

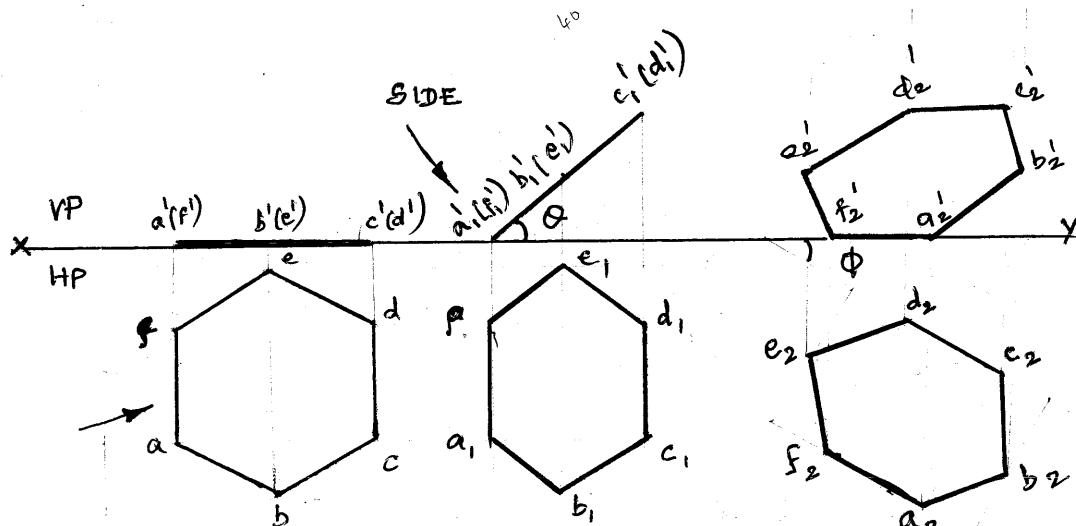
UNIT II: PROJECTION OF PLANES

TYPES:

1. SURFACE \perp TO HP, SIDE \perp TO VP
2. SURFACE \perp TO VP, SIDE \perp TO HP
3. SURFACE \perp TO HP, DIAMETER APPARENTLY \perp TO VP & DIAMETER \perp TO VP.
4. SURFACE \perp TO VP, DIAGONAL \perp TO HP.
5. SURFACE \perp TO BOTH HP & VP [ONE END TOUCHES HP OTHER TOUCHES VP.]
6. SURFACE \perp (PERPENDICULAR) TO BOTH HP & VP.

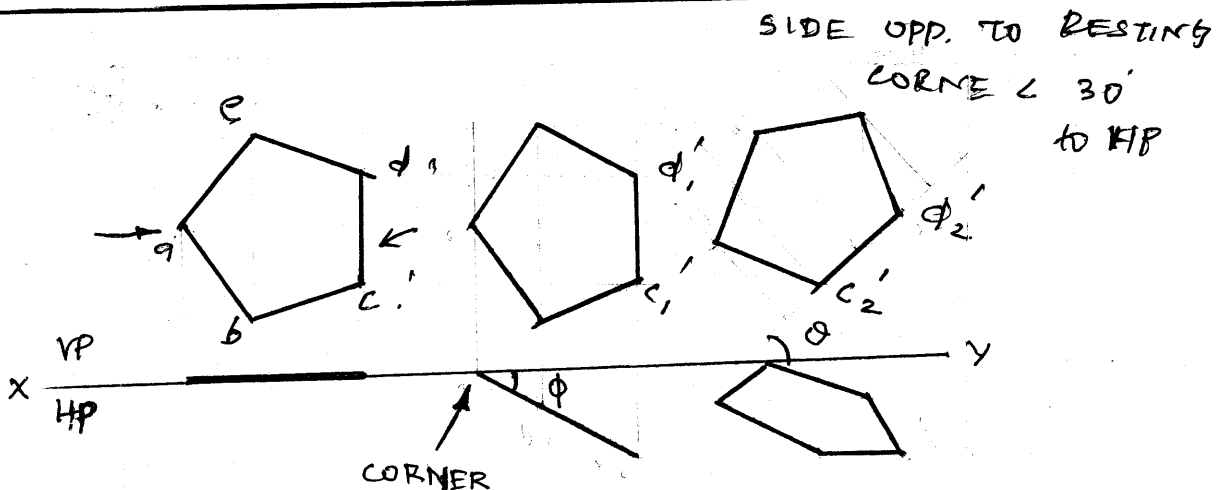
EXAMPLES:

