



## Modern Graphics Communication (3rd Edition)

*By Frederick E. Giesecke, Alva Mitchell, Henry C. Spencer, John Thomas Dygdon, James E. Novak, Ivan Leroy Hill, Shawna D. Lockhart*

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This completely rewritten adaptation of Giesecke utilizes an abundance of hands-on activities and clear step-by-step descriptions to teach users freehand sketching and visualization skills for engineering graphics. The eighth edition features reorganized, consolidated coverage of Solid Modeling, new drawing problems, and fully proofed drawings. Other chapter topics include design and graphic communication, introduction to cad and solid modeling, freehand sketching and lettering techniques, geometric construction and modeling basics, multi-view sketching and projection, pictorial sketching, sectional views, dimensioning, and tolerancing. For individuals interested in the fields of technical drawing and engineering graphics.

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## **Editorial Review**

From the Publisher

Emphasizes development of sketching and visualization techniques. Discusses use of 3-D or 2-D CAD in conjunction with sketching techniques. Offers clear, easy-to-follow, step-by-step descriptions throughout. Features integrated hands-on activities. Highlights drawing tips in special boxes throughout. Lists objectives for each chapter. Includes chapter-end questions. Provides WWW references for locating up-to-date resources. Features a text specific Website. Instructor's Guide with solutions and PowerPoint slides, provide an additional testing resource for instructors.

From the Back Cover

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## **ABOUT THIS BOOK**

We have designed *Modern Graphics Communication* to present succinctly the practices and techniques of sketching, visualization, design and CAD that are important to today's graphics curriculum. Based on the long standing authoritative text on the subject, Giesecke's *Technical Drawing*, this text preserves many of the time tested graphics techniques that remain fundamental to the class, and were so clearly explained in Giesecke's original volume. However, we have rewritten this book to provide a shorter, more lively presentation that covers current course trends, and includes pedagogy appropriate for the modern student. The topics of sketching and visualization skills are this book's primary focus, and provide a solid conceptual basis for the CAD instruction most graphics students receive. We have employed a new format that utilizes integrated on-the-page activities to help students visualize and retain key concepts, unifying art and text into powerful instructional tools easily digested by today's hurried students. Students who complete *Modern Graphics Communication* will leave with a full repertoire of graphical skills they will find invaluable both in education and industry.

## **KEY ELEMENTS**

We have designed the third edition of this text based upon the input of first and second editions users and reviewers. Elements include:

- Increased coverage of Solid Modeling and consolidation of coverage into chapter 2.
- New screen captures and illustrations reflecting new graphics technologies.
- —*New Four-Color Insert*—This insert presents key figures from the text in a four-color format, including key, classic "Giesecke" instructional figures.
- Updated to conform to newly published standards for ASME Y14.6-2001 (Screw Thread Representation), ASME Y14.100-2000 (Engineering Drawing Practices), ASME Y14.24-1999 (Types and Applications of Engineering Drawings), ASME Y 14.38-1999 (Abbreviations and Acronyms), and ASME Y14.6-2001 (Screw Thread Representation).

- —*Increased Coverage of the Design Process in Chapter 1*—Each chapter also features several student design projects.
- *Additional problems* added to almost every chapter.
- *Additional Web Links*—More web links have been added and web links now appear in bold type so they stand out clearly
- *Sketching Worksheets*—A selection of worksheets is included at the end of the book and focus more on sketching techniques.
- Thoroughly updated material on manufacturing and geometric tolerancing.—We are especially thankful to Serope Kalpakjian for help with these sections.
- *Updated Student Animations*—Animations are located at the Website **www.prenhall.com/giesecke**. Concepts with accompanying animations are marked with the WWW icon.
- *Continued Emphasis on Sketching, Visualization, Design, and CAD*—Instead of extensive material on using instruments, this text highlights a sketching approach to graphics.
- *Exceptional Student Pedagogy*—This text continues to feature student pedagogy designed to integrate art and text into self-contained teaching units. These features include:
  - **STEP BY STEP**—These boxes explain essential techniques and processes in detail, using an easy-to-read, visual format. They are vital learning tools that should be given equal importance with the body of the text.
  - **PRACTICAL TIP**—These boxes contain useful tips for sketching techniques or CAD procedures.
  - **HANDS-ON**—This feature provides an opportunity for the student to practice a technique s/he just learned by trying a quick and easy activity right on the page. These are great confidence builders.
  - **TEAR-OUT WORKSHEETS**—Sixteen activities that help students visualize and retain information presented in the text. All are located at the end of the book.
  - **GRAPHICS SPOTLIGHT**—Boxes that highlight up-to-date information on how graphics and CAD are used in the field. They appear in each chapter and include the following topics:
    - A Day at Ideo U
    - Unlocking the Power of Solid Modeling
    - Sketching and Parametric Modeling
    - From Art to Part
    - Multiview Projection from a 3-D Model
    - 3D Pictorials Aid Designers of Future Electronic Cars
    - Modeling Irregular Surfaces
    - High Technology is First Mate in the Race for America's Cup
    - Digital Factory: Quick Production Planning
    - Reverse Engineering NASA's Space Age "Life Boat"
    - Semiautomatic Dimensioning Using CAD
    - Geometric Tolerances with AutoCAD 2004
    - Fastener Libraries
    - Technical Document Management Systems
  - **WEB LINKS**—Addresses of web sites are included to provide starting points for independent research that apply to the subject matter.
    - Each chapter contains an *introductory overview, objectives, key terms, a chapter summary, and review questions* to help students organize their reading and review what they have learned.
    - *Design projects and problems* provide ample context for students to practice solving graphic problems. These are located at the end of each chapter.
    - A *complete appendix and index* provide readily accessed reference tools that students will find useful during the course and afterward in professional settings.

