[redacted] General Class Information

Kevin's Interests & Personality

Architecture & Computer Technology

Perfectionist

Always Changing

Kevin's Commitment to Students

Be as fair as possible

Lead the class in learning activities

Help each student stretch to higher levels

Provide as much ***fun*** as possible

Kevin's Expectations of Students

Perfection / Professionalism in all assignments and activities

Thirst for knowledge (B and A students)

Keep track of own assignments without being asked or reminded

Attend every day or get notes

Responsible for everything covered

Late Homework

Accepted

Penalized up to 20% for every 24 hours

Grading

An E grade is what a student is entitled to

A = Perfect / Exceptionally Above Req.
B = Very Good / Above Req.
C = Good / Meets Req. (industry standard)
D = Fair / Not Too Good / Below Req.
E = Failing / Poor / Far Below Req.

Final Grade Percentage Breakdown

There is a fair breakdown of homework, projects, pop quizzes, exams, etc.

Canvas

Most, if not all assignments are given and turned in via Canvas

Students are required to set notifications and check Canvas frequently as changes are made quite often.

Course assignment dates are from previous terms and the pace of the class might vary – dates are updated as the course progresses

Electronics

Cell phones, etc. are not to be used in the classroom, unless you have specific instructor approval

Class Cancellation

To be sure classes are canceled f[redacted]

Emergency Procedures

Take West stairs and meet outside Tech Building. Assist those in need.

Modeling/Rendering/Animation - Syllabus
Arch 2310

Course Description

Study of sketch / design modeling (FormIt/SketchUP & REVIT)

Study of digital modeling, rendering and animation (REVIT & Enscape)

Study of post rendering work (PhotoShop)

Study of presentation techniques – print & on screen (InDesign/Prezi/Premiere)

Course Goals

Develop basic skills at modeling, rendering and animation (walk through)

Develop excellent skills at view creation

Develop excellent skills at placement and manipulation of lights

Push renderings and animations to a higher level than traditional architectural work

Work within time and computing limitations

Course Objectives

Able to perform various objectives to demonstrate knowledge and expertise in the topics covered such as:

Camera placement

Light creation and manipulation

Lighting types and advantages and disadvantages

Model creation and modification

Animation

Image editing in Photoshop

Video editing in Premiere

Presentation in Prezi, Printed & VR

Course Methodology

Lectures – 2 hrs a week
Discussion of principles and demonstration of software usage

Lab – 3 hrs a week
Monitored practice of principles

Application of principles through homework & projects

Time Commitment / Expectations

Students should plan for at least 4 hours of homework each week

Renderings take time and become an art form and could take many hours beyond the minimum

Computers become taxed and time will need to be allocated for processing

Assignments / Projects / Exams

Options are possible if presented to Kevin

Pop Quizzes

Up to 3 exams

Various rendering, modeling & animation projects including presentations

Books

None

Supplies

Printing as needed for projects
Mounting board and supplies for final
Removable disk for backup (unless cloud)
Software available for free download