COURSE TITLE	: ENGINEERING GRAPHICS
COURSE CODE	: 2005
COURSE CATEGORY	: F
PERIODS/WEEK	: 4
PERIODS/SEMESTER	: 60
CREDITS	: 5

#### TIME SCHEDULE

MODULE	ΤΟΡΙϹ	PERIODS
1	Orthographic Projection	15
2	Sectional views and auxiliary views	15
3	Pictorial drawing	15
4	Visualisation and Development of surfaces	15
TOTAL		60

#### COURSE OUTCOME

### After the completion of the course student will be able to

- Understand the orthographic projections of various objects
- Appreciate the sectional views of objects
- Appreciate the auxiliary views of objects
- o Identify the pictorial drawings of various objects
- o Understand the visualisation
- Understand the development of surfaces

### SPECIFIC OUTCOME

### MODULE - I

### 1.1.0 Understand the orthographic projections of various objects

- 1.1.1 Apply principles of orthographic projection
- 1.1.2 Explain the principle of orthographic projection with simple sketches
- 1.1.3 Prepare an engineering drawing of a given simple engineering part in first angle projection only.
- 1.1.4 Sketch (free hand) the orthographic views of simple objects
- 1.1.5 Draw the orthographic views of an object, given its pictorial drawing
- 1.1.6 Select the minimum number of views needed to represent a given object fully
- 1.1.7 Identify the engineering part correctly from a number of orthographic drawings

# MODULE - II

# 2.1.0 Appreciate the sectional views of objects

- 2.1.1 Recognize the need of sectional views
- 2.1.2 Explain the need to draw sectional views
- 2.1.3 Select the section place for a given component to reveal maximum information
- 2.1.4 Free hand sectional views of simple objects
- 2.1.5 Draw the sectional views of simple engineering components
- 2.1.6 Sketch simple sections (Full and half) for a range of simple engineering objects
- 2.1.7 Select the component from a given sectional view
- 2.1.8 Auxiliary views

# 2.2.0 Recognize the need of auxiliary views

- 2.2.1 State whether the auxiliary view is needed, given an engineering drawing
- 2.2.2 Draw the auxiliary views of a given engineering drawing

### MODULE - III

# 3.1.0 Identify the pictorial drawing of various objects

- 3.1.1 Prepare pictorial drawing
- 3.1.2 Explain the need for and types of commonly used pictorial drawing
- 3.1.3 Prepare isometric drawing of simple objects using appropriate construction procedure, given their appropriate drawing
- 3.1.4 Sketch the isometric views of simple engineering objects given either<sup>1</sup> orthographic drawing or actual components
- 3.1.5 Prepare oblique drawing –Cavalier and cabinet –of simple engineering objects given either orthographic drawing or actual drawing
- 3.1.6 Understand the visualisation
- 3.1.7 Visualise and object in 3D, given its orthographic drawing
- 3.1.8 Compare an engineering part with its drawing
- 3.1.9 Identify surfaces with reference to orthographic drawing wing
- 3.1.10 Prepare a model of the part, given its orthographic drawing

### MODULE - IV

### 4.1.0 Understand the development of surfaces

- 4.1.1 Prepare development of surfaces
- 4.1.2 State the need for preparing the development drawing
- 4.1.3 Prepare development of surfaces of simple engineering components

like tray, funnel, bucket and ducts(rectangular and squarehooper)

4.1.4 Prepare development of surfaces of surfaces of 90<sup>0</sup> elbow

# 4.2.0 Computer Aided Drafting

- 4.2.1 Introduction to CAD
- 4.2.3 Compare conventional drawing and CAD
- 4.2.4 Familiarisation of different CAD software
- 4.2.5 Application of CAD in engineering drawing
- 4.2.6 Opening of CAD
- 4.2.7 Setting of units and limits
- 4.2.8 Saving of drawing
- 4.2.9 Commands-draw commands- line, circle, arc, ellipse, polygon (2D primitives) hatch, modify, erase, move, rotate, copy, mirror, break ,trim, extent, scale, stretch, array fillet, chamfer, offset etc.
- 4.2.10 Dimensioning and text commands
- 4.2.11 Practice- Different methods of drawing lines
- 4.2.12 Absolute coordinate system
- 4.2.13 Relative coordinate system
- 4.2.14 Polar coordinate system
- 4.2.15 Direct distance entry
- 4.2.16 Rectangle, circle, ellipse,
- 4.2.17 Practice to draw orthographic views of simple objects and
- 4.2.18 familiarise with the above commands

# **CONTENT DETAILS**

# MODULE - I

# 1.1.0 Orthographic projection of objects

Explanation of the meaning of orthographic projection using a viewing box and a modelnumber views obtained need of only three views for displaying the object.

Concept front view - top view and side view-sketching these views for a number of engineering objects- explanation of the meaning of first angle and third angle projection – symbol of projection

# MODULE - II

# 2.1.0 Sectional views of objects

Need for sectional drawing of an engineering object- selection of the section plane to reveal the maximum information – sectional views (full and half section) of simple engineering objects.

# 2.1.1 Auxiliary views

Need of auxiliary views - auxiliary views given engineering drawings

# MODULE - III

# 3.1.0 Pictorial Drawing

Isometric projections-construction of isometric scale-isometric projection of simple engineering object Oblique-cavalier-and cabinet projections of simple engineering Object

# 3.1.1 Visualization

Preparation of pictorial view from a group of orthographic Drawing

# MODULE - IV

# 4.1.0 Development of surfaces

Development of surfaces of simple engineering components tray, funnel, bucket, duct (rectangular, square hooper) and  $90^{0}$  elbow

# 4.1.1 Computer Aided Drafting -

Introduction to CAD, Importance of CAD in engineering drawing- Applications

# 4.1.2 Opening CAD- setting and saving of drawing- CAD commands

**4.1.3** Visualization Drawing with CAD- method of drawing straight line and simple figures.

### **TEXT BOOKS**

- 1. Engineering Graphics K. C Jon, PHI Learning Private Limited
- 2. Engineering Graphics P. I. Varghese, VIP Publishers

### **REFERENCE BOOKS**

- 1. Engineering Drawing N D Bhatt
- 2. Engineering Graphics Sageer & Abu
- 3 Engineering Drawing M. B. Shah and B.C.Rana, Pearson Publications
- 4. Engineering Drawing & Graphics using Autocad T.Jayapoovan, Vikas publications