Engr 105 – Engineering Graphics

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Office Hours: BEL TA studio

Objectives:

- Development of basic knowledge and skill in engineering graphics. Understand engineering
- Experience the design process
- Learn and practice fundamental skills
- Learn graphics and computer applications
- Develop study, teamwork, and communication skills

Textbook: Computer-Aided Engineering Graphics, UI (Will be posted on Web)

Materials: Sketch Kit (Compass, cross-lined-clear ruler) and .5 mm pencil(s), eraser.

Assignment: will be given each lecture and each lab, and all assignments will be posted on the above web address

Due Date: Class assignment will be due in the beginning of the following class, and lab assignment will be due on the following lab period.

Late assignments: 10% of your grade will be subtracted off per week after due date. If you will miss a due to an excused university absence or any other absence that was known ahead of time – it is your responsibility to submit the material in class or my office on or before the due date. (DO NOT COPY YOUR CLASSMATES’ WORK)

Lab: No food or drink in lab. Generally each lab will start with introducing AUTOCAD commands followed by a block of time for you to start working on the lab assignment. There will be two lab assignments; one is for attendance check during lab period, and second one is for lab assignment credits. Second one will be posted on the above web page. For lab assignment, I will inform in each lab, you are free to leave lab after you hand in your completed lab assignment.

Final Project: You need to select your own project which should be related with your major or your hobby (?). Final drawing should be a 3 dimensional drawing. You must submit your final project hand sketch for an instructor’s approval. Sketch is due on March 26. If you need help to select your project, please contact me. Instructor expects you to spend minimum 20 hours to complete your project.

Evaluation: Assignment 40 %, Final project 24%, Attendance 15%, Pop Quiz 20% & Sketch 1%