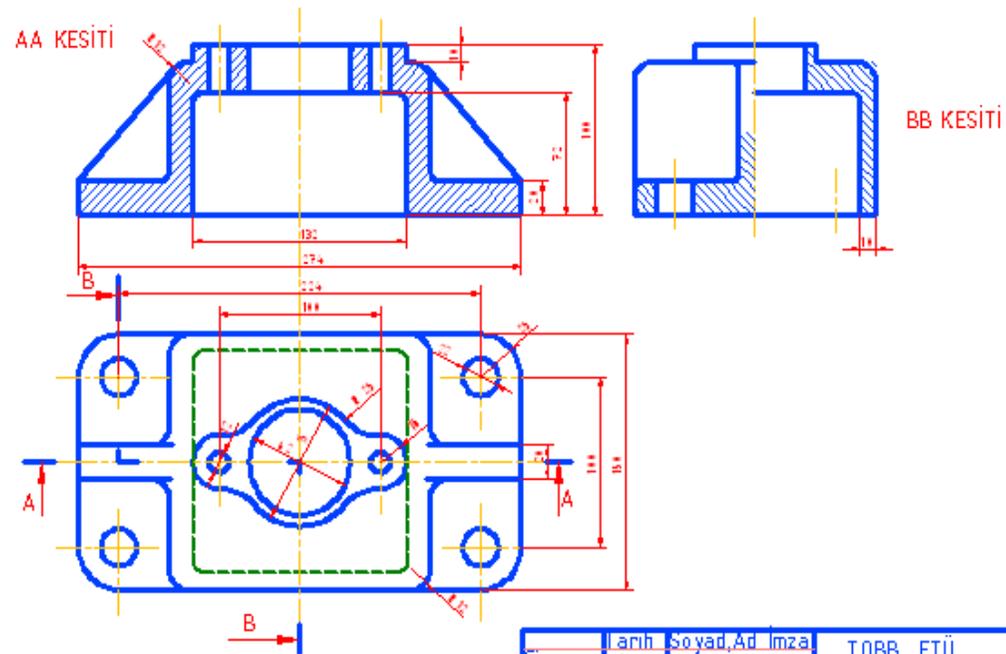
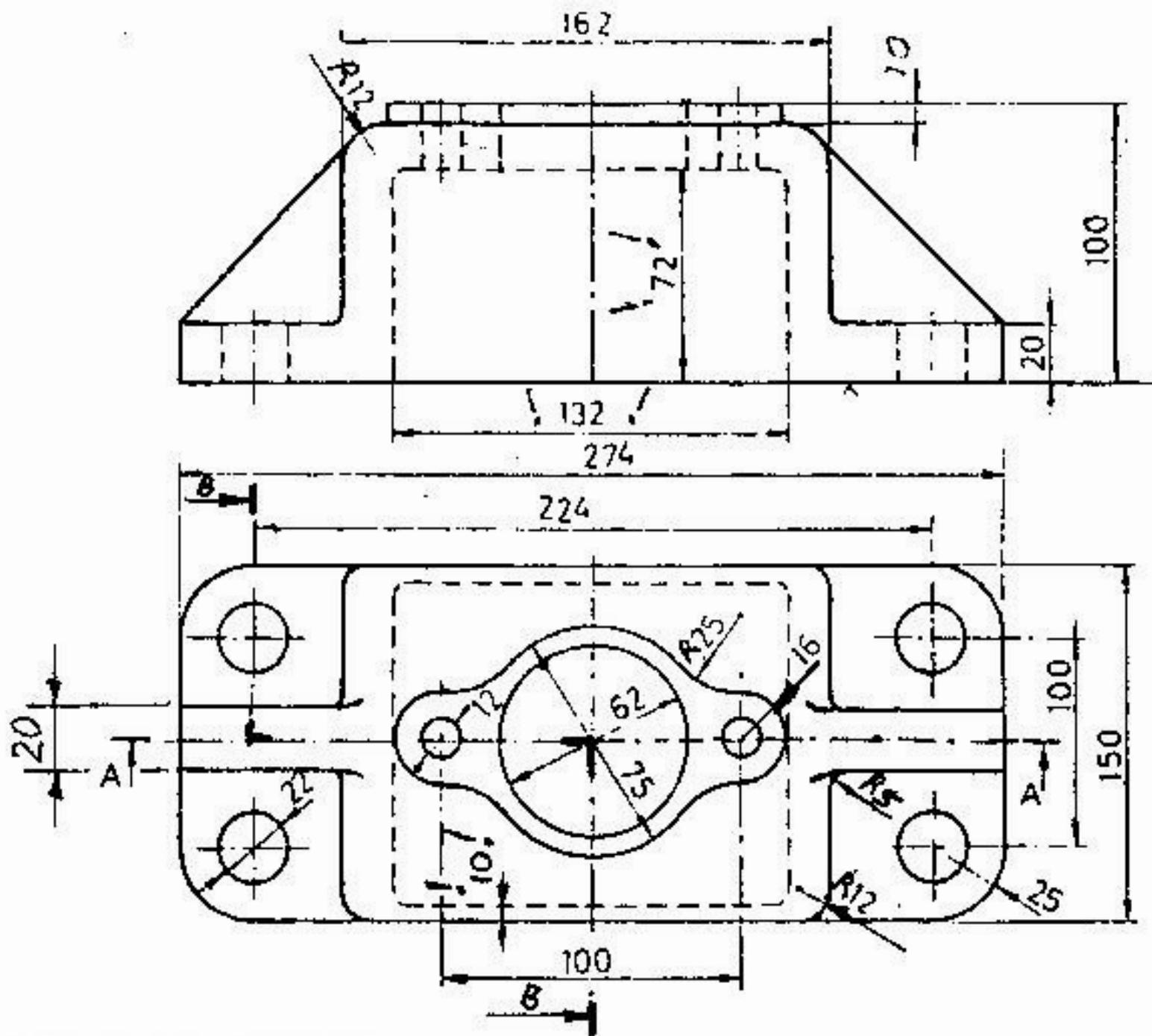
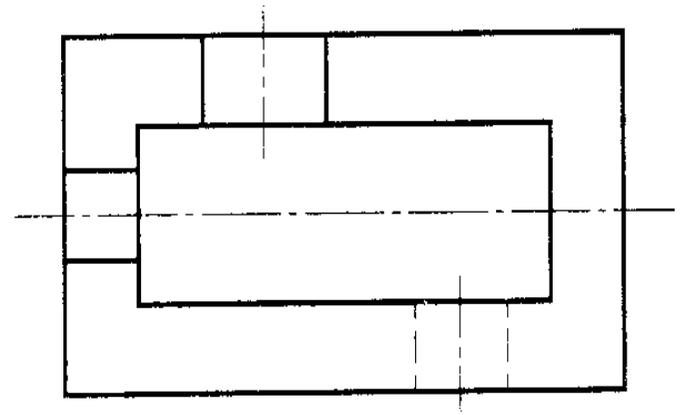
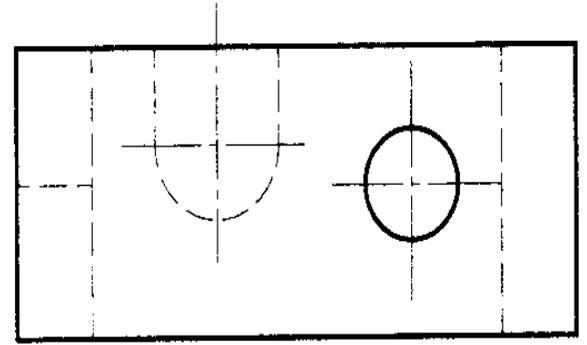
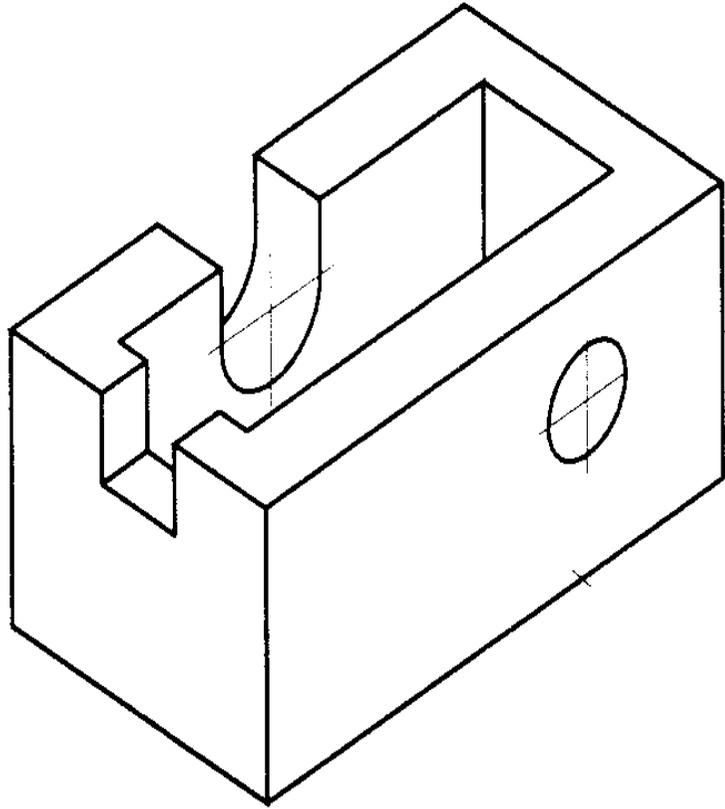
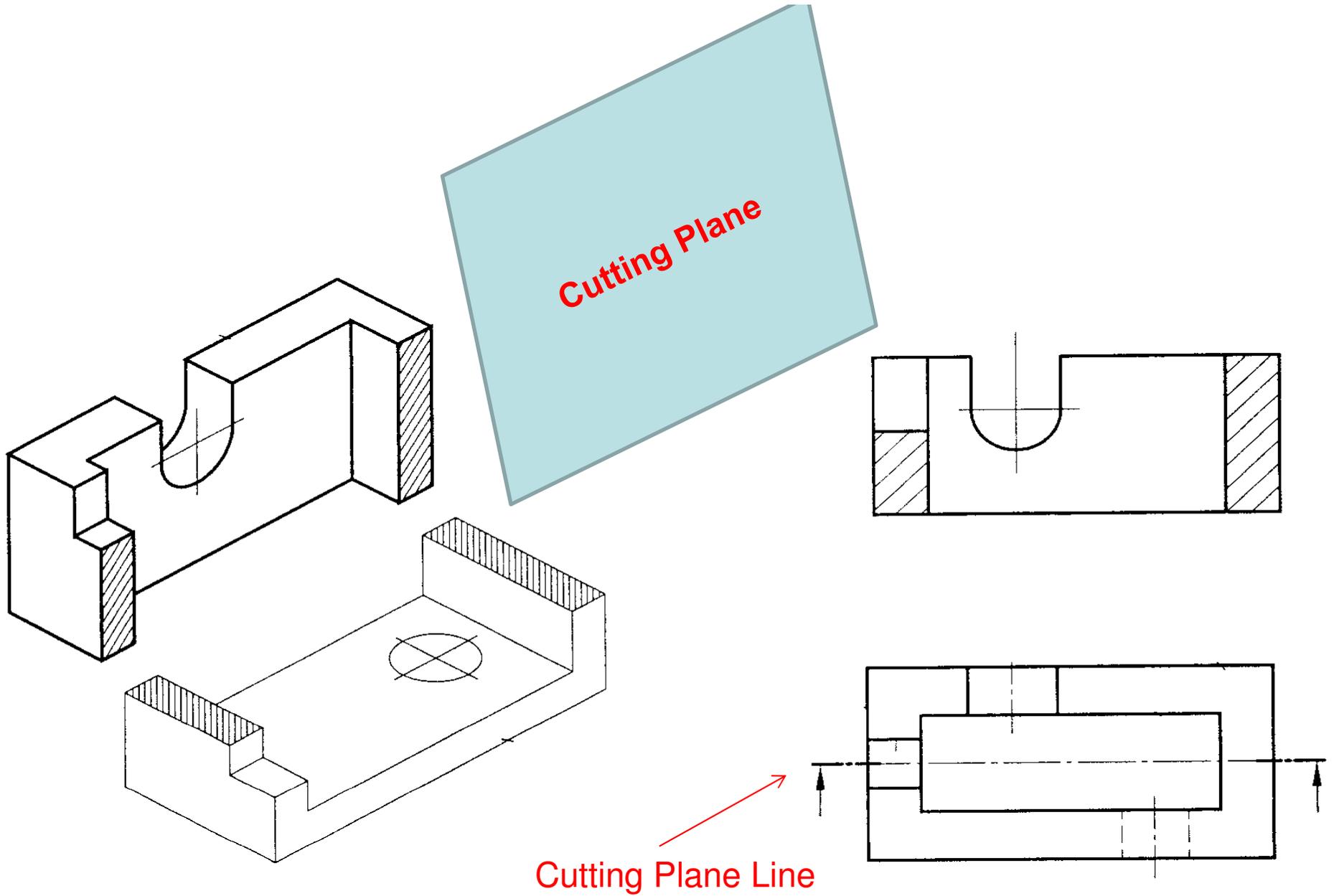


# SECTIONAL VIEWS









Cutting-plane line

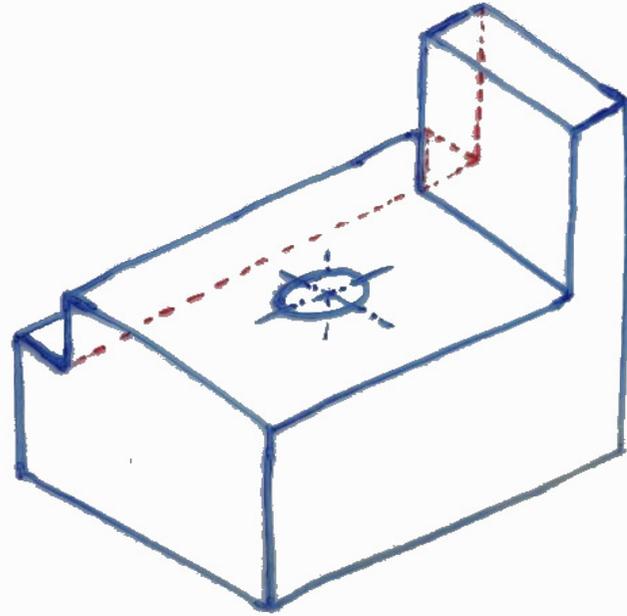
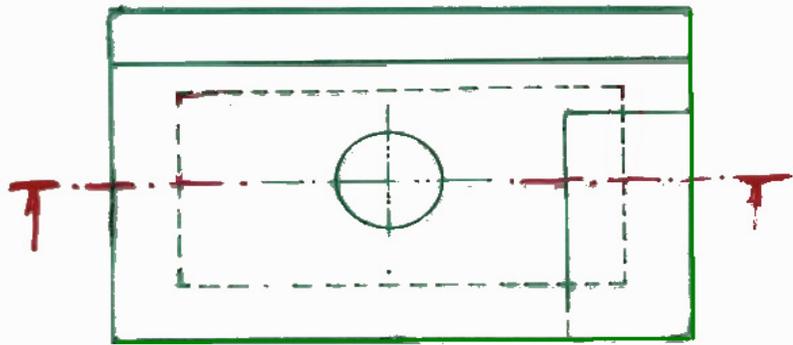
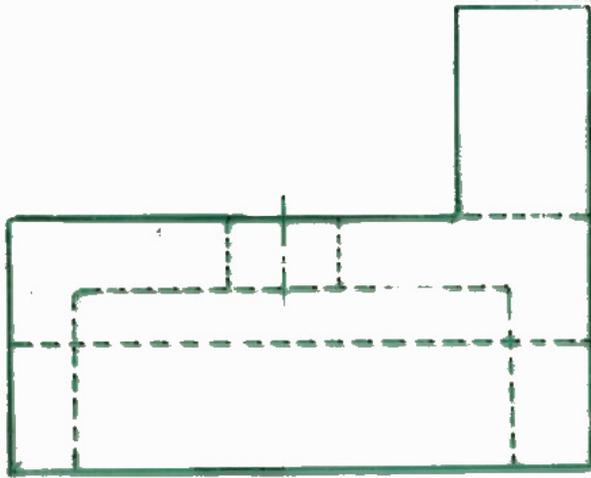


!!! ANSI !!!

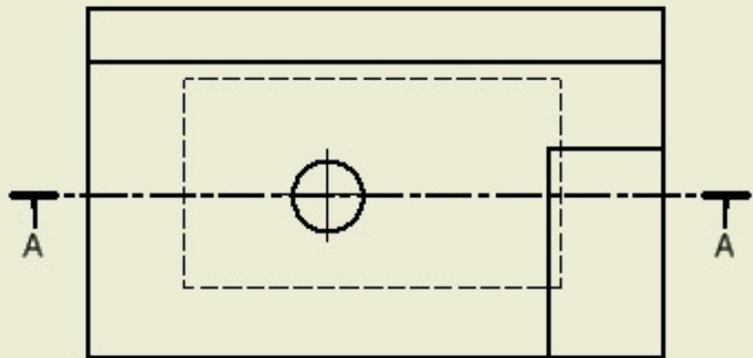
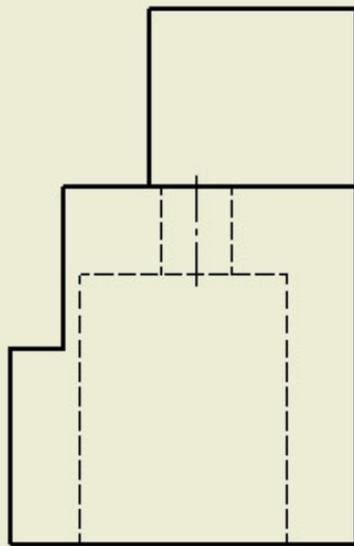
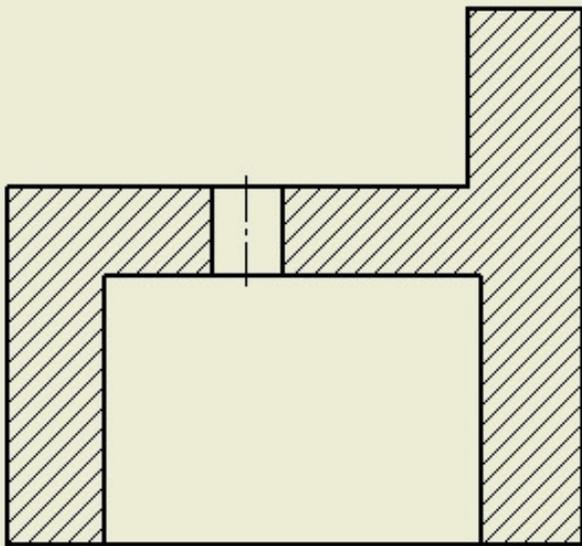
OR



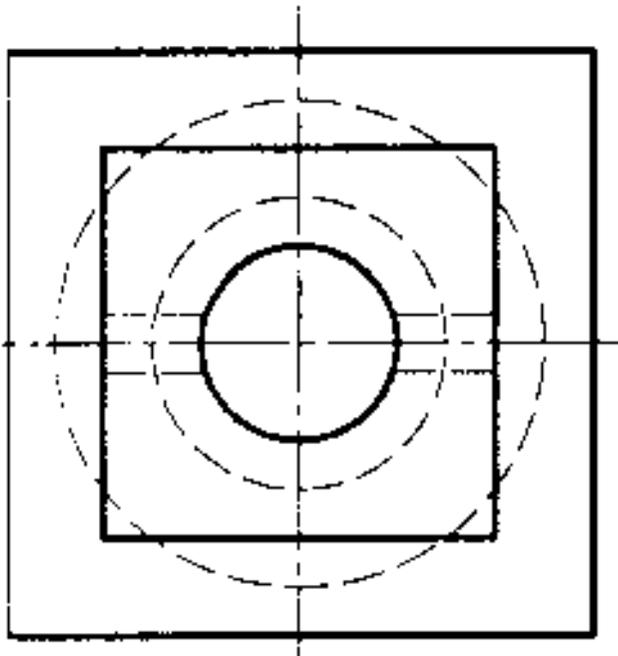
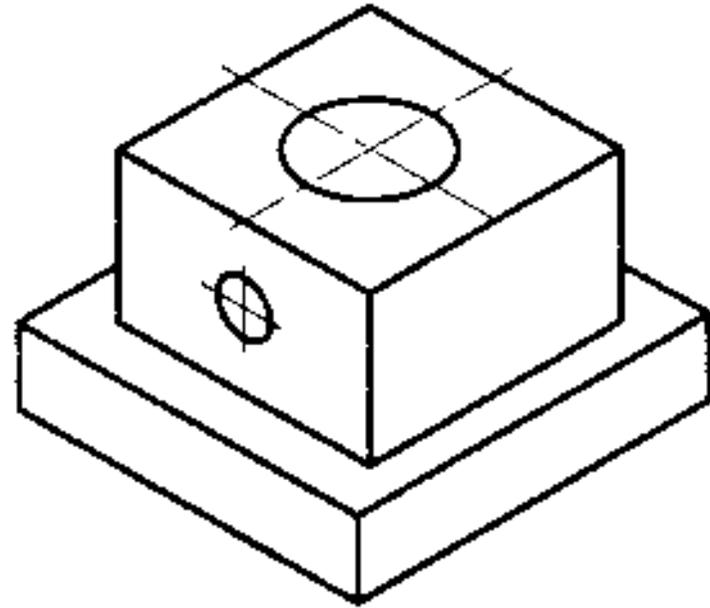
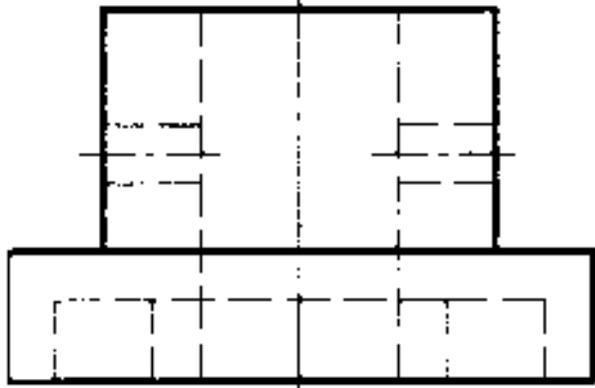
ISO rep.

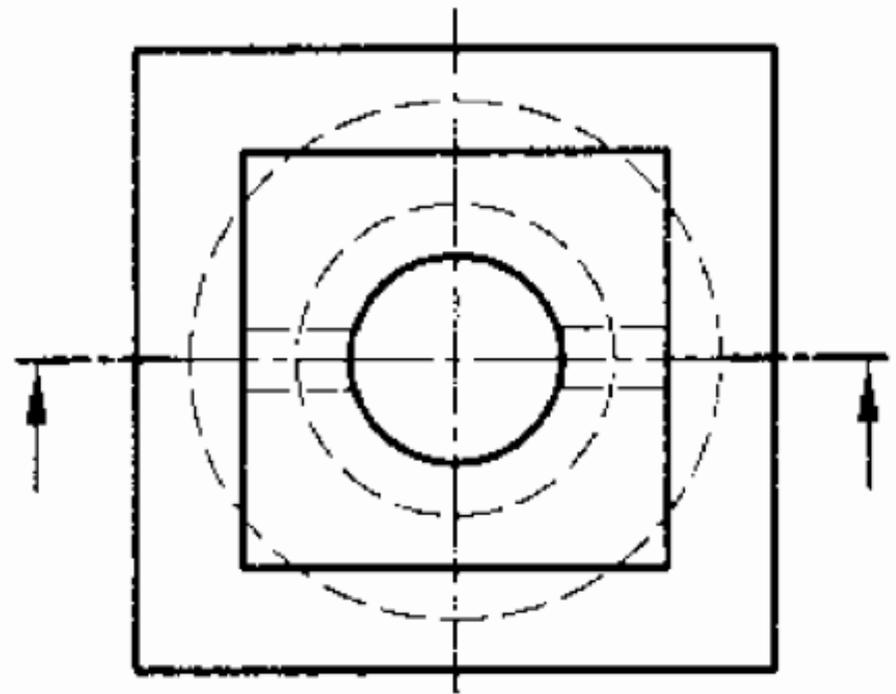
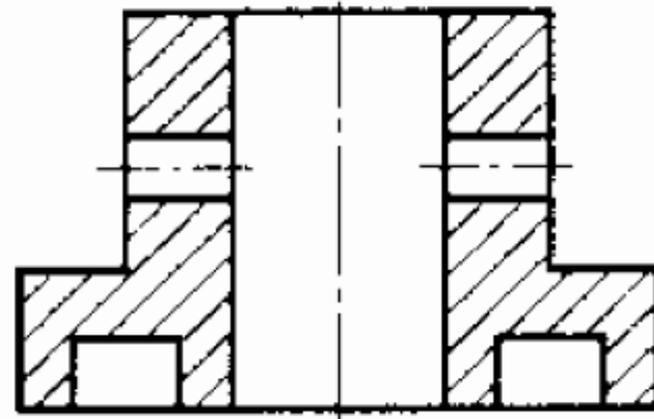
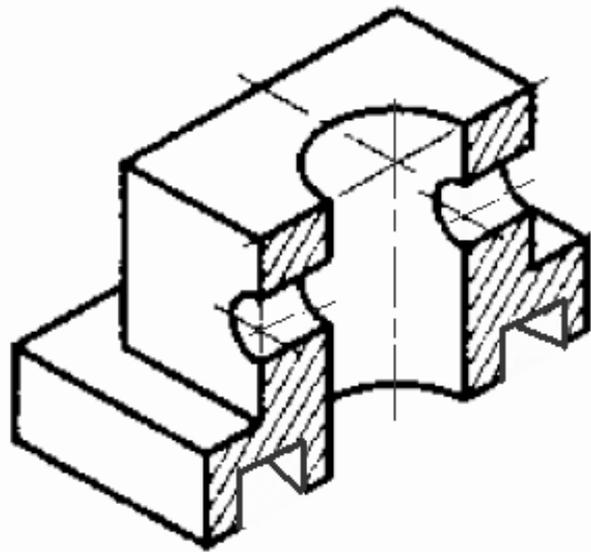


