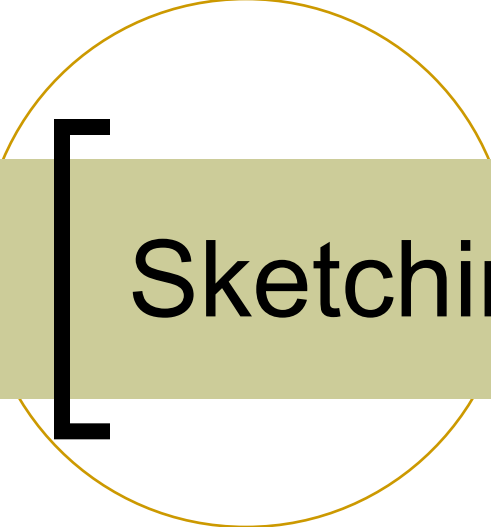




Sketching



Career &
Technical
Educational
on

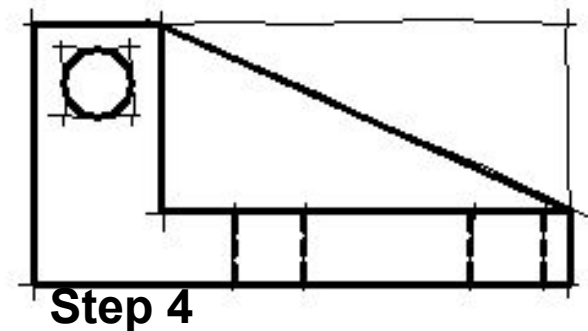
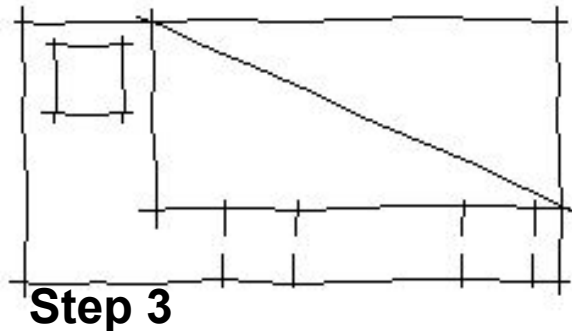
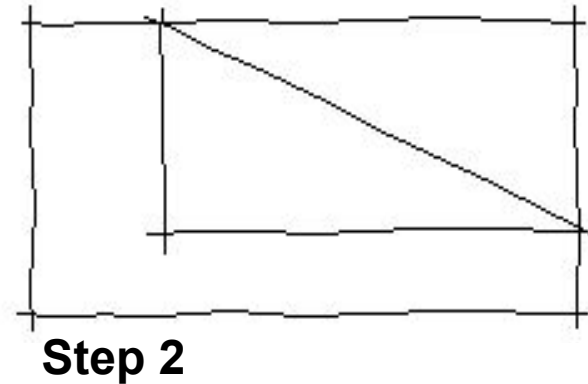
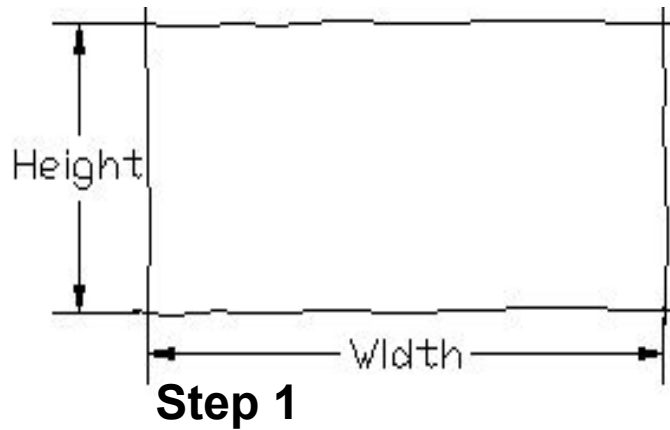
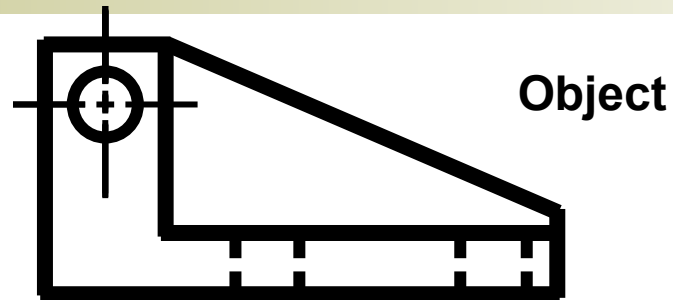
2.02

Explain the concepts and principles underlying isometric, oblique and multiview sketching.

[Single-view Sketching]

- Technical purposes
- Front view
 - Most descriptive features

[Steps for Single-view Sketching]

