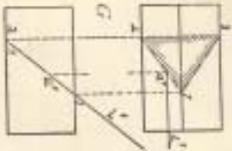


177. Drawing *G* represents the same conditions as *D*.

The intersection may be found without drawing the end view, by means of a cutting plane used as explained in *E* and *F*.



The cutting plane used in the illustration is perpendicular to the front plane; and in the front view points 1, 2, 3 of the section, which are in the edge of the prism, are seen. When these points are projected to the top view and connected, the triangular section is represented by a triangle, and the point  $a'$ , where  $L'$  intersects the triangle, is the top view of the required point  $a$ .

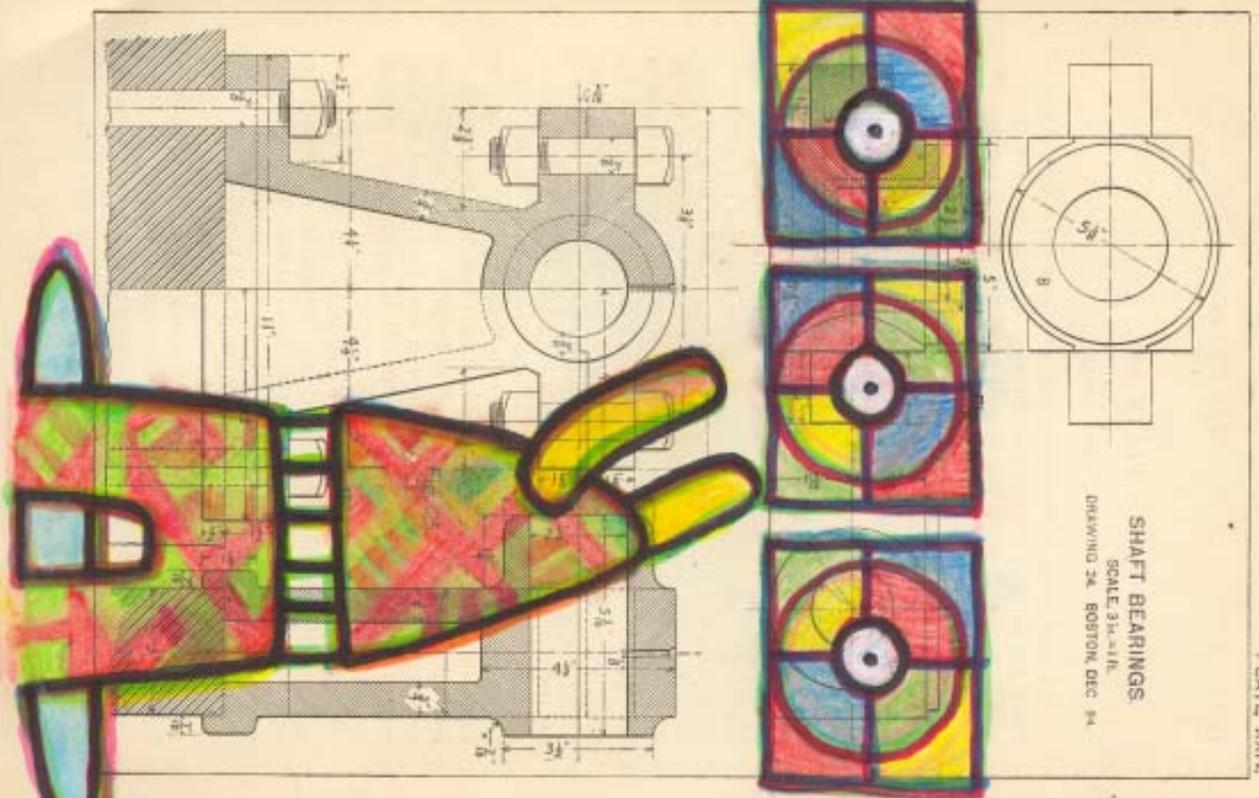
INTERSECTIONS OF A LINE AND A CURVED SURFACE.