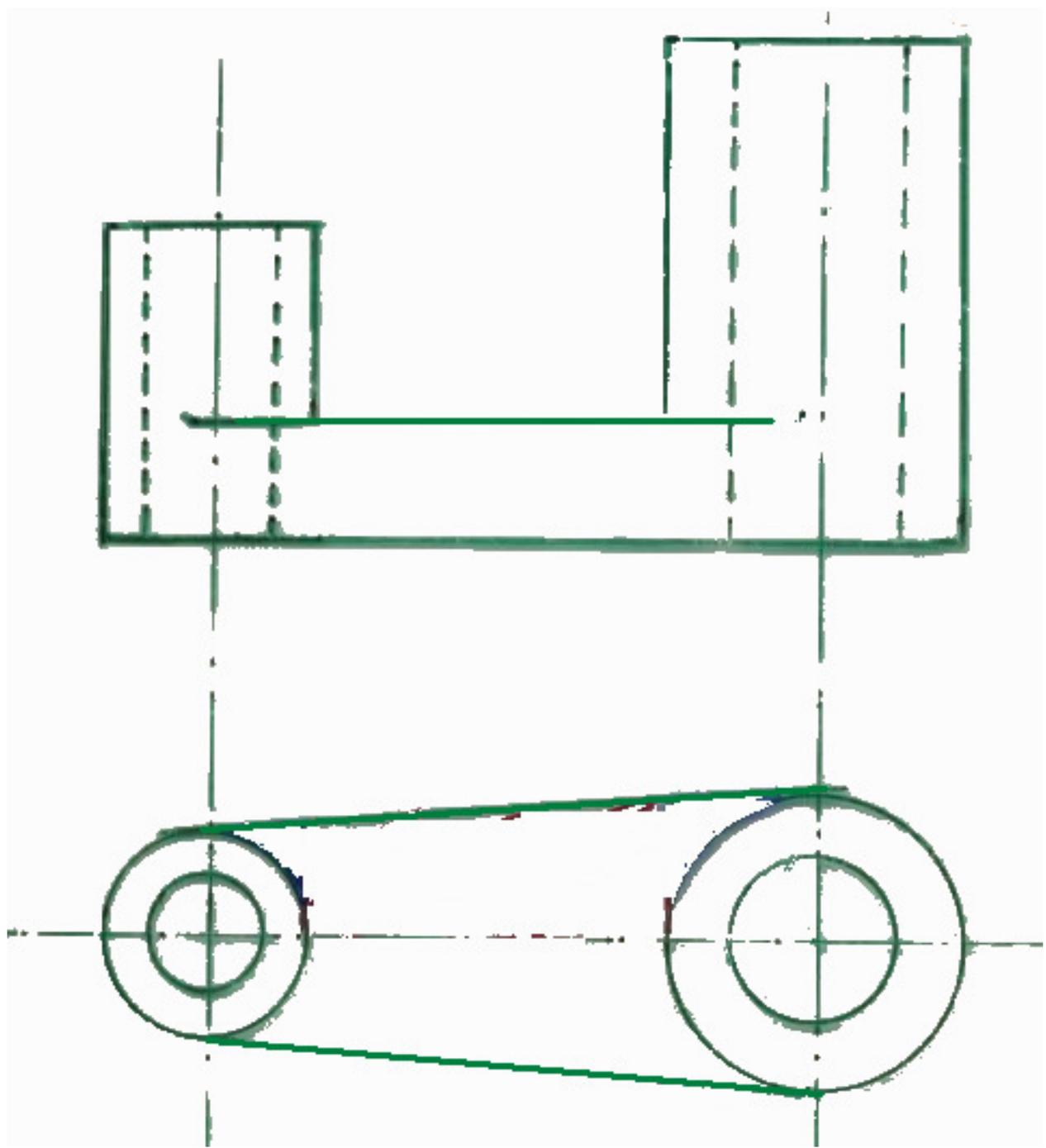
A-A (2:1)

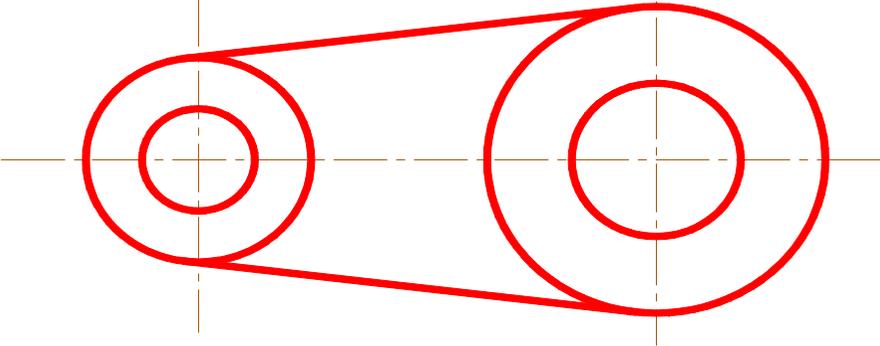
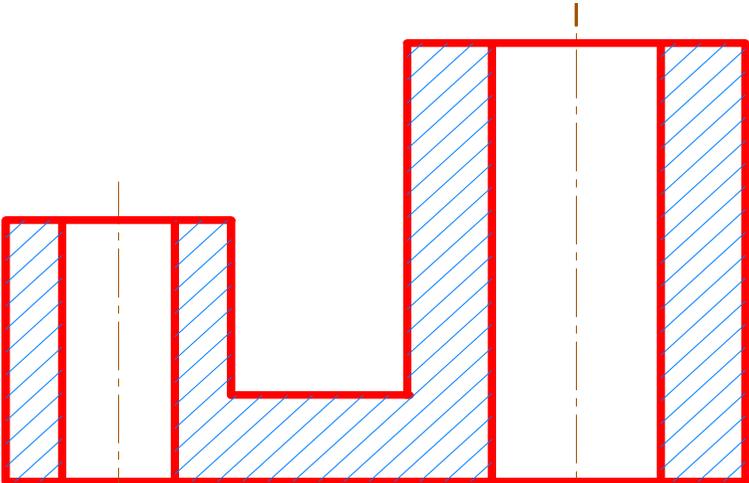


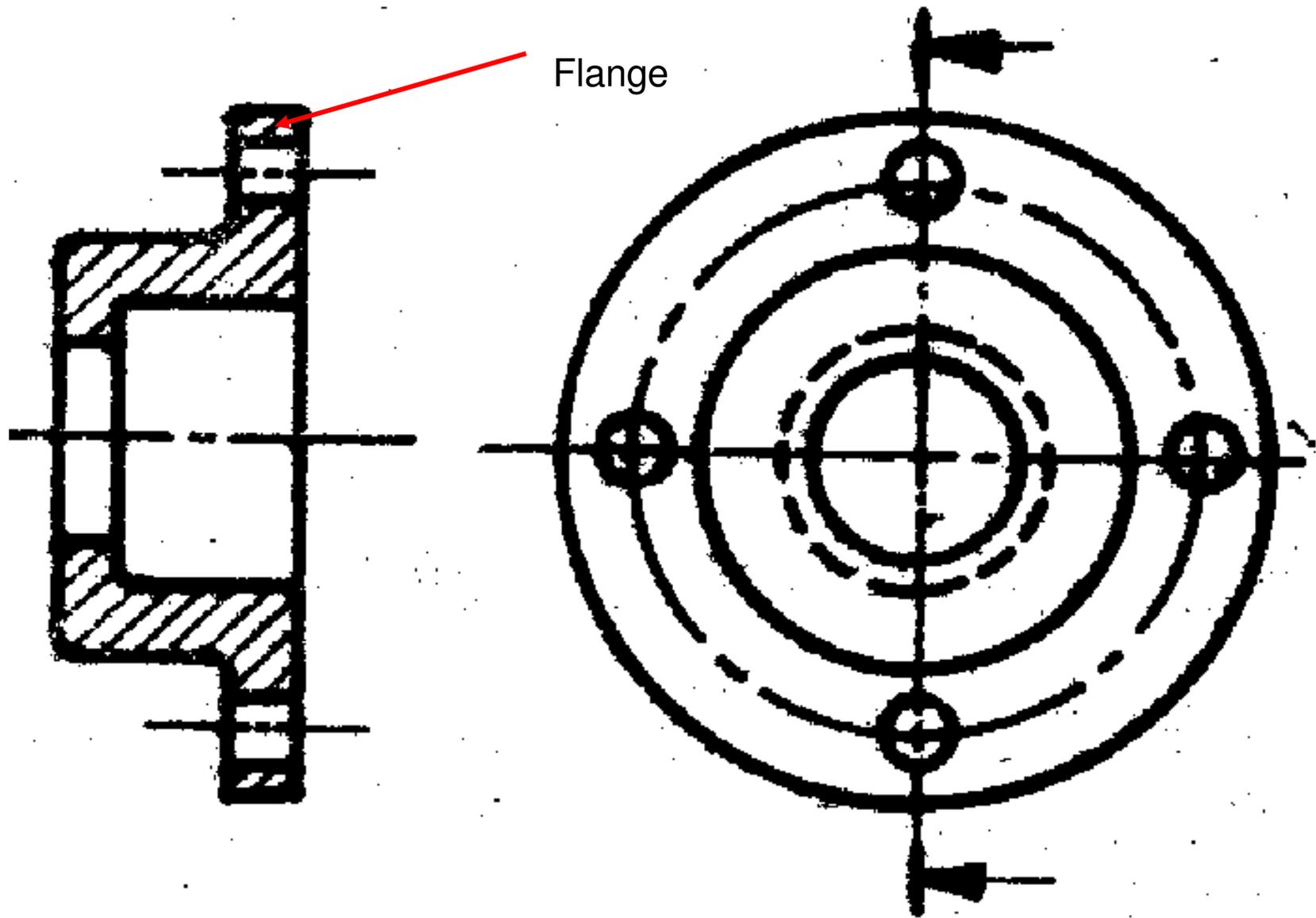
designed by	checked by	approved by	date	date	
M-Sonnen				12.08.2011	
				title	sheet
					1 / 1



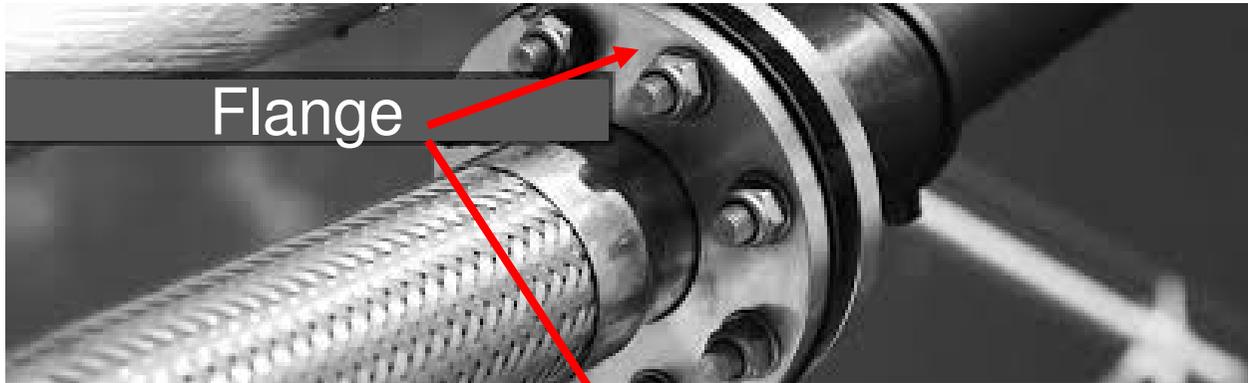


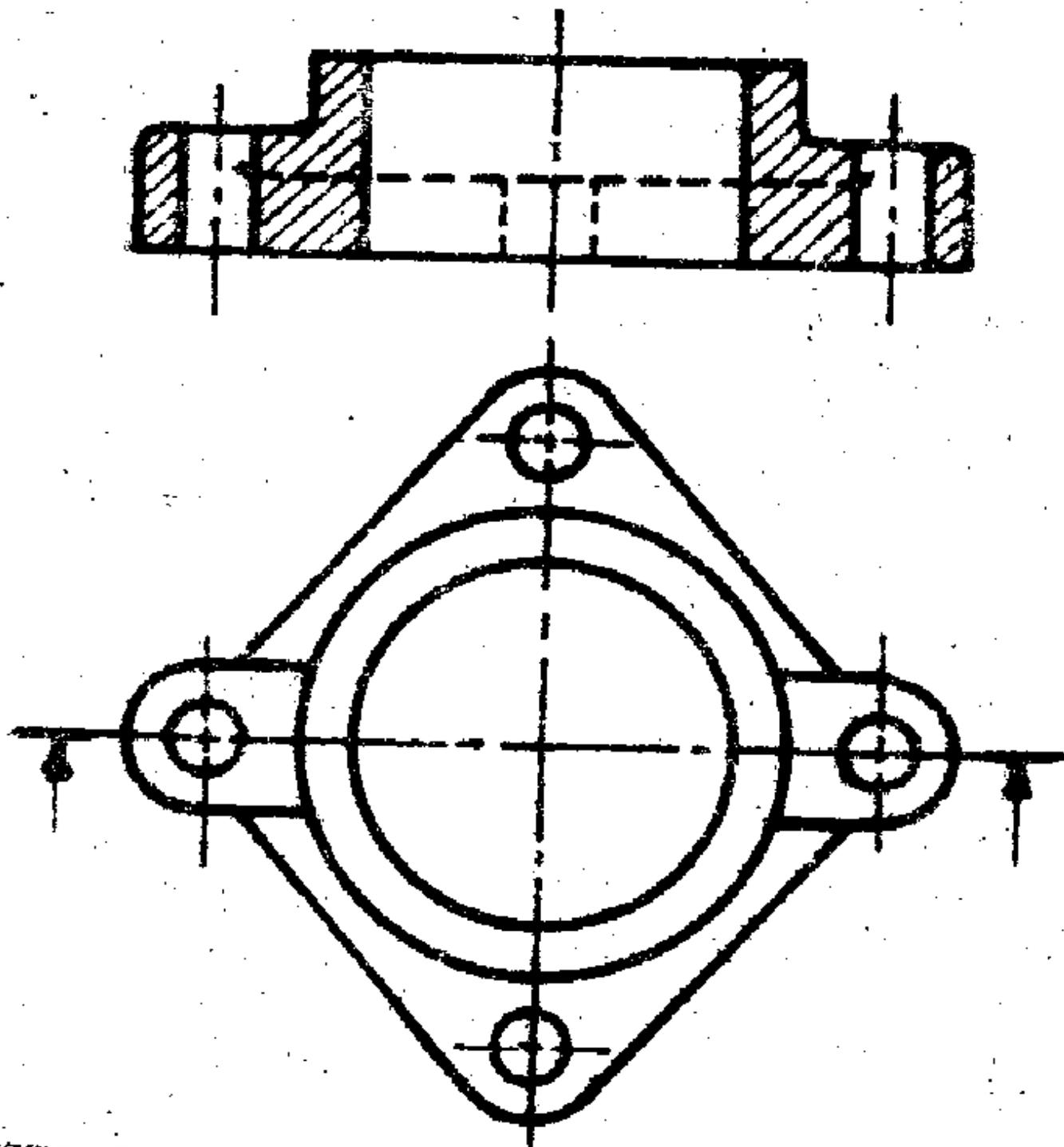


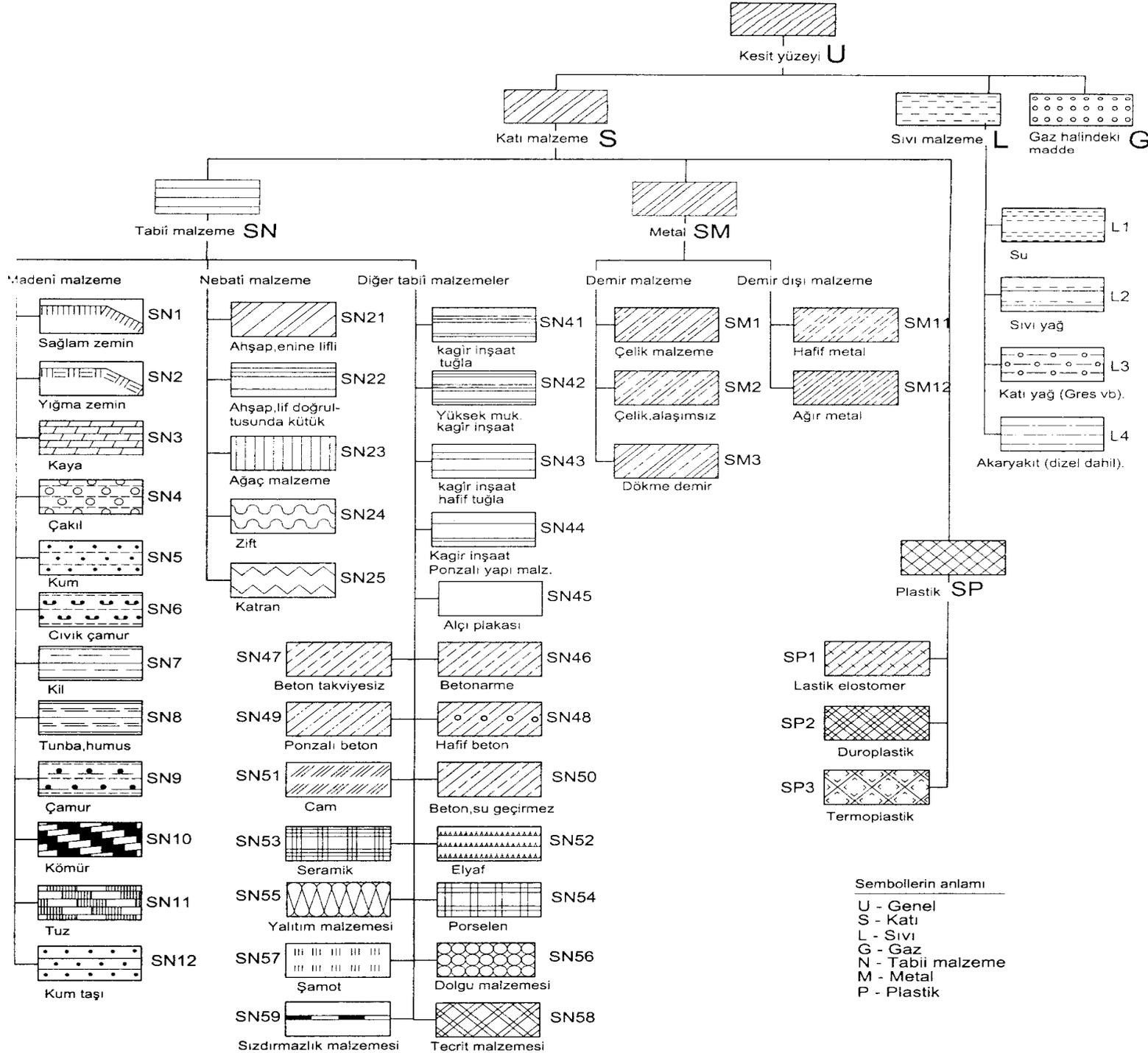


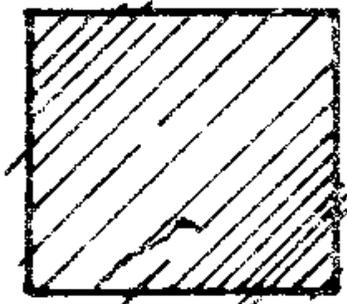


Flange

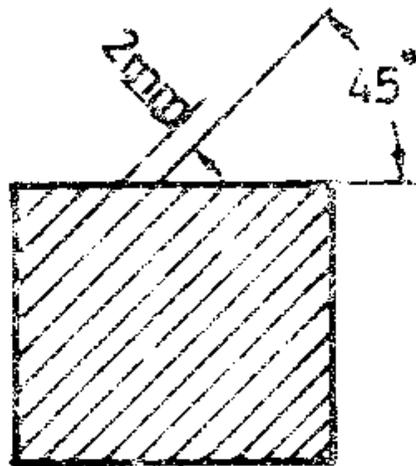








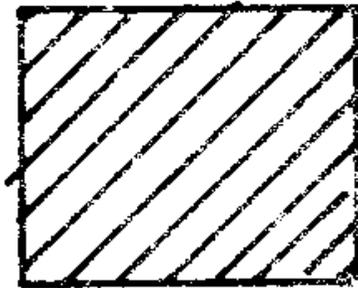
(a)  
Incorrect



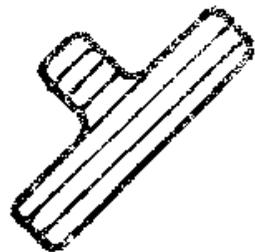
(b)  
correct



(c)  
Incorrect



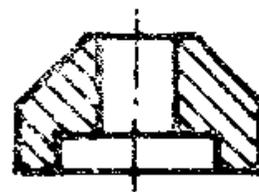
(d)  
Incorrect



(e)  
poor practice



(e)  
preferred



(f)  
Poor practice

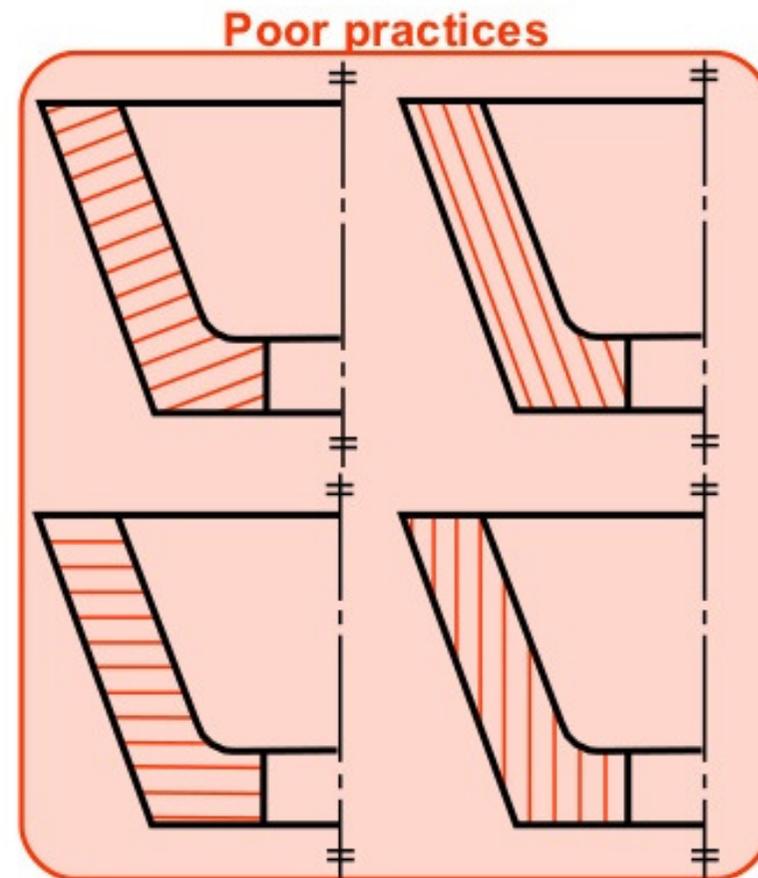
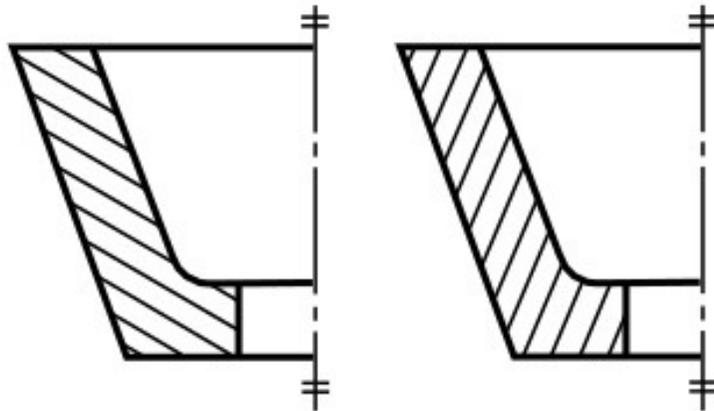


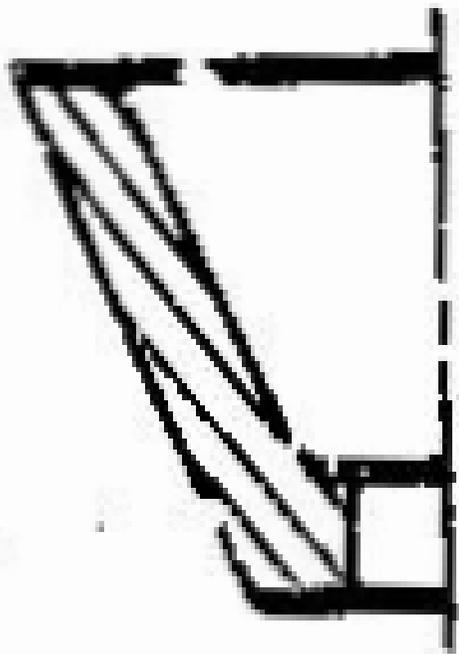
(f)  
Preferred.

## Section lining : Recommended practice 2

- It **should not** run *parallel* or *perpendicular* to contour of the view.