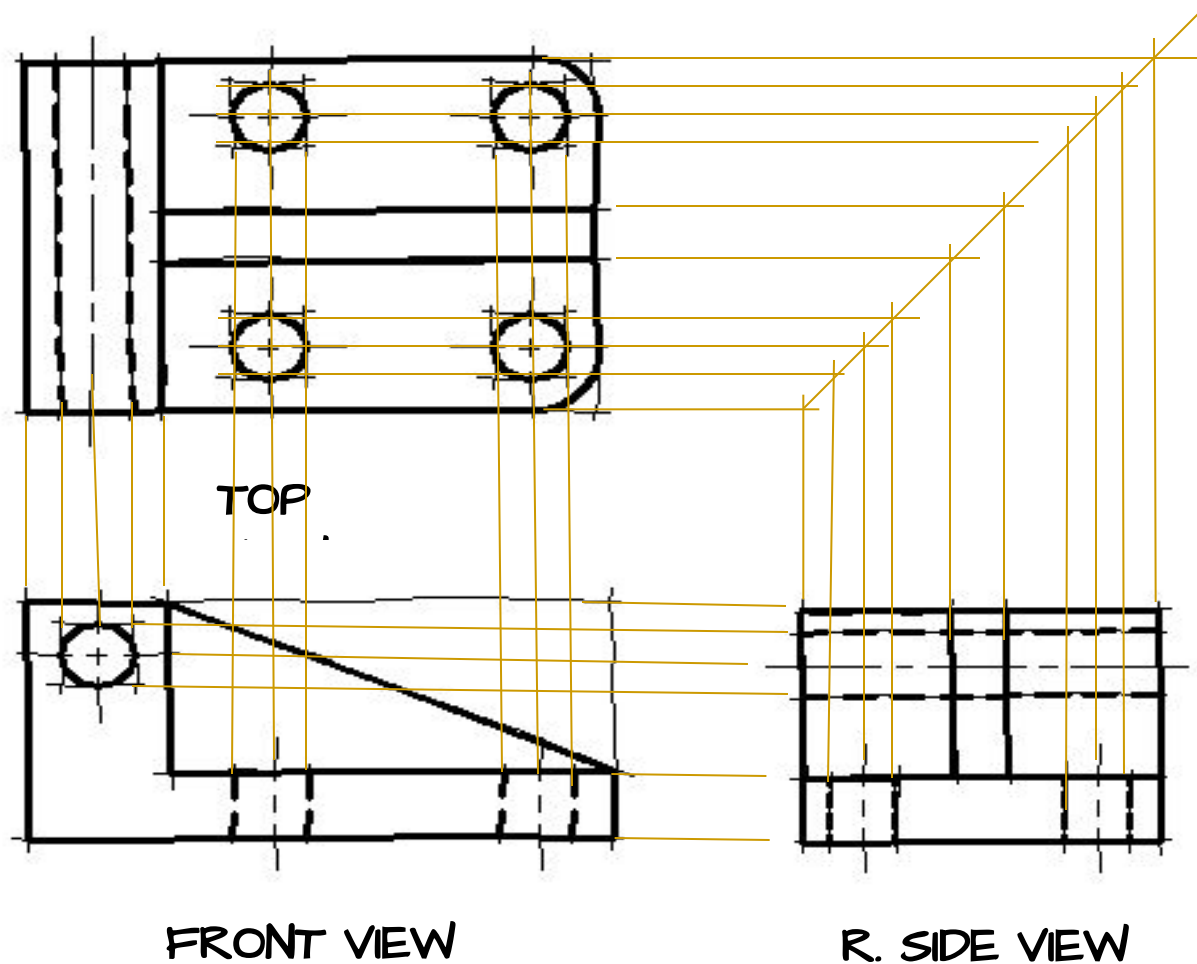


[Multi-view Sketching]

- Technical sketch
 - Front view
 - Top view
 - Side view

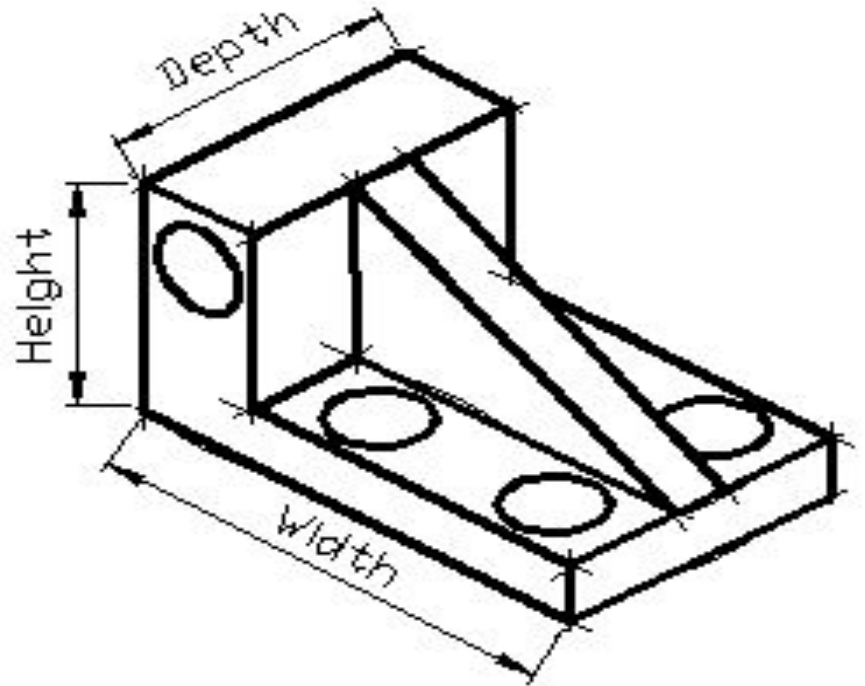


[Multi-view Sketch



[Pictorial Sketches]

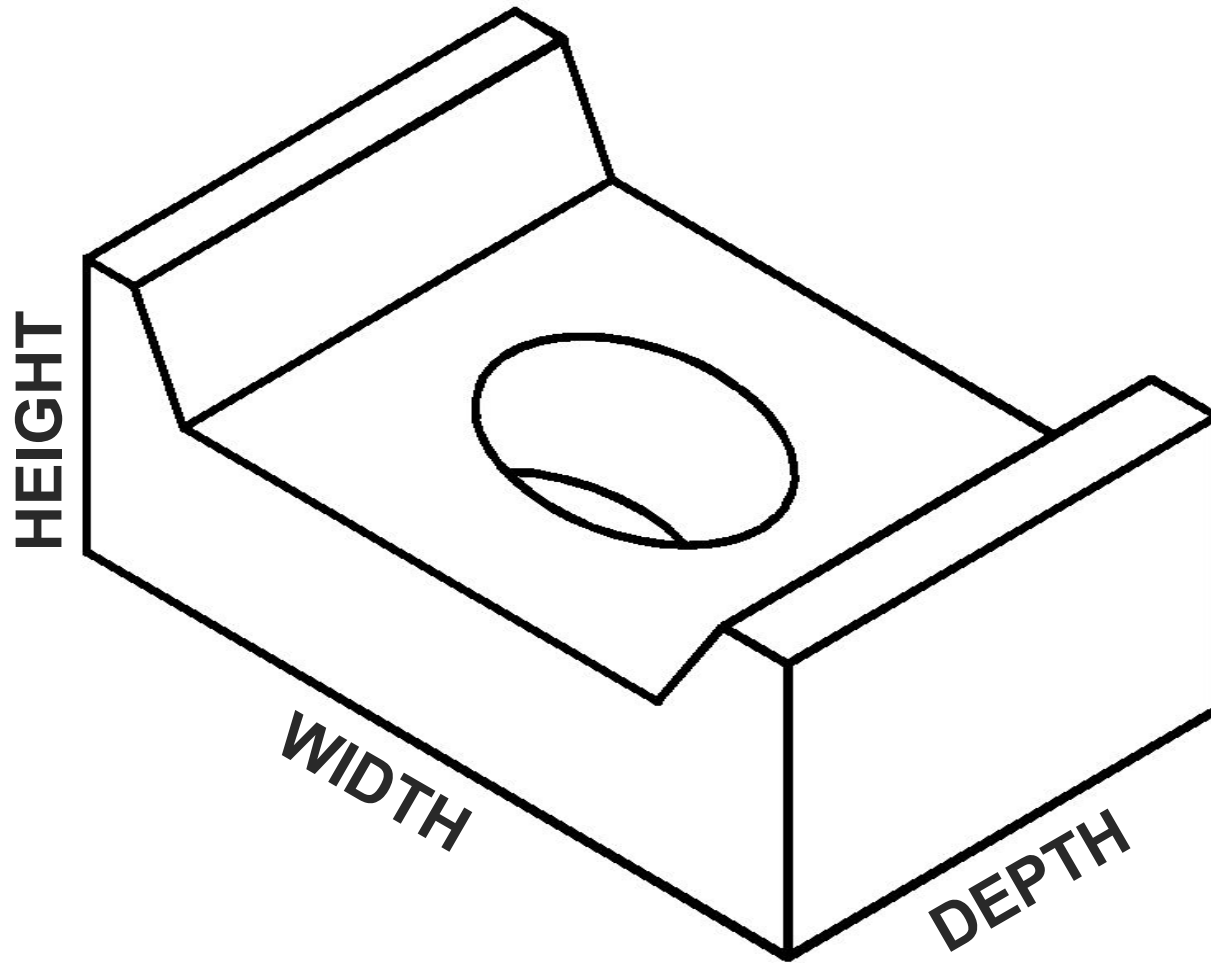
- Quickly communicate an idea
- Three dimensions in one view
 - Width
 - Height
 - Depth

