

Gambar Desain

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Universitas Pembangunan Jaya**

Topik

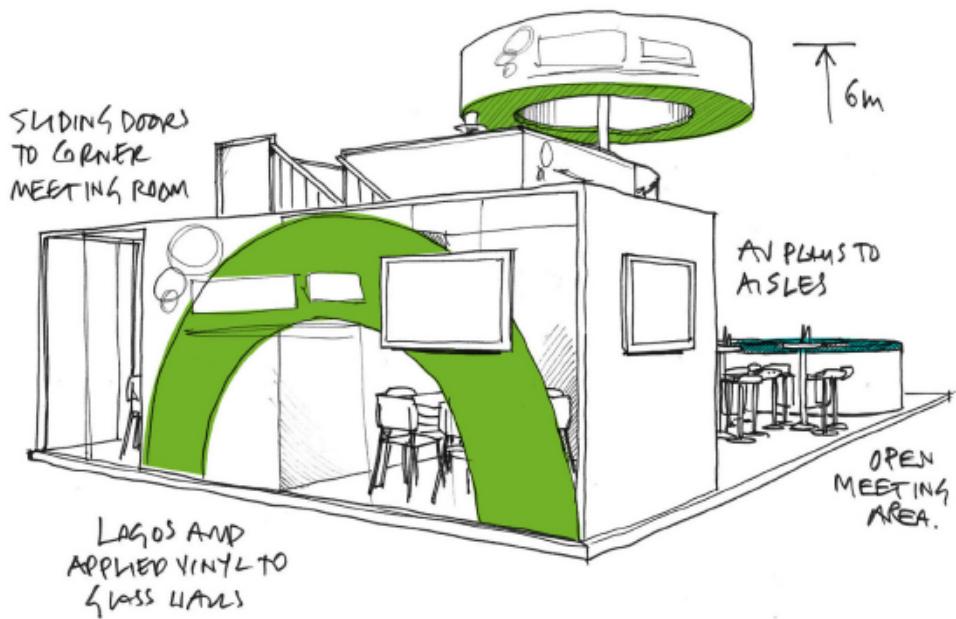
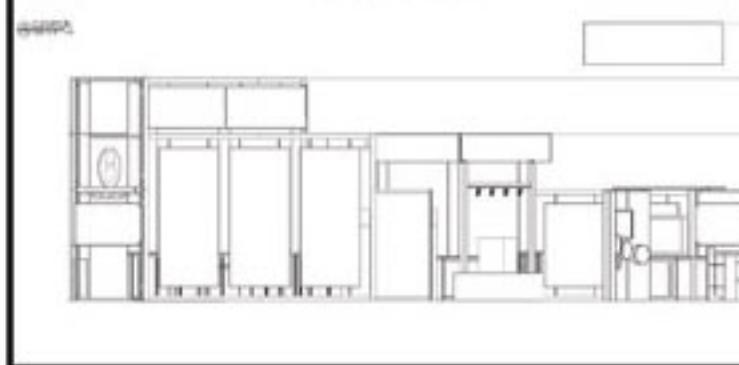
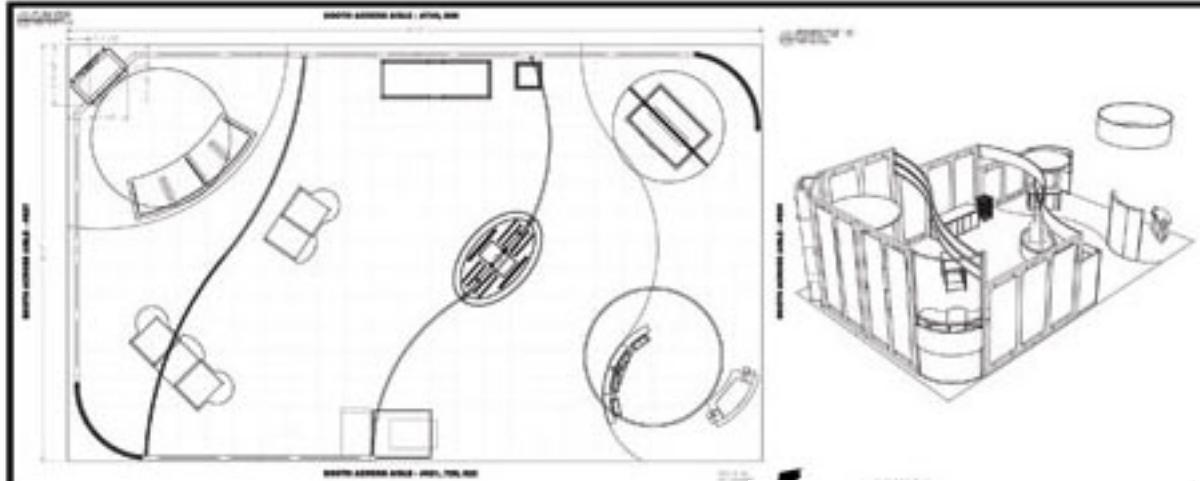
- Geometric Construction
- Orthographic Projection
- Isometric Projection

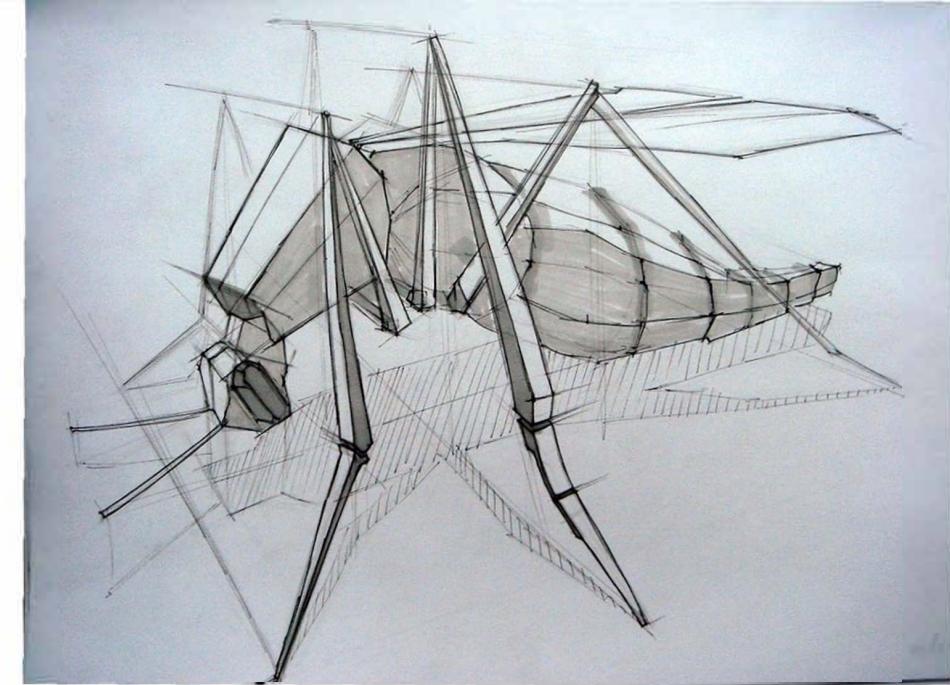
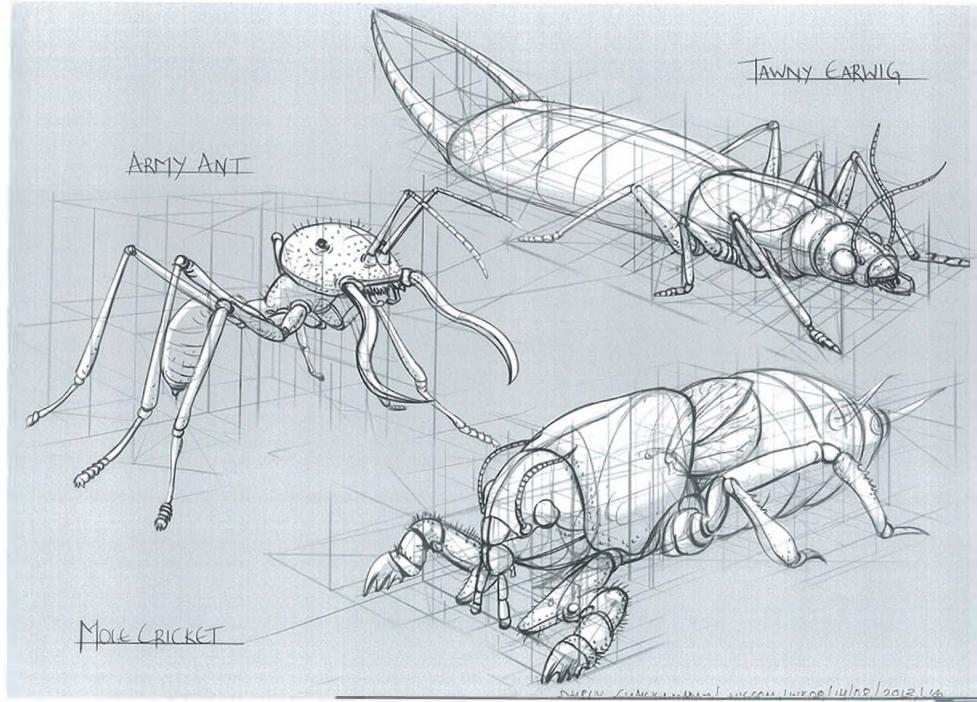
Geometric Construction

Geometric Construction

- Konstruksi bentuk sederhana sebagai dasar untuk membuat gambar bentuk yang lebih kompleks

Contoh Gambar Konstruk

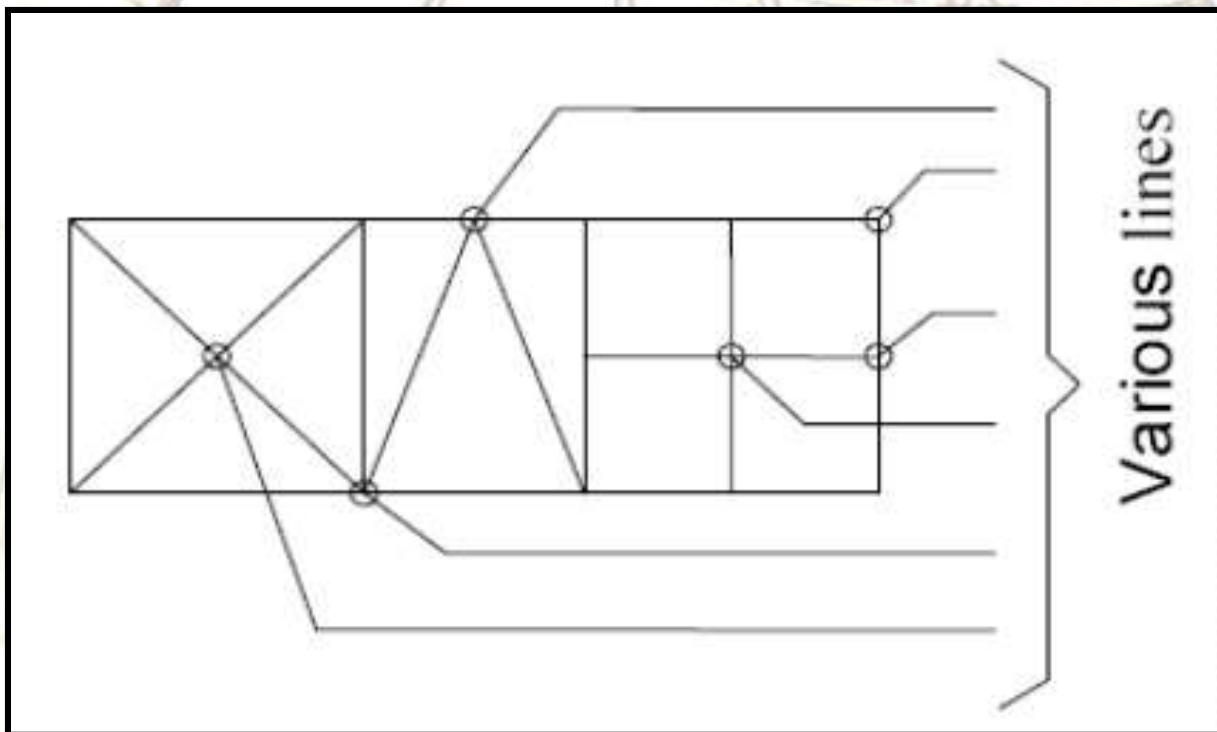




Geometric Construction

a. Point :

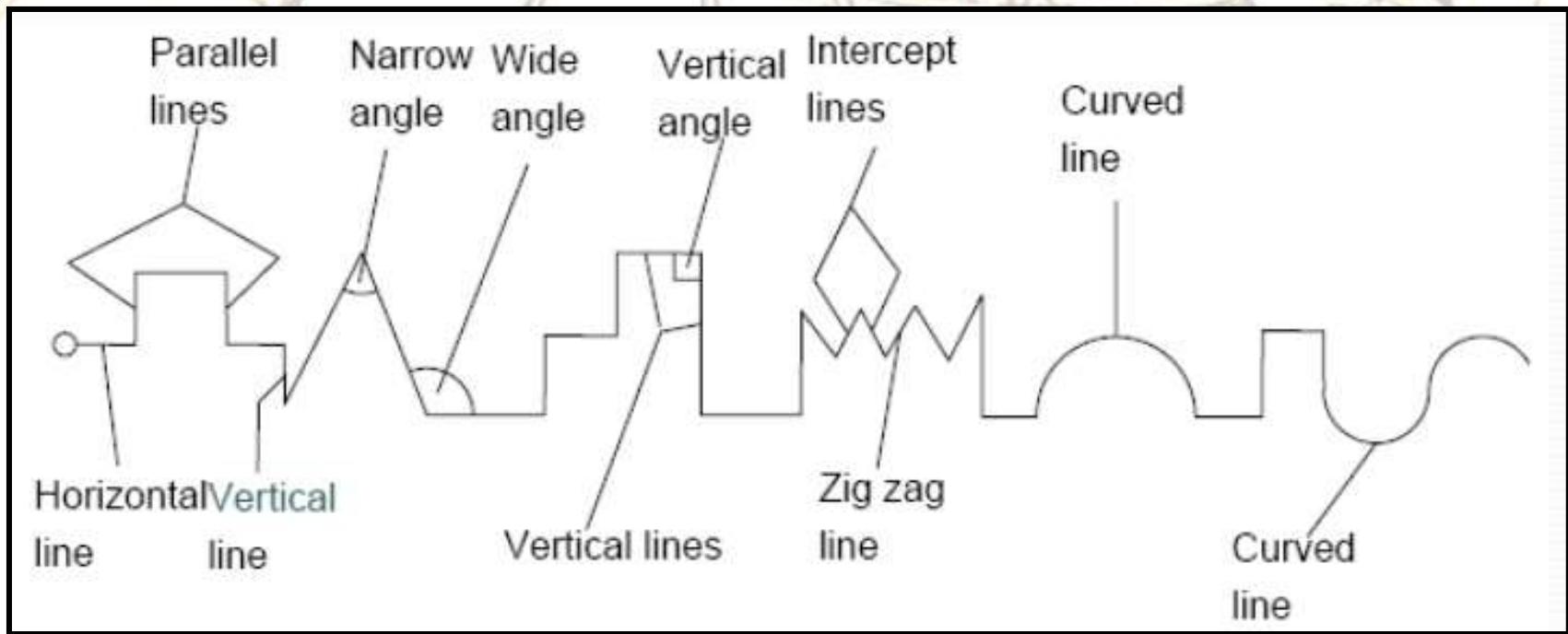
- Non dimensional geometrical element.
- Occurred by interception of various lines.



