# IND2460C - Computer Applications in 3D Design

Syllabus - Spring 2026
Updated on 10/29/2026

Credit Hours: **3**

Instructor:

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Office: Antevy Hall, Room 350
Office Hours: **TH** (12:30 p.m. - 4:30 p.m.) or by appointment
Phone: 352-294-1451

Class Meeting Time:

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

Class Location:

**AH 116**

## Course Description:

This course introduces essential graphic applications commonly used in the design process. Students will learn to model building interiors using both two-dimensional and three-dimensional techniques. The course focuses on exploring **AutoCAD** and **Revit**, two of the most widely used tools by interior designers. AutoCAD is a versatile drafting tool widely used for precise two-dimensional drawings and technical documentation, while Revit is a powerful Building Information Modeling (BIM) platform that facilitates design, documentation, and the creation of three-dimensional models with realistic perspective renderings.

## Course Communications:

Class resources, announcements, updates, and assignments will be available on **Canvas**. The preferred method of communication for this course is email. If you have questions before the next class meeting, please send them to the instructor **via Canvas message** and be sure to copy the teaching assistant. To meet with the instructor during office hours or at another time, you must **schedule an appointment**.

## Reading Materials:

**No textbook** is required for this course. Relevant handouts, guidelines, project examples, and online references will be provided on 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 has **no prerequisites**. However, it builds on the knowledge gained in 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 primarily occur through demonstrations, in-class exercises, assignments, and projects. Three projects and a series of assignments are designed to achieve the student learning outcomes. Additionally, some topics will require students to complete in-class exercises. To successfully complete these exercises, attendance and punctuality are essential.

# Course Policies

## Attendance Policy:

**Punctuality** and **active participation** are critical for success in this course. "Attendance and Participation" are assessed based on the following:

- Arriving **on time** for class.
- Being physically **present** throughout the scheduled class time.
- Demonstrating **engagement** and focus during class activities.
- Completing graded and ungraded **in-class exercises** on time.
- **Responding** promptly to course-related emails.

IND 2460C is an interactive course that requires your full attention during class. Arriving late disrupts your classmates and the flow of the session, as catching up may require asking others for missed information. TAs are not responsible for helping late students catch up. It is your sole responsibility. Therefore, **DO NOT** be late!

Absent students are responsible for obtaining missed information and completing any assigned work. The following guidelines apply:

1. Excused Absences: **Documentation** (e.g., a doctor's note for health emergencies, a field trip letter) must be provided to excuse absences.

2. Unexcused Absences: Up to **two** unexcused absences are allowed. Each additional unexcused absence will result in a reduction of **one letter grade** from your final course grade.
3. Religious Holidays: **No documentation** is required, but you **must notify the instructor** in advance of the holiday and any related absence.
4. If you anticipate missing a class, **notify the instructor** as early as possible to discuss how to stay on track.

## Assignment Policy:

Assignments must be submitted through Canvas via the assignment page, following any instructions provided therein. Due dates are specified in the course calendar. All assignments, whether complete or incomplete, must be submitted by the due date and will be graded as submitted. **Late submissions will incur a 20% penalty for each day (or partial day) past the deadline.**

## 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 provide appropriate documentation, will be granted a reasonable extension to complete the work. Requests for make-up work due to **technical issues will not be accepted**. All students have access to the computer lab (Rooms 116 and 118). In the event of technical issues with personal computers, assignments can be completed in the lab.

# UF ACADEMIC POLICIES & RESOURCES:

For academic policies and resources, visit https://go.ufl.edu/syllabuspolicies
The link includes details on:

- Requirements for attendance and makeup assignments
- Getting connected to the Disability Resource Center (DRC)
- UF Grading policies
- Course Evaluations
- Honesty Policy regarding cheating, plagiarism, etc.
- Campus Health and Wellness Resources
- In-Class Recording
- Academic resources (i.e., Computing Help Desk, Career Connections, Library Support, Writing Studio, etc.)

