BS8888 Basic Principles
1-day virtual training module

In-Company Training

This programme is available for cost effective 'in-company' group training. This provides the opportunity to customise the content and to include practical activities that are linked to your own processes and products. For more information on the options, please email train@smallpeice.com

Overview

- This 1-day course concentrates on the key principles required to read & interpret engineering drawings.
- Exercises are used to bring to life and highlight the importance of this essential (but often weak) design skill.
- Delegates will learn how to correctly apply dimensions and tolerances of size, and the training will cover the key skills of line convention, lettering, scales, projection methods, screw threads, dimensioning & surface texture.

Training Format

- Training will be delivered live via MS Teams.
- A mix of theory and interactive activities / discussions will help delegates to understand the key principles required to read & interpret engineering drawings.

Objectives

- How to apply dimensions and tolerances of size
- Importance of communication standards
- Increasing efficiency and economy in time & materials
- Removing barriers caused by differences in practices

Training Content

General Principles of Presentation

- The essential foundation skills

Basic Conventions for Lines

- Correct engineering drawing requires the use of different line types and styles to represent different elements of the finished product, and to avoid confusion in interpretation
- Producing lines via CAD systems

Lettering

- The importance of lettering, and when to use different text styles

Scales

- How to use BS8888 standard for preferred scale factors when converting full-size CAD drawings to scale factor plots

Projection Methods

- Understanding the choice between first and third angle projections

Screw Threads

- Some 3D modelling systems have the ability to show screw threads in a graphical form, however 2D drawings do not require this level of details
- Examines how to represent both internal and external screw threads
- Welding symbols

Dimensioning

- When to add tolerances
- Explanation of why they are needed
- Shows how the designer can check that tolerances are correct

Surface Texture

- When machining components, the surface finish will be important to the end user, and this section examines how to state and interpret different types of surface finish

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