### Examples





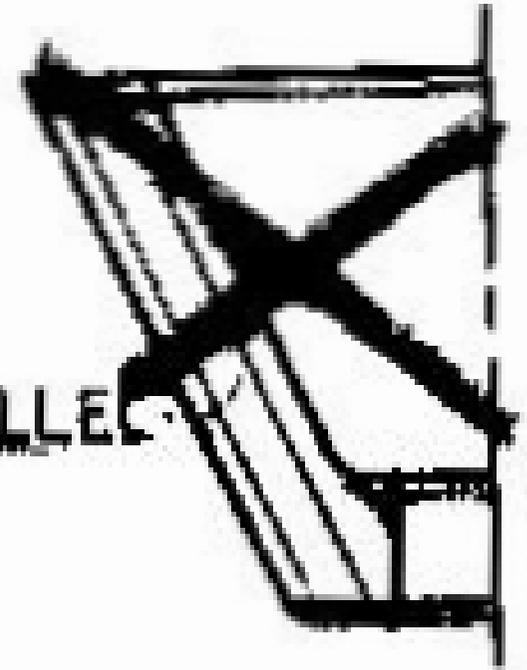
A. PREFERRED

PERPENDICULAR



B. POOR

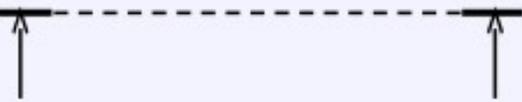
PARALLEL



C. POOR

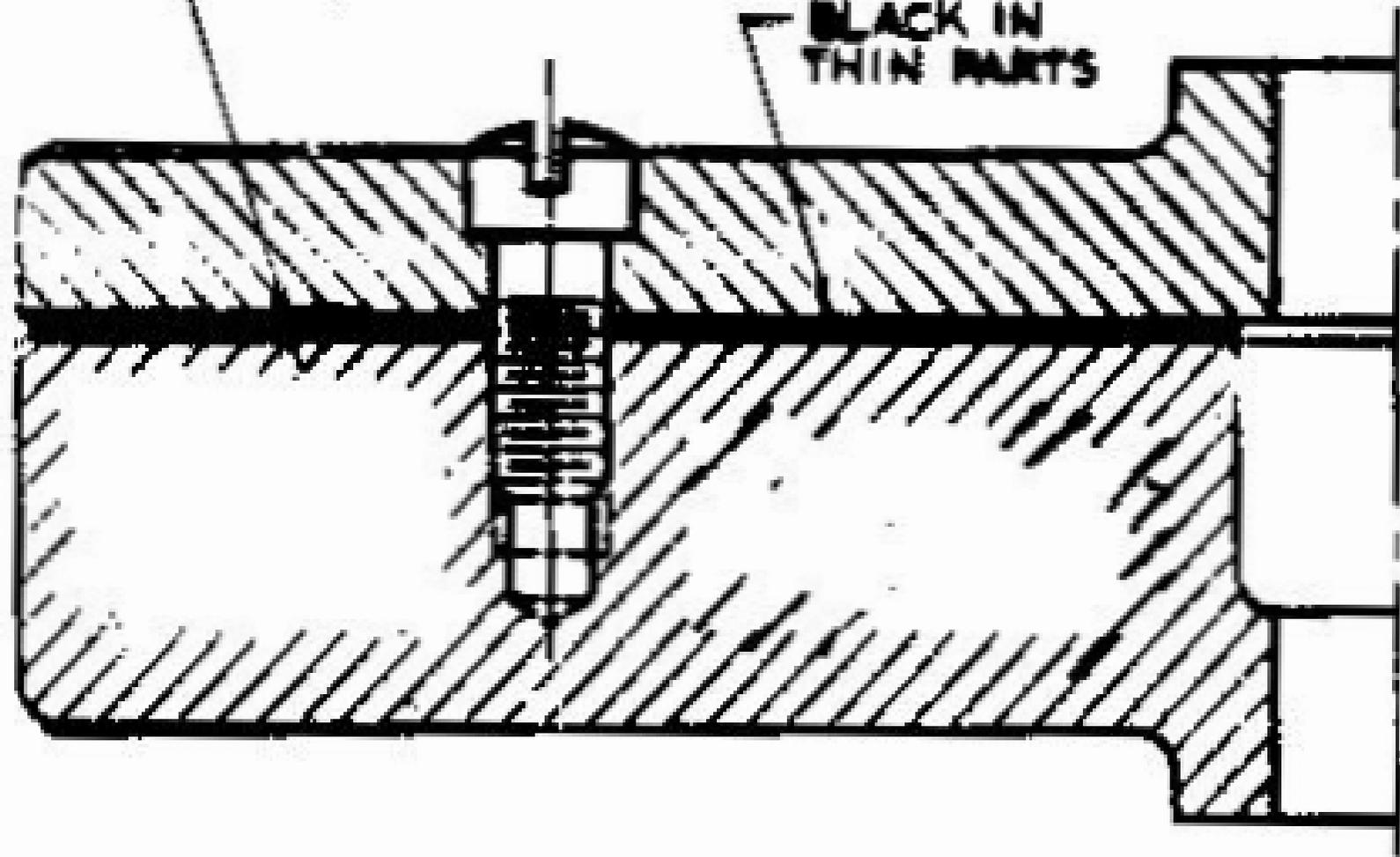
# Class activity

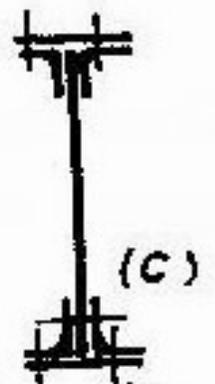
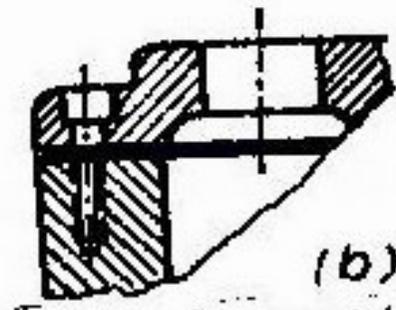
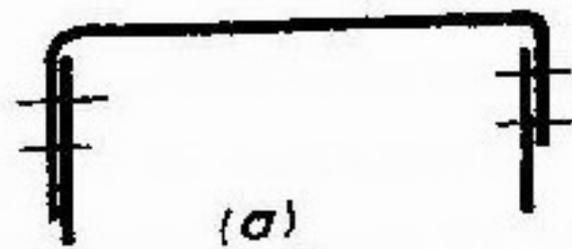
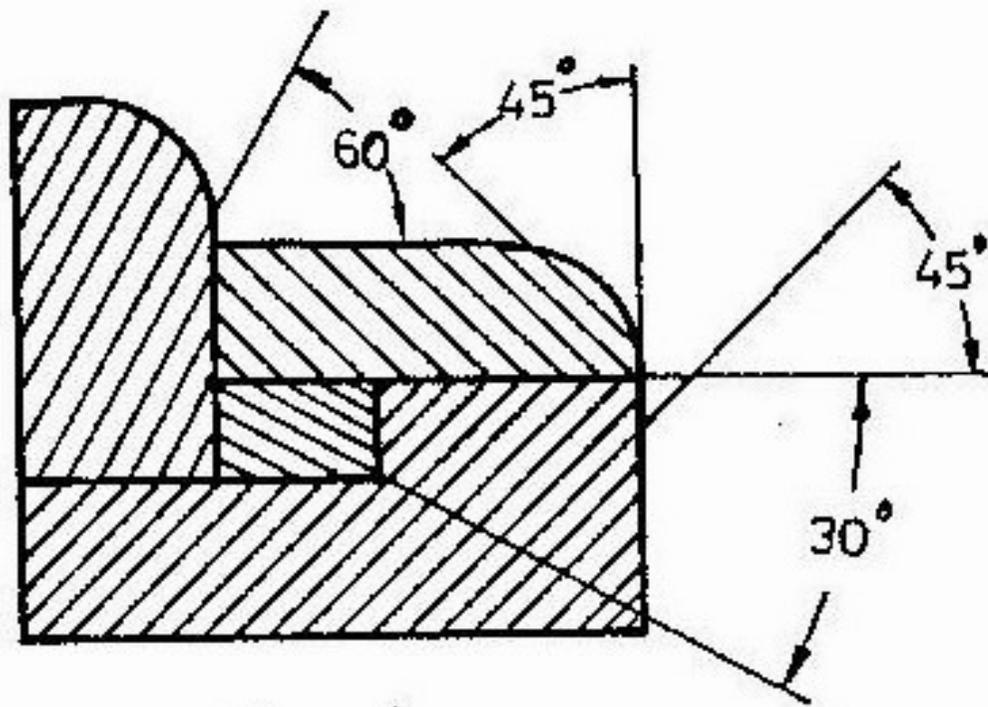
Do you find something **wrong** in the following cutting plane lines?

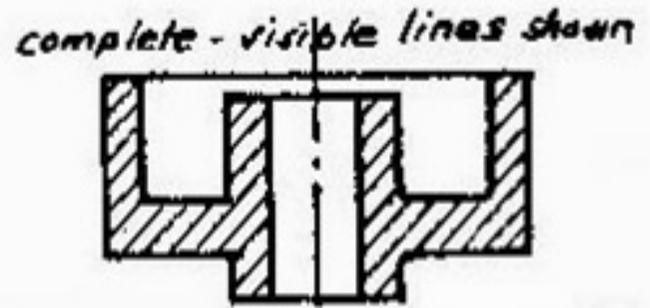
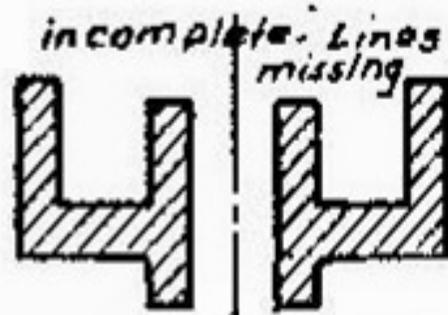
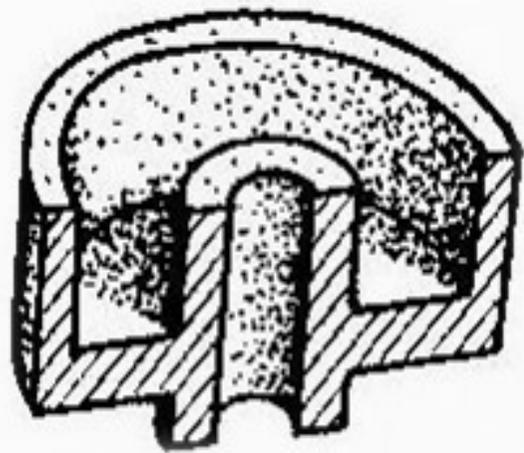
<p>1</p> 	<p>Yes</p>
<p>2</p> 	<p>Yes</p>
<p>3</p> 	<p>Yes</p>
	<p>No</p>

OUTLINE SECTIONING  
OF LARGE PARTS

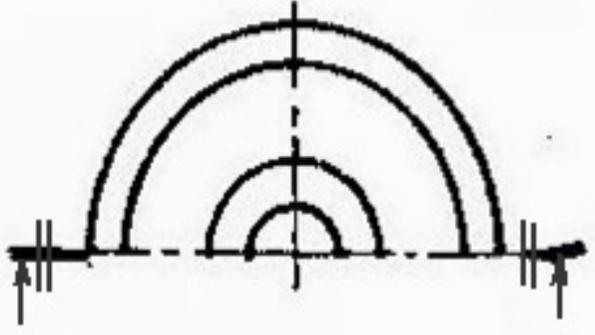
BLACK IN  
THIN PARTS



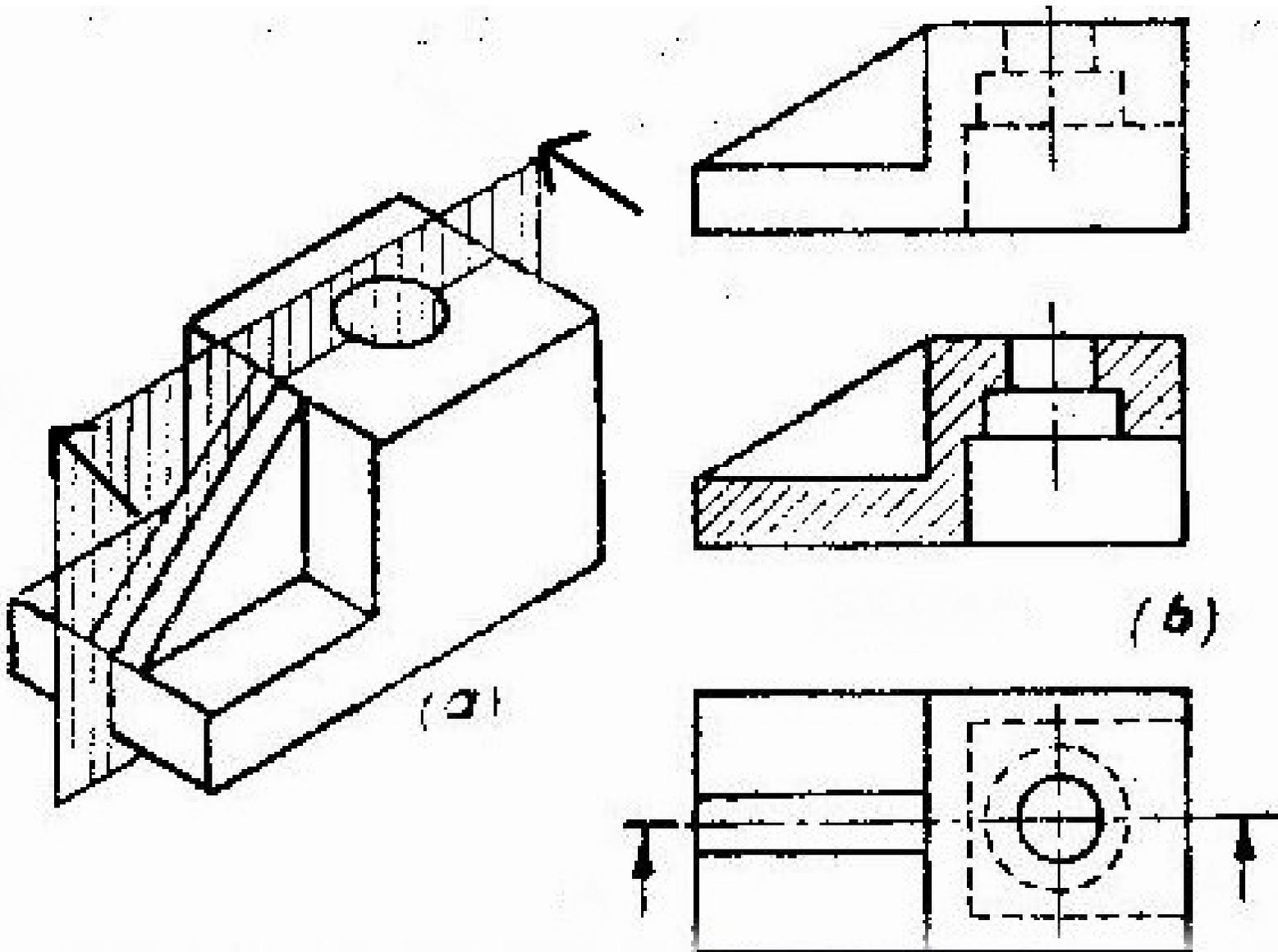


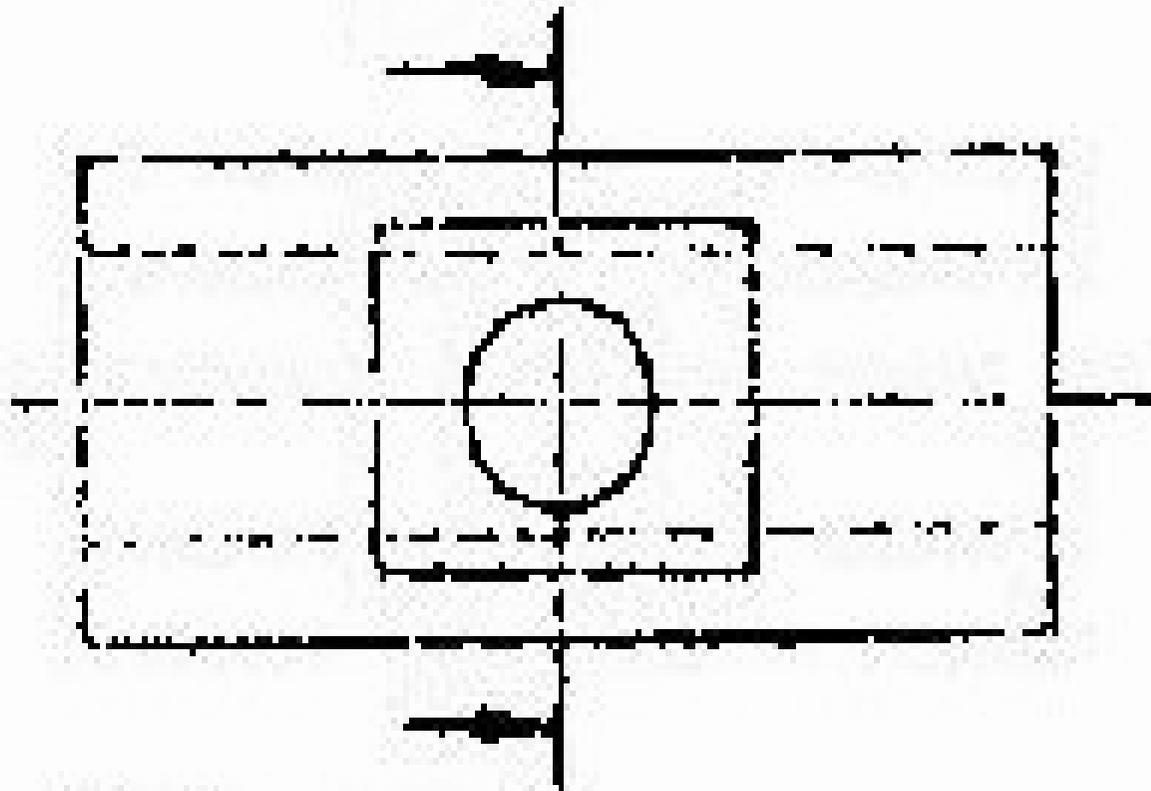
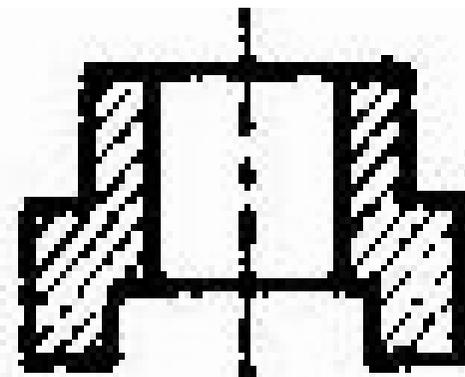
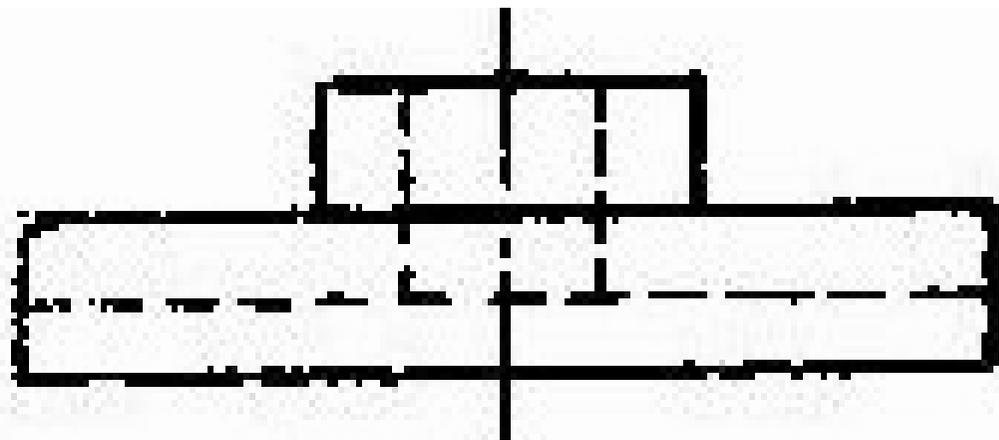


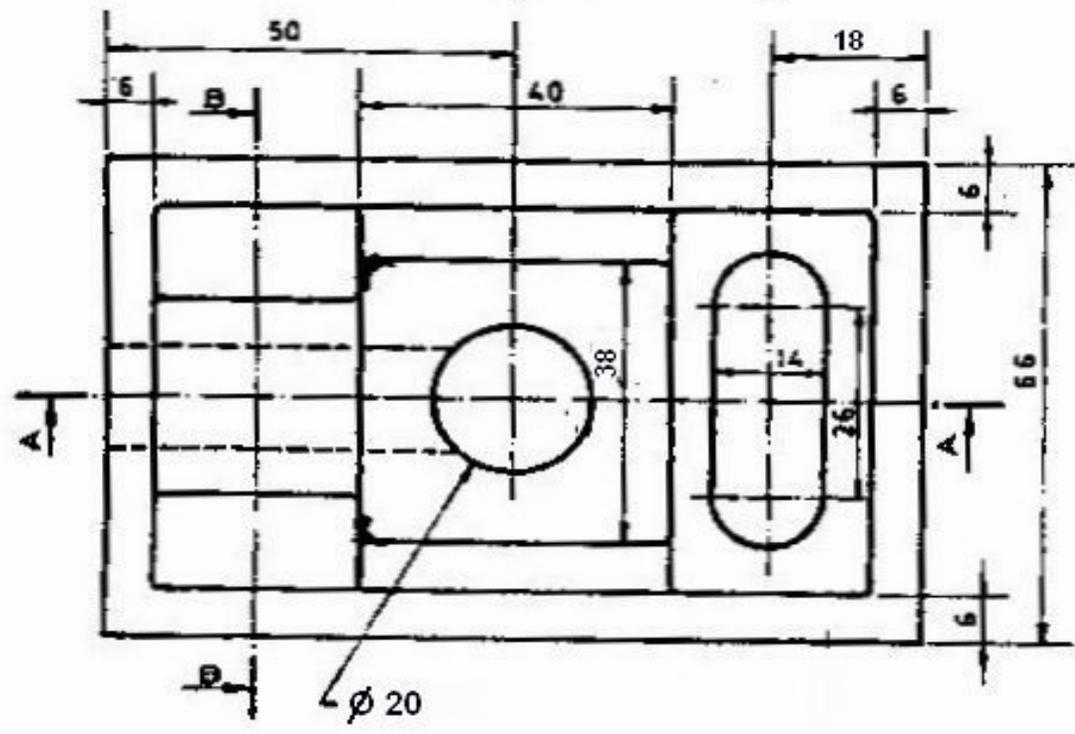
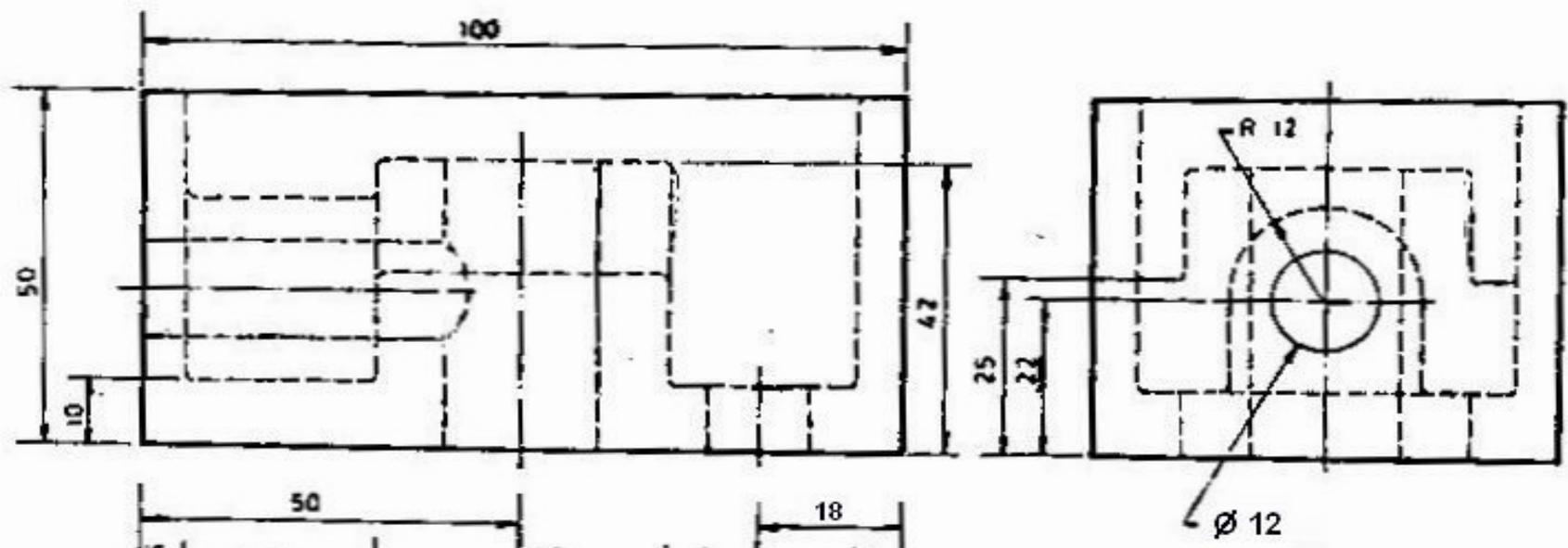
Sectioned area:



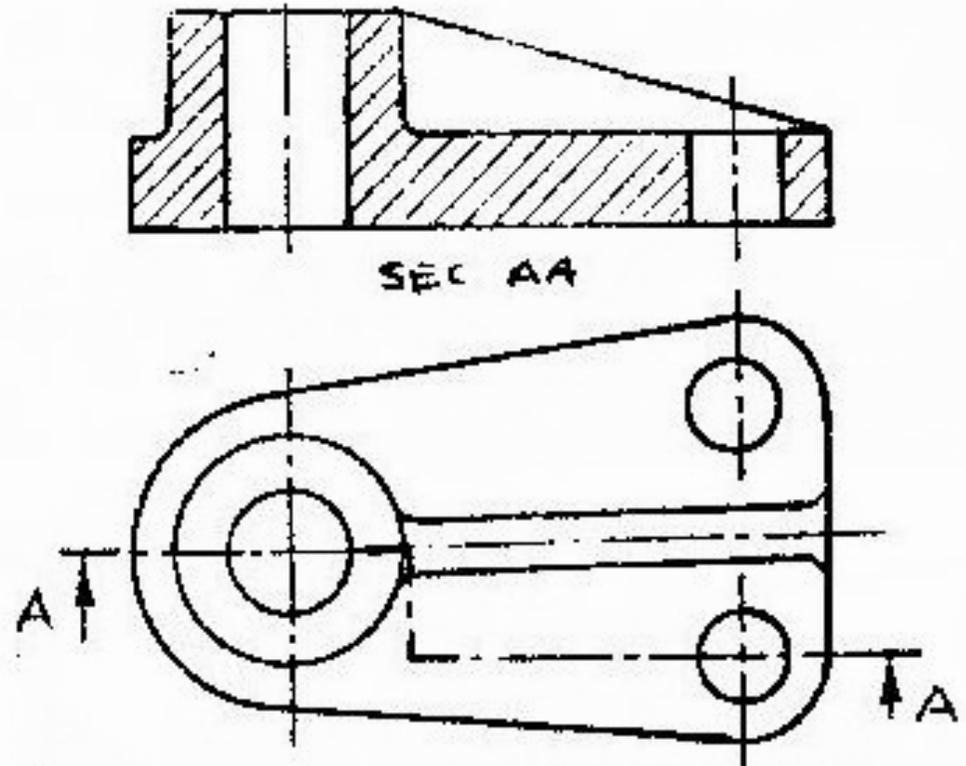
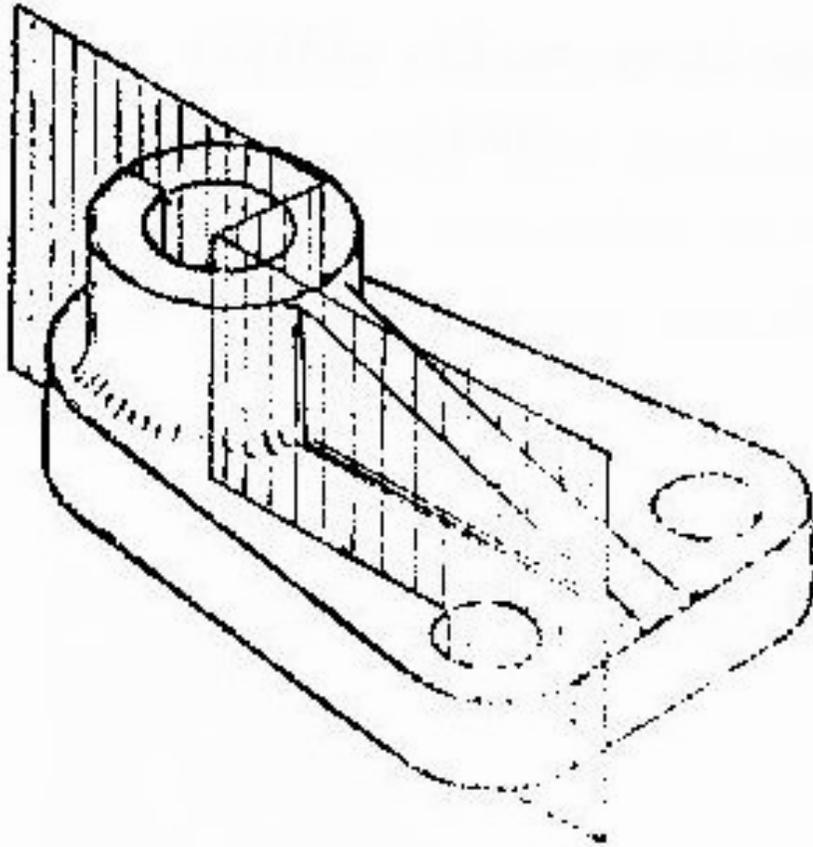
# Full Sectional View



