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 introduces students to a variety CNC processes common to sculpture/design. Hands-on projects expand 3D design concepts through the use of design software and a variety of machines. Students will explore contemporary trends and applications, as well as research cultural traditions throughout history. Coursework includes access to TAD Lab facilities. TADD 3448 recommended.

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

C. OUTLINE OF MAJOR CONTENT AREAS

1. Sketching and concepting
2. Design software and application to sculptural forms
3. Konsgsberg Cardboard Cutter, Shop Bot, Wazer and Laser machine safety procedure and operation

D. LEARNING OUTCOMES (General)

1. demonstrate the creative process and design sketching for concept development.
2. demonstrate safe and accurate use of computer numerical control equipment such as laser, waterjet, plasma, and woodcutters..
3. utilize various software necessary for the design and production of their projects..
4. apply the vocabulary of art & design to the practice of self and peer critique.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted