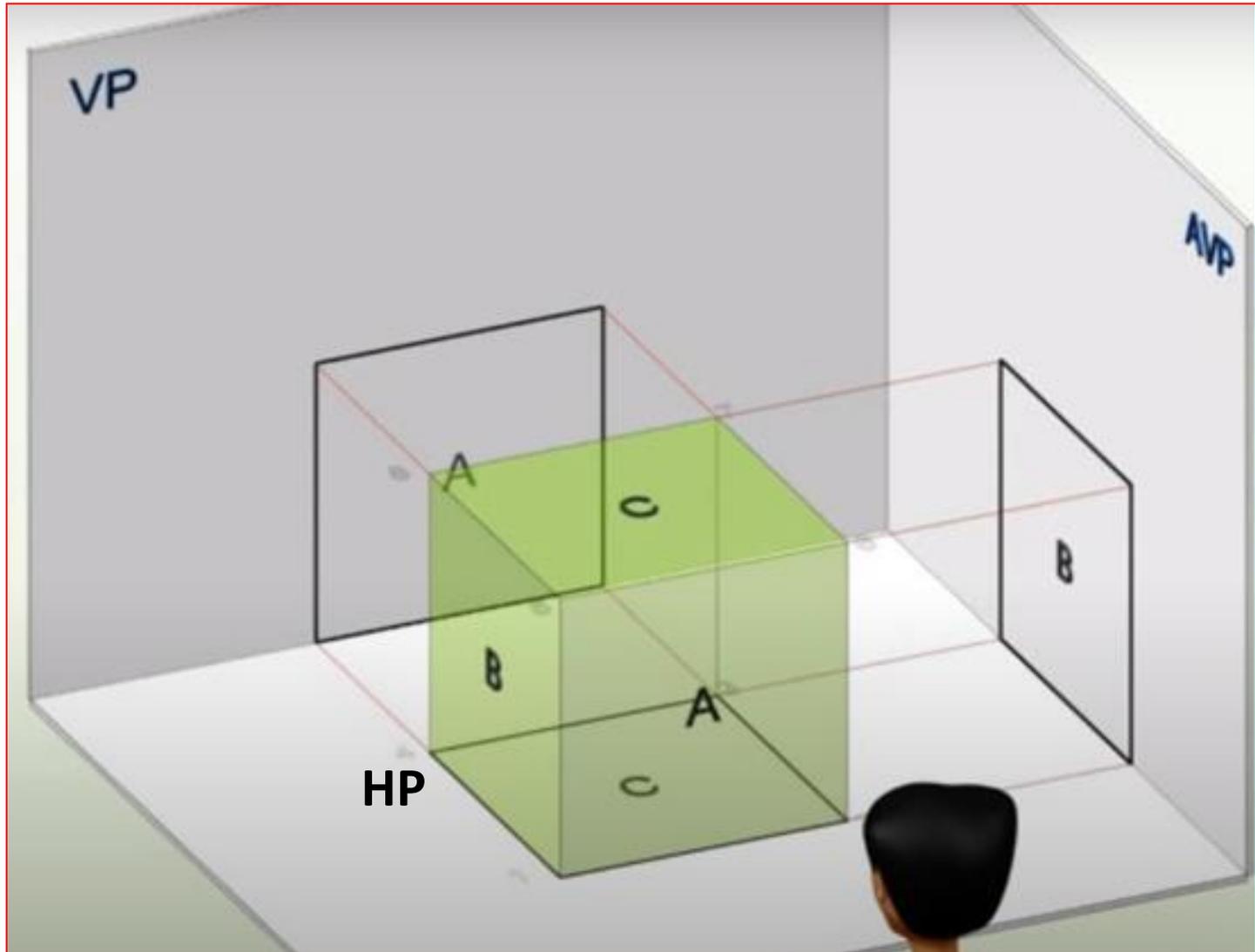


Perspective

2 – D Drawing

Orthographic Projection of Cube in simple position (**Edge Position**)

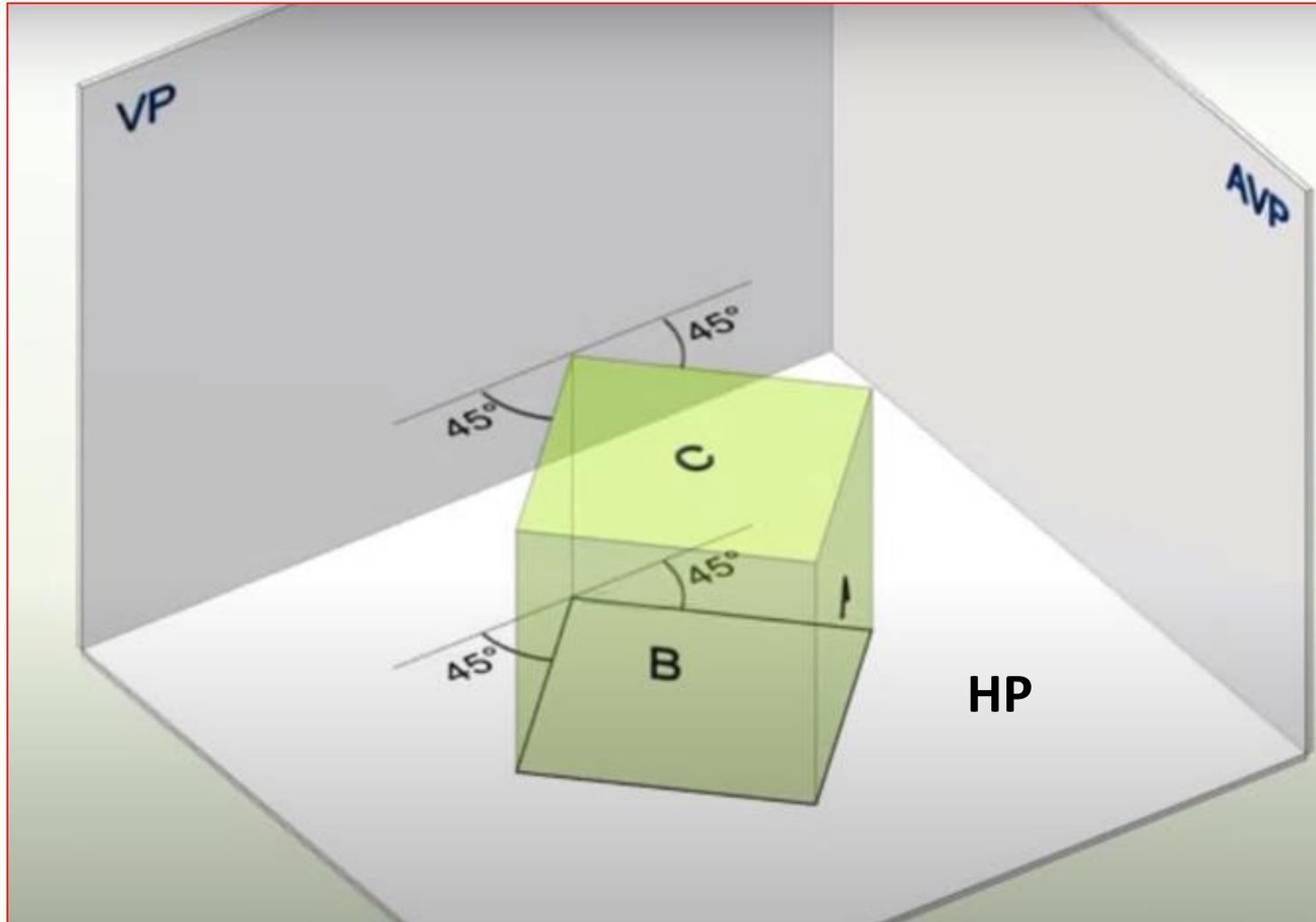
2-D (**Case – 1 : Axis Perpendicular to HP and Parallel to VP**)



2 – D Drawing

Orthographic Projection of Cube in simple position (**Corner Position**)

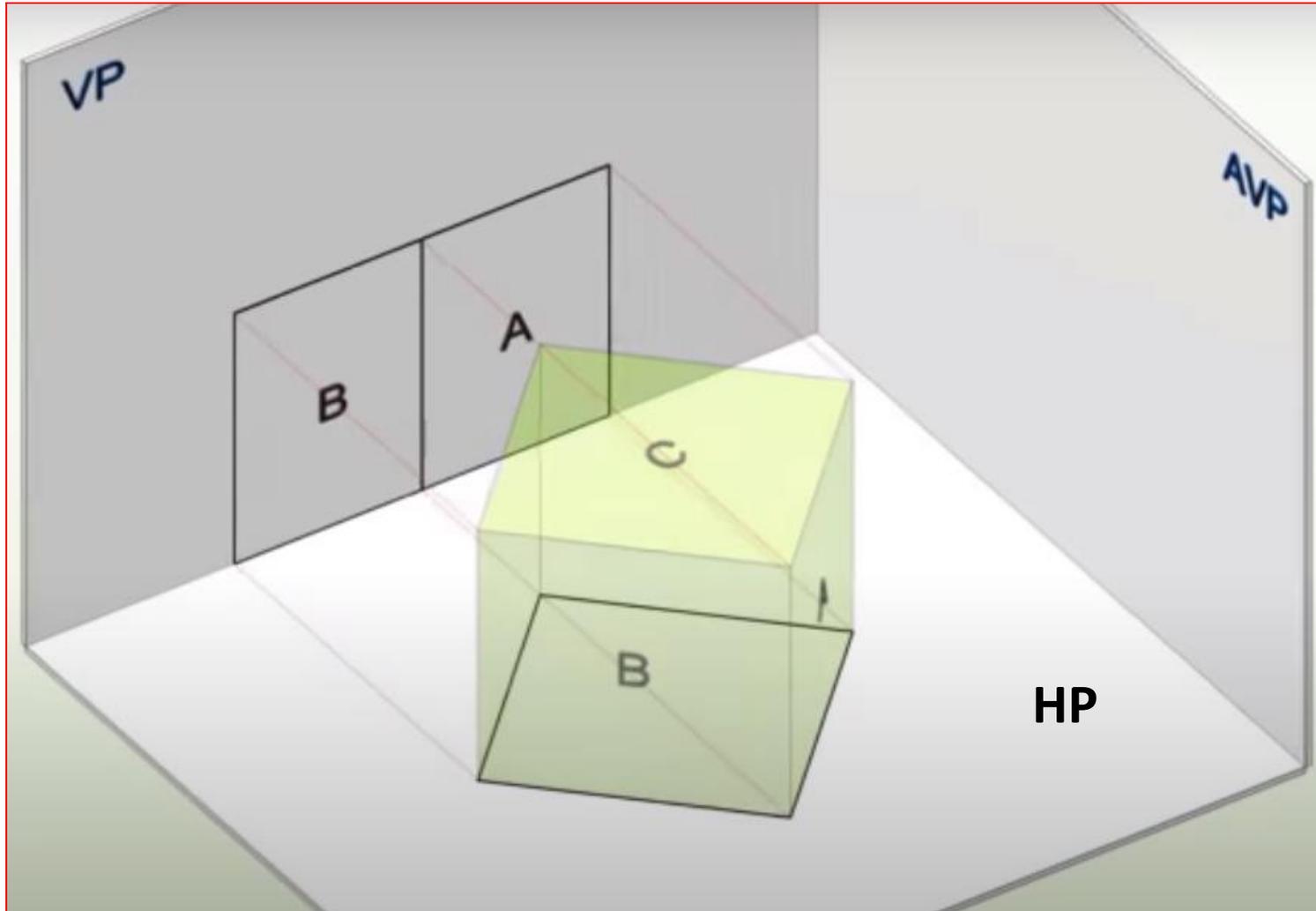
2-D (**Case – 1 : Axis Perpendicular to HP and Parallel to VP**)



2 – D Drawing

Orthographic Projection of Cube in simple position (**Corner Position**)

