

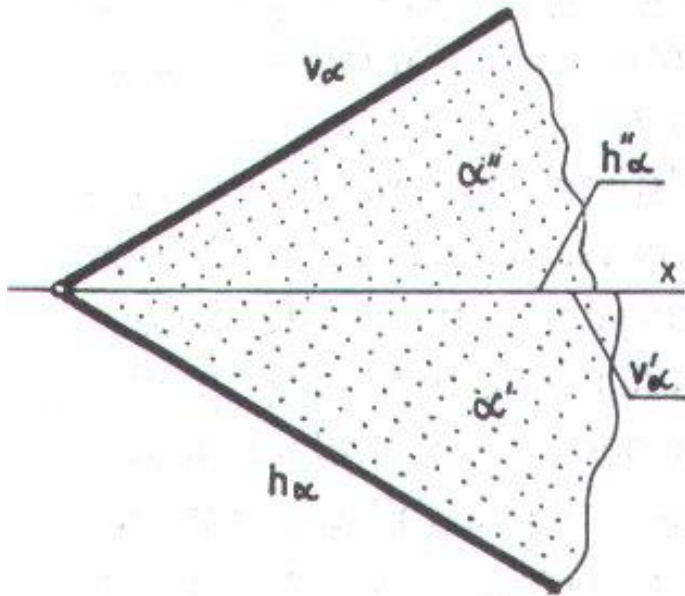


# Politechnika Wroclawska

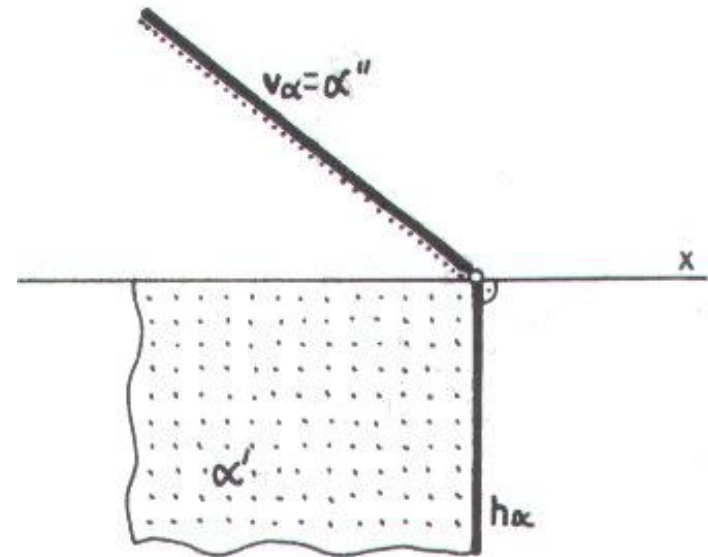
## Fundamentals of engineering drawing, p.3

