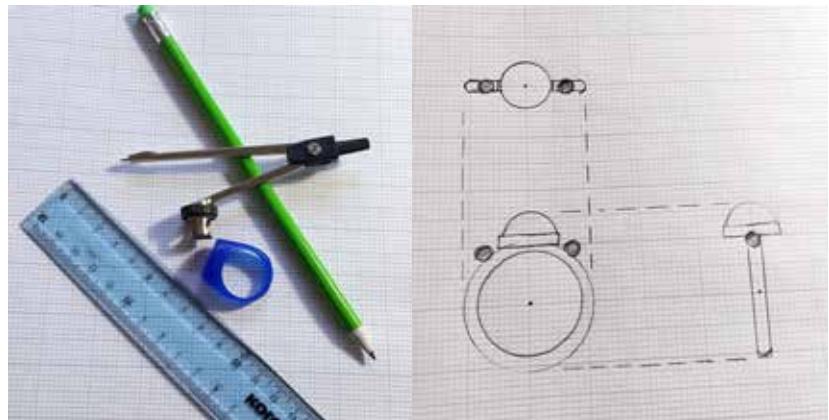


HOW TO; - TECHNICAL RING DRAWING

YOU WILL NEED: -

Graph paper with 2mm squares
Pencil / Pencil Sharpener or
Technical Drawing Pencil
Ruler
Compass
Eraser

Optional - circle or other shape stencils
Tracing Paper, Masking Tape

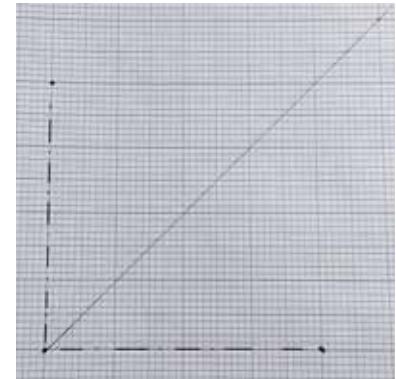


Decide what ring you are going to draw - for this exercise, I'm going to draw a simple signet type ring that I have carved in wax, ready to be cast into silver.

LAYOUT

We will be drawing at a 2-1 scale - our drawing will be 2 units for every 1 unit in real life.

For a ring, this should fit nicely on an A4 size sheet of paper.
We need to start by laying out the space on the paper, so that the different views will align properly and all still fit.

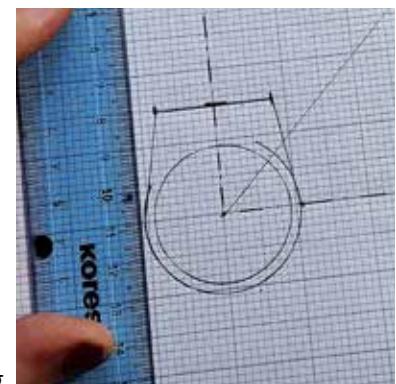


Choose a point about 2/3 down the page, and a little way in from the edge, and mark a dot at an intersection of your graph paper lines. This will be where the centre of your front view will be. Move across to the right by 4 of the larger squares and mark another point - this will be the centre of your right side view. Go back to the front view and go up by 4 of the larger squares and mark a point for the centre of your top view. If needed, use a dash / dot line to connect these, for clarity. Draw a diagonal line coming up from your front centre mark as well. These are your layout marks.

TIP: - As we are doing a 2x scale, and our graph paper has 2mm boxes - each small box on the graph paper is going to equal 1mm for our drawing.

FRONT VIEW

For a ring, this is looking at the ring so that you can see the finger hole - as if you've taken the ring off and laid it on the table. On a complex or asymmetrical ring, it may be necessary to also show the back view - turning this view over to look from the hidden side, but we're just going to do the front for this exercise.



Decide on your ring size and find the diameter measurement for this size ring. I am doing a size P, which has a 17.9mm diameter - I'm drawing that as 18mm. Set your compass to 18mm for the radius of our circle (remember we are drawing at 2x the actual size) and draw a circle from your centre point.

Draw another circle larger than this to account for the basic thickness of the ring - between 1-2mm is a good guide.

