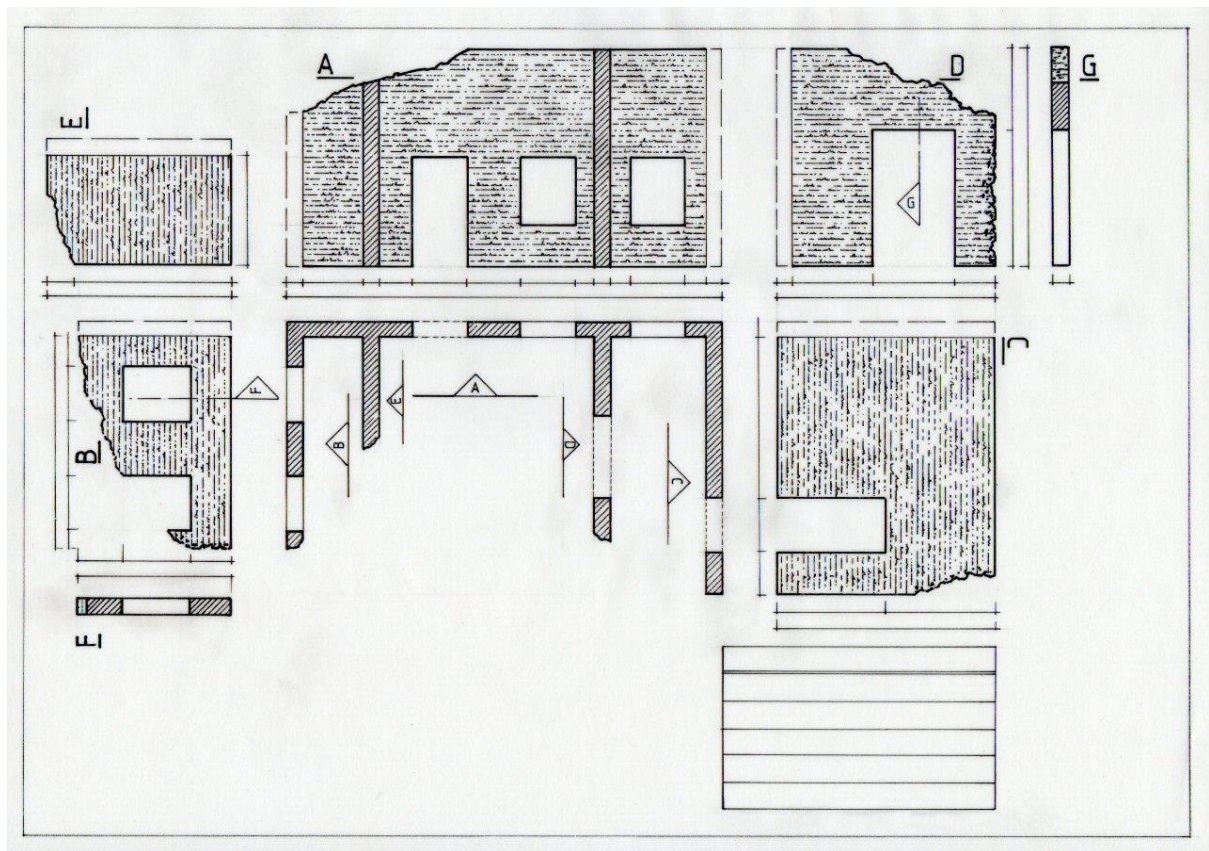


# Technical Drawing for TV, Film & Theatre

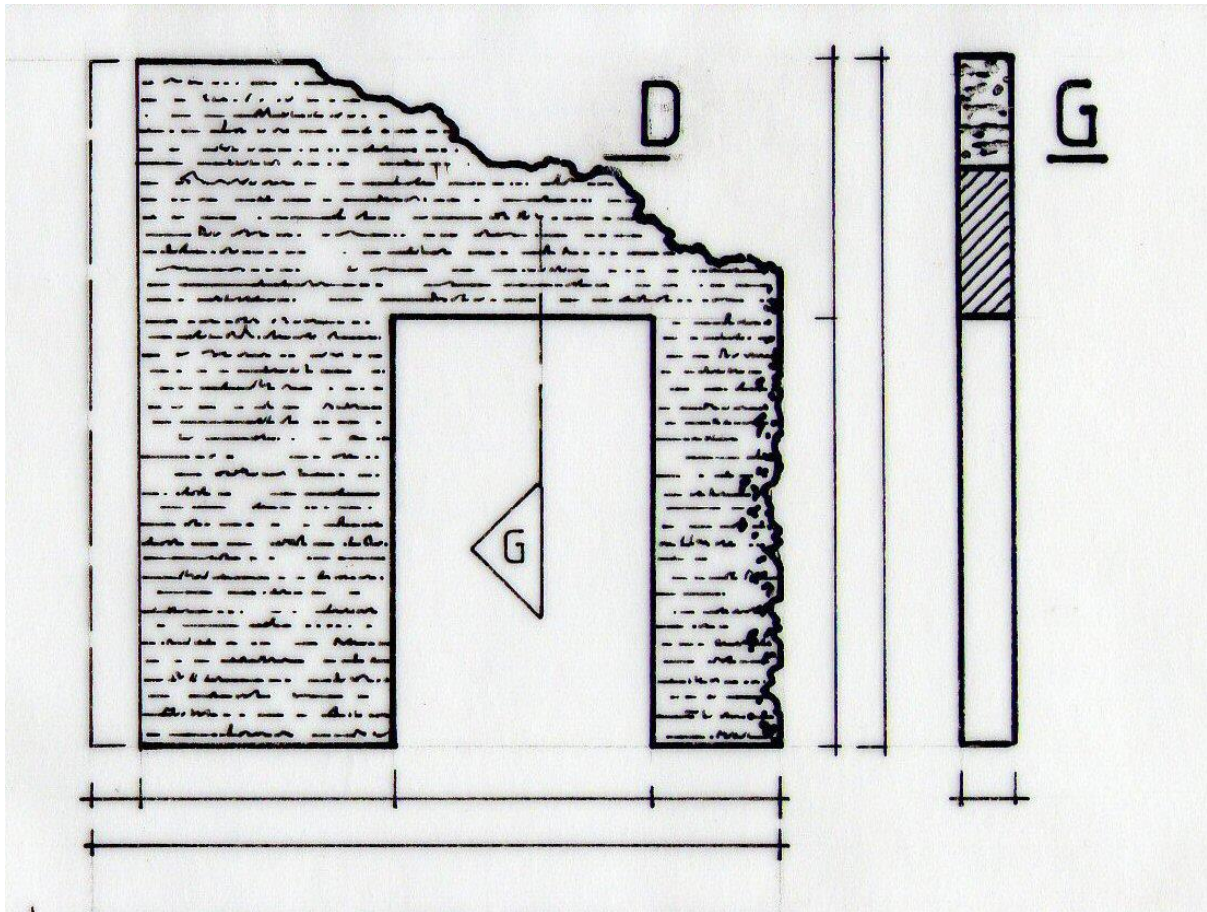
The purpose of technical drawing is principally to provide clear and accurate information for making, but in many disciplines the technical drawings also serve other purposes. For example if the subject is a theatre set, or one for a film or a television show, the designer's ground-plans become essential information used by almost all the other production departments. The set of drawings become a final 'blueprint' for the physical/spatial practicalities of the production including for example stage-management and costing. But as I also pointed out, the designer will often find that measured drawing is an essential tool for 'working out' the design even in a rough way during the early stages.

Here is a somewhat 'stripped down' drawing of a setting - part of a derelict house. With text and written measurements omitted partly to focus better on arrangement.



