

ENGR 2011 GRAPHICS 2: VISUAL SIMULATION

Credit Points 10

Legacy Code 301076

Coordinator Chris Nash (<https://directory.westernsydney.edu.au/search/name/Chris Nash/>)

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/) 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
Assessment	Detailed manufactured drawing sheets - 10 x A3	40	N	Individual
1. Product design.				
Assessment	Prototyping file format document of a product with photorealistic rendering environment.	40	N	Individual
2. Designing and detailing of a product	A3, 4 x A3, 1 x A3			
Assessment	Rendered second visual simulation movie	20	N	Individual
3. Rendered product visual simulation in environment.	20			