A. COURSE DESCRIPTION

Credits: 2
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None

This course is the study of model-making techniques, processes, and materials needed to construct a scaled version of furniture. This model is used as a visual design tool to communicate a client's idea. This course will utilize 2D & 3D software, traditional & non-traditional machining, laser cutter, and various hand skills to construct a professional model. Emphasis will be on shop safety, accuracy, professionalism, project management, problem-solving, and working within specified tolerances.

B. COURSE EFFECTIVE DATES: 08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Construct a furniture model
2. Problem-solve for best processes and techniques
3. Project management software and tools
4. Final project presentation
5. Construct models to specified tolerances

D. LEARNING OUTCOMES (General)

1. identify and compare industries related to furniture model construction.
2. compare materials used in the construction of furniture models.
3. utilize model construction processes and techniques.
4. compile a journal of furniture processes and techniques.
5. design and present original models and prototypes.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted