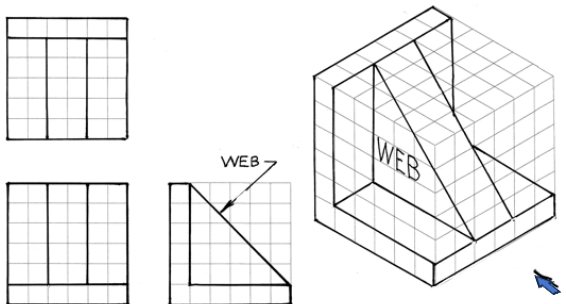


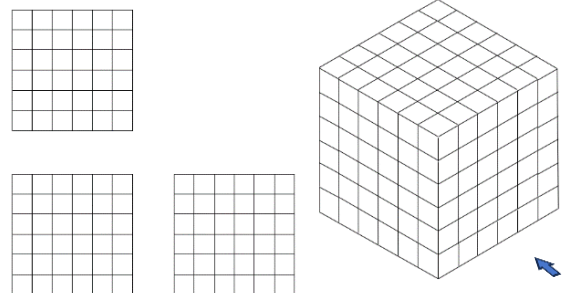
Engineering Graphics Overview - Features of Engineered Components

A Web and a Boss

**Q1 Describe the characteristics and an application of a 'web'.
Redraw the orthogonal views and the pictorial view.**

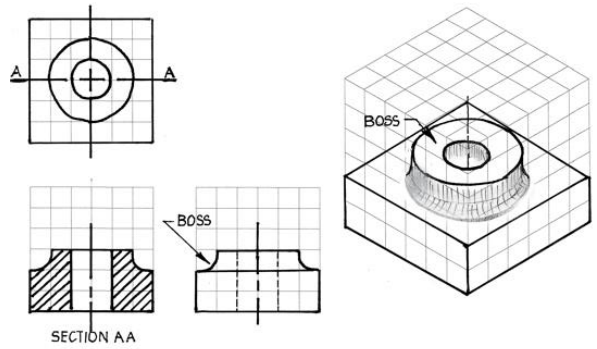


Redraw

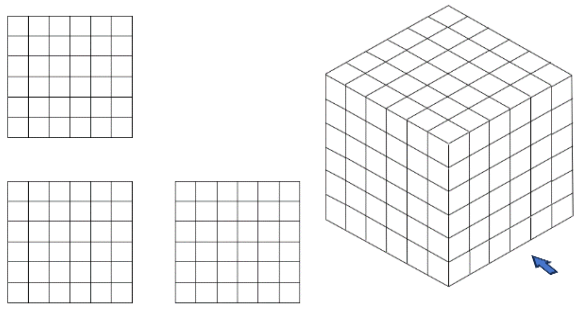


A Web

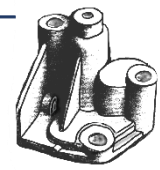
**Q2 Describe the characteristics and an application of a 'boss'.
Redraw the orthogonal views and the pictorial view.**



Redraw



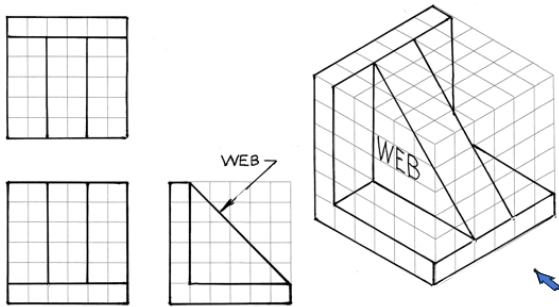
A Boss



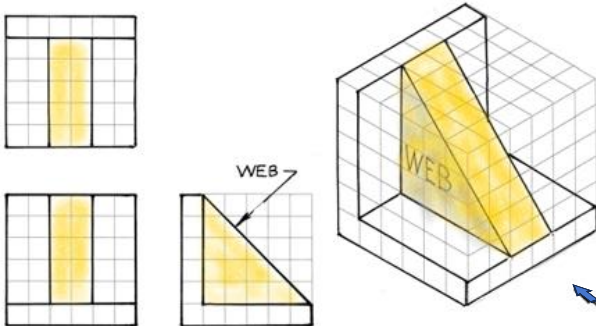
Engineering Graphics Overview - Features of Engineered Components

A Web and a Boss

Q1 Describe the characteristics and an application of a 'web'.
Redraw the orthogonal views and the pictorial view.



Redraw



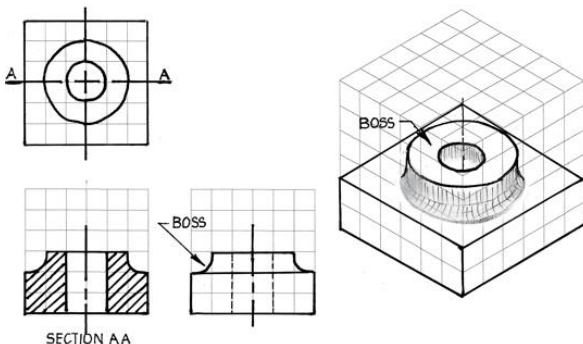
A Web

A web is used to strengthen a component. It is generally thinner compared to its height or width. It is a triangle shape typically with a 90° corner.

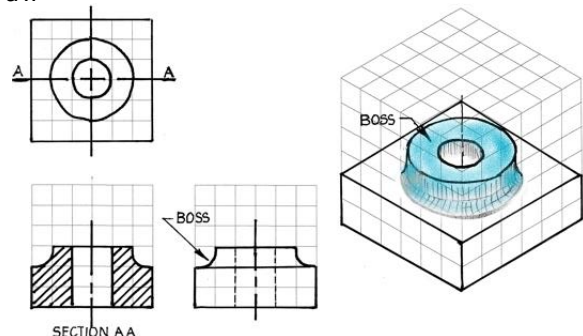
The web can be cast into the original component or welded into position.

In engineering drawing, webs are not sectioned.

Q2 Describe the characteristics and an application of a 'fillet'.
Redraw the orthogonal views and the pictorial view.



Redraw



A Boss

A boss is a raised area on a surface. It is typically cast as part of the component then machined to have a flat surface.

The purpose of a boss is often to provide a flat area around a hole to allow for a bolt/nut and washer to sit flat.