Geometric Construction

b. Line :

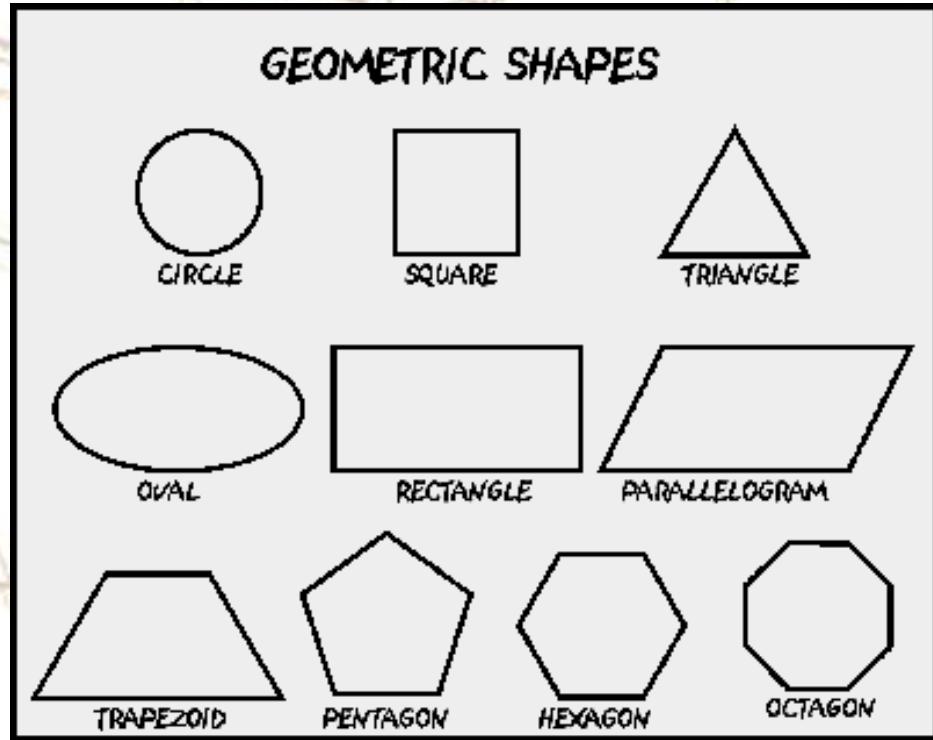
One dimension geometrical element occurred by moving of a point in various direction.



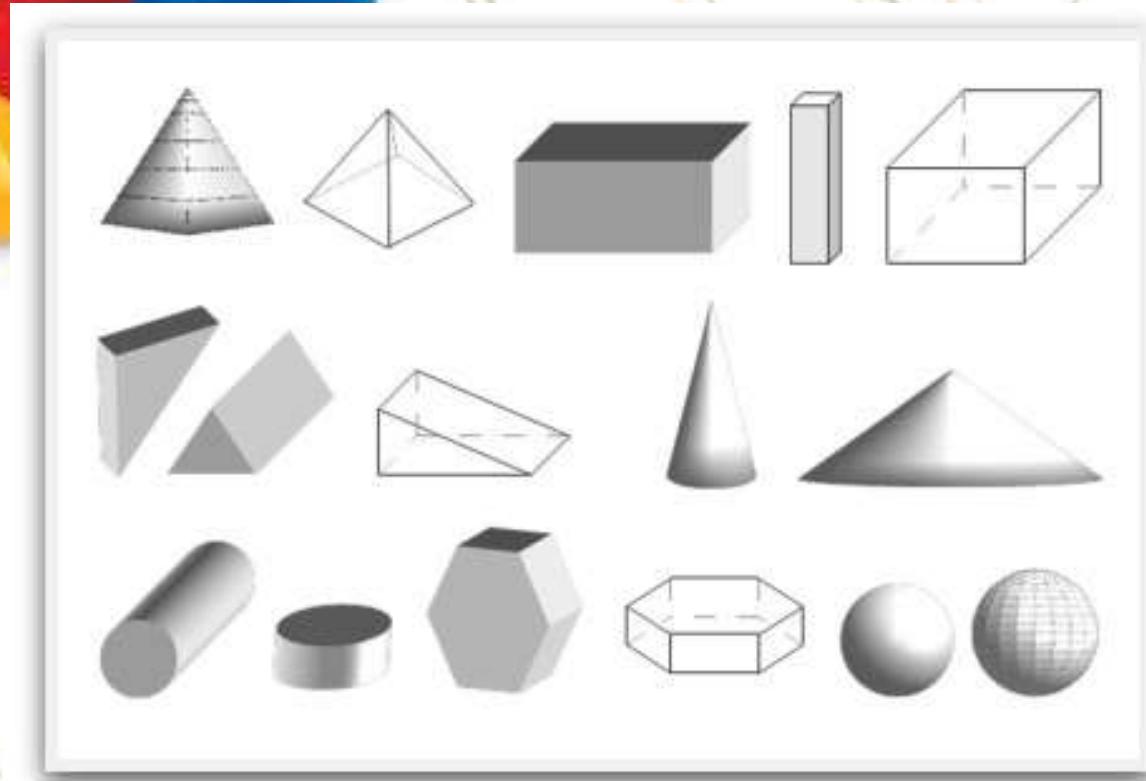
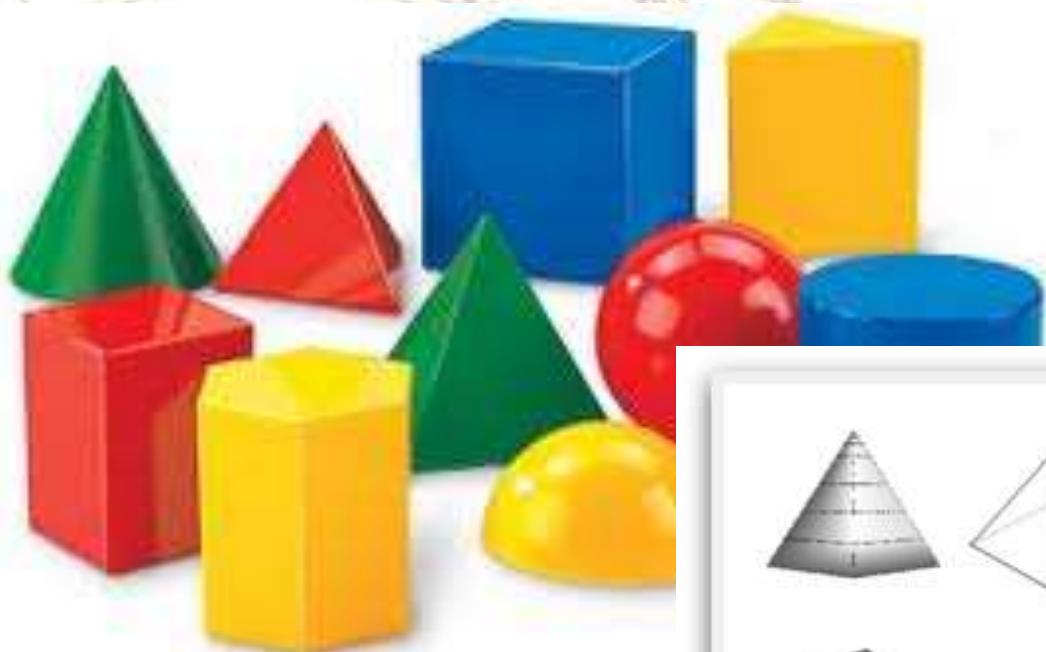
Geometric Construction

c. Plane:

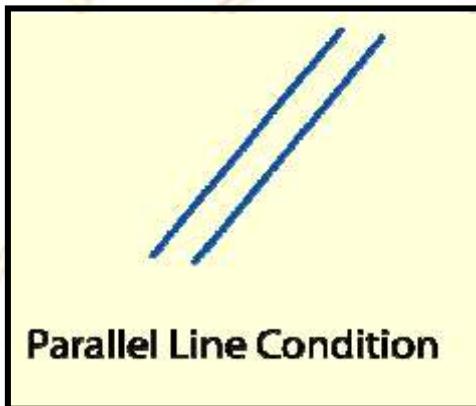
- Occurred by at least three points or connection of one point and one line.
- A plane is always 2D
- When the number of element forming a plane increases, shape and name will change.



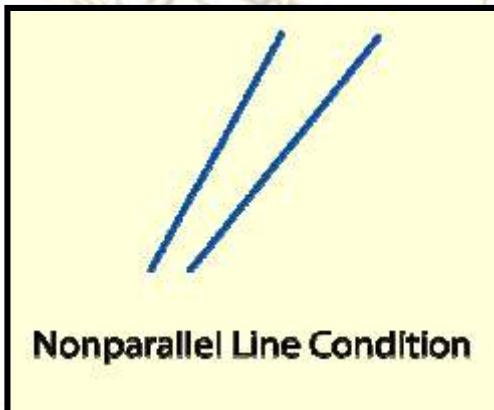
Geometric Construction



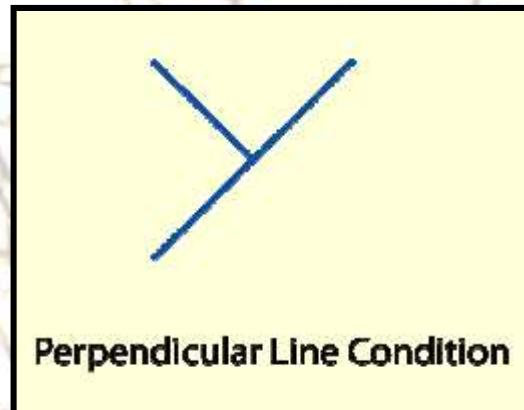
Relationship of One Line to Another Line or Arc



