

# DRAFTING AND GRAPHICS TECHNOLOGY

**CERTIFICATE CHECK SHEET**  
**DRAFTING AND GRAPHICS TECHNOLOGY**  
 30 Credit Hours  
 2014-16 ACADEMIC YEARS  
 Program Manager: Richard Gutierrez: (505)287-6645  
 Rev. 5/2014

NAME \_\_\_\_\_  
 ID #: \_\_\_\_\_

<u>COURSE #</u>	<u>TITLE</u>	<u>SEMESTER</u>	<u>CREDITS</u>	<u>GRADE</u>
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**General Education Requirement:**

This program provides students with the education and experience needed to pursue an entry-level drafting or computer graphics position. The program includes Architectural, Civil, Mechanical and Electronics Drafting. Classes developing 3-D animated graphics used by architects, designers for simulation, lawyers for accident reconstruction, executives for presentations, and business for training videos are included.

**DRAFTING AND GRAPHICS TECHNOLOGY REQUIREMENTS**

DRFT 151, Construction Principles & Blueprint Reading	_____	3	_____
DRFT 109, Computer Drafting Fundamentals	_____	3	_____
DRFT 114, Introduction to Solid Modeling	_____	3	_____
DRFT 118, Geometry for Drafting	_____	3	_____
DRFT 135, Electronics Drafting I	_____	3	_____
DRFT 143, Civil Drafting Fundamentals	_____	3	_____
DRFT 176, Solid Modeling, Rendering & Animation	_____	3	_____
DRFT 180, Residential Drafting	_____	3	_____
DRFT 181, Commercial Drafting	_____	3	_____
DRFT 276, Computer Rendering & Animation	_____	3	_____
 <b>TOTAL</b>		 <b>30</b>	

**RELATED COURSE REQUIREMENTS (33) CREDITS**

FINAL CUMULATIVE GPA ..... \_\_\_\_\_  
 CREDIT HOURS COMPLETED ..... \_\_\_\_\_  
 CREDIT HOURS IN PROGRESS ..... \_\_\_\_\_  
 HOURS NOT APPLIED TO GRADUATION ..... \_\_\_\_\_  
 TOTAL HOURS FOR GRADUATION ..... \_\_\_\_\_  
 CHECKED BY \_\_\_\_\_  
 DATE: \_\_\_\_\_

"N" Courses			