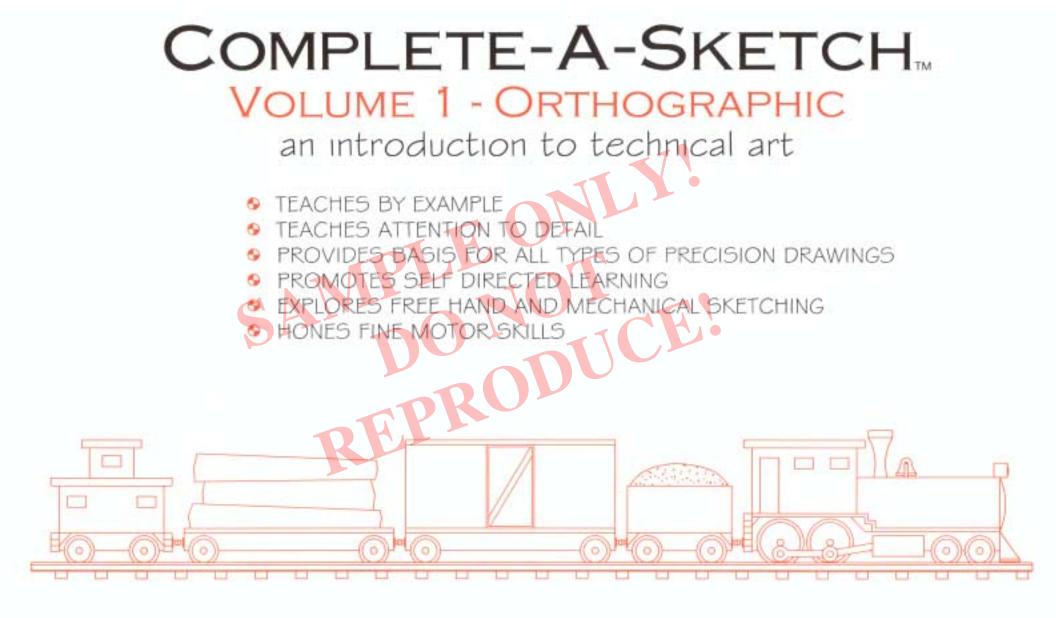
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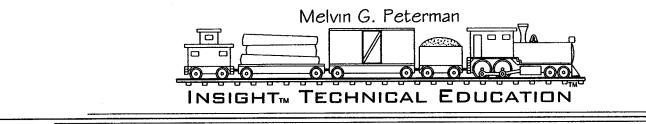


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WRITTEN AND ILLUSTRATED BY MELVIN G. PETERMAN

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First Edition: 1996



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A brief note of introduction:

INSIGHTM COMPLETE-A-SKETCHM was initially created so that I could introduce my children to the technical side of art. There are many art courses available for children. COMPLETE-A-SKETCHM is different from all of them. The unique approach of COMPLETE-A-SKETCHM allowed me to teach my children to draw what they see. I think of technical art as a practical art. It allows the artist to clearly present their ideas to others. As the old saying goes, "a picture is worth a thousand words."

About the author:

Melvin G. Peterman has many years of drafting and design experience in architecture, piping, electrical, and mechanical machinery. Mel is proficient in manual and computer drafting. Mel in his career has made a general observation that the people with no manual drafting experience lack a certain depth of understanding. The computer has taken away some of the "feel," "art," and "style" of manual drafting. COMPLETE-A-SKETCHTM is Mel's attempt to bring the "feel," "art," and "style" into technical art. This is the first book of the COMPLETE-A-SKETCHTM series; Mel plans to introduce more books that will continue to teach technical art and lead to training for the drafting and technical art fields (both manual and computer).

