Hello this is Engineering Communication, learning outcome one and we are some three dimensional sketching. There are different methods to do three dimensional sketching, we are going to use the isometric method but there is oblique, perspective methods. But to start off with, we have an origin, the vertical line goes down and the horizontal lines go at thirty degrees to the horizontal. So to help it is half way between the vertical and horizontal to get forty five degrees so thirty is a bit less. Along as we keep these lines at the same angle we are going to make our drawing looking realistic. Same with the vertical lines we want to keep them parallel to keep our drawing looking realistic. So with the same object I am going to try it in three dimensions. Tip is to try and first draw the outline of the object, get the length, then the vertical, and the other line is parallel. Then we could do one box but we will draw back like this, then we want to check the same thickness to make it look in proportion.

Then the depth, which is about twice the length.

Then this line has got to be parallel, I would say the lines come slightly together but this can be corrected. Now this is the outline shape done. We have to mark the position of the hole, drawing some points, put a cross in the middle, so we can mark 6, 12, 3 and 9 o’clock. The we can joint the dots forming an ellipse which represents the hole in the isometric view. We could say the hole looks a bit small against the proportion of the width. If we had to dimension this is how it would be done.

The study notes will help along with this video.

Thank you for listening.