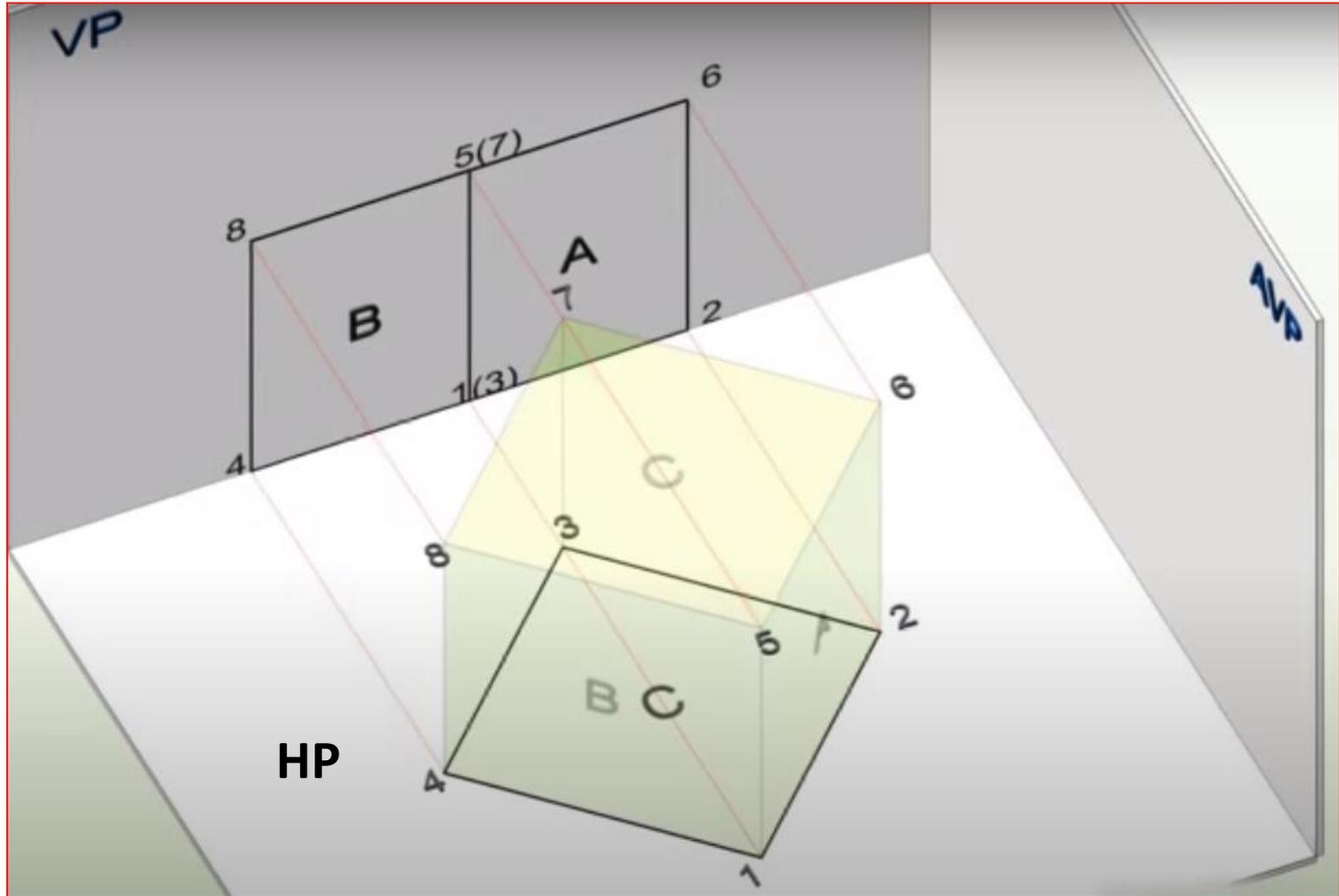
2-D (**Case – 1 : Axis Perpendicular to HP and Parallel to VP**)



2 – D Drawing

Orthographic Projection of Cube in simple position (Corner Position)

2-D (Case – 1 : Axis Perpendicular to HP and Parallel to VP)

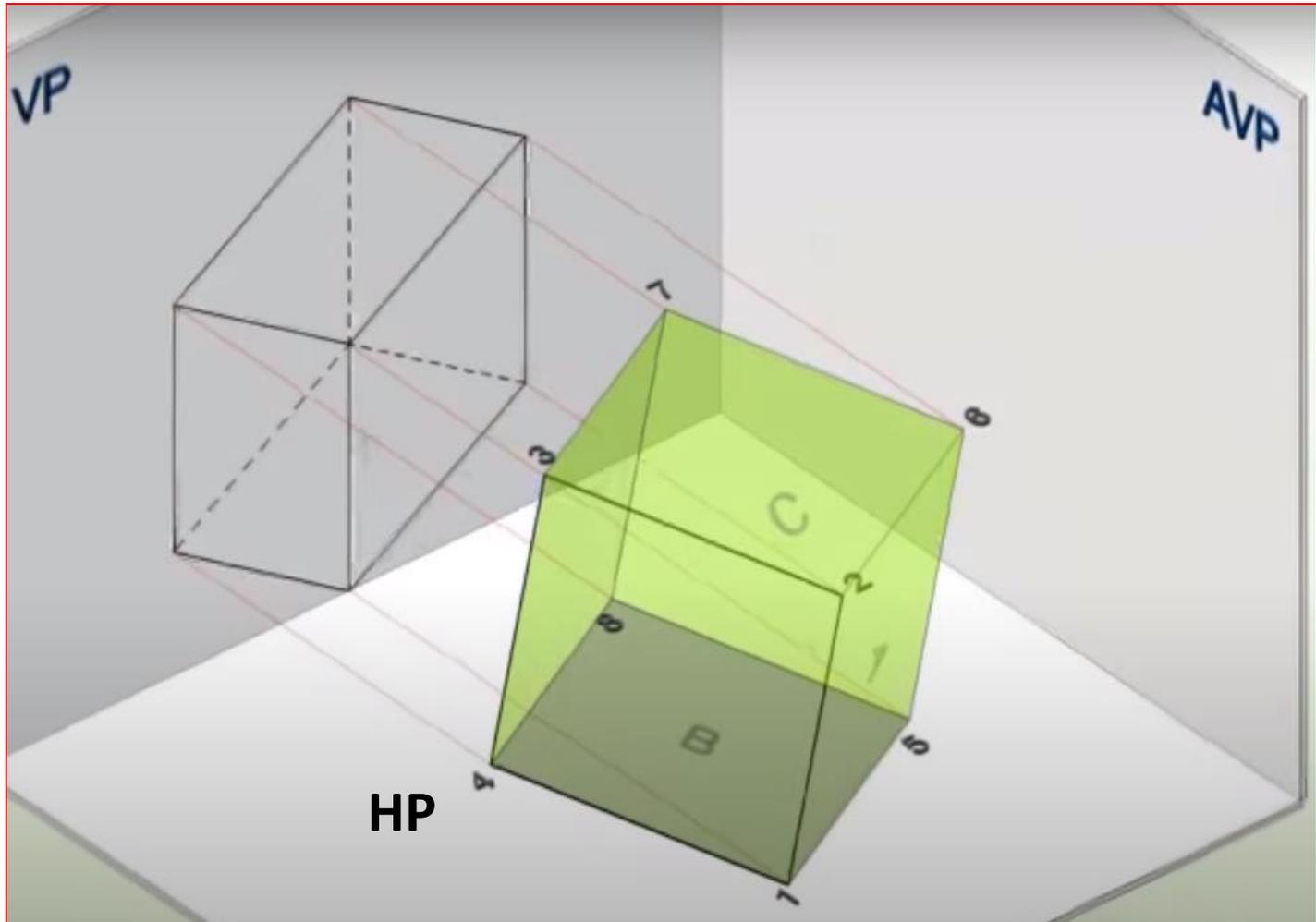


3 – D Drawing

3-D (PICTORIAL PROJECTION) AXONOMETRIC PROJECTION

Orthographic Projection of Cube (Case – 3) (Corner Position)

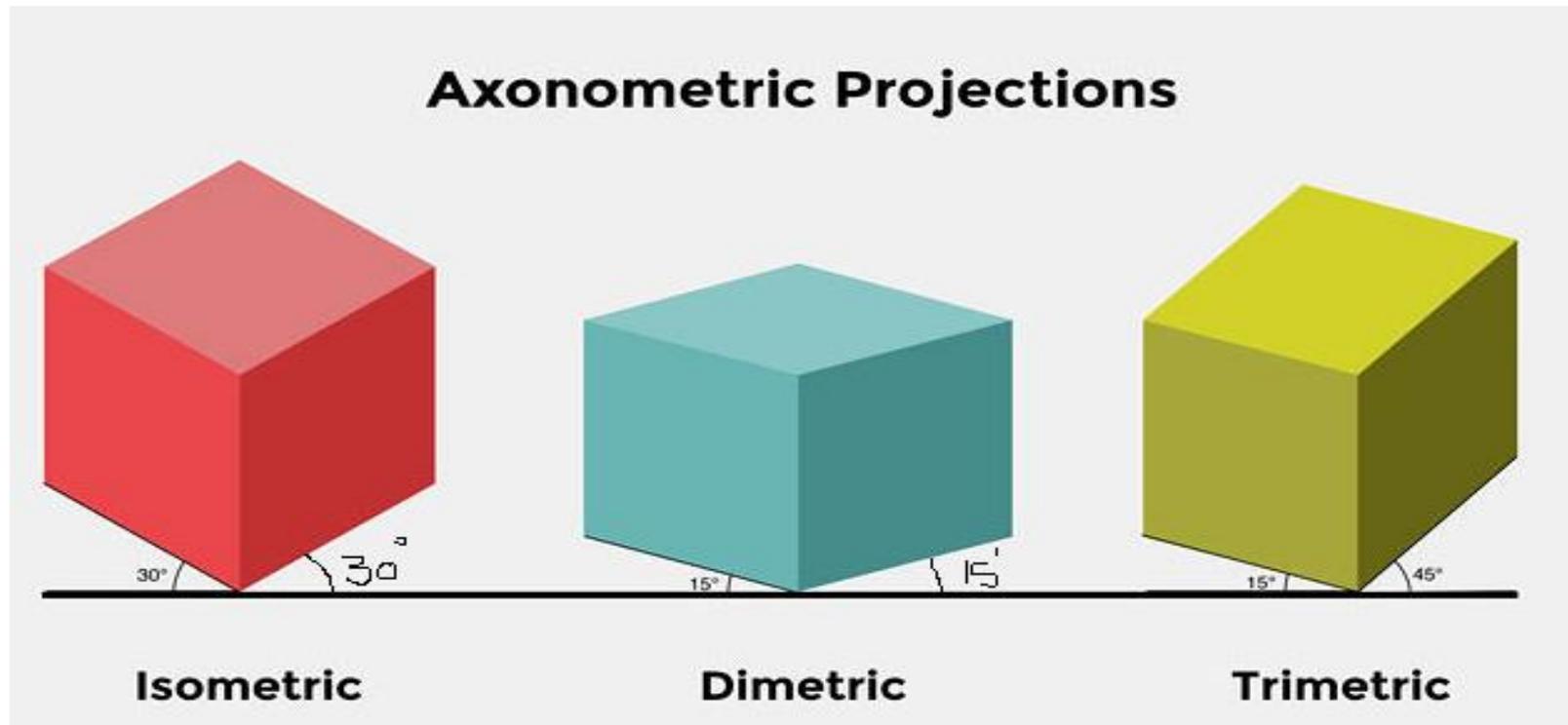
(Axis Inclined to VP & HP (3 Mutually perpendicular edges are inclined to VP))



AXONOMETRIC PROJECTION

Axonometric Projection: It is a type of **Pictorial view (3-D View)** of an object projected of VP, when the object (Cube) is placed with its **3 mutually perpendicular edges or Surfaces/Faces Are inclined to VP.**

