

# LARC 1580 - Digital Design Assignments

Arielle Spencer  
Spring 2024  
Clemson University

## AutoCAD (10% of total grade)

### AutoCAD Exercise Final Turn In (100 points)

This assignment will turn in a single PDF file containing all of your AutoCAD exercises at the end of our module.

Assignments/exercises with a lesson number and quizzes are from [MyCADSite.com](https://www.mycadsite.com).

otherwise projects will be introduced in class. You can work on assignments at your own pace as we cover topics or work ahead if you want.

These will be graded primarily on completion and having the proper formatting. Quizzes get full credit if you get at least 75%. Assignments with an asterisk (\*) will be graded on content (criteria will be explained when the project is introduced).

The PDF should contain the following:

Screenshots:

- Name Block Drawing (in-class exercise)
- [Quiz 1](#)
- [Links to an external site.](#)
- Results

A sheet set on your custom layout sheet containing:

- Assignment 3 (Lesson 1-4)
- Assignment 4 (Lesson 1-6)
- Assignment 5 (Lesson 1-7)
- Exercise 10 (Lesson 1-7)
- Assignment 6 (Lesson 1-8)
- Project 3 OR 4 - Cabin (Lesson 2-1) [students choose]
- Tree Types Diagram\* (introduced in class)
- Park Site Plan\* (introduced in class)

[Rubric](#)

## AutoCAD Exercises and Tutorials 1

To review the in-class material and prepare for the next few classes, we will be using tutorials on MyCADSite.com.

Please read through the lessons (you can skim them, they're fairly short) listed below before class on Thursday. I know it looks like a lot but they're fairly short and straightforward and some are reviews of what we covered in class already.

We will be starting most of the exercises together in class but feel free to get a head start on any as you go to lessen any homework. There are some quiz questions at the end of each lesson you can use to test yourself if you want.

Find all the lessons at [MyCADSite](#).

### **Read through these lessons for Thursday 1/18:**

- Lesson 1-1: Coordinate System, Angular Measurement, Entering Points, Terminology
- Lesson 1-2: Introduction to Drawing and Modifying
- Lesson 1-3: Modifying Commands and Object Snaps
- Lesson 1-5: Selecting Objects in AutoCAD
- Lesson 1-6: Move Copy Rotate in AutoCAD
- Lesson 1-7: Powerful Modifying Commands
- Lesson 1-8: Layers, Dimensions, and Text
- Lesson 1-10: Changing the Properties of Objects
- Lesson 1-11: Moving Around Your Drawing

## AutoCAD Exercises 2

Hi All!

Please complete the following exercises before class on Tuesday (1/23).

Remember, these will not be turned in yet, they will be part of the final turn in due at the end of the module (Tuesday, Jan 30). We will be checking and discussing these exercises in class though, so make sure you've completed them.

We have covered enough in class that these should all be doable, if you have any trouble, follow the tutorials in the lessons or reach out to your instructors with questions.

**Note:** you DO NOT need to include the dimensions or annotations on any of these except assignment 6, just copy the geometry itself!

Exercises from [MyCADSite.com](http://MyCADSite.com):

- Assignment 3 - Accurate Input ([Lesson 1-4](#))
- Assignment 4 - Modifying Commands ([Lesson 1-6](#))
- Assignment 5 - New Commands ([Lesson 1-7](#))
- Exercise 10 - Drawing an Object ([Lesson 1-7](#))
- Assignment 6 - Dimensioning ([Lesson 1-8](#))

## AutoCAD Exercises 3 - Tree Diagram Project Info

Hi everyone, here are the exercises after the third AutoCAD class today.

Please take a look at these before our class on Thursday 1/25 and try to start them. You do not need to turn anything in or finish them, but take a look and come prepared with any questions you might have.

For Thursday, please work on the following:

1. Complete [AutoCAD Quiz 1](#)
  1. This is a 45 question, multiple choice quiz based on the MyCADSite level 1 lessons. Some of these you might not know because we skipped some of the tutorials, that's okay! You can take it as many times as you want and it's open internet. To get full credit, score a 75% or above.
  2. **Deliverable:** Screenshot of your final score to show me you completed the quiz
2. Start MyCADSite Cabin Project ([Project 3 or 4 in lesson 2-2](#))
  1. For class, please *at least* choose which cabin design you want to do (3 OR 4), create your file (don't forget to set your units!), set up your layers, and try drawing the outline.
  2. Remember, the cabin only needs to have the walls, simple furniture/fixtures (feel free to find pre-made blocks online), textures, and dimensions. You do not need to include any additional

annotations (text, notes, furniture detail, etc.), Project 3 shows about the correct level of detail (though you can simplify the furnishing details).

3. Start on your tree diagram project (see instructions below).
  1. Before class you should *at least* have determined your tree/plant types and found your reference images. If possible, import your images into a file to work from.

