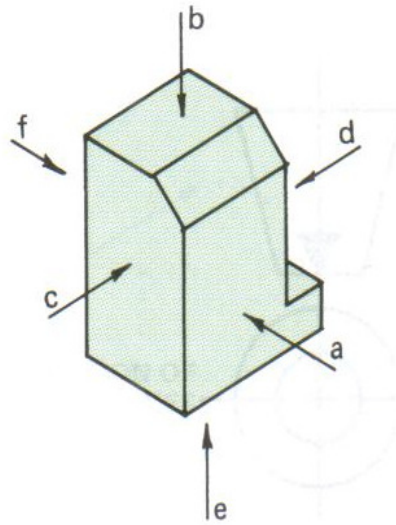
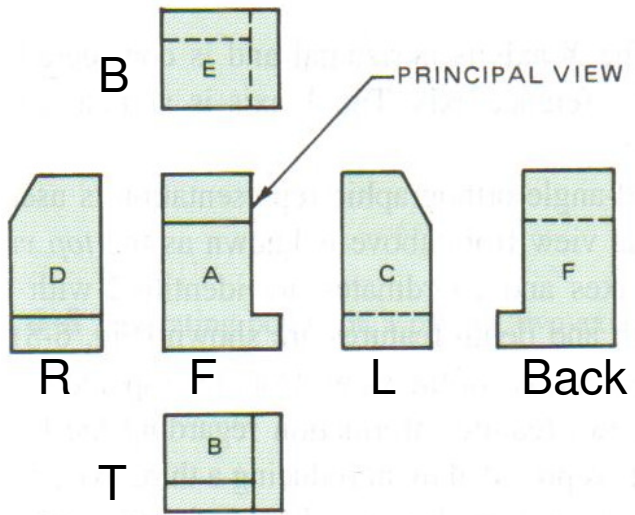


# Auxiliary Views



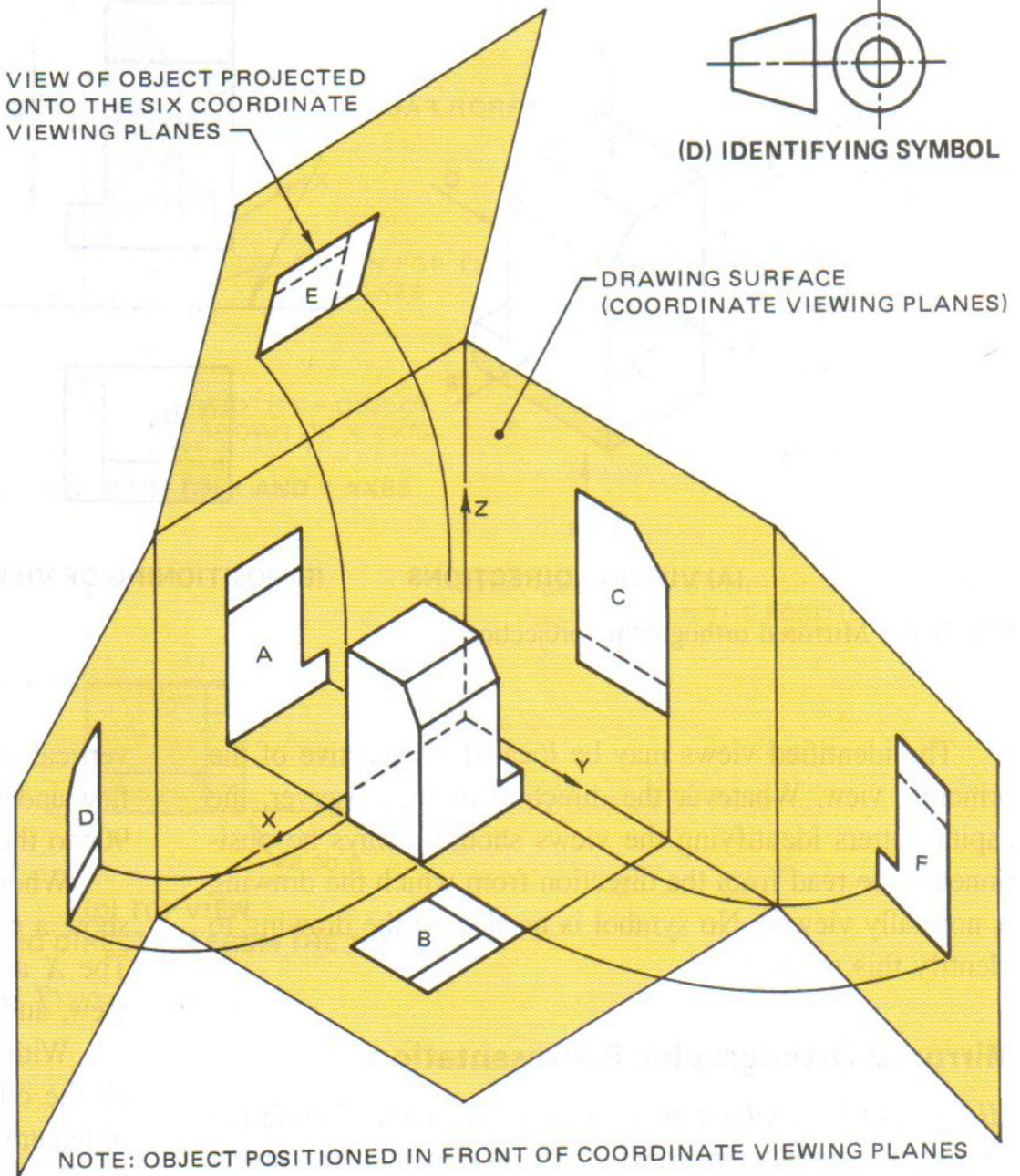
(A) VIEWING DIRECTIONS



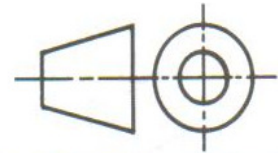
(C) POSITIONING OF VIEWS ON DRAWING SURFACE



