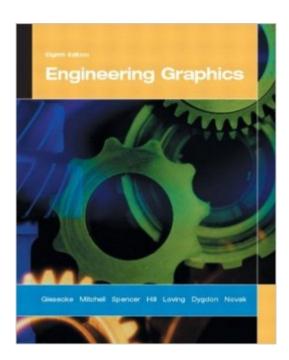
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Engineering Graphics (8th Edition)





Synopsis

For courses in Engineering Graphics/Technical Drawing and Drafting/Technical Sketching. This authoritative text dominates the market by offering the best coverage of basic graphics principles and an unmatched set of fully machineable working drawings. Its practical, well illustrated, step-by-step explanations of procedures have successfully trained students for 60 years, and continue to appeal to todays visually oriented students. - Instructors Manual - Includes teaching tips, quiz questions and a CD ROM with answer files for over 400 drawings, plus all the art from the text in pdf format. - Increased coverage of design processes in Chapter 14 - From the basics of design to 3-D solid modeling, and parametric or constraint based modeling. - Completely revised chapter on manufacturing processes. much needed modernization of important chapter. - Over 40 new problems. - - Coverage of Geometric Dimensioning and Tolerancing. - Extensive updating of text graphics. - Graphics Spotlight feature. - - FREE Student CD - Includes classic Glesecke chapters on Graphs and Diagrams and Alignment charts, along with 40 animation concepts, provides important reference material and keeps book size sm

Book Information

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Customer Reviews

This text is a classic and has been around a long time, however, it fails to reflect the current state of engineering graphics. A lot of the text covers the basics which is important in the understanding of drawings and documentation, but I don't know anyone who does board drafting anymore.

Everything is done in SolidWorks, Pro-E or some other 3D modeling program and this book touches

on it, but it is brief and not very infomative. With the technology we have today, this book should spend the second half getting students up to speed on creating models, drawings and assembly drawings in CAD programs rather than how things use to look drawn on paper.

This book is a little bit old school. A lot of pictures and explanations from last decade. But this make this book awesome. One day you might have to make a project without computer (AutoCad) or whatever, then this book has a good amount of knowledge how to do it. A lot of my friend said it is really oldschool and not helpful nowadays, i would say they are wrong, as an engineer you have to create the project no matter what. Rules are mostly the same. Also this book is helpful if you want to work globally, it explains how to use different mesuremenst units and standards.

As much as I hate paying for textbooks, this is one of my favorite books. Although I'm still on the fence of the relevance of hand drafting in the modern days of AutoCAD/Solidworks, this book is a phenomenal resource. It really provides a great understanding of the art of drafting by hand, and helps to fill in the gaps as to the large array of tools available in the modern software. There is something to be said for having the skills and knowledge of drafting in the old days as well as having the know-how to develop your own sketches/drawings to a professional level. This will be one of those textbooks that I keep after I have used it in class. I think it will be a great reference/manual for many years to come.

This is an excellent college level text. I particularly like the detailed "real world" drafting problems for the students. Also it has a very good apppendix. It is comprehensive enough that we use it in three different courses here at Vincennes University.

I have had this book in my drafting library for some time now. I am always using it and recommending it. The book is laid out so that you can go from beginning drafting up through advanced. It not only says what the standards are, but walks you through drafting technology so that you understand why they are like they are. I believe that anyone that is going to be doing drafting should have this in their library.

This book was listed as 230 dollars at my campus bookstore. I got it here for about 70 dollars or so! Great price, and the condition is great too!

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