## Course Technology:

You will learn to build and develop digital models using the 2025 versions of AutoCAD and Revit, which are installed on the computers in AH 116. For your personal computer, you can **download free educational licenses** for these applications through Autodesk's website (autodesk.com). Trackpads alone do not support effective 3D navigation and will significantly increase the time needed to complete your work. Choose an optical mouse that is comfortable for extended use. Additionally, you are required to have an Enscape student license, which is offered annually and is available to students at a substantially discounted rate (up to ~ 86 % off the commercial license).

Required and recommended hardware and software for IND students are listed here: https://dcp.ufl.edu/interior/ind-laptop-requirements/

# 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 & Exercises | 40% |
| Project 1 | 20% |
| Project 2 | 20% |
| Digital Board | 15% |
| Attendance & Participation | 5% |

## 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 |

# Online course evaluation

Students are expected to provide professional 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 or via https://ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students at https://gatorevals.aa.ufl.edu/public-results/.

# IND2460C - Computer Applications in 3D Design

Schedule - Spring 2026
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| WK | Date | | Topics / Activities | Due |
|---|---|---|---|---|
| 1 | M | 1/12 | - Introduction to course, logistics, and expectations<br>- Introduction to **AutoCAD** interface and basics | |
| | W | 1/14 | - AutoCAD 2D tools and commands<br>- Basic drawing techniques | |
| 2 | M | 1/19 | **MLK DAY - NO CLASS** | |
| | W | 1/21 | - Floor plans in CAD | Assignment 1 |
| 3 | M | 1/26 | - Floor plans cont.<br>- Layer management and organization | Assignment 2 |
| | W | 1/28 | - Furniture development and placement<br>- Layout design lecture | |
| 4 | M | 2/2 | - Dimensions, printing, and scaling<br>- Techniques for creating precise technical drawings | Assignment 3 |
| | W | 2/4 | - Tracing images to create elevations and sections | Brand selection |
| 5 | M | 2/9 | - Introduction to **Revit**<br>- Understanding BIM (Building Information Modeling) concepts and workflow | Assignment 4 |
| | W | 2/11 | - Revit basics: interface, tools, and commands<br>- Setting up a project and levels | |
| 6 | M | 2/16 | - Modeling building components in Revit<br>- Creating walls, floors, and ceilings | Assignment 5 |
| | W | 2/18 | - Advanced modeling techniques in Revit<br>- Adding doors, windows, and openings | |
| 7 | M | 2/23 | - Applying and managing materials in Revit<br>- Material libraries and customization | Assignment 6 |
| | W | 2/25 | - Materials in Revit (continued)<br>- Working with material parameters and schedules | |
| 8 | M | 3/2 | - Introduction to lighting in Revit<br>- Adding and managing light sources | Assignment 7 |
| | W | 3/4 | - Rendering basics in Revit<br>- Setting up views for high-quality renders | |
| 9 | M | 3/9 | - Start of **Project 1**: Application of skills learned<br>- Introduction to project objectives and requirements | |
| | W | 3/11 | - Project 1 progress review<br>- Individual feedback on initial designs | |

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|---|---|---|---|---|
| 10 | M | 3/16 | **SPRING BREAK - NO CLASS** | |
| | W | 3/18 | | |
| 11 | M | 3/23 | - Project 1 progress review<br>- Troubleshooting and refining designs | |
| | W | 3/25 | - Final review of Project 1<br>- Preparing for submission | |
| 12 | M | 3/30 | - Start of **Project 2**: Advanced design applications<br>- Overview of project objectives and deliverables | Project 1 due at midnight |
| | W | 4/1 | - Project 2 progress review<br>- Applying advanced techniques in Revit | |
| 13 | M | 4/6 | - Continued progress review of Project 2<br>- Focus on digital workflows and presentation quality | |
| | W | 4/8 | - Finalizing Project 2 | |
| 14 | M | 4/13 | **PIN-UP - NO CLASS** | |
| | W | 4/15 | - Creating **digital board** for presentation | |
| 15 | M | 4/20 | - Progress review of the final board | Project 2 |
| | W | 4/22 | - Workday: Project support | Digital 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.