VIEW OF OBJECT PROJECTED  
ONTO THE SIX COORDINATE  
VIEWING PLANES



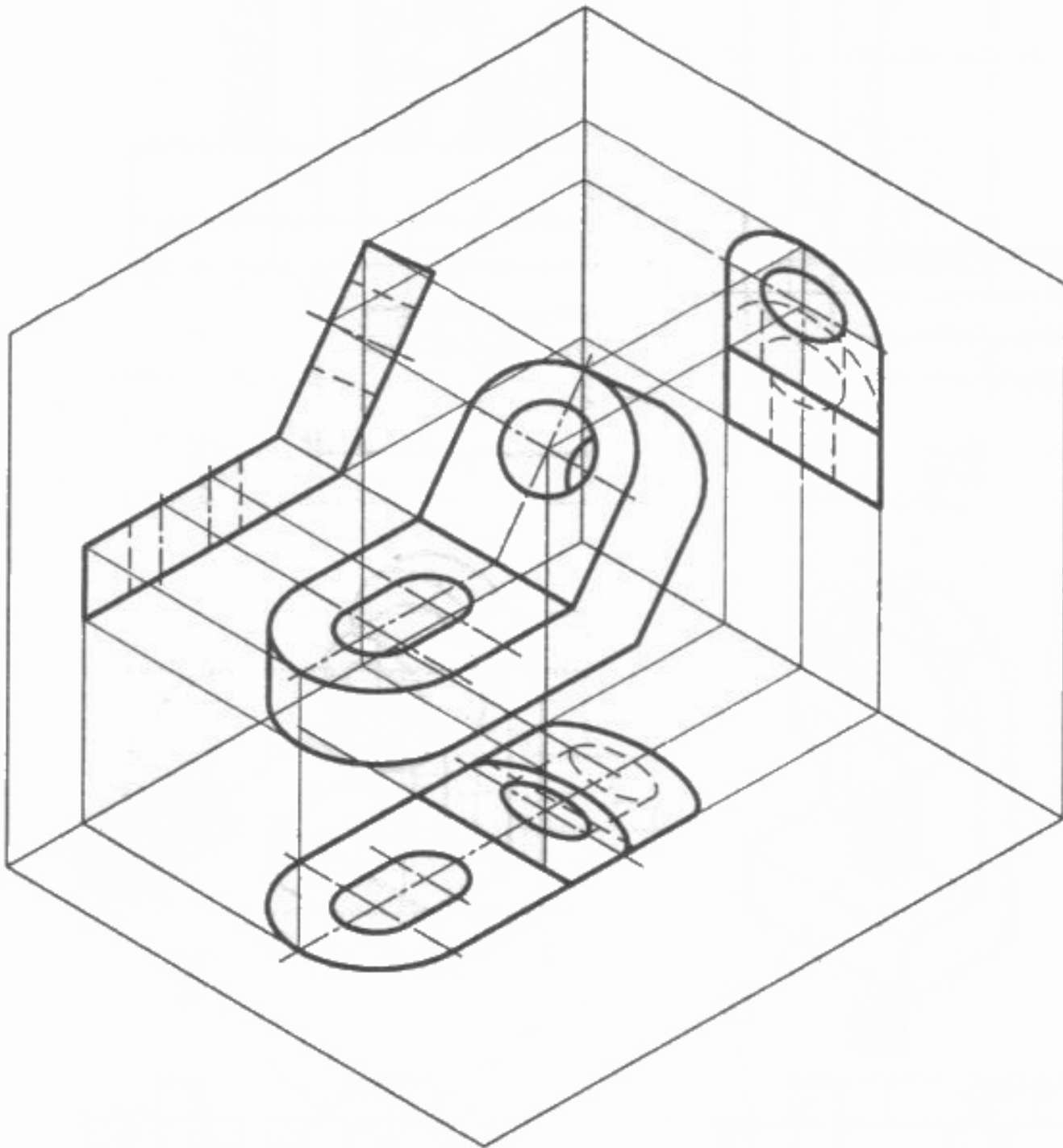
(B) LAYOUT OF DRAWING SURFACE

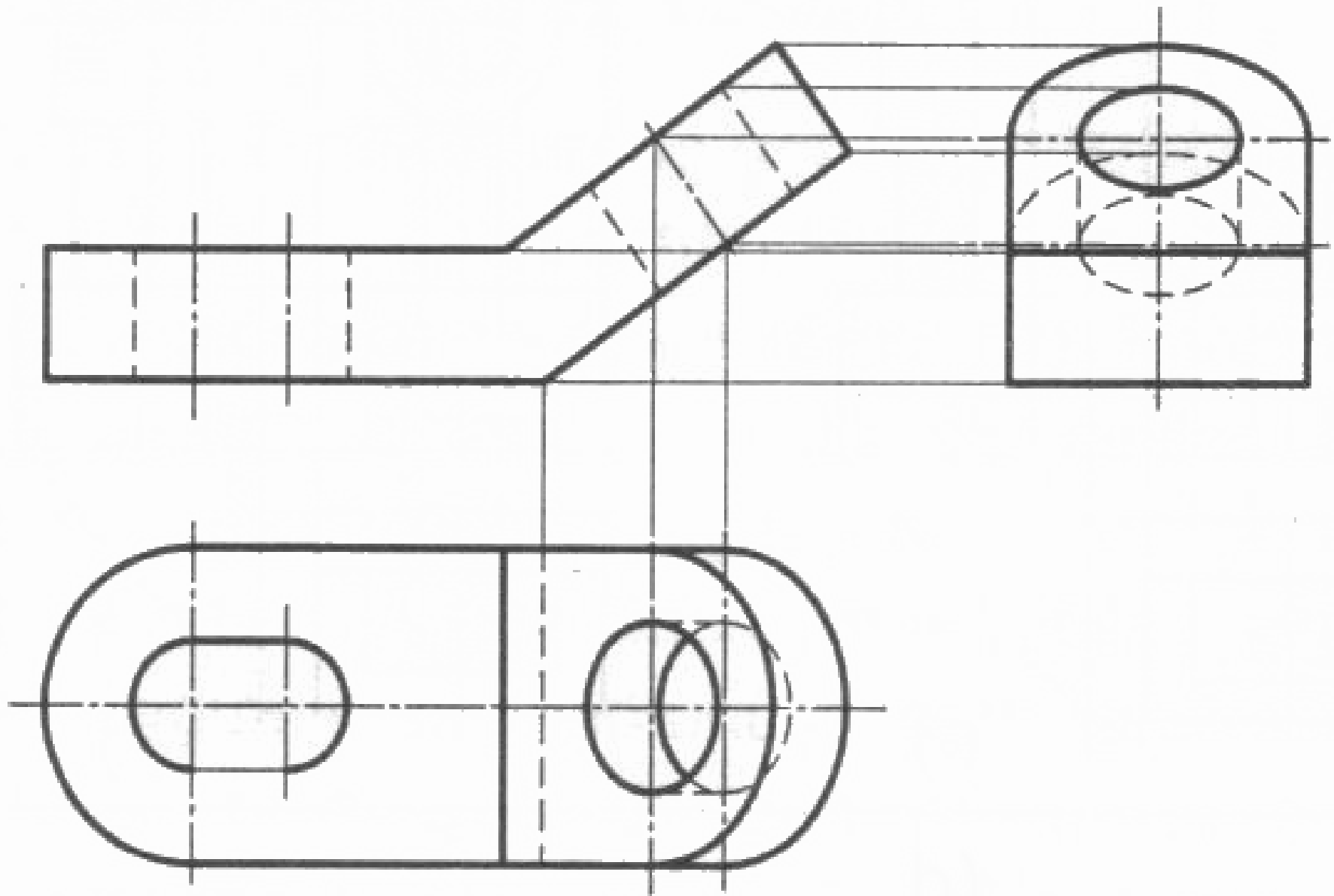


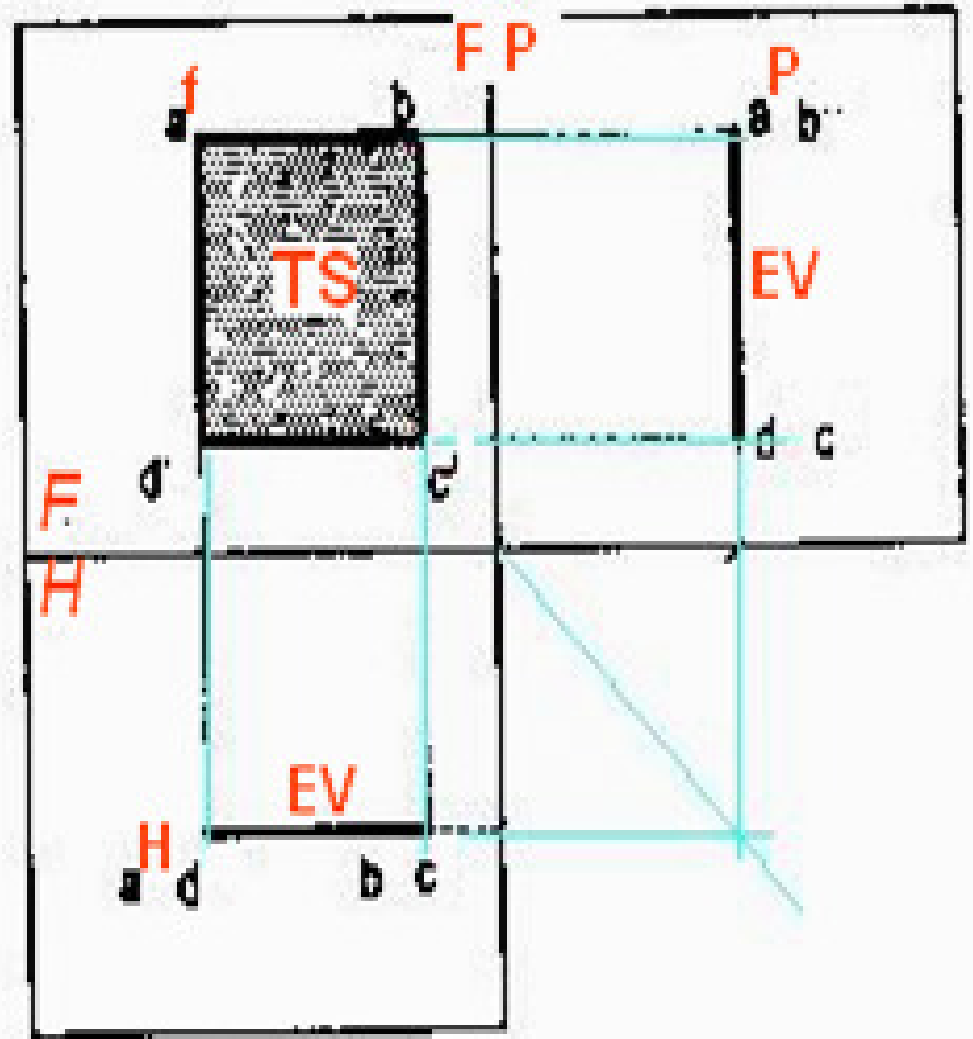
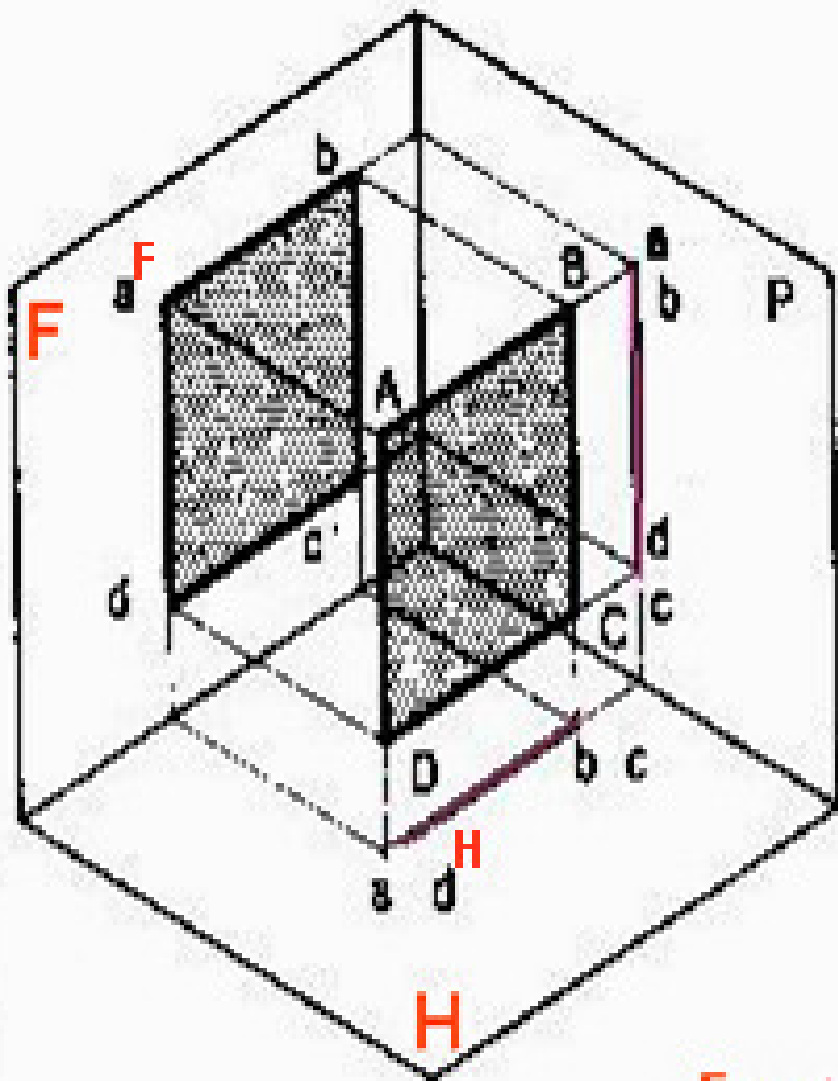
(D) IDENTIFYING SYMBOL