Types of Axonometric Projection: 1. Isometric 2. Dimetric 3. Trimetric



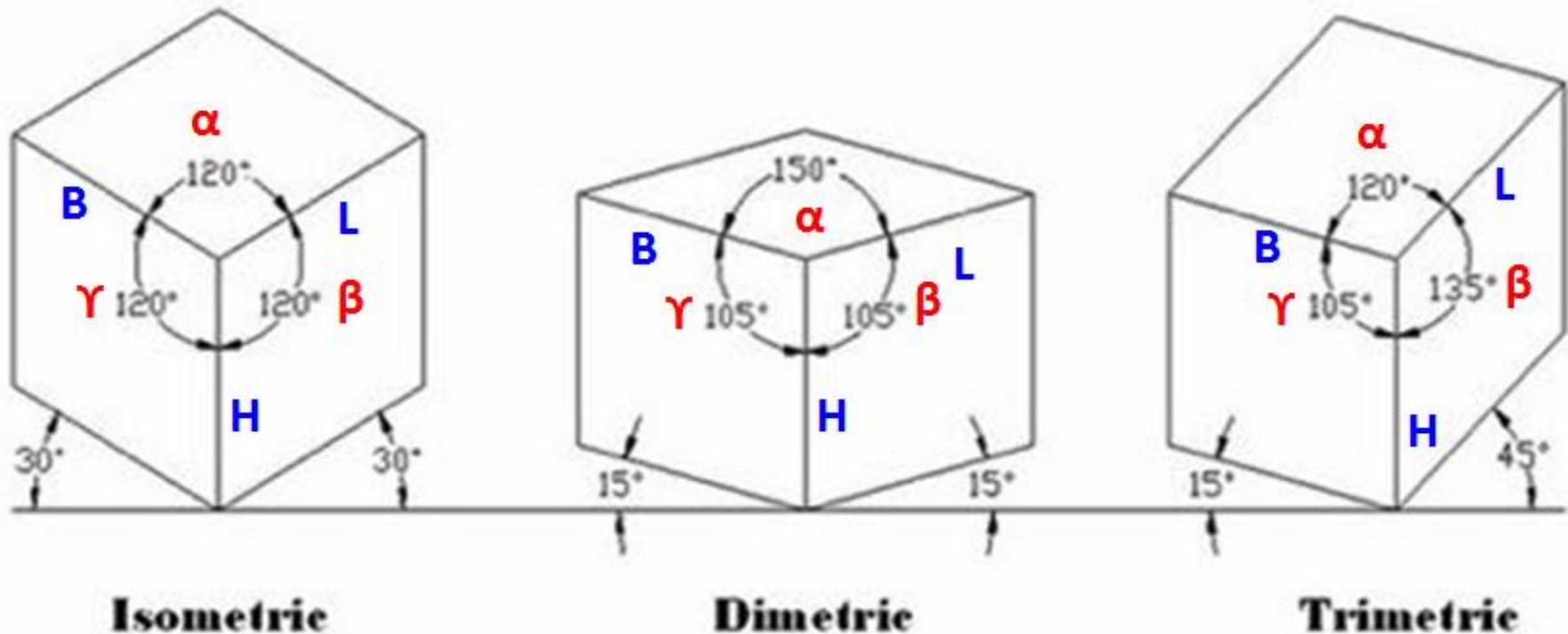
AXONOMETRIC PROJECTION

Types of Axonometric Projection: 1. Isometric 2. Dimetric 3. Trimetric

In Isometric : $\alpha = \beta = \gamma = 120$ & $L = B = H$

In Dimetric : $\beta = \gamma = 105$ & $L = B$

In Trimetric : $\alpha \neq \beta \neq \gamma$ & $L \neq B \neq H$



ISOMETRIC PROJECTION

Why Isometric Projection is preferred over Dimetric and Trimetric Projections ?

In Isometric projection, since all the edges are reduced equally and the shape of the object obtained in the view is proportionate to the actual shape of an object compared to other two projections (i.e. Dimetric and Trimetric Projection), hence Isometric Projections is preferred.

Isometric length & True length

Always Isometric length is LESS than the True/Actual length.

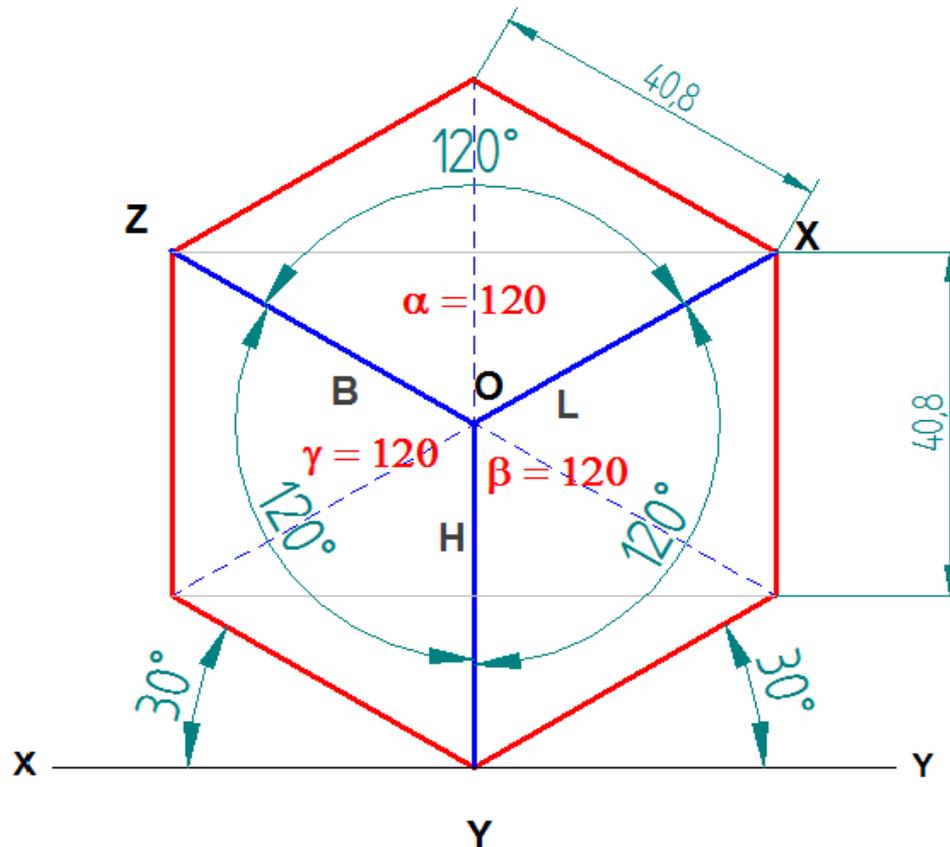
$$\frac{\text{Isometric length}}{\text{True length}} = 0.816$$

If, True length = 100 mm

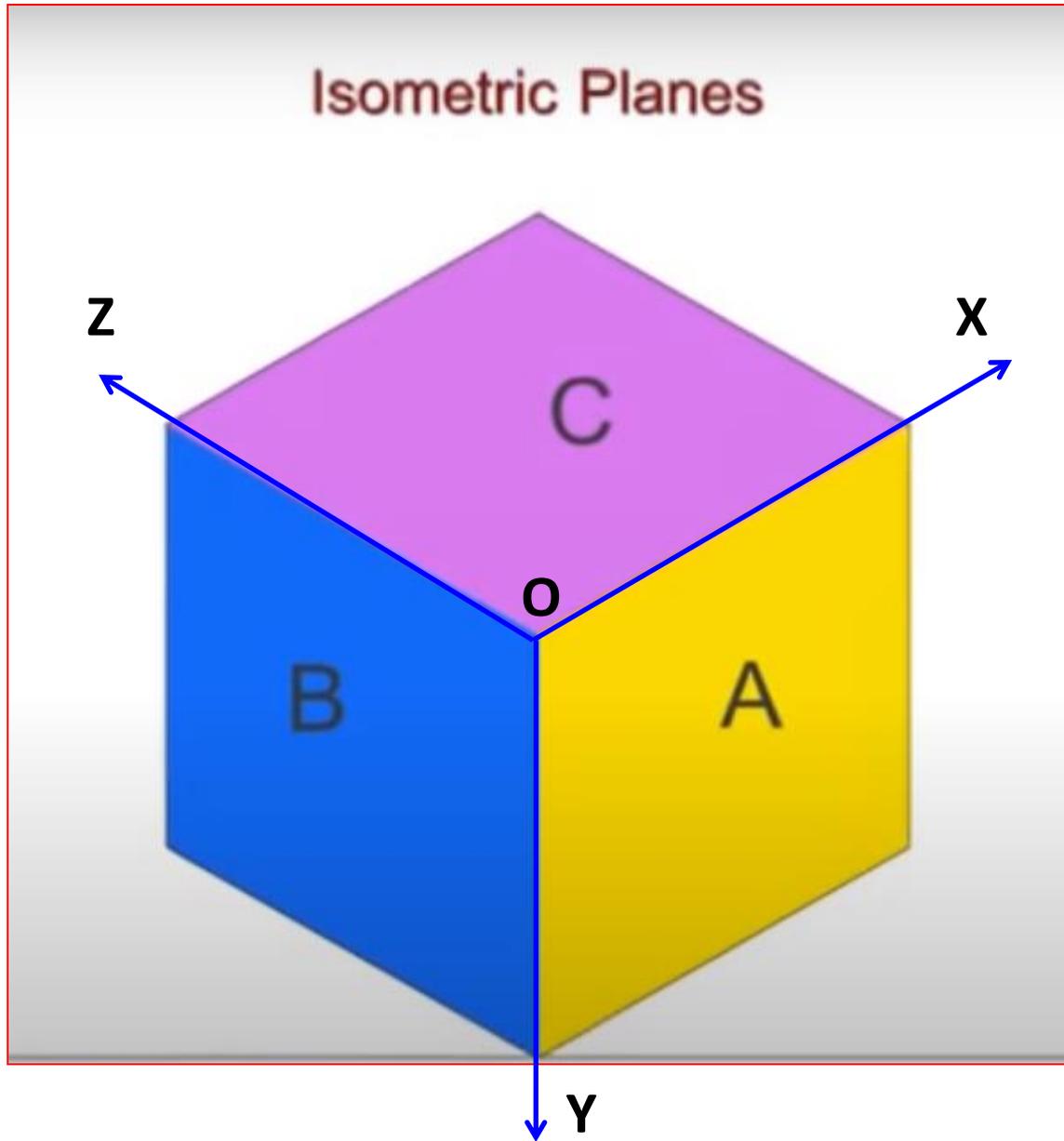
$$\begin{aligned} \text{Then, its Isometric length} &= 100 \times 0.816 \\ &= 81.6 \text{ mm} \end{aligned}$$

ISOMETRIC PROJECTION of CUBE (50 mm)

ISOMETRIC PROJECTION is a type of **Axonometric projection** when all the **three mutually perpendicular edges of a cube** makes an equal inclinations with VP, **all edges are equally foreshortened** or reduced and **angle between 2 Axonometric axis** make an angle of **120*** each.

