DRAFTING AND DESIGN TECHNOLOGY

Drafting and Design Technology, a career technical and transfer program, uses hands-on experiences to prepare students for entry-level employment or advancement that requires graphic communications, including sketches, mechanical drawings, computer-aided design, and illustrations. Drafting and design technology courses fulfill lower division requirements for transfer majors in architecture, electronics, engineering, and architecture and lead to an associate degree in design and engineering drawing technology and certificates of achievement in computer aided design (CAD)—architecture and drafting and computer generated imagery (CGI).

Contact Information

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Career, Technical and Continuing Education

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Discipline Website
http://www.citruscollege.edu/academics/programs/draf

Learning Outcomes

This discipline prepares students to do the following:

• Describe effective drafting techniques including graphic communication, orientation, and decision making.
• Demonstrate the ability to estimate time, material, labor and equipment for design and working drawings.
• Demonstrate planning techniques and administration of document control for design and working drawings.
• Think logically and coherently about technical issues and gain an appreciation for the global social and political impact of technical endeavors.
• Use technology to prepare hand drawings, Computer Aided Drawings (CAD), and multimedia presentations.

Courses

DRAF 101
Beginning Computer Aided Design (CAD)
3 Units (AA/AS; CSU)
36 lecture hours, 72 lab hours
Grade Mode: Standard Letter
Strongly recommended: ENGL 099 if required by English placement exam or if required by English level.
A basic course for pre-engineering, pre-architecture students, and other students who have no previous Computer Aided Design (CAD) and mechanical drawing experience.

DRAF 102
Visual Communication
2.5 Units (AA/AS; CSU)
36 lecture hours, 36 lab hours
Equivalent to: ARCH 102
Grade Mode: Standard Letter
Strongly recommended: DRAF 101.
Visual communication of 2-D and 3-D forms and functions are explored using sketching, drawing, and 2-D and 3-D software. Using 2-D and 3-D software, natural and man made forms are analyzed. Color and texture of form are studied as they are revealed by light, shade, and shadow. Students' perceptions of subject matter are translated into convincing visual expressions by learning the graphic skills and the use of a variety of media. Students sketch, draw, and render projects.

DRAF 103
Advanced Engineering Drawing
3 Units (AA/AS; CSU)
36 lecture hours, 72 lab hours
Grade Mode: Standard Letter
Prerequisite(s): DRAF 101 or one year high school mechanical drafting.
Covers the application of the latest industrial design standards of orthographic projection and dimensioning specifications in the production of mechanical items and assemblies. Advanced problems in instrumental drawing, lettering, geometric construction, multi-view projections, sections, auxiliary views and descriptive geometry.

DRAF 160
Foundation Digital Design Tools - Intermediate Computer Aided Design (CAD)
3 Units (AA/AS; CSU)
45 lecture hours, 27 lab hours
Grade Mode: Standard Letter
Strongly recommended: DRAF 101, one year high school drafting or industry drafting experience.
Digital design drawing, modeling, tools, skills and concepts actively used in concurrent design studio. Assignments support concurrent design studio activity with an emphasis on introductory to intermediate digital design drawing. Computer-aided design (CAD) systems are applied to special problems in design. Techniques in creating symbol libraries are explored. Proper and efficient methods of producing plan views, sections, details and elevations are introduced along with dimensioning fundamentals and sheet layout.
DRAF 161
Advanced Computer Aided Design (CAD and Design Tools)
3 Units (AA/AS; CSU)
45 lecture hours, 27 lab hours
Grade Mode: Standard Letter
Prerequisite(s): DRAF 160.
Strongly Recommended: DRAF 101.
An advanced computer-aided design (CAD) course developing 2-D and 3-D design projects. Digital design drawing and modeling, tools, skills and concepts actively used in concurrent design studio. Assignments support concurrent design studio activity with an emphasis on sketching, digital modeling for design study, iteration, variation, design illustration and representation with Building Information Modeling (BIM).

DRAF 190
Advanced Digital Design Tools
3 Units (AA/AS; CSU)
45 lecture hours, 27 lab hours
Grade Mode: Standard Letter
Prerequisite(s): DRAF 160.
Advanced Digital Design drawing and modeling, tools, skills and concepts actively used in concurrent design studios and industry. Assignments support concurrent design studio and industry activity with an emphasis on Building Information Modeling (BIM) using SketchUp, Rhino and other current industry standard software designed to complete the student's preparation for employment.

DRAF 290
Introduction to Maya Practices
3 Units (AA/AS; CSU)
45 lecture hours, 27 lab hours
Grade Mode: Standard Letter
Strongly recommended: DRAF 160 or DRAF 161 or digital art classes.
Introduction to modeling, animation and render using Maya with a focus on establishing a working knowledge of Maya’s animation tools and techniques, this course builds a solid foundation for developing character animation and special effects sequences. The course uses the two different sections of the Learning Maya tutorial book to provide the student with an overview of the Maya environment and how it can be applied to their work.

DRAF 291
Learning Maya Transitions
3 Units (AA/AS; CSU)
36 lecture hours
Grade Mode: Standard Letter
Prerequisite(s): DRAF 290.
Explores how modeling, animating and rendering using CAD, and other 3D interfaces transition into Maya. This course builds an advanced foundation using animation and special effects. The course uses the two different sections of the Learning Maya Transitions book to provide the student with an overview of the Maya environment and how it can be applied to their work. 54 lab hours.

DRAF 698C
Cooperative Education
3 Units (AA/AS)
180 lab hours arranged
Grade Mode: Pass/No Pass, Standard Letter
Prerequisite(s): The student must be simultaneously enrolled in a class that relates to the Cooperative Education course.
A course designed to assist students in planning and accomplishing meaningful learning objectives related to Drafting Technology at their place of paid employment or training sites.

DRAF 699A
Cooperative Education
1 Unit (AA/AS)
75 lab hours arranged
Grade Mode: Pass/No Pass, Standard Letter
Prerequisite(s): The student must be simultaneously enrolled in a class that relates to the Cooperative Education course.
A course designed to assist students in planning and accomplishing meaningful learning objectives related to Drafting Technology at their place of paid employment or training sites.

Programs

Associate Degree
- A.S. in Design and Engineering Drawing Technology (formerly Design and Drafting Technology) (http://catalog.citruscollege.edu/disciplines/drafting-design-technology/design-engineering-drawing-technology-as)

Certificates of Achievement
- Computer Generated Imagery (CGI) (http://catalog.citruscollege.edu/disciplines/drafting-design-technology/computer-generated-imagery-cgi-certificate-achievement)
- Computer Aided Design (CAD) - Architecture and Drafting (http://catalog.citruscollege.edu/disciplines/architecture/computer-aided-design-cad-architecture-drafting-certificate-achievement)