DRAWING SURFACE  
(COORDINATE VIEWING PLANES)

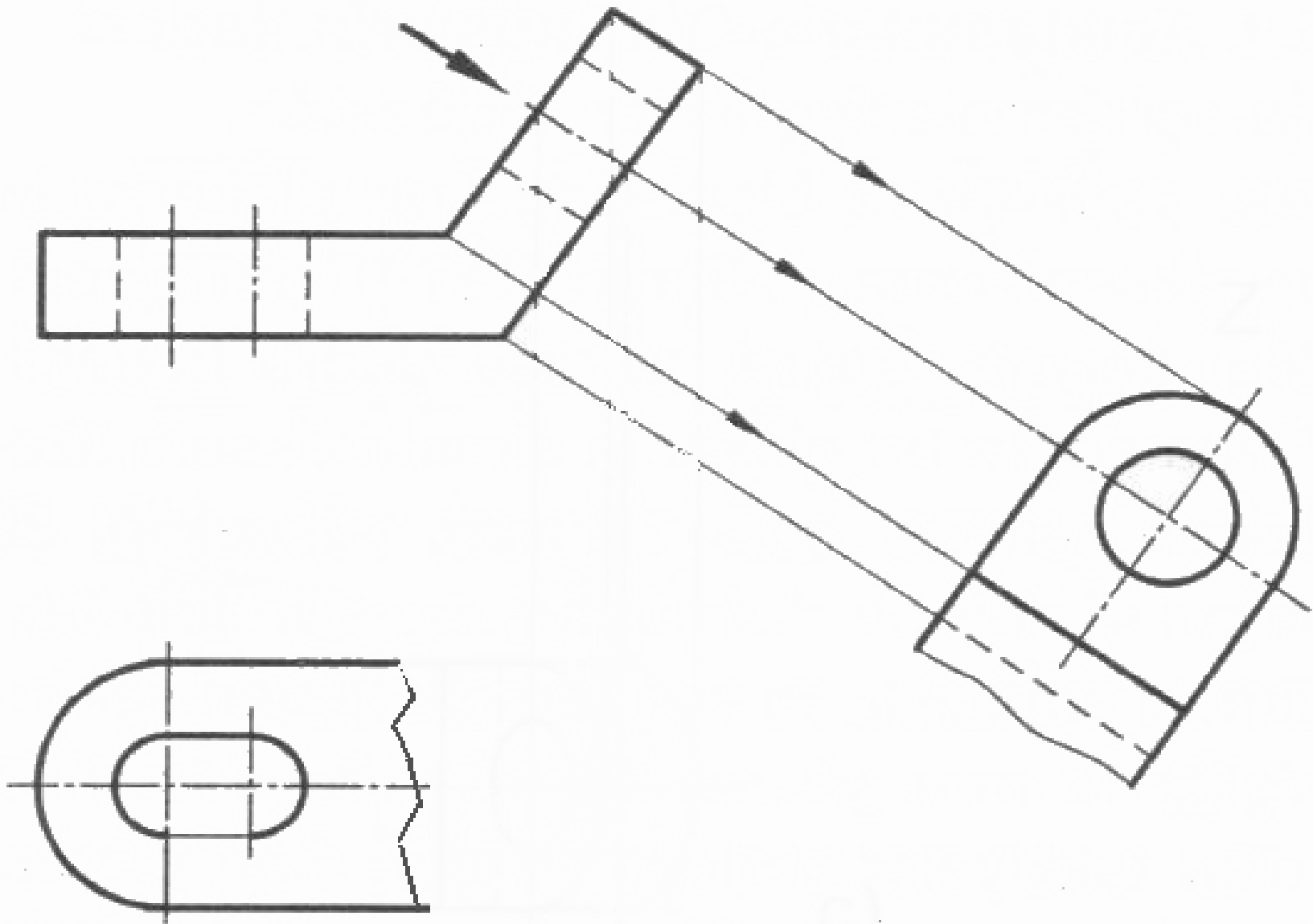
NOTE: OBJECT POSITIONED IN FRONT OF COORDINATE VIEWING PLANES

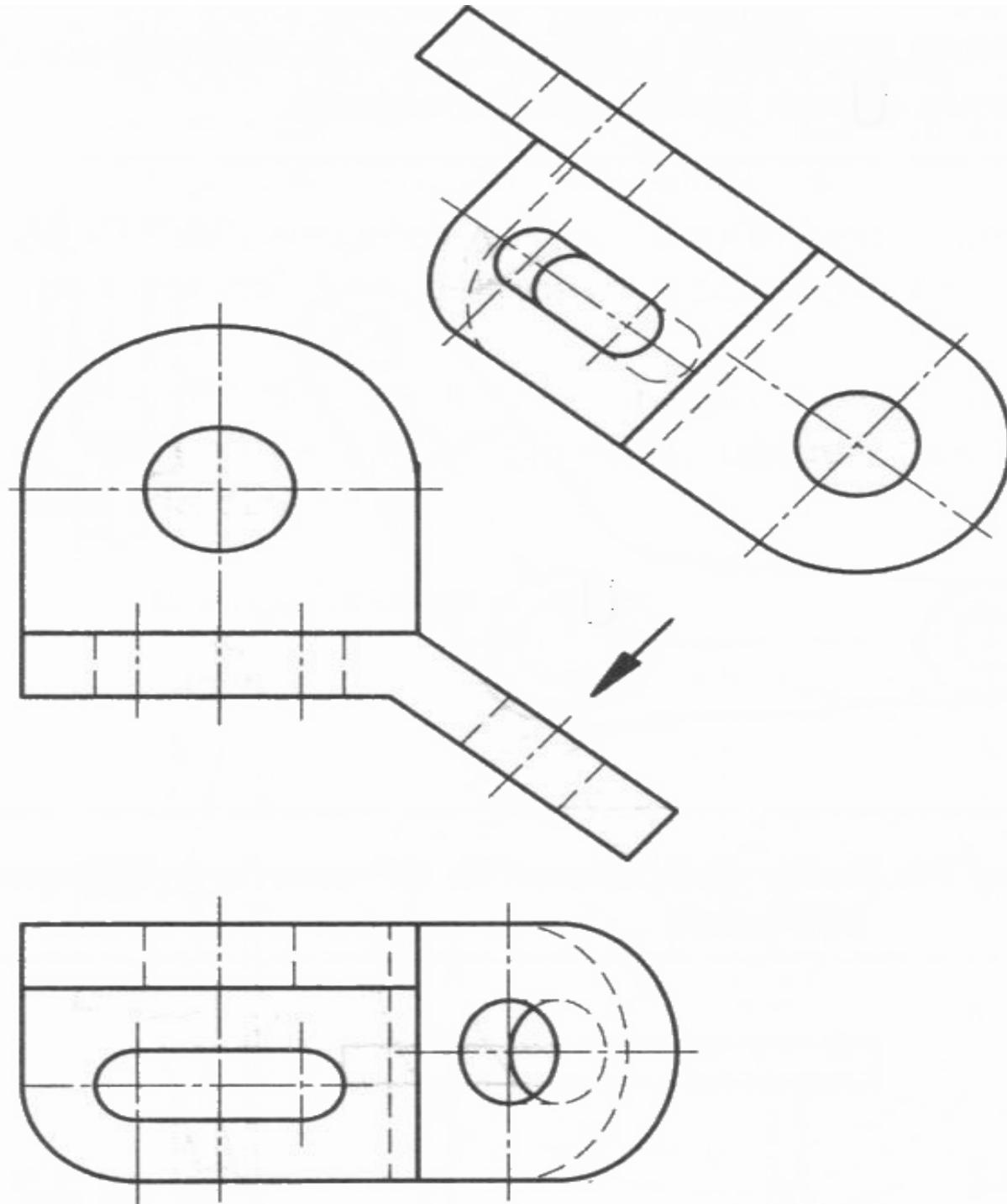




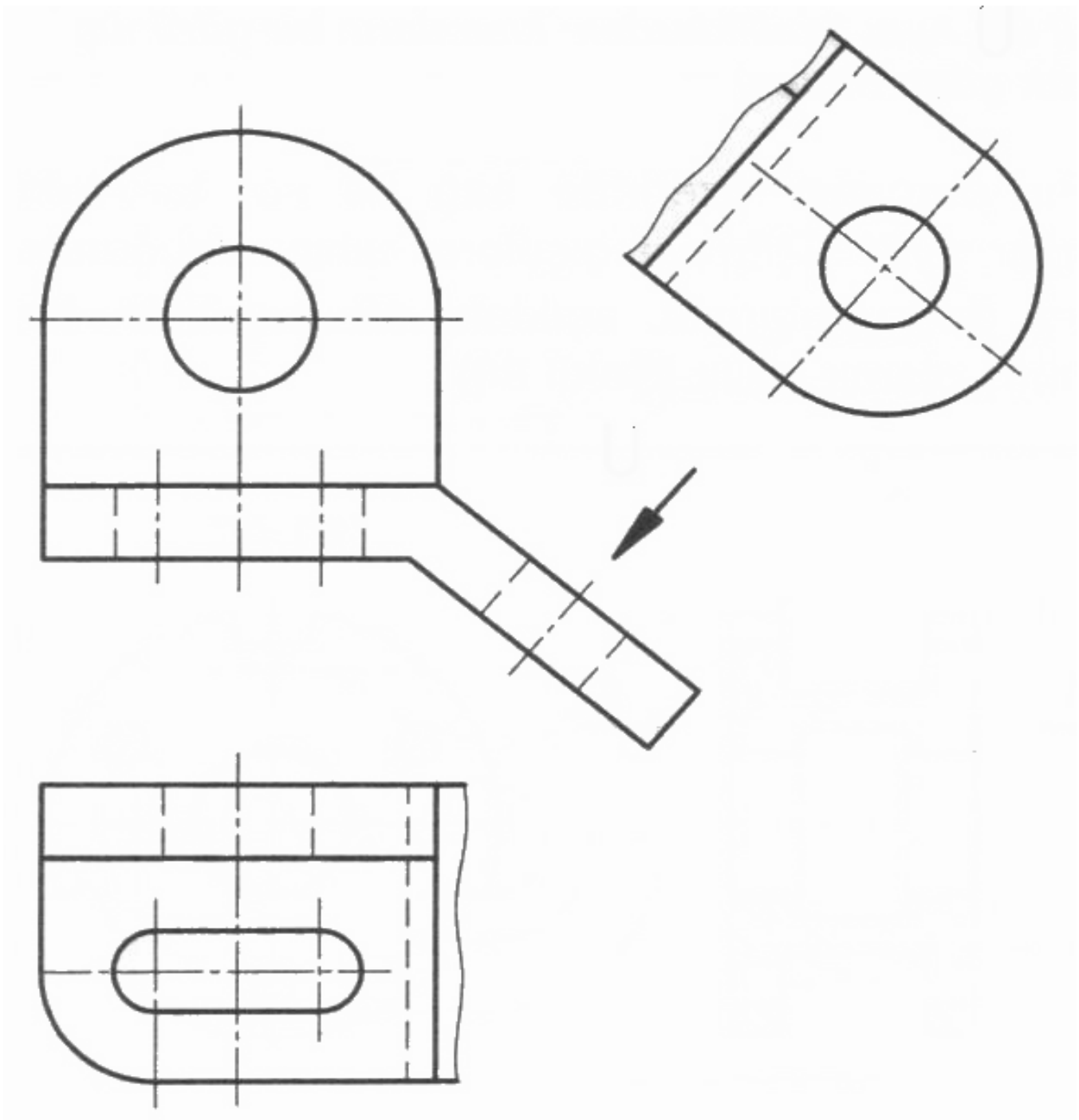


Frontal Surface



