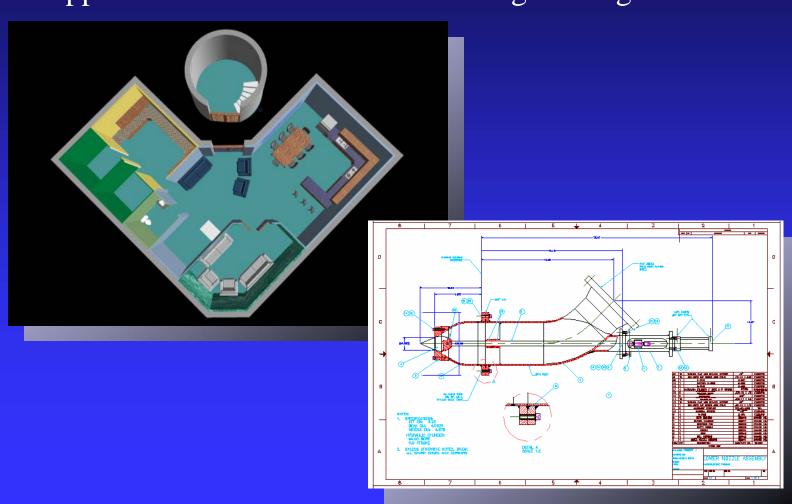
Kaplan College



Engineering Drafting / CAD Associate Degree program

Preparing design students for a variety of employment opportunities in architectural and engineering careers



Engineering Drafting / CAD

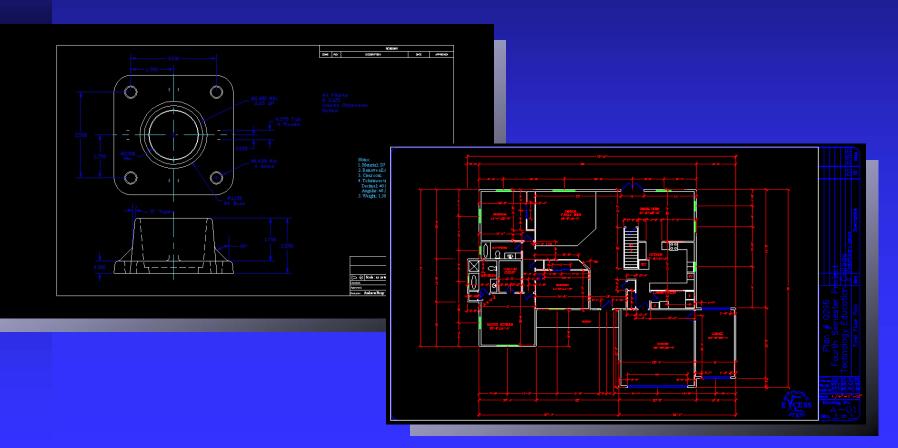
Learn More to

Earn More

Building a competitive advantage

First Skill Focus

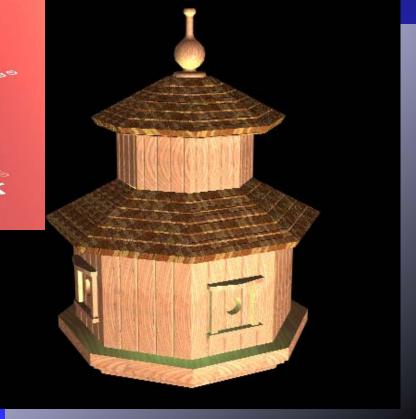
2D mechanical and architectural drawings



