

Course Information Package

PLANNING FORM FOR AN EDUCATIONAL MODULE
(to be completed by the teacher)

Programme of Studies:	<i>BA in Interior Design</i>
Name of the module:	<i>IND223 COMPUTER AIDED DESIGN II</i>
Target group:	<i>Interior Design students</i>
Level of the unit:	<i>BA – 4th Semester</i>
Entrance requirements:	<i>IND213</i>
Number of ECTS credits:	<i>5 (Average student working time: 125 hours)</i>

Competences to be developed:	
1	To develop further and greater understanding for the use of electronic imaging
2	To employ IT technologies as vehicle for producing practical work
3	To experiment with image manipulation and to operate scanning, printing and other output applications
4	To give a critical framework from which to view, access and evaluate the spread of information technology in relation to art and design
5	To use the computer as a tool for constructing, developing projects as well as use of the computer on projects in conjunction with other courses through individual guidance

Estimated student's work time distribution in hours:			
Conduct hours		Student's private time	
Lecture	13	Project work	20
Studio Work	13	Experimentation	15
Final Critique	3	Research	10
Interim Critiques	3	Interim Critiques Preparation	12
Final Assessments	3	Final Critique Preparation	9
		Use of External Resources	12
		Tutorials	12
Total:	35	Total:	90

Learning outcomes	Educational activities	Estimated student's work time in hours	Continuous Assessment based on Project work
WEEK 1: - Introduction to project. - SKETCH UP PRO. - Presentation of visuals.	Lecture Attendance	1	Design Intelligence – 40%
	Studio Work	1	
	Project work/ Experimentation/ Research	1	
	Interim Critique Preparation	0	Research and Methodology – 20%
	Final Critique Preparation	0	
	Tutorial	1	
WEEK2: - Interface basics. - Adding toolbars. - Navigating. - Changing perspective. - Walking around. - Creating camera views. - Shading faces and edges. - Creating shadows and fog. - Creating Scenes Setting preferences. - Manipulating Objects. - Selecting and moving objects. - Scaling and rotating objects. - Manipulating faces and edges. - Advanced selection tools.	Lecture Attendance	1	Experimentation and Analysis – 20%
	Studio Work	1	
	Project work/ Experimentation/ Research	2	
	Interim Critique Preparation	1	Time management and Presentation – 20%
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 3: - Drawing Line tool fundamentals. - Refining objects with the Line tool. - Using the Rectangle tool. - Pushing and pulling faces into 3D. - Creating circles and polygons. - Creating arcs. - Using the Offset tool to create outlines. - Using the Follow Me tool. - Softening round edges. - Measuring and Labelling. - Using the Tape Measure tool. - Using the Protractor tool. - Creating text labels. - Using the Dimension tool. - Creating sections.	Lecture Attendance	1	
	Studio work	1	
	Project work/ Experimentation/ Research	2	
	Interim Critique Preparation	1	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 4: - Working with Components. - The Component window. - Creating components. - Using the 3D Warehouse. - Using the Interact tool. - Using the Component Options window.	Lecture Attendance	1	
	Studio Work	1	
	Project work/ Experimentation/ Research	4	
	Interim Critique Preparation	1	
	Final Critique Preparation	3	
	Tutorial	1	
WEEK 5: - Organizing Scenes.	Lecture Attendance	1	
	Studio Work	1	

- Grouping objects.
- Working with layers.
- Creating layers.
- Using the Outliner.
- Hiding and unhiding objects.
- Locking and unlocking objects.

Project work/ Experimentation/ Research	4
Interim Critique Preparation	1
Final Critique Preparation	0
Tutorial	1
Sub-Total:	-

