



# MEAM 150

FUNDAMENTALS OF MECHANICAL PROTOTYPING

INTRODUCTION  
DRAWINGS  
TOLERANCES



# INTRODUCTION



# OBJECTIVES

LEARN TO SAFELY USE STANDARD MANUFACTURING TOOLS

BAND SAW

HAND TOOLS

DRILL PRESS

LATHE

MILL

CNC

GAIN INTUITION FOR THE PROTOTYPING PROCESS

METROLOGY

DRAWINGS

MATERIAL SELECTION

FASTENERS

TOLERANCES

OPERATIONAL SEQUENCES



20 INDIVIDUAL PARTS = 1 BIG PROJECT

GRADING IS BASED UPON:  
DIMENSIONS AND TOLERANCES  
FINISH QUALITY  
PUNCTUALITY

OTHER CONSIDERATIONS:  
SHOP SAFETY  
PARTICIPATION  
HELPING OTHERS



# THE SHOP

NEVER WORK ALONE

SAFETY GLASSES AND CLOSED-TOED SHOES MUST BE WORN AT ALL TIMES

NO JEWELRY, BAGGY CLOTHES, OR LOOSE LONG HAIR

UPON ARRIVAL, YOU NEED TO SIGN IN WITH THE ON-DUTY TA

IF YOU ARE UNSURE ABOUT SOMETHING, ASK FOR HELP

IF SOMETHING (A TOOL, MACHINE, ETC.) BREAKS, LET US KNOW

YOU MUST CLEAN UP AFTER YOURSELF

BEFORE LEAVING, GET YOUR MACHINE(S) CHECKED OFF AND DO A “SHOP JOB”

# THE WIKI

## MEAM.Design

MEAM150

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### GENERAL

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### COURSES

- Overview
- MEAM 101
- MEAM 150
- MEAM 247
- IPD 501

### GUIDES

- Material Selection
- Laser Cutting
- 3-d Printing
- Metrology
- Machining

## MEAM150 - Fundamentals of Mechanical Prototyping

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MEAM 150 provides students with an immersive, hands-on education in the prototype development process. This includes layout, measurement, part generation, milling, turning, computer-controlled machining, and many other manufacturing processes. Through the construction of a semester-long project, students gain proficiency in the skills necessary to successfully prototype a variety of mechanical systems.

### Stirling Engine Project

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The current-semester schedule and a complete set of engineering drawings for this project can be found [here](#).

### Wall of Champions

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At the conclusion of the project, we test each student's engine using a small butane table torch. The fastest engines from each semester are listed below:

Summer 2008 (08B) - Jamie Gewirtz, **1605 RPM**

Fall 2009 (09A) - Andrew McGrath, **1396 RPM**

[HTTP://ALLIANCE.SEAS.UPENN.EDU/~MEDESIGN/WIKI](http://alliance.seas.upenn.edu/~medesign/wiki)