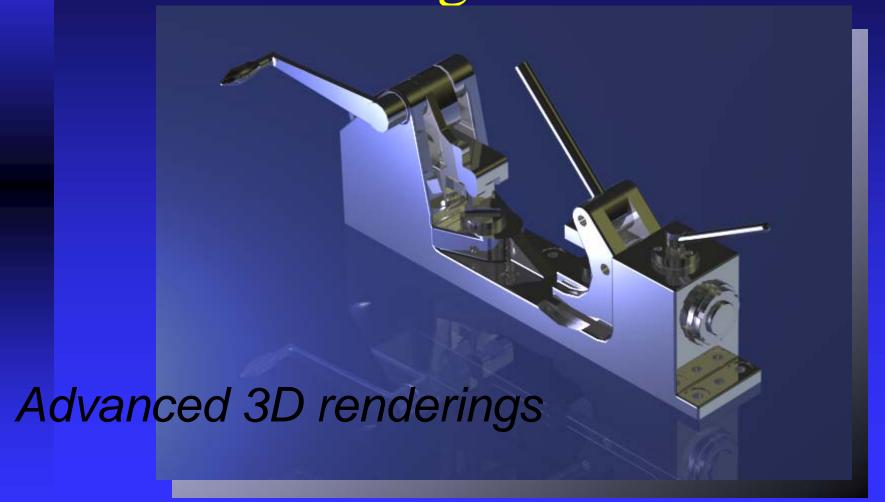
Second Skill Focus 3D drawings



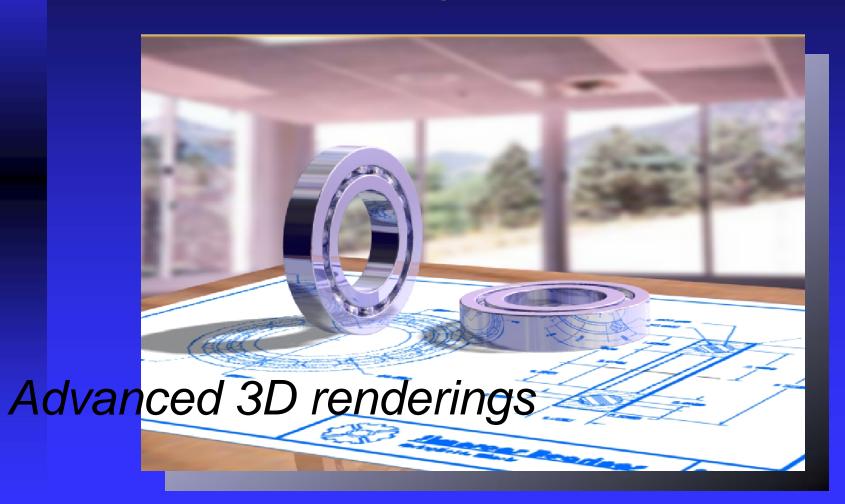
Building a competitive advantage



Second Skill Focus 3D drawings



Second Skill Focus 3D drawings

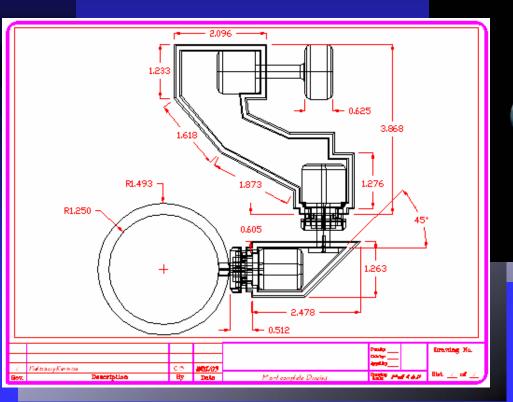


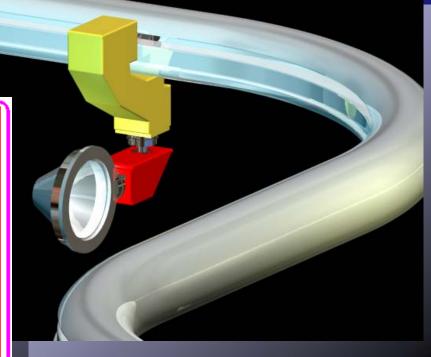




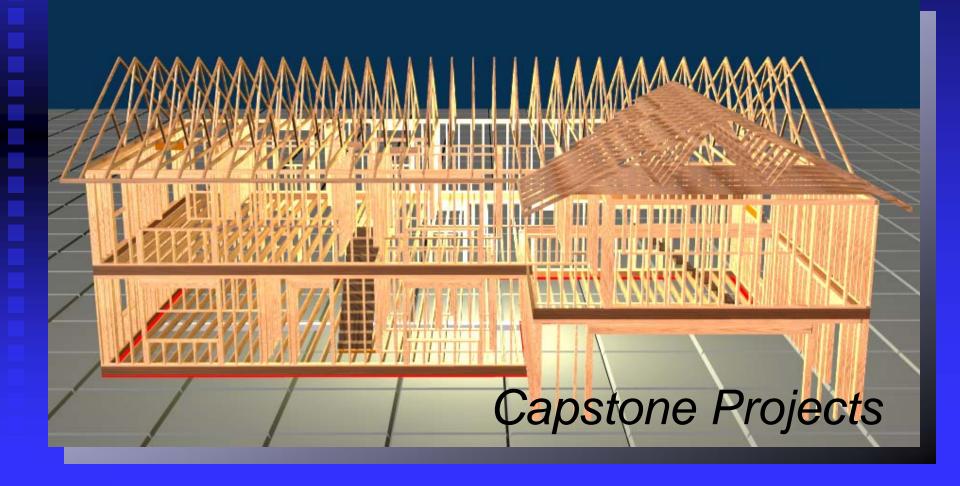


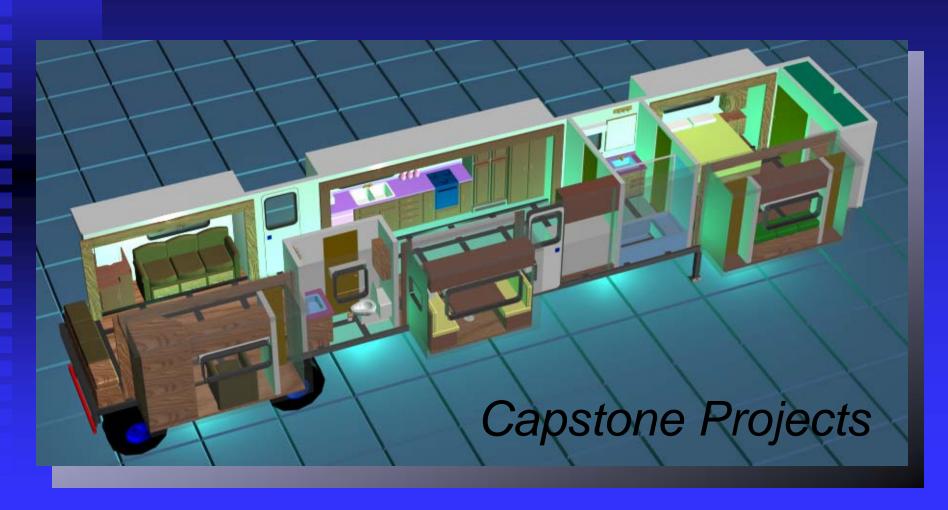
Design is Problem Solving





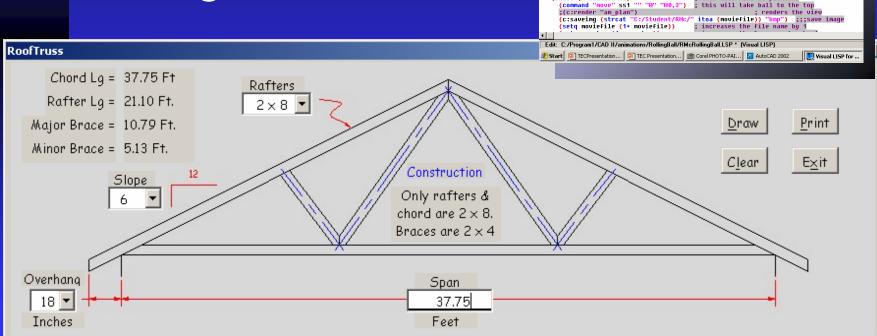
Capstone Projects





Fourth Skill Focus Programming

Another Competitive Advantage



File Edit Search View Project Debug Tools Window Help

;;; this is a program that moves a ball thru an opening door ;;; remember to run the render command before starting this program

(setq ss1 (ssget "x" '((8 . "ball")))); select all items on ball layer (setq ss2 (ssget "x" '((8 . "door")))); select all items on door layer;; set the variables for the loop

;;; RMcRollingBall.lsp ;;; a program that moves and renders

(setq moviefile 1000)

(setq counter 0)
(while (< counter 113)

(setq counter 0)

(while (< counter 7)

(while (< counter 20)

(command

;;; ball moves down sidewalk

(c:saveimg (strcat "C:/Student/ (setq moviefile (1+ moviefile))

(setq counter (1+ counter))

;;; ball turns corner and door opens

;(c:render "am_plan")

(setq counter (1+ counter))
);; ball passes thru open door
(setq counter 0)

(setq osm (getvar "osmode"))

;;; select the item on layer "item"

ss1

(command "rotate" ss1 "" "2'-9,-3' (command "rotate" ss2 "" "0.0" -12

(c:saveimg (streat "C:/Student/RMc, (setg moviefile (1+ moviefile))

> pop up alert message define function call

; start frame counter

; renders the view itoa (moviefile))

