

IND2460C - Computer Applications in 3D Design

Syllabus - Spring 2022

Updated on 11/30/2021

Credit Hours: **3**

Instructor:

Shabboo Valipoor

Email: sh.valipoor@ufl.edu

Online Office Hours: MW (12:30 PM - 1:30 PM)

Office Phone: 352-294-1451

Class Meeting time:

Section 11D4: MW (3:00 PM - 4:55 PM)

Section 06AB: MW (5:10 PM - 7:05 PM)

Class Location:

ARCH 116

Course Communications:

Class resources, announcements, updates, and assignments will be made available through Canvas. The preferred method of communication in this course is email. If you have any questions before the next class meeting, send it to the instructor via Canvas message or ufl email. To meet the instructor during her office hours, you will need to schedule a specific time through e-mail.

Reading Materials:

No textbook is required for this course. Appropriate handouts, guidelines, project examples, and online references will be made available through Canvas.

Materials and Supplies Fees:

There are no materials and supplies fees required for this course during this semester.

Course Description:

This course introduces important graphics applications that designers use within the design process. Students will learn how to model building interiors using two- and three-dimensional applications. You will also investigate why and when specific applications support the various stages of the design process.

Prerequisite Knowledge and Skills:

This course does not have any pre-requisites. You will build on the knowledge that you gained through IND 2313 Interior Design Communication Systems.

Course Objectives:

Specific educational goals of this course are derived from the Council for Interior Design Accreditation (CIDA) Standards:

- Students are able to apply a variety of communication techniques and technologies appropriate to a range of purposes and audiences. (9e)
- Students' works demonstrate the ability to explore two- and three-dimensional approaches across a range of media types. (11b)
- Students' works demonstrate the ability to appropriately use color solutions across different modes of design communication. (12l)

Instructional Methods:

Learning in this course will occur mainly through **demonstrations** and presentations, in-class exercises and discussions, as well as assignments and projects. Three projects and a series of assignments are designed to meet student learning outcomes. Some assignments will be started in class and finished outside of class time to make sure students are on the right track in following the instructions. In addition, depending on the topic, students will be assigned to **in-class exercises** and will be graded either by submitting their work to Canvas or sharing their screen with the instructor and other students. Being on time in all class meetings is necessary to be successful in completing exercises. If you are late to class, you are responsible for getting any information you missed and completing the assigned exercises.

Course Policies

Attendance Policy:

Each student is expected to be on time for class. Class "attendance" is measured both by the level of students' class **participation** and their physical **presence** whether online or in class. IND 2460C is an interactive course and needs your full attention for participation and completion of in-class exercises. Absent students are responsible for obtaining the missed information and completing the assigned work. Up to **2 unexcused absences** from class are allowed. Additional unexcused absences will result in the reduction of the course grade. Requirements for class attendance and assignments are consistent with university policies that can be found at:

<https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

Assignment Policy:

Assignments must be submitted to Canvas via the assignment page and any instructions detailed therein. Due dates are specified on the course calendar. All assignments - completed or incomplete - must be turned in on the due date and will be graded as they stand. **Late** submissions will receive **20% penalty** for each day (or partial day) that the assignment is late.

Make-up Policy:

Students who can demonstrate that they were unable to submit an assignment by the deadline due to an excused absence and who can provide **appropriate documentation** for the absence will be

given a reasonable period of time to make up the late work. Any requests for make-ups due to technical issues MUST be accompanied by the **ticket number** received from the Help Desk 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.

Course Technology:

You will learn how to build and develop digital models using **2022** version of AutoCAD and Revit that are installed on the computers at ARCH 116. For your personal computer, you can download the free educational license of the applications (available through autodesk.com). In case of using your own laptop in the lab, a **3-button mouse with a center wheel-button is REQUIRED**. Trackpads alone DO NOT support effective 3D navigation and will greatly increase the time required to complete your work. Choose an optical mouse that is comfortable to use. Other required and recommended hardware and software for IND students are listed here: <https://dcp.ufl.edu/interior/ind-laptop-requirements/>

For technology related issues, the UF computing help desk can be reached at:

- <http://helpdesk.ufl.edu>
- (352) 392-HELP - select option 2

UF Policies

University Policy on Accommodating Students with Disabilities:

“Students with disabilities requesting 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.”

