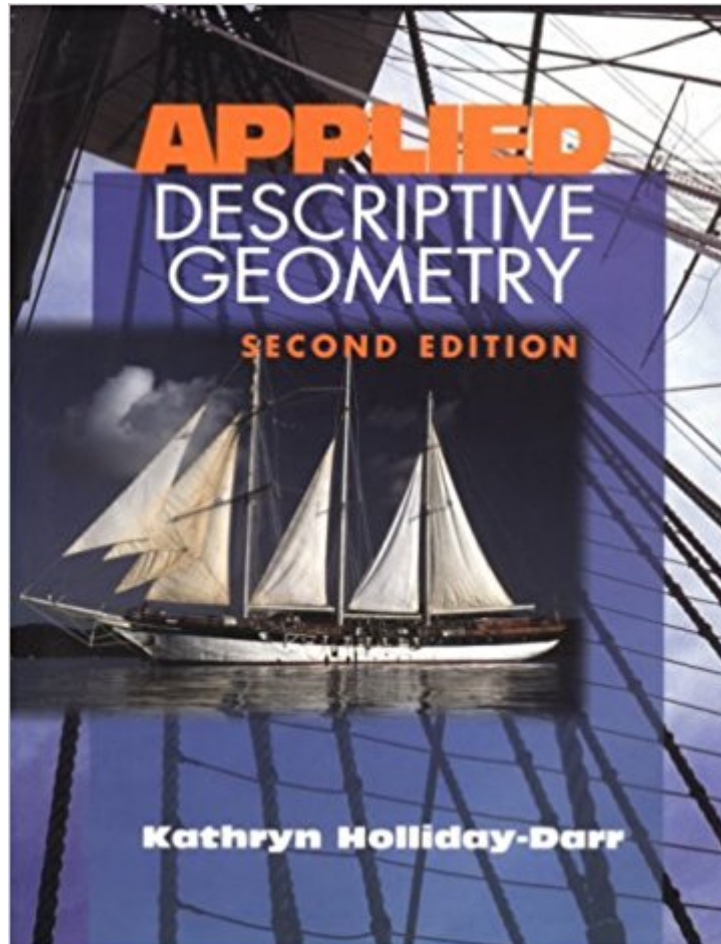




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Applied Descriptive Geometry



Synopsis

Excellent for engineering and technology students, this text goes far beyond instruction in standard orthographic projection to clarify all the tools of descriptive geometry and how they apply to individual fields. The text places special emphasis on applications in all the various engineering disciplines: mechanical, plastics, industrial, piping, aerospace, marine, civil, and structural. As a result, students quickly grasp the value of descriptive geometry as they apply the tools and techniques to practical problems. By organizing information around the field's central concept line of sight, the presentation facilitates understanding in a way unmatched by any other text. The worktext format provides students with all the resources they need text and workbook under one cover.

Book Information

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Orthographic Projection & Descriptive Geometry. Points & Lines in Space. Auxiliary Views. Lines. Line Characteristics. Planes. Plane Relationships. Piercing Points & the Intersections of Planes. Revolution. Developments. Mining & Civil Engineering Applications.

Kathryn Holliday-Darr is an Instructor of Engineering Graphics in the School of Engineering and Engineering Technology at Penn State University at Erie, The Behrend College

There are some important pages being missing. The pages of this book are perforated so people can tear apart easily. That's why this book was sold at relatively low price.

great product and in good condition thank you

Great

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Excellent!

A book for architects not mathematicians. Not the book I'm looking for, the approach is empiricist with a min of math

's got to remove a few irrelevant reviews-- several reviews about this fine book were instead about shipping, condition, etc. which should reflect on the seller, NOT the author or content! In the first edition, one review downgraded the book for highlighting, while another gave 5 stars because a class was cancelled! Is this the twilight zone? Descriptive Geometry is a mainstay of numerous sciences, from architecture to physics and of course 3D gaming. The pedagogy in this book is some of the best in ANY text-- with an outstanding pace of explanation, illustration and math. On top of that, the book INCLUDES the complete student "workbook" guide, instead of making it a separate purchase, which as you know sometimes can't be found after a few years. Even at the "old" price (caution, there also is a revised edition), the book is one of only a few that cover the entire field with nearly all applications as examples. However, MANY copies of both editions are available now at much lower prices, ours was under \$10 and Prime eligible! There is one thing about this text that you won't find in ANY other text, and I've reviewed hundreds, from Riemann to projective geometry and everything in between. That is the fact that this author, unexpectedly and brilliantly, creates a THEME of point of view, then carries it forward into ALL the applications of DG! This allows the student to see in an unprecedented clear way how techniques are similar and different as you change coordinate systems, problem definitions and solution methods. This shows she has a mind already oriented to the much more current "camera perspectives" than the dusty history of this field. For a decade or so, DG was relegated to math history, art and architecture, but with the advent of gaming, 3D and many new modeling applications from physics to astronomy, projecting between 2D and 3D and vice versa has become one of the most important fields of math today. The techniques in this book are the foundation of AutoCad, their Maya program, splines and

perspectives, and both physics and displays in game programming. 3D movies and TV use these techniques, as does research in new LED display technologies. Finally, technical visualization is in its infancy, for example teaching math via animation. If you're an educator, and dedicated to keeping up with technology, you'll eventually run into projective and descriptive geometries as methods to translate your visuals to Kindle, powerpoint, etc. The tutorials of the future, whether on Kindle or YouTube, will have to take DG and PG into account when using, for example, Canvas and HTML5 instead of Flash. Just an aside to suggest that this field is far from finished, and much broader than art and architecture.

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