# DRAWINGS

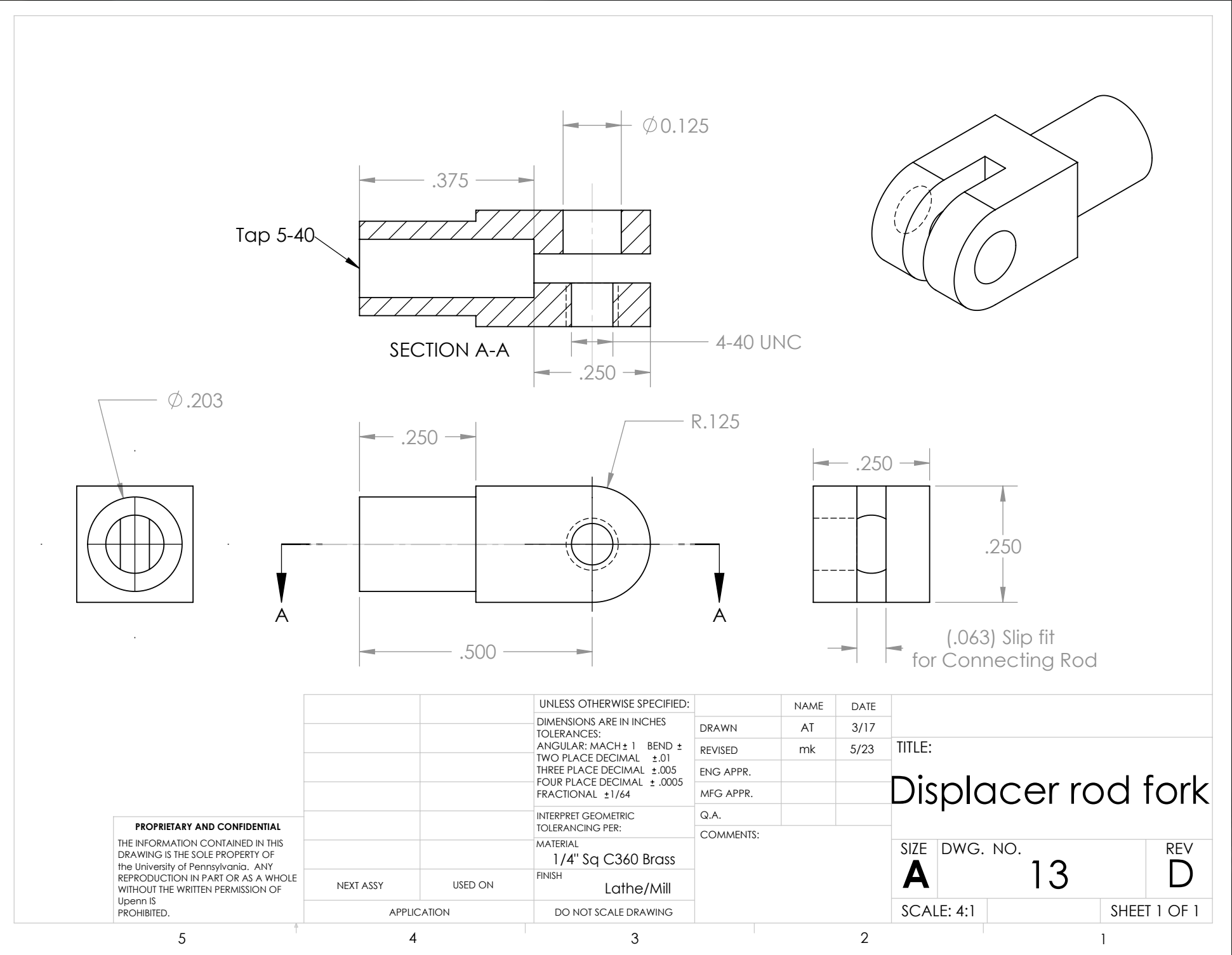
# FUNDAMENTALS

GEOMETRY  
SHOW THE SHAPE OF  
THE OBJECT

DIMENSIONS  
PROVIDE RELATIVE  
LENGTHS OF  
FEATURES

TOLERANCES  
GIVE ALLOWABLE  