Dr inż. Stanisław Frąckowiak

# Sections with the projective plane



Plane projections in any position



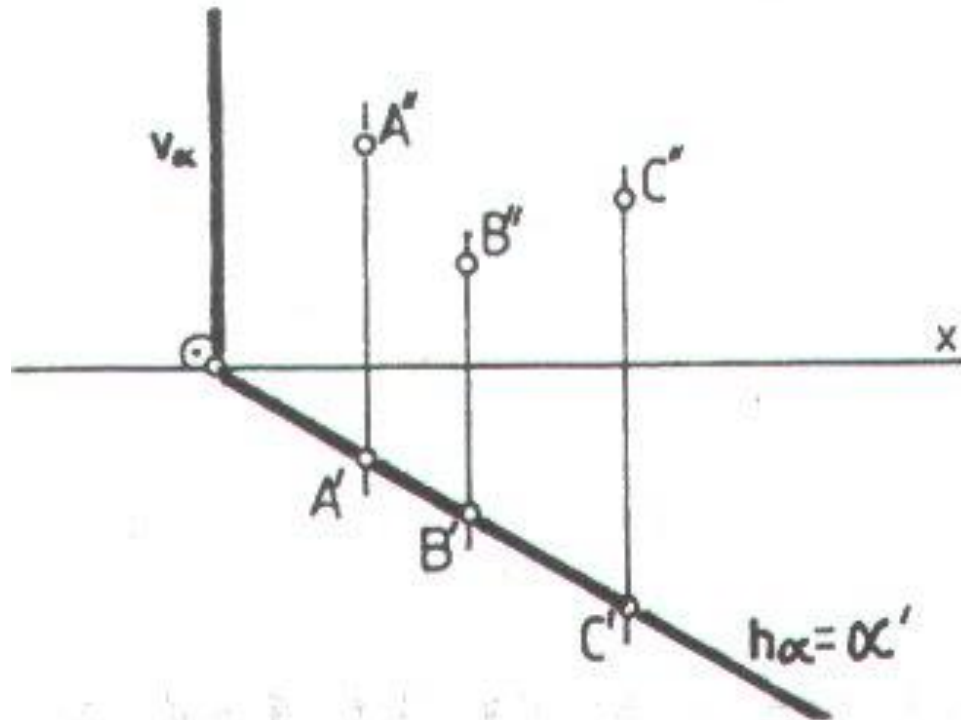
Projections of a vertically projecting plane

# Sections with the projective plane

- In the projecting position, in one of the projections, the projection direction coincides with its perpendicular position (in Monge's method, perpendicular projection applies!)

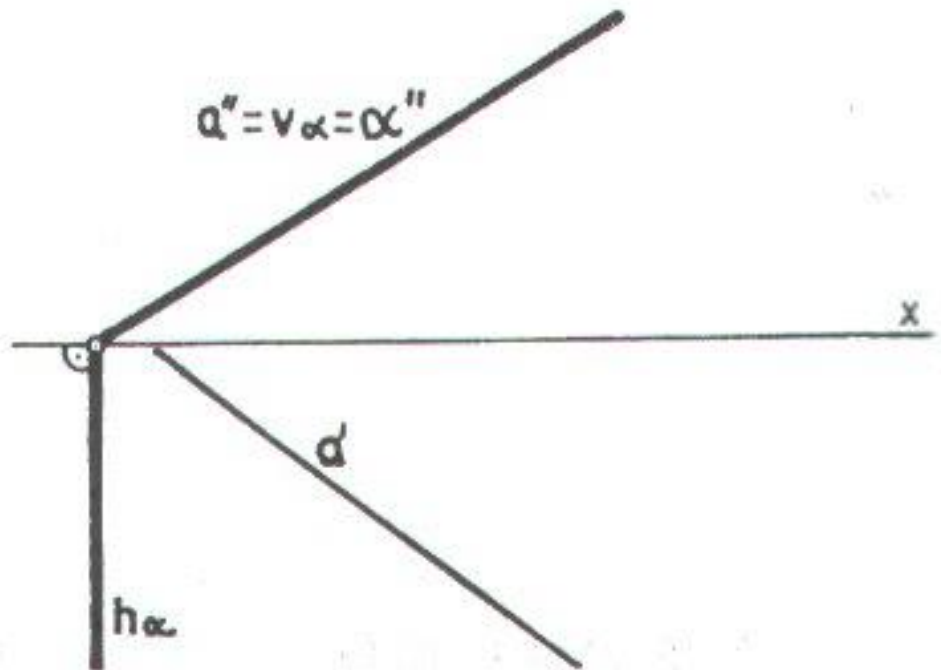
# Projection plane properties

- Points lying on a plane (horizontally projecting)



