In an oblique projection drawing of a rectangular object, one face (usually the most prominent or most important) is parallel to the plane of projection. All features appearing on this plane, such as circles or oblique lines, are in their true dimension. However, in the side or top views, these same features are somewhat distorted because of the receding axis angle. Oblique drawing is also the crudest 3D drawing method but the easiest to master. Oblique is not really a 3D system but a 2D view of an object with ‘forced depth’. When the dimensions are all ‘true’ and scalable, it is sometimes referred to as a ‘cavalier’ oblique.

From 2D to 3D
Each team member will draft one oblique projection drawing originating from one orthographic plan, elevation, or section. Each projection will be at 45 degrees. Note, some drawings may require projection forward from the reference plane as well as in depth ‘back’ from the reference plane. Under pier plans (structural framing plans) will look upward to the deck structure as if sitting on the water below. All drawings should be at 1/4” = 1'-0” scale.

Assignment 4: Existing Oblique
After El Lissitzky: Elevation oblique, plan projection, isometric

Steven Holl, Metz House
You are encouraged to ‘explode’ small pieces off of the main drawing to show areas of interest.