### **Tree Diagram Project**

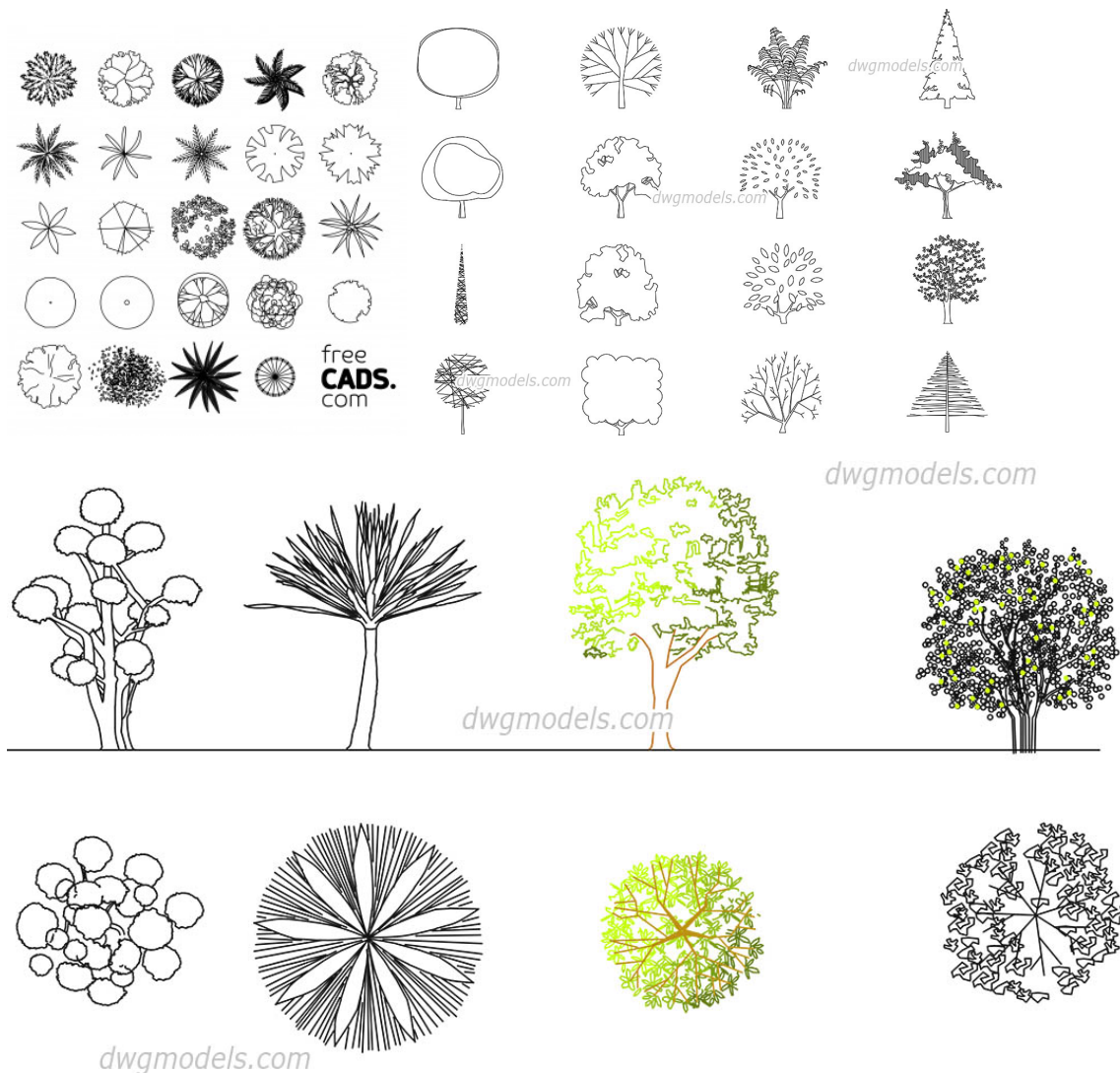
This project practises inserting images into AutoCAD, drawing complex shapes, and making blocks. You will choose **three types** of trees or plants and draw each of them in a **plan (top) view** and **elevation (front) view**. Once they're drawn, **save each one as a block**.

You may choose any trees or plants you want, but think about what you might use often in your work or in our park plan project so you can make whatever is most useful and not have to do extra work!

#### **Basic Steps:**

1. Pick your trees/plants, find your reference images
2. Set up your file, define your layers, set your units
3. Import/attach your images (hint: have them on a reference layer that you can turn off)
4. Trace the basic shapes of each (you can simplify them, it doesn't need to be an exact trace, think of the style you see in your hand drafting last semester)
5. Turn each drawing into a block (make sure you label it properly in the block title)
6. Arrange your diagrams into an organised grid with the plan view in the top row and elevation drawings in the bottom row
7. Label the type of plant above each column
8. Plot the diagram onto your layout sheet and put it in your sheet set (wait to do this step until after our lecture about sheet sets and layout sheets on Thursday!)

For reference, here are some examples of the style I'm expecting:



## AutoCAD Final Exercise - Park Plan Project Info

For this assignment you will be creating a site plan of a park in AutoCAD.

**You can make it as detailed as you want. You do not need to add colour or change line weights, *though this is recommended*. This is one of the only exercises that will be graded on content, so try to make this nice!**

The final plan should be included in your final AutoCAD exercises turn in sheet set. Any *sketches or process documents should be included* in the final turn in PDF (with your screenshots).

You can design the park however you'd like but it must include all the elements below.