1. SURFACE \perp TO HP, SIDE \perp TO VP: (REST ON SIDE)



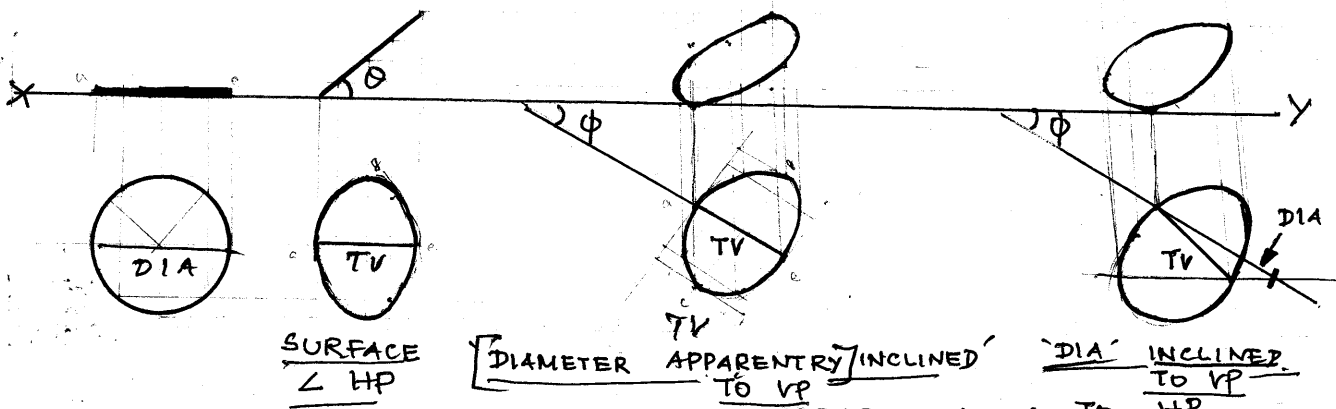
SURFACE \perp TO HP SURFACE \perp TO HP (ϕ) SIDE \perp TO VP (ϕ)

2. SURFACE \perp TO VP, SIDE \perp TO HP: (REST ON CORNER)

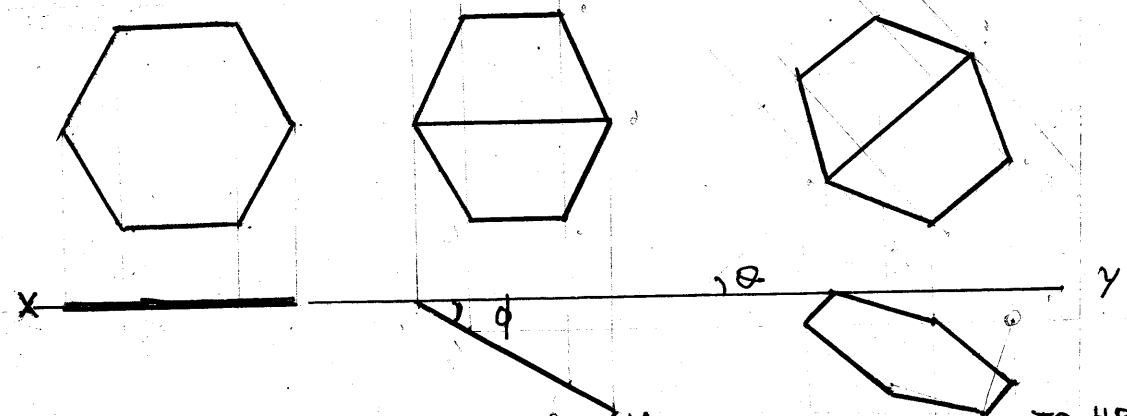


SURFACE \perp TO VP SURFACE \perp TO VP (ϕ) SIDE \perp TO HP (ϕ)

