

## MECH 100 – Graphics I

Spring Semester 2008

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**NOTE:** Civil engineering majors should take CIVL 110; manufacturing technology, mechanical engineering, and mechatronic engineering majors take ME 100 and ME 100L for degree requirements.

**Objective:** To introduce the students to engineering graphics principles, increase their freehand sketching skills, and introduce them to modern, relevant drawing standards.

**Instructors:** Jon Stallman, OCNL 427, 530-864-5110, [jonstallman@nvwisp.com](mailto:jonstallman@nvwisp.com)  
Office Hours: T, W, Th 1-2:00

**Prerequisites:** None

**Textbooks:** Technical Graphics Communication, 3<sup>rd</sup> Edition, Bertoline, Irwin/McGraw- Hill, 2003

**Class Times:** **MECH 100** Lecture: Sect. 1- Lecture M. 12:00-12:50 SSKU 120

### Assignments:

Exercises are assigned on a weekly basis. The exercises typically are selected from textbooks. Sketching assignments will be selected and assigned from worksheets, text pages, and in class materials. Problem number, class section number, student name, and date should be clearly shown on all assignments. The assignments are due according to the schedule due date. ***NO LATE ASSIGNMENTS WILL BE ACCEPTED WITHOUT PRIOR PERMISSION.*** Printer problems or losing computer drawing files are not valid reasons for requesting permission to turn in assignments late.

### Tests:

There will be tests in the lecture portion of the class. No makeup test will be given.

<b>Grading:</b>	Assignments:	Sketching	20%	A: 90 - 100%
		Text Assign.	20%	B: 80 - 89%
		Handouts	10%	C: 70 - 79%
	Midterm Test:	Written (1)	25%	D: 60 - 69%
	Final Test:		25%	

- Sketching skills:
1. Hand sketch orthographic and isometric views of simple objects
  2. Position and align orthographic views
  3. Sketch orthographic view from a given pictorial or isometric view
  4. Sketch an isometric view from given orthographic views
  5. Properly label dimensions and tolerances