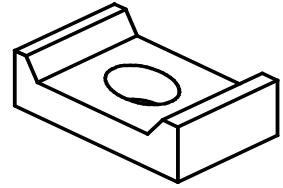


[Pictorial Sketches]

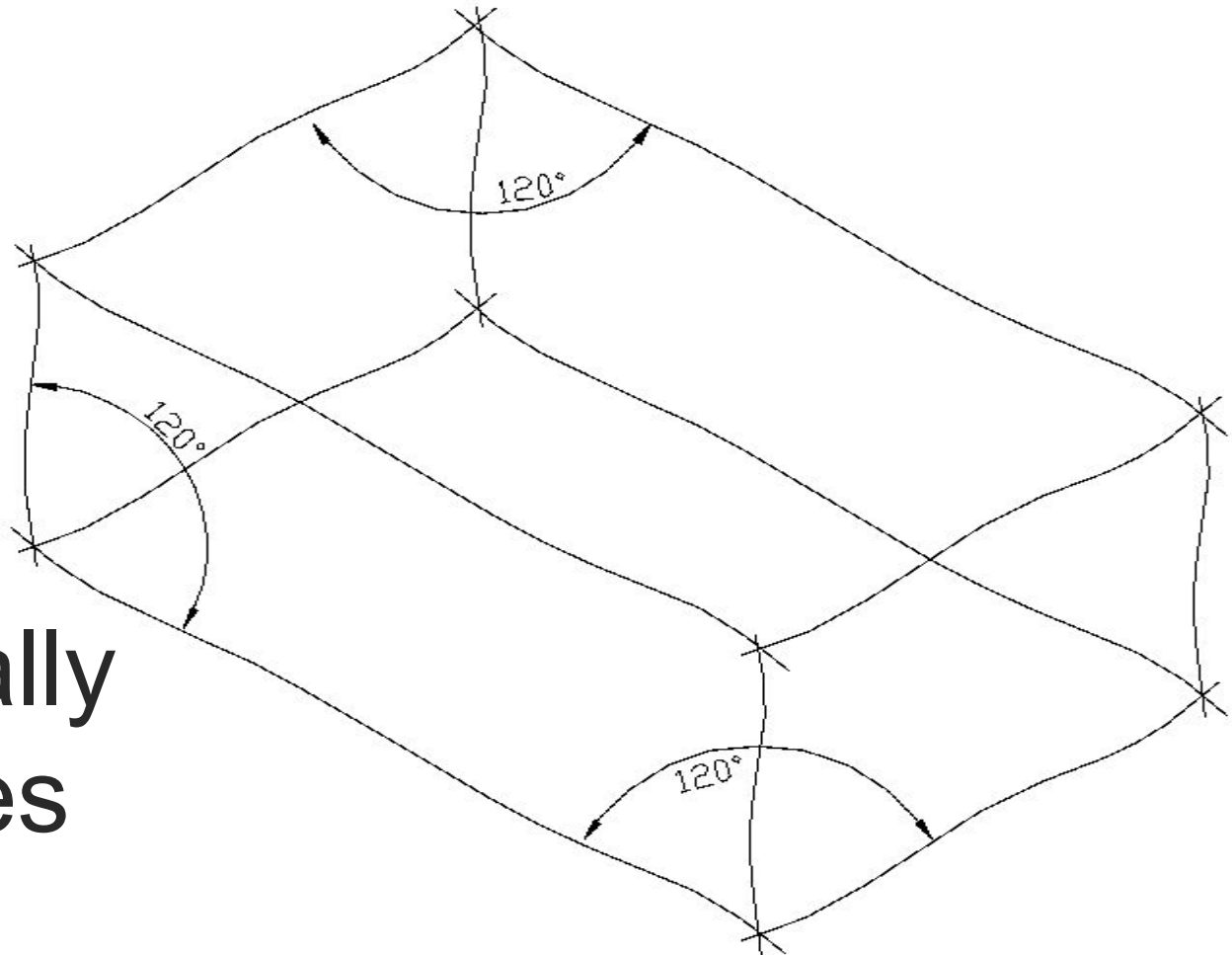
- Three (3) types
 - Isometric
 - Oblique
 - Perspective

[Isometric Sketch]

