



Computer Technology in Design

representation

communication

emotion

information

experience

Office Hours

Monday 9:30–11:30pm

Tuesday 1:00–3:30pm

Course Schedule

Tuesday/Thursday 8:30–11:20pm

Lecture + Lab

SYLLABUS

expectations,
assignments,
and grades

Course Approach

Graphics do more than communicate the physical structure of a design, they set a mood, demonstrate programming, and evoke emotion. The computer graphics that you will generate in this course are no different than a traditional pen and pencil. Both require a trained eye and an understanding of line, shape, tone, color, scale, and form.

This course will present topics and tools that are valuable to landscape designers in an office production environment. Efficiency is key to raw production, but it is not enough to simply learn which buttons to push. More important is to learn the concepts behind tools and methods to determine which tool is best for a task and to use them in new and unexpected ways.

Assignments will balance technical competence with artistic exploration and basic design competence. Materials will be presented with the ultimate goal of familiarity and operating efficiency in order to save the user's time and an office's money. Students are encouraged to work towards developing a personal style within presented work-flows.

Class Format and Procedures

The course will follow a project based approach from concept generation through final presentation, requiring cumulative knowledge and skills gained throughout the span of the course. Lectures will not be a recitation of required reading or videos, but will cover application specific tools and techniques. All out-of-class content must be viewed, tested, and understood before the next class in order to maintain the schedule.

Lectures will be held in the sophomore studio and will focus on short discussions of style and process. No personalized help will be available during lecture so that all material can be covered during class. Please focus on

absorbing content and taking notes during lecture as a reference for the hands on work during lab. Lab sessions will walk students through the topics covered in lecture and provide more personalized guidance towards completing class assignments.

This course will make use of the Brightspace DTL system for all materials, grades, and notices. Working files for lab sessions will be hosted on the HLA file servers in the class directory and on Brightspace.

All student work is considered to be the intellectual property of that specific student though it is customary for schools to use student work to promote the university and as examples for future classes. If a student does not wish their work to be used in this manner, please inform the professor before the end of the semester.

Learning Outcomes

1. Prepare students for internship and professional practice through office-ready digital workflows
2. Develop and refine a personal graphic style and a critical "designer's eye" through formal presentation and discussion
3. Analyze a problem and determine the best tool(s) for the task while pursuing graphic innovation by knowing the "why" and "how" of digital tools

Student Conduct

You are expected to attend all lecture and lab sessions, and are encouraged to participate in discussions. In the case of a personal emergency or unavoidable absence, please notify the professor ahead of time.

Be on time and logged in to your computer

before class begins. In this case, walking in to class at the exact start of class must be counted as late since you are not yet prepared to begin work.

All work submitted is to be a unique effort of the individual student and is not to be shared. If students are suspected of sharing work, they will receive a zero for that assignment and may be subject to a University honor code violation.

The studio is to be treated as a professional working environment and as such, texting, surfing the internet, or using chat programs are not allowed and all cell phones should have their volume off and be placed out of sight. Please do not wear headphones during class hours. Please keep all communications professional and courteous (e-mails and/or classroom critiques).

Grading Schedule

Grades will be determined from individual performance in course and project objectives. Technical accuracy, aesthetic quality, and the ability to follow directions will all factor into assignment grading. Participation and attendance will also be factored.

Final grades will be awarded based on the following:

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|----|------------------------------------|-----|
| 1. | Four (4) assignments and critiques | 80% |
| 2. | Final (fifth) assignment | 20% |

Late work will be penalized by 10% or 1/2 letter grade per day. Mitigating circumstances (illness, family emergency, etc.) will temper this policy as long as the student follows standard university procedures to inform the professor of these events. Projects not yet completed may be turned in and graded AS IS at the students discretion.

Attendance and attention (using computers for in class work and not social networking) are critical elements in a class of this format. Please inform the professor of any planned absences in advance. **Two unexcused absences will result in a full letter final grade reduction. Greater than two will result failure of the course.**

You are expected to keep current backups on multiple media. **No consideration will be given to students who have lost projects due to computer crashes, the public server being down, or other digital disasters.** Please do not rely solely on a flash drive, portable hard drive, or the department server!

Projects must be submitted as digital copies through Brightspace as single PDF documents. Pay attention to file naming protocols listed on assignment sheets. This will prepare you to operate within an office environment.

Students are encouraged to come to office hours for help outside of class or for discussions on advanced methods, tools, and styles. **Remember that "average" equates to a C letter grade!**

Grading Scale

A/4.0	Excellent; Outstanding; Superior
B/3.0	Good; Above Average
C/2.0	Fair; Average
D/1.0	Poor; Barely Passing
F/0.0	Failure; Unacceptable; Inadequate

Course Evaluation

During the last two weeks of the semester, you will have an opportunity to evaluate this course and your instructor(s). Participation in this evaluation is an integral part of this course. Your feedback is vital to improving education at Purdue University, and in shaping my efforts as an educator.

Student Support

In the event of a major campus emergency, course requirements, deadlines and grading percentages are subject to changes that may be necessitated by a revised semester calendar or other circumstances beyond the instructor's control. Students are encouraged to subscribe to emergency text messages at <http://www.purdue.edu/securepurdue/>

If you anticipate or experience physical or academic barriers based on disability, you are welcome to let me know so that we can discuss options. You are also encouraged to contact the Disability Resource Center at: drc@purdue.edu or by phone: 765-494-1247

If you find yourself beginning to feel some stress, anxiety and/or feeling slightly overwhelmed, try [WellTrack](#). Sign in and find information and tools at your fingertips, available to you at any time.

If you need support and information about options and resources, please see the [Office of the Dean of Students](#) for drop-in hours (M-F, 8 am- 5 pm).

If you or someone you know is feeling overwhelmed, depressed, and/or in need of mental health support, services are available. For help, such individuals should contact [Counseling and Psychological Services \(CAPS\)](#) at 765-494-6995 during and after hours, on weekends and holidays, or by going to the CAPS office of the second floor of the Purdue University Student Health Center (PUSH) during business hours.

Required Texts & Websites

None! Use the web for additional help though be warned that not all videos teach proper technique...

Support and pre-class videos can be found on Dave Barbarash's Youtube channel here:

Recommended Texts & Websites

3ds Max 2008 Architectural Visualization: Beginner to Intermediate - Brian Smith

www.cgarchitect.com

www.cgsociety.org

www.3dtotal.com

www.cgtextures.com (requires account registration)