

DUE DATE _____

NAME _____

ENGR/DRAFT 105 Assignment #7, Oblique Pictorials

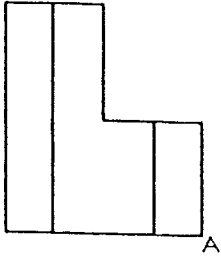
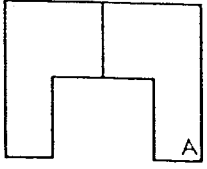
For each of the 2 drawings on the attached sheet, draw an Oblique Pictorial mechanical drawing, each on a 8.5"x11" sheet. Use oblique grid paper under the 8.5"x11" sheet. Draw receding lines at 45 degrees and approximately 70% foreshortened (the "rule of thumb" is to use half as many diagonal squares as in the side view – this yields a factor of $\sqrt{2}/2 = 0.707$, which is approximately 70% of the true length, which looks real).

The first step is to draw the Oblique Box, double the size of the objects Width and Height (see below for the depths for each object). Use a T-square and 45 degree triangle to draw the oblique box, all 6 sides. Draw the oblique box without going beyond the edges, and use light construction lines (use the 0.3mm pencil), but visible enough to see them. You must also use oblique paper under the drawing to help you draw the oblique box (and later on, the object).

- For the "Guide Base", the dimensions of the oblique box are $W = 8$ boxes, $H = 10$ boxes, $D = 4$ boxes (this is greater than 70% of the (doubled) depth, but it makes it easy to use the grid paper, like we did for the isometric drawings). This is very close to double the dimensions of the Guide Base for the front plane (Width by Height). Note that every corner point on the object will be on a grid point on the oblique paper. This will make the object very precise, with very parallel lines.
- For the "Trip Block", you will just double the dimensions of the width and height of the object. I recommend that you start the oblique box on the upper left corner of the top plane, and use a depth of 5 boxes (this is very close to 70% of the doubled depth, and this will make those points on the left side of the top plane to be on the oblique grid points).
- **Staple this sheet to the front of your drawings in the correct order.**
- **Write your name at the top of the page.**
- **Write your name on each drawing.**

1

GUIDE BASE



2

TRIP BLOCK

