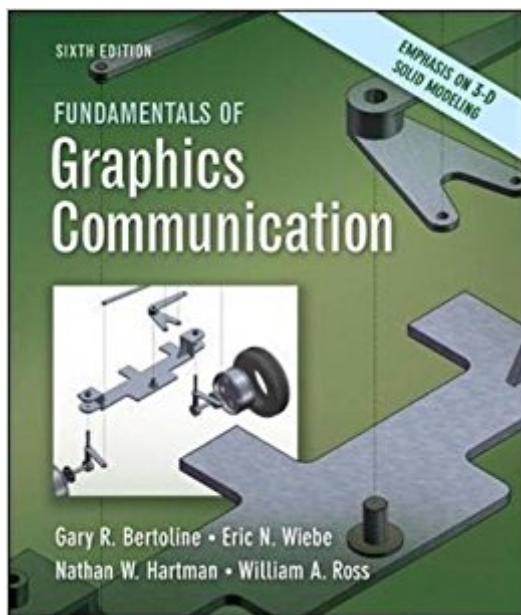


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# Fundamentals Of Graphics Communication



## **Synopsis**

A thoroughly contemporary approach to teaching essential engineering graphics skills has made *Fundamentals of Graphics Communication* the leading textbook in introductory engineering graphics courses. The sixth edition continues to integrate design concepts and the use of CAD into its outstanding coverage of the basic visualization and sketching techniques that enable students to create and communicate graphic ideas effectively. As in past editions, the authors have included many examples of how graphics communication pertains to "real-world" engineering design, including current industry practices and breakthroughs. A website provides additional resources such as an image library, animations, and quizzes.

## **Book Information**

Series: *Fundamentals of Graphics Communications*

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## **Customer Reviews**

1996 Ph.D., Ergonomics, Dept. of Psychology, North Carolina State University, Raleigh, NC.

Dissertation title: Recognition of Local Metric Changes in 3-D Computer Models. 1987 MA, Industrial Design, North Carolina State University, School of Design, Raleigh, NC. Thesis title: The Development of Human-Computer Interface Criteria for the Designer. 1982 BA, Chemistry, Duke University, Durham, NC. Nathan Hartman is an Associate Professor in the Department of Computer Graphics at Purdue University where he currently teaches undergraduate courses in 3D modeling, graphics standards, and product data management. He has also taught graduate courses covering advanced computer graphics technology topics, research methods, and measurement and

evaluation. Nathan is Co-Director of the Purdue University Product Lifecycle Management (PLM) Center of Excellence in the Center for Advanced Manufacturing in Purdue's Discovery Park. His research areas include the use of constraint-based CAD tools within the product lifecycle, the development of strategic knowledge in the use of 3D computer graphics tools, 3D data interoperability and exchange, and the use of virtual reality in PLM environments. Professor Hartman holds a Bachelor of Science in Technical Graphics and a Master of Science in Technology from Purdue University, and a Doctor of Education in Technology Education from North Carolina State University. Gary Bertoline is the Associate Vice President for Visualization Computing. He formerly was Department Head and a Professor in the Department of Computer Graphics Technology. He is the co-founder of the Digital Enterprise Center in the School of Technology, and, in the 6 years he served as Department Head, he more than doubled enrollment, funded projects, and donations to the department. Prior to becoming department head he was on the faculty in Computer Graphics Technology for 4 years. Prior to joining the faculty at Purdue, Gary served three years as a faculty member in the College of Engineering and Department of Engineering Graphics at The Ohio State University.

I bought this about 2 weeks ago one night when I realized I did not have the right book for my Engineering class. So I figured no big deal, has a digital copy for Kindle. I had used E-books before so I purchased so that I could immediately start using it for my assignment that was due the next morning. I was SORELY surprised to find that the Kindle Desktop app for PC is HORRIBLE. The book itself is like a poor copy of the text. There are no actual page numbers, and even the PDF like pages are not even the same as the book. Oh but wait, there are location numbers at the bottom. So page 65 is actually like Location 5865 of 15404. This is not an exaggeration. The location numbers also jump up by 6 or 7 values as you scroll, so you can not just divide the total Location value by the number of should be pages, and then multiply by what page you need. Took me about 10 minutes to find the assignment because of this. Not sure if the Kindle programmers realize how faulty and useless this is yet. If I needed to use this on a daily basis I would have tried to swap for the Hard Book version. At least I could sell next semester and not be out \$120!!!!

This book is just okay. I was really hoping that it would have more in-depth content oriented towards Solidworks, which was the program-of-choice for my drafting class. I think it thoroughly covers the most important concepts in drafting as well as technical drawing, but fails to show the reader how to specifically use a drafting program. Overall, a solid introduction to drafting and graphics

communications. However, unless you have assigned homework from this book, I don't think there is much content in here that someone couldn't figure out very easily. This is a rather dull textbook, and you certainly would not want to read this cover-to-cover.

I needed this book for an Engineering Design class and it's wonderful! Pros: Very useful and explains concepts well. Cons: None. This is a perfect book for any design class.

Needed it for a class. Whole lot of book for very little learning.

Really helpful! Delivered on time and looks really new! Awesome!

Good book for learning solid works and drafting techniques.

great engineering textbook

The only drawback to this is that there are NO page numbers!!! It makes going through this book extremely difficult. Otherwise it is a great way to own a textbook! I wish I could get all my textbooks on the kindle. But alas hasn't discovered that this is a spectacular idea. Someday...

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