IND 2460 Computer Applications 3d Design
Spring 2016
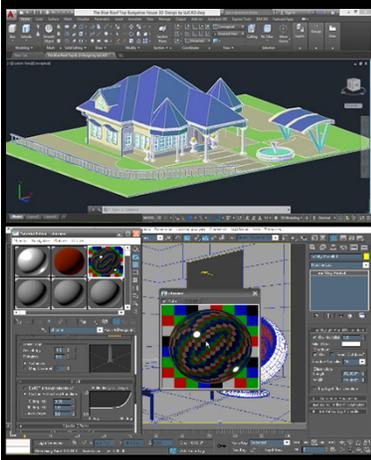
SYLLABUS

Credits:	3 credits
Course Meeting Time:	M/W 3:00 ~ 4:55 pm (Section 11D4)
Classroom:	ARCH. 116
Instructor:	Min-Kyoung Kim
Email:	m.k.kim@ufl.edu
Office:	ARCH. 346
Office Hours:	M/W 1:55 ~ 2:45 pm (By appointment)
Teaching Assistant:	Tiffany C. Lang
Email:	silver1@ufl.edu

Course Overview Computer Applications introduces students to several important graphics applications that designers use within the design process. Students will learn how to represent the built environment using two and three-dimensional applications.

It is important for students to understand not only how various digital applications work but also how to use them creatively as design communication tools. Thus, a secondary purpose of this course is to investigate why and when specific applications support the various stages of the design process.

Course Objectives

- To develop awareness of the features that distinguish different types of graphics applications and how to leverage them appropriately during design processes.
- To move students from a **"procedural approach"** to learning digital technology to a more "**conditional approach."** Learning not only how to operate computer applications but more importantly why and when to use them for design.
- To gain competence in digital image manipulation, digital pen-based drawing, computer aided design (CAD), solid modeling, and digital lighting/rendering applications.
- To effectively use digital input and output devices such as digital pen tablets, scanners and plotters
- To develop an understanding of how digital media and freehand drawing skills can be integrated to support design communication and thinking processes.

Course Structure

- Most studios will combine in-class exercises to be completed by the student, demonstrations by the instructor, class discussions, and independent project work.
- Other than announced due dates for projects, unannounced graded exercises may be given and collected any time during the studio period.
- Faculty reserves the right to alter the course in response to academic conditions and opportunities.

Assignments

Projects	**80%**
Project 1: Branding Elements/Interior Components Board	10%
Project 2: Office Renderings	25%
Project 3: Conference Room Renderings	25%
Project 4: Final Presentation Boards	20%
Exercises & Homework	**15%**
Participation & Attendance	**5%**
	Final Grade 100%

Grading Scale

A	= 93 – 100%		**C**	= 73 – 76%
A-	= 90 – 92%		**C-**	= 70 – 72%
B+	= 87 – 89%		**D+**	= 67 – 69%
B	= 83 – 86%		**D**	= 63 – 66%
B-	= 80 – 82%		**D-**	= 60 – 62%
C+	= 77 – 79%		**E**	< 60%

Course Policies

1. **Backup Copies:** <u>Students are responsible for keeping multiple backup copies of their work in this course at all times. The instructor does not grant extensions or other accommodations due to computer glitches or other unforeseen digital issues.</u> Backup copies should be kept on independent media. (i.e.: not on the same server, hard disk, or memory stick). Backup copies should not overwrite previous backup files; instead, save backup files as "Revision 1", "Revision 2", "Revision 3", etc. for each individual assignment. Backup always and often. No excuses!

2. **In-Class Exercises / Homework**: In-class exercises and homework assignments make up 15% of your final grade. These exercises are sequential and build upon each other. It is essential that each student keep up with all assignments. If you fall behind it may be difficult to catch up. Expect to spend approximately 15 hours outside of class each week.

3. **Late projects:** will not be accepted without **prior** instructor approval. Incomplete work will be evaluated in its state of completion on the due date.

4. **Attendance and Participation:** Students' participation in the class is defined as follows: 1) regular attendance; 2) active involvement in classroom discussions in a comment and listening mode; and 3) civil and cordial relations with your peer group. Unexcused absences will result in the reduction of the course grade. Disrespect of others will result in a reduction of the course grade. Each student is expected to be on time for class. Evaluation and grade reduction is at the instructor's discretion.

5. **Important Note:** The Interior Design Department "owns" all work produced by students enrolled in interior design major courses. At the end of the semester the faculty may retain, or ask that original student work be left for departmental archives and accreditation reports. Students are responsible for reproducing or photographing the work they produced in design studios.

6. **Honor Code:** We, the members of the University of Florida community, pledge to maintain the highest standards of honesty and integrity by upholding the university honor code when completing all work submitted for credit in this course. Specifically, all students at the University of Florida adhere to the UF code which states: "On my honor, I have neither given nor received unauthorized aid in doing this assignment . . ." The UF honor code in its entirety is available at: https://catalog.ufl.edu/ugrad/current/advising/info/student-honor-code.aspx
Please note that any violations of the UF Academic Honor System will not be tolerated. Specifically, we will rigorously pursue incidents of academic dishonesty of any type. Make sure to ask your instructor for any clarification of any of the code's expectations that you do not understand. Before submitting any work for this class, please read the policies about academic honesty at the link above or at: http://www.dso.ufl.edu/judicial

7. **Student Accommodations:** The University of Florida provides high-quality services to students with disabilities, and we encourage students with documented disabilities to take advantage of them. Students with needing academic accommodations must complete the following process: (1) register in person with the Disability Resource Center by working with staff, who will help qualified students secure the required documentation and then (2) the student must bring a letter from the Disability Resource Center to the course instructor indicating the need for academic accommodations. Please do this within the first week or two of classes. For further information, refer to the following link: http://www.dso.ufl.edu/drp

8. **University Counseling Services:** Professional counseling services are available to all students at the University of Florida who may be experiencing a range of difficulties or issues. Information on the specific resources offered through UF Counseling can be viewed at: http://www.counsel.ufl.edu

9. **Incomplete Grades:** The criteria for which a student may receive an incomplete are described in the University of Florida Undergraduate Catalogue. It is the instructors' discretion as to what extenuating circumstances warrant adequate excuse for not completing required course work.

Required Text   Jin Feng and Jiang Lu. *Basic CAD for Interior Designers: AutoCAD, Architectural Desktop and VIZ Render 2007.* ISBN 0132251833
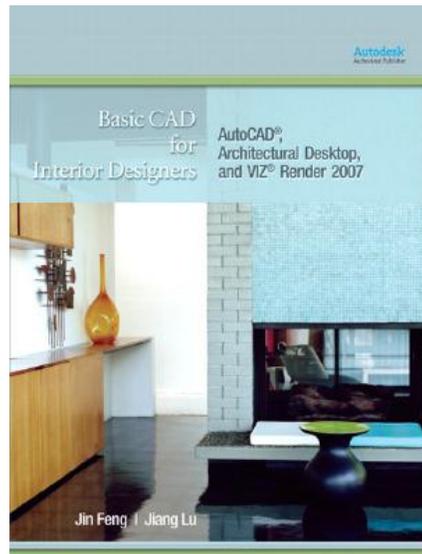
Note

* This document is a general outline of the course. The faculty reserves the right to make changes to the course requirements, organization, schedule, and policies as they see fit.

* All work produced is property of the Department of Interior Design. Instructors will keep samples of student work. Students are advised to document work before collection.