3. SURFACE \angle TO HP, DIA. \angle TO VP

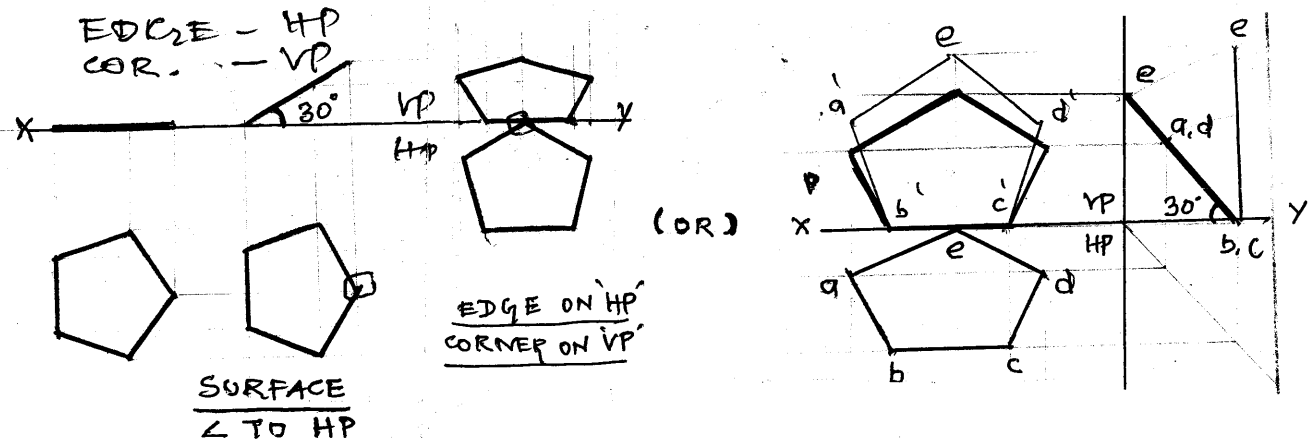


4. SURFACE \angle TO VP, DIAGONAL APPARENTLY \angle TO HP

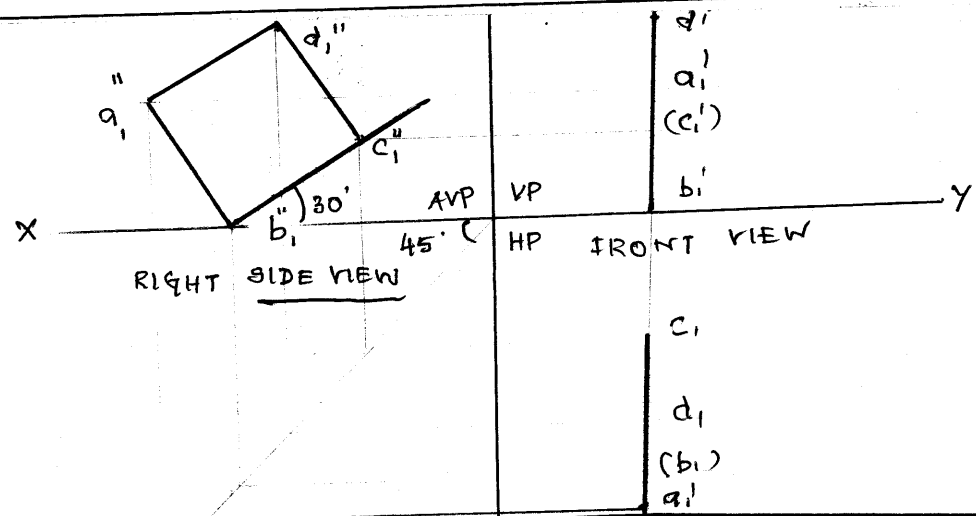


SURFACE \angle VP (ϕ) DIAGONAL APP. \angle TO HP (θ)
 [ONE END TOUCHES HP OTHER TOUCHES VP.]

5. SURFACE \angle TO BOTH HP & VP [ONE END TOUCHES HP OTHER TOUCHES VP.]



6. SURFACE PERPENDICULAR TO BOTH HP & VP.



UNIT III PROJECTION OF SOLIDS

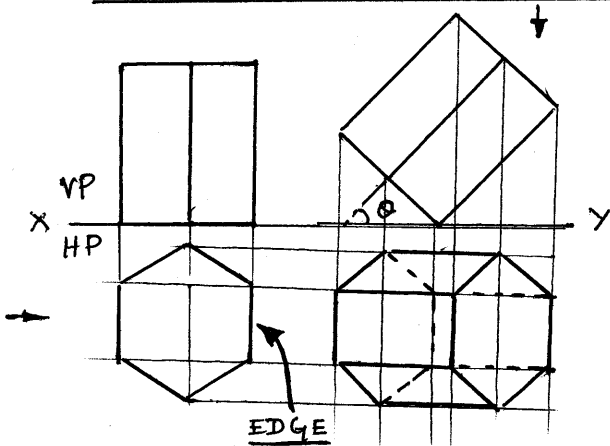
TYPES :

1. AXIS / BASE / RECTANGULAR FACE \perp TO HP.
2. AXIS / BASE / RECTANGULAR FACE \perp TO VP.
3. AXIS PARALLEL TO BOTH HP, VP.
4. SPECIAL CASES.

