



mechanical drawing and computer graphics (three-dimensional materials)

By LIANG DE PING ZHU

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Paperback. Publisher: Science Pub. Date :2008-02-01. This textbook is divided into 11 chapters. including: Introduction. mapping the basic knowledge and skills. the basics of projection. point. line. plane of projection. the basic body and cut off. isometric. combinations (including the intersecting lines and intersecting lines). pattern painting. standard parts and common parts. parts. assembly drawings. computer graphics-based. The materials according to the latest national standards writing. It also highlights the content of teaching computer graphics (using AutoCAD 2006 software development). requires 20 hours or so. The teaching materials for vocational and technical education. professional machinery. but also for secondary and other similar professional and engineering and technical personnel to use or reference. With the materials supporting the use of mechanical drawing and computer graphics problem sets and e-learning courseware. student exercises also compile student courseware. teachers and students for reference. Contents: Preface Introduction 1 mapping publishing the basic knowledge and skills 1.1 1.2 State the basic requirements of the standard drawing tools. equipment and supplies 1.3 1.4 Geometric Construction of the basic methods of hand drawing a basic knowledge...

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