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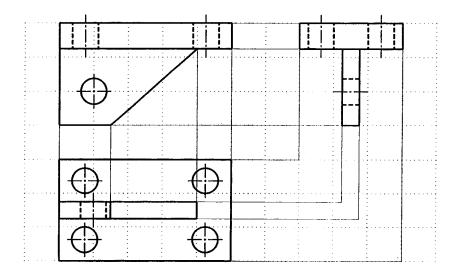
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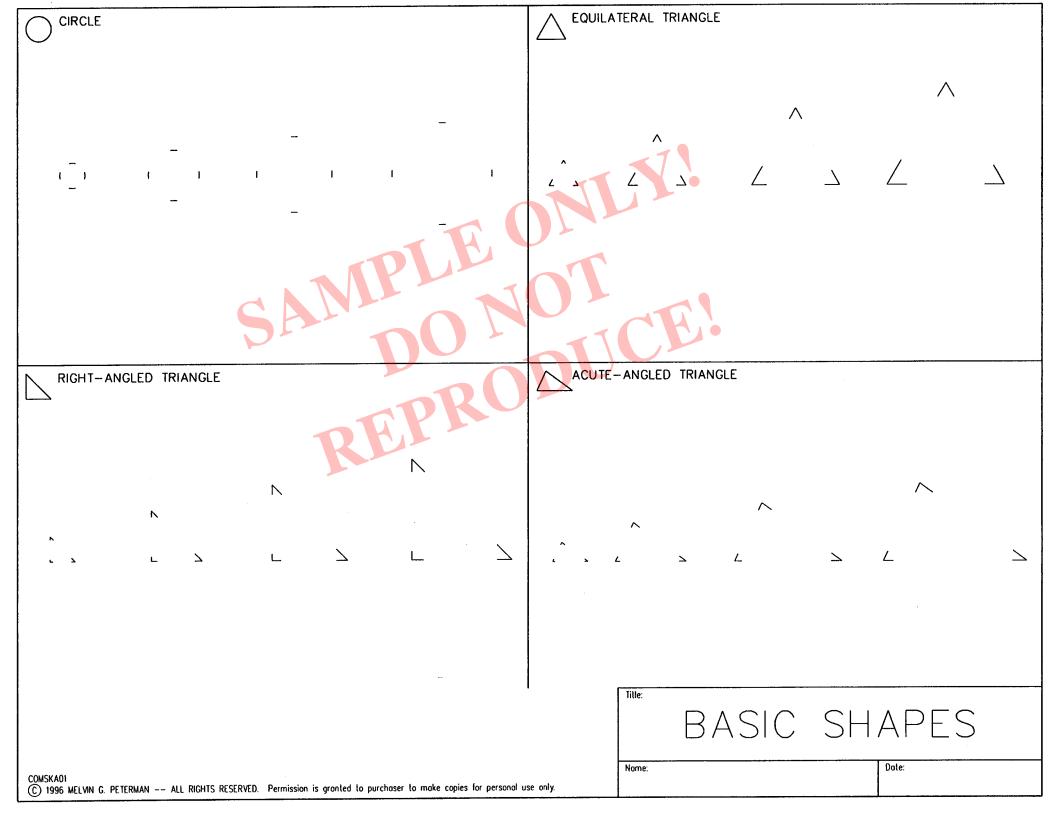
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A brief explanation of orthographic projections:

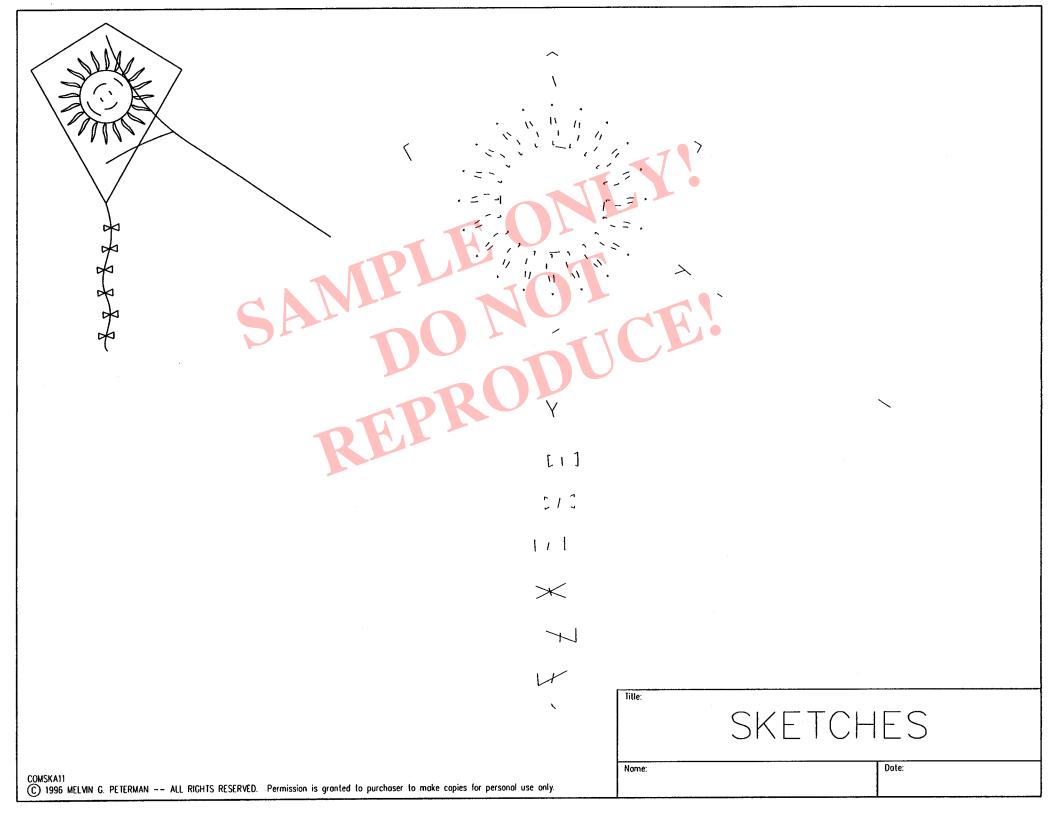
Orthographic projections are a two-dimensional representation of an object. These drawings are the most common engineering drawing. Orthographic drawings clearly show the faces of an object. These drawings can be easily dimensioned so parts and other items can be made or built. The typical orthographic drawing shows three views of the object to be described. The faces drawn reflect the faces that fully describe the part. The drawing is not limited to three views. There can be up to six views with auxiliary views to show all faces clearly.

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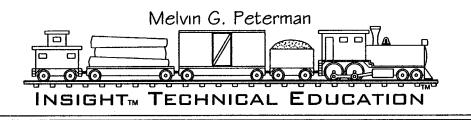
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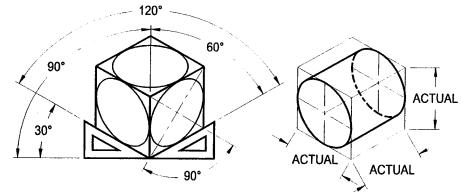
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A brief explanation of isometric projections:

Isometric projections are a useful method for showing multiple views of an object to clearly represent even the most complex objects accurately. Isometric projections are used everyday as a method of communicating in sketches, technical drawings, and presentations. Isometric projection is defined as "a projection in which all three faces are equally inclined to the drawing surface so that all the edges are equally foreshortened."

The small drawings shown here graphically show the basics of isometric projections. The most important thing to remember at this point is simply to relax, sketch, and have fun!

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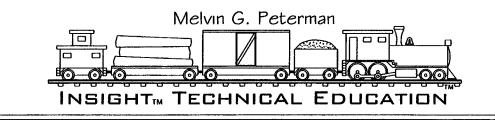
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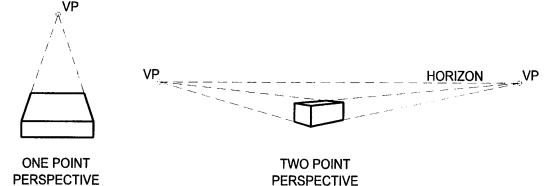
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A brief explanation of perspectives:

There are many types of perspectives. Perspectives are a useful method for showing depth and detail, similar to the way eyes see. Perspectives are used in all types of presentations; the most common use is in the field of architecture to show a depiction of a home or a building. For further study, see any encyclopedia or general drafting book. The small drawings shown here graphically show the basics of perspective drawings. The most important thing to remember at this point is simply to relax, sketch, and have fun!

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