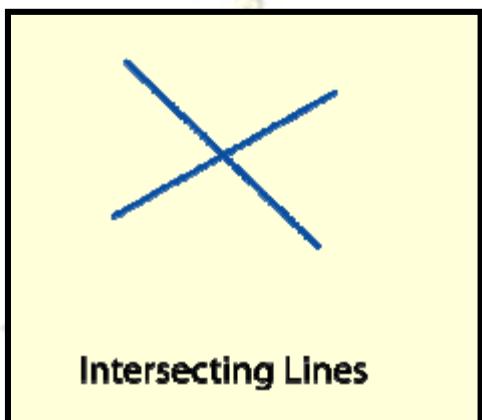
Parallel Line Condition



Nonparallel Line Condition



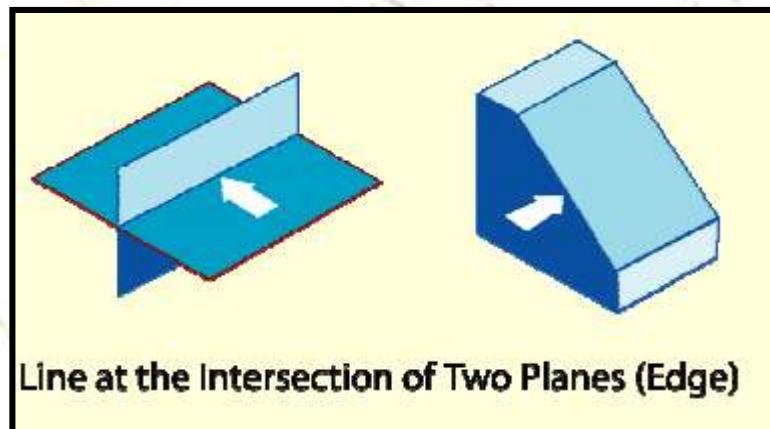
Perpendicular Line Condition



Intersecting Lines

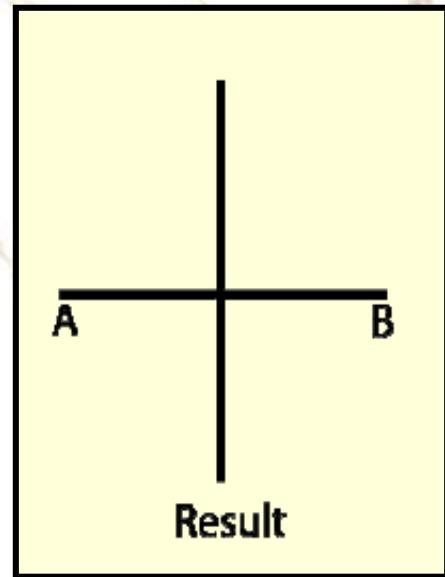
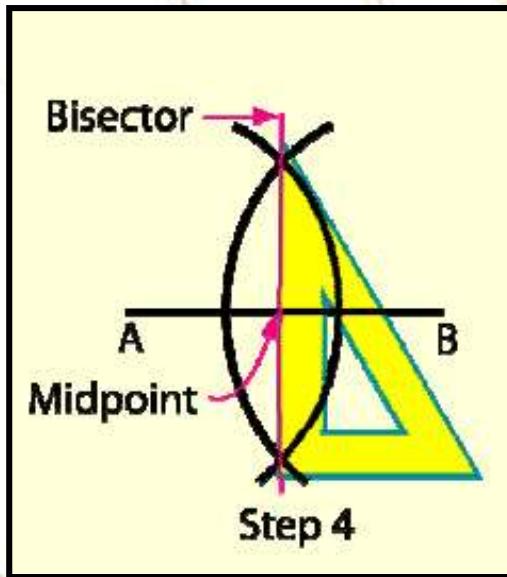
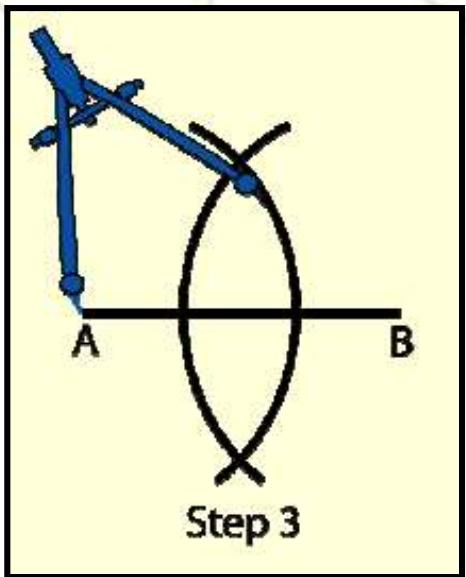
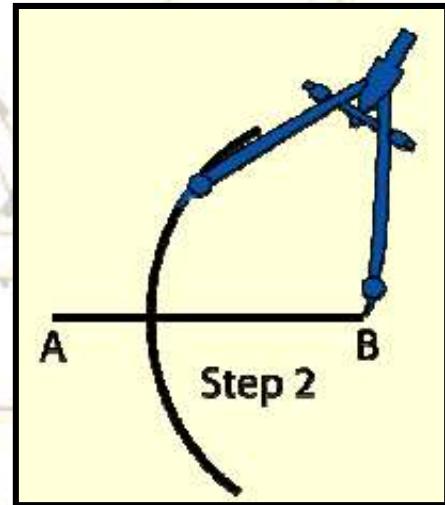
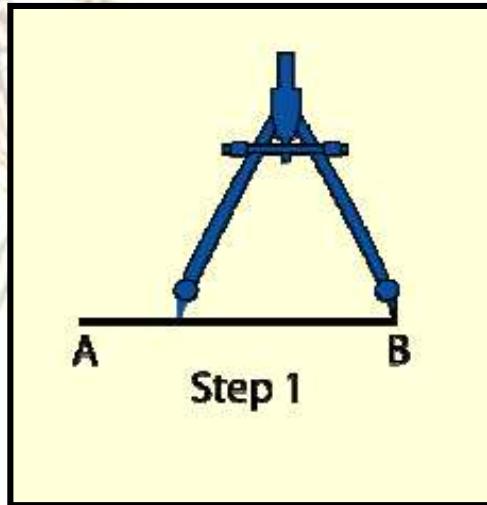
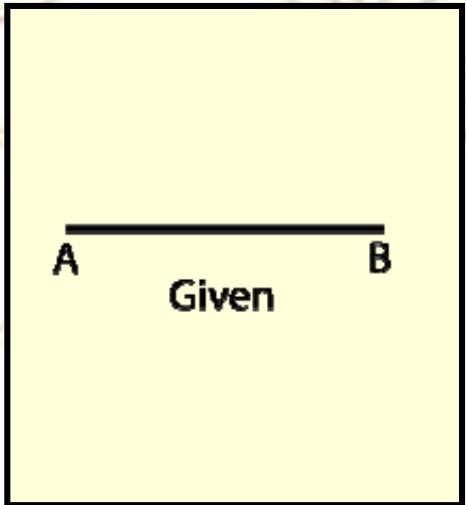


Tangent Condition

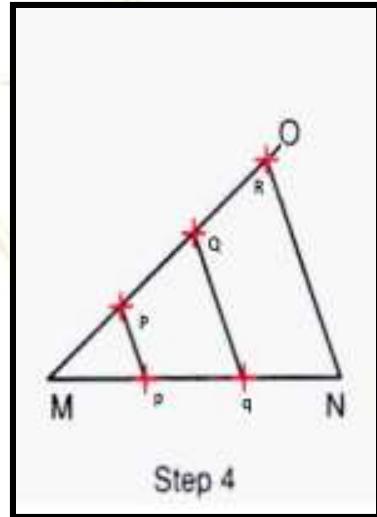
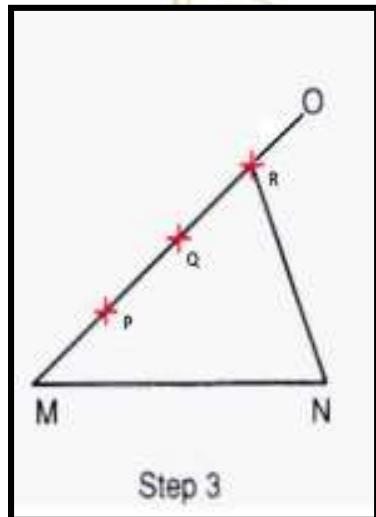
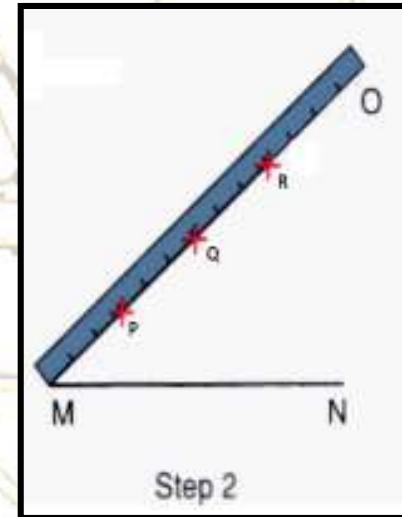
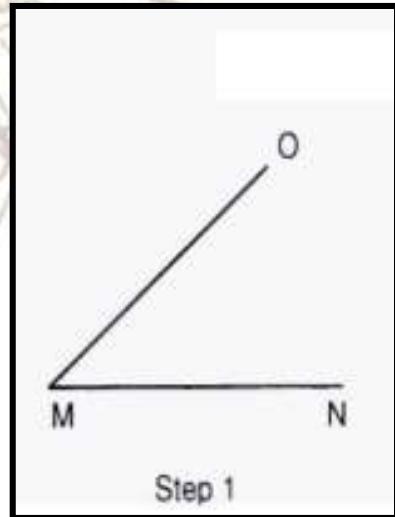
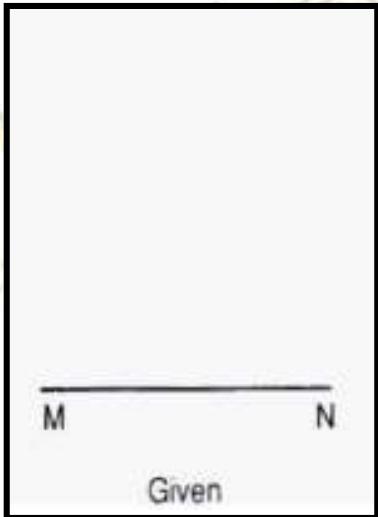


Line at the Intersection of Two Planes (Edge)