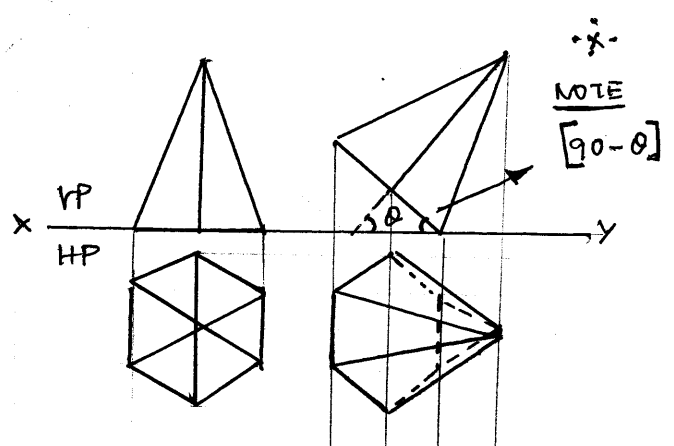
EXAMPLES

1. AXIS \perp TO HP - θ

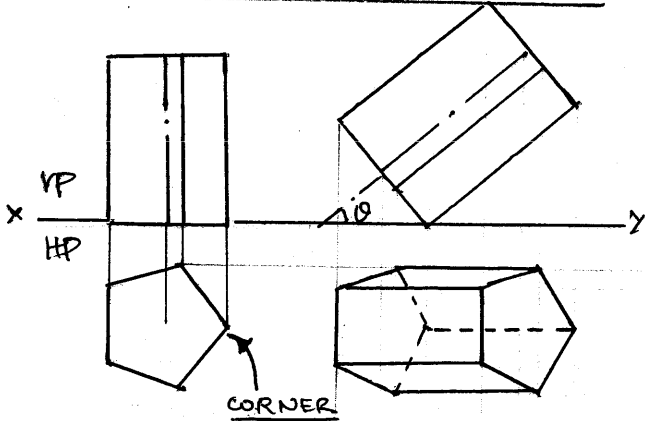
a. PRISM - BASE EDGE (SIDE) ON HP



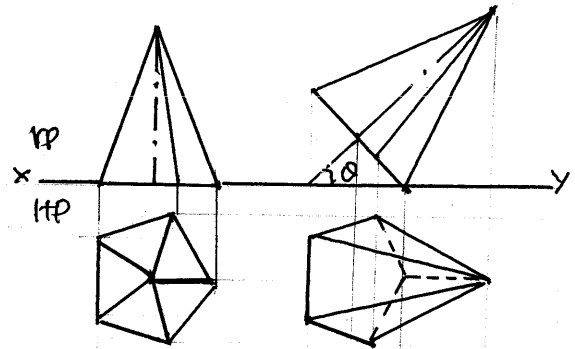
a. PYRAMID - EDGE ON HP



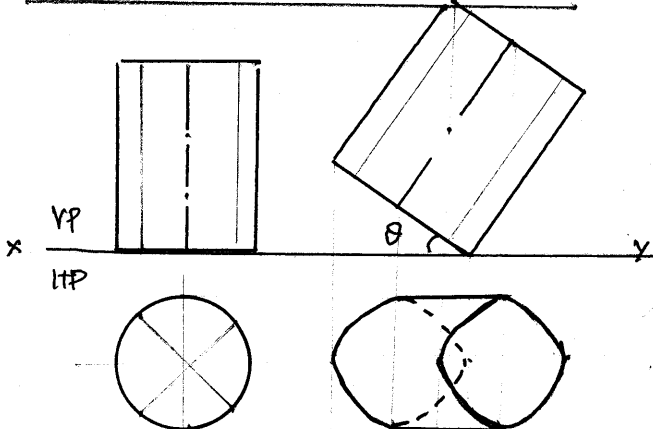
b. PRISM - BASE CORNER ON HP



b. PYRAMID - CORNER ON HP



c. CYLINDER - BASE \perp TO HP



c. CONE - BASE \perp TO HP

