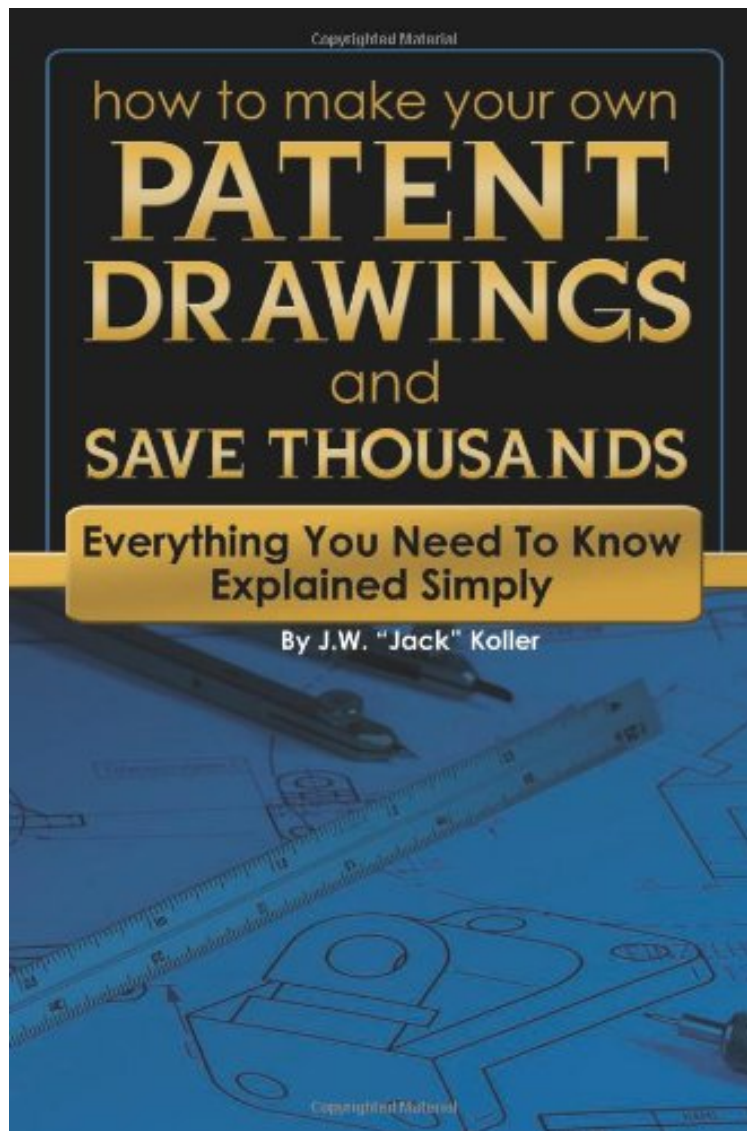


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J.W. "Jack" Koller

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2 of 2 people found the following review helpful. The ins and outs of patent drawing. By Leo Reyna. Before any would-be inventor can bring his creation to life, they will need to submit for a patent of their drawing to the United States Patent and Trademark Office for approval. Without approval from the USPTO, the inventor would be unable to claim ownership of his product and would not fully reap the benefits in its sales. Unfortunately, there are many rules and technicalities associated with patent drawing, thus making it difficult for anyone to give it a go. *How to Make Your Own Patent Drawings and Save Thousands: Everything You Need to Know Explained Simply* by J. W. "Jack" Koller teaches you how to illustrate your own patent drawing, so you can create and properly sell your product. Koller's book goes over everything you need to know about patent drawing, like the terminology and tools of the trade, how to properly display and label parts, practices to avoid and so on. Given the complexity of the subject matter, Koller tries to simplify the overwhelming instructions and the pictorials provided in the book help illustrate a clearer picture for the reader. Despite all this, it is still easy to be lost in the information. Readers will certainly have a better idea of patent drawing after reading Koller's book, but some may still find themselves unsuccessful in creating one. Even though Koller's book may not be as easy to follow at times, the information it provides is still incredibly useful for people interested in patent drawing.

The full cost of filing and receiving a patent can be anywhere from \$2,000 to \$10,000 depending on what you need to complete the process. But, if you have the right tools and the right knowledge of everything the government needs from you in a patent drawing, you can bypass much of what has plagued companies and inventors everywhere for decades. This book has been designed to guide you in the process of developing and producing your own patent drawings in a manner that ensures you can skip over an entire overly expensive step in the process, designing your own drawings and moving that much closer to your patents. You will learn the basics of starting to draw and how to start using various perspectives and drawing methods to capture real world objects. Learn perspective foreshortening and how to effectively use a pen, ruler, and other drawing instruments. Learn the basics of drawing with a computer and how to start using a camera to supplement your drawings. Learn what tools you need for your drawings and how to start tracing things to speed up the process. Learn how to draw from your imagination and how to draw to scale effectively. You will learn how to use graphical symbols and how to practice enough to get the process correct. The best patent drawers in the industry have been interviewed and their advice is included in this guide to help you learn how they got started and what they recommend to effectively present your imagery to the Patent office. You will learn how to use CAD software, how to start drawing utility patents, and design patents. And most importantly, you will learn what the various standards of work are for patent drawings, from mediums and arrangement to lines, legends, scale, and copyright issues. If you are considering getting a patent and are not excited to pay anywhere between \$2,000 and \$10,000 for your patent drawings this book is for you. Atlantic Publishing is a small, independent publishing company based in Ocala, Florida. Founded over twenty years ago in the company president's garage,

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This guide to preparing patent applications provides step-by-step information for producing required patent drawings yourself. Beginning with an overview of the required documents and the schedule on which they need to be produced, and discussions of rules and standards for patent drawings, hand-drawing vs. CAD, and time saving drawing techniques, the work proceeds through each of the required drawings examining orthographic views, isometric views, perspectives, sections, partials and details, exploded view and phantom views. The volume concludes with schematics and charts as well as a section on reviewing and putting the application drawings together for presentation. Chapters include numerous illustrations and drawings and appendices provide drawing checklists and information on choosing CAD software. --Book News Inc

About the Author Having been involved in engineering graphics from designing on a drawing board through the CAD revolution, I have seen major advancements in the field, allowing for more and quicker production of drawings with a higher degree of accuracy. A veteran of a dozen CAD systems, I helped establish the first CAD laboratory in a community college in the United States. Along the way I have had the fortune of supervising CAD departments, directing Quality Assurance, Manufacturing Operations, and Engineering for companies in the Southeast. In these positions, I have worked closely with the patent process and have guided several to successful completion of the process. In addition to a long-term involvement in CAD, I have also worked with industry in streamlining their production processes, leaning heavily on the concepts extolled in *The Goal and Theory of Constraints*, both by Eliyahu Goldratt.