Bisecting a Line

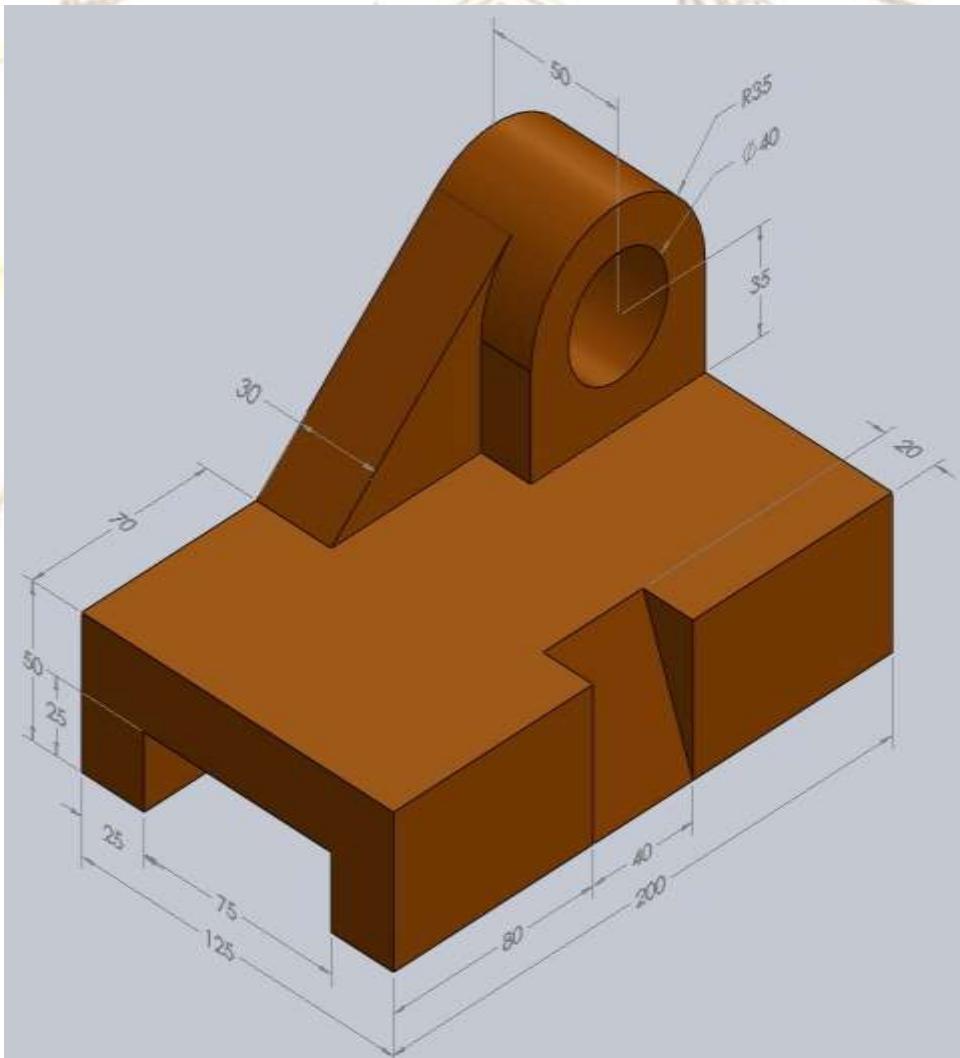


Dividing a Line into Equal Parts



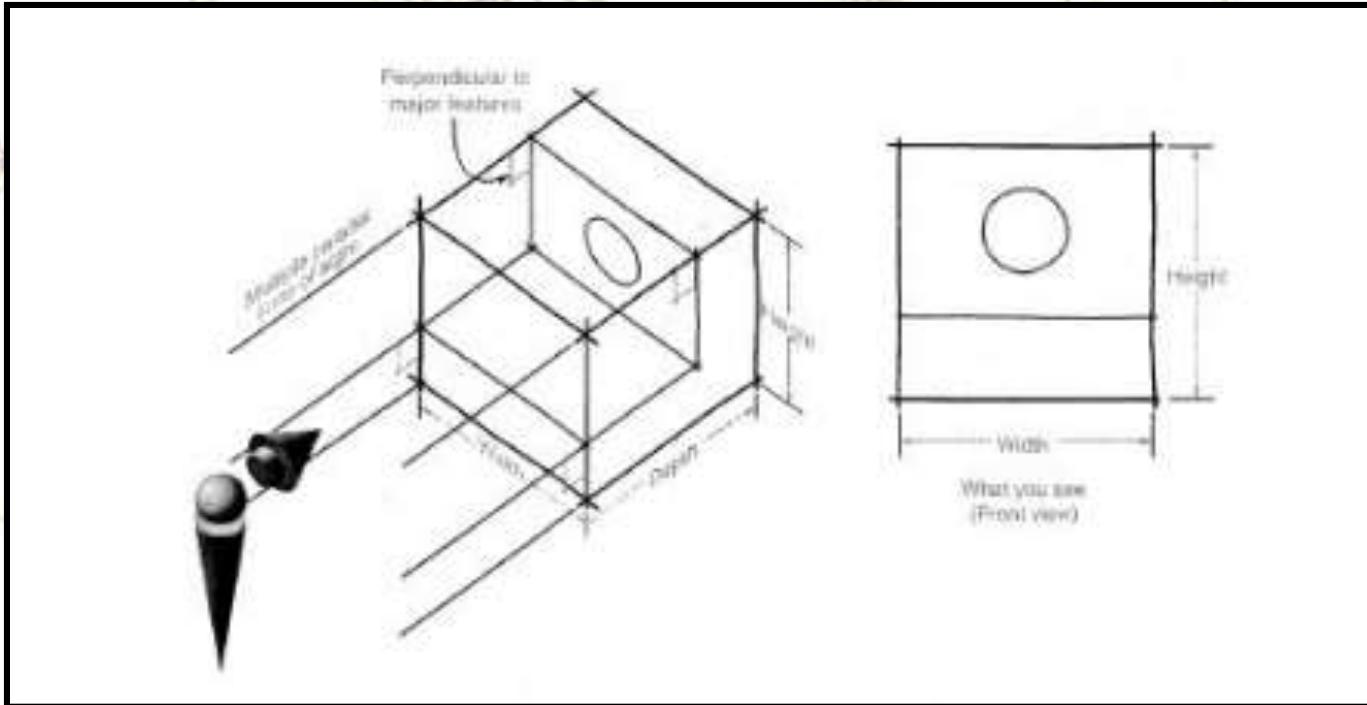
Orthographic Projection

Orthographic Projection



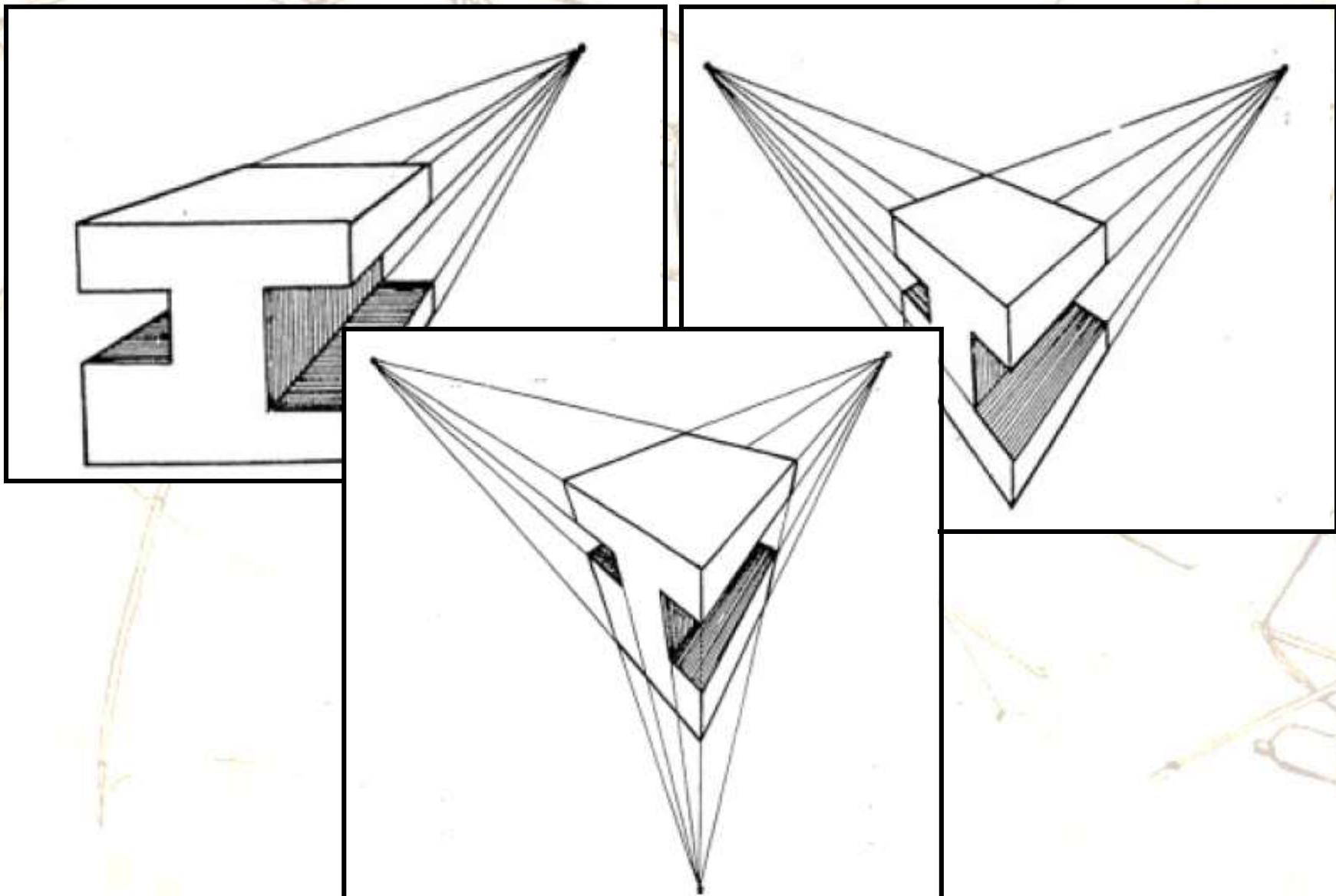
- Reference:
Technical Graphics
- Advantage—
Represent features
of an object more
accurately
- Example problem

Orthographic Projection



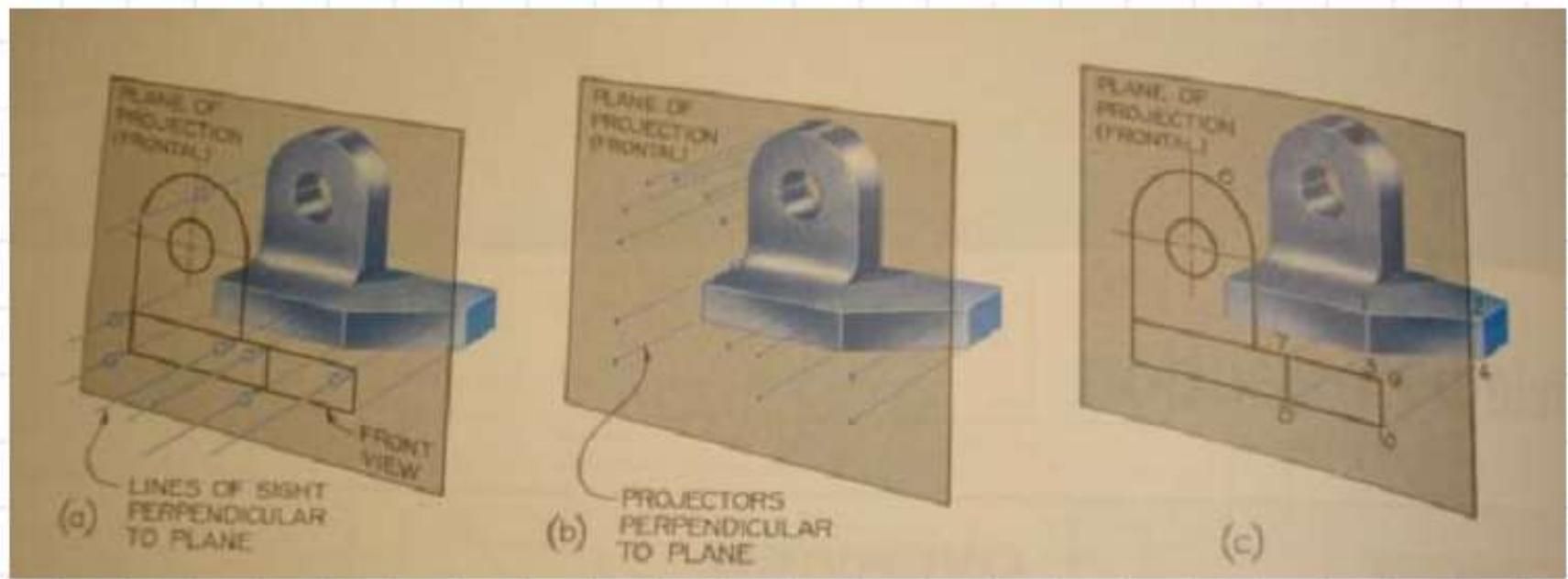
- Orthographic projections are a collection of 2D drawings that work together to give an accurate overall representation of an object.

Orthographic Projection



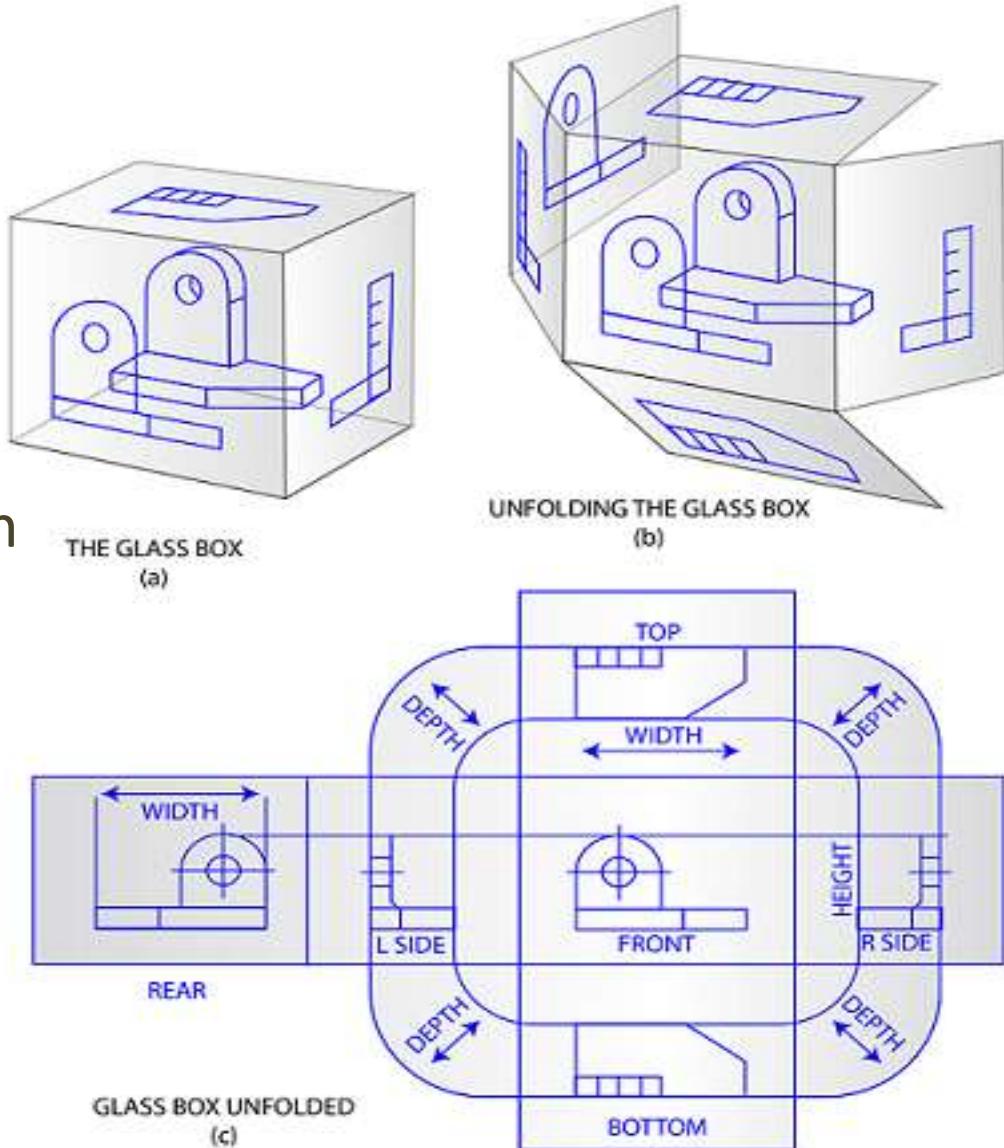
Gambar Proyeksi

- **Proyeksi Isometrik** adalah metode untuk menampilkan benda tiga dimensi secara dua dimensional dengan menampilkan keterangan teknisnya (ukuran, detail dll.)



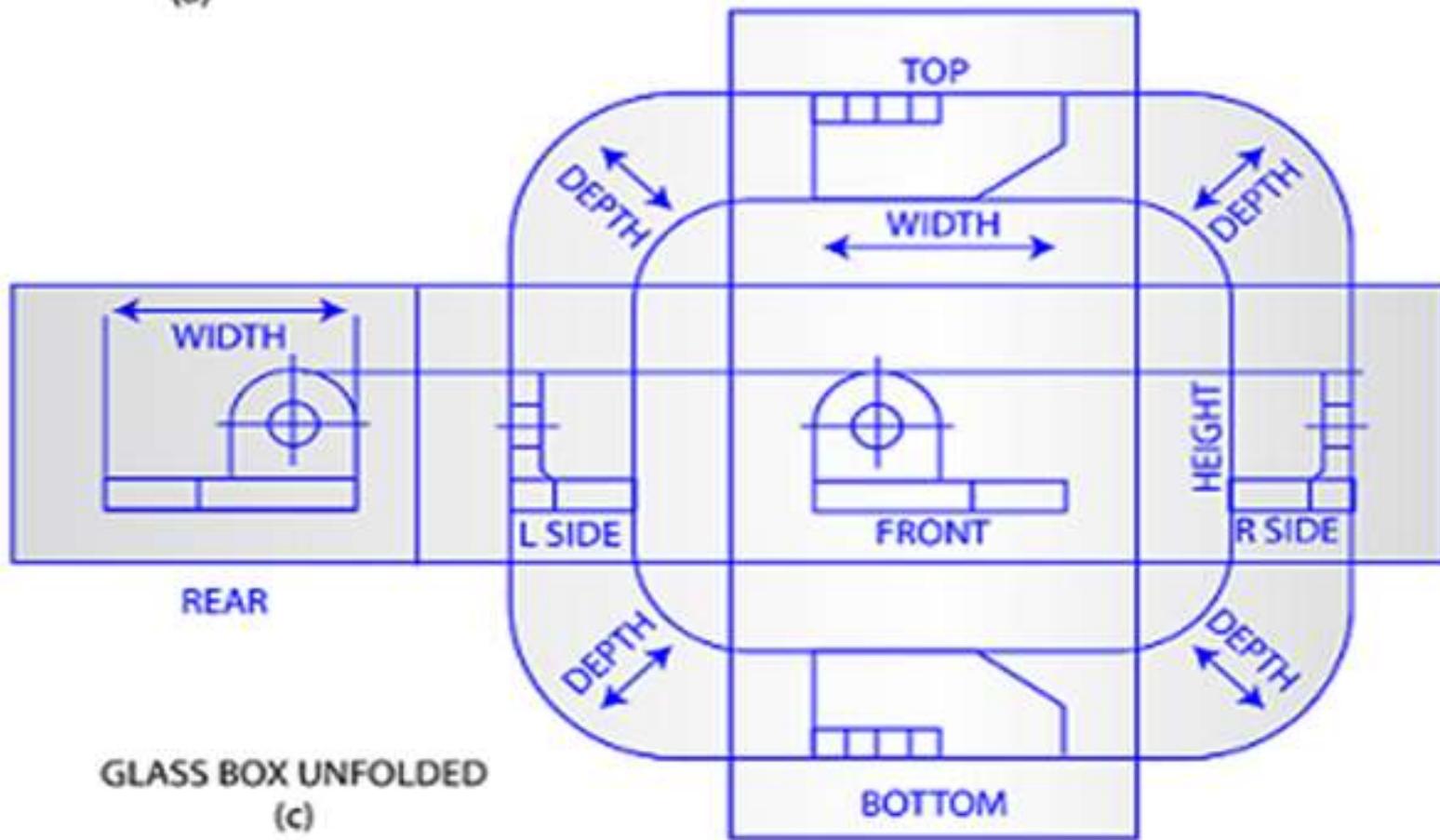
Multi-view Projection—The Glass Box

- Tempatkan bidang yang paralel untuk membentuk kotak kaca (amati obyek dari luar kotak kaca)
- Bayangkan jika kotak tersebut di-'bongkar' menjadi lembaran seperti ilustrasi disamping
- Seluruh bidang akan saling berhubungan pada satu sisi dengan bidang depan (selain bidang belakang) yang tersambung pada bidang kiri



