

Name:

Drafting & Design: Section 1 – Chapter 1: Drafting and the Drafter

1. A _____ drawing is a graphic representation of a real thing – an idea, an object, a process, or a system.
2. _____ language is a basic and material form of communication that is universal and timeless.
3. What is the primary purpose of drafting?

4. Drafting standards developed by the _____ serve as the basic guide for technical drafting.
5. Name four types of technical drawings used to communicate ideas.

6. _____ are drawings that are very useful in communicating undeveloped ideas.
7. _____ drawings show an idea or product in a more refined or improved state than sketches.
8. Generally, what is the purpose of a presentation drawing?

9. Define *problem solving*.

10. What type of problem is generally rather narrow in scope and has only one correct answer?

11. _____ thinking is examining a very specific problem to come up with several correct solutions.

12. What is the *design method*?

13. Name the four steps of the design method.

14. Before much progress can be made toward the solution of a problem, the problem must be clearly _____.

15. _____ is a means of working with others to develop creative solutions to problems.

16. The term _____ is used to refer to three-dimensional scale replicas, mockups, and prototypes.

17. A _____ is a full-size model that simulates an actual machine or part.

18. What is a *prototype*?

19. Generally, a drafting trainee will work under the close supervision of _____ personnel.

20. It is the job of the _____ drafter to prove out the product design, using sketches and models and a scaled layout drawing.

21. The _____ drafter is a senior level drafter, representing the highest level of drafting skill.

22. Name three careers related to the drafting field.