University Policy on Academic Conduct: UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Class Demeanor or Netiquette: All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats. Students must be

respectful to one another, even when there are differing opinions. UF netiquette guidelines can be found at: [Netiquette Guide for Online Courses](#)

Consequences might negatively affect an assignment grade, or for very severe cases, a report to the university administration.

Getting Help

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

- <http://helpdesk.ufl.edu>
- (352) 392-HELP (4357)
- Walk-in: HUB 132 (check website for open hours)

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

Grading Policies

Methods by which students will be evaluated and their grade determined

The final grade will be based on your performance in the following activities:

Category	Percentage of total grade
Assignments & in-class exercises	35%
Revit Project 1	25%
Revit Project 2	25%
Final Board	10%
Attendance & participation	5%

Information on current UF grading policies for assigning grade points:

This course will follow the policies on the UF Undergraduate Catalog:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

Grading Scale:

For further information on UF's Grading Policy, see: <http://www.isis.ufl.edu/minusgrades.html>

Grade	%	Grade points	Grade	%	Grade points
A	93-100	4.0	C	73-76.9	2.0
A-	90-92.9	3.67	C-	70-72.9	1.67
B+	87-89.9	3.33	D+	67-69.9	1.33
B	83-86.9	3.0	D	63-66.9	1.0
B-	80-82.9	2.67	D-	60-62.9	.67
C+	77-79.9	2.33	E	0-59	0.0

Course Schedule

Weekly Schedule of Topics and Assignments:

For detailed schedule of assignments and class activities, see course Schedule on Canvas.

Disclaimer: This schedule represents the current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity.

Online course evaluation

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semesters, but students will be notified when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results>.

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WK	Date	Topics / Activities	Due
1	W 1/5	- Introduction to course & logistics - AutoCAD basics	
2	M 1/10	- AutoCAD 2D tools & commands	
	W 1/12	- Floor plan	Assignment 1
3	M 1/17	MLK DAY / NO CLASS	
	W 1/19	- Floor plan	Assignment 2
4	M 1/24	- Furniture; Layout design lecture	
	W 1/26	- Reflected ceiling commands - Dimension	Brand selection
5	M 1/31	- Printing, scale	
	W 2/2	- 3D modeling in ACAD - Arch	Assignment 3
6	M 2/7	- 3D modeling in ACAD - Arch	
	W 2/9	- 3D modeling in ACAD - Furniture	Assignment 4
7	M 2/14	- Introduction to Revit	
	W 2/16	- Basic Modeling in Revit	Assignment 5 - Branding board
8	M 2/21	- Modeling in Revit	
	W 2/23	- Modeling in Revit	Assignment 6
9	M 2/28	- Revit materials	
	W 3/2	- Revit materials	Assignment 7
10	M 3/7	SPRING BREAK	
	W 3/9	SPRING BREAK	
11	M 3/14	- Revit lighting	
	W 3/16	- Revit rendering	
12	M 3/21	- Revit Project 1	
	W 3/23	- Revit Project 1	Revit Project 1 due on 3/25
13	M 3/28	- Revit Project 2	
	W 3/30	- Revit Project 2	
14	M 4/4	- Revit plug-ins & add-ons	

	W	4/6	- Workday / Project support	Revit project 2 due on 4/8
15	M	4/11	- PIN-UP / NO CLASS	
	W	4/13	- Final Board requirements review	
16	M	4/18	- Final board progress review	
	W	4/20	- Workday / Final Board support	Final board due at midnight

* This calendar is a general outline of the course. The instructor reserves the right to alter the course in response to academic conditions and opportunities.