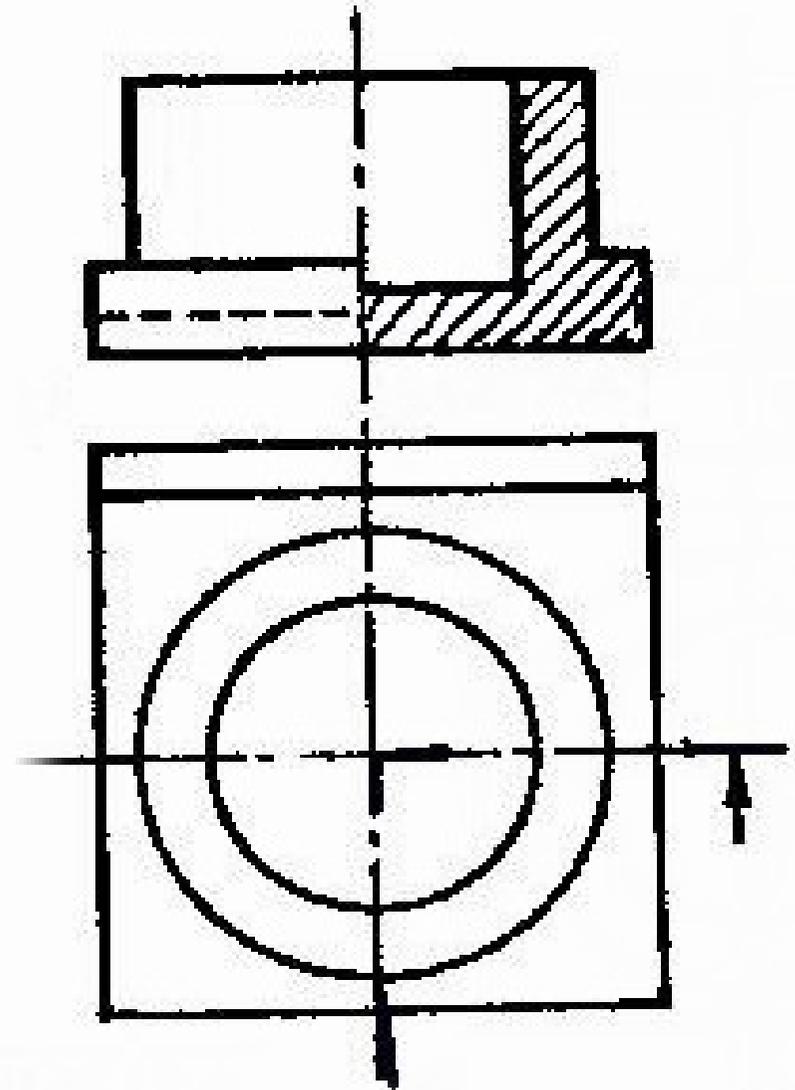
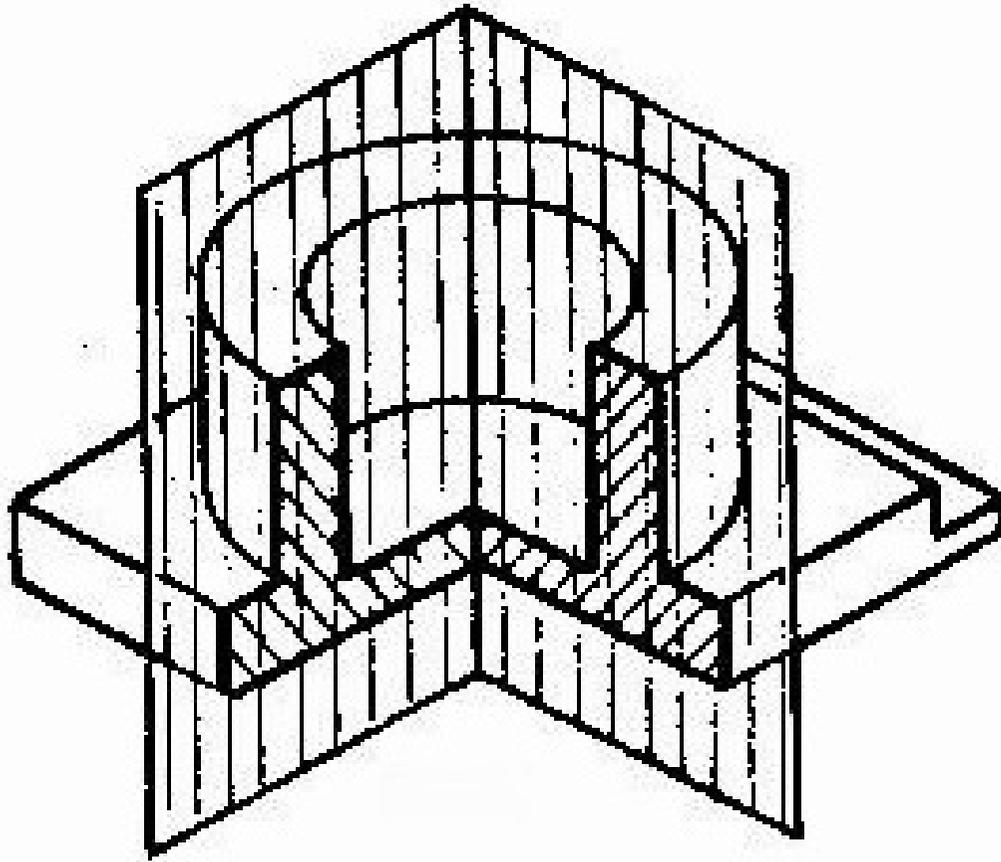


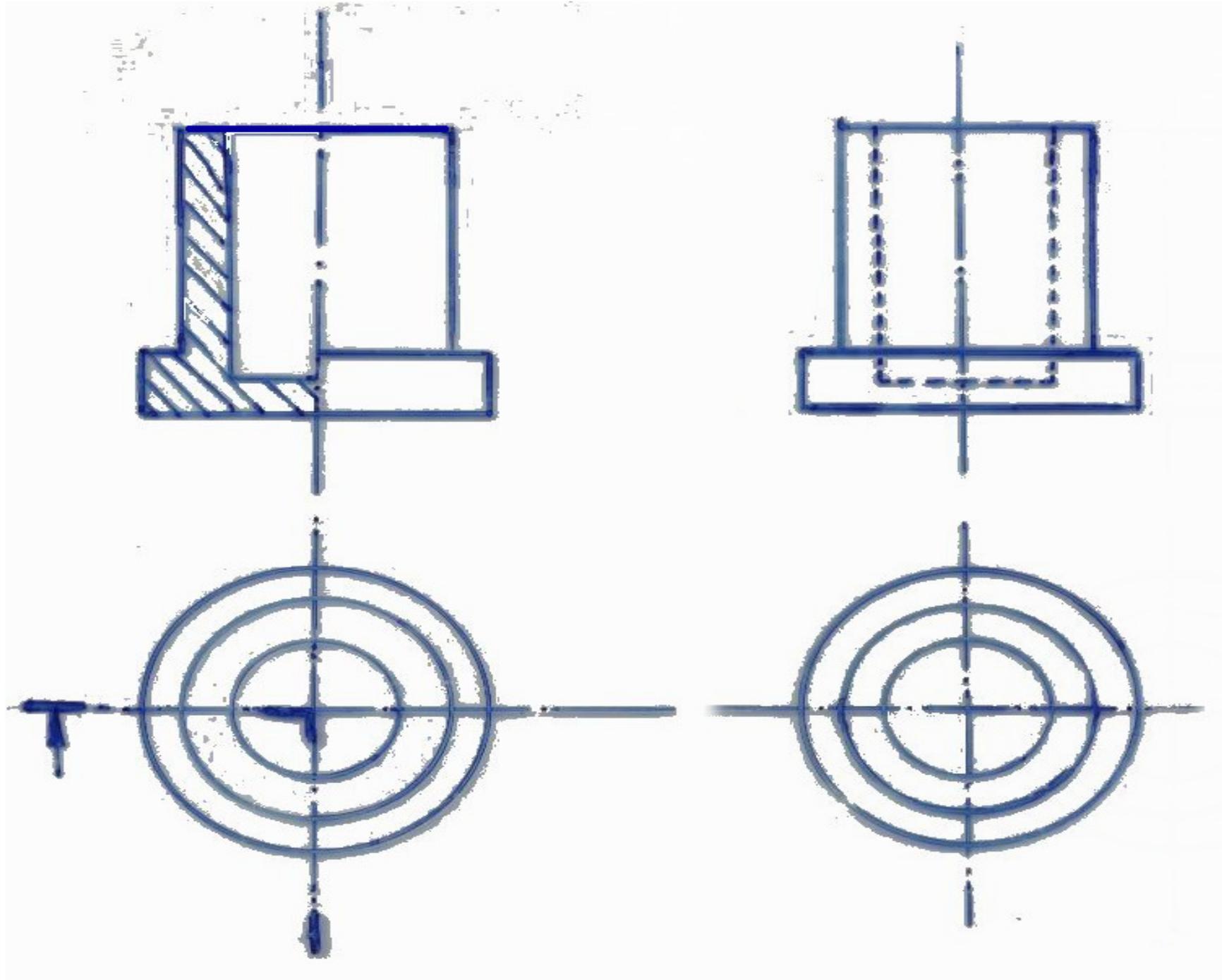


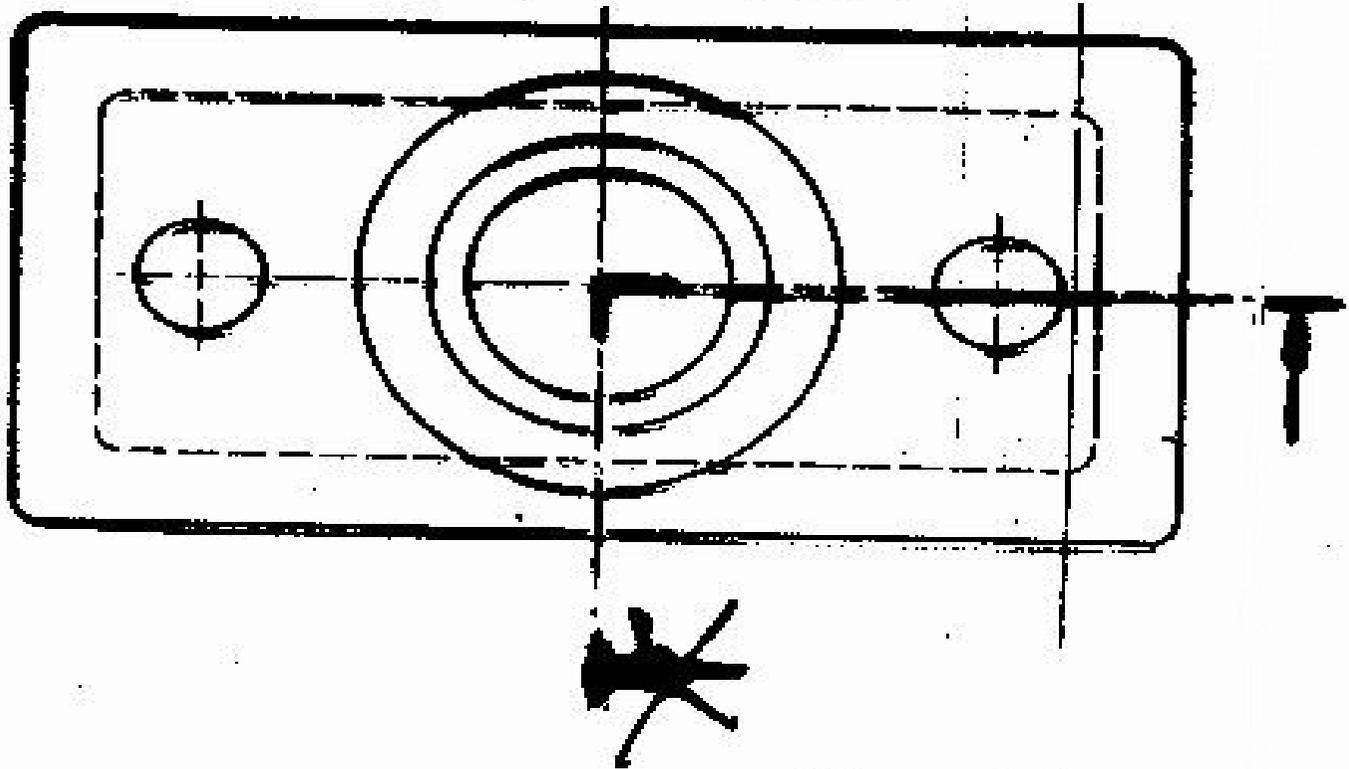
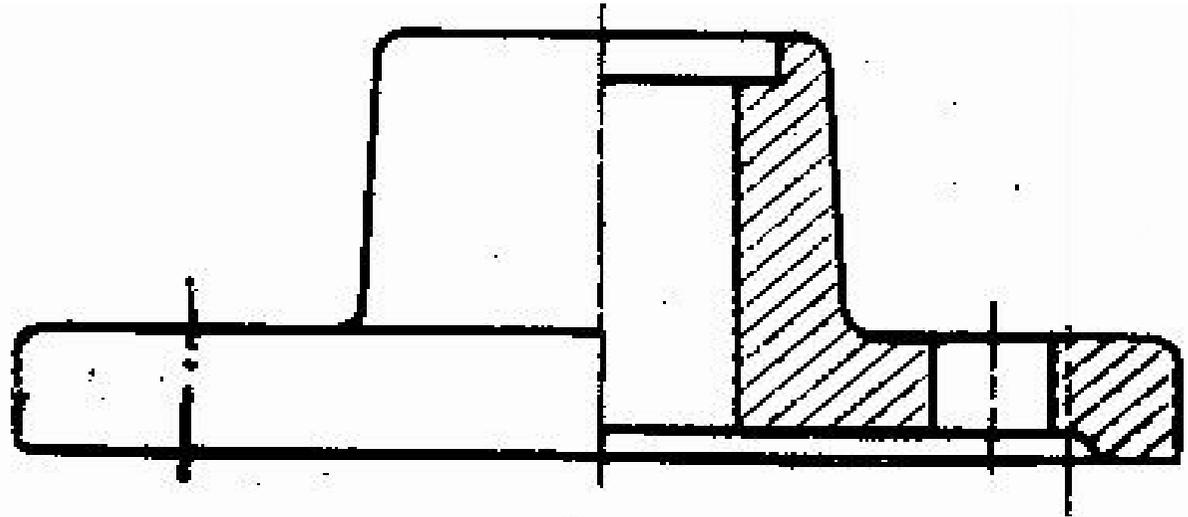
# Offset Sectional View



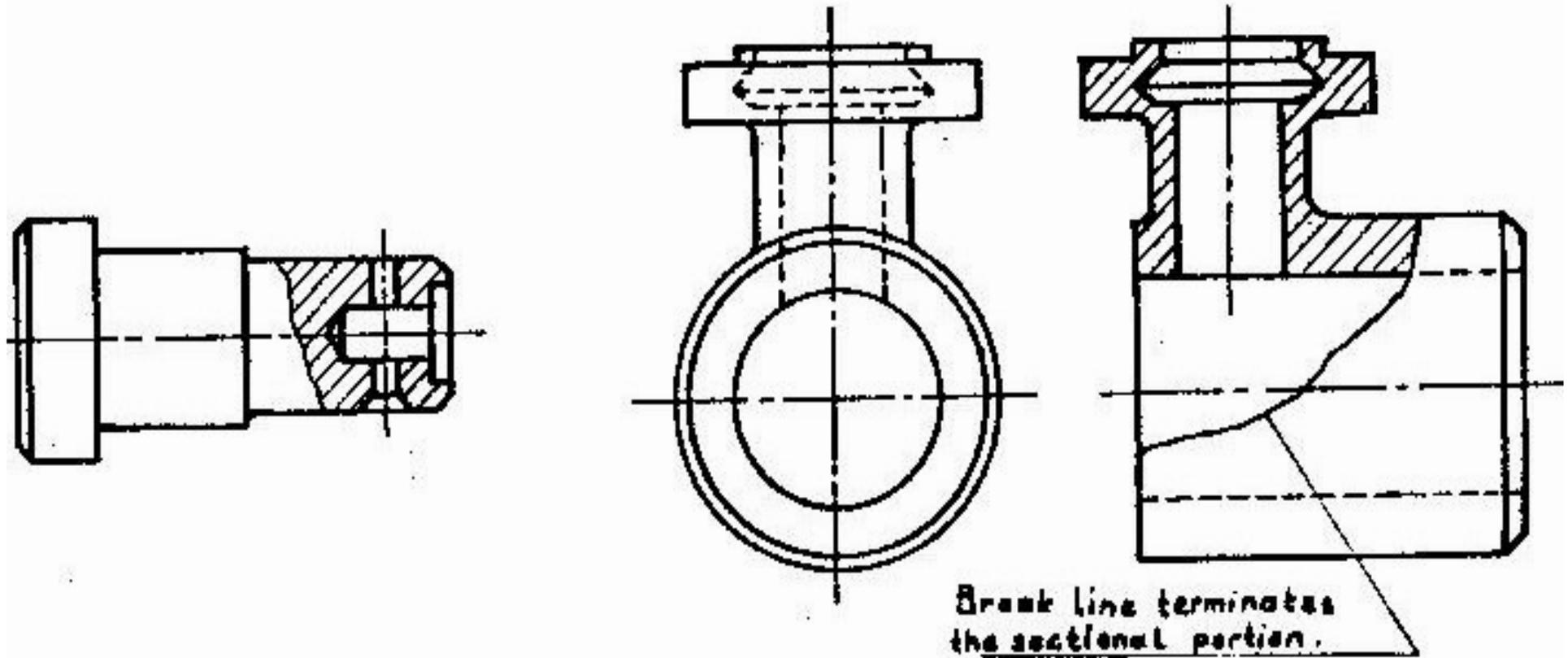
# Half Sectional View







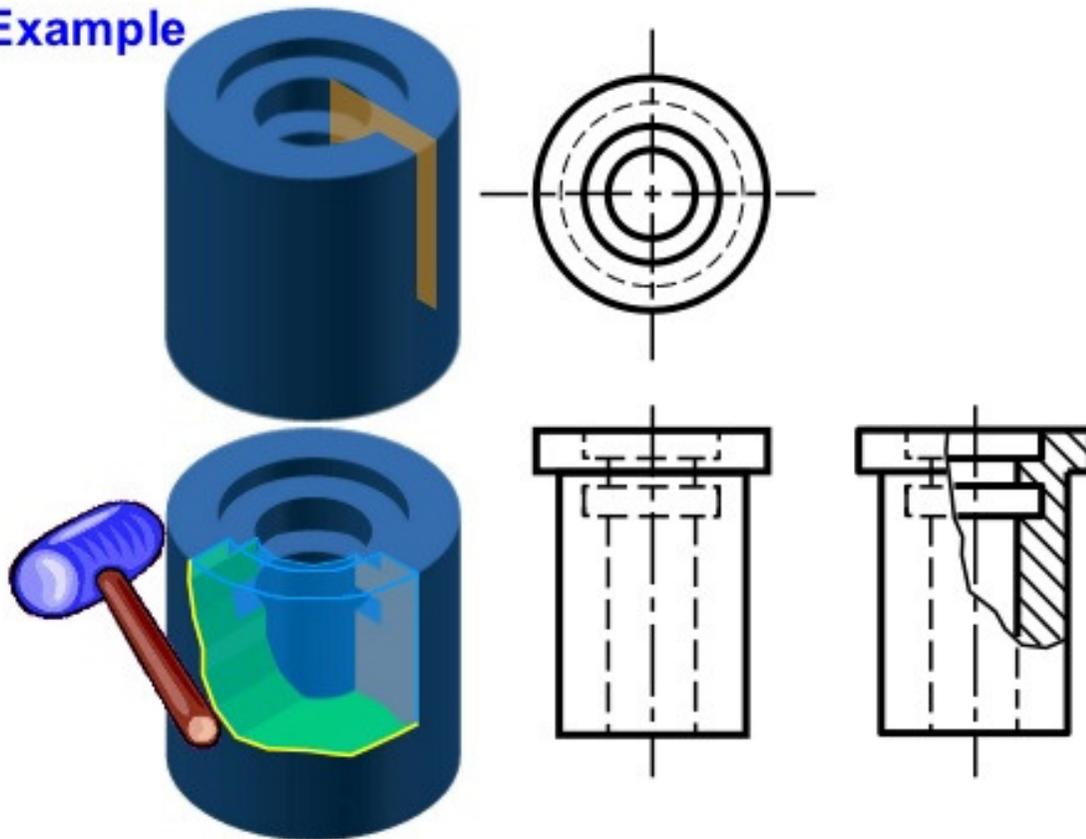
# Broken-Out Sections



# Broken-out section : Concept & example

- A section view is made by passing the cutting plane normal to the viewing direction and removing the portion of an object in front of it.

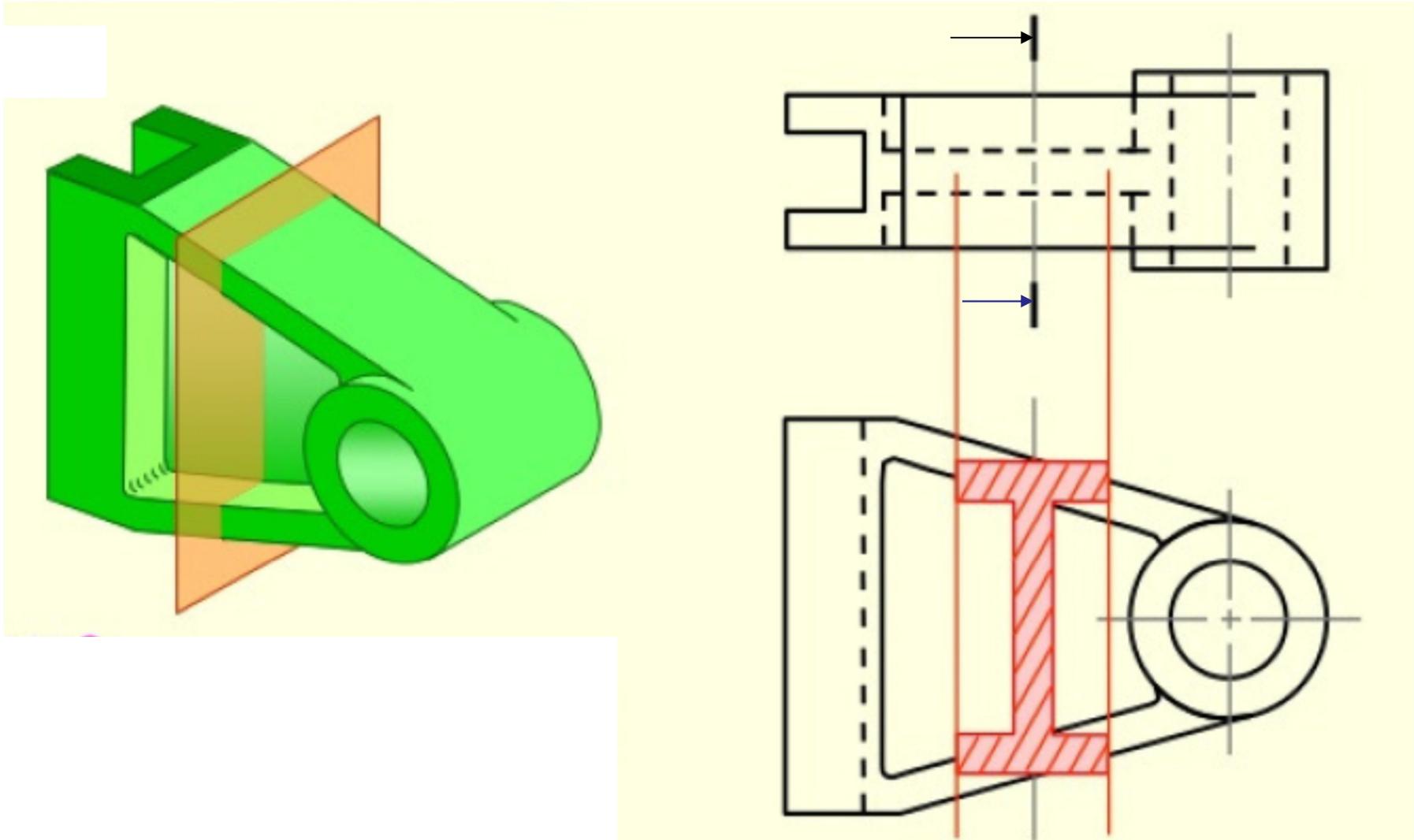
## Example



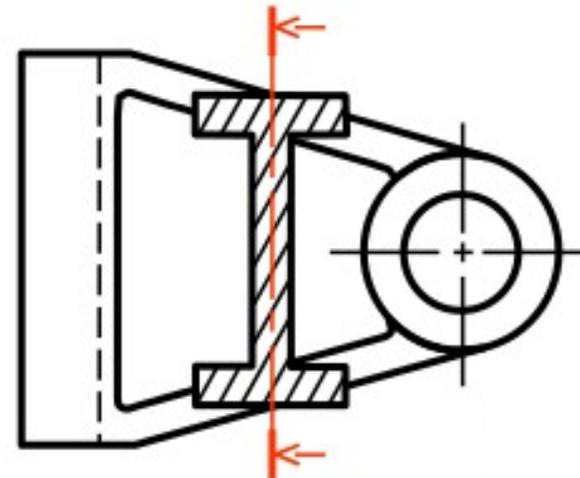
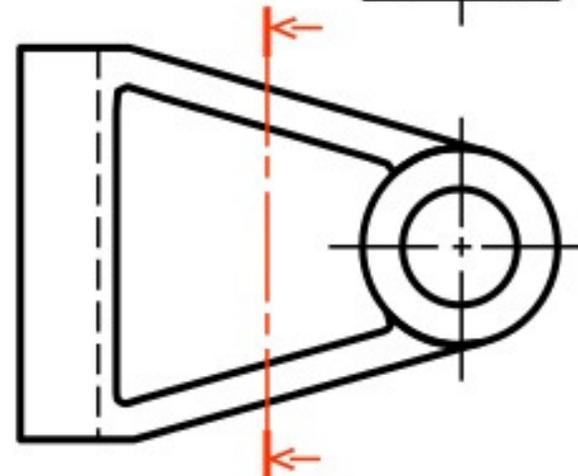
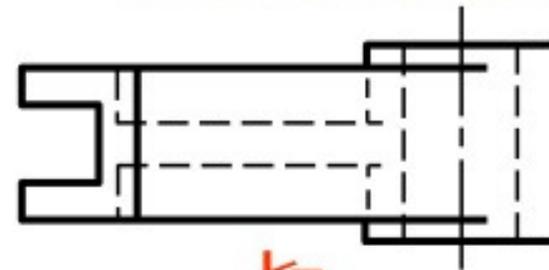
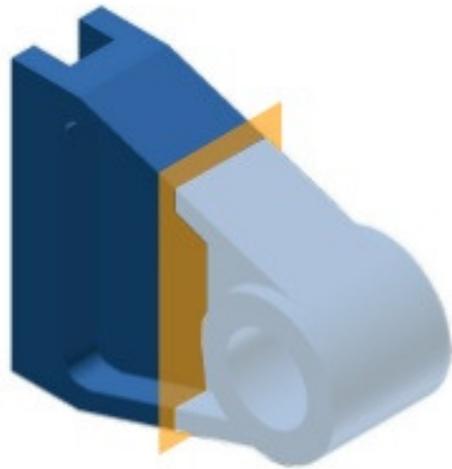
### Conventional practices

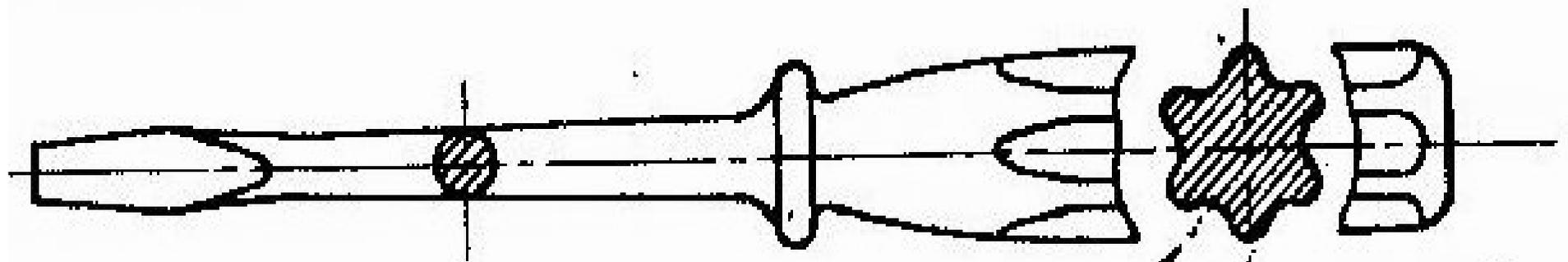
- The sectioned and unsectioned portions are separated by a **break line**.
- Break line is freehand drawn as a thin continuous line (4H).
- Cutting plane line is not necessary.

