<u>DESCRIPTIVE GEOMETRY, ENGINEERING AND MACHINE GRAPHICS</u>

(name of the discipline)

ANNOTATION
TO THE CURRICULUM OF THE INSTITUTION OF HIGHER EDUCATION

Specialty 1 - 36 07 02 "Manufacture of products based on three-dimensional technologies"

	STUDY MODE
	Full-time
Course	1
Semester	1, 2
Lecture, hours	34
Practical classes (seminars), hours	84
In-class test, hours	2
Test, hours	1
Classroom hours for the academic discipline (including hours for managed independent work)	118 (36)
Independent work, hours	206
Total course duration in hours / credit units	324 / 9

1. Brief content of the academic discipline: point; straight; metric properties of the projection; plane; drawing conversion methods; metric tasks; surfaces; positional tasks, KOMPAS-3D system.
2. As a result of studying the academic discipline, the student must know: the formation of drawings according to the projection method; graphic methods for solving positional and metric geometric problems; applied graphic programs and computer modeling; geometric shaping of machine-building parts; state standards for the execution and design of drawings.
Must be able to: build projection images of spatial geometric shapes on a plane; perform and read engineering drawings, while using standards and reference books; make drawings using computer graphics, build three-dimensional computer models of parts.
Must be proficient in: methods of developing and implementing graphic images for design estimates and other documentation, taking into account the requirements of GOST ESKD (in accordance with the BOD-2 curriculum and educational standard).
3. Mastering this academic discipline should ensure the formation of the following competencies:

Codes of generated competencies	Names of competencies being formed
БПК-2	Be able to develop and execute graphic images for design estimates and other documentation, taking into account the requirements GOST ESKD.

4. Requirements and forms of current and intermediate certification: traditional, multimedia, using a computer.