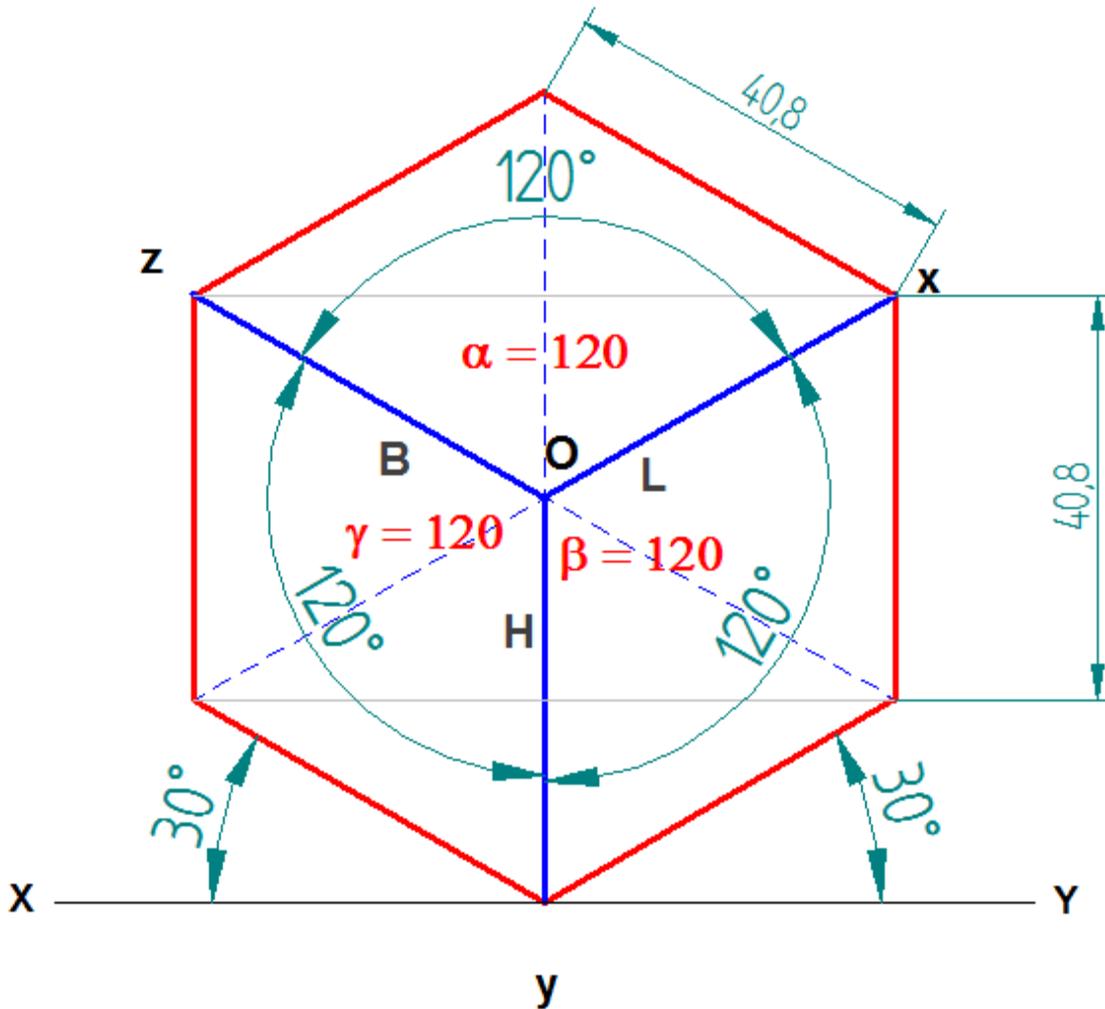


ISOMETRIC PLANES



ISOMETRIC PROJECTION

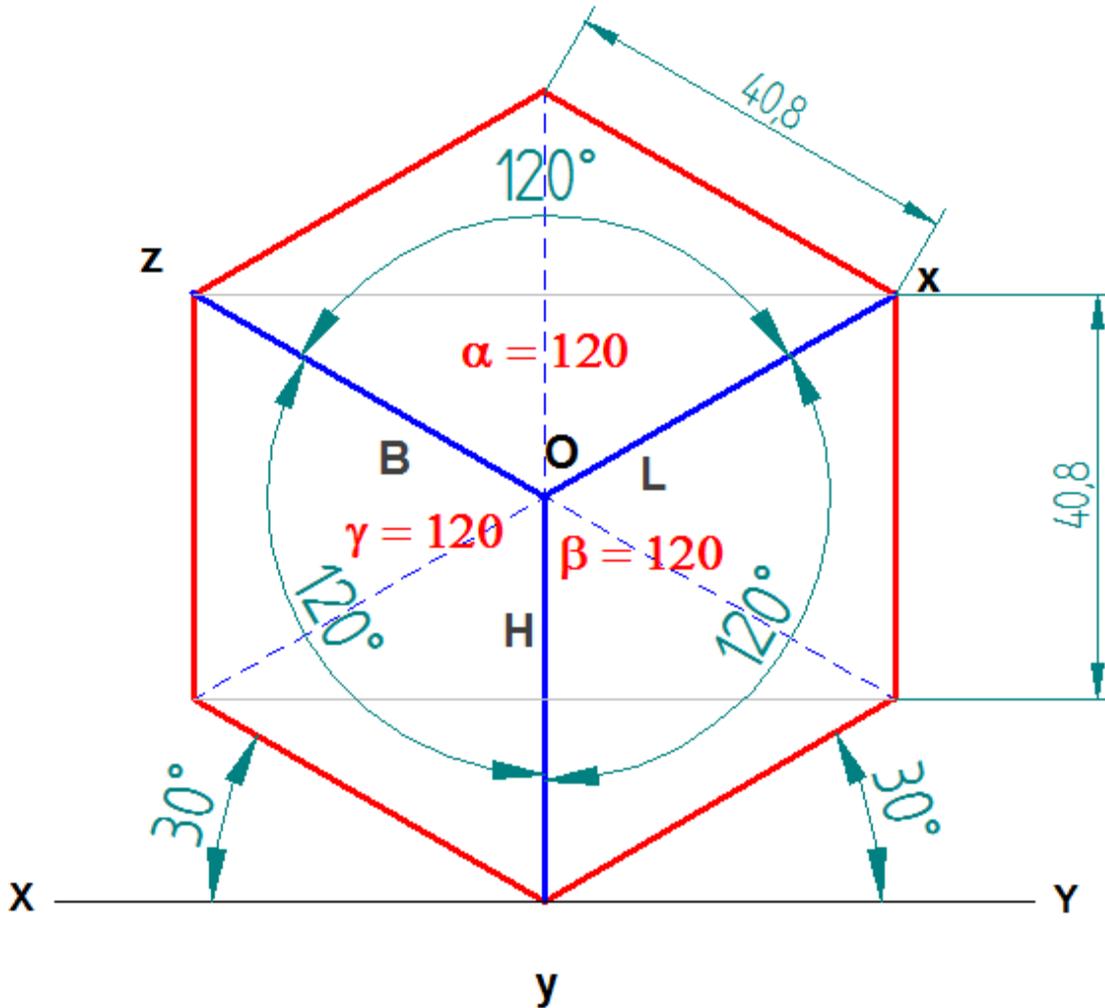
NOTE:



- OX, OY & OZ are 3 mutually Perpendicular edges of a cube (Object), Which are true length.
- Angles / Inclinations $\angle A$, $\angle B$, $\angle C$ are Actual / True inclinations of 3 mutually Perpendicular edges of a cube OX, OY, OZ with VP (which are not shown in Fig).

ISOMETRIC PROJECTION

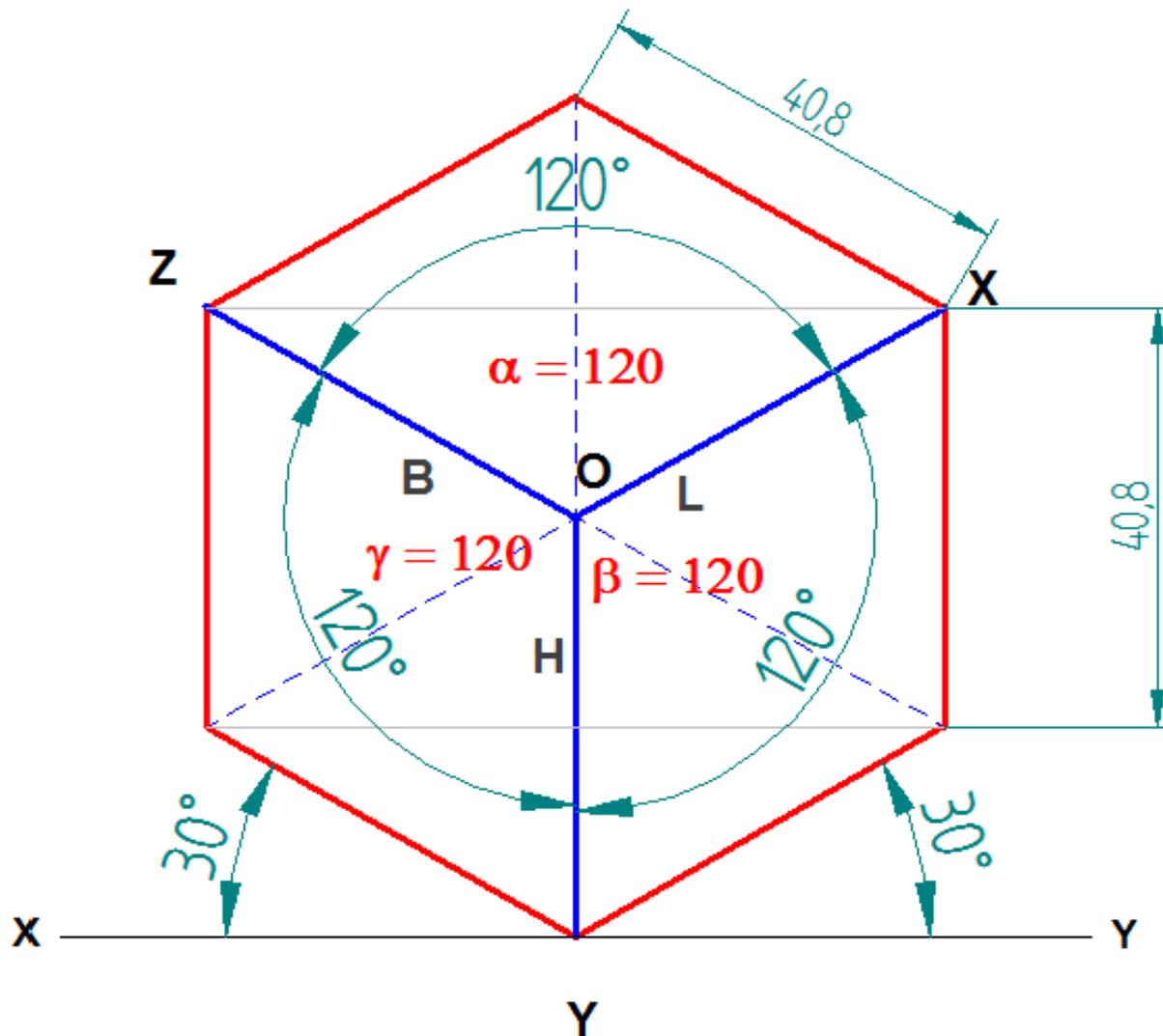
NOTE:



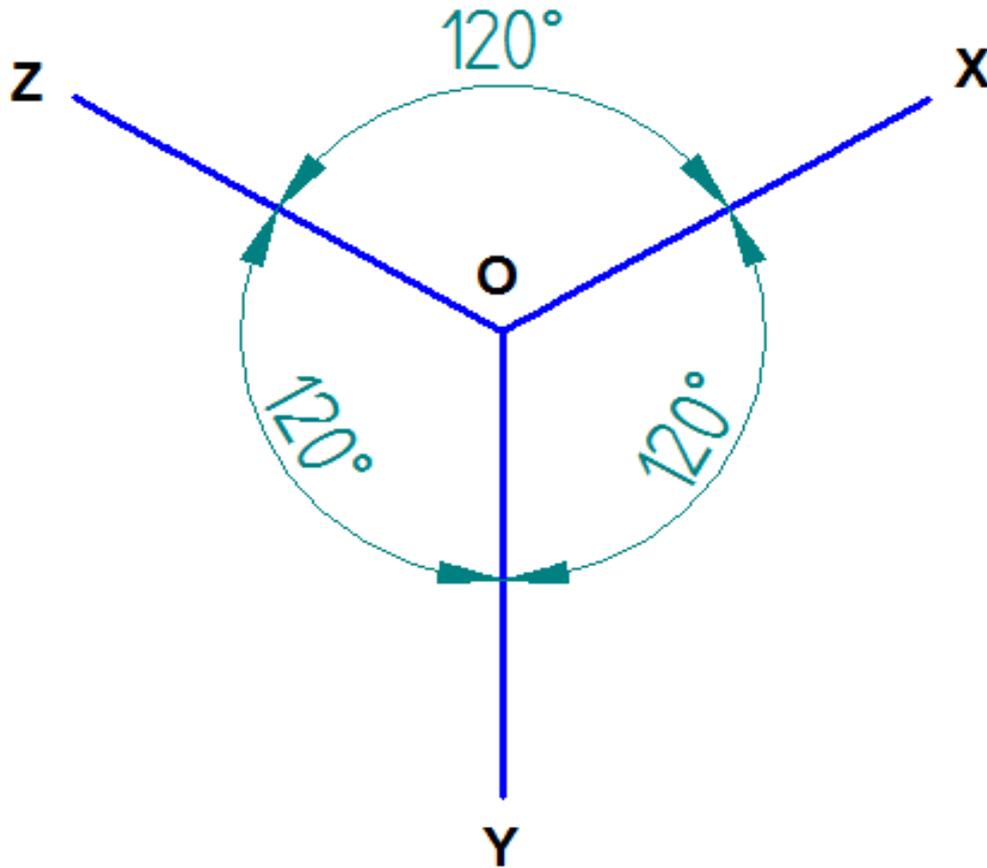
- ox , oy & oz are **Apparent / Reduced lengths** of 3 mutually perpendicular edges of a cube (i.e. OX , OY & OZ) which are called **Axometric Axes**.
- If $ox = oy = oz$ then they are called **Isometric axes**.
- Angles $\angle\alpha$, $\angle\beta$, $\angle\gamma$ Apparent inclinations between Axometric Axes and these angles are called **Axometric Angles**.

