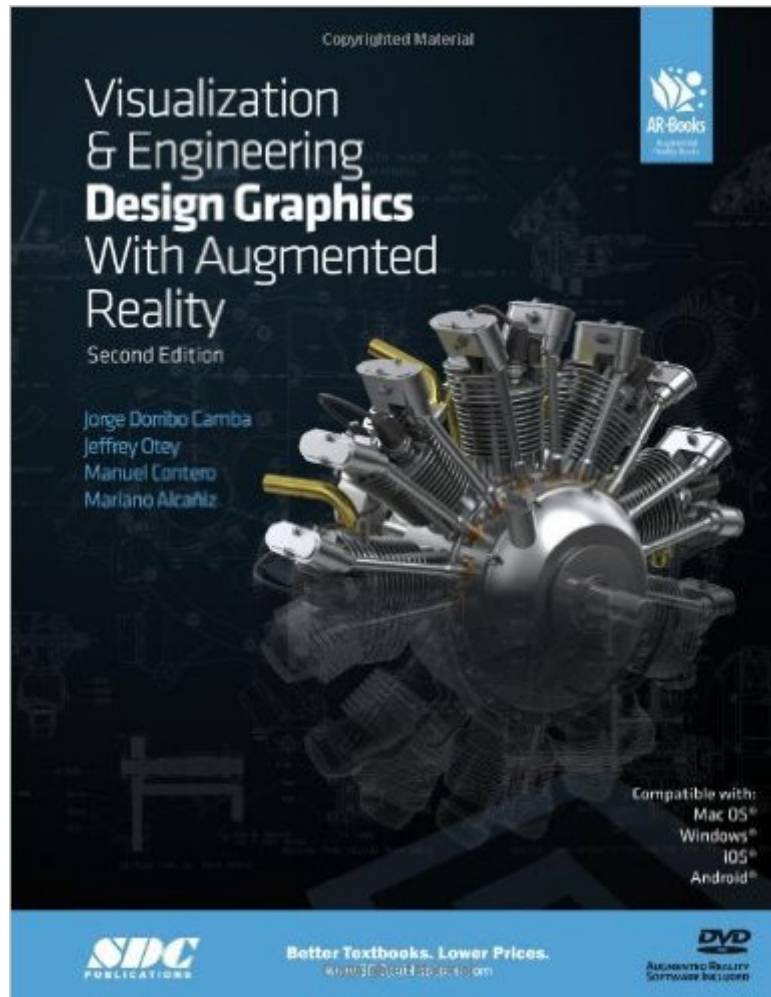The book was found

Visualization And Engineering Design Graphics With Augmented Reality (Second Edition)

Synopsis

This book is designed as a learning tool to help the aspiring engineer learn the language of engineering graphics. In this regard, this book is hardly unique, as there have been literally hundreds of books published in the past that had a similar goal. The main challenge faced by engineering graphics books comes from the difficulty of representing and describing three dimensional information on paper, which is a consequence of the two dimensional nature of printed materials. What makes this book invaluable is the use of Augmented Reality, a technology that will allow you to escape the limitations of traditional materials enabling you, the student, to truly visualize the objects being described in full 3D. To take full advantage of this book you will need a smartphone, tablet or computer with a web camera, along with the software or apps provided*. Many parts of the book are linked to specific augmented reality content through a series of black and white markers that have been seamlessly integrated throughout the pages. In order to experience the content, your device s camera must be pointed at these markers. The main marker, available at the beginning of the book, is used to interact with the augmented reality models, which will be rendered in real time in your device s screen. * If you do not have an iOS device, Android device or a computer with a webcam, SolidWorks files of the models used throughout the book are included on the CD. In addition, STL files have been provided so the models can be opened using your solid modeling CAD package of choice or printed using a 3D printer. Table of Contents Introduction 1. Sketching and Lettering 2. Orthographic Projection 3. Pictorials 4. Sectional Views 5. Auxiliary Views 6. Dimensioning 7. Tolerances 8. Threaded Fasteners 9. Working Drawings Appendix

Book Information

Design > Computer Modelling   #673 in Books > Arts & Photography > Architecture > Drafting & Presentation

Customer Reviews

This book is short and concise, it's paperback which saves money. It's still very durable and will hold up through regular use. Overall, I am glad I found this book. Very informative.

Great starter book for Drawing,Tolerancing and etc.

great book!!!!!! Highly recommended

Visualization and Engineering Design Graphics with Augmented Reality (Second Edition) Augmented Reality for Beginners!: Principles & Practices for Augmented Reality & Virtual Computers Virtual Reality - die digitale Welt wird zur Wirklichkeit: Augmented Reality, VR-Brillen, Cardboards, Cyberspace (German Edition) Engineering Design Graphics: Sketching, Modeling, and Visualization, 2nd Edition Engineering Design Graphics: Sketching, Modeling, and Visualization The Fundamentals of Visualization, Modeling, and Graphics for Engineering Design Visualization, Modeling, and Graphics for Engineering Design Augmented Reality Law, Privacy, and Ethics: Law, Society, and Emerging AR Technologies Augmented Human: How Technology Is Shaping the New Reality Engineering Design Communications: Conveying Design Through Graphics (2nd Edition) 3D Fashion Design: Technique, design and visualization Computer Graphics Through OpenGL: From Theory to Experiments (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation) Graphics Gems IV (IBM Version) (Graphics Gems - IBM) (No. 4) Engineering Design Graphics (11th Edition) Engineering Design Graphics with AutoCAD 2007 (12th Edition) Trout Biology (Revised and Augmented Edition) Engineering Design and Graphics with SolidWorks 2016 Visualize This: The FlowingData Guide to Design, Visualization, and Statistics Cool Infographics: Effective Communication with Data Visualization and Design How Maps Work: Representation, Visualization, and Design