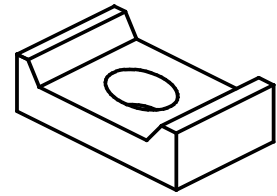




[Isometric Sketching

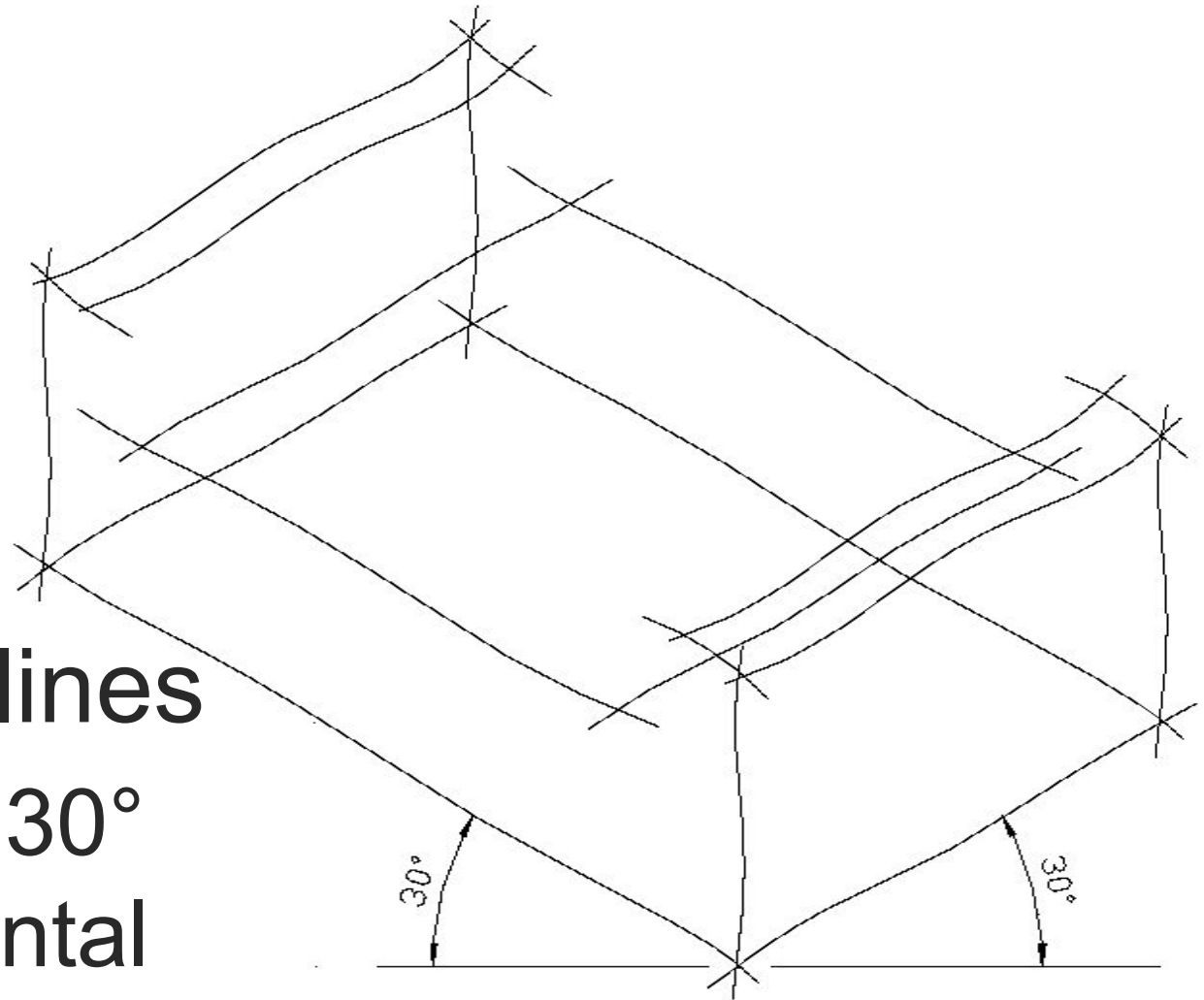


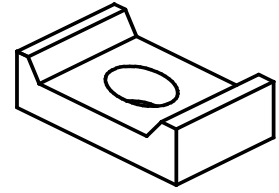
- Three equally spaced axes of 120°



[Isometric Sketching]

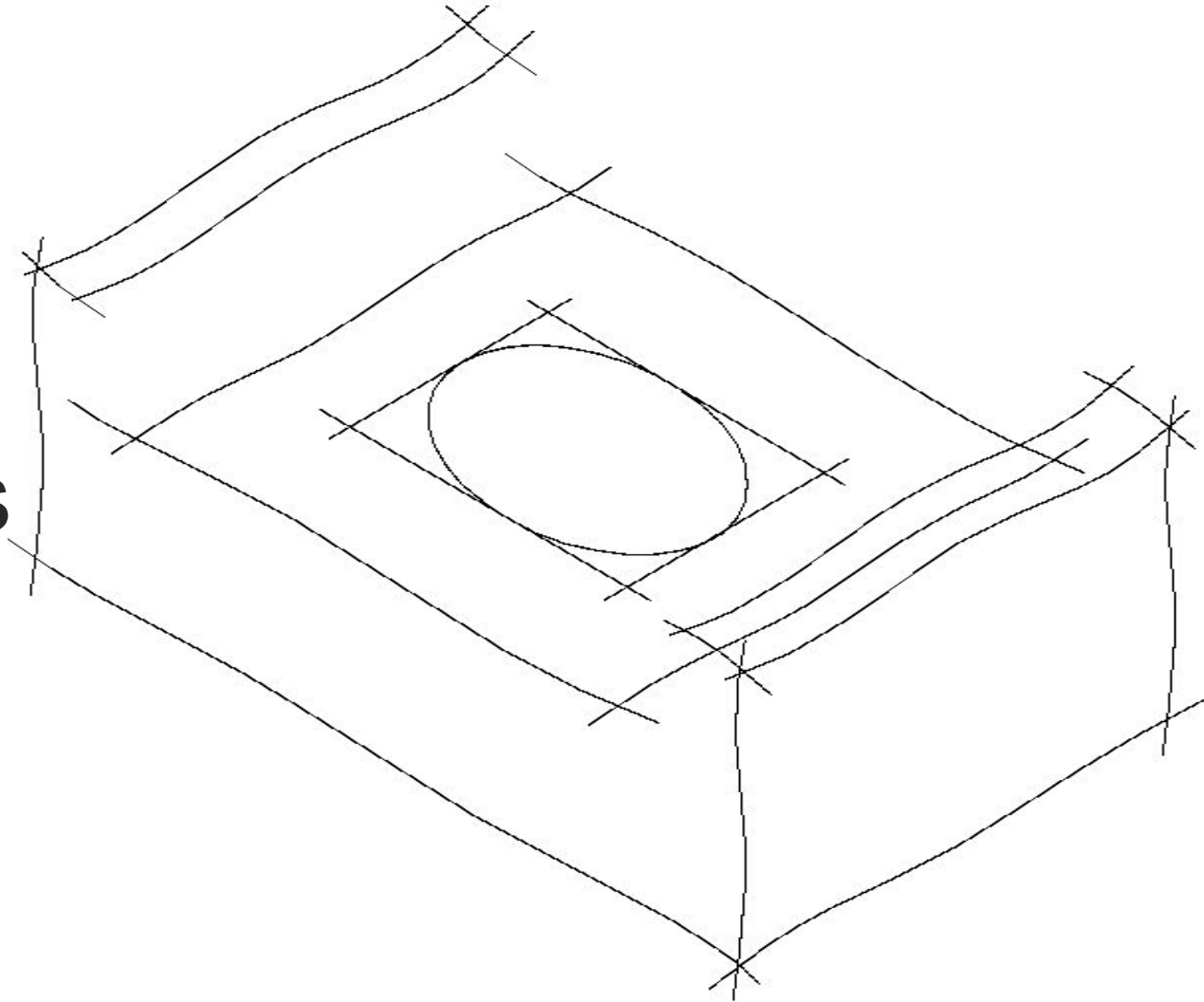
- Receding lines
 - *Typically* 30° off horizontal