ISOMETRIC PROJECTION of CUBE (50 mm)

In **Isometric projection** all **Isometric lines** are reduced or foreshortened **equally** to Iso length (i.e. **Approx. 82% of True length**)

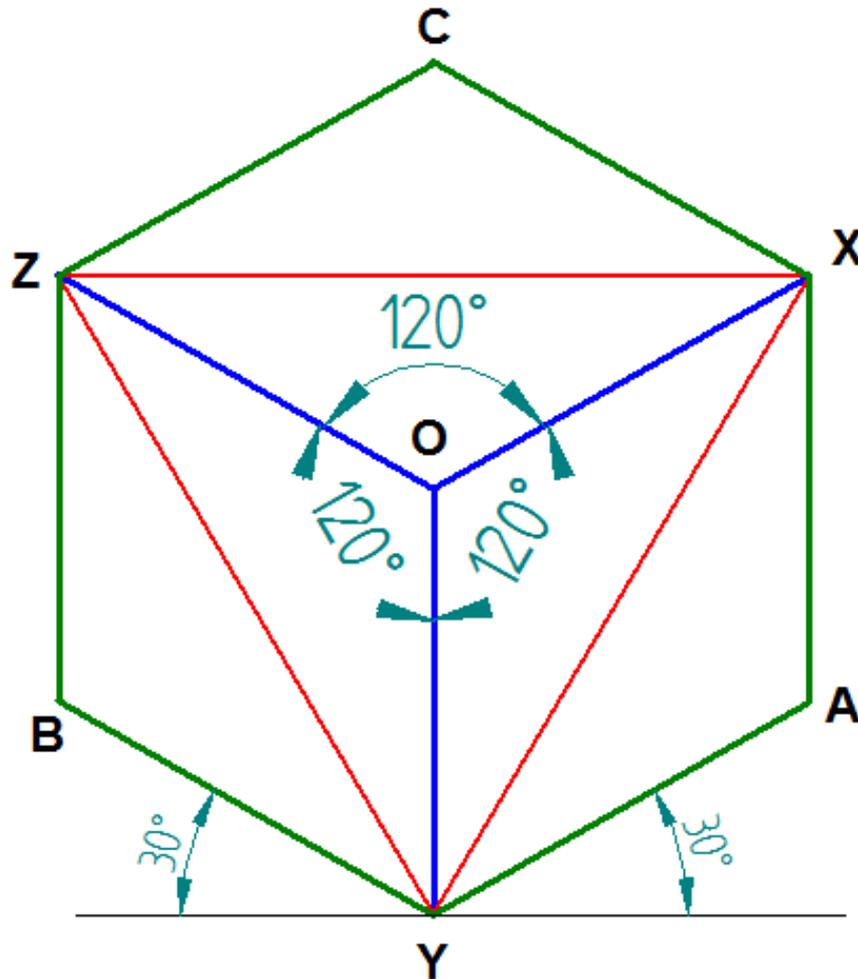


ISOMETRIC AXIS



ISOMETRIC LINES & NON-ISOMETRIC LINES

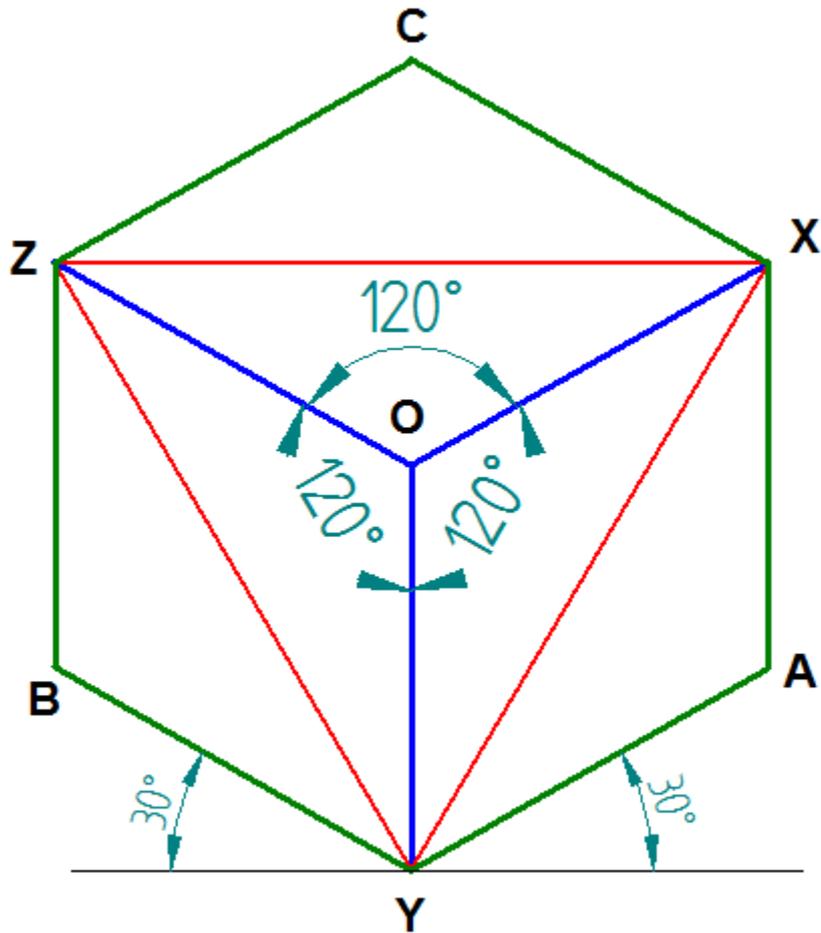
(Identification of Isometric & Non-Isometric lines by referring Isometric Axes.)



- OX, OY, OZ are Isometric Axes.
- Lines Parallel to Isometric Axes are called ISOMETRIC LINES.
- Lines which are not Parallel to any of the Isometric Axes are called NON-ISOMETRIC LINES.
- ISOMETRIC LINES: AX, AY, YB, BZ, ZC, CX.
- NON-ISOMETRIC LINES: ZX, XY, YZ.

ISOMETRIC LINES & NON-ISOMETRIC LINES

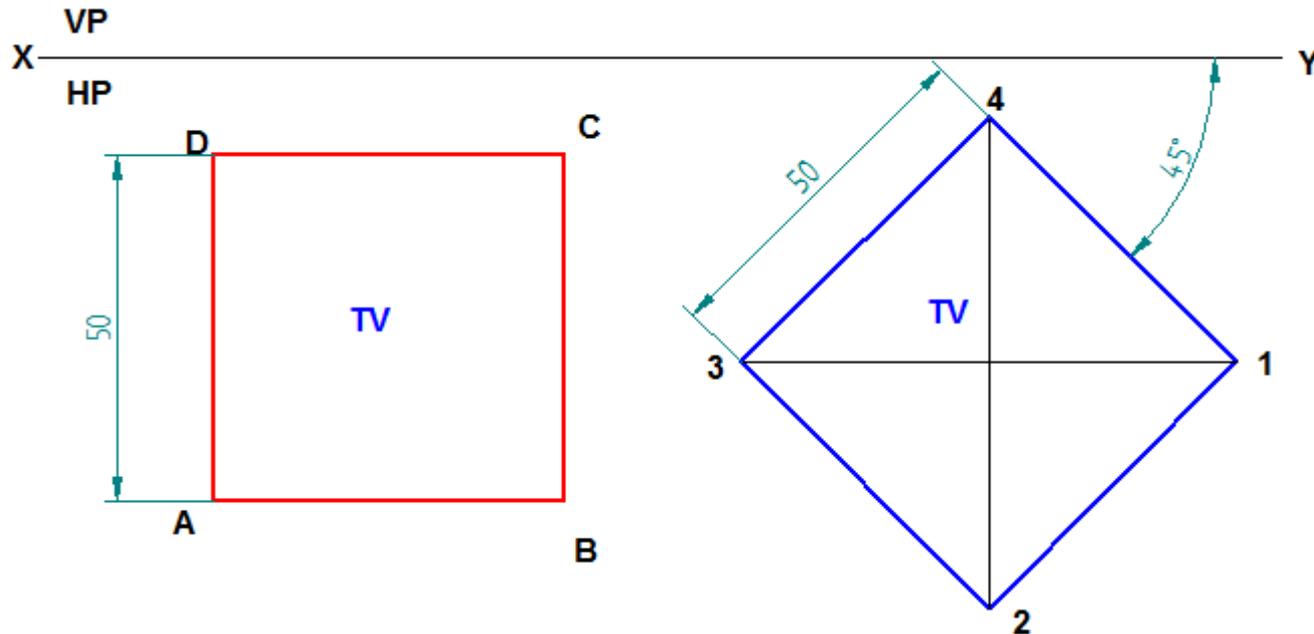
(Identification of Isometric & Non-Isometric lines by referring Isometric Axes.)



- All **30° lines** and **Vertical lines** in Isometric projection are **ISOMETRIC LINES**.
- All **horizontal lines** are represented as **30° lines** in Isometric projection.
- **Vertical lines** are represented as **vertical lines** only in Isometric projection.

ISOMETRIC LINES & NON-ISOMETRIC LINES

(Identification of Isometric & Non-Isometric lines by referring Orthographic Views.)

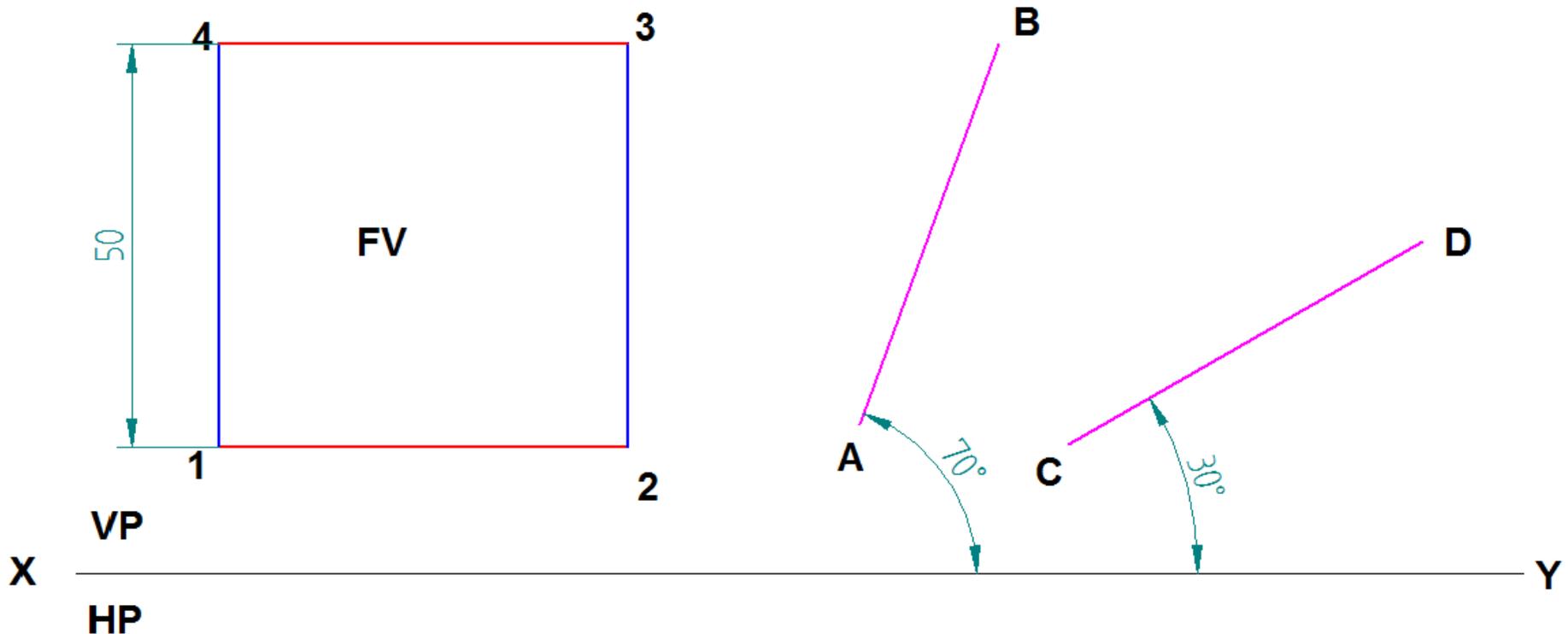


In **Orthographic Views**, any line **Parallel or Perpendicular to XY line**, then they are called as **Isometric lines**. In the above Fig. Line **AB, BC, CD, DA** are **Isometric lines**).