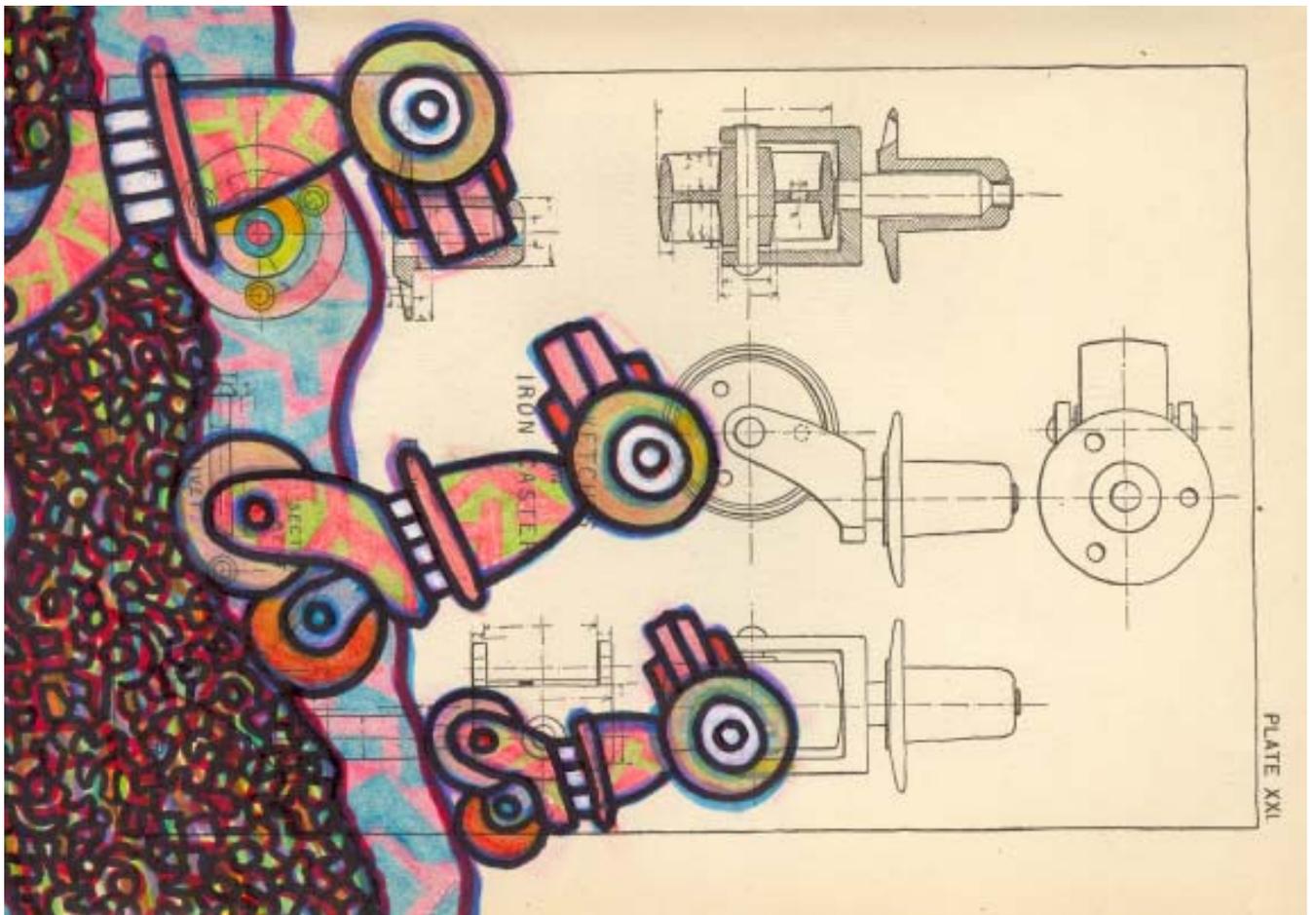
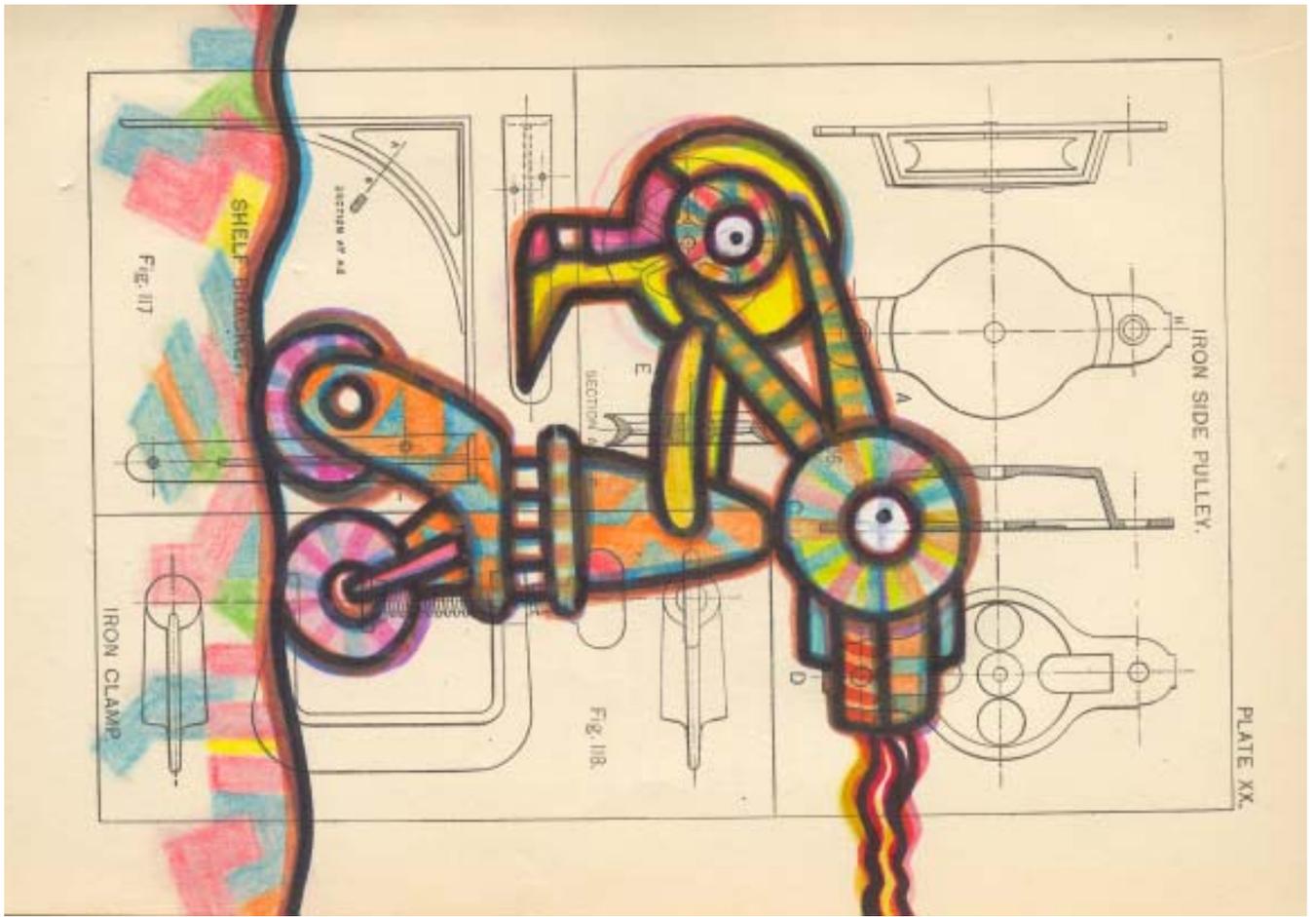
178. Drawing *H* represents a sphere intersected by a horizontal line  $L$ , in front of the center of the sphere.

