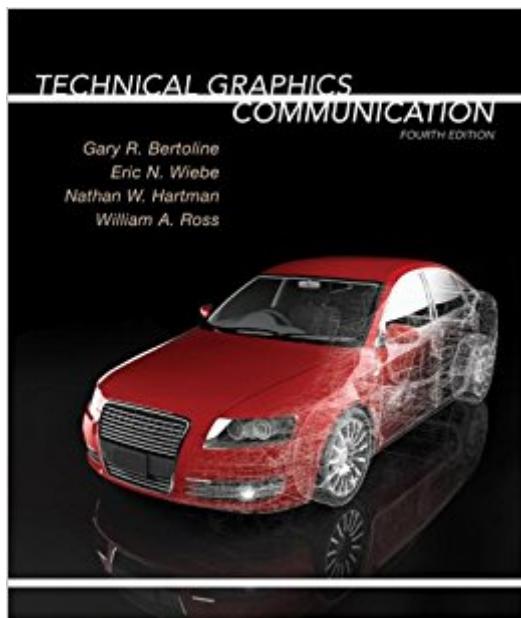


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# Technical Graphics Communication



## **Synopsis**

In its fourth edition, Technical Graphics Communication has become a standard in the field of engineering and technical graphics. This text presents both traditional and modern approaches to technical graphics, providing engineering and technology students with a strong foundation in standard drawing practices and techniques. Strong emphasis on design and industrial applications is found throughout, reinforcing the real and practical ways that technical graphics skills are used in real companies.

## **Book Information**

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## **Customer Reviews**

Nathan Hartman is an Associate Professor in the Department of Computer Graphics at Purdue University where he currently teaches undergraduate courses in 3D modeling, graphics standards, and product data management. He has also taught graduate courses covering advanced computer graphics technology topics, research methods, and measurement and evaluation. Nathan is Co-Director of the Purdue University Product Lifecycle Management (PLM) Center of Excellence in the Center for Advanced Manufacturing in Purdue's Discovery Park. His research areas include the use of constraint-based CAD tools within the product lifecycle, the development of strategic knowledge in the use of 3D computer graphics tools, 3D data interoperability and exchange, and the use of virtual reality in PLM environments. Professor Hartman holds a Bachelor of Science in Technical Graphics and a Master of Science in Technology from Purdue University, and a Doctor of Education in Technology Education from North Carolina State University. Gary Bertoline is the

Associate Vice President for Visualization Computing. He formerly was Department Head and a Professor in the Department of Computer Graphics Technology. He is the co-founder of the Digital Enterprise Center in the School of Technology, and, in the 6 years he served as Department Head, he more than doubled enrollment, funded projects, and donations to the department. Prior to becoming department head he was on the faculty in Computer Graphics Technology for 4 years. Prior to joining the faculty at Purdue, Gary served three years as a faculty member in the College of Engineering and Department of Engineering Graphics at The Ohio State University. 1996 Ph.D., Ergonomics, Dept. of Psychology, North Carolina State University, Raleigh, NC. Dissertation title: Recognition of Local Metric Changes in 3-D Computer Models. 1987 MA, Industrial Design, North Carolina State University, School of Design, Raleigh, NC. Thesis title: The Development of Human-Computer Interface Criteria for the Designer. 1982 BA, Chemistry, Duke University, Durham, NC.

glad I borrowed this book. It was drawn in where another student took notes and such, but nothing that took away from my learning and actually kind-of helped me in that sense. Note to anyone using these books though: I'm pretty sure my instructor told us we can use the 3rd 4th and 5th editions interchangeably as they're not that different.

Great book for learning cad drawing. Using it for a college class. Solidly put together so I should be able to resell it when I'm done, which is always a plus.

good book~

Arrived on time, great condition, and a special bonus was that the book smelled like spearmint or something, I am perplexed, but it's probably the best smell it could've had.

Didn't even need the book. Worst professor ever!

I had that book before the expected delivery time. The condition was as declared at the purchase. Thanks

IT IS THE BOOK I NEED FOR MY CLASS.

Great book! Very helpful in learning the basics of drafting. I use it for a drafting by hand class, but it also has step by step instructions on how to do the same thing in CAD. Well written and explains by using pictures (which is very helpful!)

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