

# THE6905 –AutoCAD for Entertainment Design

## Spring 2019

**Professor:** Jennifer Setlow

Office hours: Fridays 8-9 a.m., other times by appointment

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**Meetings:** Wednesdays 10:30-12:30, 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 2019 (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 one) 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/](http://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

**Plot:** You will draft a light plot and section in AutoCAD and extract the data into Lightwright 5

**Scenic project part 1:** You will draft (in 2-D) and dimension a simple set with at least 5 pieces

**Scenic project part 2:** You will draft your set in 3-D and then render it

**Lighting your world:** You will place your set in a theatre, and create and render two simple lighting looks

**Final Project:** Draft, render (in 3DS Max) and light your set based on a defined set of lighting ideas and create a simple lighting 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 (<https://sccr.dso.ufl.edu/policies/student-honor-code-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. Academic integrity violations on any assignments will result in at minimum a reduced or failing grade on the assignment. Any alleged violations of the honor code will be reported to Student Conduct & Conflict Resolution.

## GRADING

<b><u>Project</u></b>	<b><u>Points</u></b>
Titleblock:	50
Plot	200
Scenic project part 1:	100
Scenic project part 2:	150
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/>.

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# 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: Scenic 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, Plot**)

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

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

**Week 7 (2/20):** Modifying 3-D objects (**Plot due**)

**Week 8 (2/27):** The basics of rendering, creating custom textures (**Assignment handout: Scenic Project part 2**)

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

**Week 10 (3/13):** Student choice—bring your questions (**Scenic 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 (**Lighting your world due**)

**Week 14 (4/10):** 3DS Max part 1: rendering

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

**Week 16 (4/24):** Present final projects (**Final projects due 5/1 by 12:30 p.m.**)