# Revolved Sections



# Revolved section :

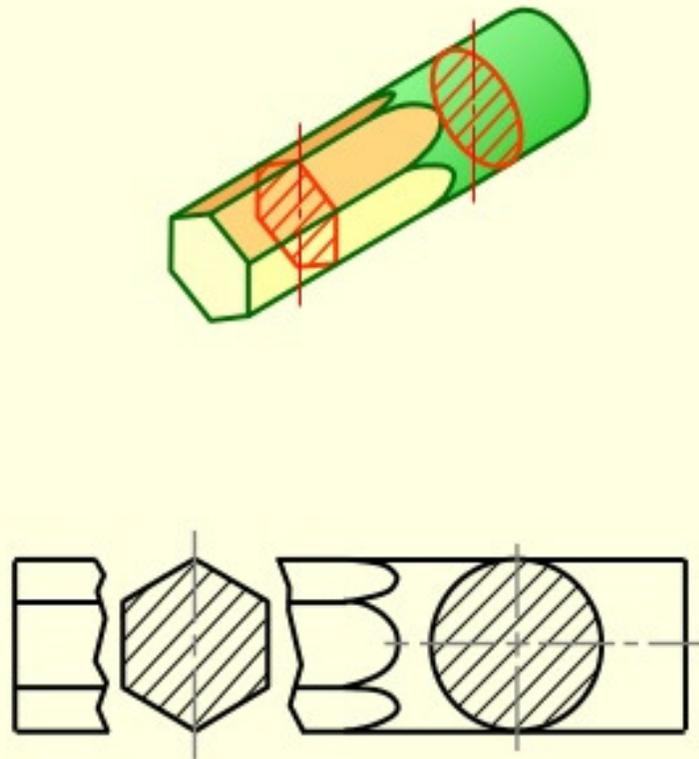




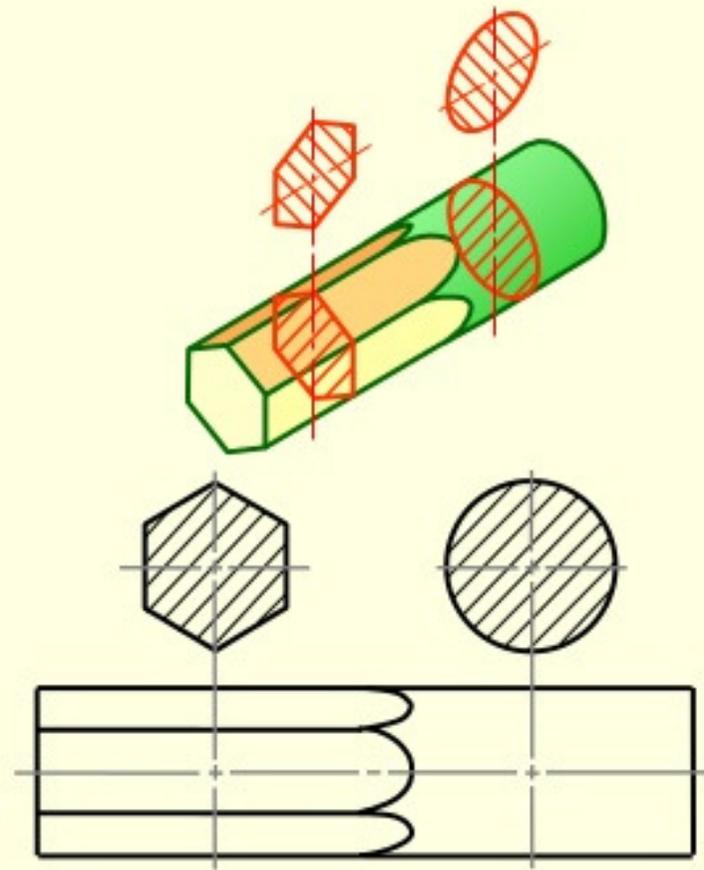
break the view  
whenever the view  
outline interferes  
with the section.

# REMOVED SECTION VIEW

Revolved section



Removed section



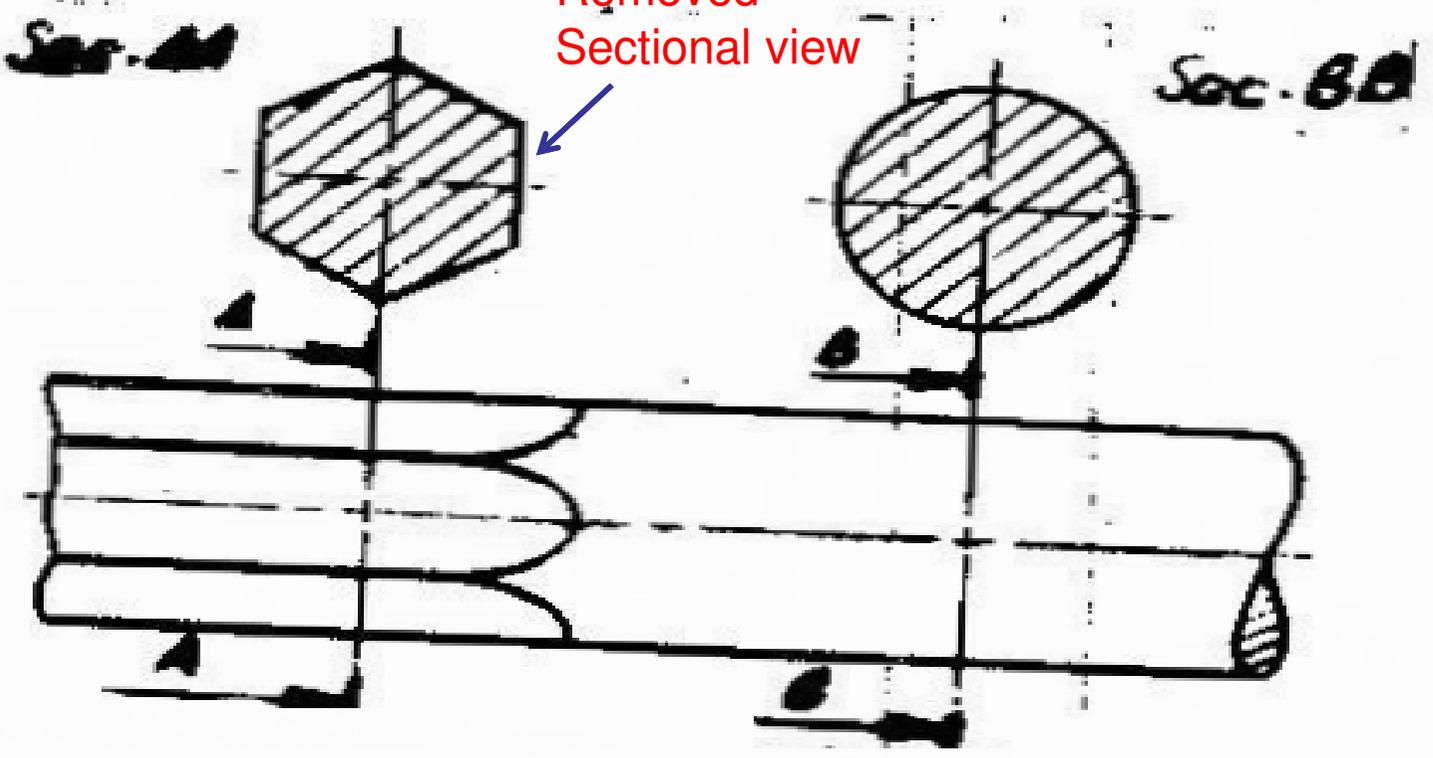
WITH CONVENTIONAL BREAKS

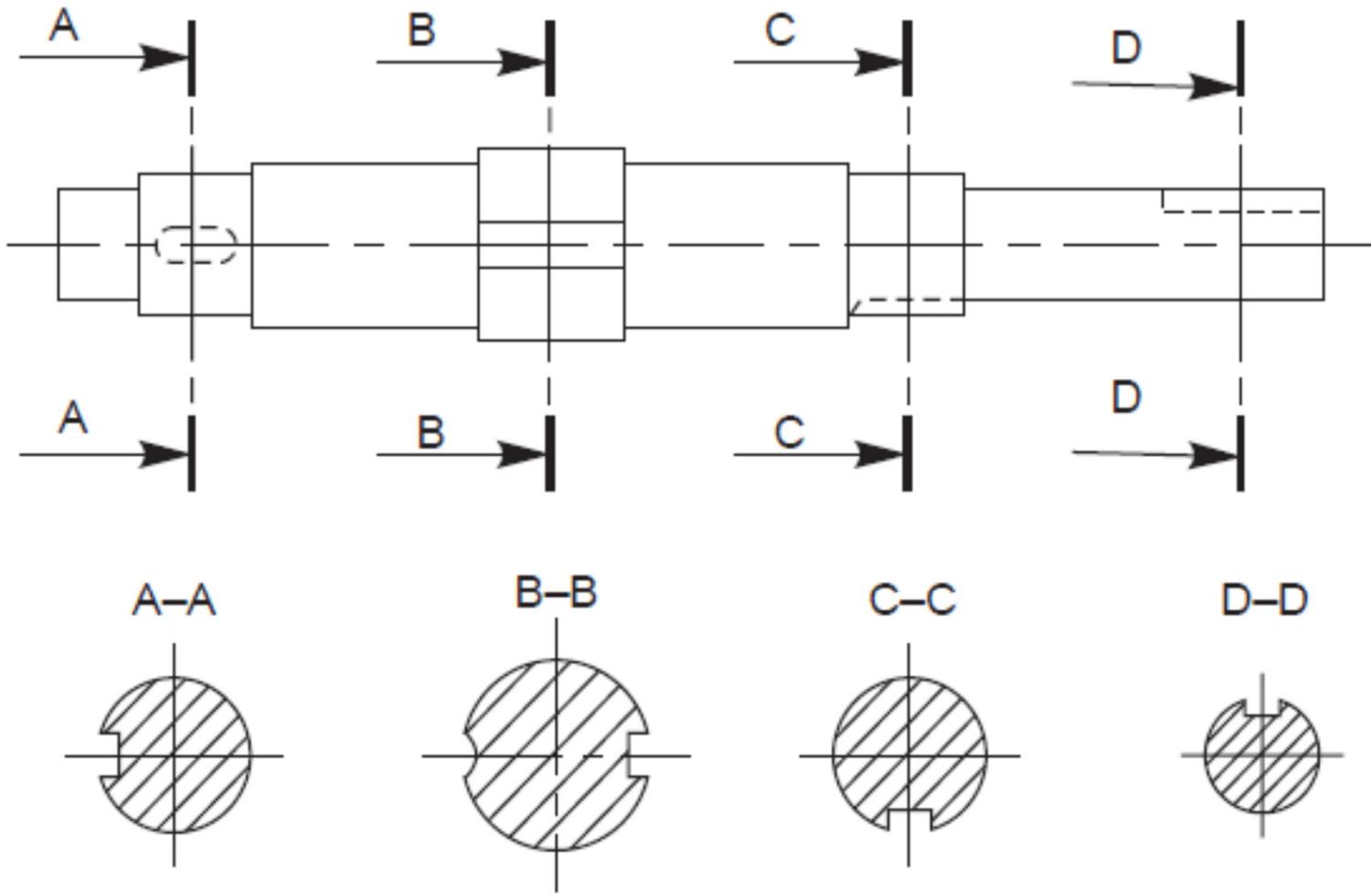
WITHOUT CONVENTIONAL BREAKS



Revolved Sectional view

Removed Sectional view





A

B

C

D

A

B

C

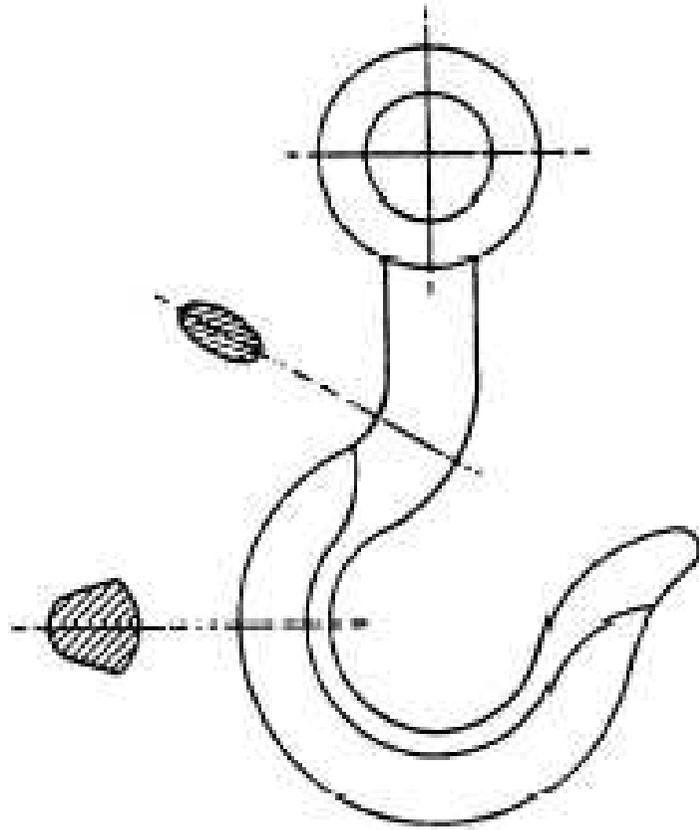
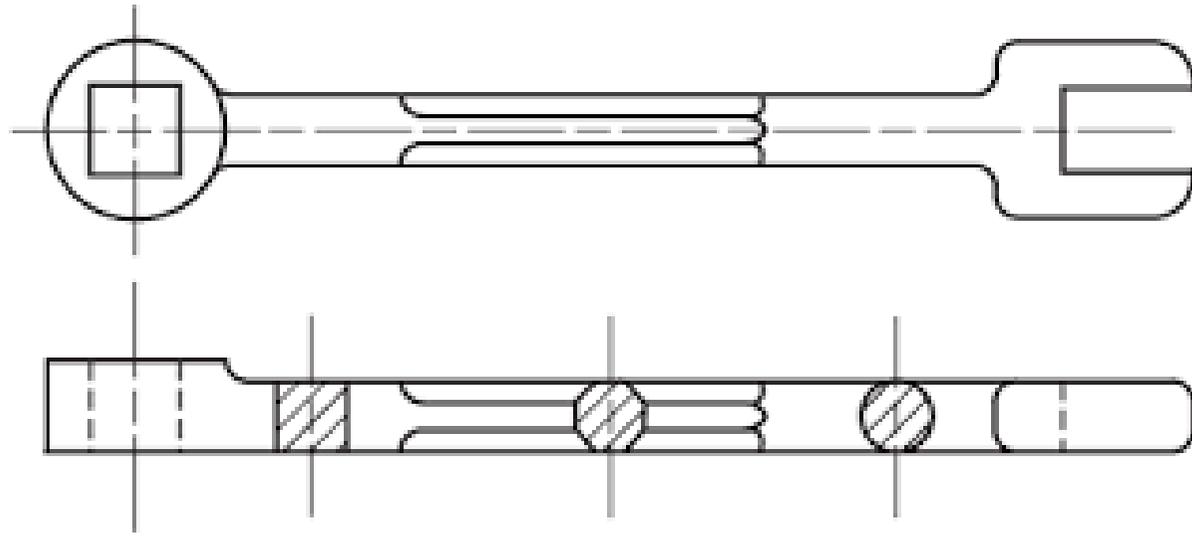
D

