



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 8-12:**

Project (see project grade sheet): 70 points  
Hardware and Software requirements preloaded for Class 8 : 10 points  
Quiz : 20 points  
Project process deliverables (2 at 35 points each): 70 points

Total: 170 points

Grades will be combined with points from Weeks 1-7 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 8: 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. It is not recommended to buy a trackball mouse for this class unless the student already owns and is comfortable using this type of mouse. Students are to have Sketchup preloaded prior to the start of Class 8. See Sketchup Downloading instructions handout. If a student decides to use a non Windows computer, they are responsible for learning certain tools in their own time, as the user interface is not the same between Mac and Windows.

#### **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)*  
*Measure (t)*  
*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 9: 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)*  
*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 10: \_ 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 have 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 11: \_ 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*

**If time:** *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 12: \_ Lab Day:**

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

**QUIZ**

**Review:**

*Questions from Deliverable 2*

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

**Due By the END of Class: Final Project**