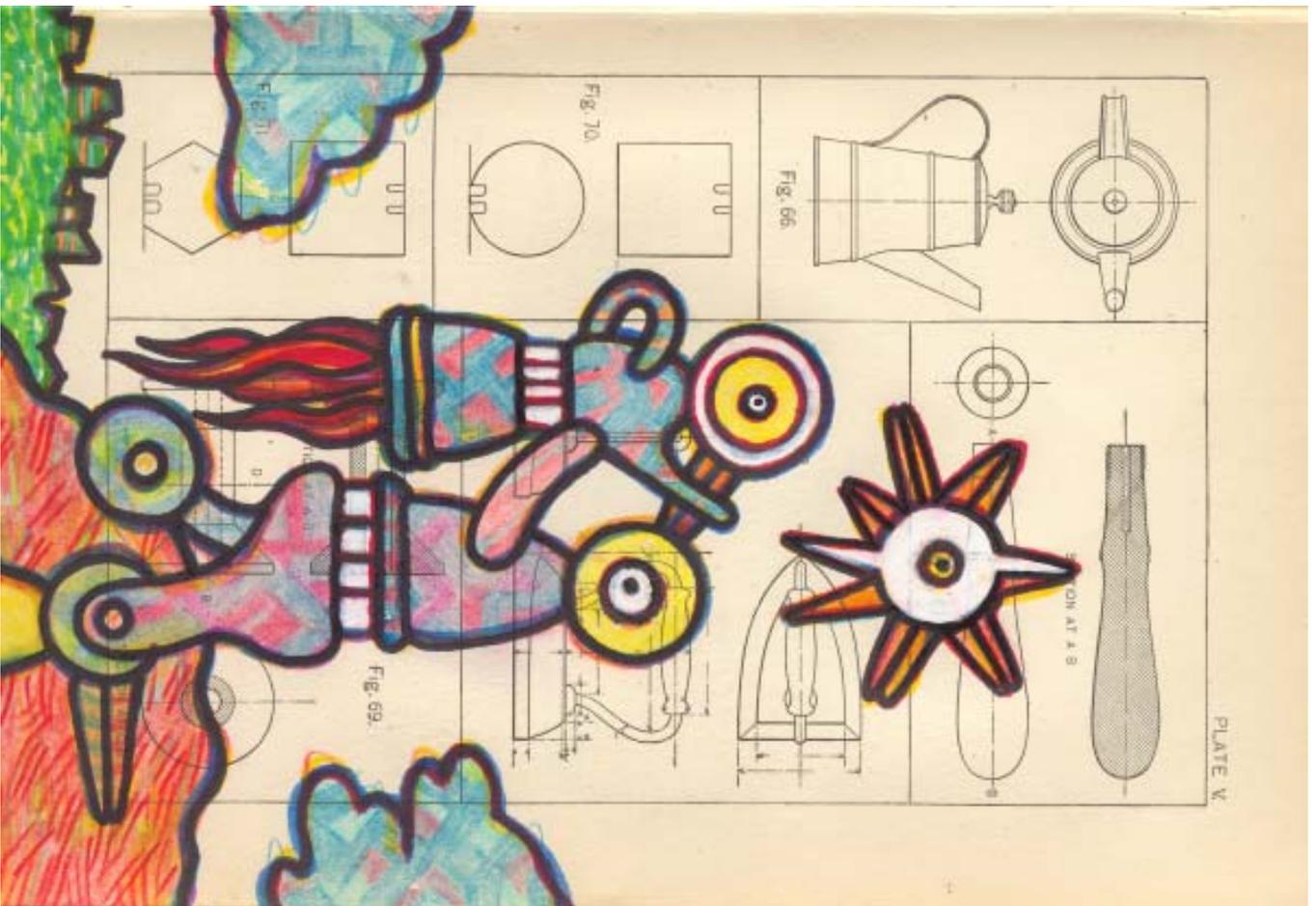
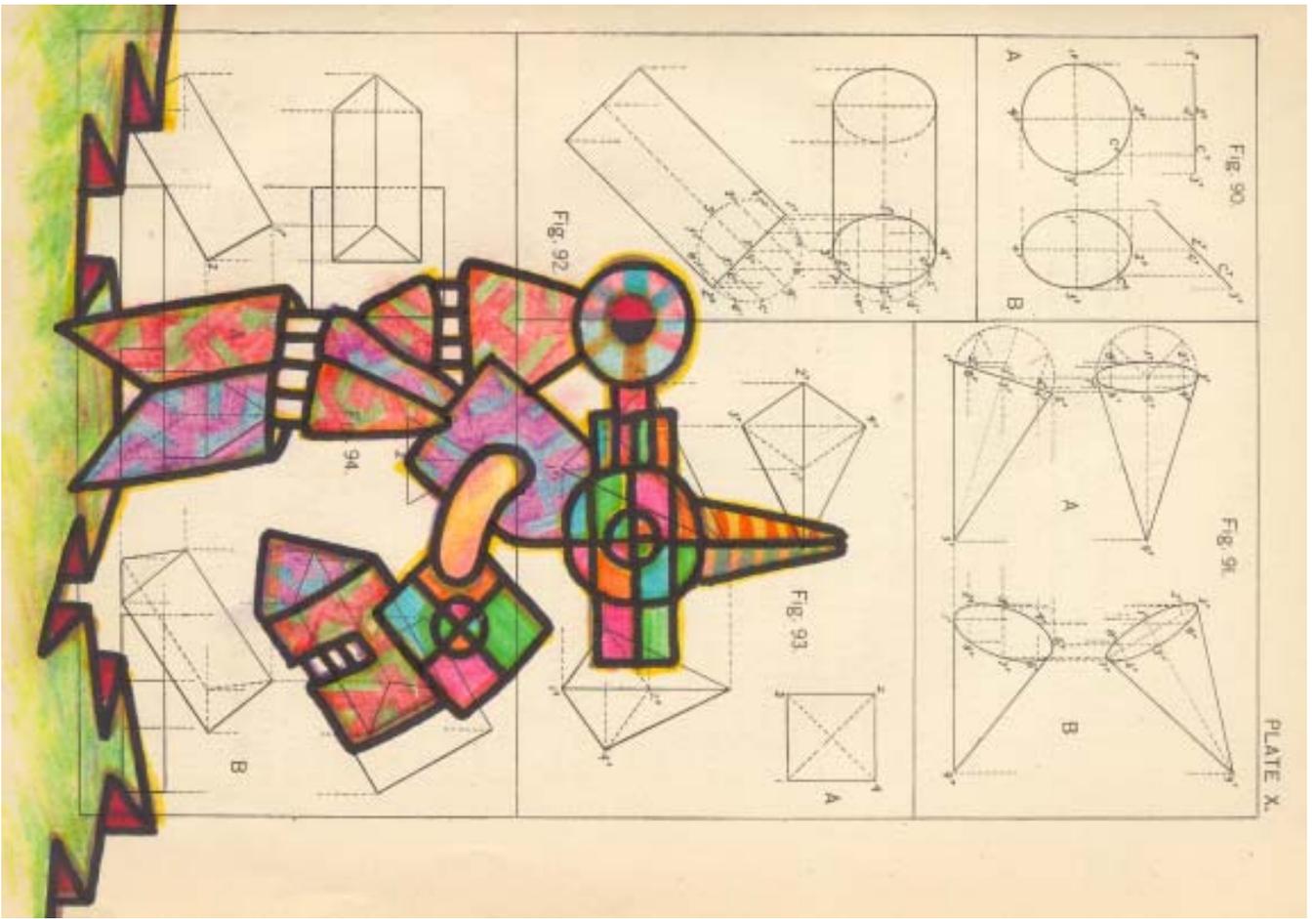
If the cutting plane passing through the center of the sphere and parallel to the front plane is used, it would give the intersection of the line and the sphere. If the line is in a position parallel to the front plane, the intersection of the sphere and the line would give the intersection of the sphere and the line. As the intersection of the sphere and the line is not seen in either of the positions, the intersection cannot be seen in either view. The intersection of the sphere and the line is not seen in either view.



179. Drawing *J* solves the same problem, except that the line is parallel to the top plane only. An auxiliary cutting plane parallel to the front plane is used.







An Oblique Prism is one in which the bases are not perpendicular to the bases.

A Rectangular Prism is a right prism whose bases are regular polygons.

A Truncated Prism is the part of a prism included between the base and a section made by a plane parallel to the base, and cutting all the lateral edges.

The height of a prism is the perpendicular distance between the base and the top surface.

A Parallelepiped is a prism whose bases are parallelograms.

Produce. To continue a line or surface.

Profile. The contour or outline of a body.

Perpendicular. A line or surface which is perpendicular to another line or surface.

Edges. The lines which bound a surface.

Base. The surface on which a prism rests.

Lateral Edges. The edges which connect the corresponding vertices of the two bases.

Oblique Prism. A prism in which the bases are not perpendicular to the lateral edges.

Rectangular Prism. A prism whose bases are rectangles.

Truncated Prism. A prism cut off by a plane parallel to the base.