VARIATIONS FOR  
EACH OF THE  
DIMENSIONS

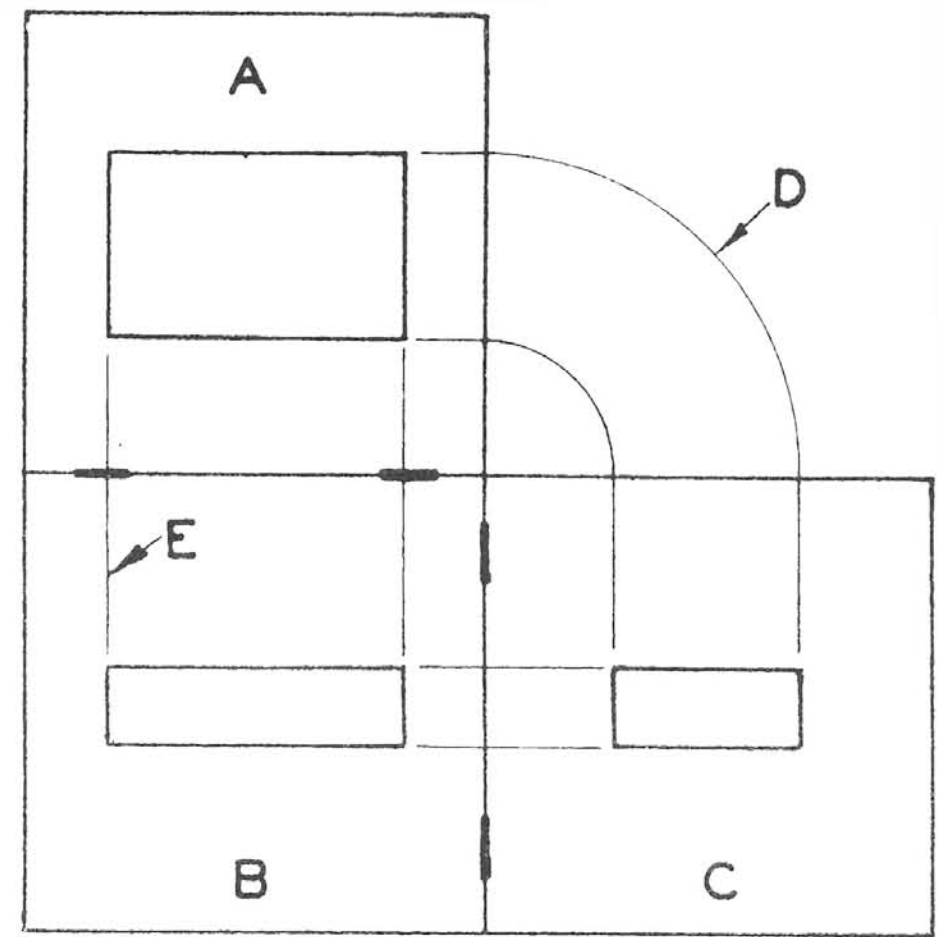
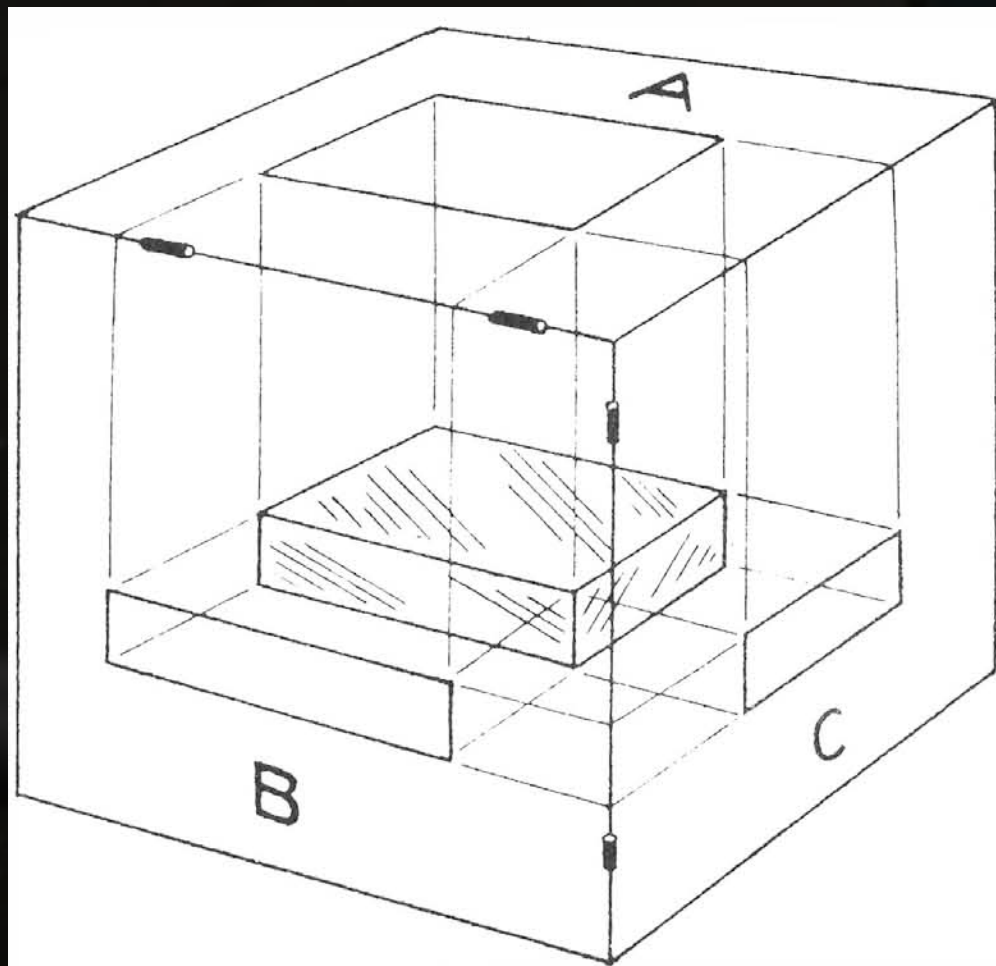
NOTES  
SCALE, MATERIAL,  
FINISH, POST  
PROCESSING