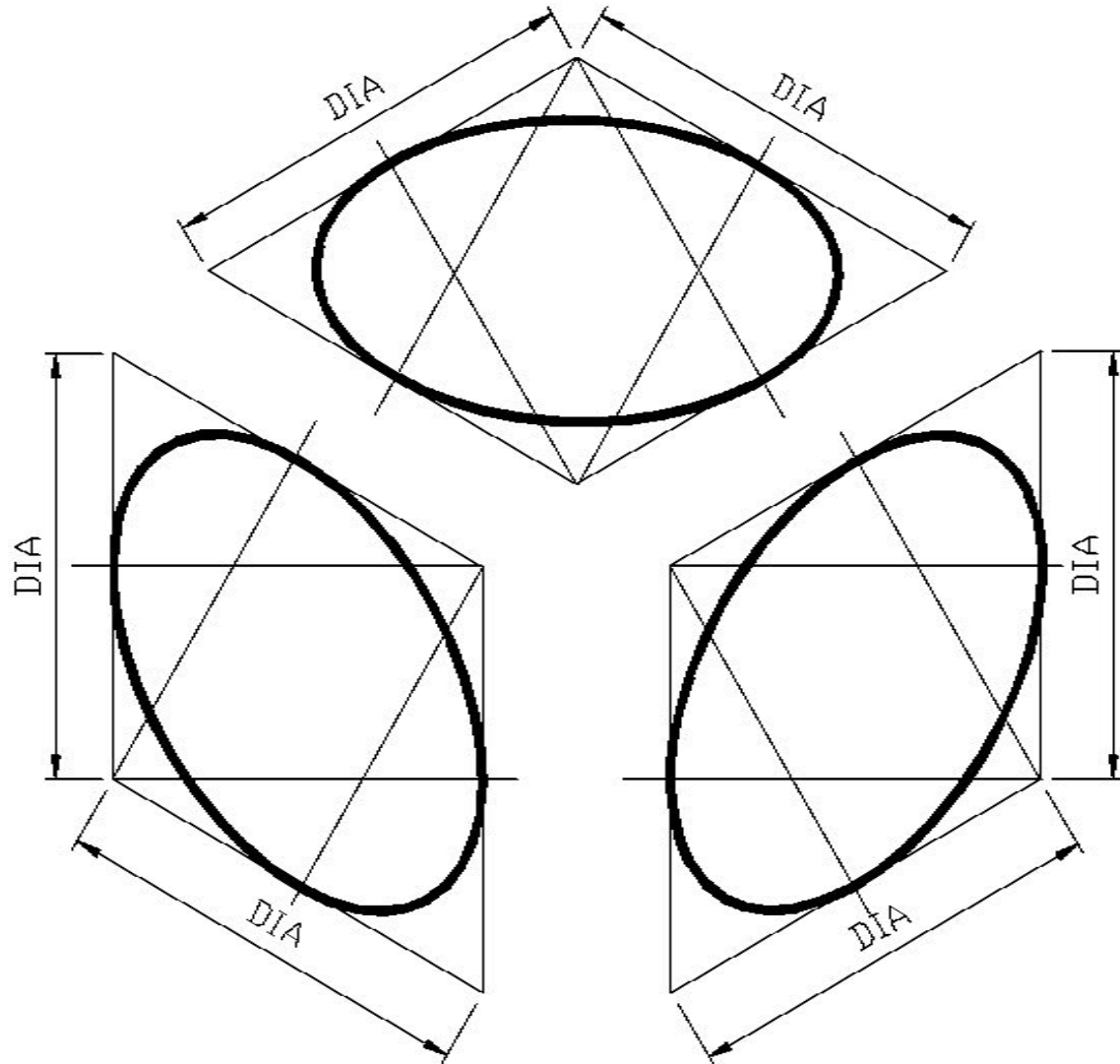
[Isometric Sketching

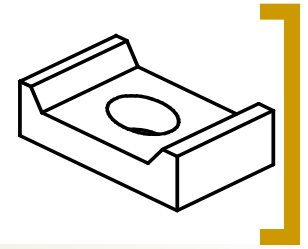
- Circular shapes appear as ellipses



[Isometric Ellipses]

