

Department of Landscape Architecture
College of Design, Construction & Planning
University of Florida

LAA 4362 - Design Communications - Online
SUMMER 2020
14:00 - 18:15 M,W

4 Credits
Instructor: Huiqing "Hui" Kuang
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REVEALING & MODELING LANDSCAPES

Overview:

The impact of the work we do as landscape architects depends on our ability to visually convey our ideas to others (teammates, clients, consultants, the public). The means we have at our disposal are pens, pencils, paper and computers through which we explore landscapes conceptually and physically.

This online course will explore drawing as a way of understanding and shaping what we experience in the landscape. We will explore drawing not only as a way to represent fully formed landscapes or ideas, but as a tool for seeing and understanding space, movement, objects and conditions. Students will be introduced to sketching, perspectival drawing and projective drawing. The course will introduce measured drawings and 2D digital representation techniques through AutoCAD. Students then progress to working on 3D modeling with Rhino.

Objectives:

- To develop the ability to "see" and graphically describe landscapes.
- To develop the ability to recognize spatial relationships and to articulate the physical environment graphically.
- To develop the ability to clearly and effectively convey concepts in both analog and digital format.
- To develop the skills in 2D measured drawing through AutoCAD.
- To develop the skills in 3D modeling through Rhino.
- To develop confidence in your graphic skills.

Format:

This first half (Summer A) of the course is synchronous. The four-hour class is divided into two sections, 2 hours per section with 15 min break in between. The first half (2-4pm) will be demonstrations, lectures and pin-ups (we will review previous week assignment as a group). Attendance is mandatory. The second half (4:15-6:16pm) will be workshops and Q&As, which is not required to attend, if you are comfortable on your assignments.

The second half (Summer B) of the course is asynchronous. Students are expected to watch all tutorials and demonstrations, then complete assignments each week. Q&A section will be offered on Wednesday (2-4pm), if you have questions. Please be sure to schedule the appropriate amount of time (minimum 8 hours) each week to devote to this course and the various assignments.

Content:

All course content will be available through CANVAS, UF's online learning portal. Students may access this site at <https://lss.at.ufl.edu/> by logging in with their UF credentials. Under LAA4362, links to the course materials will be available

on the course website including the assignments, tutorials, demonstrations, reference, etc. All assignments are to be submitted to CANVAS unless otherwise indicated.

Grading:

Detailed grading criteria for each offering of this course can be found in the course handout for the specific instructor and semester.

Grading will adhere to the University of Florida Grade Policy:

Letter Grade	A	A-	B+	B	B-	C+	C	C-	D+	D	D-	E
Numeric Grade	100-93	92-90	89-87	86-83	82-80	79-77	76-73	72-70	69-67	66-63	62-60	59-0

According to Departmental Policy, Landscape Architecture majors must receive a C or better to move forward. Any grade lower than a C will require that the course be taken over again.

Grading Percentages:

Assignment #1_Sketchbook	10%	Assignment #6_AutoCAD principles	10%
Assignment #2_Illustrator Diagram	10%	Assignment #7_AutoCAD plan drawing	10%
Assignment #3_Photoshop collage	10%	Exercise #1_SketchUp basic	5%
Assignment #4_Photoshop plan + section	10%	Assignment #8_Rhino essential operations	10%
Assignment #5_Color pencil rendered plan & section and Indesign board	10%	Assignment #9_Rhino complex generations	10%
Participation	5%		

Assignment Components:

Assignment #1_Sketchbook

This is a weekly sketching exercise throughout Summer C. You are required to keep a sketchbook (paper or digital), to fill 3 pages (6"x8") / sketches each week with your outdoor space perspectives, book reviews, and tree/person/vehicular exercises. The goal is to establish the habit of sketching, to train your eye and hand in representing landscapes, to draw your idea/concept down on a paper. Detail requirements see assignment handout.

Assignment #2_ Illustrator diagram

This assignment deals with basic diagramming and analysis techniques using Adobe Illustrator, with particular attention to line, shape, symbol and layer management. Detail requirements see assignment handout.

Assignment #3_Photoshop collage (studio project)

This assignment deals with combining photographic image components to assemble one single composite graphics, to communicate a clear design message. Detail requirements see assignment handout.

Assignment #4_Photoshop rendering plan & section

This assignment deals with basic color rendering techniques using Adobe Photoshop, with particular attention to selections, transparency, texture and layer management.

Assignment #5_Color pencil rendered plan & section + Indesign board (studio project)

This assignment is to understand basic landscape design graphic(plan and section); to get familiar with color pencils, this most popular-used media in landscape design offices. You will render one landscape plan and section(s) for your studio project, using color pencils and drawing pen (if needed). Lastly using InDesign to format all drawings for presentation.