Multi-view Projection—The Glass Box

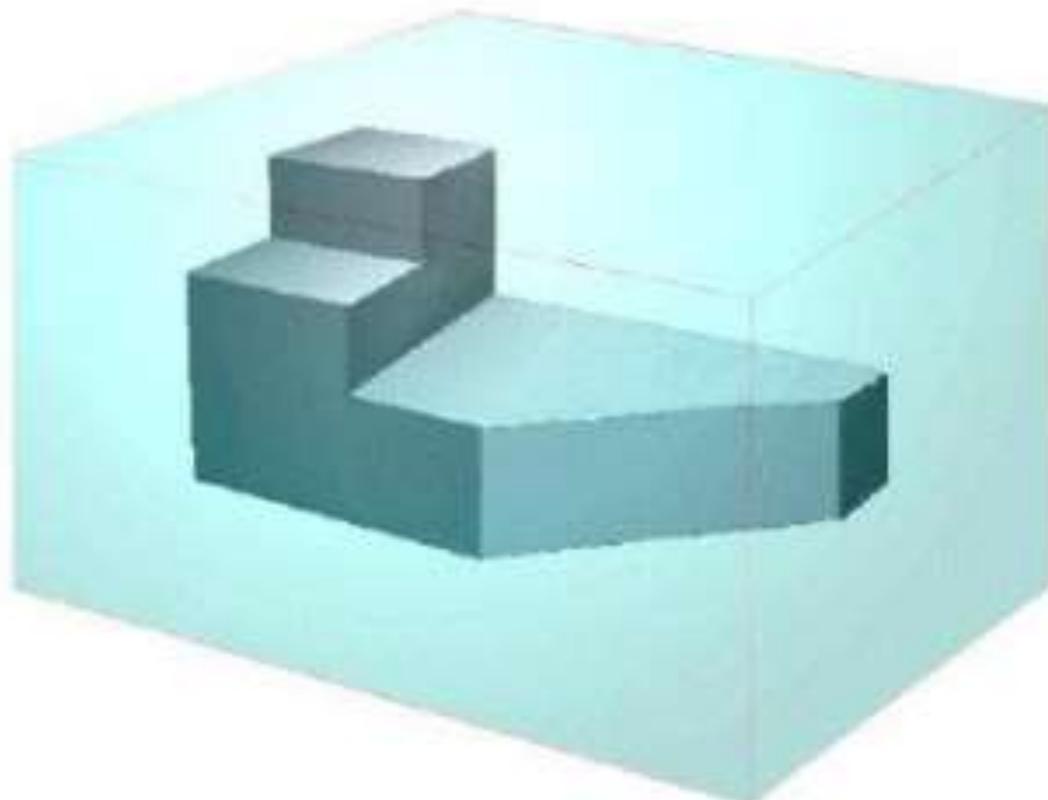
- Kalau sebuah kotak kita bongkar, maka akan ada 6 gambar tampak