A-A

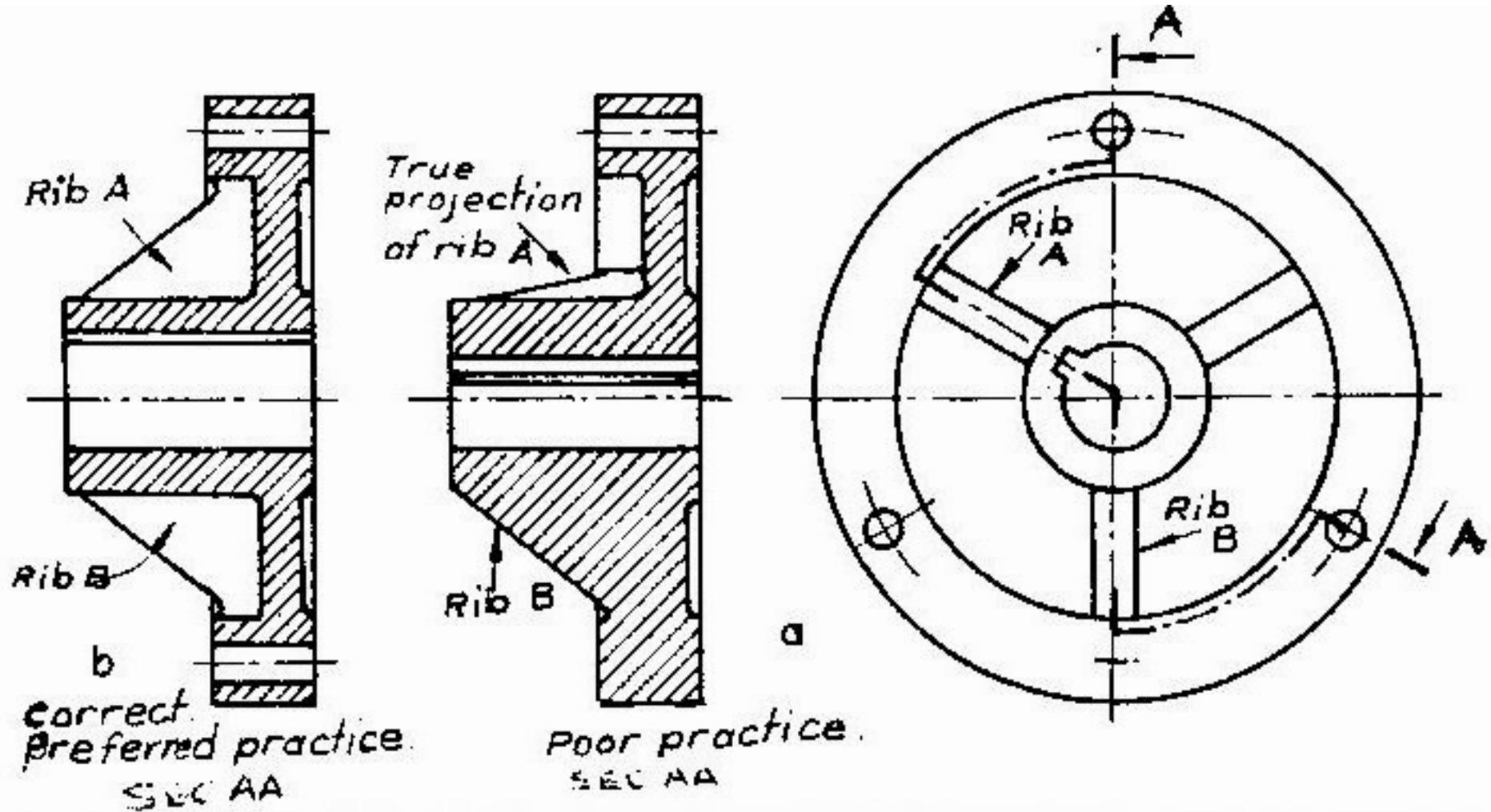
B-B

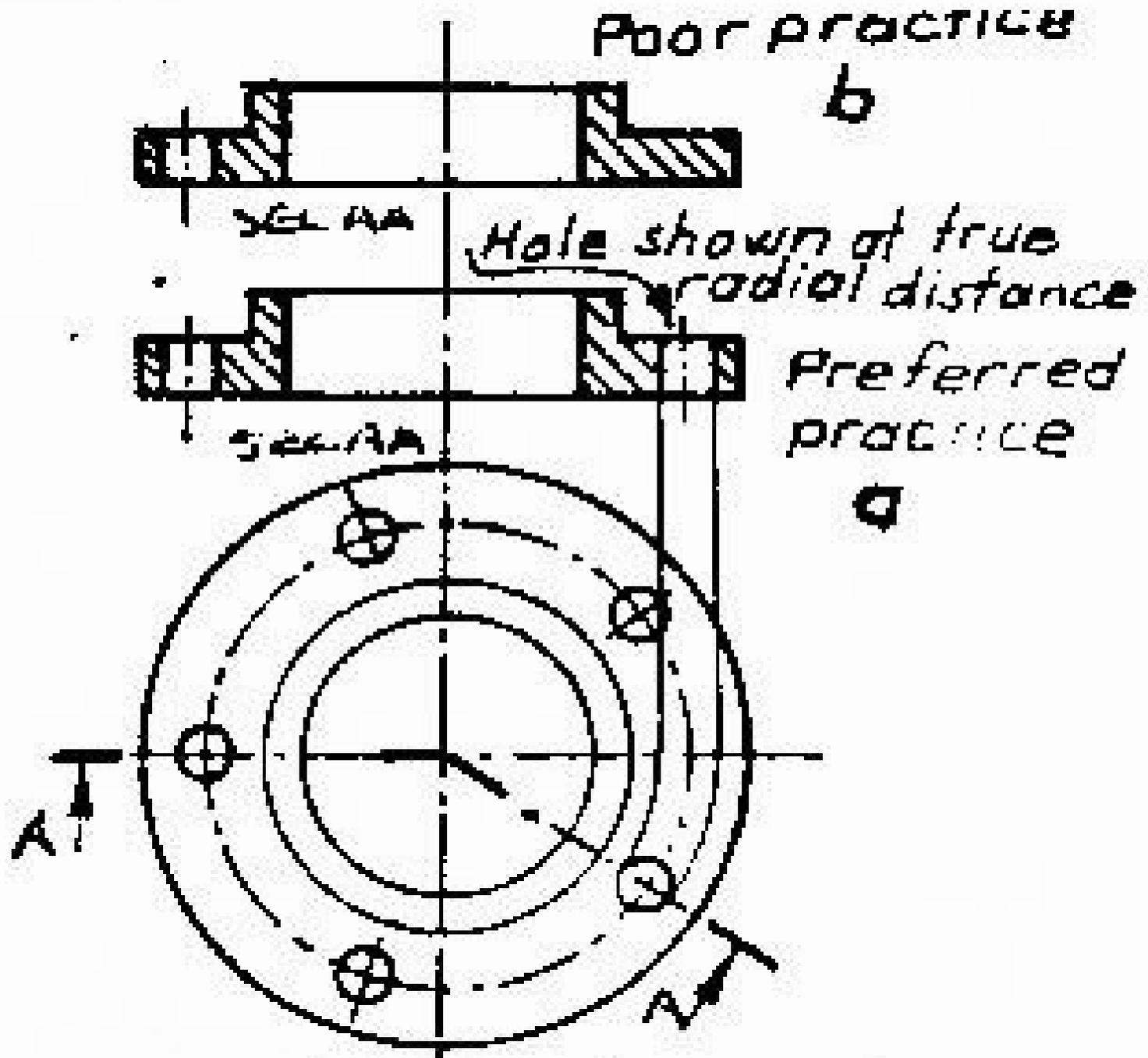
C-C

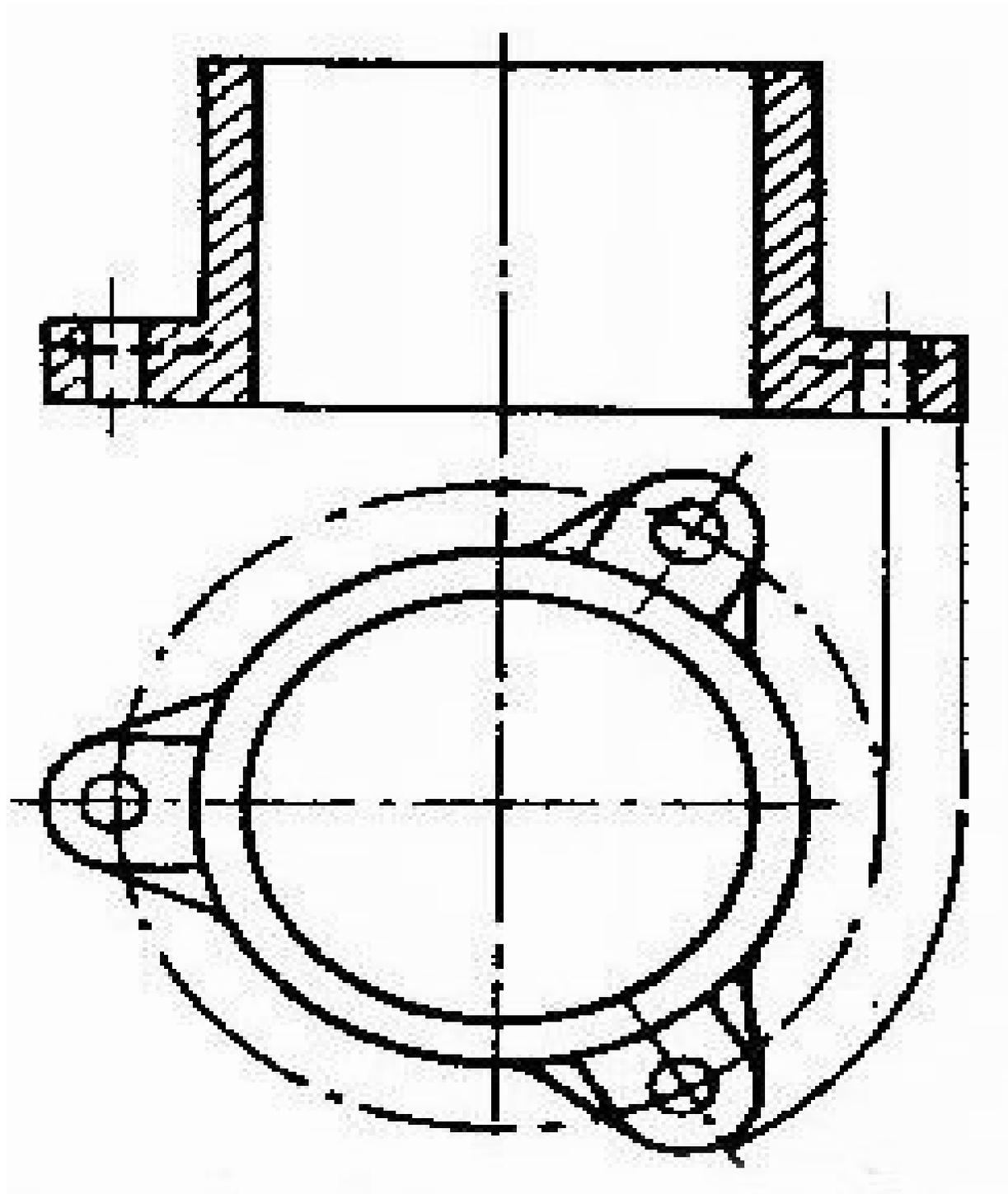
D-D



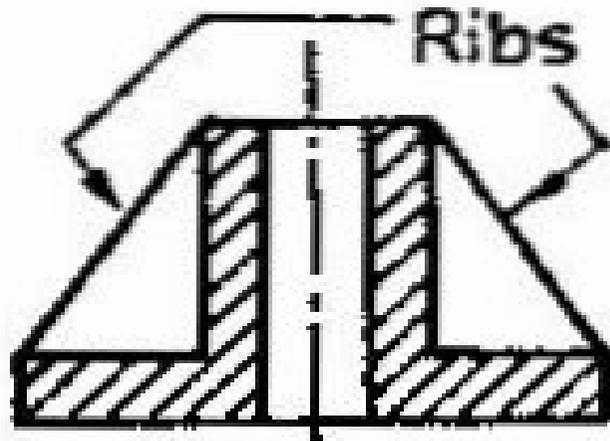
# Aligned Sections



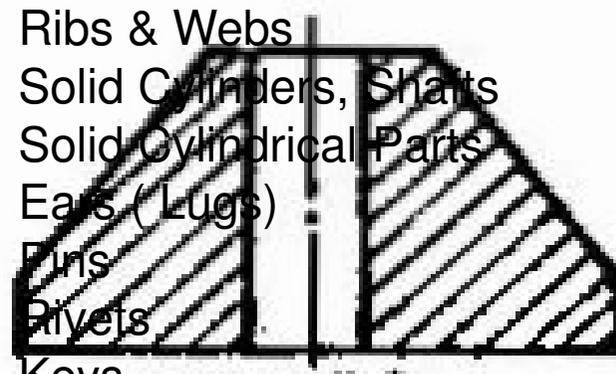




## Special Hatching Convention for Some Machine Elements/ Parts

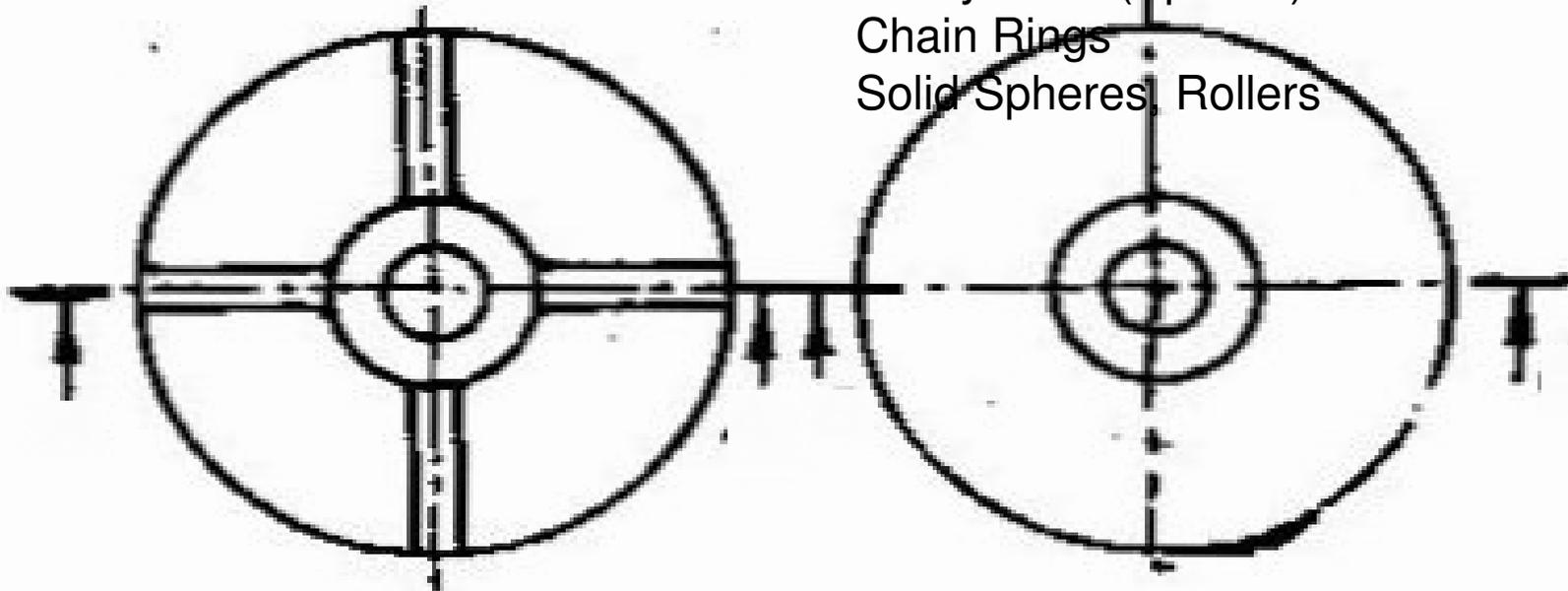


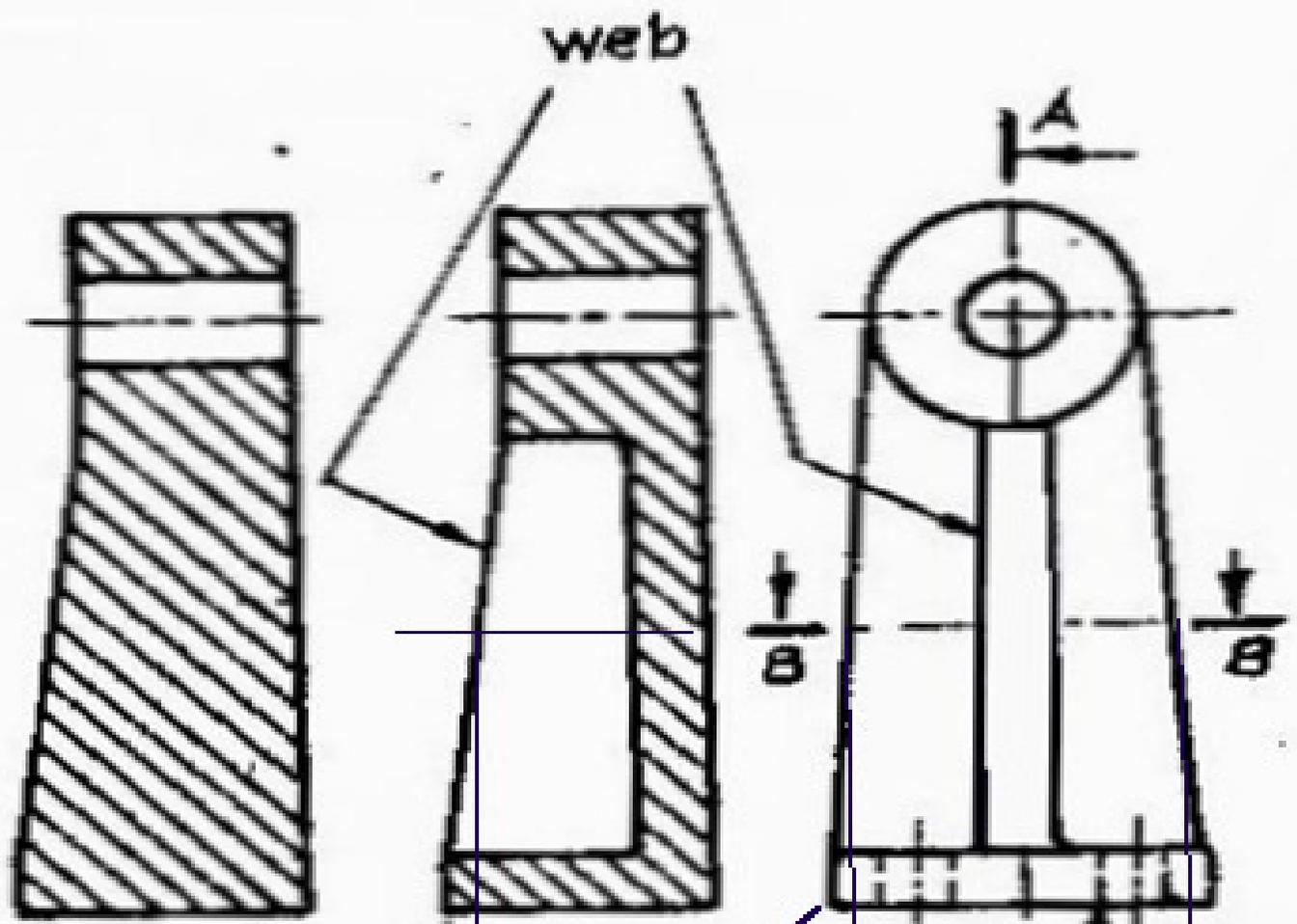
(a)



(b)

- Ribs & Webs
- Solid Cylinders, Shafts
- Solid Cylindrical Parts
- Ears (Lugs)
- Pins
- Rivets
- Keys
- Bolts, Cap Screws, Nuts, Washers
- Pulley Arms (Spokes)
- Chain Rings
- Solid Spheres, Rollers

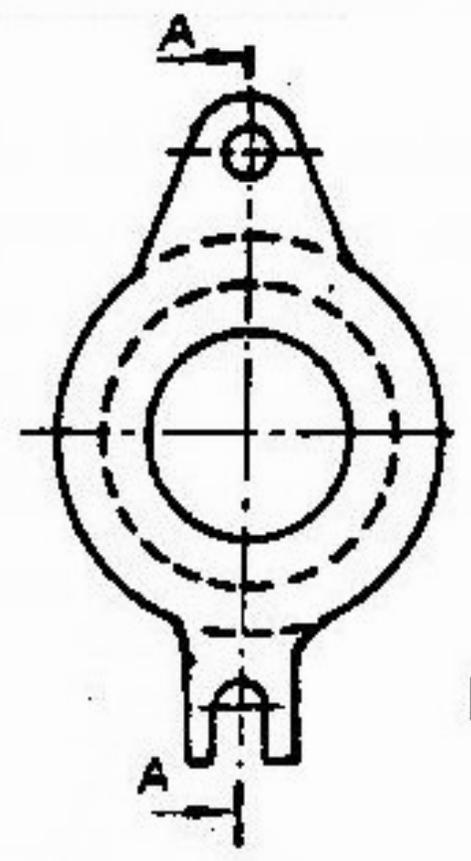
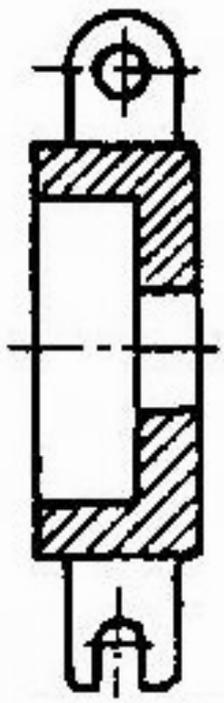
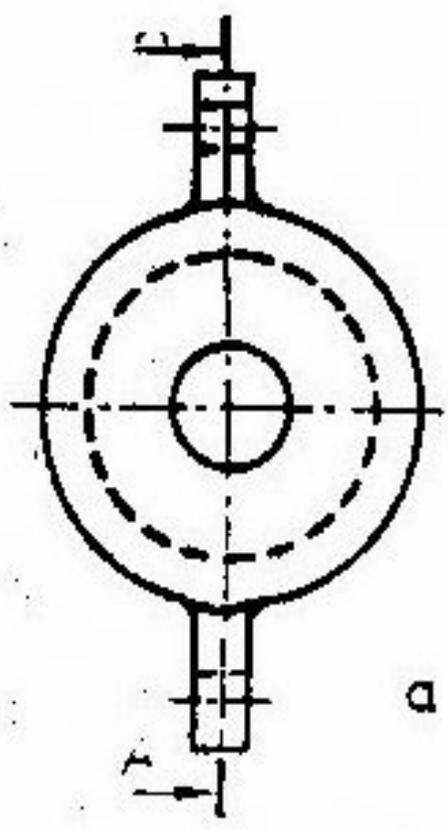


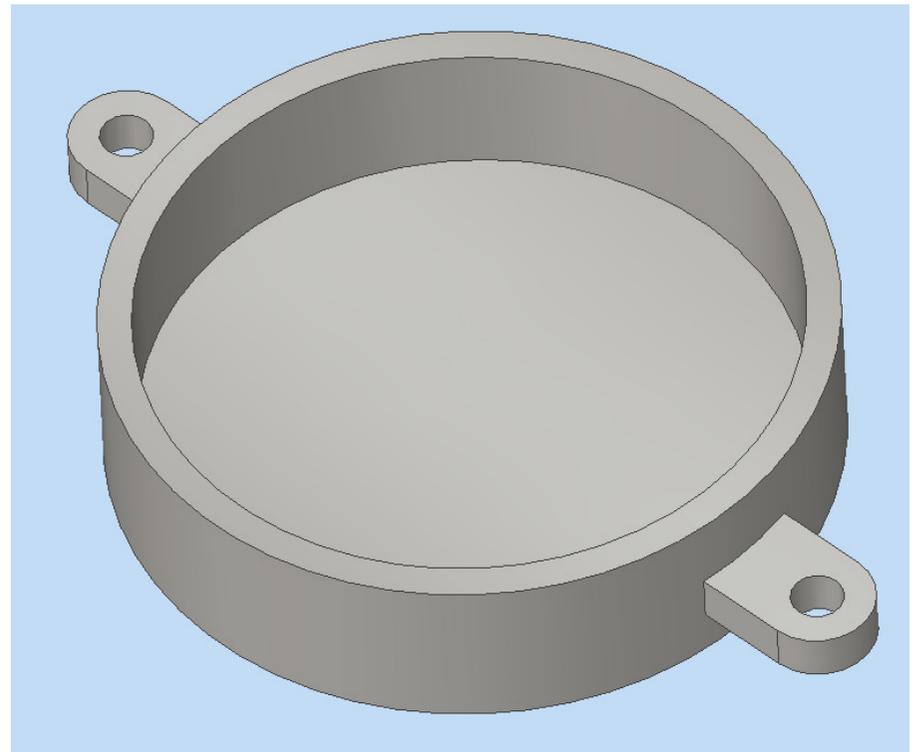


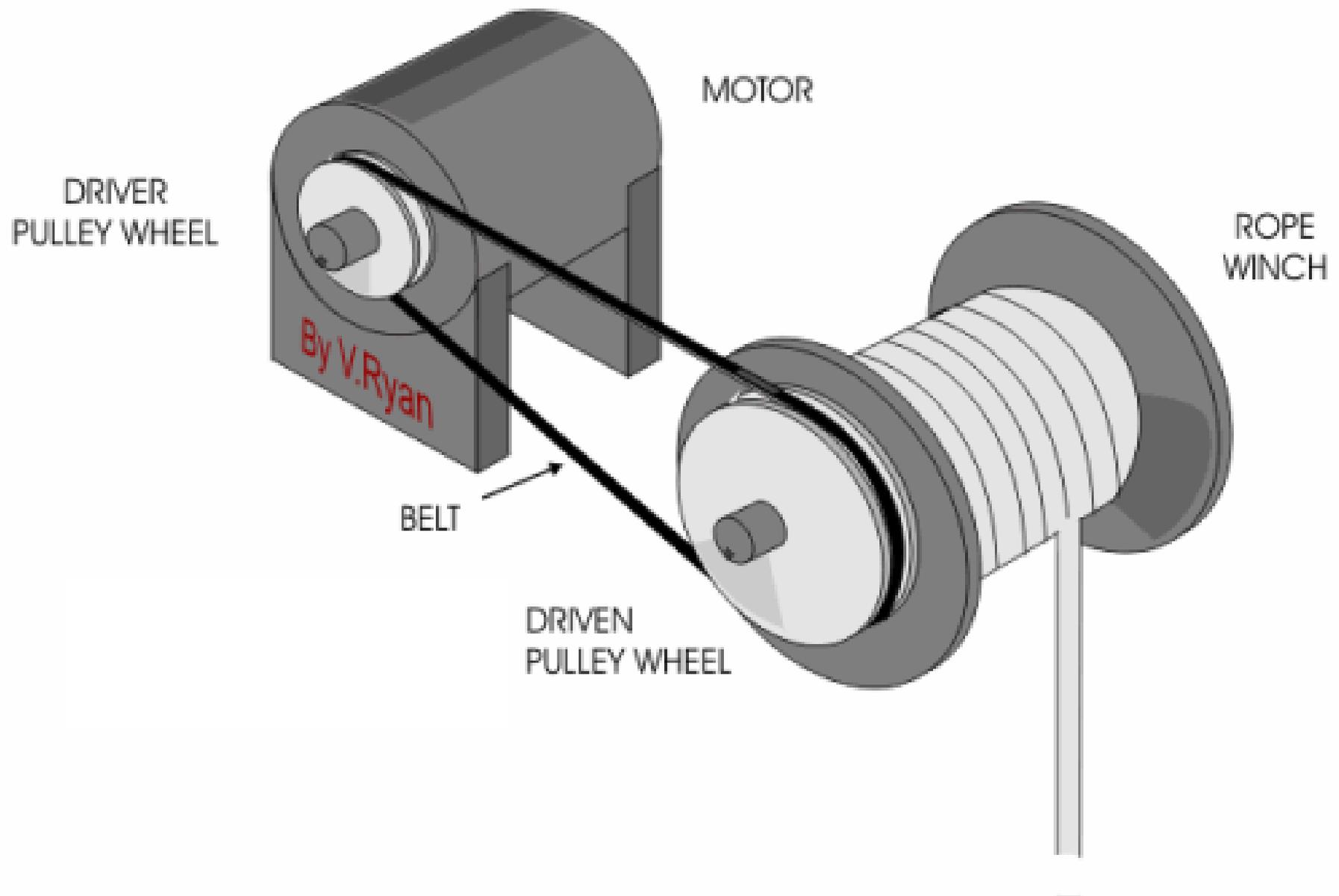
(b) Incorrect. (a) correct.  
 SEC AA SEC AA

