



# Contents

## **1 Introduction to Engineering and Technology 1**

- 1.1 Introduction 1**
- 1.2 Engineering Graphics 1**
- 1.3 The Technological Team 2**
- 1.4 Engineering Fields 5**
- 1.5 Technologists and Technicians 13**
- 1.6 Drafters 14**
- Problems 14**

## **2 The Design Process 16**

- 2.1 Introduction 16**
- 2.2 Types of Design Problems 16**
- 2.3 The Design Process 17**
- 2.4 Application of the Design Process to a Simple Problem 20**
- Problems 25**

## **3 Problem Identification 26**

- 3.1 Introduction 26**
- 3.2 The Problem Identification Process 26**
- 3.3 Automobile Design—Problem Identification 27**
- 3.4 Design Worksheets 28**
- 3.5 Hunting Seat—Problem Identification 29**
- 3.6 Organization of Effort 30**
- 3.7 Planning Design Activities 31**
- Problems 32**

## **4 Preliminary Ideas 34**

- 4.1 Introduction 34**
- 4.2 Individual Versus Team 35**
- 4.3 Plan of Action 35**
- 4.4 Brainstorming 35**
- 4.5 Sketching and Notes 36**
- 4.6 Research Methods 38**

- 4.7 Survey Methods **39**
- 4.8 Hunting Seat—Preliminary Ideas **39**  
Problems **41**

## **5 Design Refinement 42**

- 5.1 Introduction **42**
- 5.2 Physical Properties **42**
- 5.3 Application of Descriptive Geometry **43**
- 5.4 Refinement Considerations **43**
- 5.5 Hunting Seat—Refinement **44**
- 5.6 Standard Parts **45**  
Problems **46**

## **6 Design Analysis 51**

- 6.1 Introduction **51**
- 6.2 Types of Analysis **51**
- 6.3 Graphics and Analysis **53**
- 6.4 Functional Analysis **53**
- 6.5 Human Engineering **54**
- 6.6 Market and Product Analysis **57**
- 6.7 Physical Specifications Analysis **57**
- 6.8 Strength Analysis **57**
- 6.9 Economic Analysis **58**
- 6.10 Model Analysis **60**
- 6.11 Hunting Seat Analysis **62**  
Problems **65**

## **7 Decision 67**

- 7.1 Introduction **67**
- 7.2 Types of Presentations **67**
- 7.3 Organizing a Presentation **68**
- 7.4 Visual Aids for Presentation **68**
- 7.5 The Group Presentation **72**

- 7.6 The Technical Report **73**
- 7.7 Organization of a Technical Report **74**
- 7.8 Decision **76**  
Problems **77**

## **8 Implementation 79**

- 8.1 Introduction **79**
- 8.2 Working Drawings **79**
- 8.3 Specifications **79**
- 8.4 Assembly Drawings **79**
- 8.5 Miscellaneous Considerations **80**
- 8.6 Implementation—Hunting Seat **81**
- 8.7 Patents **84**
- 8.8 The Preparation of Patent Drawings **86**
- 8.9 Patent Searches **88**
- 8.10 Questions and Answers About Patents **88**  
Problems **92**

## **9 Design Problems 93**

- 9.1 Introduction **93**
- 9.2 The Individual Approach **93**
- 9.3 The Team Approach **93**
- 9.4 The Selection of a Problem **93**
- 9.5 Problem Specifications **94**
- 9.6 Scheduling Team Activities **94**
- 9.7 Short Design Problems **94**
- 9.8 Systems Design Problems **99**
- 9.9 Product Design Problems **104**

## **10 The Computer in Design and Drafting 112**

- 10.1 Introduction **112**
- 10.2 Computer-Aided Design **112**

- 10.3 Applications of Computer Graphics 113
- 10.4 CAD/CAM 115
- 10.5 Hardware Systems 115
- 10.6 CAD Software for the Microcomputer 119

