University of Washington, College of Built Environments
URBDP 573 A / CEP 498 A: Digital Design Practicum

Tutorial/Lab: MW 1:30-3:20pm
Additional Lab: F 10:30 – 12:20 pm (Reserved lab time)
Meeting place: Gould 007 F, Digital Commons
Credits: 4/5

Course Website: *https://canvas.uw.edu/courses/895221*

Instructor:
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by appointment

Teaching Assistant:
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Office hours: F 10:30 – 12:20pm
Gould 007F

prac·ti·cum (prăk′tĭ-kəm) *n.* A school or college course, especially one in a specialized field of study that is designed to give students supervised practical application of previously studied theory.

COURSE DESCRIPTION & OBJECTIVES

Today design and planning professionals are increasingly using digital technologies in their everyday work to document, analyze and communicate all facets of the built environment. This course prepares you to meet the varying challenges of the practice world by making you familiar with some of the digital tools used extensively in the professional world. This is a <u>hands-on course</u> in which you will develop a working knowledge of three specific software packages through a real-word case study project that focuses on a variety of urban issues.

The overarching goals of the course are as follows-

- To obtain working knowledge of the software packages commonly used in practice, and develop expertise, especially in their analytical capabilities.

- To learn to communicate spatially using digital graphic media—a useful skill for forging better working relationships with clients/community.

SOFTWARE

The set of software used in this course includes:

Adobe Creative Suite: provides a unified design environment combining newer versions of Photoshop, Illustrator, InDesign, and Acrobat software. Of these we will cover the following two in this class:

> **Adobe Photoshop**: is a photo editing software used primarily in graphic design and photo industry. The design and planning professions use Photoshop extensively in visualizing the environment and developing scenarios using photo manipulation/montage techniques. Photoshop is also used in creating poster boards and other presentation graphics.

> **InDesign**: shares common tools, palettes, and commands with other Adobe applications including Illustrator and Photoshop. This integration provides a fluid environment for professional quality desktop publishing. In design and planning fields the software is increasingly being used for the production of professional reports, posters and presentation boards.

ArcGIS: is a geographic information system (GIS) software that has a broad range of applications to the design and planning fields dealing with spatial information on parcels, zoning, land use, buildings, landscapes and transportation networks. The software utilizes geo database technology as a framework for data access and management. The basic capabilities of the software include visualizing, querying, analyzing as well as creating and editing geographic data.

SketchUp: is a 3D modeling software that designers and planners use in massing studies and to articulate buildings, spaces and neighborhoods. It is a relatively easy-to-use conceptual tool with a simple interface.

STRUCTURE

Discussions/Tutorials/Lab

In the *tutorial* segment the students are given guided introductions to each of the software packages and relevant software features.

During the *supervised lab* time student have an opportunity to develop their assignments in a setting where the instructors are available for guidance.

ASSIGNMENTS

Assignments focusing on a study area will form the core of the course. The assignments will be posted on the class website. You are required to use the lab time to work on the assignments.

The final **project** is developed using data generated in the assignments. The completion of the project would involve additional fieldwork and research, including review of relevant design and planning reports on the project site.

BOOKS (Recommended)

1. Jaoa, G. *Sketchup Pro 2013 Step by Step*. GetPro Books. 2013
2. Smith, J. *Photoshop CS6 Digital Classroom*. Wiley; Pap/Dvdr edition. 2012
3. Smith, C. *InDesign CS6 Digital Classroom*. Wiley; Pap/DVD edition. 2012
4. Ormsby et al. *Getting to Know ArcGIS 10*. ESRI Press. 2011
5. Wilson, M. *Learning ArcGIS 10.2 Basics*.2013 (Currently only available as eBook)

POLICIES

Participation: Participation to all structured course segments is required. You are expected to use the lab time to develop your assignments where the instructors would be around to assist you. Class participation might also include submitting products of tutorials and/or in class assignments.

Expenses: In addition to the reference materials (listed above) and supplies (listed below) other costs include expenses incurred for color printing, photocopying, and transportation to project site.

Evaluation: Your final grade will be based on the following—

>   Assignment 1: 15 points
>   Assignment 2: 15 points
>   Assignment 3: 20 points
>   Assignment 4: 20 points
>   Final Project: 30 points

You are allowed to resubmit *one* of the four assignments any time before week 9 to improve your grade. Your final grade for that assignment would be the higher of the two grades.

Class Account: You have 1 GB of space each to store your class related materials on the course account on the Vader server. If your folder exceeds its designated 1GB space, then files will be randomly deleted from it. Please be diligent in keeping only the required files in it.

To access the share from windows: Map a drive (right-click "Computer") to:
\\cbe-vader.be.washington.edu\urbdp573a-cep498a
Username: NETID\<your UWNetID>   Password: your UW NetID password
Now create a new folder with your Last Name here. Please make sure you save all your files inside your folder. Files found outside the individual folders will be immediately deleted.

To access the share from a mac: Use the menu item /Go/Connect to Server/ from the finder and enter:
smb://cbe-vader.be.washington.edu
Username/Password: your UW NetID username and password
Then select your course share (urbdp573a-cep498a). This volume will be mounted on your desktop.
Now create a new folder with your Last Name here. Please make sure you save all your files inside your folder. Files found outside the individual folders will be immediately deleted.

