

Syllabus

CREDITS: 3

MEETING TIMES: Tuesday 1:55 pm – 3:50 pm MAT0051

Thursday 1:55 pm – 2:45 pm MAT0051

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

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Office Hours: T R 10:30-11:30 (or by appointment)

ANT 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 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: For the graduate section 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 (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

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

- 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

Student participation is a main component of this course. Students are expected to attend all classes and participate with respect and consideration for classmates. Students must be present and working on studio assignments during scheduled studio hours. Instructors should be notified in advance in person, by phone, or by email of any necessary absence. Two absences will be allowed. Additional unexcused absences will result in a reduction of points for the project at hand, up to one letter grade. If you are absent more than 20% (6 absences), you may result in a failing grade at the instructors' discretion.

Assignment 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. **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.

Late Assignments

All assignments - complete or incomplete - must be turned in on the due date and will be graded as they stand. If this is not possible due to justifiable reasons, the student must seek and obtain permission from the instructors and coordinate a new due date. Unexcused late projects will not be accepted or reviewed, and will be subject to a substantial grade penalty. Students who are not present for project presentations will also be penalized.

Grades for each project will be posted on Canvas under the Grades tab. This is also the place where you can upload your project files for grading under the assignment tab for each 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 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.

Criteria for Grading

The final grade will be based on adding points from assigned exercises and projects. Project evaluations and comments will be provided for each project.

More information in regard to UF's grading policy can be found at:

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

Incomplete Grades

Incomplete grades will only be granted due to extenuating circumstances. Students are required to provide proper evidence of the circumstances that prevent them from completing the required coursework.

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."

Consequences might negatively affect an assignment grade, or for very severe cases, a report to the university administration.

Student Privacy Considerations

The following applies in the event some class sessions need to be audio visually recorded for any reason:

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.

Academic Policies & Resources

Please follow the attached link to consistent and accessible communication of university-wide student resources.
<https://go.ufl.edu/syllabuspolicies>

Academic Integrity

All students at the University of Florida are expected to adhere fully to University of Florida Student Honor Code, view at: <https://sccr.dso.ufl.edu/policies/student-honor-code-student-conduct-code/>

The Honor Code outlines the expectations for student conduct in regard to academic honesty. All students should review this policy to understand the range and scope of the standards and the seriousness of any infractions of the code. The policy places full responsibility on students to know and adhere to these standards for academic integrity. All examinations, quizzes, design projects, and assignments in the Department of Interior Design are subject to this policy. Maintaining strict academic integrity is a priority of the Department of Interior Design and all instructors will fully enforce the UF Honor Code in their studios and classes. A strict adherence to the Honor Code is expected by the University of Florida and reflects the ethical standards of the interior design profession.

Course evaluations

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/>.

Software use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

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.

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	1/13	Course introduction / Launch Assignment 1: A Video Walkthrough	
	R	1/15	Modeling refresh / Lumion or Enscape intro	
2	T	1/20	Enscape video walkthrough	
	R	1/22	Enscape video walkthrough	
3	T	1/27	Enscape video walkthrough	
	R	1/29	Video Editing	
4	T	2/03	Working Assignment 1	
	R	2/05	Working Assignment 1 Assignment 1 due next class	
5	T	2/10	Assignment 2: From space to place	Assignment 1
	R	2/12	Lumion/Twinmotion basics	
6	T	2/17	Lumion/Twinmotion	
	R	2/19	Lumion/Twinmotion	
7	T	2/24	Lumion/Twinmotion	
	R	2/26	Lumion/Twinmotion	
8	T	3/03	Working Assignment 2	
	R	3/05	Working Assignment 2 Assignment 2 due next class	
9	T	3/10	Assignment 3: Spatial Drawing Welcome to VR	Assignment 2
	R	3/12	Gravity Sketch	
10	T	3/17	Spring Break	
	R	3/19	Spring Break	

11	T	3/24	Gravity Sketch	
	R	3/26	Gravity Sketch Assignment 3 due next class	
12	T	3/31	Intro to Unity / basics Assignment 4: An interactive Space	Assignment 3
	R	4/02	Unity development	
13	T	4/07	Unity development	
	R	4/09	Unity building	
14	T	4/14	Working assignment 4	
	R	4/16	Working assignment 4	
15	T	4/21	Presentation final project We did it!	Assignment 4

*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.