## **11 Drawing Instruments 120**

- 11.1 Introduction 120
- 11.2 Pencil 120
- 11.3 Papers and Drafting Media 121
- 11.4 T-square and Board 122
- 11.5 Drafting Machines 123
- 11.6 Alphabet of Lines 123
- 11.7 Horizontal Lines 123
- 11.8 Vertical Lines 124
- 11.9 Drafting Triangles 124
- 11.10 Protractor 125
- 11.11 Parallel Lines 125
- 11.12 Perpendicular Lines 126
- 11.13 Irregular Curves 126
- 11.14 Erasing 126
- 11.15 Scales 127
- 11.16 Metric Scales 131
- 11.17 The Instrument Set 133
- 11.18 Ink Drawing 135
- 11.19 Solutions of Problems 137  
Problems 138

## **12 Lettering 139**

- 12.1 Introduction 139
- 12.2 Tools of Lettering 139
- 12.3 Gothic Lettering 139
- 12.4 Guidelines 140
- 12.5 Vertical Letters 141
- 12.6 Inclined Letters 143
- 12.7 Spacing Numerals and Letters 144

- 12.8 Mechanical Lettering 145
- 12.9 Lettering by Computer 145  
Problems 147

## **13 Geometric Construction 149**

- 13.1 Introduction 149
- 13.2 Angles 149
- 13.3 Triangles 149
- 13.4 Quadrilaterals 150
- 13.5 Polygons 150
- 13.6 Elements of Circles 150
- 13.7 Geometric Solids 151
- 13.8 Constructing Triangles 152
- 13.9 Constructing Polygons 152
- 13.10 Hexagons 152
- 13.11 Octagons 153
- 13.12 Pentagons 153
- 13.13 Bisecting Lines and Angles 153
- 13.14 Revolution of Figures 155
- 13.15 Enlargement and Reduction of Figures 155
- 13.16 Division of Lines 155
- 13.17 Arcs through Three Points 156
- 13.18 Parallel Lines 156
- 13.19 Points and Tangency 157
- 13.20 Line Tangent to an Arc 158
- 13.21 Arc Tangent to a Line From a Point 159
- 13.22 Arc Tangent to Two Lines 159
- 13.23 Arc Tangent to an Arc and a Line 161
- 13.24 Arc Tangent to Two Arcs 161
- 13.25 Ogee Curves 162
- 13.26 Rectifying Arcs 162
- 13.27 Conic Sections 162
- 13.28 Ellipses 162
- 13.29 Parabolas 166
- 13.30 Hyperbolas 167
- 13.31 Spirals 167

- 13.32 Helixes **168**
- Problems **169**

## **14 Multiview Sketching 175**

- 14.1 The Purpose of Sketching **175**
- 14.2 Shape Description **175**
- 14.3 Six-View Drawings **176**
- 14.4 Sketching Techniques **176**
- 14.5 Three-View Sketching **177**
- 14.6 Circular Features **180**
- 14.7 Isometric Sketching **182**
- Problems **185**

## **15 Multiview Drawing with Instruments 189**

- 15.1 Introduction **189**
- 15.2 Orthographic Projection **189**
- 15.3 Alphabet of Lines **190**
- 15.4 Six-View Drawings **193**
- 15.5 Three-View Drawings **194**
- 15.6 Arrangement of Views **195**
- 15.7 Selection of Views **195**
- 15.8 Line Techniques **196**
- 15.9 Point Numbering **197**
- 15.10 Line and Planes **197**
- 15.11 Alternate Arrangement of Views **197**
- 15.12 Laying Out Three-View Drawings **198**
- 15.13 Two-View Drawings **199**
- 15.14 One-View Drawings **201**
- 15.15 Incomplete and Removed Views **201**
- 15.16 Curve Plotting **202**
- 15.17 Partial Views **203**
- 15.18 Conventional Revolutions **203**
- 15.19 Intersections **204**

- 15.20 Fillets and Rounds **204**
- 15.21 Left-Hand and Right-Hand Views **208**
- 15.22 First-Angle Projections **209**
- Problems **209**