Assignment #6_AutoCAD principles

This assignment will explore the basic concepts and principles of CAD. Students will learn basic commands and techniques for digital drafting and transferring hand drawings to a CAD environment.

Assignment #7_AutoCAD plan drawing

This assignment will build on the AutoCAD principles developed in the previous assignment and focus on the skills and techniques necessary to draw landscapes in plan.

Assignment #8_Rhino essential operations

This assignment is to understand the Rhino interface; to utilize basic orientation techniques, such as planar & poly-surface creation, manipulation & extraction operations, etc

Assignment #9_Rhino complex generation

This assignment is to generate complex surfaces; to explore free-form modeling techniques; to edit surface by manipulating control points, etc.

Exercise #1_SketchUp basic

This exercise is to understand the SketchUp interface; to utilize basic modeling tool, apply materials and set scenes and styles.

Assignment Submission:

All student work may be retained and used by the Department of Landscape Architecture. Digital Copies of student work for this course must be turned in at the completion of each assignment. No grades will be computed into the final course grade until digital submissions have been turned in as requested. Please follow the directions given by the instructor as to how they will be submitted (Sakai, CD, PDF, word file, etc.). However, all files must be named as follows:

course# name project_student name. dwg/pdf/jpg/ai/3dm...

Example: 3352PlantDesAssig10_Smith

4ch 8ch 8ch 6ch

Use caps for separation

No spaces, hyphens, or underscoring

Class Attendance:

For the first half of the course (Summer A), attendance is required for all Demonstrations/Lectures. In the event that a student is unable to attend class due to extenuating circumstances such as illness, or emergencies, the student shall notify the instructor prior (via email) to the start of class. Students must provide documentation regarding the absence (i.e. doctor's note). Failure to notify the instructor of an intended absence could result in a full letter grade reduction for the final

grade in the course. Two or more absences without notification or documentation will result in a failing grade for the course. Tardiness (more than 15 minutes after class begins) will count as a half absence. All decisions regarding approved or accepted requests for absence from the class shall be at the discretion of the instructor.

For the second half of the course (Summer B), students are expected to complete all tutorials and demonstrations and assignments in a timely fashion, although the students decide when to engage the course. All required assignments will be due according to the dates posted in CANVAS. The tutorials and demonstrations are to help you learn the software and complete your assignments.

Class Preparation:

Always make sure you have your work with you so you can follow the demonstration. No accommodations or extensions will be made for students who are not prepared. In addition to having your project work with you, please make sure you are also fully prepared with any other materials needed for class *before* class starts (i.e., print-outs, rolls of trace paper, drawing utensils, etc.).

Policy For Make-up Exams or Other Miss Work:

Late submissions are strongly discouraged. Late submissions will receive **a full letter grade deduction for each day** past the deadline. Work submitted more than **two week late will not be accepted**. Please note that technical difficulties do arise, and will generally not be considered an excuse to miss a deadline. It is in your best interest to complete your assignments early so that you have time to work through any unforeseeable problems.

If a student suffers undue hardship and is not able to meet a submission deadline, they may make a formal request for an extension to the course instructor **prior** to the deadline. The student must email the course instructor informing the instructor of the situation that warrants consideration for an exception (death in the family, serious illness) with documentation as required by the University.

IMPORTANT: Accommodations will NOT be made due to lost data, nor will there be granted any last-minute extensions on account of workload.

Getting Help:

For issues with technical difficulties for E-learning in Canvas, please contact the UF Help Desk at:

Learning-support@ufl.edu

(352) 392-HELP - select option 2

<https://lss.at.ufl.edu/help.shtml>

Any requests for make-ups due to technical issues **MUST** be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You **MUST** e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

Academic Honesty:

The University requires all members of its community to be honest in all endeavors. When students enroll at UF they commit themselves to honesty and integrity. Your instructor fully expects you to adhere to the academic honesty guidelines you signed when you were admitted to UF. In completing the registration form at the University of Florida, every student has signed the following statement:

"I understand the University of Florida expects its students to be honest in all their academic work. I agree to adhere to this commitment to academic honesty and understand that my failure to comply with this commitment may result in disciplinary action up to and including expulsion from the University."

Furthermore, on work submitted for credit by all UF students, the following pledge is either required or implied:
"On my honor, I have neither given nor received unauthorized aid in doing this assignment."

It is to be assumed that all work will be completed independently unless the assignment is defined as a group project by the professor. This does not mean that students cannot help one another in learning material, but all work that is turned in must be independent work of that individual.

Misrepresentation or plagiarism, such as claiming another's work to be one's own, refers to graphic and design work as well as written work. Submitting work from one course to fulfill the requirements of another (unless expressly allowed by the instructor) is also misrepresentation.

