



## Engineering Design Graphics (11th Edition)

By James H. Earle

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**Engineering Design Graphics (11th Edition)** By James H. Earle

For courses in Engineering Graphics and Technical Drawing. Engineering Design Graphics offers an extremely practical, straightforward approach to the subject, covering areas such as design and creativity, computer graphics, engineering drawing standards, spatial analysis, and problem solving. Organized and presented in a clear and accessible manner, this text introduces students to the fundamentals of engineering design through a highly visual format and numerous step-by-step examples and hands-on exercises.

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## **Engineering Design Graphics (11th Edition) By James H. Earle Bibliography**

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## **Editorial Review**

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*Engineering Design Graphics* has been revised and refined in an eleventh edition that we believe is its best edition in all categories: Content, format, readability, clarity, quality of illustrations, and economy. Every effort has been made to write and illustrate the book to make it easier for the student to learn and the teacher to teach. Also; the content was chosen to serve today's courses and fit tomorrow's needs.

Successfully meeting these goals is a difficult chore for an author in any discipline, but it is especially awesome in the area of engineering design graphics where 2,000 illustrations, 1,000 problems, and a multitude of topics must be merged into a cohesive textbook as compactly as possible. Content must include fundamentals, design, computer graphics, industrial applications, and meaningful problems. We hope you agree that we have met these goals.

## **Content**

Every paragraph and illustration has been revisited for improvement or elimination so every item makes a worthwhile contribution to the learning process. No space has been squandered to make room for exotic illustrations that are far beyond the scope of a beginning freshman course. Instead, that valuable space has been used to better illustrate and present concepts in an understandable format to reduce the amount of classroom tutoring needed by the student.

Major content areas covered in this text are:

- design and creativity,
- computer graphics,
- engineering drawings,
- descriptive geometry, and
- problem solving.

## **Design and Creativity**

The first eight chapters are devoted to the introduction of design and creativity. Case studies with examples of worksheets and drawings applying the steps of design guide the student through the design process.

Care has been taken to offer realistic design problems that are within the grasp of beginning students rather than overwhelming them with problems beyond their capabilities. Since the primary objective of design instruction is to teach the *process of design*, meaningful design assignments are given to make the process fun and to encourage the application of creativity and intuition. Most problems are adequately challenging to encourage creative and inspirational solutions which may lead to patentable products.

Chapter 9 has a variety of design problems (115 problems) that can be used for quickie problems, short assignments, or as semester-long design projects. Additional design exercises are included at the ends of the chapters throughout the book.

## Computer Graphics

AutoCAD® 2004 is presented in a step-by-step format to aid the student in learning how to use this popular software. Steps of each illustrations show the reader what will be seen on the screen as the example is followed. Chapter 37 gives an introduction to two-dimensional computer graphics and Chapter 38 covers three-dimensional computer graphics, solid modeling, and rendering.

The main purpose of *Engineering Design Graphics* is to help students learn the principles of graphics, whether done on the drawing board or on the computer. This book can be used in courses where the entire course is done by computer, none is done by computer, or partly done by computer.

### A Format Worth the Effort

Much effort has been devoted to the creation of illustrations separated into multiple steps to present the concepts as clearly and simply as possible. A second color is applied as a functional means of emphasizing sequential steps, key points, and explanations, not just as decoration. Explanatory information and text is closely associated with the steps of each example.

Many illustrations have been drawn, modified, and refined to aid the reader in visualizing and understanding the example at hand. Actual industrial parts and products have been merged with explanatory examples of principles being covered.

The author has personally developed and drawn the illustrations in this book. Years of classroom-experience and trial-and-error testing have been applied to create a format that enables the student and teacher to cover more content with fewer learning obstacles.

### A Book to Keep

Some material in this book may not be formally covered in the course for which it was adopted due to a variations in courses offered from campus to campus. These lightly covered topics may be the ones that will be needed in later courses or in practice; therefore, this book should be retained as a convenient reference for the engineer, technologist, or technician.

### A Teaching System

*Engineering Design Graphics* used in combination with the supplements listed below comprises a complete teaching system.

**Textbook Problems:** Approximately 1000 problems are offered to aid the student in mastering the principles of graphics and design.

**Solution Manual:** A solution manual containing the solutions to most of the problems in this book is available to assist the teacher with grading.

**Problem Manuals:** Nineteen problem books and teachers' guides (with outlines, problem solutions, tests, and test solutions) that are keyed to this book are available from the author. To obtain these manuals please refer to the listing and information on the inside back cover of this book. New problem manuals are in development as well. Fifteen of the problem books are designed to allow problem solution by computer, by sketching, or on the drawing board.

## **Users Review**

### **From reader reviews:**

#### **Shiela Steen:**

In this 21st millennium, people become competitive in most way. By being competitive at this point, people have do something to make these individuals survives, being in the middle of the crowded place and notice by surrounding. One thing that occasionally many people have underestimated the item for a while is reading. Yes, by reading a guide your ability to survive improve then having chance to stay than other is high. For yourself who want to start reading the book, we give you this Engineering Design Graphics (11th Edition) book as nice and daily reading guide. Why, because this book is more than just a book.

#### **Federico Crouch:**

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