

# ENGR 2011 GRAPHICS 2: VISUAL SIMULATION

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**Credit Points** 10

**Legacy Code** 301076

**Coordinator** Chris Nash ([https://directory.westernsydney.edu.au/search/name/Chris Nash/](https://directory.westernsydney.edu.au/search/name/Chris%20Nash/))

**Description** From 2020, this subject 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 subject 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

**Student Contribution Band** HECS Band 2 10cp

Check your fees via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/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.

Type	Length	Percent	Threshold	Individual/ Group Task	Mandatory
Assessment 1. Product design.	Detailed manufactured drawing sheets - 10 x A3	40	N	Individual	
Assessment 2. Designing and detailing of a product with photorealistic environmen	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	