LAND 2220 – Design Communication II: Computer Graphics
College of Environment and Design
Spring 2009

Instructor: Ashley Calabria
When: Tuesday & Thursday 8-10:45am
Where: Caldwell Hall Lab 1
Office: Caldwell Hall #405
Office Hours: Open Door Policy or By Appointment
Contact: calabria@uga.edu, 542-4152

Description: The use of digital data and computer software for drafting, rendering, and 3D modeling as they apply to environmental design projects.

Objective:
Knowledge:
- Understand selected computer software used for drafting, rendering, and modeling
- Become familiar with the interaction of selected software
- Develop a basic proficiency in computer applications for graphic presentations

Skills:
- Utilize computer applications for scanning, processing, and output of digital data
- Produce professional quality digital data for presentations

Values:
- Through the introduction and use of various computer programs, each student should have the ability to make the connection between design processes & computer aided graphics for producing professional quality presentation materials.

Method: This is a class that will use lectures, research, literature, projects and lab time to broaden knowledge and creativity for everyone in the class. Students are expected to take notes and satisfactorily complete all projects. Lab time is provided for students to work on projects and to receive assistance.

Materials: Lab account, Bulldog Bucks, 2 jump drives or 1 external hard drive, a 1” 3 ring binder, sketch paper, and pencils are required for EVERY class period. Presentation boards with clips and T-pins will be used on occasion for final presentations. Readings will be on reserve or copied.

Grading:
<table>
<thead>
<tr>
<th>Project</th>
<th>Software</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project 1</td>
<td>AutoCAD</td>
<td>20%</td>
</tr>
<tr>
<td>Project 2</td>
<td>Photoshop Rendering</td>
<td>15%</td>
</tr>
<tr>
<td>Project 3</td>
<td>Sketch Up</td>
<td>15%</td>
</tr>
<tr>
<td>Project 4</td>
<td>Final project</td>
<td>30%</td>
</tr>
<tr>
<td>Project 5</td>
<td>Adobe Acrobat</td>
<td>10%</td>
</tr>
<tr>
<td>Exam</td>
<td></td>
<td>10%</td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td>100%</td>
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STUDENTS WILL BE REQUIRED TO SUBMIT ALL FINISHED ASSIGNMENTS TO RECEIVE A FINAL GRADE. THIS IS USED FOR DOCUMENTATION PURPOSES.

Grading System: Grading is based on the University System Percentage as follows:
A   = 93%-100%    Excellent: Work reflecting superior design and graphic ability logically thought out
A-  = 89%-92%     and presented. Changes or revisions would be minimal.
B+ = 86%-88%  **Good:** Work representing a good understanding of the theory and concepts involved in the project but should be slightly reworked.

B  = 83%-85%  

B-  = 80%-82%  

C+ = 77%-79%  **Fair:** Work which indicates a satisfactory understanding and execution of the project. Moderate revisions would be necessary.

C  = 73%-76%  

C-  = 70%-72%  

D  = 60%-69%  **Poor:** Work which is incomplete and/or in the design process or project solution are poor or inconsistent. Work shows lack of comprehension of subject matter and would require extensive revisions.

F  = 59%  **Unacceptable**

**Class Standards**

**Attendance:** Students are expected to attend all lab classes and are responsible for all material covered during the class meeting times. More than 3 unexcused absences will result in automatic withdrawal.

**Excused absences are:** a written excuse from a Physician, excuse from the Dean of the College, or a field trip for another course if this instructor is notified one week or more in advance. Any student who has a prolonged illness or absence is strongly urged to withdraw from the course and to re-enroll in a subsequent semester.

**Computer lab rules and etiquette:** During class time, the following will not be permitted:

- Use of tobacco of any form
- Playing I-pods, radios or tape/CD players
- Browsing/surfing the Internet not related to class unless indicated by the class instructor.
- Checking e-mail, newspapers or using chat rooms is absolutely prohibited.

Please observe common courtesy when working with others in the studio/lab, particularly while other classes are being conducted.

**Due dates, deadlines, and presentations:** Assignments must be submitted on the stated due date, time and place. Any project turned in late, up to 1 class, is automatically marked down a full letter grade. Any exception must have prior written approval from the Director of Resident no less then 24 hours before a project is due. Work missed due to illness is required to be submitted no later than one week from the student’s return to class. An acceptable medical illness excuse is a typed, letterhead, dated, with phone, address, and Doctor’s letter explaining that the student was unable to complete the project due to sickness.

**Special Circumstances:** Other situations will be dealt with on a case by case basis between the student and the instructor outside of class time. Do not discuss late work or absences during class time.

**Cell Phone Use:** No cell phone use during class time. They must be turned off and placed out of site.

**Documentation of Student’s Work:** Students are required to keep all work completed during a semester until the end of the term in order to review progress and aid discussion if necessary. Students are also encouraged to photograph or otherwise document all projects at the end of the semester for possible inclusion in their student portfolio. According to UGA-SED policy; students’ class work becomes intellectual property of the School. The University and the School reserve the right to keep your work.

**Academic Honesty:** All students are responsible for maintaining the highest standards of honesty and integrity in every phase of their academic career. The penalties for academic dishonesty are severe, ignorance of what constitutes dishonesty is not an acceptable defense.

**Disclaimer**

Calendar and syllabus are subject to changes.
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<table>
<thead>
<tr>
<th>WEEK</th>
<th>TUESDAY</th>
<th>THURSDAY</th>
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<tbody>
<tr>
<td>1</td>
<td>January 6</td>
<td>8 First day of classes</td>
</tr>
<tr>
<td>2</td>
<td>13 Conference: No class</td>
<td>15 Conference: No class</td>
</tr>
</tbody>
</table>
| 3    | 20 AutoCAD lecture drawing  
Modify, line types and layers, layer sets, | 22 AutoCAD lecture  
blocks, scanning, scaling |
| 4    | 27 AutoCAD lecture  
Project 1 and sketch  
getting started with project 1 | 29 AutoCAD/Landcadd lecture  
Drawing and getting symbols |
| 5    | February 3 AutoCAD lecture  
Dimensioning | 5 AutoCAD lecture  
Paper space, title block info., printing |
| 6    | 10 | 12 |
| 7    | 17 Project 1 due at the beginning of class  
Lecture – file extensions and size | 19 Photoshop lecture  
Rendering, getting started with project 2 |
| 8    | 24 | 26 |
| 9    | March 3 Midterm | 5 Project 2 due at the beginning of class  
Lecture – tablet drawing |
| 10   | 10 SPRING BREAK | 12 SPRING BREAK |
| 11   | 17 SketchUp lecture  
Basics of 3-D modeling and animation, getting started with project 3 | 19 |
| 12   | 24 Project 3 due at the beginning of class  
Basic lecture – Getting started with project 4 | 26 |
| 13   | 31 | April 2 |
| 14   | 7 | 9 |
| 15   | 14 Project 4 due at the beginning of class  
Adobe Acrobat lecture, getting started with project 5 | 16 |
| 16   | 21 | 23 Project 5 due at the beginning of class |
| 17   | 28 Last day of class test | 30 |

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