Competency Reflection

Pick five competencies (or subcompetencies) and reflect on how they are important to the projects you worked on this semester and what skill level you have attained with those different competencies. You will pick a new set of five each semester, so plan ahead. Use the rubric explanation in the header to help you know what the levels of competence are.

You should attach this document to your reflection(s) or you can use this document as a starting point for your reflections. Reflect on each of your five competencies in separate paragraphs.

[The blank competencies at the bottom may be used to insert your own skill(s) or competency(ies) that are important to you and the development of your project.]

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| **Understands Terms and Uses Equipment Properly:**  **11101** Understands drafting equipment and use. |  |  |  |  |  |
| **Sketches and Uses Orthographic Skills:**  **11103** Understands basic orthographic skills as shown by completion of assignments.  **13119** Identifies and utilizes lines and surfaces throughout adjacent orthographic views |  |  |  |  |  |
| **Sets Up CAD Software and Drawings:**  **13101** Starts, boots, and runs CAD software  **13102** Saves and manipulates files in computer environment  **13103** Selects appropriate units of measurement for drawings  **13104** Sets up the drawing environment (units, limits, grid, and snap)  **13105** Creates and uses layers to organize information in a drawing  **13106** Selects appropriate linetypes |  |  |  |  |  |
| **13207** Arranges multiple views of a figure on screen at one time  **13210** Places XYZ drawing axis to best advantage on 3D drawings  **13212** Sets up drawings to use in shading and rendering programs |  |  |  |  |  |
| **Draws Geometric Entities:**  **11102** Show proficiency of lettering, sketching, construction geometry, scaling, and line conventions as shown by completion of assignments.  **13107** Accurately creates geometric entities (line, arc, circle, etc.)  **13108** Precisely attaches entities to existing geometric entities (o-snap) |  |  |  |  |  |
| **13203** Digitizes an existing drawing to CAD  **13205** Draws 3-dimensional mesh figures  **13206** Uses point filters to locate points in space  **13208** Sets and uses elevation (or Z) and thickness to create simple 3D figures |  |  |  |  |  |
| **30002** Models on other than the world plane  **30005** Creates models full scale  **30006** Creates simple surfaces and solids  **30007** Creates surfaces from polylines  **30008** Creates solids from surfaces  **30009** Creates surfaces from solids  **30018** Imports and exports drawings/parts  **30020** Uses layers to organize models |  |  |  |  |  |
| **Uses Part Libraries:**  **13110** Groups drawing elements together (block, wblock)  **13111** Utilizes symbol libraries (insert, scale) |  |  |  |  |  |
| **Annotates and Plots Drawings:**  **13112** Adds text information to the drawing (text)  **13113** Dimensions drawings to ANSI standards  **13114** Scales and plots drawings to plotter and printer |  |  |  |  |  |
| **13213** Creates files to use in machining programs |  |  |  |  |  |
| **30014** Creates scenes with lighting  **30019** Uses object properties and textures  **30021** Changes rendering options  **30022** Plots drawings  **30023** Renders models  **30024** Uses appropriate rendering techniques  **30025** Creates appropriate renderings |  |  |  |  |  |
| **Creates Special Views:**  **13115** Draws section views. Uses ANSI standard hatch patterns.  **13117** Creates lines and arcs of varying widths  **13118** Draws pictorial views |  |  |  |  |  |
| **13209** Controls unneeded lines for 3D figures |  |  |  |  |  |
| **Modifies Drawings:**  **13109** Edits existing drawing (erase, trim, stretch, move)  **13116** Modifies or creates chamfers, fillets, and rounds |  |  |  |  |  |
| **30010** Performs point editing  **30011** Performs Boolean operations  **30012** Performs rail sweeps  **30013** Performs splits and trims  **30015** Applies planar curves to surface  **30017** Arrays elements (curves, surfaces)  **30026** Blends surfaces |  |  |  |  |  |
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