**Skills:** drawing, modifying shapes, making blocks, dimensioning, annotating, hatching

**Footprint:** 2 acres (approx 87k sqft), you can determine shape however you want, you do not need to show topography

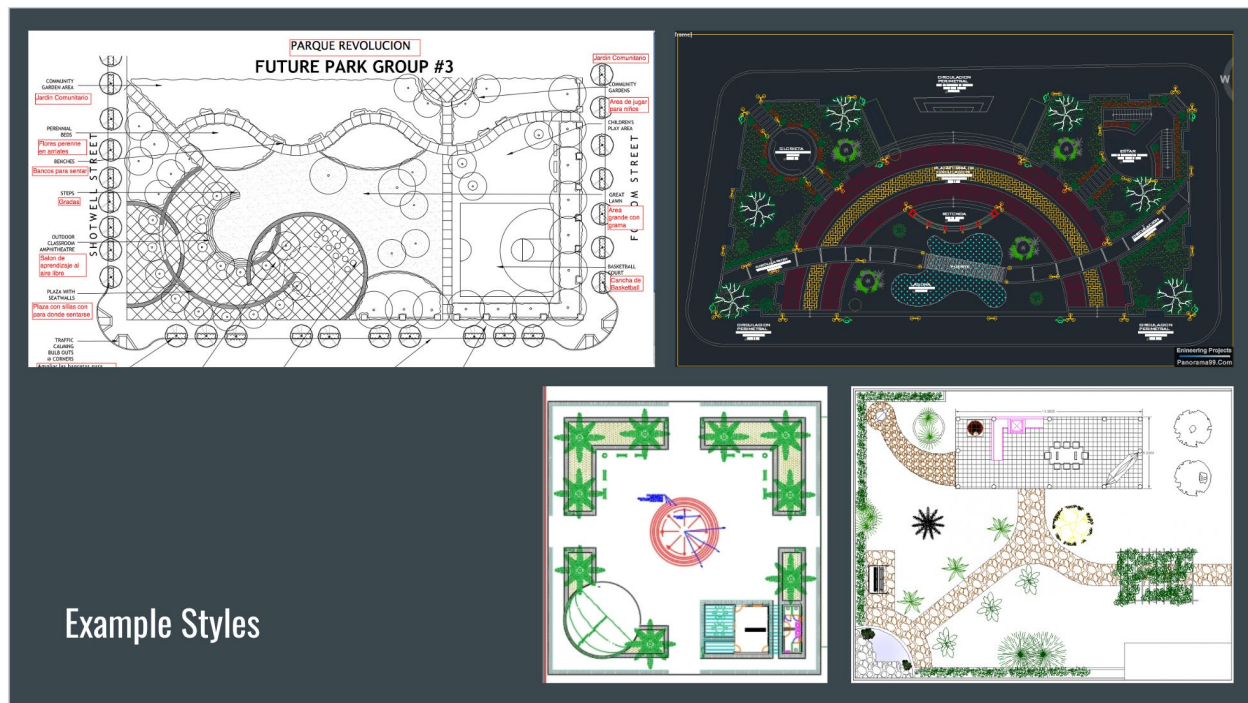
**Required elements:**

- Plants, as blocks (remember, you can start with those from your tree diagram)
- Paths - min 1 path, must be accessible (see [U.S. Access Board's Outdoor Developed Areas Guide](#), pages 18-22 )
- Seating, as blocks (you can find these online)
- Gazebo, any shape or style (look online)
- Pond, any size
- Textural Hatching, not everything but materials like the path or other hardscape and pond should be hatched appropriately
- Dimensions, basic dimensions showing the park size, path size (to show it's accessible), gazebo, pond, etc.
- Annotations (i.e. text labels, materials, etc.), call out any specific materials and label areas such as hardscape, pond, playgrounds, sport courts, etc.
- Must be on your custom title block

**Hint:** Sketch this first! Design on paper, then bring in to CAD (remember, you can import your drawing to trace)

**Hint 2:** Search for blocks and hatch patterns online or use your tree diagrams (you don't need to create everything from scratch)

*Examples of similar styles/levels of detail:*



## SketchUp (10% of total grade)

### SketchUp Final Turn In (100 Points)

This assignment will turn in a single PDF file containing all of your SketchUp exercises and a video (.mp4) file at the end of our module.

These will be graded primarily on completion and having the proper formatting. Assignments with an asterisk (\*) will be graded on content (criteria will be explained when the project is introduced, rubric can be found in the SketchUp park assignment).

#### The PDF should contain the following:

- An exported view of your name model
- Your three views/styles of your lava lamp
- Your park plan project\*
  - Plan view export

- Elevation view export(s) - min one, include as many as you think convey the space
- 5 (min) perspective views (specific views and export styles chosen by the student to best convey the space)
- PDF of your final AutoCAD site plan
- Images/scans of any process work or sketches you made (if any)
- Bullet point notes outlining:
  1. Your process
  2. Any roadblocks you had
  3. Which parts/objects you modelled yourself
  4. What you got from the warehouse
  5. If you edited the warehouse objects at all and if so, how you changed them

**You will also turn in a video file (.mp4) of the animation of your park project.** Remember to order your views in the animation to make the most sense to show off your model.

- To export your video file: **Select File > Export > Animation > Video.** The Export Animation dialog box appears. Navigate to the place where you want to save your video file, name it, and save.

**Reminder:** Files should be named like so:

**LastName\_FirstName\_ClassName\_ProjectTitle.pdf** or

**LastName\_FirstName\_ClassName\_ProjectTitle\_File/MediaType.pdf**

Ex: *Austen\_Jane\_LARC1580\_Exercise01.pdf* or

*Austen\_Jane\_LARC1580\_Exercise01\_Massing.pdf*

[Rubric](#)

## SketchUp Name Model Exercise

Hi All!

Please complete the following exercise before class on Tuesday (2/6).

Remember, this will not be turned in yet, it will be part of the final turn in due at the end of the module (Tuesday, Feb. 13). We will be checking and discussing these exercises in class though, so make sure you've completed them.

We have covered enough in class that this should be doable, if you have any trouble, refer to the posted resources, look online, or reach out to your instructors with questions.

### **Name Model:**

Using the drawing tools we learned, draw a block version of your name and extrude it to be 3D.

Dimensions/scale are up to you, and you can do all caps or title case (only the first letter capitalised) depending on what you prefer, just make sure it's legible and as even in size as possible. Remember to use groups to help keep things together.

Hint: Draw a rectangle first to make an even plane, draw all the letters on it, then delete the plane and extrude your letters.

Just save your model for now, no need to screenshot or export anything.

## **SketchUp Object Model Exercise**

Hi All!

Please complete the following exercise for your final turn in.

We have covered enough in class that this should be doable, if you have any trouble, refer to the posted resources, look online, or reach out to your instructors with questions. There is a full video of how to make the lava lamp you can refer to if you get stuck.

### **Object Model:**

Using the tools we've learned and the in-class exercises, model the lava lamp shown in class (photos below).

Your lava lamp should be made to scale and the lamp should include basic detail, i.e. light bulb, hollow portions such as the base and cap should be hollow (thickness can be anywhere between 0.1" and 0.25" depending on what you think looks best). The three parts - base, bottle, and cap - should be separate groups (you do not need to include the cord).

If you add materials and add the "lava" bubbles inside, you will get 1 point extra credit.

Once modelled, you will save three different views of your choice and export each one as a PNG with a different style (i.e. edge style, faces, etc.).

The three PNG files will be included in your PDF file to be turned in after the module on Feb 20th.

**Dimensions (Overall):** 14.5 Inches (H) x 3.8 Inches (W) x 3.8 Inches (D)

Further dimensions shown in the photo below.

**Lava Lamp Reference Images:**



## SketchUp Park Project Info

Your final project in SketchUp will be a model of the park you designed in AutoCAD which will practise the main skills we've learned in SketchUp.

**Skills:** 3D modelling, manipulating 3D objects, importing files, importing/editing objects, saving views, exporting, animating

**Project Overview:** Using the plan you designed in AutoCAD, make a 3D model of your park.

The model doesn't have to be intricately detailed but should be more than a basic massing model (i.e. plants don't need individual leaves but should be more than a sphere). Topography does not need to be perfect or fully smooth, but there should be some dimension to the site (for example, the pond surface can be lower, your site can have a small grade, or the gazebo sits on a small hill, etc.).

Remember, per the AutoCAD project, your park must meet minimum accessibility guidelines (keep this in mind with topography and the gazebo especially). If you incorporate a playground, there should be at least one accessible activity. Accessibility should be thought about in the experience and not include only wheelchair and able-bodied users. *Going beyond minimum access guidelines is recommended and will result in a higher grade.*

Once modelled, you will save a plan view and at least one elevation view (use as many as you feel best convey the park), and a minimum of 5 perspective views to show off the different areas or aspects of your park. Then, you will make a video animation of your park model using the saved views. Remember to order your views in the animation to make the most sense to show off your model.

