

URP 6931 Visualization for Planners

Course Information

3 Credits

Instructor: Huiqing Kuang, PLA

Instructional Assistant Professor, School of Landscape Architecture and Planning

Online Office hours:

- Wednesdays 5-6pm (ET)

Please **sign up** before 4:30pm on Wednesdays using the Google Sheet to meet. **Note: if no one signs up or joins the meeting by 5:10pm, I will close the meeting.**

<https://docs.google.com/spreadsheets/d/1-HvoNEH-3sp4a5ugvAebEossilCMs-rMUYc0tAjDcr4A/edit#gid=0>

You can select 1-2 time slots (10 min/slot). If you cannot show up, please clean up your reserved time slot for other classmates.

- By appointment

Learning new tools is not easy. I will try my best to meet you via Zoom. Please email me within Canvas **at least one day early** to set up an appointment. Wednesday 1-6pm (ET) is my preferred time frame.

- Click 'Zoom Conferences' on the left column to join Zoom

No Final Exam

Course Communication:

All communication with course faculty will take place within Canvas, through the Inbox. All emails will be sent and received within Canvas. You should NOT be emailing the course instructor outside of the system. The instructor is also available for a zoom meeting by appointment. Please contact the instructor through the Inbox to arrange a meeting.

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 drawing 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, start thinking in three dimensions, representing three-dimensional objects in two-dimensions.

Objectives

- To apply the foundation knowledge of architectural and urban design graphics.
- To spatially and graphically represent built environments, with the eyes of a design or planning professional.
- To use analog and digital tools to clearly and effectively convey concepts, to enhance competency in visual communication;
- To use SketchUp to perform 3D modeling for physical planning.

Prerequisite knowledge and skills

None. Knowledge of basic computer skills, Windows Operating System, and basic hand drafting, etc. are useful, but not required.

Format

Over the duration of this asynchronous online course, you'll work through four (4) modules: Digital drawing part 1_Adobe Photoshop, Analog drawing, Digital drawing part 1_Adobe Illustrator, and 3D modeling_SketchUp.

Each week, you should study the week's course content including introduction, videos & tutorials, and readings. These aim to introduce the general knowledge on Urban Design communication, analog and digital tools. It is critical to study the basics before jumping to the assignments. The assignments are professional related, with pre-recorded demonstration videos, step-by-step guidance to complete your assignments. Assignments are typically due by the end of each Sunday. You will submit your work to CANVAS for grades. And you will post your final work in the course [Miro board](#) for exhibition.

Grading Policy

Grades are determined only by points earned on quizzes and assignments given during the semester. There is no opportunity other than what is explicitly stated in this syllabus to earn points, that is, no special assignments nor additional work beyond that given to other students.

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	>=93	92-90	89-88	87-83	82-80	79-78	77-73	72-70	69-68	67-58	57-55	<=55

For greater detail, see the Grades section of the [Graduate Catalog for the University of Florida](#). It also contains the policies and procedures, course descriptions, colleges, departments, and program information for UF.

Grading Percentages:

Assignments	%	Assignments	%
Quiz	2.5%	Introduction	2.5%
Assignment 1a: Ps Concept Collage Pre	5%	Assignment 4b: Illustrator Diagram	10%
Assignment 1b: Ps Concept Collage	10%	Assignment 5: ArcGIS Maps for Creative Cloud	10%
Assignment 2: Ps Rendered Master Plan	15%	Assignment 6: SketchUp Basic	10%
Assignment 3: Descriptive Drawing	15%	Assignment 7: Urban Design 3D Study	15%
Assignment 4a: Illustrator Basic	5%		

Assignment Policy

Assignments are typically due **by the end of each Sunday (by 11:59pm)**, unless otherwise specified. You will submit your work to CANVAS for grades. For detailed submission requirements, due date & time, please refer to the assignment pages in Canvas.

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/indd...

Example: 6931VisualizationAssig10_Smith

Use caps for separation

No spaces, hyphens, or underscoring

Materials

The Analog drawing module requires some drafting materials. Please see Appendix 1: Materials for the list of materials. Please have them ready by Week 5, before this module starts.

Software Programs

This course will introduce these digital tools:

1. Adobe Creative Cloud, UF provides Adobe Creative Cloud discounted subscriptions for students. The subscription can be purchased for 6-months and can be renewed as long as you are a student. See this link for details.
<https://software.ufl.edu/software-listings/adobe-discounted-for-students.html>
2. ArcGIS Maps for Adobe Creative Cloud
A free plug-in for Adobe Illustrator and Photoshop. See this link for information on download and install this plug-in.
<https://www.esri.com/en-us/arcgis/products/maps-for-adobecc/overview>

3. It requires either ArcGIS Online (AGOL), Plus, or ArcGIS Enterprise account to access maps and data. UF students could use GatorLink Credentials to access AGOL. See this link for details: <https://www.geoplan.ufl.edu/software/getagol/arcgis-online-user-info/>
4. SketchUp for Higher Education subscription price is available for students, see this link for details. <https://www.sketchup.com/plans-and-pricing#for-higher-education>. But it also offer 30 days free trial: <https://www.sketchup.com/try-sketchup>
5. Google Earth Pro, Free

Software programs are different between various versions, and depending on operating systems. The current demonstration videos are showing in Adobe CC 2021 and SketchUp 2021, Windows 10 operating system, which is the highest when the demonstrations are recorded. If students are using different software program versions, or the same version but in Mac, they might need to spend extra time trouble shooting or navigating.