If Lines are **not Parallel or Perpendicular to XY line**, then they are called **Non-Isometric Lines**. (Lines **12, 23, 34, 41** are **Non-Isometric Lines**).

ISOMETRIC LINES & NON-ISOMETRIC LINES

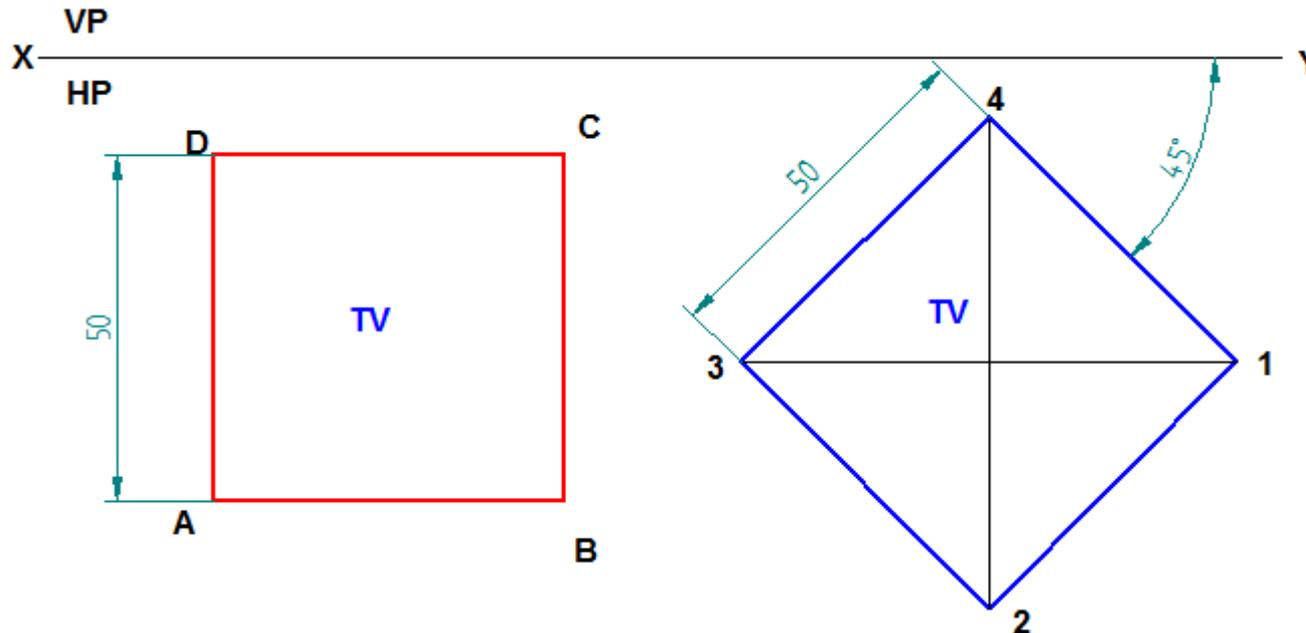
(Identification of Isometric & Non-Isometric lines by referring Orthographic Views.)



In Fig. Lines **12, 23, 34, 41** are **Isometric lines**, because they are either **parallel to XY line or Perpendicular XY line**. And Lines **AB & CD** are Non-Isometric lines because they are Inclined to XY line.

HORIZONTAL & VERTICAL LINES

(Identification of Horizontal & Vertical lines by referring Orthographic Views.)



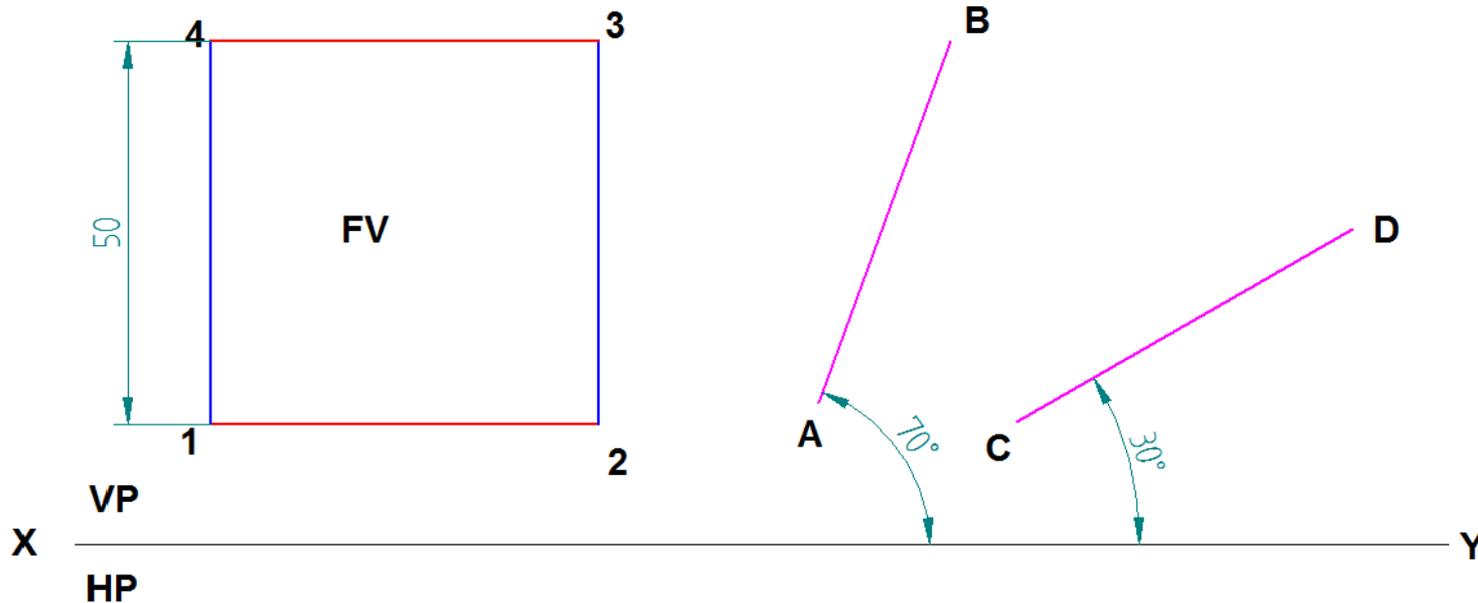
a) Square Lamina resting on HP (Edge)

b) Square Lamina resting on HP (Corner)

- Horizontal lines are always parallel to HP (Ground).
- Vertical lines are always perpendicular to HP (Ground).
- In the above Fig. All lines are Horizontal lines. But Lines AB, BC, CD, DA are Isometric lines, Whereas Lines 12, 23, 34, 41 are Non-Isometric lines

HORIZONTAL & VERTICAL LINES

(Identification of Horizontal & Vertical lines by referring Orthographic Views.)

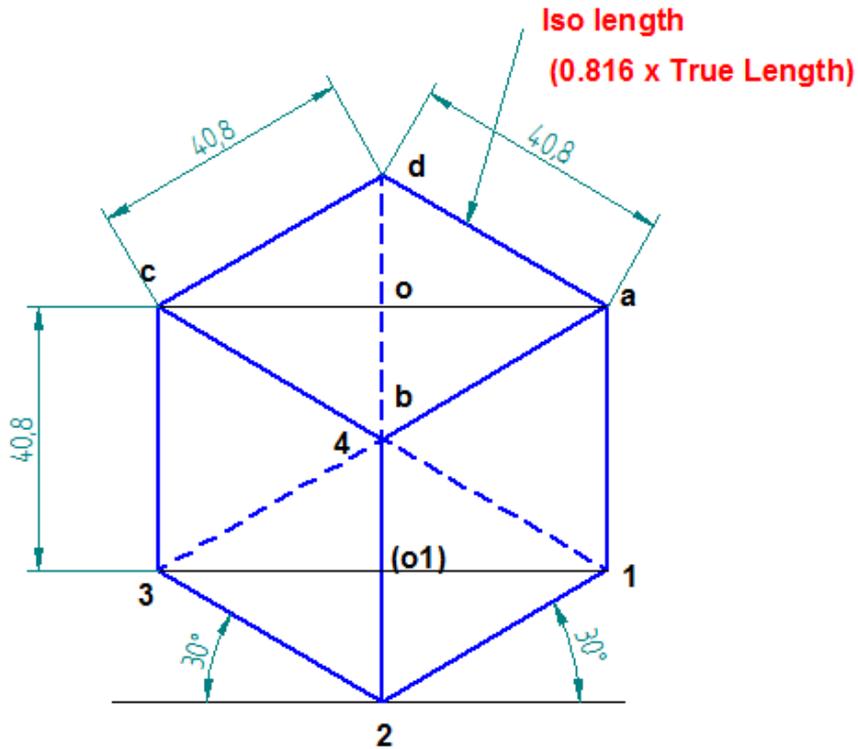


a) Square Lamina resting on VP (Edge)

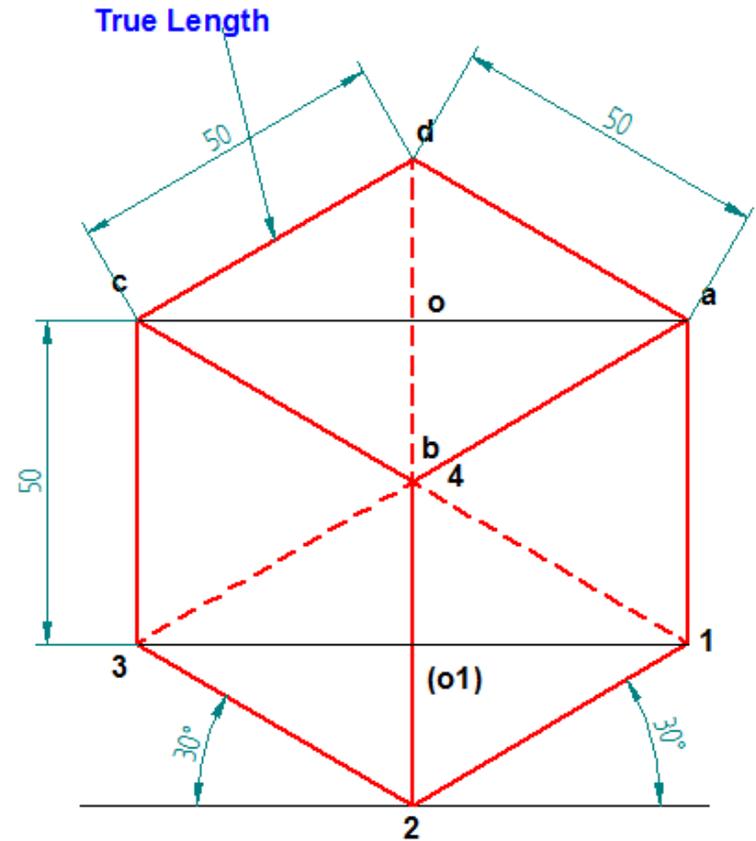
b) Lines are inclined to HP

- In the above Figs. Lines 12, 34 are Horizontal lines.
- But Lines 14, 23 are Vertical lines.
- And Lines 12, 23, 34, 41 are Isometric lines.
- Whereas Lines AB, CD are Non-Isometric lines and either Horizontal nor Vertical to HP

