

Syllabus

CREDITS: 3

MEETING TIMES: Tuesday 1:55 pm – 3:50 pm RNK0106
Thursday 3:00 pm – 3:50 pm RNK0106

INSTRUCTORS: **Luis Mejia-Puig**, Assistant Professor
luismejiaPuig@ufl.edu
Office Hours: T R 10:30-11:30 (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 be required to have Lumion, Twinmotion, and Unity licenses (free for students).
- You will be required to have an Enscape License (Billed annually with an 86% discount for students).
- You will require either Sketchup (preferable) or Autodesk (Revit, 3dsMax) for digital modeling.

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 will 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 enrich the design process.

NOTE: For the graduate section of this course, the proficiency expected for each of the projects will be higher than those established for undergraduate students. More specifically, the following serve as guidelines for expected outcomes:

- **High level of detail in digital modeling (entourage elements)**
- **Use of material edition to create new materials within the digital model.**
- **Use of high-end effects and filters in-between video clips**
- **Use of at least two soundtracks properly blended in video edition.**
- **Lighting studies on the digital models portrayed in videos (day-night timeframes)**
- **High-end animation of elements (motions that change speed and/or direction)**

¹ <https://www.accredit-id.org/professional-standards>

EDUCATIONAL OBJECTIVES

In accordance with the Council for Interior Design Accreditation (CIDA) Professional Standards 2022¹, this course will help students:

Standard 8. Design Process

- 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.

Standard 9. Communication

- 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.
- 9 f) exposure to evolving communication technologies.

Standard 11. Design Elements and Principles

- 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.

Standard 12. Light and Color

- 12 d) Students appropriately select and apply luminaires and light sources.
- 12 j) select and apply color to support design purposes.
- 12 k) use color solutions across different modes of design communication.

Standard 13. Products and Materials

- 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:

Project descriptions:

Assignment 1: A video walkthrough | This assignment will guide you through developing video walkthroughs of your design spaces. You will create the timeline using Enscape for digital rendering and later move to video editing techniques through Adobe Premier, Open Shot, or Hit Film.

Assignment 2: From space to place | This assignment will guide you through developing video walkthroughs of your design spaces. You will create the timeline using Lumion/Twinmotion for digital rendering and later move to video editing.

Assignment 3: Spatial Drawing | In this assignment, You have been hired to deliver a fantastic sculpture-like ornament for an experiential environment. To do so, you want to unleash your creativity using Gravity Sketch to develop your design.

Assignment 4: An interactive space | In this assignment, you will experience the basics of Unity. Making your visualizations interactive will enhance the experience of your projects for stakeholders.

Participation: This item will be assessed through class attendance, engagement, and in-class discussions.

Criteria for Grades

Assignment 1: A video walkthrough	20%
Assignment 2: From space to place	20%
Assignment 3: Spatial Drawing	20%
Assignment 4: An Interactive Space	30%
Participation	10%
	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. **For all planned absences, a student in a situation that allows an excused absence from a class, or any required class activity must inform the instructor as early as possible prior to the class. For all unplanned absences because of accidents or emergency situations, students should contact**

their instructor as soon as conditions permit. Excused absences may be made up on a case-by-case basis, see instructors if this is needed

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/UGRD/academic-regulations/attendance-policies/>

Assignment Due Dates

Projects and assignments are to be turned in as specified. Late submissions are accepted in the event of an emergency. Please look at the Make-up policy. **Unexcused incomplete work will be evaluated in its state of completion on the due date.**

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.

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. <https://gatorevals.aa.ufl.edu/students/>

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 honor 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 Conduct Code specifies a number of behaviors that are in violation

of this code and the possible sanctions. See the UF Conduct Code website for more information. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Class Demeanor: 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.

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 (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. Call 866-281-6309 or email ask@ufl.libanswers.com for more information.

Teaching Center: 1317 Turlington Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

Writing Studio: 2215 Daytime (9:30am-3:30pm): 2215 Turlington Hall, 352-846-1138 | Evening (5:00pm-7:00pm): 1545 W University Avenue (Library West, Rm. 339). Help brainstorming, formatting, and writing papers. Academic Complaints: Office of the Ombuds; [Visit the Complaint Portal webpage for more information.](#)

Enrollment Management Complaints (Registrar, Financial Aid, Admissions): [View the Student Complaint Procedure webpage for more information.](#)

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	T	1/14	Course introduction / Launch Assignment 1: A Video Walkthrough	
	R	1/16	Modeling refresh / Lumion or Enscape intro	
2	T	1/21	Enscape video walkthrough	
	R	1/23	Enscape video walkthrough	
3	T	1/28	Enscape video walkthrough	
	R	1/30	Video Editing	
4	T	2/04	Working Assignment 1	
	R	2/06	Working Assignment 1 Assignment 1 due next class	
5	T	2/11	Assignment 2: From space to place	Assignment 1

	R	2/13	Lumion/Twinmotion basics	
6	T	2/18	Lumion/Twinmotion	
	R	2/20	Lumion/Twinmotion	
7	T	2/25	Lumion/Twinmotion	
	R	2/27	Lumion/Twinmotion	
8	T	3/04	Working Assignment 2	
	R	3/06	Working Assignment 2 Assignment 2 due next class	
9	T	3/11	Assignment 3: Spatial Drawing Welcome to VR	Assignment 2
	R	3/13	Gravity Sketch	
10	T	3/18	Spring Break	
	R	3/20	Spring Break	
11	T	3/25	Gravity Sketch	
	R	3/27	Gravity Sketch Assignment 3 due next class	
12	T	4/01	Intro to Unity / basics Assignment 4: An interactive Space	Assignment 3
	R	4/03	Unity development	
13	T	4/08	Unity development	
	R	4/10	Unity building	
14	T	4/15	Working assignment 4	
	R	4/17	Working assignment 4	
15	T	4/15	Working assignment 4	
	R	4/17	Presentation final project We did it!	Assignment 4
16	T	4/22		

*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.