FUNDAMENTALS OF VISUAL DESIGN
(course title)

COURSE SYLLABUS ABSTRACT

1-37 01 02 "Automotive industry (by direction)"
(speciality code and name)
1-37 01 02 "Automotive (mechanics)"
(specialisation code and name)

	STUDY MODE
	full-time
Year	**2**
Semester	4
Lectures, hours	16
Laboratory classes, hours	34
Pass/fail, semester	4
Contact hours	50
Independent study, hours	58
Total course duration in hours / credit units	108/3

1. Course outline

The purpose of teaching the discipline is to form students' knowledge, skills and abilities when working with software (software) implemented as a system of three-dimensional design of machine parts, subassemblies and machines in general, allowing them to make specific decisions in practical work with solving problems in the field of machine design.

2. Course learning outcomes

Upon completion of the course, students will be expected to

know:

- principles, methods and rules for creating three-dimensional models of parts using the Compass software.
- principles, methods and rules for creating three-dimensional subassemblies using the Compass software.
- the basics of creating, checking, editing nodes, and overlaying relationships between assembly elements.
- principles, methods and rules for creating drawings using the Compass software.
- principles, methods and rules for creating specifications.

be able to:

- Use the Compass software to create three-dimensional models of parts.
- use the Compass software to create, check, edit nodes, overlay relationships between assembly elements.
- use the Compass software to create and edit drawings, apply dimensions, perform sections, sections, local views, adjust drawing tools.possess:

3. Competencies

BPK – 8 Apply various methods of graphic constructions on the plane and in space in accordance with the specifics of the specialty

4. Requirements and forms of midcourse evaluation and summative assessment

To get a credit, the student must complete the task given by the teacher