ISOMETRIC VIEW & ISOMETRIC PROJECTION



Isometric Projection

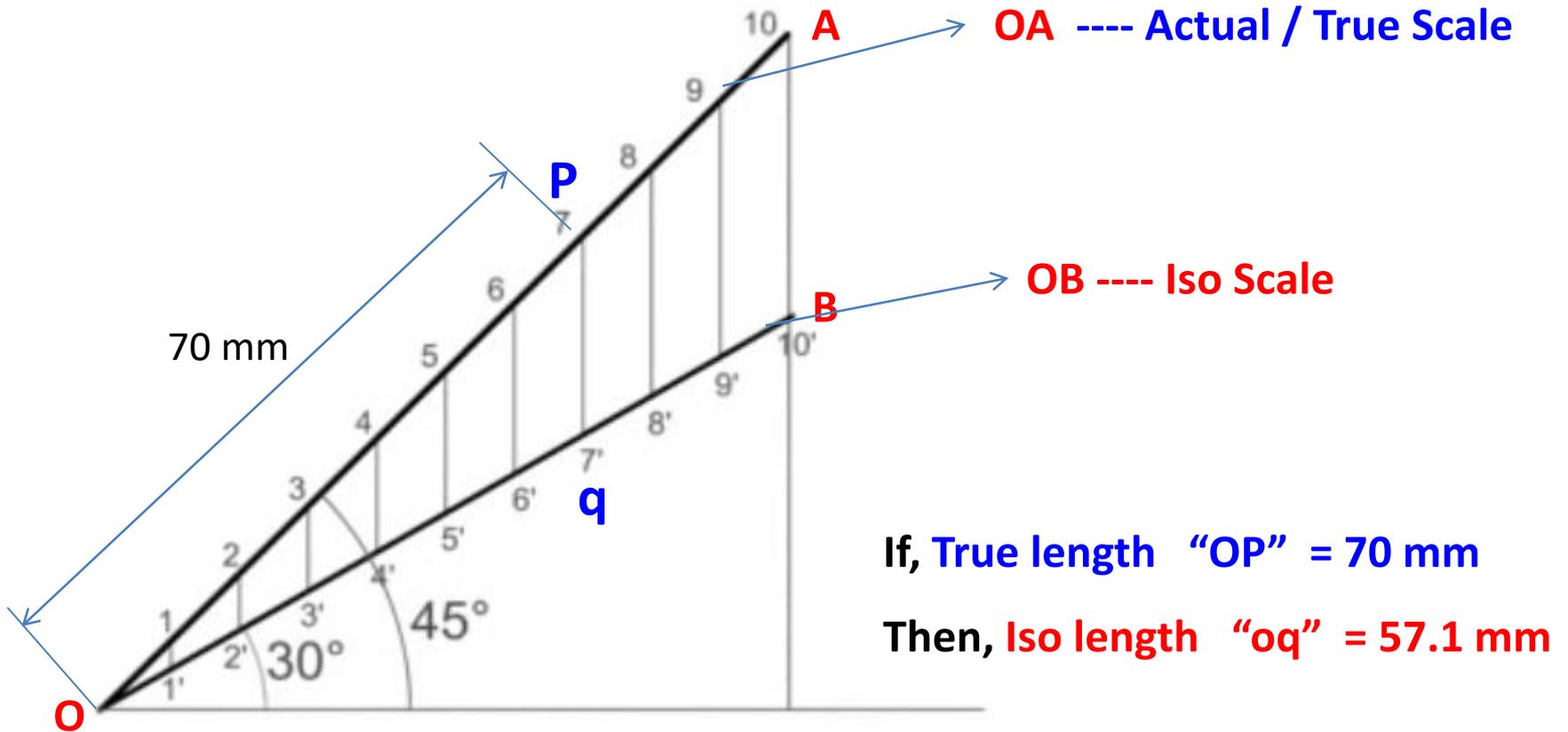


Isometric View

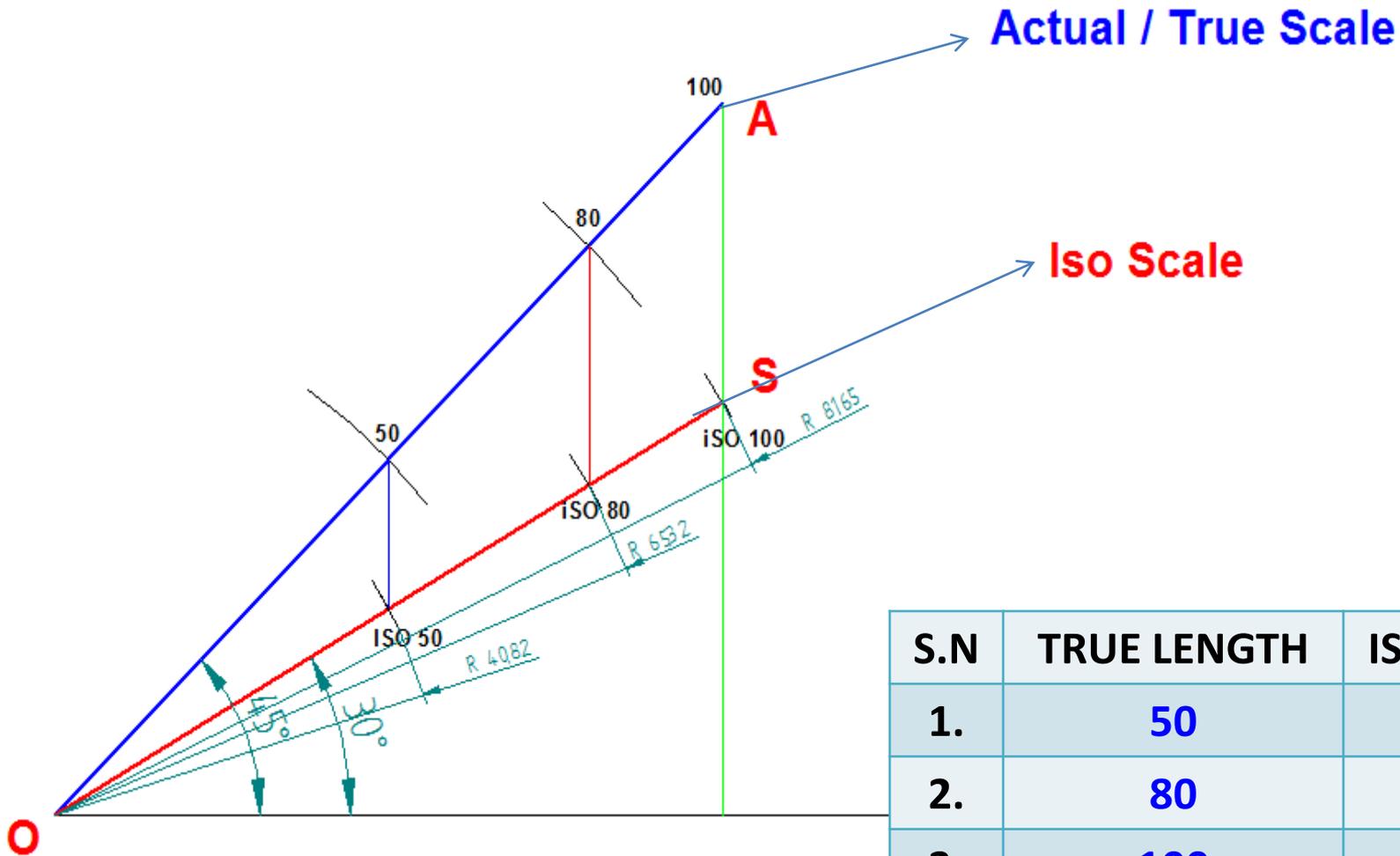
ISOMETRIC PROJECTIONS: Drawn in reduced / Iso length. (Looks smaller in size)

ISOMETRIC VIEWS: Drawn in True length. (For easy purpose) (Looks bigger in size)

CONSTRUCTION OF ISOMETRIC SCALE

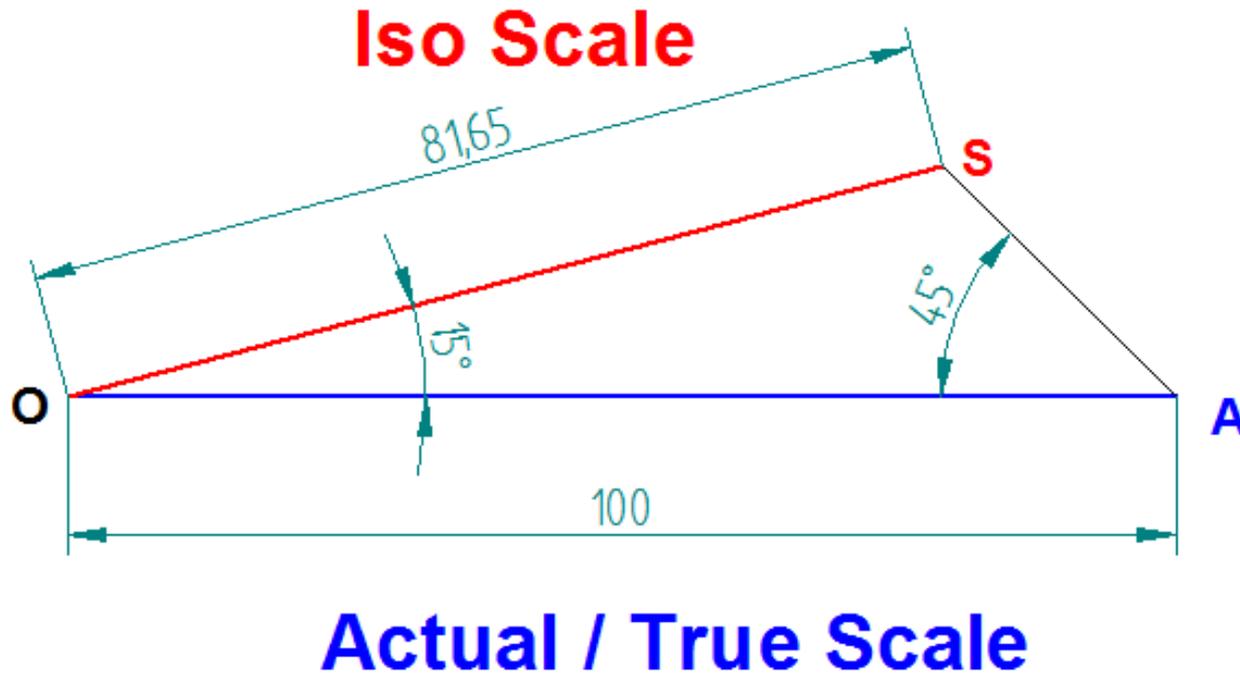


CONSTRUCTION OF ISOMETRIC SCALE



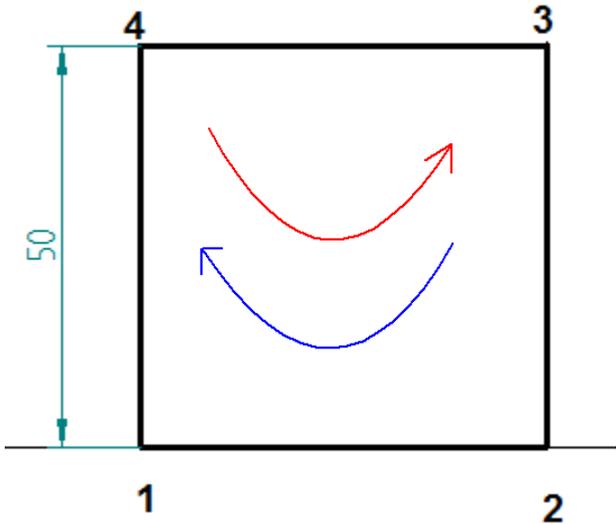
S.N	TRUE LENGTH	ISO LENGTH
1.	50	40.82
2.	80	65.32
3.	100	81.65

