Mrs. Blouin / Iroquois Ridge High School

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**TECHNOLOGICAL DESIGN**

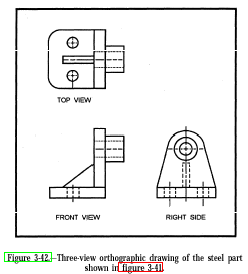
**Non-perspective drawing**

Simply put non-perspective drawings have no perspective. That is to say, there are no vanishing points therefore lines that disappear into the distance have to be treated in one of two ways - a) they don't exist (an **orthographic or elevation**) or b) they exist, but no perspective will be applied to them (**oblique and isometric view**).  
  
The following diagram is a sample of the typical reference material you might expect to receive on a technical illustration project. Most major plans after being designed will be broken down into elevation views (first 4 images) and an isometric form (last image at right) to be given to the people in charge of manufacturing the product.

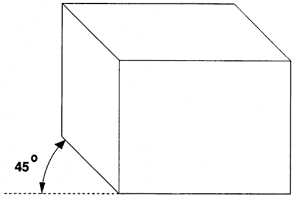
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| erspective-basics-fig7.jpg |

All objects of course are 3 dimensional and when displaying them in a 2D fashion we must include features not visible from the 2D viewer's angle (straight on in the case of an orthographic drawing, or from an edge-view from the case of a oblique or isometric view). Therefore, **hidden lines** must added to show that these features DO exist.  
  
A simple breakdown of the non-perspective types of drawing can be seen below:

**Orthographic / elevation view**

Technically an Orthographic view is simply the 3 elevations combined into a page and spread so that the **top, front and side** views are positioned to easily convert them into an oblique or isometric view.  


**Oblique view**

One face is flat, the angle of the Z axis is then 45 degrees off of this.  


**Isometric View**

The front and Z axis are both 30 degrees to the horizon.  