Laptop/Computer

These software programs should not place a heavy load on the laptop/ computer when running them. But the efficiency of your laptop/computer does make a difference. Please refer to the MURP student handbook, Section 2A and UF minimum technology requirements, <https://it.ufl.edu/it-policies/student-computing-requirements/>

Suggestions:

- A mouse is required! It will make your graphic design in Adobe CC much easier.
- If your laptop is small (<=12" screen size), I strongly recommend you to have an extra display screen (24" or bigger).

Readings & Tutorials

Readings:

Books below are available either via UF library off-campus access, or pdfs in Canvas>Files. Follow this link for how to access UF gatorlink VPN service:

<https://it.ufl.edu/ict/documentation/network-infrastructure/vpn/>

Required:

- Bradley Cantrell & Wes Michaels, Digital Drawing for Landscape Architecture, Second edition, Wiley 2015
- Lorraine Farrelly, Drawing for Urban Design, Laurence King, 2011
- Francis D.K. Ching, and Steven P. Juroszek, Design Drawing, Wiley, 2019

Recommended:

- Norman Crowe, Paul Laseau, Visual Notes for Architects and Designers, Wiley, 2012
- James Richards, Freehand Drawing & Discovery, Wiley, 2013
- Sam Jacoby, Drawing Architecture and the Urban, Wiley 2016
- Kevin A. Lynch, The Image of the City, The MIT Press, 1960 (PDF at Canvas)
- Gehl Jan, How to Study Public Life, Island Press, 2013

Online Tutorials:

Learning any digital tools is a continuous self-taught process. UF students have free access to LinkedIn Learning, which is an incredible resource to take a deep dive into any software program. The limitation is that the exercises are not professional specific, but it demonstrates the key features in detail. Linked learning could be accessed at <http://elearning.ufl.edu/>. This class will take full advantage of LinkedIn Learning:

- Sketchup 2021 Essential Training
- Illustrator 2021 Essential Training
- Learning Photoshop 2021 Essential Training: The Basics

Schedule and Assignments

Week 1 Introduction + Basic Graphic

Discussion: Who are you + How is your graphic skill?

Quiz: Design Drawing

Purchase the course materials

Module 1: Digital Drawing Part 1_Adobe Photoshop

Week 2 Intro. to Adobe Photoshop

Assignment 1a: Photoshop Concept Collage Preparation

To introduce Photoshop essentials to edit images, prepare materials for PS collage

Week 3-4 Photoshop Concept Collage

Assignment 1b: Photoshop Concept Collage

To combine photographic image components to assemble one single conceptual collage, to communicate a clear design message.

Week 4-5 Photoshop Rendered Master Plan

Assignment 2: Photoshop Rendered Master Plan

To develop a Master Plan, deals with basic color rendering techniques using Adobe Photoshop, with particular attention to selections, transparency, texture and layer management.

Module 2: Analog Drawing

Week 6 Descriptive Drawing

Assignment 3: Hand rendered plan and section

To develop basic urban design graphics: plan and section with markers, drawing pens, and tracing paper.

Week 7 Break

Module 3: Digital Drawing Part 2_Adobe Illustrator

Week 8 Intro. to Adobe Illustrator

Assignment 4a: Illustrator Basic

To exercise Adobe Illustrator basic tools

Week 9 Illustrator Diagram

Assignment 4b: Illustrator Diagram

To develop Adobe Illustrator basic diagramming and analyzing techniques using Adobe Illustrator.

Week 10 ArcGIS Maps for Adobe Creative Cloud

Assignment 5: ArcGIS Maps for Creative Cloud

to introduce ArcGIS Maps for Creative Cloud extension from Esri, to create a vector-based and data driven poster in Illustrator.

Module 4: 3D Modeling_SketchUp

Week 11 Intro. to SketchUp

Assignment 6: SketchUp Basic

To introduce SketchUp essential skills to model a simple space.

Week Urban Design 3D Study

12-13 Assignment 7: Urban Design 3D modeling

To develop SketchUp essential skills to model an urban design project on a specific location.

Attendance Policy

While face-to-face attendance is not required, students need to make use of the various tools in Canvas to develop a learning community. The discussion board is an area where students can communicate with the instructor and classmates regarding a variety of topics.