## **16 Auxiliary Views 218**

- 16.1 Introduction **218**
- 16.2 Folding-Line Approach **218**
- 16.3 Auxiliaries Projected From the Top View **219**
- 16.4 Auxiliaries From the Top View—Folding-Line Method **220**
- 16.5 Auxiliaries From the Top View—Reference-Line Method **220**
- 16.6 Auxiliaries From the Front view—Folding-Line Method **222**
- 16.7 Auxiliaries From the Front View—Reference-Plane Method **223**
- 16.8 Auxiliaries From the Profile View—Folding-Line Method **223**
- 16.9 Auxiliaries From the Profile View—Reference-Plane Method **225**
- 16.10 Auxiliaries of Curved Shapes **225**
- 16.11 Partial Views **227**
- 16.12 Auxiliary Sections **227**
- 16.13 Secondary Auxiliary Views **227**
- 16.14 Elliptical Features **228**
- Problems **228**

## **17 Sections 234**

- 17.1 Introduction **234**
- 17.2 Sectioning Symbols **235**
- 17.3 Sectioning Assemblies **237**
- 17.4 Full Sections **237**
- 17.5 Parts Not Section-Lined **239**
- 17.6 Ribs in Section **239**

- 17.7 Half Sections **240**
- 17.8 Partial Views **241**
- 17.9 Offset Sections **241**
- 17.10 Revolved Sections **242**
- 17.11 Removed Sections **242**
- 17.12 Broken-Out Sections **244**
- 17.13 Phantom (Ghost) Sections **245**
- 17.14 Conventional Breaks **245**
- 17.15 Conventional Revolutions **246**
- 17.16 Auxiliary Sections **248**
- Problems **249**

## **18** Screws, Fasteners, and Springs **253**

- 18.1 Threaded Fasteners **253**
- 18.2 Definitions of Thread Terminology **253**
- 18.3 Thread Specifications (English System) **254**
- 18.4 Using Thread Tables **256**
- 18.5 Metric Thread Specifications (ISO) **257**
- 18.6 Thread Representation **260**
- 18.7 Detailed UN/UNR Threads **260**
- 18.8 Detailed Square Threads **261**
- 18.9 Detailed Acme Threads **263**
- 18.10 Schematic Threads **263**
- 18.11 Simplified Threads **264**
- 18.12 Drawing Small Threads **264**
- 18.13 Nuts and Bolts **265**
- 18.14 Drawing Square Bolt Heads **267**
- 18.15 Drawing Hexagon Bolt Heads **267**
- 18.16 Drawing Nuts **269**
- 18.17 Drawing Nuts and Bolts  
in Combination **270**
- 18.18 Cap Screws **270**
- 18.19 Machine Screws **271**
- 18.20 Set Screws **271**
- 18.21 Miscellaneous Screws **272**
- 18.22 Wood Screws **272**

- 18.23 Tapping a Hole **274**
- 18.24 Washers, Lock Washers, and Pins **274**
- 18.25 Pipe Threads **275**
- 18.26 Keys **276**
- 18.27 Rivets **276**
- 18.28 Springs **277**
- 18.29 Drawing Springs **278**
- Problems **279**

## **19** Gears and Cams **283**

- 19.1 Introduction to Gears **283**
- 19.2 Spur Gear Terminology **283**
- 19.3 Tooth Forms **284**
- 19.4 Gear Ratios **284**
- 19.5 Spur Gear Calculations **285**
- 19.6 Drawing Spur Gears **286**
- 19.7 Bevel Gear Terminology **286**
- 19.8 Bevel Gear Calculations **288**
- 19.9 Drawing Bevel Gears **289**
- 19.10 Worm Gears **290**
- 19.11 Worm Gear Calculations **291**
- 19.12 Drawing Worm Gears **292**
- 19.13 Introduction to Cams **292**
- 19.14 Cam Motion **292**
- 19.15 Construction of a Plate Cam **293**
- 19.16 Construction of a Cam with an  
Offset Follower **293**
- Problems **296**