Multi-view Projection—The Glass Box

Glass Box Approach

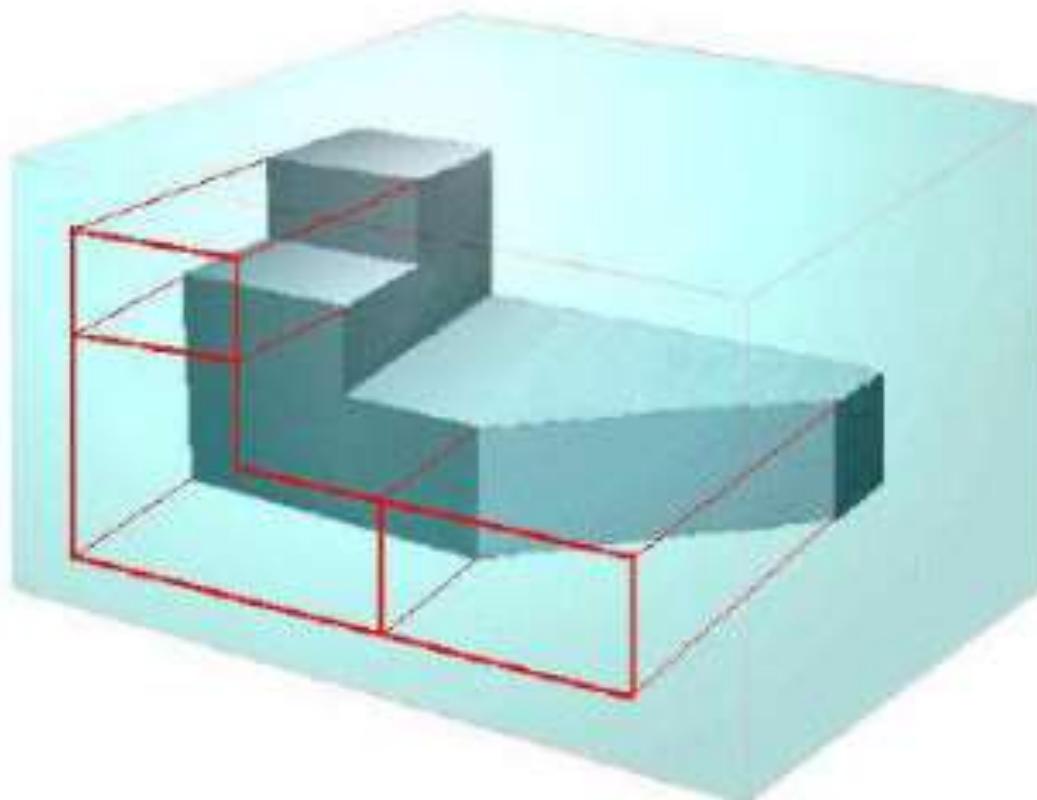
Projection of points to the three views



Multi-view Projection—The Glass Box

Glass Box Approach

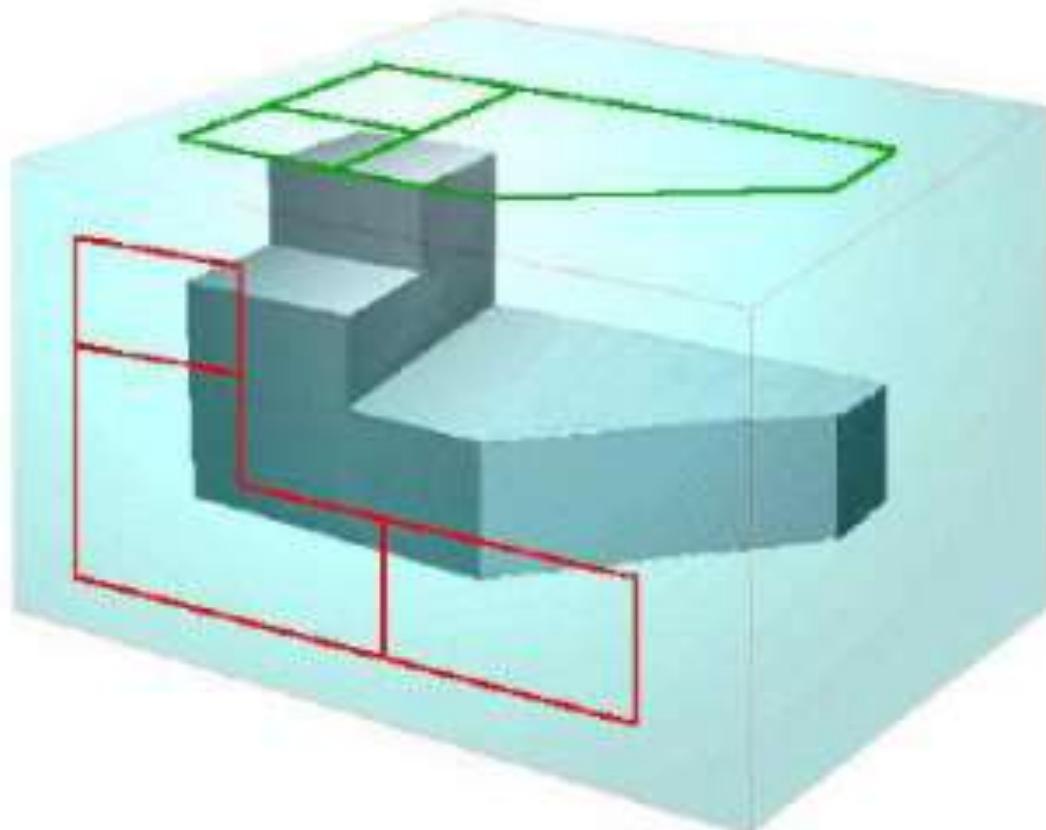
Projection of points to FRONT VIEW



Multi-view Projection—The Glass Box

Glass Box Approach

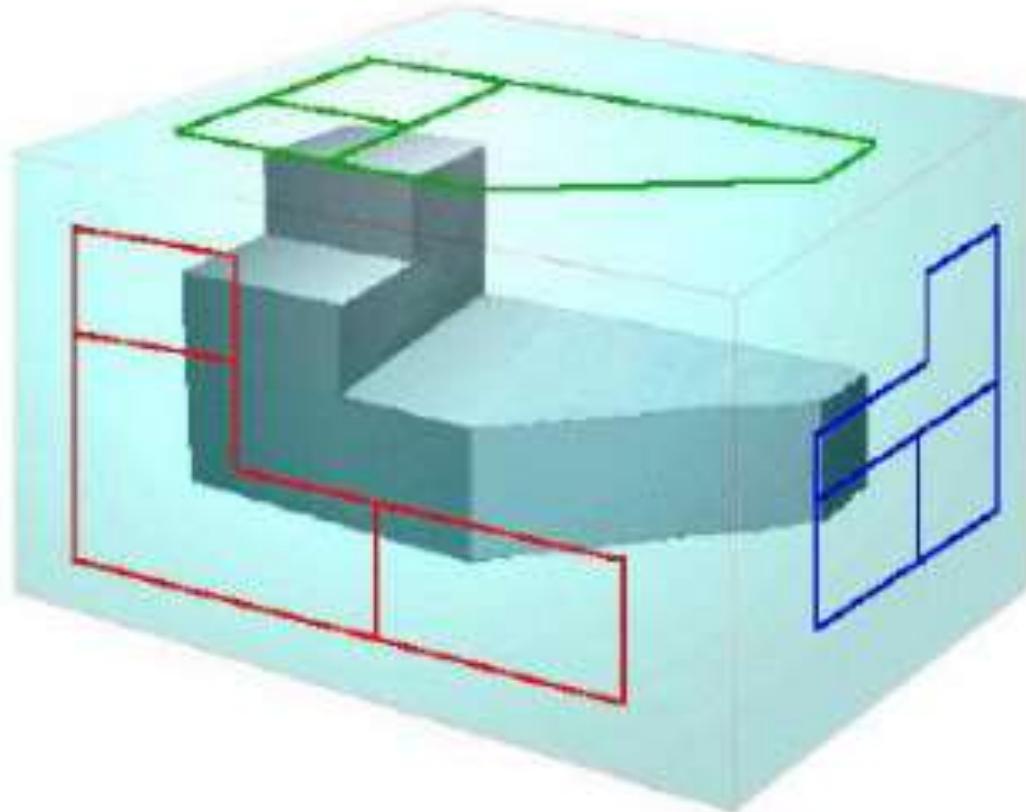
Projection of points to TOP VIEW



Multi-view Projection—The Glass Box

Glass Box Approach

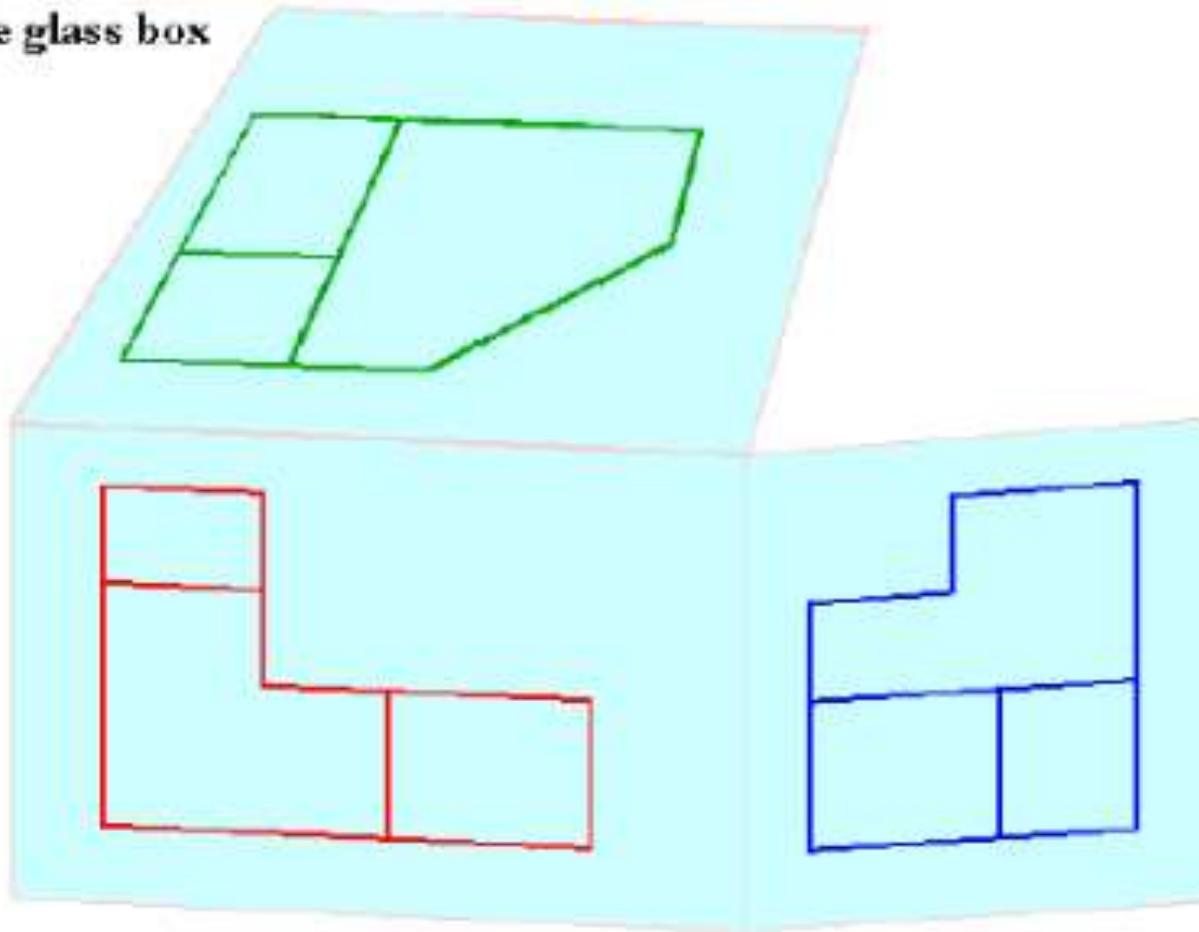
Projection of points to RIGHT SIDE VIEW



Multi-view Projection—The Glass Box

Glass Box Approach

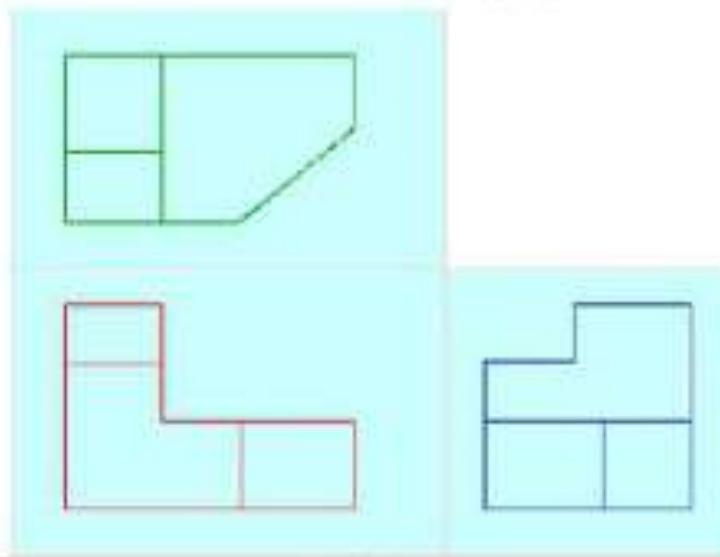
Unfold the glass box



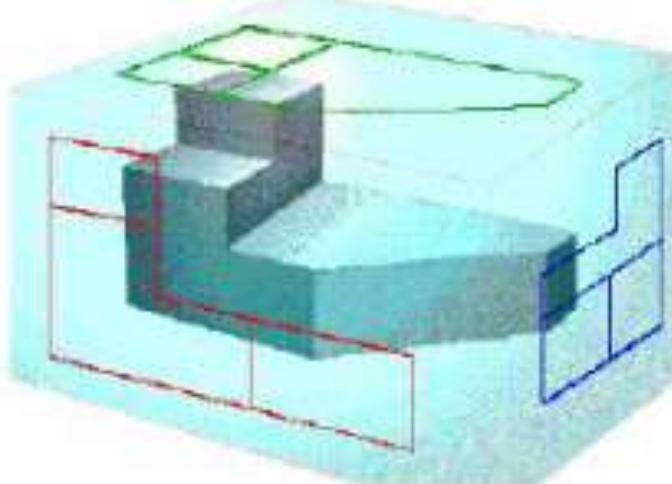
Multi-view Projection—The Glass Box

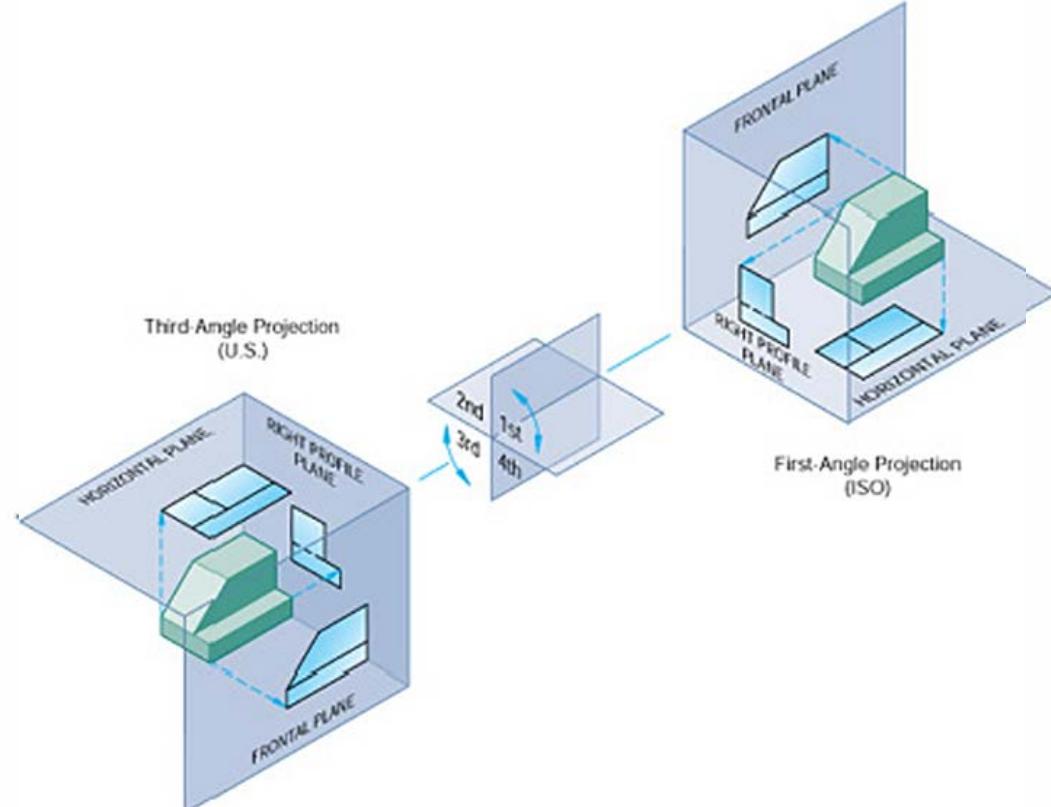
Glass Box Approach

Unfolded
glass-box

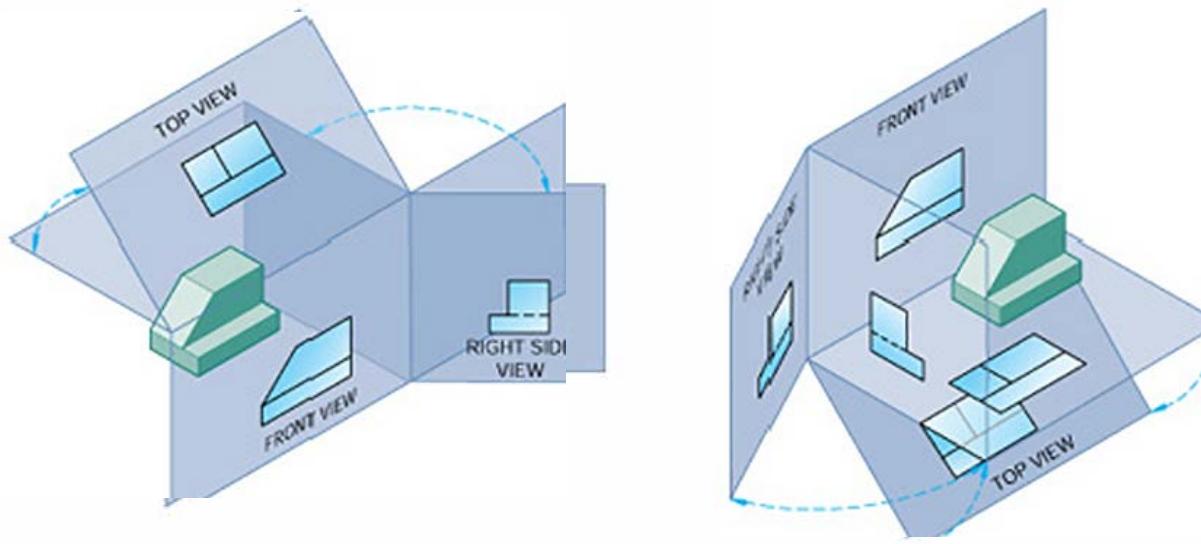


Object in the
glass-box



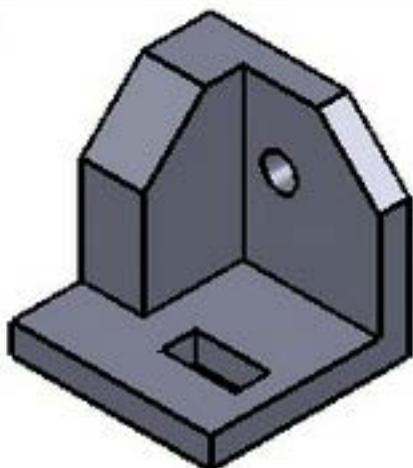
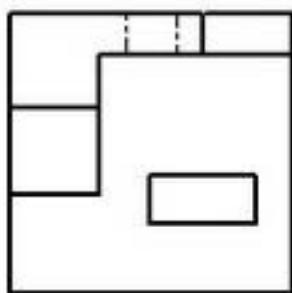


First-Angle Projection
(ISO)

