

Department of Urban and Regional Planning
College of Design, Construction & Planning
University of Florida

URP 6931
Fall 2020
Online
13:55 - 15:50 MW

Instructor: Huiqing "Hui" Kuang
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VISUALIZATION FOR PLANNERS

Overview:

This course will explore drawing as a tool to record, analyze, conceptualize and represent the spatial and diagrammatic relationship in the physical environment. Students will be introduced to hand sketching and a common set of computer applications, designed to enhance visual representation and communication for physical planning. Students will be introduced to digital 3D modeling and its application for planners. Students start thinking in three dimensions, representing three-dimensional objects in two-dimensions.

Objectives:

- To develop the foundation knowledge of architectural and urban design graphic.
- To develop the ability to clearly and effectively convey concepts in both analog and digital format.
- To develop the ability to perform 3d modeling for physical planning.
- To develop confidence in your graphic skills.

Format:

At the beginning of each module, lectures or demonstrations will be held, and assignment will be introduced in class. Lectures present range of skills that urban designers use to suggest possible situations, environments and experiences when drawing a cityscape. Demonstrations and tutorials will introduce students to these skills and tools step by step. It is critical to attend and take notes. We will also review the previous weeks' assignments. Feedback will be provided verbally by the instructor and the students. Workshops generally will be held on Wednesday. Students are expected to work on their assignments in the workshops.

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 URP 6931, links to the course materials will be available on the course website including the assignments, tutorials, references, etc. All assignments are to be submitted to CANVAS unless otherwise indicated.

Disclaimer: This syllabus represents my 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.

Grading:

Grading will adhere to the University of Florida Grade Policy:

Letter Grade	A	A-	B+	B	B-	C+	C	C-	D+	D	D-	F
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

Grading Percentages:

Participation	10%	Assignment #4_Master Plan	10%
Assignment #1_Sketchbook	10%	Assignment #5_Diagrams	10%
Assignment #2_Conceptual Plan & Diagram	10%	Assignment #6_SketchUp Essential	10%
Assignment #3_Perspective Collage	10%	Final Project	30%

Assignments:

A series of assignments are designed to build students' knowledge and understanding of typical urban design process, to develop visualization methods and techniques for urban design communications, and to gain critical special thinking skills. Assignments are essential components in developing the final project.

Assignment #1_Sketchbook

You will go out and sketch in the field! Students are asked to study streetscapes and open spaces in urban environment with pencil/pen and sketchbook. The assignment is to develop knowledge of the dimension, size and scale of outdoor spaces. Detail requirements see assignment handout. You are required to keep a sketchbook, to fill 3-5 pages (6"x8") every two week with your field sketches and book reviews. Detail requirements see assignment handout.

Assignment #2_Conceptual Plan & Diagram

This assignment is to develop basic urban design graphic (plan and diagram); to get familiar with markers, drawing pens, and vellum paper, these most popular-used media in urban design practice. Detail requirements see assignment handout.

Assignment #3_Perspective Collage

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

Assignment #4_Master Plan

This assignment is to develop a photoshop rendering plan from Assignment #2 hand-drawn conceptual plan, deals with basic color rendering techniques using Adobe Photoshop, with particular attention to selections, transparency, texture and layer management. Detail requirements see assignment handout.

Assignment #5_Diagrams

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

Assignment #6_SketchUp Essential

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This assignment is to develop SketchUp essential skills to model a simple building geometry, with particular attention to layers, textures, scenes, and google earth location. Detail requirements see assignment handout.

Final Project

Final project is to integrate and apply tools we learned over the semester, to create a presentation booklet for an urban infill redevelopment project, including SketchUp 3D modeling; Photoshop eye-level perspective; InDesign presentation board as a semester end summary.

Participation

Includes completion of exercises, positive contributions to class, and ACTIVE involvement in class discussions/critiques/tutorial demonstrations.

Assignment Submission:

All student work may be retained and used by the Department of Urban and Regional Planning. 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/indd...

Example: 2376PlantDesAssig10_Smith

4ch 8ch 8ch 6ch

Use caps for separation

No spaces, hyphens, or underscoring

In cases of models and other 3-D work, digital JPG photographs should be submitted.

