IND2460C - Computer Applications in 3D Design

Syllabus - Spring 2024
Updated on 11/11/2023

Credit Hours: **3**
Instructor:

>**Shabboo Valipoor**
>
>Email: sh.valipoor@ufl.edu
>
>Office Hours: MW (11:45 p.m. - 12:45 p.m.)
>
>Office Phone: 352-294-1451

Class Meeting Time:

>Section 11D4: MW, Periods 6&7 (12:50 p.m. - 1:40 p.m. & 1:55 p.m. - 2:45 p.m.)
>
>Section 06AB: MW, Periods 8&9 (3:00 p.m. - 3:50 p.m. & 4:05 p.m. - 5:00 p.m.)

Class Location:

>ARCH 116

Course Description:

This course introduces key graphics applications that designers use in the design process. Students will learn how to model building interiors using two- and three-dimensional techniques. The course is organized to explore AutoCAD and Revit as two of the most widely used tools by interior designers. While AutoCAD is a general drawing tool with broad application, Revit is a design and documentation solution, supporting all phases and disciplines involved in a building project.

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 questions before the next class meeting, send them to the instructor via Canvas message or ufl email and copy the teaching assistant. To meet the instructor during her office hours or other times, an appointment must be made by email.

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 the course during this semester.

Prerequisite Knowledge and Skills:

This course does not have any prerequisites. 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**, presentations, in-class exercises, as well as assignments and projects. Three projects and a series of assignments are designed to meet student learning outcomes. In addition, some topics will require students to complete **in-class exercises**. In order to successfully complete the exercises, you must attend all class meetings **on time**. If you are late to class, you are responsible for getting any information you missed and completing the assigned exercises.

Course Policies

Attendance Policy:

Students are expected to be on time for class. "Attendance and Participation" are measured by **punctuality**, physical **presence** during class time, level of **engagement**, and **timely responses** to emails that need response. IND 2460C is an interactive course and needs your full attention in class. Absent students are responsible for obtaining the missed information and completing the assigned work. Appropriate documents (e.g., a doctor's note for a health emergency, or another instructor's letter for a field trip) must be submitted for excused absences. Up to **2 unexcused absences** from class are allowed. Each additional unexcused absence drops **one letter** from the final course grade. If you have to miss a class or activity due to illness or emergency, you should **contact the instructor** as early as possible prior to the missed class or activity. For **religious** holidays, there is no need for documentation, but the student should make their need for an absence known in advance of the scheduled activities. 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 for the late work. Requests for make-up due to **technical issues** are not accepted. All students have access to the computer lab (rooms 116 & 118). In case of any technical issue with your personal computers, you can complete your assignment in the lab. If you miss a class, either excused or unexcused, any graded **in-class exercises** that may have been completed by your classmates will not be counted towards your final grade. Therefore, more weight will be given to your other exercises.

Course Technology:

You will learn how to build and develop digital models using **2024** 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. You will also be required to have an Enscape License (billed yearly with an 86% discount for students)

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	35%
In-class exercises	10%
Project 1	20%
Project 2	20%
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 a detailed schedule of assignments and class activities, see the course schedule on Canvas. Disclaimer: This schedule represents current plans and objectives. We may need to make changes to those plans as we progress through the semester.

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	M	1/8	- Introduction to course & logistics - AutoCAD basics	
	W	1/10	- AutoCAD 2D tools & commands	
2	M	1/15	MLK DAY - NO CLASS	
	W	1/17	- Floor plans in CAD	Assignment 1
3	M	1/22	- Floor plans cont.	Assignment 2
	W	1/24	- Furniture; Layout design lecture	
4	M	1/29	- Dimensions; printing, scale	Assignment 3
	W	1/31	- Tracing, elevations, sections	Brand selection
5	M	2/5	- 3D modeling in ACAD - Arch	Assignment 4
	W	2/7	- 3D modeling in ACAD - Arch	
6	M	2/12	- 3D modeling in ACAD - Furniture	Assignment 5
	W	2/14	- Introduction to Revit	
7	M	2/19	- Revit basics	Assignment 6
	W	2/21	- Modeling in Revit	
8	M	2/26	- Modeling in Revit	Assignment 7
	W	2/28	- Revit materials	
9	M	3/4	- Revit materials	
	W	3/6	- Revit lighting	
10	M	3/11	SPRING BREAK - NO CLASS	
	W	3/13		
11	M	3/18	- Revit rendering	
	W	3/20	- Project 1	
12	M	3/25	- Project 1	Project 1 due on Friday noon
	W	3/27	- Project 2	
13	M	4/1	- Project 2	
	W	4/3	- Project 2 check point	

14	M	4/8	- Project 2 support	
	W	4/10	- Project 2 support	Project 2 due on Friday noon
15	M	4/15	PIN-UP Day - No class	
	W	4/17	- Final Board requirements & components	
16	M	4/22	- Final board progress review	
	W	4/24	- 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.