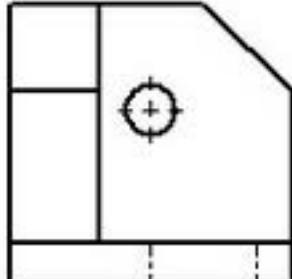


PROYEKSI AMERIKA

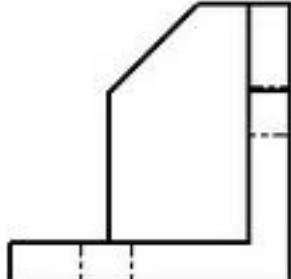
ATAS



DEPAN

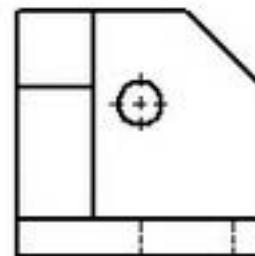


KANAN

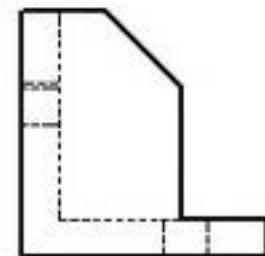


PROYEKSI EROPA

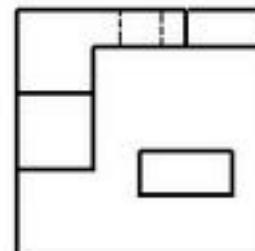
DEPAN



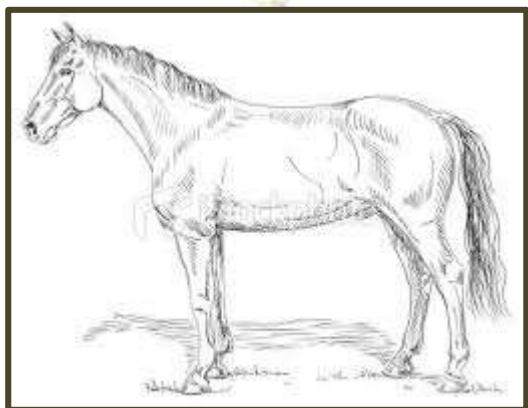
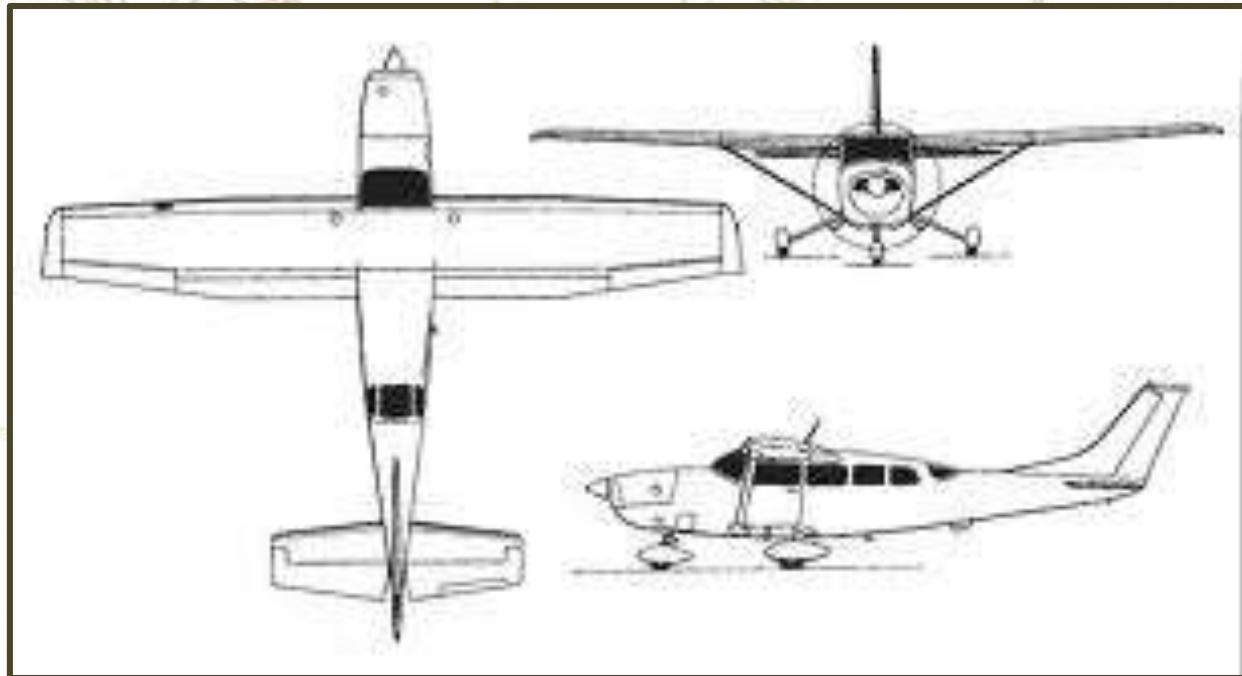
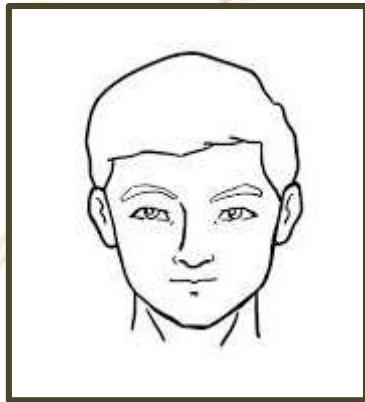
KIRI



ATAS



Which Views to Present?

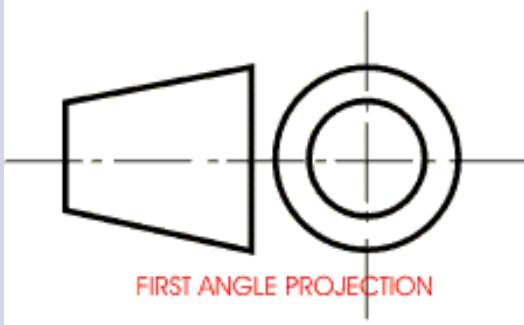
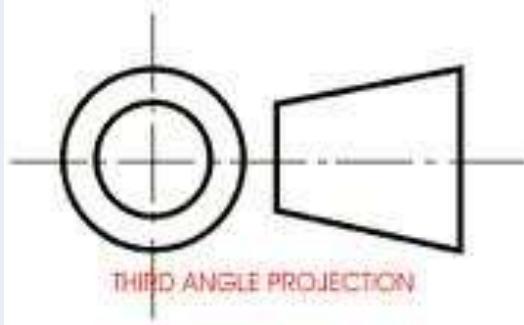


Which Views to Present?

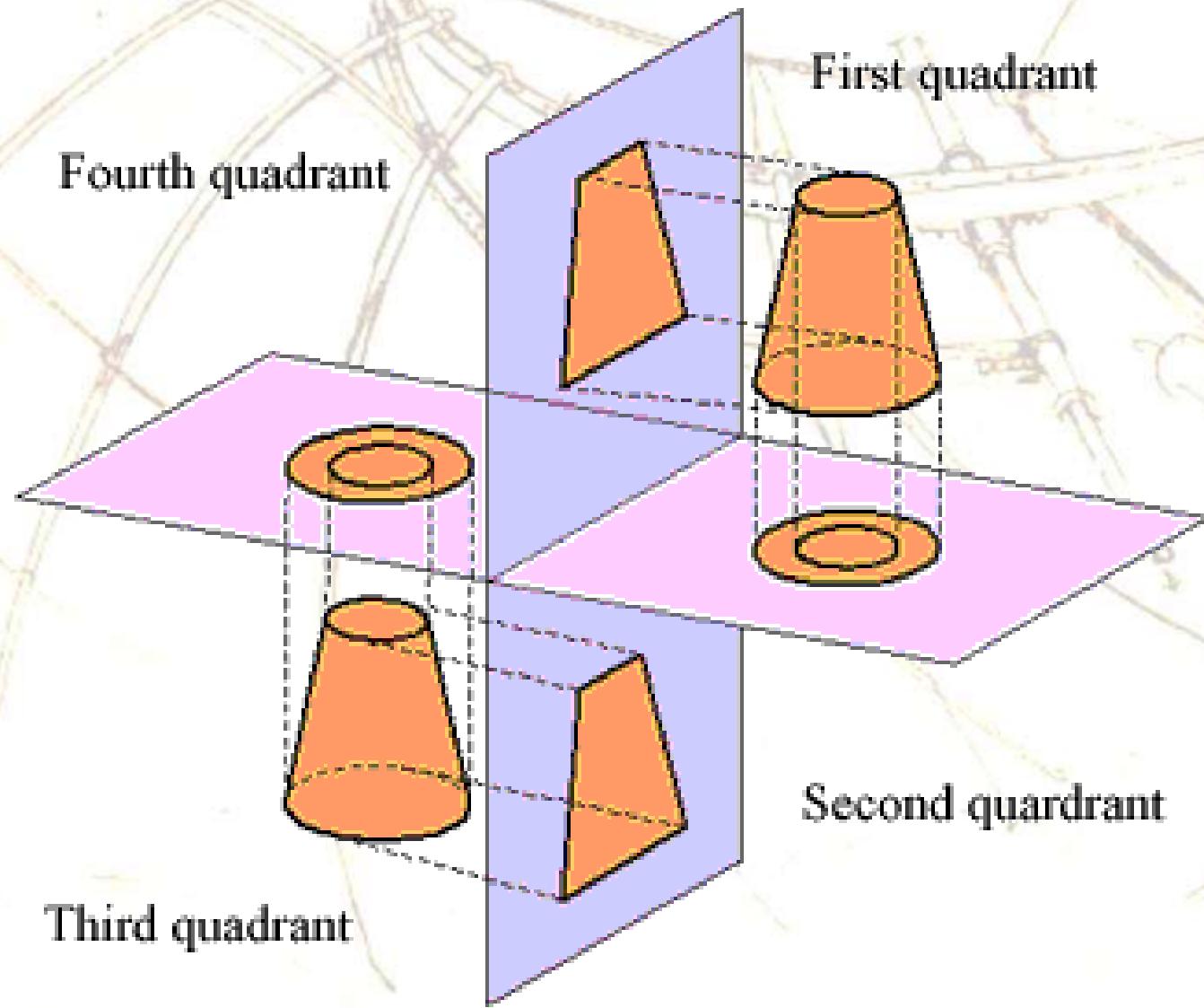
- **General guidelines**
 - Pilih tampak depan yang mengandung informasi paling jelas dari obyek
 - Dimensi terpanjang biasanya digunakan sebagai ukuran lebar (atau kedalaman)
 - Kombinasi gambar tampak umumnya :
 - Tampak depan, tampak atas, dan tampak samping
 - Tampak lain juga bisa ditambahkan (gambar perspektif, detail khusus, transparan dll.)

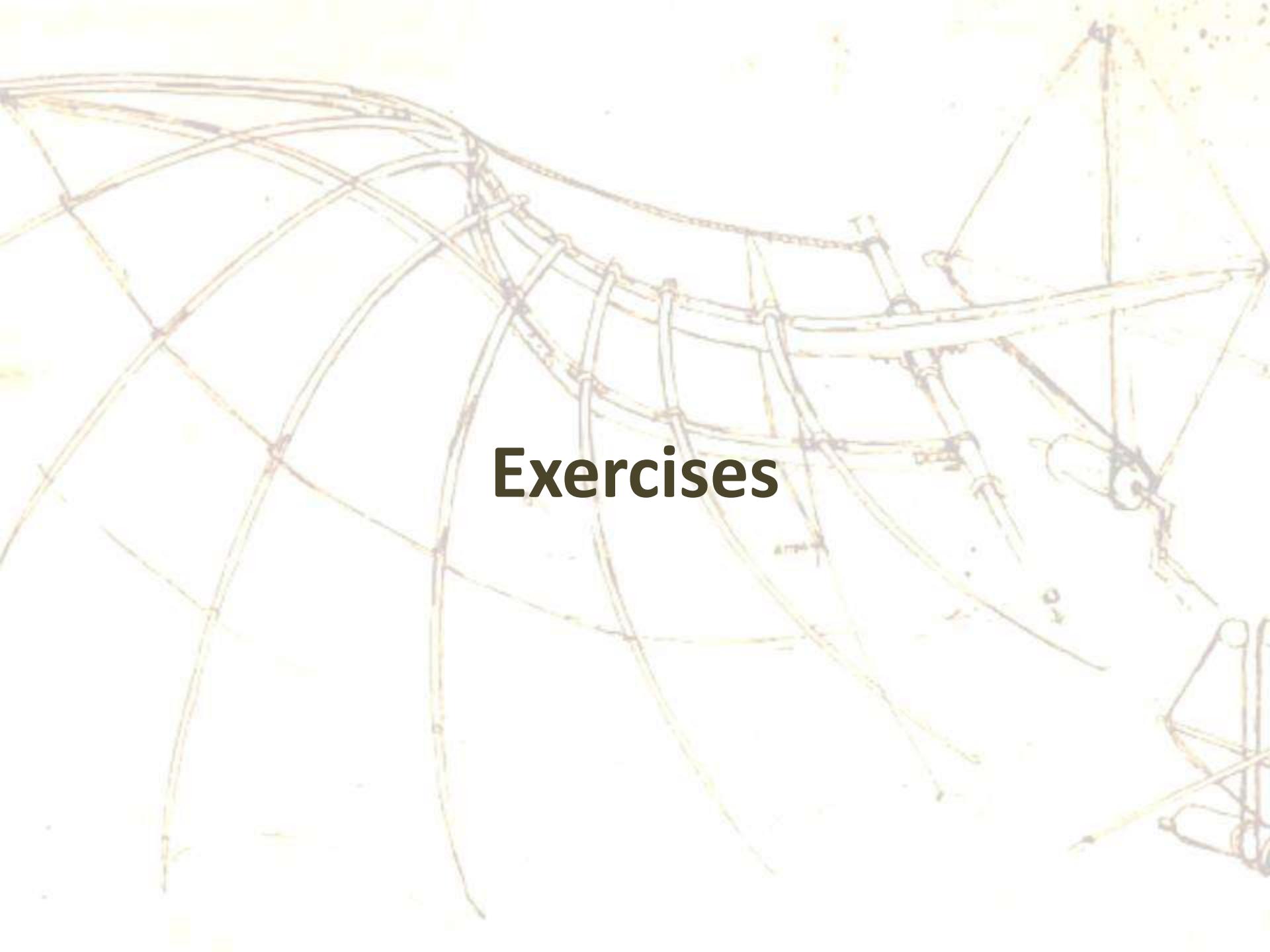
Projection Angle

Projection Angle

Projection	Symbol	
First Angle	 FIRST ANGLE PROJECTION	European
Third Angle	 THIRD ANGLE PROJECTION	American