Laptop and Software Requirements:

Students are required to have a laptop. The laptop requirements are:

Processor: Intel Core i7 or similar quad core processor, 3.1 GHz or greater

Memory: Minimum 8 GB, 16+ GB recommended

Storage: Minimum 500 GB but recommend 1TB (smaller SSD drives are also an option, paired with larger external storage)

Optical Drive: Useful but optional

Graphics Card: current nVidia or ATI card with min 2GB memory, like NVIDIA GeForce GT 750M; avoid Intel graphics cards

Display: 1920x1080 resolution minimum; size is a tradeoff between portability and screen space

Network Card: Built-in wireless network card 802.11 (g or n), recommend built-in Bluetooth module

Ports: DVI output or an HDMI output, to connect a monitor

The software expected to be used in this class for assignments include:

Current version of

Adobe Creative Suite (Photoshop, Illustrator, InDesign, Acrobat), student version through UF bookstore

Google SketchUp

Google Earth Pro

The software is also available in UF Apps at <https://apps.ufl.edu/>.

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Recommend Readings:

- Allan B. Jacobs, Great Streets, The MIT Press, 1996
- Kevin A. Lynch, The Image of the City, The MIT Press, 1960
- Norman Crowe, Paul Laseau, Visual Notes for Architects and Designers, Wiley, 2012
- Lorraine Farrelly, Drawing for Urban Design, Laurence King, 2011
- Bradley Cantrell & Wes Michaels, Digital Drawing for Landscape Architecture, Second edition, Wiley 2015
- Sam Jacoby, Drawing Architecture and the Urban, Wiley 2016
- James Richards, Freehand Drawing & Discovery, Wiley, 2013
- Paul Laseau, Freehand Sketching, Wiley, 1999
- Grant W. Reid, Landscape Graphics, Revised edition, Watson-Guption Publications, 2002
- Francis D.K. Ching, Architectural Graphics, VNR
- Daniel Tal, Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture and Interior Design, John Wiley & Sons 2013 (online)
- Daniel Tal, SketchUp for site design : a guide to modeling site plans, terrain and architecture, Wiley 2016

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

1. SketchUp 2018 Essential Training
2. Illustrator CC 2015 Essential Training
3. InDesign CC 201 Essential Training
4. Photoshop CC 2018 Essential Training: Design

Schedule:

Module 1: Hand Sketching

Week 1	Introduction
Week 2	Sketchbook
Week 3 & 4	Conceptual Plan and Diagram

Module 2: Digital Drawings

Week 5	Perspective Collage (Adobe Photoshop)
Week 6 & 7	Master Plan (Adobe Photoshop)
Week 8 & 9	Diagram (Adobe Illustrator)

Module 3: 3D Modeling

Week 10 & 11	SketchUp Essential
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Module 4: Final Project

Week 12 & 13	Final Project Progress
Week 14	Thanksgiving
Week 15 & 16	Final project Final Presentation Board (Adobe InDesign)

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Class Attendance:

Attendance is required. 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. Student must provide documentation regarding the absence (i.e. doctor's note). Failure to notify instructor of an intended absence could result in a full letter grade reduction for the final grade in the course. Three 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.

Due to the nature of the course, active and engaged participation is expected and contributes to the student's final grade in the course.

Students should not use the computers unless instructed and should never use cell phones during class. The instructor reserves the right to ask disruptive students to leave, which will count as an unexcused absence.

Class Preparation:

Always make sure you have your work with you so you can participate in the in-class exercises. 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**.

All assignments (both in digital and hardcopy form) are due before the start of class unless otherwise noted.

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 Sakai, please contact the UF Help Desk at:

Learning-support@ufl.edu

(352) 392-HELP - select option 2

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

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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.

Other resources are available at <http://www.distance.ufl.edu/getting-help> for:

Counseling and Wellness resources

Disability resources

Resources for handling student concerns and complaints

Library Help Desk support

Should you have any complaints with your experience in this course please visit <http://www.distance.ufl.edu/student-complaints> to submit a complaint.

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 Urban and Regional Planning 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.chem.ufl.edu/~itl/honor.html> and the Department of Urban and Regional Planning 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.

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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/>.

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