Graphics Technology
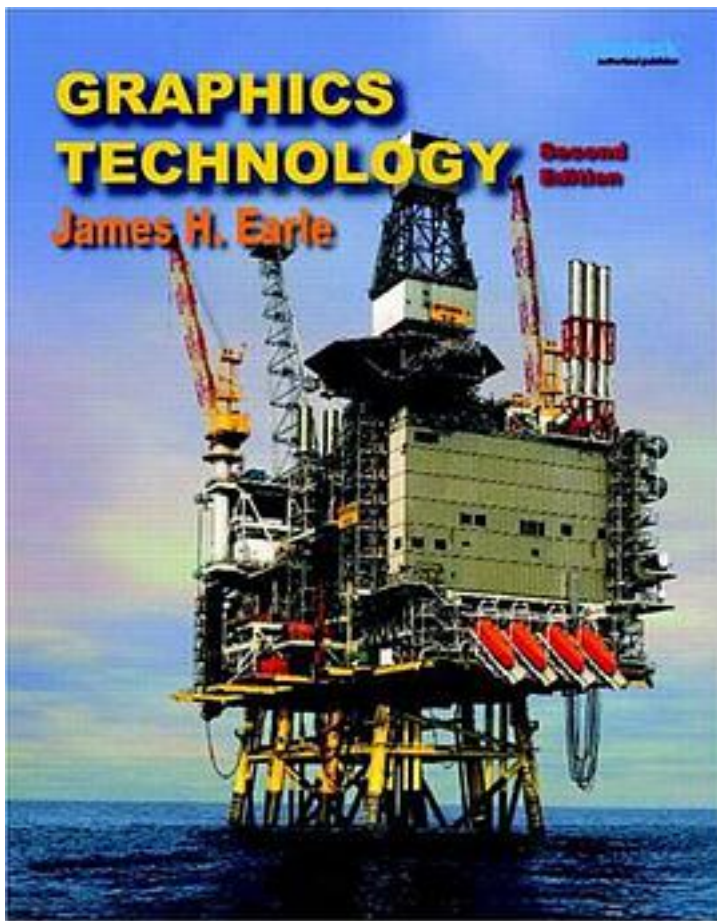
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For undergraduate courses in Engineering Design Graphics in Engineering or Technology programs. Graphics Technology is a comprehensive, clearly-written text that covers the principles of engineering graphics as encountered in industry. Two-color illustrations with step-by-step explanations enable students to progress

easily with the minimum of guidance from the instructor. The numerous design problems range from simple to advanced, with chapters on descriptive geometry included to enable students to solve three-dimensional spatial analysis problems encountered in real-world situations. An introduction to AutoCAD 2005(R) allows students to solve problems by computer as well as by hand.

作者介绍:

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