- Correct ellipse orientation

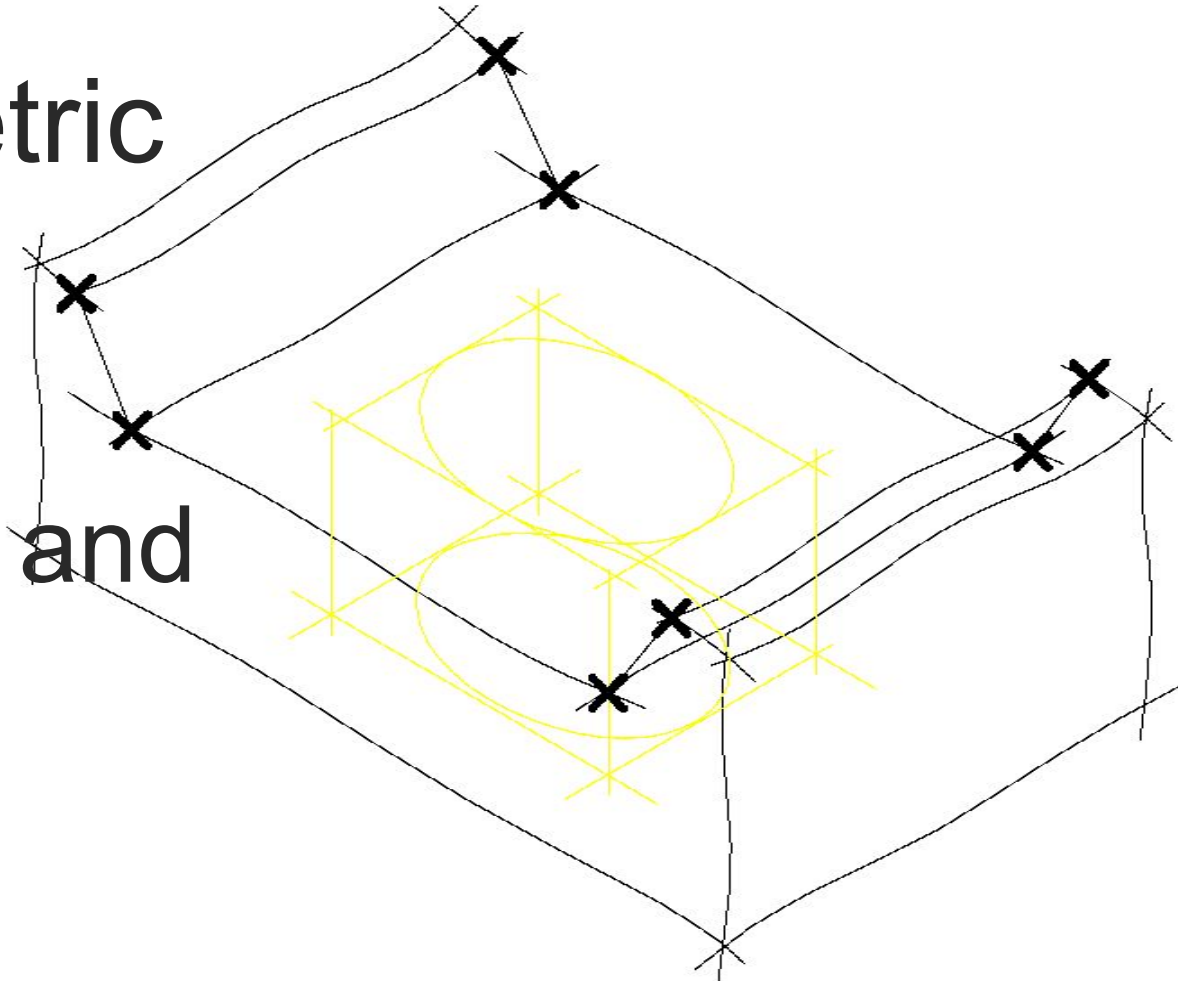




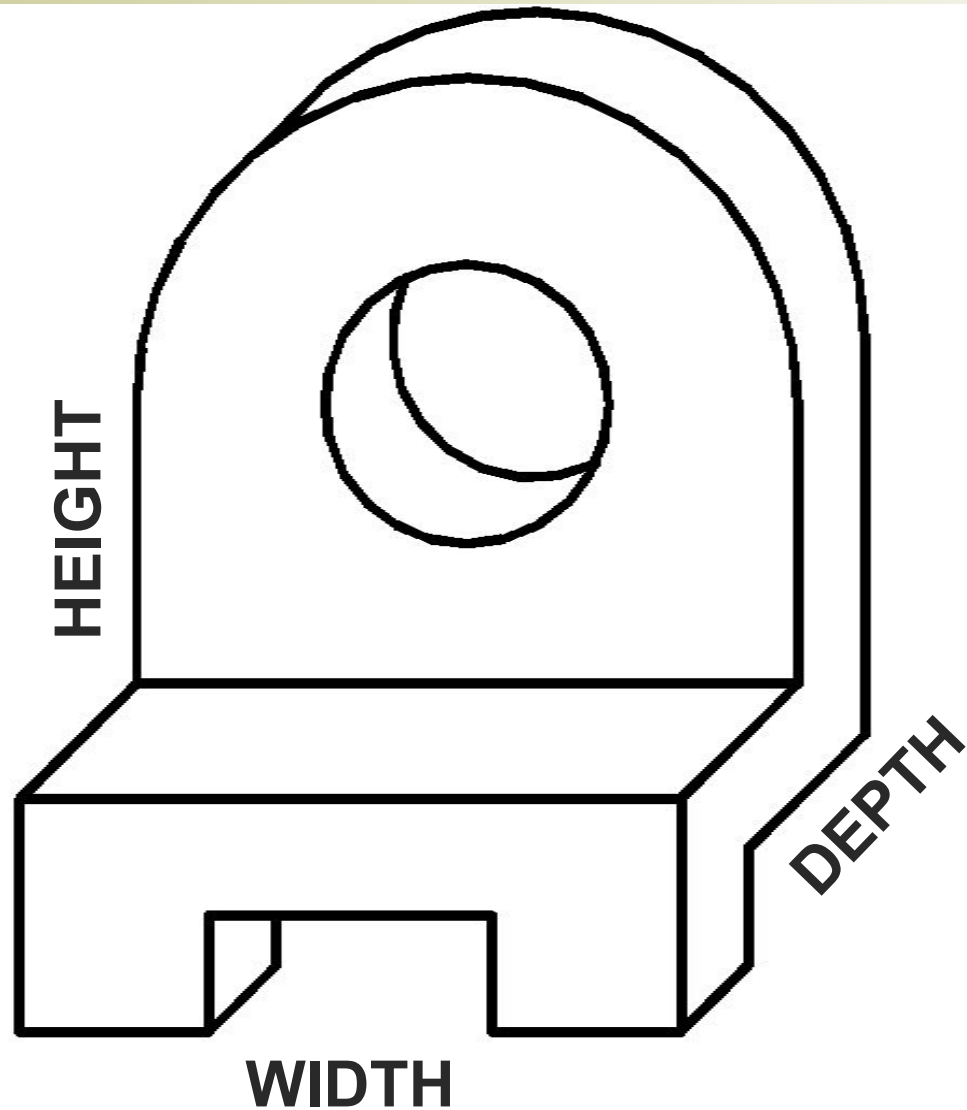
[Isometric Sketching

■ Non-Isometric lines

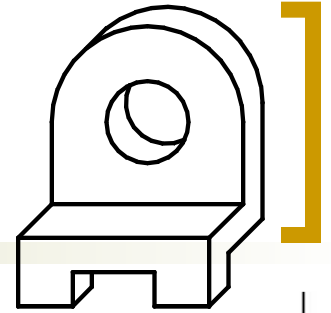
- Locate endpoints and connect



