



LEARNING OUTCOMES	LEARNING ACTIVITIES	EVALUATION METHODS
<p>4. <del>Identify</del> the role of graphics in, and the</p> <p>ben9 re70ai657.82 69 re</p>		

- 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* (5<sup>th</sup> 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

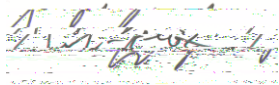
VPAA/Provost or designee Compliance Verification:  
 John Flynn Jr, Ed.D. Date: 10/10/2005

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, as per the following information: 5Ch/0 17 3e WBA/T 0 23 m0 g0 GJTETQ.000002 17945e WBA/T 0t3 1794e 5/519 v