### Must Include:

- Everything from the AutoCAD project (i.e. path, plants, seating, pond, gazebo)
- At least one object must be modelled by you (i.e. seating, gazebo, playground equipment, fence, etc.)
- Plan view export
- Elevation view export(s) - minimum one, include as many as you think convey the space

- Perspective views - minimum five, specific views and export styles chosen by the student to best convey the space
- PDF of your final AutoCAD site plan
- Images/scans of any process work or sketches you made (if any)
- Video file (.mp4) of your project animation
  - To export your video file: **Select File > Export > Animation > Video.** The Export Animation dialog box appears. Navigate to the place where you want to save your video file, name it, and save.
- Bullet point notes outlining:
  1. Your process
  2. Any roadblocks you had
  3. Which parts/objects you modelled yourself
  4. What you got from the warehouse
  5. If you edited the warehouse objects at all and if so, how you changed them

**Hint:** Import your plan from AutoCAD to trace and extrude, you don't need to remake your park!

**Hint 2:** If there is anything you need to work out moving from 2D to 3D, sketch it first. Design on paper, then bring in to SketchUp (remember, you can import your drawing to trace if you need).

**Hint 3:** Search for objects in the warehouse and edit them to be what you need, especially difficult organic shapes like plants!

[Rubric](#)

## Photoshop (10% of total grade)

### Photoshop Final Turn In (100 points)

This assignment will turn in a single PDF file containing all of your Photoshop exercises at the end of our module as well as your two photoshop files (.psd) of your renderings. So you should upload 3 files total to Canvas.

These will be graded primarily on completion and having the proper formatting. Assignments with an asterisk (\*) will be graded on content (criteria will be explained when the project is introduced).

**The PDF should contain the following:**

- Your final fantasy castle image
- Your 1970s room collage featuring your lava lamp
- Your park plan project\*
  - Plan view with appropriate textures and shadows
  - 2 perspective views - one day and one night - with appropriate textures, shadows, scale figures, etc. (see park assignment for full details)
  - Your final AutoCAD site plan
  - Your final SketchUp site plan
  - The SketchUp perspective views you used for your renderings
  - Images/scans of any process work or sketches you made (if any)
  - Bullet point notes outlining:
    1. Your process (i.e. what you did, how you approached it, what you looked for style-wise, etc.)
    2. Any roadblocks you had

[Rubric](#)

## Photoshop Fantasy Castle Collage

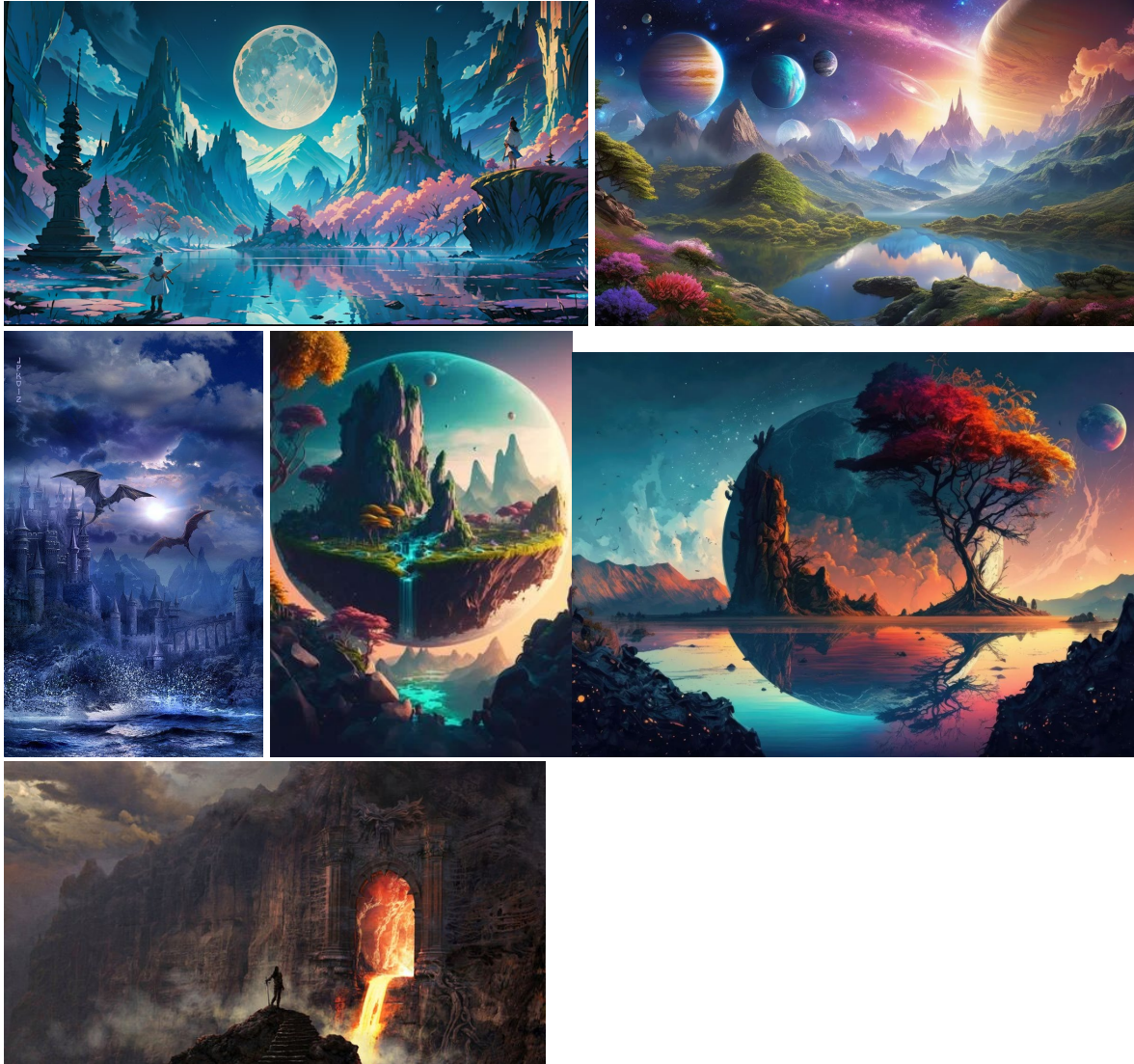
Using the base we made in class, create a fantasy landscape image.

**Part 1:** Build out the landscape we started in class through a collage of images, textures, effects, and adjustments. **This must be done before class on Tuesday 2/20 so we can continue together!**

**Part 2:** Use the additional painting techniques and tools we discussed to enhance your image and add atmosphere to create a cohesive finished image.

You're not limited to the things we did in class, make your landscape creative and magical with exotic nature, land formations, water elements, architecture, magical creatures, etc. Let your imagination run wild!

