ENGINEERING GRAPHICS (EG)

EG 225
Engineering Graphics for Non-Engineers
Designed for students in business, liberal arts and non-technical programs. Basic drafting techniques and applications, lettering, geometric constructions, charts and graphs, technical sketching, multiview projection, pictorial drawings, dimensioning, blueprint reading and working drawings. Introduction to computer graphics. Credit for this course is not applicable to an engineering degree.
Lecture: 2 Lab: 1 Credits: 3

EG 226
Advanced Engineering Graphics and Design
Advanced study of auxiliary views and sectioning, gears and cams, threads and fasteners, working drawings, assembly drawings, electronic drafting, ANSI drafting standards, and computer-aided drawing and design. Engineering design project.
Prerequisite(s): CAE 101 or MMAE 232
Lecture: 2 Lab: 1 Credits: 3

EG 305
Engineering Descriptive Geometry
Graphic solutions of problems involving point, line, and plane relationships by auxiliary views and revolutions. Developments and intersections of surfaces. Parallelism and perpendicularity, vectors, mining and civil engineering applications. Shades and shadows, conics, map projection and spherical triangles. Emphasis on applications which promote visualization and introduce new engineering experiences. Applications of computers to problem solving.
Prerequisite(s): CAE 101 or MMAE 232
Lecture: 2 Lab: 2 Credits: 3

EG 306
Advanced Engineering Graphics for Non-Engineers
Threads and fasteners, sectioning and auxiliary views, limit dimensioning, detail and assembly drawings, data representation, principles of descriptive geometry, manufacturing processes and computer graphics/CAD. Credit for this course is not applicable to an engineering degree.
Prerequisite(s): EG 225
Lecture: 2 Lab: 2 Credits: 3

EG 325
Advanced Engineering Graphics for Non-Engineers
Threads and fasteners, sectioning and auxiliary views, limit dimensioning, detail and assembly drawings, data representation, principles of descriptive geometry, manufacturing processes and computer graphics/CAD. Credit for this course is not applicable to an engineering degree.
Prerequisite(s): EG 225
Lecture: 2 Lab: 2 Credits: 3

EG 405
Mechanical Design Graphics
Basic concepts of mechanical design and analysis. Advanced design layouts, details, assemblies, tolerance systems, surface finish control, materials, processes, ANSI drafting standards, engineering design processes, systems and procedures, application of computers to design, and CAD/CAM. Requires junior standing.
Prerequisite(s): EG 305
Lecture: 2 Lab: 2 Credits: 3

EG 406
Technical and Pictorial Illustration
Prerequisite(s): CAE 101 or MMAE 232
Lecture: 2 Lab: 2 Credits: 3

EG 409
Computer-Generated Pictorial Projections
Study of computer-generated representations of three-dimensional objects. Projections include multiview, perspective, axonometric (isometric, dimetric, and trimetric), and oblique.
Prerequisite(s): EG 406
Lecture: 2 Lab: 2 Credits: 3

EG 419
Computer Graphics in Engineering
Techniques of PC-based (AutoCAD) computer-aided drawing and design. Study of computer graphic hardware and software systems through demonstrations and use. Both 2D and 3D representation of components and assemblies from various engineering disciplines. Requires junior standing.
Prerequisite(s): CAE 101 or MMAE 232
Lecture: 2 Lab: 2 Credits: 3

EG 425
Computer Graphics for Non-Engineers
Principles and applications of computer graphics in business and nontechnical fields. Study of computer graphics hardware and software systems. Use of computer in producing charts, graphs, and technical drawings. Use of PC-CAD in problem solving and design. Credit for this course is not applicable to an engineering degree. Requires junior standing.
Prerequisite(s): EG 325
Lecture: 2 Lab: 1 Credits: 3
EG 429
Computer Graphics for Desktop Publishing
Integration of computer graphic-generated images into technical and business reports produced with popular desktop publishing software. Emphasis on creation and selection of graphical presentations for optimum readability. Scanning and retouching techniques for two- and three-dimensional presentations. Introduction to multi-media and slide presentations. Credit for this course is not applicable to an engineering degree. Junior standing required.
Prerequisite(s): EG 329
Lecture: 2 Lab: 2 Credits: 3

EG 430
Introduction to Building Information Modeling
Fundamentals and practical use of information technologies in design; basic concepts of building information modeling (BIM); review of software and technology available for BIM; practical use of BIM in design for creating a site, viewing a model, starting a project, working in the AutoDesk “Revit” Environment, adding basic building elements to a project, conceptual energy analysis, designing a preliminary layout, and presenting a project.
Lecture: 3 Lab: 0 Credits: 3

EG 497
Special Problems
Special problems. Requires junior standing.
Credit: Variable