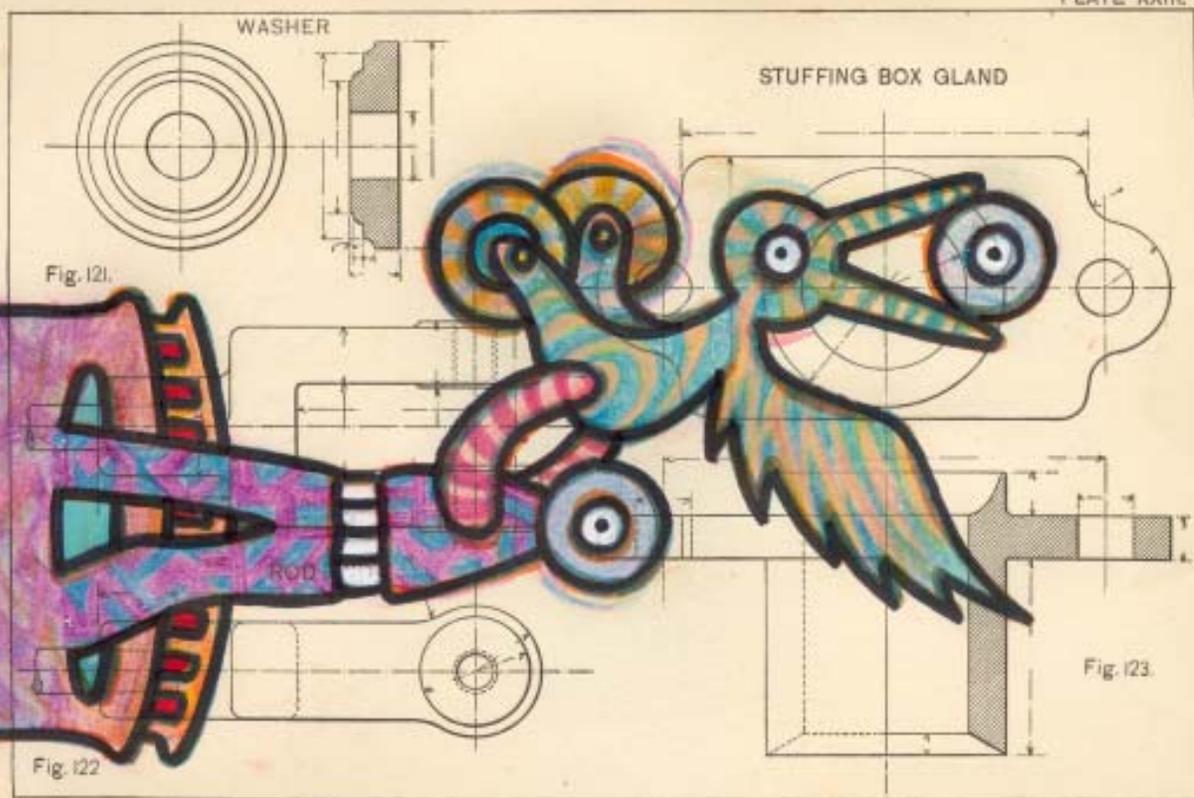
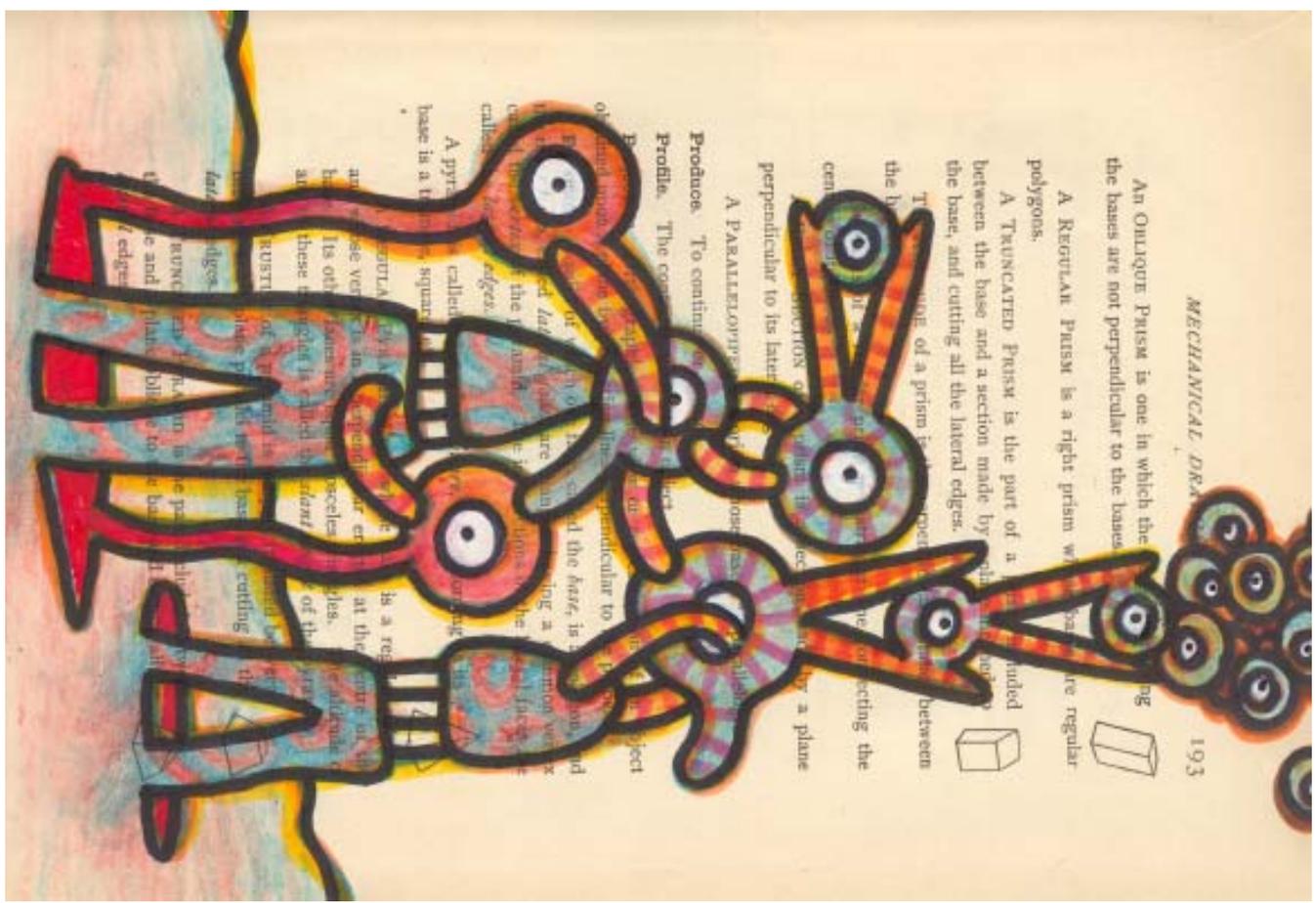
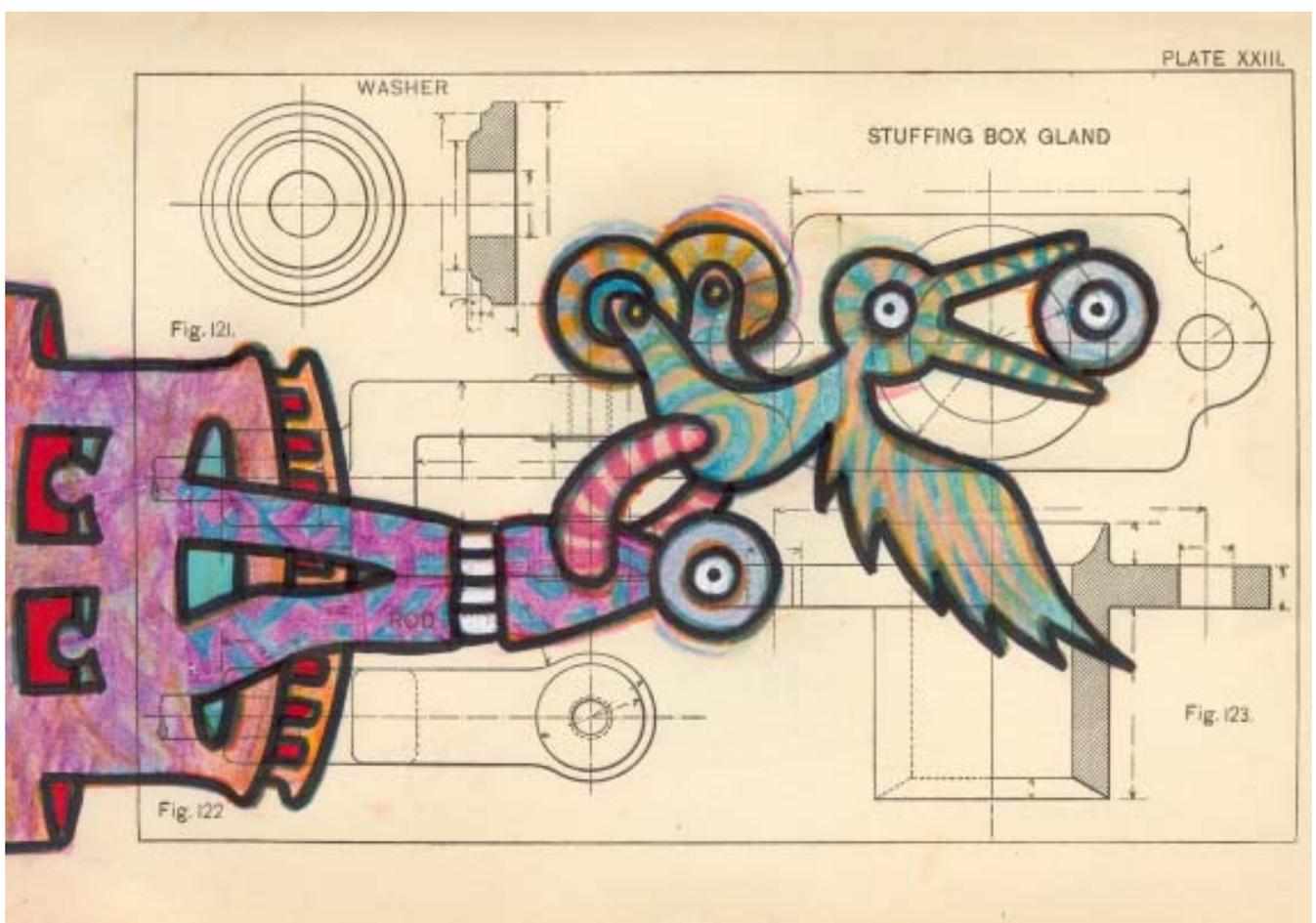


Fig. 121.

Fig. 122.

Fig. 123.



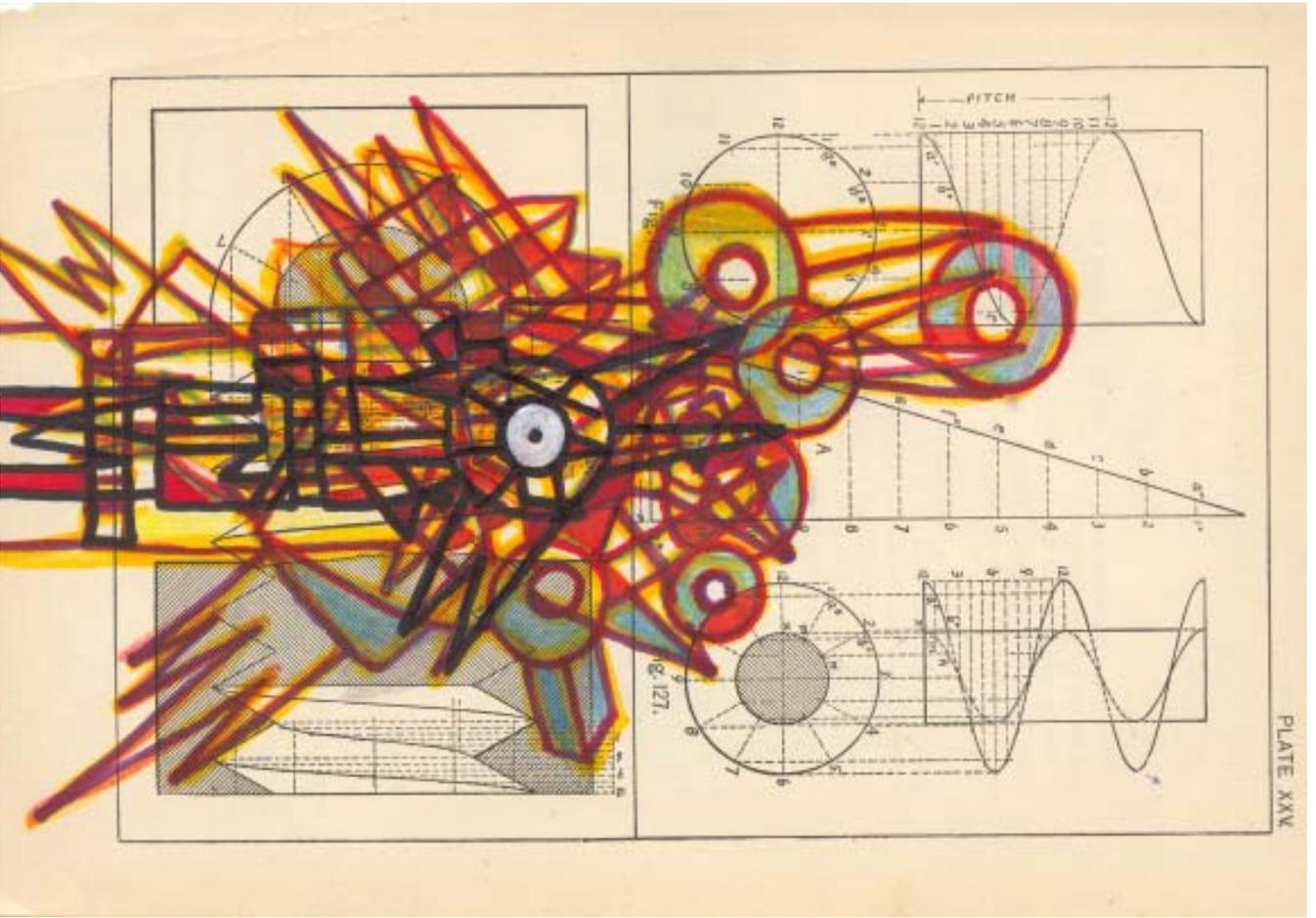


PLATE XXV