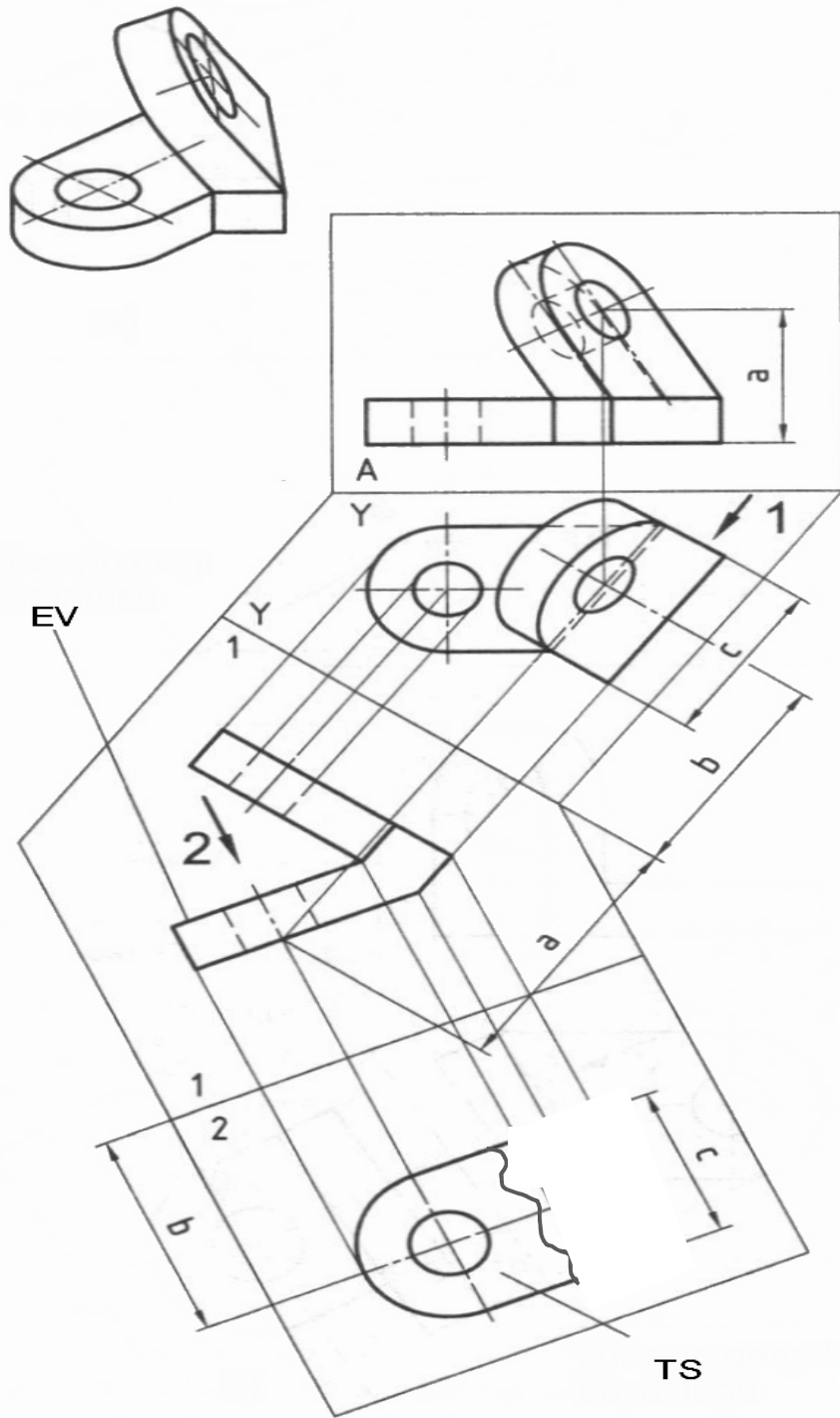


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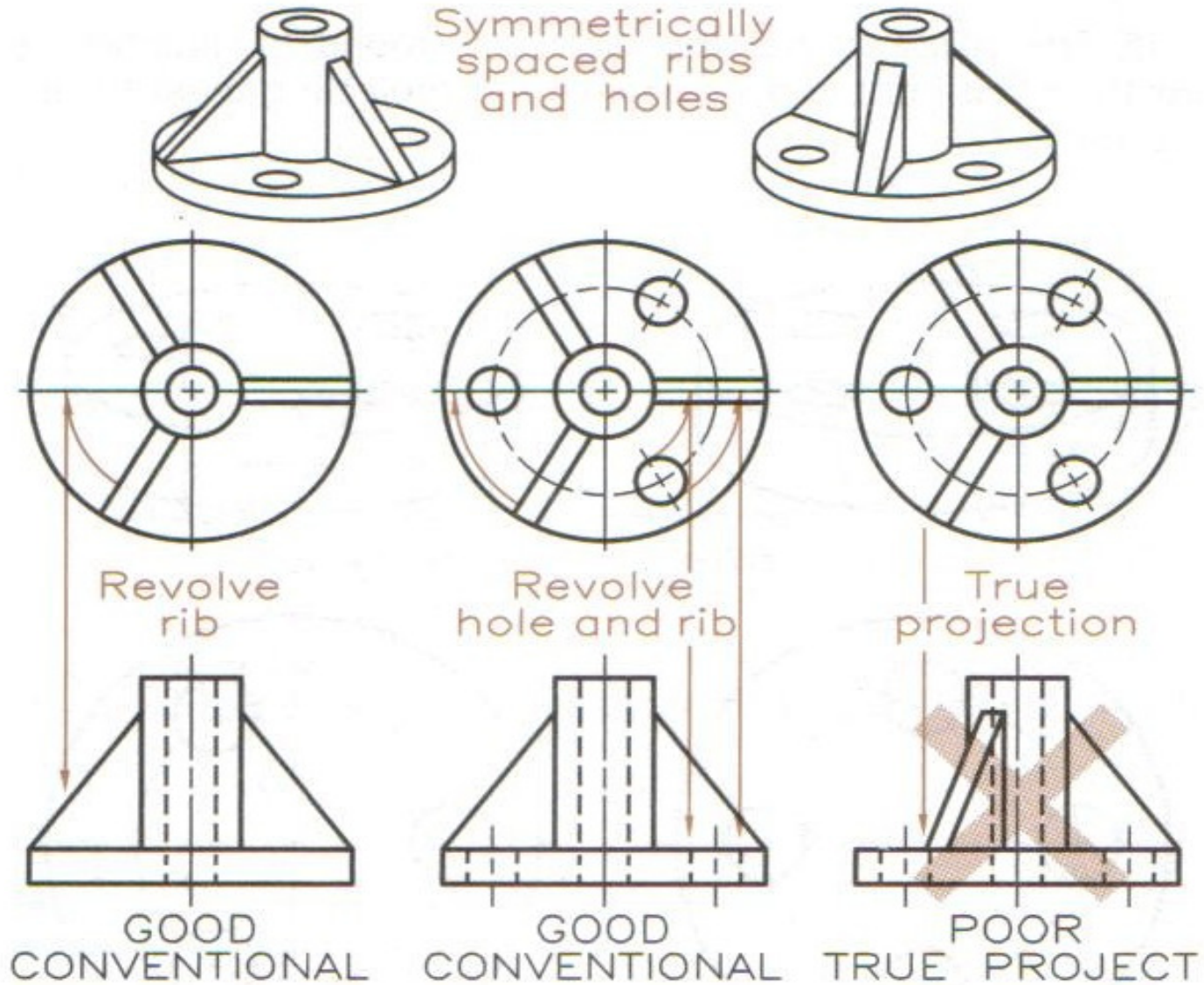




1st  
Auxiliary  
view

2nd Auxiliary  
view

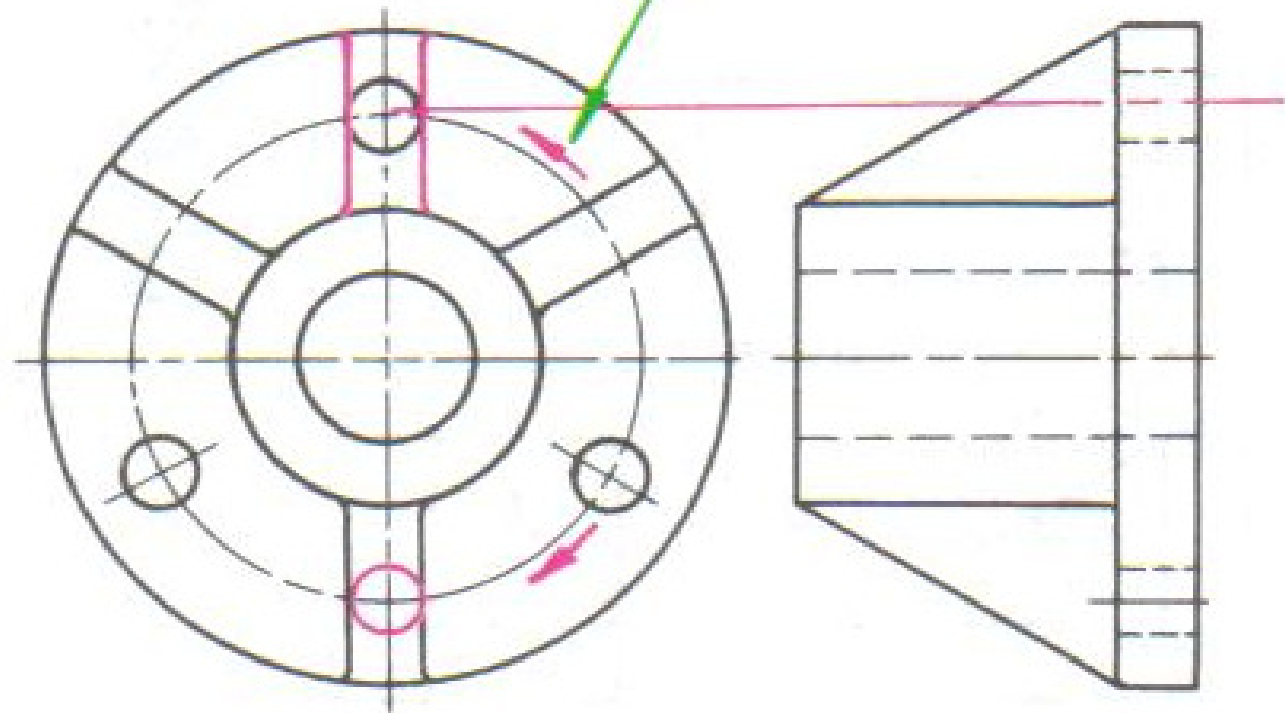
# Revolved Views



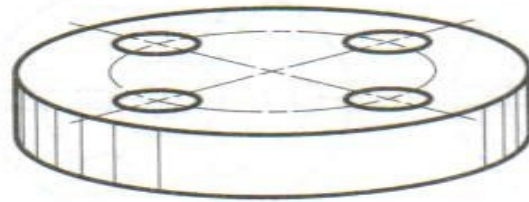
10/6/20

Conventional methods of revolving holes and ribs in combination improve clarity.

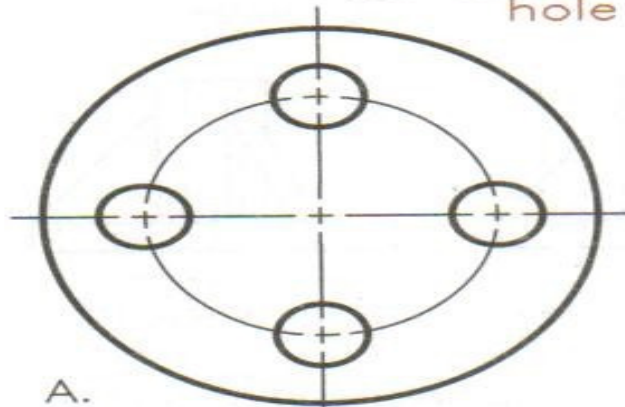
REVOLVE RIB AND HOLE UNTIL  
PARALLEL TO OTHER VIEW



**(C) ALIGNMENT OF RIB AND HOLES**



No center hole



A.



