

## **Course Description**

## ETD1340 | Computer Aided Drawing & Design | 3.00 credits

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. Pre/Corequisite: MAC1105.

## Course 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, Micro station, 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 Auto CAD 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 view ports

**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.
- 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 the ability to modify an AutoCAD drawing 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
- 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 tools

**Competency 8:** The student will demonstrate the ability to output drawings in AutoCAD by:

- 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)

## Learning Outcomes:

• Use computer and emerging technologies effectively