

Computer Aided Design DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk Bachelor of Industrial Design (BOID) 2018-2023



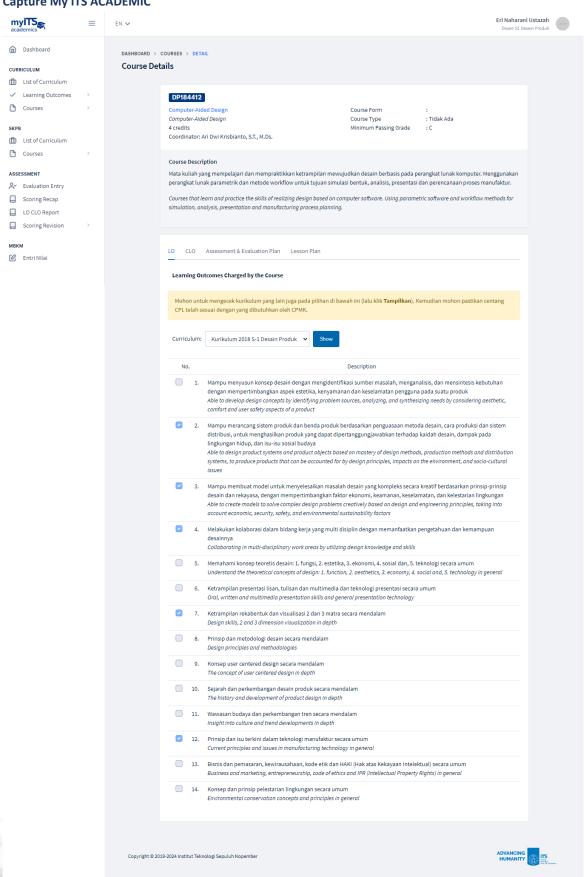
<u>Description of Course Unit</u> according to the ECTS User's Guide 2015

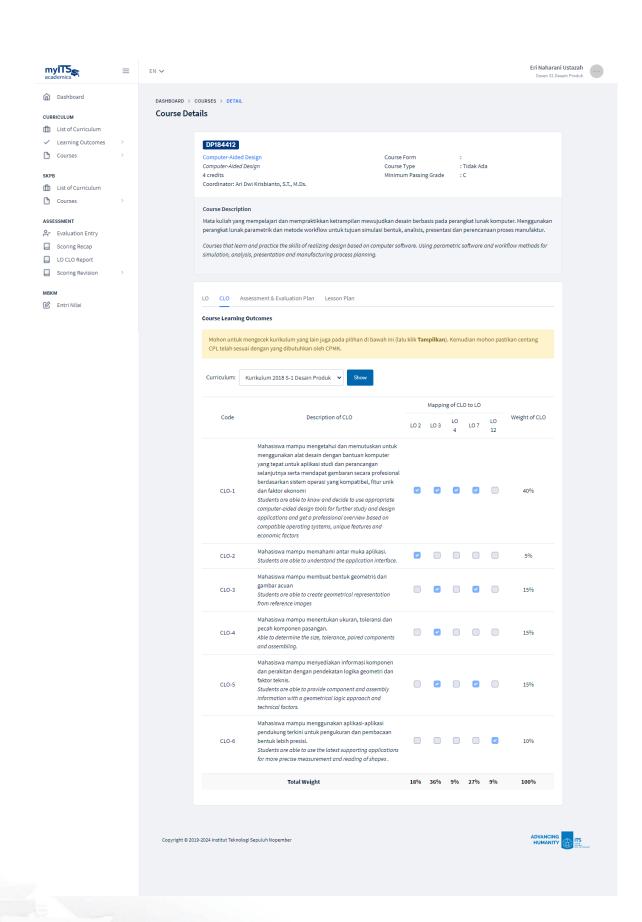
Course unit title	Computer Aided Design
Course unit code	DP184412
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	4 st semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Ari Dwi Krisbianto, S.T., M.Ds.
Learning outcomes of the course unit	 Students can implement drawing organization using layer and color destination methods. Students can create detailed and complete attributes for drawings. Students can use basic commands for quick drawing
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	This course delves into the deepening of knowledge and skills that must be possessed by a Product Designer. The purpose of this course is to implement spatial understanding in students, to read and create drawings for ready-toproduce products, provide insights into the role of technical drawings in the design process, and introduce rapid prototyping. The course also train students to produce digital working drawings using digital plotting methods.
	 Drawing organization using layer and color destination methods, as well as detailed and complete drawing attributes. Basic commands for quick drawing. Methods in object selection and object snap facilities in the drawing process. Coordinates and unit measures as reference for drawing sheets. Philosophy and interface of AutoCAD.

