

TPA4251C_CMB-16Fall

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TPA 4251C: Advanced CADD for Theatre

TPA 5346C: 3D Modeling for Theatre

Fall 2016

Professor: Bert Scott**Office Hours:** Tuesday & Thursday 10:00am-noon and by appointment**Office:** T236**Phone:** (407) 595-3797 (it is usually easier to reach me via text or email)**E-Mail:** Bert.Scott@ucf.edu**Course Meetings:** Online

Course Description:

Advanced computer-aided drafting and design and it's application to theatre.

Course Objectives:

At the conclusion of this course, students should be able to :

1. Create simple and complex objects in digital 3D using Vectorworks and Sketchup
2. Create appropriate textures in Vectorworks and Photoshop and apply them to 3D objects in Vectorworks
3. Render the created objects in both photo-realistic and artistic styles in Vectorworks and enhanced in Photoshop
4. Model a complete scenic design in a theatrical space in 3D in Vectorworks
5. Apply appropriate theatrical lighting to the scenic design in Vectorworks
6. Create a final rendering of the lighted scenic design in Vectorworks and enhanced in Photoshop.

Required Materials:

(1) USB flash drive, 1G minimum

OR

A DropBox account (or a similar cloud storage account).

You MUST NOT store your files on the lab computers. Any files left on the lab computers WILL be periodically erased. You are STRONGLY ENCOURAGED to back up your files to more than one flash drive if you are not using cloud storage.

Suggested Materials:

You may request a free student copy of Vectorworks here:

[Vectorworks Student Portal](http://student.myvectorworks.net/) [\(http://student.myvectorworks.net/\)](http://student.myvectorworks.net/)

**Note* - Vectorworks is also available on all of the computers in the computer lab.*

You may download the free version of Sketchup here:

[Sketchup Download](http://www.sketchup.com/download) [\(http://www.sketchup.com/download\)](http://www.sketchup.com/download)

**NOTE* - There are two different versions of Sketchup - Sketchup Make (free) and Sketchup Pro (\$650 retail, \$50 for the educational version). Some of the Sketchup projects may require tools only available in Sketchup Pro.*

Sketchup Pro is available on all of the computers in the lab so you do not need to purchase it if you use it in the lab.

If you want to use it at home you may need to purchase it. It is available as a free 30 day trail, after which you would need to purchase a license.

Links to External Learning Resources:

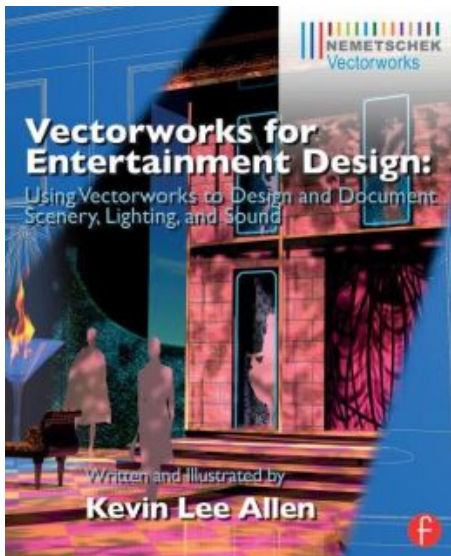
Throughout the semester I will be posting links to external learning resources here:

[Links to External Learning Resources](https://webcourses.ucf.edu/courses/1207896/pages/links-to-external-learning-resources) [\(https://webcourses.ucf.edu/courses/1207896/pages/links-to-external-learning-resources\)](https://webcourses.ucf.edu/courses/1207896/pages/links-to-external-learning-resources)

Text:

Required: None

Suggested: Vectorworks for Entertainment Design by Kevin Lee Allen. ISBN: 9780415726139



Suggested: Online user manuals for Vectorworks, Sketchup and Photoshop

Assignments:

