

## ENGINEERING GRAPHICS

(name of the discipline)

### **ANNOTATION TO THE CURRICULUM OF THE INSTITUTION OF HIGHER EDUCATION**

**Speciality** 1- 27 02 01 Transport logistics (automobile transport)

	Form of higher education
	Full-time education
Course	1
Semester	1
Lectures, hours	16
Laboratory studies, hours	50
Exam, semester	1
Classroom hours for the academic discipline	66
Independent work, hours	42
Total hours per academic discipline / exam hours	108/3

1. The content of the discipline: point and line in the system H, V, W; metric tasks; plane in the system H, V, W; drawing conversion methods; surfaces, first and second main positional tasks; compounds, their classification; shaft; gear wheel.

2. As a result of studying the discipline, the student should know: formation of drawings by the method of projection; graphic methods for solving positional and metric geometric tasks; graphic programs and computer modelling; state standards for the execution and design of drawings.

Be able to: develop design documentation (BPK-3); draw projection images of spatial geometric shapes on a plane; understand engineering drawings, use standards and reference books; make drawings using computer graphics, draw 3D computer models.

Must own: graphic representation on a plane and in space, requirements of the Unified System of Design Documentation (BPK-3).

3. Mastering this academic discipline should ensure the formation of the following competencies:

Codes of generated competencies	Names of competencies being formed
BPK-3	Own methods of graphic representation on a plane and in space, the requirements of the Unified Design Documentation System, be able to develop design documentation.

4. Requirements and forms of current and intermediate certification: multimedia.