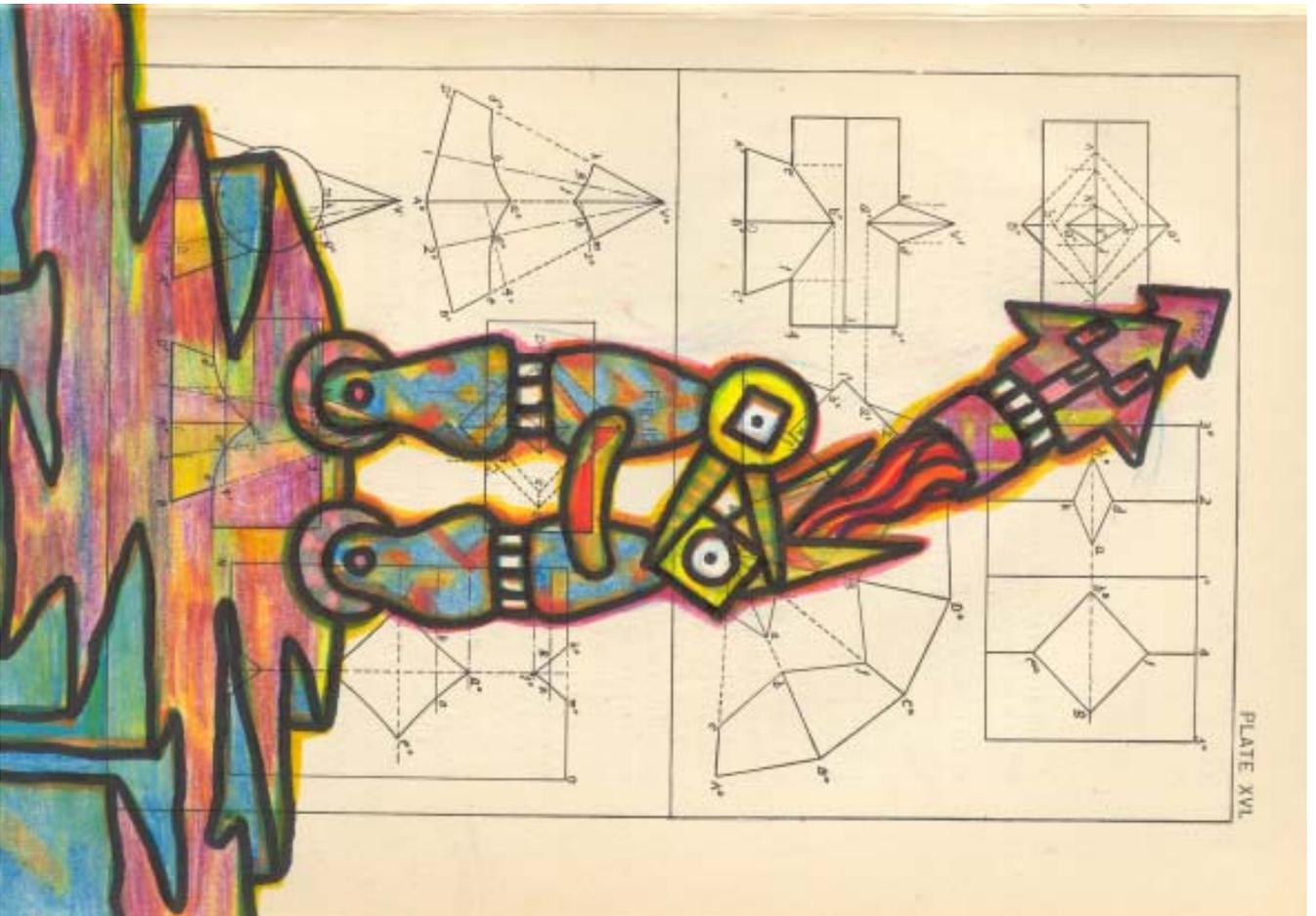
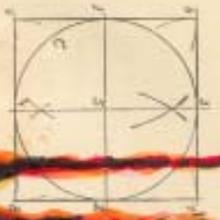
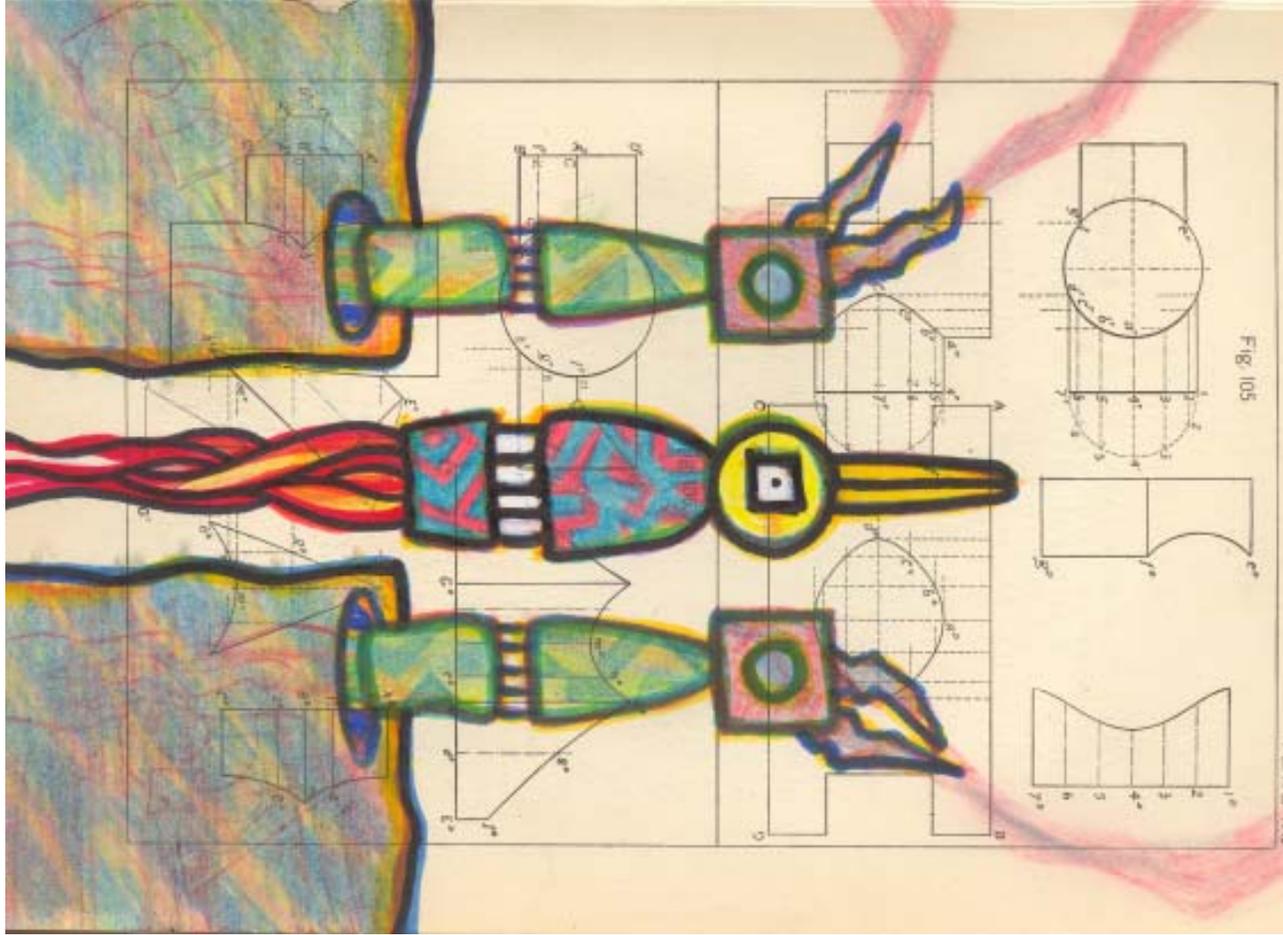


