

## SUBJECT: BASIC TECHNOLOGY

CLASS: JSS 2

WEEK: FOUR AND FIVE

## TOPIC: ISOMETRIC PROJECTION (DRAWING)

**PROJECTION:** This is any form of graphical representation of an object on paper, photograph or screen. At this you level, projection and drawing can be used interchangeably as the same.

### TYPES OF PROJECTIONS:

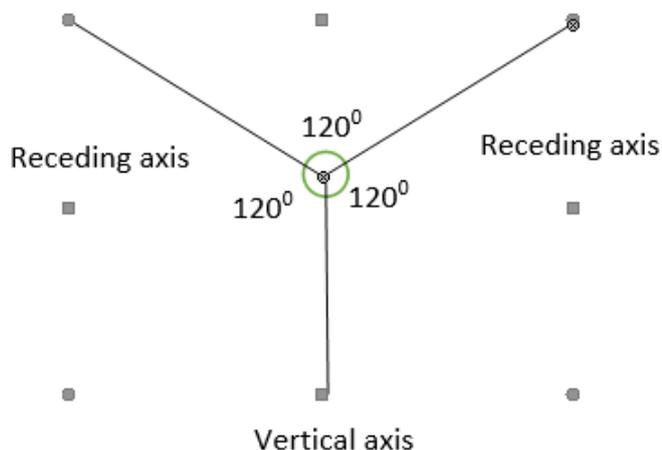
Some types of projection include;

1. Isometric projection
2. Oblique projection
3. Perspective projection
4. Axonometric projection
5. Diametric projection
6. Orthographic projection
7. Auxiliary projection etc.

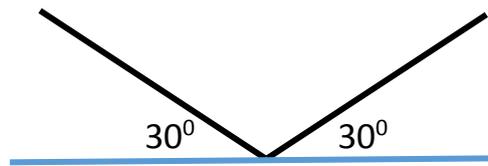
**ISOMETRIC PROJECTION:** This is a form of pictorial drawing that shows the three principal dimensions (length, width and height LWH) of an object with the two receding sides lying at 30 degrees angle.

### ISOMETRIC AXES

These are the three line (of different orientations) that separate themselves from each other by 120 degrees angle and meet at a point.



Isometric projection must be inclined at both sides at angle 30 degrees.

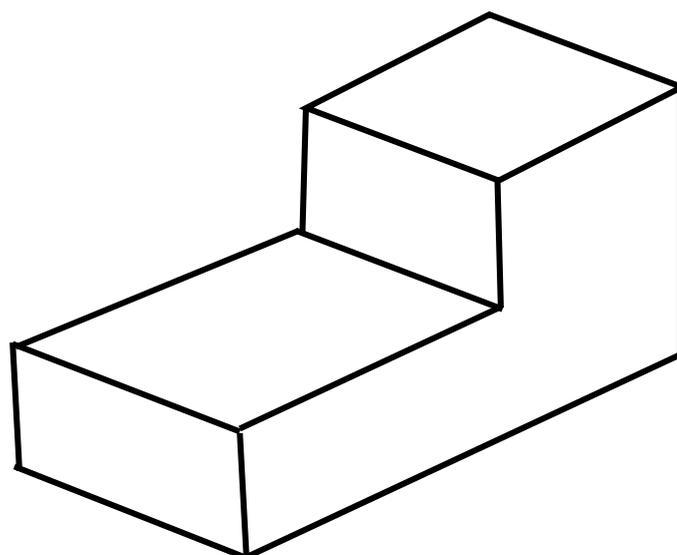
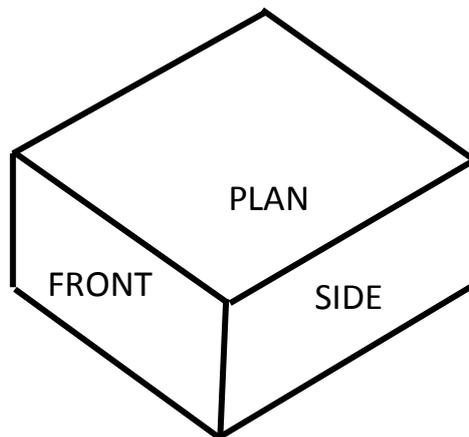


### Principal views in isometric projection

There are three principal views in isometric projection;

1. The front elevation or view.
2. The end or side elevation or view.
3. The top view or plan.

### ISOMETRIC BLOCK



### ASSIGNMENT:

Make a sketch of an oblique square box