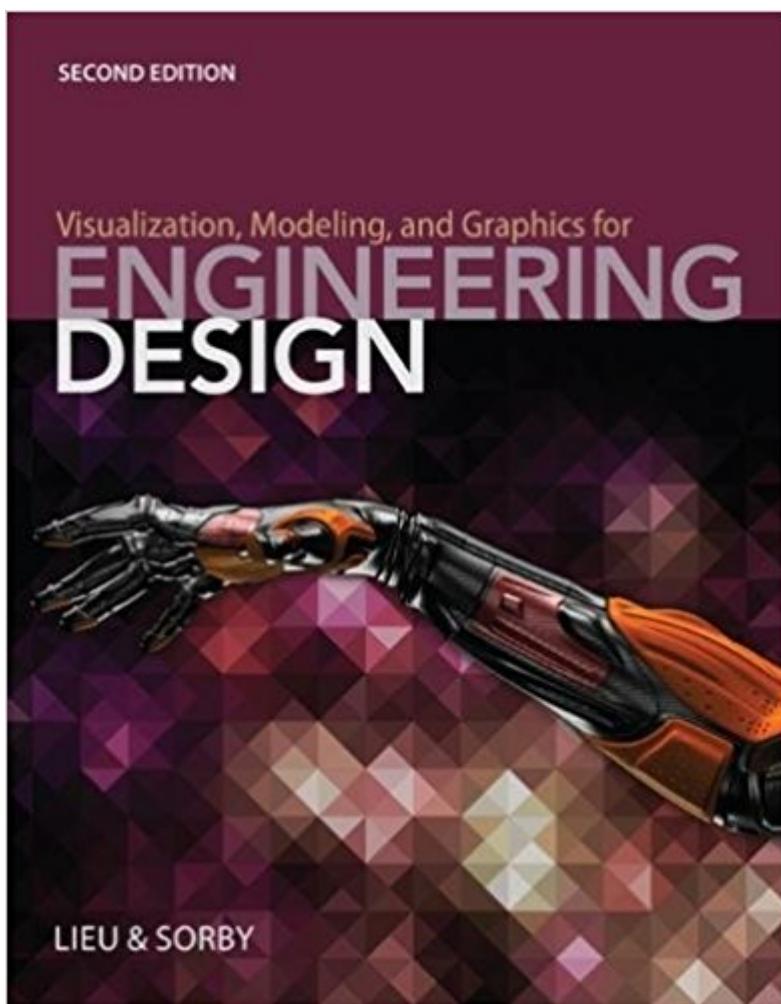


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Visualization, Modeling, And Graphics For Engineering Design



Synopsis

Created for the next generation of engineering professionals, VISUALIZATION, MODELING, AND GRAPHICS FOR ENGINEERING DESIGN, Second Edition, combines coverage of traditional drafting essentials and the cutting-edge technology and methods today's professionals need to master for career success. This versatile text provides a strong grounding in fundamentals including core design skills, geometric dimensioning and tolerancing, sketching and drawing, and industry- and discipline-specific applications, even while recognizing how computers have enabled visualizing and modeling techniques that have changed the engineering design process. Working from this modern perspective, the authors explore critical process phases such as creative thinking, product ideation, and advanced analysis, as well as problem solving, collaboration, and communication skills essential for today's engineers and technicians. In addition to numerous updates to reflect the latest technology and trends, the Second Edition of this groundbreaking text features a more streamlined presentation, with a mix of printed and online chapters and a highly modular structure that make it easy to focus on specific topics or interests.

Book Information

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"Great approach and critical thinking." "I think the design and layout is good. The book is visually stunning."

Dennis K. Lieu is professor of mechanical engineering at the University of California, Berkeley, where he was formerly the associate dean of student affairs. He also received his B.S., M.S., and D.Eng. in mechanical engineering from U.C. Berkeley. After working for six years as a design engineer in industry, he returned to his alma mater to join its faculty. Professor Lieu has taught engineering graphics for over 25 years and has been a member of the Engineering Design Graphics Division of the American Society for Engineering Education (ASEE) for 23 years. His research interests are in the design of electro-mechanical machines and the design of sports equipment, and he is the author or co-author of numerous articles on engineering graphics education. He is a

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