



# ENGINEERING GRAPHICS (BITS F110)

**BITS Pilani**

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## CHAPTER- 1 INTRODUCTION

# CHAPTER 1: INTRODUCTION



- ❑ Engineering Graphics is the language of Engineers. Like any other language, one should be able to READ | WRITE | SPEAK.
- ❑ The knowledge of Engineering Graphics is useful to both scientist as well as Engineers.

# CHAPTER 1: INTRODUCTION

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## Father of Descriptive Geometry

Gaspard Monge (1746-1818)

He was a military student in France, who used the graphical methods to solve design problems related to fortifications and battlements.



# CHAPTER 1: INTRODUCTION



## Need of Engineering Graphics

- ❑ An engineer or a scientist needs skill in three areas:
  1. He/she must be able to imagine
  2. He/she must be able to draw clearly and rapidly
  3. he/she must be able to read the drawings drawn by others.
- ❑ By studying engineering graphics, student becomes aware of how industry communicates technical information.
- ❑ Engineering graphics teaches the principles of accuracy and clarity in presenting the information necessary to produce products.
- ❑ Finally it develops the imagination skill that is essential to the creation of successful design.

# CHAPTER 1: INTRODUCTION



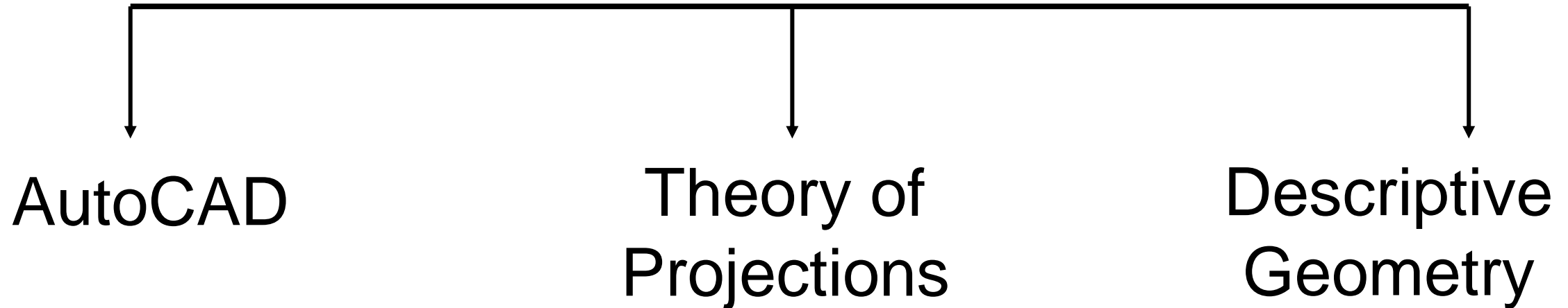
## Course Objectives

- To use the AutoCAD tool
- To learn the theory of projections
  1. Interpreting a 2D object from 3D
  2. Interpreting a 3D object from 2D
- To learn the descriptive geometry

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## Course Coverage



**Note:** Other details like tutorials, practical & evaluation components can be seen in course handout

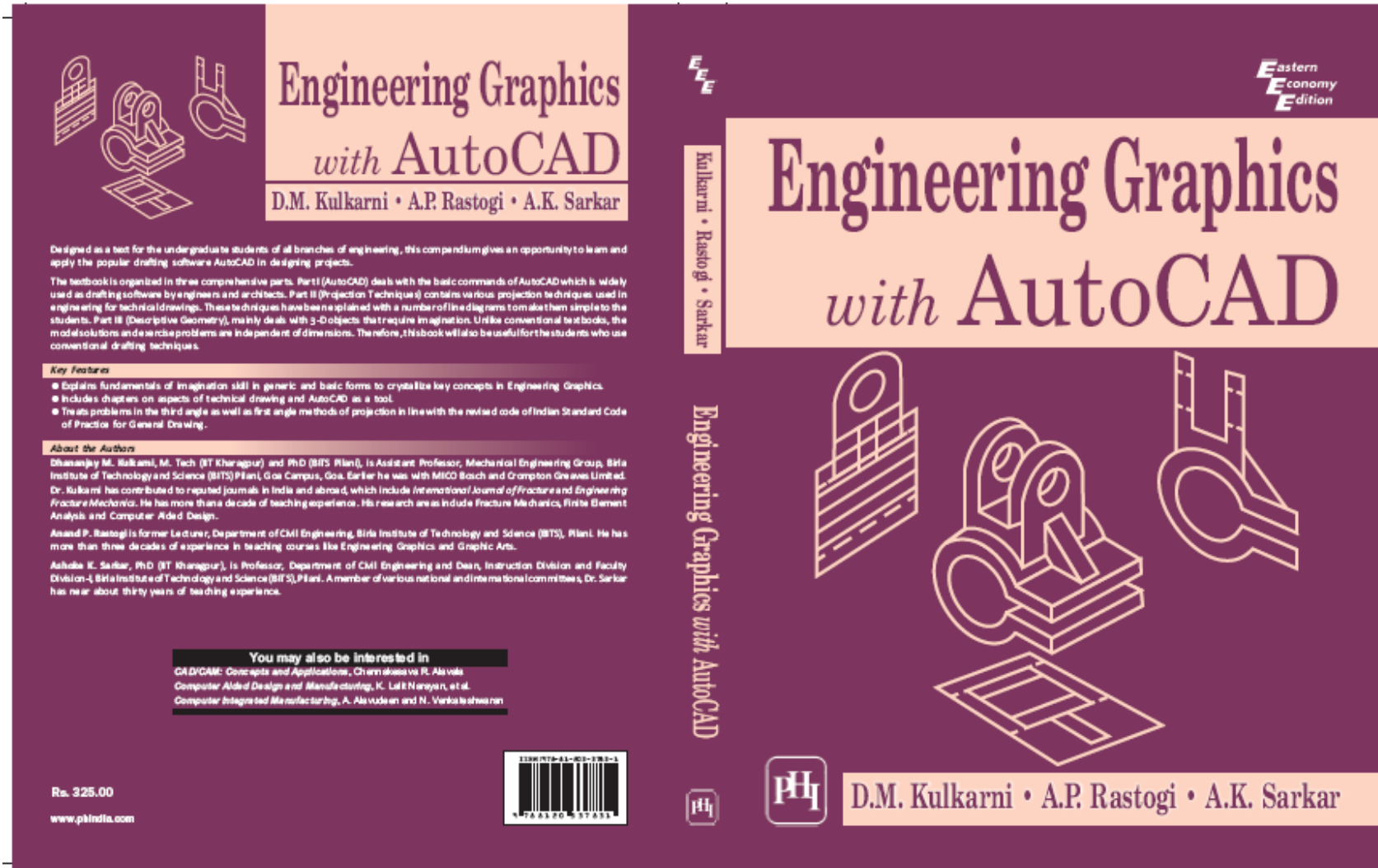


# TEXT BOOK

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**Thank You!**