ENGINEERING GRAPHICS
(EG-107)
MARBELLA INSTITUTE OF TECHNOLOGY

Course Utility

  Engineering Graphics covers the software tool that incrases the performance in design tasks, such as: creating simple sketches, complex 2D and 3D plans, and realistic models. Presentations become fast, accurate and attractive. Make the best use of the Sketchup 2015 software, to enhance your products, services and customers expectations.

Course Purpose

  Engineering Graphics reveals the tool that will increase the overall competitiveness of your business. Recognition is gained thru more professional presentations. Presenting designed models ahead of time avoids missunderstandings, design faults and even possible failures.

   Productivity with a design is a plus from the manufacturer to the end user. Position yourself ahead in the understanding and use of highly productive design software.

Text Book

  'SketchUp 2015 Hands-On: Student Coursebook' is a complete manual to learn SketchUp 2015 in asimplified, step-by-step, organized manner to make the learning process fun and easy.

  The text book is the essential guide for engineers, woodworkers, carpenters architects, contractors, builders and designers who wish to take advantage of the wide span of possibilities that can be created with SketchUp 2015.

   Designed for the use in classroom setting, this book is based on the exercises of pro-level SketchUp books. Numerous illustrated hands-on exercises boost up your abilities, which are later tested on the 50 independent projects to be used as classwork or homework assignments.

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<u>COURSE OUTLINE</u>

UNIT 1 The Basics
UNIT 2 Making Multiple Copies
UNIT 3 Intersect Faces and Follow Me
UNIT 4 Working with Roofs
UNIT 5 Groups and Components
UNIT 6 Painting, Materials and Textures
UNIT 7 Working with Digital Images
UNIT 8 Adding Text and Dimensions
UNIT 9 Modeling in Context with Google Earth
UNIT 10 3D Warehouse
UNIT 11 Sandbox Tools
UNIT 12 Sectioning
UNIT 13 Solid Tools
UNIT 14 Styles and Sketchy Edges
UNIT 15 Presentation and Animation
UNIT 16 Dynamic Components
UNIT 17 Extensions (Plugins)