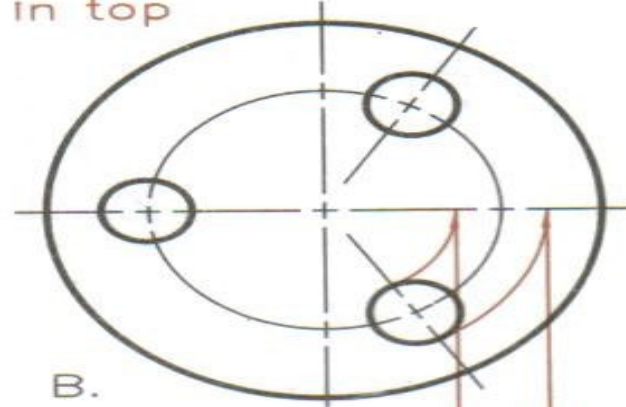
GOOD No center hole



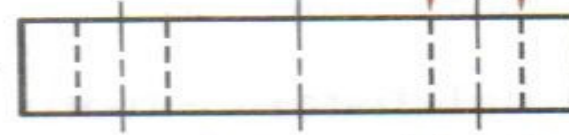
POOR Appears to have hole in center



Rotate holes in top



B.



GOOD Symmetrical



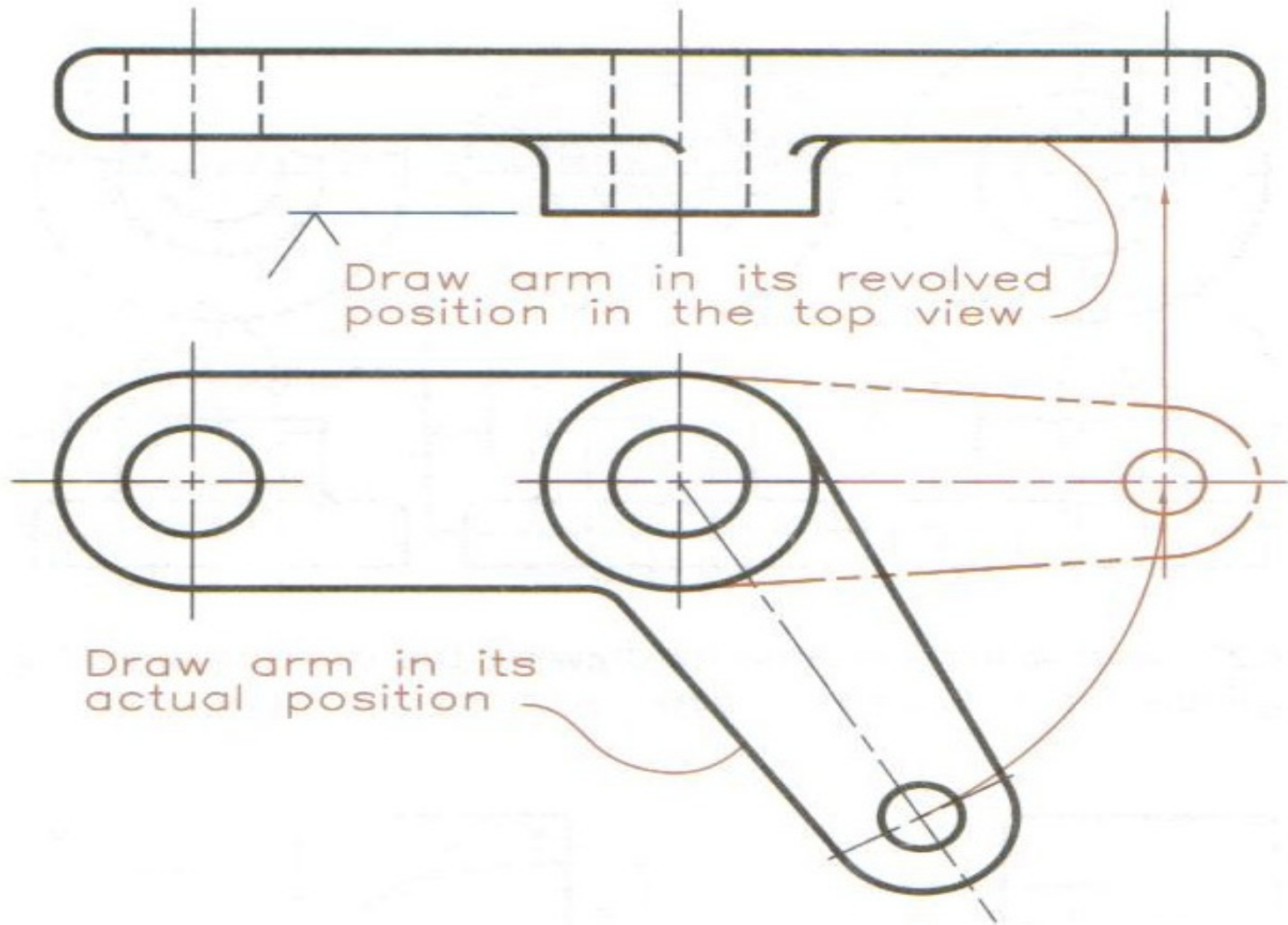
POOR Holes not symmetrical

#### Placement of holes:

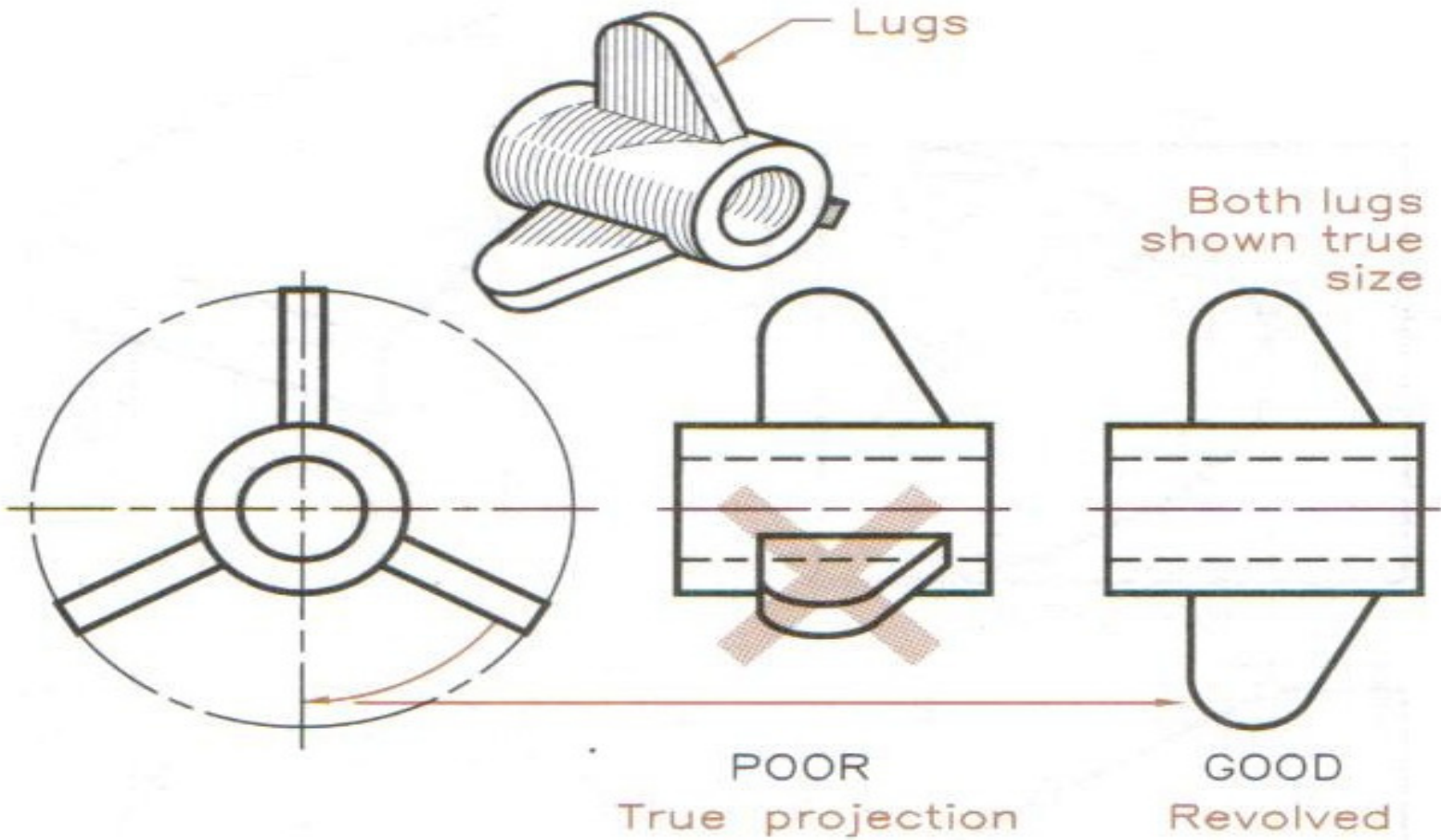
**A** Omit the center hole found by true projection. It makes the hole appear to pass through the center of the plate.

