



COMPUTER DRAFTING III — IDES 2188

A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 1.00
- **Lab Hours/Week:** 2.00
- **OJT Hours/Week:** 0
- **Prerequisites:**
 - IDES 1211: Drafting II
- **Corequisites:** None
- **MnTC Goals:** None

This course provides students with fundamental knowledge of industry-standard software programs beyond drafting and modeling representation. Bluebeam will be a focus as well as Sketch Up and Adobe Photoshop and inDesign as used in a typical Architecture practice. Prerequisite: IDES 1211 **This course is cross listed with ARCT2108

B. Course Effective Dates: 1/23/20 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. Understanding of the strengths and limitations of the various software programs as well as appropriate uses of each.
2. Creations of images and documents from working drawings to photo-realistic composite renderings and images for client understanding or marketing.
3. Production of a portfolio of student work that is representative of skills and work completed in the architectural technology program.

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

F. Learner Outcomes Assessment

As noted on course syllabus

G. Special Information

None noted