| LEARNING OUTCOMES | LEARNING ACTIVITIES | EVALUATION METHODS |
|---|---|---|
| 4. Identify the role of graphics in, and the ben9 re70ai657.82 69 re | | |

5. Dimensioning
6. Engineering Design
7. Additive Manufacturing
8. Sectioning
9. Advanced Drawing Techniques
10. Advanced Modeling Techniques
11. Tolerancing
12. Threads and Fasteners
13. Assembly Drawings
14. CSWA Exam Preparation

LEARNING MATERIALS:
Plantenberg, K. (2016). *Engineering Graphics Essentials: Text and Digital Learning* (5th Ed.), SDC Publications.

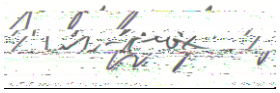
Computer Labs: software for 3-D modeling
Engineering Labs: rapid prototyping system
Instructor Handouts, text references (engineering library)

Other materials may be required and may be made available directly to the student or via the College's library reserve or its computer network.

COURSE APPROVAL:
H. Thomas Tucker, Jr. Assistant Professor of Engineering and William H. Brownlowe, Associate Professor of Engineering Date: 10/2005
VPAA/Provost or designee Compliance Verification:
John Flynn Jr, Ed.D. Date: 10/10/2005

Revised by: William H. Brownlowe Date: 9/24/2013
VPAA/Provost or designee Compliance Verification:
Victoria L. Bastecki-Perez, Ed.D. Date: 9/26/2013

Revised by: Chengyang Wang, Ph.D. Date: 12/21/2017
VPAA/Provost or designee Compliance Verification: Date: 1/10/2018



*This course is consistent with*
*developed, ap*