Some inspiration images:



## Photoshop Lava Lamp Scene

Using the lava lamp model you made in SketchUp, export a view of your model and **make a collage scene of a 1970s room with the lava lamp**. Think shag carpets, paisley and peace signs, bright colours, bean bag or egg chairs, beaded curtains, record players, whatever you want to help it feel groovy! You can do any type of residential room, living room, bedroom, lounge, kitchen, it just needs to make sense and feature your lava lamp.

Combine photos you find online and use the tools we've learned in class to make your room with a glowing lava lamp. Remember to make sure highlights and shadows are on the correct sides, objects cast appropriate shadows, and things have appropriate scale.

Have fun!

Some inspiration images:



## Photoshop Park Project Info

Your final project in Photoshop will be a rendering of the park you designed in AutoCAD and SketchUp which will practise the skills we've learned in Photoshop.

**Skills:** importing images, collaging, creating clipping masks, working with adjustments, adjusting lighting and shadows, etc

**Project Overview:** Using the plan you designed in AutoCAD and model you built in SketchUp, create a textured plan view and day and night time perspective renderings of your park.

Remember, per the previous projects, your park must meet minimum accessibility guidelines (keep this in mind with topography and the gazebo especially). If you incorporate a playground, there should be at least one accessible activity. Accessibility should be thought about in the experience and not include only wheelchair and able-bodied users. *Going beyond minimum access guidelines is recommended and will result in a higher grade.*

**Plan:** Using your exported plan, bring in textures and materials and any other items to bring your plan to life. Be sure to have appropriate highlights and shadows.

**Perspectives:** Using perspectives exported from your model (they can be the ones you turned in or a new one), bring in textures, materials, and any other items to create *an engaging scene of your park being used* in a daytime context and another in a nighttime context. Your renders should have appropriate materials, highlights, and shadows (including cast shadows) and include appropriately scaled (and preferably diverse) *people using the space* (not just standing there). Your nighttime render should also include illumination from any light sources you have in your park.

### Must Include:

- Everything from the AutoCAD and SketchUp projects (i.e. path, plants, seating, pond, gazebo)
- At least one clipping mask (though you will likely use many)
- At least one saved selection
- At least one adjustment layer
- At least one layer style/effect (i.e. shadows, glow, etc)
- People using your park
- Illuminated light sources
- Plan view with appropriate textures and shadows
- 2 perspective views - one day and one night - with appropriate textures, shadows, scale figures, etc. as specified
- Your final AutoCAD site plan
- Your final SketchUp site plan
- The SketchUp perspective views you used for your renderings
- Images/scans of any process work or sketches you made (if any)
- Bullet point notes outlining:
  1. Your process (i.e. what you did, how you approached it, what you looked for style-wise, etc.)
  2. Any roadblocks you had
- You will also turn in your photoshop file for each view so we can see your layers and that you used the various tools we asked for (*remember to name and organise your layers! Unnamed, confusing layer structures that make it difficult to tell what you did will result in point deductions*)

# InDesign (10% of total grade)

## InDesign Exercises Final Turn In (100 points)

This assignment will turn in **three separate PDF files**, each containing an InDesign exercise at the end of our module, see details below.

For inspiration, see images below (note, these may or may not have all the required elements, they're just to show basic ideas)

Deliverables:

1. A PDF of your one page **About Me Infographic**
2. A single PDF of your three page **Tree Diagram Infographic**
3. A single PDF of your **Park Project Presentation Board**

**Remember to name your files correctly!**

**LastName\_FirstName\_ClassName\_Assignment.pdf**

### About Me Infographic:

- This should be a **single 8.5"x11" page** (can be portrait or landscape) and include your **name, a photo of you, and whatever info you want.**
  - You can include things like your hometown, your favourite colour or hobby, how many siblings you have, what you're interested in, why you chose landscape architecture, etc.
- It can be more professional or playful but **should be well designed, thoughtfully arranged, creative, and cohesive.**
  - Don't just stick to a plain grid, have fun with your layout!
- Use **at least two character styles** in your text and use **bullets**.
- Include a **link to your website** from studio (if you do not have a website, like for those not in a studio, just link to the Clemson landscape architecture website).

### *About Me Infographic Inspiration:*



I'm currently working as a freelance graphic designer based in Ipswich. I am a new passionate graphic designer, who loves drawing, and creating new designs, using enthusiastic ideas. Currently looking to take the extra out of the ordinary of design into new fields.

-  Molly.MP.Design@gmail.com
-  Behance.net/MollyMPDesign
-  MollypageDesign.myportfolio.com



I sell in the Portland city limits and westside Metro area (Beaverton, Hillsboro, Lake Oswego, Tualatin/Sherwood).

**99.71**  
SOLD PRICE/  
LIST PRICE  
RATIO

This means  
that, on  
average, my  
listings sell  
for 99.71%  
of the  
asking price.

- 1 Remove yourself from the home. Personal photos, signs of your pets, plus sports, political or religious memorabilia.
- 2 Consider the scale of your furniture. The wrong scale can make a room seem much larger or smaller than you want.
- 3 Notice and tend to the details. Paint touch ups, and fix broken lights. Showing attention to the small things indicates to buyers that you've also tended to the big things.

LOWEST SALES PRICE  
**\$68,000**

(And, I've been known to bake cookies for clients.)

My dad, mom, sisters and brother-in-law are all agents. I was born at Emanuel Hospital and grew up in Beaverton.

My total sales since July 2012.  
That's 60 houses (and counting).

**SLY** ... I dream of an ...  
**ADU IN MY BACKYARD**  
... MIDCENTURY

Here's the proof: [www.SaraLovesPortland.com](http://www.SaraLovesPortland.com)

Sara Loves Portland is a record of cool places and things in Portland, combined with stories from my life. I'm trying to discover every part of this city, and I'm doing it one shopping trip, bike ride and meal at a time.

