

Syllabus

CREDITS: 3

MEETING TIMES: Monday/Wednesday 12:50 – 2:45pm RNK0230

INSTRUCTORS: **Luis Mejia-Puig**, Assistant Professor

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Office Hours: T R 9:30-10:30 (or by appointment)

ARCH 136

MATERIALS & TEXTS

Required:

- **Windows personal laptop** as per IND guidelines (<https://dcp.ufl.edu/interior/ind-laptop-requirements/>)
- You will require to have an Enscape, Lumion, Twinmotion and Unity licenses (free for students).
- You will require either Sketchup (preferable) or Autodesk (Revit, 3dsMax) for digital modelling.

Recommended References

- <https://learn.unity.com/>

COURSE INTENTIONS

The surge of new digital formats used for design development and visualization is changing how designers communicate their ideas. New digital formats transcend traditional renders' static features, allowing designers to offer stakeholders more interactive experiences. This course intends to equip students with skills to share their projects using that novel interactive media. Instances of software to be used include Enscape, Lumion, Twinmotion, and Unity. Some applications will be used to build VR environments, while others will involve lower levels of end-user immersion. In this course, no previous coding/programming skills are required.

The course is organized to explore diverse digital media tools as an integral part of an ongoing design process. Just as there is no single procedure for designing, there is no exact method, technique, or formula to select a perfect design tool. Nonetheless, the ability to move between these interchangeably is supported to stimulate creativity and enrichen the design process.

NOTE: Due to the graduate level nature of this course, the proficiency expected for each of the projects will be higher than those established for undergraduate students.

EDUCATIONAL OBJECTIVES

In accordance with the Council for Interior Design Accreditation Standards this course will help students:

- 8 a) apply space planning techniques throughout the design process.
- 8 b) solve progressively complex design problems
- 8 f) explore and iterate multiple ideas.
- 8 g) design original and creative solutions.
- 9 f) exposure to evolving communication technologies.
- 11 b) explore a range of two- and three-dimensional design solutions.
- 11 c) apply the elements and principles of design in two-dimensional design solutions.
- 11 d) apply the elements and principles of design in three-dimensional design solutions.
- 12 g) appropriately select and apply color to support design concepts.

Able to

- 9 b) express ideas and their rationale in oral communication
- 9 c) express ideas and their rationale in written communication
- 9 d) express ideas developed in the design process through visual media: ideation drawings and sketches.
- 9 e) express project solutions using a variety of visual communication techniques and technologies appropriate to a range of purposes and audiences.
- 11 b) explore a range of two- and three-dimensional design solutions.
- 12 j) select and apply color to support design purposes.
- 12 k) use color solutions across different modes of design communication.
- 13 g) layout, design, and specify appropriate products, materials, objects, and elements in support of the design.

Understand

- 12 d) Students appropriately select and apply luminaires and light sources.
- 13 a) how furnishings, objects, materials, and finishes work together to support the design intent.

COURSE STRUCTURE

Format

- Most classes will involve interactive instruction and active software engagement; hence **you MUST provide your own working laptop.**
- Other than announced due dates for projects, unannounced exercises may be given and collected any time during the studio period.
- Students are expected to spend significant time outside of class on projects and assignments. Digital production takes practice—the more you practice, the better you will become!
- Faculty reserves the right to alter the course in response to academic conditions and opportunities.

Assignments and Grading Scale

Each student is expected to be prepared, on time, and ready to participate in course presentations and discussions. Due to the interactive nature of this course, missing class severely impedes your progress in this course and late or missing homework cannot be made up. Excused absences may be made up on a case-by-case basis, see instructors if this is needed. Your grade this semester will be determined according to the following prioritized components:

Criteria for Grades

Project 1: A video walkthrough	20%
Project 2: From space to place	20%
Project 3: Spatial drawing	20%
Project 4: An interactive space	30%
Participation	10%
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	100%

Grading Scale

A	93-100	4.0
A-	90-92.9	3.67
B+	87-89.9	3.33
B	83-86.9	3.0

B-	80-82.9	2.67
C+	77-79.9	2.33
C	73-76.9	2.0
C-	70-72.9	1.67
D+	67-69.9	1.33
D	63-66.9	1.0
D-	60-62.9	0.67
E	0-59	0.0

Information in regard to UF's grading policy can be found at:
<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

COURSE POLICIES

Attendance

Attendance in class is mandatory and essential to the learning process. Students are expected to arrive to class on-time, prepared, and remain in class for the duration of instruction. It is expected that students will be both prepared and on time for each class session, and that the instructor will be notified in advance of any necessary absence by phone or by email.

