LAND 2220
DESIGN COMMUNICATION II: Computer Graphics

University of Georgia
College of Environment and Design
Spring 2009

Instructor: Madie Fischetti
Afternoon Section: Tuesday & Thursday 11:00 AM – 1:45 PM
Where: Caldwell Hall – Lab 1 (401)
Office: 503 Caldwell Hall
Office Hours: Tuesday and Thursday 1:45-2:30 PM
Wednesday 11AM – 12PM
Monday and Friday by Appointment
Phone: 706.583.8018 (no voicemail); 706.255.5689 (cell)
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COURSE 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 desktop publishing
- 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

Methods: 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 zips, 2 CD’s, 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. You are required to keep a notebook with class handouts and class notes. This notebook will be checked periodically during the semester. Quizzes and the final for the class will test on material in handouts and lectures. This binder should become part of your professional library. Since there may be some “lag time” between this class and the next time you use these computer programs, these handouts will help you reorient yourself in the future.
Grading:

<table>
<thead>
<tr>
<th>Project</th>
<th>Course Description</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project 1</td>
<td>AutoCAD</td>
<td>15%</td>
</tr>
<tr>
<td>Project 2</td>
<td>Photoshop Rendering</td>
<td>15%</td>
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<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>
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<tr>
<td>Project 5</td>
<td>Adobe Acrobat</td>
<td>5%</td>
</tr>
<tr>
<td>Class Grade</td>
<td>Attendance, quizzes, notebook</td>
<td>10%</td>
</tr>
</tbody>
</table>

Total 100%

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 and presented. Changes or revisions would be minimal.
- **A-** = 90%-92.99%  
- **B+** = 87%-89.99%   **Good:** Work representing a good understanding of the theory and concepts involved in the project but should be slightly reworked.
- **B** = 83%-86.99%   
- **B-** = 80%-82.99%  
- **C+** = 77%-79.99%   **Fair:** Work which indicates a satisfactory understanding and execution of the project. Moderate revisions would be necessary.
- **C** = 73%-76.99%    
- **C-** = 70%-72.99%  
- **D** = 60%-69.99%  **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** = <59.99%  **Unacceptable**

Class Standards

**Attendance:**

- Attendance is mandatory and will be recorded at the start of each class meeting. Attendance is part of the final grade for the class. Each student is allowed three (3) absences during the semester. Absences exceeding this amount will be considered unexcused. Each absence beyond the allowed amount will constitute a reduction of one (1) letter grade from your final course grade; habitual tardiness (arriving 15 minutes after the start of class) will lower your grade at the instructor's discretion. Excessive absences (6 or more) and/or tardiness may result in an automatic withdrawal (WF) in the course.

If you have a medical condition or extenuating circumstances (i.e. death of an immediate family member) that result in your absence from a class meeting, you must contact me ahead of time. Students are expected to attend all studio classes and are responsible for all material covered during class meeting times. **The importance of attending class cannot be overstressed.**

- Students shall come to class prepared. Each student is responsible for the timely completion of readings, interim project deadlines, and all other project requirements. Students are expected to continually advance their project design work through the efficient and effective use of studio time. Work not complying with all project requirements will not be accepted.
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 one class period, is automatically marked down a full letter grade. Any exception must have prior written approval from the Director of Resident Life no less than 24 hours before a project is due. It is the student’s responsibility to contact the instructor if an emergency arises that conflicts with a project due date.

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 change.