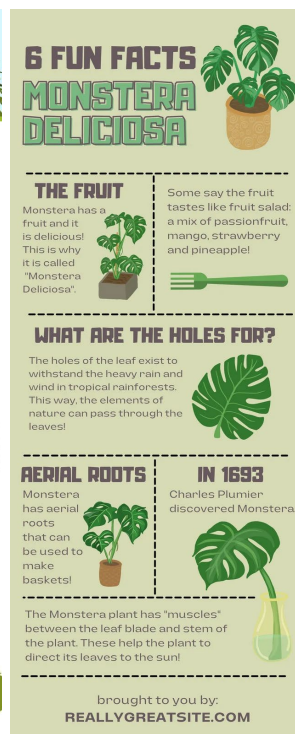
... I dream of an ...  
**ADU IN MY BACKYARD.**  
 I love a **MIDCENTURY**  
**MODERN** and  
 I **RENOVATED** a  
 1970s ranch to look  
**DOWNRIGHT COOL.**



## Tree Diagram Infographic:

- This should be a single three page PDF (dimensions and page orientation are up to you, no smaller than 8.5"x11") of the three trees/plants you drew in AutoCAD, one page for each plant, and will act as *a fast fact sheet for the plants*.
- Include the plan and elevation views from AutoCAD, a photo, the common name, the scientific name, and basic info about the plant (for example, where it grows, where it is native to, how much sun it likes, growing season, whether it's ornamental, if it has any uses like cooking or medicine, etc.), plus any fun facts you can find.
- Try to include additional graphic elements such as maps, charts, or page elements like dividers, blocks, etc.
- Use at least 3 Paragraph styles (i.e. heading, subheading, body text) and have columns somewhere in your infographic
- Your infographic should be informative and well designed, thoughtfully arranged, and cohesive (remember you can bring graphics into other programs like Photoshop or Illustrator to edit them before adding them into your infographic).

### Tree Diagram Infographic Inspiration:





## Park Project Presentation Board

- This will include all the work you've done to develop your park and should be laid out to present the project (think, review board)
- Pick a *graphic style/theme* that goes with your park and design your board around it

- Include **additional graphic elements** such as maps, charts, or page elements like dividers, blocks, etc.
- You should have a **title block** with the *name of your park, your name, the semester (Spring 2024), and the class name*
- You should have **multiple paragraph and character styles**; think title, headings, body text, captions, etc.
- A 1-2 paragraph **description of your park concept and design process**
- Add additional context to your project by including a **location** (can be general, just think what city it might be in and whether it is more urban, suburban, rural. Is it a community park, part of a neighbourhood, on the grounds of a facility, etc?), **audience**, and **accessibility info**. This includes:
  - 1-2 sentences about the **location context**
  - 3-4 sentences explaining **who are your users** and what is the **user experience** of your park
  - 3-4 sentences detailing the **accessibility and inclusive elements or philosophy** of your park
- Images should have **captions** to say *what they are* and *what program was used*
- Add **annotations** where appropriate (descriptions, material callouts, accessibility features, interactivity features, safety features, places for events, etc.) (see meditation garden example image below)
- Images should include:
  - Your final **AutoCAD site plan**
  - Your **SketchUp site plan, elevation(s), and perspective views**
  - A **link** to your SketchUp animation
  - Your **textured plan view rendering** from Photoshop
  - Your **2 Photoshop perspective view renderings**, day and night
  - Images/scans of any **process work or sketches** you made (if any), inspiration images, material images, etc.
    - *Even if you did not initially make sketches, you should have something to show process and/or detail so look for references and materials or other things that you think make sense to show your project and help demonstrate your design thinking and process*

## **Park Project Book Inspiration:**



## Rubric

# Extra Credit Project

## Project Pipeline Extra Credit Project (15 points possible)

Redesign the on-campus amphitheatre space across from Cooper Library to be an outdoor student space.

1. Come up with your concept for what sort of space you will design and draw a basic sketch or bubble/block diagram.

2. Use the provided site plan dxf file to draft your basic site in AutoCAD. Include major topography changes and any major elements you are adding.
3. Make a basic white massing model in SketchUp. This should include the mass of surrounding buildings, the pond, and the site with appropriate elevation changes. While you should make this nice enough that you'd be able to show it to people, think of this as a rough model. You do not need materials and you can include as much or as little detail as you want in order to help yourself in Photoshop; essentially basic shapes to help with scale and perspective.
4. Export a plan view (parallel projection, not perspective) and one perspective view from SketchUp. Export an axonometric or isometric style view of the overall model.
5. Add colours, labels, and basic dimensions to your plan view (find dimensions in AutoCAD or SketchUp and just add them as text and lines). This is supposed to be a master plan - more of a diagram as opposed to a rendering, so you don't need textures/materials, keep it clean and informative.
6. Add textures/materials, objects, light, atmospheric elements to your perspective view to make a beautiful and detailed piece of concept art of the space being used. You can incorporate photos of the surrounding area (the site is on campus, go take whatever photos you need!), objects you find online, hand drawings, photos of students on campus, etc. Make sure you show people using or interacting with the site!
7. Bring all your elements into InDesign to make a presentation board (22"x34"). This should include your diagrams/sketches, the drafted plan, your axon/iso view of your massing model (SketchUp), your master plan (the plan view from SketchUp and Photoshop), your perspective rendering (this should be the primary element on the board), and a description of your concept. The description should go over what your space is and how students will use it, the goals or key ideas of your project (i.e. health, sustainability, accessibility, etc.), why you thought this was a good addition to campus (explain the problem and how your concept addresses it; does it address a missing need, does it add a new amenity, is it to promote health or education, etc.), how you approached the design process, and anything else you feel helps communicate your project.
8. Export your board as a PDF and submit it to canvas here.

Total points possible: 15

- 5 points for completing the project

- 10 points for quality

## Video Tutorial Group Project (15% of total grade)

### Video Tutorial Final Turn In [Team score] (65 points)

#### Project Description:

This is graded on the content and quality of the video itself and all team members will have the same score.

Videos should be **approximately 2-5 minutes** worth of good content. Slightly shorter or longer is okay, but too much shorter will begin to lose points.

Tutorials should be on **how to do a useful task** in one of the four programs we have covered, AutoCAD, SketchUp, Photoshop, or InDesign, and be *complex enough to fill the time with quality content*. Think of topics that you would have found useful to see tutorials on during the class up to this point. *Try to go beyond the basics of what we covered directly in class*, think of additional tools we didn't talk about or how to combine multiple tools to accomplish something.

The videos should be scripted, recorded with good video and sound quality (use school resources like the Cooper Library recording studio!), and well edited so it is clear, concise, and professional.

Each group member should participate in the narration (as well as the research and their assigned role) and should introduce themselves at the start of the video.

The video should open with a well designed title card that says what the tutorial is on (think of a youtube thumbnail) and should have a credits card at the end that lists all team member names, their chosen role, the class, semester (Spring 2024), professor, and Clemson University. Make these text slides look nice graphically, not just plain text on a white background (you can design your cards in InDesign or Photoshop), this is your thumbnail!

You may use any video editing software you want (ex. Adobe Premier Pro, Final Cut, iMovie, etc.).