PLATE XVI

Fig. 105



**Problem 35.** — To draw a square about a given circle.  
 Draw the diameter  $AB$  and  $CD$  perpendicular to each other. Bisect the diameter  $AB$  at  $E$ , and draw radii, extending them to the circumference at  $F, G, H, I$ . At  $F, G, H, I$ , draw arcs which intersect at  $J, K, L, M$ . Join  $J, K, L, M$ .

Problem 36



Draw a square  $ABCD$  about a given circle  $C$ .  
 Draw a radius  $CA$ , and bisect it at  $E$ . Draw a perpendicular line  $EF$  to  $CA$  at  $E$ , meeting the circumference at  $F$ . Draw a line  $AF$ , and draw a perpendicular line  $FG$  to  $AF$  at  $F$ , meeting the circumference at  $G$ . Draw a line  $AG$ , and draw a perpendicular line  $GH$  to  $AG$  at  $G$ , meeting the circumference at  $H$ . Draw a line  $AH$ , and draw a perpendicular line  $HI$  to  $AH$  at  $H$ , meeting the circumference at  $I$ . Join  $F, G, H, I$ .

Problem 37



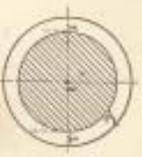
Draw a square  $ABCD$  about a given circle  $C$ .  
 Draw a radius  $CA$ , and bisect it at  $E$ . Draw a perpendicular line  $EF$  to  $CA$  at  $E$ , meeting the circumference at  $F$ . Draw a line  $AF$ , and draw a perpendicular line  $FG$  to  $AF$  at  $F$ , meeting the circumference at  $G$ . Draw a line  $AG$ , and draw a perpendicular line  $GH$  to  $AG$  at  $G$ , meeting the circumference at  $H$ . Draw a line  $AH$ , and draw a perpendicular line  $HI$  to  $AH$  at  $H$ , meeting the circumference at  $I$ . Join  $F, G, H, I$ .

Problem 38



Draw a square  $ABCD$  about a given circle  $C$ .  
 Draw a radius  $CA$ , and bisect it at  $E$ . Draw a perpendicular line  $EF$  to  $CA$  at  $E$ , meeting the circumference at  $F$ . Draw a line  $AF$ , and draw a perpendicular line  $FG$  to  $AF$  at  $F$ , meeting the circumference at  $G$ . Draw a line  $AG$ , and draw a perpendicular line  $GH$  to  $AG$  at  $G$ , meeting the circumference at  $H$ . Draw a line  $AH$ , and draw a perpendicular line  $HI$  to  $AH$  at  $H$ , meeting the circumference at  $I$ . Join  $F, G, H, I$ .





**149. Sections of the Sphere.** — The simplest sections are those of the sphere, for every section made by a plane is a circle, whose diameter ranges from that of the great circle, given by a plane passing through the centre of the sphere, to that of a circle as small as can be imagined, given by a plane having a cutting plane tangent to the sphere.

The centre of the sphere is the centre of the circle which cuts the sphere. The diameter of the sphere is the diameter of the great circle.

If a plane cuts a cube, the section is a polygon. If it cuts four faces, the section is a quadrilateral; if it cuts five faces, the section is a pentagon; if it cuts six faces, the section is a hexagon.

The planes of projection are determined in the same manner as in the case of the sphere. The views of the object are readily projected to the other views.

**152.** Suppose a cube, placed so that two vertical faces are at 45° to the front plane, to be intersected by a cutting plane at 30° to the top plane and perpendicular to the front plane.



sections of the card and the positions of its edges with reference to the top and side planes; the top view gives the width of the card, its relation to the front and side planes, and its distances from these planes; the side view gives the thickness of the card, its relation to the front and top planes, and its distances from these planes.

**105. Views of a Right Rectangular Pyramid.** — Figs. 26 and 27 represent a rectangular pyramid whose axis is vertical and whose base is in the planes of projection. The edges of the base of the pyramid are parallel and two are perpendicular to the front plane.

Fig. 26 is a perspective view of the pyramid and the planes of projection upon which it is projected.



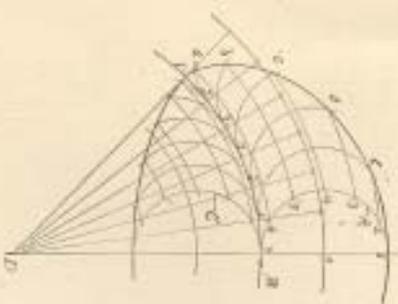
The base of the pyramid is a rectangle, and its right angles to the front plane are shown in the top view. The top view is a rectangle, and its right angles to the front plane are shown in the side view. The side view is a triangle, and its right angle to the front plane is shown in the top view.

The axis, being perpendicular to the top plane, is projected upon it as a point 5', at the centre of the base, and to this point the top views of the lateral edges extend and form the diagonal of the figure. The right and left triangular faces of the pyramid are perpendicular to the front plane, and are projected upon it as lines 5' and 5'. The two wide triangular faces of the pyramid are perpendicular to the side plane, and are projected upon it as lines 5' and 5'.

The right and left triangular faces of the pyramid are perpendicular to the front plane, and are projected upon it as lines 5' and 5'. The two wide triangular faces of the pyramid are perpendicular to the side plane, and are projected upon it as lines 5' and 5'.

curve, of which one-half only is length of the arc between the points 45 may be computed, or a result dividing the circle into many parts.

**Problem 50.** — To construct the circumference of a circle, *A*, within



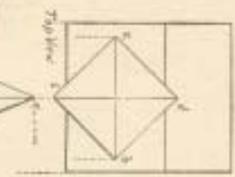
by drawing an arc through *d*, with circle *A*, when tangent at *d'*. When *r* will be at *d*, and will be obtained from *d'* to *d*, or by an arc through *d*, *d'*, *e*, of the curve may be found; also

**Problem 51.** — To construct the circle *C*, which will inscribe the circle *B*. The process is the same as for Problem 50.

**Note.** — When the diameter of the circle within which it rolls, the by is a diameter of *B*.

In the front view the box is represented by a horizontal rectangle 3" high and 6" long. This may be drawn first, and then the top and the end views of the box.