CONSTRUCTION OF ISOMETRIC SCALE

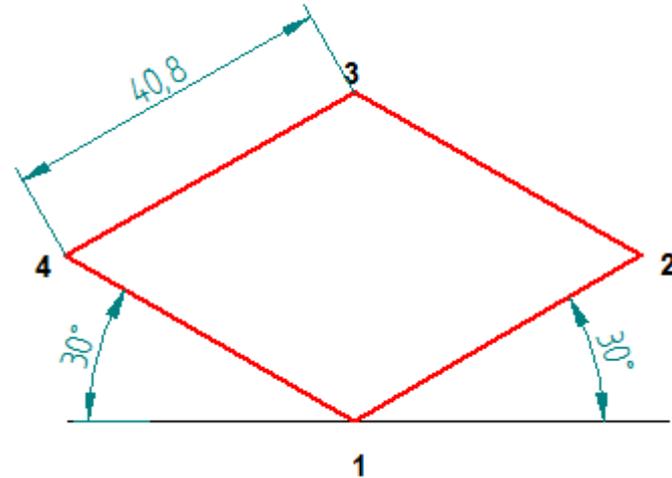


ISOMETRIC PROJECTION OF PLANES / LAMINAS

1. Draw the **Isometric Projection** of **Square lamina of side 50mm**, which is placed in **Horizontal position**. (Assume edge position)



Lamina in Horizontal Position



Isometric Projection of Lamina

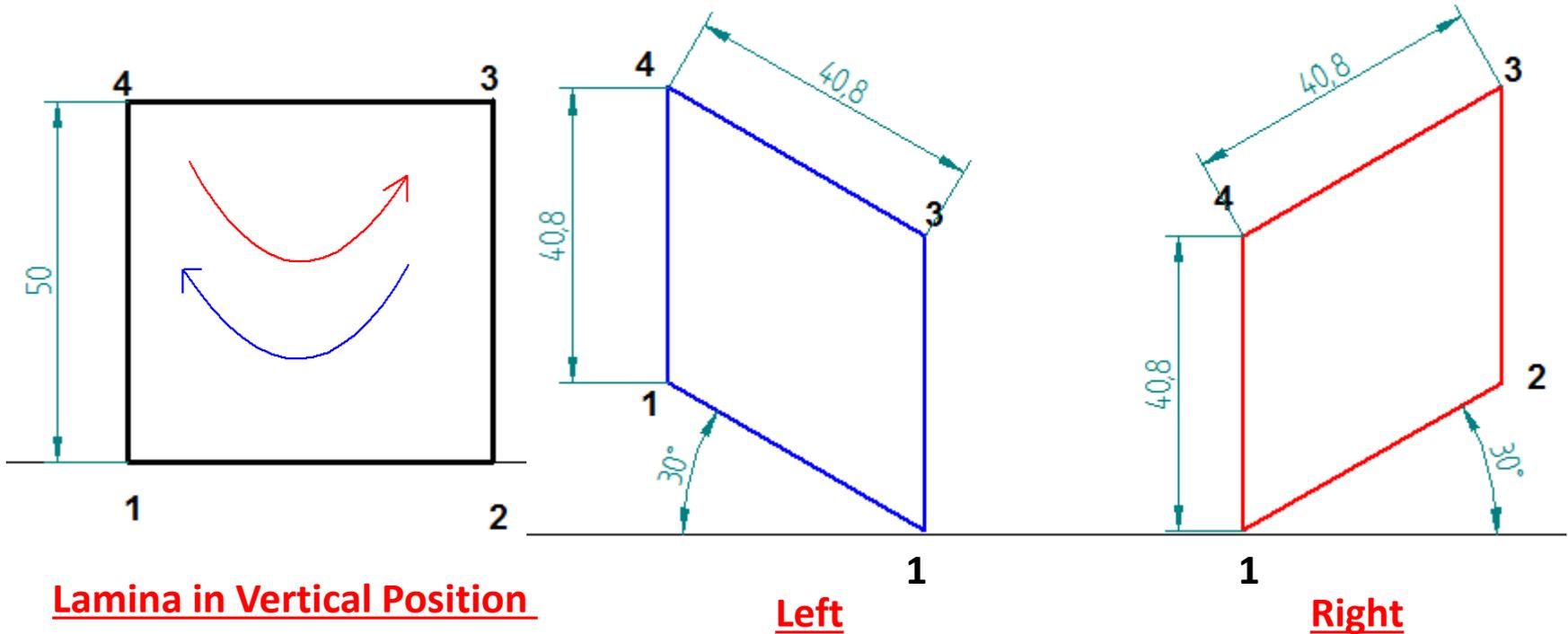
For any Lamina one can draw 3 Isometric views or Isometric Projection.

Lamina in Vertical position – 2 Isometric projections can be drawn:
1. Towards right side, 2. Towards left side.

Lamina in Horizontal position.

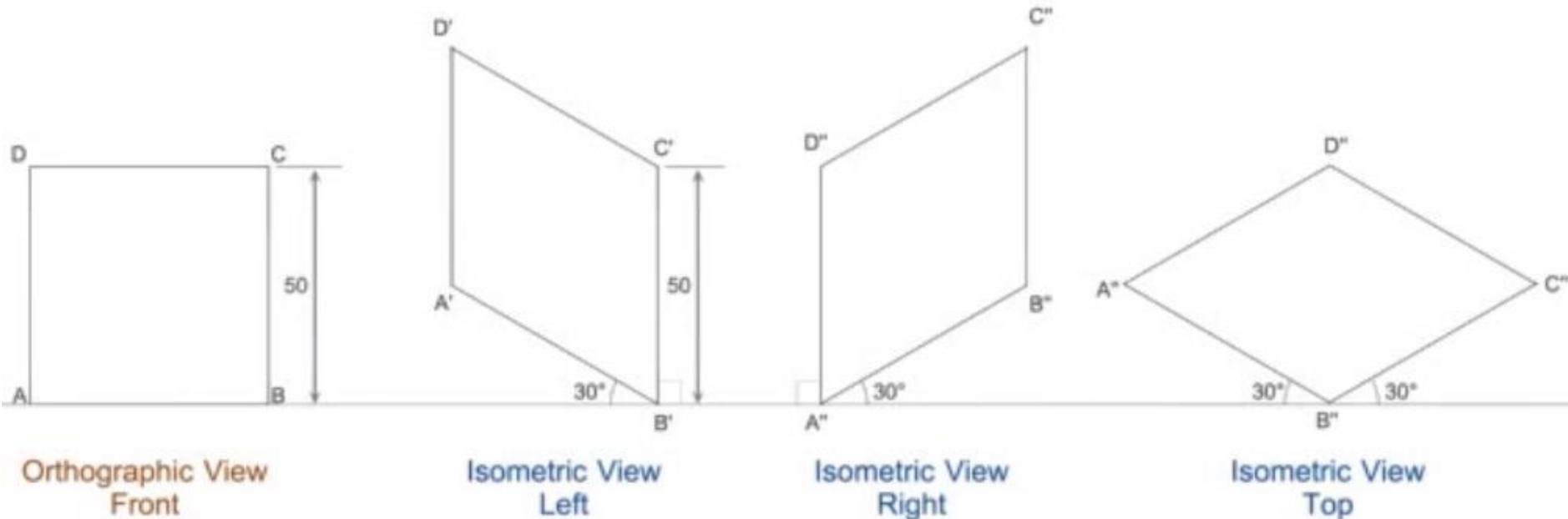
ISOMETRIC PROJECTION OF PLANES / LAMINAS

1. Draw the **Isometric Projection** of **Square lamina** of side 50mm which is placed in **vertical position**. (Assume edge position)



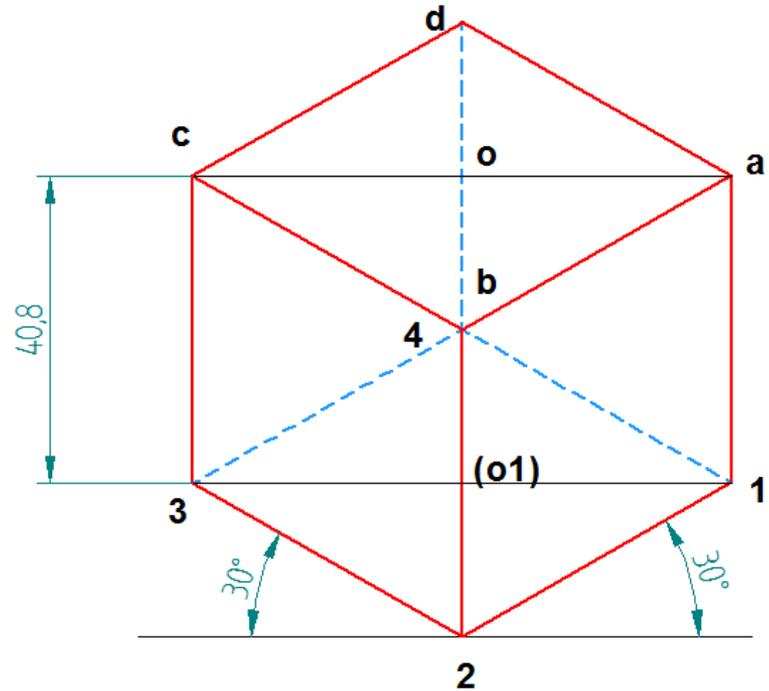
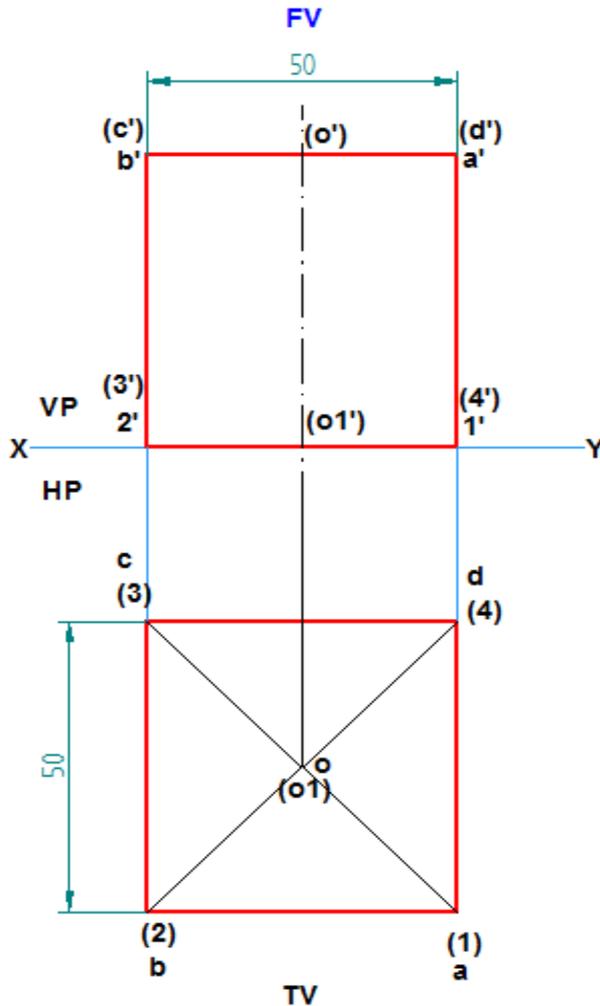
ISOMETRIC PROJECTION OF PLANES / LAMINAS

1. Draw the **Isometric View** of **Square lamina of side 50mm.**
(Assume edge position)



ISOMETRIC PROJECTION OF SIMPLE SOLIDS

1. Draw the Isometric Projection of cube of side 50mm (Assume edge position)



Isometric Projection of Cube

Orthographic projection of Cube (FV & TV)

Isometric Projection of solids