The University Honor Code and the Department of Landscape Architecture Academic Honesty Policy are to be followed to the letter. Any students found to have cheated, plagiarized, or otherwise violated the Honor Code in any assignment will be punished according to the severity of the act and may be referred to the Honor Court. It is each student's responsibility to report any infraction, and it is expected that each faculty will report all infractions as well.

For more information, see <http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/> and the Department of Landscape Architecture Academic Honesty Policy.

Student Accommodations:

Students with disabilities requesting classroom accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Counseling Resources:

Students experiencing crisis or personal problems that interfere with their general well-being are encouraged to utilize the university's counseling resources. Both the Counseling Center and Student Mental Health provide confidential counseling services at no cost for currently enrolled students. The Counseling Center is located at 301 Peabody Hall (next to Criser Hall). Student Mental Health is located on the second floor of the Student Health Services in the Infirmary. For further information on services and how to make an appointment, call the Counseling Center at 392-1575 or Student Mental Health at 392-1171. See the following web sites for additional resources: Counseling Center: www.counsel.ufl.edu and Student Mental Health:

<http://www.hsc.ufl.edu/shcc/smhs.htm>

Religious Holidays:

The university calendar does not include observance of any religious holidays. The Florida Board of Governors and state law govern university policy regarding observance of religious holidays. Students shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith with prior notification to the instructor. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. Students shall not be penalized due to absence from class or other scheduled academic activity because of religious observances.

Evaluations:

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>.

Disclaimer:

This syllabus represents our current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.

Readings:

LinkedIn Learning Tutorials are an incredible resource available to UF students and this class will take full advantage of them.

1. [AutoCAD 2016 Essential Training](#)
2. [Rhino 5 Essential Training](#)
3. [Rhino Project: Architectural Site & Envelope](#)

Books

Connecting to UF Library Resources from Off Campus <https://cms.uflib.ufl.edu/offcampus>

1. Paul Laseau, *Freehand Sketching: An Introduction*, Wiley, 1999
2. Grant W. Reid, *Landscape Graphics*, Revised edition, Watson-Guption Publications, 2002
3. Norman Crowe, Paul Laseau, *Visual Notes for Architects and Designers*, Wiley, 2012 ([Online](#))*
4. Francis D.K. Ching, *Architectural Graphics*, VNR
5. Catherine Dee, *Form and Fabric in Landscape Architecture*, Spon Press, 2001([Online](#))
6. Catherine Dee, *To Design Landscape : Art, Nature & Utility*, Taylor and Francis, 2012 ([Online](#))
7. Edward Hutchison, *Drawing for Landscape Architecture*, Thames & Hudson, 2011 ([Online](#))*
8. Allan B. Jacobs, *Great Streets*, The MIT Press, 1996
9. Laurie Olin, *Across the Open field*, University of Pennsylvania Press, 2000 ([Online](#))
10. Chip Sullivan, *Drawing the landscape*, Wiley, 2014 ([Online](#))
11. Tony Bertauski, *Plan Graphics for the Landscape Designer*, 2nd ed. Pearson 2007
12. Trudi Entwistle & Edwin Knighton, *Visual Communication for Landscape Architecture*, AVA 2013
13. Nadia Amoroso, *Representing Landscapes: A Visual Collection of Landscape Architectural Drawings*, Routledge 2012 ([Online](#))*
14. Nadia Amoroso, *Representing Landscapes: analogue*, Routledge 2019 ([Online](#))
15. Bradley Cantrell & Natalie Yates, *Modeling the Environment: Techniques and Tools for the 3D Illustration of Dynamic Landscapes*, Wiley 2012 ([Online](#))
16. Bradley Cantrell & Wes Michaels, *Digital Drawing for Landscape Architecture*, Second edition, Wiley 2015([Online](#))
17. Charles Waldheim & Andrea Hansen, *Composite Landscapes: Photomontage and Landscape Architecture*, Hatje Cantz Verlag 2014
18. Tim Richardson, *Landscape and garden design sketchbooks*, Thames & Hudson 2015 ([Online](#))*
19. Daniel Tal, *Sketchup for site design : a guide to modeling site plans, terrain and architecture* ([Online](#))
20. Elizabeth Boults and Chip Sullivan, *Illustrated history of landscape design* ([Online](#))

21. Landscape Architecture Documentation Standards : Principles, Guidelines, and Best Practices., Somerset : Wiley, 2016 ([Online](#))

Software:

Adobe CC: Photoshop, Indesign, Illustrator and Acrobat
AutoCAD 2015 (or higher)
Rhino 5 (or higher)
Digital Sketchbook: Autodesk Sketchbook, Squid, etc

Schedule:

Week		Format
1-6	Adobe CC and Hand drawing	Synchronous via Zoom
Two Week Summer Break		
8-10	AutoCAD & SketchUp	Asynchronous with Q&A Zoom section once a week
11-13	Rhino	Asynchronous with Q&A Zoom section once a week