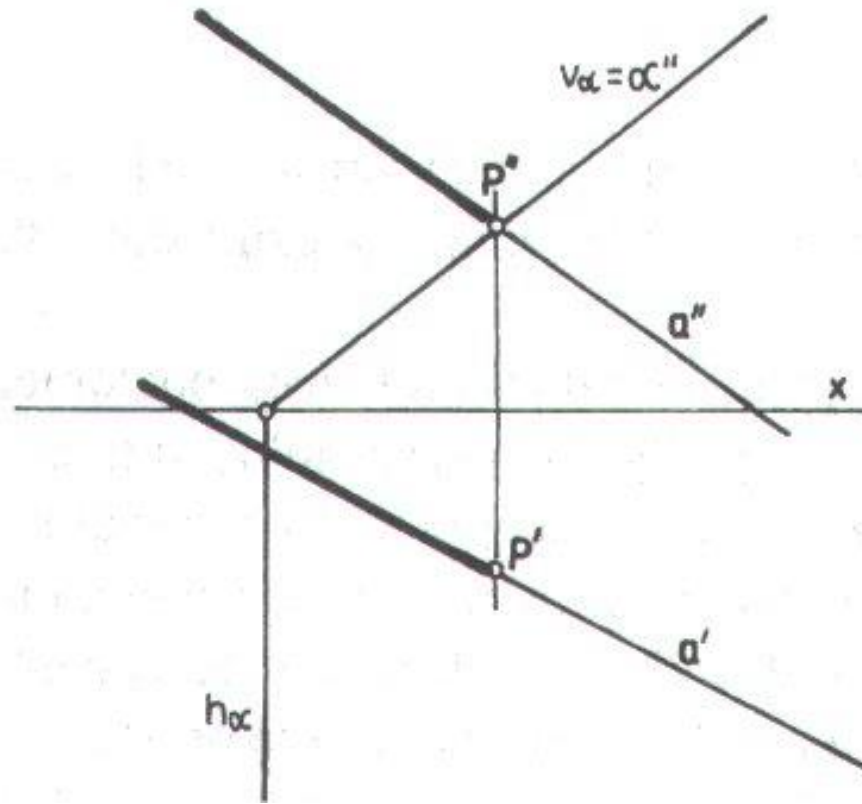
# Projection plane properties

- Line lying on the plane (projecting vertically)



# Projection plane properties

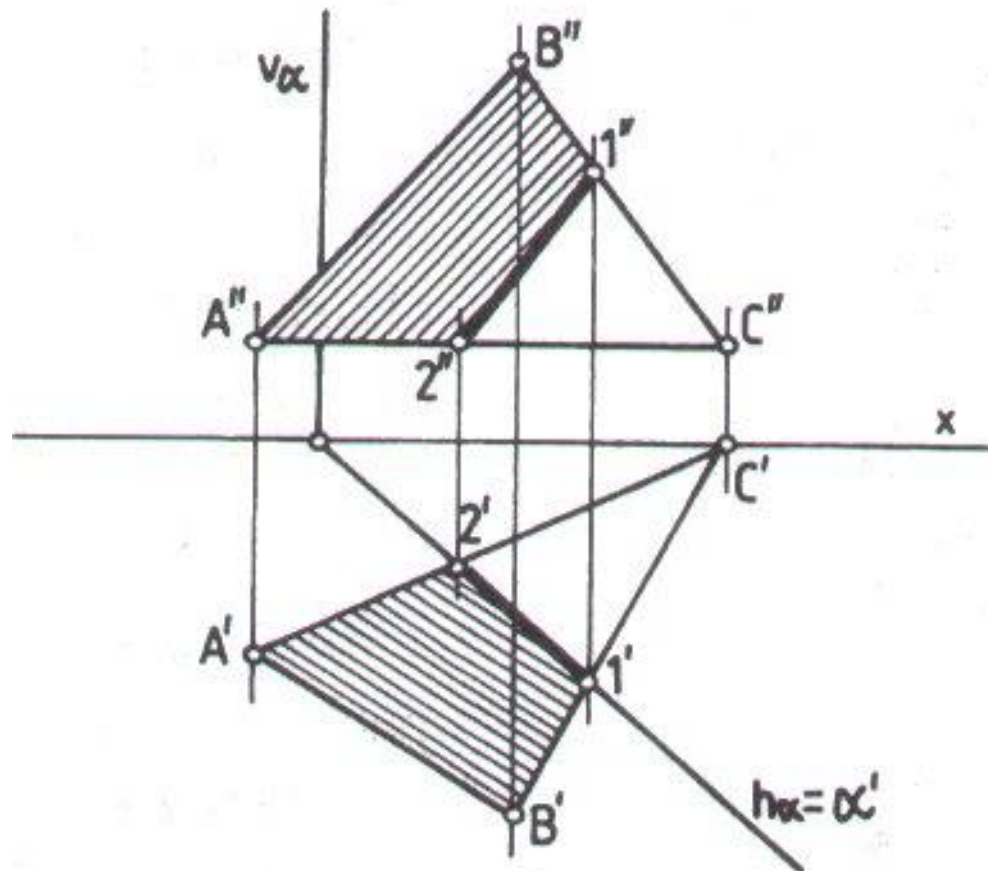
- Line not lying on the projection plane (vertical)