## **20** Materials and Processes **298**

- 20.1 Introduction **298**
- 20.2 Iron **298**
- 20.3 Steel **299**
- 20.4 Copper **300**

**20.5** Aluminum **301**  
**20.6** Magnesium **301**  
**20.7** Properties of Materials **302**  
**20.8** Heat Treatment of Metals **302**  
**20.9** Castings **302**  
**20.10** Forgings **305**  
**20.11** Stamping **306**  
**20.12** Plastics and Miscellaneous Materials **306**  
**20.13** Machining Operations **306**  
**20.14** Surface Finishing **311**

**21.25** Location of Holes **329**  
**21.26** Objects with Rounded Ends **331**  
**21.27** Machined Holes **332**  
**21.28** Chamfers **334**  
**21.29** Keyseats **335**  
**21.30** Knurling **335**  
**21.31** Necks and Undercuts **335**  
**21.32** Tapers **336**  
**21.33** Dimensioning Sections **336**  
**21.34** Miscellaneous Notes **337**  
Problems **337**

## **21** Dimensioning **312**

**21.1** Introduction **312**  
**21.2** Dimensioning Terminology **312**  
**21.3** Units of Measurement **313**  
**21.4** English/Metric Conversions **314**  
**21.5** Dual Dimensioning **314**  
**21.6** Metric Designation **315**  
**21.7** Aligned and Unidirectional Numbers **315**  
**21.8** Placement of Dimensions **316**  
**21.9** Dimensioning in Limited Spaces **319**  
**21.10** Dimensioning Symbolology **319**  
**21.11** Computer Dimensioning **319**  
**21.12** Dimensioning Prisms **320**  
**21.13** Dimensioning Angles **321**  
**21.14** Dimensioning Cylinders **322**  
**21.15** Measuring Cylindrical Parts **323**  
**21.16** Cylindrical Holes **323**  
**21.17** Pyramids, Cones, and Spheres **325**  
**21.18** Leaders **325**  
**21.19** Dimensioning Arcs **326**  
**21.20** Fillets and Rounds and TYP **326**  
**21.21** Curved Surfaces **327**  
**21.22** Symmetrical Objects **328**  
**21.23** Finished Surfaces **328**  
**21.24** Location Dimensions **329**

## **22** Tolerances **340**

**22.1** Introduction **340**  
**22.2** Tolerance Dimensions **340**  
**22.3** Mating Parts **341**  
**22.4** Terminology of Tolerancing **343**  
**22.5** Basic Hole System **344**  
**22.6** Basic Shaft System **344**  
**22.7** Metric Limits and Fits **344**  
**22.8** Preferred Sizes and Fits **347**  
**22.9** Example Problems—Metric System **349**  
**22.10** Preferred Metric Fits—  
Nonpreferred Sizes **350**  
**22.11** Standard Fits—English Units **351**  
**22.12** Chain Dimensions **352**  
**22.13** Origin Selection **352**  
**22.14** Conical Tapers **352**  
**22.15** Tolerance Notes **353**  
**22.16** General Tolerances—Metric **353**  
**22.17** Geometric Tolerances **355**  
**22.18** Symbolology of Geometric Tolerances **355**  
**22.19** Limits of Size **355**  
**22.20** Three Rules of Tolerances **357**  
**22.21** Three-Datum Plane Concept **357**  
**22.22** Cylindrical Datum Features **358**

- 22.23 Datum Features at RFS 359
- 22.24 Datum Targets 360
- 22.25 Tolerances of Location 361
- 22.26 Tolerances of Form 364
- 22.27 Tolerances of Profile 365
- 22.28 Tolerances of Orientation 366
- 22.29 Tolerances of Runout 367
- 22.30 Surface Texture 368
- Problems 371

