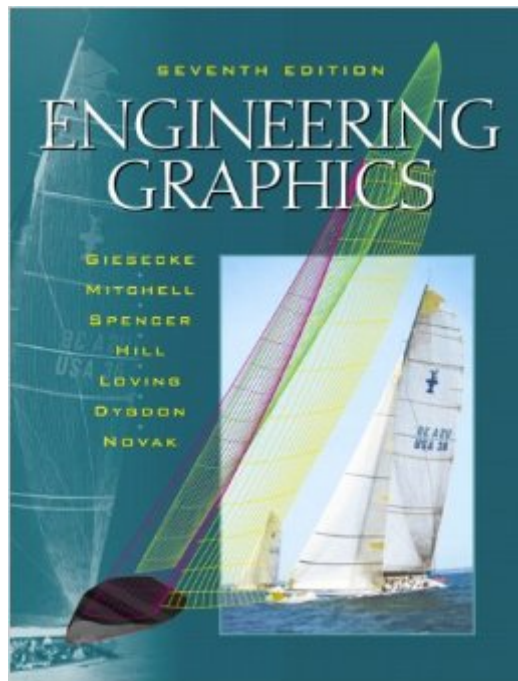


The book was found

# Engineering Graphics (7th 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 today's visually oriented students.

## Book Information

Hardcover: 832 pages

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Average Customer Review: 3.7 out of 5 stars [See all reviews](#) (11 customer reviews)

Best Sellers Rank: #871,498 in Books (See Top 100 in Books) #284 in [Books > Engineering & Transportation > Engineering > Mechanical > Drafting & Mechanical Drawing](#) #1083 in [Books > Textbooks > Computer Science > Graphics & Visualization](#) #1578 in [Books > Computers & Technology > Programming > Graphics & Multimedia](#)

## 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 informative. 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 measurement 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 appendix. 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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