Students are responsible for satisfying all academic objectives as defined by the instructor. In general, acceptable reasons for absence from or failure to participate in class include illness, serious family emergencies, special curricular requirements (e.g., judging trips, field trips, and professional conferences), military obligation, severe weather conditions, religious holidays, and participation in official university activities such as music performances, athletic competition or debate. Absences from class for court-imposed legal obligations (e.g., jury duty or subpoena) must be excused. Other

reasons also may be approved. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence.

Students cannot participate in classes unless they are registered officially or approved to audit with evidence of having paid audit fees. The Office of the University Registrar provides official class rolls to instructors.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

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

Quiz & Exam Policy

Quizzes and Exams will be given to test students' knowledge on course materials.

Make-up Policy

Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence, if the absence is due to the one of accepted reasons listed in the Attendance Policy.

If you are unable to turn in an assignment on time, please contact me before the due date to discuss your options. A grade reduction of 5% per day will occur unless there is an acceptable excuse for the late submission. Due to the compressed nature of the summer session, work will not be accepted more than 1 week late.

Computer problems that arise during submission will not be accepted as an excuse for late work. In the event that you have technical difficulties with e-Learning, please contact the UF Help Desk. If technical difficulties cause you to miss a due date, you **MUST** report the problem to Help Desk. Include the ticket number and an explanation of the issue based on consultation with Help Desk in an email to the instructor to explain the late assignment/exam. The course faculty reserves the right to accept or decline tickets from the UF Help Desk based on individual circumstances.

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

University Policies

University policies on such matters as add/drop, incomplete, academic probation, termination of enrollment, reinstatement, and other expectations or procedures can be found in the [graduate student handbook](#) and at the [Dean of Students website](#)

Special Accommodations

Students requesting disability-related academic accommodations must first register with the [Disability Resource Center](#). The Disability Resource Center will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation.

University Policy on Academic Misconduct

Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the [UF Student Honor Code](#).

Student Honor Code

In adopting this [Honor Code](#), the students of the University of Florida recognize that academic honesty and integrity are fundamental values of the University community. Students who enroll at the University commit to holding themselves and their peers to the high standard of honor required by the Honor Code. Any individual who becomes aware of a violation of the Honor Code is bound by honor to take corrective action. Student and faculty support are crucial to the success of the Honor Code. The quality of a University of Florida education is dependent upon the community acceptance and enforcement of the Honor Code.

The Honor Pledge:

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.*"

Netiquette: Communication Courtesy

All members of the class are expected to follow rules of common courtesy in all messages, threaded discussions and chats. Course communication should be civilized and respectful to everyone. The means of communication provided to you through e-Learning (e-mail, discussion posts, course questions, and chats) are at your full disposal to use in a respectful manner. Abuse of this system and its tools through disruptive conduct, harassment, or overall disruption of course activity will not be tolerated. Conduct that is deemed to be in violation with University rules and regulations or the Code of Student Conduct will result in a report to the Dean of Students.

Refer to the following link for more information:

<https://teach.ufl.edu/wp-content/uploads/2020/04/NetiquetteGuideforOnlineCourses.docx>

Course Evaluation

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/>.

Student Support Services

As a student in a distance learning course or program, you have access to the same student support services that on campus students have. For course content questions contact your instructor.

For any technical issues you encounter with your course please contact the UF computing Help Desk at 342-392-HELP (4357). For Help Desk hours visit: <http://helpdesk.ufl.edu>.

For a list of additional student support services links and information please visit:
<http://www.distance.ufl.edu/student-services>.

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.

Appendix 1: Materials

Markers

Recommend Chartpak AD Markers, 25 Assorted Landscape or Architecture Colors



Tracing paper roll, 12", white, 20-50 yards

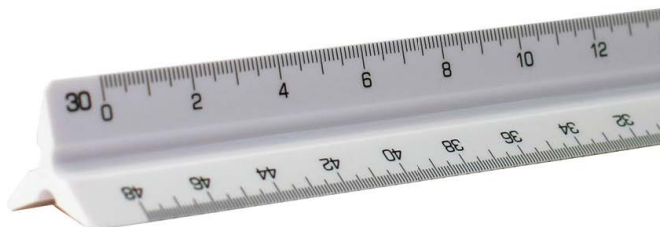


Drawing pens

There are a lot of good options for proper drawing pens, try out different brands and thickness. Recommend brands: Staedtler Lumocolor Permanent; Pilot V5, Sakura Pigma Micron; Recommend thickness: 02, 03, 05, 1, Fine Point. Pentel sign pen and Sharpie (Fine point) are also good to have.



12" Engineering scale



12" Rolling parallel ruler



OTHERS: Eraser, Tape, Drawing table/pad, Rulers, Mechanical pencil