The most important and influential feature of a technical drawing is its **layout**. The arrangement of the views on the sheet is also a prime device in understanding them, they are aligned with each other so that one can directly relate an **elevation**, a wall seen upright, with its counterpart on the ground-plan next to it. In this sense it really is like 'reading in three dimensions'! Unlike a solid object, a room seen from within can be flattened out like a cardboard box, as above. In this example, at least the three main walls can be laid out in direct relationship to the ground-plan. The other two inner walls also need elevations to describe them but these need to go somewhere else. Ideally these should be positioned where they line-up with and directly relate to something else.

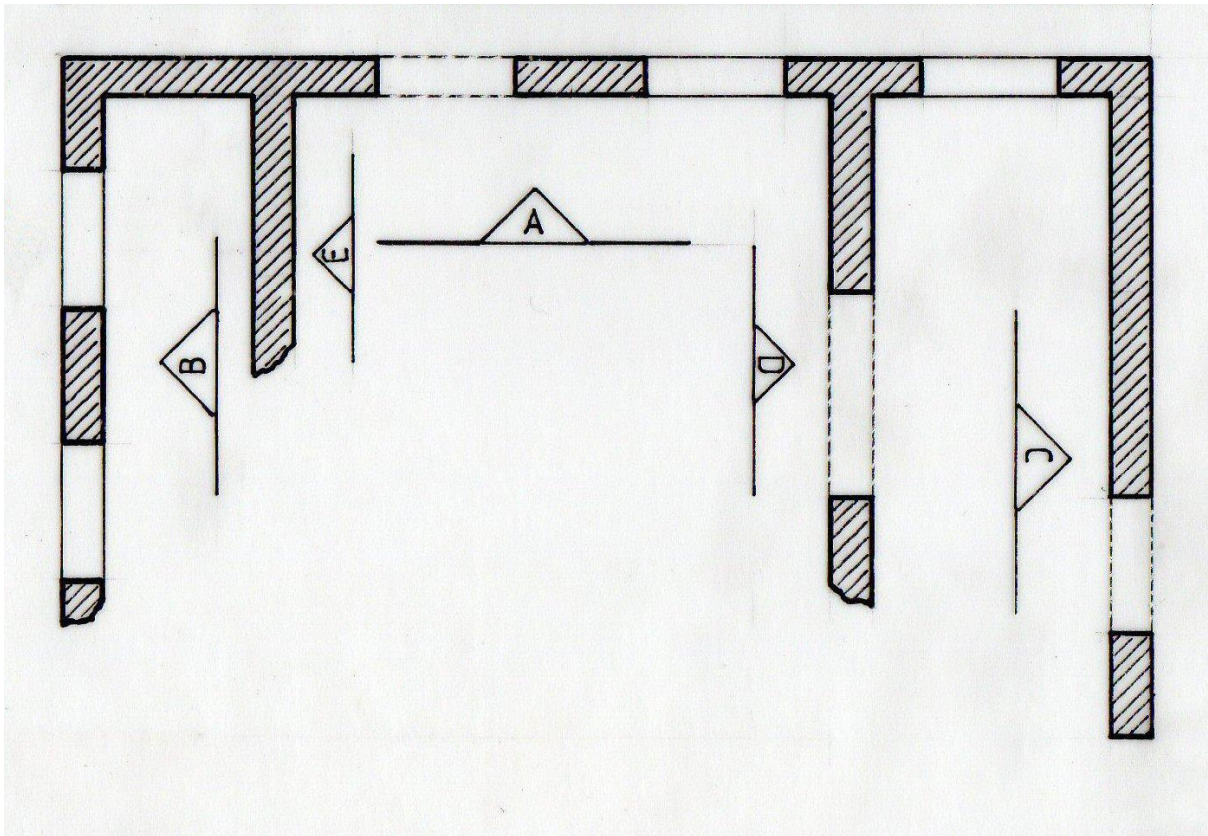
Although measurements have been omitted from this example, measurement lines can still be seen, these must be drawn accurately so that even without a written measurement, they can be measured using a scale rule.