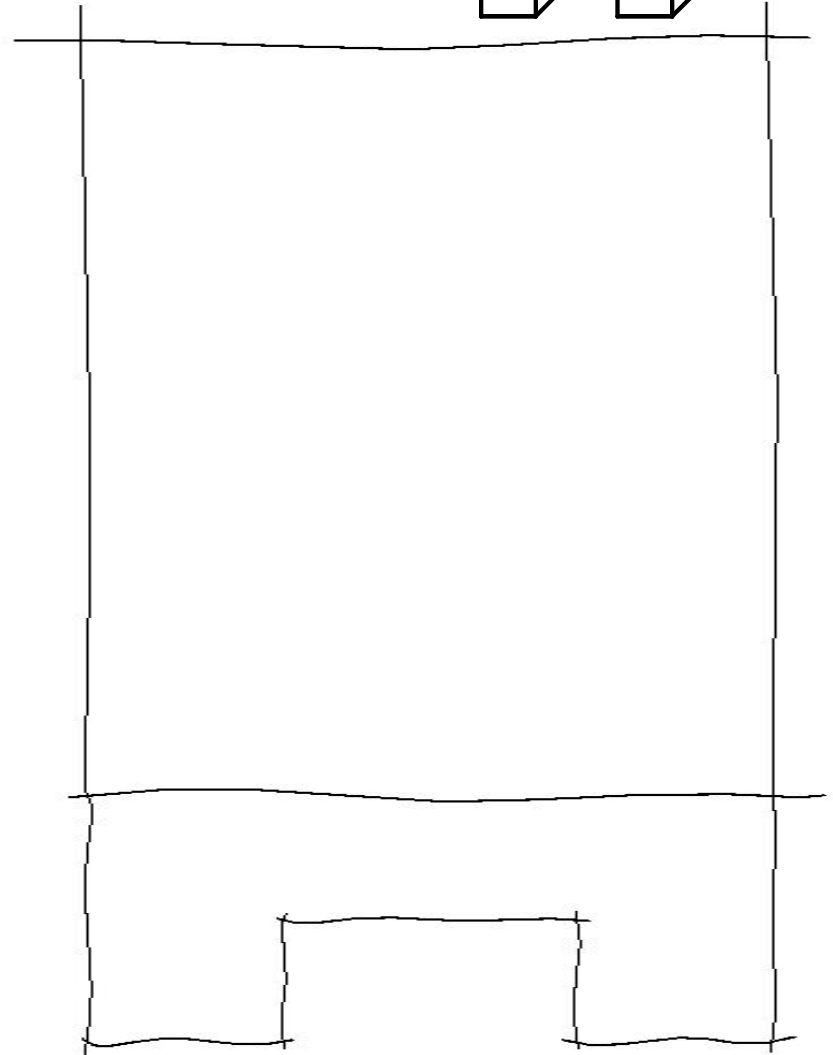
[Oblique Sketch]



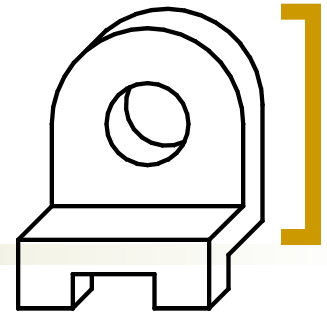
[Oblique Sketching



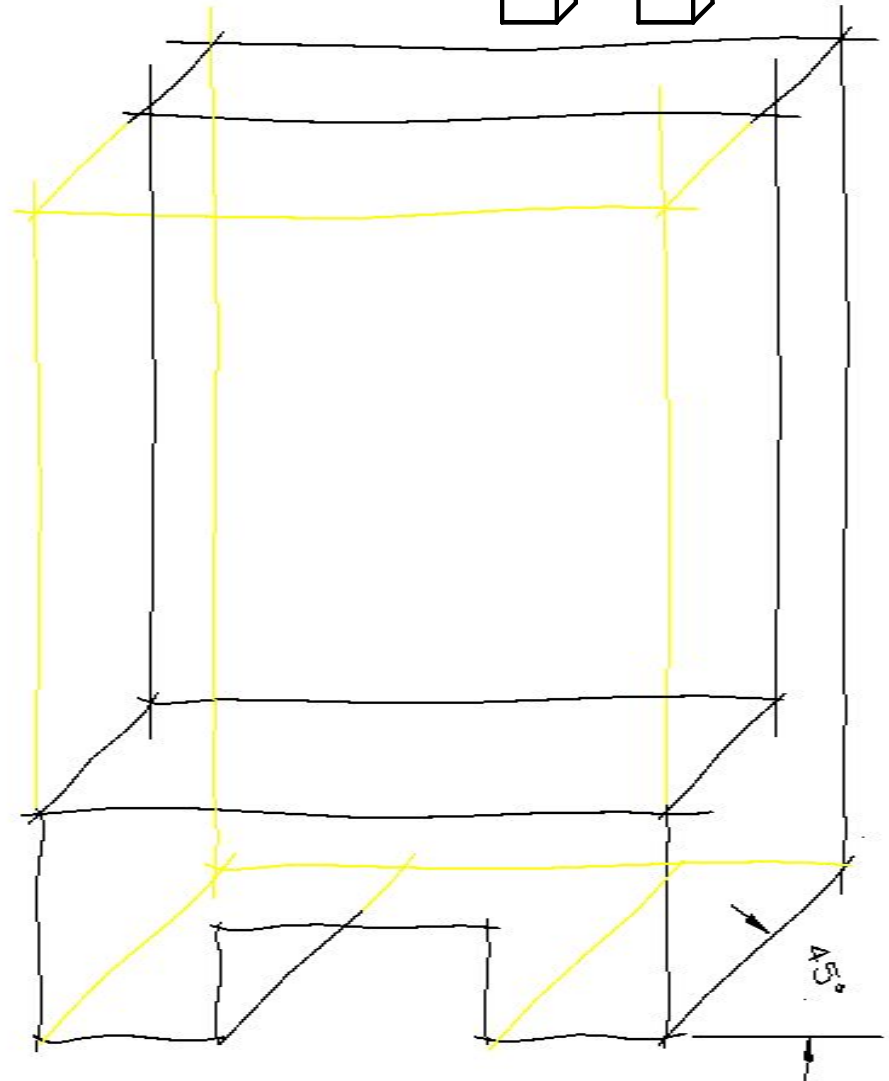
- Front view is drawn true shape and size