The following will result in the reduction of your final grade:

- Failure to bring required assignments and materials to class
- Repeated lateness and/or early departure
- Final grades will be lowered a letter-grade starting with the third unexcused absence.

Project Due Dates

Projects and assignments are to be turned in as specified. No projects will be accepted late except with prior written permission from the instructor. **Incomplete work will be evaluated in its state of completion on the due date.** Requirements for class attendance and make-up exams, assignments, and other work are consistent with university policies that can be found at:

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

Classroom Climate

Equitable participation in this class requires the use of inclusive language, methods, and materials. Students are expected to use inclusive language in written and oral work, and to respect diversity in viewpoints expressed by others. Students are also encouraged to identify language, methods, and materials used in this course that do not contribute to an inclusive classroom climate.

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 enough 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 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 both instructors via Canvas message or ufl email. Include course # in the email subject line. To meet the instructors during their office hours, you will need to schedule a specific time through e-mail.

Student Work

The Department of Interior Design reserves the right to retain any student work completed in the curriculum for accreditation purposes.

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.

Class Recording (in case we go online): Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited. When class is not being recorded it is expected that all students will have their cameras on and communicate orally.

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 given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results>.

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 (contact them in advance)

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.

Campus Resources

Health and Wellness Resources

U Matter, We Care: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit [U Matter, We Care website](#) to refer or report a concern and a team member will reach out to the student in distress.

Counseling and Wellness Center: [Visit the Counseling and Wellness Center website](#) or call 352-392-1575 for information on crisis services as well as non-crisis services.

Student Health Care Center: Call 352-392-1161 for 24/7 information to help you find the care you need, or [visit the Student Health Care Center website](#).

University Police Department: [Visit UF Police Department website](#) or call 352-392-1111 (or 9-1-1 for emergencies).

UF Health Shands Emergency Room / Trauma Center: For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road,

Gainesville, FL 32608; [Visit the UF Health Emergency Room and Trauma Center website](#).

Academic Resources

E-learning technical support: Contact the [UF Computing Help Desk](#) at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

Library Support: Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center: Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

Student Complaints On-Campus: [Visit the Student Honor Code and Student Conduct Code webpage for more information.](#)

On-Line Students Complaints: [View the Distance Learning Student Complaint Process.](#)

A Weekly Schedule of Topics and Assignments:

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

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

COURSE SCHEDULE

WK	DAY	DATE	CLASS SCHEDULE	PROJECT DUE DATE
1	M	01/09	Course introduction / Launch Assign Project 1	
	W	01/11	Modeling refresh / Enscape intro	
2	M	01/16	Enscape rendering	
	W	1/18	Enscape video walkthtough	
3	M	1/23	Enscape video walkthrough	
	W	1/25	Video Editing	
4	M	1/30	Working project 1	
	W	2/01	Working project 1 Project 1 due next class	
5	M	2/06	Assign Project 2	Project 1
	W	2/08	Lumion basics	
6	M	2/13	Lumion	
	W	2/15	Lumion	
7	M	2/20	Twinmotion	
	W	2/22	Twinmotion	

8	M	2/27	Working project 2	
	W	3/01	Working project 2 Project 2 due next class	
9	M	3/06	Assign project 3 Welcome to VR	Project 2
	W	3/08	Gravity Sketch	
10	M	3/13	Spring Break	
	W	3/15	Spring Break	
11	M	3/20	Gravity Sketch	
	W	3/22	Gravity Sketch Project 3 due next class	
12	M	3/27	Intro to Unity / basics Assign Final	Project 3
	W	3/29	Unity development	
13	M	4/03	Unity development	
	W	4/05	Unity building	
14	M	4/10	Working project 4	
	W	4/12	Working project 4	
15	M	4/17	Working project 4	
	W	4/19	Working project 4	
16	M	4/24	Presentation final project	Project 4
	W	4/25	We did it!	

*The instructor reserves the right to alter the sequence, scope, and content of the above course outline.

Adjustments to the course outline will be made when necessary and according to the professional judgment of the instructor. A new course outline will be distributed when changes occur.