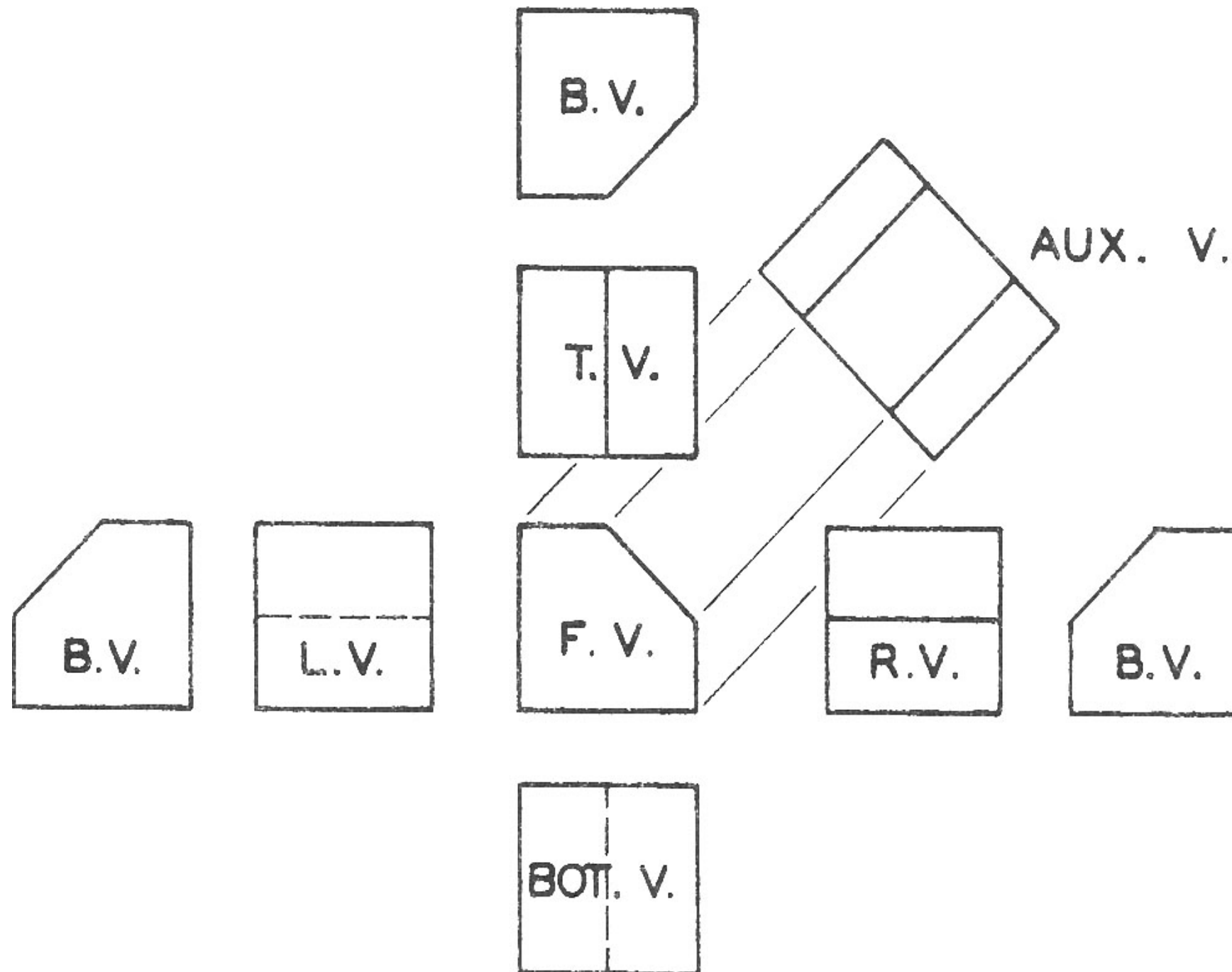
# GEOMETRY

SHOW ALL RELEVANT SIDES OF THE PART



# STANDARD PROJECTIONS

U.S. CUSTOM - "THIRD ANGLE PROJECTION"  
(OBJECT ROLLING IN A BOWL)