**B** Use a conventional view to show the holes located at their true radial distances from the center. Imagine they are rotated to the centerline in the top view.

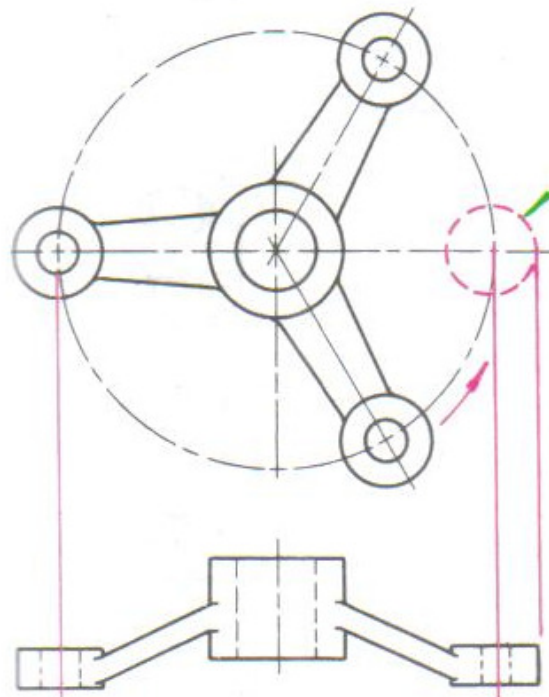




Imagine that the front view of the arm is revolved so its true length can be drawn in the top view as a conventional practice.

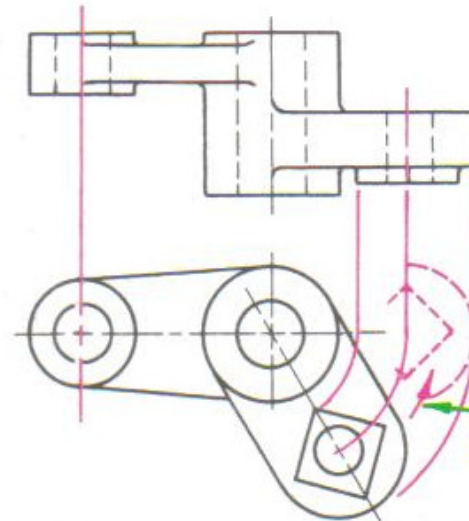


Symmetrically positioned external features, such as webs, ribs, and these lugs, are imagined to be revolved to their true-size positions for the best views.



**(A) ALIGNMENT OF ARM**

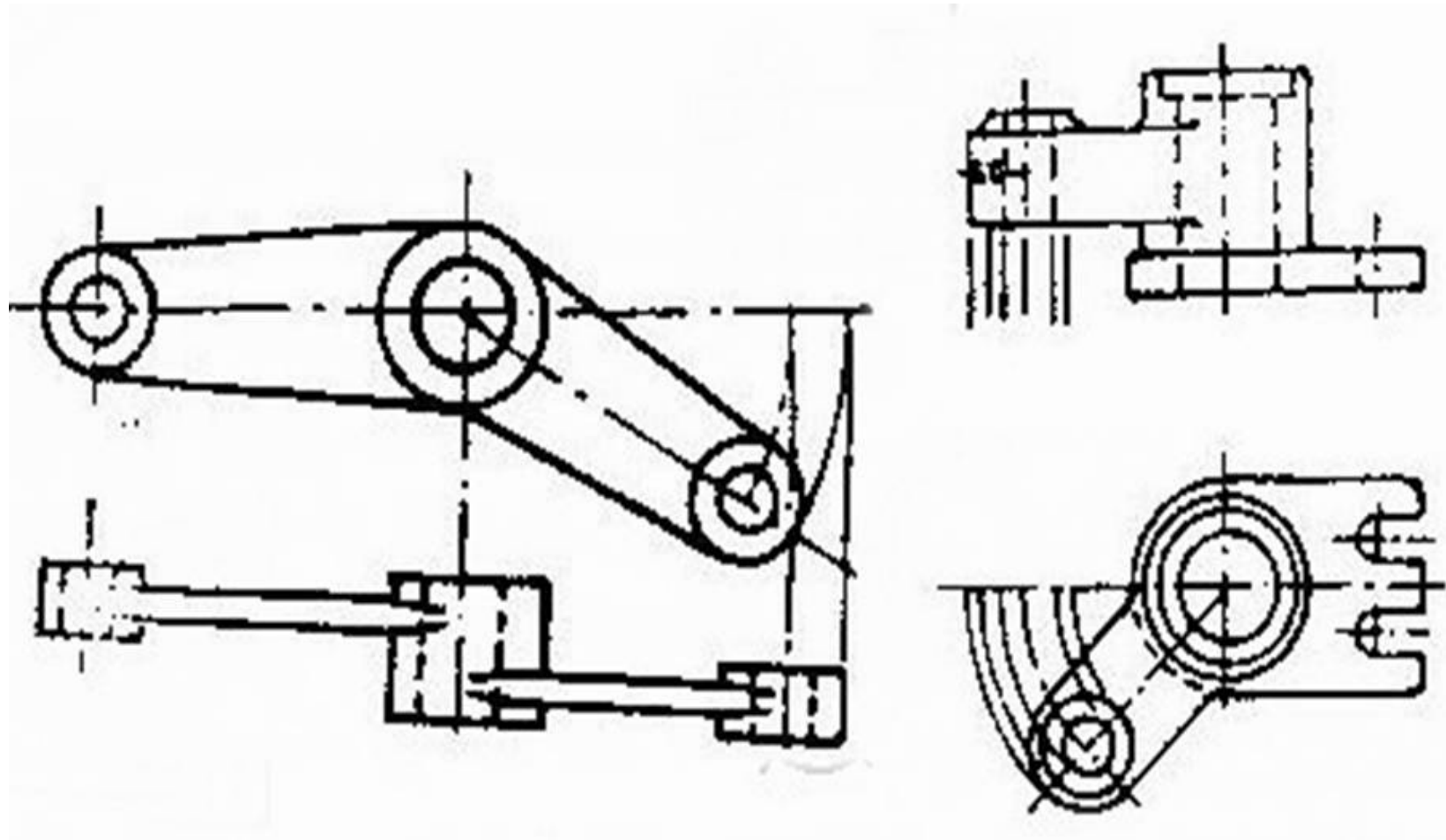
REVOLVE ARM UNTIL PARALLEL TO OTHER VIEW



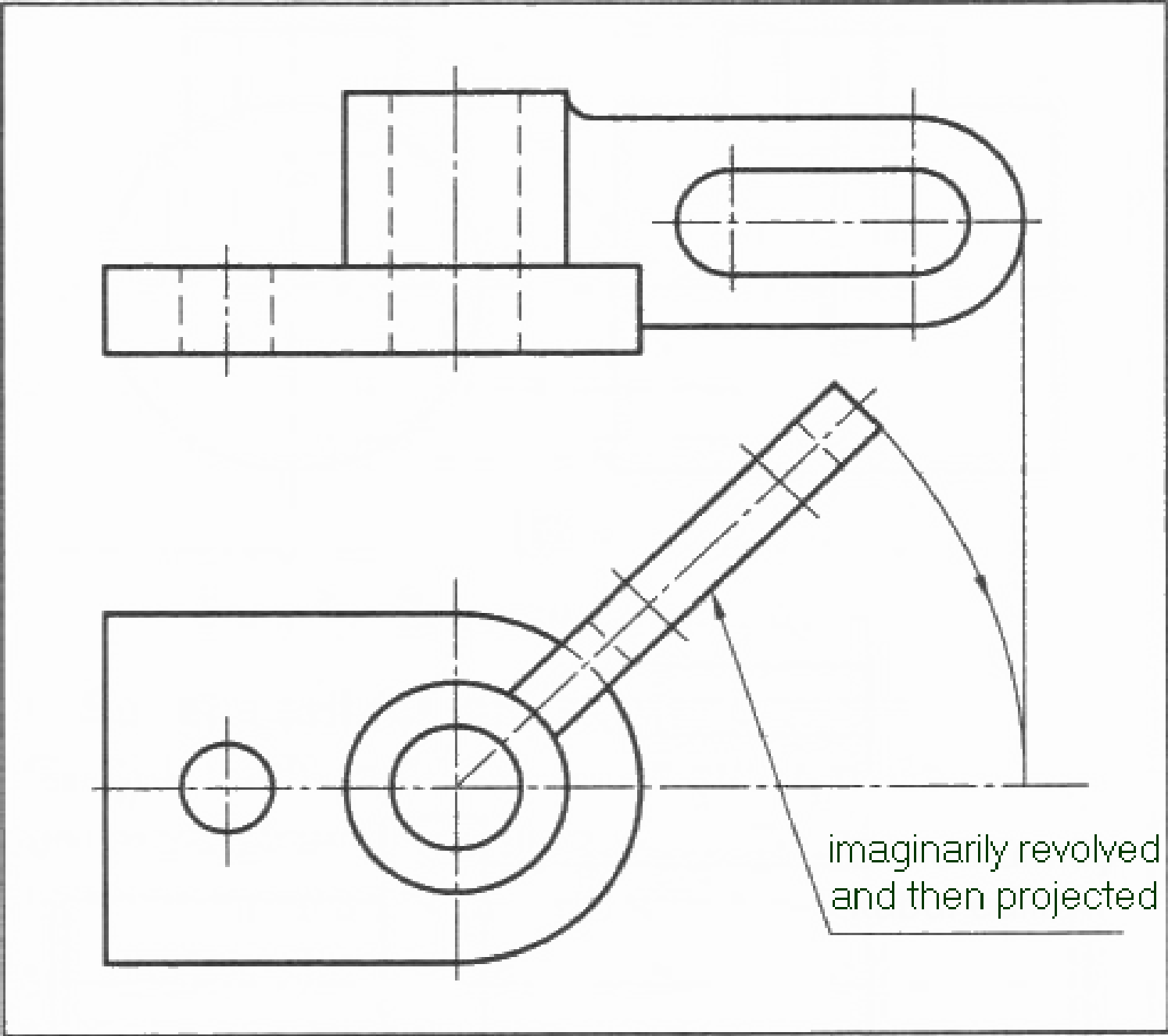
REVOLVE PART UNTIL PARALLEL TO OTHER VIEW