Now to draw on the shape of the top of the ring. In this case I am drawing a signet style ring with a high top. Measure from the inside edge of the ring to the top of your ring (in this case the flat oval top) - in my case this is 6mm, so go up 6 boxes from the centre top of your inside circle and make a mark. Then measure the width of your oval top. In my case this is 16mm so I will go out 8 squares on each side of the height mark. Now I can join them to create the silhouette of my ring.

TOP VIEW

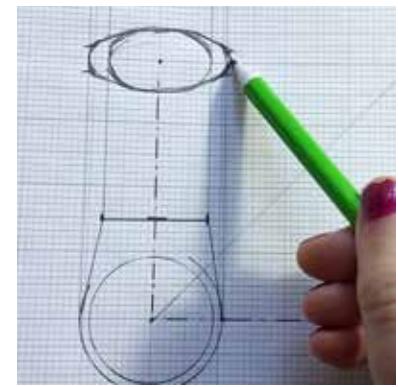
For a ring, this is the view of the ring as if it is being worn - the view looking down at your finger.

Once I have the basics of the front view, I find it easiest to next do the top view. Use a ruler (or the grid lines on your paper) to follow the edges from your front drawing upwards on the paper. These will mark the edge boundaries of your ring.

Measure how deep you want the top oval of the ring to be - in my case I'm going with 10mm, so I've marked 5 boxes above and below the centre point.

Now I'm going to draw my oval to fill the centre of the top of the ring - between my marked boundaries. I can then draw in the edges of the ring that are visible either side of this oval.

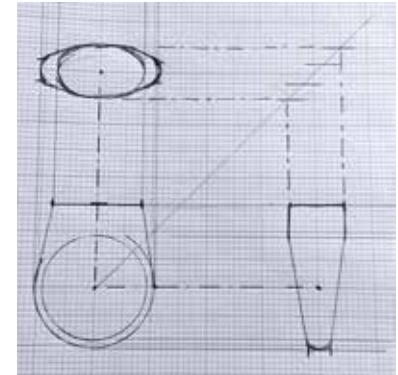
I need to determine at this point whether the ring band will be flat and squared off at the sides, or rounded - I'm going with rounded here.



SIDE / RIGHT HAND VIEW

This is looking at the right hand edge of the ring - so you can see the shape of the ring band. Again, if the ring is asymmetrical in design, you may also need to show the left hand view, so that all the details are shown, but we won't do that for this symmetrical design.

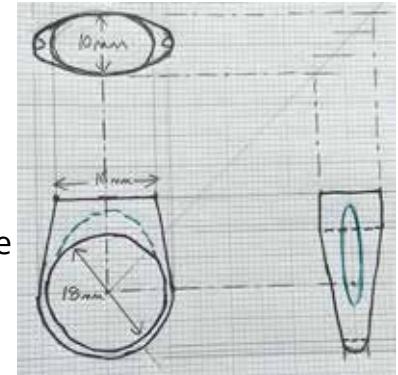
I can transfer across the key points on my ring from the front view drawing by making lines straight across. For any marks that aren't shown from this diagram, I can transfer from the top view drawing by following the lines across until they hit the diagonal layout line, and then going straight down from there.



Fill this out by joining your marks as you did for the top view. For this signet ring, this will show a flat top, straight sides down to where the ring shank starts, then tapering down to the underneath of the ring.

ADDING DETAILS

Once you have the basic outlines - we can flesh these out if needed. It might be useful to add dotted lines on the side view to show where the inside cutout of the ring is, as one example. If you want to add pattern or further cutouts or details to the sides or the top of the ring, you can add these on now. It might be useful to use some masking tape (masking tape is easier to remove than sellotape) to attach a piece of tracing paper over the top of your drawing, so that you can keep the original outline and make variations with different details.



On my model that I'm drawing from, there are grooves down each side, for an added detail, and there is also a hollowed out area underneath the top of the ring - I've added these in using a green pen so they are easier to identify in the photos. For more info on adding details to a basic shape, see the next project!

ANNOTATIONS

Add your name, the date, and the name or a reference number for the design neatly in one corner of the page.

Add a note to detail the metal/s used and any gemstones etc, including details of dimensions, source, quality, clarity etc.

You can also add measurements to your design, to ensure absolute clarity. Although it should be easy to take measurements from an accurate scale drawing, adding in the key details makes sure nothing can be misunderstood.