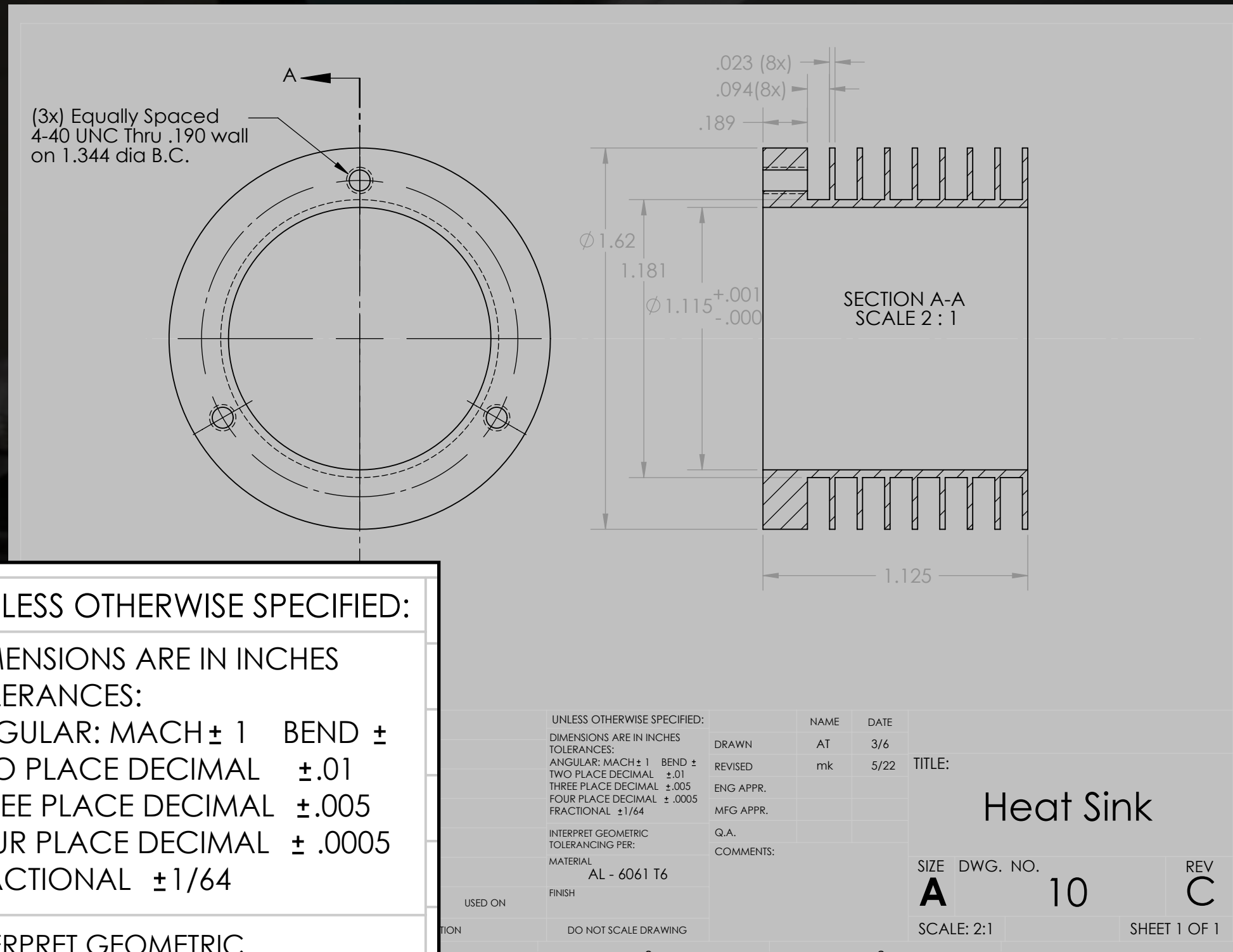




# DIMENSIONS & TOLERANCES

# TOLERANCES

REAL PARTS ARE NEVER EXACTLY LIKE THE DRAWING...