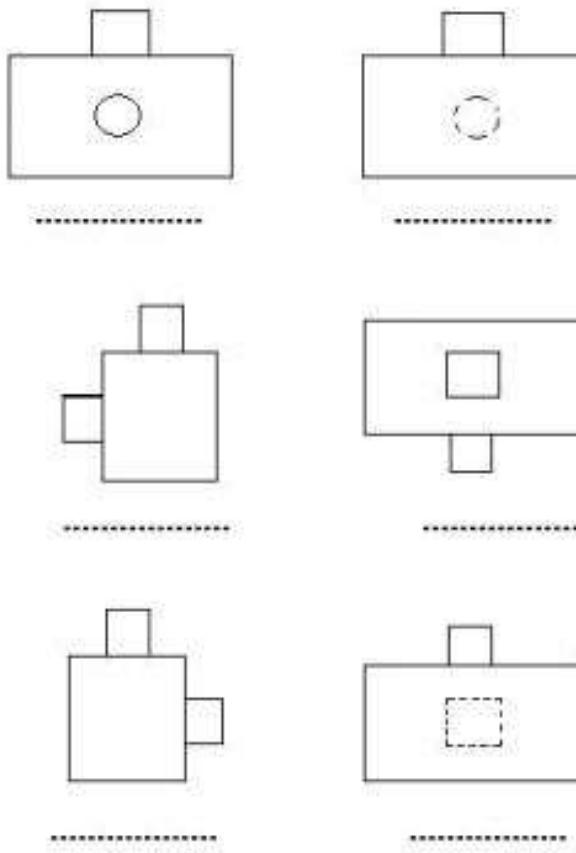
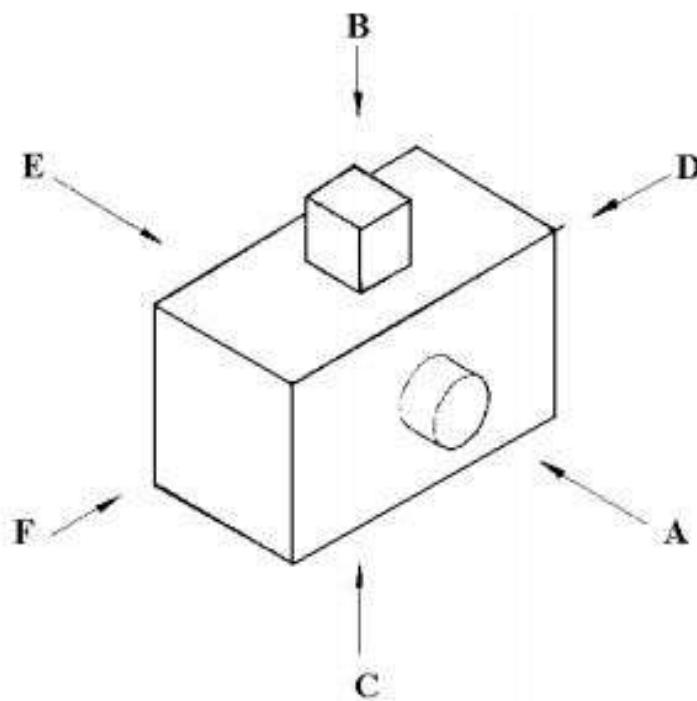
Projection Angle



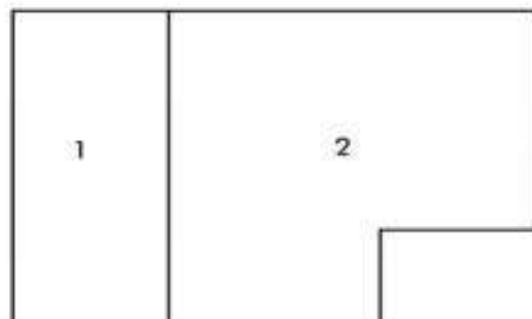


Exercises

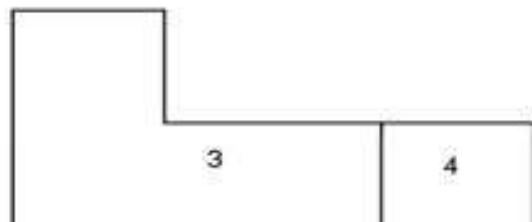
Exercises



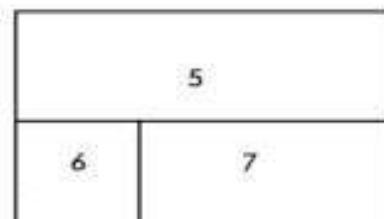
Exercises



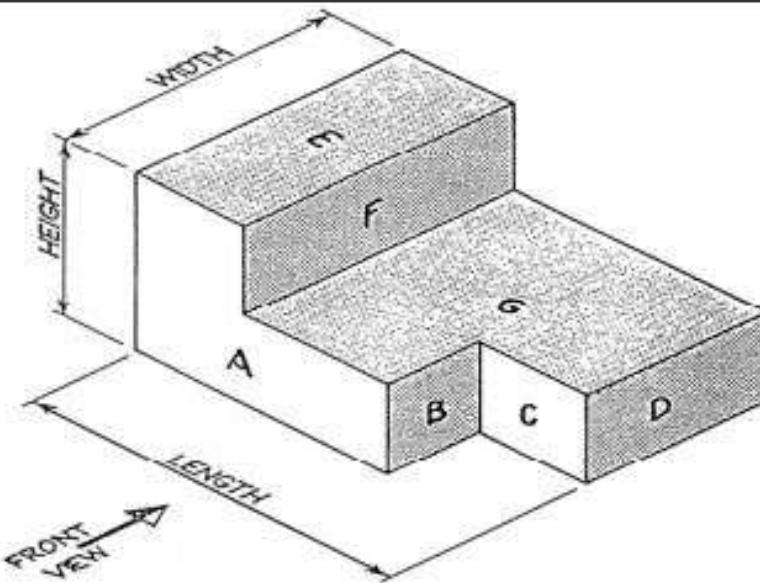
TOP VIEW



FRONT VIEW



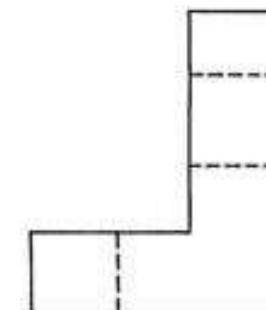
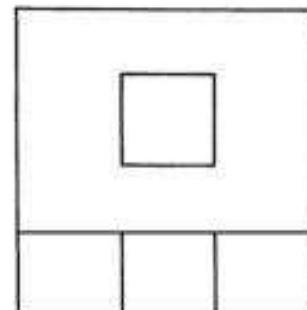
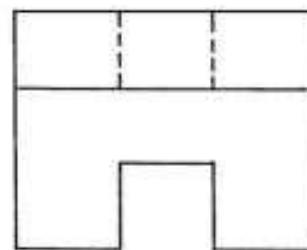
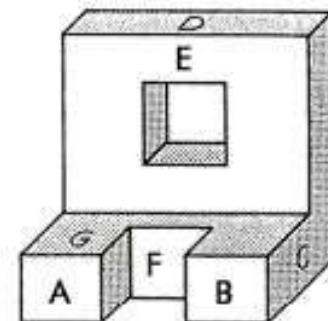
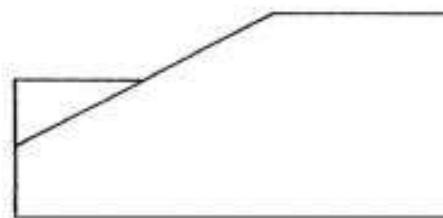
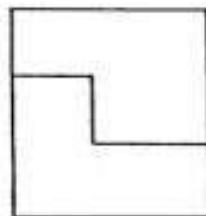
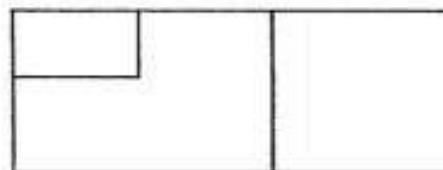
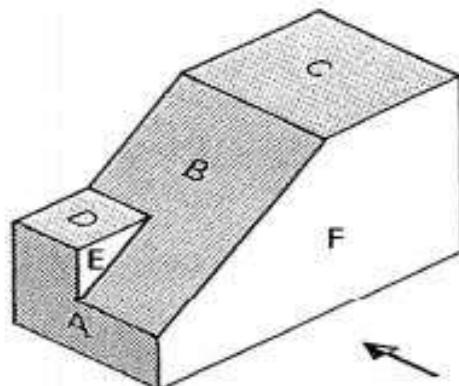
SIDE VIEW



A	B	C	D	E	F	G

Exercises

EXERCISES. Transfer the letters from the isometric drawing onto the same plane surfaces of the orthogonal drawing. Name each view.



DRG.

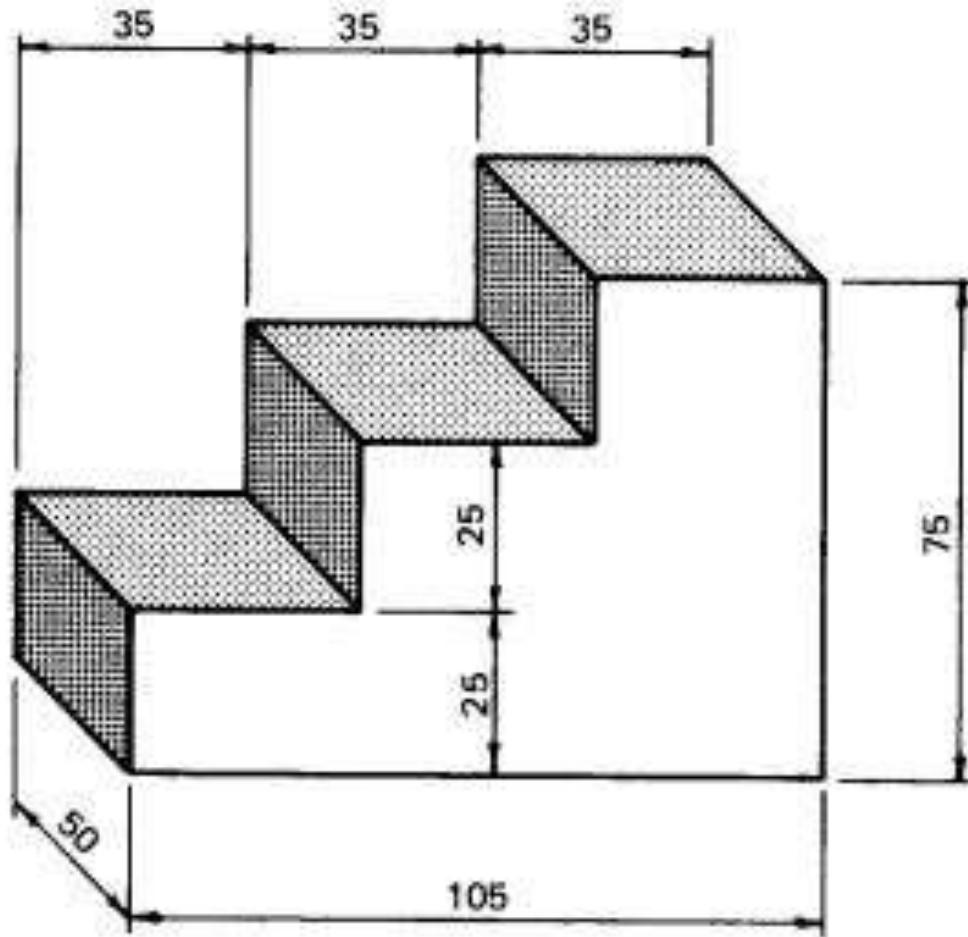
ORTHOGRAPHIC PROJECTION

EXERCISE 3

EXERCISES. From drawings 1 to 18 opposite select the view which is requested in the table below. Place the number of this view in the

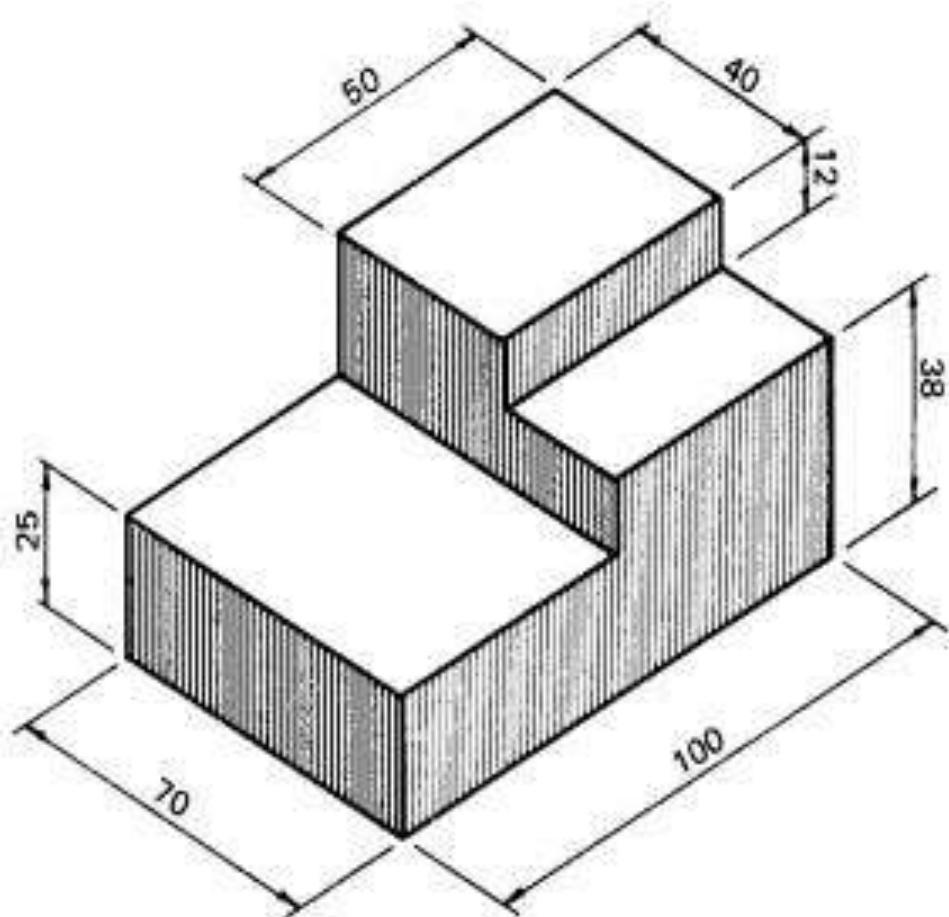
Latihan

Buatlah gambar tampak obyek ini menggunakan metode proyeksi amerika



Latihan

Buatlah gambar tampak obyek ini menggunakan metode proyeksi **Eropa**



Tugas 5

1. Pilih sebuah produk
2. Pada selembar kertas ukuran A3, buat gambar proyeksi yang menunjukkan kemasan dari 4 tampak
 - a. Tampak depan
 - b. Tampak atas
 - c. Tampak samping
 - d. Gambar Isometri



Thank You