## SUPPLEMENTS

### **INSTRUCTOR'S MANUAL WITH CD-ROM—INCLUDES SOLUTIONS AND POWERPOINT**

**SLIDES.** This text will have its own instructors guide containing solutions to review questions and teaching tips for each chapter. It will also contain a CD holding 1) animations keyed to the text for classroom use and distribution, 2) Powerpoint lectures for instructor use, 3) CAD solutions of most of the text's problems, and 4) selected text images in pdf format. Material for this supplement was prepared by Tom Kane, of Pueblo Community College, Shawna Lockhart, W Mark Perkins of the Montana State University-Bozeman, and Gerry Bacza of Fairmont State University.

**HTTP://WWW.PRENHALL.COM/GIESECKE** — In order to provide instructors and students with the most current information possible, Prentice Hall has created the Giesecke Web site. This expanded site now features information appropriate to the entire Giesecke series of texts. Forty animations (twenty-five of these keyed directly to this text) are viewable on-line or can be downloaded to a local PC or network. A Question and Answer feature lets students answer questions on-line and submit their responses to instructors via E-mail. Reference chapters on graphs, alignment charts, empirical equations, and graphical mathematics are also included, and a section of edrawings: a new solid modeling technology that lets you view, rotate, and annotate solid models without any special software. An extensive set of web links, including every citation in this text, helps students navigate the World Wide Web.

**WORKBOOKS.** For those who need extra projects for students, Prentice Hall offers a set of 3 workbooks:

- **Series 1** (ISBN 0-13-658536-1) This book contains traditional workbook problems.
- **Series 2** (ISBN 0-13-658881-6) This book contains traditional problems with an emphasis on engineering concepts.
- **Series 3** (ISBN 0-111160-4) A brand new workbook by Paige Davis and Karen Juneau of the Louisiana State University. This book contains modern problems, as well as an extensive, CAD-based project.

### **Users Review**

#### **From reader reviews:**

#### **Steven Clayton:**

Here thing why this specific Modern Graphics Communication (3rd Edition) are different and dependable to be yours. First of all reading through a book is good nevertheless it depends in the content than it which is the content is as scrumptious as food or not. Modern Graphics Communication (3rd Edition) giving you information deeper and in different ways, you can find any publication out there but there is no book that similar with Modern Graphics Communication (3rd Edition). It gives you thrill examining journey, its open up your own eyes about the thing that will happened in the world which is might be can be happened around you. It is easy to bring everywhere like in playground, café, or even in your approach home by train. If you are having difficulties in bringing the published book maybe the form of Modern Graphics Communication (3rd Edition) in e-book can be your choice.

#### **Florence Croy:**

Reading can called imagination hangout, why? Because when you find yourself reading a book especially book entitled Modern Graphics Communication (3rd Edition) your head will drift away trough every

dimension, wandering in every single aspect that maybe unknown for but surely will become your mind friends. Imaging each word written in a guide then become one type conclusion and explanation that will maybe you never get previous to. The Modern Graphics Communication (3rd Edition) giving you an additional experience more than blown away your head but also giving you useful data for your better life within this era. So now let us explain to you the relaxing pattern the following is your body and mind will likely be pleased when you are finished looking at it, like winning a sport. Do you want to try this extraordinary wasting spare time activity?

**Michael Albright:**

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