Representing real objects in flat views

• Any real object can be drawn using three flat representations called **VIEWS**.
• The **TOP** or **PLAN** view is taken from above.
• The **FRONT** view is taken from the right side.
• The **SIDE** view is taken from the left side.
  • Let's see an example:
Top-Front-Side Views

Fig. 7-2. Three views of a house.
Let’s look at an easier example…

Let's start by looking only at the top view (blue arrow).

Let’s shade (blue) the squares that serve as the top of the shape. If we draw only these squares we get the Top (or plan) View.
Let's look at an example...

Now let's take a look at the front view (green arrow). Let's shade (green) the squares that serve as the front of the shape. If we draw only the green squares we get the

Front View
Let’s look at an example…

Next, let’s look at the side view (red arrow). Let’s shade (red) the squares that serve as the left side of the shape. If we draw the red squares we get the Side View.
Let’s look at an example…

Here you are all three views for this object:

- **Top View**
- **Front View**
- **Side View**
Another Example…

Most of the time you will not have colored pencils to help you determine what the top, front, and right will look like.

Instead, we can label each by using the letters **T** for top, **F** for front, and **S** for side. Let's take a second and do this.
Any questions?

Ok: Now you can go to our technology blog. Click on the “Graphic expression” link and please do the tests you'll find there.