## 23 Welding 376

- 23.1 Introduction 376
- 23.2 Weld Joints 378
- 23.3 Welding Symbols 378
- 23.4 Types of Welds 379
- 23.5 Application of Symbols 380
- 23.6 Groove Welds 381
- 23.7 Surface Contoured Welds 382
- 23.8 Seam Welds 382
- 23.9 Built-Up Welds 383
- 23.10 Brazing 383
- 23.11 Soft Soldering 383

## 24 Working Drawings 385

- 24.1 Introduction 385
- 24.2 Working Drawings—Inch System 385
- 24.3 Working Drawings—Metric System 387
- 24.4 Working Drawings—Dual Dimensions 390
- 24.5 Laying Out a Working Drawing 392
- 24.6 Title Blocks and Parts Lists 393
- 24.7 Scale Specification 394
- 24.8 Tolerances 394
- 24.9 Part Names and Numbers 394

- 24.10 Checking a Drawing 395
- 24.11 Drafter's Log 396
- 24.12 Assembly Drawings 396
- 24.13 Freehand Working Drawings 399
- 24.14 Castings and Forged Parts 399
- 24.15 Sheet Metal Drawings 401
- Problems 401

## 25 Reproduction Methods and Drawing Shortcuts 432

- 25.1 Introduction 432
- 25.2 Reproduction of Working Drawings 432
- 25.3 Assembling the Drawings 435
- 25.4 Overlay Drafting Techniques 435
- 25.5 Paste-on Photos 436
- 25.6 Stick-on Materials 436
- 25.7 Photo Drafting 437

## 26 Pictorials 439

- 26.1 Introduction 439
- 26.2 Types of Pictorials 439
- 26.3 Oblique Pictorials 440
- 26.4 Oblique Drawings 440
- 26.5 Constructing Obliques 440
- 26.6 Angles in Oblique 441
- 26.7 Cylinders in Oblique 442
- 26.8 Circles in Oblique 443
- 26.9 Curves in Oblique 445
- 26.10 Oblique Sketching 445
- 26.11 Dimensioned Obliques 445
- 26.12 Isometric Pictorials 445
- 26.13 Angles in Isometric 448

- 26.14 Circles in Isometric 449
- 26.15 Cylinders in Isometric 451
- 26.16 Partial Circular Features 452
- 26.17 Measuring Angles 453
- 26.18 Curves in Isometric 453
- 26.19 Ellipses on Nonisometric Planes 453
- 26.20 Machine Parts in Isometric 453
- 26.21 Isometric Sections 455
- 26.22 Dimensioned Isometrics 456
- 26.23 Fillets and Rounds 456
- 26.24 Isometric Assemblies 456
- 26.25 Axonometric Pictorials 457
- 26.26 Perspective Pictorials 458
- 26.27 One-point Perspectives 459
- 26.28 Two-point Perspectives 459
- 26.29 Axonometric Pictorials by Computer 462
- 26.30 3D Computer Software 462
- Problems 467

## 27 Points, Lines, and Planes 469

- 27.1 Introduction 469
- 27.2 Orthographic Projection of a Point 469
- 27.3 Lines 470
- 27.4 Location of a Point on a Line 472
- 27.5 Intersecting and Nonintersecting Lines 472
- 27.6 Visibility of Crossing Lines 472
- 27.7 Visibility of a Line and a Plane 473
- 27.8 Planes 473
- 27.9 A Line on a Plane 475
- 27.10 A Point on a Plane 475
- 27.11 Principal Lines on a Plane 475
- 27.12 Parallelism of Lines 475
- 27.13 Parallelism of a Line and a Plane 476
- 27.14 Parallelism of Planes 477
- 27.15 Perpendicularity of Lines 477
- 27.16 A Line Perpendicular to a Principal Line 478

- 27.17 A Line Perpendicular to an Oblique Line 478
- 27.18 Perpendicularity Involving Planes 478
- 27.19 A Line Perpendicular to a Plane 479
- Problems 479

