

BASICS OF COMPUTER GRAPHICS AND ENGINEERING DRAWING

(name of the discipline)

ANNOTATION

TO THE CURRICULUM OF THE INSTITUTION OF HIGHER EDUCATION

Specialty 1 - 40 05 01 Information systems and technologies (according to directions)

Direction of specialty 1 - 40 05 01-01 Information systems and technologies (in design and production)

	STUDY MODE
	Full-time
Course	1
Semester	1
Lecture, hours	34
Laboratory classes, hours	34
Test, hours	1
Classroom hours for the academic discipline	68
Independent work, hours	72
Total course duration in hours / credit units	140 / 4,5

1. Brief content of the discipline: direct; 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 implementation and design of drawings;

Must be able to: build projection images of spatial geometric shapes on a plane and three-dimensional computer models of designed objects in order to optimize them, and also be able to read drawings.

Must be proficient in: methods of visual representation of parts and complexes of technical systems and reading drawings; methods of using computer technology to build drawings.

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

Codes of generated competencies	Names of competencies being formed
AK-5	Be able to apply basic scientific and theoretical knowledge to solve theoretical and practical problems.
CJK-6	Be able to work in a team.

4. Requirements and forms of current and intermediate certification: traditional, multimedia using Prestigio PMB728L861 multiboard, using a computer.