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