PICTORIAL DRAWINGS IN BASIC TECHNOLOGY

Objects can be represented in pictorial or orthographic forms. These pictorial drawings usually represent objects in three dimensions – length, width and height/depth/thickness.

One method of pictorial representation of objects is isometric drawing. Other forms of pictorial representation are oblique and perspective drawings. While both oblique and perspective drawings look like isometric drawing, each has its own features.

In an oblique drawing, one face of the drawing maintains a true shape, and the slanting sides are generally drawn at 45°. An isometric drawing has no true face, and the slanting sides are drawn at 30° generally.

Perspective drawings give the closest approximation of objects as seen by human eyes. An example of a perspective representation of an object is the photograph produced by a photographer. A perspective drawing involves the observer (e.g. photographer), the object being viewed, the plane of projection, and the projector (rays) from the observer's eyes to all points on the object.