# Section of a polygon with a projecting plane $\alpha$

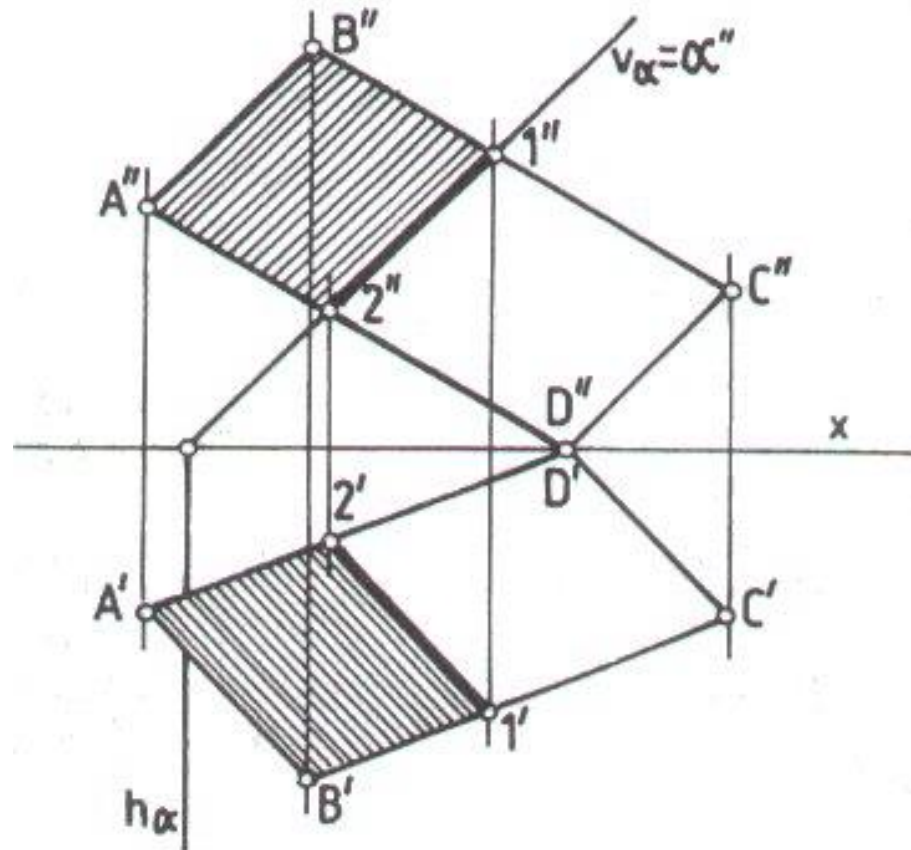
- Section of the