Learning outcomes	Educational activities	Estimated student's work time in hours	Assessment
WEEK 6: <ul style="list-style-type: none"> - Creating Textures and Materials. - Applying materials. - Editing materials. - Creating materials. - Adjusting materials. - Applying bitmap images. - Mapping curved objects. - Projecting maps on curved objects. - Importing floor plans. - Modelling with floor plans. - Rendering and Animating. - Applying styles. - Editing styles. - Outputting 2D bitmaps. - Basic animation. - Advanced animation. 	Lecture Attendance Studio Work Project work/Experimentation/ Research Interim Critique Preparation Final Critique Preparation Tutorial	1 1 4 1 0 1	
WEEK 7: <ul style="list-style-type: none"> - SketchUp Pro: Creating Dynamic Components. - Using the Component Attributes window. - Exposing component attributes. - Using math and functions. - Creating dynamic materials. - Creating a dynamic staircase. - Hiding objects dynamically. - Configuring staircase rise and run. - Adding interactivity: Motion - Adding interactivity: Rotation - Adding interactivity: Changing colours. - Working with the Solid Tools. - Creating solids Using Boolean operations (Union, Intersect, Subtract). - Working with Trim and Split Creating outer shells. 	Lecture Attendance Studio Work Project work/Experimentation/ Research Interim Critique Preparation Final Critique Preparation Tutorial	1 1 4 1 0 1	
WEEK 8: <ul style="list-style-type: none"> - Adding interactivity: Motion - Adding interactivity: Rotation - Adding interactivity: Changing colours. - Working with the Solid Tools. - Creating solids Using Boolean operations (Union, Intersect, Subtract). - Working with Trim and Split Creating outer shells. 	Lecture Attendance Studio Work Project work/Experimentation/ Research Interim Critique Preparation Final Critique Preparation Tutorial	1 1 4 1 3 1	
WEEK 9: <ul style="list-style-type: none"> - SketchUp Pro: Importing and Exporting. - Importing objects from AutoCAD. - Importing other 3D objects. - Exporting objects. - Exporting objects for rendering. 	Lecture Attendance Studio Work Project work/Experimentation/ Research Interim Critique Preparation Final Critique Preparation	1 1 4 1 0	

Tutorial	1
Sub-Total:	-

Learning outcomes	Educational activities	Estimated student's work time in hours	Assessment
WEEK 10: - Getting Ready to Render with V-Ray. - Installing V-Ray. - Locating V-Ray tools and features. - Lighting the Place Up. - Creating natural daylight with the V-Ray Sun and Sky.	Lecture Attendance	1	
	Studio Work	1	
	Project work/Experimentation/ Research	4	
	Interim Critique Preparation	1	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 11: - Using the Omni Light. - Exploring the Rectangle Light. - Exploring the Spotlight. - Exploring the IES light type. - Setting up image-based lighting. - Working with the Physical Camera. - Overview of the physical cameras. - Understanding the Exposure controls. - Handling perspective correction. - Setting up for a depth-of-field effect.	Lecture Attendance	1	
	Studio Work	1	
	Project work/Experimentation/ Research	4	
	Interim Critique Preparation	1	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 12: - Working with the Physical Camera. - Overview of the physical cameras. - Understanding the Exposure controls. - Handling perspective correction. - Setting up for a depth-of-field effect.	Lecture Attendance	1	
	Studio Work	1	
	Project work/Experimentation/ Research	4	
	Interim Critique Preparation	1	
	Final Critique Preparation	1	
	Tutorial	1	
WEEK 13: Continuation with workshop on advanced layer techniques. Importing a layer from another file. Applying layer styles. Duplicating and clipping a layer. Liquifying a layer. Creating a border layer.	Lecture Attendance	1	
	Studio Work	1	
	Project work/Experimentation/ Research	4	
	Interim Critique Preparation	1	
	Final Critique Preparation	3	
	Tutorial	1	
Sub-Total:		104	
Use of Resources:		0	
Library	Manuals search, research	2	
Hi End Lab	Printing, scanning, Editing	5	
General IT labs	General use, Internet use	3	

Workshops	General use according to project work	0	
Print Resources	Printing, scanning, Editing	2	
Sub-Total:		12	

PART B: Complementary Material.

Language of Instruction:
English

Assessment Type		Weights
Interim Critique	Exercises in Class.	33%
Final Critique	Final presentation of the project.	33%
Final Assessments	Final presentation of the project.	34%
TOTAL		100%

Note: The assessment criteria for Interim/Final Critiques and the Final Assessment are: Design Intelligence 40%, Research and Methodology 20%, Experimentation and Analysis 20%, Time management and Presentation 20%