Course Outline

TEC-D 222 - AutoCAD 3D

Week 1

Day 1 <u>General Introductions:</u>

Class Roster verification, Syllabus, Course Outline, Verification of Student

Folders on campus server

Day 2 <u>Basic Fundamentals:</u>

*Discuss user interface, Menus, Ribbons, Icons, etc.

*Discuss 3D Views: Isometric (NE, SE, NW, SW) Top, Front, Side, etc.

*Discuss UCS (User Coordinate System)

*Discuss VIEWCUBE

*Discuss Free and Continuous ORBIT

*Discuss VISUAL STYLES

Week 2

Day 1 <u>Solid Modeling Fundamentals:</u>

*Discuss SOLID PRIMITIVES: Box, Wedge, Cylinder, Cone, Sphere, Taurus

*Discuss BOUNDARY and EXTRUDE

*Problems/Graphic Assignments: 20-1 to 20-5

Day 2 <u>Solid Modeling Fundamentals:</u>

*Discuss UNION, SUBTRACT, INTERSECTIONS, PRESS-PULL, EXTRUDE

EXISTING FACE, REVOLVE, SWEEP, LOFT, HELIX

*Discuss BOUNDARY and EXTRUDE

*Problems/Graphic Assignments: 20-6 to 20-8

Week3

Day 1 <u>Solid Modeling Fundamentals:</u>

*Discuss FILLET, CHAMFER, SLICE, FACETRES, DISPSILH

*Problems/Graphic Assignments: 20-9 to 20-11

Day 2 LAB DAY:

*Problems/Graphic Assignments: 20-12 to 20-16

Week 4

Day 1 <u>HOLIDAY!</u>

Day 2 LAB DAY:

*Work on Mid-Term Project

Week 5

Day 1 <u>LAB DAY:</u>

*Work on Mid-Term Project

Day 2 LAB DAY:

Mid-Term Project Due!

Week 6

Day 1 Rendering : Fundamentals:

*Discuss RENDERING: Materials, Lights, Cameras, etc.

*Problems/Graphic Assignments: 20-17 to 20-18

Day 2 LAB DAY:

*Discuss WALKING & FLYING thru a Model

*Problems/Graphic Assignments: 20-19 to 20-20

Week 7

Day 1 Rendering : Fundamentals:

*Discuss ANIMATING PATH OF CAMERA

Day 2 LAB DAY:

*Problems/Graphic Assignments: Wrap up all regular assignments!

Week 8

Day 1 HOLIDAY!

Day 2 LAB DAY:

LAB DAY:
*Work on Final Project

Week 9

Day 1 LAB DAY:

<u>LAB DAY:</u>
*Work on Final Project

Day 2 LAB DAY:

<u>LAB DAY:</u>
*Work on Final Project

Week 10

Day 1 LAB DAY:

LAB DAY:
*Work on Final Project

Day 2 <u>FINAL PROJECT DUE!</u>

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