The top view of the box is a horizontal rectangle, 4" wide and 6" long; the side view is a horizontal rectangle 3" high and 4" long, and is on the same level as the front view, while

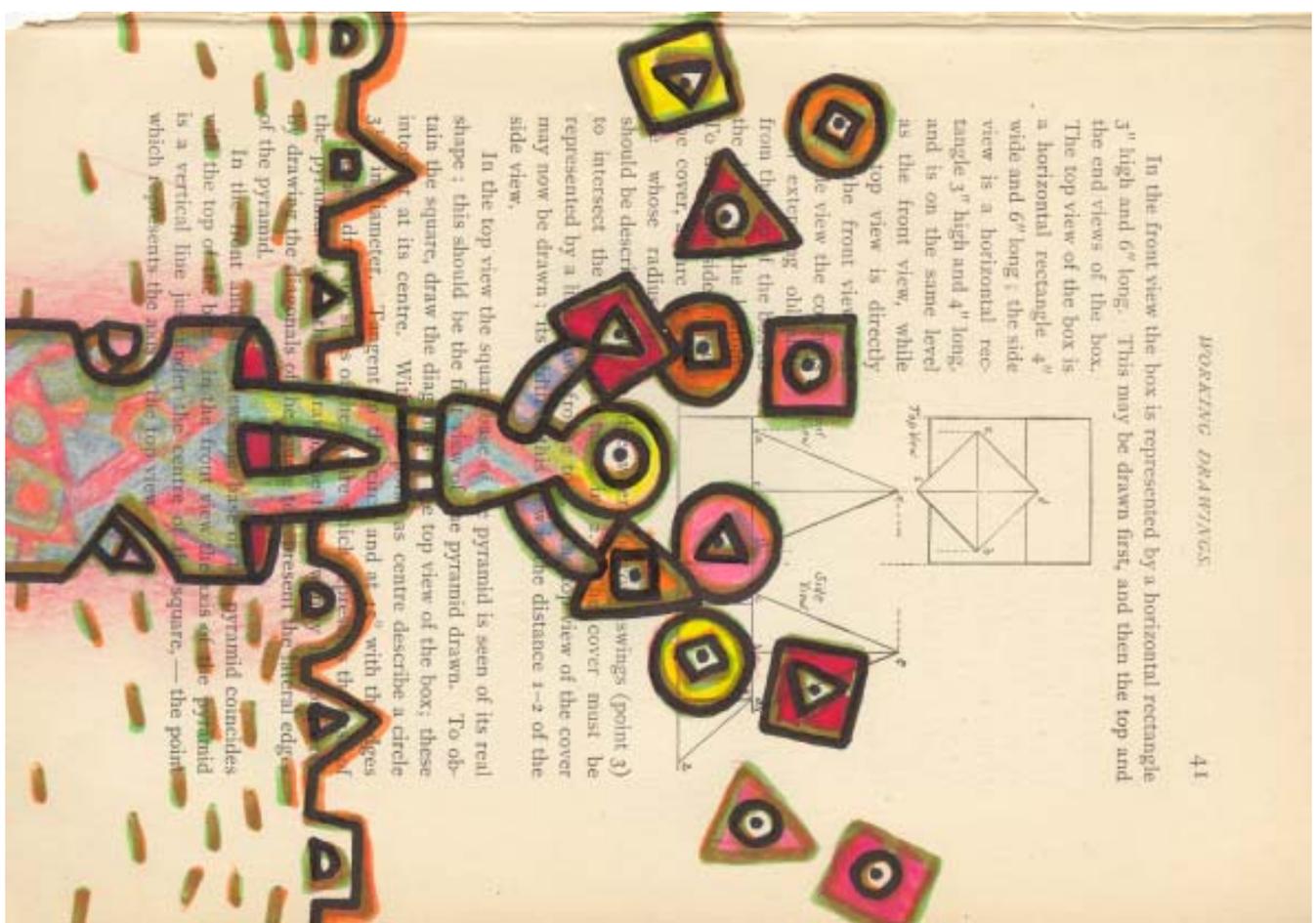


the top view is directly from the front view, while the side view is obtained from the top view, the external view of the box, whose radius should be described to intersect the top view, the cover may now be drawn; its distance 1-2 of the side view.

In the top view the square base of the pyramid is seen of its real shape; this should be the first thing drawn. To obtain the square, draw the diagonal of the box; these intersect at its centre. With this centre describe a circle whose diameter is 4 inches, and at 1-2 with the compasses draw the square, which represents the top view of the pyramid.

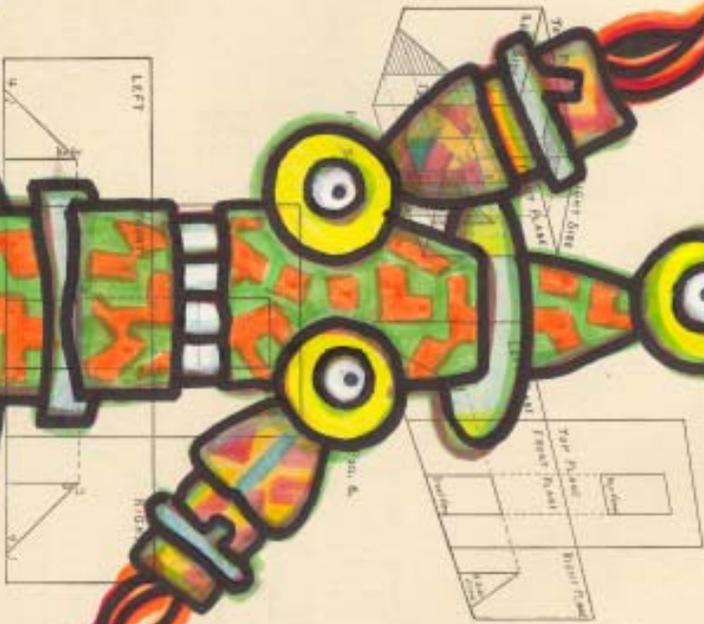


In the front view the pyramid is seen of its real shape; this should be the first thing drawn. To obtain the square, draw the diagonal of the box; these intersect at its centre. With this centre describe a circle whose diameter is 4 inches, and at 1-2 with the compasses draw the square, which represents the top view of the pyramid.





27. It often happens that these two views are not enough to describe an object. Thus, if the cube is placed on a horizontal plane, the views of either triangle or of the cube on the vertical and horizontal slates will be the same. The views of the entire cube, however, are different. In Fig. 2, by a plane bisecting the cube, the front view is shown in the front upper and the top view in the front lower.



GEOMETRICAL

9 with  $r$  as centre, and join its points with the points of the circle  $r_1$ , obtaining the diameters which contain the centres of the required semi-circles, or which are of length of a radius.

Problem 41. — With the centre of the circle  $A$  as centre, draw equal circles tangent to one another and to the circle  $A$ .



to cut the radii previously drawn, at points  $8, 9, 10$ , and draw arcs of the required circles. The radius of each circle is the distance  $7-5$ .

Problem 42. — With the centre of the circle  $A$ , to draw any number of equal circles tangent to one another and to the green circle.



to intersect every one of the radii of the required circles of which the centres are the centres of the required circles of which the distance is  $13-2$ .

Problem 43. — To draw an ellipse, its axes being given.