You will be uploading your final video to Youtube (make sure your settings allow me to see it!) and submitting a link to your Youtube video.

Your video should have caption capabilities (use your script and just edit it to fit any minor changes).

Keep in mind that these videos may be shared with future students so make them high quality, professional, and informative!

### Deliverables (for the whole project):

All deliverables should be submitted on behalf of the team by the project manager (except the team member assessments).

- Discussion post with group member names and roles, topic, and proposal
- PDF document of your script
- PDF or image files of your title card and credits card
- Link to your Youtube video
- Team member assessments (these will be submitted individually by each team member)

### Grade Breakdown:

This project is 15% of your final grade. Each assignment is graded out of 100 points and will be weighted as follows:

- Team Signup and Project Proposal - 10%
- Script - 10%
- Graphics - 5%
- Team member assessment (completing the quiz) - 5%
- Team Score - 50%
- Individual Score - 20%

### Team Signup and Project Proposal (10 points)

Form yourself into **teams of 3** to create your video tutorial (add yourself into a Canvas group).

For each group, determine who will take the following roles:

- Project Manager: Organises group, keeps schedule, main point of contact who will submit all deliverables
- Writer: Creates outline, writes script
- Editor: Filming the actual tutorial, organising equipment, editing the final video

- [For the group of 4 only] Graphic Designer: In charge of making the title card, credits, and thumbnail graphics

While each student will have a primary role, this project is collaborative and work should be done collaboratively by all team members with the given role taking charge of the activities under their responsibility.

Note that there is NOT one Researcher role or one Actor/Narrator role. This is because all team members should be equally participating in research and should be participating in the actual tutorial filming.

At the end of the project, there will be self and group evaluations about how equally work was distributed, how much each person participated, and how well everyone collaborated as a team and the results of this evaluation will influence your individual project grades.

The videos should be clear, informative, well made and edited, and meet a very high standard. These tutorials should be able to be used to teach future students so approach them with that in mind.

**Each group (or group's Project Manager) should post the following here:**

- The names of all group members and their role
- The software you will explore
- The particular topic you will create a tutorial about
- A one sentence description of what your tutorial is on and how you plan to approach it

Please Note: Each team should have a DIFFERENT TOPIC on a first come, first served basis. If a group has already chosen your topic, choose something else or talk with that group about switching. Topics may be similar or have some overlap, but they should not be teaching the exact same skill or tool.

I would recommend creating your groups based on what program or skill you're interested in rather than just working with your friends.

Video Tutorial Script (100 points, weighted to 10 points)

Video Tutorial Graphics (100 points, weighted to 5 points)

Video Tutorial Individual Score (90 points)

- 65 points from team score (includes script, graphics, & tutorial quality score)
- 10 points from proposal/signup
- 5 points from completing team assessment
- 20 points from individual score (based on team feedback)

## Project I - Working Digitally (15% of total grade)

Project I Topic (5 points)

Please post what project you will be using for our Project I by Friday night March 8 at 11:59pm.

You will choose either:

1. Lee Hall Courtyard
2. Your current studio project (define what the project is generally)
3. Grad project (grad students, just say grad project and we will continue to define it over email)

## Project I: Working Digitally - Undergrad In Studio (100 points)

Using a hand-done/analogue studio project, either last semester's Lee Hall Courtyard or this semester's current project, bring the project through the phases of the digital design pipeline to create a final presentation board. This will require going from hand drawn or drafted plans, sketches, and diagrams to plans drafted in AutoCAD, massing models created in SketchUp, drawings/renderings in CAD and Photoshop, and diagrams in InDesign presented on a well designed presentation board in InDesign.

Given the variety between projects, the requirements for the different projects are listed below.

Grade Breakdown:

- Topic post - 5%
- Deliverables, properly formatted - 10%
- 90% review (presentation, submitted on time, appropriate level of finish) - 15%
- Final submission - 70%

## Lee Hall Courtyard Project:

The basic steps for the Lee Hall Courtyard project are as follows:

You are provided with a basic AutoCAD file of the Lee Hall Courtyard which you will edit and refine as necessary, then use to create a white massing model, then make the appropriate drawings/renderings, and finally assemble a presentation board.

For those who **WERE** in studio last semester and have their design, you will follow the basic process above to create the following deliverables:

### Deliverables:

1. PDF presentation board (22"x34") containing:
  1. Dimensioned CAD plan (this should include a north arrow and scale bar, plus your section line)
  2. Massing model, axonometric view
  3. Section cut drawing w/ poche, technical (CAD) with rendered detail (sections should include scale figures)
  4. Perspective rendering, detailed (renderings should include people using the space)
  5. Concept statement
  6. User study diagram, digital
  7. Master plan (this is your existing hand-drawn plan to be scanned)
  8. Location context (i.e. map and description)
  9. Title block
    1. Includes project title (i.e. the title of your design), Your Name, Project I: Working Digitally, Class, Semester

## For those doing this semester's studio project:

You will draft your site in AutoCAD, then create a white massing model in SketchUp, then make the appropriate drawings/renderings, and finally assemble a presentation board.

## Deliverables:

1. PDF presentation board (22"x34") containing:
  1. Dimensioned CAD plan (this should include a north arrow and scale bar, plus your section line)
  2. Massing model, axonometric view
  3. Section cut drawing w/ poche, technical (CAD) with rendered detail (sections should include scale figures)
  4. Perspective rendering, detailed (renderings should include people using the space)
  5. Concept statement
  6. Diagram (type depends on project)
  7. Location context (i.e. map and description)
  8. Title block
    1. Includes project title (i.e. the title of your design), Your Name, Project I: Working Digitally, Class, Semester

## [Rubric](#)

### Project I: Working Digitally - Undergrad Not In Studio (100 points)

Using the Lee Hall Courtyard, bring a project through the phases of the digital design pipeline to create a final presentation board. This will require going from hand drawn or drafted plans, sketches, and diagrams to plans drafted in AutoCAD, massing models created in SketchUp, drawings/renderings in CAD and Photoshop, and diagrams in InDesign presented on a well designed presentation board in InDesign.

#### Grade Breakdown:

- Topic post - 5%
- Deliverables, properly formatted - 10%
- 90% review (presentation, submitted on time, appropriate level of finish) - 15%
- Final submission - 70%

## Lee Hall Courtyard Project:

The basic steps for the Lee Hall Courtyard project are as follows:

You are provided with a basic AutoCAD file of the Lee Hall Courtyard which you will edit and refine as necessary, then use to create a white massing model, then make the appropriate drawings/renderings, and finally assemble a presentation board.