Project #	Assignment	Value
1	Vectorworks: Introduction to 3D Space & Basic Modeling	5%
2	Sketchup: Introduction to 3D Space & Basic Modeling	5%
3	Vectorworks Prop	5%
4	Sketchup Prop	5%
5	Vectorworks Advanced Modeling	5%
6	Sketchup Advanced Modeling	5%
7	Vectorworks Theatre Model	10%
8	Sketchup Theatre Model	10%
9	Vectorworks Hybrid Plan & Model	10%
10	Vectorworks and Lighting	5%
11	Vectorworks Scenic Rendering	10%
12	Sketchup Rendering	10%
13	Final Project	15%
	Total	100%

Specific instructions for the assignments will be posted here in Webcourses with accompanying video tutorials. Please note that while the learning objectives will be the same, the specific content will be more complex and

expected final product will be at a higher level of professional finish for the graduate section of the course (TPA 5346C)

Grading Scale:

Letter Grade	Points
A	93 – 100 points
A-	90 – 92 points
B+	87 – 89 points
B	83 – 86 points
B-	80– 82 points
C+	77 – 79 points
C	73 – 76 points
C-	70 – 72 points
D+	67 – 69 points
D	63 – 66 points
D-	60 – 62 points
F	59 and below

Attendance and participation:

Since this is an online class there is, of course, no attendance requirement. You are responsible, however, for turning in all of the projects on time.

I will be creating new videos for this class this semester and will be posting them throughout the semester. I will try to have them up as early as possible, but they will always be available at least by Monday eight days before they are due the Following Tuesday. If a video happens to be up early you are always welcome to turn in projects early!

Late, make-up and extra credit work:

All assignments are due online at midnight on the date listed in the course calendar.

Any exceptions (religious holiday or official university, college, or department sponsored events, for example) must be arranged with the instructor at least one week in advance. Late assignments will be penalized 10% for each 24 hour period (i.e. projects dues on Tuesday which are turned in by midnight on Wednesday -10%, by midnight on Thursday -20%, etc)

There will be no “make-up” assignments and no extra credit assignments available.

Grading:

We will be creating "photorealistic" content in this course in most cases. The object of the 3D modeling and rendering is to create an image that looks as much like the actual object as possible. You will be graded on how close you come to to achieving this goal. You will also be graded on how well you present your work. Please think about the output of the projects in terms of presentation: center the object on the page (if appropriate), use

labels as necessary, etc. You must have passed Design Basics in order to be enrolled in this course, so think about all of the principles and elements of design when you are creating the final output of your projects!

For projects involving 2D drafting, please also consider the information below:

Drafting/CAD is all about visual communication. Neatness and attention to detail are critically important. Proper use of line weights is essential to good drafting. When creating a drawing, think about your time working in the shop with drawings – what sorts of information are important for you to be able to build your project accurately? Think about how you lay out information on the page – the arrangement of drawings is often as important as the drawings themselves (for example, front, top and side views must be aligned in order for the information to be clear).

An “A” project is a drawing which could be sent to any professional shop and would enable that shop to build exactly what you intend, without having to call you and ask questions. After you have finished a drawing, take a look at it and ask yourself: Is there any information the shop might need which is not included in this drawing? If so, find a way to include that information. Remember that a picture is almost always preferable to a text note.

Turning in Projects:

All projects should be printed to PDF files and turned in online through Webcourses.

Every drafting project must be on the right size “paper” and have a border and titleblock (when appropriate) PLEASE name your file with your name and the project number, ie **BertScottProject#1.pdf**

Academic integrity:

This class abides by the UCF Golden Rule (<http://www.goldenrule.sdes.ucf.edu/index.html>).

You are responsible for knowing the university rules and regulations and will be held accountable for them.

