

GENERAL INFORMATION				
Course Prefix/Number: ETD1340		Course Title: CO1	mputer Aided Drawing & Design	
Number of Credits: 3 credits				
Degree Type	□ B.A. □ B.S. □ B.A.S ⋉ A.A. □ A.S. □ A.A.S.			
	□ C.C.C. □	A.T.C. V.C.C		
Date Submitted/Revised: 4/20/12	Effective Year	r/Term: 2012-2		
☐ New Course Competency ☐ Revised Course Competency				
Course Description (limit to 50 words or less):				
This course is recommended for all engineering students as an introduction to the basic concepts of drafting and designing using a computer. Students will learn industry standard drafting and design practices using AutoCAD in a laboratory environment. Special fee. (2 hr. lecture; 2 hr. lab)				
Prerequisite(s): EGS1001C, and MAC1114, or MAC1147			Corequisite(s):	

Competencies:

Competency 1:

The student will describe key terms and concepts associated with drafting and the drafting profession by:

- 1. Identifying industries and careers that use drafting as an important aspect in their work.
- 2. Identifying software drafting tools (e.g. AutoCAD, Microstation, SolidWorks, and Google SketchUp).
- 3. Describing the history and development of AutoCAD in the drafting profession.

Competency 2:

The student will identify elements of the AutoCAD software interface by:

- 1. Starting the AutoCAD program from the start menu.
- 2. Using existing AutoCAD templates to create drawing documents.
- 3. Identifying file extensions (such as .dwg, .dxf, .dwt, and .bak) and file locations.
- 4. Creating, formatting, editing and saving an AutoCAD drawing.
- 5. Identifying and using the different command methods including: a. command line. b. ribbon. c. dynamic input. d. menu browser.
- 6. Identifying and modifying the aspects of the drawing environment including units, drawing limits, snapping variations, coordinates, and grids.
- 7. Manipulating the drawing area by using zoom, pan, the steering wheel tool, changing the drawing order and using viewports.

Competency 3:

The student will demonstrate an understanding of the skills necessary to create basic 2D AutoCAD drawings by:

- 1. Drawing lines, curves, circles, ellipses, rectangles, polygons, and donuts.
- 2. Modifying a drawing using the Erase tool.
- 3. Identifying and using the various types of Object Snaps and Autotracking.

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- 4. Using the offset tool, drawing points, construction lines and rays.
- 5. Creating multiview drawings of an object (i.e., the "Glass Box Theory": top, bottom, sides, front, back) with hidden lines and centerlines.
- 6. Creating partial and full auxiliary views of an object.

Competency 4:

The student will demonstrate an understanding of civic literacy by:

- 1. Creating and managing multiple layers that define line color, line width, line type, etc.
- 2. Identifying and using object editing tools (such as fillet, chamfer, break, join, trim, extend, lengthen, and scale).
- 3. Arranging and patterning objects with move, copy, mirror, rotate, align, and array.
- 4. Obtaining and editing object information through quick properties.
- 5. Editing object properties using the MATCHPROP tool.
- 6. Drawing polylines, revision clouds, and splines, and editing and exploding polylines.

Competency 5:

The student will demonstrate an understanding of working with text and conveying non-pictorial information in AutoCAD by:

- 1. Differentiating between oblique, axonometric, and isometric drawings.
- 2. Creating isometric drawings, including isometric ellipses and arcs.
- 3. Creating section views (e.g., full, offset, half, aligned, revolved, removed, and broken out).
- 4. Applying the hatch tool to depict material surfaces and solids.

Competency 6:

The student will demonstrate an understanding of working with text and conveying non-pictorial information in AutoCAD by:

- 1. Identifying different industry standards for dimensioning including architectural, mechanical, civil and electrical dimensions and notations.
- 2. Identifying and using continuous and datum dimensioning.
- 3. Adding appropriate and non-redundant dimensions to a drawing.
- 4. Editing dimensions and manually overriding text.
- 5. Adding dimension for repetitive features, circles, arcs, etc. by utilizing the library of symbols.
- 6. Dimensioning isometric drawings in the individual planes.
- 7. Utilizing single and multiline text in a drawing.
- 8. Inserting tables and fields into a drawing.

Competency 7:

The student will demonstrate the ability to work with the AutoCAD library by:

- 1. Defining the purpose of a block.
- 2. Drawing a personalized title block and converting the drawing into a block.
- 3. Locating and using the library of symbols and blocks to insert into a drawing.
- 4. Creating Blocks and Wblocks and saving them into the library to use in future drawings.
- 5. Locating and using templates.
- **6.** Utilizing the external reference tool.

Competency 5:

The student will demonstrate the ability to output drawings from AutoCAD by:in AutoCAD by:

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- 1. Identifying the difference between model and paper space.
- 2. Creating multiple layouts for a drawing.
- 3. Identifying and using floating viewports.
- 4. Choosing the correct paper size, orientation, and other page setup options.
- 5. Plotting drawings to scale.
- 6. Outputting to different media (e.g., .pdf files, printers, plotters).

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