For those who **WERE NOT** in studio last semester and don't have a design, you will follow the basic process above to create the following deliverables based on the existing courtyard, though you are welcome to make whatever design changes you'd like:

Deliverables:

1. PDF presentation board (22"x34") containing:
  1. Dimensioned CAD plan (this should include a north arrow and scale bar)
  2. Massing model, axonometric view
  3. 2 perspective renderings, 1 detailed, 1 basic (renderings should include people using the space)
  4. Concept statement - how you would describe the existing space or your concept for changing it
  5. Diagram (we can discuss this further but this could be a user study, a sun diagram, or a detailed master plan)
  6. Location context (i.e. map and description)
  7. Title block
    1. Includes project title (i.e. the title of your design), Your Name, Project I: Working Digitally, Class, Semester

## Rubric

### Project I: Working Digitally - Grad (100 points)

Using a previous or current project, bring the project through the phases of the digital design pipeline and improve your deliverables through digital design skills to create a final presentation board and a layout that can be used in your portfolio.

#### Grade Breakdown:

- Topic post - 5%
- Deliverables, properly formatted - 5%
- 90% review (presentation, submitted on time, appropriate level of finish) - 15%
- Final submission - 75%

#### Grad Student Project:

You will select a digital project you've done and refine it using a combination of the tools we've learned. Your refinements should be significant enough to be noticeable and employ multiple tools and methods. Assemble a board in InDesign of the before and after explaining the project and discussing your process. You will also turn in a second layout which should be a portfolio page of the project with the new pieces included, either an update to an existing portfolio page or, if you don't have one, a layout of the project that could be put into your portfolio.

#### Deliverables:

1. PDF board or spread showing project before and after
2. PDF portfolio page/spread

#### [Rubric](#)

## Project II (20% of total grade)

### Project II (100 points)

Using the studio project for the gardens at Clemson Downs, you will focus on two deliverables, one perspective/axon and one section. Graduate students will also work on their digital model.

- Undergraduate students in studio will use their chosen portion of the project and enhance the deliverables for your studio presentation board.
- Undergraduate students who are not in studio will be provided with a CAD map and massing model to work from. They have the choice to work individually or in a group to come up with a basic design for the garden that they will use for their individual work.

- Graduate students will enhance the digital deliverables for their project.

**Perspectives** should be cohesive, detailed renderings in your chosen visual style that convey the space in a clear and engaging way. The view should be from a person's point of view, in the space, to convey the user experience. Renderings should include people actively engaging in the space and should have details to help the space feel real, vibrant, and inhabited, as well as communicate the intentions and use of the space. Your style does not need to be realistic, but must be cohesive and look like a single piece with appropriate scales, textures, shadows, etc. *Remember, your figures should represent the expected users for the space.*

**Sections** should be clear, legible, and detailed. They should clearly convey the space you're showing and should be chosen carefully. They should preferably show the same area as the perspective rendering to help place us in the space and understand your design. Your section must be drafted to scale and include a scale bar and scale figures. You should use your chosen visual style to help communicate your design and use annotations, dimensions, material callouts, and other annotative and diagrammatic tools to make this piece both beautiful and informative. A section-elevation is expected, but if you can make me a strong argument for doing a section or section-perspective instead, I will be flexible, *but you will need to clear it with me ahead of time.*

30% Review - Tuesday, 4/9

Bring your project so far, printed, to present and critique in groups of 3-4. You must have your work printed (2 sheets of 8.5x11 is fine) and you should have made some attempt at starting both deliverables (non-studio students can still be working on the design). Give each other useful feedback and talk through any issues or process as well as your design and aesthetic intentions. This is a great chance to work through issues, get ideas, and come up with your plan, so take it seriously!

**UPDATE:** *You should have some sort of mood board showing examples of the aesthetic styles you will be going for in your deliverables (the content of the image isn't important, just the style you like), you can put together a quick collage on google slides or print a pinterest board or whatever works to communicate the visual style you want. This should be printed in colour but can be 1-2 8.5x11 pages. You should also have some way to show the two sections and perspectives you will do, you can print or draw the site or your master plan with section lines, and indicate which you will be developing for this class. Finally, make some sort of rough*

*thumbnail sketches to show the basics of what you'd see in your section and perspective. These can be hand drawn or digital, but anything digital must be printed.*

90% Review - Thursday, 4/18

You will pin up and present your final components as printed sheets (print each on 11x17 so they can be seen). Each student will have 1 minute to describe their concept, aesthetic intentions, process, and/or ask any questions they want feedback on, then there will be 1-2 minutes for feedback from the class. Your work should be essentially finished, high quality, and show your project to advantage as well as demonstrate the digital skills you have learned through this class. This is your chance to get final feedback on your deliverables before your review in studio so make it count!

Final submission - Tuesday, 4/23

You will turn in:

- (1) your final board(s) from studio (*non-studio students turn in any additional process work you made*)
- (2) a pdf of:
  - your perspective view
  - your section view
  - your digital model, however many views you think convey it well (*grad students only*)
    - *if you're doing a physical model only, please submit photos of the model (you can use these as the base of your rendering) and use your master plan as the third deliverable*
  - a paragraph/several bullet points describing:
    - your thinking and design process
    - your aesthetic inspiration
    - what programs, tools, and skills you used
    - how well you feel the final product met your goals and expectations
    - what skills you feel you really developed during this class and what skills you feel are still the weakest or want to develop more
    - any additional info or context that would be helpful

Grade Breakdown:

- Process Notes/Diagram - 5%

- Deliverables, properly formatted - 5%
- 30% Review (printed, participating in useful feedback) - 5%
- 90% review (presentation, submitted on time, appropriate level of finish) - 15%
- Final submission - 70%

## [Rubric](#)

# Attendance and Participation (10% of total grade)

## Active Participation (10 points)

Participation and engagement in class (5), during 30% group reviews (2), and comments during 90% reviews (3)

## Roll Call Attendance (100 points)

## Announcement Response (5 points)

## Last Semester Final Project Submission (5 points)

This should be scans or photos of whatever final work you have (drafting, rendering, analysis, models, etc.) in any digital format you want, but please **combine everything into a single file**. We will be talking about the project in class on Tuesday in preparation for our Project I which will be introduced on Thursday.

*This will be graded on completion and count toward your participation grade.*

For those of you who were not in a studio last semester, you can submit anything you've previously done that would be relevant (individual design work, high school design work, etc.) if you have it. If you don't have anything that's relevant, put a note that you weren't in studio in the text box.