UNLESS OTHERWISE SPECIFIED:

DIMENSIONS ARE IN INCHES

TOLERANCES:

ANGULAR: MACH  $\pm 1$  BEND  $\pm$

TWO PLACE DECIMAL  $\pm .01$

THREE PLACE DECIMAL  $\pm .005$

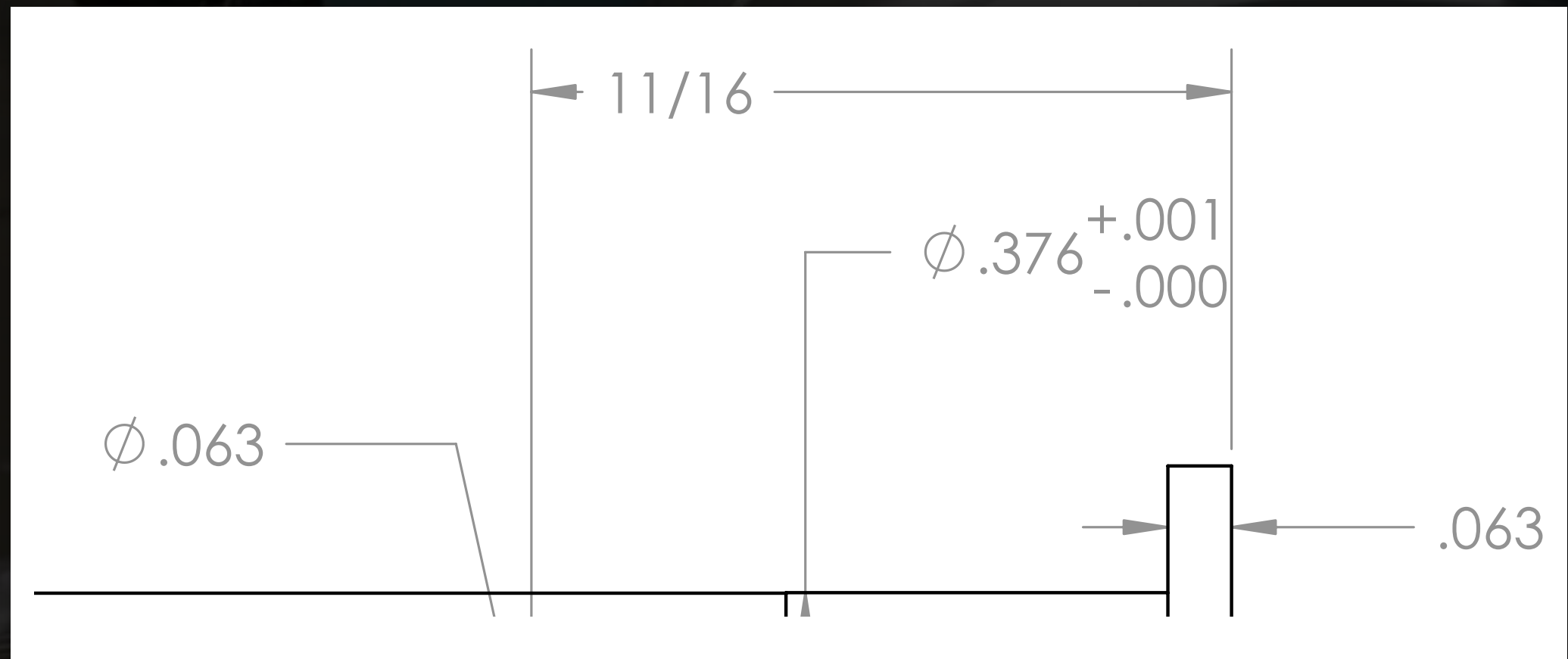
FOUR PLACE DECIMAL  $\pm .0005$

FRACTIONAL  $\pm 1/64$

INTERPRET GEOMETRIC  
TOLERANCING PER:



# DIMENSIONS & TOLERANCES



## UNLESS OTHERWISE SPECIFIED:

DIMENSIONS ARE IN INCHES

TOLERANCES:

FRACTIONAL  $\pm 1/64$

ANGULAR: MACH  $\pm$  BEND  $\pm$

TWO PLACE DECIMAL  $\pm .01$

THREE PLACE DECIMAL  $\pm .005$

FOUR PLACE DECIMAL  $\pm .0005$

## BILATERAL

$0.376^{+0.001}_{-0.000}$

## UNILATERAL

$0.376^{+0.001}$