Recommended or required reading and other learning resources/tools	AutoCAD 2009, Autodesk Inc, copyright 2009 AutoCAD 2008, Autodesk Inc, copyright 2008
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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ASSESSMENT

A Evaluation Entry

Scoring Recap LO CLO Report

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Course Details

DP184412

Computer-Aided Design

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form Course Type Minimum Passing Grade

: Tidak Ada

Mata kuliah yang mempelajari dan mempraktikkan ketrampilan mewujudkan desain berbasis pada perangkat lunak komputer. Menggunakan $perangkat \, lunak \, parametrik \, dan \, metode \, workflow \, untuk \, tujuan \, simulasi \, bentuk, \, analisis, \, presentasi \, dan \, perencanaan \, proses \, manufaktur.$

simulation, analysis, presentation and manufacturing process planning.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

155655	ment & Evaluation Plan							
No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	Total Weight
1	Tugas benchmarking aplikasi/software Assignment: Software benchmarking Kognitif - Tugas Cognitive - Assignment	5%	096	0%	0%	0%	0%	5%
2	Primitif dan ekstrusi Primitive and extrude Studi Kasus Case Method	10%	1%	0%	0%	0%	0%	1196
3	Proses surface Surfacing process Studi Kasus Case Method	5%	1%	096	10%	0%	0%	16%
4	Fitur khusus: Surface flattening Special feature: Surface flattening Studi Kasus Case Method	5%	1%	5%	0%	0%	0%	11%
5	Reverse Engineering: Pengukuran langsung Reverse engineering: Direct measuring Studi Kasus Case Method	5%	196	0%	0%	5%	0%	1196
6	Reverse engineering: Fotogrametri Reverse engineering: Photogrammetry Studi Kasus Case Method	096	096	0%	0%	5%	5%	10%
7	Video animasi produk Product animation Hasil proyek Team-based Project	10%	196	10%	5%	5%	5%	36%
	TOTAL <i>Target</i>	40% 40%	5% 5%	15% 15%	15% <i>15</i> %	15% <i>15</i> %	10%	100% 100%

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мвкм Entri Nilai DASHBOARD > COURSES > DETAIL Course Details

DP184412		
Computer-Aided Design	Course Form	:
Computer-Aided Design	Course Type	: Tidak Ada
4 credits	Minimum Passing Grade	:C
Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.		
Course Description		
Mata kuliah yang mempelajari dan mempraktikkan k	etrampilan mewujudkan desain berbasis pada p	erangkat lunak komputer. Menggunakan
perangkat lunak parametrik dan metode workflow ur	ntuk tujuan simulasi bentuk, analisis, presentasi	i dan perencanaan proses manufaktur.
Courses that learn and practice the skills of realizing d	esign based on computer software. Using parame	etric software and workflow methods for
Courses that learn and practice the skills of realizing d	3	etric software and workflow methods for

(CLO	Assessment & Evaluation Plan Lesson Plan	
sson	Plan		
Neeki	num	Course Material	Learning Method
1	Į	Introduksi: Membangun motivasi, pandangan dan wawasan Introduction: Building motivation, views and insigh	
2	2	Persiapan gambar (setting) Dimensi, 2D (unit, grid snaps), add cut out holes, 3D (basic solid construction), operasi boolean Drawing preparation (settings) Dimensions (unit, gi snaps), 2D(create lines, rad, part contours), ad cut out holes, 3D (basic solid construction), boolean operation	rid,
3	1	Organisasi gambar. Olah bentuk primitif (primitive forms) dan transformasi gambar 2D menjadi 3D Drawing organization. Primitive exploration and transform 2D shape into 3D	e Case method
4	ı	Lines, surface exploration and reverse Lines, surface exploration and reverse	Case method
5	,	Solid geometry and transform Solid geometry and transform	Case method
6	5	Analisis geometri Geometry analyzes	Case method
7	•	Geometri surface Surface geometry	Case method
8	3	Fitur khusus (flatten surface, orient, flow along cu surface) Special features (flatten surface, orient, flow along curve-surface)	
9	•	Logika geometri, proses assembling, detail Geometry logics, assembling process, details	Case method
10	0	Aplikasi untuk render , render tools (preview, light material properties, drafting) Render engines, render tools (preview, light, materi properties, drafting)	
11	1	Gambar operasional dan ural. Reverse engineering melalui pengukuran nyata Operational drawing and explode. Reverse engineering by real measurements	g Case method
12	2	Reverse modeling (photogrammetry) Reverse modeling (photogrammetry)	Case method
13	3	Animations, environments, supporting properties/parts Animations, environments, supporting properties/parts	Team-based project
14	4	Render animation settings Render animation settings	Team-based project
15	5	Telaah ulang dari ideasi menuju persiapan manufaktur From sketch to production	Team-based project
16	6	Animasi untuk proses operasional dan presentasi Animations for operational processes and presentations	Team-based project
		Bahasa Indonesia	
		English	Choose method ▼ 🙃 X