



INTERIOR  
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INSTITUTE

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# Syllabus

Course **200 Architectural Drafting:**

## SketchUP

### Software SketchUp

Students are required to match the software versions currently installed in the IDI computer labs. If you are unsure, ask before you purchase and install.

### Hardware

Students are required to have a computer that can run windows, as well as a three click mouse with a scroll wheel.

See college requirements for computer hardware available at the front desk, or online.

### Grading

#### **POINT DISTRIBUTION FOR WEEK 7-12:**

Project (see project grade sheet): 75 points  
Hardware and Software requirements preloaded for Class 7 : 25 points  
Project process deliverables (2 at 35 points each): 70 points

Total: 170 points

Grades will be combined with points from Weeks 1-6 for one final grade for the class.

### Late Work

Late work will only be accepted up to one week after the due date for Project Process Deliverables only. All late work will be deducted 15 initial points and will be subject to further point deduction based on any missing items from the Deliverable Requirements. No points will be

given for late work past one week from the original due date. No late work will be accepted for the Final Project or Quiz.

## **CLASS 7: Basic Model Creation:**

**Due at the beginning of class:** Students must have a windows computer as well as a three click mouse including scroll wheel for first and every Sketchup Class. Students are to have Sketchup preloaded prior to the start of Class 7. See Sketchup Downloading instructions handout.

### **Lecture:**

*Downloading software*  
*Instructor; Window > Instructor*  
*Orbit (scroll button - use as a button)*  
*Pan (scroll button - shift + click)*  
*Zoom (scroll)*  
*Zoom Window (shift + ctrl + w)*  
*Zoom Extents (shift + z)*  
*Rectangle (r)*  
*Axes; red, green, blue*  
*Inference engine: hover; Endpoint, Midpoint, Intersection, on face, on edge*  
*VCB (Value Control Box)*  
*Push Pull (p)*  
*Select; left/right, number of clicks*  
*Faces*  
*Edges*  
*Delete (Not erase)*  
*Undo (ctrl + z)*  
*Save (including saving to previous versions)*

### **Items to note:**

*Esc is not the same as in AutoCAD*  
*Use the spacebar, and Ctrl + T*

### **Exercise A:**

*10' x 10' room example, with a 4' square window*  
*Remember to save your 10' x 10' room for future in class exercises.*

## **CLASS 8: Basic Model Creation (Cont'):**

### **Lecture:**

*Scenes; Window > Scenes*  
*Move / Copy (m / m + ctrl)*

*Group creation (select, then right click)*  
*AutoCAD saving to earlier versions*  
*Import; Import a CAD file*  
*Line (l)*  
*Circle (c)*

*Measure (t)*  
*Offset (f)*  
*Arc (a)*  
*Follow me; Tools > Follow me*  
*Printing*  
*Export, Export Options*  
*Export Resolution*

**Exercise B:**

*Add trim to 10'x10' room, at the window*

**Exercise C:**

*Add trim to 10'x10' room: base and/or crown*

**Exercise D:**

*Export your 10' x 10' room as a .png*

**CLASS 9: \_ Lab Day:**

**Work on Deliverable 1:**

*Build a lobby from provided AutoCAD file*

**Deliverable 1 Requirements:**

35 points: 5 points for each category:

1. Assignment is turned in as a .png
2. Assignment has a min. resolution of 3600 x 1800 ppi
3. Room scene shows floor, ceiling, and min. 2 walls and one window opening
4. All walls and room partitions have been drawn
5. All floors have been drawn
6. All ceilings have been drawn
7. All trim has been added: window trim, base and crown (if crown and window trim is appropriate to the design)

**CLASS 10: \_ Model Modification and Presentation and Refinement:**

**Due at the beginning of class: Deliverable 1**

**Review:**

*Questions from Deliverable 1*

**Lecture:**

*Materials (b)*  
*Custom materials; B, then Alt to select existing material,*  
*Select Create Material, rename, scale for*  
*non-repeating materials*  
*Shadows; Window > Shadows, Settings*  
*Camera > Field of View*

*Component; Window > Component, Warehouse  
Component creation; Right click context menu,  
component implications, change color example,  
Use Details to create a collection  
Styles; Window > Styles  
Custom Style for speed; Create New Style, edges only,  
no transparency, turn off background, no  
watermarks, turn off section planes and hidden  
geometry  
Custom style for Watermark background image  
Navigation tips; Camera>Look Around, Orbit, Shift to  
Pan, Walk, Position Camera with plan view,  
Standard Views; Camera > Standard Views,  
Utilize Scenes for navigation*

**Exercise E:**

*Add shadows to your 10' x 10' room*

**Exercise F:**

*Add materials, styles, and furniture to the 10' x 10' room*

**Deliverable 2 (homework):**

**Deliverable 2 Requirements:**

35 points: 5 points for each category:

1. Assignment is turned in as a .png
2. Assignment has a min. resolution of 3600 x 1800 ppi
3. All model requirements from Deliverable 1 are included
4. Windows with glass and casings have been added
5. Built in reception desk has been blocked in
6. Furniture items have been added (1 minimum)
7. Shadows have been included

**CLASS 11: \_ Lab Day:**

**Due at the beginning of class: Deliverable 2**

**Review:**

*Questions from Deliverable 2*

**Work on Final Project  
(see grading rubric)**

**CLASS 12: \_**

**Due BEFORE the beginning of class: Final Project**

**Student Presentations of Final Projects**