triangle ABC





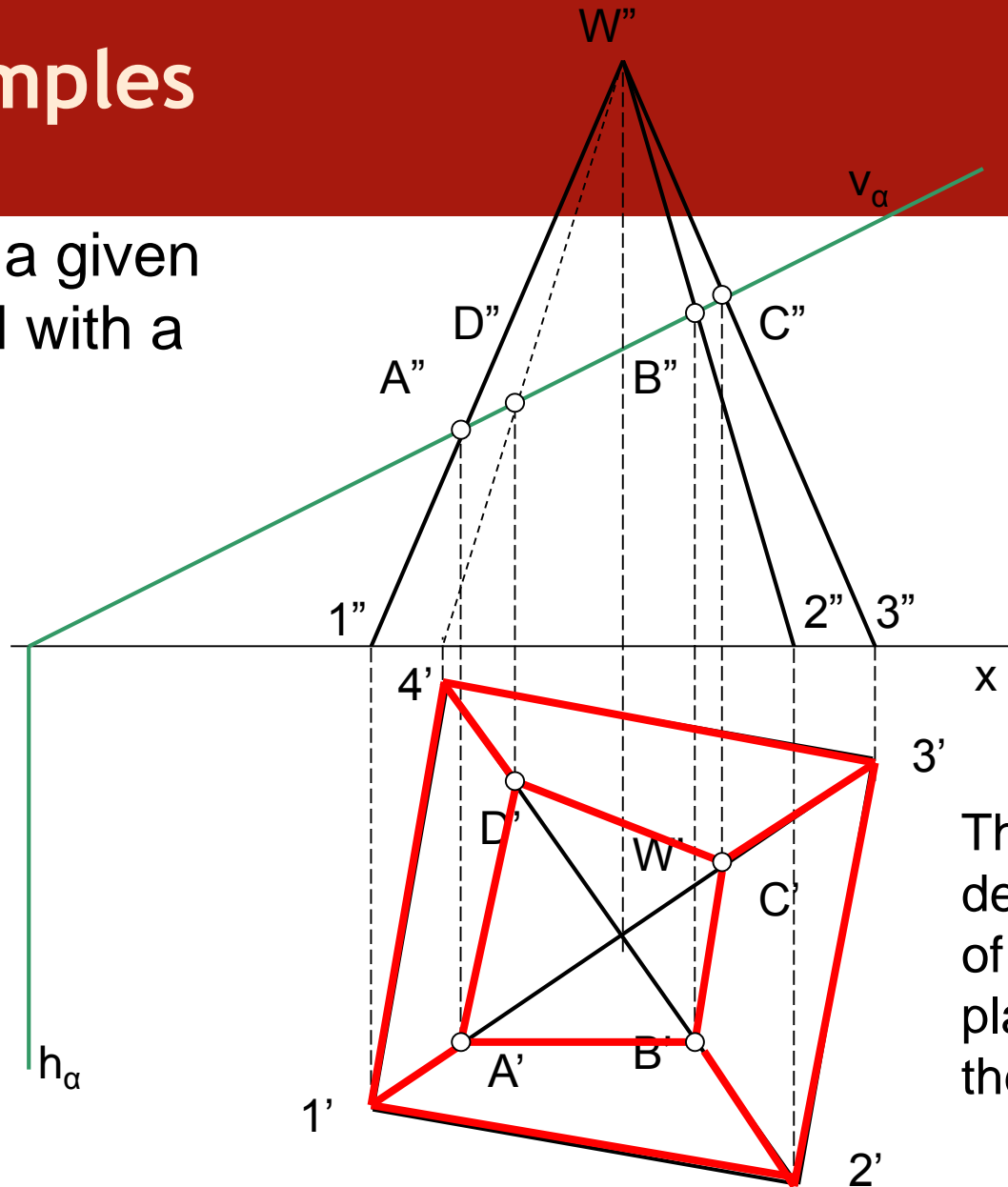
# Section of a polygon with a projecting plane $\alpha$