## 28 Primary Auxiliary Views in Descriptive Geometry 482

- 28.1 Introduction 482
- 28.2 Descriptive Geometry by Computer 482
- 28.3 Primary Auxiliary View of a Line 484
- 28.4 True Length by Analytical Geometry 485
- 28.5 The True-Length Diagram 486
- 28.6 Angles Between Lines and Principal Planes 486
- 28.7 Slope of a Line 486
- 28.8 Compass Bearing of a Line 488
- 28.9 Contour Maps and Profiles 491
- 28.10 Vertical Sections 491
- 28.11 Plan-profiles 493
- 28.12 Edge View of a Plane 493
- 28.13 Dihedral Angles 494
- 28.14 Piercing Points by Projection 494
- 28.15 Piercing Points by Auxiliary Views 495
- 28.16 Perpendicular to a Plane 495
- 28.17 Intersections by Auxiliary View 496
- 28.18 Slope of a Plane 497
- 28.19 Cut and Fill 498
- 28.20 Design of a Dam 499
- 28.21 Strike and Dip 499
- 28.22 Distances from a Point to a Plane 500
- 28.23 Outcrop 501
- 28.24 Intersection between Planes—Cutting Plane Method 503
- 28.25 Intersection between Planes—Auxiliary Method 503
- Problems 503



## 29 Successive Auxiliary Views 509

- 29.1 Introduction 509
- 29.2 Point View of a Line 509
- 29.3 Angle Between Planes 510
- 29.4 True Size of a Plane 510
- 29.5 Shortest Distance from a Point to a Line 512
- 29.6 Shortest Distance Between Skewed Lines—Line Method 513
- 29.7 Shortest Distance Between Skewed Lines—Plane Method 514
- 29.8 Shortest Distance Between Skewed Lines 515
- 29.9 Shortest Grade Distance Between Skewed Lines 515
- 29.10 Angular Distance to a Line 517
- 29.11 Angle Between a Line and a Plane—Plane Method 518
- Problems 518

## 30 Revolution 522

- 30.1 Introduction 522
- 30.2 True Length of a Line in the Front View 522
- 30.3 True Length of a Line in the Top View 523
- 30.4 True Length of a Line in the Profile View 524
- 30.5 Angles with a Line and Principal Planes 525
- 30.6 True Size of a Plane 525
- 30.7 True Size of a Plane by Double Revolution 526
- 30.8 Angle Between Planes 527
- 30.9 Location of Directions 528
- 30.10 Revolution of a Point About an Axis 529
- 30.11 Revolution of a Right Prism About Its Axis 531
- 30.12 A Line at a Specified Angle With Two Principal Planes 531
- Problems 533

## 31 Vector Graphics 536

- 31.1 Introduction 536
- 31.2 Basic Definitions 536
- 31.3 Coplanar, Concurrent Force Systems 537
- 31.4 Resultant of a Coplanar, Concurrent System—Parallelogram Method 538
- 31.5 Resultant of a Coplanar, Concurrent System—Polygon Method 538
- 31.6 Resultant of Noncoplanar, Concurrent Forces—Parallelogram Method 539
- 31.7 Resultant of Noncoplanar, Concurrent Forces—Polygon Method 539
- 31.8 Forces in Equilibrium 539
- 31.9 Truss Analysis 540
- 31.10 Noncoplanar Structural Analysis—Special Case 543
- 31.11 Noncoplanar Structural Analysis—General Case 544
- 31.12 Resultant of Parallel, Nonconcurrent Forces 546
- 31.13 Resultant of Parallel, Nonconcurrent Forces on a Beam 546
- Problems 547

## 32 Intersections and Developments 551

- 32.1 Introduction 551
- 32.2 Intersections of Lines and Planes 551
- 32.3 Intersections Between Prisms 553
- 32.4 Intersection of a Plane and Cylinder 555
- 32.5 Intersections Between Cylinders and Prisms 556
- 32.6 Intersections Between Two Cylinders 557
- 32.7 Intersections Between Planes and Cones 557
- 32.8 Intersections Between Cones and Prisms 559
- 32.9 Intersections Between Pyramids and Prisms 561