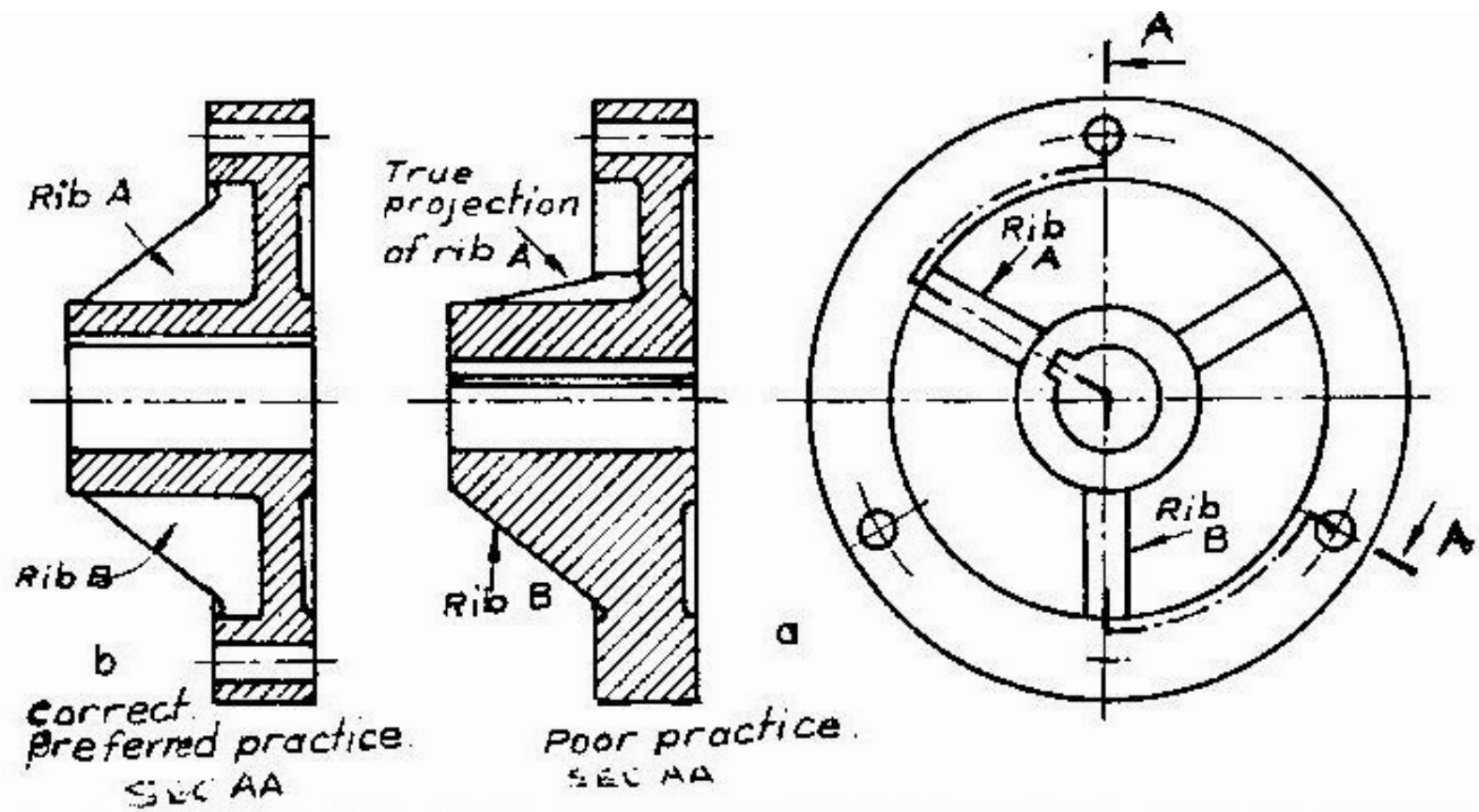
**(B) ALIGNMENT OF PART**

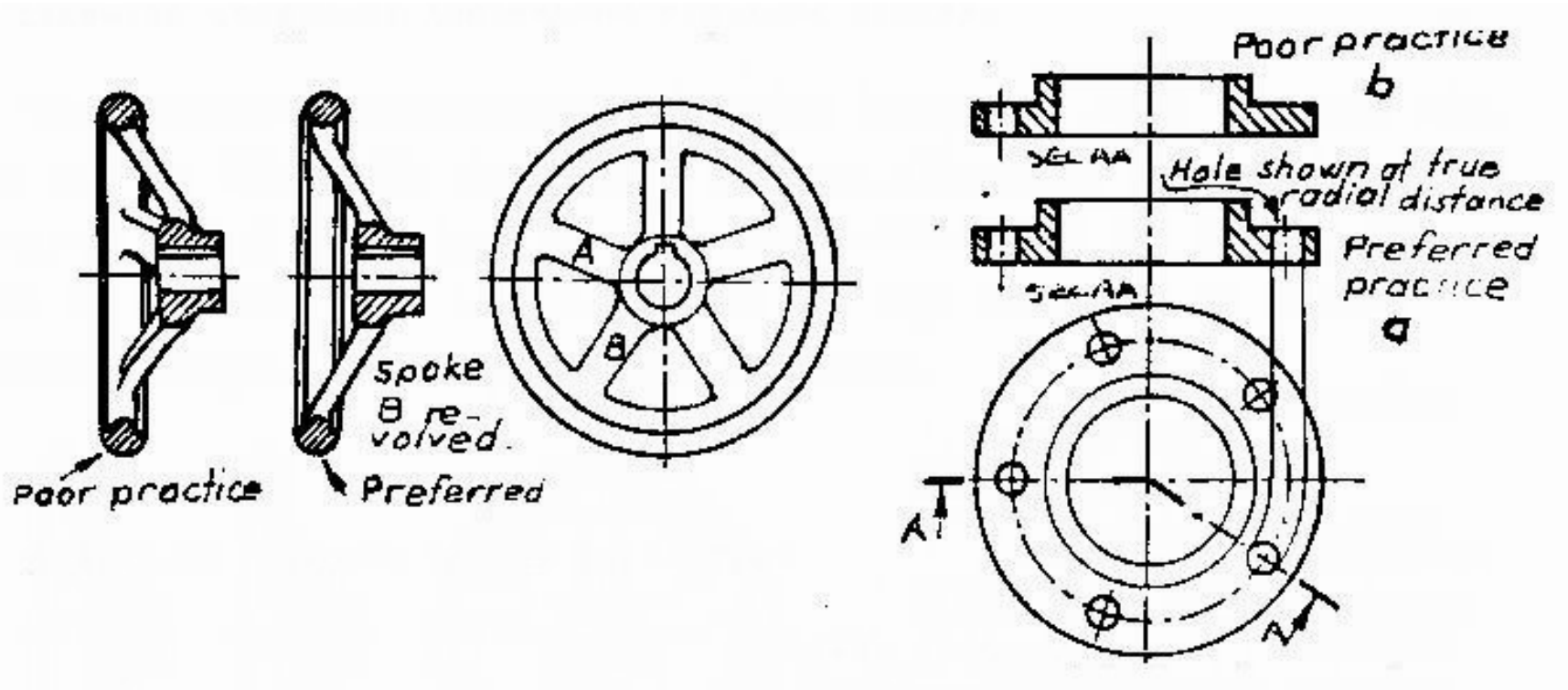
Alignment of parts and holes to show true relationship.











revolve

