

DRAFTING TECHNOLOGY (DRAF)

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 101.

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 of 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 class.

A course designed to assist students in planning and accomplishing meaningful learning objectives related to Drafting Technology at their place of volunteer 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.

DRAF 699C

Cooperative Education

3 Units (AA/AS)

225 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 class.

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.