INTRODUCTION TO SKETCHUP MODELING SOFTWARE — ARCT 1300

A. Course Description
   - Credits: 3.00
   - Lecture Hours/Week: 2.00
   - Lab Hours/Week: 1.00
   - OJT Hours/Week: 0
   - Prerequisites: None
   - Corequisites: None
   - MnTC Goals: None

This course will introduce the motivated student to 3 dimensional modeling software currently being used in professional design offices. Fundamental concepts, commands, and tools of the SketchUp will be taught in an enhanced on-line learning environment. There will be two on site formal lectures introducing basic concepts and ten on-line sessions. Students will submit required projects, questions and comments, to D2L server. Students will complete self-paced tutorials available at the following web address: http://www.sketchup.com. Prerequisites: The student will have a working knowledge of Mac OS and/or Windows XP. It is recommended the student have a background in either drafting, art or computer graphics. DUAL NUMBERED COURSE IDES1112.

B. Course Effective Dates: 1/9/06 – Present

C. Outline of Major Content Areas
   As noted on course syllabus

D. Learning Outcomes
   As noted on course syllabus

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment
   As noted on course syllabus

G. Special Information
   None noted