AUTO BODY AND PAINT (AUTOB)

The Auto Body and Paint program prepares students to enter the job market as trained and qualified technicians, and allows students to continue toward a Baccalaureate degree in advanced schools of technology, as teachers or to broaden their skills in management, design or business. Lecture and laboratory instruction covers safety, trade ethics, use of hand and power tools, as well as theory, repair and painting of automobiles.

AUTOB 10

Basic Auto Body Repair Concepts

10 units, 6 hours lecture, 12 hours laboratory (GR) Recommended preparation: Autob 12 Acceptable for credit: CSU

Basic techniques of auto body repair: Repair of collisiondamaged automobiles, and power tools and welding and cutting equipment used in the collision repair industry; emphasis on the "invisible" repair. 0949.00

AUTOB 12

Service Welding for Transportation Technology

2 units, 1 hour lecture, 3 hours laboratory (GR) Acceptable for credit: CSU

Transportation welding technology: Basic techniques of welding; safety, set-up, and operational procedures performed in Oxyacetylene, MIG, and welding operations. 0949.00

AUTOB 16

Introduction to Automotive Plastic Parts Repair

2 units, 1 hour lecture, 3 hours laboratory (GR)

Prerequisite: AUTOB 10 or AUTOB 30

Introduction to automotive plastic part refinishing: Theory, principles, techniques, equipment requirements and legal responsibilities for the safe application of automotive finishes for plastic automotive parts. 0949.00

AUTOB 20

Advanced Auto Body Repair Concepts

10 units, 6 hours lecture, 12 hours laboratory (GR) Recommended preparation: Autob 10 Acceptable for credit: CSU

Advanced techniques of auto body repair: State-of-theart measuring systems and frame pulling techniques, safe and efficient use of hydraulic equipment; analysis of the repair or replacement of sheetmetal, fiberglass, and SMC panels; cost estimating of damage repairs using computerized or printed manuals. 0949.00



AUTOB 30 Basic Methods of Paint Preparation and Equipment

10 units, 6 hours lecture, 12 hours laboratory (GR or P/NP)

Acceptable for credit: CSU

Introduction to automotive refinishing: Theory, principles, techniques, equipment requirements, and legal responsibilities for the safe application of automotive finishes. 0949.00

AUTOB 40

Advanced Study in Refinishing

10 units, 6 hours lecture, 12 hours laboratory (GR) Recommended preparation: Autob 30 Acceptable for credit: CSU Methodology and associated skills to perform spot, papel and complete refinishing of substrates: Catalyzed

panel, and complete refinishing of substrates: Catalyzed and non-catalyzed materials and their safe usage; causes, cures and prevention of paint failures; custom finishes and their usage. 0949.00

AUTOB 48AA-FZ

Selected Topics in Auto Body and Paint

.5-9 units, 0-9 hours lecture, 0-27 hours laboratory (GR or P/NP) Acceptable for credit: CSU See section on Selected Topics. 0949.00

AUTOB 49

Independent Study in Auto Body and Paint

.5-5 units, .5-5 hours lecture (GR) Acceptable for credit: CSU See section on Independent Study. 0949.00

AUTOB 248AA-FZ

Selected Topics in Auto Body and Paint

.5-9 units, 0-9 hours lecture, 0-27 hours laboratory (GR or P/NP) See section on Selected Topics. 0949.00

AUTO BODY

ASSOCIATE OF SCIENCE or CERTIFICATE OF ACHIEVEMENT

The **AS degree** will be awarded upon satisfactory completion of the major course requirements listed below and the General Education requirements for the Associate in Arts Degree listed in the Degrees and Programs section of this Catalog.

A **Certificate of Achievement in Auto Body** will be awarded to those students completing a minimum of 25 units as outlined below with a 2.0 GPA.

Career Opportunities

The Auto Body and Paint program prepares students to enter the job market as trained and qualified technicians.

Upon registering for a class in the Auto Body and Paint program, the student will receive a list of required basic tools. **The student will be expected to provide tools that relate to the particular course in which he/she has enrolled.** The purpose of this requirement is to assure that students graduating from the program who wish to enter the trade possess the necessary tools.

Program Learning Outcomes

Upon completion of this program a student will be able to:

- Explain through essay and orally each of the undercoat categories and demonstrate application to substrates.
- Make necessary computation of VOC's and log these computations into BAAQMD acceptable standards.
- Analyze and correct paint failures and problems.
- Dissemble, clean, test, and diagnose spray guns used under Sec. 8, Rule 45.

Degree Major/Certificate Requirements:

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Dept/No.	Title	Units
AUTOB 10	Basic Auto Body Repair Concepts	10
AUTOB 20	Advanced Repair Concepts	10
MATH 225	Math for Technicians (or higher)	3
AUTOB 12	Service Welding for Transportation Technology	y <u>2</u>
	Total Required Units:	25

AUTO PAINT

ASSOCIATE OF SCIENCE or CERTIFICATE OF ACHIEVEMENT

The **AS degree** will be awarded upon satisfactory completion of the major course requirements listed below and the General Education requirements for the Associate in Arts Degree listed in the Degrees and Programs section of this Catalog.

A **Certificate of Achievement in Auto Paint** will be awarded to those students completing a minimum of 27 units as outlined below with a 2.0 GPA.

Career Opportunities

The Auto Body and Paint program prepares students to enter the job market as trained and qualified technicians.

Upon registering for a class in the Auto Body and Paint program, the student will receive a list of required basic tools. **The student will be expected to provide tools that relate to the particular course in which he/she has enrolled.** The purpose of this requirement is to assure that students graduating from the program who wish to enter the trade possess the necessary tools.

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Degree Major/Certificate Requirements:

	, 1	
Dept/No.	Title Units	
MATH 225	Math for Technicians (or higher)	3
AUTOB 30	Paint Preparation/Equipment	10
AUTOB 40	Advanced Study/Refinishing	10
ATECH 16	Introduction to Automotive	
	Plastic Parts Repair	_2
	Total Required Units:	25