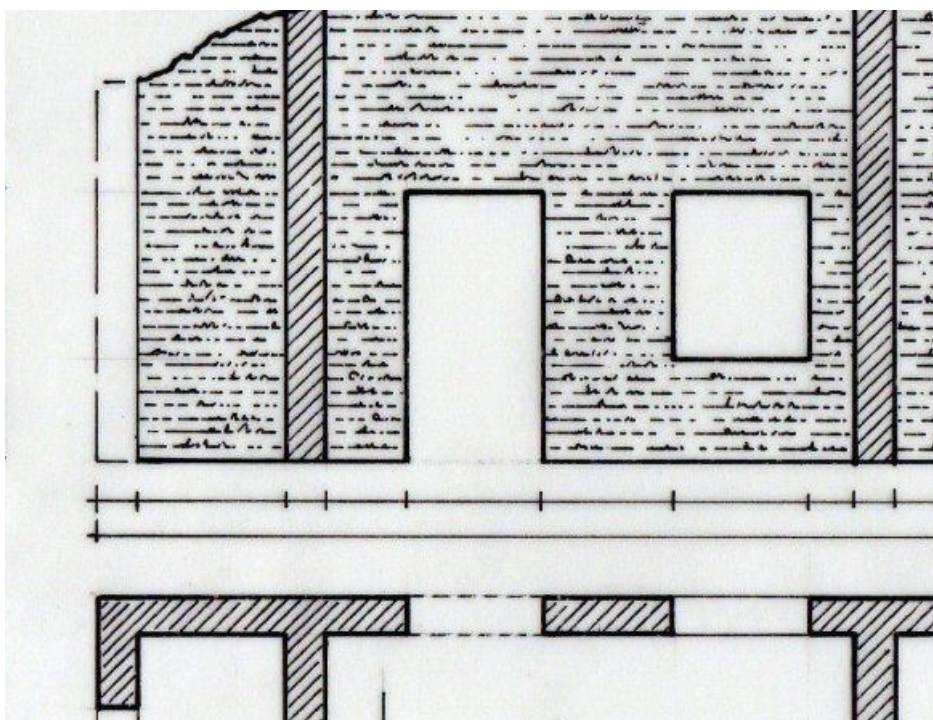
This picture shows an example of a cross section, they show the structure, or part of it, sliced through at a chosen point. This often provides valuable information which is not immediately clear from reading the ground-plan and elevation. In the case of 'G' it is just a simple wall of even thickness, which could be guessed from the ground-plan, but at least the section confirms it. In this example a Dashed line is used to show the area we are cutting across, with the arrow surrounding 'G' showing the direction in which we are looking. What is drawn in the section is not only the cut surface itself but also what we see beyond it, hence in 'G' the lines underneath the hatched area represent the side of the doorway we would see and, above, the broken top of the wall.

### *Coding your Drawings*

Coding is the technical term for labeling in a technical drawing. In the picture below, as well as the cross section example above, you will see **Lettered Arrows** which display not only a reference for side elevation drawings, but also the direction in which the side elevation is viewed. This method can be particularly useful in larger drawings where the side elevation may be drawn on a second sheet.



The **ground-plan** is also a form of cross-section. It's not usually stated on the drawing, because this is an 'agreed assumption', but the ground-plan is actually a 'view' cutting through the whole at about the eye-height of a person in the space. The reason for 'eye-height' is that it gives us more significant information concerning doorways, window openings etc (a viewpoint of 'most information')



In this example we see the wall edges marking the bottom of the window opening, and we see these as unbroken lines.

The Doorway is shown with a dashed line to highlight that it does not touch the ground, but is a solid wall above the door