- Section of the quadrilateral ABCD



# Examples

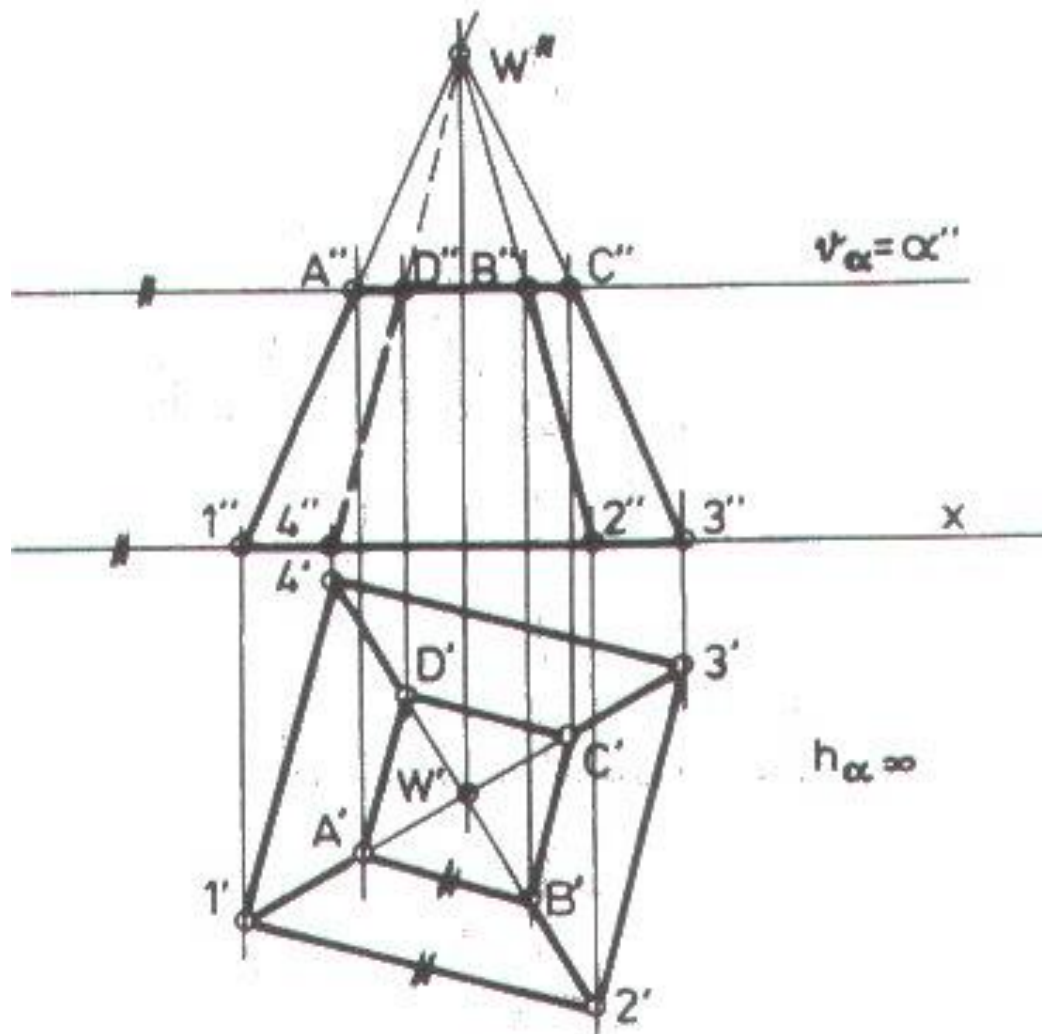
Cut out a given pyramid with a plane  $\alpha$