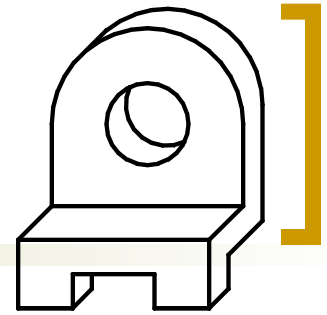
[Oblique Sketching



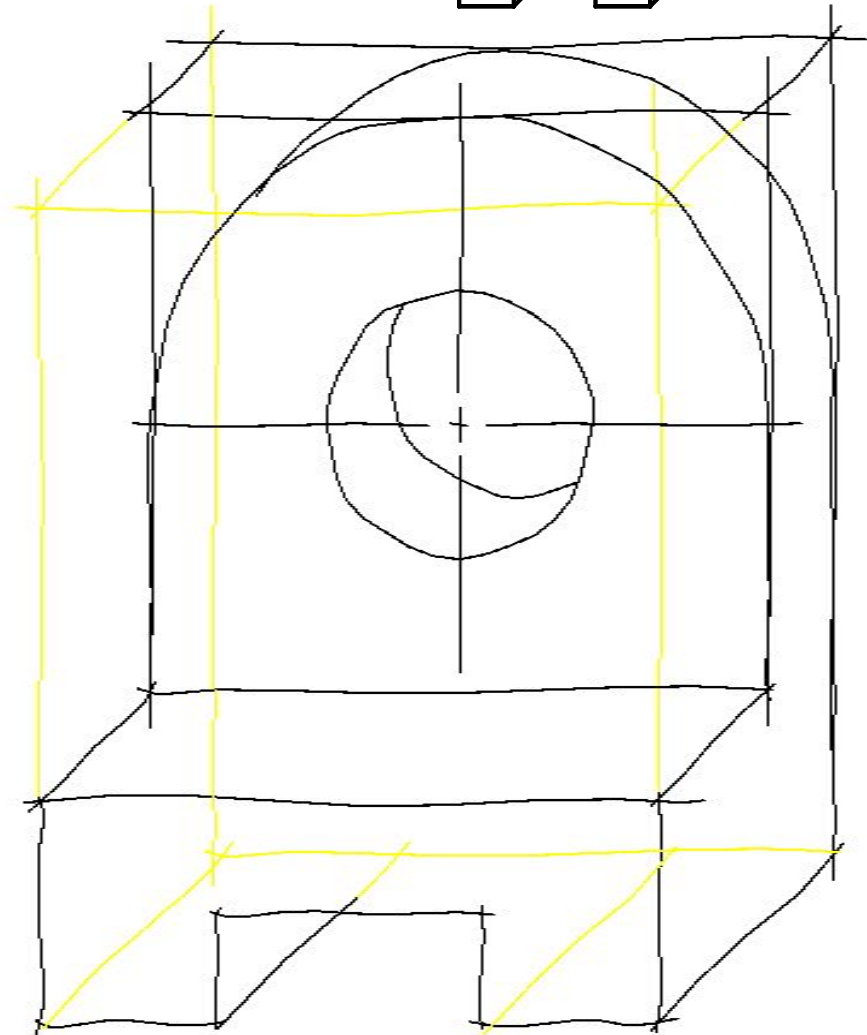
- Receding edges are usually drawn at an angle of 30° , 45° , or 60°



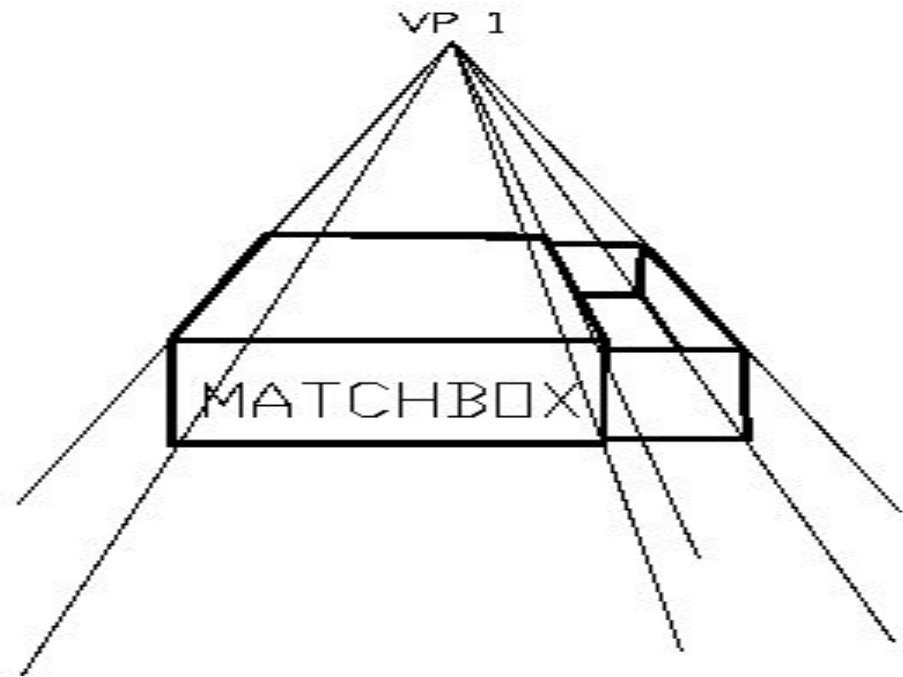
[Oblique Sketching]



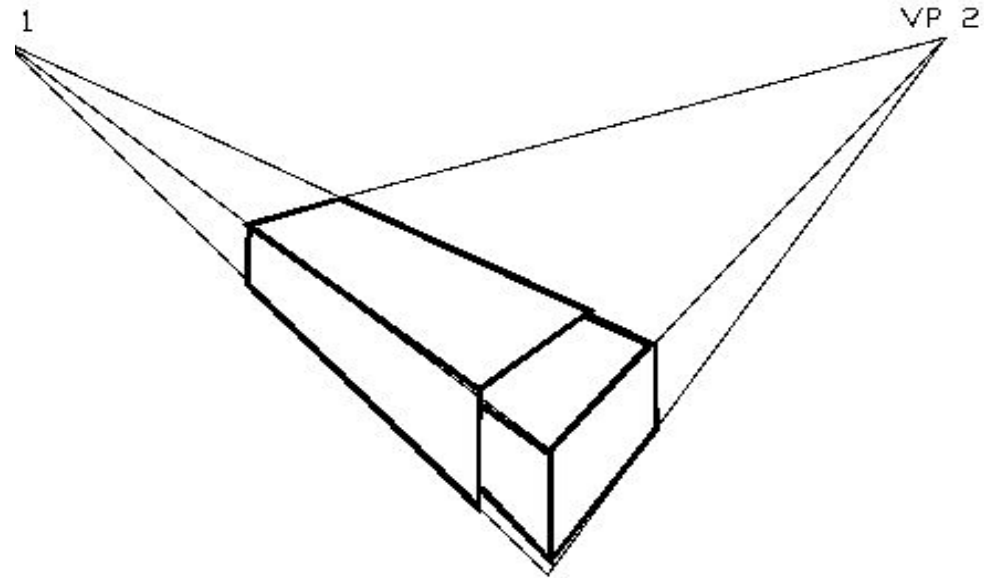
- Circles and curves drawn on frontal plane will appear true shape and size



[Perspective Sketches]



1-Point Perspective



2-Point Perspective

[Perspective Sketches]

- Objects appear as the eye would see them
- Most realistic type of pictorial sketch
- Most difficult pictorial sketch to draw