THE6905 –AutoCAD for Entertainment Design
Spring 2018

Professor: Jennifer Setlow
Office hours: Fridays 8-9 a.m., other times by appointment
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Meetings: Tuesdays 3:15-4:30, Fine Arts A 101

Course Objectives: -To provide students with intermediate and advanced knowledge of AutoCAD
                -To enable students to draft in 2-D and 3-D in AutoCAD
                -To improve student rendering skills and 3-D visualization skills

Tools: Laptop with AutoCAD 2018 (Windows version), 3DS Max, two-button mouse. Access to Lightwright 5

Etiquette: Please turn off all cell phones. If one rings during a meeting, the owner will get a warning—if it rings again during the quarter you will lose 25 points. Anyone texting or answering a cell phone in a meeting without my permission will receive a failing grade.

          Threatening or disruptive behavior will not be tolerated in this class, and any such behavior will be reported to the Dean of Students' office and handled in accordance with the Student Conduct Code: https://sccr.dso.ufl.edu/students/student-conduct-code/

Attendance: Attendance at all meetings is mandatory. More than one unexcused absence will result in a failing grade. Requirements for class attendance (including reasons for an excused absence) and make-up assignments and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx We will start on time, so please be punctual. Late attendance (10 minutes or more) will reduce your grade by 20 points each time, unexcused absences (up to two) by 50 points each time.

Accommodations:
          Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter that must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Coursework:
          Titleblock: You will develop a standard titleblock with editable attributes

          Mini plot: You will copy two positions from an existing plot into AutoCAD and extract the data into Lightwright

          Furniture project part 1: You will draft and dimension a simple furniture set with at least 5 pieces of furniture

          Furniture project part 2: You will draft your furniture in 3-D and then render it

          Lighting your world: You will place your furniture set in a basic environment and light it using custom materials and with at least 4 sources

          Final Project: Draft, render (in 3DS Max) and light a complex setting and create a simple walk-through animation, also in Max

          Final Exam: There will be no written final, but final projects will be presented at the last meeting.

Academic Integrity:

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Student Conduct & Honor Code s(https://sccr.dso.ufl.edu/students/student-conduct-code/) specify a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor in this class

GRADING

Project	Points
Titleblock:	50
Mini plot	100
Furniture project part 1:	150
Furniture project part 2:	200
Lighting Your World:	200
Final Project:	300
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TOTAL POSSIBLE:	1000 points

      Grading is on a simple point scale—there is no curve. Assignments are due on the day specified in the class calendar or in lab. Late assignments will be marked down 10 points a day for the first 2 days they are late and will not be accepted after that. If there is a valid reason why you cannot hand an assignment in on time, please contact the instructor prior to the due date to request an extension. Extensions are granted at the discretion of the instructor. More information on UF grading policies can be found here:
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

Letter grades translation:

A	=930+ points
A-	=900+
B+	=870+
B	=830+
B-	=800+
C+	=770+
C	=730+
C-	=700+
D+	=670+
D	=630+
D-	=600+
E	=below 600

Faculty Evaluations: Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.

Class Calendar
Subject to change

Week 1 (1/9): Introduction to class, creating a drawing,best practices, basic 2-D commands (shapes, lines, modify commands)

Week 2 (1/16): Text, dimensioning, hatch, fill **(Assignment handout: Furniture Project part 1)**

Week 3 (1/23): Plotting, working with images, building custom commands

Week 4 (1/30): Blocks and lighting design in AutoCAD **(Assignment handouts: Titleblock, Mini plot)**

Week 5 (2/6): Basic 3-D commands, working with the UCS and multiple views **(Furniture Project part 1 due)**

Week 6 (2/13): Creating 3-D objects **(Titleblock due, Mini plot due)**

Week 7 (2/20): Modifying 3-D objects **(Assignment handout: Furniture Project part 2)**

Week 8 (2/27): The basics of rendering, creating custom textures

Week 9 (3/6): Spring break (no class)

Week 10 (3/13): Student choice—bring your questions **(Furniture Project part 2 due)**

Week 11 (3/20): Lighting your rendering **(Assignment handouts: Lighting your world, Final Project)**

Week 12 (3/27): Creating a 2-D drawing from a 3-D drawing

Week 13 (4/3): Creating a walkthrough animation

Week 14 (4/10): 3DS Max part 1: rendering **(Lighting your world due)**

Week 15 (4/17): 3DS Max part 2: simple animations

Week 16 (4/24): Present final projects **(Final projects due at end of class)**