- 32.10** Intersections Between Spheres and Planes **562**
- 32.11** Intersections Between Spheres and Prisms **563**
- 32.12** Principles of Developments **563**
- 32.13** Development of Prisms **564**
- 32.14** Development of Oblique Prisms **565**
- 32.15** Development of Cylinders **567**
- 32.16** Development of Oblique Cylinders **567**
- 32.17** Development of Pyramids **569**
- 32.18** Development of Cones **570**
- 32.19** Development of Transition Pieces **571**
- 32.20** Development of Spheres—Zone Method **572**
- 32.21** Development of Spheres—Gore Method **573**
- 32.22** Development of Straps **573**  
Problems **574**

## **33** Graphs **577**

- 33.1** Introduction **577**
- 33.2** Size Proportions of Graphs **578**
- 33.3** Pie Graphs **579**
- 33.4** Bar Graphs **579**
- 33.5** Linear Coordinate Graphs **579**
- 33.6** Semilogarithmic Coordinate Graphs **587**
- 33.7** Polar Graphs **589**
- 33.8** Schematics **589**  
Problems **590**

## **34** Nomography **595**

- 34.1** Nomography **595**
- 34.2** Alignment-Graph Scales **595**
- 34.3** Concurrent Scales **597**
- 34.4** Construction of Alignment Graphs with Three Variables **599**

- 34.5** Parallel-Scale Nomographs **599**
- 34.6** N- or Z-Graphs **601**  
Problems **604**

## **35** Empirical Equations and Calculus **607**

- 35.1** Empirical Data **607**
- 35.2** Selection of Points on a Curve **607**
- 35.3** The Linear Equation:  $Y = MX + B$  **608**
- 35.4** The Power Equation:  $Y = BX^M$  **609**
- 35.5** The Exponential Equation:  $Y = BM^X$  **610**
- 35.6** Applications of Empirical Graphs **611**
- 35.7** Introduction to Graphical Calculus **612**
- 35.8** Graphical Differentiation **612**
- 35.9** Applications of Graphical Differentiation **613**
- 35.10** Graphical Integration **615**
- 35.11** Applications of Graphical Integration **616**  
Problems **618**

## **36** AutoCAD Computer Graphics **621**

- 36.1** Introduction **621**
- 36.2** Starting Up **622**
- 36.3** Experimenting **622**
- 36.4** Introduction to Plotting **623**
- 36.5** Shutting Down **623**
- 36.6** Drawing Layers **624**
- 36.7** Setting Screen Parameters **626**
- 36.8** Utility Commands **630**
- 36.9** Custom-Designed Lines **631**
- 36.10** Making a Drawing—Lines **632**
- 36.11** Selection of Entities **634**
- 36.12** Erasing and Breaking Lines **635**