For the macs in BE labs, there is an application on the dock and in the Applications folder called "Mount Vader" that automates this. Create a new folder with your Last Name inside this Folder and make sure that you save your files inside your own folder. Files that are found outside the individual folders will be deleted immediately.

Software: The computers in Digital Commons have all the software you will need for the class. However if you want to have the flexibility to work on your personal computer you may consider purchasing some or downloading trail versions:

1. ArcGIS 10.2: You will receive a 1 yr. educational version of as part of the class.
2. SketchUp 2013: Consider purchasing the one year student license from sketchup.com

Adobe Creative Suite: Adobe now offers a membership for their Creative Cloud. It is currently $19.99/month with a one-year membership. You can also download a 30-day demo version of from the company website: http://www.adobe.com/downloads/

Course Website: The course website is the central portal for the class. You will find all assignments posted on the website. Also you can access the discussion boards and assignment drop boxes from there. In addition project related materials will also be made available from the course website. It is recommended that you check the course website regularly for updates and announcements.

Questions/Clarifications: If you have any questions/comments about the assignments and tutorials, please post them to the assigned boards on the Canvas site. The boards will be reviewed once every day and a reply will be posted. You are encouraged to review the boards periodically and respond to postings as well. Please make sure that you **post to the appropriate boards.** (There is a separate board for the **project** where you can discuss your ideas and share documents.) **Avoid sending direct emails to the instructor** with questions about the assignments/tutorials.

Deliverables:

*E-Submission of assignments and project***:** pdf versions of the assignments titled (LAST NAME_ASSIGNMENT NUMBER) in the designated drop areas on the course webpage. The drop folder records the time of submission.

Hard copy of assignments: printed color copy of the assignment needs to be submitted in class on the day it is due or in the TA's (Susmita Rishi) mailbox in Gould 410. Please be aware that the office (Gould 410) closes at 5:00 p.m.

Hard copy of project report: color bound copy of the final report with a pocket containing CDs of all the assignments (no pdf versions) and the final project.

Collaboration*:* You are encouraged to do the final project in teams of two. Each participant is expected to contribute equitably through the process. Group projects are expected to produce more detailed analysis than individual projects.

Other policies: This class is of course governed by all of the university's student policies, including those on plagiarism and multiple submissions. It is your responsibility to be familiar with these. More information on this can be found at: http://depts.washington.edu/grading/issue1/honesty.htm

Cell Phones and other Internet distractions: Please be courteous and refrain from personal Internet activity during lab time.

REQUIRED MATERIALS

1. Notebook
2. Access to a digital camera
3. External Drive

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SCHEDULE

- All assignments due by 1:20 pm in the drop box; paper copies due at 1:30 pm in the class or in Susmita Rishi's mailbox in Gould 410
- All Friday lab times are supervised unless otherwise stated. While participation is not mandatory it is recommended especially if you need individualized assistance with developing your assignments.

			In-class	Deadlines/Benchmarks
Week 1	Mon	31-March	Introduction to course (content/ structure) Intro to the Project site	
	Wed	2-April	Intro to InDesign Intro to Assignment 1	Layout/Color/Text
	Fri	4-April	Reserved Lab time (Un-Supervised)	
Week 2	Mon	7-April	Tutorial 2: InDesign	
	Wed	9-April	Lab time: Assignment 1	
	Fri	11-April	Reserved Lab time	
Week 3	Mon	14-April	Intro to Photoshop Intro to Assignment 2	**Due: Assignment 1** Scale/Perspective Adjustment layers
	Wed	16-April	Tutorial 1: Photoshop / Photo Montage & Panorama	Discuss Assignment 1
	Fri	18-April	Reserved Lab time	
Week 4	Mon	21-April	Lab time: Assignment 2	
	Wed	23-April	Intro to ArcGIS Intro to Assignment 3 Tutorial 3: GIS / Basic Mapping	**Due: Assignment 2**
	Fri	25-April	Reserved Lab time	
Week 5	Mon	28-April	Tutorial 3: GIS / Basic Mapping continued	Discuss Assignment 2
	Wed	30-April	Tutorial 3.2: Socio-demographic analysis Supervised lab time: Assignment 3	
	Fri	2-May	Reserved Lab time	

Week 6	Mon	5-May	Lab time: Assignment 3	Visualizing Data/Mapping
	Wed	7-May	Lab time: Assignment 3	
	Fri	9-May	Reserved Lab time	
Week 7	Mon	12-May	Intro to SketchUp Intro to Assignment 4	**Due: Assignment 3** Figure/Ground & Massing
	Wed	14-May	Tutorial 4: SketchUp / Massing and Terrain/	
	Fri	16-May	Reserved Lab time	
Week 8	Mon	19-May	Tutorial 4: SketchUp/Photo texturing	Discuss Assignment 3
	Wed	21-May	Intro to Project Lab time: Assignment 4	DIY: optional SketchUp tutorials As needed
	Fri	23-May	Reserved Lab time	
Week 9	Mon	26-May	Memorial Day – No Class	
	Wed	28-May	Lab time	**Due: Assignment 4**
	Fri	30-May	Reserved Lab time	Project meetings
Week 10	Mon	2-June	Lab time: Project	Project meetings
	Wed	4-June	Lab time: Project	Project meetings
	Fri	6-June	Reserved Lab time	
Finals Week	Mon	11-June by 5pm		**Due: Final Project**