

# AUTO BODY TECHNOLOGY (AUTB)

---

## **AUTB 1005 Safety**

### **1.0 credit hours**

15.0 Classroom Hours = 15.0 Lecture Hours

Specific safety practices that apply to the auto body shop. Prerequisite: permission of instructor.

## **AUTB 1115 Basic Auto Collision Repair**

### **8.0 credit hours**

270.0 Classroom Hours = 45.0 Lecture Hours + 225.0 Lab Hours

Shop safety and practical experience in metal repair, straightening, filing, and panel alignment, including fiberglass repair. Prerequisite: AUTB 1005. Fee \$60.

## **AUTB 1120 Auto Body Painting**

### **5.0 credit hours**

170.0 Classroom Hours = 45.0 Lecture Hours + 125.0 Lab Hours

Practical experience in preparation in using waterborne and solvent paints, equipment, applying and mixing, including maintenance of paint booths and paint equipment. Prerequisite: AUTB 1005. Fee \$60.

## **AUTB 1150 Auto Body Welding**

### **3.0 credit hours**

105.0 Classroom Hours = 15.0 Lecture Hours + 90.0 Lab Hours

Teach practical MIG, Resistance, and Plastic welding for automotive collision. Prerequisites: AUTB 1005 & AUTB 1150. Fee \$40.

## **AUTB 1215 Adv. Auto Collision Repair**

### **5.0 credit hours**

165.0 Classroom Hours = 30.0 Lecture Hours + 135.0 Lab Hours

Auto body repair of frames, chassis, body interior and exterior, including glass, trim and upholstery removal and installation. Prerequisites: AUTB 1005 and AUTB 1115.

## **AUTB 1220 Adv Auto Body Painting**

### **5.0 credit hours**

165.0 Classroom Hours = 30.0 Lecture Hours + 135.0 Lab Hours

Emphasis on paint application and matching conventionally and with computers, including feather edging using single stage and base coat/clear coat, spot repairs, blending techniques and power buffing. Prerequisite: AUTB 1005 and AUTB 1120. Fee \$30.

## **AUTB 1230 Automotive Electrical**

### **2.0 credit hours**

60.0 Classroom Hours = 15.0 Lecture Hours + 45.0 Lab Hours

Electrical system fundamentals, batteries, charging systems, horns, lights and practical problems with the electrical system. Prerequisite: AUTB 1005.

## **AUTB 1240 Job Estimating/Blue Printing**

### **2.0 credit hours**

30.0 Classroom Hours = 30.0 Lecture Hours

Practice in writing estimates, repair methods and procedures, and computer practices used in the Auto Body industry. Blue Printing is a process used to identify errors, faults and/or damage related or unrelated to the collision. Prerequisite: AUTB 1005.

## **AUTB 1250 Auto Air Conditioning**

### **2.0 credit hours**

60.0 Classroom Hours = 15.0 Lecture Hours + 45.0 Lab Hours

Repair, charging and testing of auto air conditioning units. Prerequisite: AUTB 1005. Fee \$60.

## **AUTB 1510 Frame Repair & Alignment**

### **6.0 credit hours**

180.0 Classroom Hours = 45.0 Lecture Hours + 135.0 Lab Hours

Safety and function of equipment. Proper procedures for repairing structural damage to both unitized and full frame vehicles. Prerequisite: AUTB 1005.

## **AUTB 1530 Auto Body Mechanics**

### **3.0 credit hours**

90.0 Classroom Hours = 30.0 Lecture Hours + 60.0 Lab Hours

Replacement of collision damaged drive train and mechanical components. Prerequisite: AUTB 1005.

## **AUTB 1540 Paintless Dent Repair**

### **3.0 credit hours**

90.0 Classroom Hours = 22.0 Lecture Hours + 68.0 Lab Hours

Method of repairing minor dents as long as the paint surface is intact.

## **AUTB 1710 Auto Body Repair**

### **2.0 credit hours**

45.0 Classroom Hours = 23.0 Lecture Hours + 22.0 Lab Hours

Auto body mechanics, safety, small dent removal, basic metal straightening and damage analysis. Fee \$80.

## **AUTB 1720 Auto Body Repair, Advanced**

### **2.0 credit hours**

45.0 Classroom Hours = 23.0 Lecture Hours + 22.0 Lab Hours

Dent removal, plastic filling, sanding, sheetmetal repair and replacement of glass. Fee \$80.

## **AUTB 1730 Auto Body Component Repairs**

### **2.0 credit hours**

45.0 Classroom Hours = 23.0 Lecture Hours + 22.0 Lab Hours

Auto body, MIG, gas and plastic welding, and rust and plastic repair. Fee \$80.

## **AUTB 1740 Auto Body Maj Component Rep**

### **2.0 credit hours**

45.0 Classroom Hours = 23.0 Lecture Hours + 22.0 Lab Hours

Collision repair, including replacement of fenders, doors and quarter panels, and alignment of body parts. Fee \$80.

## **AUTB 1750 Auto Body Paint & Refinishing**

### **2.0 credit hours**

45.0 Classroom Hours = 23.0 Lecture Hours + 22.0 Lab Hours

Paint application and safety, panel painting, color sanding, spray gun adjustment and primer techniques. Fee \$80.

## **AUTB 2000 English Wheel Techniques**

### **3.0 credit hours**

105.0 Classroom Hours = 15.0 Lecture Hours + 90.0 Lab Hours

English wheels are the perfect tool for giving students hands on experience in metal shaping. With practice and patience students can form just about anything pertaining to automotive body panels, motorcycle gas tanks, and many other types of vehicles.

## **AUTB 2010 Adv Unibody/Frame Realignment**

### **3.0 credit hours**

105.0 Classroom Hours = 15.0 Lecture Hours + 90.0 Lab Hours

Auto Body repair of car frames and unibody cars. Prerequisites: AUTB 1005, AUTB 1510, and sophomore standing.

**AUTB 2020 Repairing Automotive Plastics**

**3.0 credit hours**

105.0 Classroom Hours = 15.0 Lecture Hours + 90.0 Lab Hours

After studying this course student should be able to repair automotive plastics, identify and explain the different types of plastics used in automobiles. Prerequisites: AUTB 1005, AUTB 1510, and sophomore standing.

**AUTB 2030 Restoring Corrosion Protection**

**3.0 credit hours**

105.0 Classroom Hours = 15.0 Lecture Hours + 90.0 Lab Hours

Changes in vehicle construction have demanded corrosion protection treatments from the manufacturer. This in turn places demands on the collision repair industry to replace this protection during and after the repair process. If the protection is allowed to deteriorate, it can affect the structural integrity and safety of the vehicle. Prerequisites: AUTB 1005 and sophomore standing.

**AUTB 2990 Special Topics**

**3.0 credit hours**

45.0 Classroom Hours = 45.0 Lecture Hours

Special topic course description upon request.