Plagiarism statement:

Plagiarism of any kind will not be tolerated. Students are expected to do their own work and all of the work produced should be completed in its entirety by the student who turns it in. Any first acts of plagiarism will result in an immediate failing grade for the project. Any second act of plagiarism will result in an immediate failing grade for the course and referral to the Office of Student Conduct. Copying any portion of any file not created by you, or provided by the instructor, is plagiarism.

Students with disabilities:

Students with disabilities who qualify for academic accommodations must provide a letter from the Office of Student Disability Services.

Copyright:

This course may contain copyright protected materials such as audio or video clips, images, text materials, etc. These items are being used with regard to the Fair Use doctrine in order to enhance the learning environment. Please do not copy, duplicate, download or distribute these items. The use of these materials is strictly reserved for this online classroom environment and your use only. All copyright materials are credited to the copyright holder.

Disclaimer:

We might discuss material (scripts) that may express adult or controversial themes or contain strong language. If this presents a problem for you, please see the instructor immediately to assess your chances for success in the course.






Important Financial Aid Information











In order to comply with federal law and document that you began this course, please complete the following Discussion Post by the end of the first week of classes, or as soon as possible after adding the course. Failure to complete the assignment before August 26 will result in a delay in the disbursement of financial aid.

[Course Introduction Discussion \(https://webcourses.ucf.edu/courses/1207896/discussion_topics/3976639\)](https://webcourses.ucf.edu/courses/1207896/discussion_topics/3976639)

This syllabus may be modified at the discretion of the instructor. Changes will be discussed in class and/or via email

Assignments Summary:

Date	Details	
Fri Aug 26, 2016	 Course Introduction - MUST BE COMPLETED BY AUGUST 26 TO FULFILL FINANCIAL AID COURSE ATTENDANCE AND PARTICIPATION REQUIREMENTS!	due by 5pm
Tue Aug 30, 2016	 Project 1 - Vectorworks: - Introduction to 3D space and basic modeling tools	due by 11:59pm
Tue Sep 6, 2016	 Project 2 - Sketchup: - Introduction to basic modeling tools in Sketchup	due by 11:59pm
Tue Sep 13, 2016	 Project 3 - Vectorworks Prop	due by 11:59pm
Tue Sep 20, 2016	 Project 4 - Sketchup Prop	due by 11:59pm

Date	Details	
Tue Sep 27, 2016	 Project 5 - Vectorworks Advanced Modeling (https://webcourses.ucf.edu/courses/1207896/assignments/4782702)	due by 11:59pm
Tue Oct 4, 2016	 Project 6 - Sketchup Advanced Modeling (https://webcourses.ucf.edu/courses/1207896/assignments/4782703)	due by 11:59pm
Tue Oct 11, 2016	 Project 7 - Vectorworks Theatre Model (https://webcourses.ucf.edu/courses/1207896/assignments/4782704)	due by 11:59pm
Tue Oct 18, 2016	 Project 8 - Sketchup Theatre Model (https://webcourses.ucf.edu/courses/1207896/assignments/4782705)	due by 11:59pm
Tue Oct 25, 2016	 Project 9- Vectorworks Hybrid Groundplan & Set Model (https://webcourses.ucf.edu/courses/1207896/assignments/4782695)	due by 11:59pm
Tue Nov 1, 2016	 Project 10 - Vectorworks and Lighting (https://webcourses.ucf.edu/courses/1207896/assignments/4842339)	due by 12:59am
Tue Nov 8, 2016	 Project 11 - Vectorworks Scenic Rendering (https://webcourses.ucf.edu/courses/1207896/assignments/4782706)	due by 10:59pm
Tue Nov 15, 2016	 Project 12 - Sketchup Scenic Rendering (https://webcourses.ucf.edu/courses/1207896/assignments/4782696)	due by 11:59pm
Thu Dec 1, 2016	 Project 13 - Final Project (https://webcourses.ucf.edu/courses/1207896/assignments/4782697)	due by 11:59pm
	 Roll Call Attendance (https://webcourses.ucf.edu/courses/1207896/assignments/4782707)	