- 36.13 UNDO Command **637**
- 36.14 TRACE Command **637**
- 36.15 POINT Command **638**
- 36.16 Drawing Circles **638**
- 36.17 Tangent Options of the CIRCLE Command **639**
- 36.18 Drawing Arcs **640**
- 36.19 FILLET Command **640**
- 36.20 CHAMFER Command **641**
- 36.21 POLYGON Command **642**
- 36.22 Enlarging, Reducing, and Panning Drawings **642**
- 36.23 CHANGE Command **643**
- 36.24 CHPROP Command **644**
- 36.25 POLYLINE (PLINE) Command **645**
- 36.26 PEDIT Command **646**
- 36.27 HATCH Command **648**
- 36.28 Text and Numerals **649**
- 36.29 The STYLE Command **651**
- 36.30 Moving and Copying Drawings **652**
- 36.31 Mirroring Drawings **653**
- 36.32 Mirrored Text (MIRRTXT) **653**
- 36.33 OSNAP (Object Snap) **653**
- 36.34 ARRAY Command **655**
- 36.35 DONUT Command **656**
- 36.36 SCALE Command **656**
- 36.37 STRETCH Command **657**
- 36.38 ROTATE Command **657**
- 36.39 TRIM Command **657**
- 36.40 EXTEND Command **658**
- 36.41 DIVIDE Command **659**
- 36.42 MEASURE Command **659**
- 36.43 OFFSET Command **660**
- 36.44 BLOCKS **660**
- 36.45 External References **661**
- 36.46 Transparent Commands **663**
- 36.47 VIEW Command **663**
- 36.48 Inquiry Commands **663**
- 36.49 Dimensioning Principles **665**
- 36.50 Dimensioning Variables—Introduction **666**
- 36.51 Ordinate Dimensions **668**
- 36.52 Dimensioning Circles and Arcs **668**
- 36.53 Dimensioning Angles **670**
- 36.54 Dimensioning Variables **670**
- 36.55 Associate Dimensioning **672**
- 36.56 Special Arrowheads **675**
- 36.57 Toleranced Dimensions **675**
- 36.58 Oblique Pictorials **676**
- 36.59 Isometric Pictorials **676**
- 36.60 ELLIPSE Command **677**
- 36.61 Introduction to 3D Extrusions **678**
- 36.62 Fundamentals of 3D Drawing **681**
- 36.63 The Coordinate Systems **682**
- 36.64 The DVIEW Command **684**
- 36.65 Basic 3D Forms **688**
- 36.66 3D Polygon Meshes **690**
- 36.67 The RULESURF Command **691**
- 36.68 The TABSURF Command **692**
- 36.69 The REVSURF Command **693**
- 36.70 The EDGESURF Command **693**
- 36.71 The PFACE Command **693**
- 36.72 LINE, PLINE, and 3DPOLY Commands **694**
- 36.73 3DFACE Command **695**
- 36.74 XYZ Filters **697**
- 36.75 New Drawing in 3D **697**
- 36.76 Object with an Inclined Surface **699**
- 36.77 Model Space and Paper Space **701**
- 36.78 Drawing with Tilemode=1 **703**
- 36.79 Drawing with Tilemode=0 **704**
- 36.80 Drawing with Meshes **707**
- 36.81 Plotting a Drawing **708**
- 36.82 Attributes **711**
- 36.83 Attribute Extract (ATTTEXT) **713**
- 36.84 Grid Rotation **714**
- 36.85 Digitizing with the Tablet **714**
- 36.86 SKETCH Command **714**
- 36.87 Slide Shows **715**
- 36.88 SETVAR Command **716**
- Problems **717**

**37****Introduction to  
Solid Modeling 726**

- 37.1** Introduction **726**
- 37.2** Primitives: Box (SOLBOX) **726**
- 37.3** Primitives: Cone (SOLCONE) **727**
- 37.4** Primitives: Cylinder (SOLCYL) **727**
- 37.5** Primitives: Sphere (SOLSPHERE) **728**
- 37.6** Primitives: Torus (SOLTORUS) **728**
- 37.7** Primitives: Wedge (SOLWEDGE) **729**
- 37.8** Extrusions (SOLEXT) **729**
- 37.9** Solid Revolution (SOLREV) **729**
- 37.10** Solidify Command (SOLIDIFY) **730**
- 37.11** Subtracting Solids (SOLSUB) **730**

- 37.12** Adding Solids (SOLUNION) **730**
- 37.13** Separating Solids (SOLSEP) **730**
- 37.14** Chamfer (SOLCHAM) **731**
- 37.15** Fillet (SOLFILL) **731**
- 37.16** Change Solid (SOLCHP) **731**
- 37.17** Solid Move (SOLMOVE) **731**
- 37.18** Sections (SOLHPAT and SOLSECT) **732**
- 37.19** Solid Inquiry Commands **732**
- 37.20** Solid Representations **732**

**Appendixes A-I****Index I-I**