Web in section

sec B-B  
 (c) correct

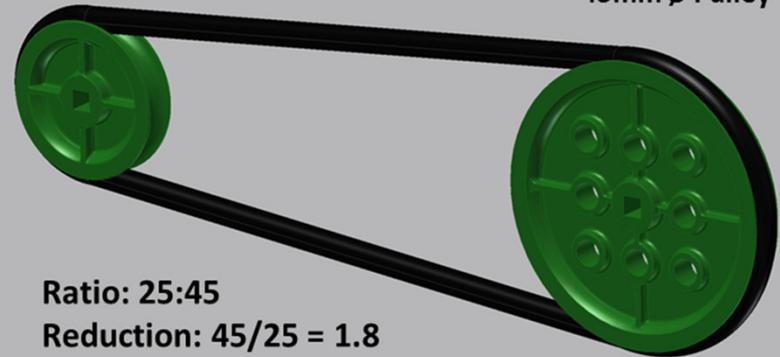






25 mm  $\varnothing$  Pulley

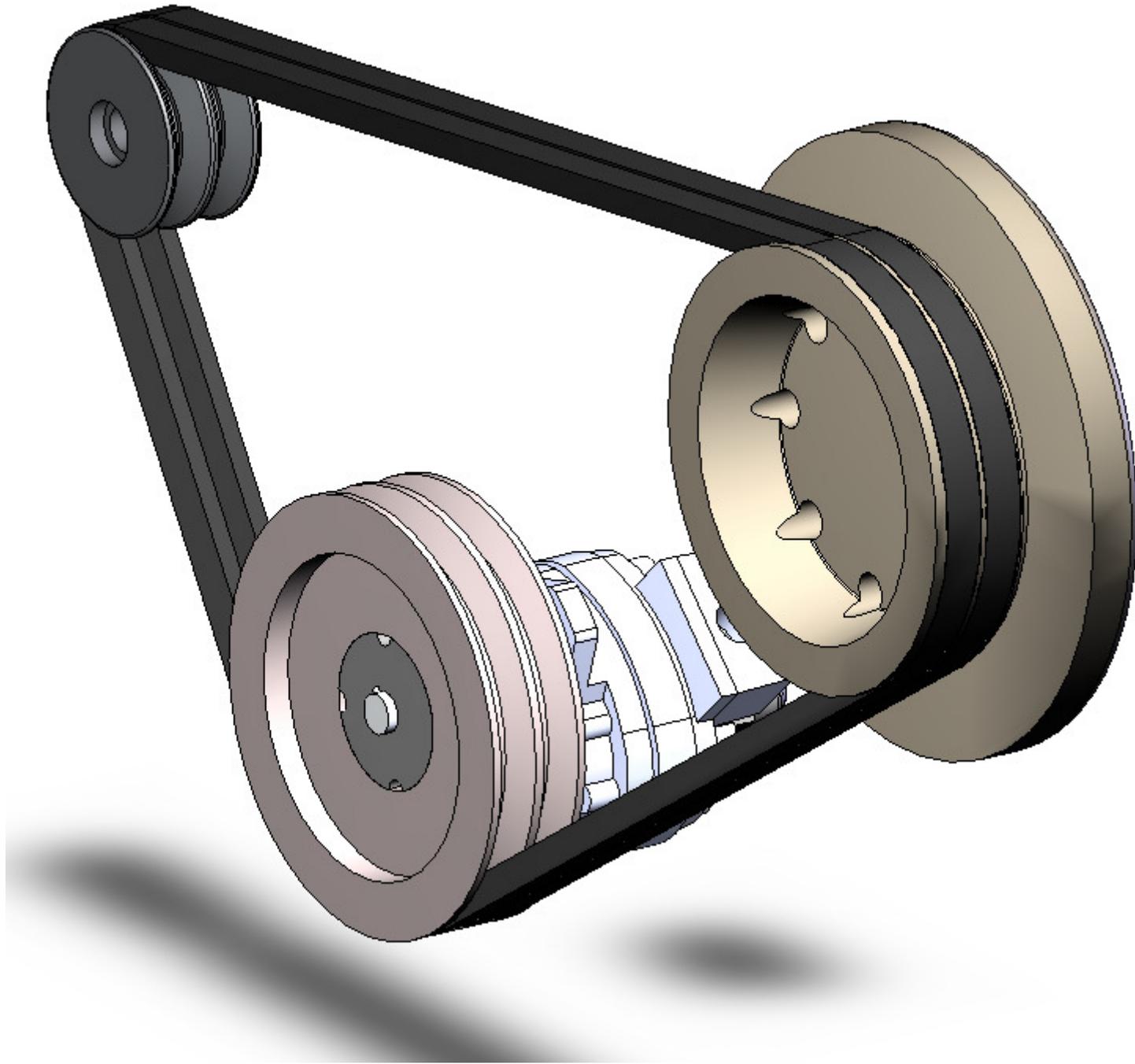
45mm  $\varnothing$  Pulley

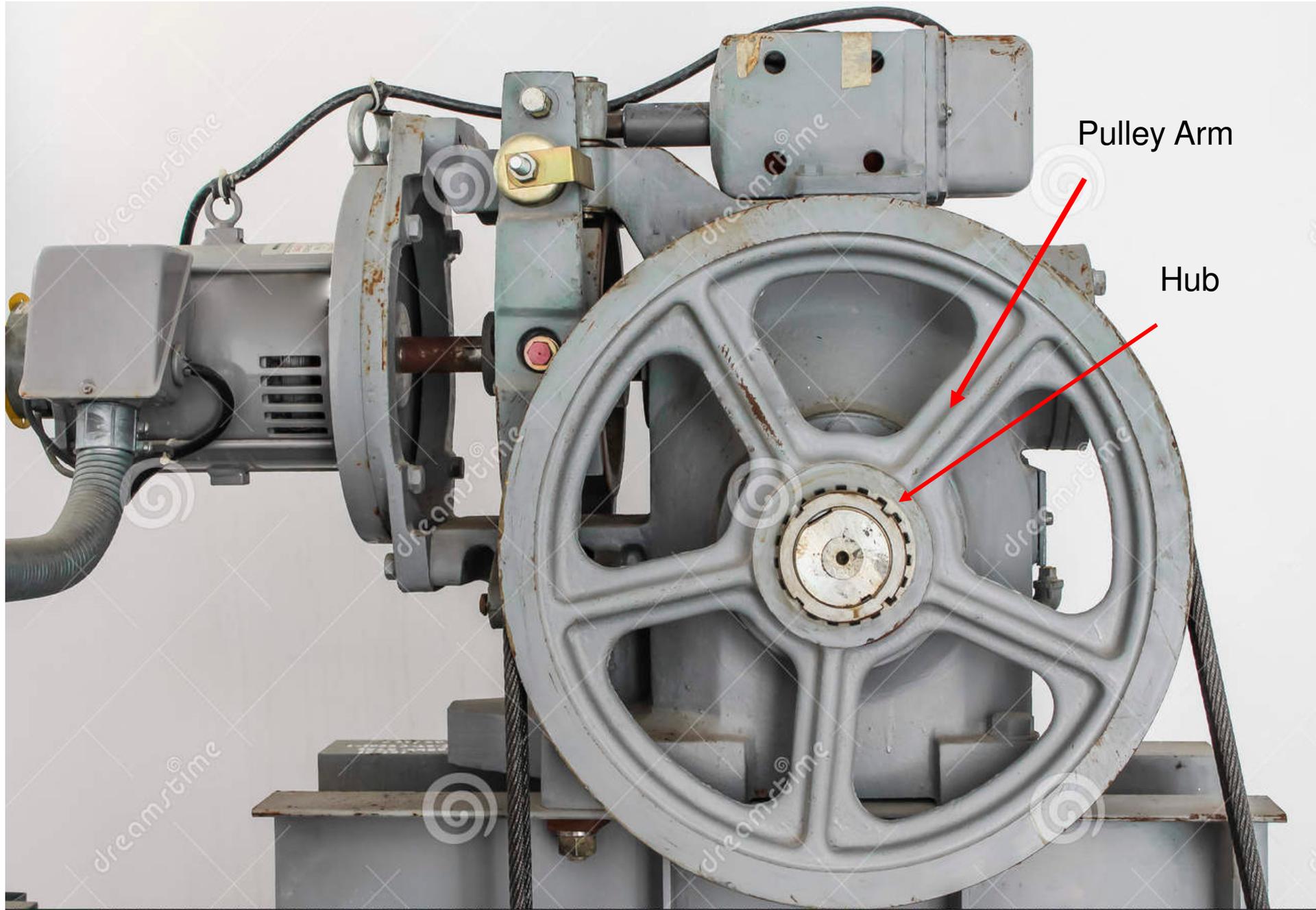


Ratio: 25:45

Reduction:  $45/25 = 1.8$

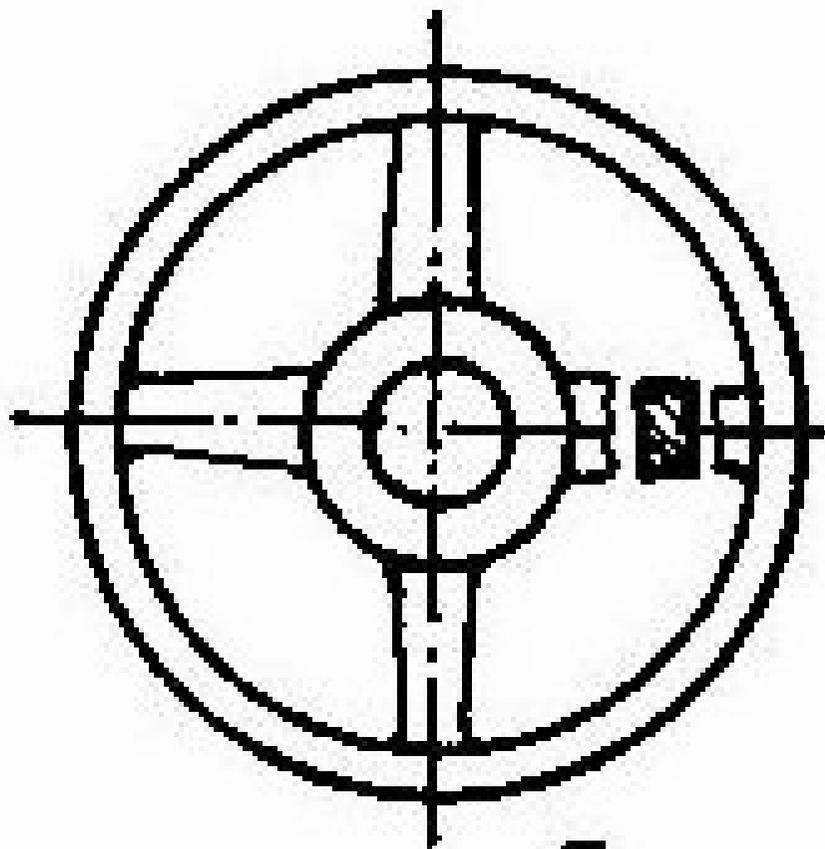




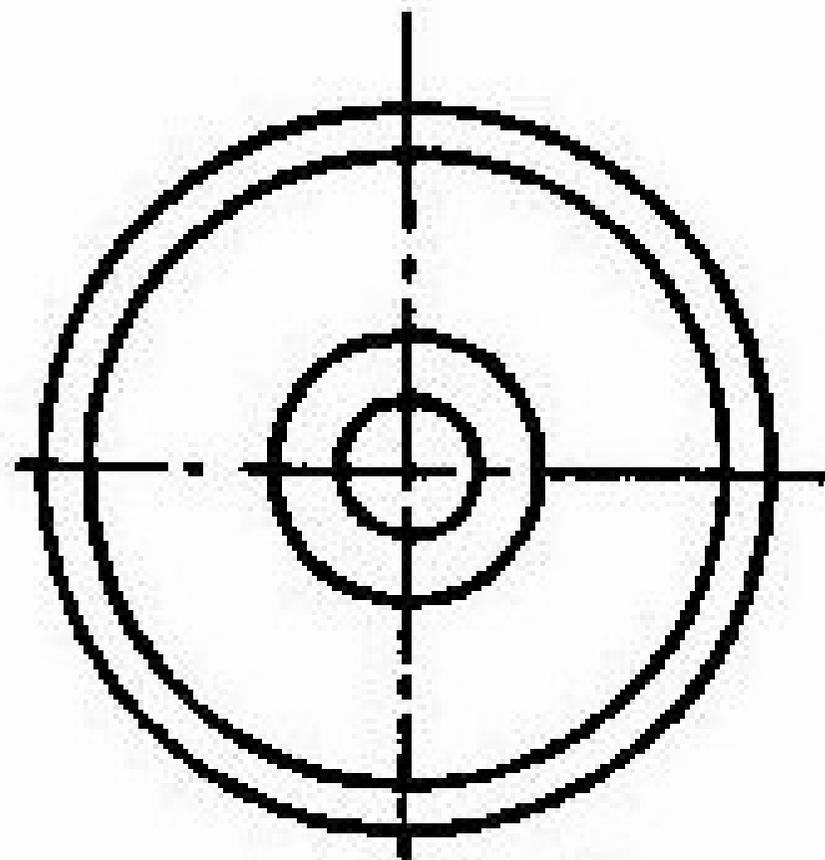
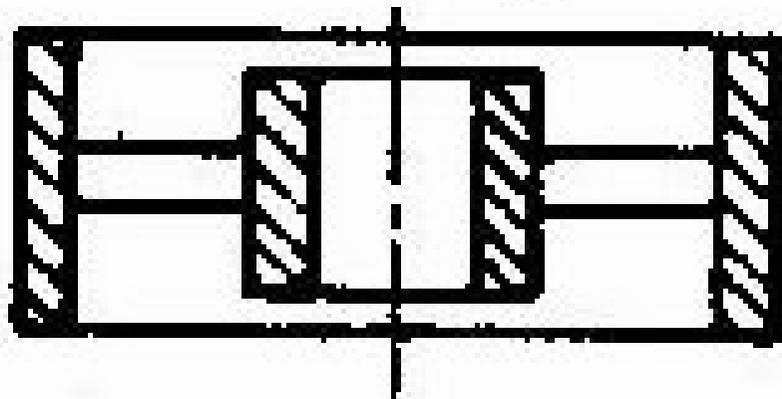


Pulley Arm

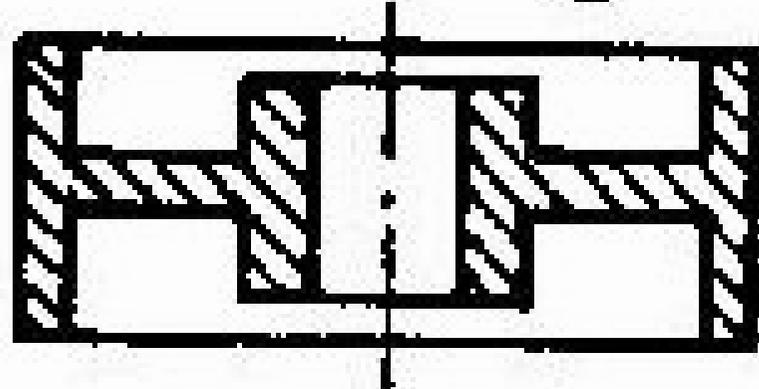
Hub



a



b



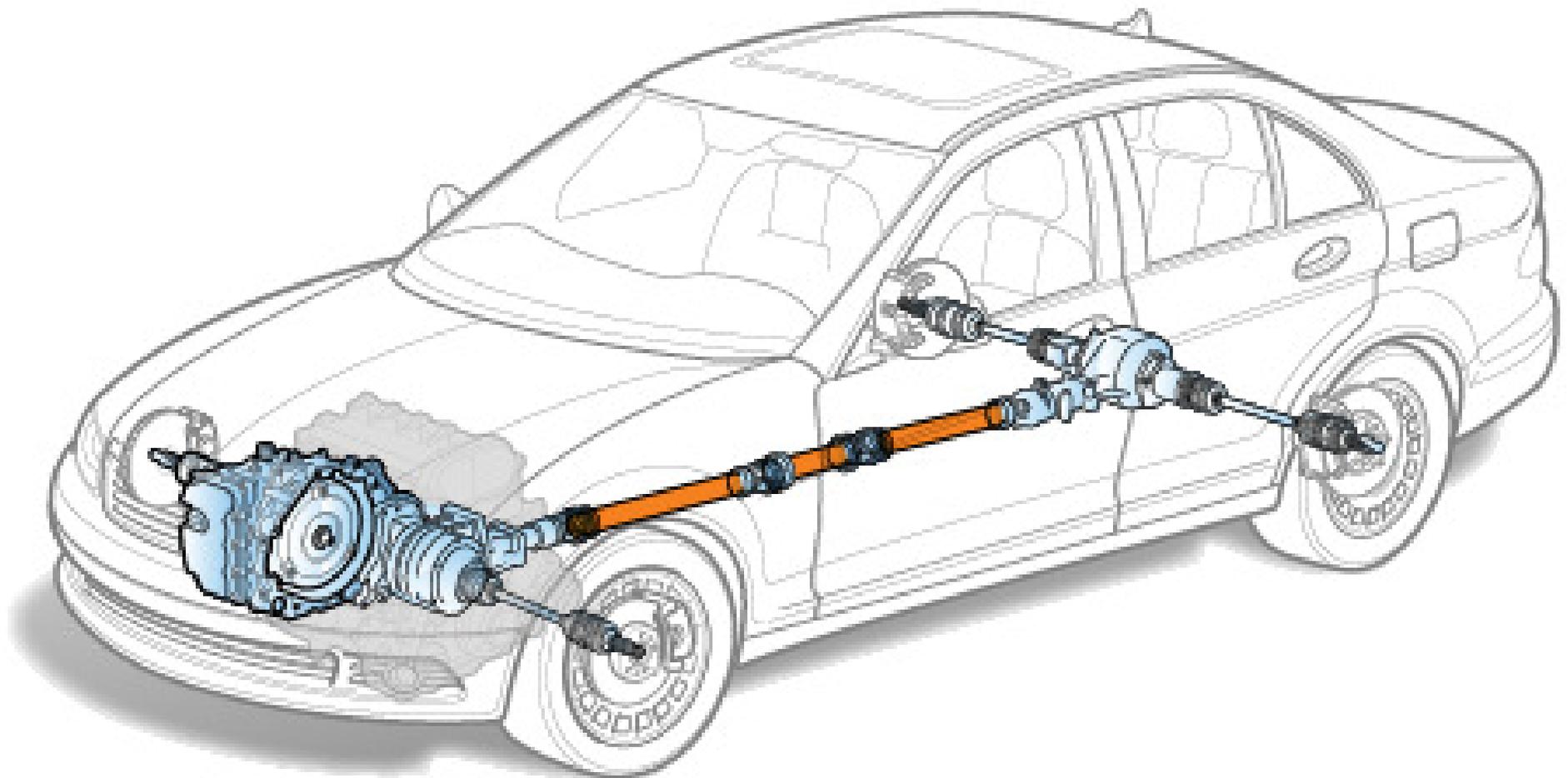
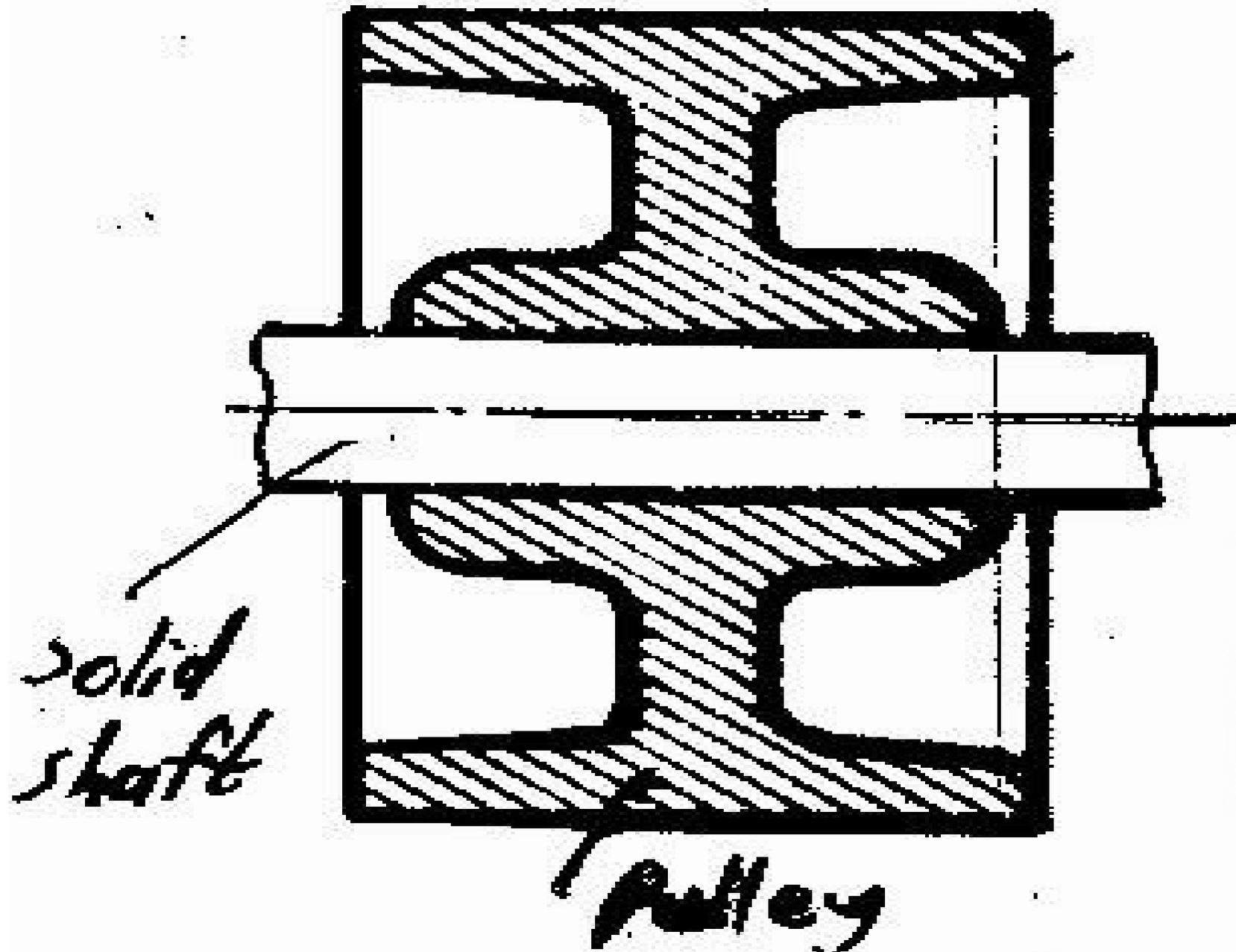
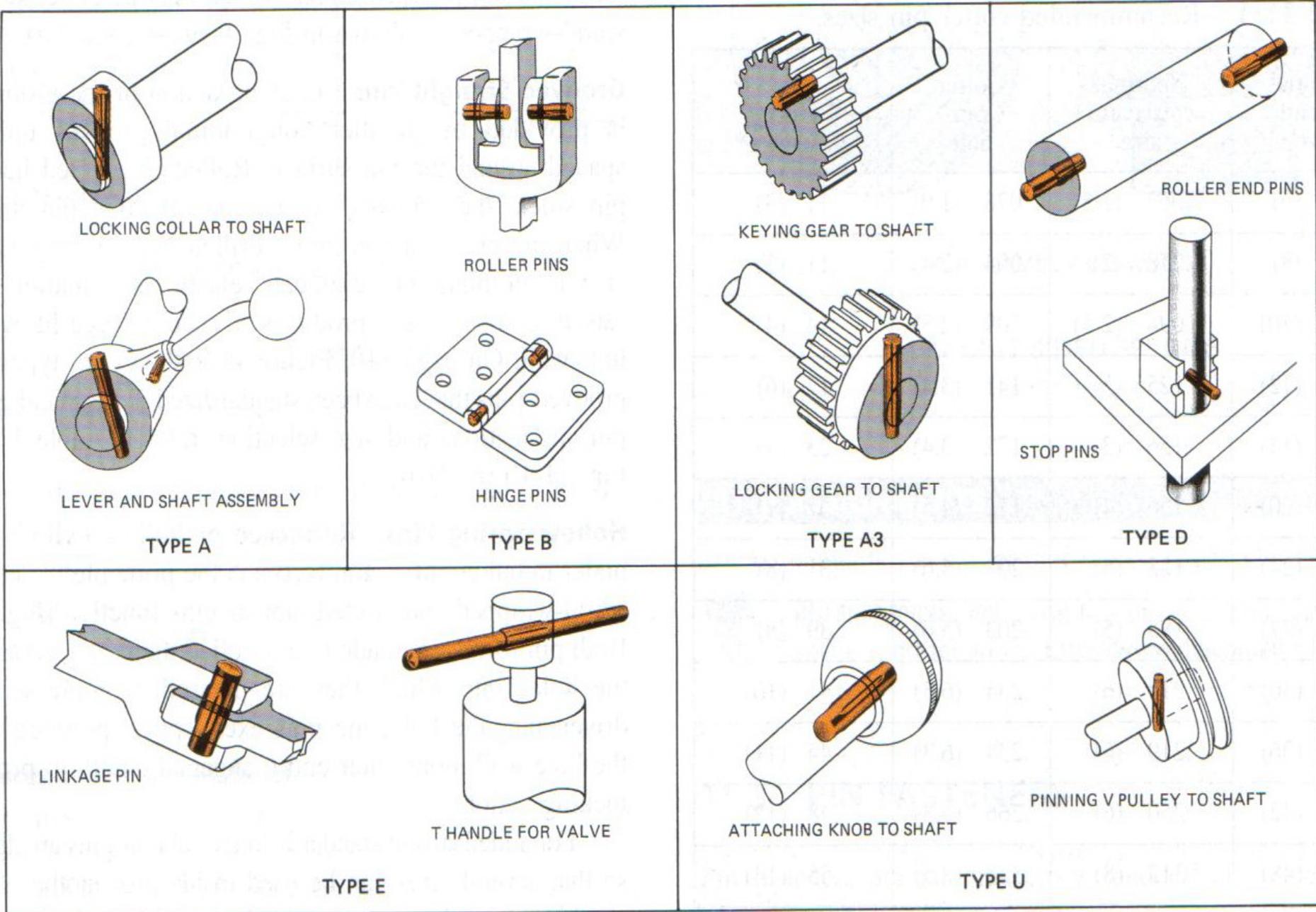


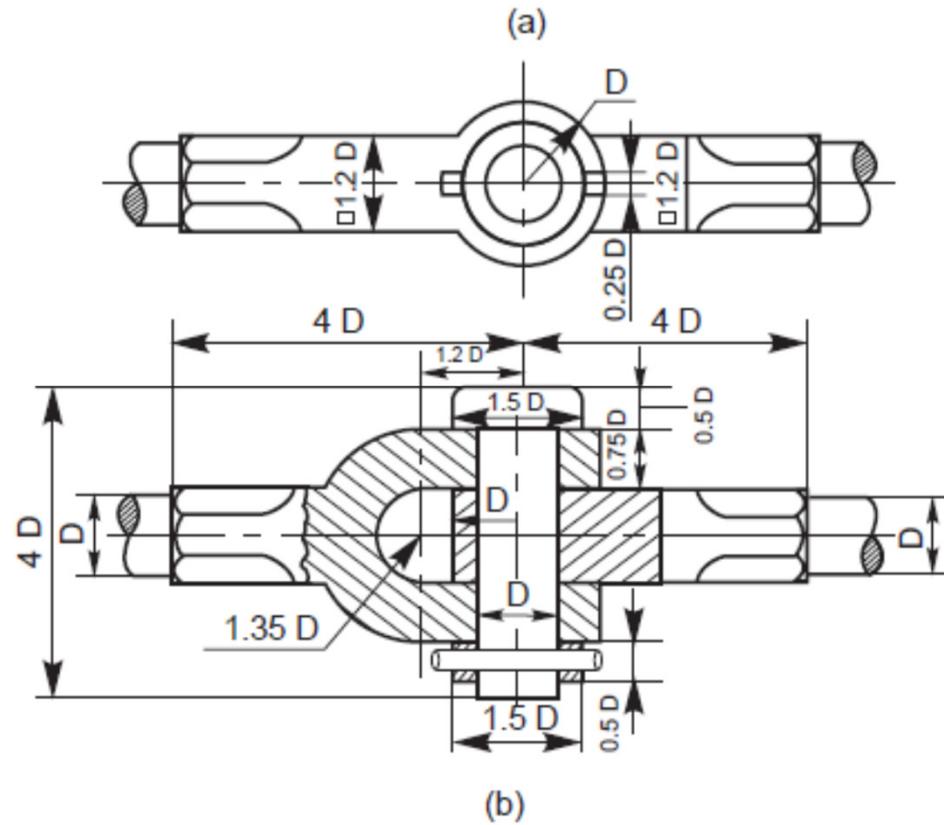
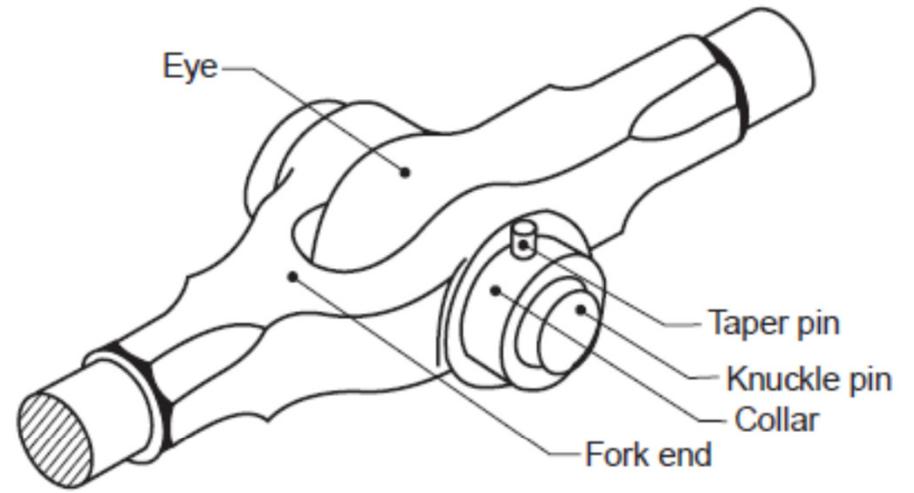
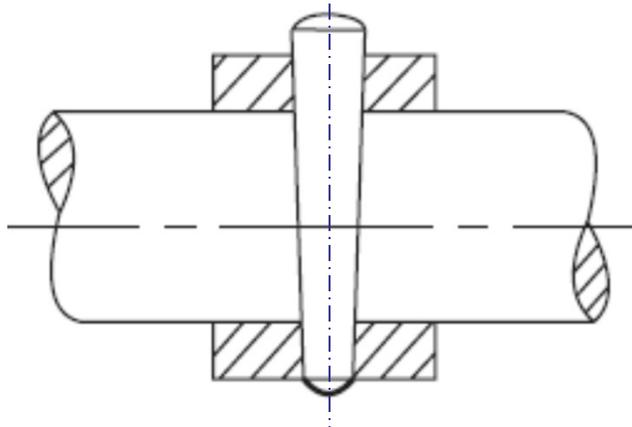
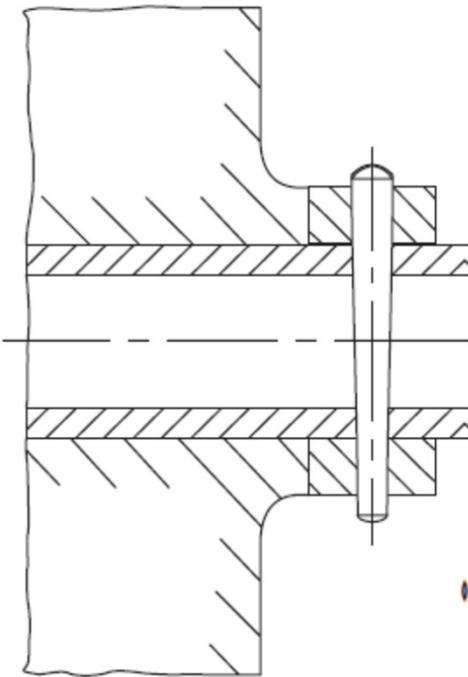
Image courtesy of ClearMechanic.com