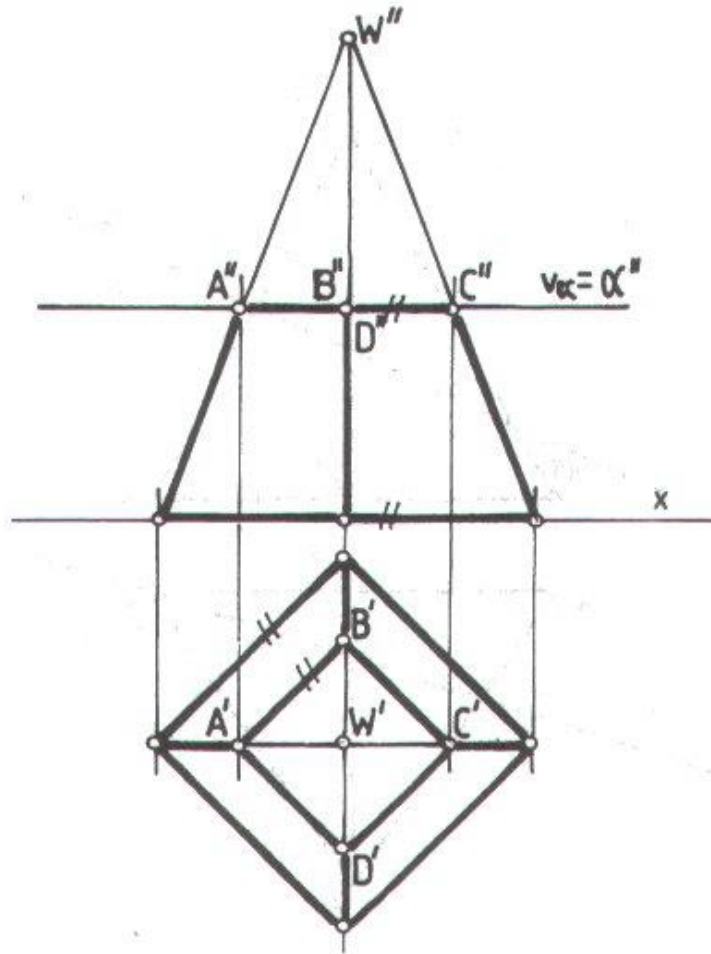
The task boils down to determining the points of intersection of the plane with the edges of the pyramid



# Cut a polyhedron with a plane parallel to $\pi_1$

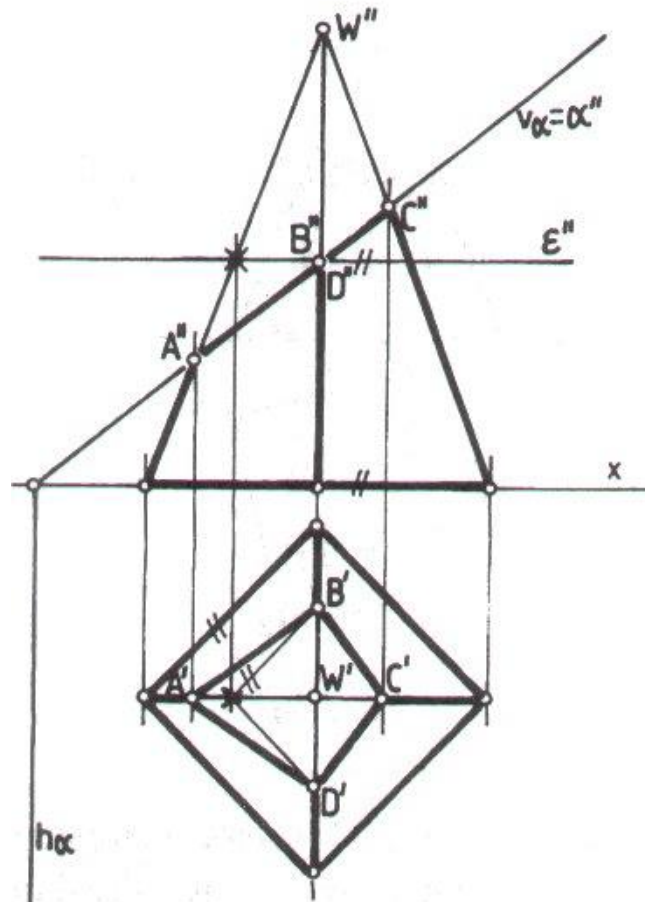


# Cut a polyhedron with a plane parallel to $\pi_1$



# Cut a polyhedron with a plane parallel to $\pi_1$

- A special case of a pattern - auxiliary planes





# Polyhedron cut pattern

Complete the missing projections of the polyhedron pattern