"" "0,0" -12.8751) ; this will open the door

the counter starts at 0

this will make 113 pictures

increases the file name by

; this will make 7 pictures

the counter starts at 0

this will make 20 pictures

this will take ball to the left

increases the loop counter by 1

9" -12.8751); this will rotate the ball

; increases the loop counter by 1

; renders the view 'itoa (moviefile)) "bmp") ;;;save image ; increases the file name by 1

; stores current osnap settings ; turns off all osnap settings

Fifth Skill Focus

Foundation Courses

Residential Architecture

Mechanical Design

Mechanical Processes

Electrical Design

Energy Management

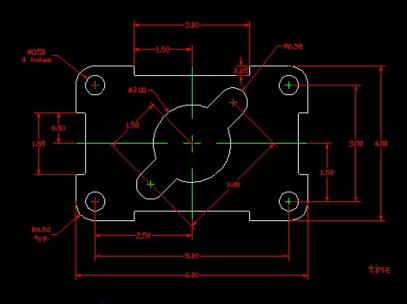
Commerical Architecture

Civil Design

Large Construction Projects

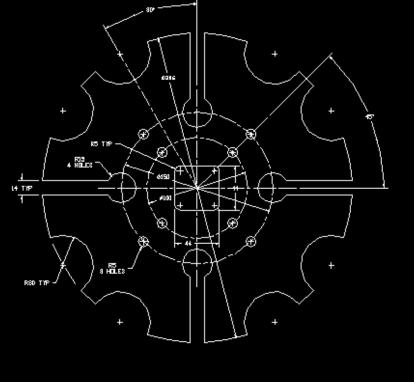
The Learning Process

Learning to draw fast



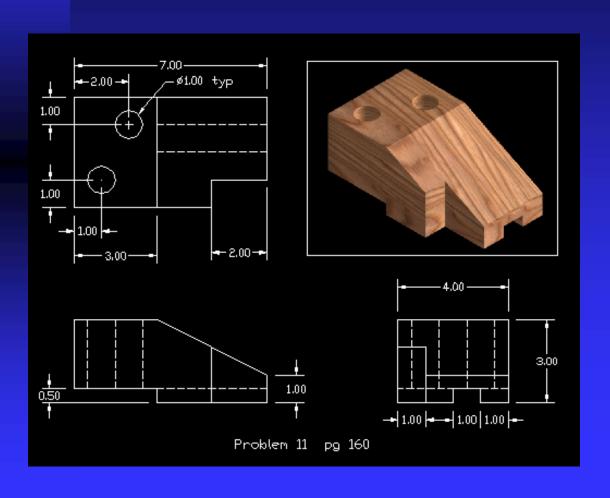
notes

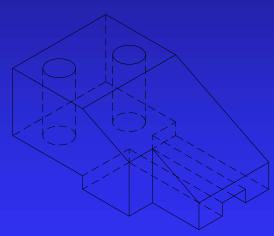
- 1. material 0.125 thick aluminum
- 2, remove all shrap edges and burns
- 3 clear anodize
- 4 tolerences unless otherwise specified: 1 decimal, ±0.06
 - I deciman inne
 - 2 decimal ±0.010
 - 3 decimal: ±0.000



LTSCALE: .5 Dimesion Style Fit Scale : 20

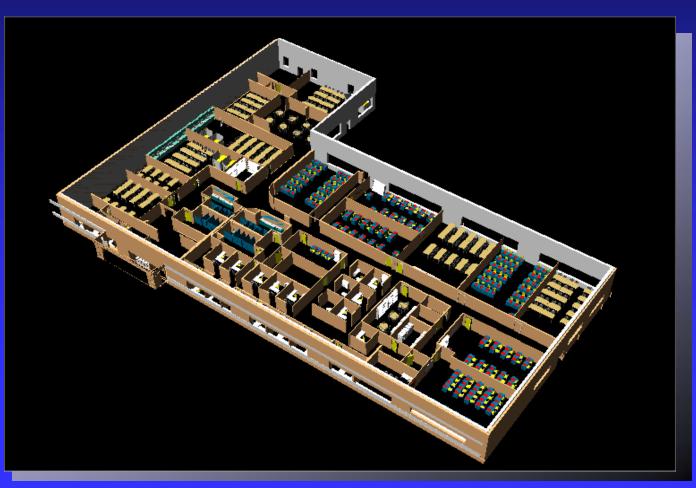
The Learning Process 2nd semester starts 3D drawing





The Learning Process

Hands on with an Individual focus



We're looking forward to seeing you on campus soon!

