ENGR 2011 GRAPHICS 2: VISUAL SIMULATION

Credit Points 10

Legacy Code 301076

Coordinator Chris Nash (https://directory.westernsydney.edu.au/search/name/Chris Nash/)

Description From 2020, this unit will be replaced by 301287 - Designing Graphics: Engineering Documentation. Three-dimensional digital simulations are used to model manufactured artefacts, create virtual environments and simulate dynamic processes or systems. In this unit students will use 3D modelling software to simulate static and dynamic 3D structures. High quality photorealistic rendering and 3D printing file preparation will also be covered.

School Eng, Design & Built Env

Discipline Other Engineering And Related Technologies

Student Contribution Band HECS Band 2 10cp

Check your HECS Band contribution amount via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

Level Undergraduate Level 2 subject

Equivalent Subjects ENGR 2015 - Industrial Graphics 3 3D Solids

Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Item	Length	Percent	Threshold	Individual/ Group Task
Assessment 1. Product design.	Detailed manufactured drawing sheets - 10 x A3	40	N	Individual
Assessment 2. Designing and detailing of a product with photorealistic environment.	Prototyping file format document 4 x A3, Photorealistic rendering 1 x A3	40	N	Individual
Assessment 3. Rendered product visual simulation in environment.	Rendered 20 second visual simulation movie	20	N	Individual

Teaching Periods