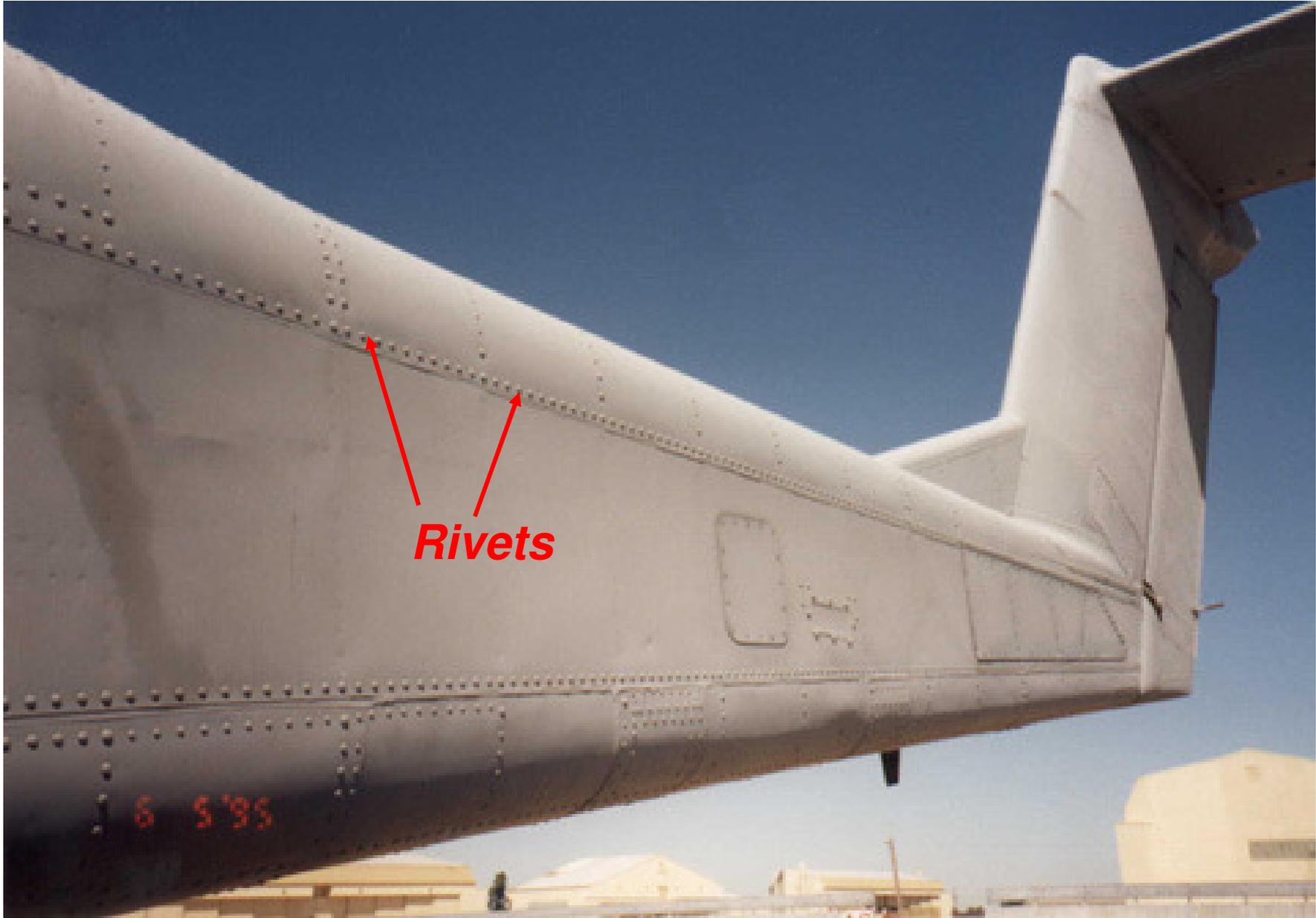




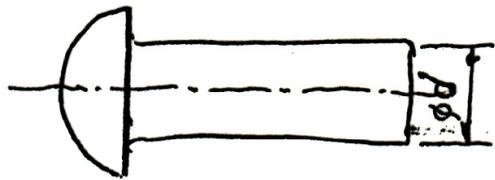


Groove pin applications.

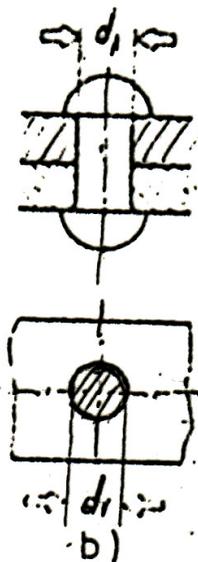
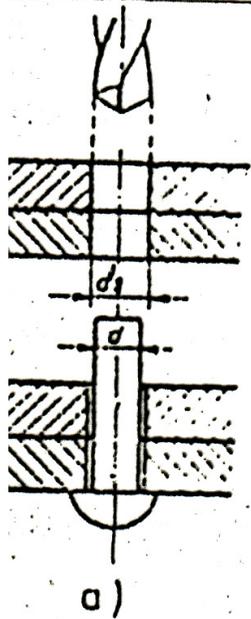
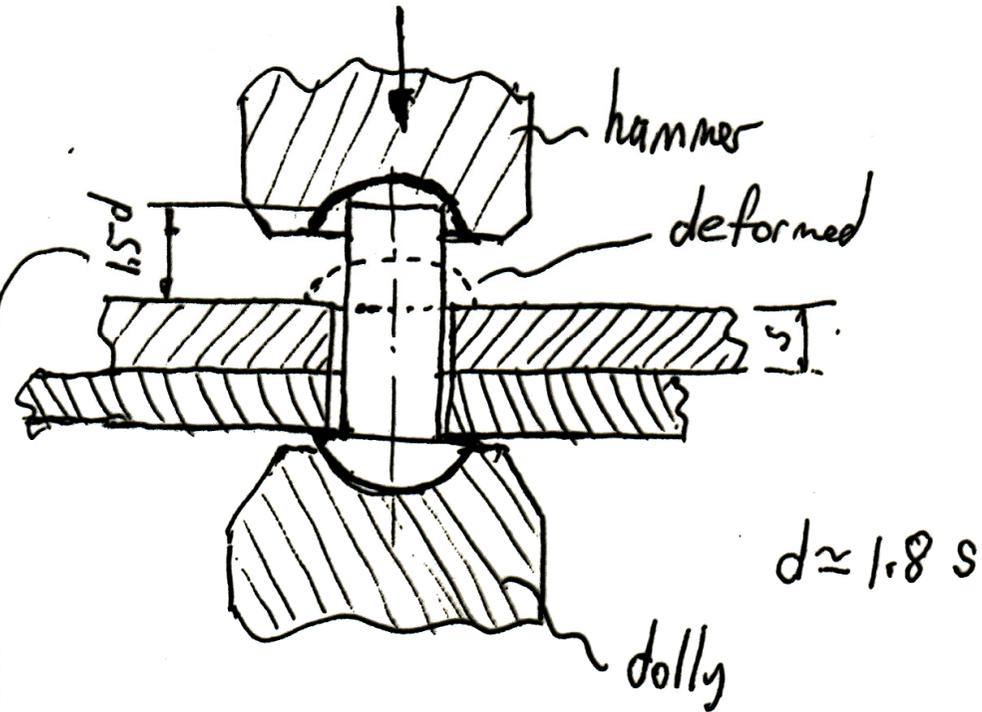








Rivet  
(undeformed)



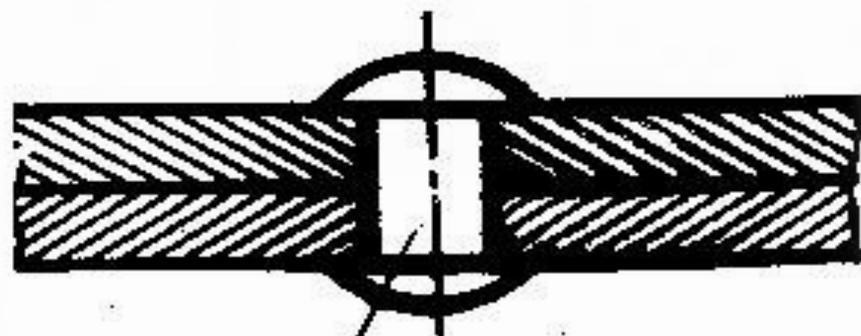
For button heads if  $d < 20$   
if  $d > 20 \Rightarrow 1.7d$

round top countersunk heads  $\rightarrow 1.2d$

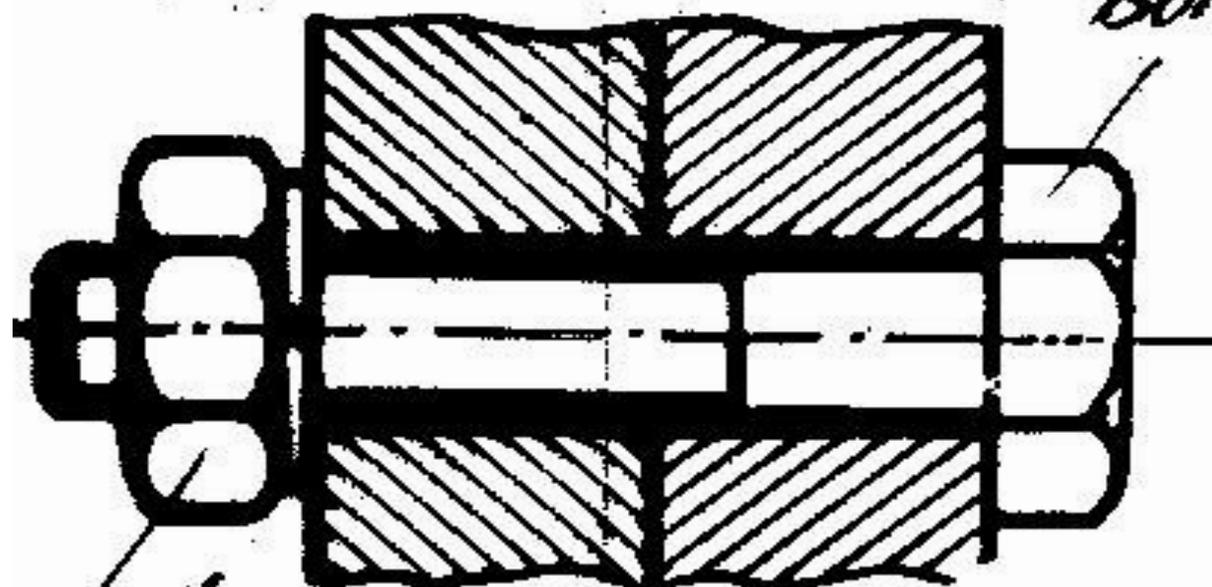
countersunk heads  $\rightarrow (0.5 \sim 0.7)d$

$$d_1 = d_{rivet} + (0.2 \sim 0.5) \text{ [mm]} \text{ if } d_{rivet} < 10$$

$$+ 1 \text{ [mm]} \text{ if } d_{rivet} > 10$$



Rivet



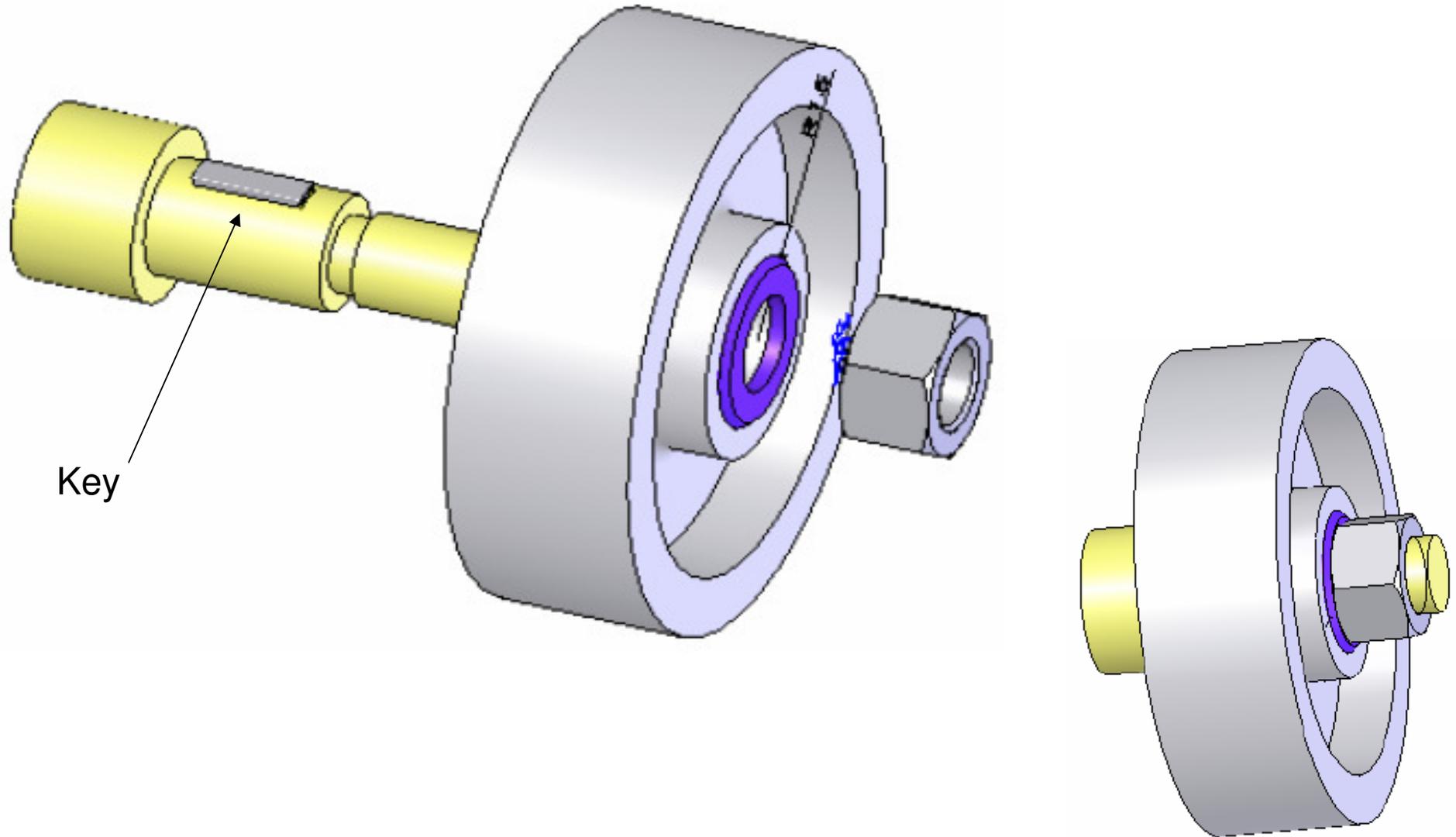
Bolt

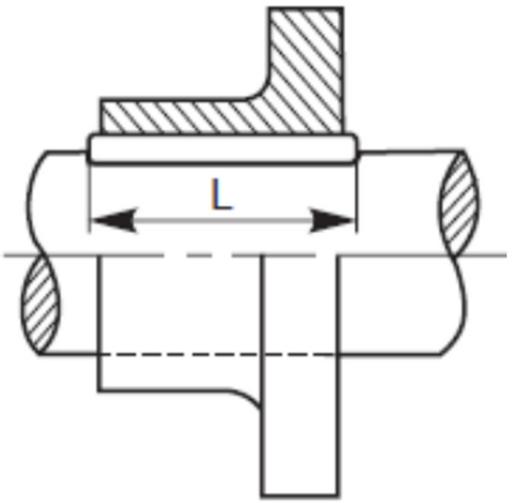
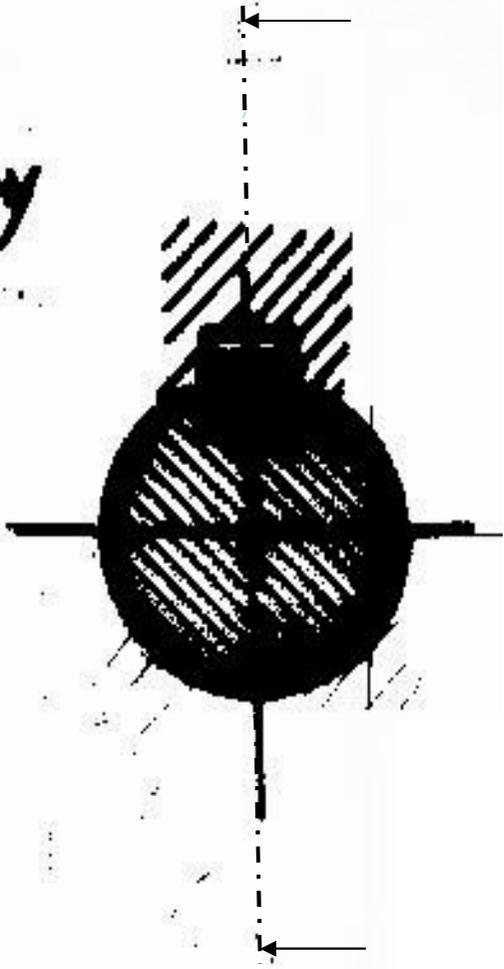
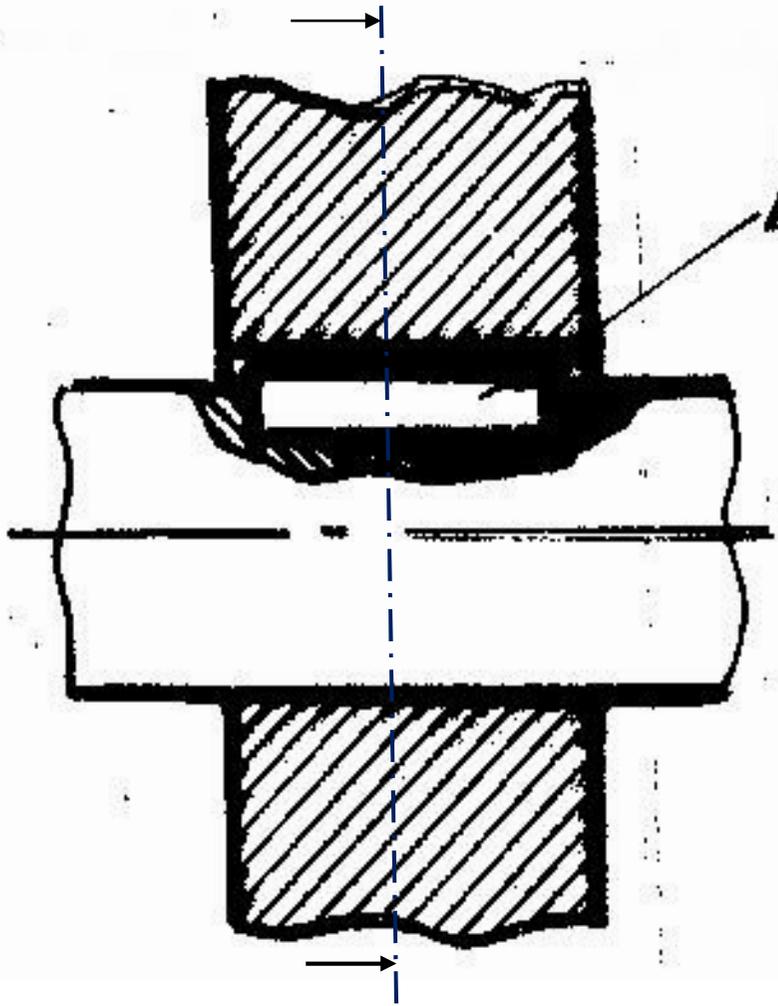
Nut

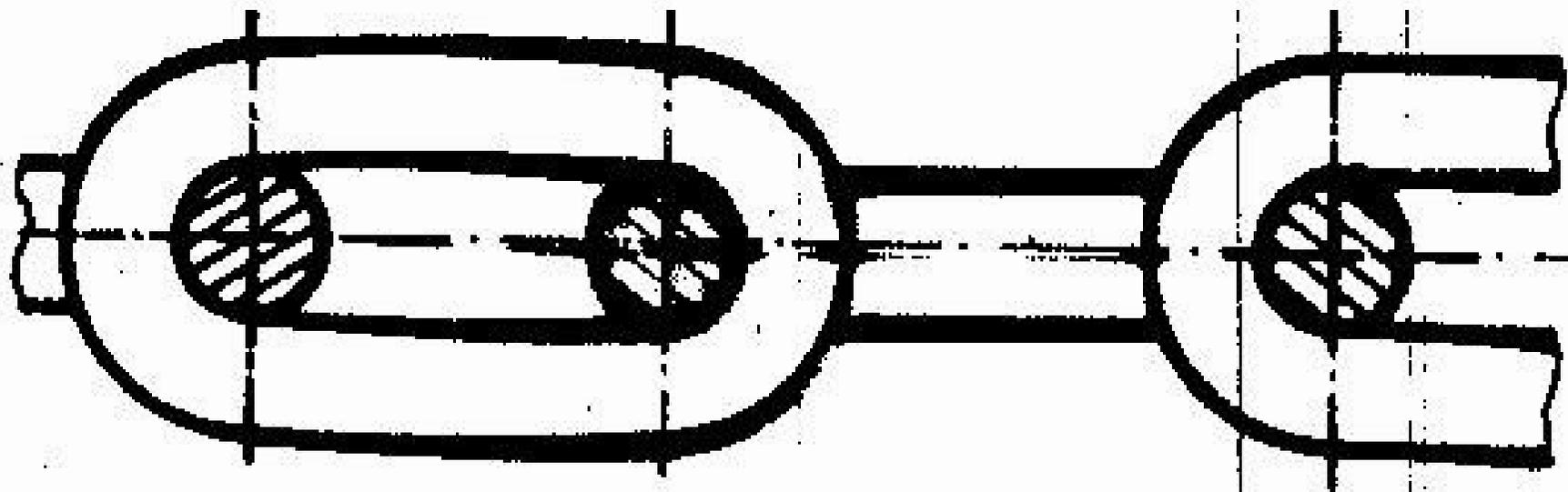


KEYs

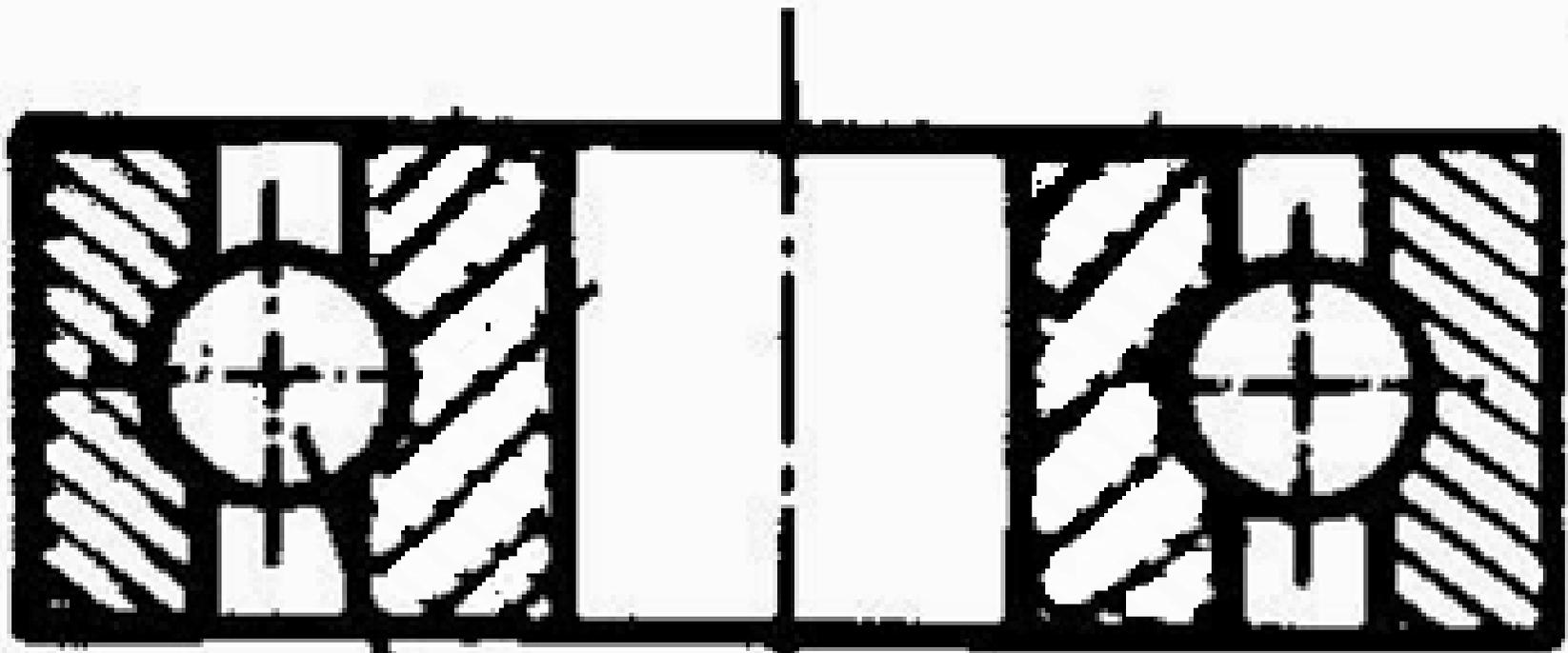
KAMAlar







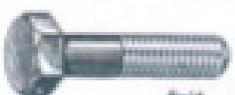
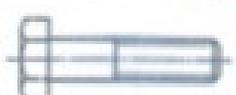
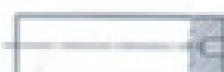
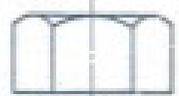
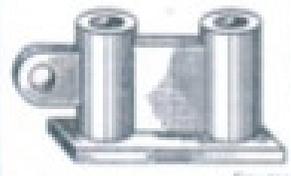
Chain Rings



Roller

Bearing

# PARTS IN WHICH SECTIONS ARE NOT TO BE SHOWN

Part	Incorrect	Correct
 <p>Bolt</p>		
 <p>Pin</p>		
 <p>Screw</p>		
 <p>Gear</p>		
 <p>Nut</p>		
 <p>Handle</p>		
 <p>Frame</p>	